Due: Tuesday, 11/24/2015

Description

For this project, you will use Nuke to composite multiple render passes of a computer animation to create a single complete shot. The render passes are part of the DPA DreamWorks summer production, “Craving Crustacean.” All of the necessary files will be made available to you. Some elements may need revisions in Nuke for proper compositing in the final clip.

Please complete the following tasks:

- tint the key light to blue
- increase the amount of bounce light (key light -> diffuse indirect channel) on the shell and crab
- decrease the intensity of the fizz bubbles
- continue to adjust elements individually and as a whole to increase quality and enhance the feel of an underwater environment (some nodes have been added to highlight areas for individual and global adjustments)

Do good compositing work – ensure that all of the elements appear as convincing and cohesive as possible within the final sequence.

Submission Requirements

You should create a web page with the following:

- your name, the date, and a title/description of this project
- a visual chronology of the project:
  - brief description of the approach you used to complete the project
  - brief description of any alterations to elements and why you made them
  - Nuke tree
  - a link to the final composited movie
- an explanation of any problems you encountered and how you resolved them

Your grade will be based on the quality of your composited work.