

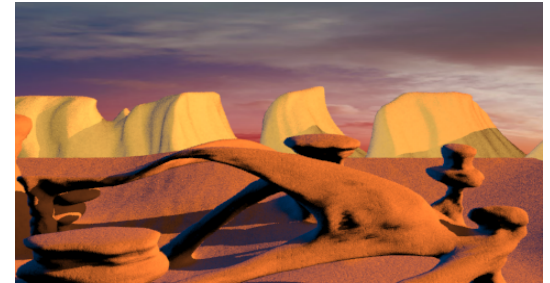
## 3D Modeling & Animation

**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

