

# Character Animation and VFX in Blender

## Part 3

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### Process

Video:- I took one of the hostel corridor.

It already had paint spots and splashes as markers.

Loaded the video into blender for motion tracking. Had to add new trackers into numerous frames in the video because there were a lot of stray trackers and some trackers were getting cut off.

After solving the motion track the camera angle was roughly aligned to the scene coordinates using the tools in the tracking menu.

Setting up the scene in Blender:-

- Added the character into the scene.
- Used the scaled default shadow catcher plane set up by the motion tracking tool in Blender.
- Added an area light to mimic the light coming from the outside through one side of the corridor.
- Added an hdri to the world material, having similar color levels compared to the captured surroundings.
- Did some color adjustments in the compositor to blend the rendered image onto the background footage.

## Problems and fixes

The shadows cast by the robot are harsher than the rest of the scene. Finer adjustments of light intensities could fix this issue.



The actual surroundings are not reflected by the robot's shiny material. This is noticeable especially on the legs where the ground should be reflected.



This can be fixed by modeling even a low quality representation of the surroundings and using that while rendering the character.

The original video has a slight amount of noise, blurring and focus issues which could be added to the rendered character.

The robot model could be made more realistic as the current model used is a bit simplified and too perfect looking.