DGM2210 3D Modeling and Animation Essentials

This course was built by Rodayne Esmay for the Digital Media Department at UVU

Upgrading a model and Creating Additional Placeholders

Objectives

1. Identify 4 extra placeholder models that can be placed in your scene, such as light posts, fire hydrants, buildings, etc. Also upgrade the resolution of your vehicle model using the latest plans in the example below.
2. Demonstrate the creation of new placeholder prop models that will fit in your scenes, also an update of your vhecile model.

Overview

You will learn and create various models using the same techniques used in the previous section. You will also use the same technicles to add more detail to the previously created models.

Learning Activities

- Watch the video "Upgrading your placeholders resolution I"
- Watch the video "Upgrading your placeholders resolution II"
- Watch the video "Modeling Placeholder Props in Maya"
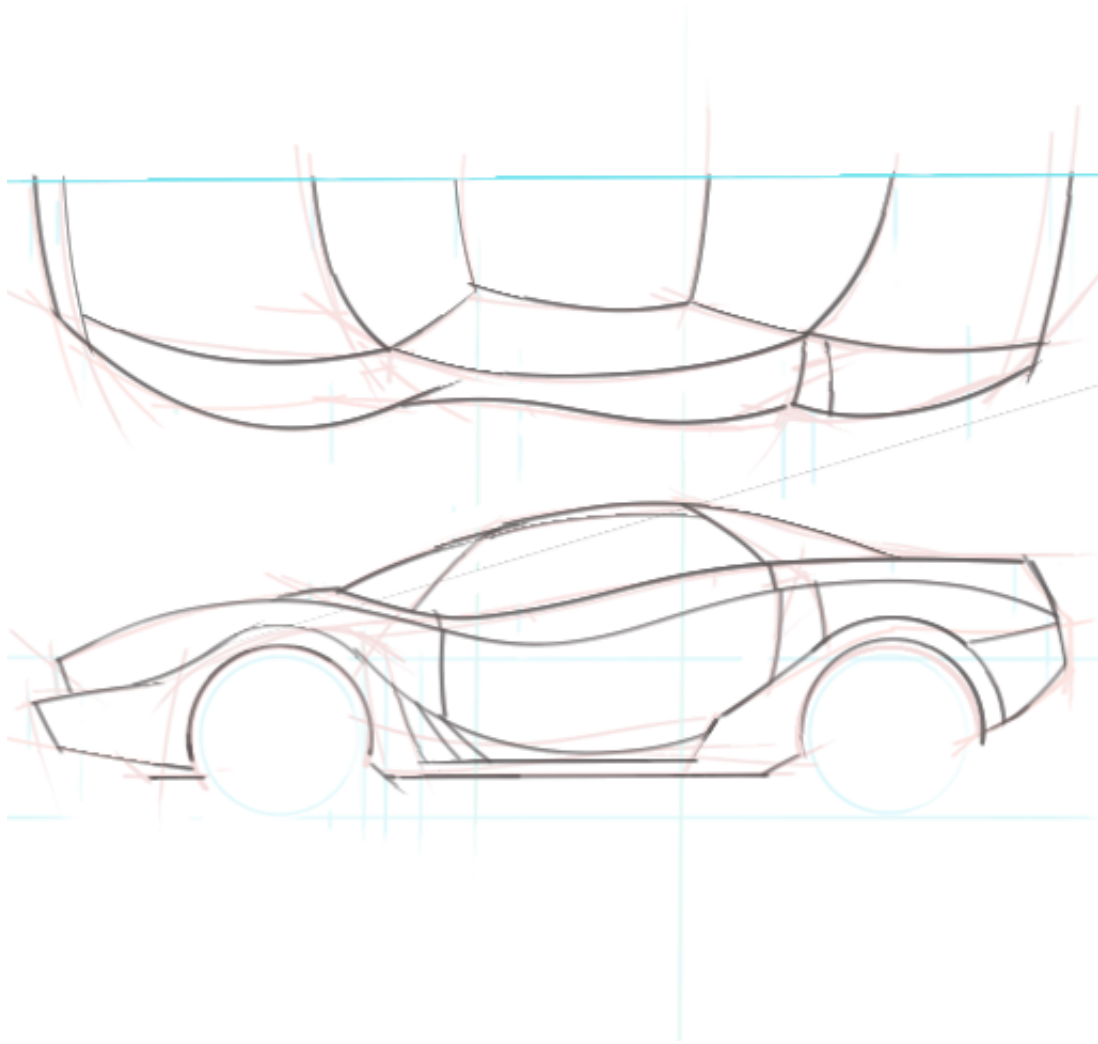
Assignment

Milestone 3: Updated vehicle and Low res placeholders

1. Update your hero model, re-render it and replace your previous footage in After Effects
2. Build and render two props in Maya. Composite them in After Effects.

•••Animation emphasis, your hero is to be a character, and hero background models.•••

•••Game emphasis, your hero is to be a character, and a world for Unity.•••

Example