Part 8: Portfolio Mastery - INSTRUCTIONS FOR MICHAEL

**Follow these EXACT steps to complete Part 8**Time: 4-4.5 hours • Goal: 'I'm Ready for the Industry!'

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| MICHAEL: Do These Steps Exactly | JESSE: Your Support Tasks | ✓ Check When Done |
| **STEP 8.1: PORTFOLIO PREP**  **1. AutoCAD - Portfolio Pages**  → Create layouts: 11x17  → Best drawings selected  → Title, description, scale  → Technical excellence shown  → Export: Portfolio\_CAD.pdf  **2. Substance - Material Showcase**  → Beauty renders all materials  → Breakdown: Each map shown  → Before/after comparisons  → Graph networks visible  → Export: Materials\_Portfolio.pdf  **3. Maya - Model Turntables**  → Set up turntable:  → Camera: Orbit 360°  → Lighting: 3-point  → Gray shader + wireframe  → Batch render all models  → Compile: Models\_Reel.mov | Portfolio templates Layout automation PDF generation | ☐ CAD portfolio ☐ Material showcase ☐ Turntables done ☐ PDFs created |
| **STEP 8.2: REEL CREATION**  **4. Python - Portfolio Tools**  → GitHub portfolio: # Turntable automation import maya.cmds as cmds def create\_turntable(model, frames=120):  cmds.select(model)  cmds.viewFit('persp')  cam = cmds.camera()[0]  for frame in range(1, frames+1):  cmds.currentTime(frame)  angle = (frame/frames) \* 360  cmds.setAttr(f'{cam}.rotateY', angle)  cmds.setKeyframe(cam, at='rotateY')  cmds.playblast(filename=f'{model}\_turntable',  format='qt', compression='H.264',  quality=100, widthHeight=[1920, 1080])  → Upload all scripts to GitHub  → Add README documentation  **5. Facial - Performance Reel**  → Best facial moments  → Range: Happy to sad  → Technical: Show controls  → Before/after cleanup  → 1-minute reel  **6. Hair - Dynamics Showcase**  → Various styles shown  → Slow-motion shots  → Technical breakdown  → Settings visible  → Quality examples | GitHub setup Documentation Code review | ☐ GitHub active ☐ Scripts uploaded ☐ Reels edited ☐ Range shown |
| **STEP 8.3: TECHNICAL DEMO**  **7. Cloth - Simulation Reel**  → All cloth types  → Complex interactions  → Problem solving shown  → Settings breakdown  → 45-second montage  **8. Crowds - Scale Demo**  → Start: 1 character  → Build to 1000+  → Show performance stats  → Behavior variations  → Technical impressive  **9. Mocap - Before/After**  → Raw vs cleaned  → Retargeting shown  → Enhancement demo  → Multiple characters  → Side by side comparison | Reel editing Comparison tools Stats overlay | ☐ Technical demos ☐ Scale achieved ☐ Before/after ☐ Quality evident |
| **STEP 8.4: FINAL PRESENTATION**  **10. Houdini - Effects Reel**  → Node networks shown  → Parameters animated  → Breakdown passes  → Innovation highlighted  → 90-second reel  **11. V-Ray - Lighting Studies**  → Progressive quality  → Render times shown  → Settings displayed  → Before/after optimization  → Beauty shots  **12. Nuke - Breakdown Reel**  → Layer by layer build  → Node graph visible  → Before/after grade  → Problem solving  → 2-minute breakdown  **13. Unity - Interactive Demo**  → Web build: portfolio.com  → Downloadable: Win/Mac  → Mobile: iOS/Android  → VR version: Optional  → LinkedIn: Video posts  → ArtStation: Full project  → THE END - YOU DID IT! | Web hosting Build deployment Social media Final archive | ☐ Website live ☐ All platforms ☐ Social posted ☐ CAREER READY! |

# 🎉 PART 8 COMPLETE!

You've mastered Portfolio Mastery with all 13 tools!