

# Recap for 3d Visual Workflows

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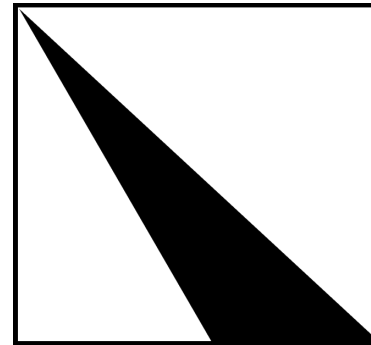


## Who am I?

Shannon Harvey

Senior Lecturer – Backstage Academy

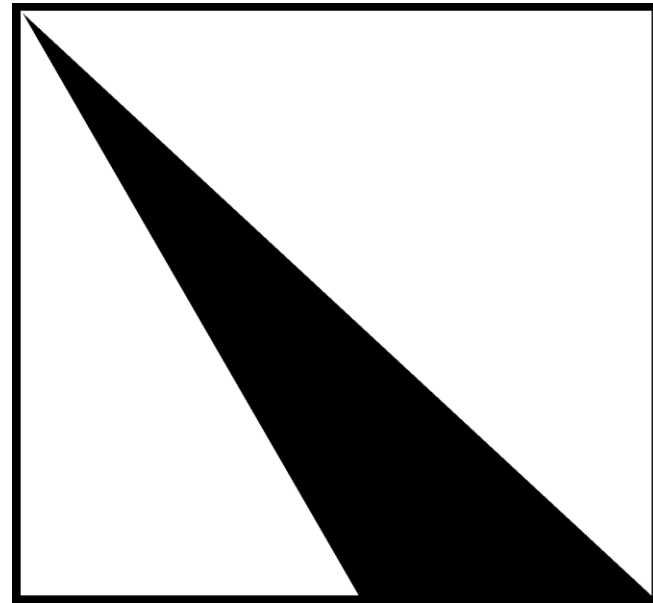
Head Of Research - Production Park



PRODUCTION  
PARK



Who are we?



# Workflow Process



## RECAP THE MODEL

Capture 70 Photographs of an Object. Process using ReCap Photo cloud services. Export using modified settings



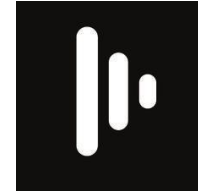
## MAYA ADJUSTMENTS

Make final retopology adjustments, UV and "screen sectioning" in Maya



## NOTCH SFX

Create Generative Content in Notch - Lighting, Materials, Fields, Partcles and Procedural effects rendered in Realtime to backed UVs



## DISGUISE MAPPING

Complied Notch blocks are then played back and mapped back onto the surface of the original object using the Disguise. Interactive control and sequencing is set up here.

# Why we use Recap

MAQUETTE TO SCALE

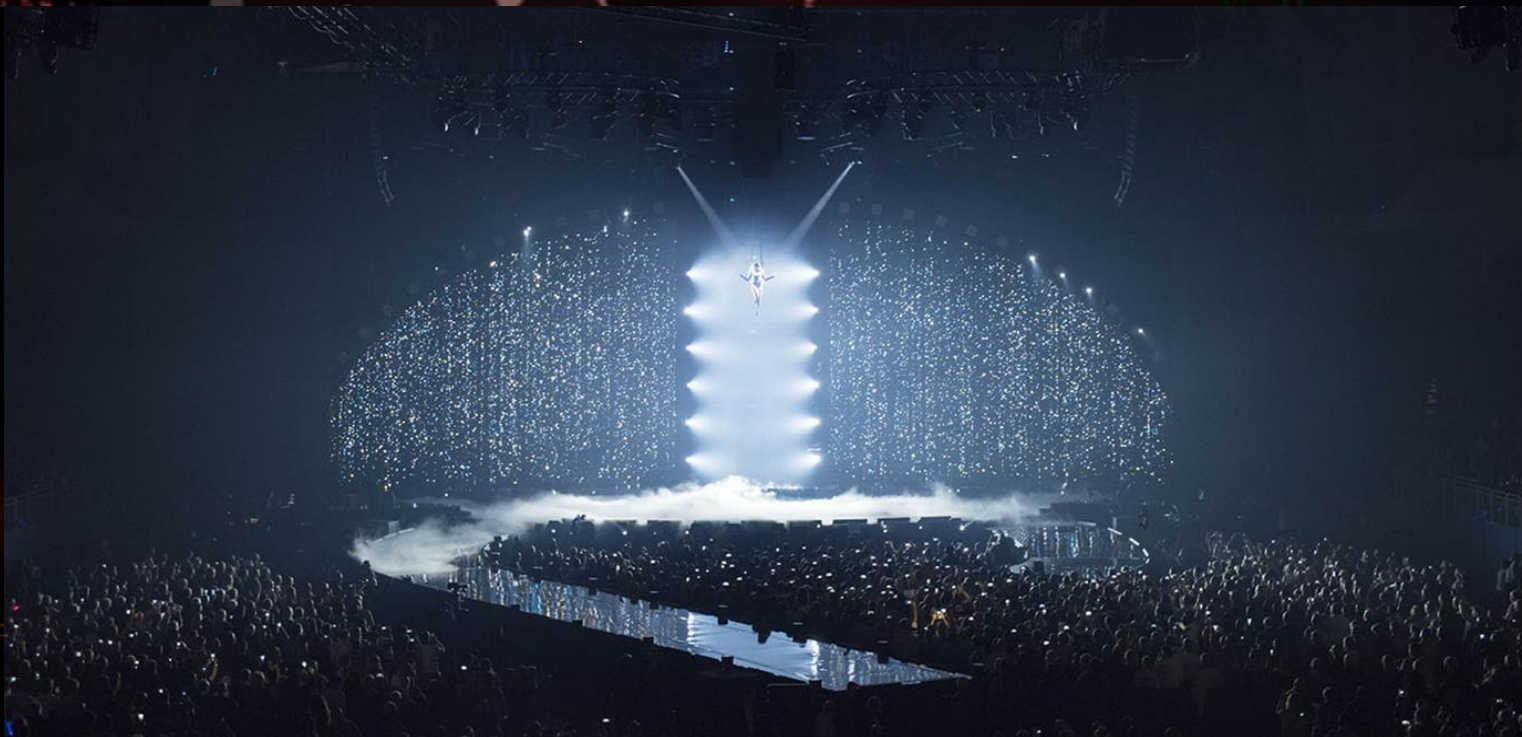
TECHNICAL VALIDATION & STUDY

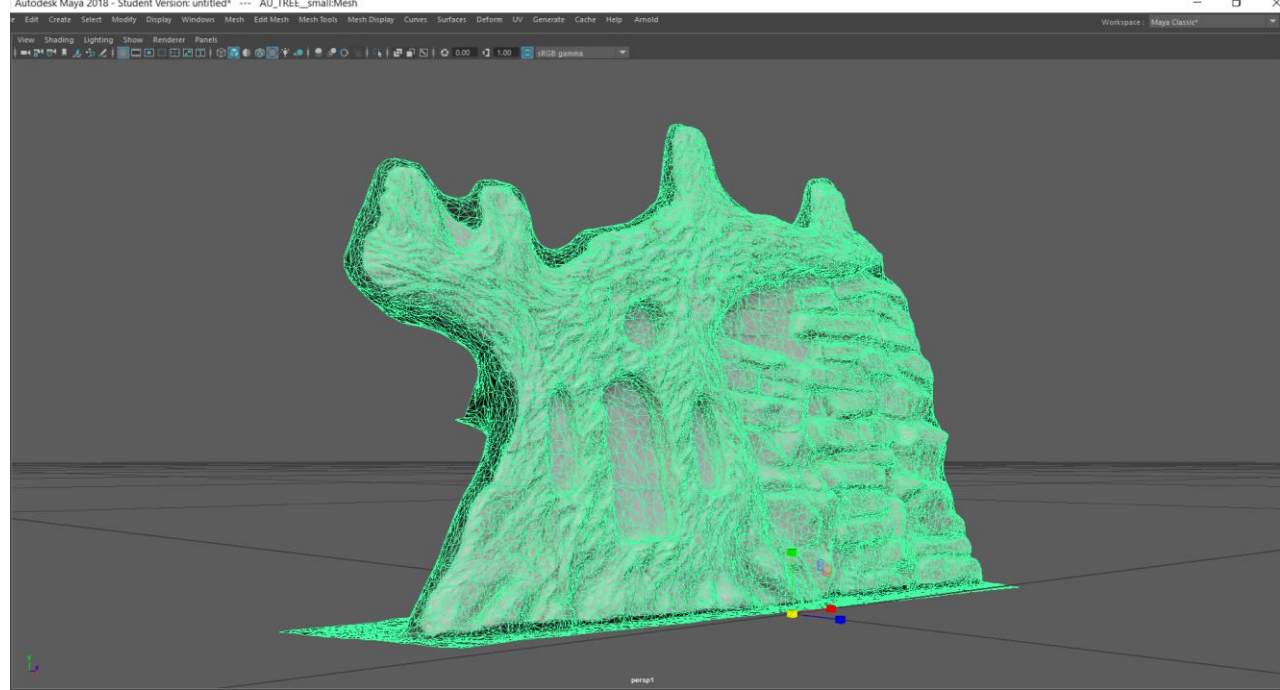
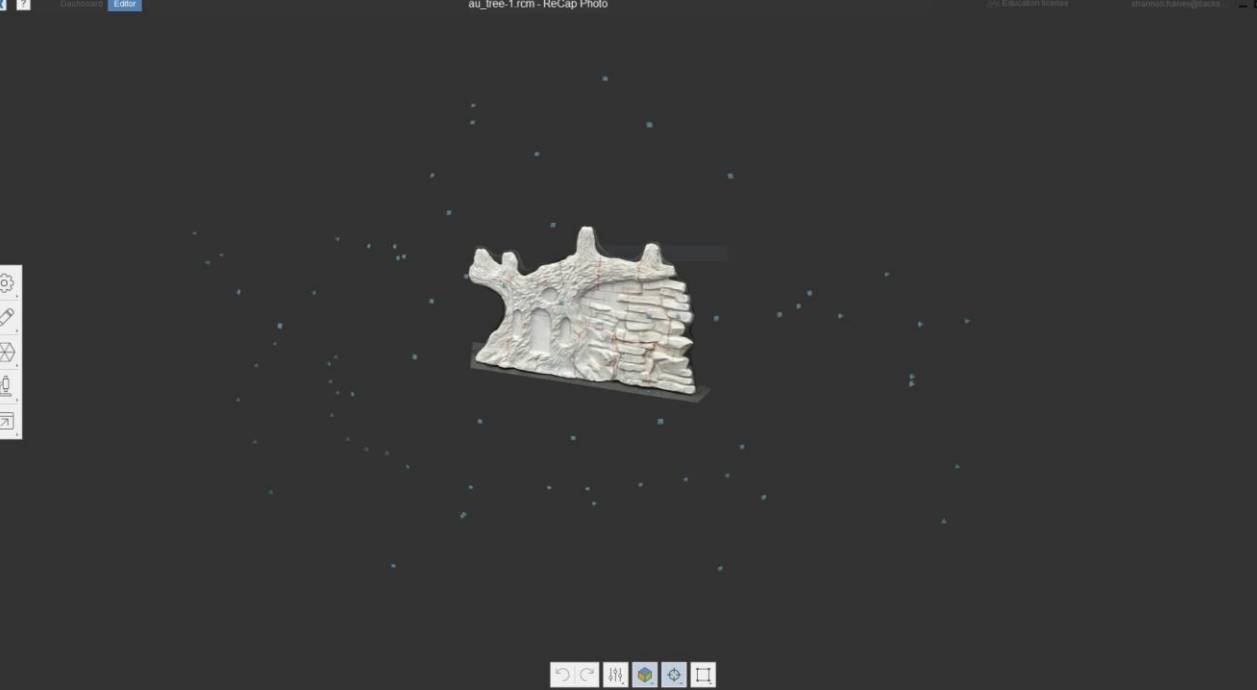
CREATIVE CONTENT WORKFLOWS

PROJECTION MAPPING









## Recap process

Reality capture using photos to determine 3d geometry.

## Maya/Retopology

Modeling, Retopology, UV mapping, Animation and Surface definition.





## Notch

Lighting, Fields, Particles, Materials, Procedurals in real-time



## Disguise

Previs, Playback, Control, Output Mapping



The image shows a large audience seated in a hall, facing a stage. The stage features multiple large screens displaying a presentation. The audience is seen from behind, filling the foreground and middle ground. The stage is illuminated by several bright spotlights, creating a dramatic effect. The screens show a man in a suit speaking, with a Jordan brand logo visible in the background of the presentation. The overall scene is a professional event or conference.

# Practical Demonstration



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