Character Development for 3D Animation

UW CSE 490J, Summer 2018
Build your own character!

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

- Concept/Design
- Modeling
- Rigging
- 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
- 3D Art
- Animation
- Rigging
- Unblocked:
  - Mission and Encounter Setup
  - UV Layout, Tex.
  - High-Res Model
  - In-Game Model
High Res Modeling: Zbrush
(Destiny character pre-production video)
End of lecture 1

Let’s get started!