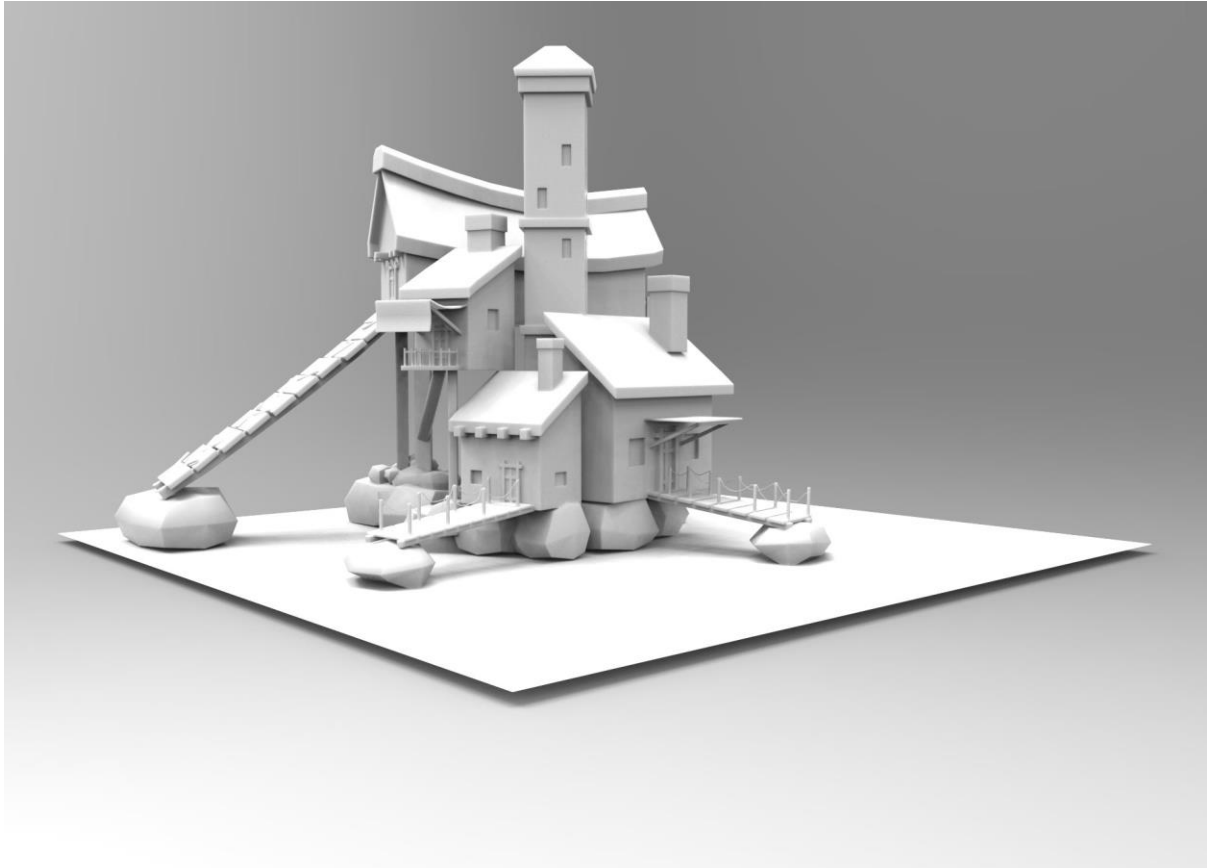


3D Modelling Assignment Documentation



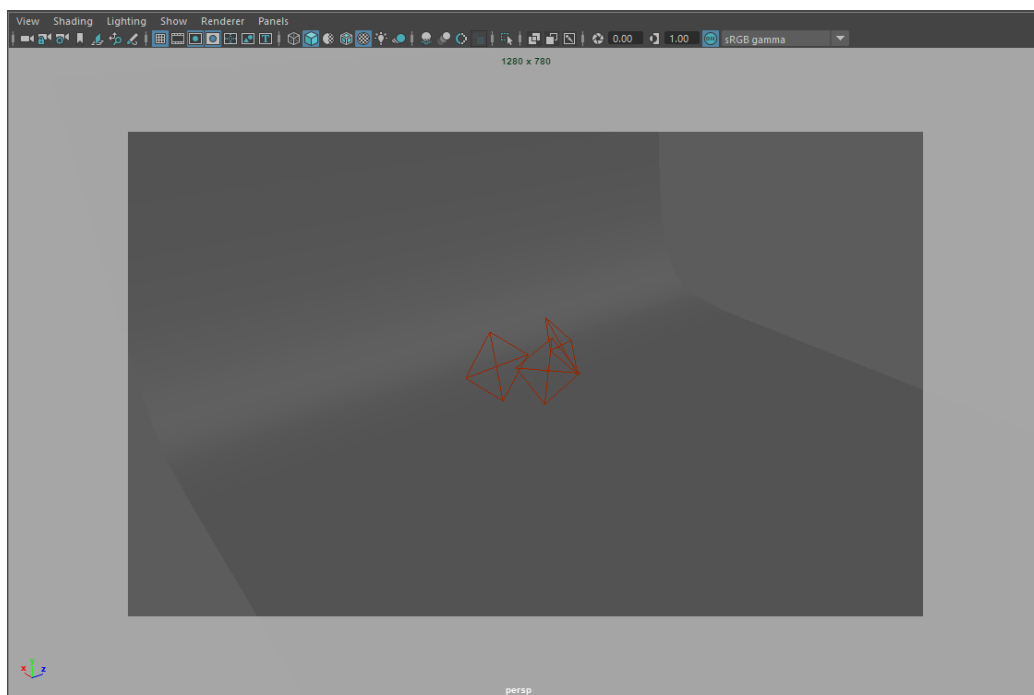
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BA In Interactive Media
Year 2
3D Modelling Assignment

Task 3: Prepare source files for use in a commercial product

Once the medieval house model was complete I had to start rendering 5 objects from the scene that I had. The 5 objects were Firepit, Crate, StorageBox, Wood strips, and Fence.

Once I identified the 5 objects that I will render I set up a lighting studio where I will put my objects to start the rendering process. For the lighting, I used 3 different flashes of lightning which are 3 area lights. Once I found the right exposure and intensity I started adding the 5 objects to the scene. All the 5 objects were given the 360-degree animation and the right material. Once I rendered preview all objects and found the right camera position to render to create the best possible view for the object I started the rendering process which took a while to get done. I had some problems rendering since the computer wasn't equipped enough to render HD quality and had some color correction problems. I tried rendering the whole scene but the temperature was going over 90 degrees and the computer was shutting down to prevent damage.

I made a 'studio' setup for my 5 objects to have consistency in lighting and all my 5 objects will look the same. I wanted a grey background with some black touches to complement the medieval theme that I made to the house earlier. The studio image can be seen below. The process that I took for each object is very similar to each other and will vary slightly between one and another mostly with the positioning of the objects and the 3 area lights for the best possible outcome



1.Crate

For the rendering setup, I used the studio that I have made earlier and added the crate.

Once I opened the scene in render view these were the results as can be seen in Figure 1. Now that I have the lights and camera position set correctly I started the animation which I wanted the crate to turn 360 degrees.

In the crate, I had some noise problems which most of them were tackled but I still had some slight problems with the noise. I also added a lambert material to the object and once I was happy with the result I rendered the 72 Frames and exported the images. Then I set up the .tif sequence in Adobe After Effects and rendered to produce a 360 view of the crate in a video. I exported the video in H.264 as requested for the assignment and this video can be found as Crate.MP4.

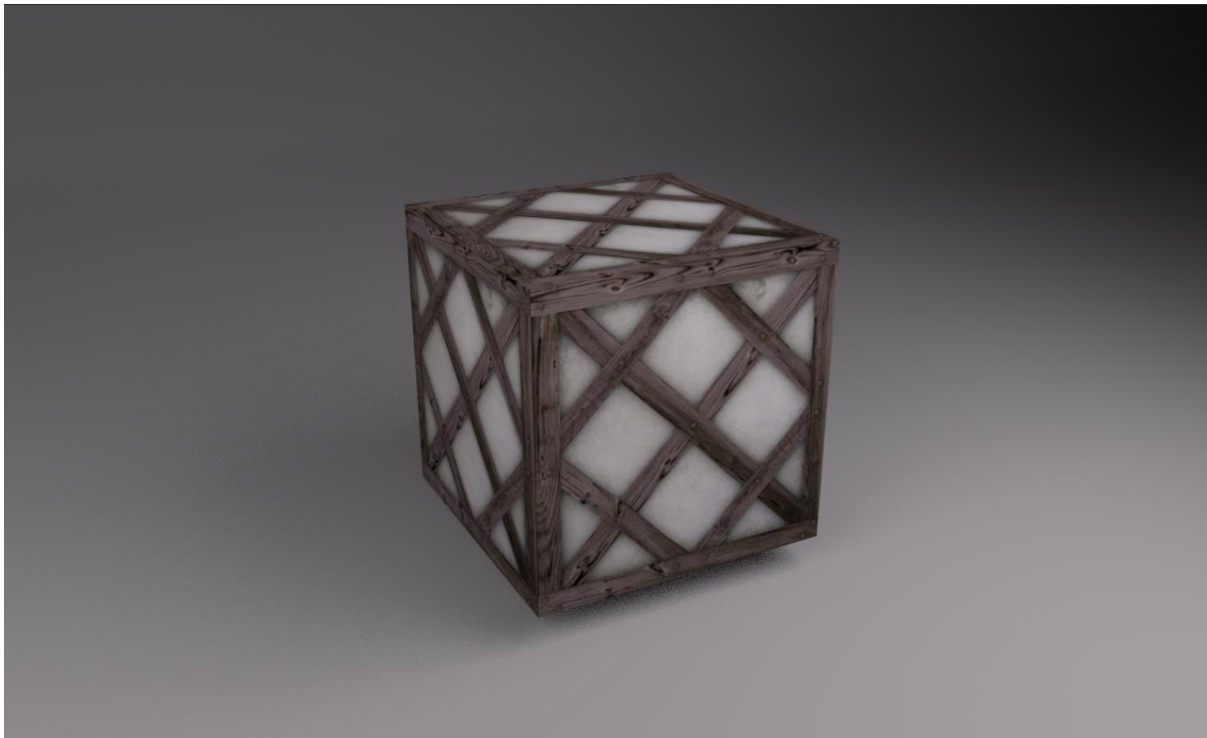


Figure 1: Crate

2.Fence

For the rendering setup, I used the studio that I have made earlier and added the fence.

Once I opened the scene in render view these were the results as can be seen in Figure 2. Now that I have the lights and camera position set correctly I started the animation which I wanted the fence to turn 360 degrees.

In the fence I had some slight noise problems which I fixed most of them, then I added a lambert material to the object. When I was happy with the setup I rendered the 72 Frames and exported the images. Then I set up the .tif sequence in Adobe After Effects and rendered to produce a 360 view of the crate in a video. I exported the video in H.264 as requested for the assignment. The video can be found as Fence.MP4.



Figure 2: Fence

3.Firepit

For the rendering setup, I used the studio that I have made earlier and added the Firepit.

Once I opened the scene in render view and these were the results as can be seen in Figure 3. Now that I have the lights and camera position set correctly I started the animation which I wanted the Firepit to turn 360 degrees.

In the Firepit I had some slight noise problems which I fixed most of them, then I added a lambert material to the object. When I was happy with the setup I rendered the 72 Frames and exported the images. Then I set up the .tif sequence in Adobe After Effects and rendered to produce a 360 view of the crate in a video. I exported the video in H.264 as requested for the assignment. The video can be found as FirePit.MP4.



Figure3: Fire Pit.

4.Fire Strips

For the rendering setup, I used the studio that I have made earlier and added the FireStrips.

Once I opened the scene in render view and these were the results as can be seen in Figure 4. Now that I have the lights and camera position set correctly I started the animation which I wanted the Fire Strips to turn 360 degrees.

In the Firestrips I had some slight noise problems which I fixed most of them, then I added a lambert material to the object. When I was happy with the setup I rendered the 72 Frames and exported the images. Then I set up the .tif sequence in Adobe After Effects and rendered to produce a 360 view of the crate in a video. I exported the video in H.264 as requested for the assignment. The video can be found as FireStrips.MP4.



Figure4: Fire Strips.

5.Storage box

For the rendering setup, I used the studio that I have made earlier and added the storage box.

Once I opened the scene in render view and these were the results as can be seen in Figure 5. Now that I have the lights and camera position set correctly I started the animation which I wanted the storage box to turn 360 views.

In the storage box, I had some slight noise problems which I fixed most of them, then I added a lambert material to the object. When I was happy with the setup I rendered the 72 Frames and exported the images. Then I set up the .tif sequence in Adobe After Effects and rendered to produce a 360 view of the crate in a video. I exported the video in H.264 as requested for the assignment. The video can be found as StorageBox.MP4.

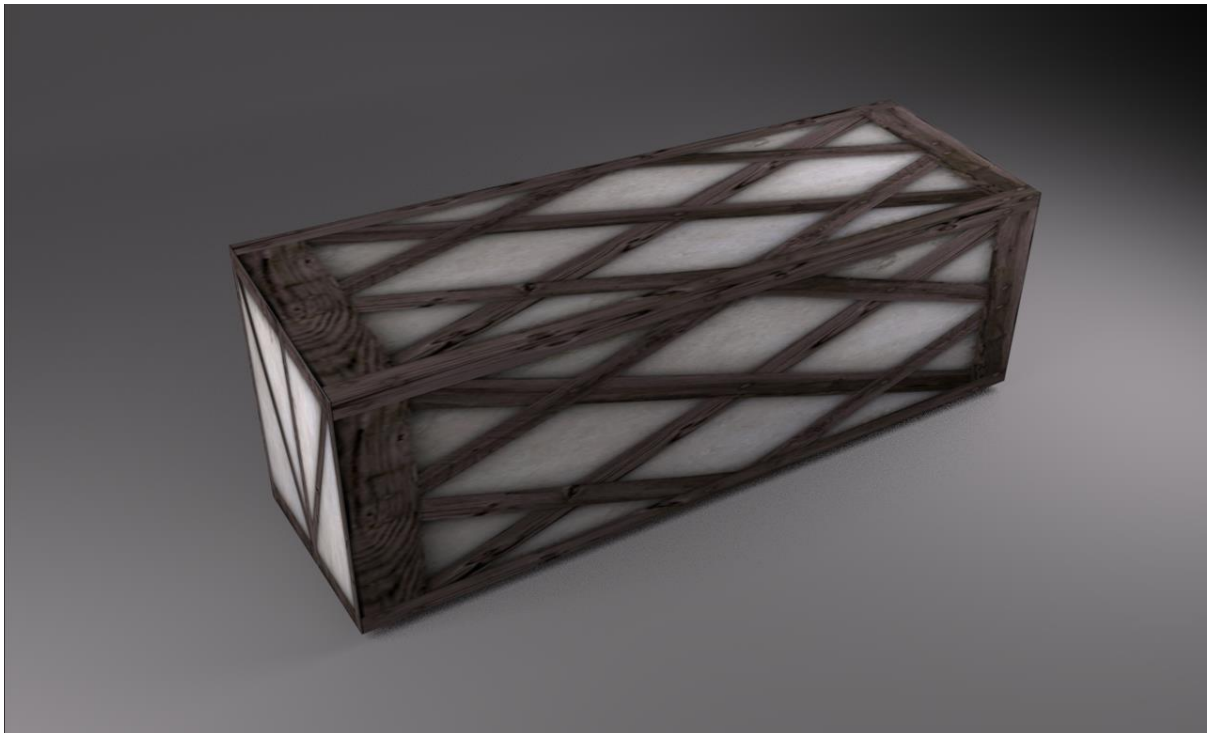


Figure5: Storage Box.