

3AN

Month 2, Lecture 1

3AN Course Overview (Review)

- **Course Director:** Greg Marcus –
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- **Course Director:** Scott Cook–
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- **Lab Instructor:** Pete Sedlacek
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Office Hours for Greg Marcus:

Mon 2pm – 5pm

Tues 1pm – 3pm

Wed 2pm – 5pm

Thurs 1pm – 3pm

This is a special class

- 3-month long project
 - Month 1: Pre-pro
 - Month 2: Production
 - Month 3: Post-Production / Refinement
- This will be treated as 1, 3-month long class
- You will still be graded monthly
- I will be your instructor all 3 months.
- Team Color Blue

Course Goals:

You should be able to...

- Have greater understanding of the Production process as it relates to 3D graphics.
- Create advanced 3D models with various current techniques
- Understand current 3D lighting methods and techniques
- Create fundamental animations within 3DS Max
- Implement network rendering for outputting animated sequences
- Add at least 2 polished 3D deliverables to your portfolio
- Develop traditional drawing motor skills

Course at a glance

DAY	THREAD: LECTURE	THREAD: LAB
Day 1	Advanced Modeling Tools	Production
Day 2	Project Management	Production
Day 3	Advanced Materials	Production
Day 4	Arch & Design Materials	Production
Day 5	Photometric Lighting	Production
Day 6	HDRI and Image Based Lighting	Production
Day 7	Standard Particle Systems	Production
Day 8	NO LECTURE	Turn-in Project

Your Job this month

1. Ask me questions
2. Show up
3. Be prepared to learn
 - Awake
 - Attentive
 - Inquisitive
4. Participate (see #3)

Participation

- During case studies (modeling exercises) I will be asking which tool is the best tool for the job, whoever answers correctly first gets 1/3 of a percentage point. (so you answer 3 questions, you get a full percentage point)
- Easiest way to get points.

My Job this month

- Ask you questions, I will call on you.
- Be prepared - I will give you material worth knowing. If I'm not, tell me.
- Prepare daily quiz based on material covered in lecture
- Challenge what you think and why you think it.
- Teach you how to approach thinking in 3D and how to apply that knowledge.

General information, please read

- ◉ Attendance
- ◉ Lecture Breaks
- ◉ Late work policy
- ◉ GPS Rules and Decorum
- ◉ Cell Phone Policy

Month 2, Day 1

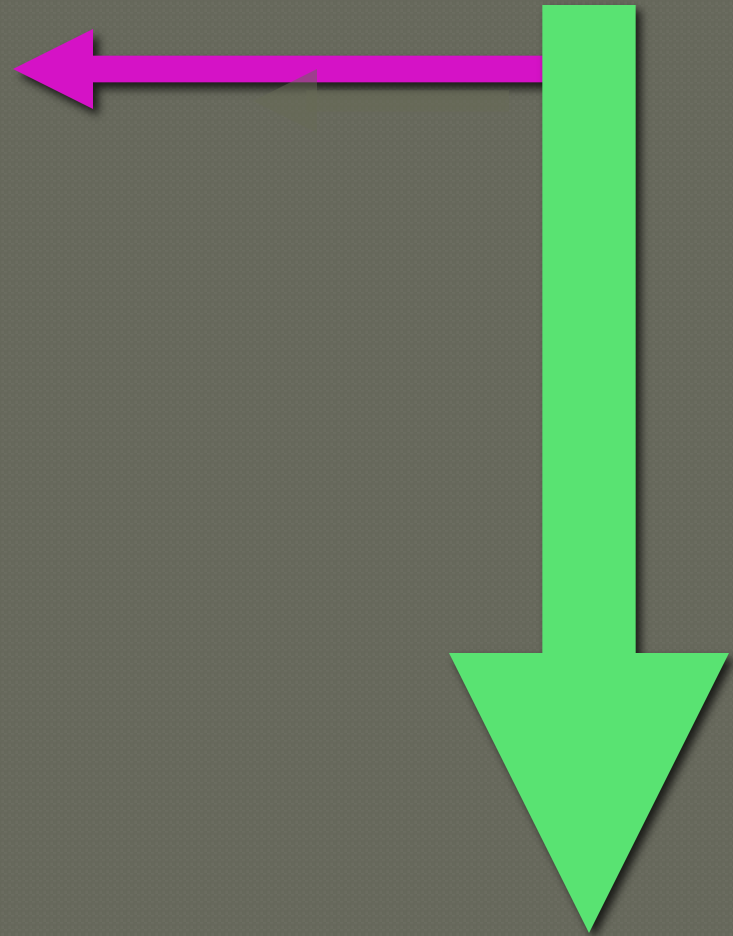
Advanced Modeling Tools

What we are going to be doing:

- ◉ Modeling Review
- ◉ Editable Poly Objects
- ◉ Setting Up Templates
- ◉ Editable Poly Modeling Case Study
- ◉ Spline Objects
- ◉ Spline Object Case Study

Where you are in the big picture

- ◉ Modeling tools
- ◉ Modeling strategies
- ◉ Texturing
- ◉ Lighting
- ◉ Animation
- ◉ Rendering



Modeling Review

- ◉ Editable Poly Object
- ◉ Sub-Objects
- ◉ Core Tools

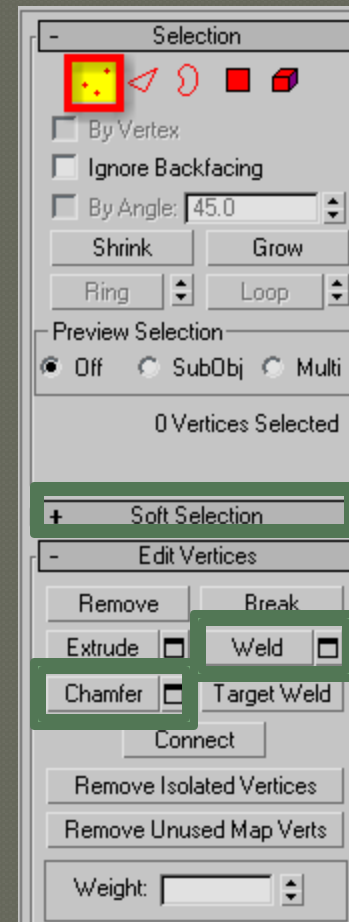


Sub-Objects

- Vertex (1)
- Edge (2)
- Border (3)
- Polygon (4)
- Element (5)
- None (6)

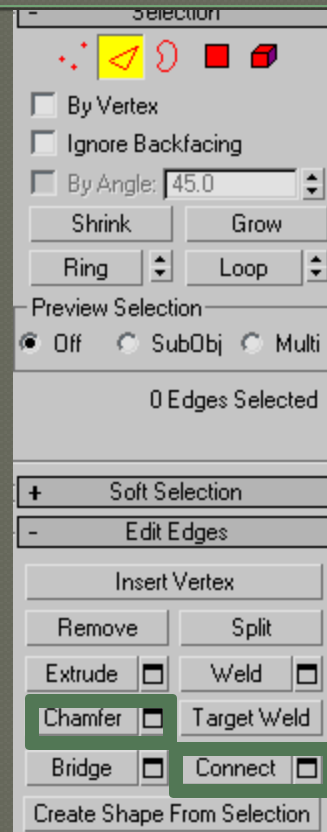
Vertex

- Chamfer
- Weld
- Soft Selection



Edge

- ◉ Chamfer
- ◉ Connect



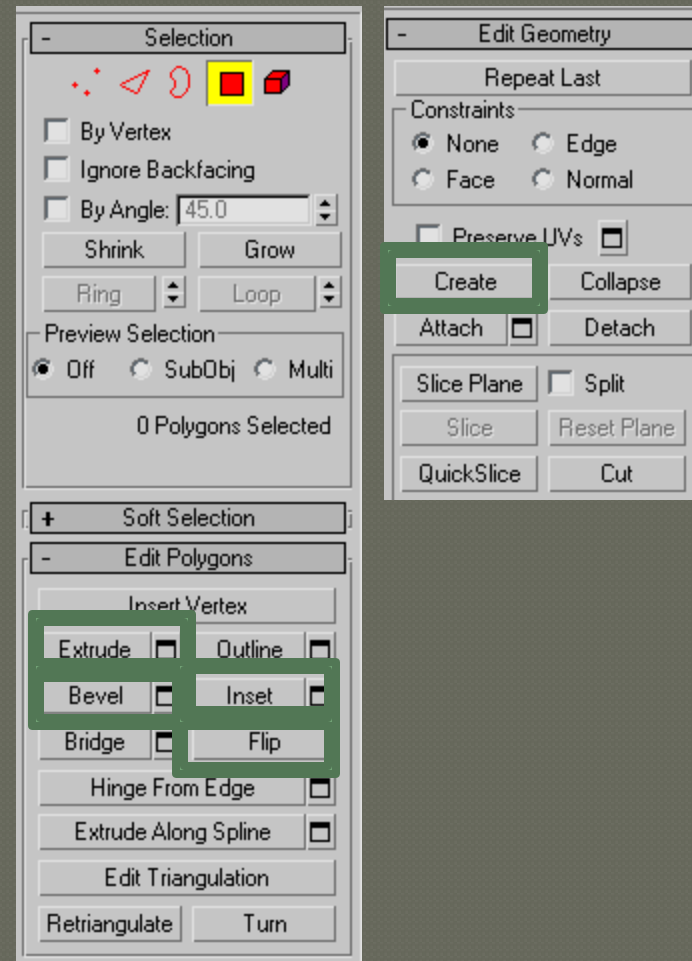
Border

Cap



Polygon

- Extrude
- Bevel
- Inset
- Create
- Flip (Normals)



New Tools

- ◉ Collapse
- ◉ Create Shape
- ◉ Bridge
- ◉ Connect
- ◉ Ring & Loop
- ◉ Hinge from Edge
- ◉ Extrude along Spline
- ◉ Slice and Cut
- ◉ Edge Extruding

Modeling with Editable Poly Objects

- ◉ Case study

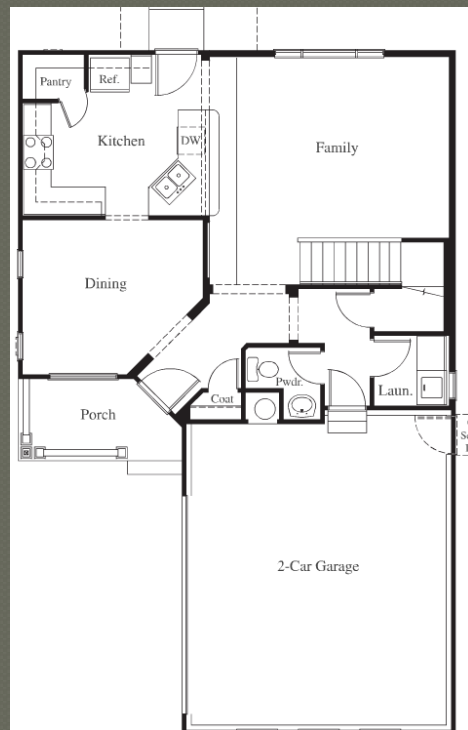
Reference Planes

Best place to start



Reference Setup

- Modeling Planes (3-view, template)



Reference Planes

- Important things to pay attention to:
 - Angle Snaps - ON
 - Backface Cull – ON – we don't need to see backfaces
 - Self Illumination- 100
 - Use cloning to save yourself work
 - Freeze planes when you are done with them

Spline Objects

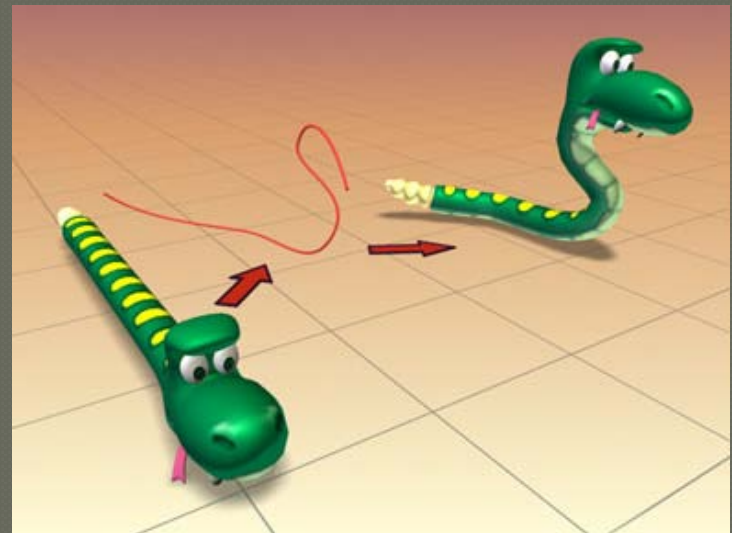
- ◉ Used as object
 - Text
 - Advanced Extruding
 - Sweep
 - Outline
- ◉ Used as a Path
 - Path Deform

Text



Splines Used as a Path

- Path Deform- deforms an object along a spline
 - Great for curvy railings, blinds, train tracks, anything made up of multiple objects that need cloned around a complex path



Modeling Case Study

◉ Architectural



What we discussed:

- ◉ Modeling Review
- ◉ Editable Poly Objects
- ◉ Setting Up Templates
- ◉ Editable Poly Modeling Case Study
- ◉ Spline Objects
- ◉ Spline Object Case Study