

ANIHCCAM

del 3000

REIMAGINING ITALIAN FUTURISM IN THE 21ST CENTURY

Adding final touches to the look and feel of each scene

Art and Visual Effects

With the majority of the models and scenes created, it was finally time to add color to Depero's World. This week much time was spent on recreating some of the 2-D art Depero made famous. The art department of any animated film is responsible for creating the look and feel of each scene. As these two locomotives begin their transformation journey they travel through famous Depero paintings where they become immersed and are brought to life through the bright colors, repetitive figures and geometric shapes that represent Italian Futurism. The texture artist helps to design scenes, visual looks for surfaces and how all these things affect the lighting. To complete the look of each scene, lighting is finally added. From the dark eerie mood of the lighting world to the bright and sunny rebirth in the Aftermath painting, the lighting works hand in hand with the texture artist to enhance the mood and emotion of each scene.

Since there is no lighting expert on the team, the week was devoted to learning best lighting practices and testing different looks for each scene. Digital Tutors is a good source for tutorial step-by-step videos. In addition, the team is working together to teach each other what they know about the animation pipeline. By using each other's strengths we can more easily create our animated world. Special effects are also

finally being incorporated. Particle effects in Maya create the feel of the intense fog of the opening shot, the heat of the steam locomotives and the frightening lightning and thunder of the lightening world.

The remaining few weeks will be dedicated to editing and bringing it all together before heading off to Rovereto to present in Casa Depero

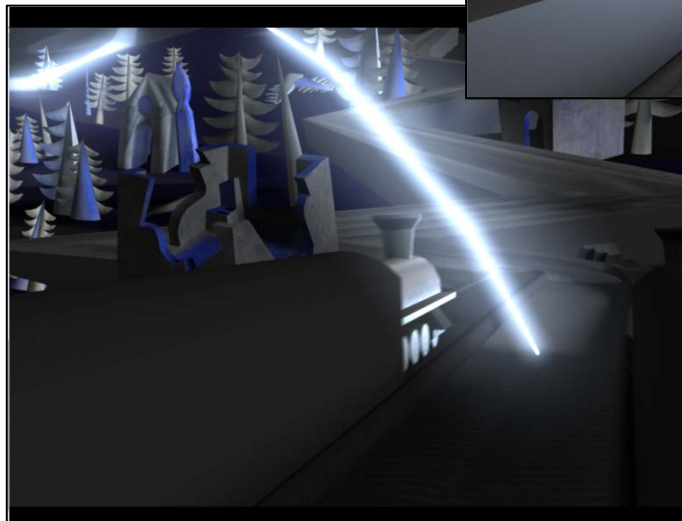


Figure 1: Adding lighting effects