

Layout

The Art of Knowing Where Things Are

What is Layout?



storyboard

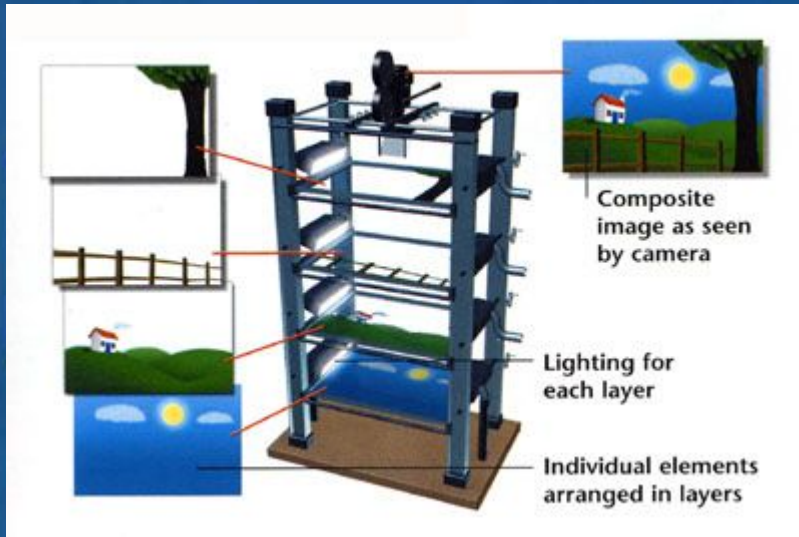


layout



final render

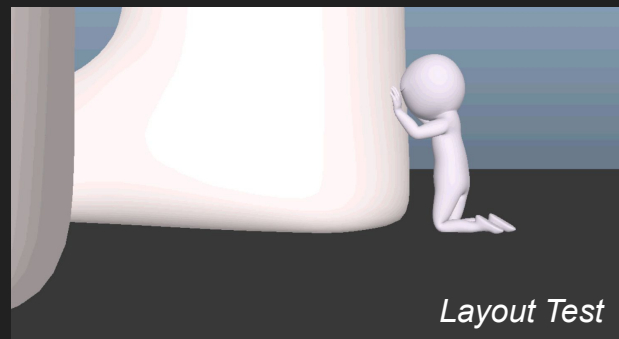
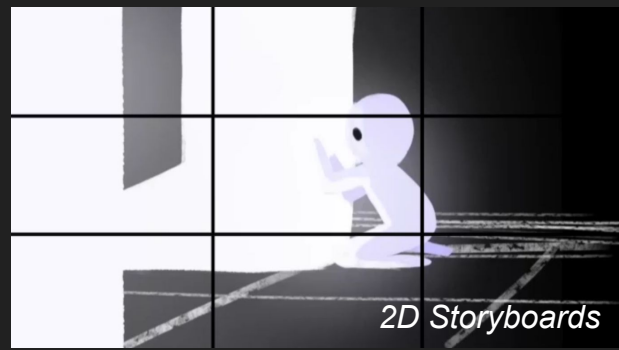
History

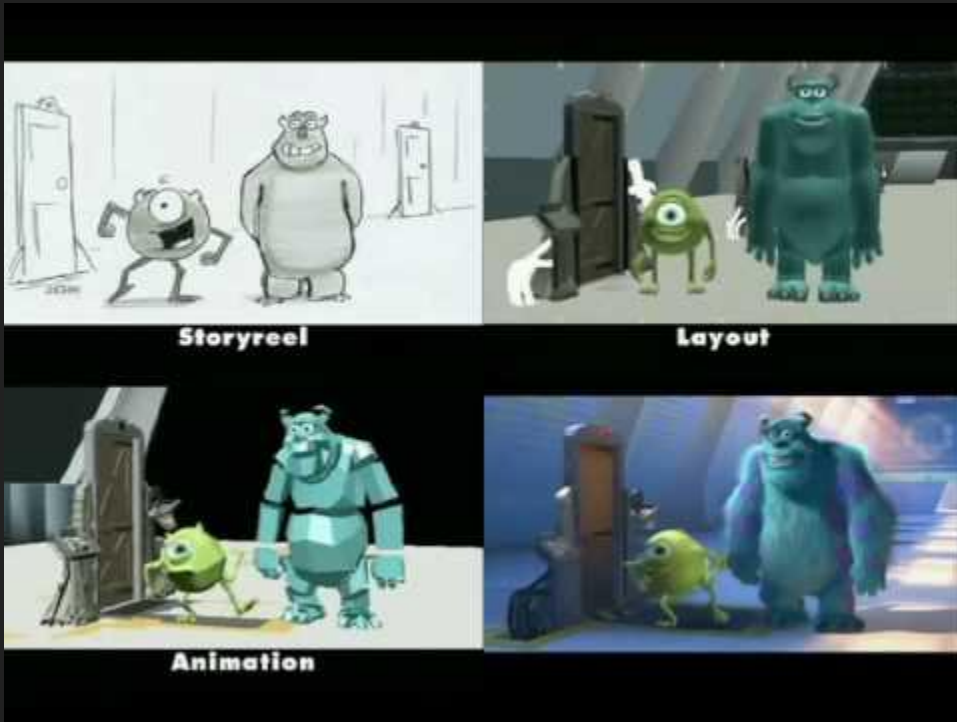


- Began in 2D
 - Animated cinematography
- Multiplane Camera!
- An example of traditional layout, where a background has been laid out, and a camera move has been planned over it, as represented by red frames panning over the background.

The Importance of 3D Layout

- A lot of assets to keep track of in production!
 - Efficiency is important!
- Consider these questions:
 - What assets are needed in the production?
 - How are the assets organized?
 - Where are the characters, props, settings, etc., in relation to the camera throughout the film?
- Layout serves a function similar to a cinematographer
- Layout falls between Storyboards/Animatics and Animation
 - Layout will translate 2D storyboards into 3D and find the issues before shots get too complex.





Monsters Inc - Progression Reel

Layout vs. Pre-Visualization



Responsibilities for Layout Artists

Initial Responsibilities

- Translate storyboards or animatics
- Place characters, props, and environments in the camera view
- Set characters in key poses to define actions and movements
- Define camera angles for individual shots and animate if needed
- Adapt shot staging according to the needs of the composition
- Maintain timing to coincide with the animatic

Troubleshooting

- Go back to do a final camera passing
 - For example: adding in reactionary camera adjustments to follow animation acting, adding camera shakes, or adding ambient motion to help prevent static shots!
- Add padding and extra time if director calls for it
- And more!



Be Proactive!



- The three rules of Layout:
 1. Know where every asset and shot plan is.
 2. Be able to tell people where the assets are that they need.
 3. Be able to tell what assets people need without them asking - and then GO TELL THEM!
- Understand what the people around you are working on
 - Attend as many meetings as you can
 - Take a lot of notes
- Address problems before they happen
- Be Nice!

Also, *Disaster Control*

- Sometimes things just go wrong
- Google is your friend
- Maya is not
- Be the person people will go to
- Know where to find backups of assets!
 - Assets will have iterations, so you may need to revert back



If you can't find out where something is, it may as well not exist!

How does Cinematography relate to Layout?



Khan Academy

Resources

- Pixar's Khan Academy
- David Badgerow's [Article on Layout](#)
- [What the Heck is CG Layout?](#)
- [Camera Animation Article](#)
- [Cinematography](#)
- [Autodesk's Camera Help](#)
- [Disney's Multiplane Camera](#)

