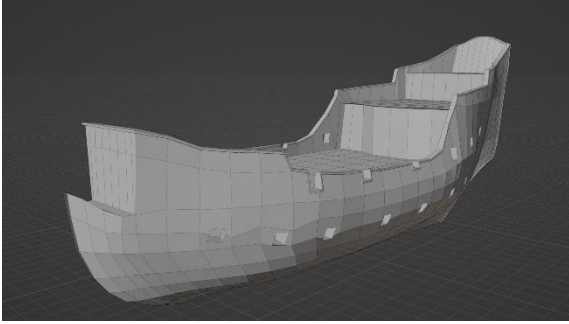


# THE LAST SAILING

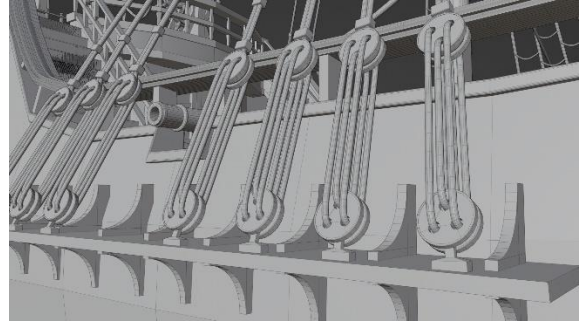
ROBERTA MACALUSO  
MIRIANA MARTINI

## MODELLAZIONE

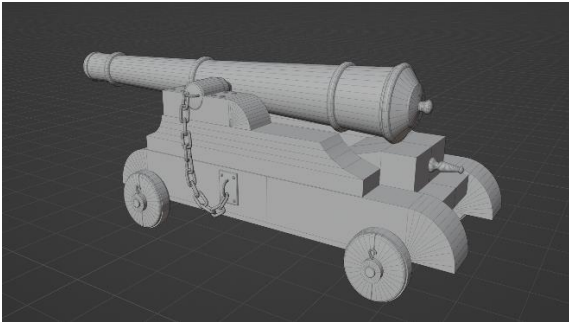
- BASIC EDITING, BOX MODELING ED EXTRUSIONS



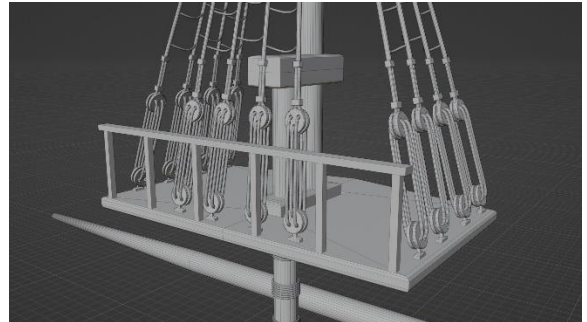
STRUTTURA DELLA NAVE



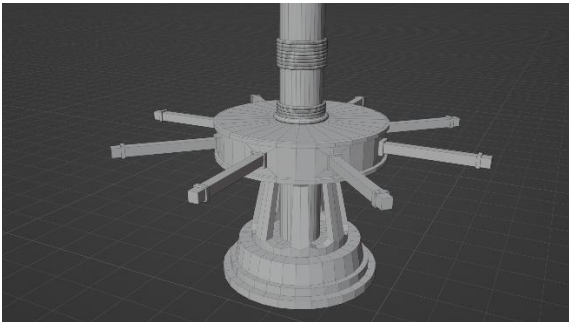
CARRUCOLE E STRUTTURA PORTANTE



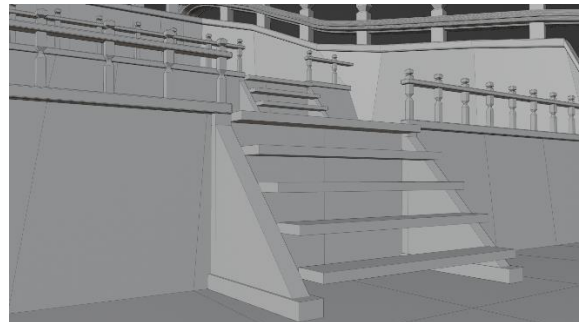
CANNONI



ALBERO MAESTRO - PARTE SUPERIORE



ALBERO MAESTRO



RINGHIERE E GRADINI



TIMONE



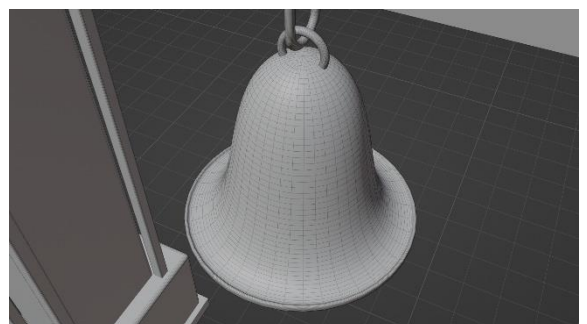
ARCO



STRUTTURA A POPPA DELLA NAVE



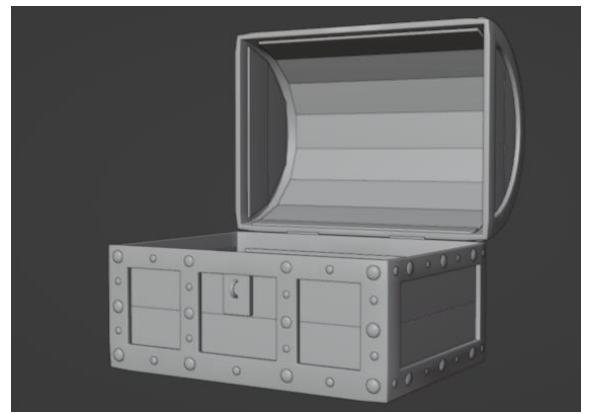
PORTA E OBLÒ



CAMPANA



CANNOCCHIALE

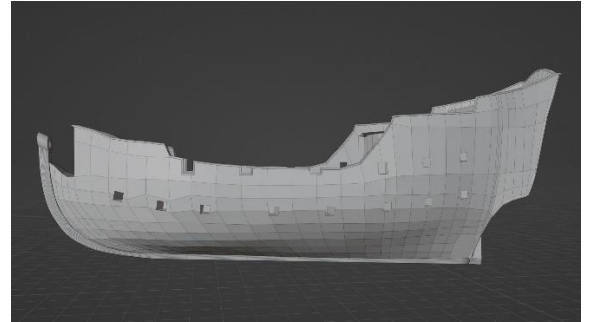


SCRIGNO DEL TESORO

■ **FILL**



STRUTTURA PORTANTE A POPPA DELLA NAVE

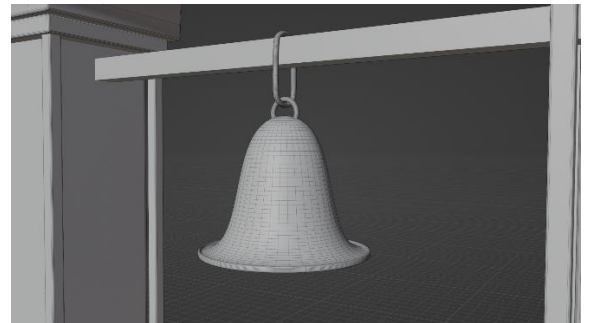


PARETE DELLA NAVE

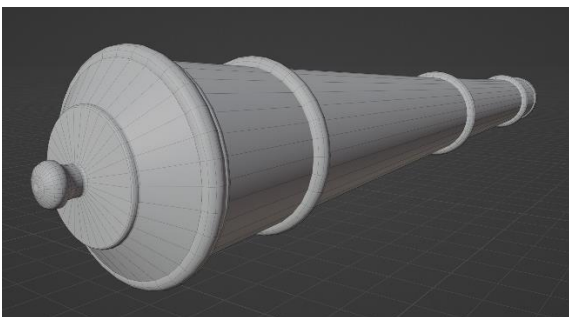
■ **SMOOTHING**



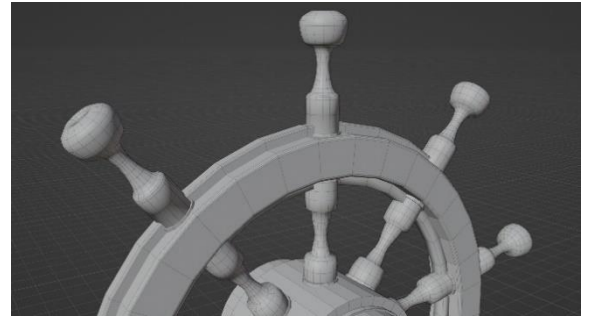
STRUTTURA A POPPA DELLA NAVE



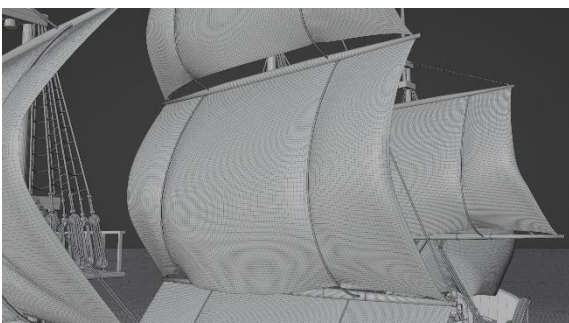
CAMPANA



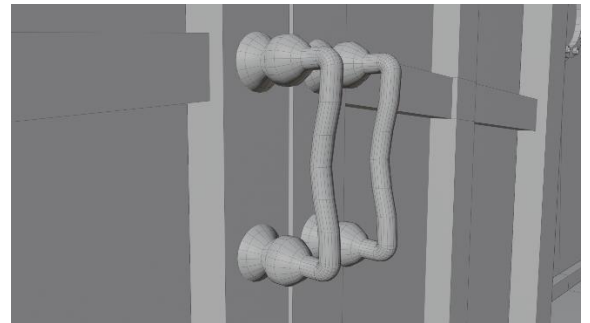
CANNONE



MANICI DEL TIMONE



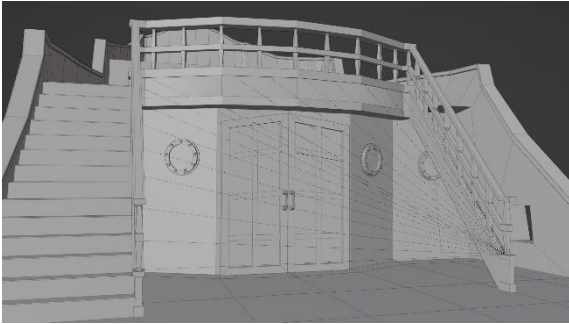
VELE



MANIGLIE DELLA PORTA



- PARENTING

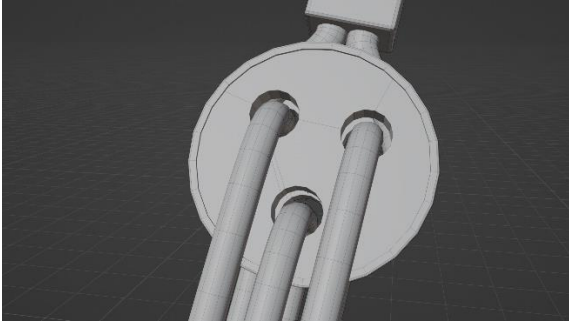


RINGHIERA

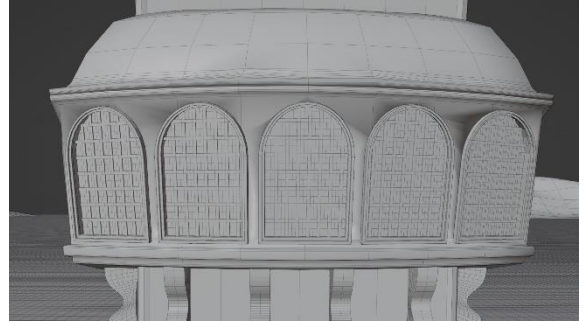


CARRUCOLE E TIRANTI

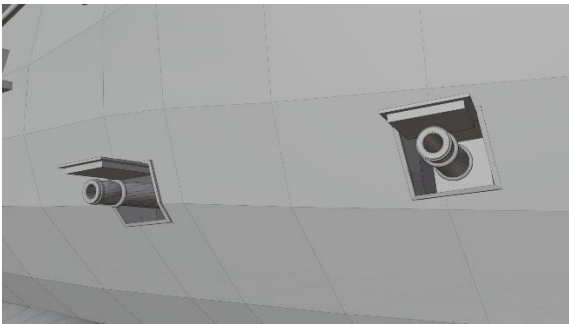
- BOOLEAN



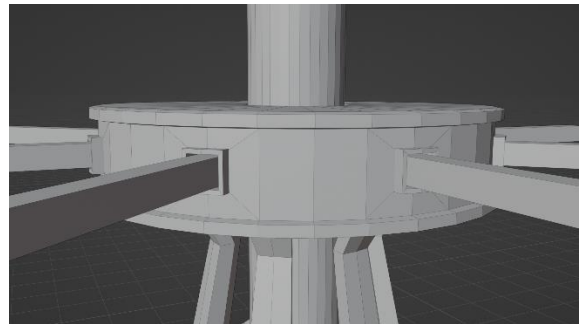
BUCHI NELLE CARRUCOLE



BUCHI PER LE FINESTRE



BUCHI NELLA NAVE PER I CANNONI

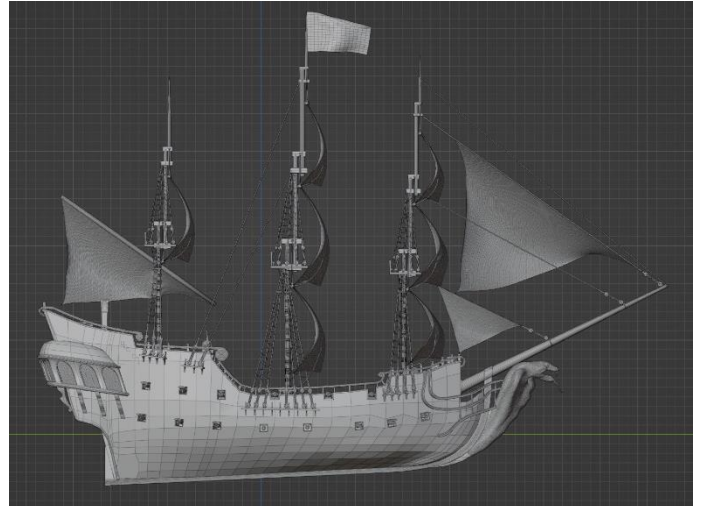


BUCHI NELL'ALBERO MAESTRO

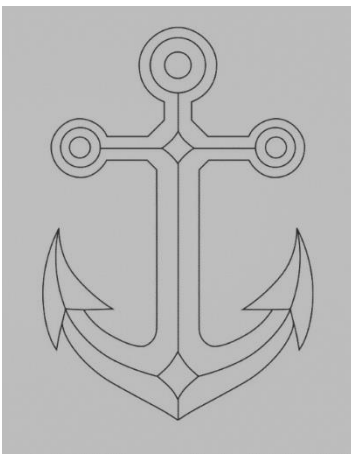
- BLUEPRINT TECHNIQUE – BACKGROUND IMAGE



REFERENCE UTILIZZATA



NAVE MODELLATA

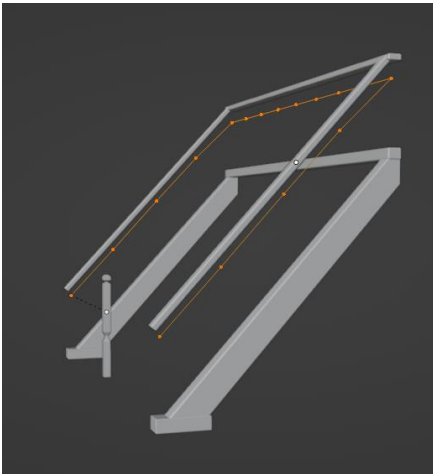


REFERENCE ANCORA

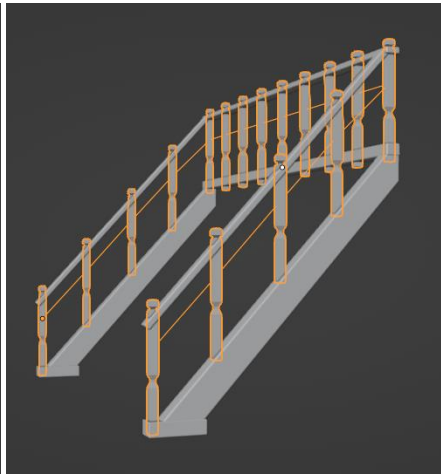


ANCORA

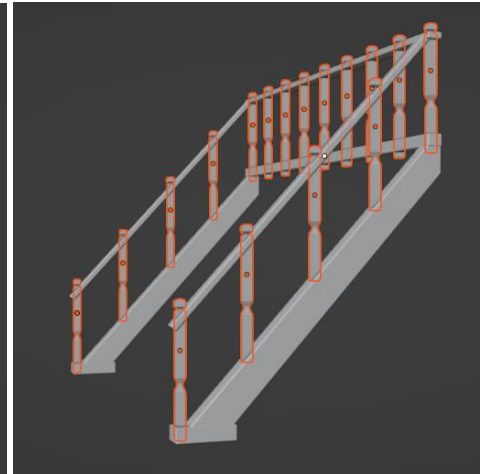
## ■ DUPLIVERTS



RENDERE LA COLONNA FIGLIA DEL PATH

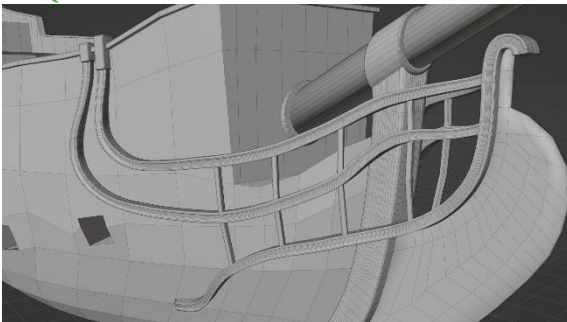


INSTANCING: VERTICES

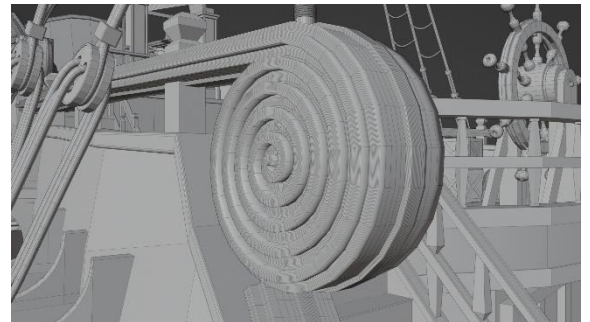


MAKE INSTANCE REAL

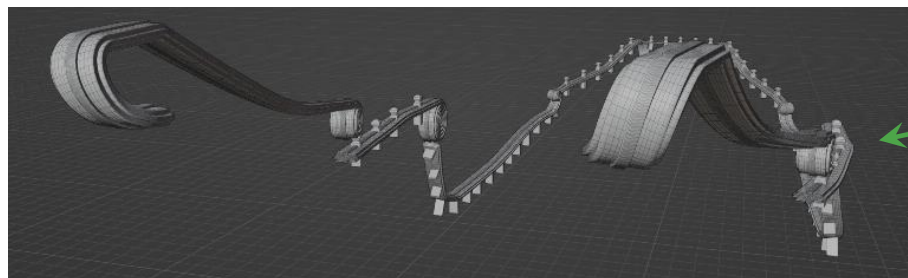
## ■ CURVES

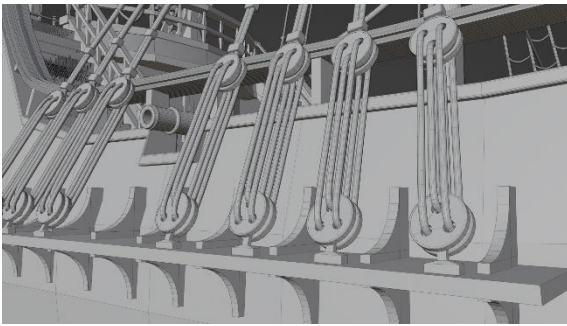


PRUA

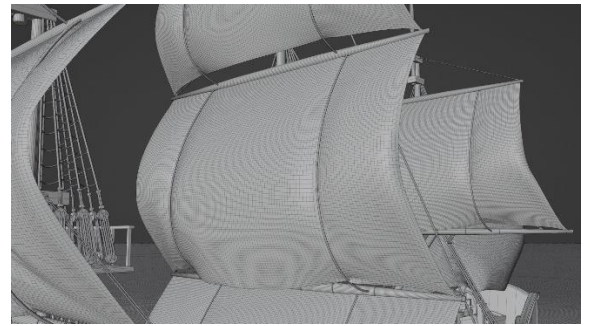


RINGHIERA ESTERNA DELLA NAVE





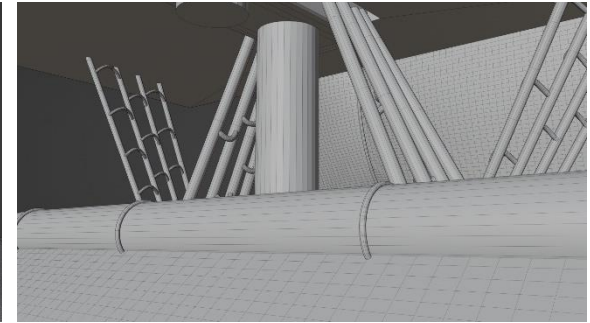
CORDE DELLE CARRUCOLE



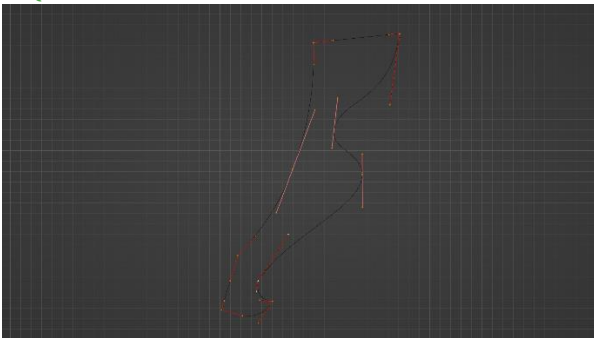
CORDE DELLE VELE



CORDE



## ■ SKINNED TECHNIQUE



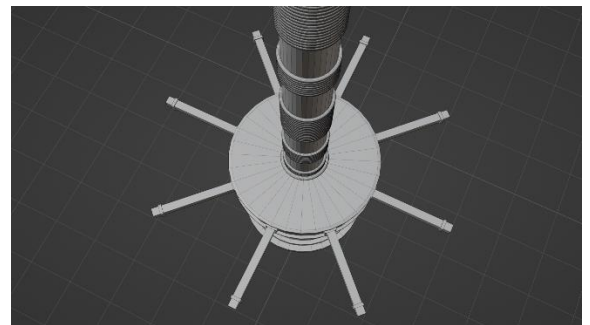
SAGOMA DELLE STRUTTURE PORTANTI



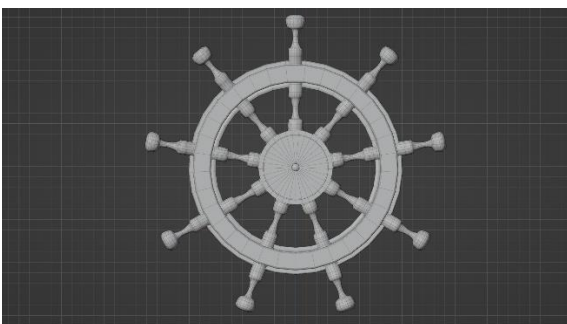
## ■ SPIN EDITING – SPIN DUP



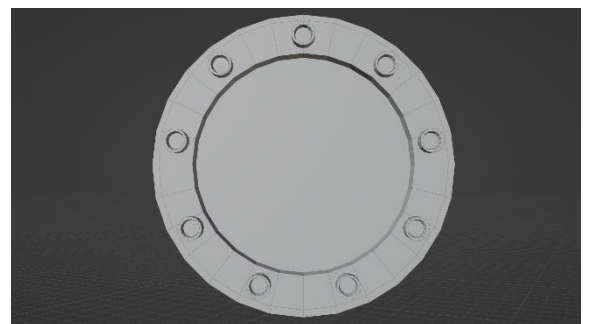
ARCO



ALBERO MAESTRO



MANICI DEL TIMONE



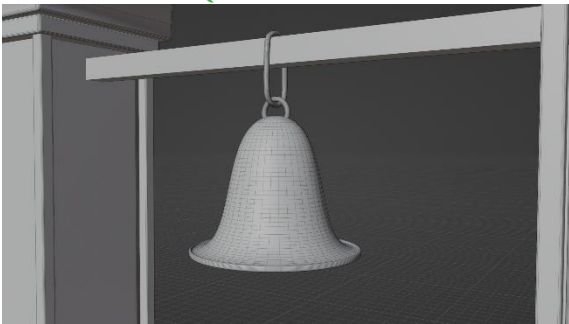
BULLONI DELL'OBLO



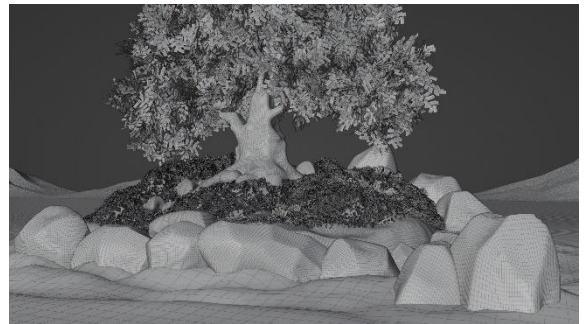


BULLONI DEL BARILE

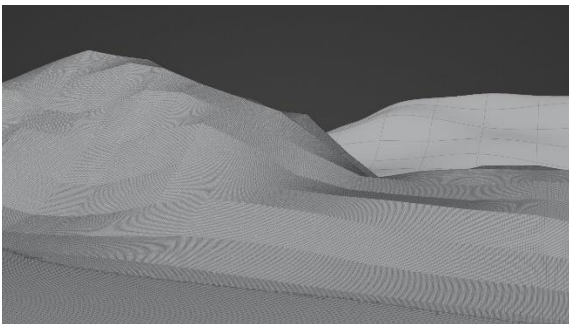
## ■ SUBDIVISION SURFACE



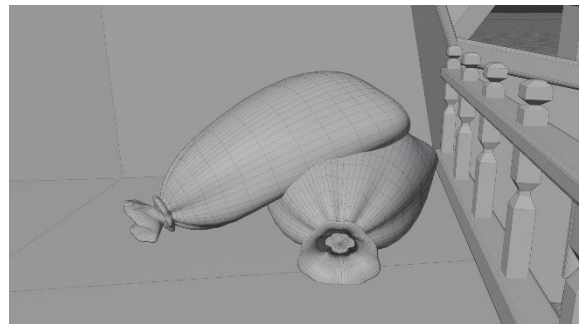
CAMPANA



ISOLA e SCOGLI

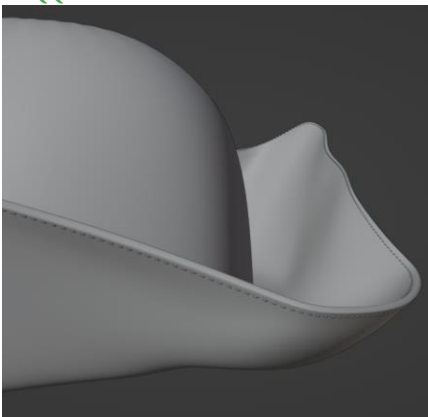


MONTAGNE



SACCHI

## ■ ARRAY e SOLIDIFY



ARRAY: CUCITURE CAPPELLO  
SOLIDIFY: PER DARE SPESSORE AL CAPPELLO

## ■ MULTIREOLUTION E SCULPTING



SERPENTE



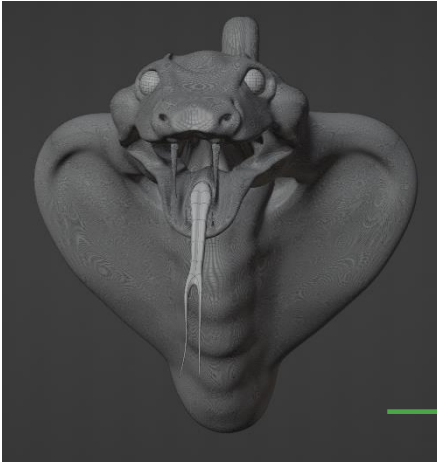
ALBERO

## ■ RETOPOLOGY

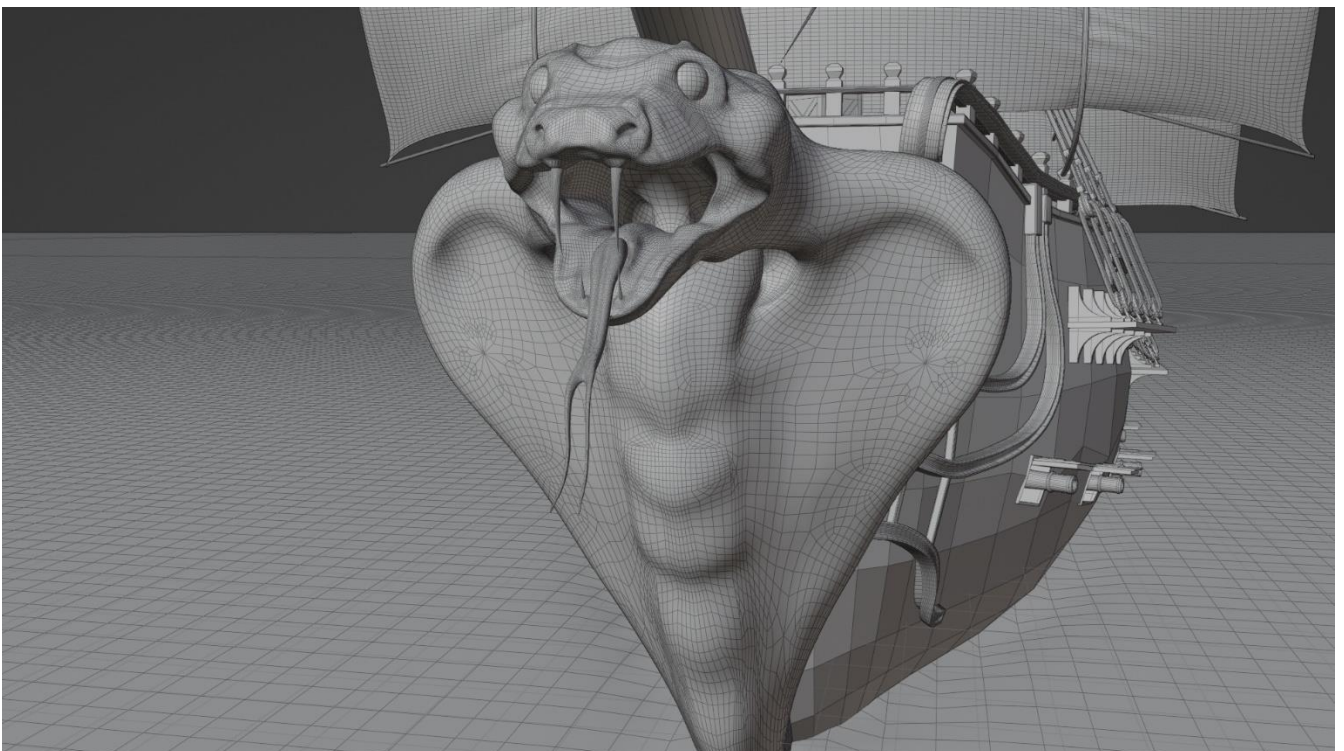
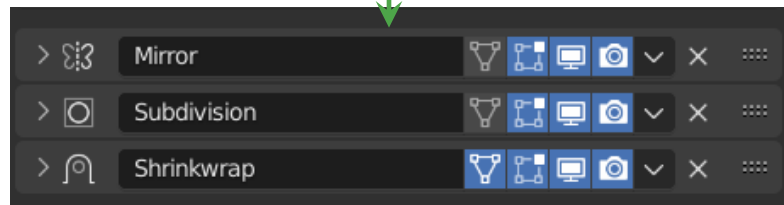
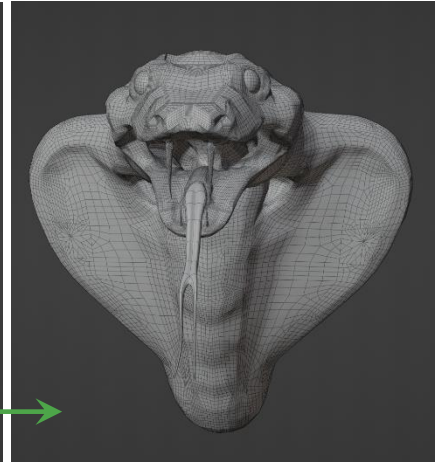
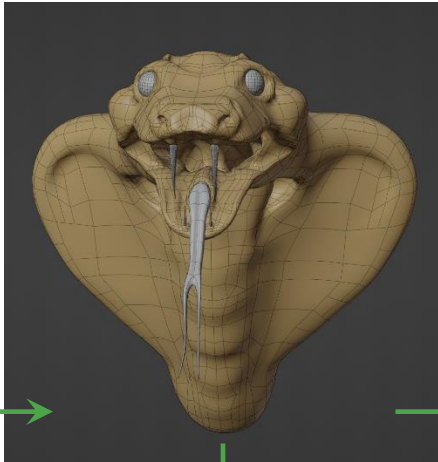
1,576,964 Vertici



143,763 Vertici



SERPENTE

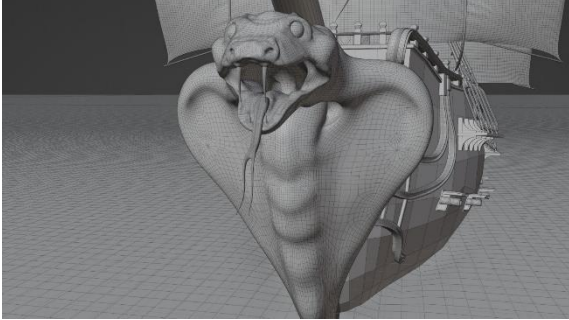


## ■ LATTICE



CAPPELLO

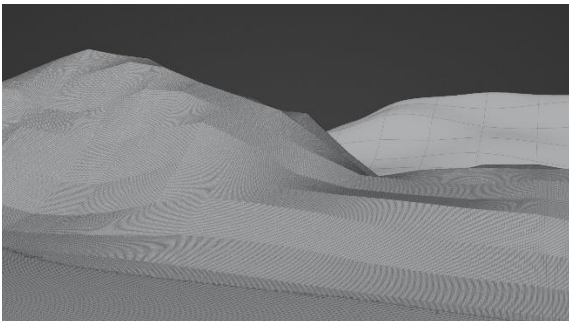
## ■ PROPORTIONAL EDITING



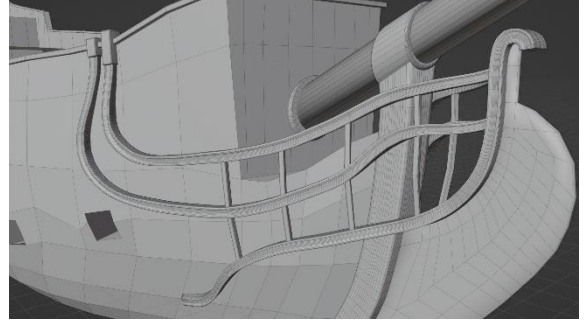
SERPENTE



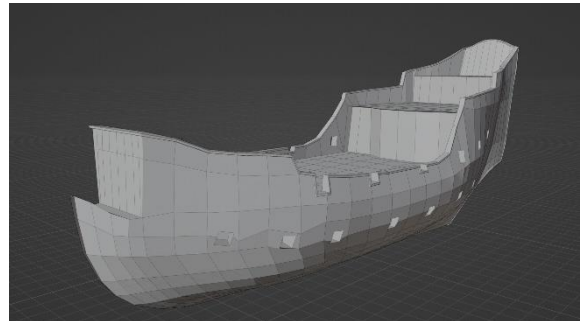
ALBERO



MONTAGNE



PRUA



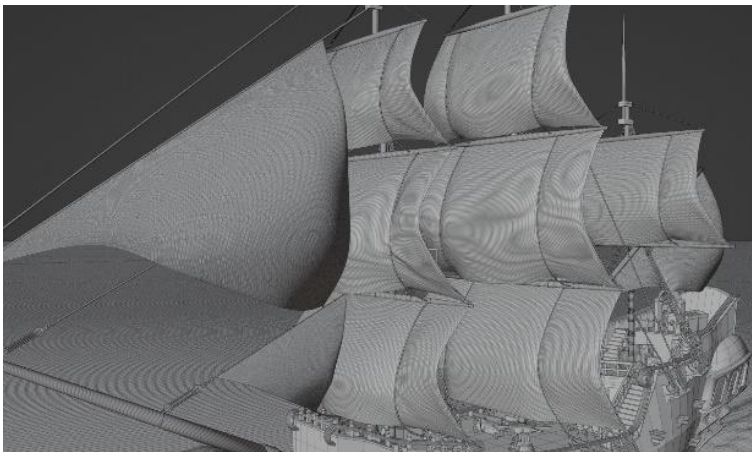
STRUTTURA DELLA NAVE



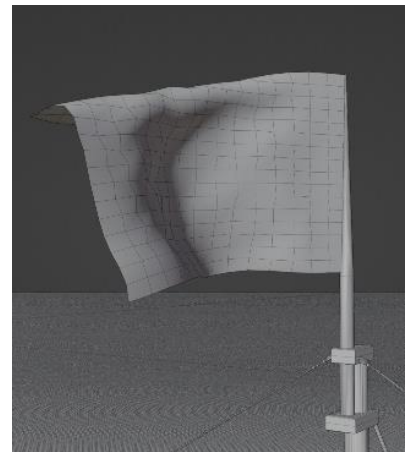
## CAMPI DI FORZA



TURBOLENZA e FORZA

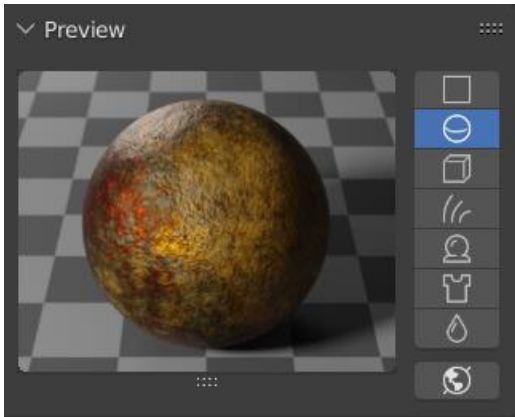


VENTO

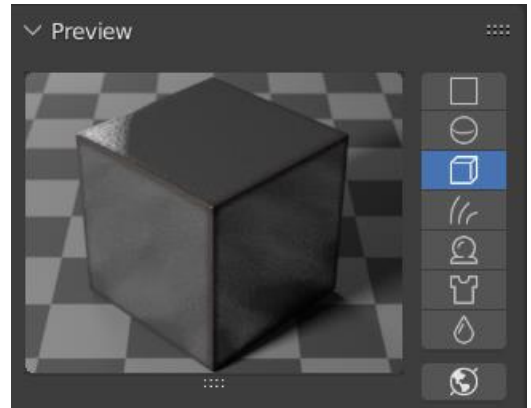


## TEXTURING

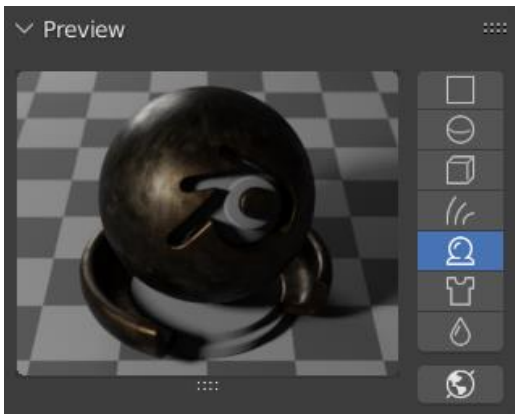
## ■ PROCEDURAL TEXTURES



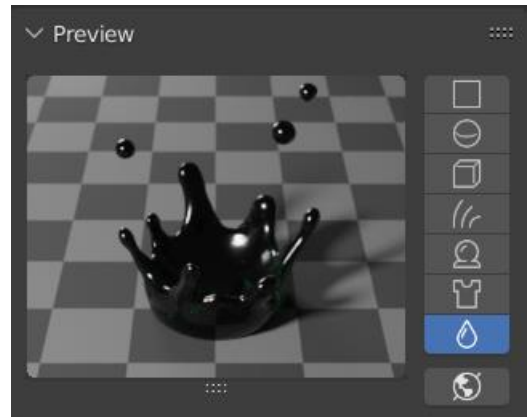
## METALLO ARRUGGINITO EFFETTO PIETRA



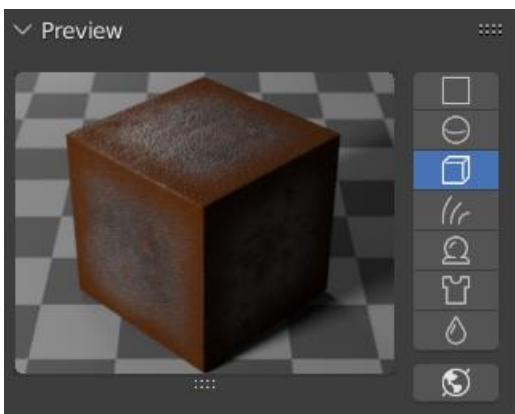
METALLO SILVER CON EDGE MASK



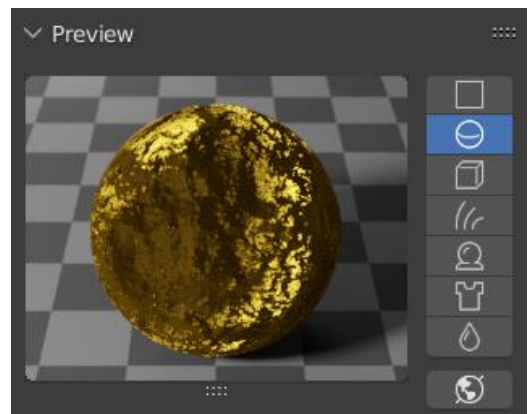
## METALLO CON EDGE MASK



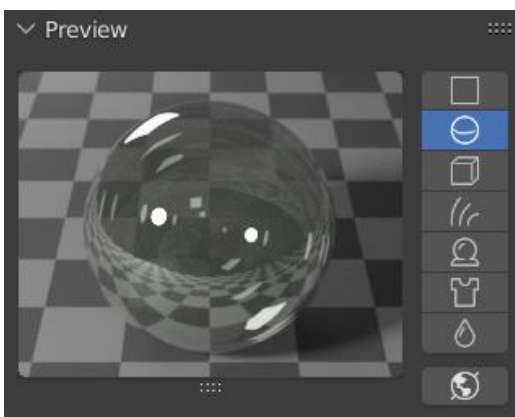
**OCEANO**



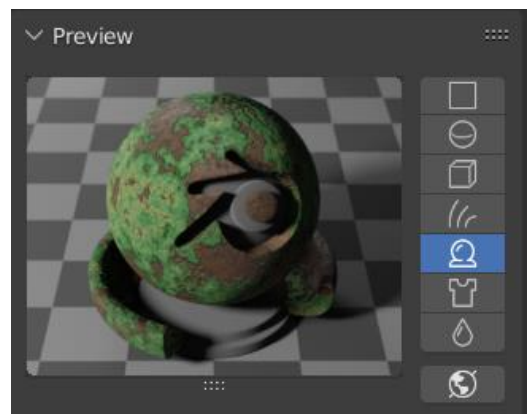
## METALLO CANNONE



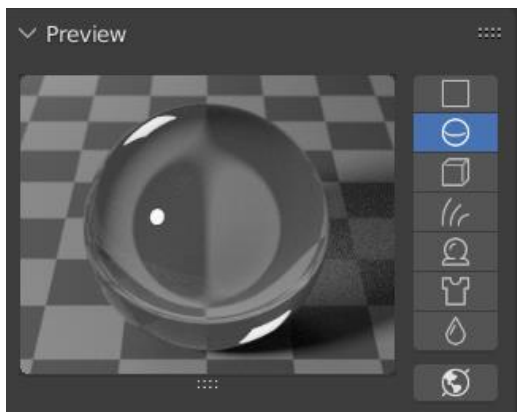
ORO SERPENTE



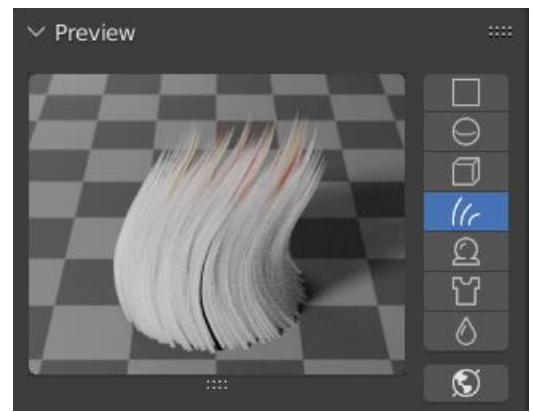
## VETRO FINESTRE E PORTA



## ANCORA CON MUSCHIO PROCEDURALE

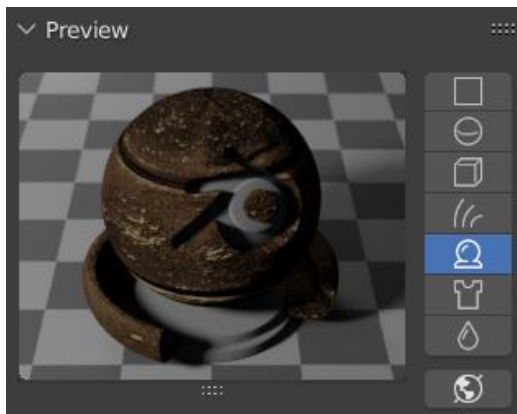


VETRO BICCHIERE

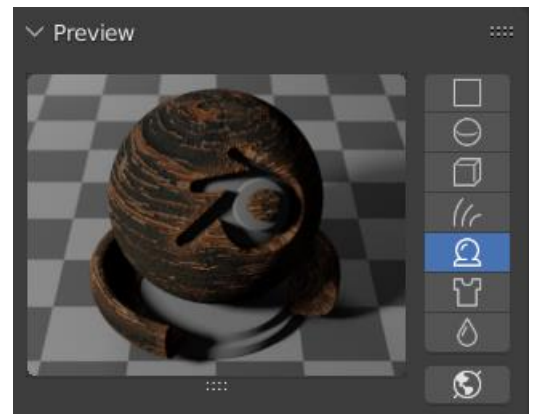


PIUMA DEL CAPPELLO

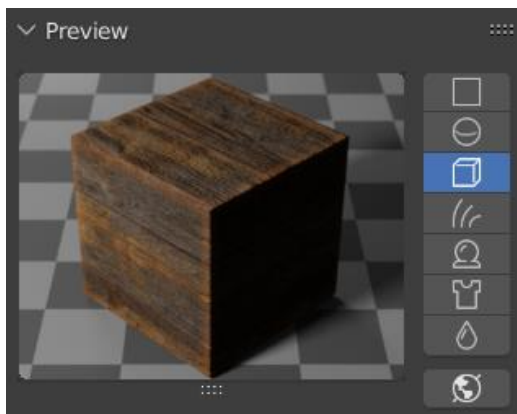
## ■ IMAGE TEXTURES



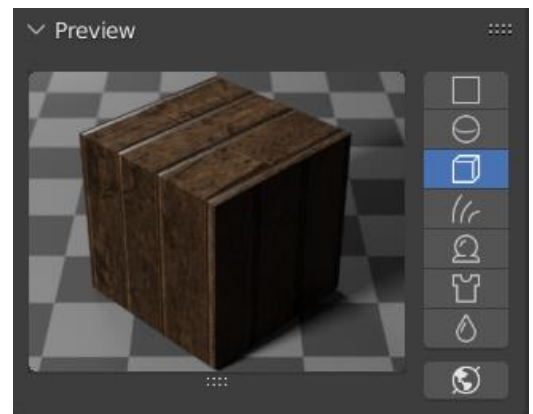
LEGNO ESTERNO NAVE



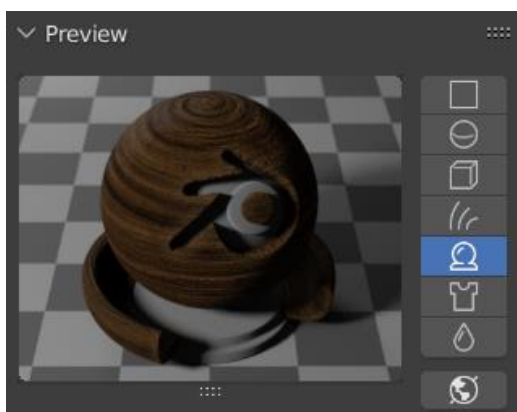
LEGNO ALBERO MAESTRO CON EDGE MASK



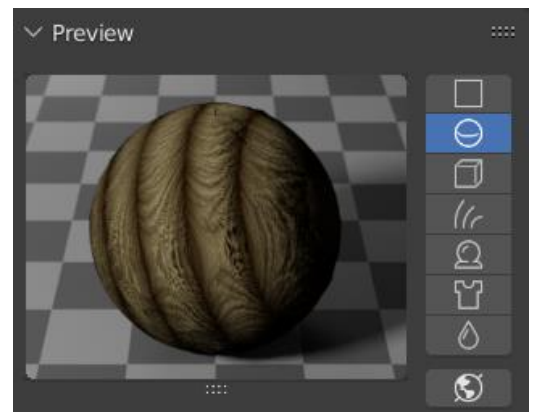
LEGNO CANNONE CON EDGE MASK



LEGNO SCALE

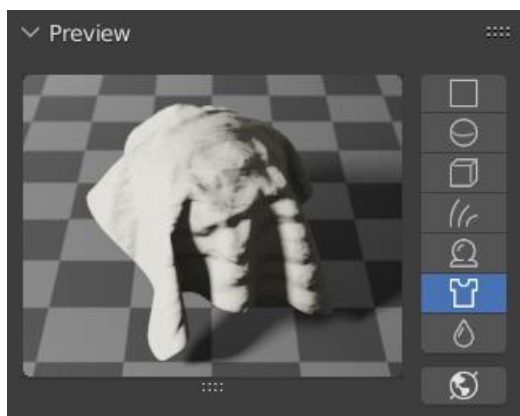


LEGNO TRAVI DI LEGNO

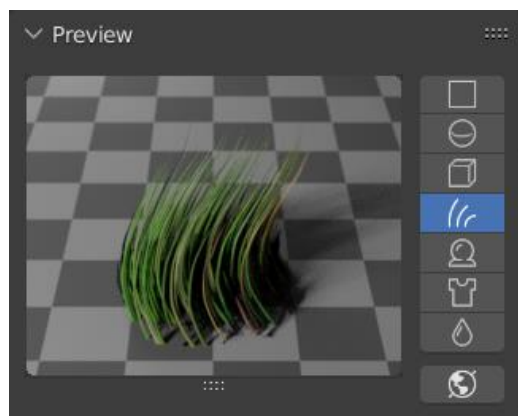


CORDE

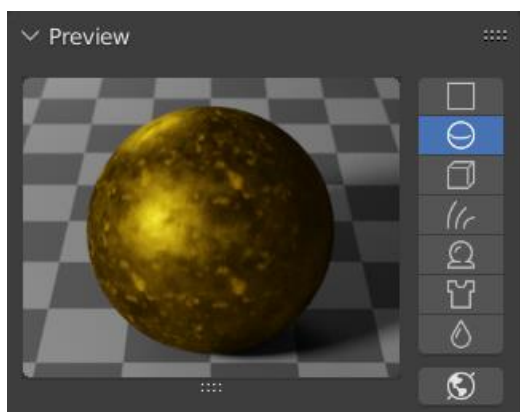




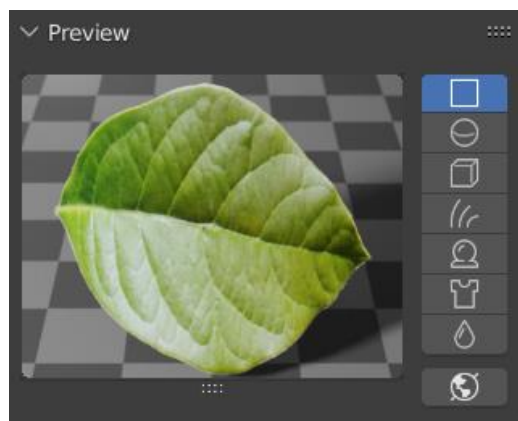
VELE



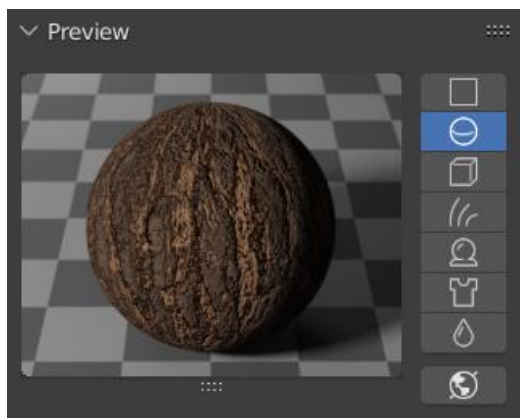
ERBETTA



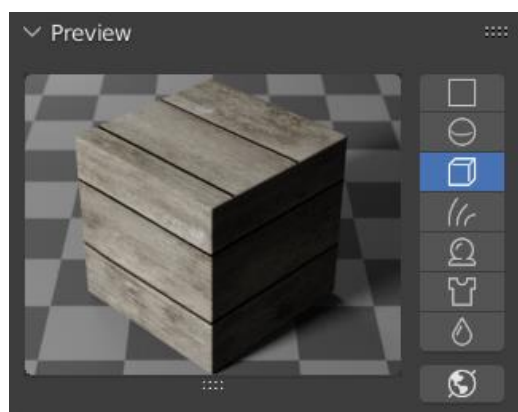
METALLO CAMPANA



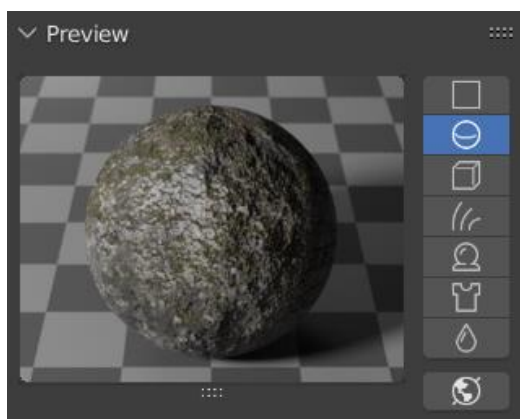
FOGLIE DELL'ALBERO



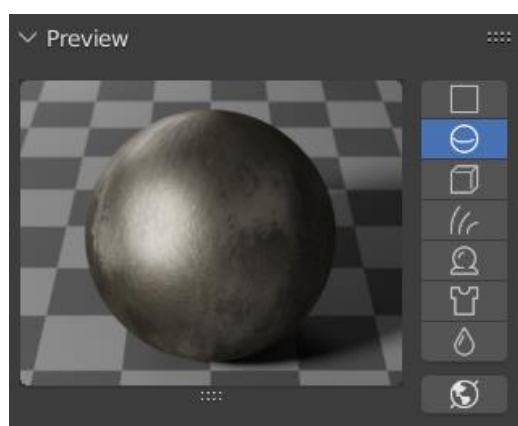
TRONCO ALBERO



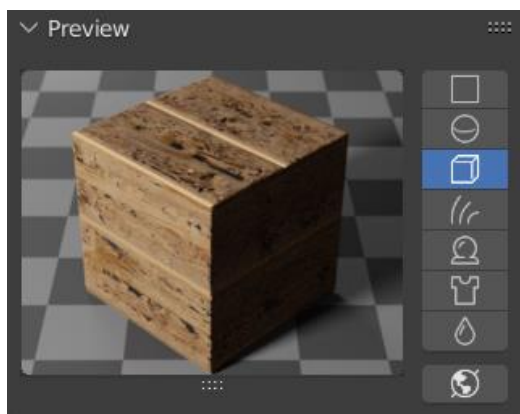
LEGNO BARILI



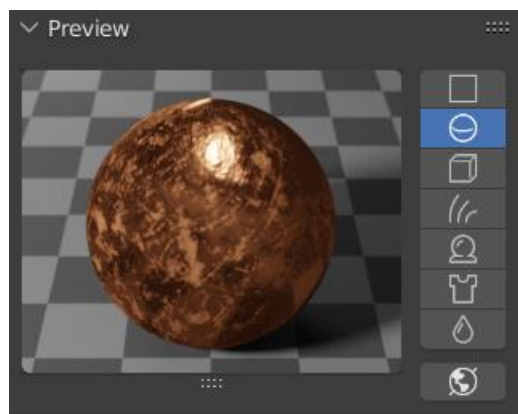
SCOGLI



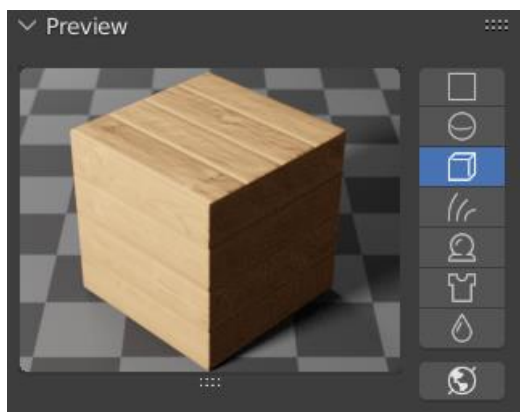
METALLO BARILI



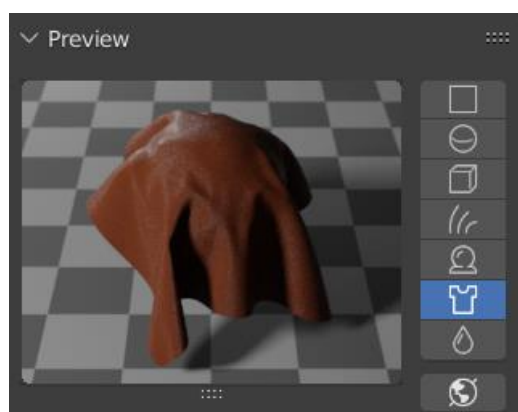
LEGNO CASSE BORDI



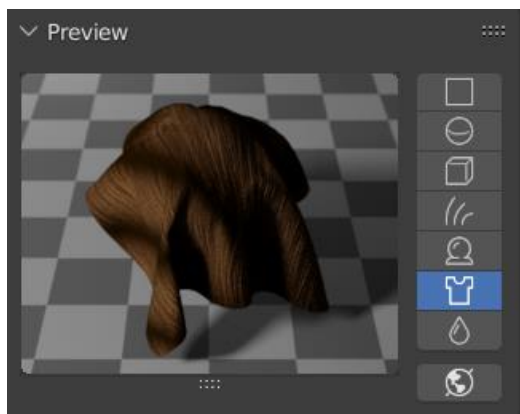
CANNOCCHIALE ORO SCURO



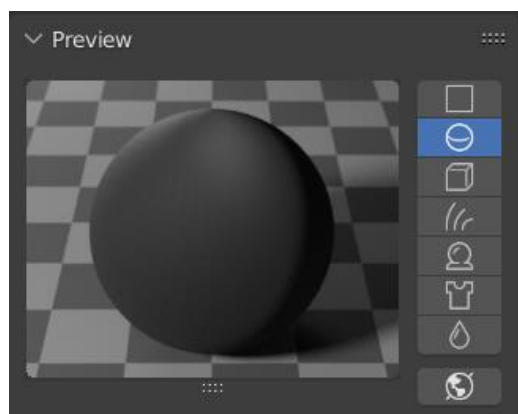
LEGNO CASSE FACCE



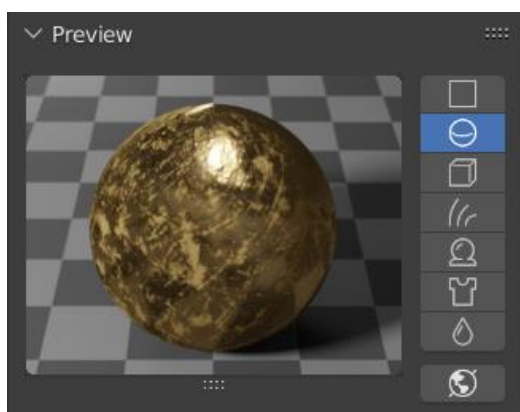
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SACCO

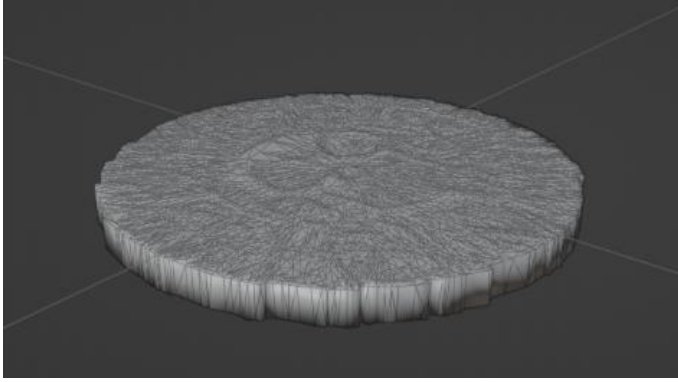


CAPPELLO



CANNOCCHIALE ORO

- DISPLACE MODIFIER



MONETINE



# FISICA

## ■ SISTEMI PARTICELLARI: HAIR, EMITTER



HAIR: ERBETTA SULL'ISOLOTTO, I RAMI DELL'ALBERO

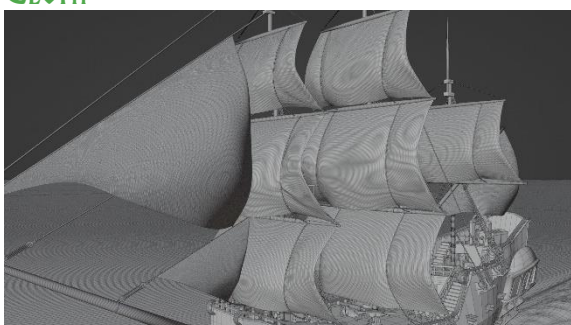


HAIR: PIUMA

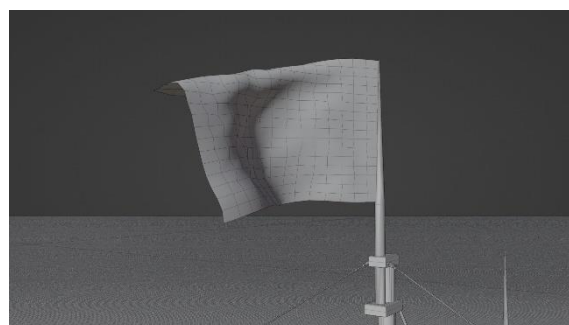


EMITTER: BOLLICINE NELLA BOTTIGLIA

## ■ CLOTH

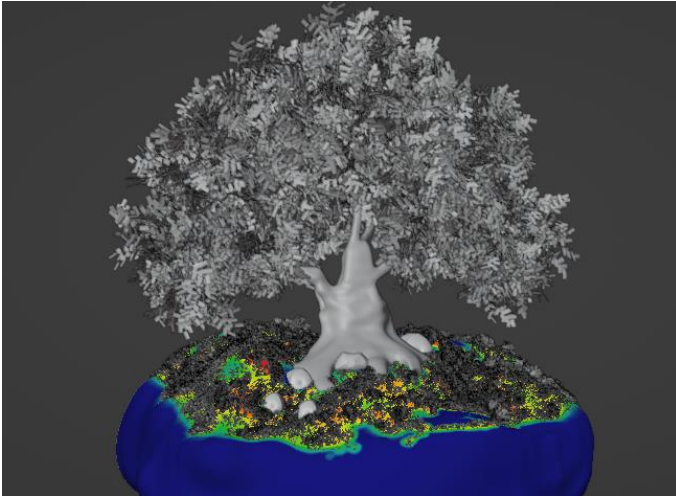


VELE



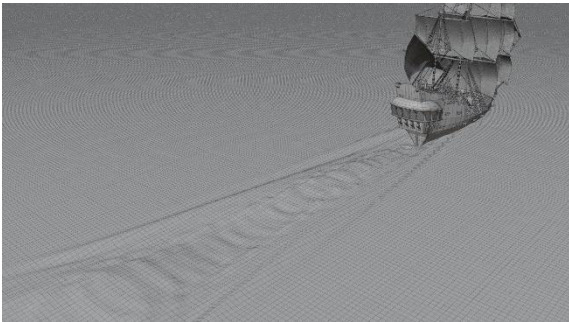
BANDIERA

- **WEIGHT PAINT**



PESI PER LA DISTRIBUZIONE  
DELL'ERBA NELL'ISOLA E PER  
LA DISTRIBUZIONE DEI RAMI  
SULL'ALBERO

- **DYNAMIC PAINT**

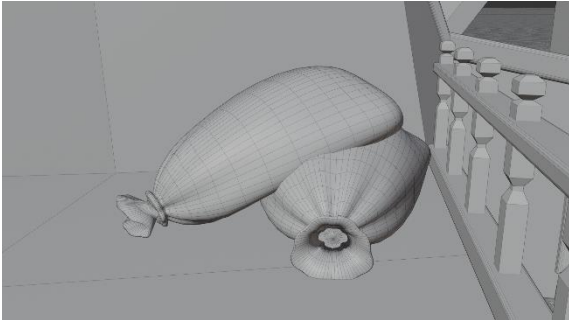


SCIA DELLA NAVE SULL'ACQUA



ONDE SULL'ISOLA

- **SOFT BODIES**

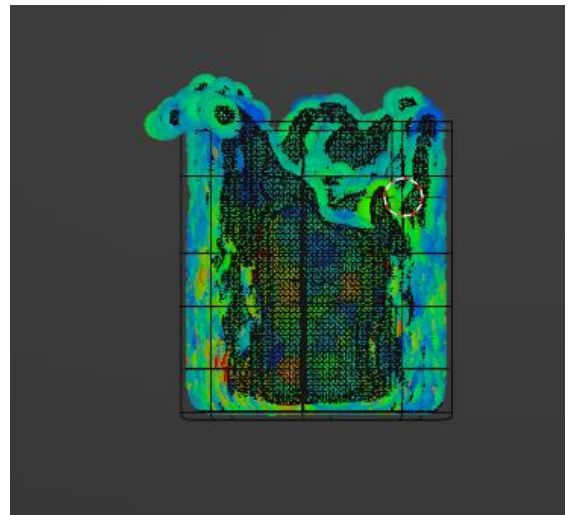


SACCHI

- **FLUID SIMULATION**



FUMO DAI CANNONI



RUM NEL BICCHIERE

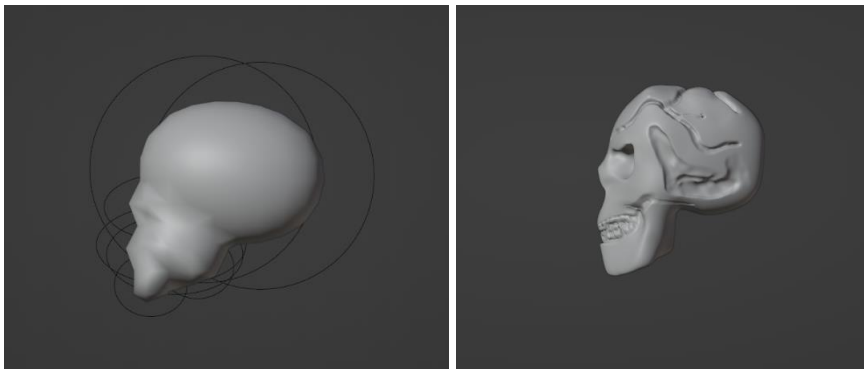


## ■ RIGID BODY



MONETINE: RIGID BODY ATTIVO  
SCRIGNO E ISOLA: RIGID BODY PASSIVO

## ■ METABALLS

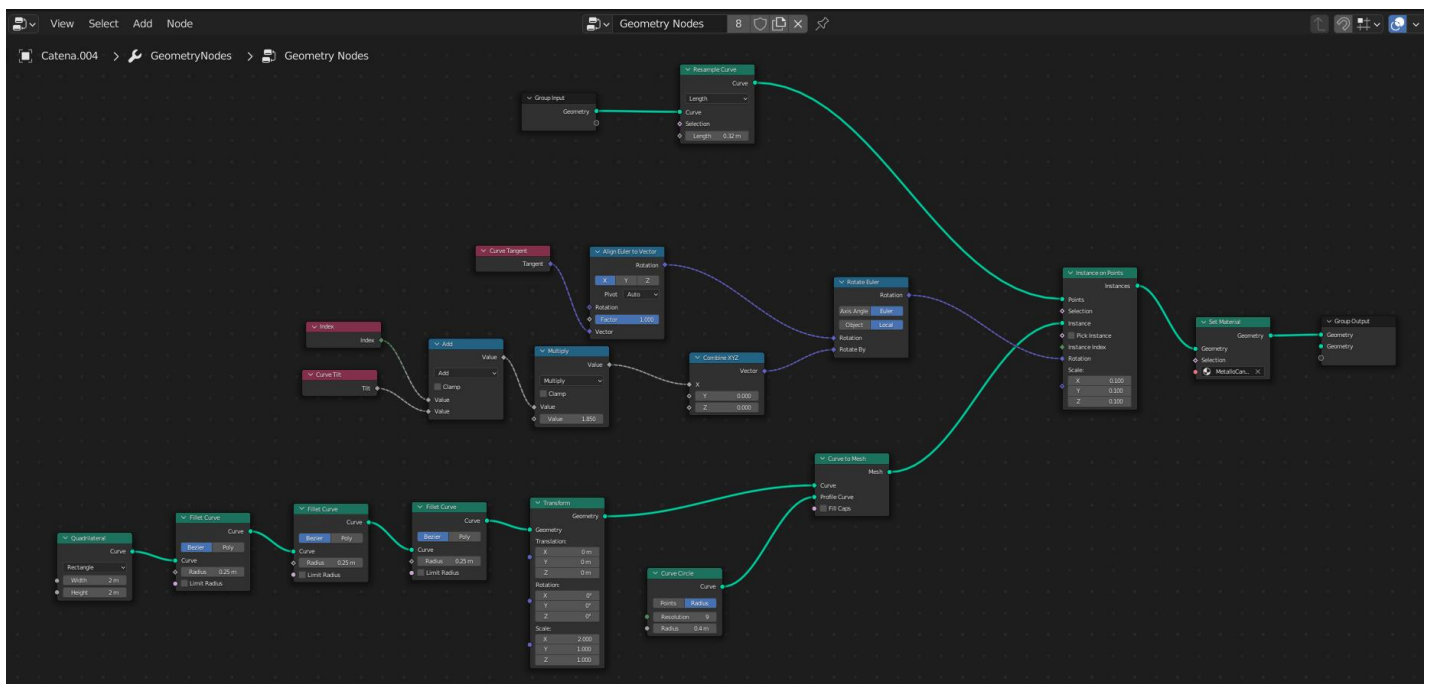


TESCHIO: BASE METABALLS



## A 3D model of a wooden chest with a metal latch and a chain, resting on a wooden wheel. A large wooden barrel is visible in the background.

# CATENE CANNONI



## COMPOSITING



PER ACCENTUARE LA LUCE DEL SOLE.

