Character Development for 3D Animation

UW CSE 464b, Summer 2017
Build your own character!

Characters made by last year’s class...
Steps for building characters in 3D:

1. Concept/Design
2. Modeling
3. Rigging
4. Animation
Steps for building characters in 3D

1. Concept Art
Steps for building characters in 3D

1. Concept Art
2. Modeling
Steps for building characters in 3D

1. Concept Art
2. Modeling
3. Rigging
Steps for building characters in 3D

1. Concept Art
2. Modeling
3. Rigging
4. Animation
Always works perfectly the first try…
Always works perfectly the first try… NOT!!!
Character Pre-Production Process

**Design / Concept**
- **Kickoff Meeting**
  - **Presenting:** Design, Creative Direction, Art Direction, Concept Art, Fiction
  - **Attending:** (Lead stakeholders)
    - 3D Art, Animation/Cinematics, Rigging, Effects, Engineering, Audio

**Block Model**
- **Review Meeting**
  - **Presenting and Attending:** Design, 3D Art, Animation/Cinematics, Rigging, Concept (others optional)

**Grey Model**
- **Review Meeting**
  - **Presenting and Attending:** Design, 3D Art, Animation/Cinematics, Rigging, Concept (others optional)

**Production**
- **Design**
  - **Unblocked:** Mission and Encounter Setup
- **3D Art**
  - **Unblocked:** UV Layout, Tex, High-Res Model, In-Game Model
- **Animation**
  - **Unblocked:** Full-Production Animation
- **Rigging**
  - **Unblocked:** Final Skinning, Facial Rigging
High Res Modeling: Zbrush
Cabal Legionary
block model

Hive Ogre
grey model

Fallen Vandal
production model
(Destiny character pre-production video)
End of lecture 1

Let’s get started!