Project 1 Presentation

VFX PROGRAMMING

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Main Concept

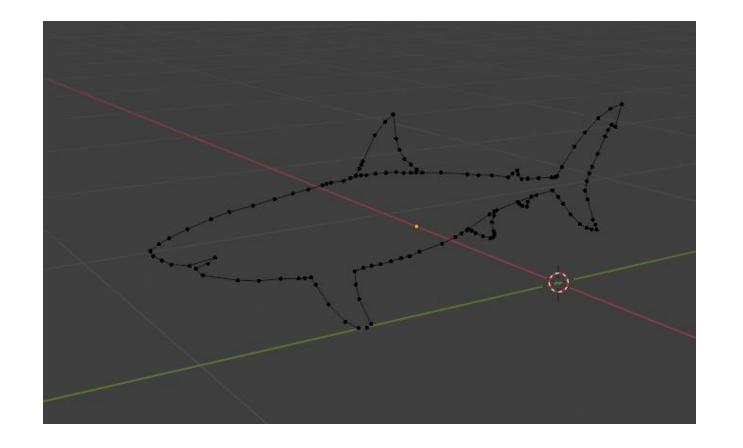
- Animation showcases an animated fish tank with 3-4 fully modeled fish (one shark, three can be real species or made up).
- Focus on fish swimming before turning to shark.
- · Camera turns to focus on front of shark before fade to black.
- SETU logo and call to action at last few seconds.

Time Breakdown Draft

- 0:00-0:02 SETU reverse logo screen before scene cuts (fadeout or camera cut) to fish tank. Establishing shot.
- 0:02-0:04 Showcase shark wireframe, model and textures. Use rotated camera angles for emphasis on shots.
- 0:04–0:07 Showcase swimming fish with focus on shark, turn camera around to shark front. Have fish move in fluid ways. Dutch angles.
- 0:07-0:10 Fade to black/Camera cut to SETU reverse logo screen with call to action. Course code and links visible.

Core Assets

- Blender modeling Shark model, 2–3 fish models, fish tank, assorted scenery (rocks, seaweed, etc.) Fish tank may be user-created footage.
- Blender and Python Programming the video
- Krita/Clip Studio/Photoshop Creation of model textures
- Typography Compressa Condensed Black (Campaign Font), DM Sans Bold (Heading Font), left aligned text for readability



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