

AE 322 – PRODUCTION SUMMARY

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1. PHOTOSHOP #1 – Lego Man

The original image is a man in suit, my goal is to change his head to a Lego man's head. I removed his head using selection tool, and patch that area, and put the Lego man's head on him. Then add shadow and use some other tools to improve his hand and the collar part, and this image has 10 layers in total.

2. PHOTOSHOP #2 – Words

I first make the image to black and white, and use Gaussian blur with 20 rad, and save it to a new project. Then copy the text from a Chinese novel (delete all the paragraph breaks so that make the text close together), then use displace filter in distort. Then copy this image back to the original file, and create a black layer under the text. The text looks dark, so I use curve to make it brighter.

3. PHOTOSHOP #3 – Pixelate

My goal is trying to pixelate the original photo, to make this girl looks like is disappearing. Following a YouTube pixelated effect tutorial, I created 4 layers and use layer mask (1 white mask layer, 3 black mask layer). Then use different pixel brushes (different size, jitter, scatter) to create different pixelated layers, liquefy is used as well. Then use levels, color balance, and hue/saturation for final adjustments.

4. PHOTOSHOP #4 – Elephant

The original image is an elephant walking (similar to the finished image). My goal is to apply a lower opacity layer above the elephant. I first select the elephant out and form a new layer by using selection tool, and then apply a tree photo on the elephant with 80% opacity. Then put the elephant but into the image, at exactly the same position. And apply the lens flare effect on the elephant's eye to make it looks better.

5. POSER #1 – Big Horn Sheep

The objects used in this image are *Cyclorama* and 5 *Big Horn Sheep*. I downloaded a prairie picture from Internet, and use it as the background for the *Cyclorama*. And I put 5 *Big Horn Sheep* in the middle, as the main objects for this image. Then change their parameters to form this sheep running image.

6. POSER #2 – Eagles

The objects used in this image are *Cyclorama* and 4 *Eagles*. I found a sky picture as the background for the *Cyclorama*. And change eagles' parameters to make them looks like flying on the sky. Due to the lights will form shadows on *Cyclorama*, I decided to remove the lights to avoid shadows, so this image looks dark.

7. POSER #3 – Dolphins

The objects used in this image are *Cyclorama*, 1 *whale* and 3 *dolphins*. The idea of this image is marine organism relaxing on the ocean, forming a peaceful and harmony image. Change the scale and their body part parameters, similar methods to the previous poser images.

8. ANIMATION – Bully

The objects used in this animation are *Cyclorama*, *James*, *Ryan*, *dog*, and a bag of *chips*, all these objects are available in the build-in libraries. The idea of this animation is *Ryan* let his *dog* to bully *James*, and *James* throws a bag of *chips* to draw the *dog* away, avoids be bitten by the *dog*. I use 270 frames in total, and the keyframes are added every 5 or 10 frames, in order to make the animation smooth and consistent.

9. AUDIO – Animal Farm

My audio project formed from 6 soundtracks, with a background music achieved from *bensound.com*, 4 animal sounds and a disk scratching sound. The goal of my audio is trying to produce a bright and happy music with different animal sounds in it, make it sounds like you are in an animal farm with good mood. I put those animal sounds in the break of the background music, or reduce to sound of background music to yield the animal sound. And use a dish scratching sound for ending.

10. VIDEO – Coursework Display

The objective of my video project is to combine my Photoshop images, Poser 3D images, Poser animation and audio project together, to display some of my coursework from this course. I controlled the length of each screens and each transition, in order to make sure the video is under 60 seconds. Since my audio project only last for 20 seconds, so I use two different music tracks for this video, and the second music is achieved from *bensound.com*.