

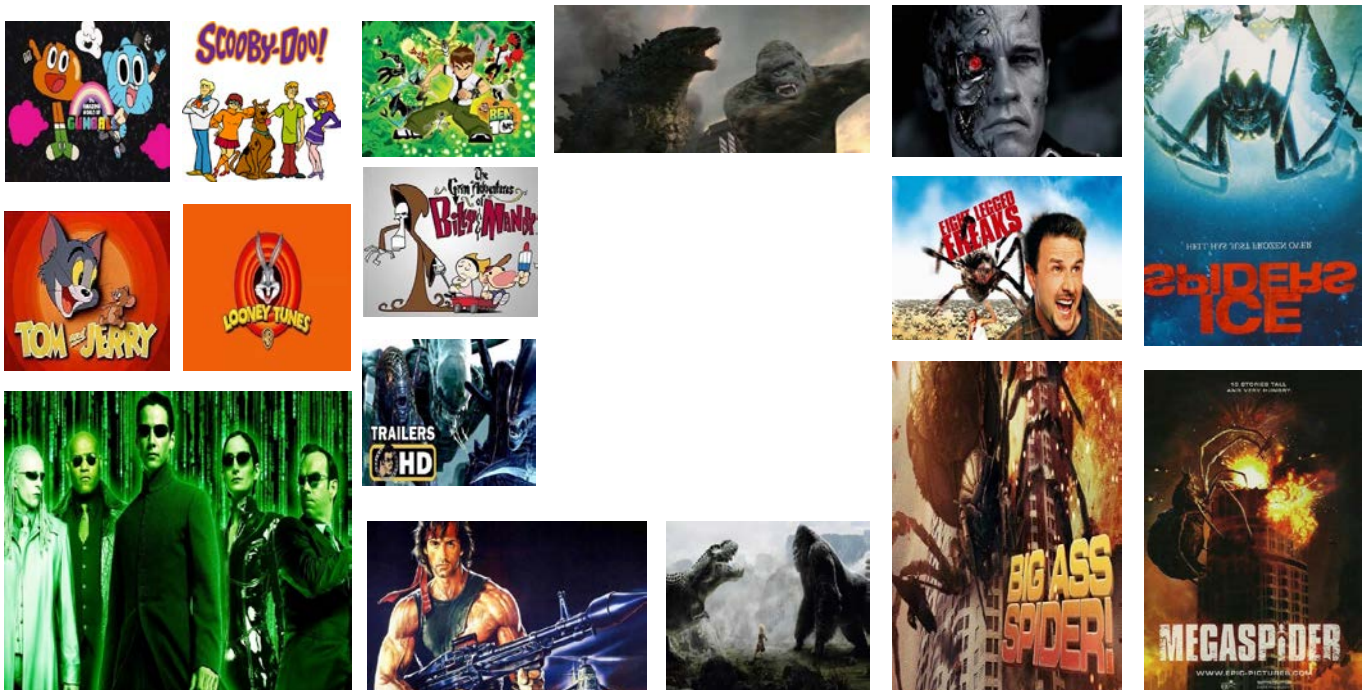
EVALUATION:

ENGAGEMENT WITH LITERATURE SKILLS

MAJOR PROJECT 1

RESEARCH 1

These films which I have collected from Major Project 1. I looked into different films, movies and blockbusters before I chosen the spider section which I collected through the 3 rd year, semester one. This influenced me to know how the creature is designed.



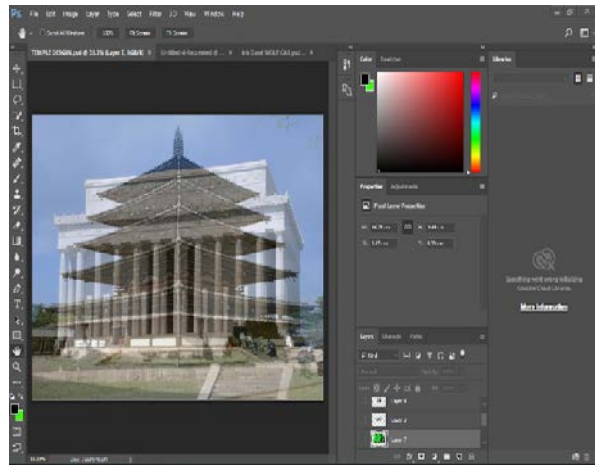
BLOCK BUSTER 1

These films I collected from the last year Major project 1 which really interested me. It is about creature design and how to make it. I collected YouTube clips of the chosen creature which shows the movement of the spider. The film which interested me was eight legged freak and big ass spider. It is designed by CGI computer generated imagery, but mainly interested me was the movement of the spider from big ass spider and eight legged freak blockbuster.



TEMPLE DESIGN

I also researched on references, lyican and pagoda temple from the 3rd year first semester. I blending the temple design in Photoshop which I did in last year. Also using Photoshop and blending in the



pagoda temple and the lyican temple to create my final gothic temple in Maya from major project 1.

MAJOR PROJECT 2

DEVELOPMENT

Research 2

In this project, I have researched texturing, films, movies ideas and blockbuster environment in which I used within the Major project 1. I also planned to find out about the quadruped and how they move in comparing to blockbuster. In this case, I planned to look into links and tutorials to help me alongside rigging skinning techniques. Later, I will also notify the creator alongside the reference guideline.

RENDERING AND PLAYBLAST

- <https://www.youtube.com/watch?v=tslUktO7X7I>
- <https://www.youtube.com/watch?v=YS4IMqIDPi8&t=4s>
- <https://www.youtube.com/watch?v=SV18zdIarQ>

PAINT WEIGHT

These are the reference material which I collected to help me with the paint weight but also I got advice from Phil that helped me to find the solution on this project.

https://www.youtube.com/watch?v=Fcl1fs7Bn_M

<https://www.youtube.com/watch?v=RxZWGYb3qoM>

<https://www.youtube.com/watch?v=VwNsYbK9Ad0>

RIGGING

These are the rig which I referenced to help me with the rigging procedure. In case of I am not sure about how to rig; I collect easy basic rig procedure which helped me along through the rigging stage.

<https://www.youtube.com/watch?v=k4dGE2voqJU>

<https://www.youtube.com/watch?v=YrUzNAZG2vQ>

MOVIES, FILM, VIDEOS

These are the blockbuster films, movies and videos which I have collected to support this project.

<https://www.youtube.com/watch?v=Fnn4ffh35KI>

<https://www.youtube.com/watch?v=RYHaarxQTFk>

<https://www.youtube.com/watch?v=aJIZToYifLg>

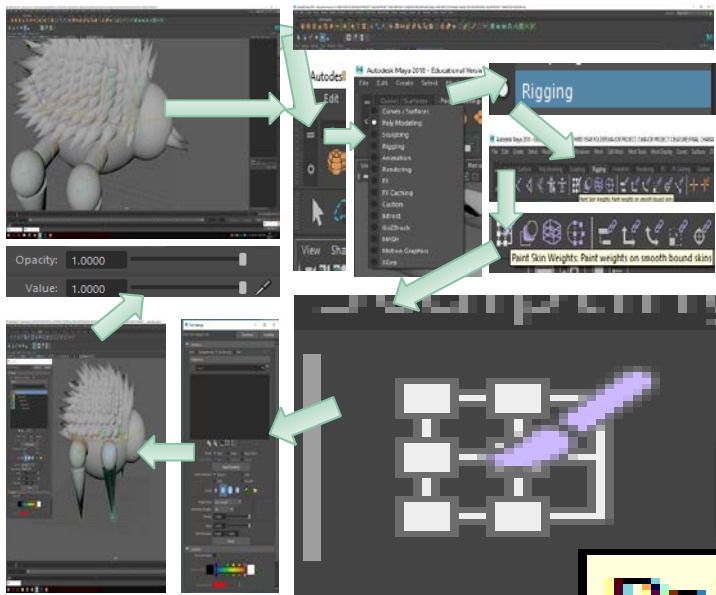
https://www.youtube.com/watch?v=fQzb4_n34gU

<https://www.youtube.com/watch?v=uYr7vJUhpGY>

<https://www.youtube.com/watch?v=kRnuaf-tz2w>

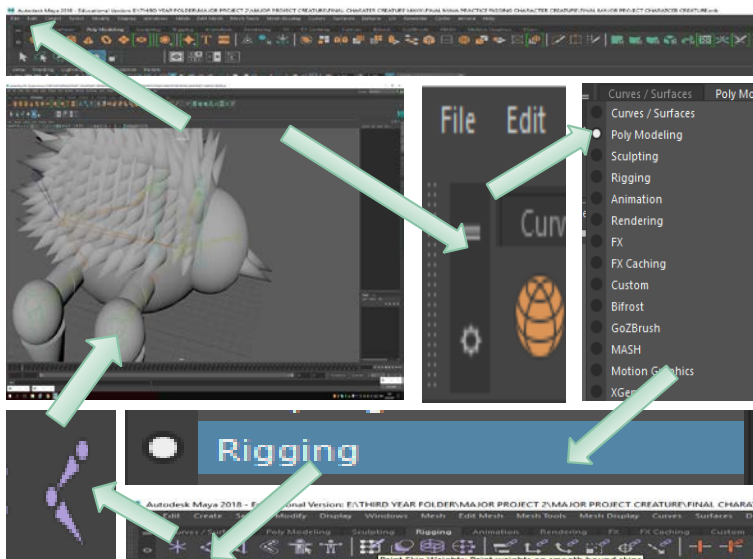
PAINT WEIGHT

These are my version of the paint weight, which is showing step by step tutorials. It is easier, just follow the arrow which displays what needs to be clicked.



RIGGING

This is my version of the step by step rigging tutorials. Just follow the green arrows which display what you need to help you to rig.



Through my MP 2, the challenges were paint weight and rigging before looking again into the tutorial stage. Through the advice and support from my colleagues and lecturer, helped me to understand about rigging and paint weight.

RENDERING AND PLAYBLAST

This is my version of rendering and playblast tutorials, once I have my sequence and keyed them, rendering and playblast, to make sure the sequences in the final animatic is smooth. I used an AVI format file before save it through my folder and created the clip/video for the final animatic.

ARTICLES AND WEBSITES RESEARCH

The analysis focused on my favourite video clips with my own perspective. I analysed the feature within the research stage and include references, as to understand about quadruped and how they move about within my aspect point of view. Within the research stage, I collected researches, articles, and websites which involve these movies and software design along with the creator.

SCORPION KING

Creators

- Matt Ide

Creature Quadruped Software Design

The scorpion king used CGI, 3D modeling and sculpting.

- <https://www.artstation.com/artwork/0bKdE\>

SPIDER MAN1

Creators

- **Stan Lee**

Creature Quadruped Software Design

Stan Lee used CG, CGI and 3D graphic to make the spider from spider man 1, realistic.

- <https://www.nytimes.com/2005/04/29/business/media/marvel-settles-with-a-spiderman-creator.html>

SPY KID2

Creators

- **Robert Rodriguez**

Software Design

Robert Rodriguez used digital and postproduction with CGI to the design R.A.L.P. H

- <http://www.cgw.com/Publications/CGW/2002/Volume-25-Issue-9-September-2002-/eye-spy.aspx>

ARACHNOPHOBIA

Creators

- **Meet Lucas**

Software Design

Lucas used digital and postproduction with CGI

- <https://www.rogerebert.com/reviews/arachnophobia-1990>

THE HOBBIT

Creators

- Tolkien

Software Design

Tolkien used the 3D rigging, CGI, pro production and VFX to make land and environment realistic.

- <https://www.fxguide.com/featured/the-hobbit-weta/>

MOVIES, FILM, VIDEOS

Theses are movies which I explored that relating to my creature SPICKY, I began to search reference materials links on spider films/movies as to get ideas of creature's moments and movements.

Scorpion King

When the Scorpion King is coming out of the doors, the way he is up in the air, its legs depicts the great example for this part. The legs were moving up in the air as he walking majestically. The legs of the Scorpion King and the quadruped moving around, this also displayed. Movement depending on how many legs does the Scorpion King have which is complex but the more leg added the hard from the animatic. The CGI sculpturing model design, the green screen effect and blending motion were also used in this film. The creator has also used lighting effect from when the Scorpion King opening the door, this made it dark, gloomy and shadowy.

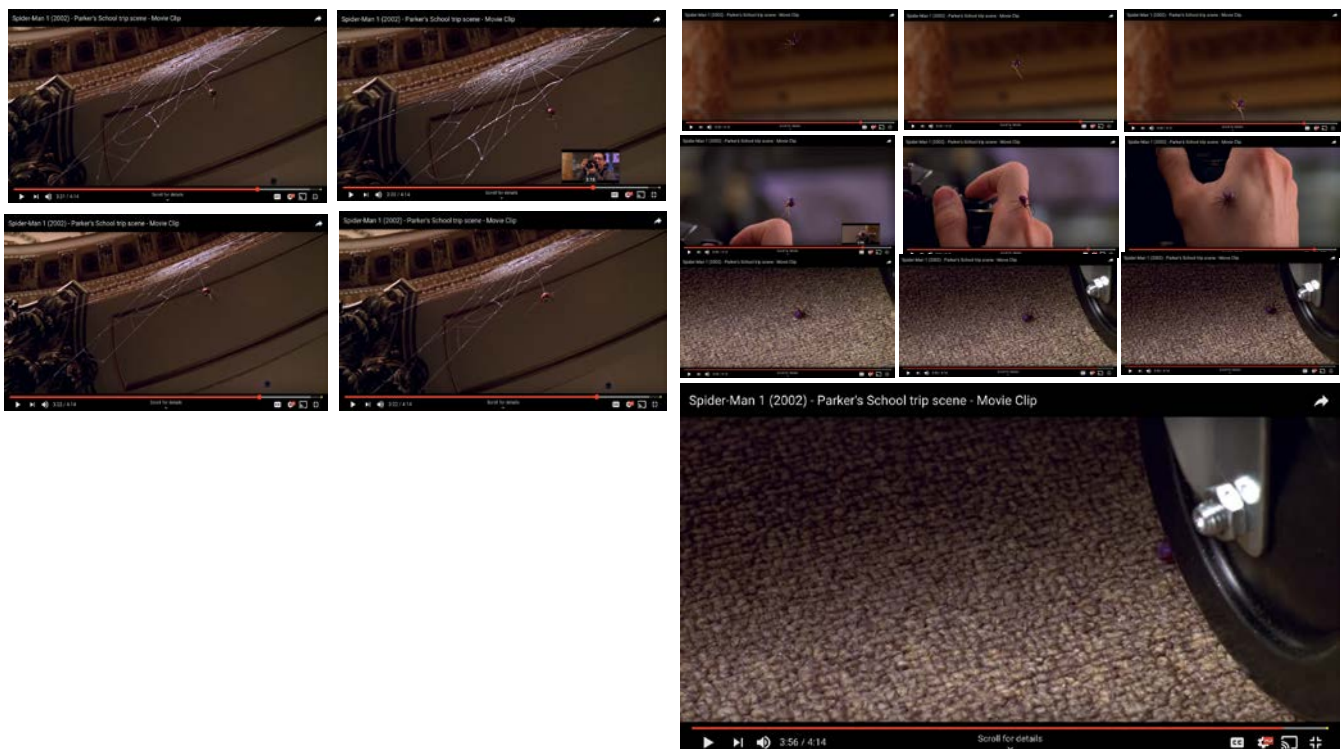


- <https://www.youtube.com/watch?v=RYHaarxQTFk&t=52s>

Spider Man 1

When Parker is taken a picture of Gwen, the spider was missing. Later, she was found dangling on the edge of the pillars. The way the movement of the legs was just dangling, reveals to understand how the legs movement moves about, because of the friction of the air and the camera zoomed shows the legs just flopping and dangling. The spider legs moves on the movement, the right legs first then the left legs; this is how the spider walks because they are so subtail.

The quick pace action of the spider, CGI and different camera shot angles were used including close



up and medium close up too.

- <https://www.youtube.com/watch?v=Fnn4ffh35KI>

Spy Kids 2

R.A.L.P.H, the way its leg moves around really quick pace action, but then when he is running through the table, hallways and the wall, hopping and jumping to get to the villain, the leg segment are not just in.



- <https://www.youtube.com/watch?v=FuAnuk7RupM>

Jumanji

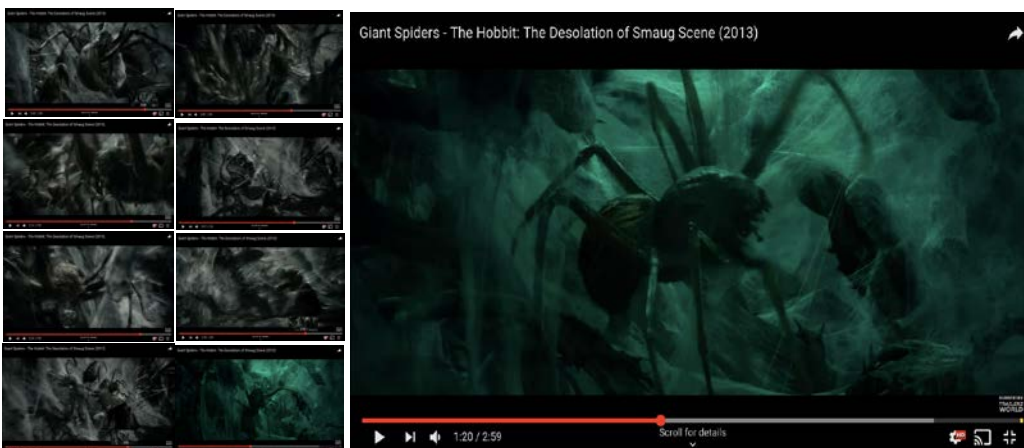
The spider is animatronic, it is jittering throughout; there is also one part when the spider is hanging on top display. The jittering display the spider quadruped means the spider was controlled by the system called mo-controlled. The right legs segment and the left segment moves about within Jumanji spider sequence film style. Also the leg reminds me of centipede and how they would move when jittering about within the film.



- https://www.youtube.com/watch?v=yjF_gSu6xCQ

The Hobbit

The spider scene involves quickly pace action within the movement, but the leg movement doesn't stay stagnant, moves directionally. Also there is not just one spider, there are bunch which involves the quick pace action leg segment, movement and the web scene. The spider legs segment is like a



centipede legs, which is moving around.

<https://www.youtube.com/watch?v=c9XPG7apFyA>

Arachnophobia

Arachnophobia strikes with force, again the quick pace action display. Arachnophobia attacking with vengeance and anger, its behaviour is aggressive and ready to harm any danger around him.



- https://www.youtube.com/watch?v=fQzb4_n34gU&t=81s

KNOWLEDGE AND UNDERSTANDING SKILLS

Back to my major project, my knowledge and understanding was on the paint weight and how apply volume or value to the mesh with Maya software. Initially, I had a problem understanding the paint weight before I went to the tutorial which guided me. Further, I planned put my Temple and creature design before rigging to put the creature within the environment prior to begin the animatic. The animatic sequence was a 1 minute.

I also had a problem, by mistake I deleted all my work and other files in my USB, it was in the final stage. Luckily, I had back up from the university's computer server. This remind me to have and make sure the back up system is up to date incase of loosing work or files in the system. I managed editing and developing the material rescued. I realised texture were missed as well; however, due to the backup, I had of my texture alongside this, I used the textures and developed the temple texture in a different way giving it gothic.

COGNITIVE AND INTELLECTUAL SKILLS

Logical Analysing - When I was rigging I kept on going back and forth through analysing the creature and how it would move. However, I found that a spider legs would move his knees up and then his toes or legs forward or the slide motion forward and backward legs movement, that was my idea of the movement for my animatic. The creature leg moves their right leg first and then the left just

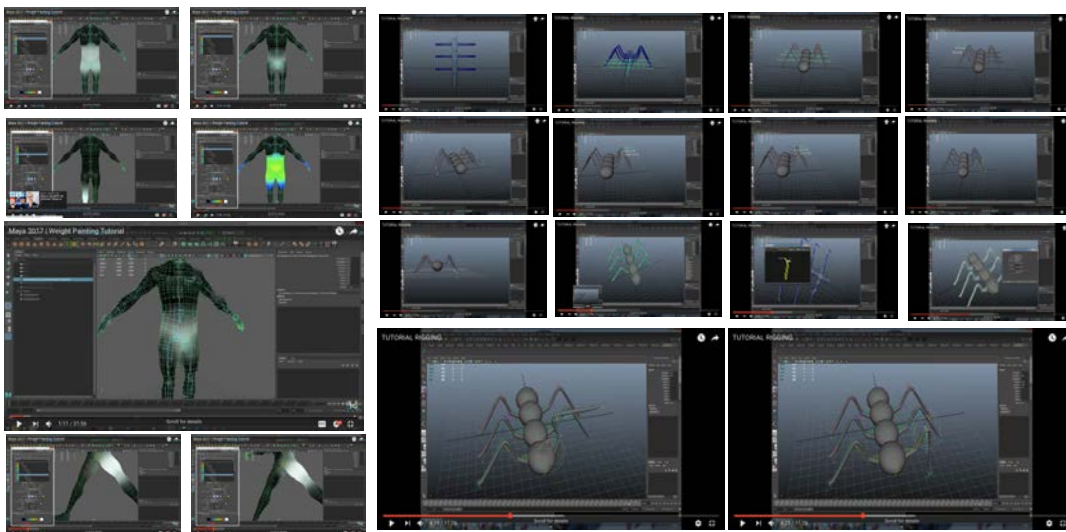
like a human baby would step. Although, spiders have eight legs, with my creature spider animatic, I have reduced it to 4 legs which is much easier in animation.

Compile, Compare And Contrast - I complied different blockbuster from action and cartoon. I have also compared and contrasted different film genre. Moreover, I got a clear understanding of the blockbuster and their genre within the films. Then, I compared the blockbuster to my animatic, Spicky and how it is going to move.

PRACTISE SKILLS:

Paint Weight Techniques and Maya Paint Weight - I went through with Phil on how to paint weight. He told me that 1 means high and 0 means delete or kill the joint, so that it looks smooth with the process of rigging. Also I have understood how to parent the joint together to bind the creature rigs through the process. I managed to paint weight techniques. Once, I understood the lessons and technique, I started doing the paint weight and looking into the value and volume of the mesh in Maya for my creature rig design which I made. Then, I went through it step by step till I understood what paint weight was all about within the Maya software process. Once again, I rigged, paint weight as I planned to put the creature Spicky with the scene environment and render or play blast the final animatic.

Paint Weight Referenced link Guide - I looked and collected tutorials, step by step link reference to help toward rigging and paint weight. Below are some links referenced which helped within

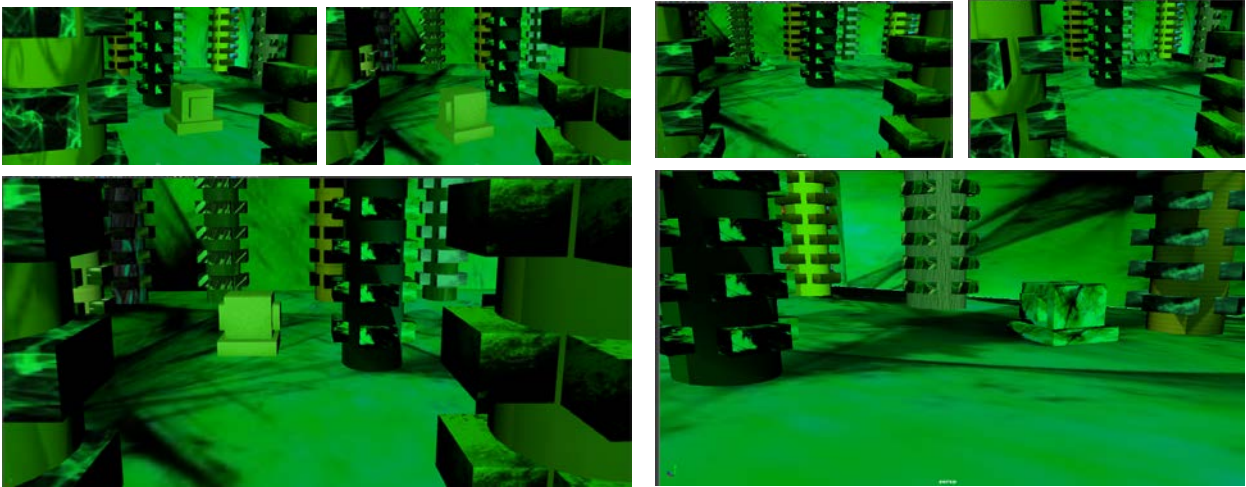


the basic part. Then, I took my own ideas of my tutorial designed which was displayed at the top.

- https://www.youtube.com/watch?v=Fcl1fs7Bn_M

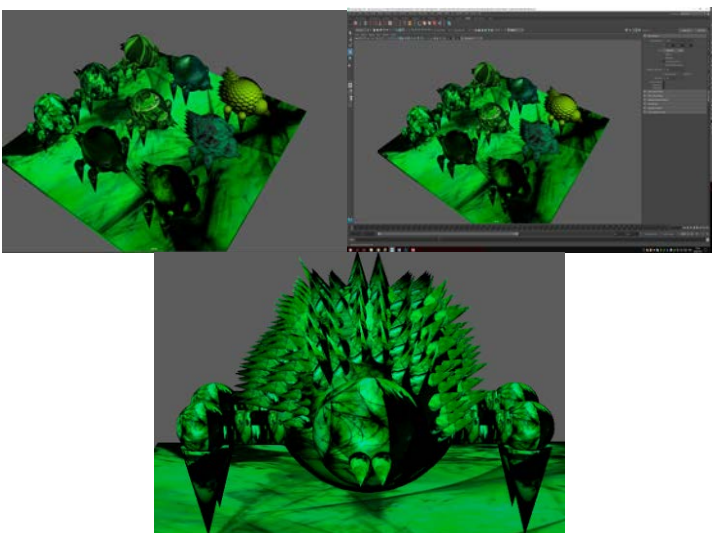
- <https://www.youtube.com/watch?v=k4dGE2voqJU>

Practice Animatic - I designed test animatic and the robotic design which I placed within Maya. The next step was to pass the basic robotic in the different platform of the temple of green and explore ways to do this by positioning the robot in different platform within Maya. I planned to play blast the



test robotic animatic within the scene environment.

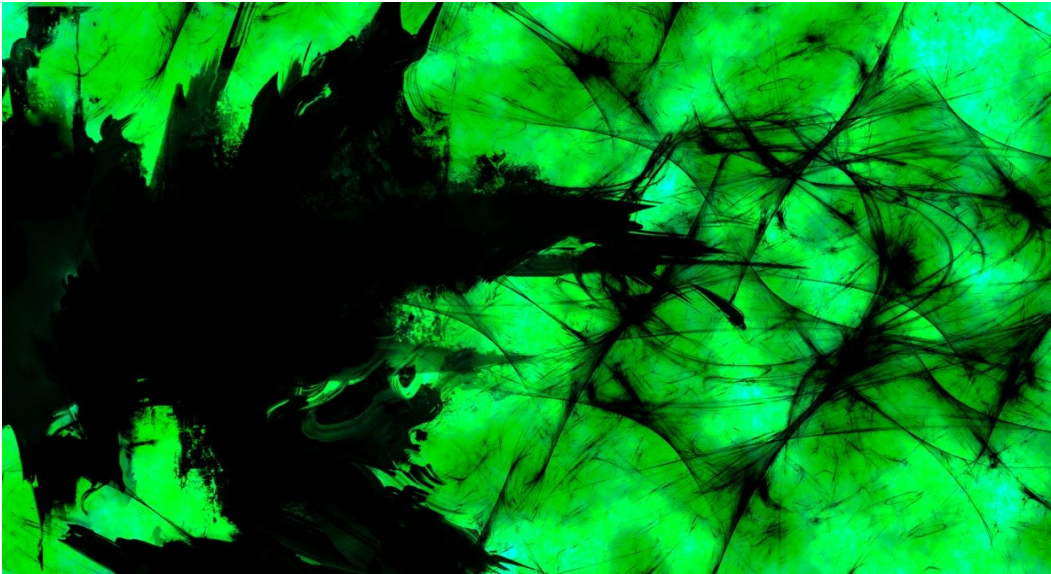
Creature Structure – I designed creature of my own, although I made 9 creature designs in Maya. Later, I used one of the creatures. I have edited it and designed into a gothic creature form for my final animatic, which I really liked within this process; all creatures were designed within Maya. The remaining were used as a test animatic showing the different moves and style.



Environment Scene Structure - I have the greatest idea of the ‘Temple Of Green.’ Temple and a creature are protecting something within the temple of green. Through the experiment, the Temple did not look like – I made exercise and experiment timely before I did it with environment scene.

Texturing - It was about getting to pick the texture to get the gothic creature and environment scene perfectly. This was part of my research stage, but as soon as I found the right gothic texture, applied it with the environment and the creature which really stood out with the texture moment. This is the only texture which I really liked which gave a gothic type effect within the temple and the creature

which I have designed along with the other textures. This is one of my favourites texture because of the colour and the contrast which produced the gothic rase.



- file:///Vol-umes/NO%20NAME/THRID%20YEAR%201%20AND%202%20/THRID%20YEAR%201/FOLDER%20THRID%20YEAR/THIRD%20YEAR/Folder%20Thrid%20Year/Third%20Year%20Plan/Phil%20Major%20Projects/MAJOR%20PROJECT%20CREATURE/TEXTURE/ALL%20TEXTURE/green_abstract_wallpaper_by_br8y16-d5cx5fp.jpg

Rigging - I managed to make the rig for my creature but I had a slight problem with the skinning techniques which I planned to look at within my major projects. I had trouble trying binding the body to the leg joint or the legs to the body joint. However, I found out ways such as parenting the body to the leg or the legs to the body.

Story - It is about a creature spider called Spicy, the spider temple guardian which is guarding a secret charmed box within the temple of green, but Spicky is only a guardian and a garden's keeper of the temple of green.

Method, Plan, Theories and Situation - The method was to develop, the creature and figuring out how the creature move. This was my ideas and creation within 3D in Maya, Spicky the creature temple guardian also going through paint and rigging which is the main important part of the project. It was a bit complicated earlier on my side because of the software scarcity. I had no software at home which was really difficult for me to catch up on the technical side, so I had to go to university daily to accomplish the task. However, the feedback, I have received from the lecturer was strong and valuable to success the project. The challenge occurred, by mistake I deleted all my work on my USB, thanks to the back up system, that I managed to retrieve all the deleted file and updated the material lost.

Solution, Problem Solving - I managed alongside the paint weight side and making the creature smooth ready for the animatic. This also was part of the technical side that I experienced problem, such as technical faults, to mention a few. However, within the paint weight, I have changed the legs structure to make it easy and comfortable.

LAYOUT SCRIPT, STORY STRUCTURE

Beginning

Spicky walking around inside the temple of green.

Middle

Spicky opens one of the boxes within the temple of green,

End

Spicky the temple guardian, giving him some power. The box contains power. .

Camera - Once I have the position of the creature inside the temple, then I planned camera shots 1-2 - 3, within my animatic. This means looking at the story board sequences; beginning, middle and end of the story before planning which camera is capturing to get what the story is about, but when coming to animate the creature I planned to go with different shots and camera angles.

TRANSFERABLE SKILLS FOR LIFE AND PROFESSIONAL PRACTICE

Transferable skill – I used the technical side within maya software and figuring out what leg would move first, but due to the research done through references, materials and links. I know then that spider either moves or slide their right legs first and then left legs. I took this idea from blockbuster movies which really helped me for referencing my own creature, Spicky. I learnt paint weight and rigging, also using the process of unbinding and binding skin until I got the right proposition to the rig and the creature form. Also saving back which helped when I lost all my work in the USB.

Personal Responsibility - I had responsibility to be up to date with what I was doing within the university's life. I was responsible in organising my work, as balancing my work from home and university as well, to make sure that I getting the job done within my expectation.

Professional Practice - I went through expanding my creation to texturing, environment, creature and storyboard development. As far as I was going through, I managed to get a clear picture of what I wanted; the creative part was expandability and other experiences from the software's and designs. Regarding the target audiences are for young children who like creature goth. I used music which influenced me, to get ideas and creation, as well creating emotional flow and response. Timely, I realised the project was funny bringing laughter to the game of work and fun as well.

Presentation Organisation - As I was going through the animating and paint weight, I also went through my power point presentation; developing the power point presentation, display and demonstrating the technical practice and information. I organised, displaying and demonstrating tutorials and collaborative work flow. I have organised each power point adding and changing till it looked good.

Situation Problem - By mistake I deleted all my work including texture and other files in my USB, it was in the final stage. Luckily, I had back up from the university's computer server and at my home computer. This remind me back up system is important incase of loosing work or files in the system. I managed editing and developing the material rescued.