

SUMMER INTERNSHIP AT  
CREST ANIMATION STUDIOS,  
GHATKOPAR

By-

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Animation Design

# About Crest Animation

- The studio has been producing 3D animation content for the film and television.
- The creative team is based in LA which is Crest Animation Productions (CAP), where all the Pre-production activities are carried out.
- All the production activities are carried out in Crest Animation Studios (CAS), Mumbai.

# My assignments



- Helped in the workshop for Clay Animation film: “Little Moments”



- Learning the Tool : Autodesk Maya 2010



# Clay animation Workshop

- Making the Clay models



# Clay animation Workshop

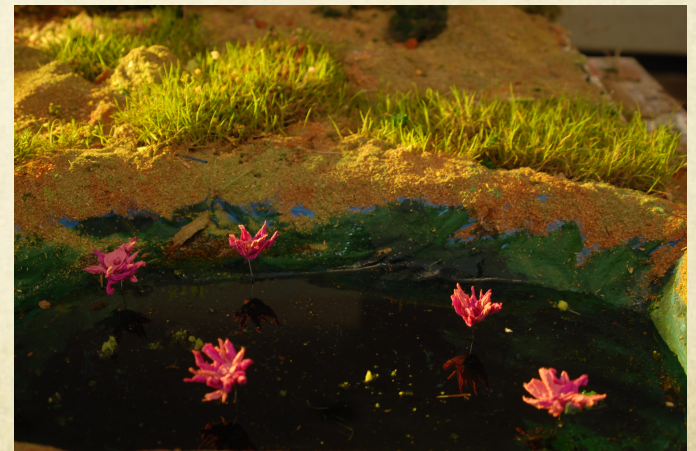
- Making the Clay models



# Clay animation: Building the miniature set



# Clay animation: Building the miniature set



# Clay animation: Building the interior of the house

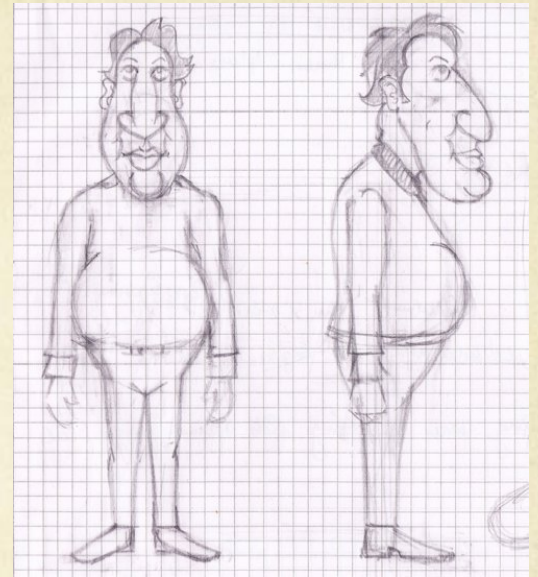


# Clay animation: Lighting the set



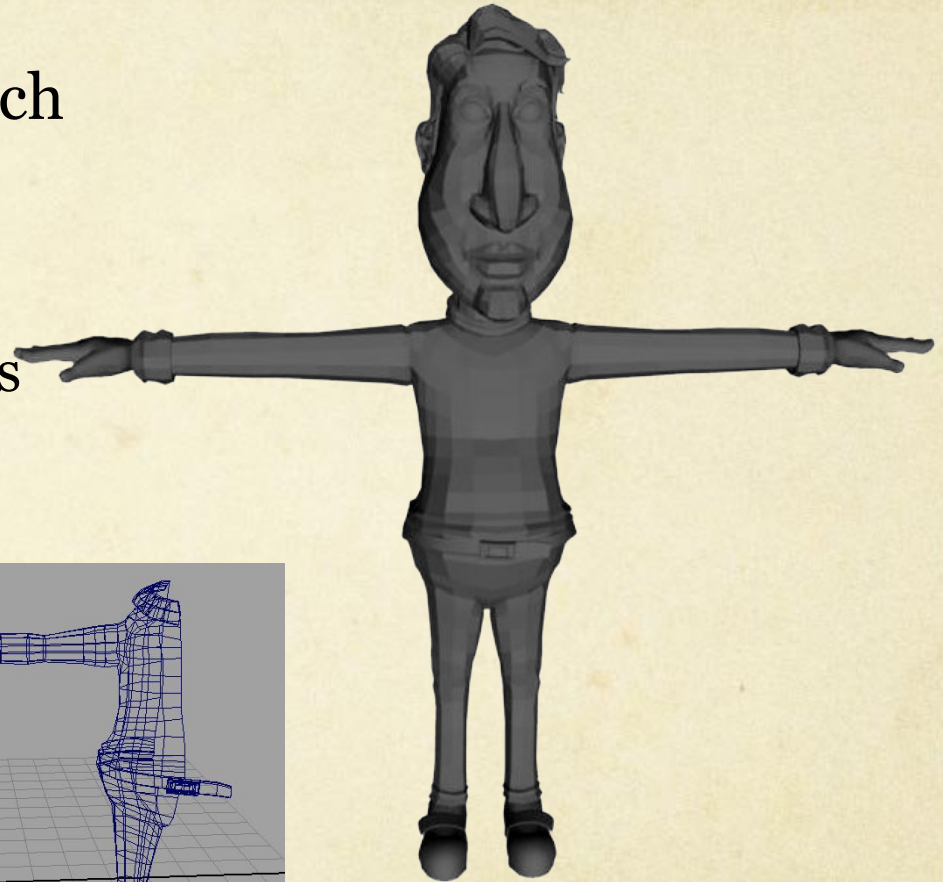
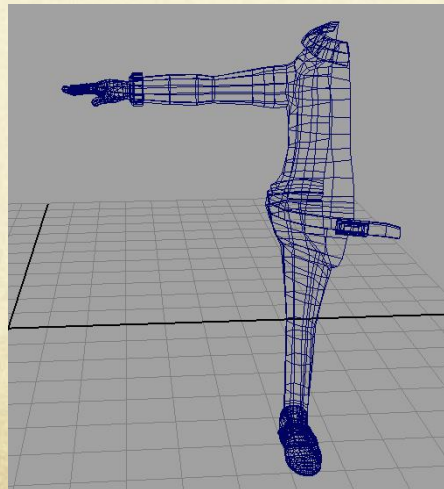
# Learning the Tool : Autodesk Maya

- I was asked to work on my own character.
- Simple but interesting details on the face and clothing so that it could be easily modeled and taken further for Texturing and rigging.



# Character Modeling

- Box modeling and patch modeling approach.
- Working on half part of the head and the body as the other half could be duplicated



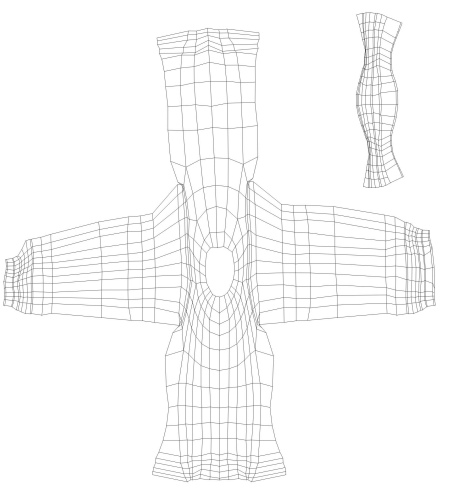
# Texturing

- UV Mapping: 3D to 2D mapping OR Flattening the modeled object in the UV plane, so that it can be taken for painting.
- Checker Mapping: The goal was to get the checker pattern to spread as evenly as possible on the mesh.
- Color Mapping: taking the UV for Painting .
- Bump Mapping: makes the surface appear more rough or bumpy. I used this mapping on the face to give some wrinkles around the eyes and also to give the face more skin like texture.

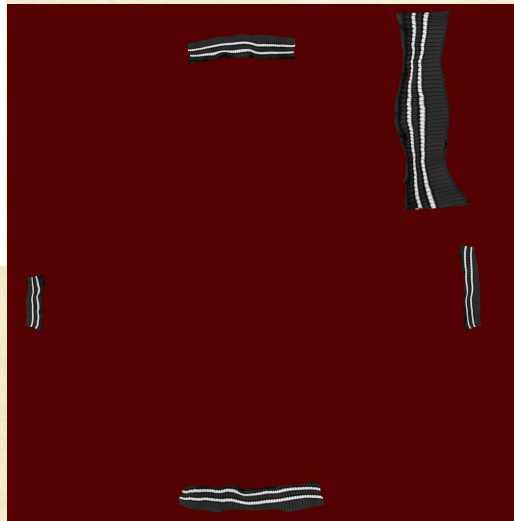


# Texturing: for the shirt

UV map



Bump map

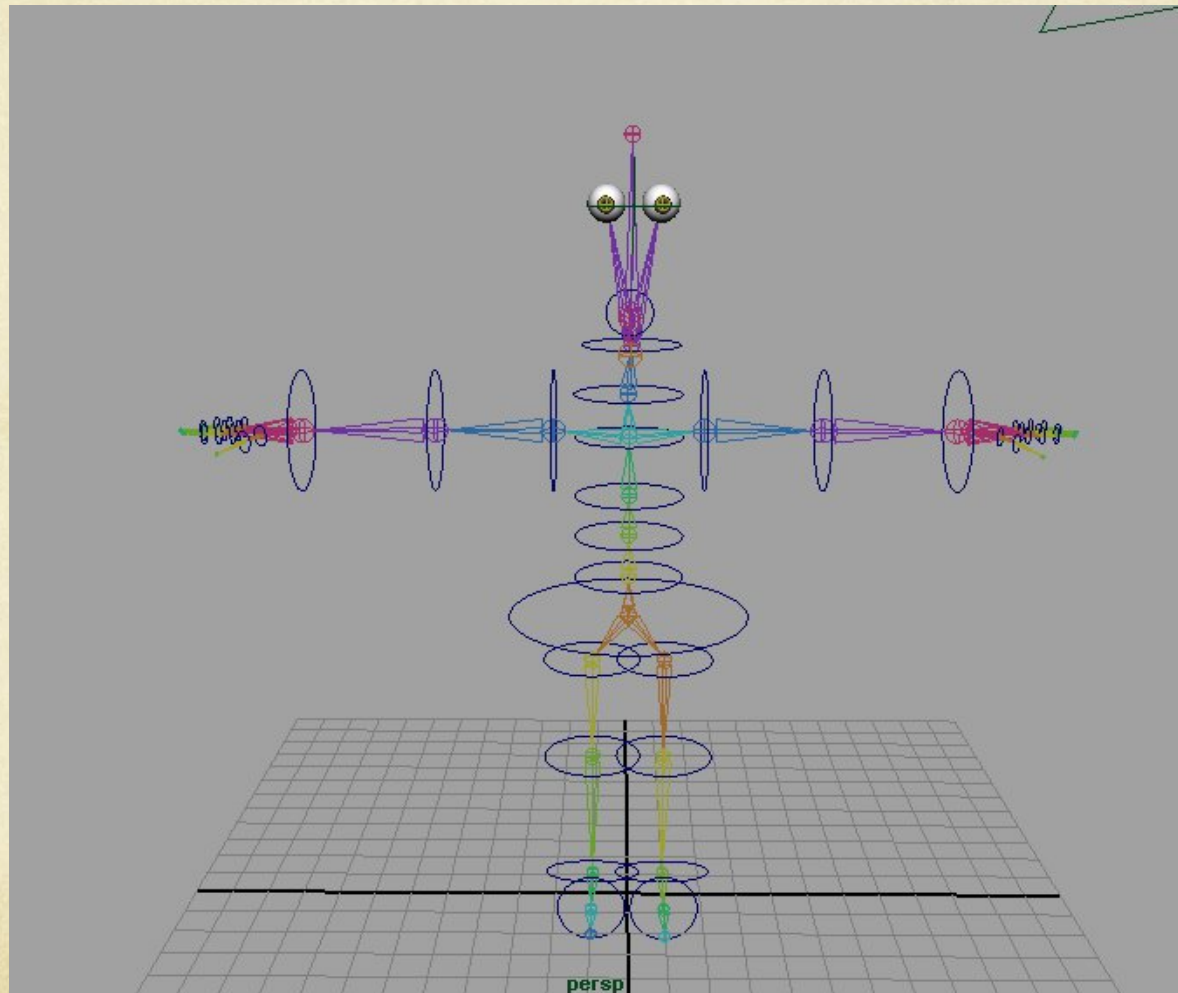


Color map

Rendered shirt

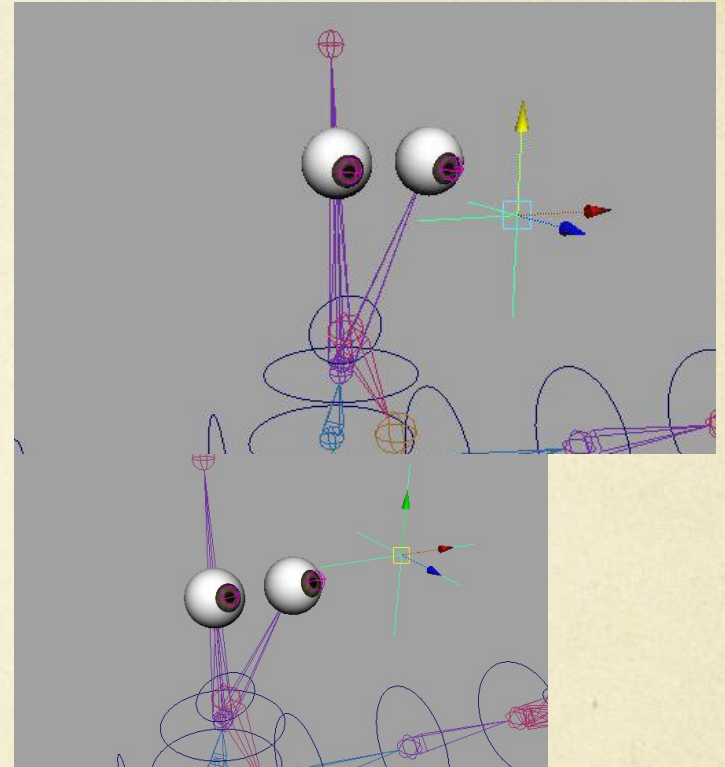


# Rigging



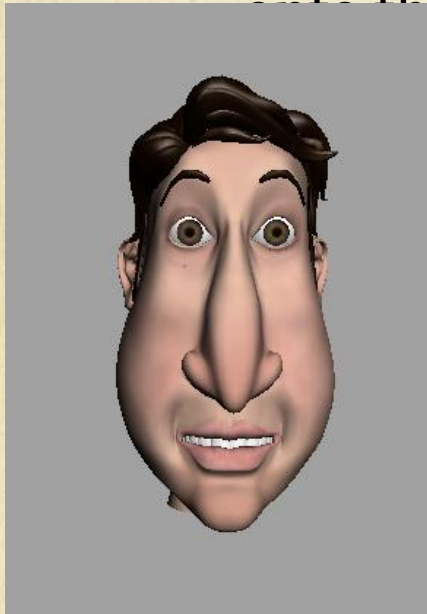
# Rigging

- Created the joints
- Skinning or Skin binding
- Painting Skin Weights
- Working with constraints for FK/IK manipulators.



# Blend Shapes

- Each of the facial expression is separately made and then added into the base face.



# Learning from the internship

- Tried to learn the various nuances in the domain of 3D animation.
- Got an opportunity to animate the clay models on the set.
- Understood the importance of having a streamlined process for smooth functioning between the departments.

**Thank you!**