

EMC 3310 – 001 Project: Still Life: 25 POINTS



Take a picture with a digital camera. 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.

Objects:

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 (caustics). **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.

Images:

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. 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 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 angle should not change. 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
- Order of frames:
 - Final version (2 sec.)
 - Digital image w/o object (2 sec.)
 - Digital image w/ Wireframe (2 sec.)
 - Digital image w/ Gray Lambert shaded (no lights) (2 sec.)
 - Digital image w/ Textured (no lights) (2 sec.)
 - Digital image w/ Textured with lights Software Rendering (2 sec.)
 - Textured with lights, mental ray, and any depth of field (final version) (3 sec.)

- Final Maya file

- Referenced source images

DUE DATES:

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| 8/31 | • Bring in Objects |
| 9/4 | • Written Breakdown |
| 9/6 | • Multiple High Resolution images |
| 9/20 | • Modeling |
| 11/1 | • Texturing w/ rough lighting |
| 11/22 | • Lighting, rendering, compositing |