

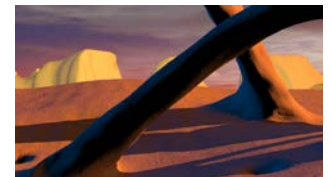
3D Modeling & Animation

Many 3D artists specialize in creating environments. A beginning artist should have at least one example of an environment on their reel/portfolio.

As with the other projects, this project demands much creativity on your part. Before starting, it would be wise to search the internet for ideas.

The parameters are:

1. Approx. 3 - 20 seconds of animation
2. Proportions - HDTV
3. Size - 490 by 270 pixels
4. Must include sound/music
5. Must include at least one cut (fast, fade) created using Adobe AfterEffects.



You will need to know how to do the following and then more:

Model a landscape/seascape using box modeling and displacement maps.

Set up a skydome.

Create dramatic lighting with colored lights and strong camera positions.

Use a variety of modeling techniques to create the various objects (shells, snakes, corals) that populate your scene.

How to render a Tiff sequence with Alpha channel

Basic Adobe AfterEffects techniques



Steps:

1. First establish the scene parameters:
 - a. Proportion and size (HDTV - 480 x 270)
 - b. Set up a camera and set one of the viewports to "Camera" and turn on "Show Safe Frame".
2. The first element to consider in this project is the ground. Create a plane approx. 1000 x 1000 units. This will represent the foreground and mid ground.

If you're creating a landscape the background (in this example, the mountains) will come later and be made from another plane.

If you're doing an underwater scene you need to create the atmospheric "fog" effect to mimic the waters turbidity or clearness. See the instructions for this on the class web site under "Fog" on the Essential Skills menu.

3. Begin modeling the various elements. You might model them in different files and then "merge" them together. The modeling techniques will vary. See the "Essential Skills" menu and/or ask the instructor for help.
4. As in the Special Effects project, composition is important. Strong land/seascapes make use of fore, mid and backgrounds. This creates a strong sense of space and depth.
5. Make frequent test renders and make sure to save your files .

