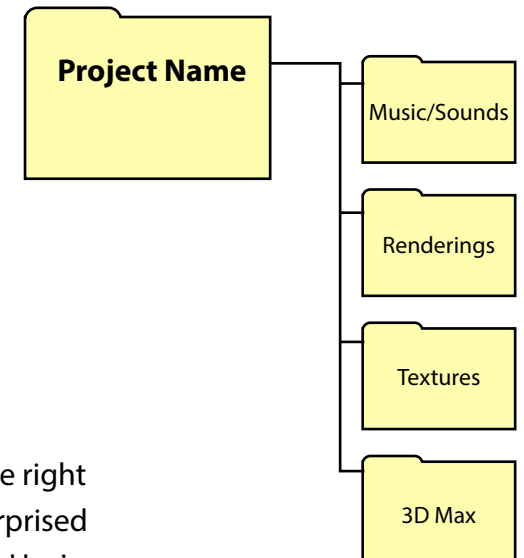


Where do I begin? Methods

Where do you start when you have a task to complete? This is a question that all artists confront. Below is a method or process that I request you follow in this class. It works well. Following these steps will smooth your work flow, help avoid redundant steps and produce quality work.

Steps:

1. Set your scene parameters
 - a. Proportions - These are found in the Render Set-Up dialog box - In this class we typically use HDTV 480x270 pixels.
 - b. Turn on "Show Safe Frame" in the "Perspective" viewport.
2. Save your file - Start with a clear, well organize filing system. Make a folder for each project. Label the folder with the name of the project. Inside this "master" folder create sub-folders for music/sounds, textures, renderings and the 3D Max files.
3. Begin putting your scene together. Different projects require different methods. If you're creating the ABCNews project you might start with a camera set up but if you're working on the compositing project you might begin with a box model setup. See the instructions for each project to explain further.
4. Test render as you develop your scene/model. If you have a large animation with lots of models, set the render to a smaller size, 320 x 180. This will cut the time you wait for the rendering to complete.
5. Every time you make a significant change to your scene/model, do a "Save As" and click the "+" in the right hand corner of the of the save dialog box. This will create a numbered copy of your file. You'd be surprised how often files get corrupted and will not open or the computer crashes and you lose all your work. Having back-up copies can save you a lot of problems.



These 5 steps will start you off on the right footing. See the instructions for the different projects for more specific instructions.