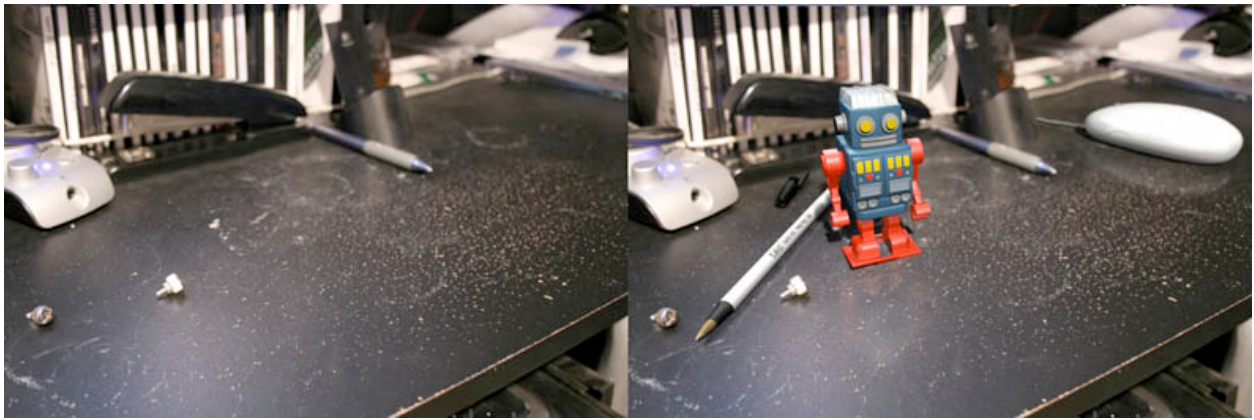


Project 01: Still Life



Take a picture with a digital camera. The image should be *very high quality* (minimum 1240x720). Import the image as an image plane in Maya and place 1-3 objects (depending on complexity) of your choice so they appear as though they are in the image. 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. Examples of images used are the tops of desks, tables, and floors.

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. **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 images and objects.

Images you take should be extremely large. Final output will be **1280x720** (*this is the minimum resolution you will need*). 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. Take multiple images in different angles and in different places to give yourself and the class options. Take images with your object(s) in the scene as well 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 final movie version will be as follows: Show your digital image with the 3D object(s), dissolve into your digital image without the object(s), and then dissolve into the object(s) as follows:

- Wireframe (2-3 sec.)
- Gray Lambert shaded (no lights) (2-3 sec.)
- Textured (no lights) (2-3 sec.)
- Textured with lights Software Rendering (2-3 sec.)
- Textured with lights, mental ray, and any depth of field (3-5 sec.)

DUE DATES:

WEEK 1, 9/2 – OBJECTS AND WRITTEN BREAKDOWN

WEEK 2, 9/9 – MULTIPLE HIGH-RESOLUTION IMAGES

WEEK 4, 9/23 – MODELING

WEEK 10, 11/4 – TEXTURING W/ ROUGH LIGHTING

WEEK 13, 11/23 – LIGHTING/RENDERING

FINALS WEEK – FULL COMPOSITION

- 1280x720
- H.264 Quicktime compression