



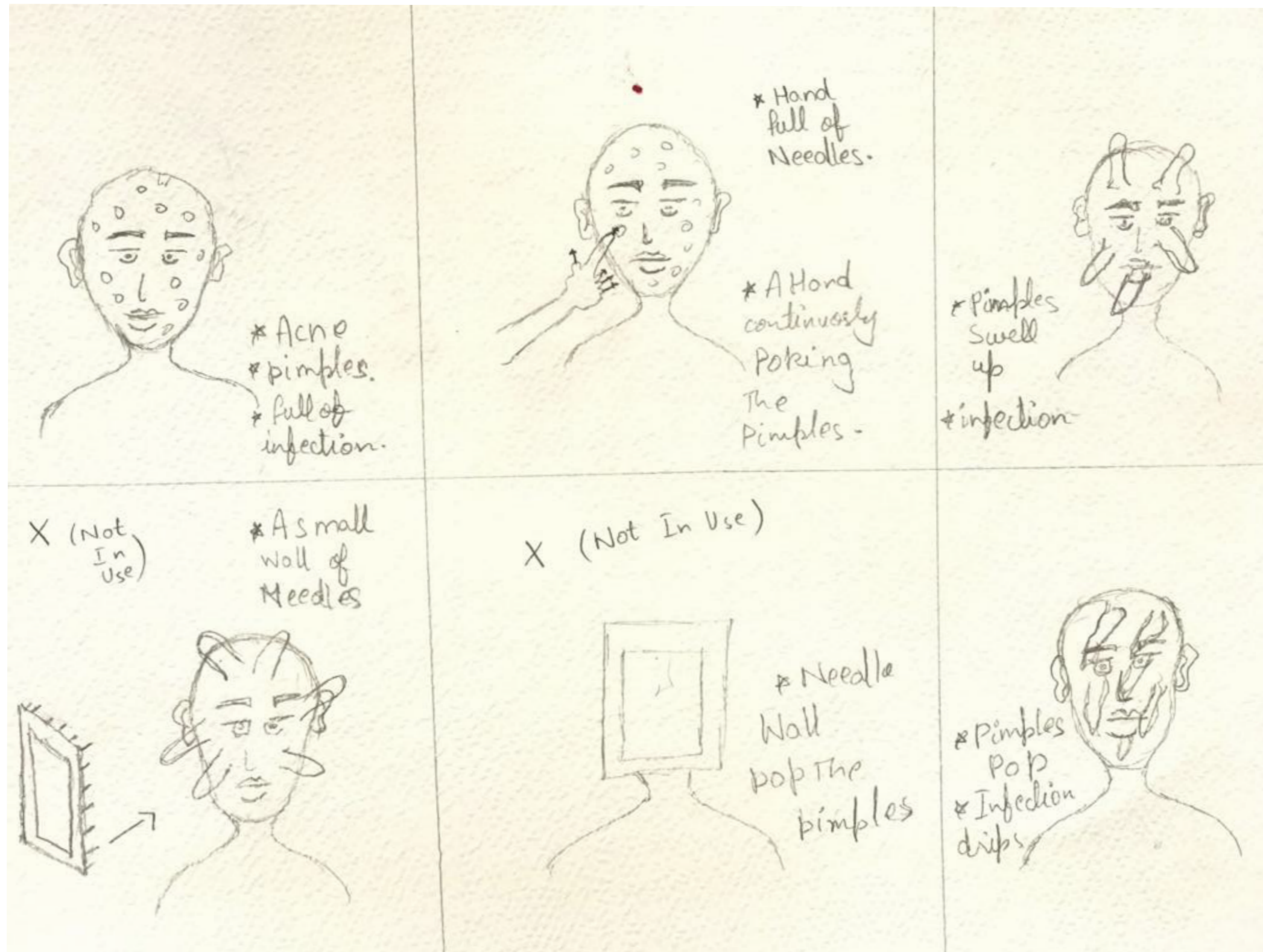
PRO-

-CESS

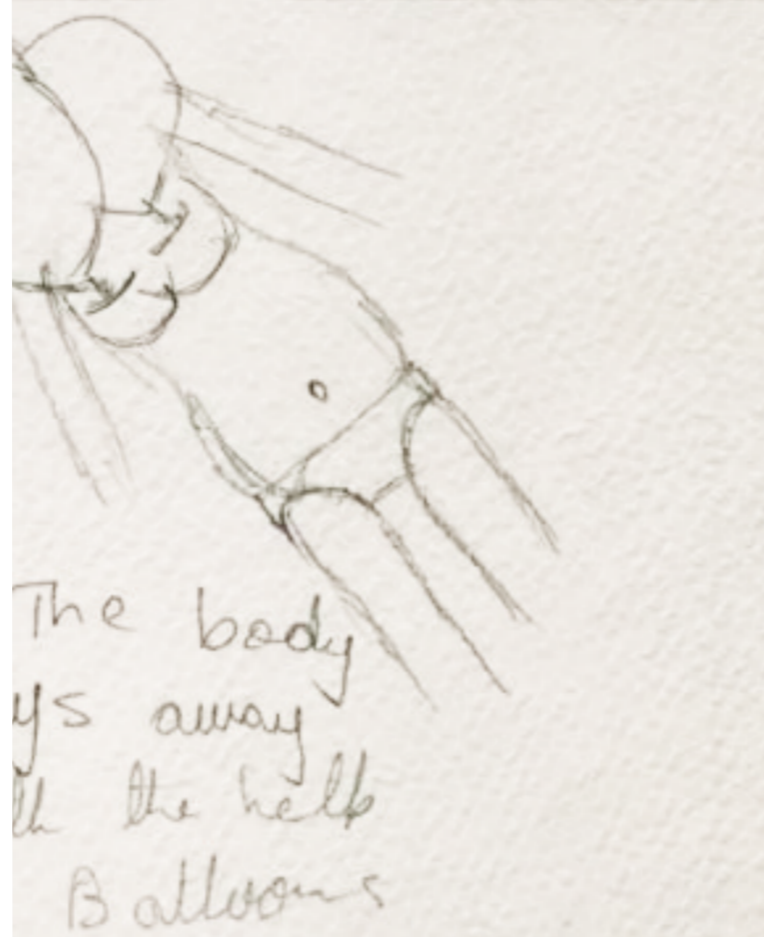
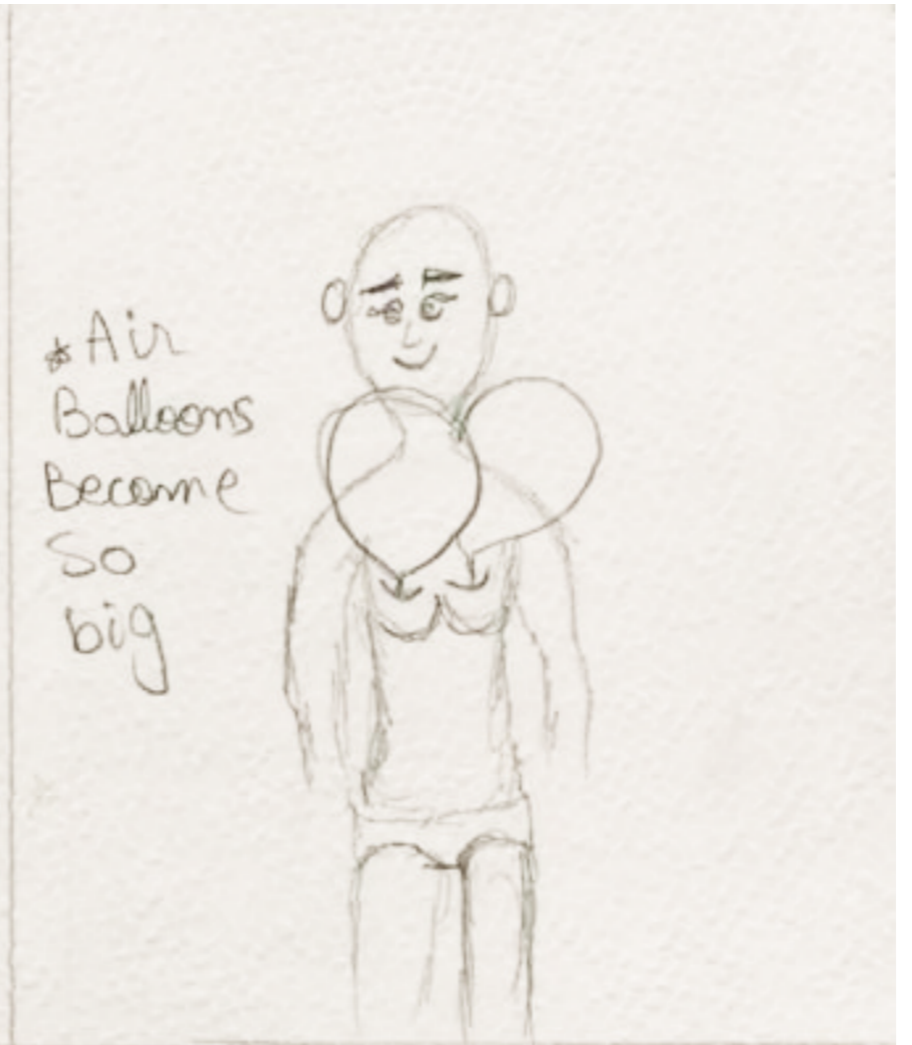
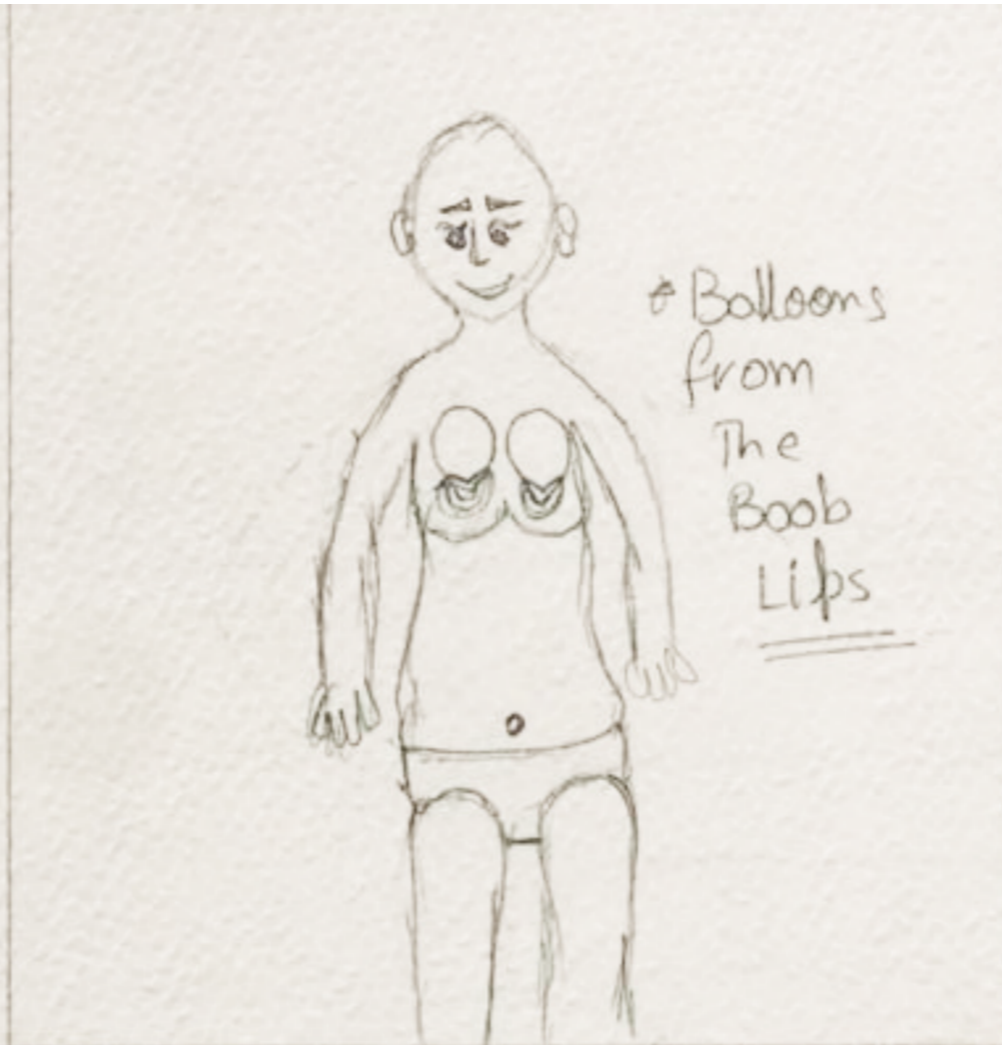
FIRST STEP

STORY BOARDS

First of all I made manual story boards. for that i write down my scripts and concepts first and then manually drew my story boards.



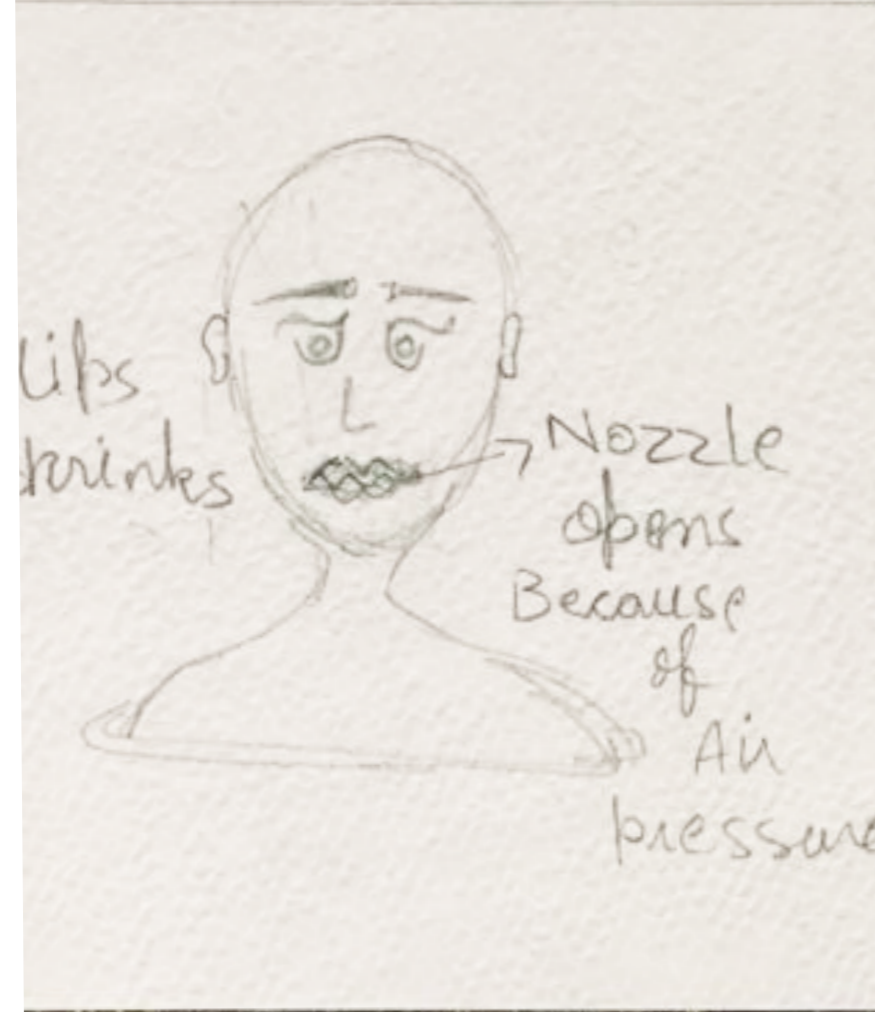
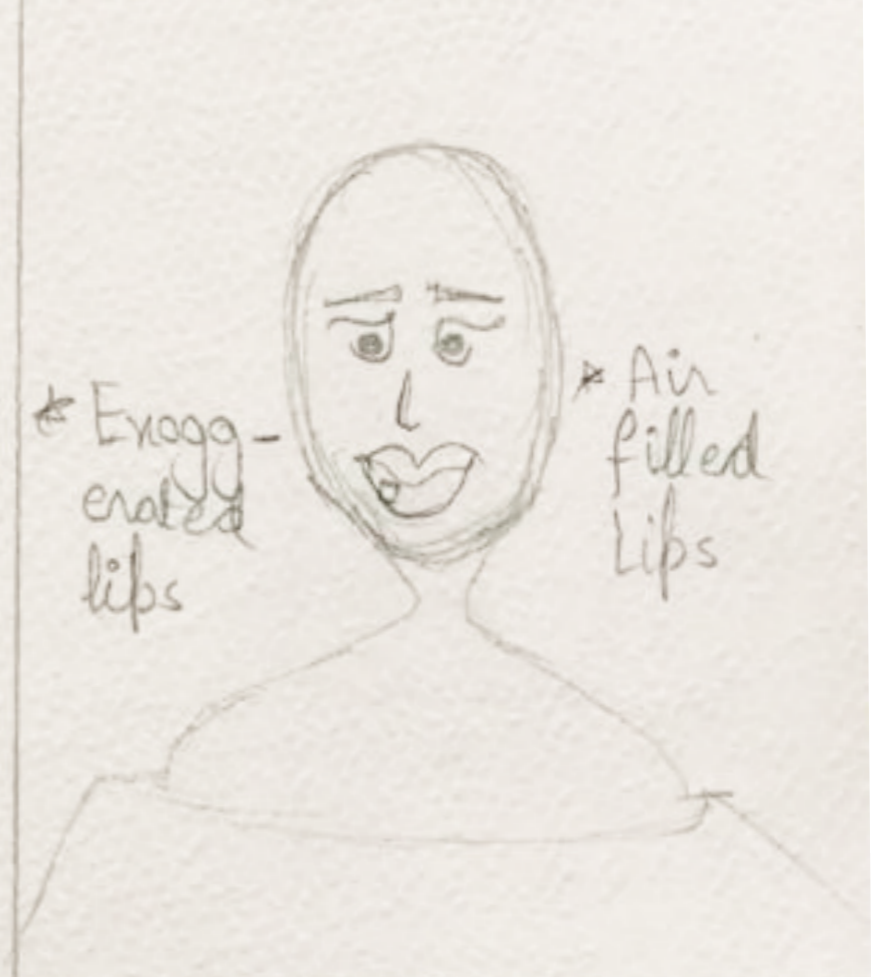
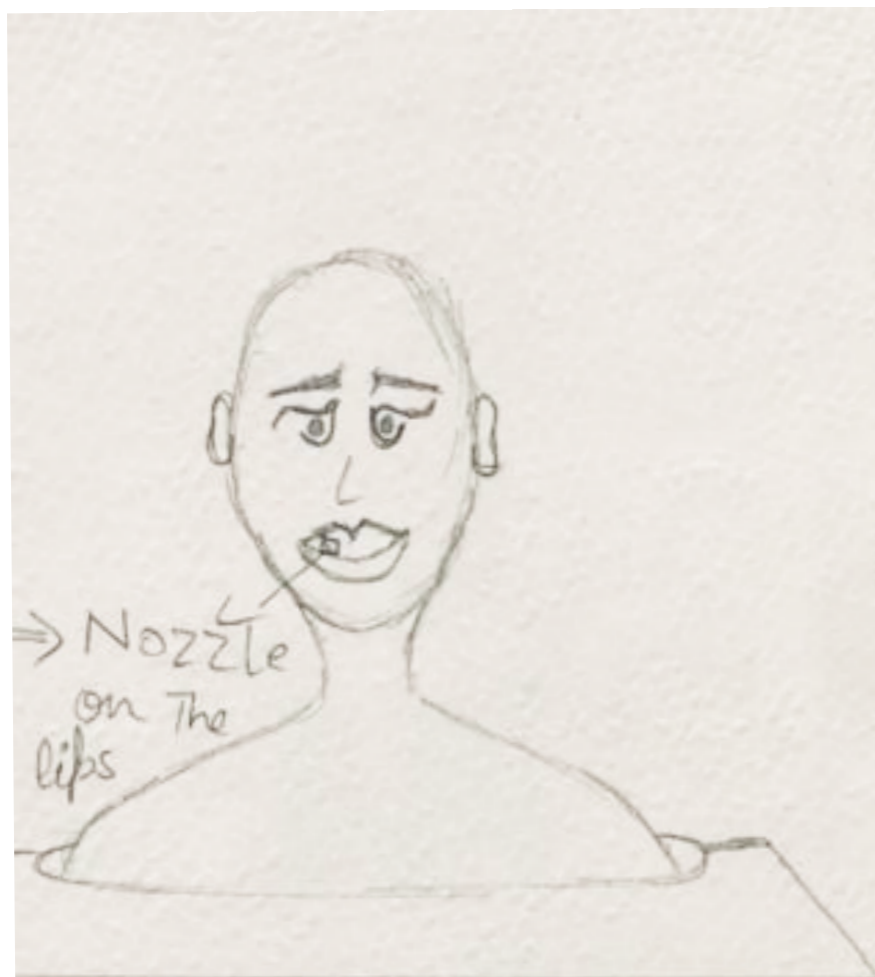
Story board no.1
fighting with acne



Next body
Scene # 1
Repeat

Scene # 2, 3, 4
Repeat
loop.

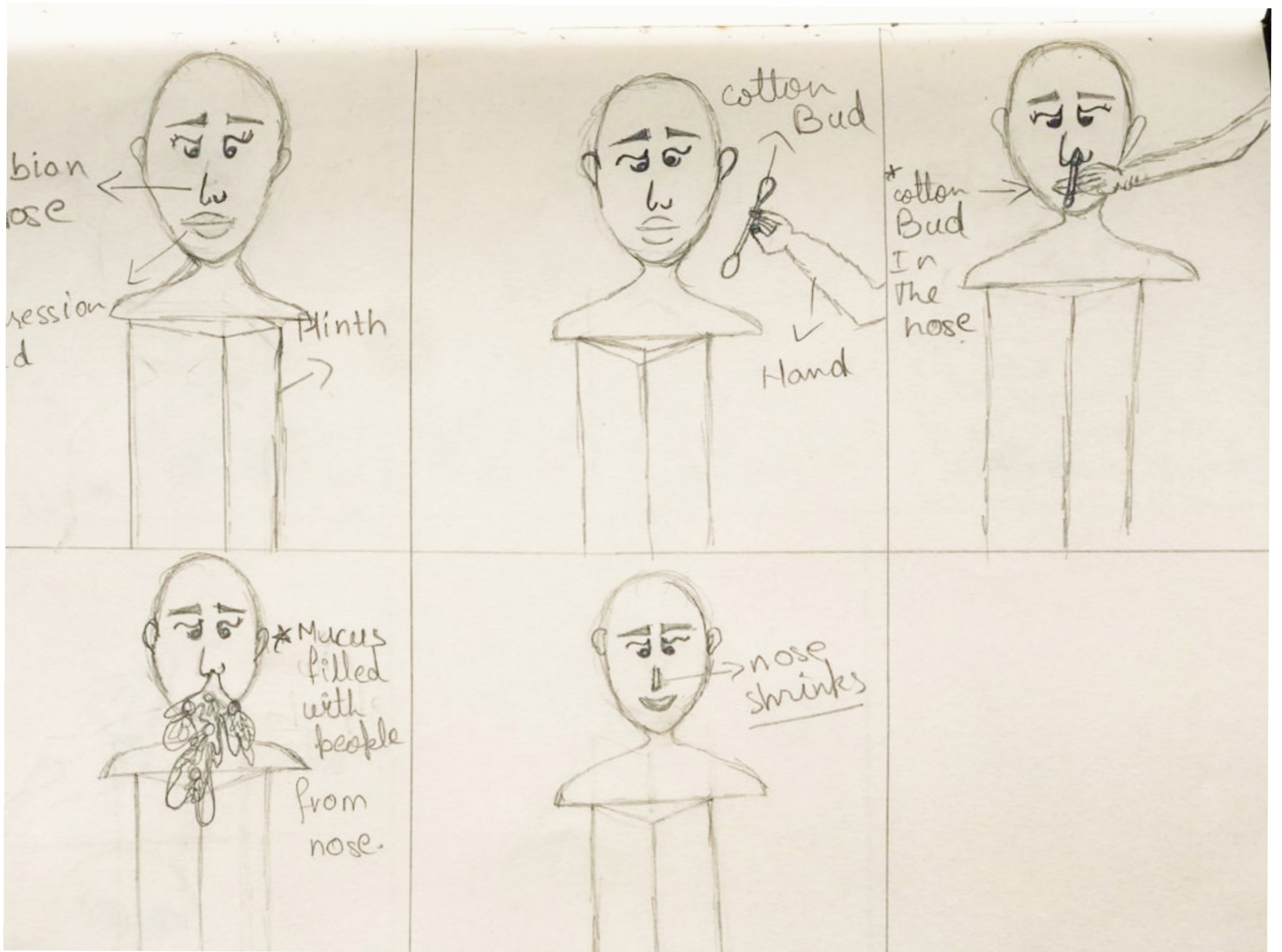
Story board no. 2
Breast implants



→ All Scene
→ Loop

→ All Scene
→ Loop

Story board no. 3
Lip fillers

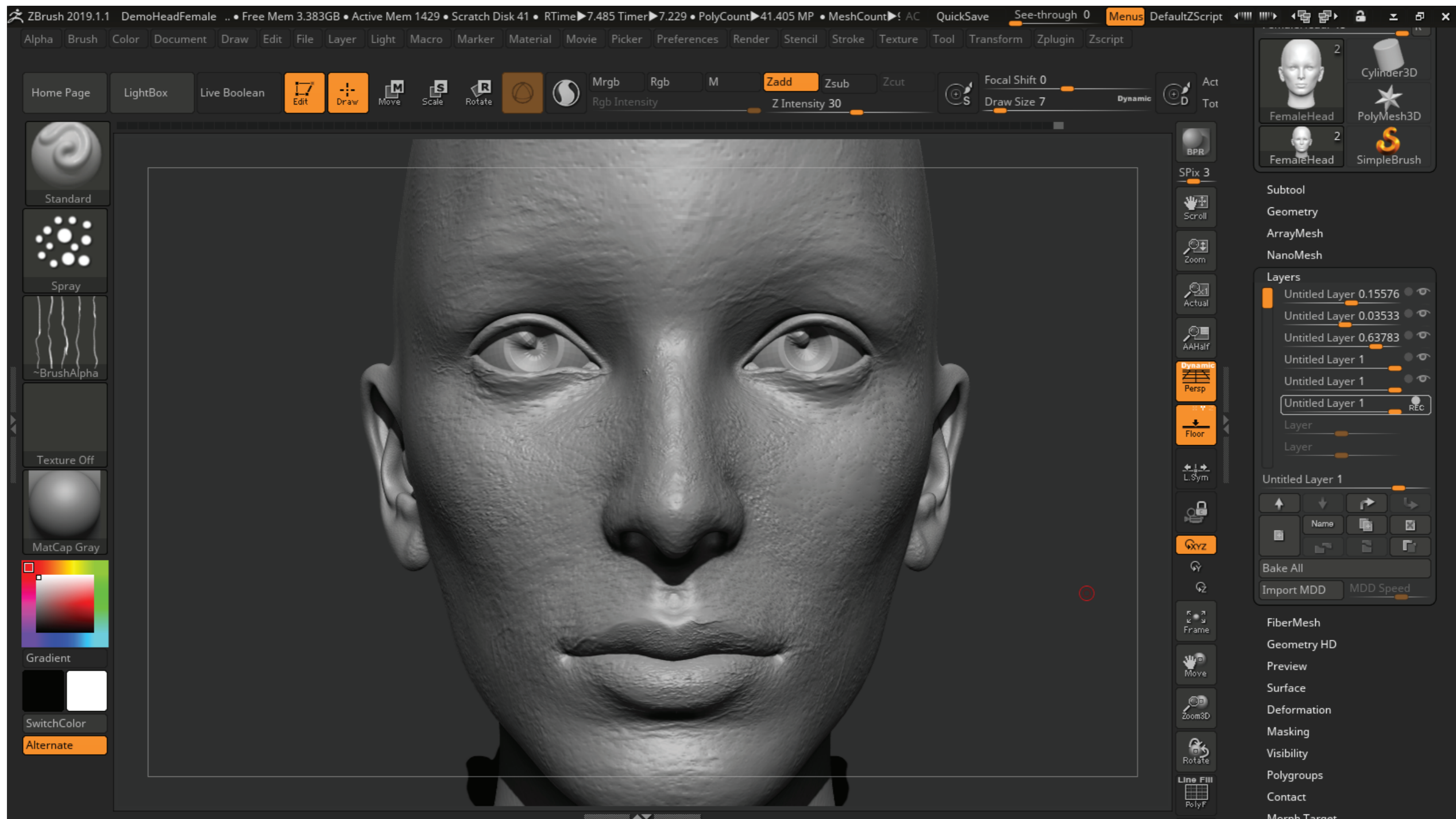


Story board no. 4
Nose Job

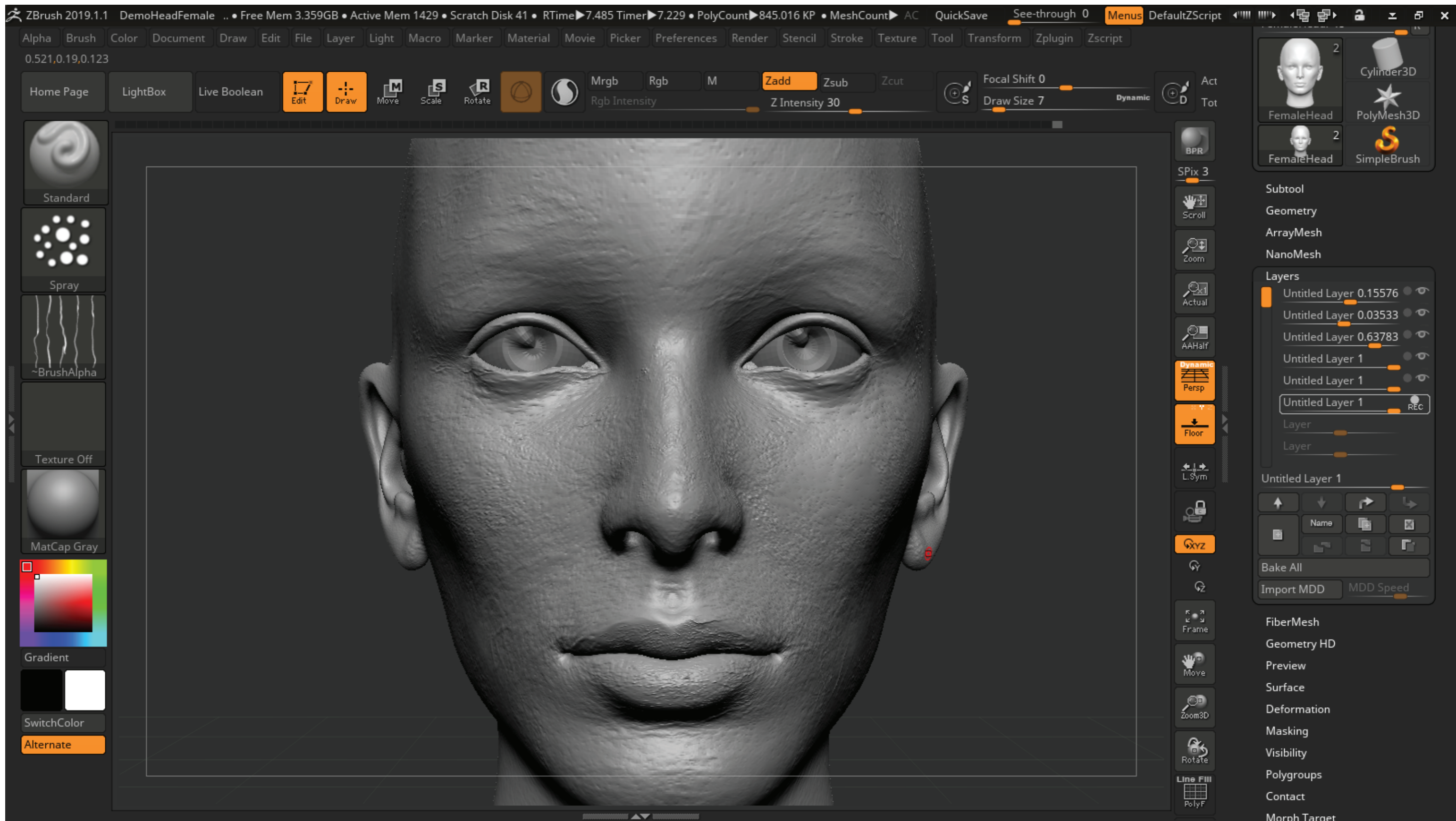
SECOND STEP

MODELLING

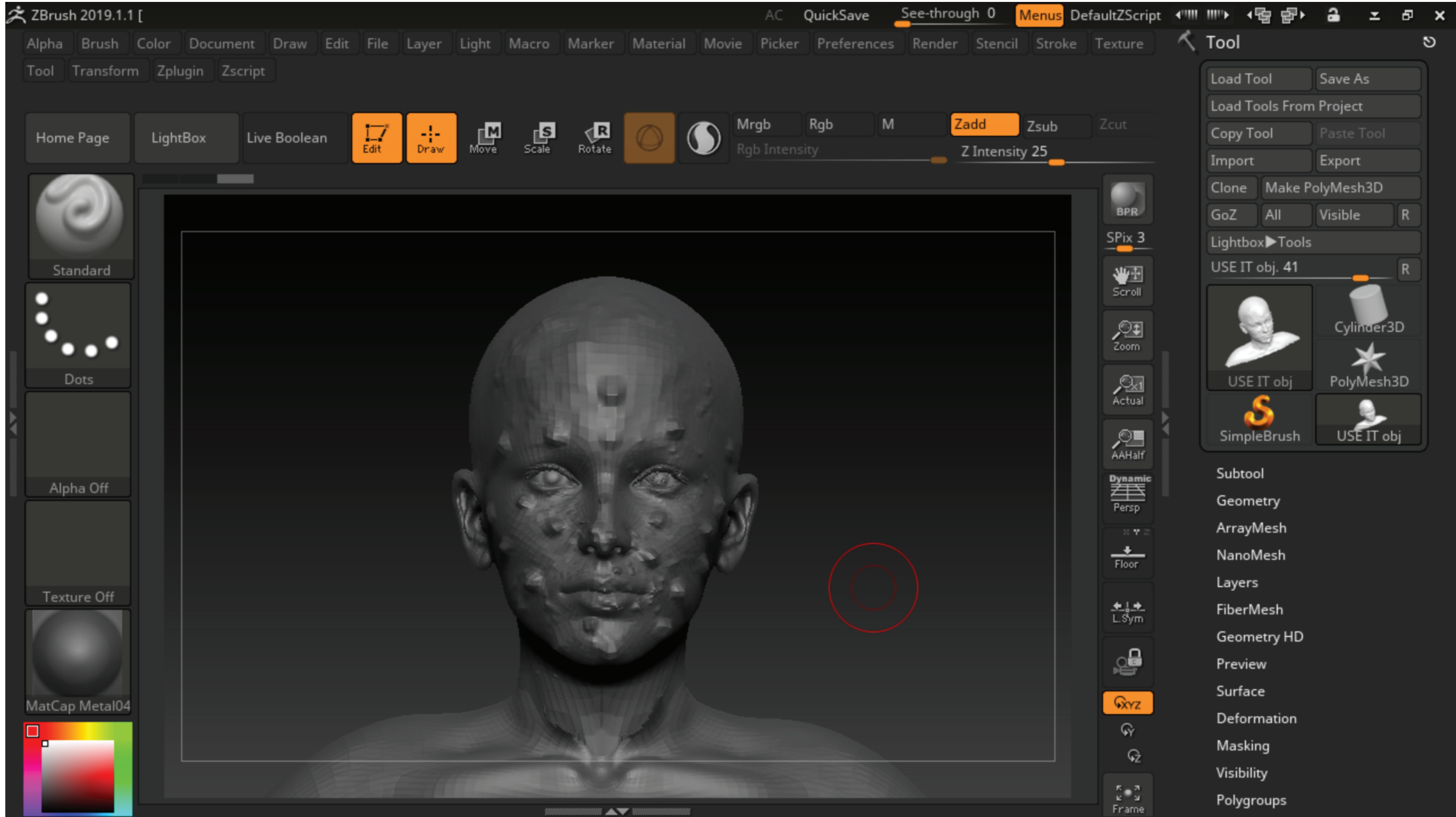
After finalizing my story boards i started doing my 3D modelling in Z-brush. a software use for 3D sculpting.



I made this model as a base model. this was my main character and i did changes it it according to the requirement of every animation and their script.



base model



Model for Acne Animation



Standard



Dots

Alpha Off

Texture Off



MatCap Metal04

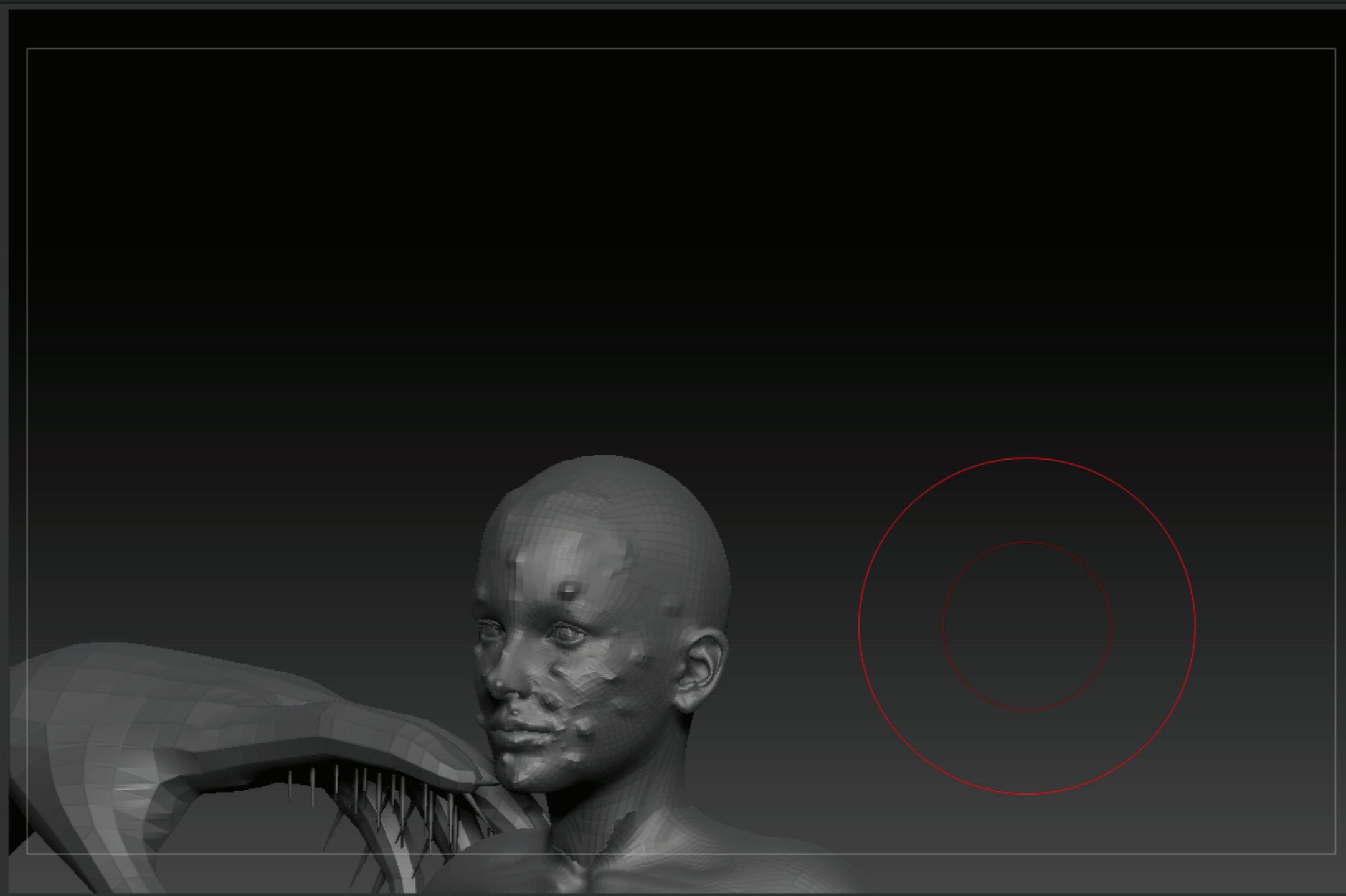


Gradient



SwitchColor

Alternate



SPix 3



Tool

Load Tool Save As

Load Tools From Project

Copy Tool Paste Tool

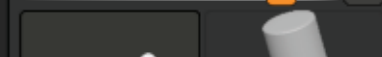
Import Export

Clone Make PolyMesh3D

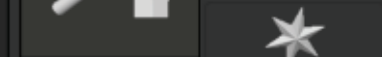
GoZ All Visible R

Lightbox Tools

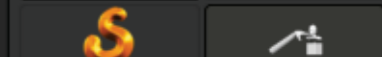
FINAL TAREEEEEEN OBJ. 41 R



Cylinder3D



PolyMesh3D



SimpleBrush



FINAL TAREEEEEEN

Subtool

Geometry

Lower Res Higher Res

SDiv 1 Cage Rstr

Del Lower Del Higher

Freeze SubDivision Levels

Reconstruct Subdiv

Convert BPR To Geo

Divide **Smt**

Suv ReUV

Dynamic Subdiv

EdgeLoop

Crease

ShadowBox

ClayPolish

DynaMesh

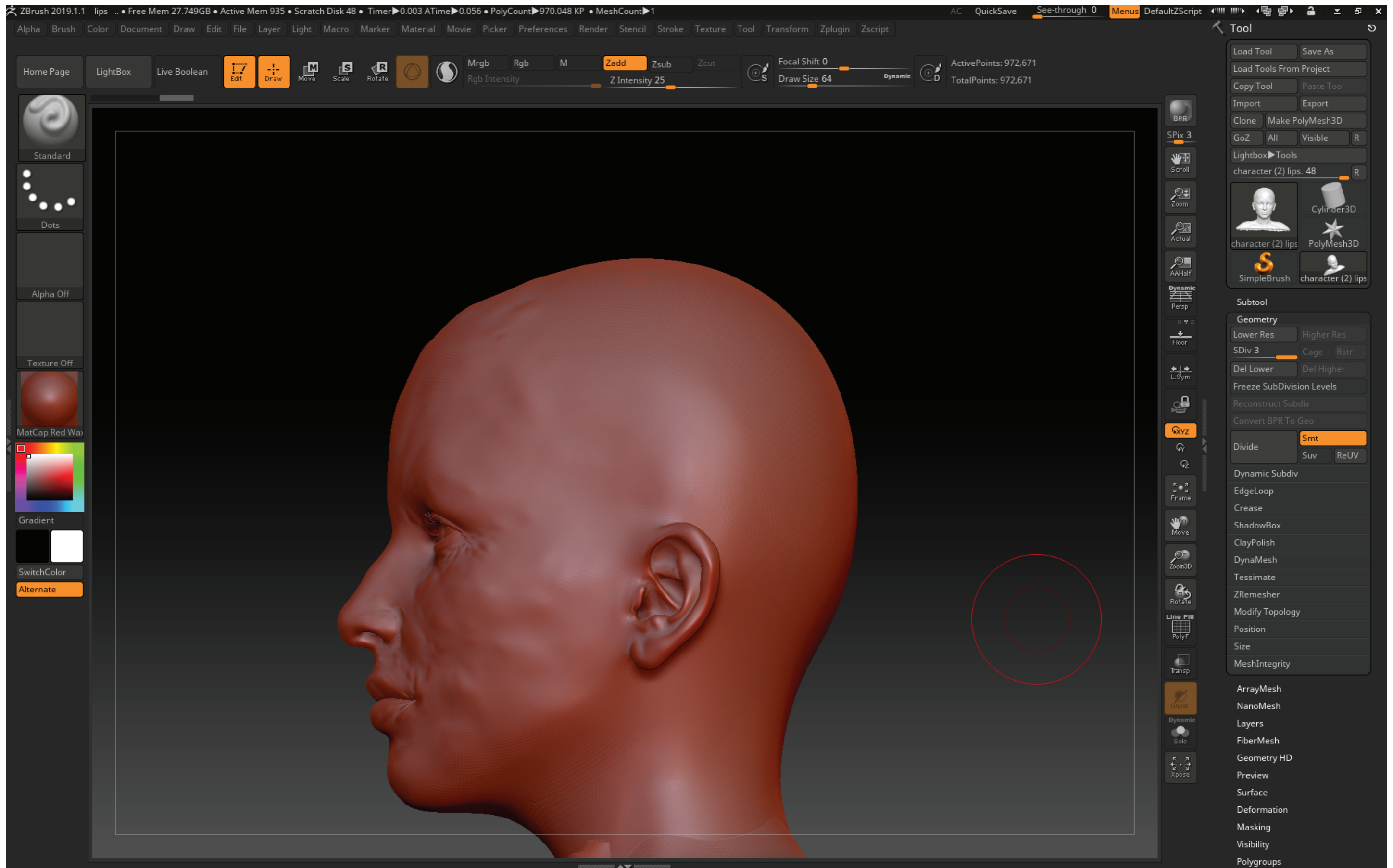
Tessimate

ZRemesher

Modify Topology

Position

Size



Model for lip filler's animation

Delete Lower Subdiv Level

Home Page LightBox Live Boolean Edit Draw Move Scale Rotate Mrgb Rgb M Zadd Zsub Zcut Focal Shift 0 Draw Size 64 Dynamic ActivePoints: 972.671 TotalPoints: 972.671

Standard
Dots
Alpha Off
Texture Off
MatCap Red Wa
Gradient
SwitchColor
Alternate



Tool

Load Tool Save As
Load Tools From Project
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox▶Tools
character (2) lips. 48 R
Cylinder3D
PolyMesh3D
SimpleBrush character (2) lips

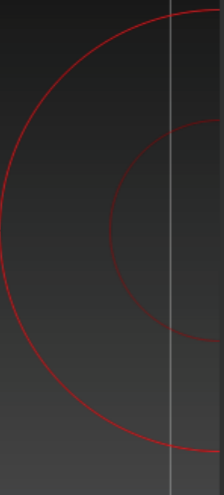
Subtool

Geometry
Lower Res Higher Res
SDiv 3 Cage Rstr
Del Lower Del Higher
Freeze SubDivision Levels
Reconstruct Subdiv
Convert BPR To Geo
Divide Smt Suv ReUV

Dynamic Subdiv
EdgeLoop
Crease
ShadowBox
ClayPolish
DynaMesh
Tessimate
ZRemesher
Modify Topology
Position
Size
MeshIntegrity

ArrayMesh
NanoMesh
Layers
FiberMesh
Geometry HD
Preview
Surface
Deformation
Masking
Visibility
Polygroups

Delete Lower Subdiv Level



Standard
Dots
Alpha Off
Texture Off
PolySkin
Gradient
SwitchColor
Alternate



Tool

Load Tool Save As
Load Tools From Project
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox▶Tools
character (2) lips. 48 R
Cylinder3D
PolyMesh3D
SimpleBrush character (2) lips

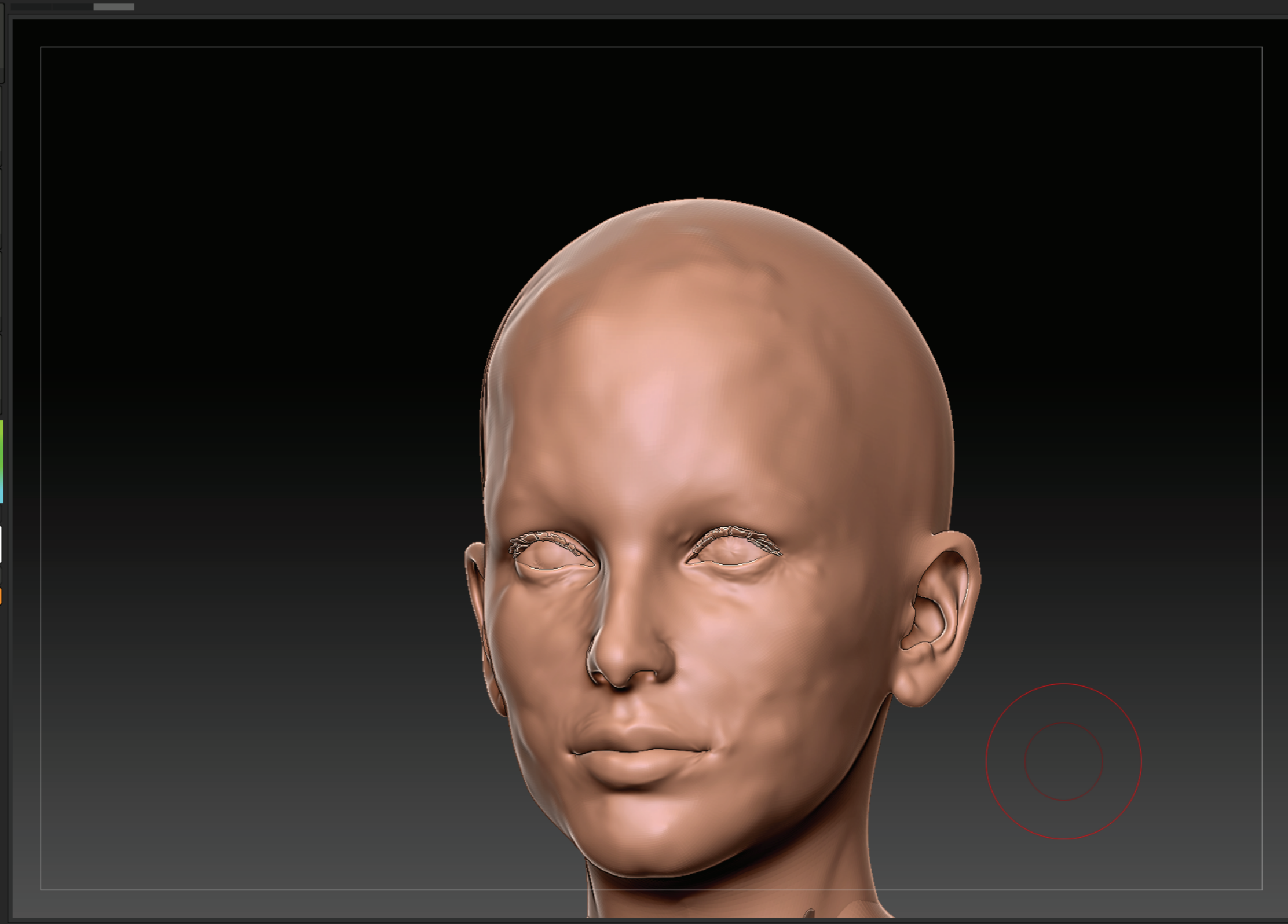
Subtool

Geometry
Lower Res Higher Res
SDiv 3 Cage Rstr
Del Lower Del Higher
Freeze SubDivision Levels
Reconstruct Subdiv
Convert BPR To Geo
Divide Smt Suv ReUV
Dynamic Subdiv
EdgeLoop
Crease
ShadowBox
ClayPolish
DynaMesh
Tessimate
ZRemesher
Modify Topology
Position
Size
MeshIntegrity

ArrayMesh
NanoMesh
Layers
FiberMesh
Geometry HD
Preview
Surface
Deformation
Masking
Visibility
Polygroups

BPR
SPix 3
Scroll
Zoom
Actual
AAHalf
Dynamic
Persp
Floor
L.Sym
XYZ
Frame
Move
Zoom3D
Rotate
Line Fill
PolyF
Transp
Ghost
Solo
Xpose

Standard
Dots
Alpha Off
Texture Off
PolySkin
Gradient
SwitchColor
Alternate



Tool

Load Tool Save As
Load Tools From Project
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox▶Tools
character (2) lips. 48 R
character (2) lips Cylinder3D
SimpleBrush PolyMesh3D
character (2) lips

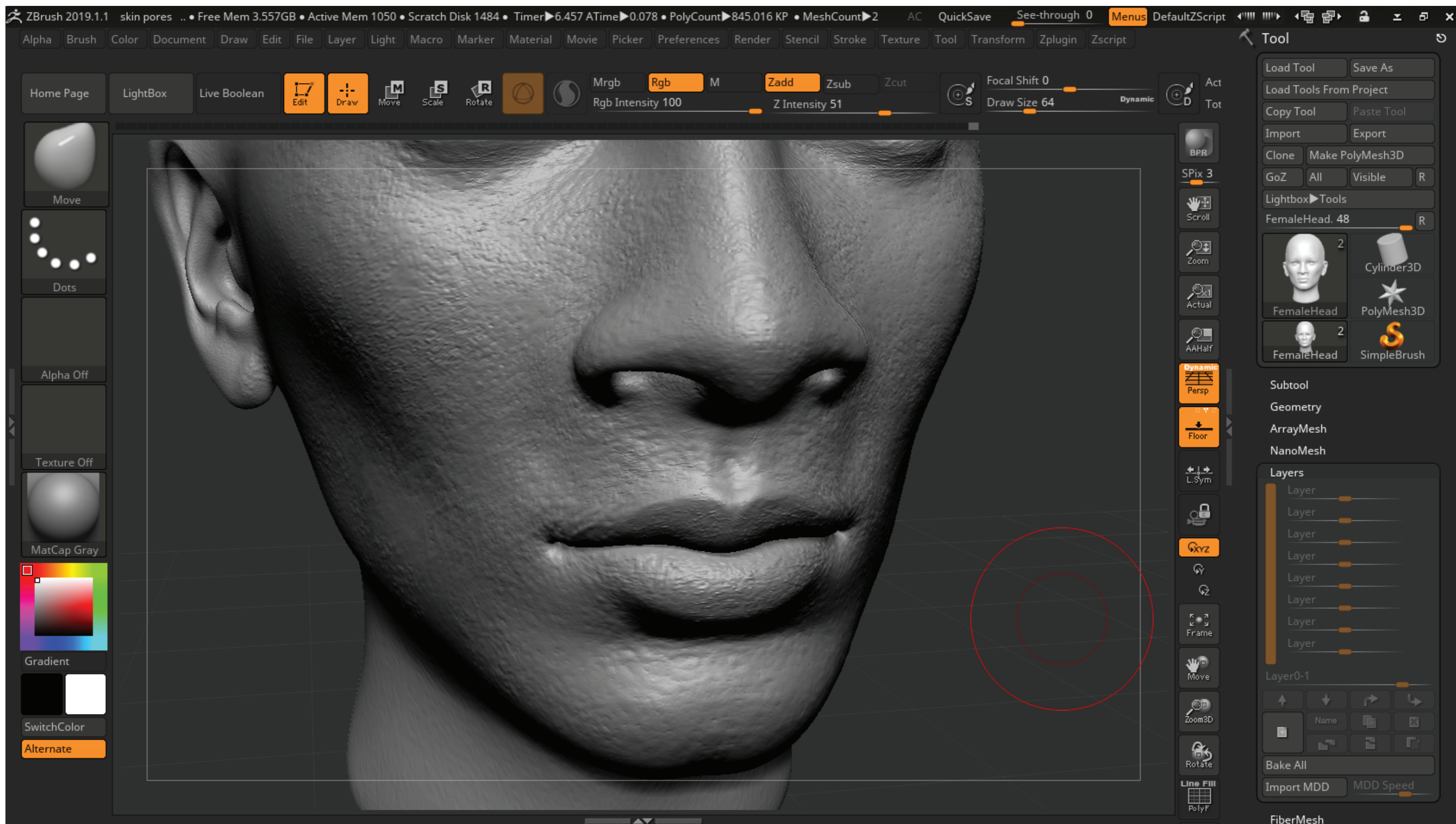
Subtool

Geometry
Lower Res Higher Res
SDiv 3 Cage Rstr
Del Lower Del Higher
Freeze SubDivision Levels
Reconstruct Subdiv
Convert BPR To Geo
Divide Smt
Suv ReUV

Dynamic Subdiv
EdgeLoop
Crease
ShadowBox
ClayPolish
DynaMesh
Tessimate
ZRemesher
Modify Topology
Position
Size
MeshIntegrity

ArrayMesh
NanoMesh
Layers
FiberMesh
Geometry HD
Preview
Surface
Deformation
Masking
Visibility
Polygroups

BPR
SPix 3
Scroll
Zoom
Actual
AAHalf
Dynamic
Persp
Floor
L.Sym
XYZ
Frame
Move
Zoom3D
Rotate
Line Fill
PolyF
Transp
Ghost
Dynamic
Solo
Xpose

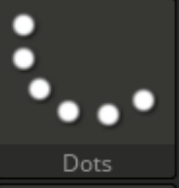


Model for Nose Animation

Home Page LightBox Live Boolean Edit Draw Move Scale Rotate Mrgb Rgb M Zadd Zsub Zcut Focal Shift 0 Draw Size 64 Dynamic Act Tot



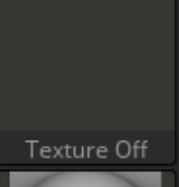
Move



Dots



Alpha Off



Texture Off



BumpViewerMat

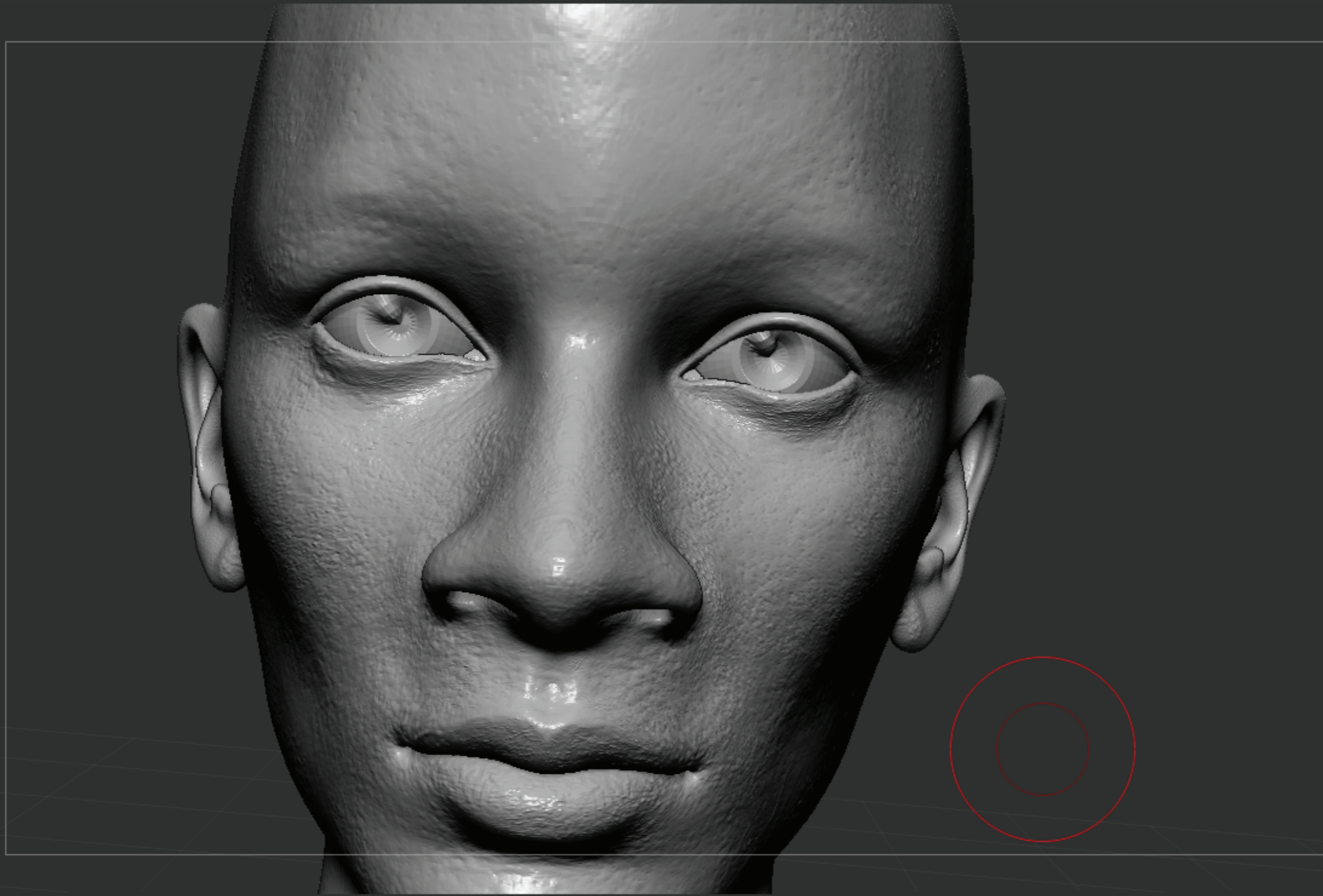


Gradient



SwitchColor

Alternate



SPix 3



Scroll



Zoom



Actual



AAHalf



Persp



Floor



L.Sym



XYZ



Frame



Move



Zoom3D



Rotate



Line Fill

Tool

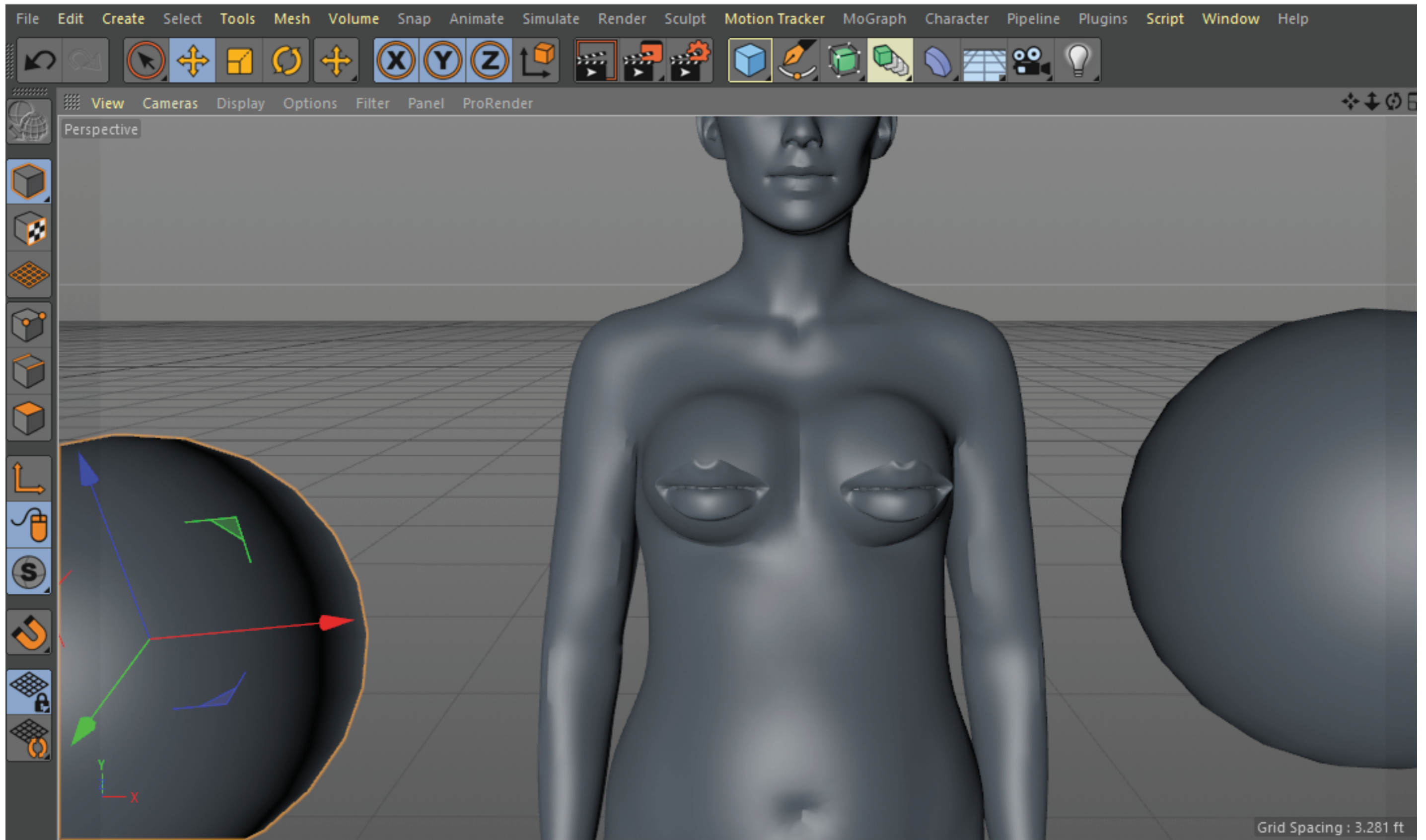
Load Tool Save As
Load Tools From Project
Copy Tool Paste Tool
Import Export
Clone Make PolyMesh3D
GoZ All Visible R
Lightbox▶Tools
FemaleHead. 48 R
FemaleHead 2 Cylinder3D
FemaleHead 2 PolyMesh3D
SimpleBrush

Subtool
Geometry
ArrayMesh
NanoMesh

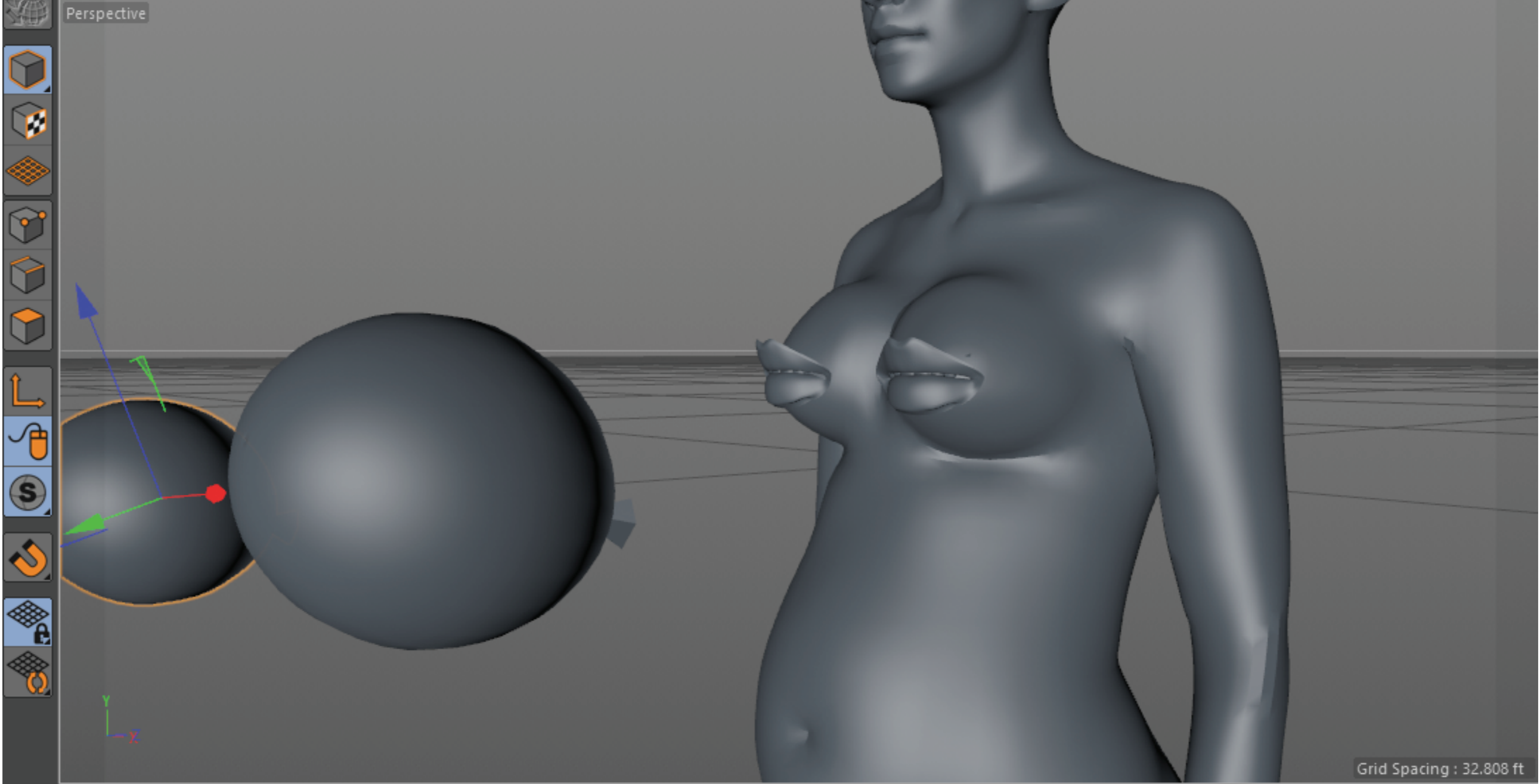
Layers
Layer
Layer
Layer
Layer
Layer
Layer
Layer

Layer0-1
Name
Bake All
Import MDD MDD Speed

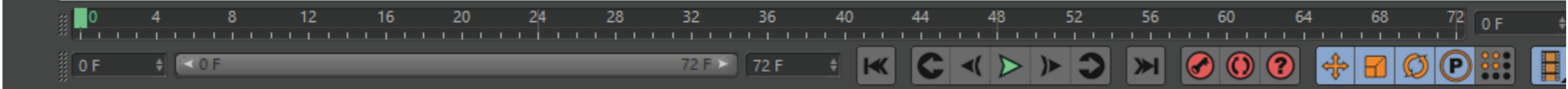
FiberMesh



Model for Breast Implant's Animation



Grid Spacing : 32.808 ft



MAXON CINEMA 4D

Create Edit Function Texture

globos2

Position		Size		Rotation	
X	-5.052 ft	X	1.021 ft	H	160.485 °
Y	3.214 ft	Y	1.226 ft	P	70.872 °
Z	-0.579 ft	Z	1.057 ft	B	-161.462 °

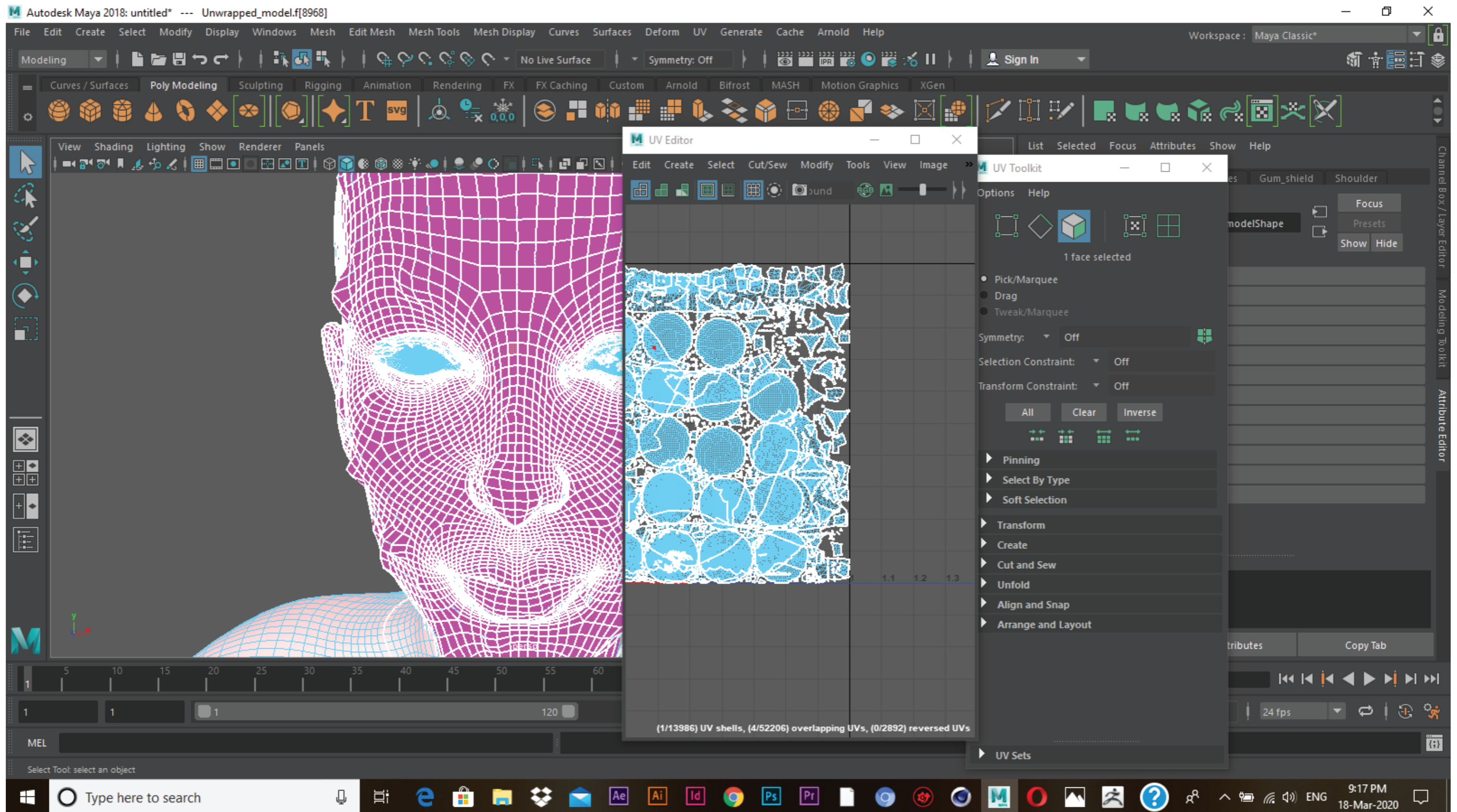
Object (Rel) Size Apply

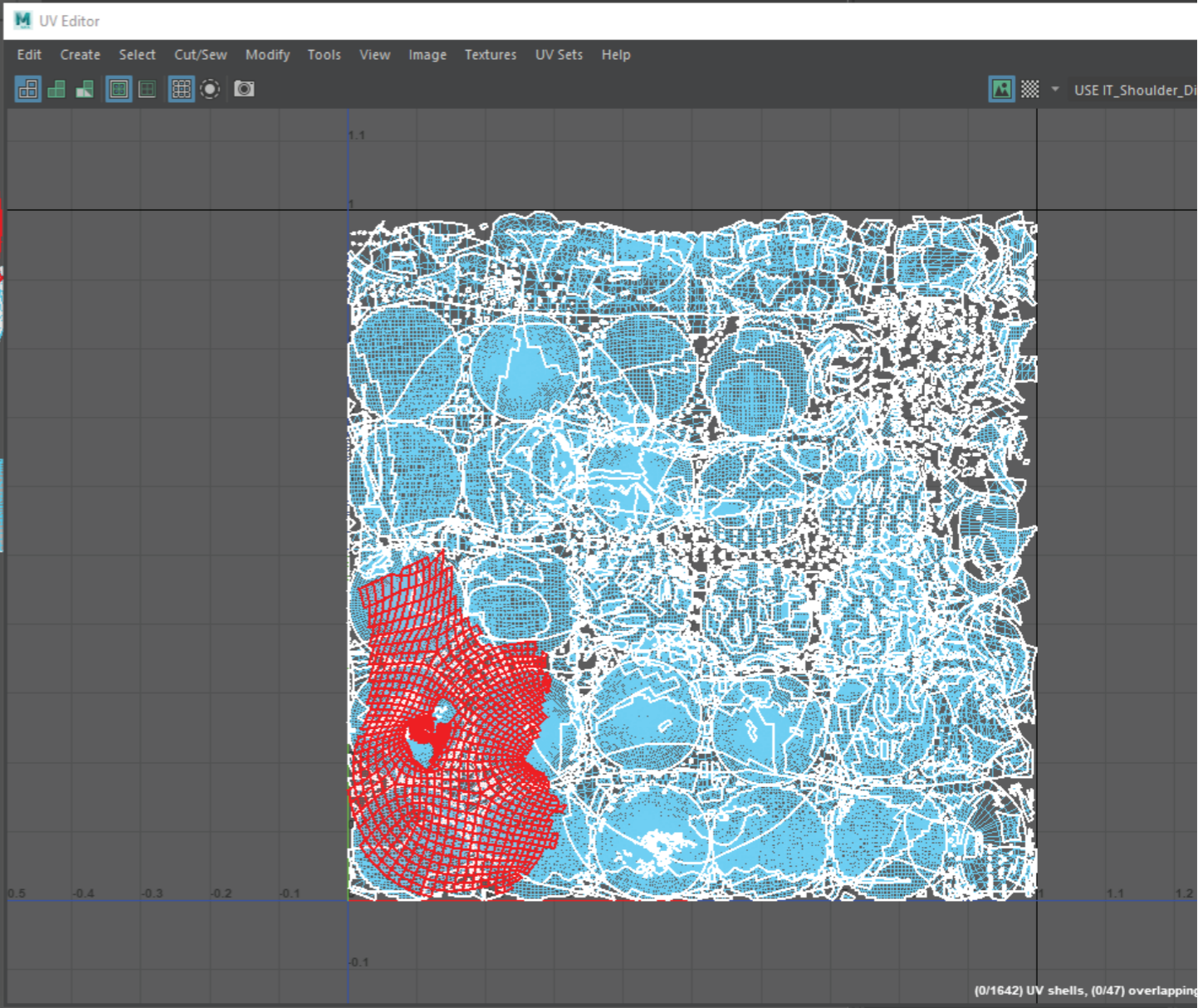
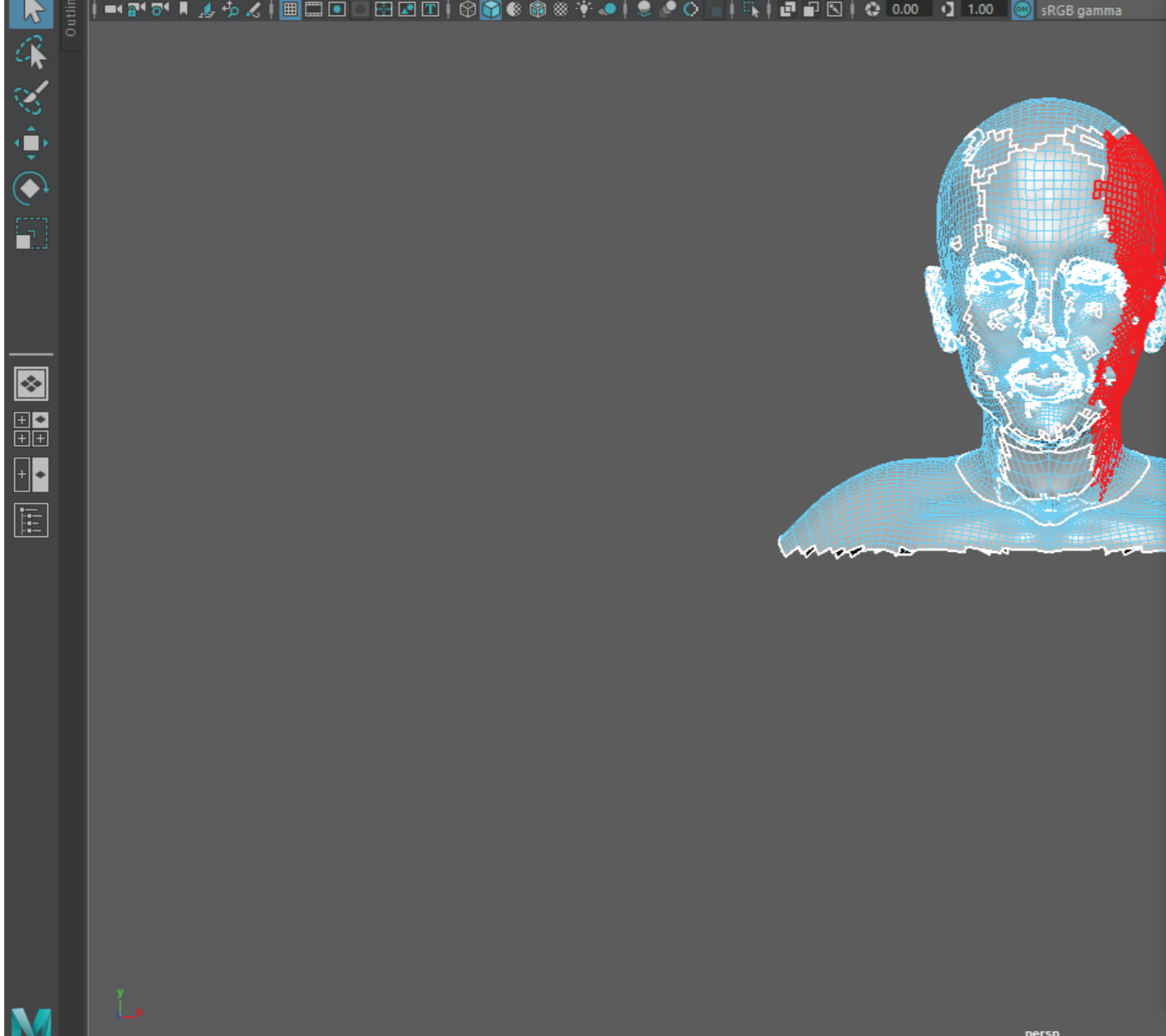
Move: Click and drag to move elements. Hold down SHIFT to quantize movement / add to the selection in point mode, CTRL to remove.

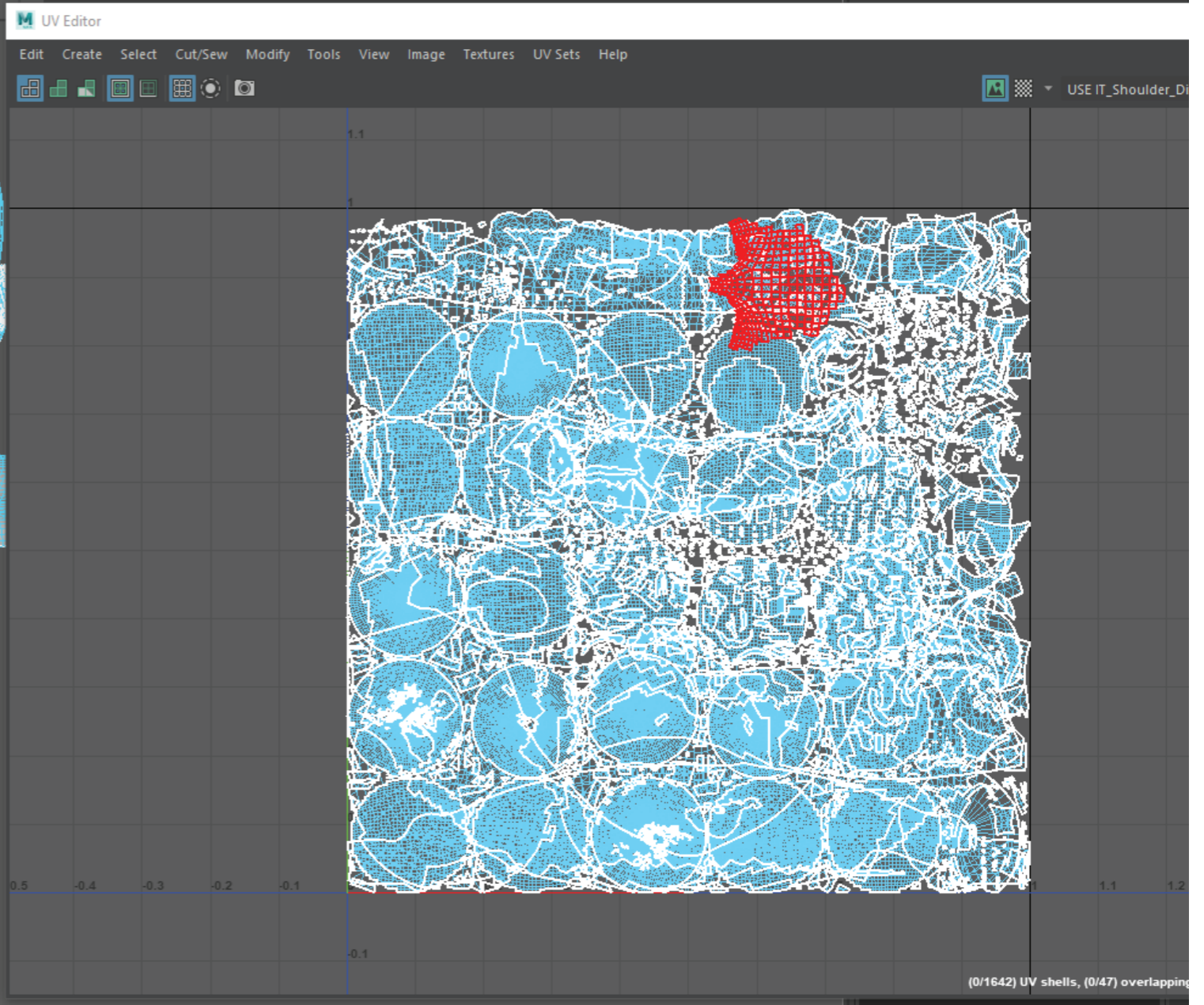
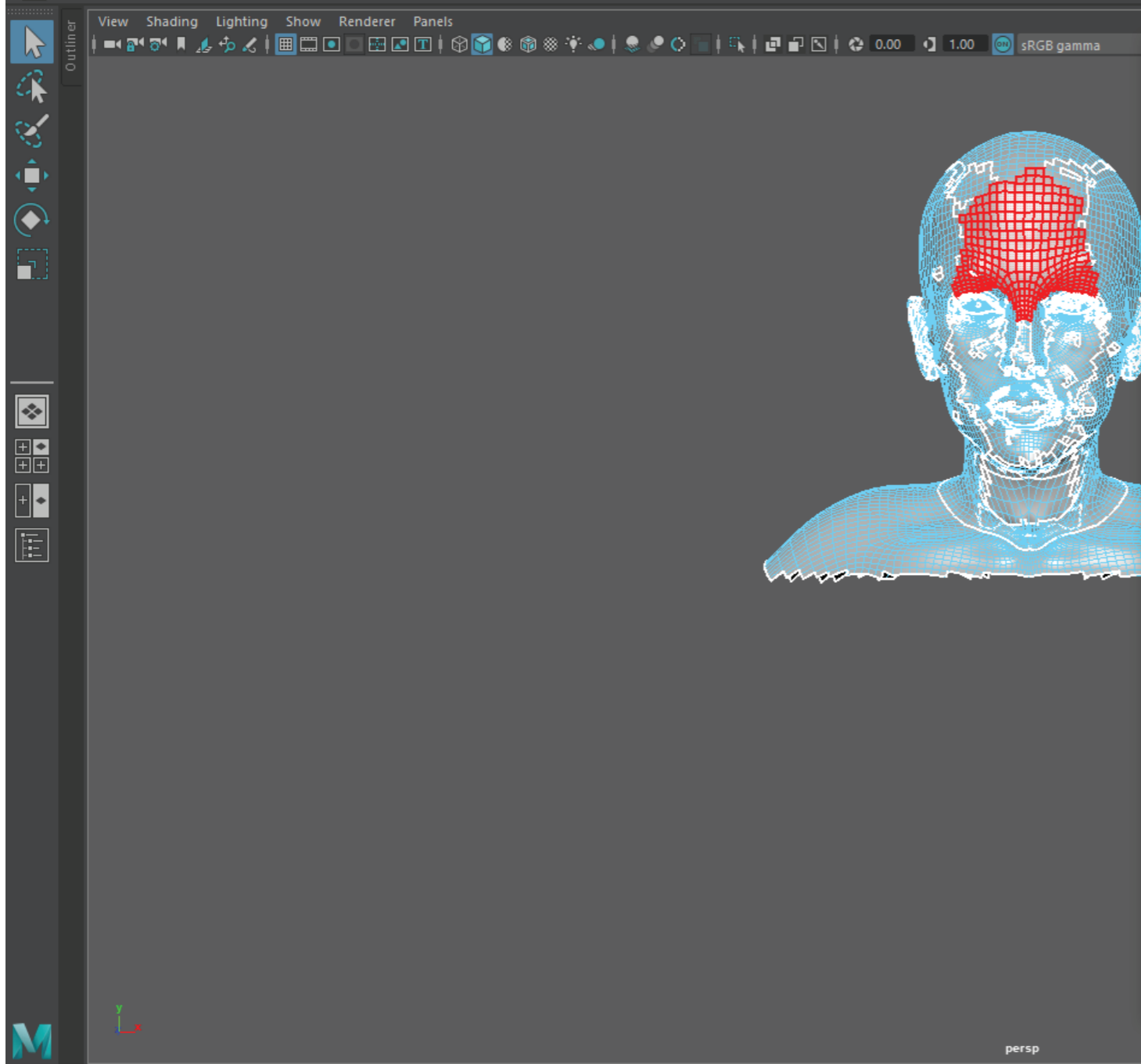
THIRD STEP

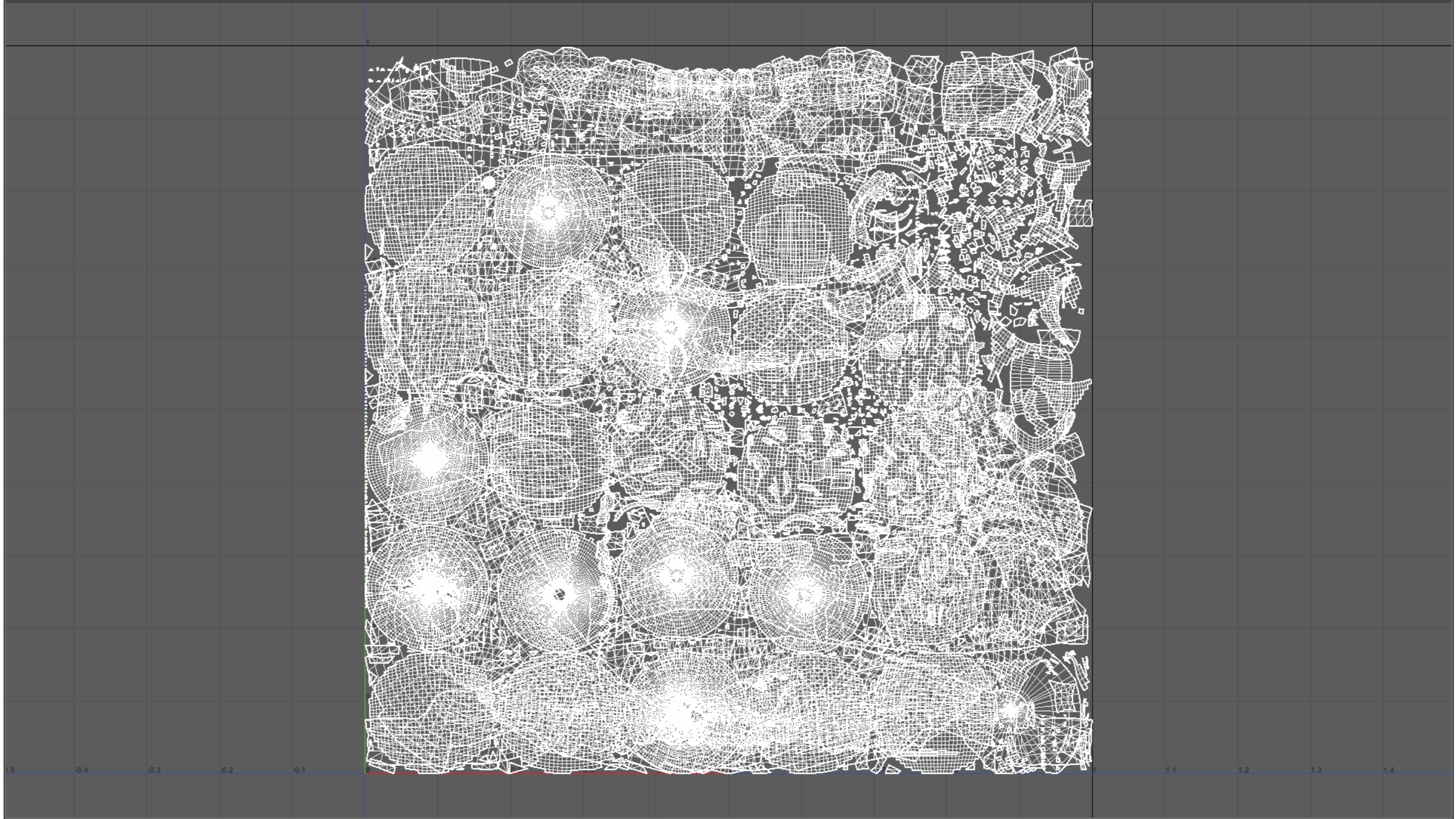
UNWRAPPING

After modelling my characters , i unwrapped my base model in Maya, a 3D software. and i textured it accoring to each animation and model.





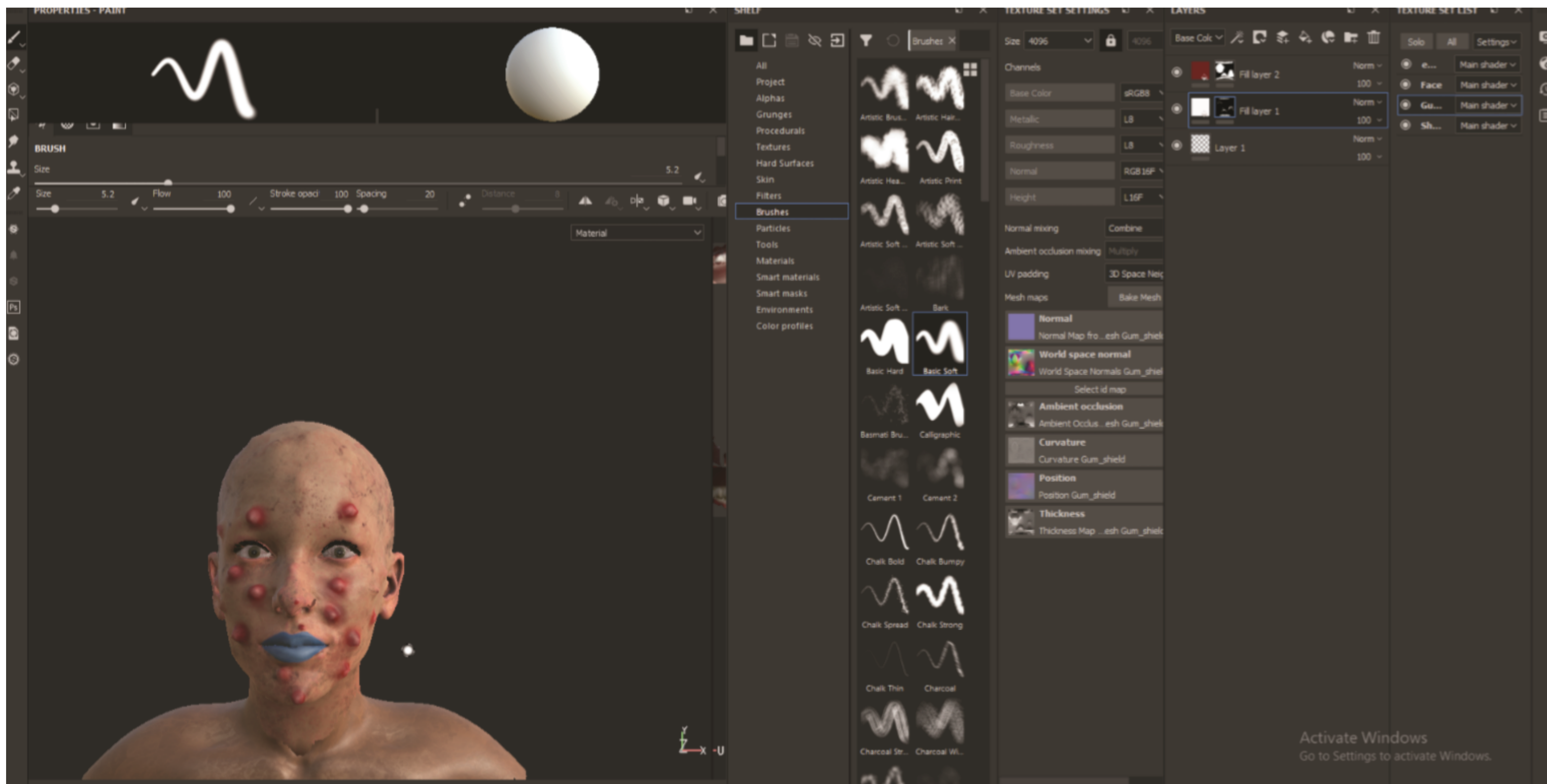


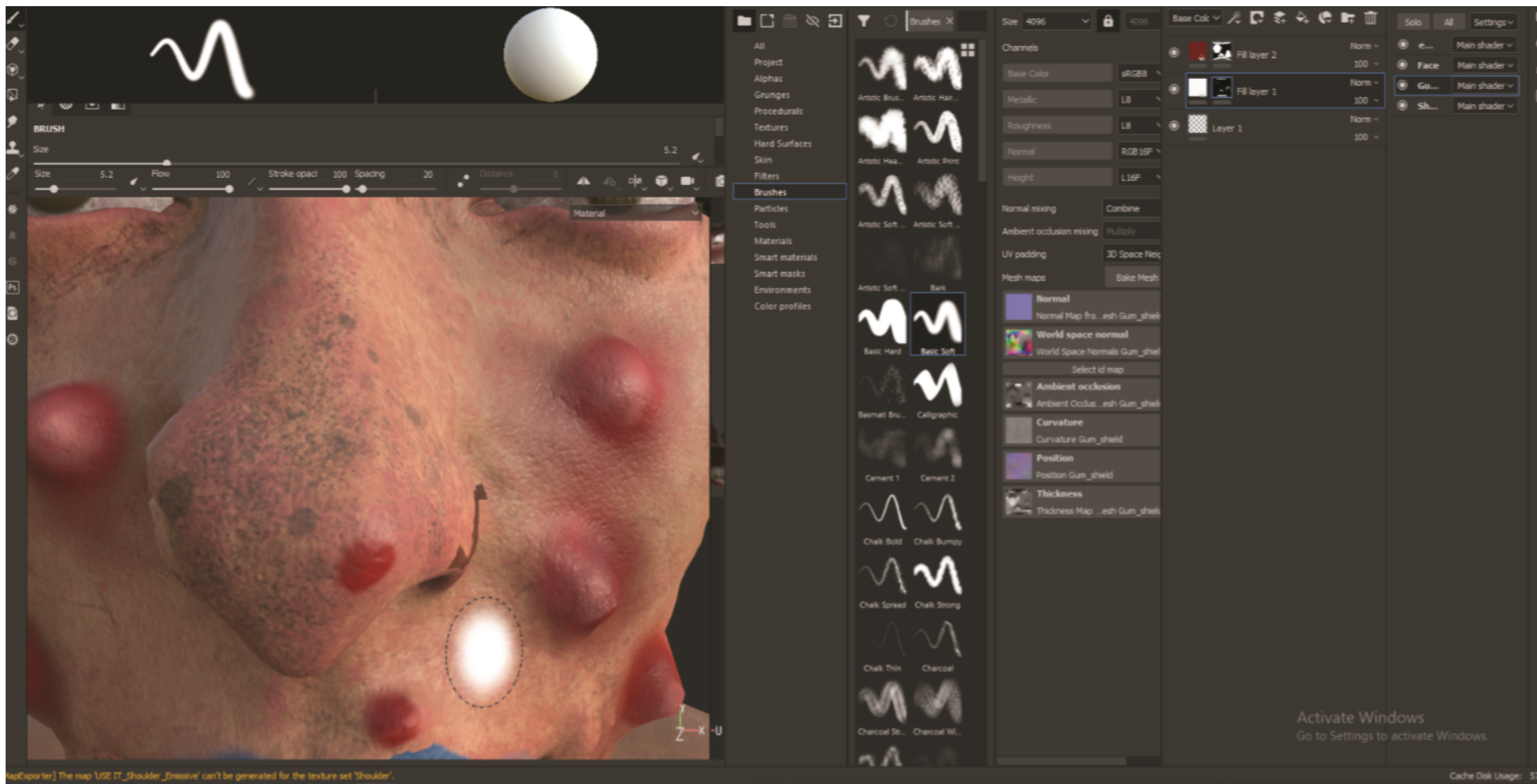


FOURTH STEP

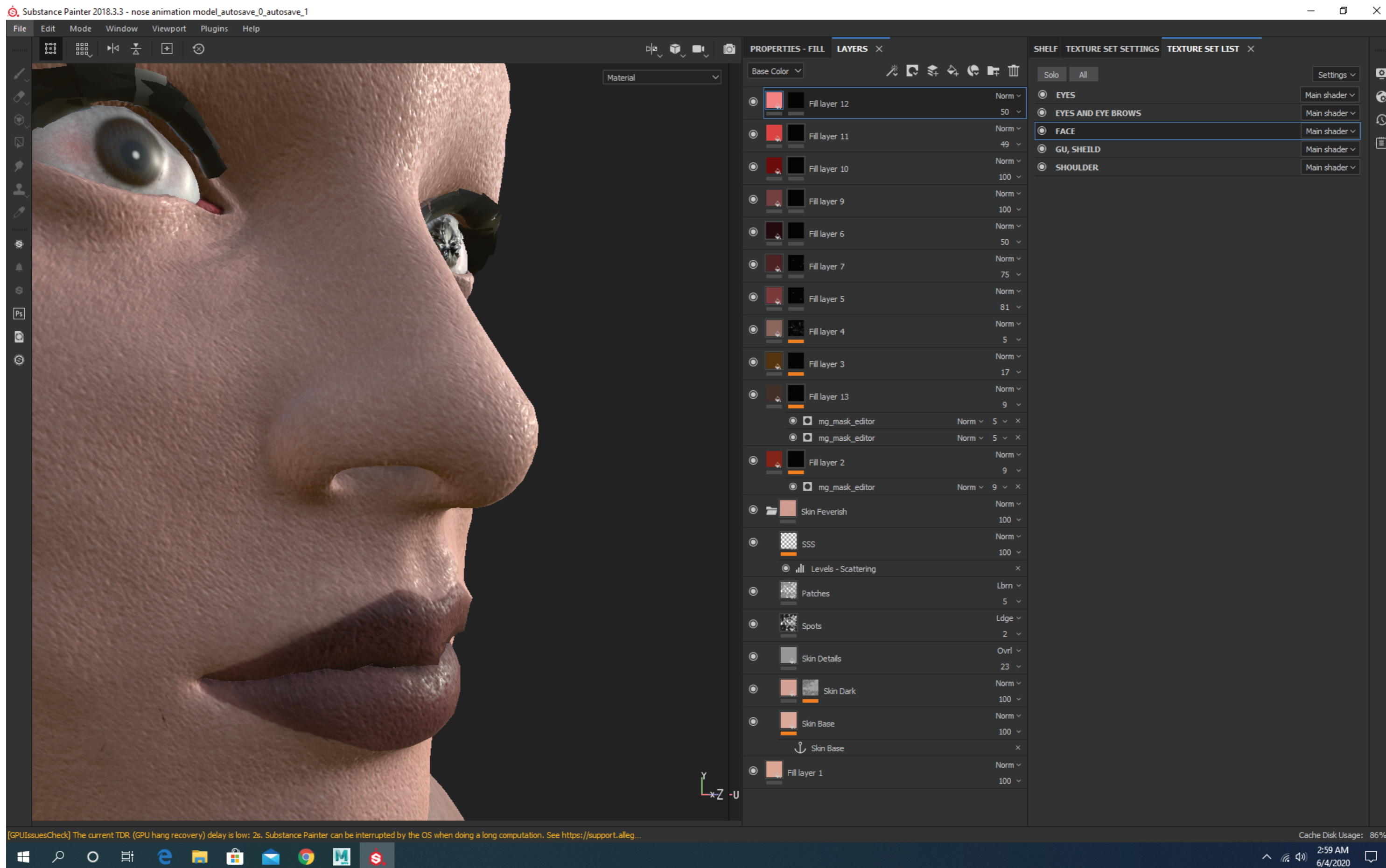
TEXTURING

After the unwrap i started making textures. for texturing i used a software called Substance Painter, a software used for 3D painting and texturing. i painted every texture accoring to the requirment of the animation and script.






Acne texture



Nose Job's texture

File Edit Mode Window Viewport Plugins Help



Material

PROPERTIES - FILL LAYERS

Base Color

Layer Name	Opacity	Blend Mode
Fill layer 12	50	Norm
Fill layer 11	49	Norm
Fill layer 10	100	Norm
Fill layer 9	100	Norm
Fill layer 6	50	Norm
Fill layer 7	75	Norm
Fill layer 5	81	Norm
Fill layer 4	5	Norm
Fill layer 3	17	Norm
Fill layer 13	9	Norm
mg_mask_editor	5	Norm
mg_mask_editor	5	Norm
Fill layer 2	9	Norm
mg_mask_editor	9	Norm
Skin Feverish	100	Norm
SSS	100	Norm
Levels - Scattering		
Patches	5	Lbrn
Spots	2	Ldge
Skin Details	23	Ovrl
Skin Dark	100	Norm
Skin Base	100	Norm
Skin Base		
Fill layer 1	100	Norm

SHELF TEXTURE SET SETTINGS TEXTURE SET LIST

Solo All

- EYES
- EYES AND EYE BROWS
- FACE
- GU, SHEILD
- SHOULDER

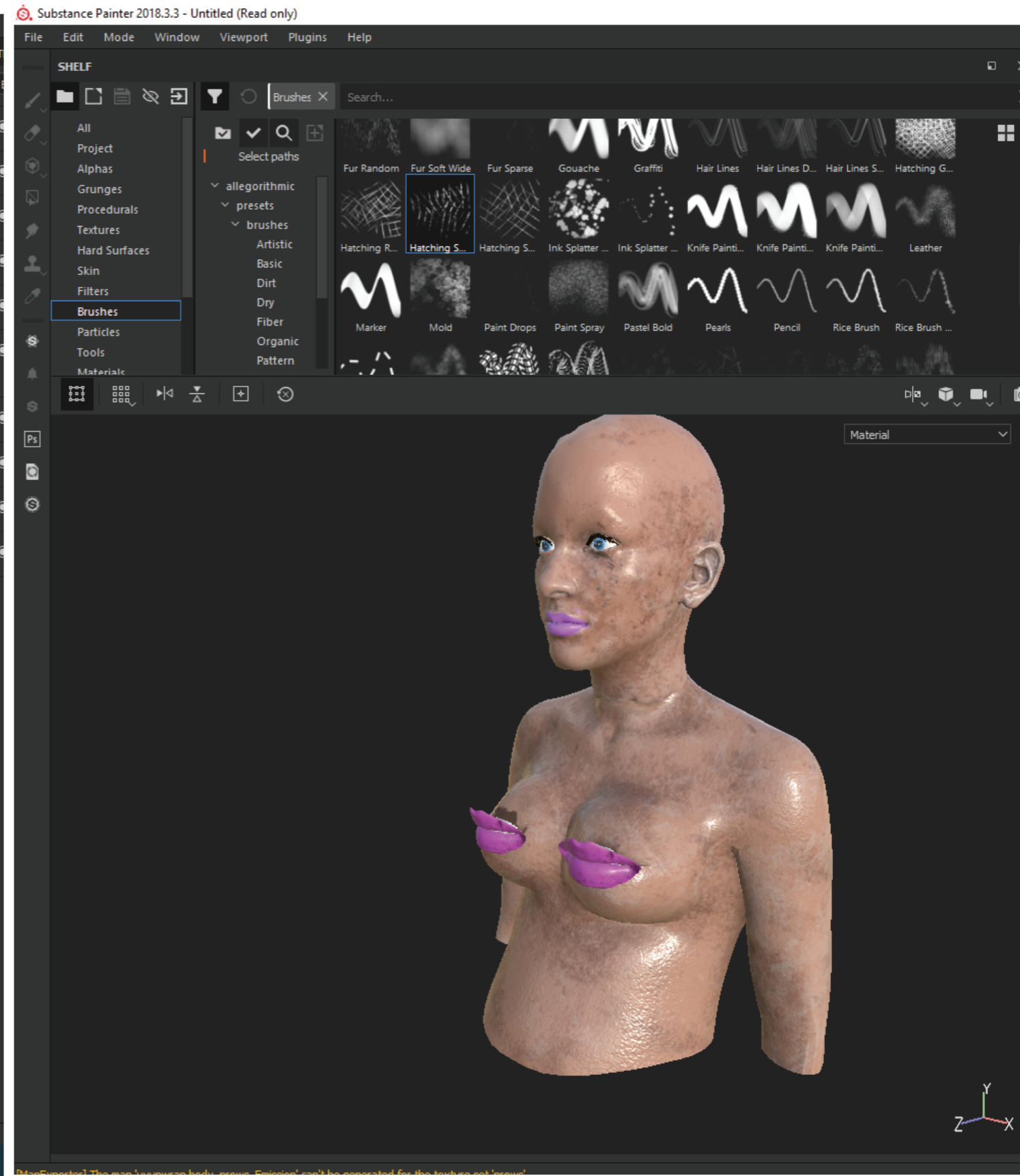
[GPUIssuesCheck] The current TDR (GPU hang recovery) delay is low: 2s. Substance Painter can be interrupted by the OS when doing a long computation. See <https://support.alleg...>

Cache Disk Usage: 86%

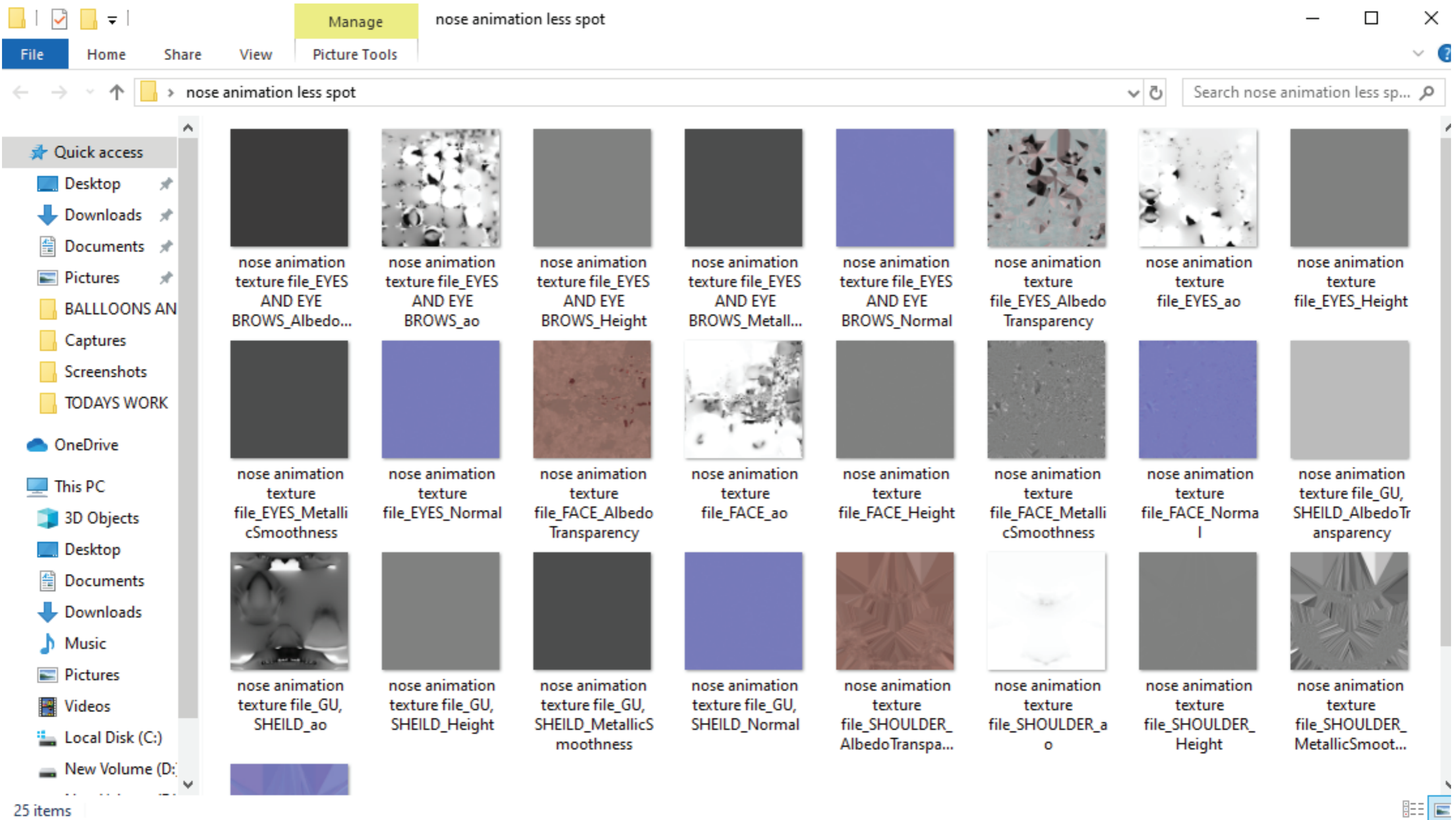


Lips Filler's Texture



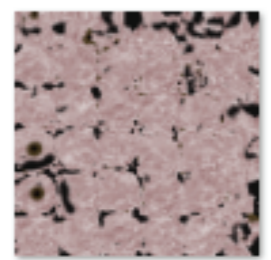


Breast Implant Texture



ALL the Baked Maps for applying texture

- Quick access
 - Desktop
 - Downloads
 - Documents
 - Pictures
 - BALLOONS AN
 - Captures
 - Screenshots
 - TODAYS WORK
- OneDrive
- This PC
 - 3D Objects
 - Desktop
 - Documents
 - Downloads
 - Music
 - Pictures
 - Videos
 - Local Disk (C:)
 - New Volume (D:)



USE IT_eyes_Diffuse



USE IT_eyes_Glossiness



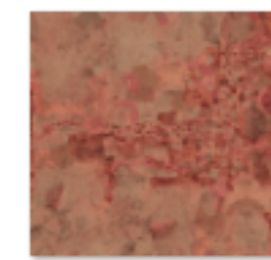
USE IT_eyes_Height



USE IT_eyes_Normal



USE IT_eyes_Specular



USE IT_Face_Diffuse



USE IT_Face_Glossiness



USE IT_Face_Height



USE IT_Face_Normal



USE IT_Face_Specular



USE IT_Gum_shield_Diffuse



USE IT_Gum_shield_Glossiness



USE IT_Gum_shield_Height



USE IT_Gum_shield_Normal



USE IT_Gum_shield_Specular



USE IT_Shoulder_Diffuse



USE IT_Shoulder_Glossiness



USE IT_Shoulder_Height



USE IT_Shoulder_Normal



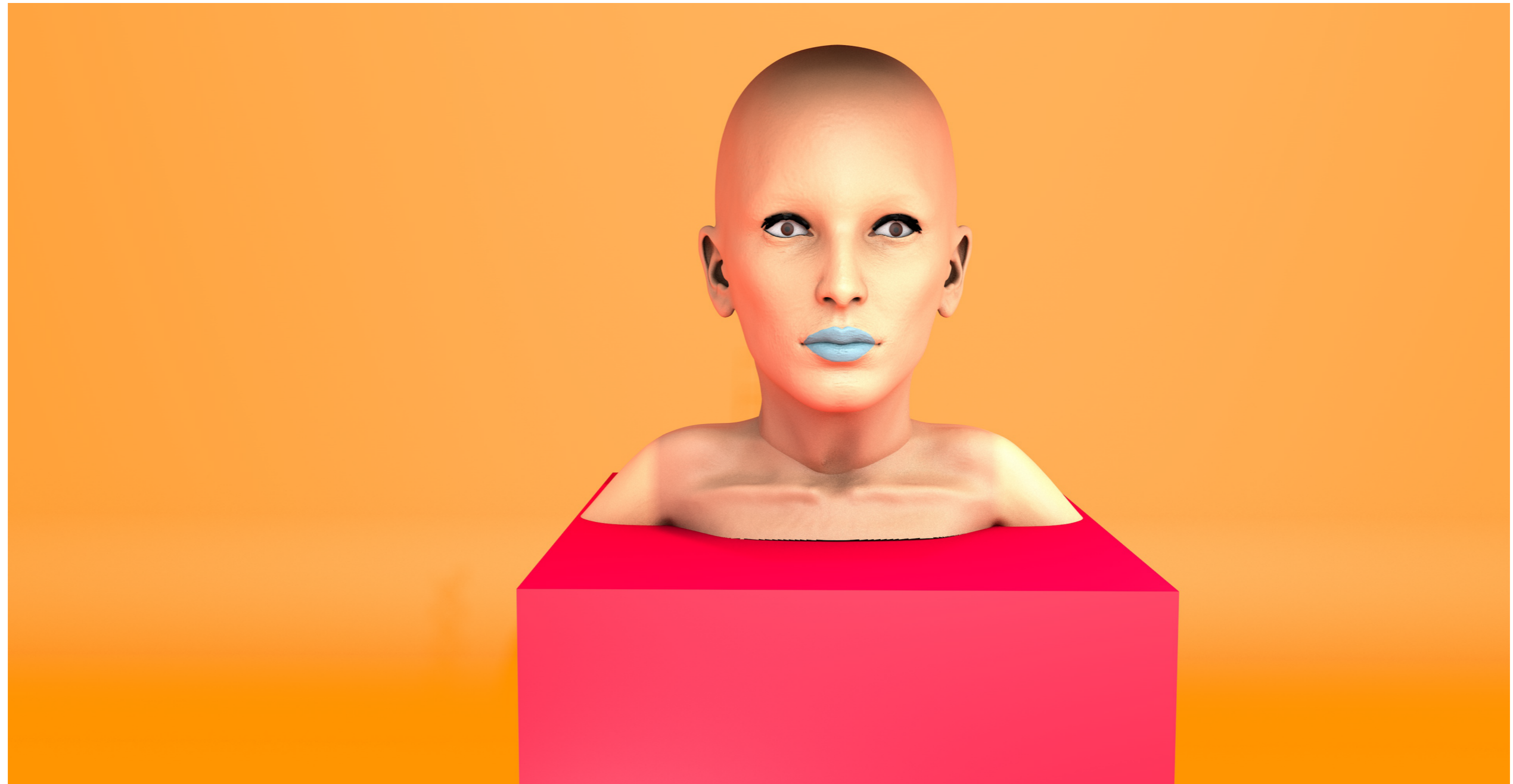
USE IT_Shoulder_Specular

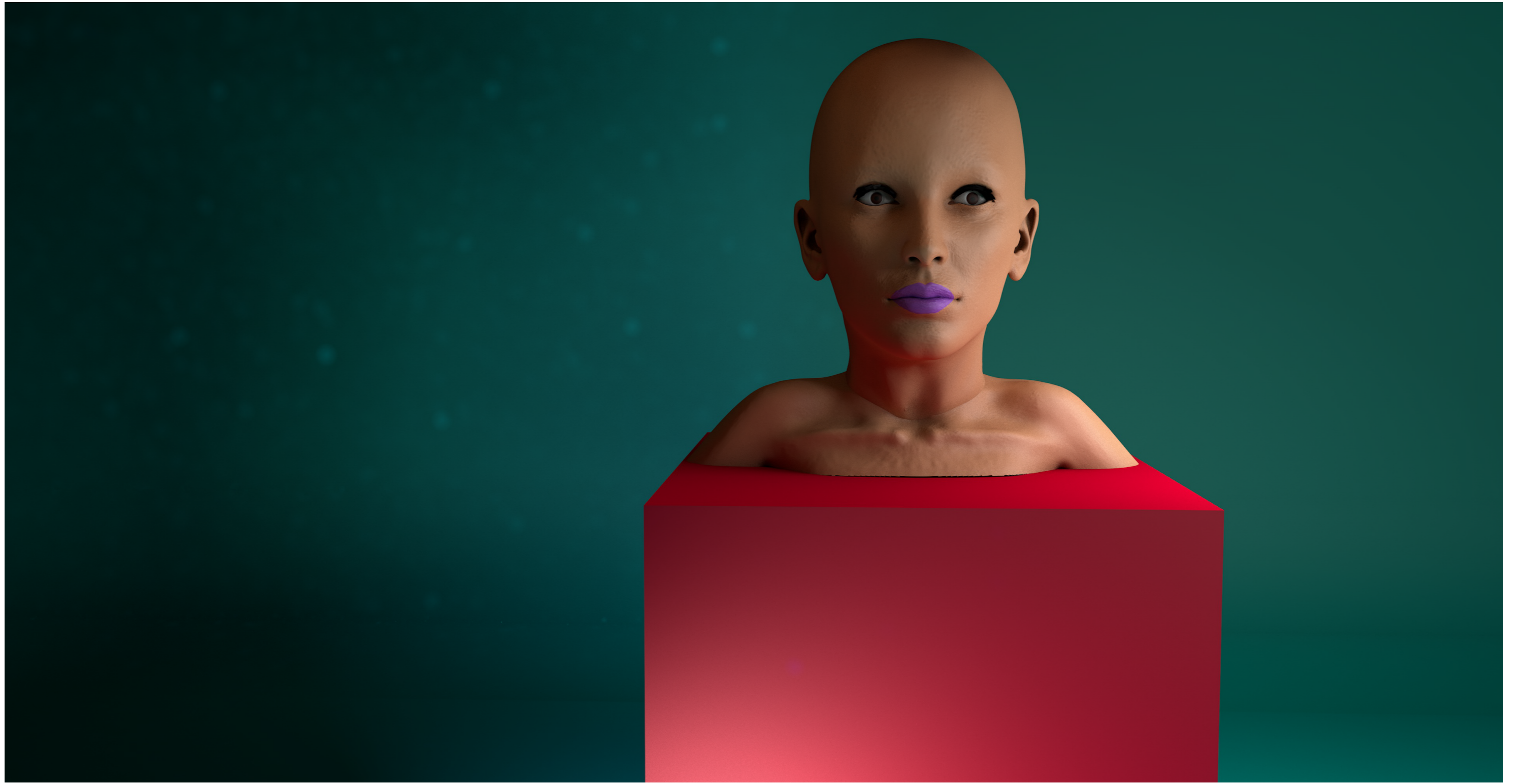


FIFTH STEP

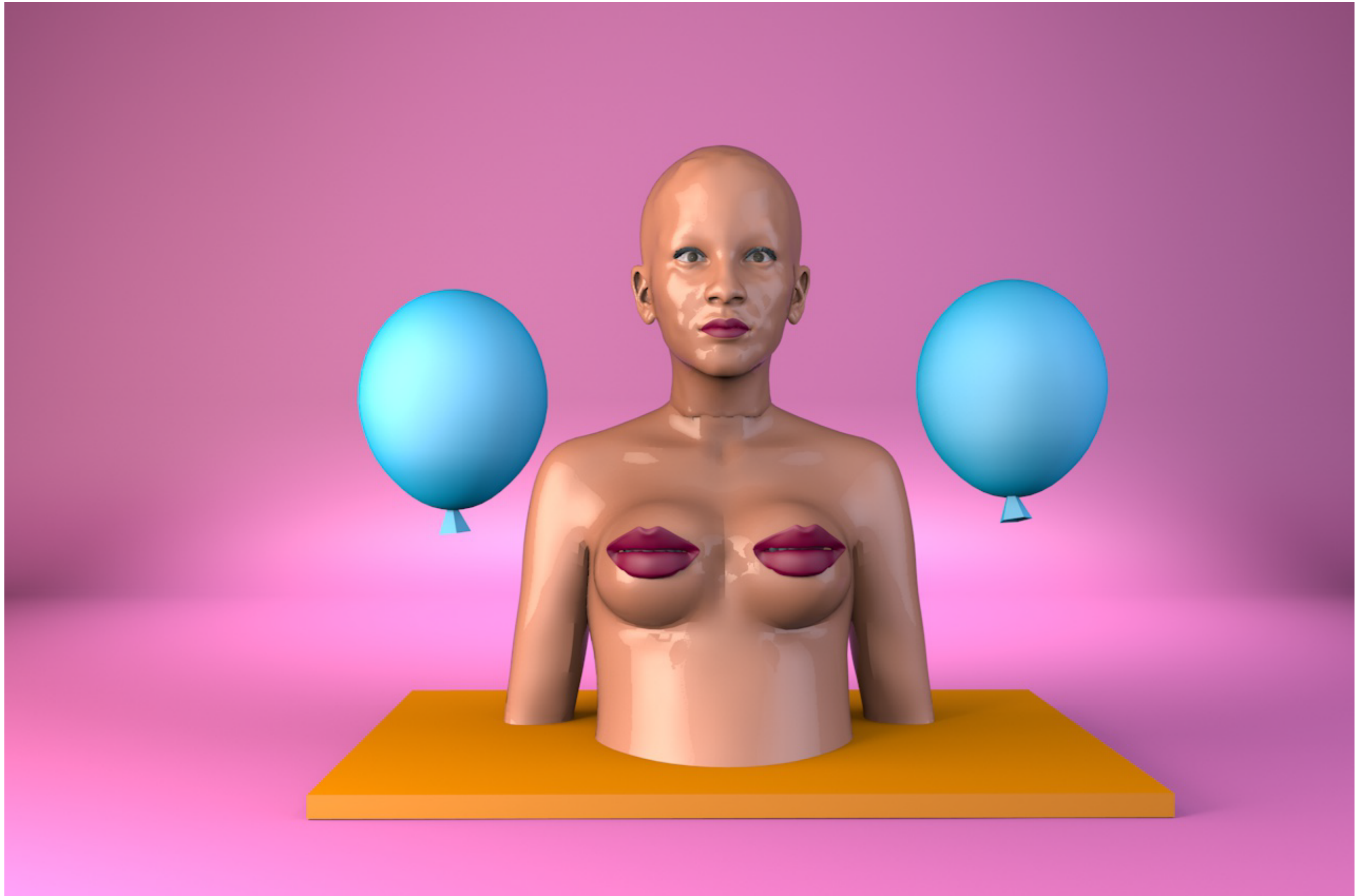
LIGHT SET-UP

I tried Different light set-ups , i was difficult task and i made different variations. and after alot of tries i finalized the final set-ups for each animation.









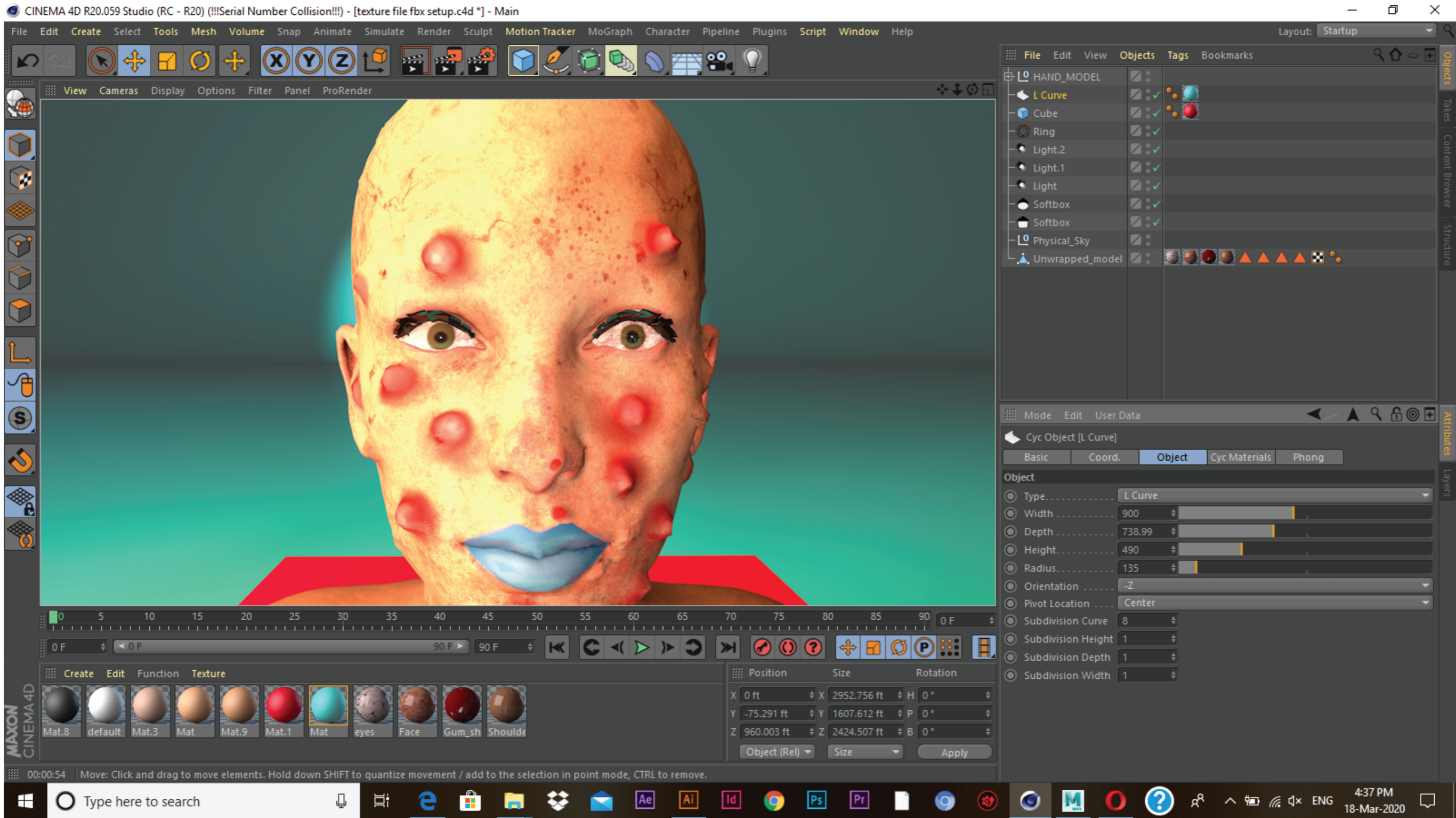






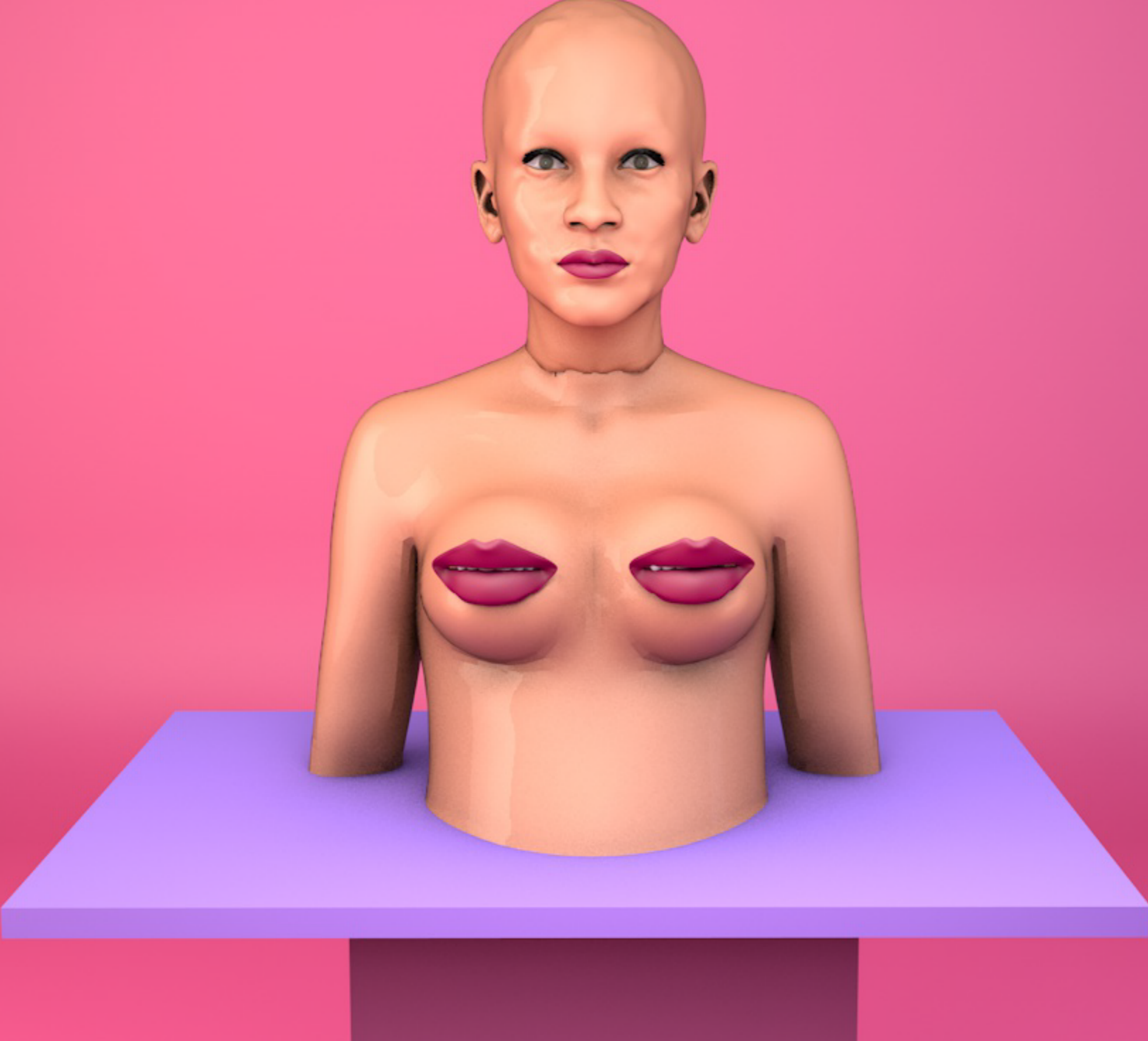






FINAL LIGHT SET-UP



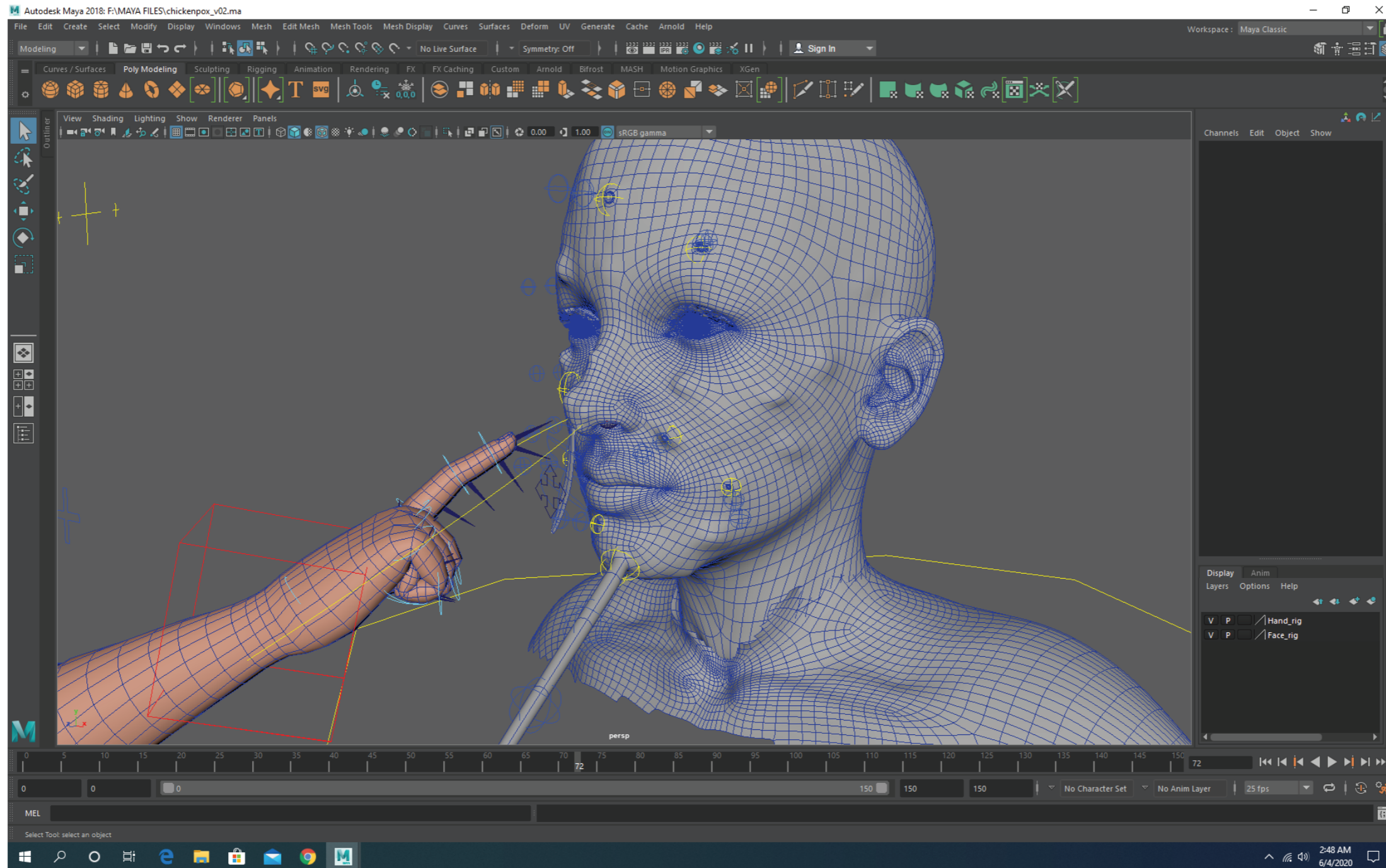




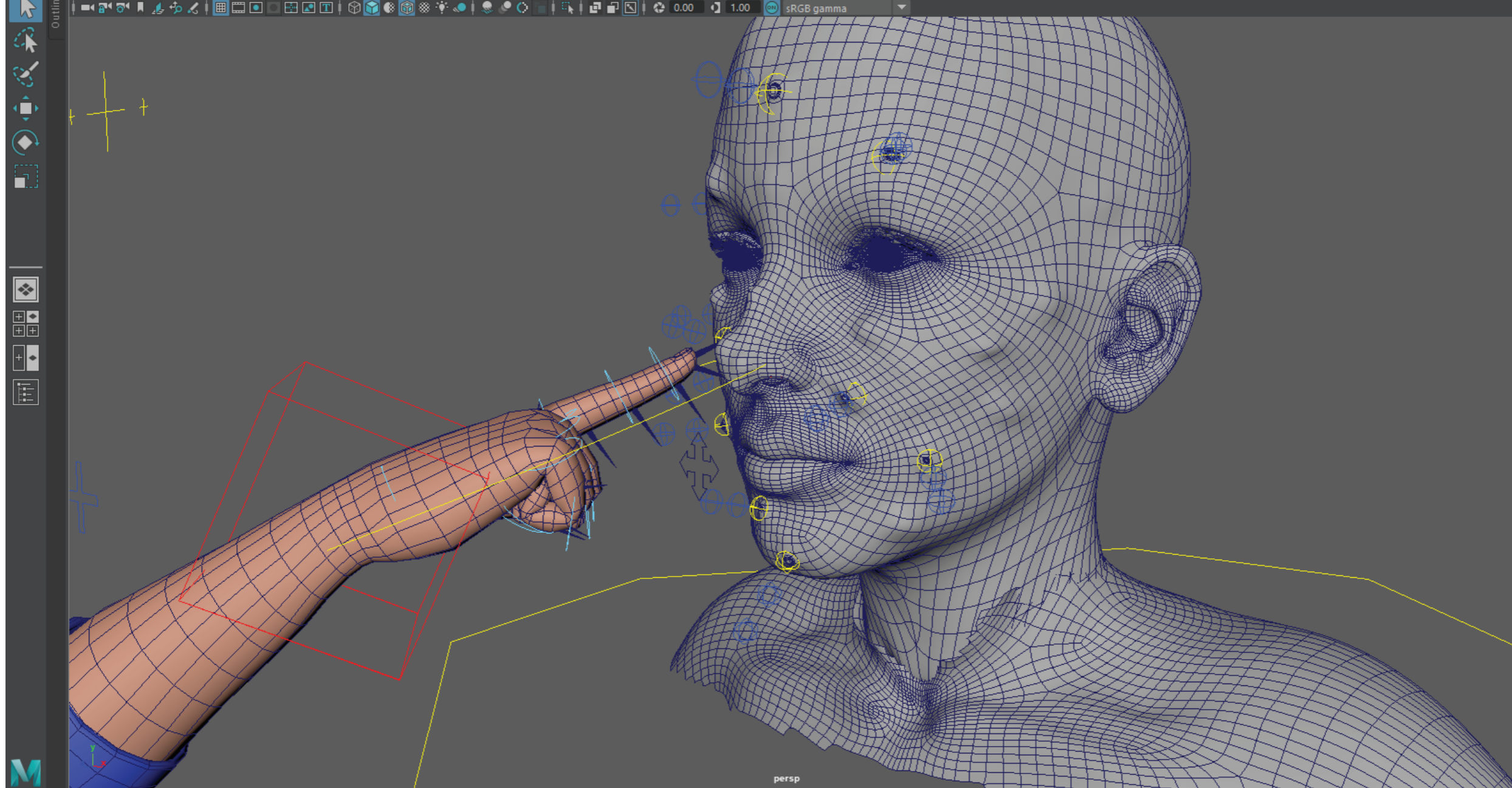


SIXTH STEP

ANIMATION



Rigging in Maya



Channels Edit Object Show

Display Anim
Layers Options Help

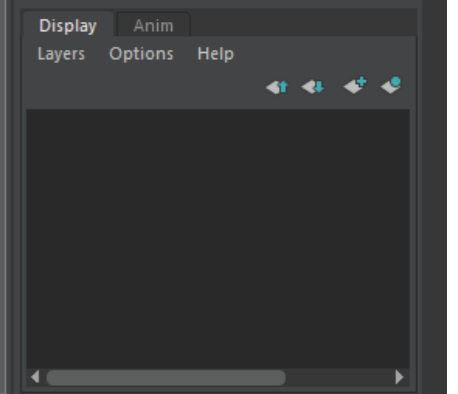
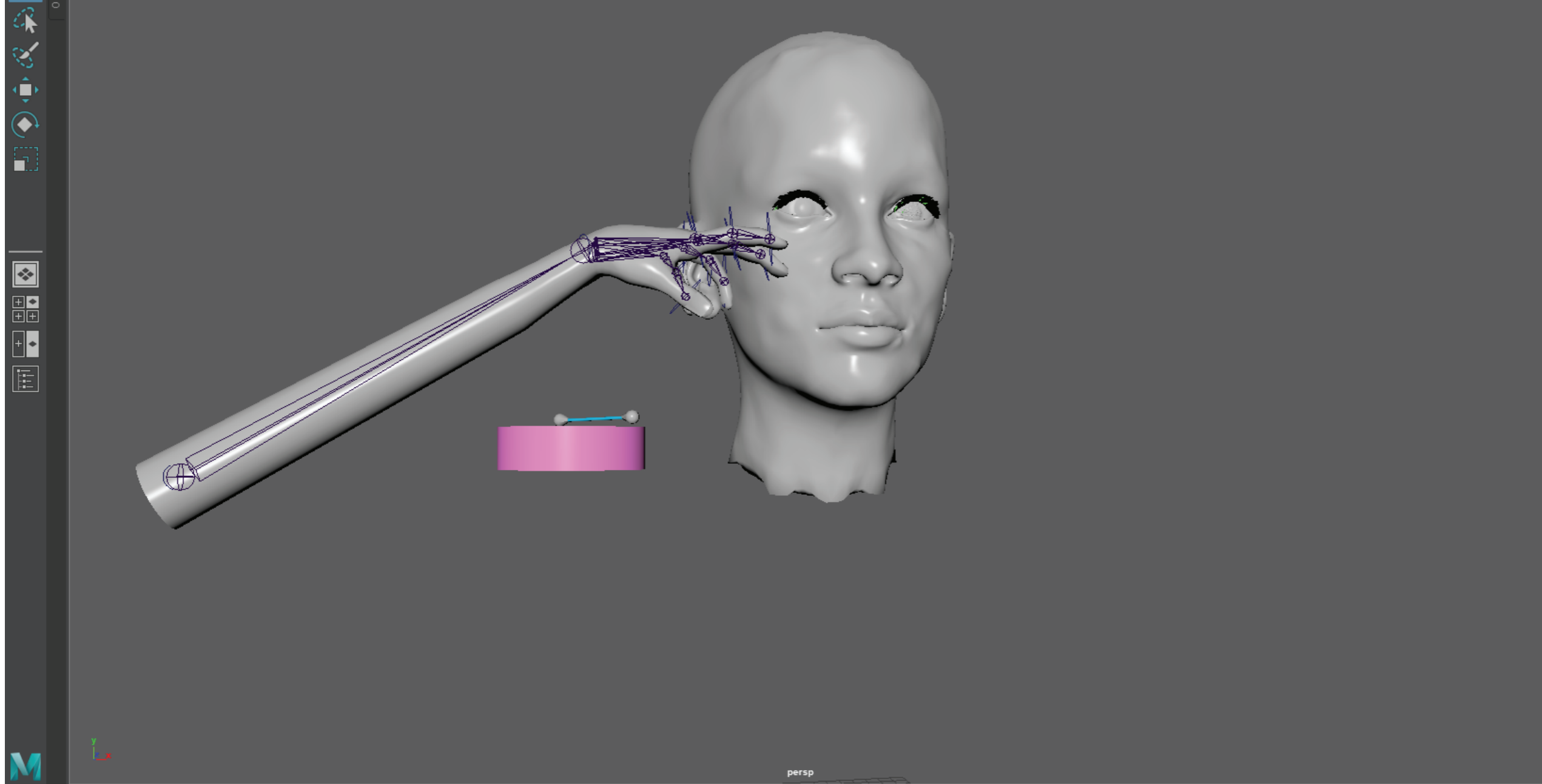
V	P	/	Hand_rig
V	P	/	Face_rig

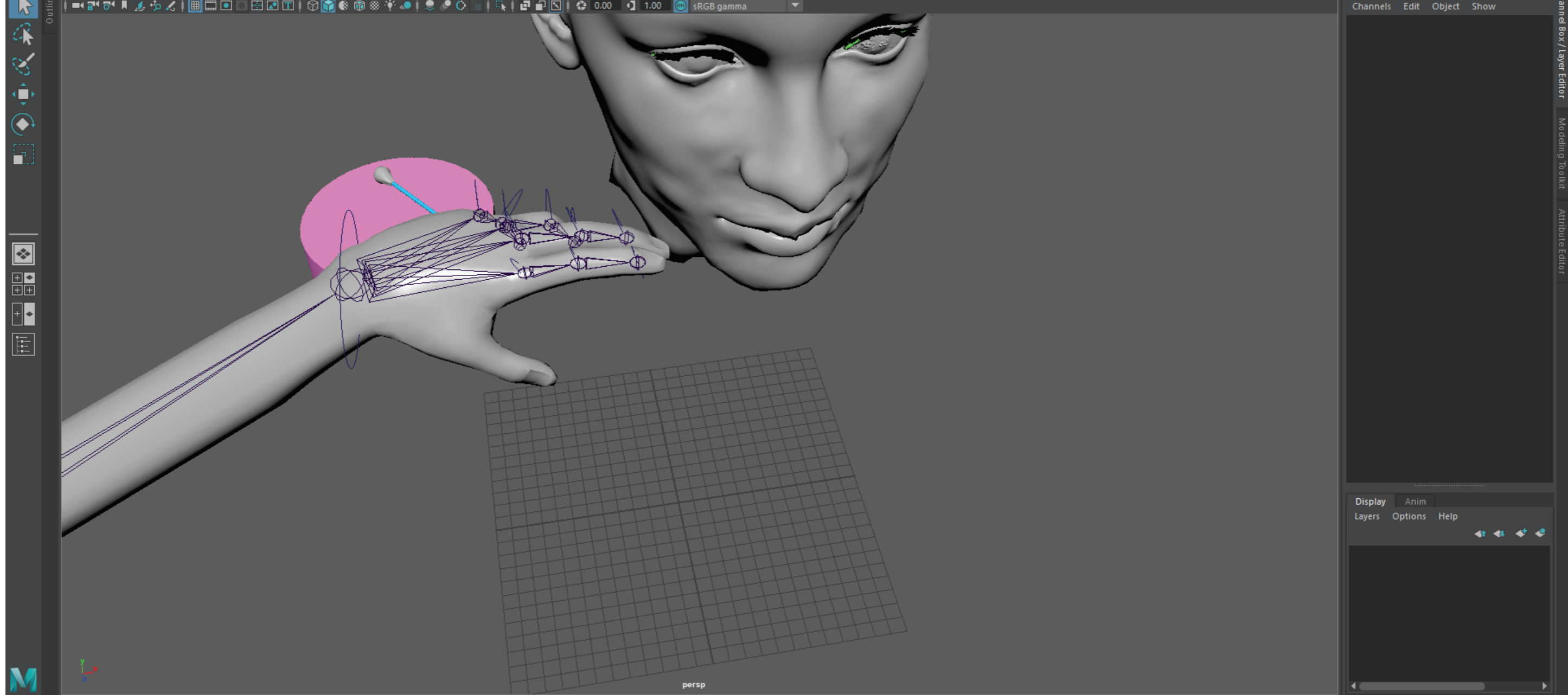
0 5 10 15 20 25 30 35 34 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120 125 130 135 140 145 150 34

0 0 0 150 150 150 No Character Set No Anim Layer 25 fps

MEL

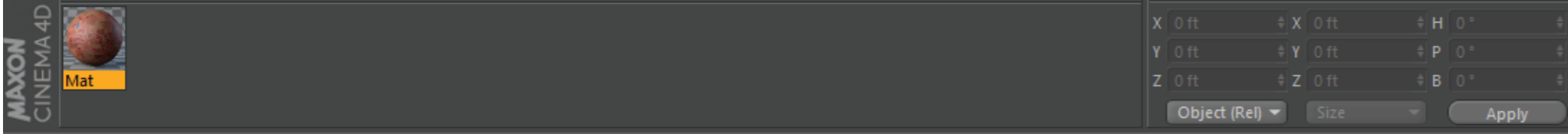
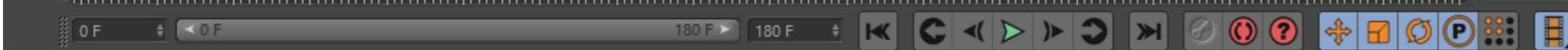
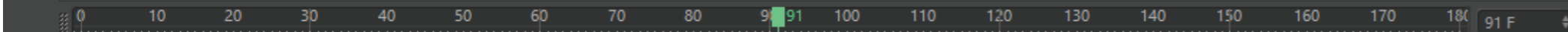
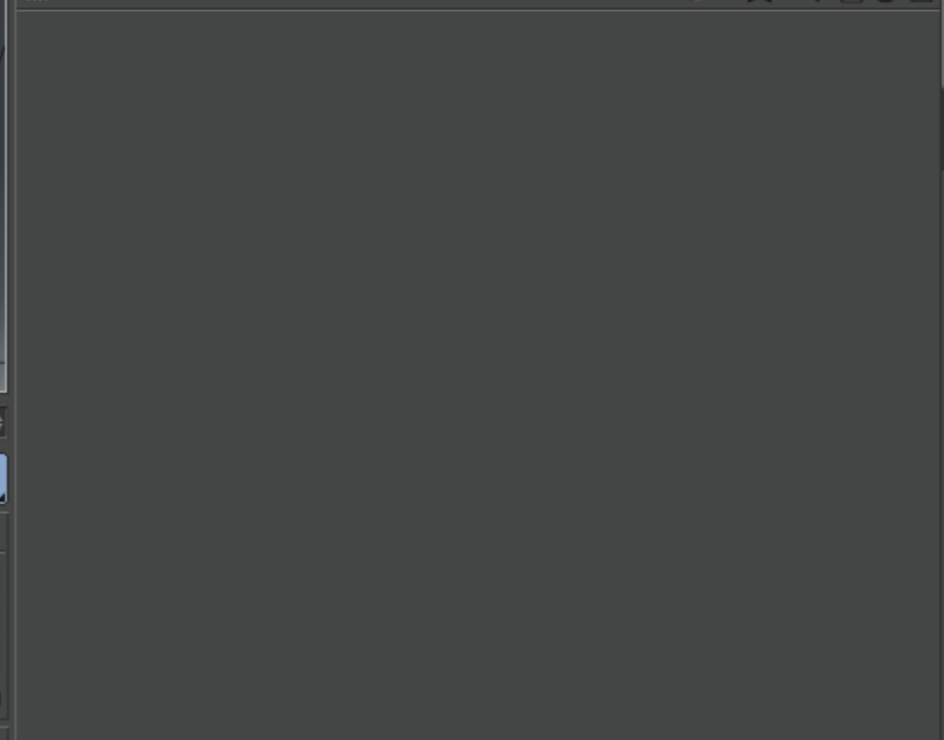
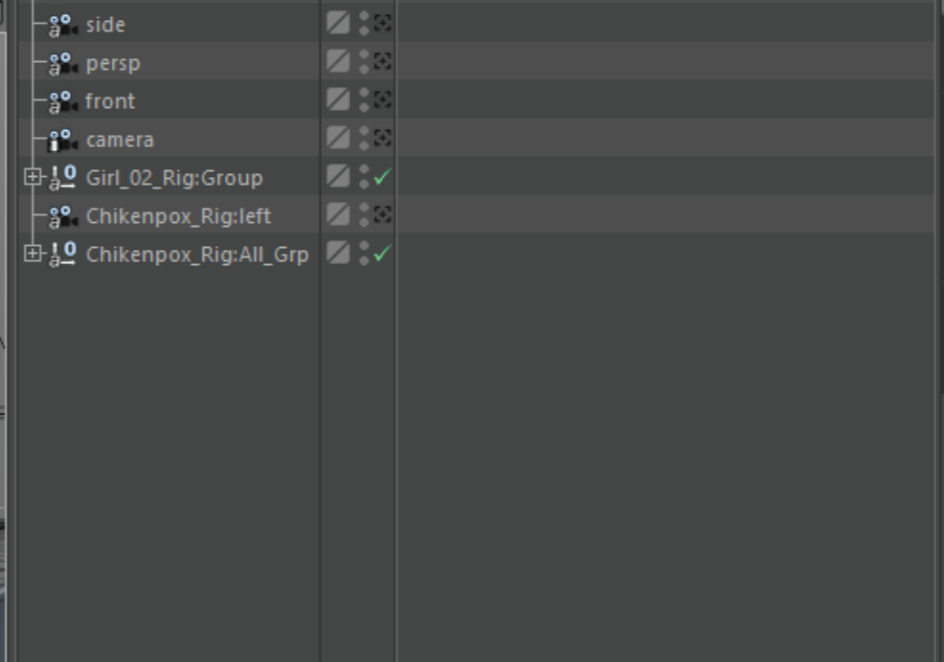
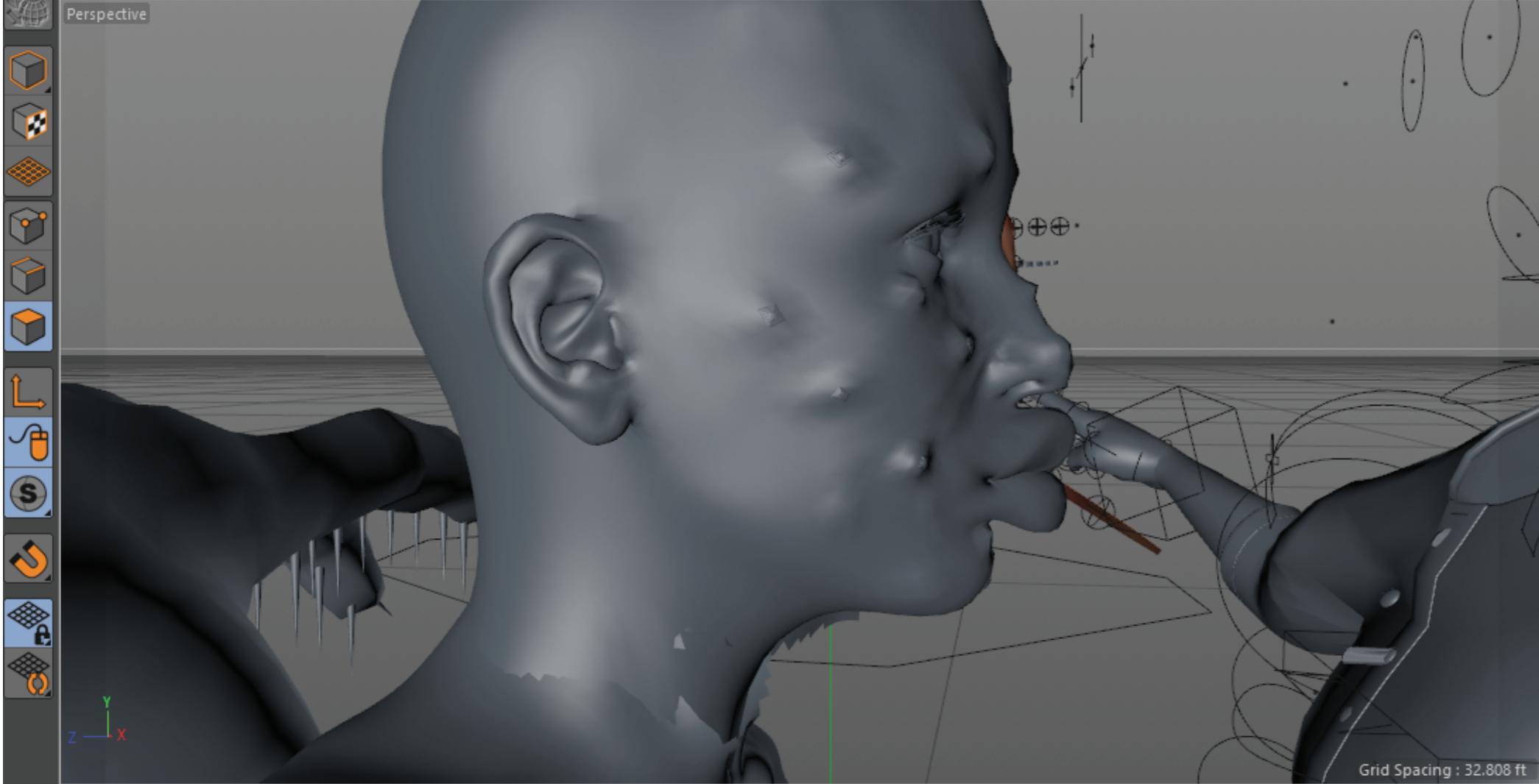
Select Tool: select an object





Channel Box / Layer Editor
Modeling Toolkit
Attribute Editor

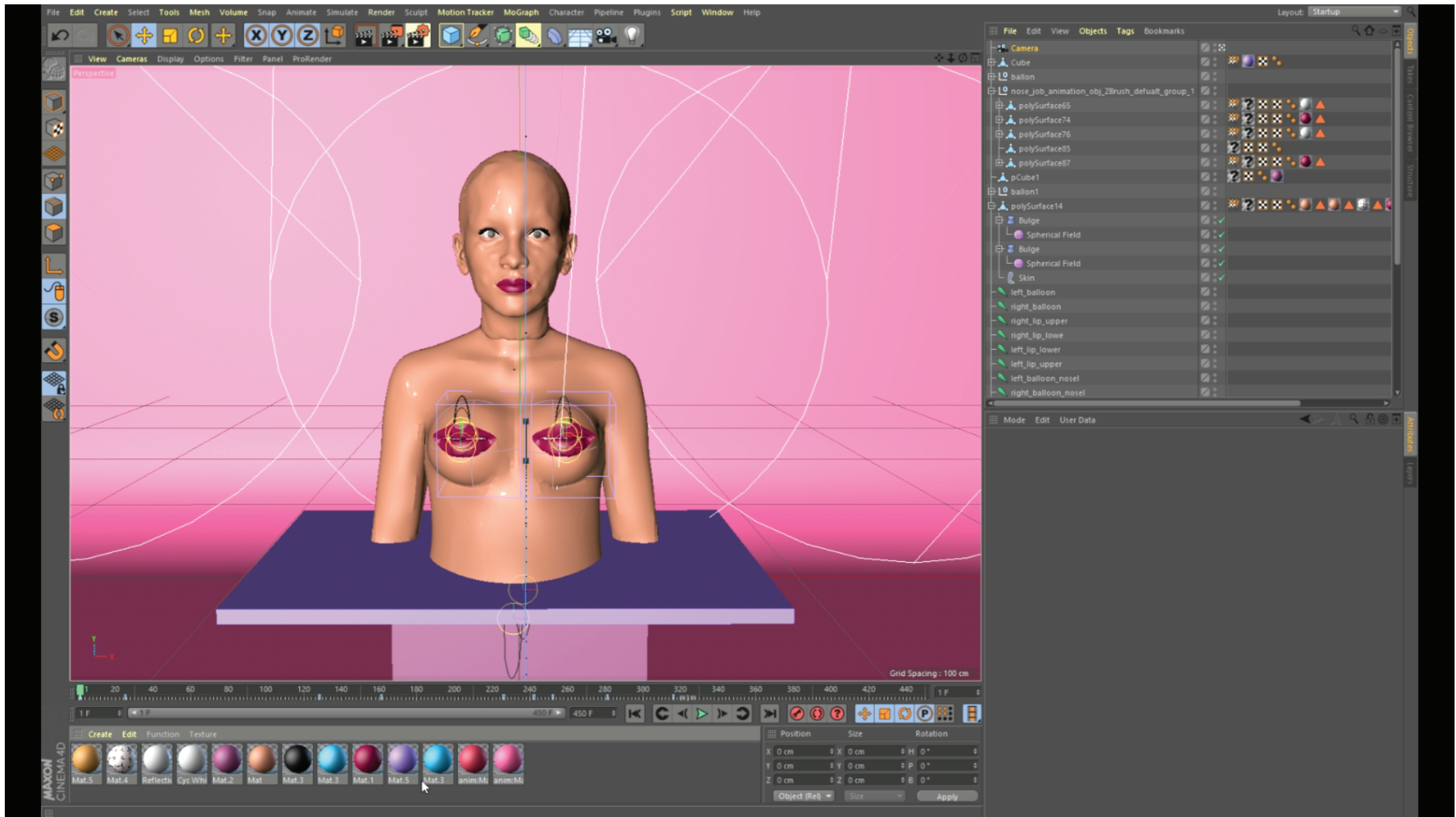
Display Anim
Layers Options Help

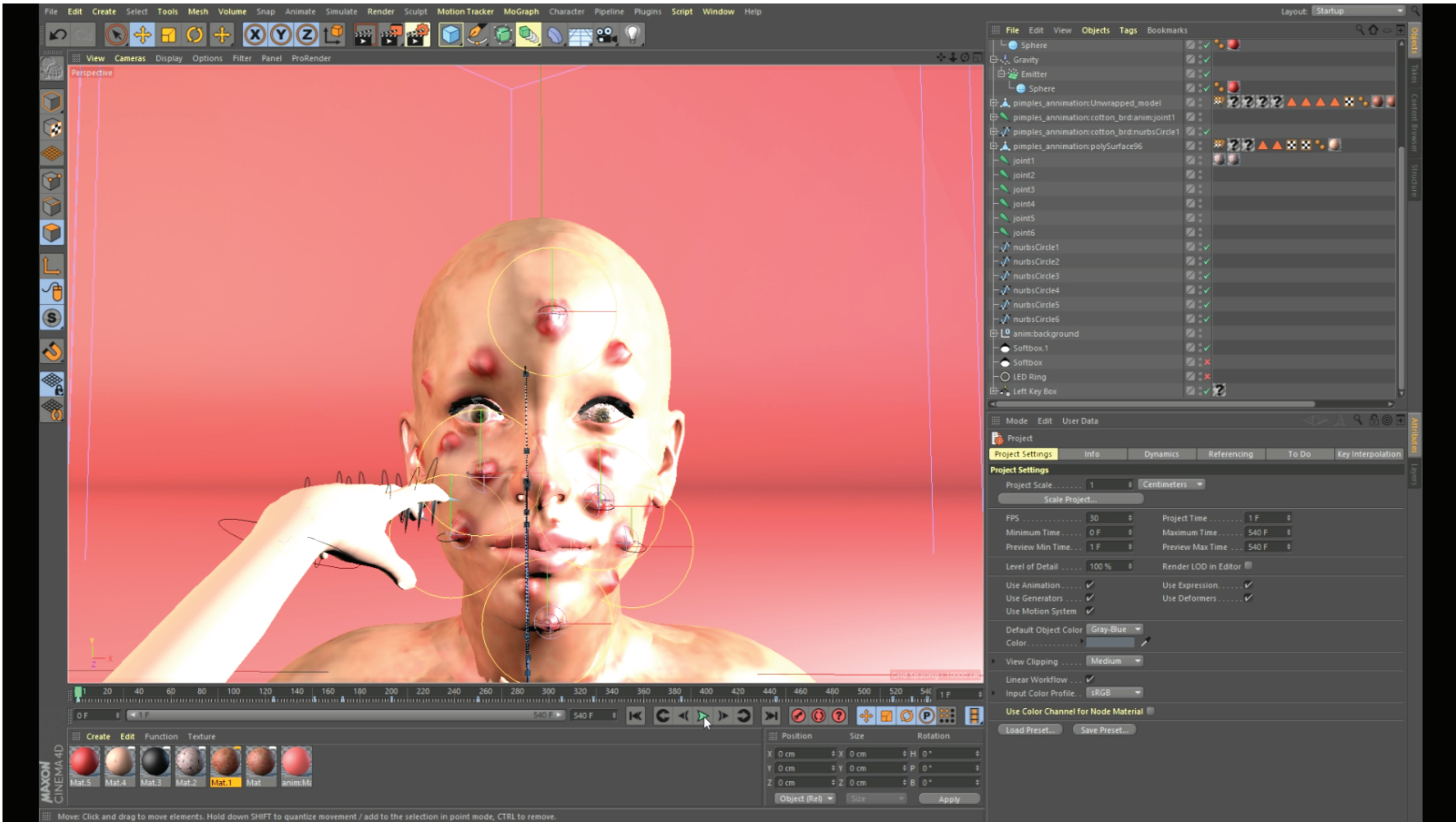


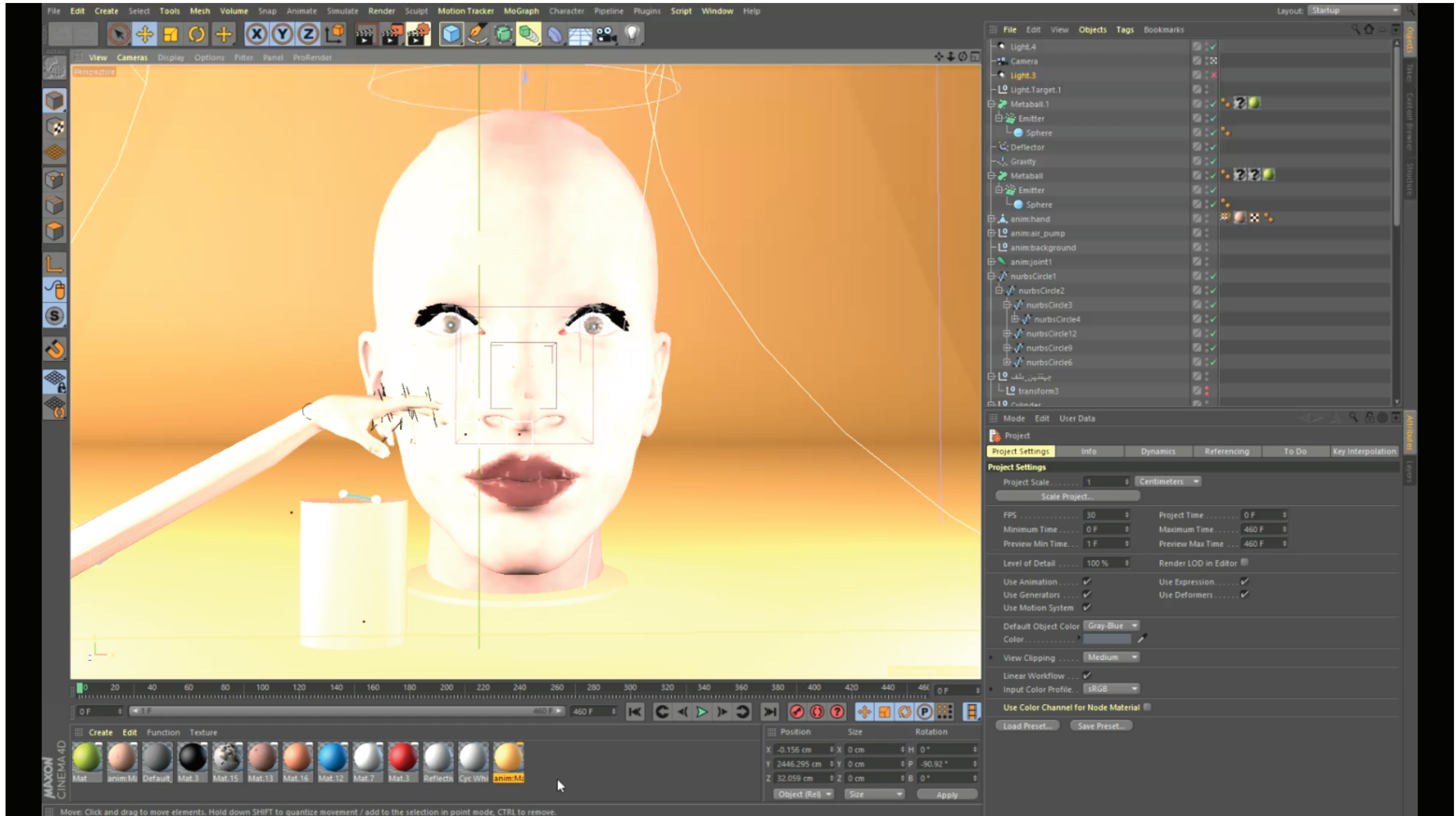
Move: Click and drag to move elements. Hold down SHIFT to quantize movement / add to the selection in point mode, CTRL to remove.



Rest of the animation and set-up in Cinema 4D

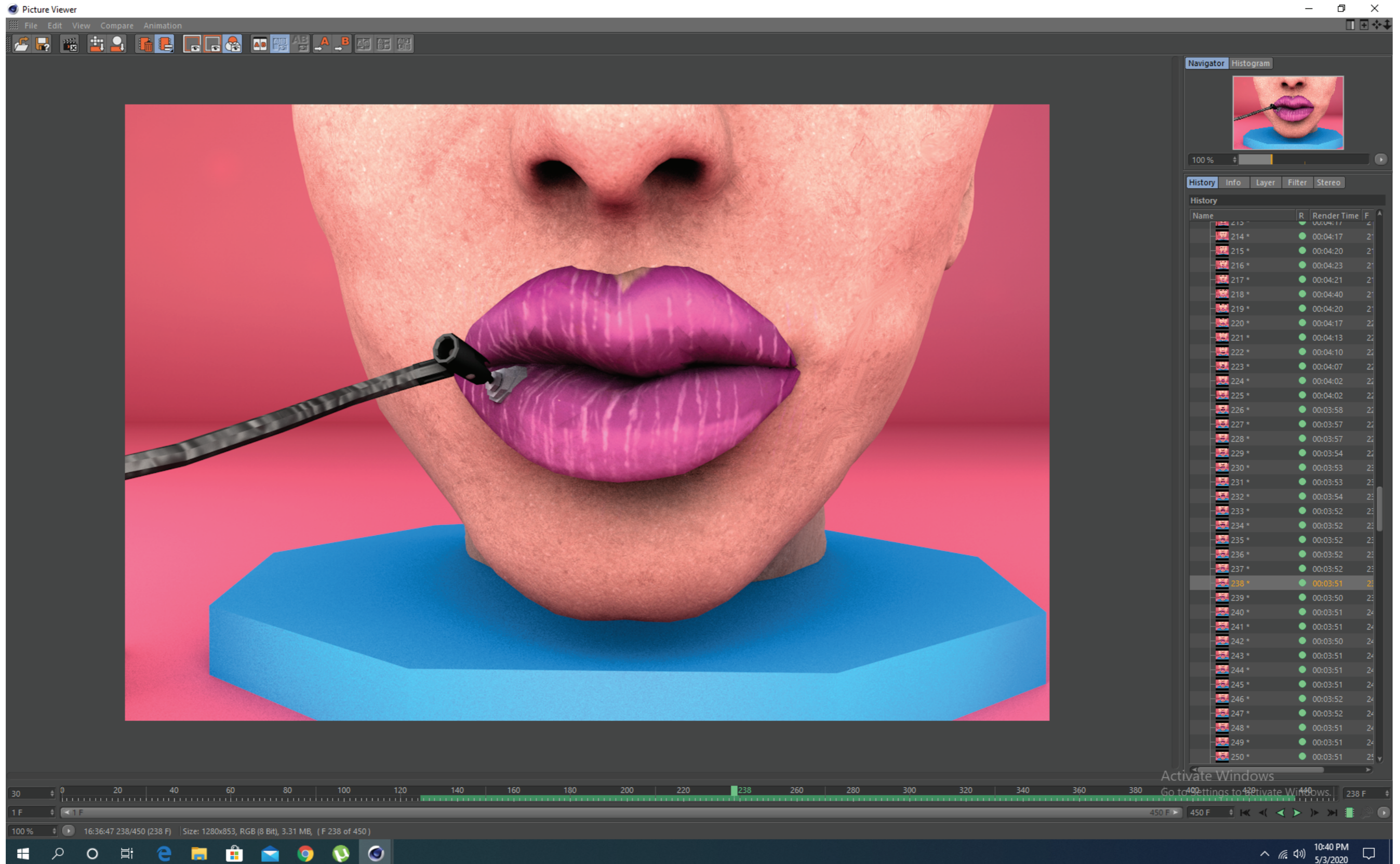


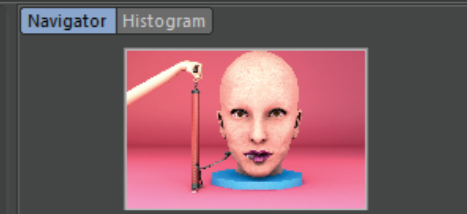




FINAL STEP

RENDERING





History Info Layer Filter Stereo

History

Name	R	Render Time	F
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322 *		00:04:11	32
323 *		00:04:12	32
324 *		00:04:12	32
325 *		00:04:10	32
326 *		00:04:11	32
327 *		00:04:11	32
328 *		00:04:13	32
329 *		00:04:10	32
330 *		00:04:11	33
331 *		00:04:10	33
332 *		00:04:09	33
333 *		00:04:11	33
334 *		00:04:11	33
335 *		00:04:10	33
336 *		00:04:09	33
337 *		00:04:10	33
338 *		00:04:08	33
339 *		00:04:09	33
340 *		00:04:09	34
341 *		00:04:10	34
342 *		00:04:10	34
343 *		00:04:10	34
344 *		00:04:11	34
345 *		00:04:10	34
346 *		00:04:10	34
347 *		00:04:10	34
348 *		00:04:10	34
349 *		00:04:10	34
350 *		00:04:09	35
351 *		00:04:09	35
352 *		00:04:09	35
353 *		00:04:10	35
354 *		00:04:10	35
355 *		00:04:10	35
356 *		00:04:10	35
357 *		00:04:10	35
358 *		00:04:10	35

30 20 40 60 80 100 120 140 160 180 200 220 240 260 280 300 320 340 343 360 380 400 420 440 450 450 F 343 F

1 F 1 F 450 F 450 F

100 % 23:49:25 343/450 (343 F) Size: 1280x853, RGB (8 Bit), 3.31 MB, (F 343 of 450)

THANK-YOU