

Name: Carlos Diaz

Course: Ma 3D CA

Title of research: Animated Textures on XSI

Presentation Method: Talk

Moving images can be applied as animated textures in XSI as in most applications. Most of the examples with these textures are small cycles of 2d animation that are projected onto polygons. These textures can also be applied to the material, illumination, particles, etc.

I will discuss what animating a texture involves and the deformations that can occur when projected onto different supports and geometries. In the same way, I will expose how animated textures can be used in different channels of the material, such as: diffuse, bump, opacity and displacement, etc, to create different effects.

During the presentation I will show different tests that exemplify the application of animated textures in XSI. To finalize, I will show a video to demonstrate the unreal 3 engines ability to support these textures in real time. This technique can then be applied into the next generation of games.

## Books:

This book help me to understand how UVMaps work on XSI .

Sims, A and Isner, M., 2004. The Official Softimage/XSI Guide to Character Creation. USA. Thomson.

This book helps to understand how to create still textures for cg purposes.

Demers, O., 2002. Digital Texturing and Painting. USA. New Riders.

This book clarify the escence of represent tactical qualities of real objects.

Hillberry, J., 1999. Drawing realistic Textures in Pencil. Cincinnati, Ohio. North Light Books.

This book gave notions of different types of textures when creating a realistic CG creature.

Miller, E. and Thuriot, P., 2006. Maya Techniques/ Hyper-Realistic Creature Creation. Alias.

Present the techniques used for games purposes.

Kuperberg, M and Bowman., M., 2002 A Guide to Computer animation for Tv, Games, multimedia and web. Oxford. Focal Press.

This book help me to understand how textures are related with shaders.

Birn, J., 2002. Digital Lighting and Rendering. USA. New Riders

## Links:

<http://area.autodesk.com/forum/autodesk-maya/animation/how-to-texture-and-animate-eyes-eyes-from-wall-e/>

<http://www.bernardlebel.com/tutorials>

## Videos:

<http://vimeo.com/9146025> (facial expresions)

<http://vimeo.com/11546395> (facial expresions)

<http://vimeo.com/1947239> (hologram)

Softwares: Softimage XSI 2010, Zbrush R3, Photoshop cs4, Flash cs4, Particle illusion 3.2