



INTERIM PRESENTATION

ACFB7003 - MA Project
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01

***IMPORTANT
DECISIONS***



COMPLICATIONS & RESOLUTIONS!

When working with hyper realistic animations in Blender, I've experienced firsthand the enormous complexity and time investment required for high quality rendering. Even with a powerful PC, there simply aren't enough hours in the months available for this project to render the extensive, hyper realistic animations I initially envisioned.

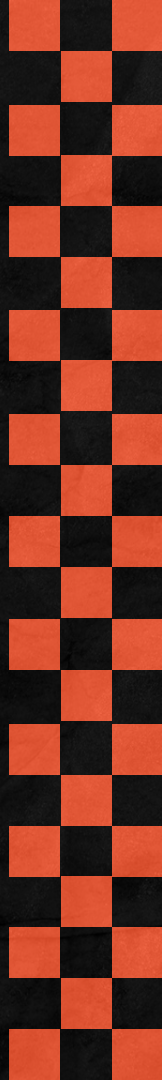
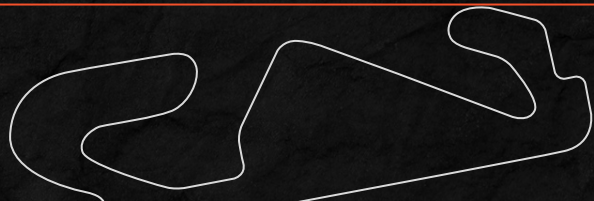


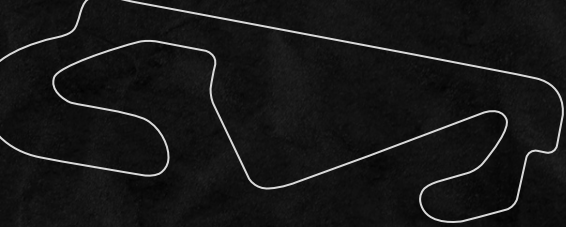
Original Plan: I aimed to produce five long, detailed animations.



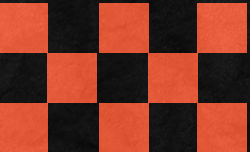
Challenge: Despite aggressive optimisation rendering times for high realism, even on a powerful PC, made longer animations unfeasible without compromising quality, which would defeat the purpose of pushing for hyper realism in automotive animation.

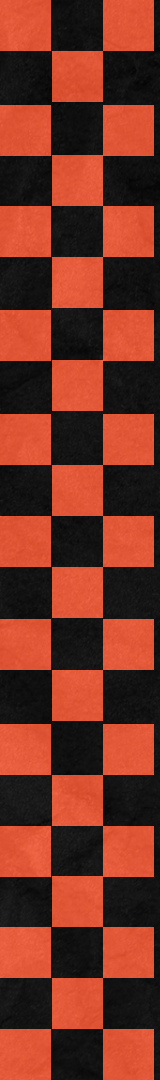
Solution: Focused on several shorter animations that still showcase my technical skill and hyper realistic approach, within the project's time limits.





This experience has highlighted the trade offs between ambition and practicality in high end animation workflows. By adapting my goals, I can still showcase advanced rendering techniques and my creative process, even if the final output is delivered in shorter, more focused clips.





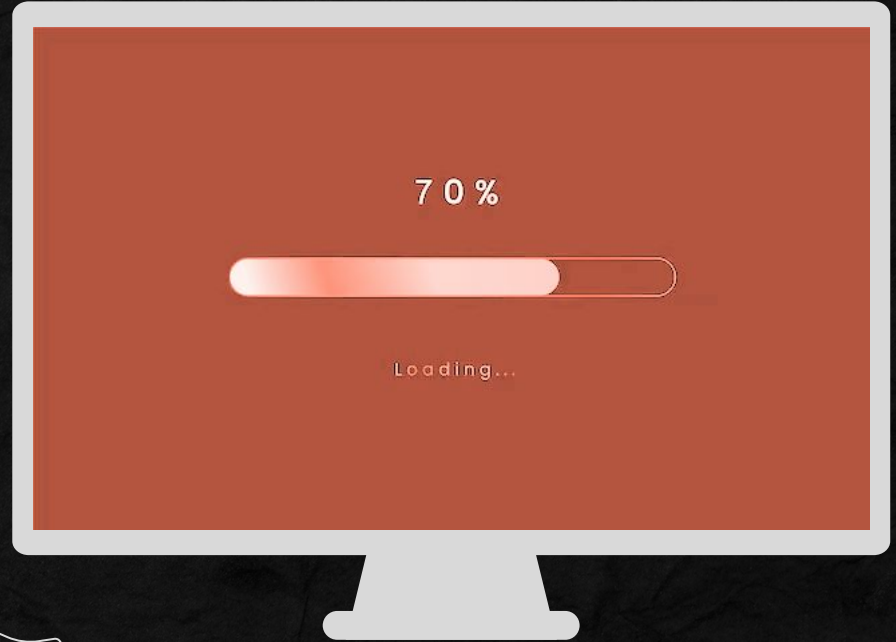
02

STATE OF THE PROJECT



STATE OF THE PROJECT

I estimate that I am approximately 70% through the practical component of my project, not including the written report. The core animation work and rendering are well underway, and I am on track to complete the remaining projects within the planned time frame. I will continue to focus on finalising the animations before moving on to the written report.



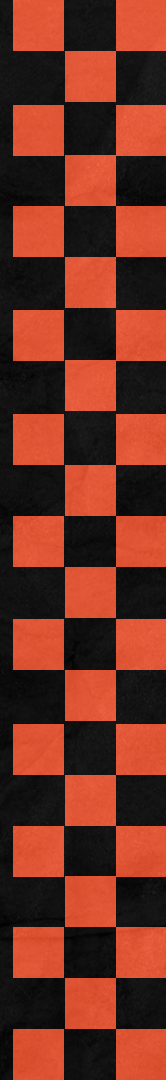
03

CURRENT
WORK



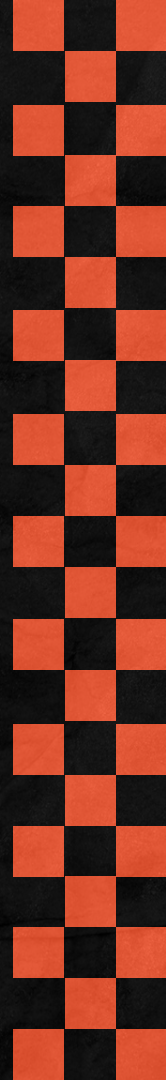


ANIMATION & PROJECT WORKFLOW





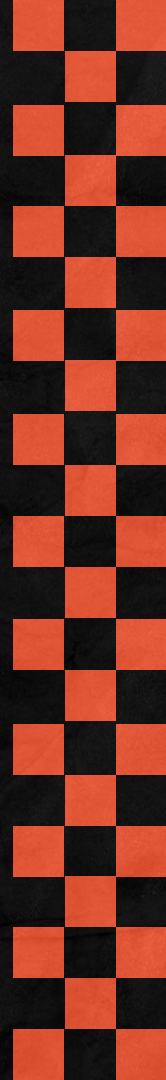
RENAULT CLIO ***PLAYBLASTS***





RENAULT CLIO

FINAL ANIMATION





AE86



SCENE 1 PLAYBLASTS





AE86



SCENE 2 PLAYBLASTS

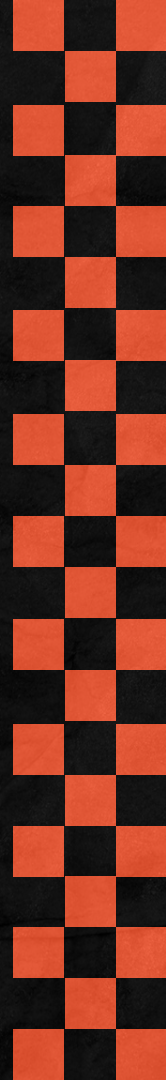




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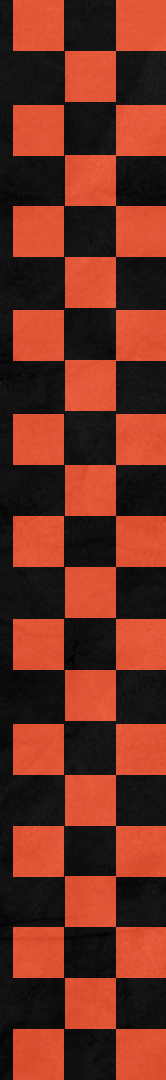
FINAL ANIMATION





SKODA KODIAQ

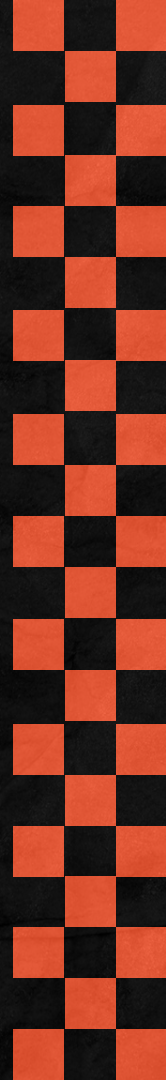
PLAYBLASTS





SKODA KODIAQ

FINAL ANIMATION





04

***FUTURE
WORK***



CONCEPT CAR

WORK IN PROGRESS



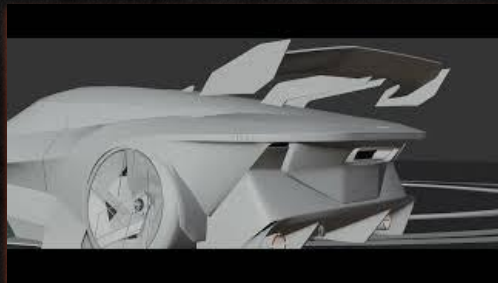
In addition to completing further animations, I am currently collaborating with Ashley Niall, an Assistant Professor in Automotive and Transport Design at Coventry University. Ashley has created several original concept car models, and I have supported his work by UV unwrapping, texturing, and animating his designs. This ongoing collaboration will allow me to showcase both WIP assets and completed sequences as part of my final portfolio.





CONCEPT CAR

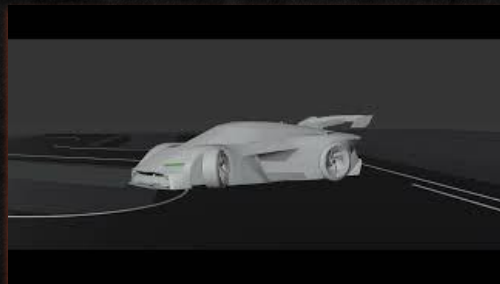
SCENE 1 PLAYBLAST





CONCEPT CAR

SCENE 2 PLAYBLAST



THANK YOU

Do you have any questions?

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