Connor Hege
Project Proposal: "Sword-Fish" – Tools and Techniques Used

Modeling
Polygon Modeling was used to create the basic sword shape. Subdivision Surfaces were applied to make the shapes smoother. NURBS and Curves were utilized for adding intricate details.

Lighting
Arnold Physical Sky provided natural lighting, while Directional Light was used to specifically highlight the blade and fish handle.

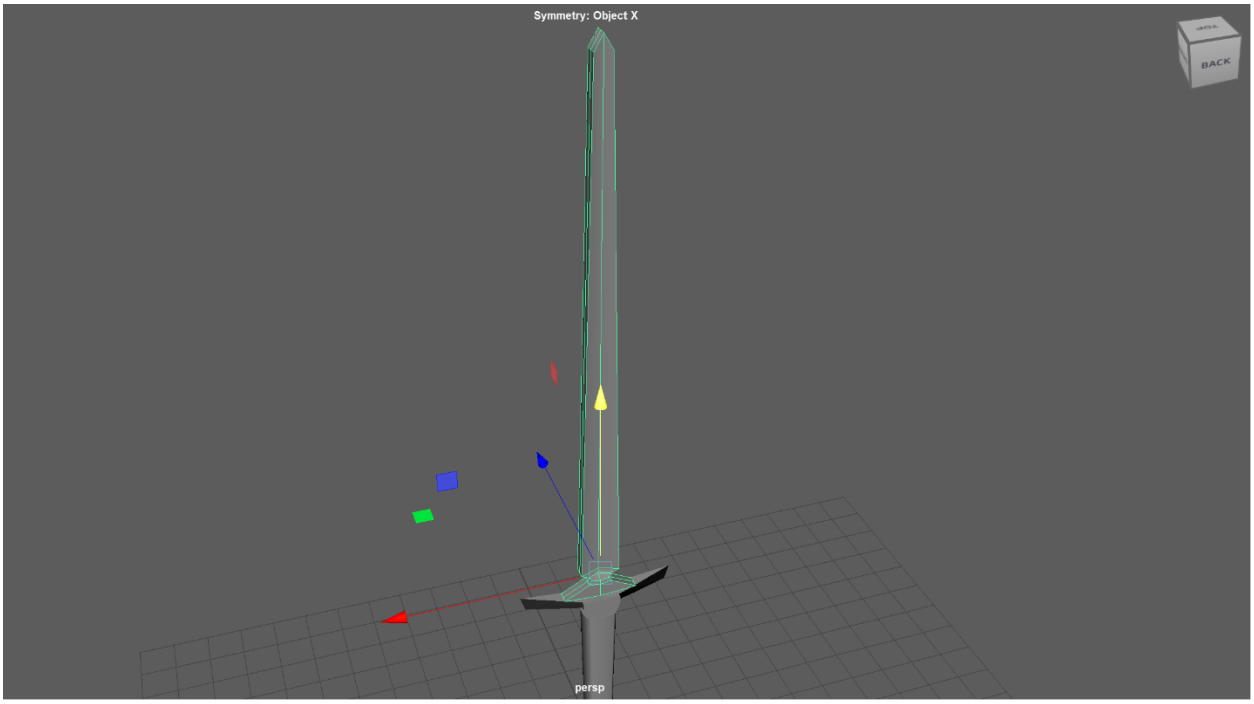
Texturing and Shading
The Arnold Standard Surface Shader was applied for a metallic look on the blade and a shiny finish. UV Mapping with a top-projected layout ensured that textures fit accurately. Noise was used to create the effect of water.

Rendering
The Arnold Renderer was used to render the model at a 1920x1080 resolution for high-quality stills.

Additional Tools and Techniques
Content Aware Fill was used to blend the fish's outer fill smoothly. The Curve Adjustment Modifier transformed the model to black and white and allowed fine-tuning of color values with sliders, where black areas are pushed in, and white areas are pushed up.

References
Fish model reference image: Link.

Tutorials
Modeling Tutorial: Link
Texturing Tutorial: Link
Skinning Tutorial: Link
Extra Texturing Tutorial: Link
Textures and HDRI: Polyhaven.com: Link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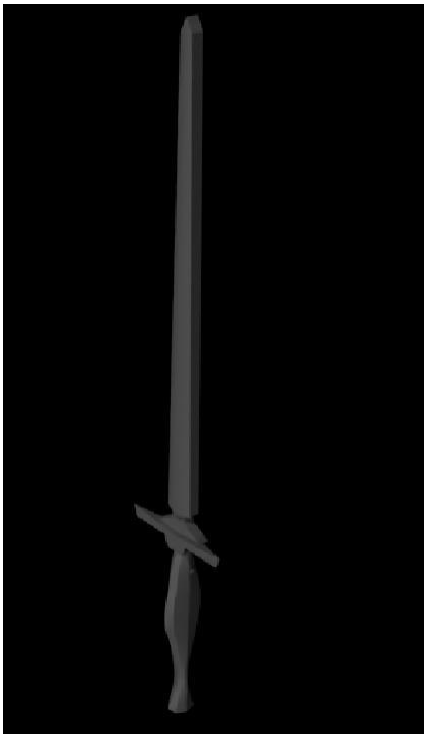

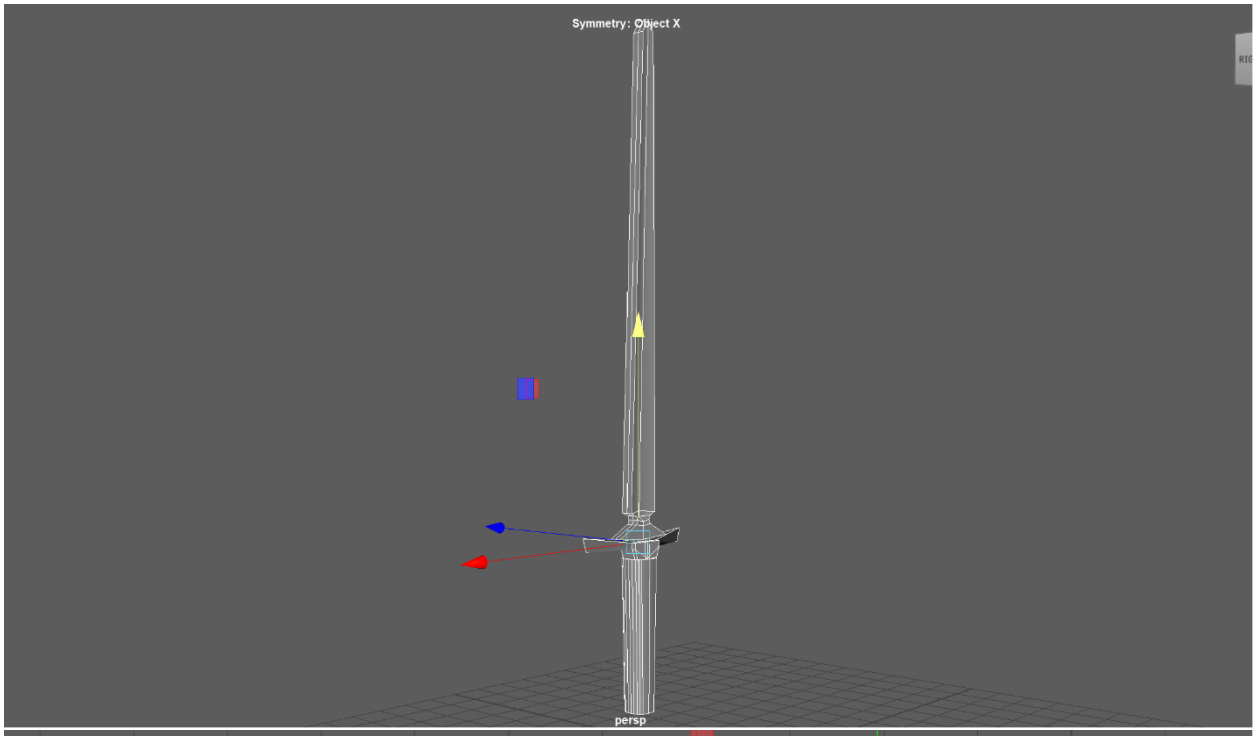
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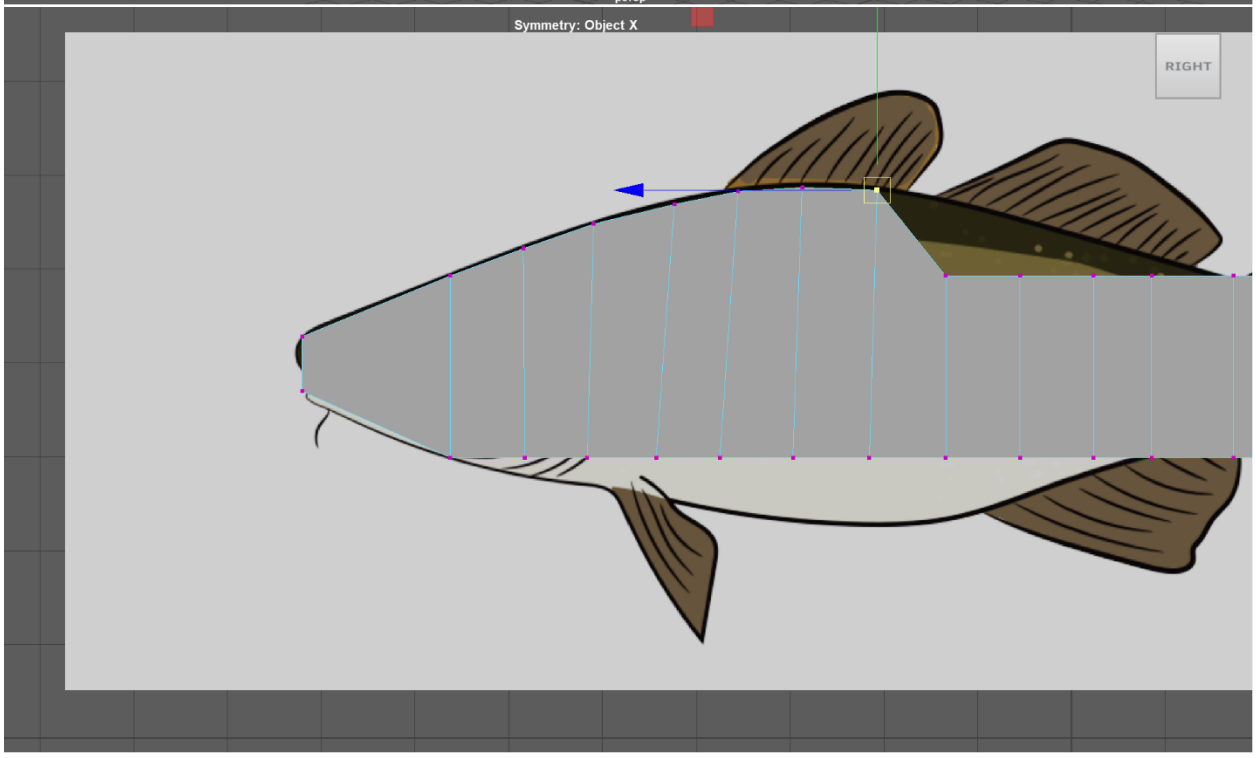
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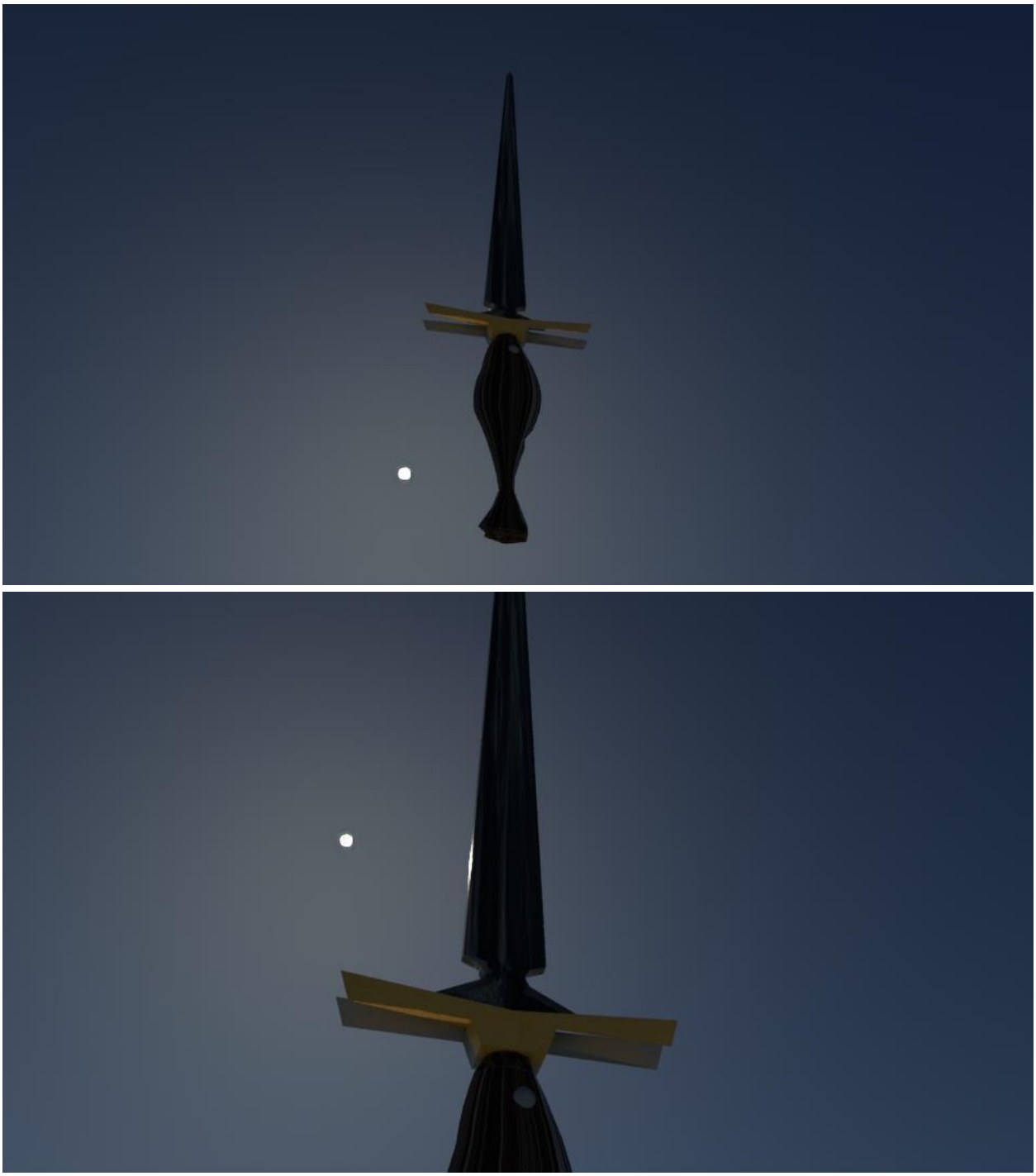

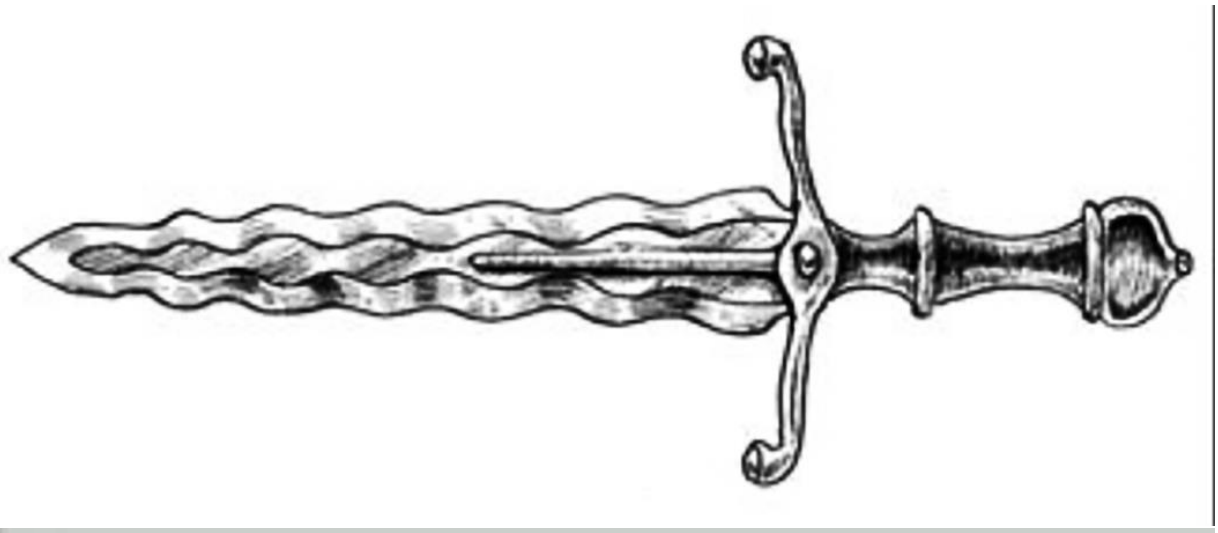

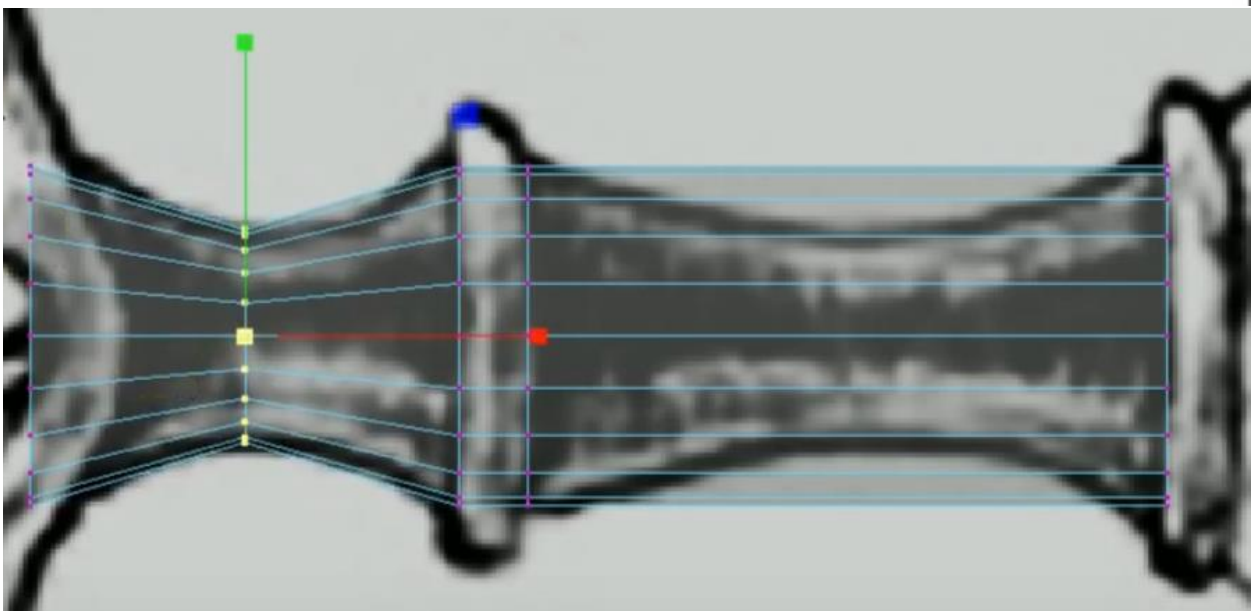

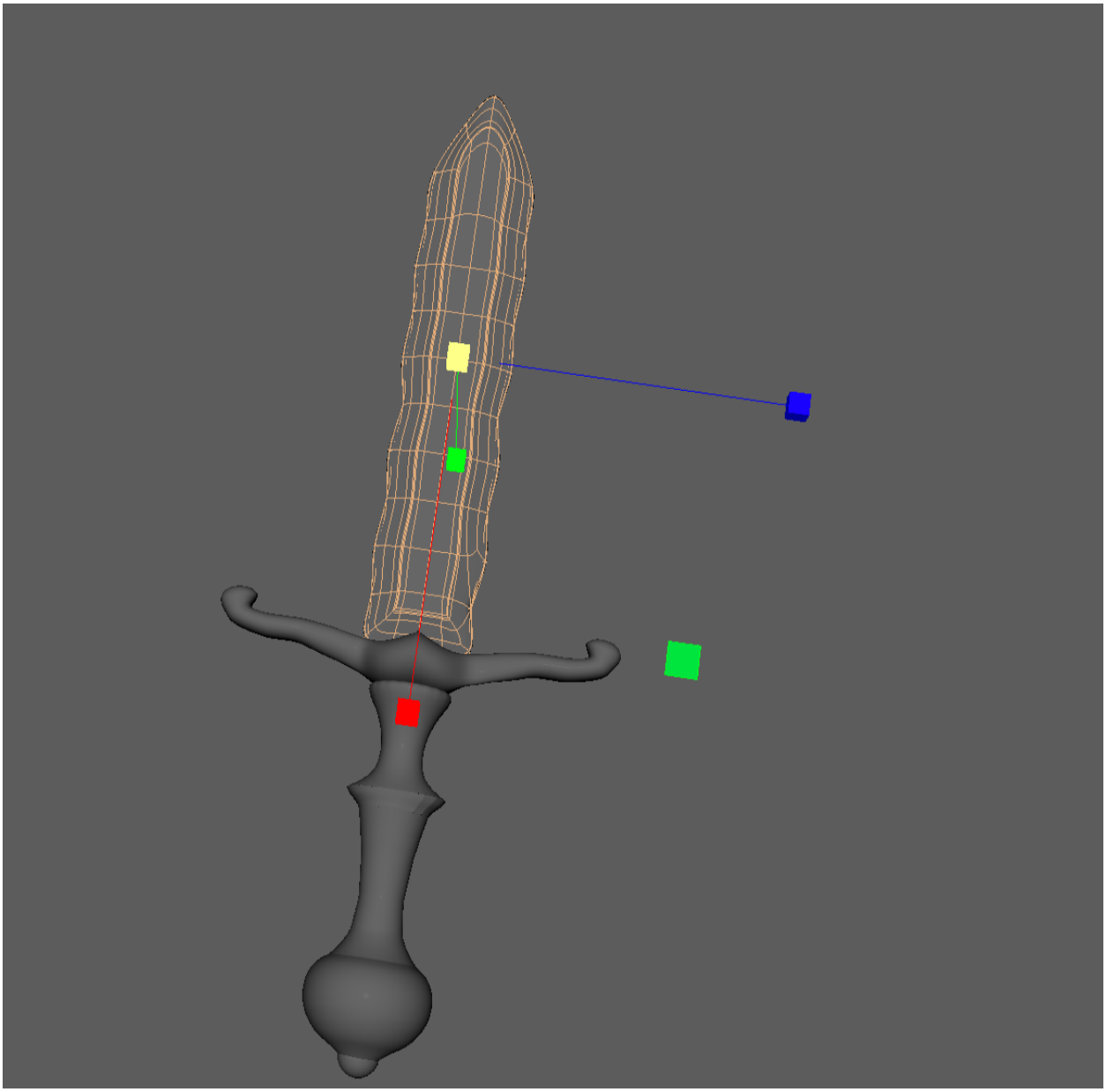

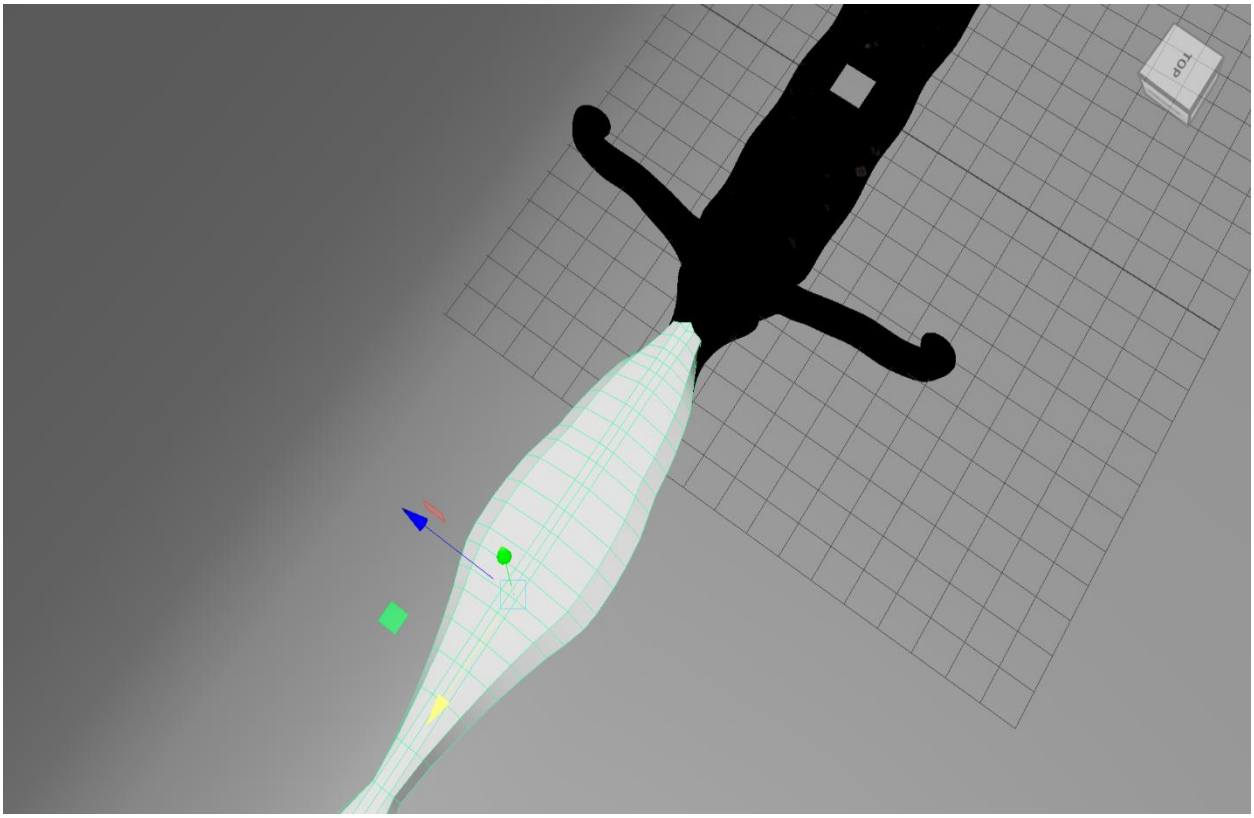
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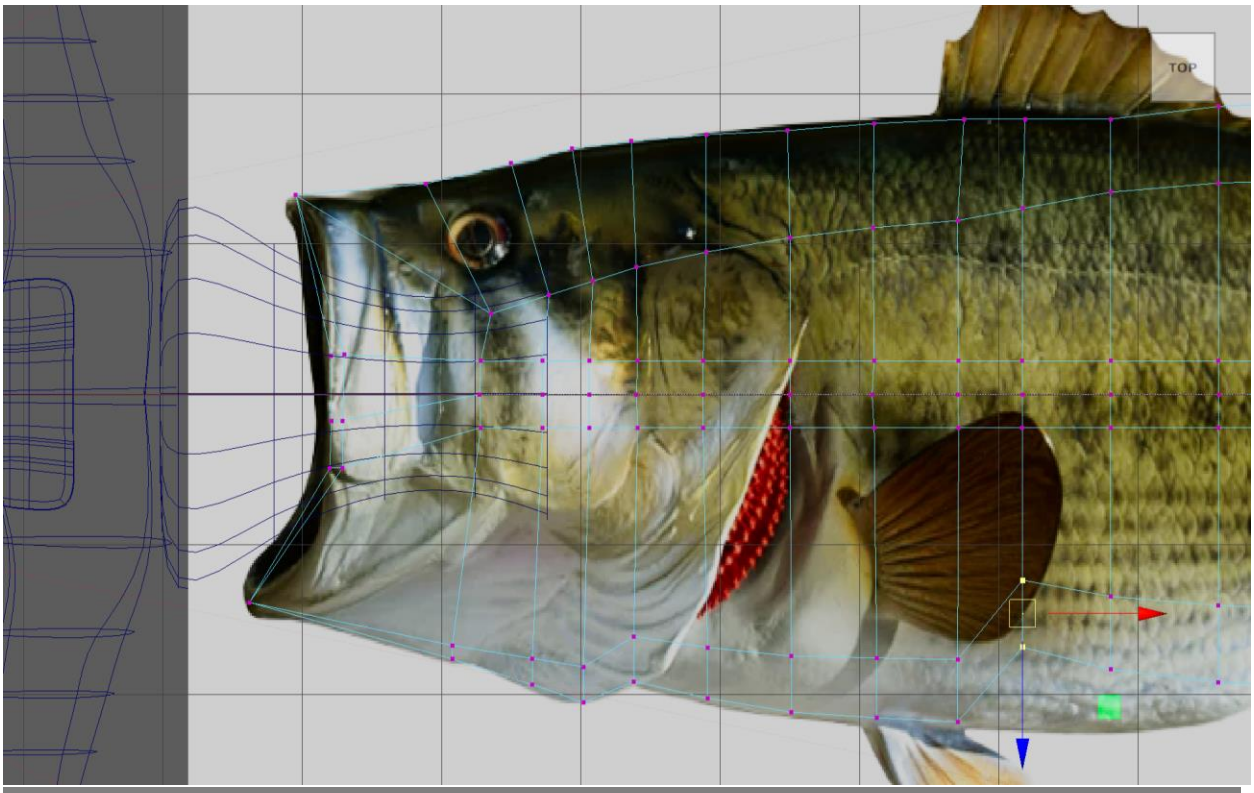
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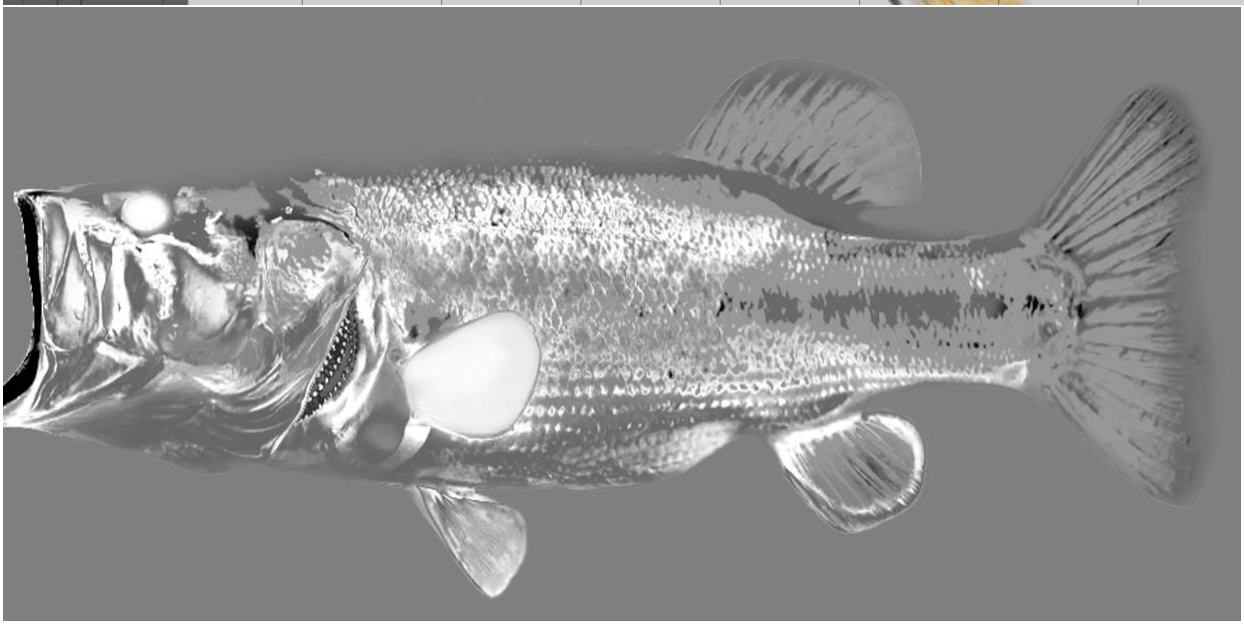

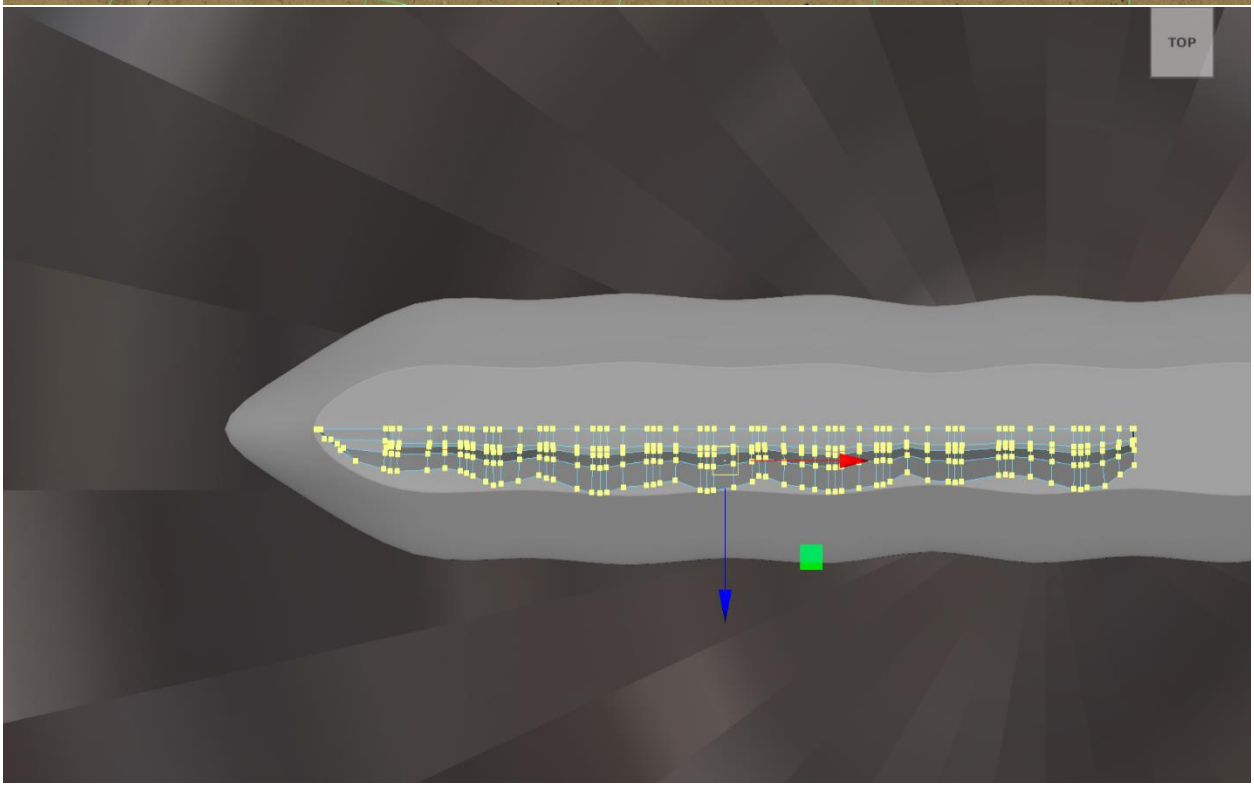
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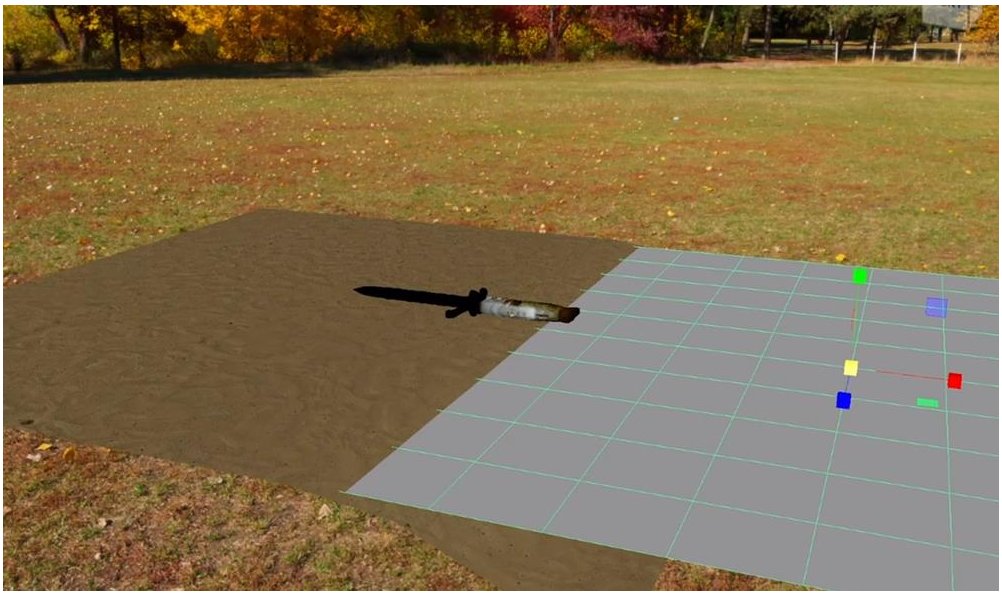

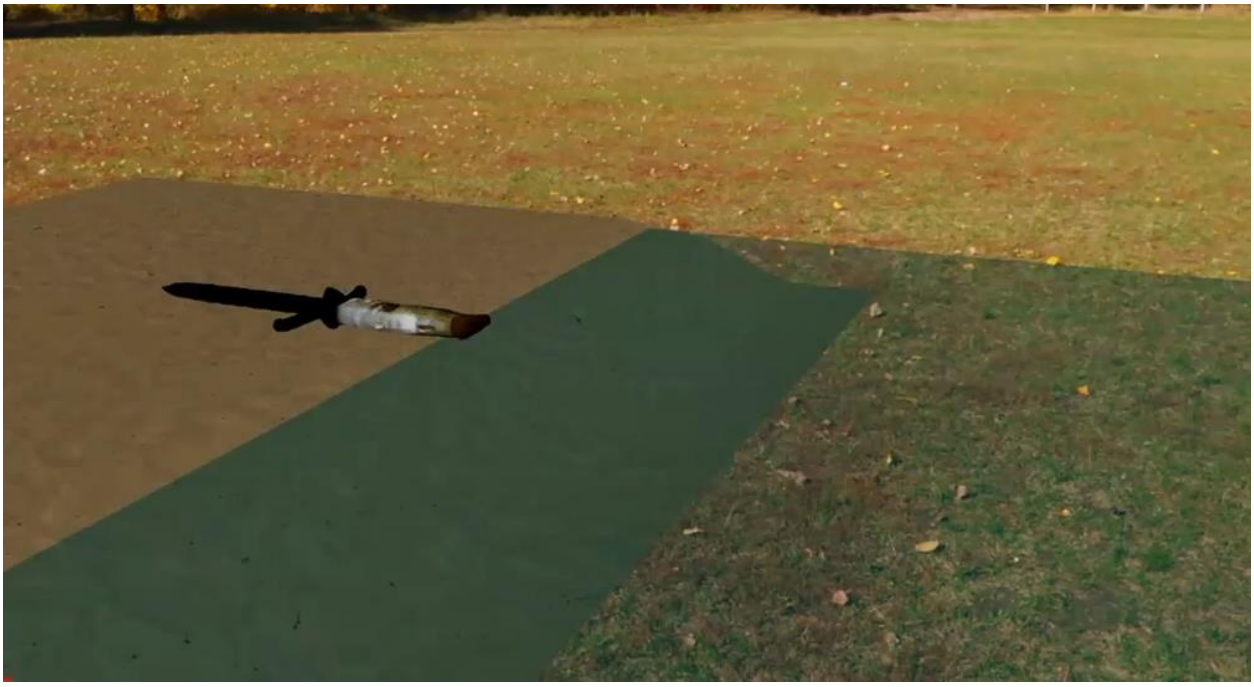

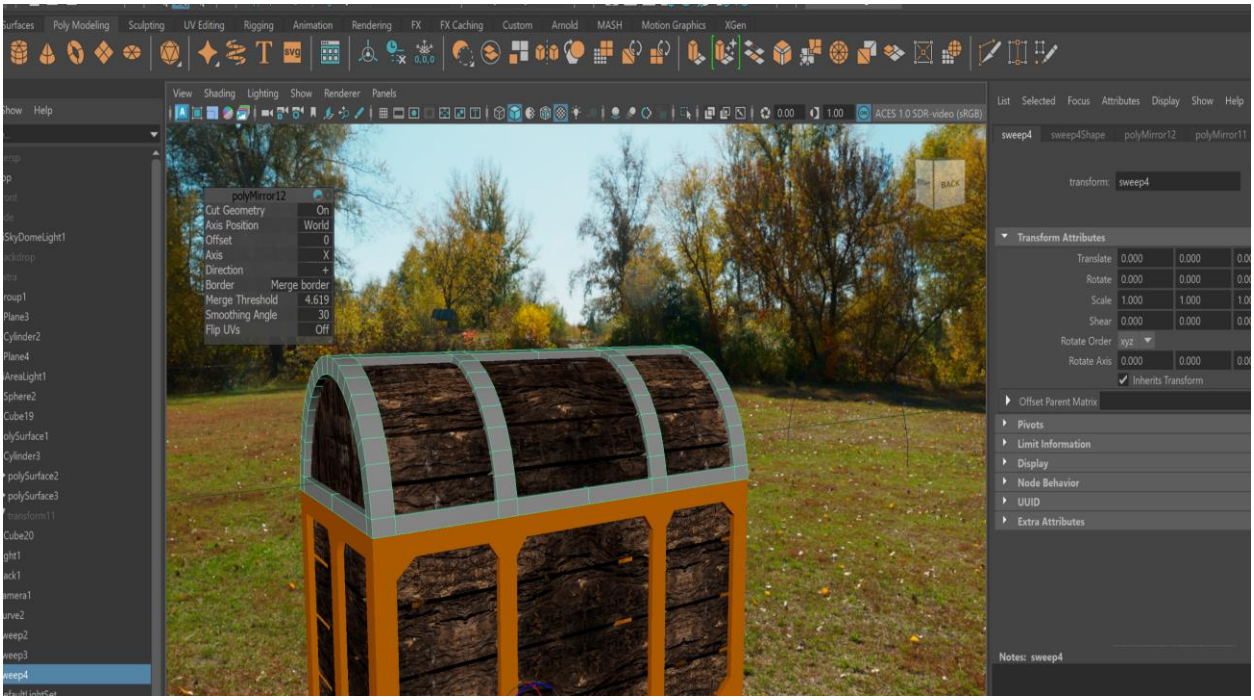
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Arnold
MASH
Motion Graphics
XGen
View
Shading
Lighting
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Renderer
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Cut Geometry On
Axis Position World
Offset 0
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Direction +
Border Merge border
Merge Threshold 4.619
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Flip UVs Off
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Help
sweep4
sweep4Shape
polyMirror12
polyMirror11
transform: sweep4
Transform Attributes
Translate
Rotate
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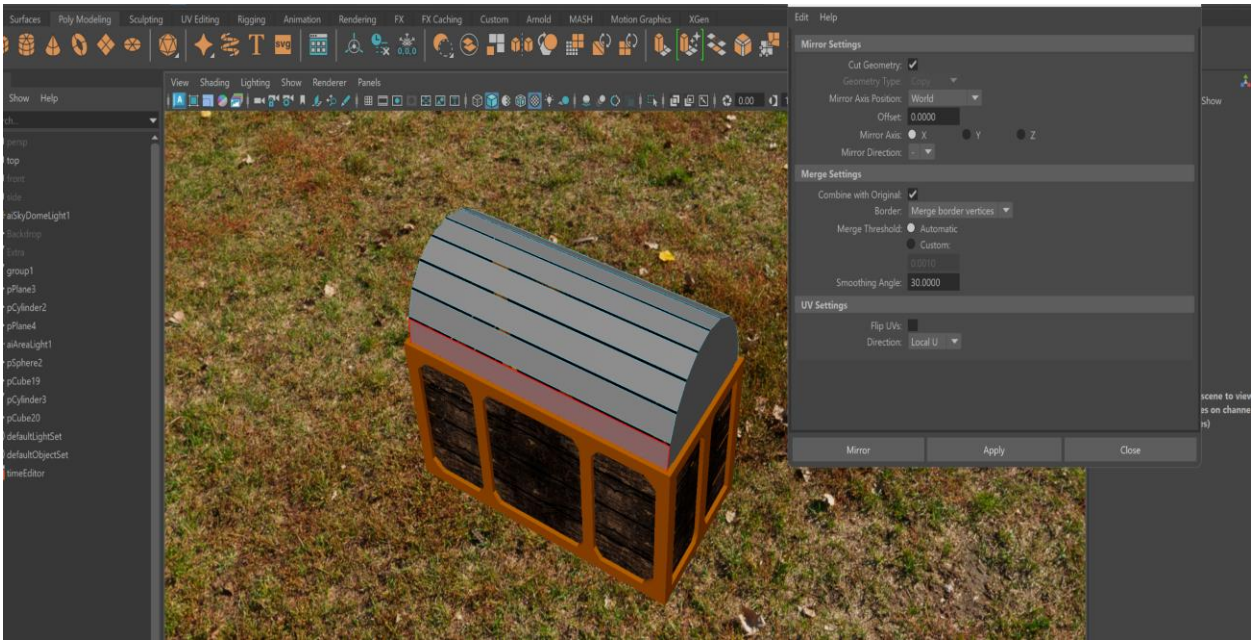
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Edit
Help
Mirror Settings
Cut Geometry:
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Offset: 0.0000
Mirror Axis: X Y Z
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Combine with Original:
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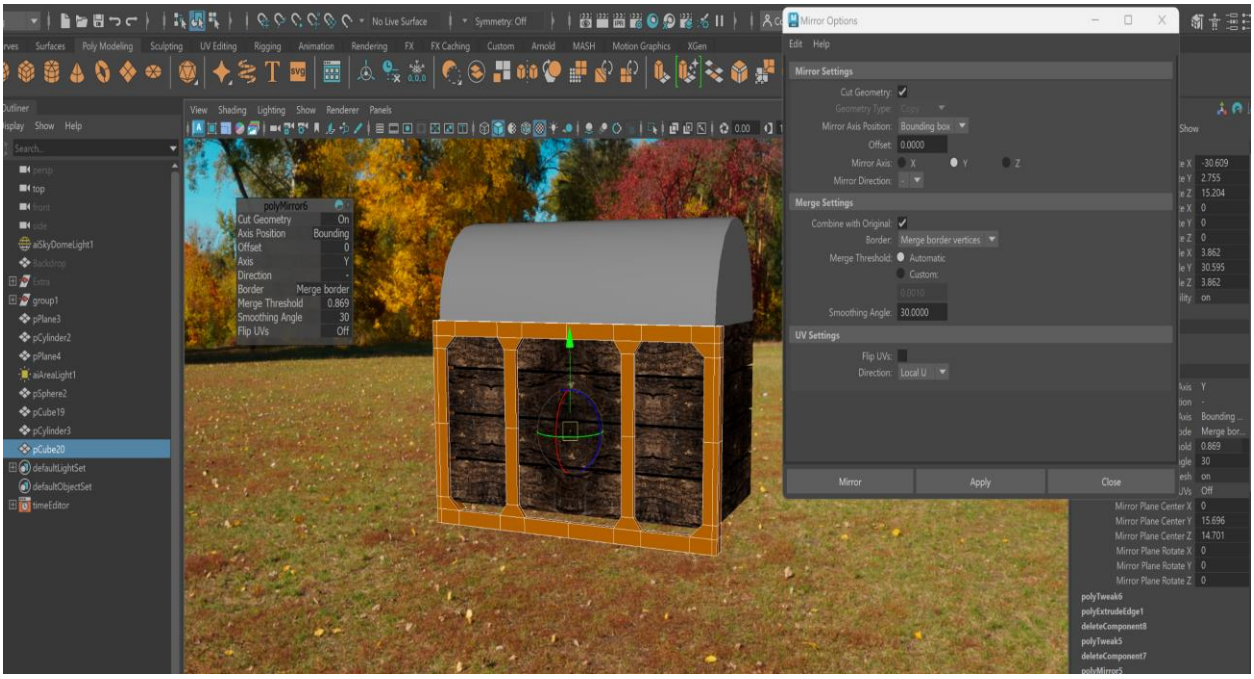

Final Renders