Part 1

Introduction

Final model by Ingrid Morrison

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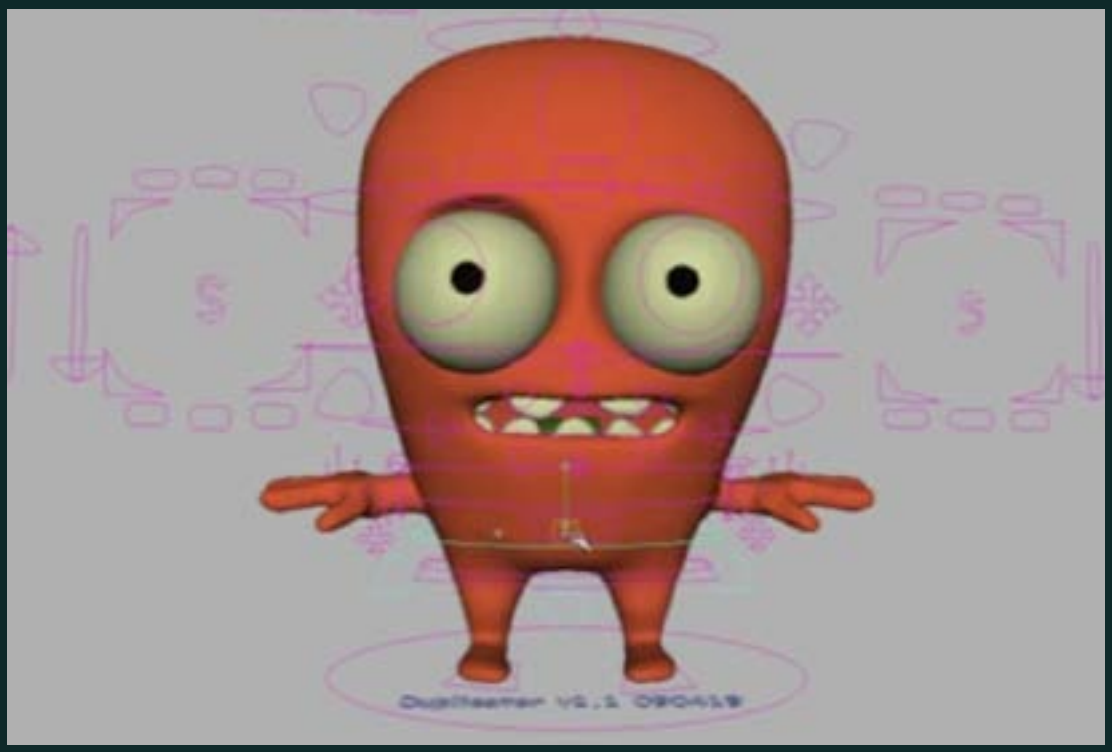
Computer Animation Production 1



http://www.meindbender.com/#/home/

I hope you will have a fun adventure through the Animation production character pipeline.

My email address if you need any feedback!

imorrison@bournemouth.ac.uk

Your amazing demonstrators will be: Roxanne And Gordon

Always ask for help in my lecturers if you are falling behind or not sure why you are doing something.

Your lecturers will mainly be workshop based. This will hopefully give you a good understanding and practical skills which should help you to obtain your dreams of work in the animation industries.

You will be expected to develop also on your own time these skills and techniques, utilise this information to solve problems and develop an *outside the box* approach to thinking, that the 3D industry rewards and requires.

- Motivation
- Time management
- Communication
- Organisation
- Decision making
- Problem solving
- Lateral thinking
- Goal setting
- Energy
- Self directed learning
- Sharing

ENJOY!!!!!!!!!!

Objectives: Production pipeline

Weeks 1 & 2
- Character Modelling
Lecturer will be Ingrid Morrison
(form,likeness and Topology.)

Weeks 3
- Mudbox basics with the same character
Lecturer will be Susan Sloan
(Interface and using mudbox to create iterations Of you character)

Weeks 4
-Texturing workflow for a 3D character
Lecturer will be Ingrid Morrison
(UV unwrapping and how to applying texture maps to shaders)

Weeks 5 & 6
- Basic Character Rigging
Lecturer will be Ingrid Morrison
(joint placement and rigging workflow)

Objectives: Production pipeline

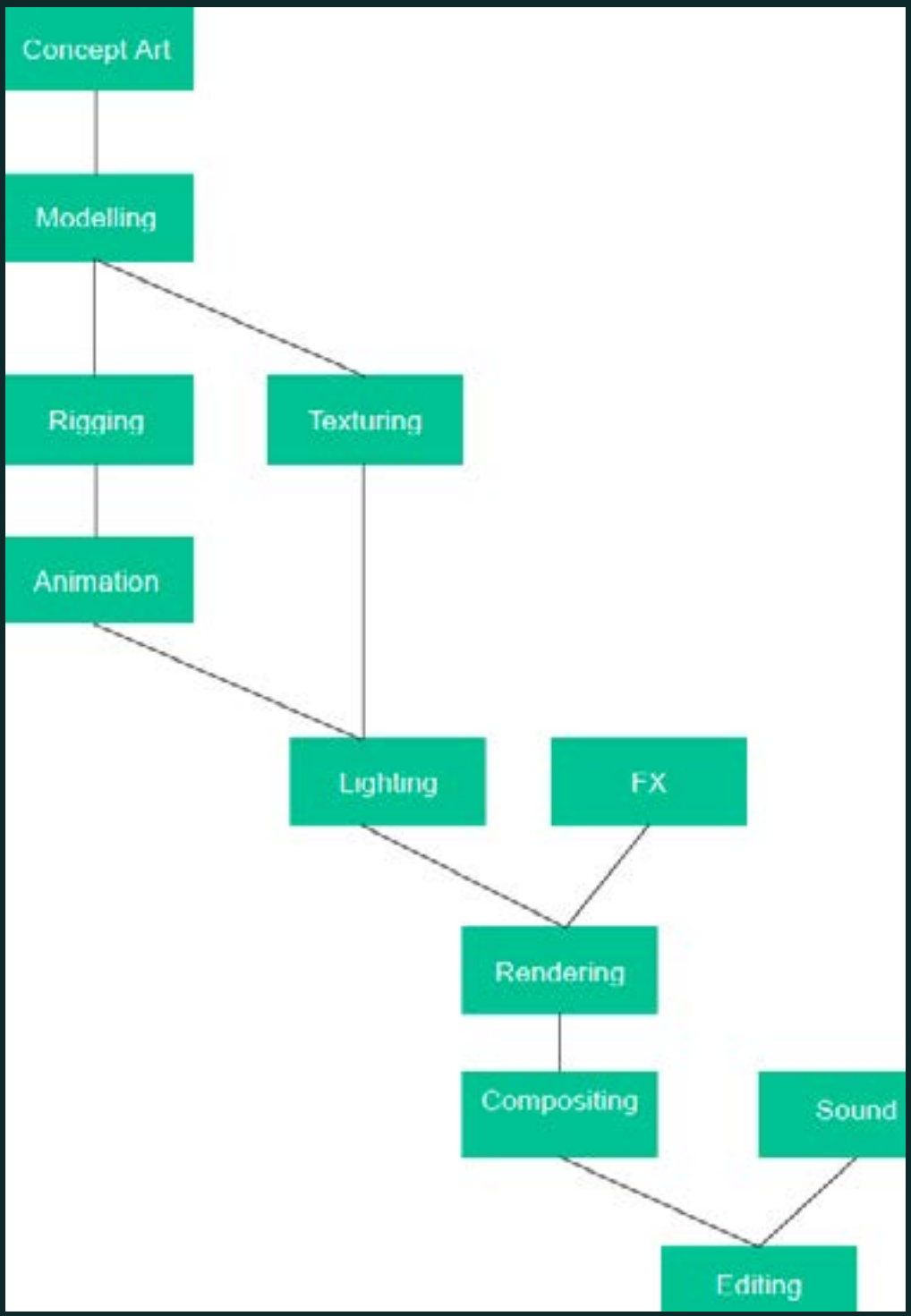
Weeks 7 & 8
- Character Animation work flow.
Lecturer will be Ingrid Morrison
(Body mechanics and posing of characters)
(Observation and Video analyses)

Weeks 9
- Lighting Character
Lecturer will be Melania Fodritto

Weeks 10
- Rendering Character
Lecturer will be Melania Fodritto

Production pipeline

The following diagram gives a general view of the steps involved in any 3D production. Specific workflow differ between industries (game, movie, architectural visualization, etc.) And different companies.



Any questions

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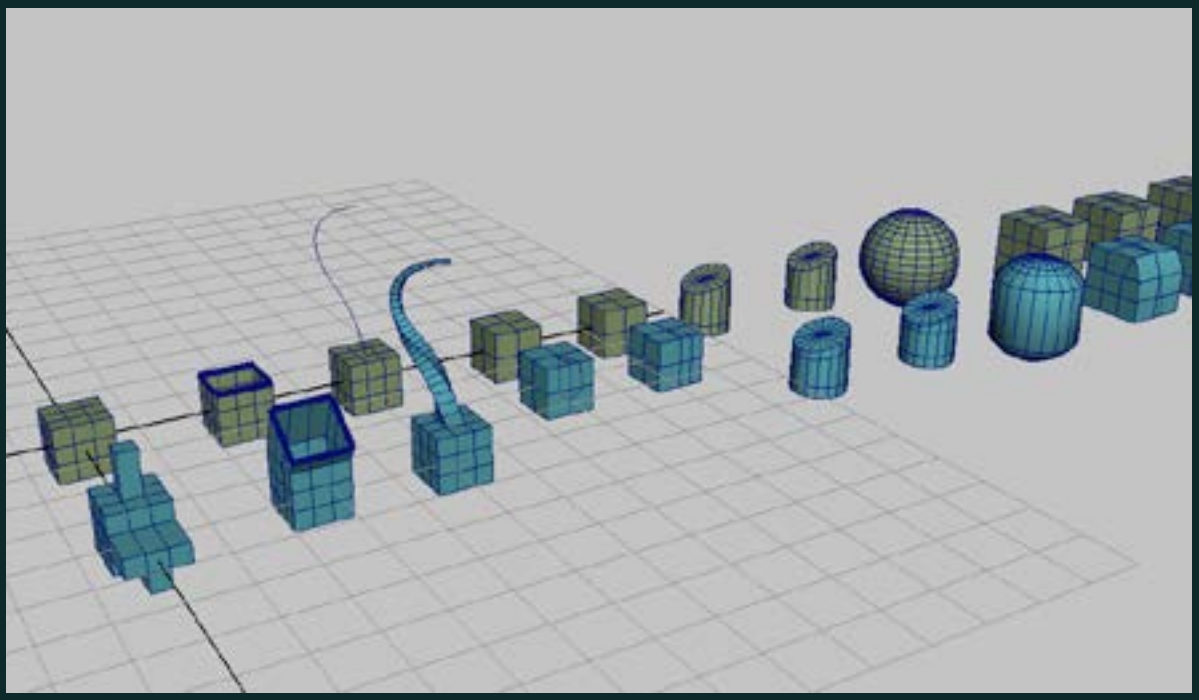
Part 2

Refresher with Tools before demo starts



What is good Topology?

What is good Topology?

1. Even spaced polygons and always quads.

You can have the odd triangles but must be in places away from areas that will not move much for example if you modelling a head you could hide a triangle inside the nose or in the ear or back of skull. But a really test is to try and use only 4 sided polygon.

2. Topology must flow in the correct direction.

If for example it doesn't flow correct around a face then you will find it hard to make facial expressions that deform well and look natural.

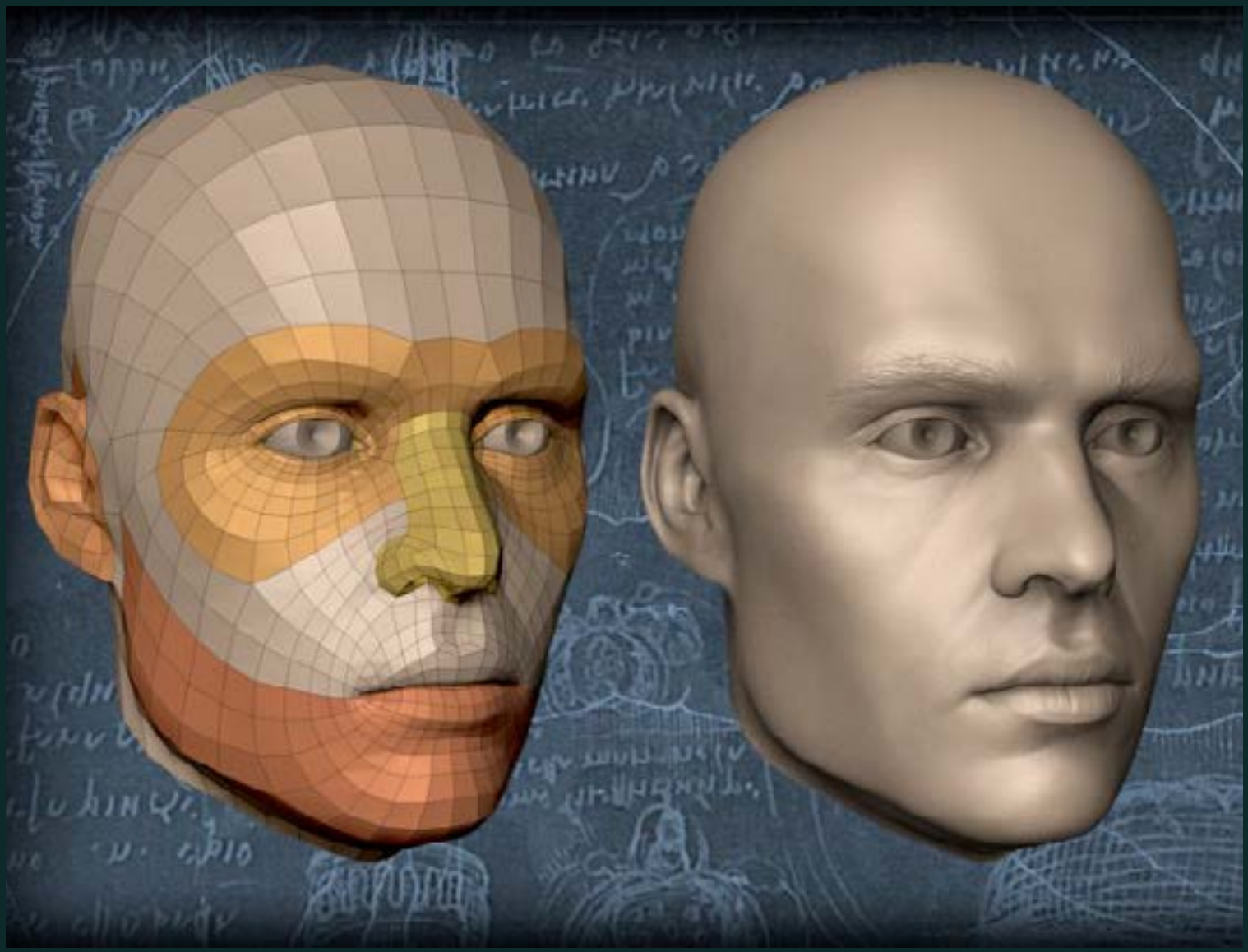
3. Topology is very important part of production pipeline without good topology character textures and deformation will be poor.

INGRID Topology PDF

Good Topology

Computer Animation Production 1

Good Topology



Good or Bad Topology

Next week I will show you bad topology and mesh look like so you know how to avoid making your meshes like these.

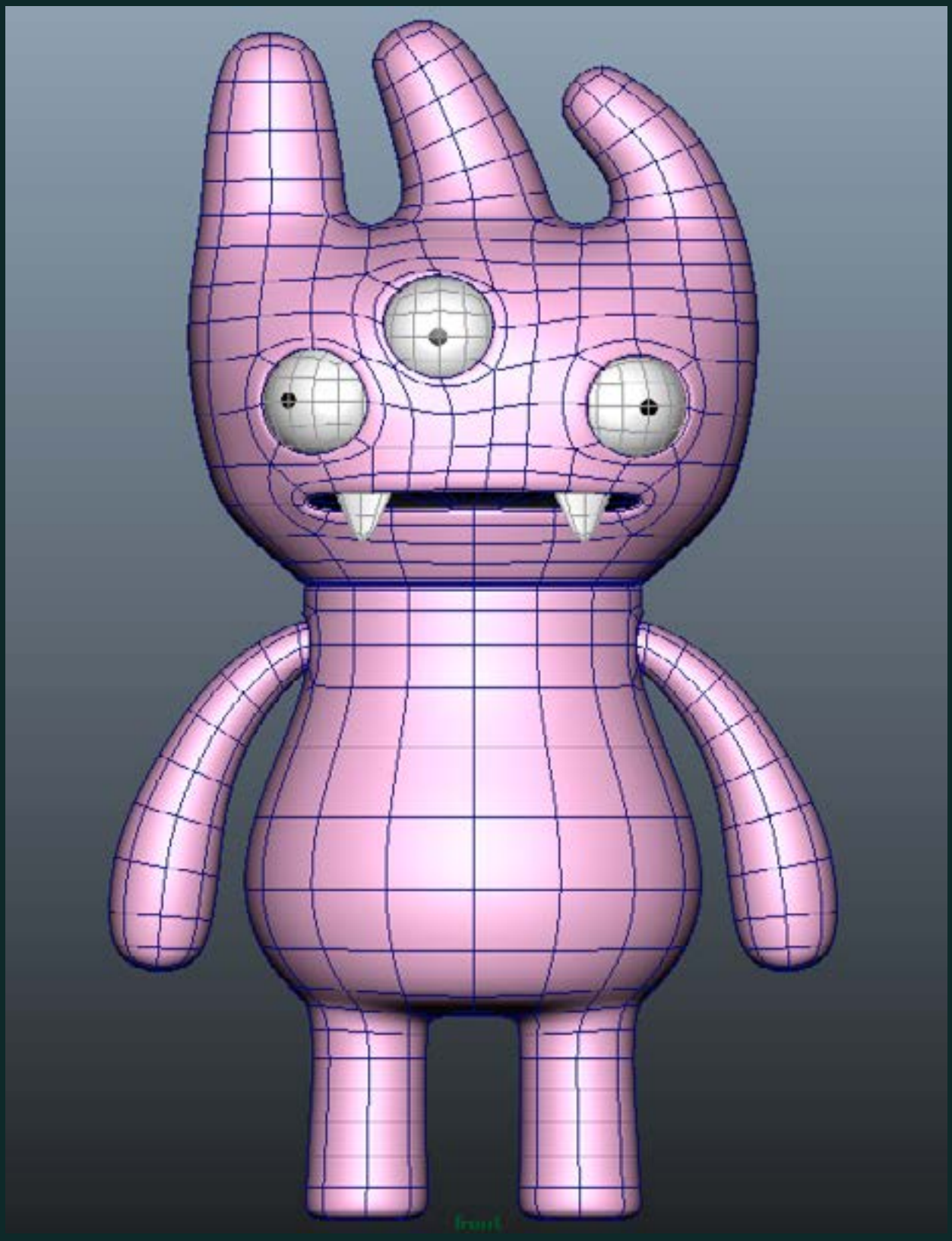
Good or Bad Topology

Before modelling Demo draw topology over this image called Pink_Monster_imageplane.jpg

Computer Animation Production 1

Good or Bad Topology

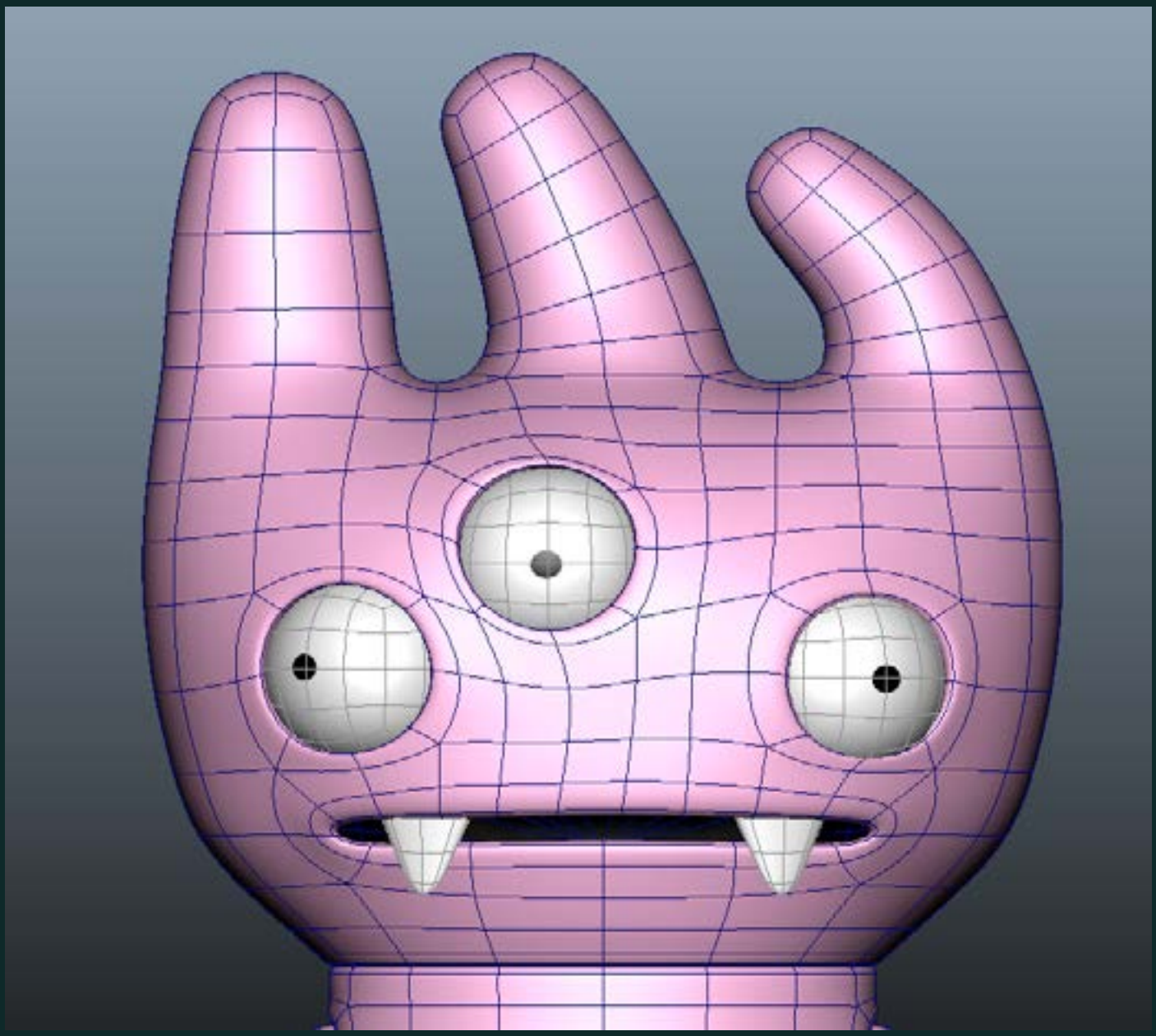
My Model to help with the Topology



Computer Animation Production 1

Good or Bad Topology

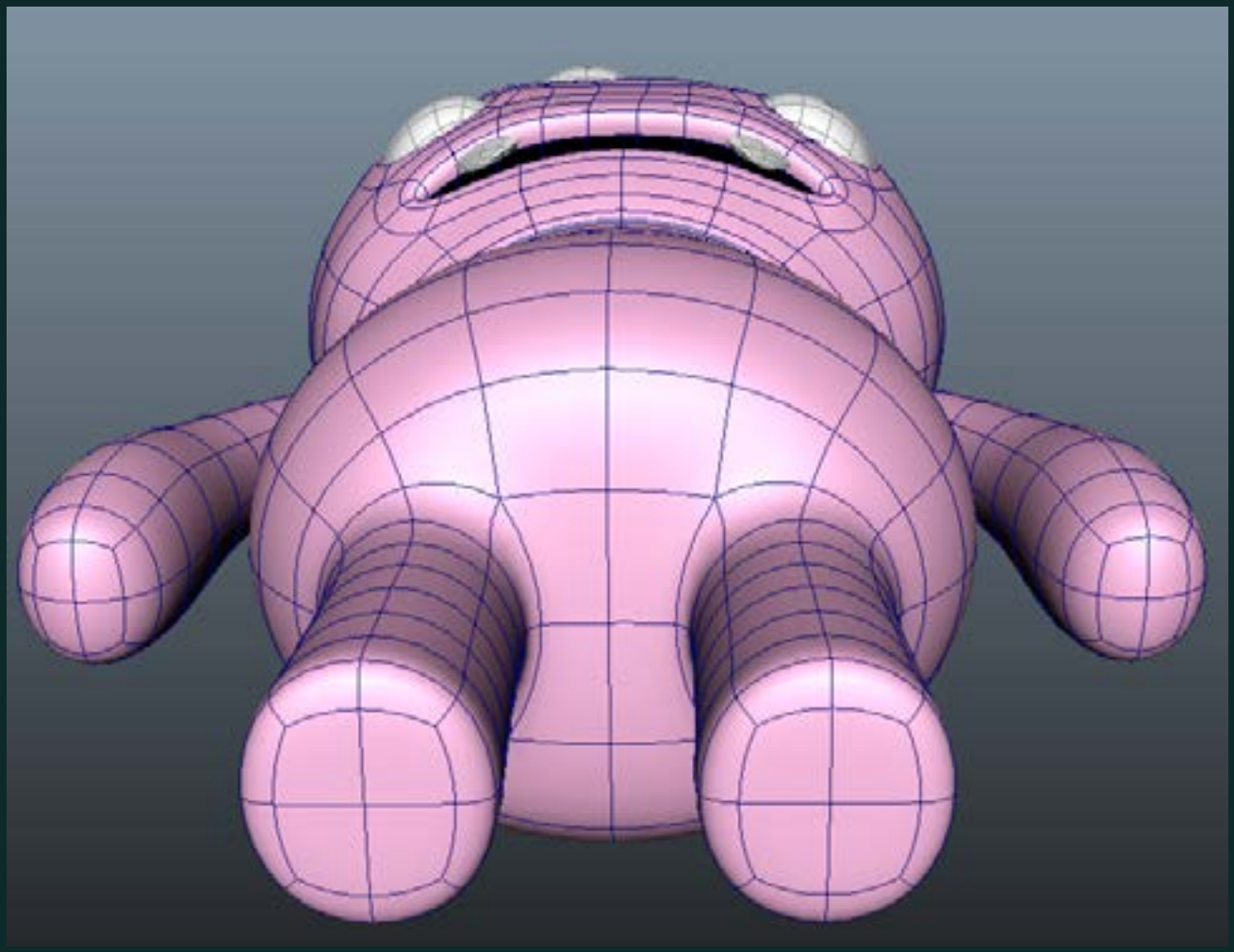
Topology to help draw over



Computer Animation Production 1

Good or Bad Topology

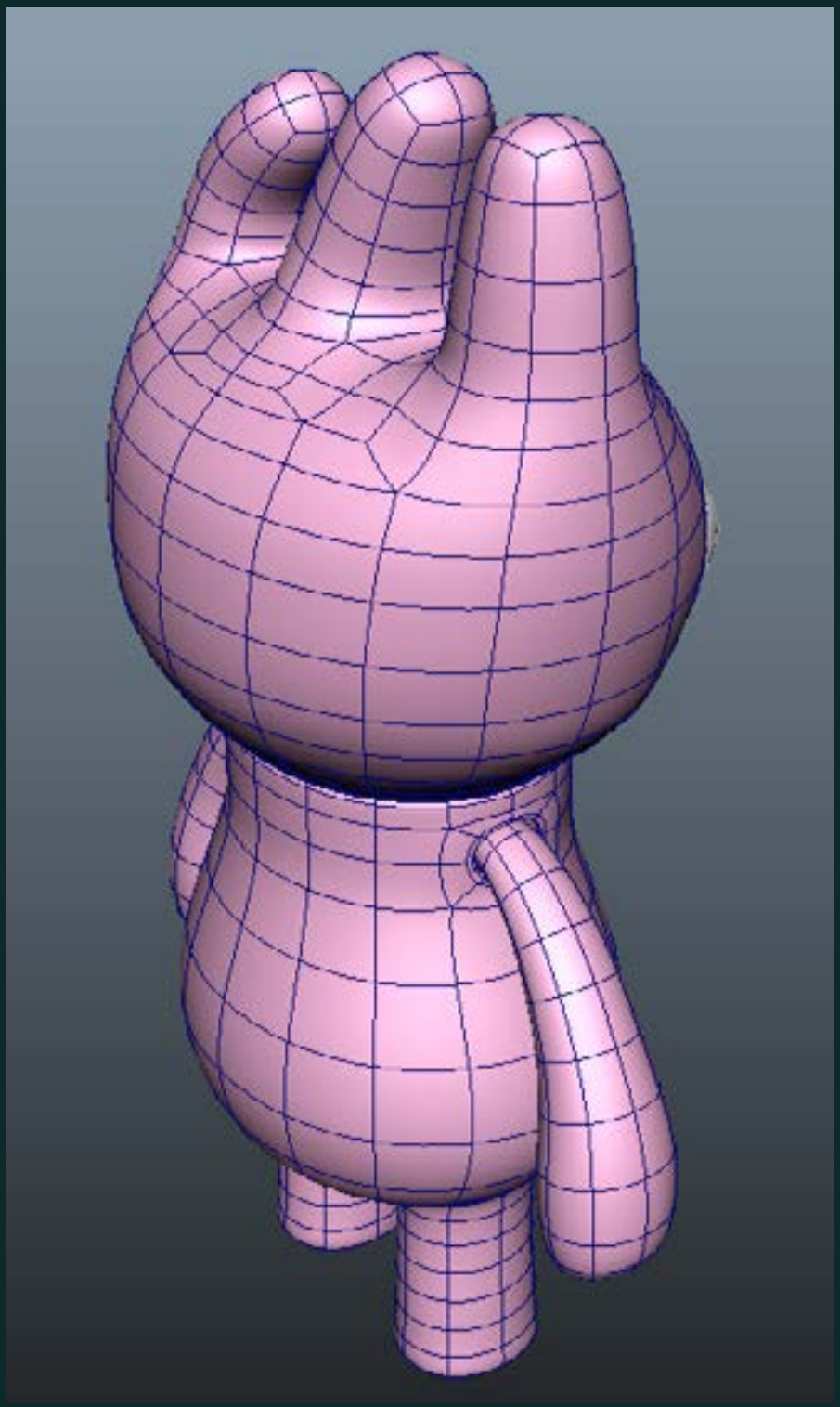
Topology to help draw over



Computer Animation Production 1

Good or Bad Topology

Topology to help draw over



Part 3

Final model by Ingrid Morrison

Pink Monster

Lesson Outcome:

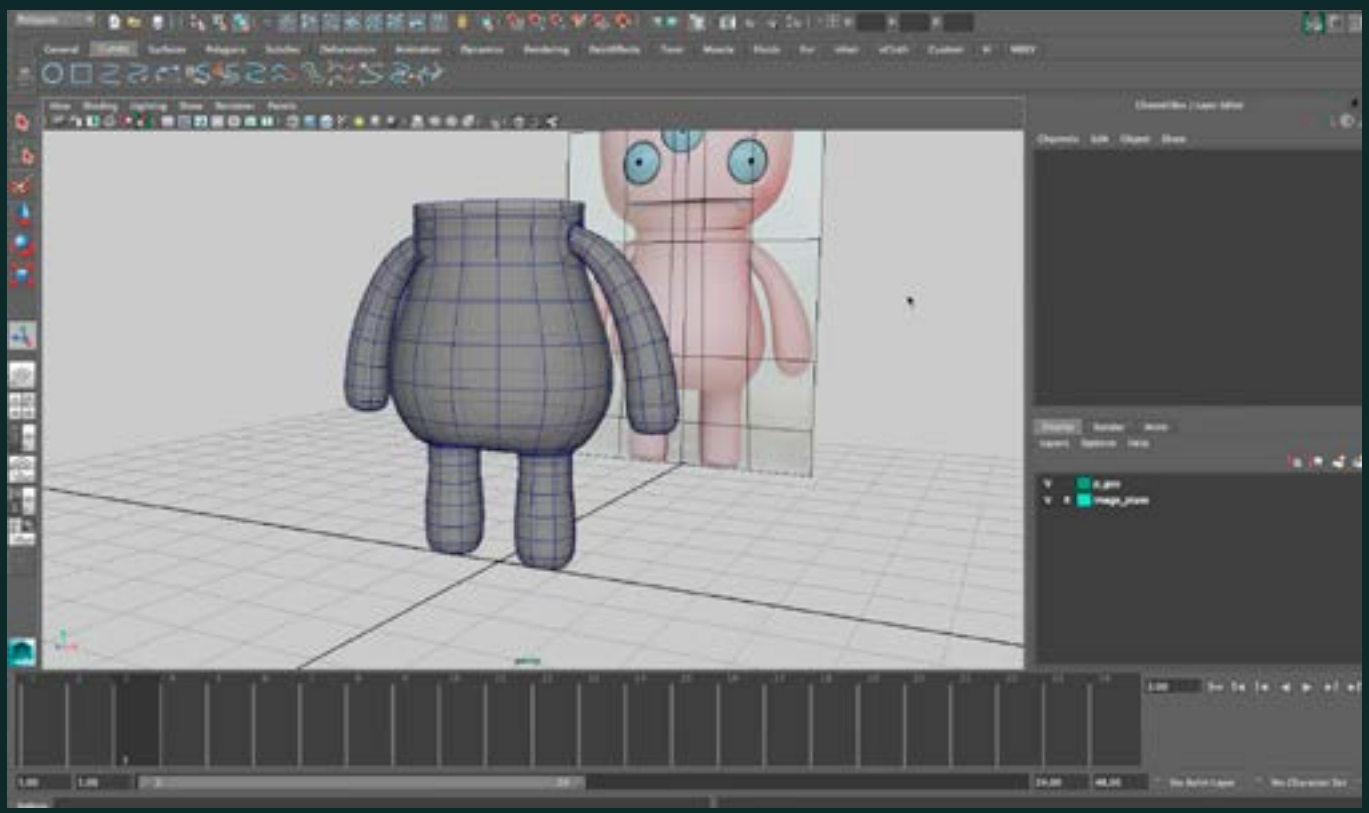
Students will be able to model a 3D character with industry standard topology and form

I HAVE MADE DEMO MOVIES FOR YOU TO USE THEY WILL BE COPIED INTO

/public/bapublic/I_CAP1_2015

There are 1-9 movies for you

Here example of movie 3 how to model the arms



Brief:

The aim is to ANALYSE the images of the Pink_Monster. Look for simple FORMS, then

Model it using the Maya Scene called Pink_Monster.mb. There is 1 image plane in this scene.

Focus on simple SHAPES and how they relate to one another in scale.

Then once the basic shapes match the image planes, work more detail into your model using the edit-mesh tools.

You will create a Maya Project first. (File-project-new)

Make sure you NAME all the parts of Pink_Monster using the Outliner

Keep scene clean, Freeze Transforms and Delete history.

Steps for your brief;

- Analyse Pink_Monster_imageplane.jpg

- Draw topology on *Pink_Monster_imageplane.jpg* before you begin modelling.

- Polygon modelling begins.

- Follow demo from lecturer or feel free to model on your own.

Research is a very important part of becoming a successful 3D artist . So work hard analyse the images and anatomy.

Inspiring websites below

http://www.eklettica.com/

http://zbrushcentral.com/

http://gionakpil.com/portfolio-gallery/digital-work

http://www.creaturespot.com/

http://www.artofvfx.com/

http://www.fxguide.com/

http://www.cgfeedback.com/cgfeedback/

https://vimeo.com/114080967

Location of cap1 Lecturers;

/public/bapublic/I_CAP1_2015

Submit weekly before class your screen shot of your model showing wire on shaded in Maya.

To this location remember to name it

lastname_firstname_model

/public/bapublic/I_CAP1_2015/Submit/Group1 or Group2 or group3

Enjoy and always ask for feedback and walk around and look at everyone's work to.

THE END