ENVIRONMENTS

SoCal ROC
Career Technical Education

3D Modeling & Animation

Steps:

1. First establish the scene parameters:
   a. Proportion and size (HDTV - 480 x 270)
   b. Set up a camera and set one of the viewports to "Camera"and turn on "Show Safe Frame".

2. The first element to consider in this project is the ground. Create a plane approx. 1000 x 1000 units. This will represent the foreground and mid ground.

   If you're creating a landscape the background (in this example, the mountains) will come later and be made from another plane.

   If you're doing an underwater scene you need to create the atmospheric "fog" effect to mimic the waters turbidity or clearness. See the instructons for this on the class web site under "Fog" on the Essential Skills menu.

3. Begin modeling the various elements. You might model them in different files and then "merge" them together. The modeling techiques will vary. See the "Essential Skills" menu and/or ask the instructor for help.

4. As in the Special Effects project, compostion is important. Strong land/seascapes make use of fore, mid and backgrounds. This creates a strong sense of space and depth.

5. Make frequent test renders and make sure to save your files .