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FOLIO-1 (Week 1)  
AGI Intensive Workshop

## RATIONALE:

My main field of practice is Lighting. In this workshop, I want to extend my knowledge on VFX and add effects on some of my scenes that I modeled during free time. I will use this workshop to learn VFX and perform some tests and then implement what I've learnt on to my scenes. I am trying to achieve CG VFX effects and lighting that are used in CG animated films.

Why?

My main reason to do VFX is to increase my knowledge in post-production for my showreel.

## CONTEXT:

## METHOD:

I will create 2-3 scenarios that include VFX effects.

### SITUATION 1:

Environment lighting when an object is on fire

I will look at tutorials to create fire FX

Create shaders

I will use my house model that I created in my free time during semester break.

The scene would consist of the house on fire, and create simple lighting for the scene that would include reflection, shadows and glow

Output: VFX fire shot for film production

### SITUATION 2:

Environment lighting with different weather condition, such as rain/snow.

I will look at tutorials of how to create rain/snow fx

I will look at tutorials of how to create bounce and reflection on floor and how it collides with object such as window

create shaders

I will use the same house scene to show rain and snow fx that would include simple lighting and texturing with reflection, maps, blur, bounce and etc.

Output: VFX snow/rain shot for film production

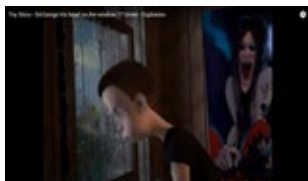
## OUTCOME:

Small animation that would showcase fx that can be used for showreel

## CONSULTATION FEEDBACK:

After my idea, I had a consultation with Matt. He gave me good feedback and told me to think about why I would like to create FX shots and how can I do it differently to make it stand out since there are many pieces of similar work like this?

This made me think about other artists that do VFX and what I can explore differently.



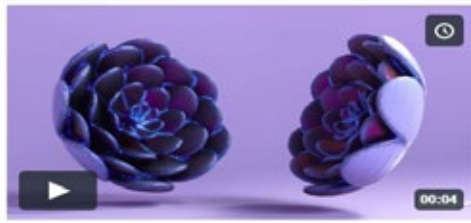
## RATIONALE:

After the feedback, I changed my idea from CG VFX to abstract VFX because CG VFX is commonly used in films and it doesn't make my works stand out. My idea for this workshop is to stick to exploring why I would like to do something.

I will use Abstract VFX and simple objects to explore materialism and textures with everyday objects. I will try to explore everyday objects and how I can replace that with an unexpected object with a different texture with different properties. I thought about how can I explore an object to another extent than it's natural properties?

I want to show my skills as a VFX artist and as well as explore objects that can be unique than its properties.

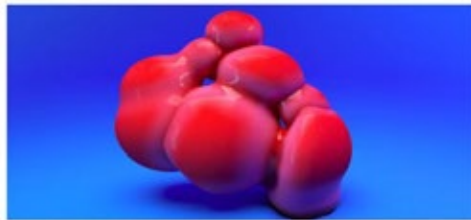
## CONTEXT:



PURPLE FLOWERS  
Alex McLeod



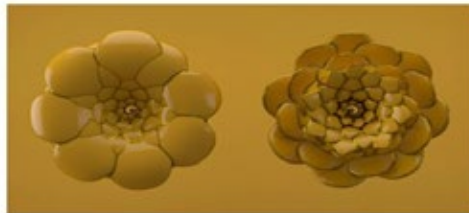
SMALL FOREST  
Alex McLeod



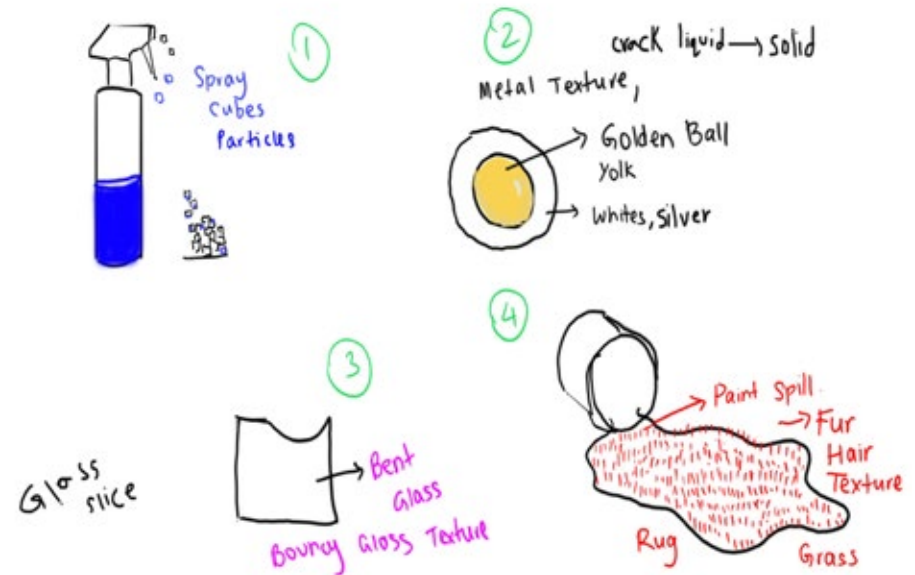
pulsing heart\_1  
Alex McLeod



SM 2019  
Alex McLeod



## METHOD:



These are some of the small animation scenarios I came up with.

- 1) Spray that has liquid inside but would spray out cubes instead.
- 2) Egg crack but inside it's not liquidy, but instead, the yolk is a golden sphere and the whites are a silver disk.
- 3) Glass able to bend, Glass easily shown being crunched by hand.
- 4) Paint spill. The spill is a hairy rug type of texture that is being spilled.

I will look at tutorials on how to create simple effects such as liquid, blobby sphere with simple objects and experiment with materials and textures.







## OUTCOME:







4 Thumbnails or small animation scenarios. Mostly be a continuing/looping gif. Spray continues to spray cubes, glass continues to being bent, paint spill continues to spill and egg crack loops.

Today, my main focus is **METHOD**. My plan is to:

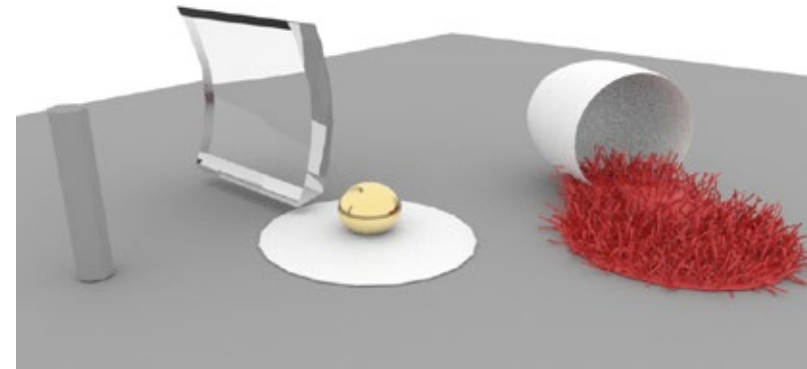
1. create rough sketches of my scenarios that I came up with yesterday.
2. create model sheets of assets and props of what my scene will look like without adding VFX. I will create a model sheet so that I know what my scene would look like without VFX effects, textures, lighting and rendering.

### ROUGH STORYBOARD:

|   |   |   |
|---|---|---|
| Seq. 1 Shot 1   | Seq. 1 Shot 2   | Seq. 1 Shot 3   |
|    |    |    |
| <ul style="list-style-type: none"> <li>① Paint spill effects</li> <li>② Spill is a grassy/hairy texture</li> <li>③ As spill increases in volume, so does hair</li> <li>④ Sound of paint/liquid</li> </ul> |   |   |
| Seq 2 Shot 1  | Seq 2 Shot 2  | Seq 2 shot 3  |
|    |  |  |
| <ul style="list-style-type: none"> <li>① Liquid Effects</li> <li>② Particle Effects</li> <li>③ Liquid spraying out cubes</li> <li>④ Sound of water spray and cubes falling onto table</li> </ul>          |   |   |

|   |   |   |
|---|---|---|
| Seq 3 Shot 1  | Seq 3 Shot 2  | Seq 3 shot 3  |
|    |  |  |
| <ul style="list-style-type: none"> <li>① Egg crack</li> <li>② Egg liquid effects</li> <li>③ Golden ball (yolk) silver disk (white)</li> </ul> |   |   |
| Seq 4 Shot 1  | Seq 4 Shot 2  | Seq 4 shot 3  |
|    |  |  |
| <ul style="list-style-type: none"> <li>① Glass shader</li> <li>② Hand picks up glass</li> <li>③ Glass turns bobbly surface</li> </ul>         |   |   |

### MODEL SHEET:



### CONSULTATION FEEDBACK:

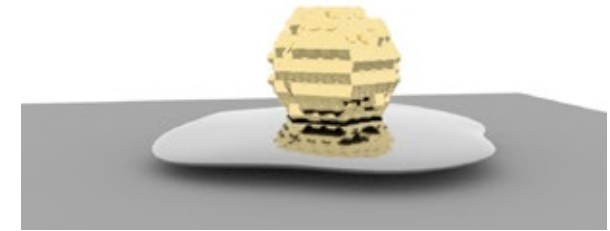
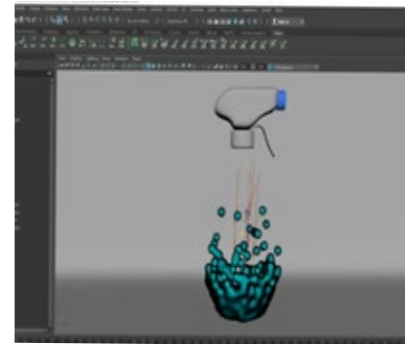
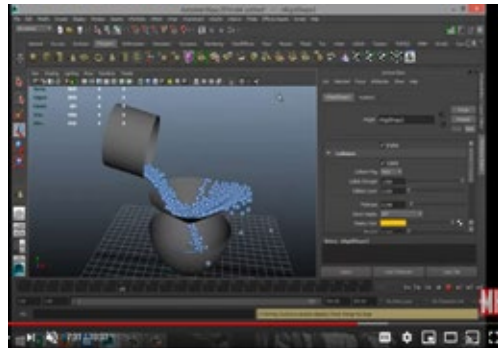
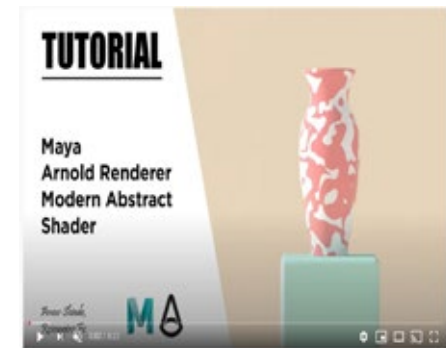
During consultation with Chris, he was quite happy with what I have been posting on the MAGI site. He told me to go ahead with the idea, and think about my final output and lighting & rendering. He gave me advices on how I can have each scenario with HDRP lighting in Maya and how I can create shaders that would make it look good. He also suggested to focus more on renders rather than the animation loop parts as that's more part of a bigger project.

With today's plan, I am going to be doing CONTEXT and METHOD.

With Chris' suggestion and feedback on Day 3, today I will:

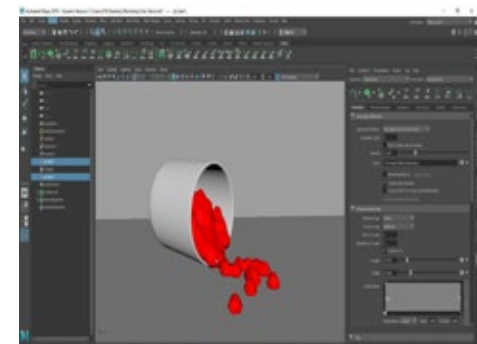
1. look at videos that show basic shading, HDRI Lighting and rendering in Maya.
2. do a lot of tests in Maya and look at tutorials that can help me create the FX effects.

## CONTEXT:



## METHOD:

### LIQUID EFFECTS TEST



## OUTCOME:

I'm quite happy with the Effects tests that I did today. I was able to achieve liquid FX. It was a long process to go through but I'm happy that I was able to get that feel and look of liquid. I did a few water tests. I'm not happy with the shaders result that I achieved for the spray bottle. I applied a glass texture but due to no reflectivity it turned out black. I added an HDR map as a background so it reflects but still it turned out black. Tomorrow I will try to fix that issue and continue with more tests.

## CONSULTATION FEEDBACK:

During consultation with Kate, I was confused if I should do animatics to make my scenarios more clear but she suggested me that since my work is based on post-production I continue with tests and METHOD. So for the next days, I will work on Method and technical aspects of the scenarios.

After all the production, and to conclude FOLIO 1, I revised my RATIONALE, looked at few examples on color palettes and worked on more METHOD for testing technical areas.

## RATIONALE:

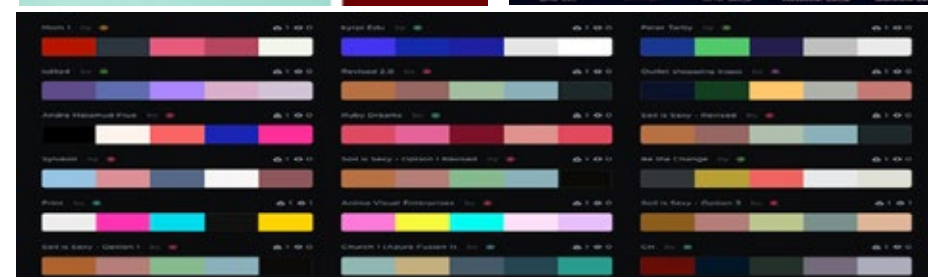
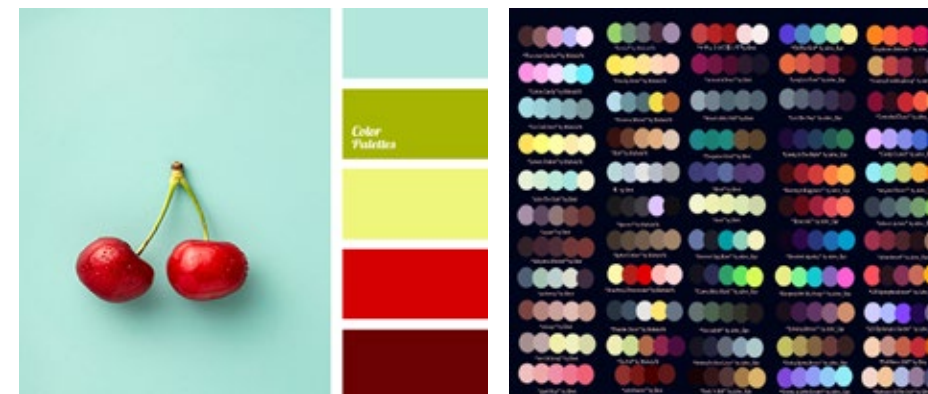
What am I making?

Thumbnail/Animated Loop of un-natural objects

Why am I making what I am making?

To explore an object beyond to an extent rather than its own properties by exploring materiality. I will explore daily objects that can be created to something interesting and abstract. To do this, I am learning VFX abstract to create uniqueness through look at feel. I will focus on shading/texturing of materials, VFX, lighting and rendering.

## CONTEXT:



## METHOD:

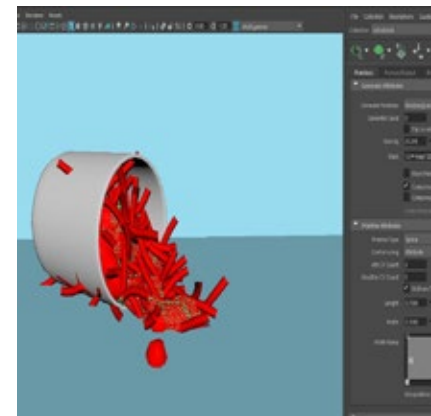
### CREATING SHADER OF LIQUID



### RENDER AND COLOUR TEST



### XGEN (GRASS LIKE EFFECT TEST)



### RENDER AND COLOUR TEST



## OUTCOME:

For Folio 1, I have done technical tests and worked on mainly method. For folio 2, my plan is to either create thumbnails of renders of scenes like the ones above or to create a small animated loop of scenarios. For example, spray scenario (loop animation of liquid and then sprays cubes). Hair paint scenario (loop animation of hair like texture keep coming out of paint can). For egg scenario, egg being cracked but golden ball falls (yolk) and etc.