

I chose the fourth topic, the Auckland Sky tower Sky Jump. Immediately I knew I wanted to recreate to the best of my ability an accurate Sky tower in blender. It started out as a cylinder and was modelled from that. I used a lot of reference images including those found in the storyboards.

Some aspects I thought I got quite accurate was the overall shape and the concrete textures on the bottom half of the building. The camera angles were intentionally made to simulate jumping from the sky tower and that evolved into the more cinematic shots in the second half of the animation.

The lighting and environment textures were positioned properly, making the sun in the background look real and casting correct shadows. The reflections of the windows were intentionally turned up. If they weren't completely transparent or reflective then the shape of the glass and the building created some weird reflections. So I opted for the reflective since it showed off some cool effects and didn't make the inside appear empty.

I used a lot of movement, tracking and rotational animations. The camera moves along a path around the building. It tracks a hidden object to which allowed for some cool cinematic shots. I tried to make the paths smooth creating some very natural and fluid motion. The top section of the Sky Tower rotates many times while the camera isn't looking to cover up a mistake on one side of the building. At the end you can see it actively rotating next to the camera. And of course the Sky City logo at the end fades in next to the Sky Tower.

I'm hoping with this project to tease the viewer with what they could be doing. The first camera shots are realistic in the way they simulate some experience doing the Sky jump. After that the camera becomes quite cinematic and ends with quite a stereotypical shot of the building off centre and the Sky City logo appearing beside it.

The final product was rendered first into PNGs at 720p and a cinematic 24fps. Then those images were spliced together and rendered into an MP4 video inside Blender.