

Production Diary

(sketchbook, prior to switching ot online blog)

5-6-07

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25 words game visualisation

I Having a plastic sunflower and write words on pedals. Maybe use a picture of sunflower if no plastic one is available.

II Fill a pot with soil, cover with tiles and have words on green paperstrips that pop up when tile is removed.

III Use rendering of concrete room from Semester B and have the words as growing stems (grass).
→ graphical representation.

↳ I go with III as that is "me".
Don't like doing physical art artefacts.
And represents idea of animation in a good way.

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Alan: Format? HD 7080

↳ To keep render times manageable
I'll render in PAL widescreen for
hand in and re-render in HD after
Sept. 14

concrete room changing to field of
sunflowers* ↳ present tense
animation is about the
process / moment of change

Marlin: Animations to look at:

Henry's Garden → same topic but
really boring, too long, poor technical
quality

Das Rad → cute animation, good
use of timelapse

Technical: Issue with rendering
sunflowerfield →

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Instanced Hair-system

⇒ Make use of LOD (Level of Detail)
setting. Highpoly flowers up close,
Lowpoly at mid-range, Sprites for far
away flowers and a rendered image
for background flowers

Ivan: Furniture appears too nice

→ get rid of some curves on the table
→ change desk lamp to rubber light-
bulb hanging from the ceiling
↑ I really like that idea!

→ more basic scene

↑ maybe interrogation / execution chair?

Good binary oppositions, iconic flowers,
strong symbols. Field of sunflowers is
not "Nature". Bot good symbol. As
"real" nature as jungle looks oppressive too.

Soundtrack? reduced, basic
only ambient noise, cracks, ...

2-6-07

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Gantt-Chart

After some research on Google I'll include those additions with my chart

- Estimated / Spent hours comparison
- Colour coding for "Not yet started", "In progress" and "Completed"

I think that will help me to manage my time better

Chair-Design

Following Ivan's comments on the concrete room furniture I decided to replace the table / chairs with a single chair plus a naked lightbulb to emphasise the "exit" mood of the room.

Chair will be an interrogation chair with metal clamps to strap people to it (possibly leather straps)

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Stainless Steel

Interrogation
Chair

Design press on paper?
(printing at LRC)



Leather-straps
on armrests
and front
legs

8-6-07

Modeled, textured and integrated new chair and lightbulb into concrete room. → Looks a lot better!

Due to their procedural nature textures from old furniture could be reused.

Textcompositing - file also works great on new scene

⇒ Will keep the new chair

Goal for render time

According to Count-Chart I've got 10 days for rendering + 2 weekends = 14 days

14 days = 336h = 20.160m

Assumed length of film 90sec (2250 frames)

=> average render time

9 minutes / frame

Test scene of concrete room renders in 14 minutes.

But there is room for optimisation

↳ 9 $\frac{\text{min}}{\text{frame}}$ is possible to do

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9-6-07



Looks too plain and comfortable but texture is about right. Cold metal texture would work best.



Too bulky and don't like spikes. But arm resters look good



Nice environment but chair is too small to be notice at a distance in a dark room. Hand cut works well.



Cold evil chair. Too much leather straps. Back should be more upright to make it less comfortable. Shiny metal texture.

Winner with modifications

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Talked about problem of documentation of work done in Sem A and B.

As project idea was developed in Sem A and a lot of technical research done in Sem B. Agreed on doing a 1000 words Reflective Account for Harold Lu. → I think that's a good way of displaying work done in previous semesters.

Martin

Renderisse field of snowflakes. He directed me to www.garb.com.

Making of of wheat field in 300.

Used all tips. ~~He~~ Need to look more into that when doing the field.

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Alan Need to look more into the backgrounds of my animation

⇒ Did research on dystopian books, movies and music and will incorporate that in my outline.

Graphical Score: Way of showing pacing of an animation.

↳ Good visualisation method and I'll need to figure out the length of scenes anyway → will do graphical score

16-6-07 Illustrative Poster Design

① Same style as the Heroes & Locations poster. → Discovered several problems

- Concrete texture doesn't have resolution for A1 poster 300 dpi

- Photoshop on my computer doesn't handle A1 resolution well.

⇒ Not do-able

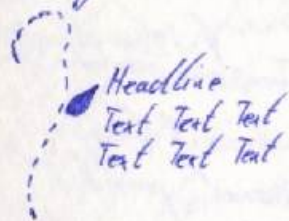
2) Vectorgraphics

Have stem in the middle of the poster and text in form of leaves.



Main problem:
- Not enough space for all the text.

3) reduced graphical representation of a growing plant with text fields assigned to leaves



+ gives me lots of space
+ nice contrast of bright green and white on dark BG

INS → + Plays on the theme of the animation
+ is vectorgraphics → easier to do in A1

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23-6-07
Starting to make the Hero-Sunflower

Research on Google Imagesearch and flickr.com for reference images. Especially for the flower itself.

↳ there seem to be a lot of species of sunflowers all looking different (especially petals).

I've chosen one that has rather few, big petals with a darker yellow / orange colour. They look "frivolous" than flowers with a lot of petals that are thin and spiky.

Modelling on reference image in editor background went OK.

Petals don't have any 3d depth because that would have doubled polygoncount → Subsurface scattering not working on 2d shapes →

→ tried to take SSS effect on ¹² petals using Backlight effect in self-illumination along with Fresnel. Looks quite convincing so I'll go with 2nd petals without real SSS.

Put testnote on the internet for critique.

24-6-07

Internet feedback: seeds should grow in a double helix following Fibonacci Numbers.

↳ changed seeds to do that.



Had to switch from simple Array tool that I used before to McGraphs Radial Clone tool as only that allowed for spiral cloning.

The seeds look a lot more natural now. As the polycount went up to over 500.000 for the seeds only I needed a better solution than modelled seeds. There won't be any real closeups on the seeds and they don't need to change position so I decided to use Normal maps on a lowpoly disk. I baked the modelled seeds into a 4000px Normal-Map so that should hold up even at HD renders.

Creating surface shaders

I was considering using photographs of petals, stem, ... for texturing but decided to go with procedural shaders because the various noise types lend themselves for organic textures and procedural shaders can easily be animated during the timelapse

growing scenes. Photographic textures¹³ can't be animated that easily. So the level of control during animation was the main reason to go with procedural shaders.

25-6-07

I tried to adopt the shader for the stem for the leaves. Colour works quite well but I can't find a noise-setup that forms the bumpmap for the veins.

I might have to use a bitmap for the veins. I scanned some leaves in to extract a bumpmap.