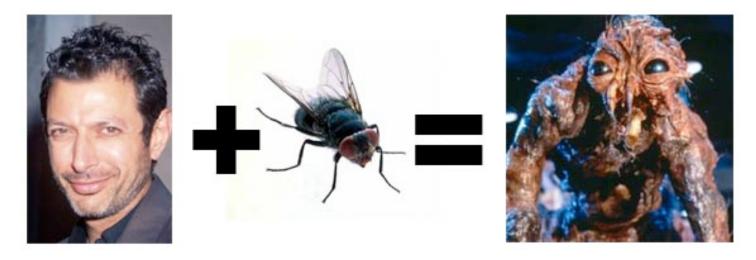# EMC 3310 – 001   Project: Brundle Model: 25 POINTS

Based off the 1986 film remake of *The Fly* starring Jeff Goldblum, create a new organic creature that does not exist in nature.

Creature:
Create character model sheets to show the design of your brundle based on a combination of animals/insects that you will get to randomly choose from. Once the animals are chosen, do research on specific types/breeds to be as accurate as possible with their proportion, scale, color, texture, etc. Model and texture the creature. Proper organic topology and well-defined and accurate character model sheets will be paramount for a successful project. Light the model appropriately and composite the creature in a nature image for display. Your brundle *must* take up at least 75% of the image.

Images:
You may either take your own image to composite your create into, or find an copyright-free image online. Images you take/find should be extremely large. Your creature should be partially behind an object (leaf, tree branch, rock, etc.). Final output will be **1280x720** (*this is the minimum resolution you will need - the larger the better*). The image should be crisp and clear, not blurry (this excludes images with high depth of field), and not grainy due to low lighting or poor resolution. Consider the final output frame size (1280x720) when framing the composition of your image. Avoid images that are more vertical than horizontal. Images may need to be cropped to fit appropriately in the final output. Use only **Manual** focus so you have full control. Take multiple images in different angles and in different places to give yourself and the class options. Additionally, take/find images, roughly, from the point of view of the objects. These will become important later on in the compositing phase. The instructor and class will approve all images.

Turn In:
- Final Movie:
  • Quicktime format
  • HD 720p (1280x720) or bigger using 16:9 ratio
  • H.264 codec compression
- Final Maya file(s)
- Referenced source images

DUE DATES:

8/24	• **Pick from list of animals/insects**
9/11	• **Character Sheets w/ digital image(s)**
10/7	• **Modeling**
11/6	• **Texturing w/ rough lighting**
11/23	• **Lighting/Rendering/Compositing**
12/7	• **Final Version**