3D computer graphics project

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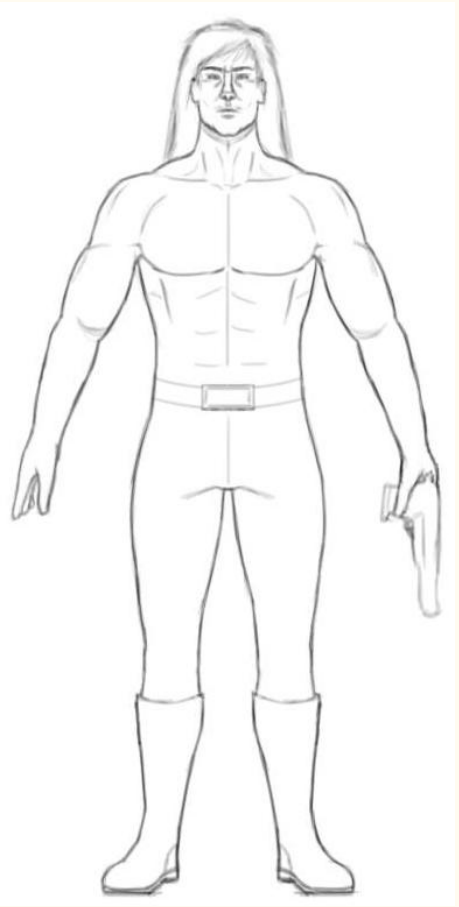
Blender: Modelling / Animation Pipeline

- General modelling
- Model unwrapping
- Fixing the model parts on a UV map (setting up the resolution)
- Burn an Ambient Occlusion Map (shadows)
- Texturing in Photoshop
- Rigging
- Animation

Blender: Main character

From sketch..



Credits for sketches: Marcus Segerros

Blender: Main character

To model..

Modelling in Blender

Texturing in Photoshop on:

- Ambient Occlusion map
(Burn effect) = shadows, based on light source
(averages the ambient lighting with diffuse lighting)

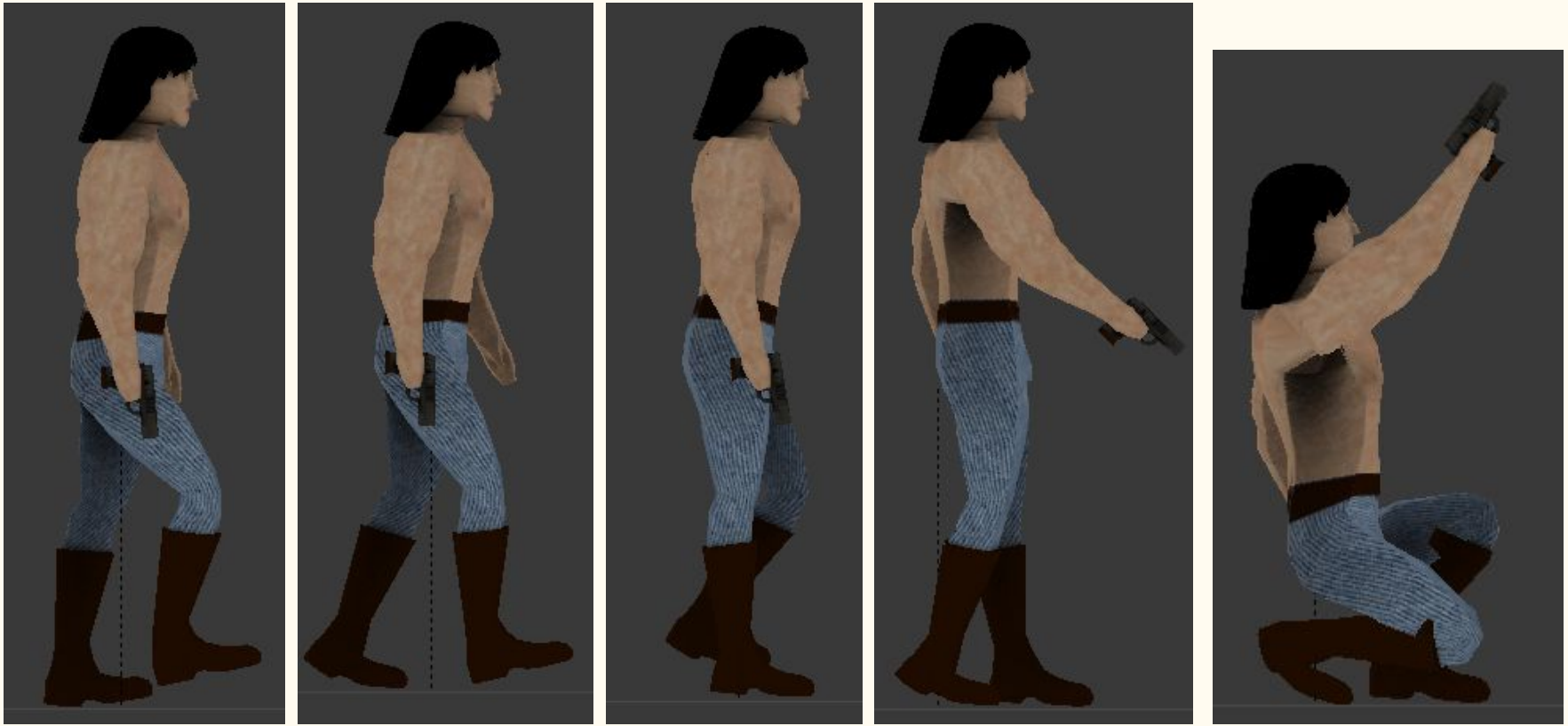
- UV map
(unwrapped model)

“Realistic look” with real person’s eyes, lips, with skin pattern and jeans pattern

Nickname: Dude
Eyes: Green
Appearance: Slightly Asian
Hair: Black

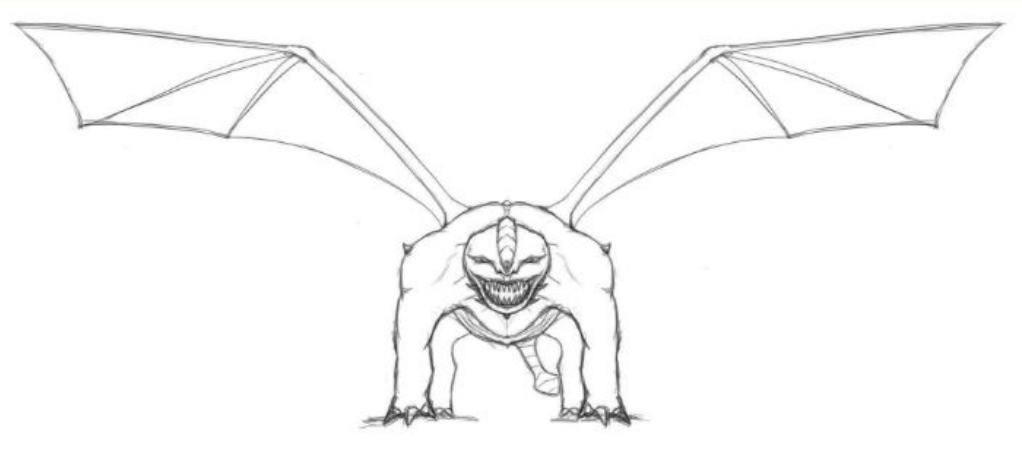
Blender: Main character

Animation



Blender: Final boss

From sketch..



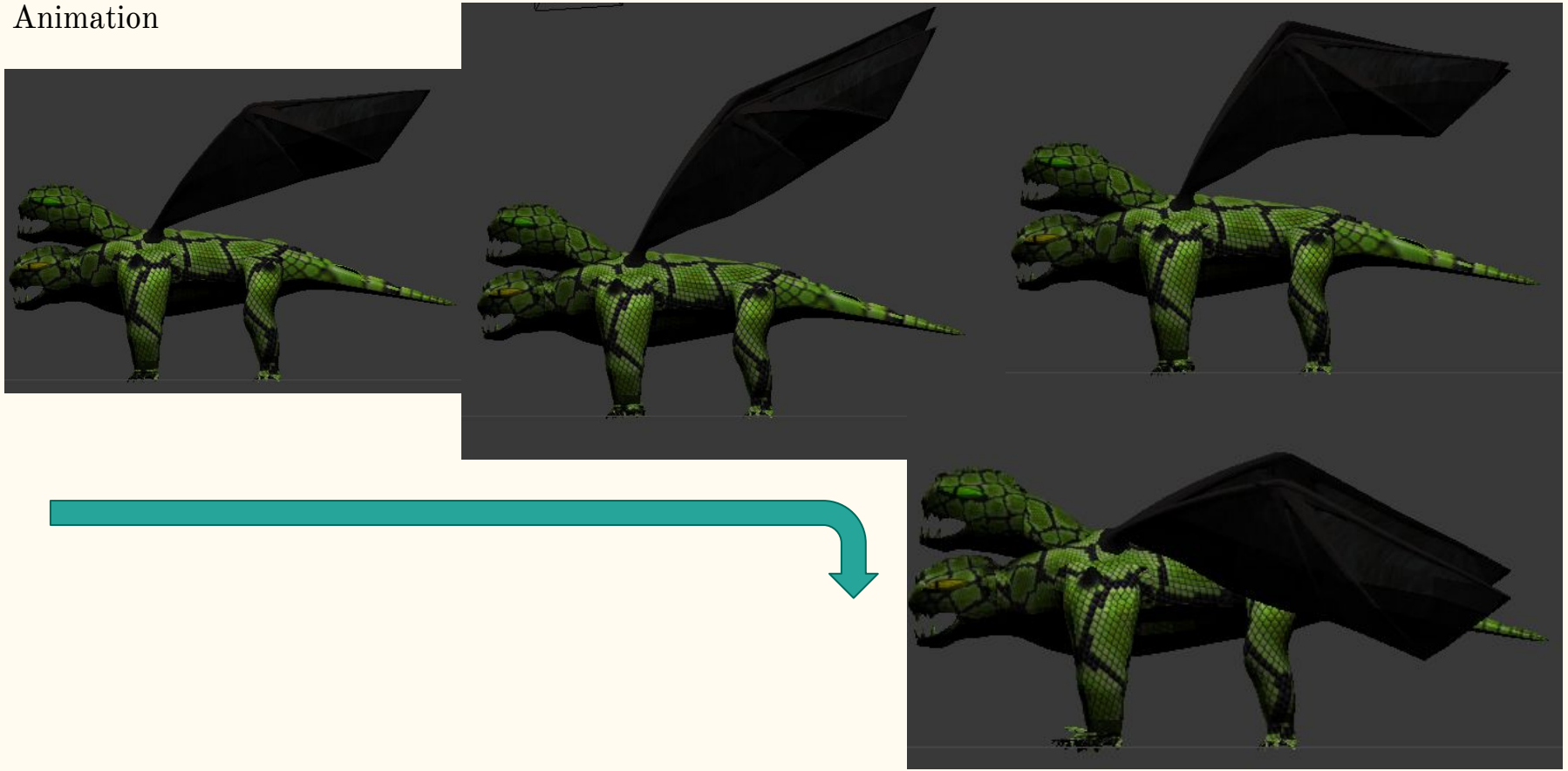
Credits for sketches: Marcus Segerros

Blender: Final boss

To model..

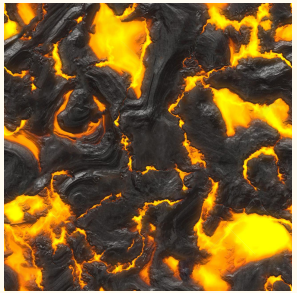
Blender: Main character

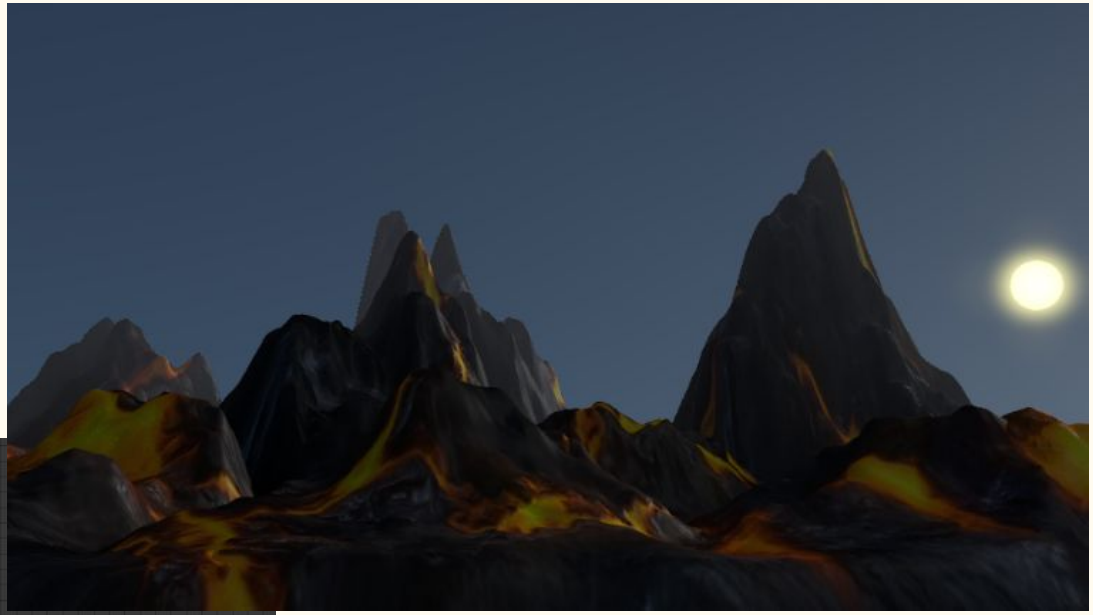
Animation

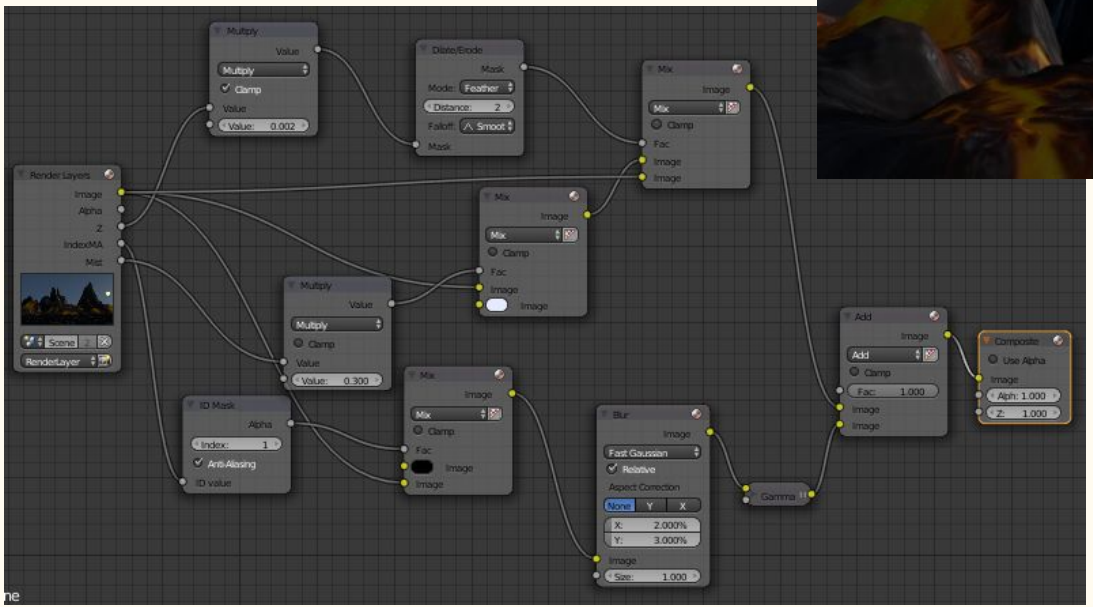


Blender: Landscape

1. Modelling in Cycles Render engine
2. Texturing





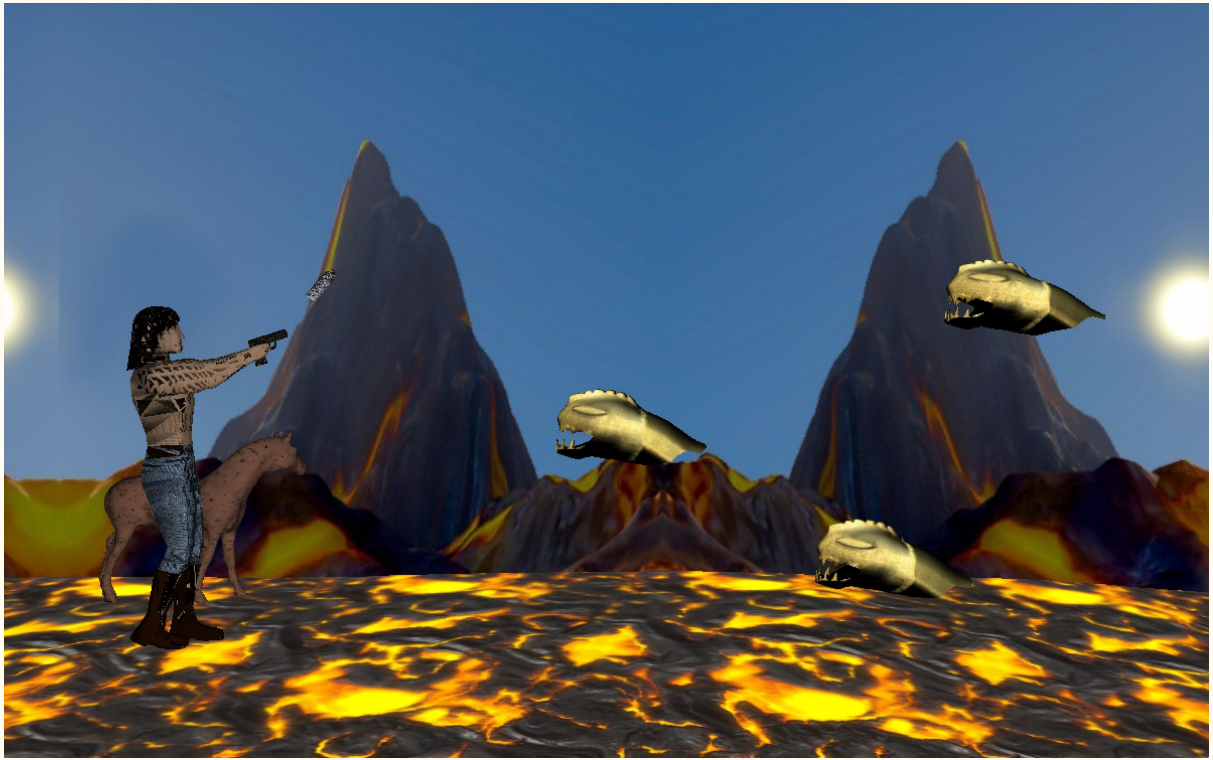


3. Effects: Compositing Nodes

- In depth mist
- Blur filter for the sun
- Mask to control effects

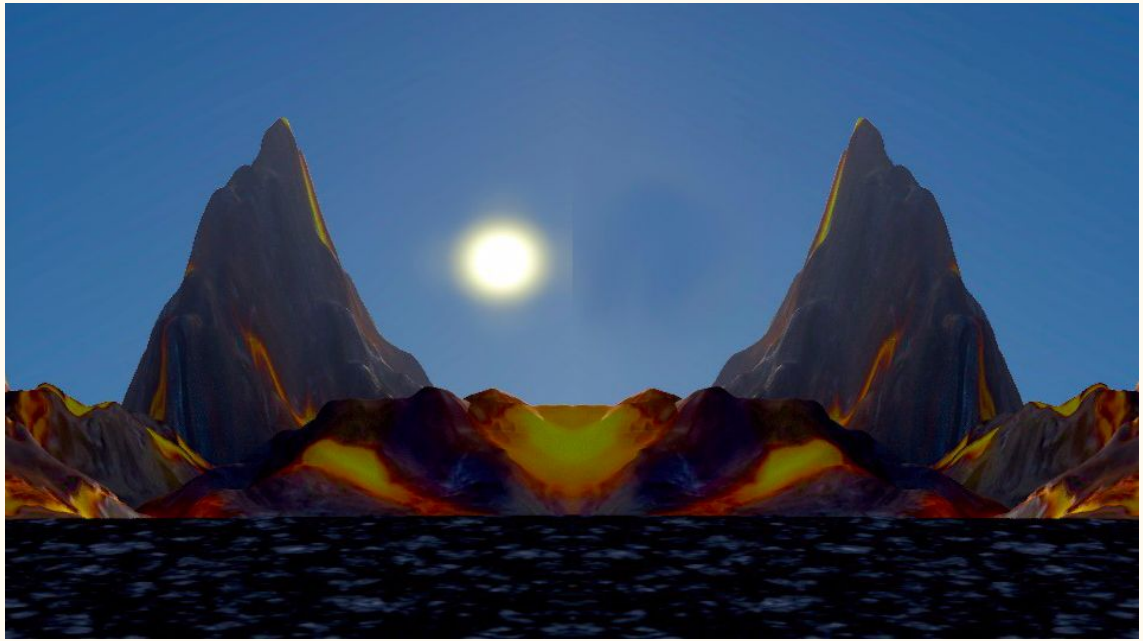
Hero & Bullet & Horse

1. Animation
2. Texture mapping
3. Transformation matrix - rotation / translation / scale
4. Switch texture each frame
5. 1 light position
6. Mesh simplification - half edge collapse



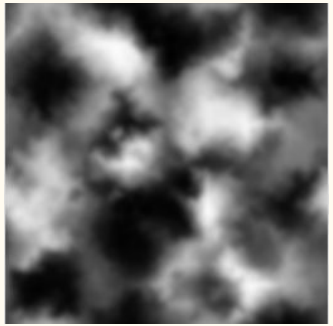
Background

1. Moving background texture



Background

1. Textured 3D terrain



2. Infinite Terrain

Enemy & Boss

1. Texture mapping
2. Phong shading
3. Animation