Sample Student

5/9/2022

<div align="center">A Plan for the Final Countdown</div>

The idea behind my final project is to create a still, rendered image of a boat sailing through rough seas. The working title of this piece is "Not-So-Smooth Sailing." The primary message of the piece will be based on the quote "Smooth seas never made skilled sailors." One artistic conveyance of this message will be the appearance of a large oncoming wave approaching the boat. This demonstrates challenges that we all must overcome in life. Along with this, I hope to light the wave dark in the background with the foreground well lit around the boat. This will signify the hope and perseverance of the captain and crew to push forward through this storm and come out as stronger and better sailors.

<u>Technical</u>

I hope to learn a good deal about materials and textures, as well as putting a good deal of focus on learning about conveying emotion through the lighting. The plan is the make a somewhat cartoony still that shows a ship approaching a large wave head on. For my materials, I hope to make the ship have a rustic and worn wood texture that shows that it has been through struggles and persevered storms before. This shows how rough seas have made the crew more skilled and able to take on large waves and challenges. The water itself will also be a challenge as it cannot be transparent, but it does need to look like water. I plan to use tutorials by CG Geek to make the water and ocean appear believable.

On top of materials, I hope to use lighting to highlight the hopeful message of perseverance in the piece. Finding an HDRI that fits the dark, stormy background will be one step. While another will be lighting the boat so that it can contrast the waves and clouds. I am hoping to use warmer colors for the boat and its lights, while using cooler blues and greens for the waves and sky. This can get some aspects

of chiaroscuro in the image to highlight the contrast between the hope of the ship and the despair of the ocean.

The Plan

5/11 – Begin modeling the ocean

5/12 – Finish modeling the ocean and begin work on the wave

5/13 – Begin work on modeling the boat

5/14 – Finish modeling the boat and any crew on the boat

5/17 – Add materials and textures to the scene. Find and add an HDRI as well

5/18 – Finish materials and shading for the scene. Begin work on lighting

5/19 – Finish lighting the boat with warm and background with dark and cool lights

5/20 – Final lighting touches and framing the scene in the camera. Complete final render and prepare to present

5/12 – Present the final render to the class along with the artistic message. See all the cool art the class creates