EMC 3310 – 001 Project: Still Life: 25 POINTS

Recreate real objects in Maya and composite them into an image of your taking.

Objects:
Chose 1-3 objects to recreate in Maya. The objects should be something small enough that you'll be able to carry. Avoid glass and other objects that have transparent materials that refract light (We won't be getting into caustics in this class). Modeling, lighting, texturing, rendering, and compositing will all be very important for the success of this project. Everything must look realistic and that it belongs in the picture. **You must bring your object(s) with you to class everyday for referencing**. Additionally, you must write out a breakdown of how you would create the object(s) in Maya and reference specific tools and functions. The instructor and class will approve all objects. Scan and/or take pictures of your approved objects and import the final adjusted images into Maya for referencing.

Images:
Take a quality, high-res picture with a digital camera (*Canon T3i cameras available*). Examples of surfaces used are the tops of desks, tables, and floors. Avoid putting objects on cloth, clothes, rugs or other things that can create winkles or have small/large fibers. Your object(s) must be partially behind a real object in your image. Images you take should be extremely large. 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. You will also take images with your object(s) *in* the scene to give you a reference of how the light affects it. Use a tripod or place the camera on a table to accomplish this. The angle should not change. Additionally, take 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:

8/26	• **Bring in Objects**
8/31	• **Written Breakdown & Scans/Pictures of approved objects**
9/4	• **Multiple High Resolution images**
9/18	• **Modeling**
10/30	• **Texturing w/ rough lighting**
11/20	• **Lighting, rendering, compositing**
12/7	• **Final Version**