

ART487e: Lighting and Compositing

Professor Andy Fedak

Project 3: Environment Lighting (with surfacing and compositing)

DUE week 9.

Projects are due at classtime, no late work will be accepted.

Project Overview:

The main goal of this project is to develop a professionally based workflow for the surfacing and lighting of an environment for high end film production in VFX and Animation. After developing a backstory, references, and concept art, students work through setting up a camera and basic lighting; learning about different types of light sources, and problematic situations and solutions surrounding each. With this base lighting setup, students then explore look development for their shaders in the scene using a set of test objects to define the different materials needed. Once done, the student then apply their materials to their scenes and render out an EXR with AOVS. This AOV render is then manipulated in Nuke using different techniques (Zdepth, Position Pass, Grades, etc.) to reach a final image.

Listed below is the grading criteria.

Breakdown

- 1 – Concept Design and Backstory
- 2 – Base camera setup and lighting
- 3 – Look Development for Shader
- 4 – AOV render out of Maya with shaders attached
- 5 – Final composite in Nuke

Grade Scale

Each section in 1/5th of the final grade for project.

Final Accumulated Score is Calculated by the Rubric:

A/A+ = 100 , A- = 90, B+ = 89; B = 86, B- = 82, C+ = 79, C = 76, C- = 72, D+ = 69, D = 66, D- = 62, F = 59.