

Your Reel/Portfolio

3D Animation and Modeling

Your reel is the most important thing you can take from this class. Don't leave putting it together until the last minute. Your reel is what you show to clients and employers. It tells them what you can do.

Only use your best samples in your reel. Every piece must show the person watching your reel a moment of quality.

The average length of time a reviewer gives to your reel is 8 seconds. If you can't capture their attention in those first 8 seconds your reel is useless. So use your strongest samples first.

Your 3D models should indicate clean modeling skills. Often you will want to show three examples and the same model: one wireframe, one shaded (gray) and one fully rendered with materials.

Render your models for presentation using lights and camera's. Don't take a good model and ruin it with bad lighting. Orbit the camera around your non-animated models.

In this class you can create a successful reel using the following projects:

- A great looking landscape with good lighting and camera work.
- The ABC 24/7 with plenty of dazzle and strong composition.
- A good sample of "compositing" as in the Jet and cloudscape project.
- Samples of your best models. All well lighted and using some camera movement.

To make a successful reel you need to know how to use Adobe After Effects. You don't need to be an expert but know just enough to place AVI clips of your animations together, set up some type (your contact information) and set a musical score. An interesting musical score can help grab the attention of the reviewer.

Your reel only needs to be 30 seconds long. Don't fill it with bad stuff to make it longer. Have your contact information at the bottom of the reel at all times.

If this is your first effort at creating 3D models and using 3D Max be patient. Remember, your reel is something that you will continue to add to and refine during your entire career.