

3D Modeling & Animation

Special Effects is an area of 3D animation that has plenty of options: film, video games and what is generally referred to as “motionography” Motionographers are used to create television commercials, motion picture credits, dvd effects and more.

The ABC News intro project is one of the most complex and difficult. It requires that you have a working knowledge of the “Elements and Principles” of design as well as 3D Special FX animation skills. There is a link on our class web site describing the element and principals of design and how they apply to this project.

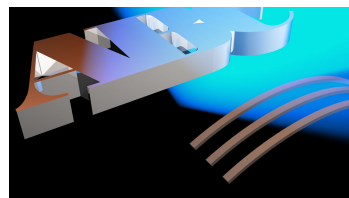
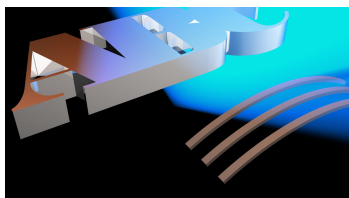
The parameters are:

1. 100 to 200 Frames (about 3 - 6 seconds of animation)
2. Proportions - HDTV
3. Size - 490 by 270 pixels
4. Use these text elements - ABC, 24, Seven

You will need to know how to do the following and then more:

1. Create and animate the basic parameters of various primitives (Tubes, Boxes etc.)
2. Create text, choose fonts, kern, and apply and animate the “Extrude” modifier.
3. Create “Volume” lighting effects.
4. Create “Raytraced” or “Arch & Design” materials.
5. Create a “Visibility Track”
6. Combine the animation and the sound track using Adobe After Effects.
The sound track can be found in the “J” drive on your computer, in a folder labeled “ABC News track”

7. Animate light color and strength.
8. Use the “Render” dialogue box to render frames, adjust size etc.



It's important that you develop a method of working. This is a set of steps that you follow when you are given a project. Having such a set of steps will help you keep your creative ideas flowing in a productive way. Remember to test render as you go along both single frames and animation.

Below are the steps you need to follow to complete this project:

1. First establish the scene parameters:
 - a. Proportion and size.
 - b. Set up a camera.
2. Now create and animate all the 3D elements that you will use in your scene - Text, Globe, Geometry.
Do this is using a simple standard white material on all the elements. Do test rendering. (320x180, for speed)
3. Next begin experimenting with lighting and enviromental effects. (320x180, for speed)
4. Replace the standard white material with custom materials. (320x180, for speed)
5. Render the animation as a rough draft.
6. Critique your work. Find ways of improving it and begin the process again, each time refining and improving your work.