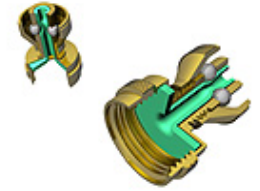


TECHNICAL PROJECTS



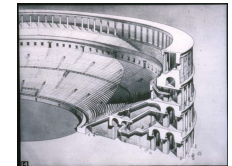
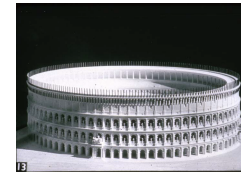
Technical 3D modeling and animation includes making models and animations for architects, medical and scientific purposes and product designers.

The parameters for this project are:

Between 3 - 25 seconds

480 x 270 pixels

Animation - camera orbit, slicing or whatever might be appropriate.



Skills needed for this project include:

Basic "box" modeling techniques

Multi-Sub Object material application

Basic cameras skills

Basic lighting skills

How to render a Tiff sequence with Alpha channel

Basic Adobe AfterEffects techniques