

Set Extension Project

Enzo Poropat and Sarah Smeltzer

Steps

1. Choose Base Image

The image we chose is from the 1964 Addams Family TV Series shown below. The initial idea is to bring the Addams family into a different scene because of the cool car and the different expressions each member has. It also looks like they are going out on a fun family outing. So, what kind of activity would the Addams family do as a fun family activity? Grave digging.



2. Background Image

The background image chosen was a cemetery. The chosen location is the College Station City Cemetery which is nearby campus. Several images were taken at different locations and angles at the cemetery, and all the pictures taken include a road to put the final car on, and graves in the distance. This created the most amount of options to later decide which background image to use.



^ Chosen Picture ^

3. Sketch

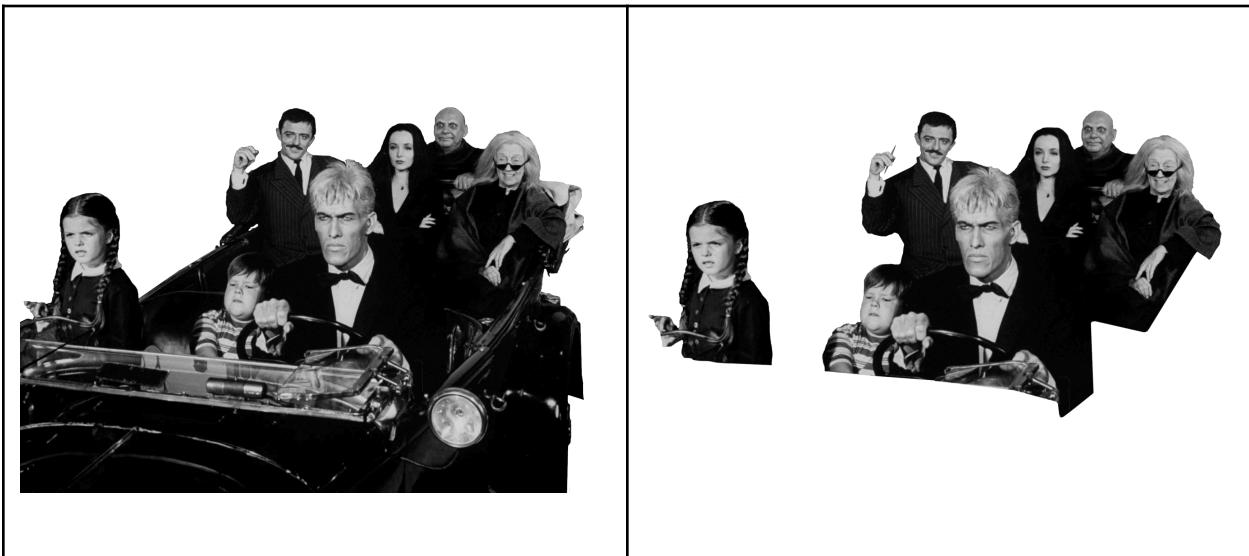
After the base and background images were chosen, the next step was to finalize the idea, decide what 3D models are needed and how the final image will look. Below is the sketch that was developed with the final idea of the Addams family leaving the graveyard after burying a dead body. Key 3D models that needed to be developed are the Gate, Car and Statue. Simpler models such as grave stones were also included.



4. Cutout Base Image

Use photoshop to cut out the background and other unwanted elements of the base image. First, import the image into photoshop onto a layer then apply a clipping mask to the layer. Select the clipping mask and use the brush tool and/or the select tools to remove areas of the image. The purpose of using a clipping mask is to remove these areas without directly affecting the image itself.

For this project, we created two different cutouts shown below. This is because we were unsure how the 3D modeled car would combine with the 2D image cutout. We ended up using the image that includes the people and the car.



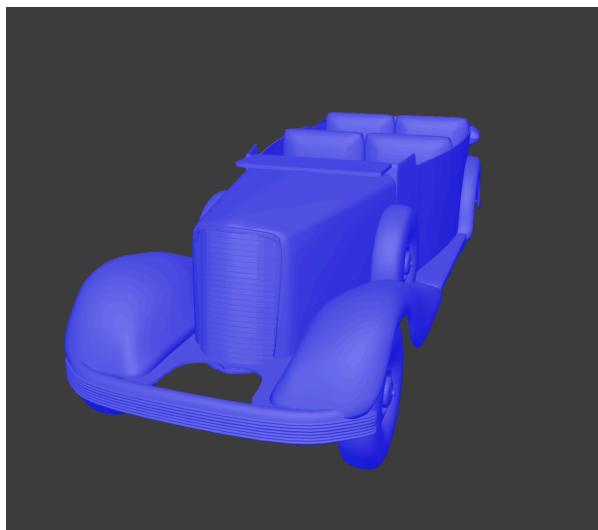
Includes People and Car

Includes only the people

5. Create 3D Models

Car

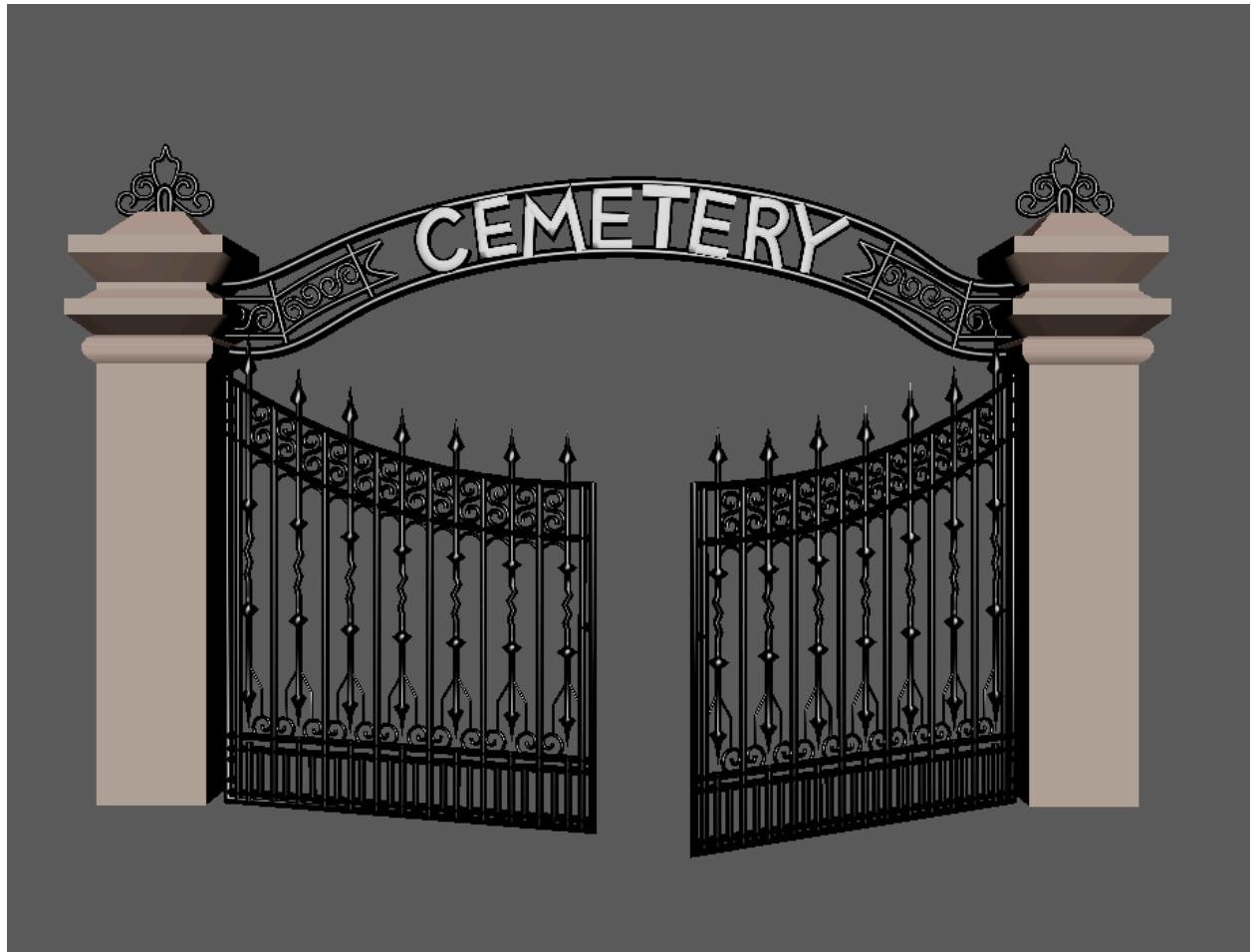
The car was created based on the car used in the show shown below. The reference image was more difficult to pin down, because the car is the Addams Family's Limo which wasn't shown much.



Gate

The gate design was found online and was used as a template when drawing the Nurb curves in Autodesk maya. The curves were essential in creating the curved bars and arches, and simple materials were added to the gate.





Statue

The statue was created using Sculpting tools in Autodesk maya to mimic the sculpted look statues have. It was way more difficult to create than anticipated, and given time constraints the design was simplified.



Gravestones

Simple gravestones were created for the background of the image.



6. Black & White Background Image

Lastly, the background image had to be adjusted to be black and white, and match it with the base image. Photoshop was used to apply adjustments that made the image black and white.



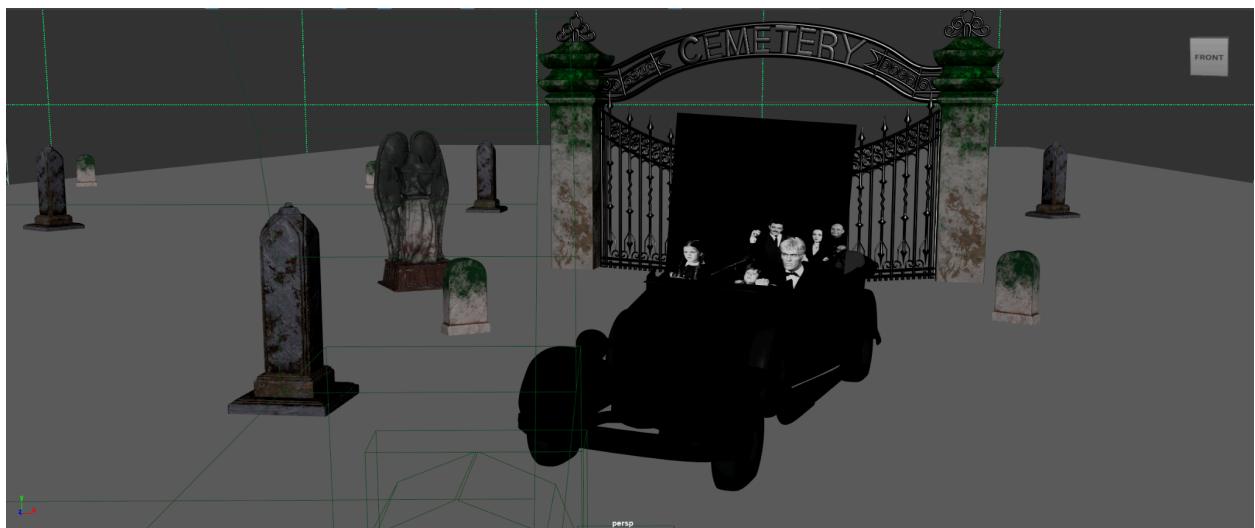
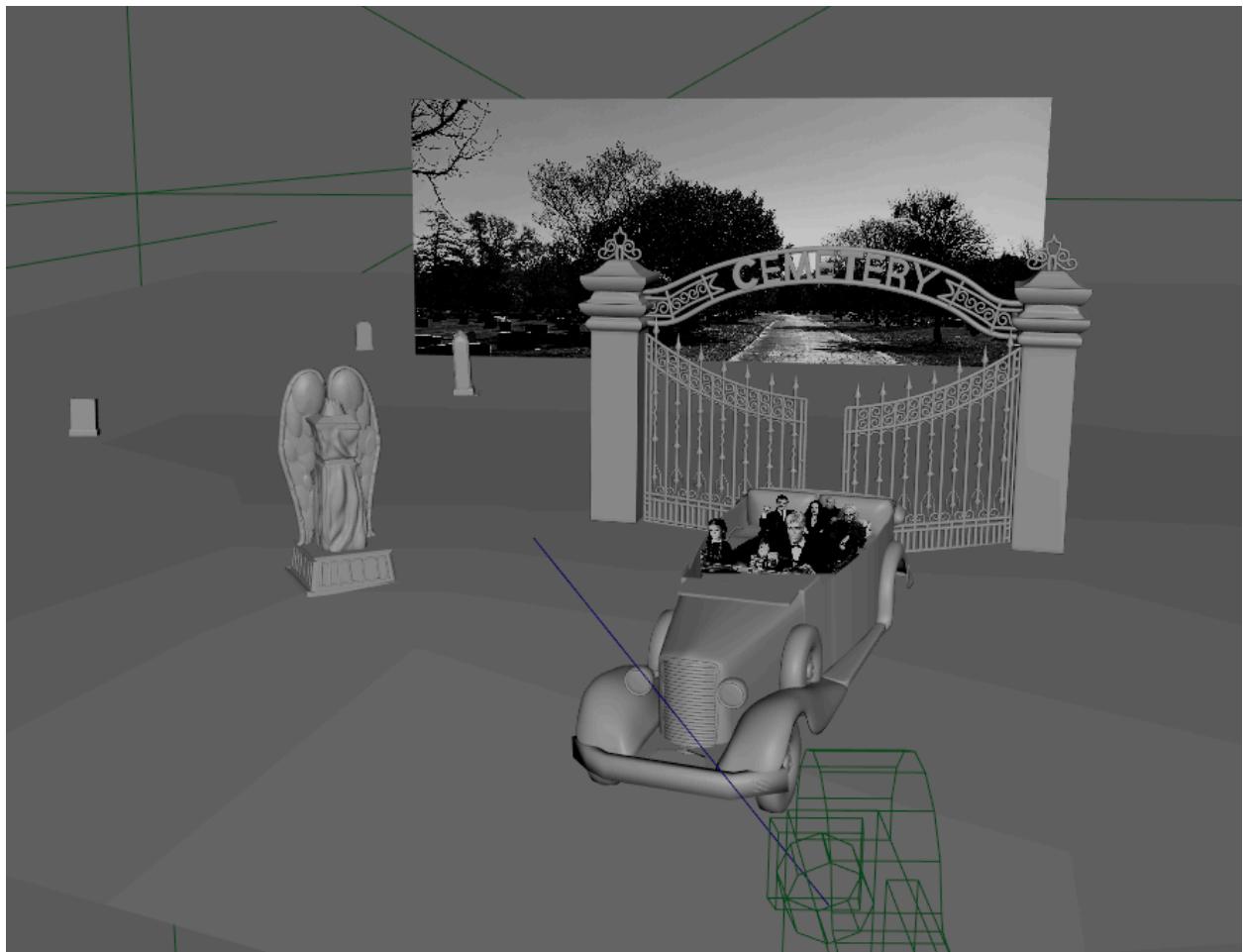
Because the image was taken in the afternoon, there is a lot of light coming from the sun. This makes it look washed out when black and white so other adjustments were needed. This included increasing the brightness and saturation, slightly decreasing the lightness and decreasing the vibrance. These adjustments resulted in the image below that better matches the Base Image.

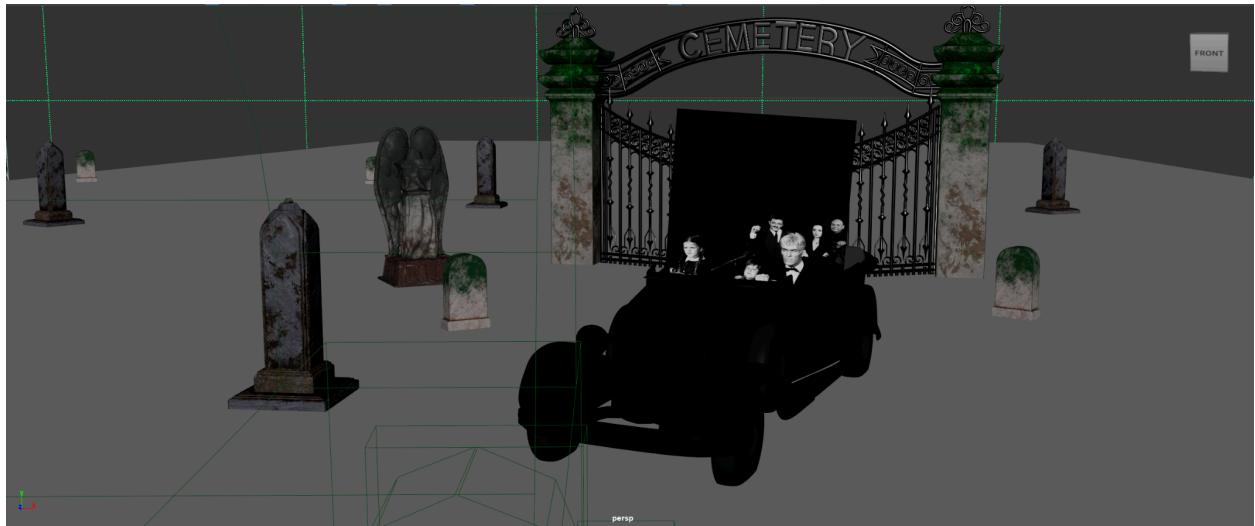


7. Putting it all together

Autodesk Maya

In autodesk maya, the 3D objects and images were put together into a scene. Below is a look at how the objects were placed.





Photoshop

Small touch ups were done in Photoshop. Such as fixing a few shadows and making image adjustments to better fit the black & white film look on the final render (shown below).



Final Image



Project Files

[Github](#)

[Google Drive](#)