

Name	Jak Rhodes-Smith			Student No.	11325601	
Tutor	Digital Media Tutors			Tutorial Time	17:00 - 20:00	
Assessment Strand	1.		2.	X	3.	

### Project Outline & Aims

#### Title

Jak Rhodes-Smith 2017 Showreel

#### Aim

To create a short 1-2 minute Showreel displaying my base skills in Camera Projection / Mapping, 3D Modelling, Texturing as well as 3D Matchmove. The software I will be using for this project will be; Maya for my modelling and camera projection, Substance painter for my texturing and Autodesk Matchmover.

#### Objectives

- To learn the basics / improve my skills in; Maya, Photoshop, Substance Painter and Matchmover
- Research photorealism in VFX as well as lighting and colour
- Extensively document my progress with both the software and research
- Gather self-made concepts such as storyboards, model sketches as well as any material I may take inspiration from

#### Strand

I have decided for this project to be graded under strand two. This is because my research and development for this project will mainly include frequent updates on my progress of learning the software, as well as work in progress screengrabs, therefore I would like a heavier weighting of my grade to go towards my final completed showreel.

#### Abstract

This project is intended to display my skills in both the software used and problem solving for both potential employers and educators. This will be achieved through creating detailed models and textures, and using matchmover to place them into filmed footage. In terms of a theme, I will be including a mixture of both photorealistic real world objects and more creative sci-fi / fantasy themed models and environments. My reasoning behind choosing Maya as the modelling software to be used is that whilst I have spent a fair amount of time with Blender over the summer, Maya is currently the industry standard when it comes to VFX in film, utilised by most of the larger VFX companies.

#### Audience

The audience for this project will be both potential employers and educators in Visual Effects. I modeled my aims specifically for the role of Environment TD, which I found and researched on Framestore's careers website, the aim being that I will be displaying the necessary core skills for this job role.

## Platform

A 1-2 minute showreel of my completed work which I will post onto my personal video sharing profiles (Vimeo and YouTube) , as well as various asset sheets and renders, compiled with research, which will feature on both my blog and R&D file.

I feel this project will massively push both my creative and technical skills, due to the some of software (Maya and Matchmover) being used is new to me, this will be a very big challenge to overcome. Whilst I know my way around the basics of modelling, texturing and matchmoving, the nuances of the software are still somewhat of a mystery to me, as well as the theory behind such things as photorealism and lighting.

## Research Agenda

Other pieces of work that will be relevant to my project will mainly take the form of various showreels and other material from both professional and student VFX practitioners, these will help me both identify popular themes and techniques used so as to make myself better stand out from the crowd. Sites such as Vimeo, Reddit and Sketchfab are very useful for this purpose, as well as the official websites of large VFX companies such as Framestore and The Mill.

In terms of primary research I will mainly be using social media, such as the Digibods facebook page for my early model concepts and textures to gather feedback from my peers and tutors on my progress.

My secondary research will include following online software tutorials, such as those featured on Lynda and YouTube, and also looking at similar work undertaken by other students such as showreels and asset sheets. I will also be looking at some textual analysis in areas such as photorealism and the use of lighting and colour in VFX from both online and library sources.

The evidence I will be providing to demonstrate my research will feature things such as early model concepts, on both asset sheets and online model sharing sites such as Sketchfab. I will heavily document my progress throughout the workflow by including early sketches and concepts, pictures I take to use for reference and texturing and screengrabs of myself using all the included software. All of this will be featured on both my blog and my R&D file. I also plan on utilising screen capture software to record myself using the various pieces of software throughout the project, to better document my progress.

Link to my blog; <http://jakyear3digital.blogs.lincoln.ac.uk/>

## Critical Texts

*Keil, C. and Whissel, K. (2016). Editing and special/visual effects. London: I.B. Tauris.*

*Prince, S. (2012). Digital visual effects in cinema. New Jersey: Rutgers University Press.*