EMC 3310 Texturing, Lighting and Rendering
DESIGN OF A CREATURE:

1. Create a character concept design to show your idea to model a relatively **simple** living creature based on an existing animal.

2. Identify an animal to work from.

3. Once the animal is identified do research and explore on possible modifications to that creature so that becomes unique and non-realistic.

4. The modifications may come from reference of other living things.

   For example: you may choose a sea horse. Possible ideas for modifications may come from a snake, a crab, a butterfly.
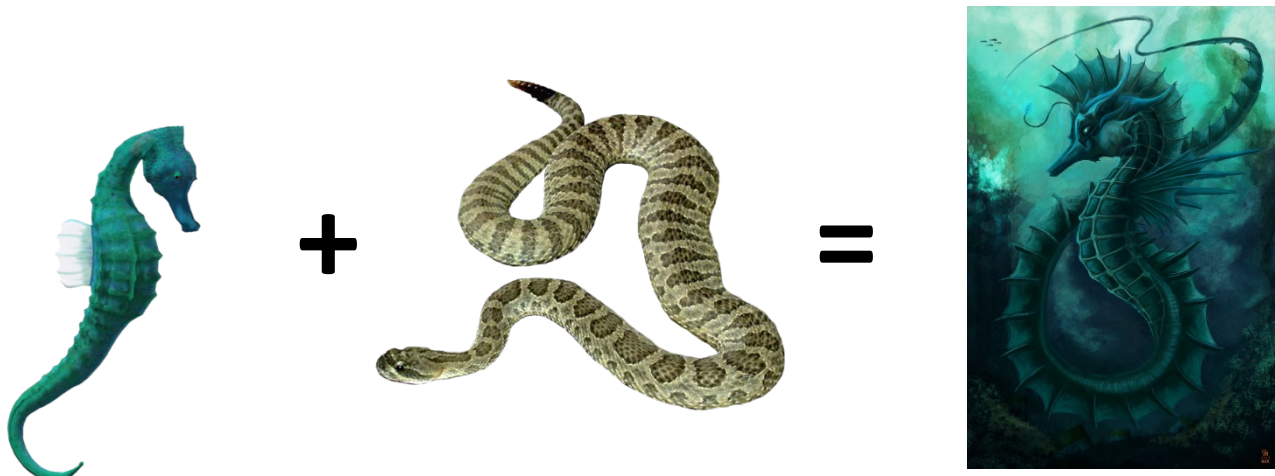
Example 2: A snail may be modified by an anemone.

5. The animal modification must be simple. Use only some features, avoid the total combination of two animals.

6. Create orthographic views of the character, design of the scene including mood, color and texture reference information. See image references below.

7. Model the creature in Maya following strategies shown in class.

8. Proper organic topology and well-defined and accurate character model sheets will be paramount for a successful project.

9. Create UV maps and textures using Bonus Tools techniques and Photoshop techniques learned in class.

10. Choose a style of rendering you will follow. Identify it before starting. The styles you may do are, we will define them in class: hyper realistic, toon shaded, soft cartoon.

11. Light the model appropriately and composite the creature on a nature background for display.

12. Your creature must take up at least 75% of the image.

13. Nature background image:

    You will need to create a background that may be your own illustration or a photograph you take. 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 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. No indoor images please.

14. You will capture images for the environment to light your scene. These images have to be taken roughly, from the point of view of the object. These will become important later on in the compositing phase. The instructor and class will approve all images.

15. The creature will need to be grounded on the picture, no creatures flying or floating. They must cast a shadow on the ground.
16. Render engine to use: Mental Ray
17. Final files must follow naming convention provided on D2L

DELIVERABLES:

- Final 10 seconds Movie:
  - o 3 final renders of your creature in different angles over the same background. Images size 1920 by 1080
  - o Compositing QuickTime movie 1280 by 720
  - o Final Maya zip file(s) in an archived format.
  - o Journal document Including: description of the mood identified in pre-production, final images, character sheet that shows your intended design, referenced source images, your milestone images, and self-critique half page explaining your learnings and challenges. Make sure you provide credit and information of images that are royalty free.

DELIVERY LOCATION:

Facebook: Work in progress milestones always go to Facebook

D2L: Final Journal document

Luxo/dropbox: In a FOLDER WITH NAMING CONVENTION

MILESTONE DATES:

Pre-production:

02/12 Identify your own model. One single sketch of the creature. **You need to be approved** before moving to create orthographic views. **Post to FB**

02/14 Orthographic views drawing + Background digital images **Post to FB**

Production:

02/21 Modeling + UV work. **Post to FB**
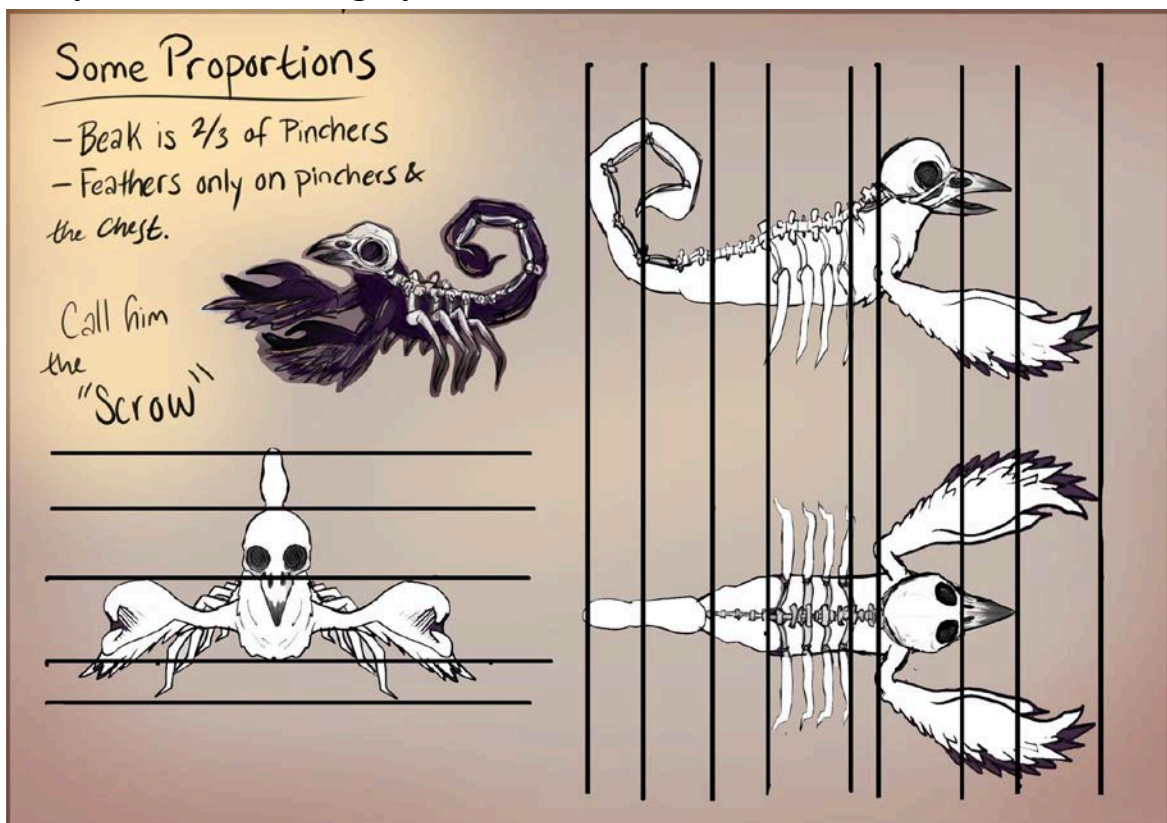
03/02 Texturing w/ rough lighting. **Post to FB**

03/07 Lighting and Compositing (recommended - not graded) **Post to FB**
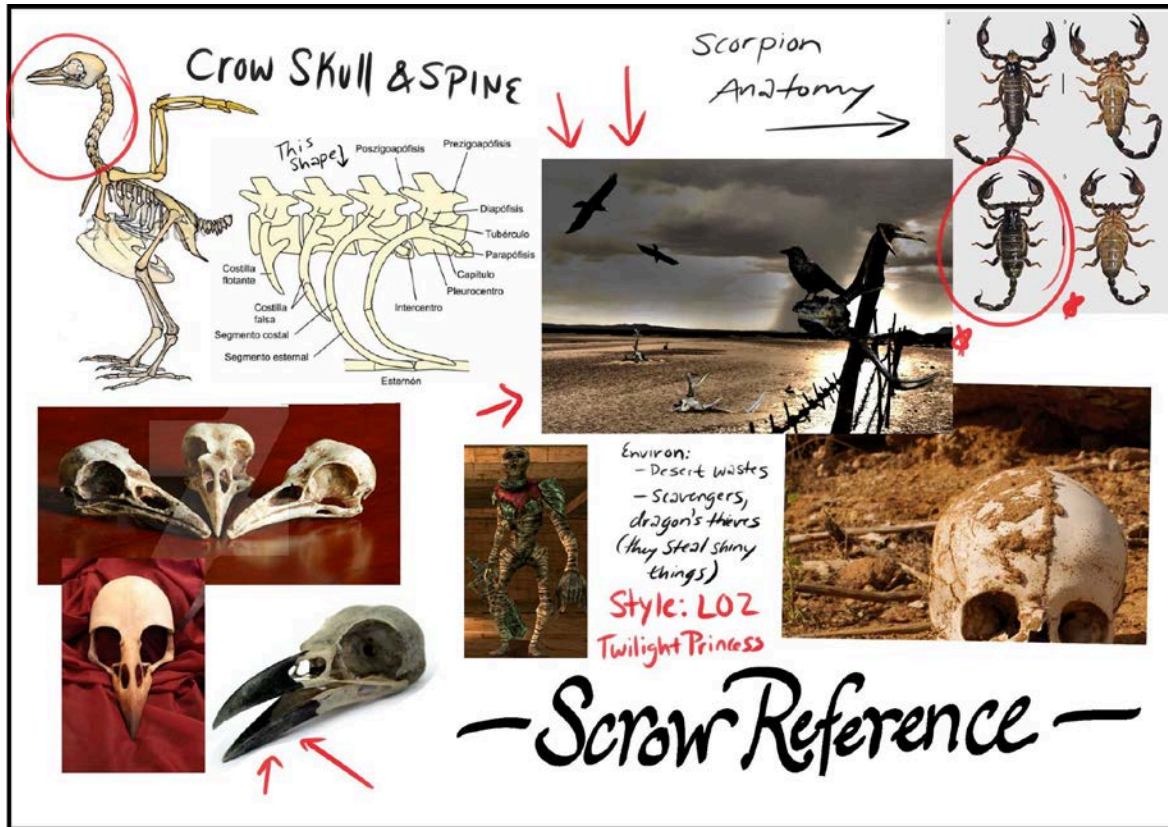
03/12 Final delivery. **D2L - Luxo**

Example: Scorpion - Crow Concept design

Scorpion - Crow Orthographic views

Scorpion – Crow - Color texture and scene environment reference

Background illustration example

Background photograph example

Avoid non hard ground surfaces

Past final work