**Notes (9/26)**

Composition

* Think about perspective, angles, lighting, colors (contrast), leading lines, rule of thirds/golden ratio swirl, focal points
* Examples
  + [“Death Buy Lemonade”](http://www.youtube.com/watch?v=ZaKxLJLj19E) (cinematography)
  + *King’s Speech* (cinematography)
  + *HP* (colors, establishing shots)
  + [*Paperman*](http://www.dailymotion.com/video/xzt3vb_paperman_shortfilms) (lighting, value, contrast, staging)
  + *Wreck It Ralph* (scaling)
* How does scenery reflect character emotions?
  + *King’s Speech* has dramatic focus on microphone to reflect character’s fears
  + *Up* chair design reflecting Ellie/Carl’s personalities

Lighting

* Shadows as leading lines
* Lighting, colors to reflect character mood (light/darkness and shadows)
* Examples
  + ["In Between”](http://www.youtube.com/watch?v=2xp22IYL2uU), ["Le Ruban"](http://www.youtube.com/watch?v=PhtZnZ287E0)
  + *Lincoln*
  + the art of [Pascal Campion](http://www.pascalcampion.com/)
  + Also consider live-action examples (commercials, films, plays)

Contrast

* Backlighting, light/dark color juxtaposition: clothing, hair color, light color (blue/yellow, cold/warm)
* Shadows as leading lines or a means of emphasizing things (e.g. cuts off his head in “Le Ruban”)
* Eye focus drawn to most contrasted object
* Examples
  + ["Dodudindon"](http://www.youtube.com/watch?v=4PTjT4U7Fsk), “In Between”, “Le Ruban”, “Paperman”

**Modeling Notes (10/03)**

* Establish solid visuals (shape, etc.)
  + Have a standard for people to model off of in Maya (oil-based clay)
  + Character sheets for raccoons: movement, expression
* **Keep objects that will share the same texture/UV map as one single object**
* Simplicity! Work big, then go small
* Zbrush/Sculptris. Convert to Maya via Topogun to attach Maya-okay mesh
  + Make sure mesh is still simple and modelable (no triangles)
  + Try Maya first
* Consider square stretching in painting/detail when UV mapping
  + **Paint directly on Maya with 3D paint tool**
* Model your characters depending on their stance in the short (don’t use T-pose if they won’t be in T-pose ever)