Andrew Boyce (s4561817)

Personal Inquiry Research

1. Key Research:
Rebecca Gooch: Former NCCA Student
Type: First hand E-mail 19 May 2017

Comments:

I E-mailed Rebecca to attain some first-hand advice and information on the process of creating creature fur for animation. She gave me some very useful information about what the different types of software are for creating fur. With her information about using the different plug-ins for maya, it prompted me test if I could transfer the fibermesh myself so that I could create fur in Xgen. This proved invaluable as I did not know Xgen was a separate plugin that could be used within Maya, as well as a few others. . Here is a section of the e-mail:

"in terms of fur you are going to want a plugin for maya (hopefully uni uses maya still). Preferably a plugin that can handle short and long fur i.e. Xgen, xgen interactive, yeti, shave n cut, ornatrix. If you can't find one that works Chris had success with using v ray fur for the short stuff and n hair with exported curves from xgen. Just remember cheating has its downsides with fur there is only very basic tools with vray fur and you won't get it looking amazing with it. I do a lot of short fur at work and we have ways of keeping it flowing sleek to the surface to get that muscley look you probably want. These tools don't exist in softwares like xgen or yeti but it isn't impossible you just have to be dam good at painting maps or tweaking splines. Fluffier characters like my leopard are in fact easier. Budget your time accordingly For photo real film stuff even the far off character will get a few weeks of solid attention in groom, then there are reworks after look dev.

Long hair like on a mane requires use of guides to look right. You should be aware of clumping, sub clumping and how to use it. Have you heard of things like frizz noise or scraggle? A guy called tarkin sarim (hopefully I spelt that right) does a really good tutorial for xgen explaining it on a small section of hair. Once you understand the principle you are good to go for most softwares.

I used yeti at uni but xgen now at home. They've had some major updates to xgen that has made it more stable than previously. However I find xgen interactive very unstable currently and I think the workflow hasn't been properly thought out yet i think maybe it is a way of getting the guys grooming in zbrush to switch over to maya. I'm not sure it's a very strange way of doing things. Try it, If it works for you then go for it though.

Yeti and xgen are very similar to each other yeti is slower but has a user friendly graph interface. Xgen has more options, is more suited to a person who can code as its strengths are in its expressions and the speed at which you can work with them. You get instant preview of what you are doing with viewport 2.0. You have to down the percentage a little but no where near as much as yeti which you have to wait to render each time you want to see what you are doing.

Lastly you have to figure out how you are going to render it. I rendered the static shot of my leopard at uni on some machines using floating licenses because yeti wasn't set up on the farm. It is possible to get xgen on the farm but there will be so many problems trying to get it saving correctly, using all the correct files etc you might like me not want to risk it. Or you might not want to risk the uni farm at all and get it rendered online. It depends on cash flow etc."

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2. <u>Key Research: 3D Artist</u>
<u>Type</u>: Magazine
<u>Ref:</u> Yasin Hasanian., 2013. Hair and fur in Zbrush. *3D Artist.* 2013. Pages 50 -56.

<u>Comments:</u>

This Article has proved invaluable at explaining how to create fur using the fiber mesh using tools. As well as how to create the masked areas in order to create separate lengths and instances of fur. In addition I learnt how to work through the grooming process in order to create realistic looking fur.

3. <u>Key Research:</u>
<u>Type</u>: Video
<u>Ref:</u> Obert, D., 2014. *Maya Monday - nHair part2* [video, online]. YouTube. Available from: https://www.youtube.com/watch?v=SroybX_V_EE [Accessed 23 May 2017].

<u>Comments:</u>

This Tutorial Explains extremely clearly about how to turn Curves into fibers using Xgen. In addition it goes further into how to create hair that can be animated and how to edit the difference parameters within Xgen.

4. <u>Key Research:</u>
<u>Type</u>: Video
<u>Ref:</u> Tuts., 2013. *Quick Tip: Fibermesh to Maya Hair* [video, online]. YouTube. Available from: https://www.youtube.com/watch?v=CPCD2Qn7OqI [Accessed 23 May 2017].

<u>Comments:</u>

This Tutorial was extremely helpful in informing me how to export the fibermesh into curves in order to apply hair systems within maya, especially for animation purposes. Previous to this I had no idea on how to export the fibers.

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Illustration List

One the Main poster: Fig 1, 3, 4, 5, 6, 7, 8, 9, 10, 11 Are all screenshots that I have taken from my own computer screen that displays the work I have done and the tools I have used for this unit.

One Second smaller poster: Fig 1, 2, 3 Are all screenshots that I have taken from my own computer screen that displays the work I have done and the tools I have used for this unit.

Fig 2: Mckay, P., 2017. *Masai Mara National Reserve, Kenya* [Photograph Online]. Available from: http://mashable.com/2015/08/09/world-lion-day/#2n5xaGTG7ZqV [Accessed 20 May 2017]