Look Development

Faculty: Miguel Ortega

Project/Course Overview:

This advanced course is an introduction of the tools and techniques of look development for film and commercials. Lectures and demonstrations cover intermediate to advanced shading, texturing, and surface principles, as well as multi-pass rendering and integration with the Foundry's Nuke. The course delves into the shading and texturing techniques that give surfaces their on-screen look. Students are educated and expected to show off final projects that contain various surface qualities and a deeper understanding of materials as they would be used in production.