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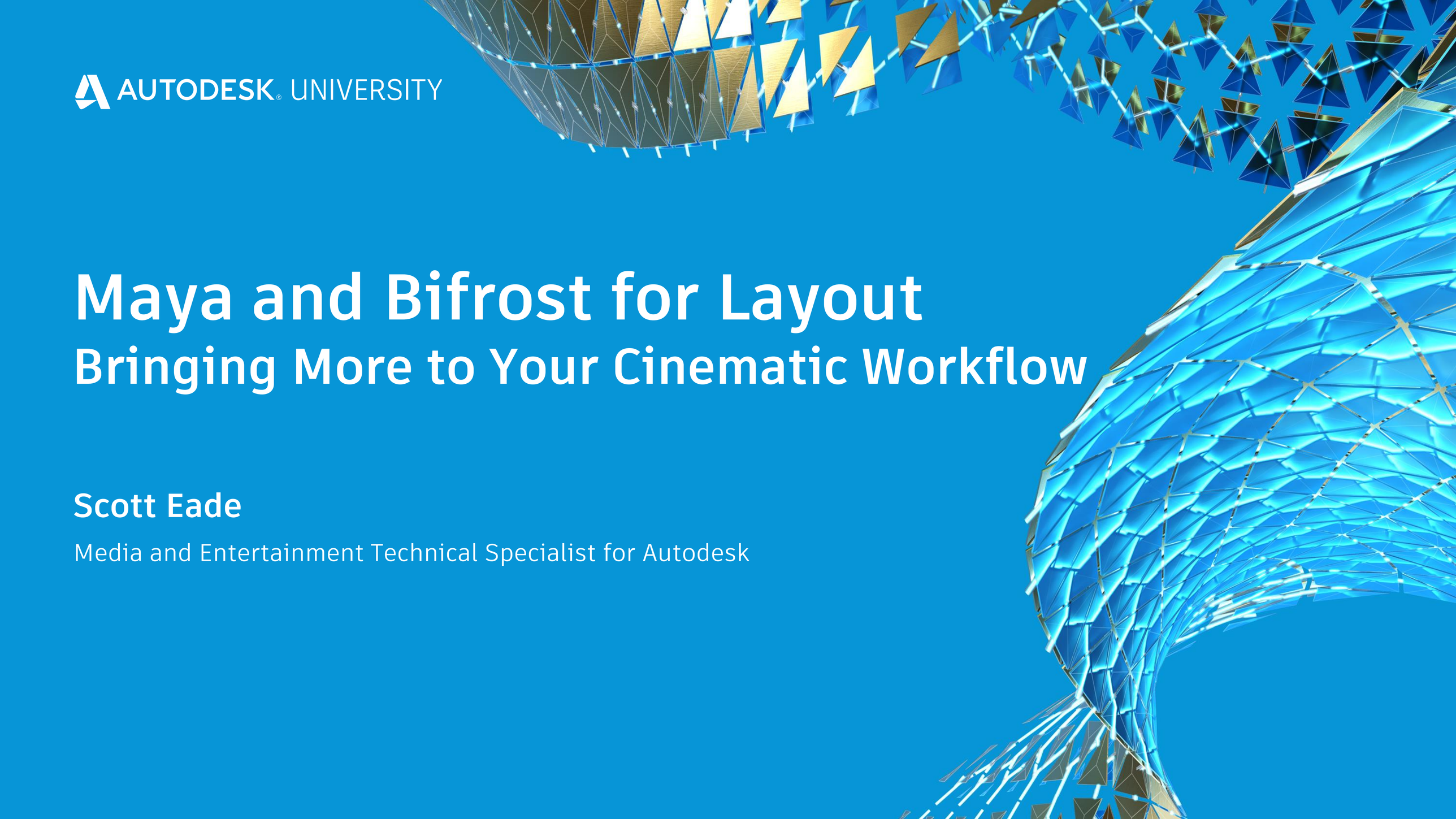
Maya and Bifrost for Layout
Bringing More to Your Cinematic Workflow

Scott Eade

Media and Entertainment Technical Specialist for Autodesk



Scott Eade

Vancouver, B.C.

Technical Specialist for Autodesk

Media and Entertainment Division

Maya and Bifrost user

CG Generalist

Animation Background

Layout Artist

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Maya and Bifrost for Layout Bringing More to Your Cinematic Workflow

LEARNING OBJECTIVES

- Overview of Bifrost and what it is
- Discover the benefits of Bifrost in your Cinematic workflow
- Learn how to capitalize on Maya and Bifrost tools
- Learn to accelerate your workflow in building content

LAYOUT ?

LAYOUT

/’lā,out/

“the way in which parts of something are arranged or laid out.”

Oxford Dictionary

Ryohei Yamashita

Ryohei Yamashita

Jonah Friedman

Layout Components

PREVIS

Story Development

Environment Development

Cinematography

Character Blocking

Mock-up FX

POSTVIS

Post-Visualization

Overall Planning

2D/3D Integration

Cinematic Feasibility

Documentation

Reference

PIPELINE

Asset Management

Scene Management

Shot Management

Maintenance

Technical Support

PRODUCTION

Animation

Lighting

Matte Painting

Environment

Compositing

FX

Layout Components

PRODUCTION

Animation

Lighting

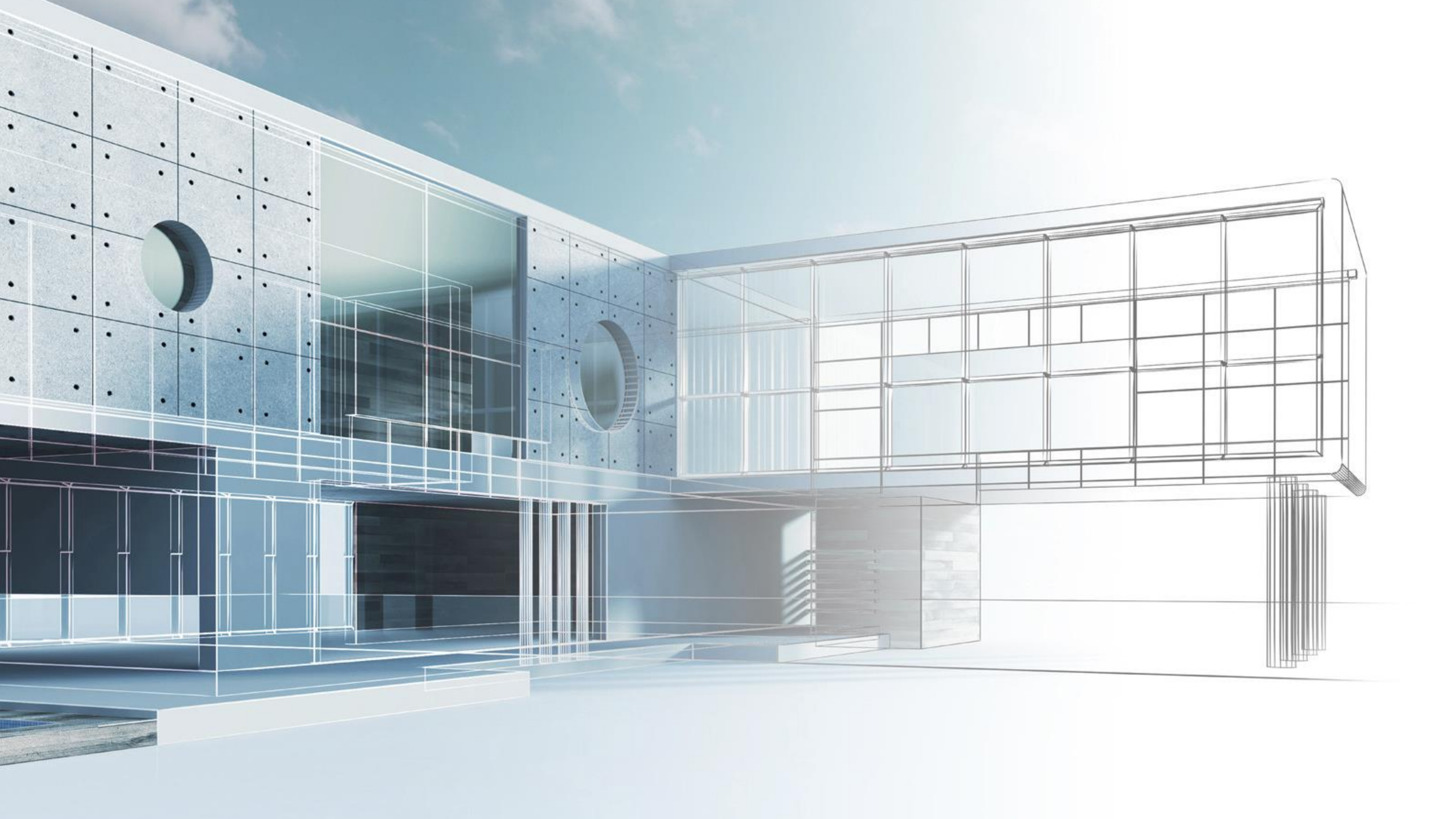
Matte Painting

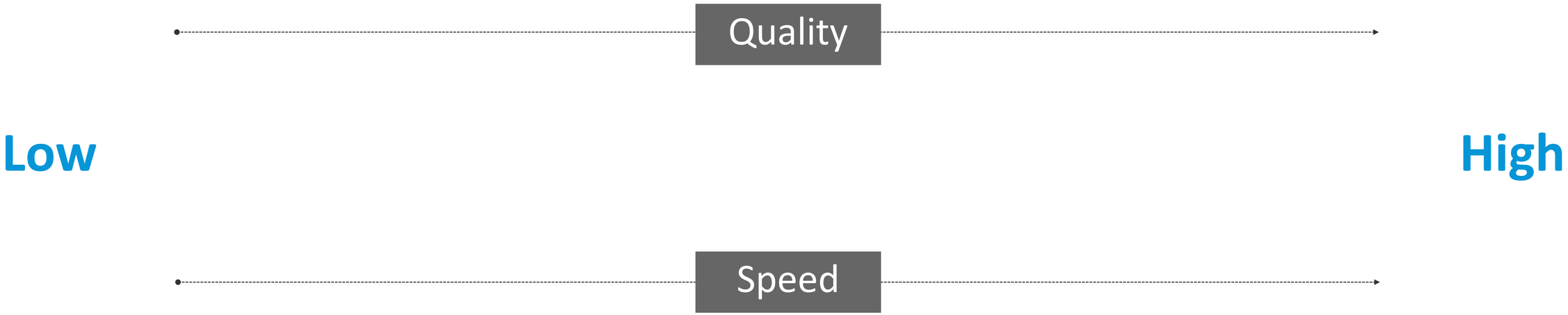
Environment

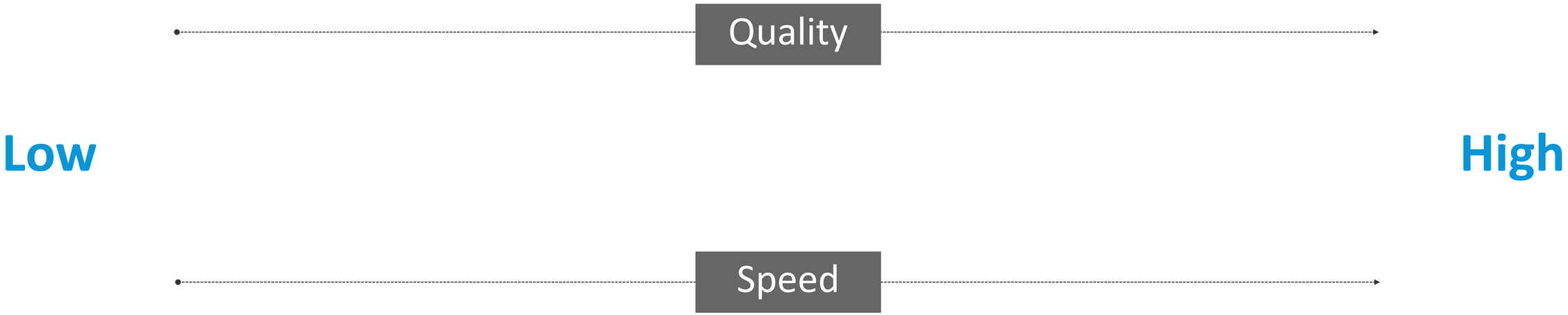
Compositing

FX

Photo credit goes here




Quality
Low
High
Speed


Quality
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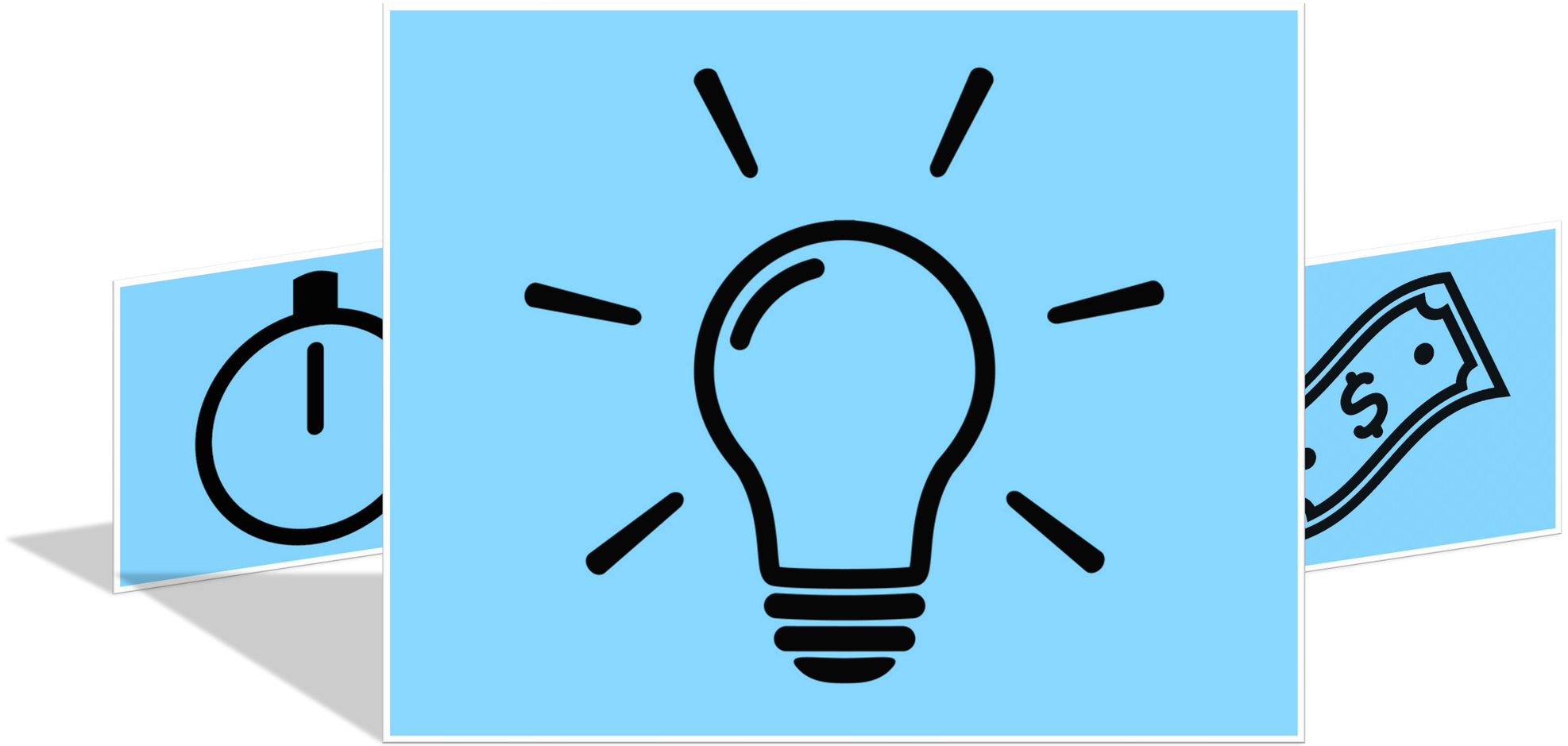
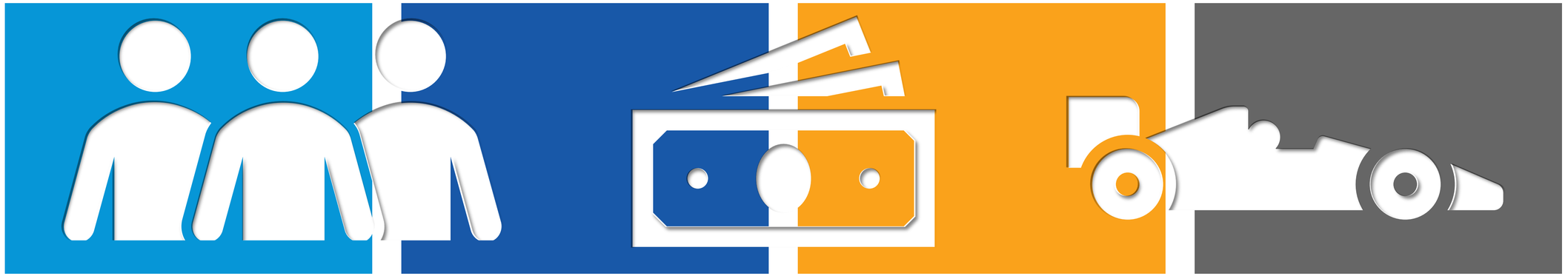
High
Speed

A common theme



BIFRÖST



Collaborate

Reduce Costs

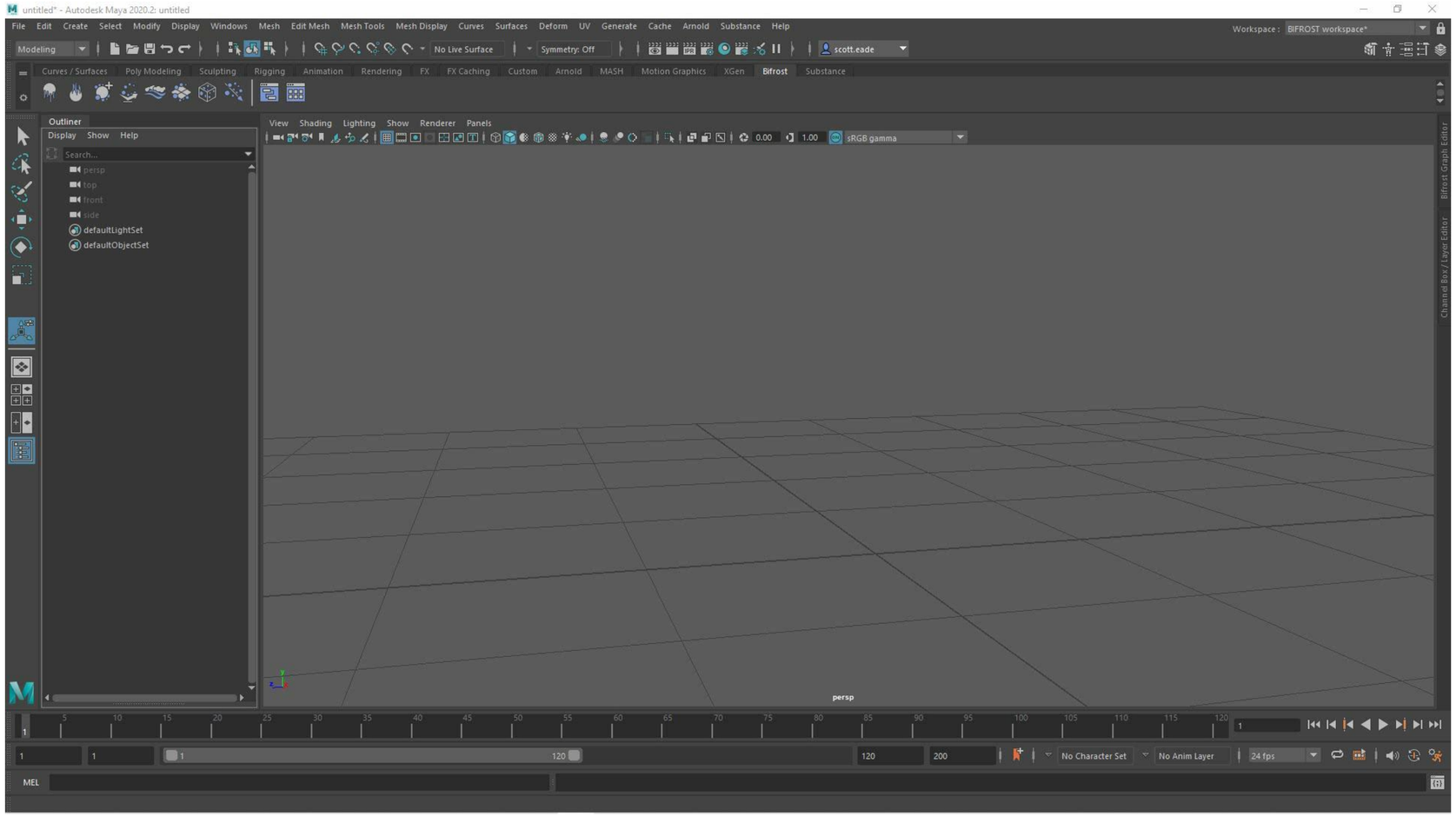
Go Faster

BIFRÖST in Maya

A visual programming environment for 3D graphics.

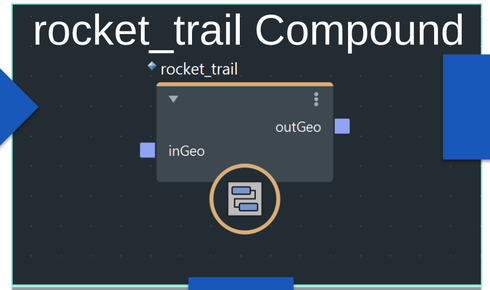
A powerful, procedural content creation framework.

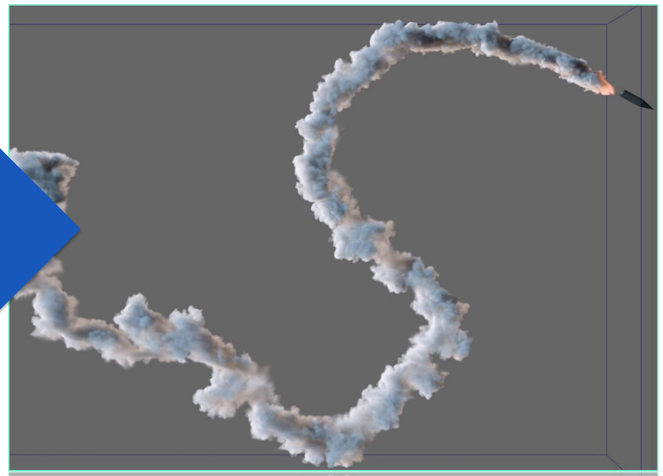
A tool for automated processes and asset creation.

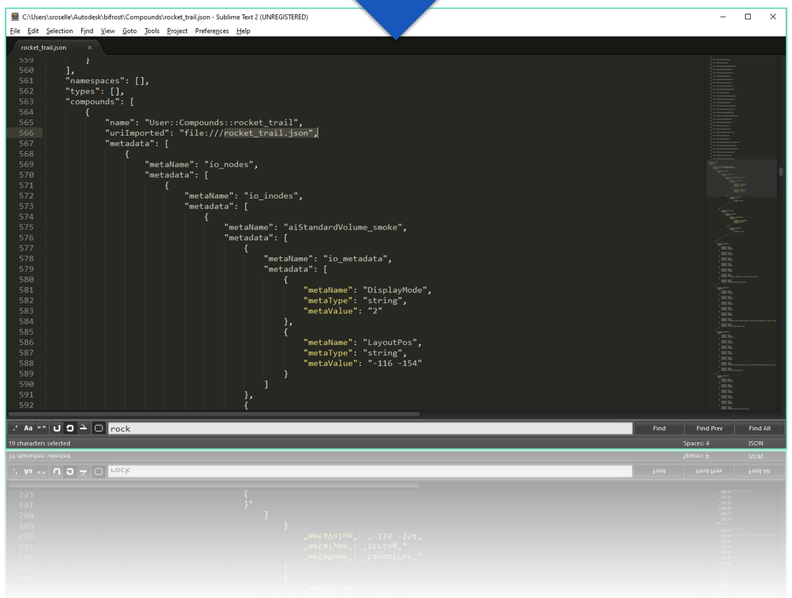


BIFRÖST | build and customize graphs

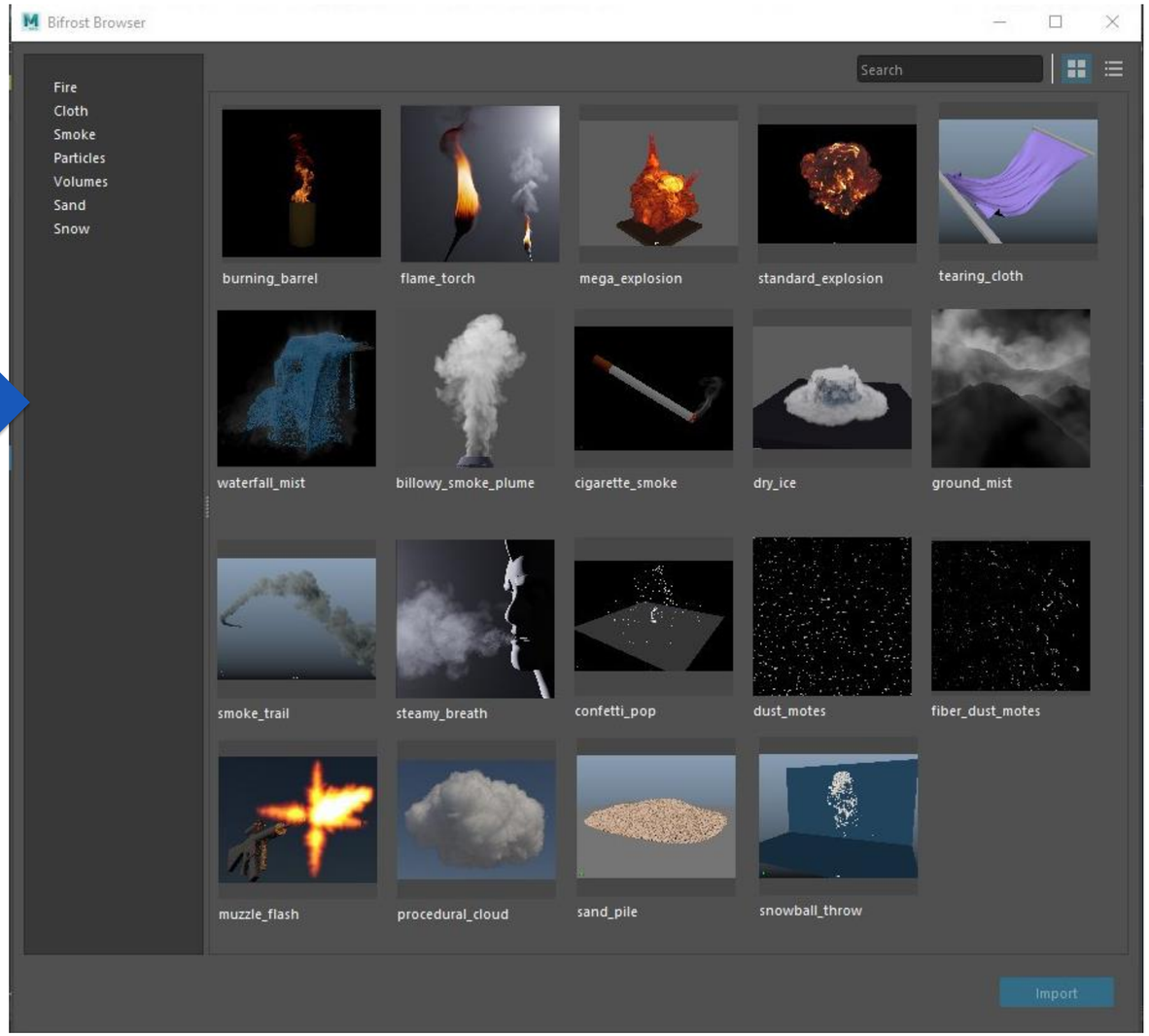
BIFRÖST | What is a Compound ?



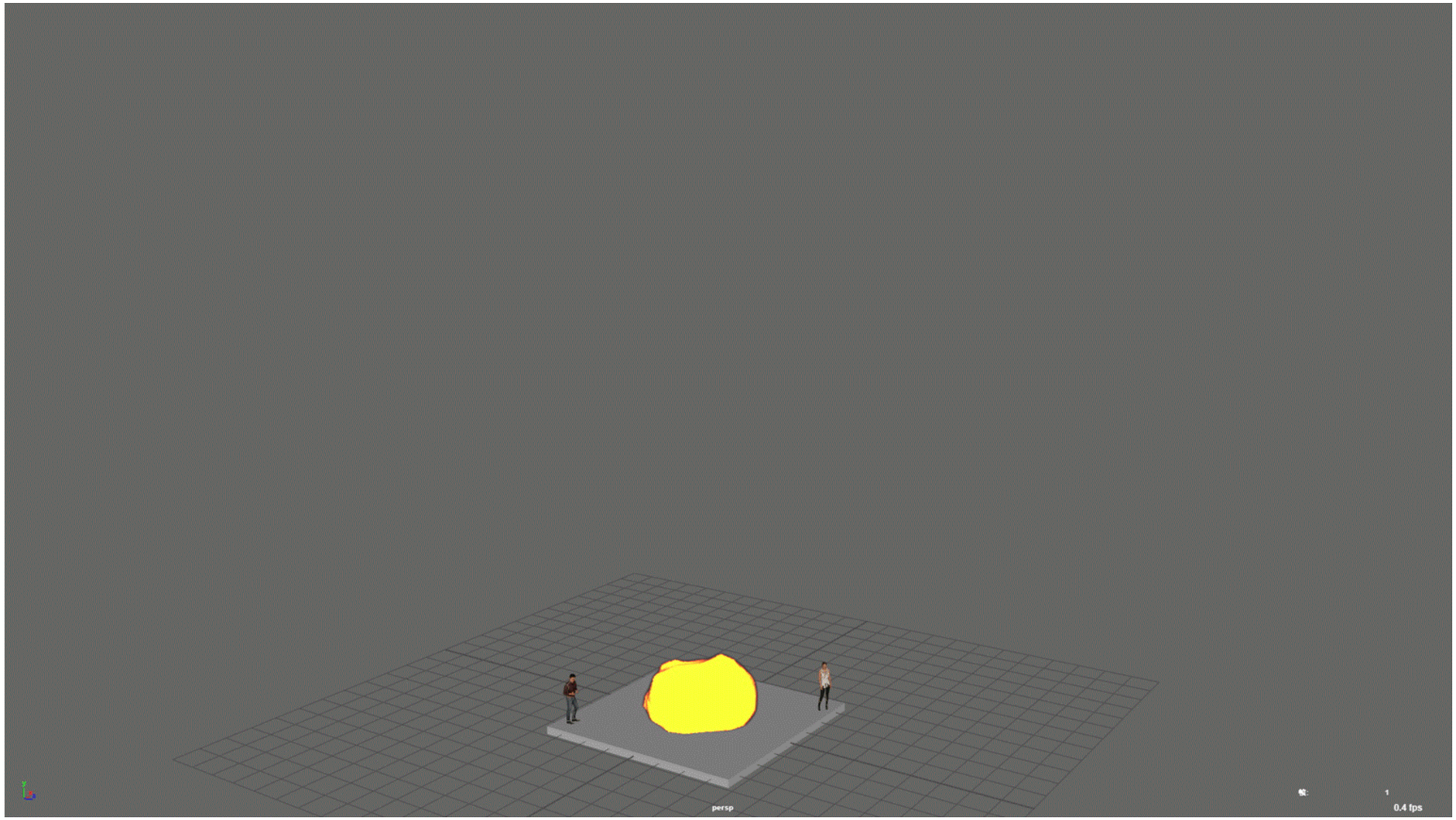




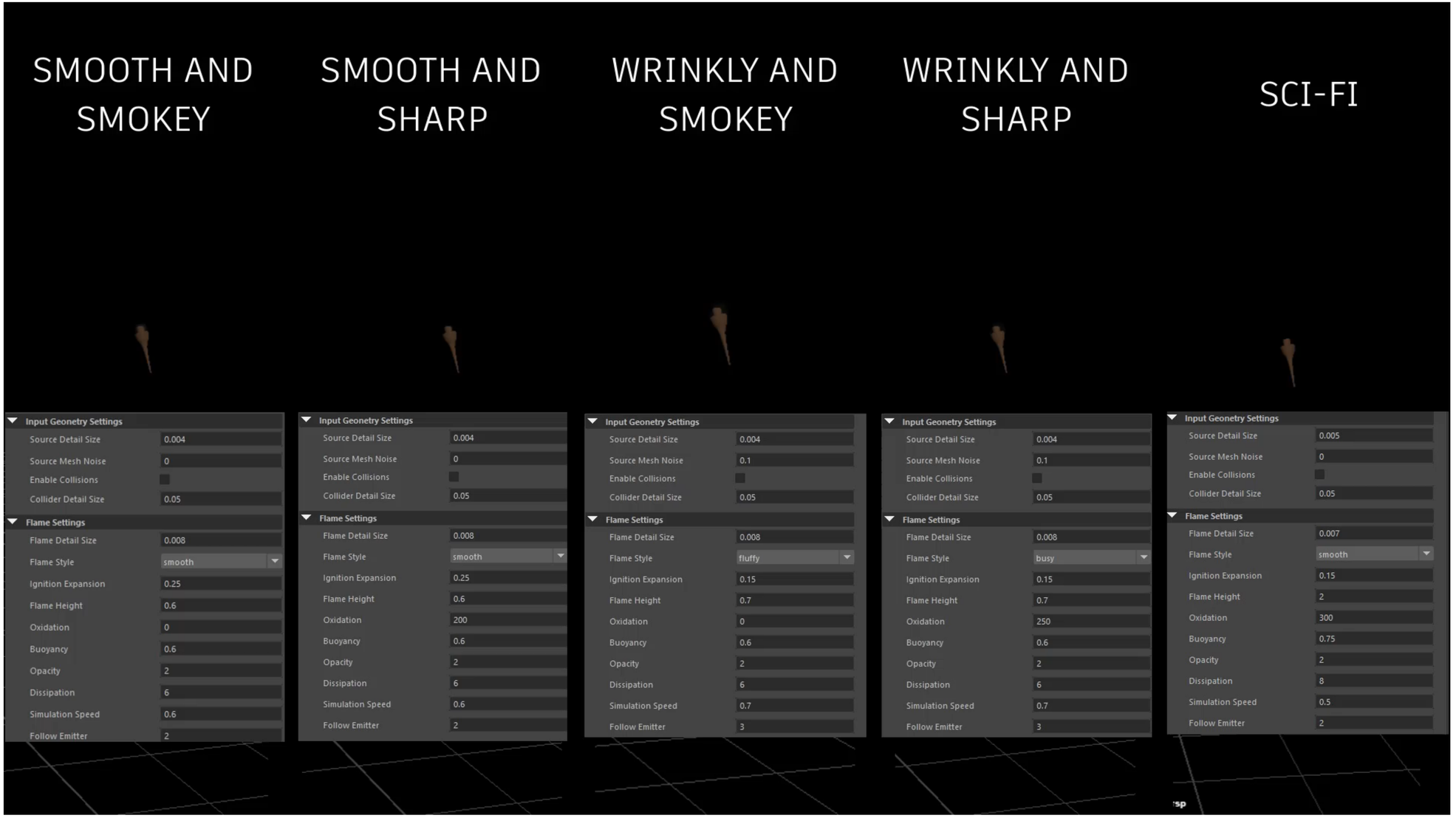
BIFRÖST | What is a Compound ?



BIFRÖST | Libraries of graphs

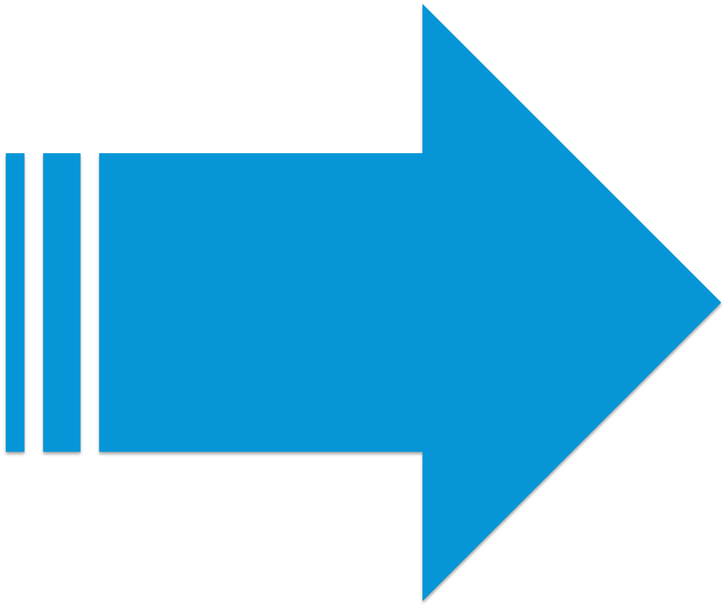


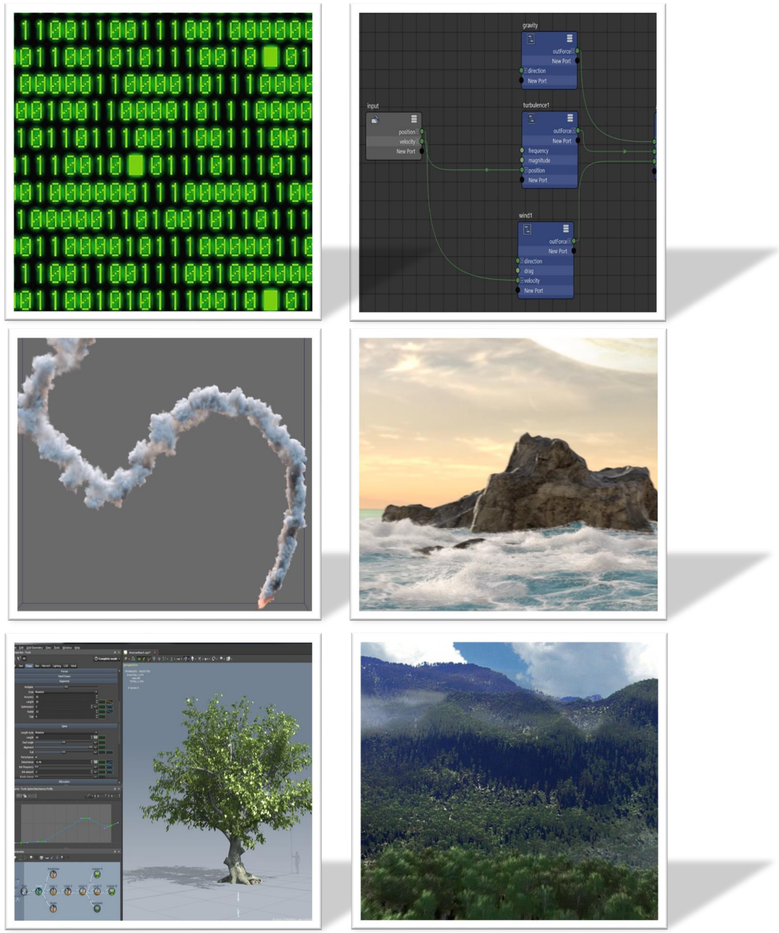
BIFRÖST | Simple changes for big results



Collections of ready-to-use compounds

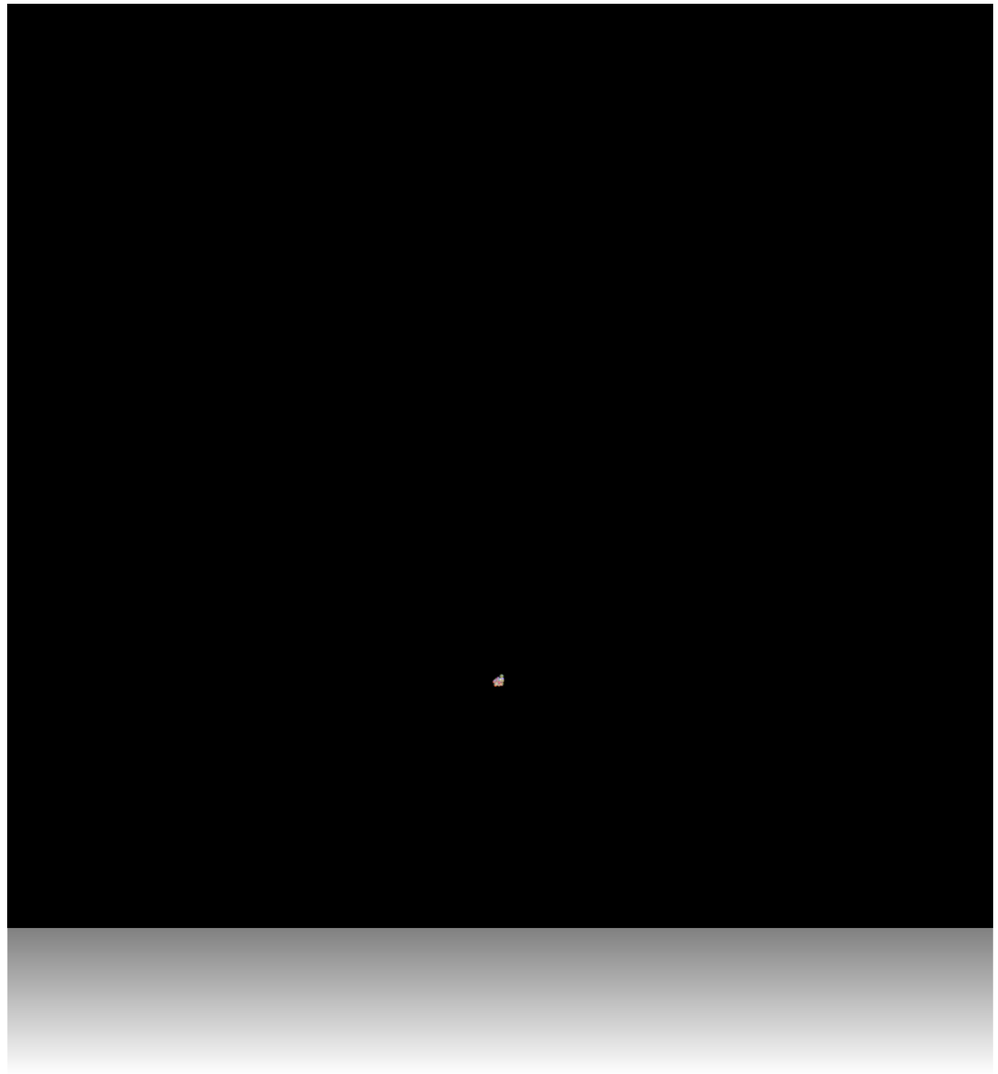
- Core Pack
- FX Pack
- World Pack/Scattering





BIFRÖST | FX Pack

- Particles
- Aero
- Combustion
- MPM



BIFRÖST | FX Pack

- Particles
- Aero
- Combustion
- MPM

BIFRÖST | FX Pack

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BIFRÖST | FX Pack

- Particles
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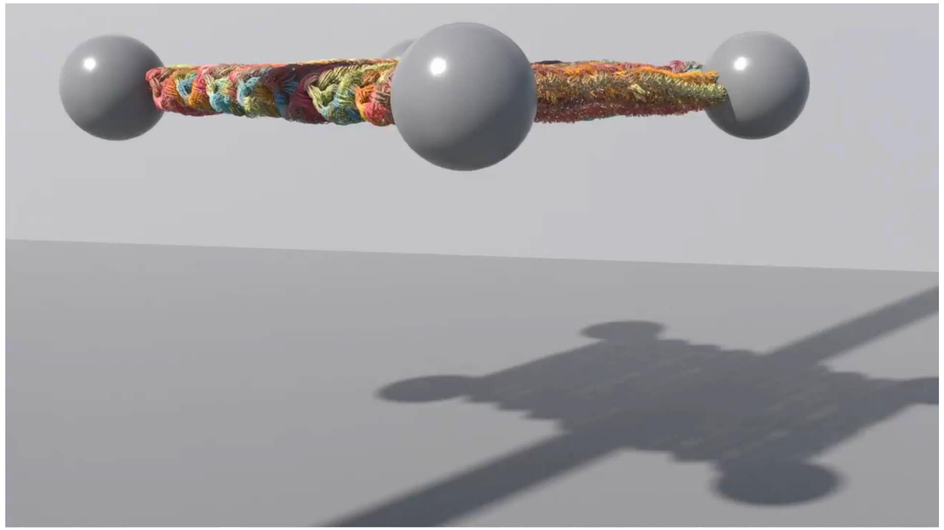
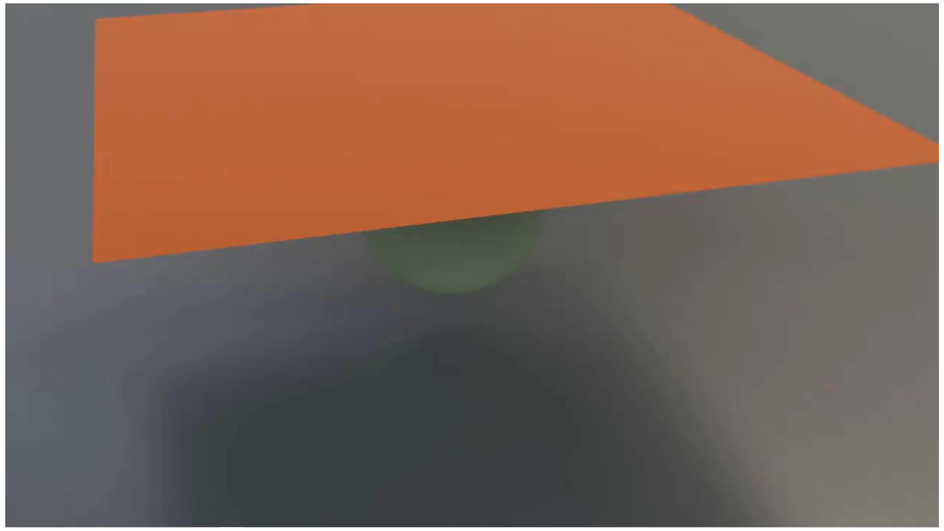
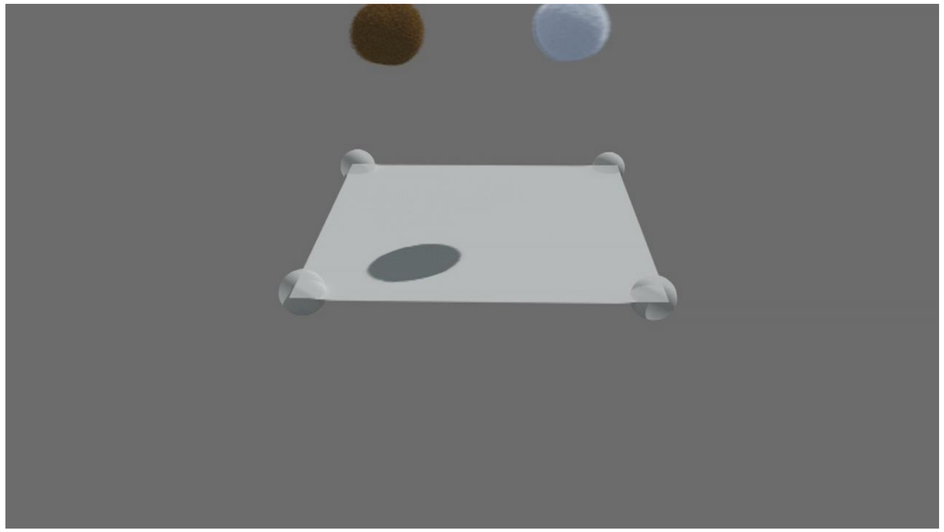
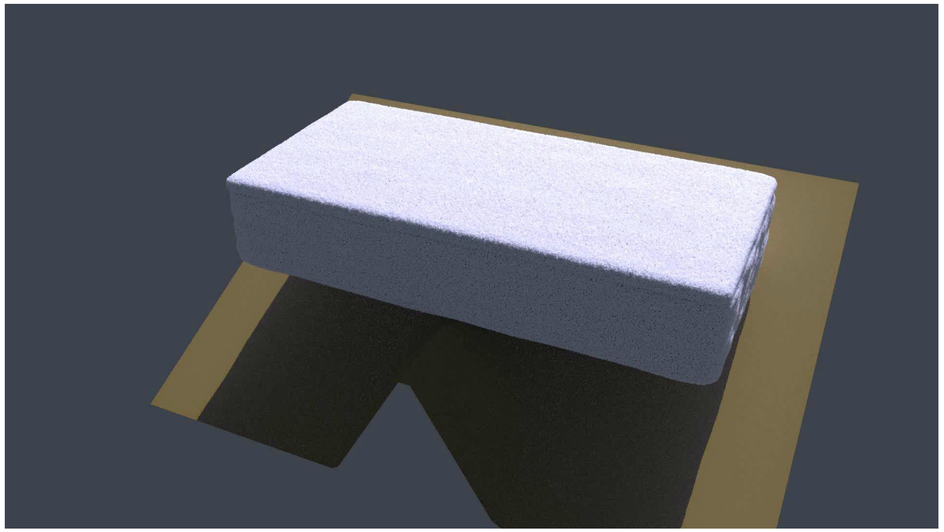
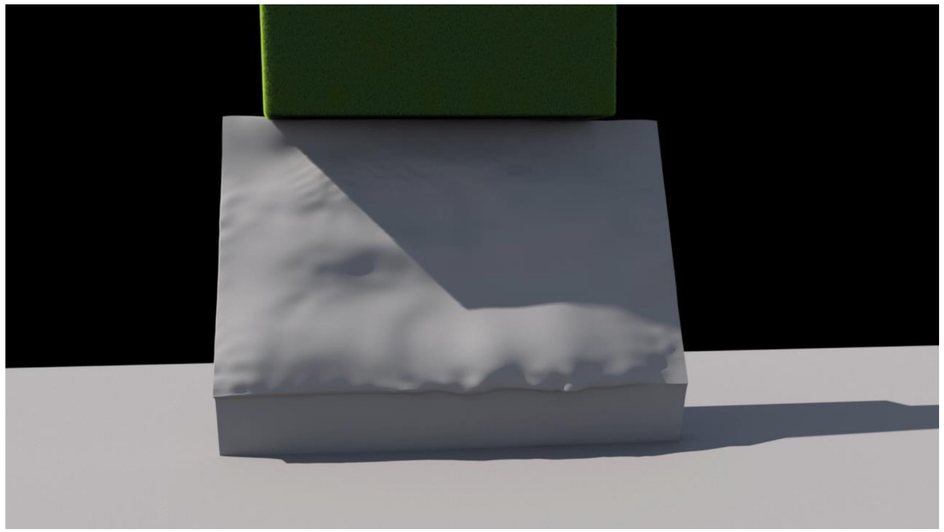


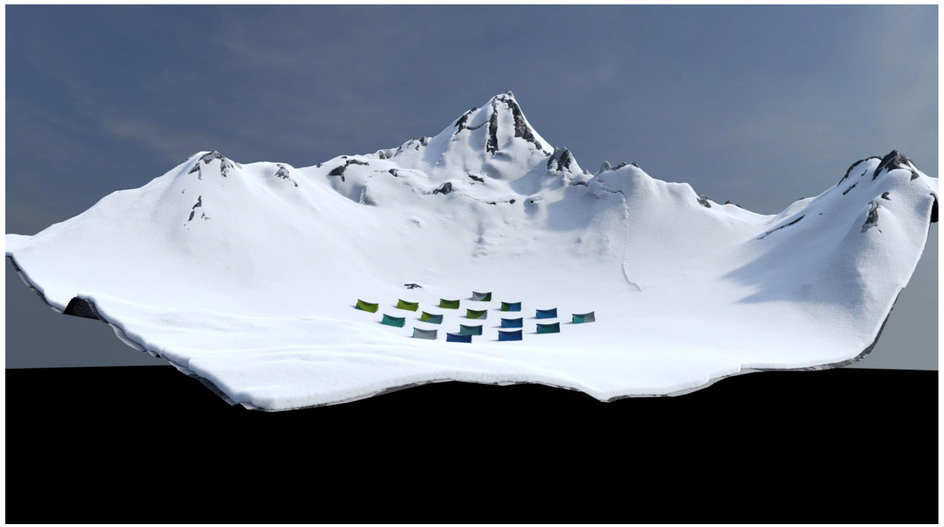


Jixie Effects

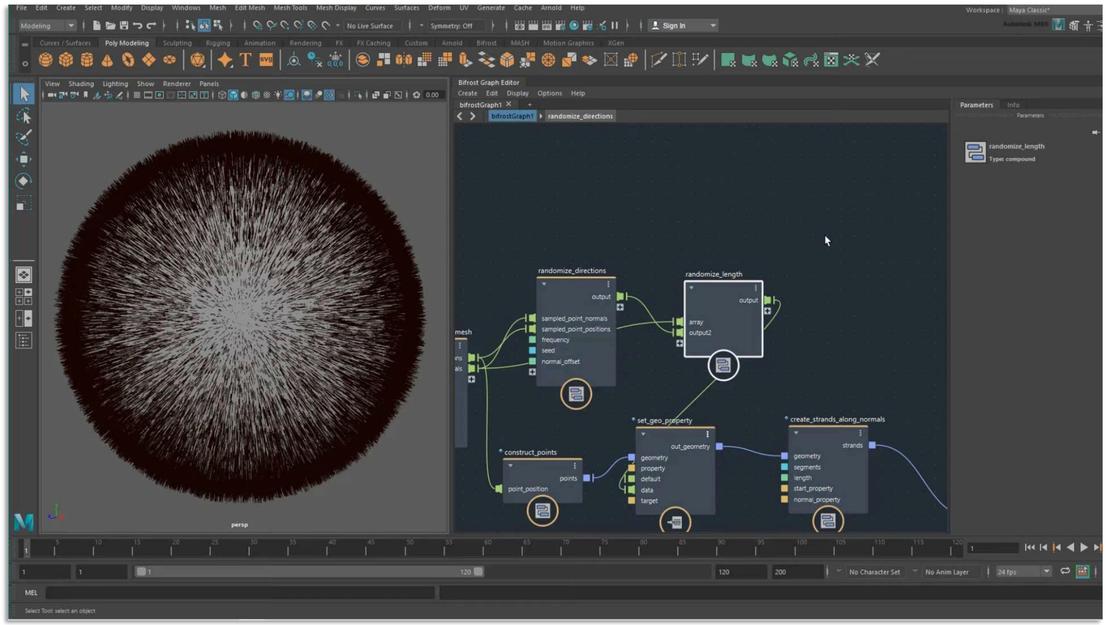


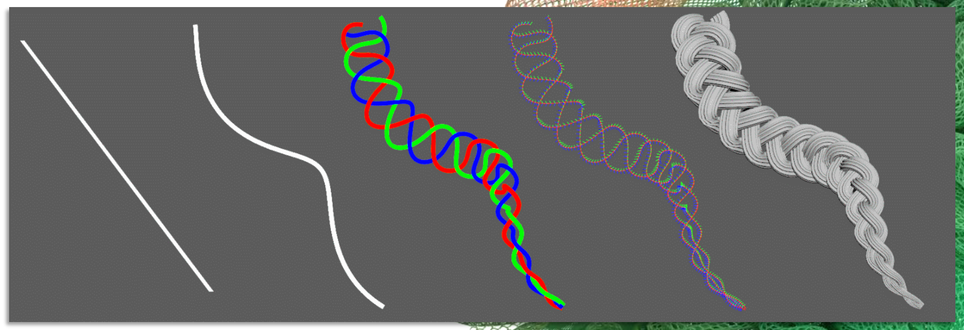


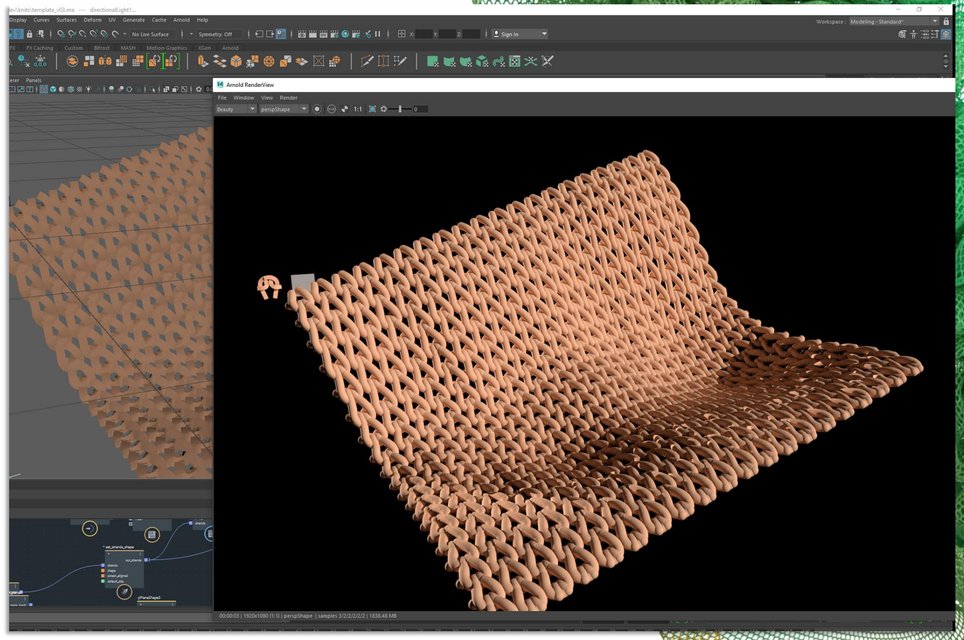




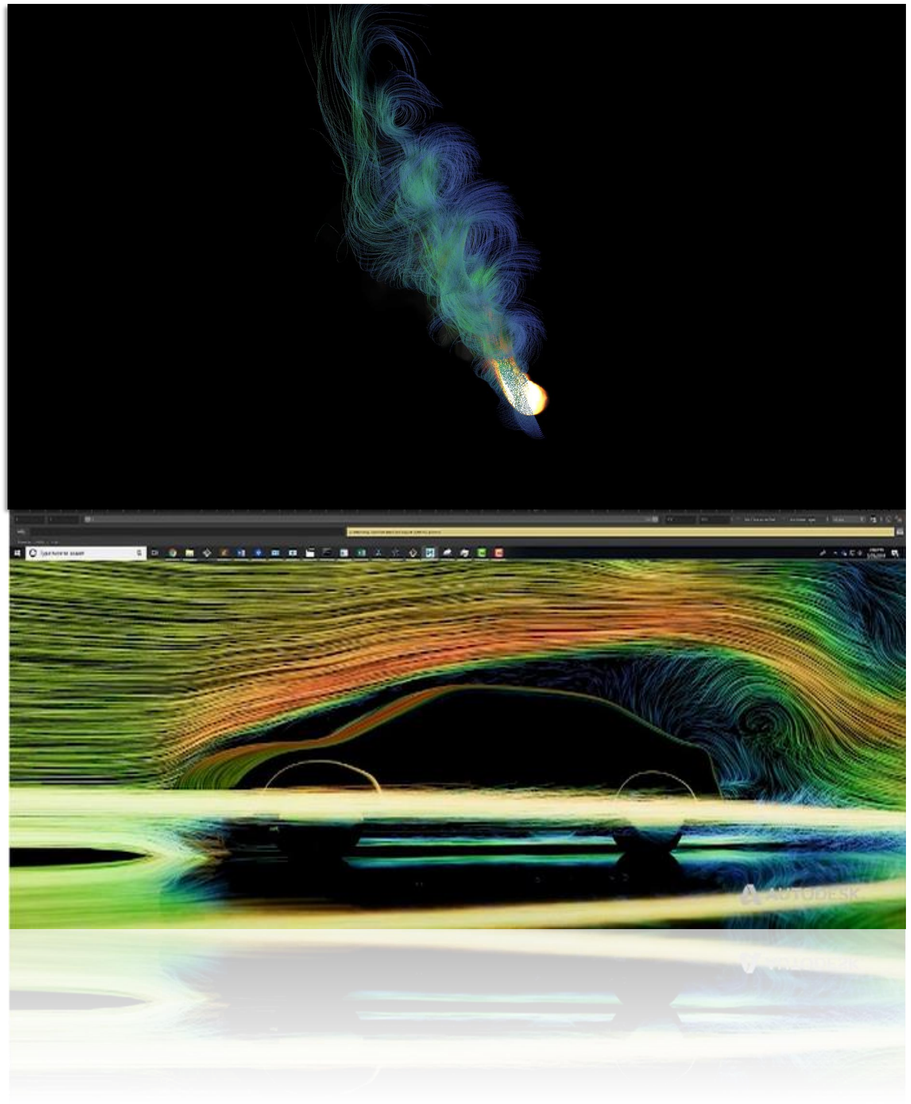
BIFRÖST | Strands





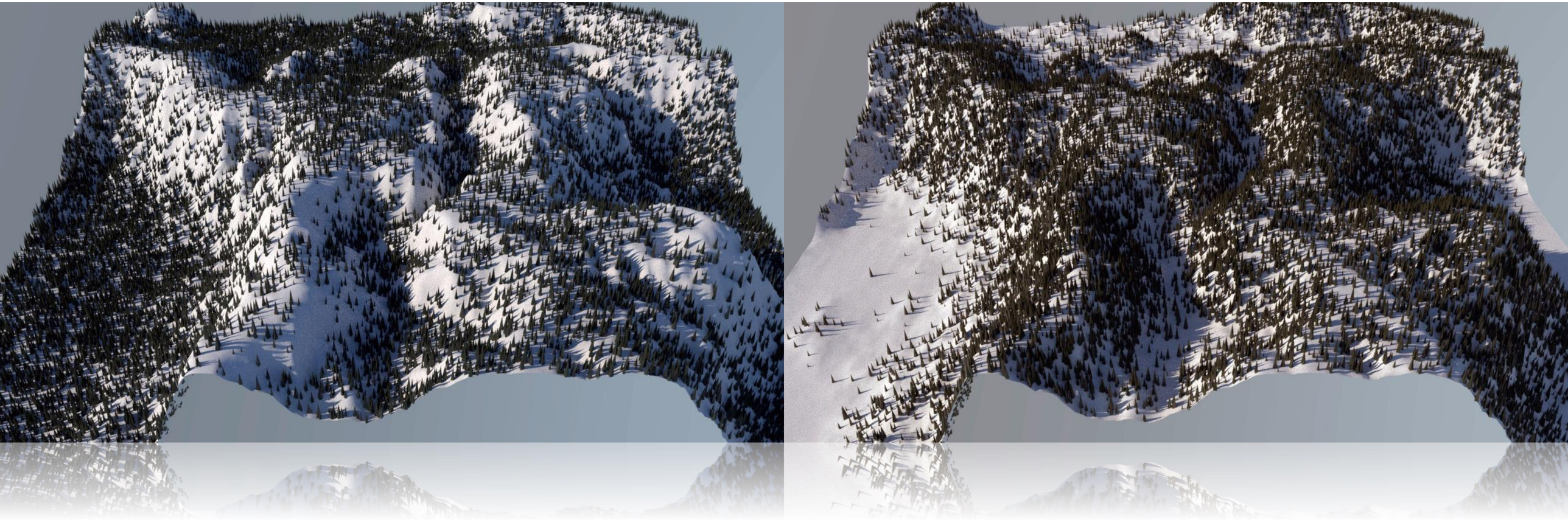


BIFRÖST | Experimentation

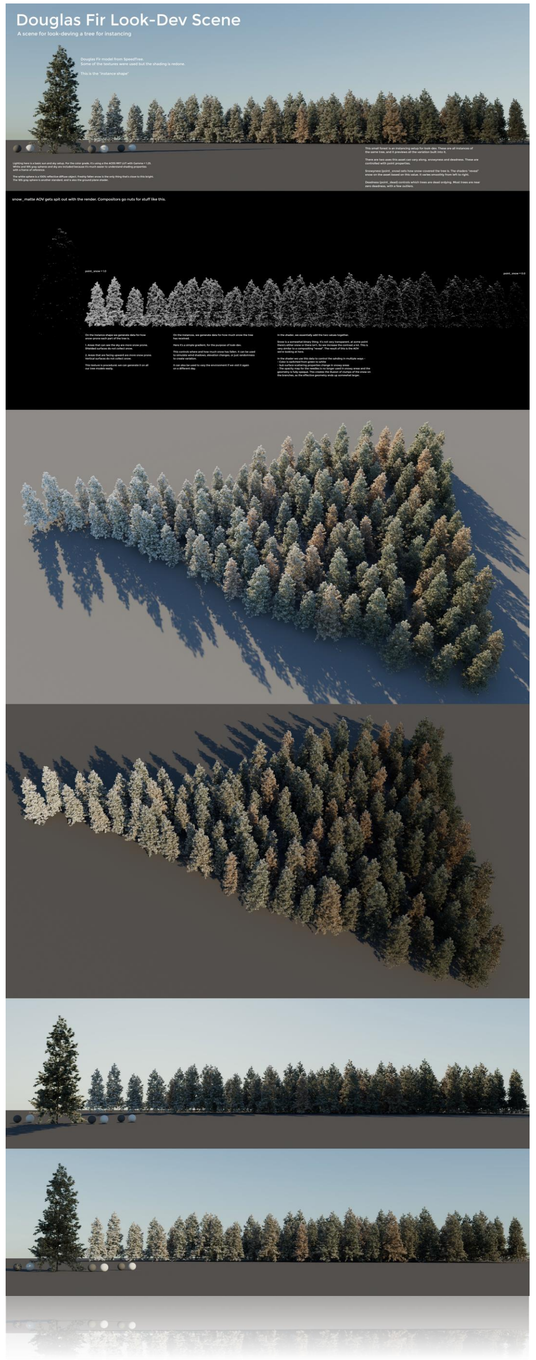


BIFRÖST | World Building

Creating lots of assets



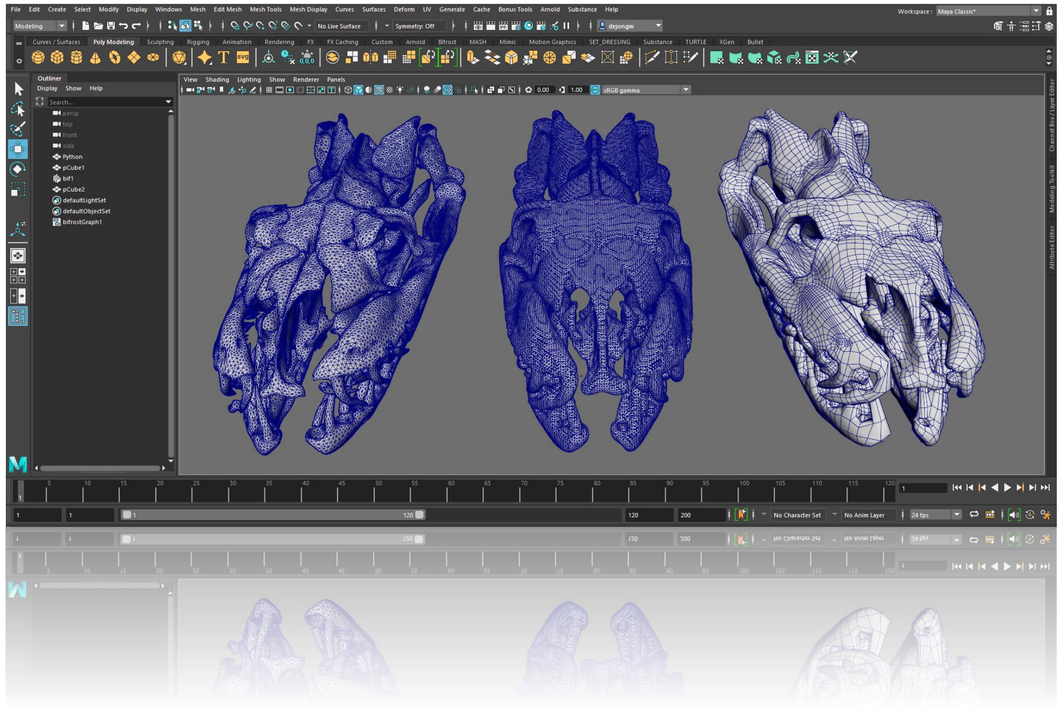
BIFRÖST | Build environments easier

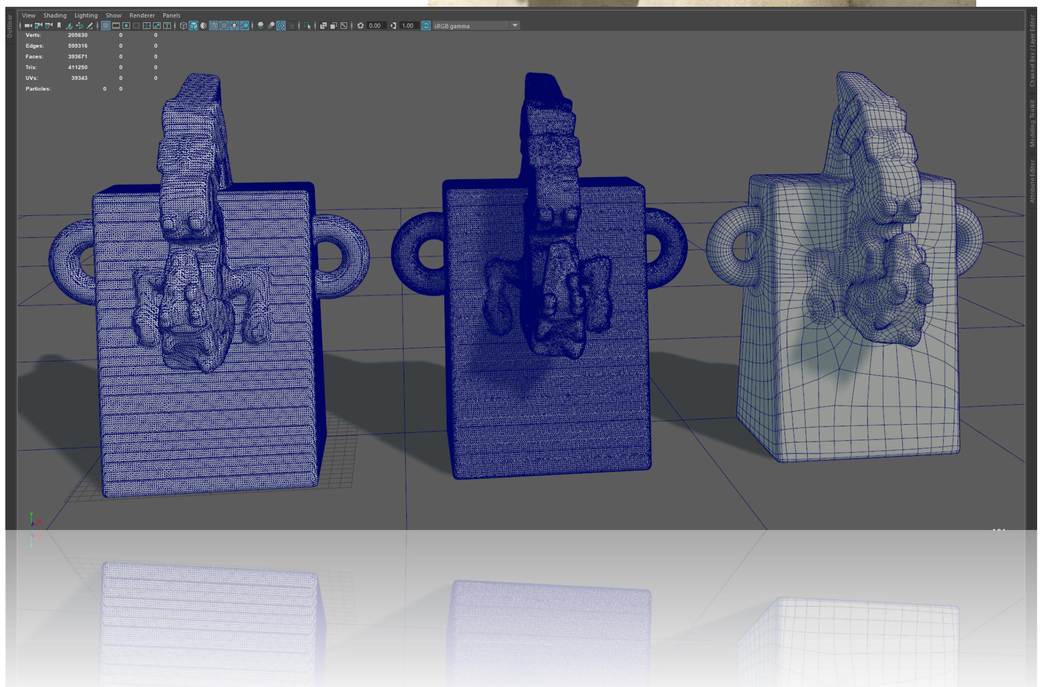


BIFRÖST | Create Assets

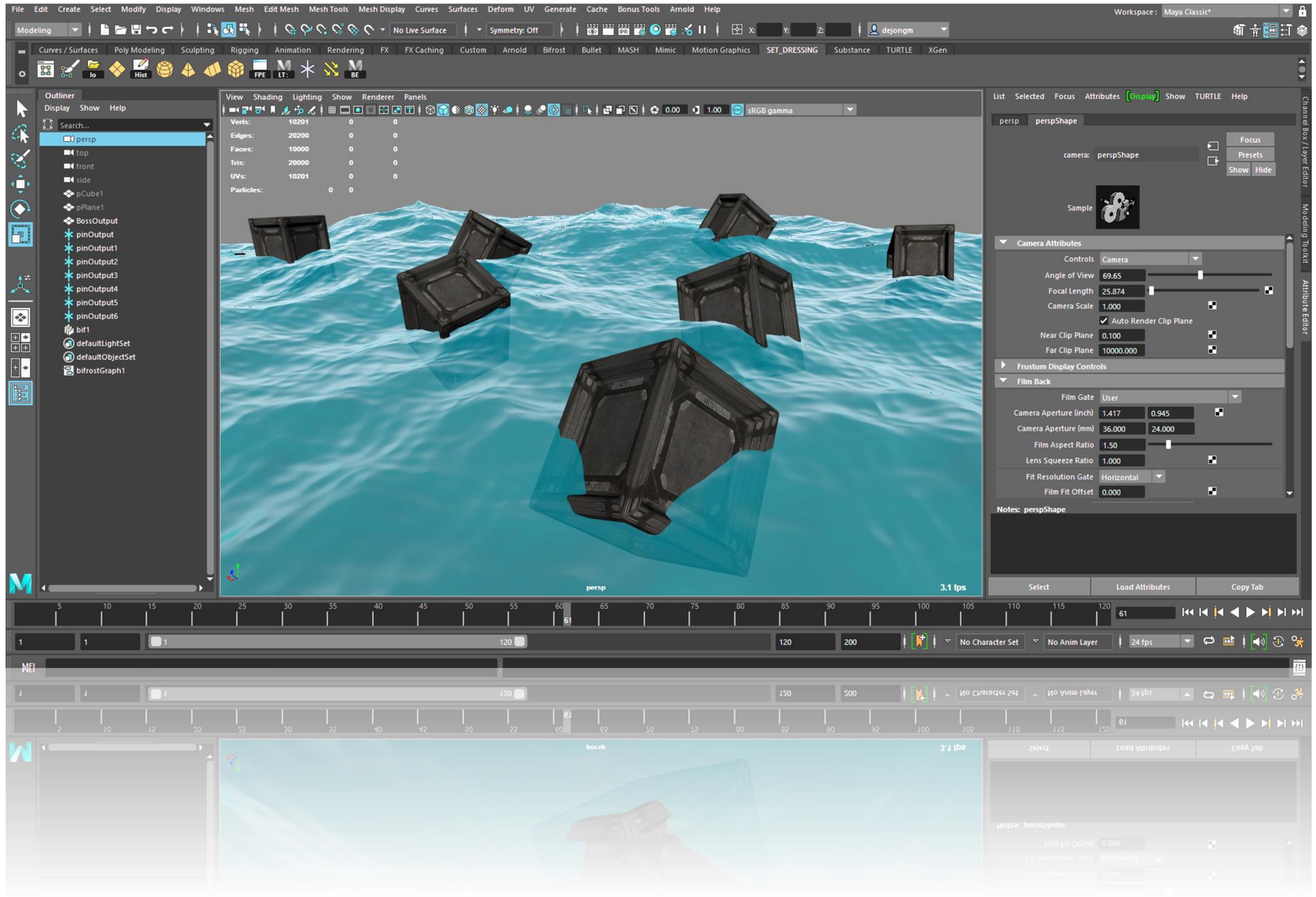
- Building an L-system in Bifrost
  - Support for angular and length noise
  - Twisting and twist noise
  - Rule-based leaf generation and growth
  - Procedurally edit

BIFRÖST | Modeling Operations

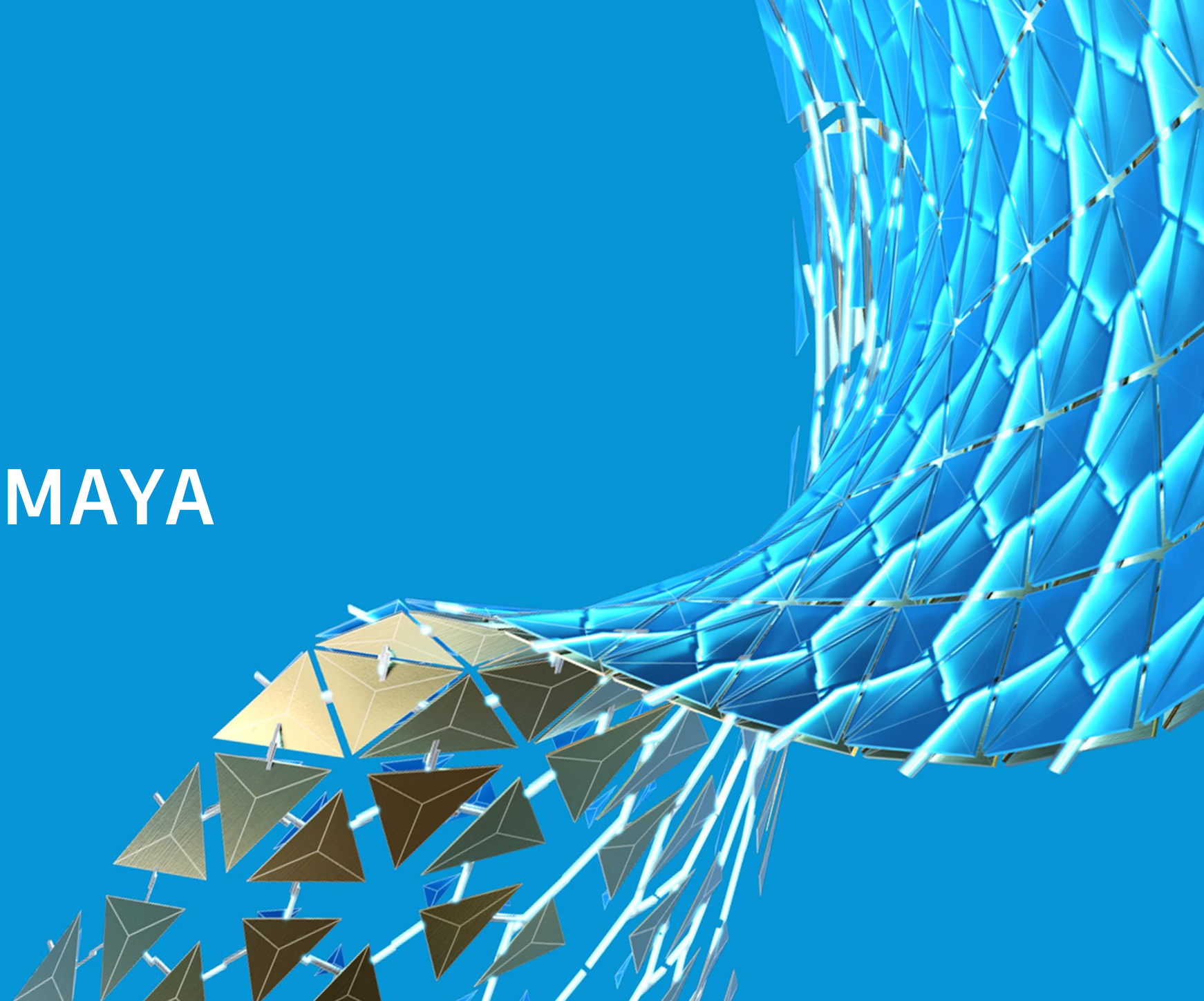




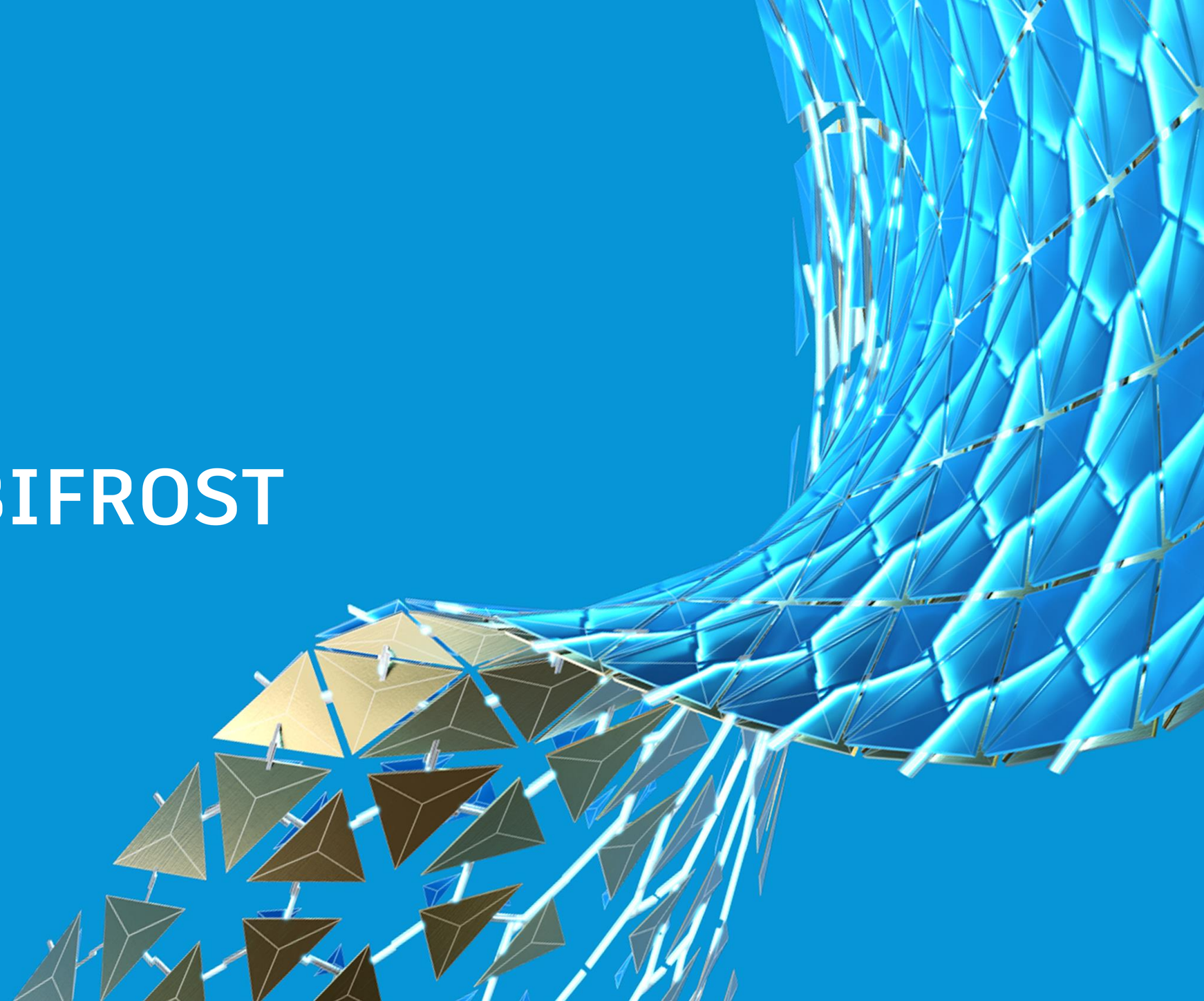
BIFRÖST | Combine with Maya and more



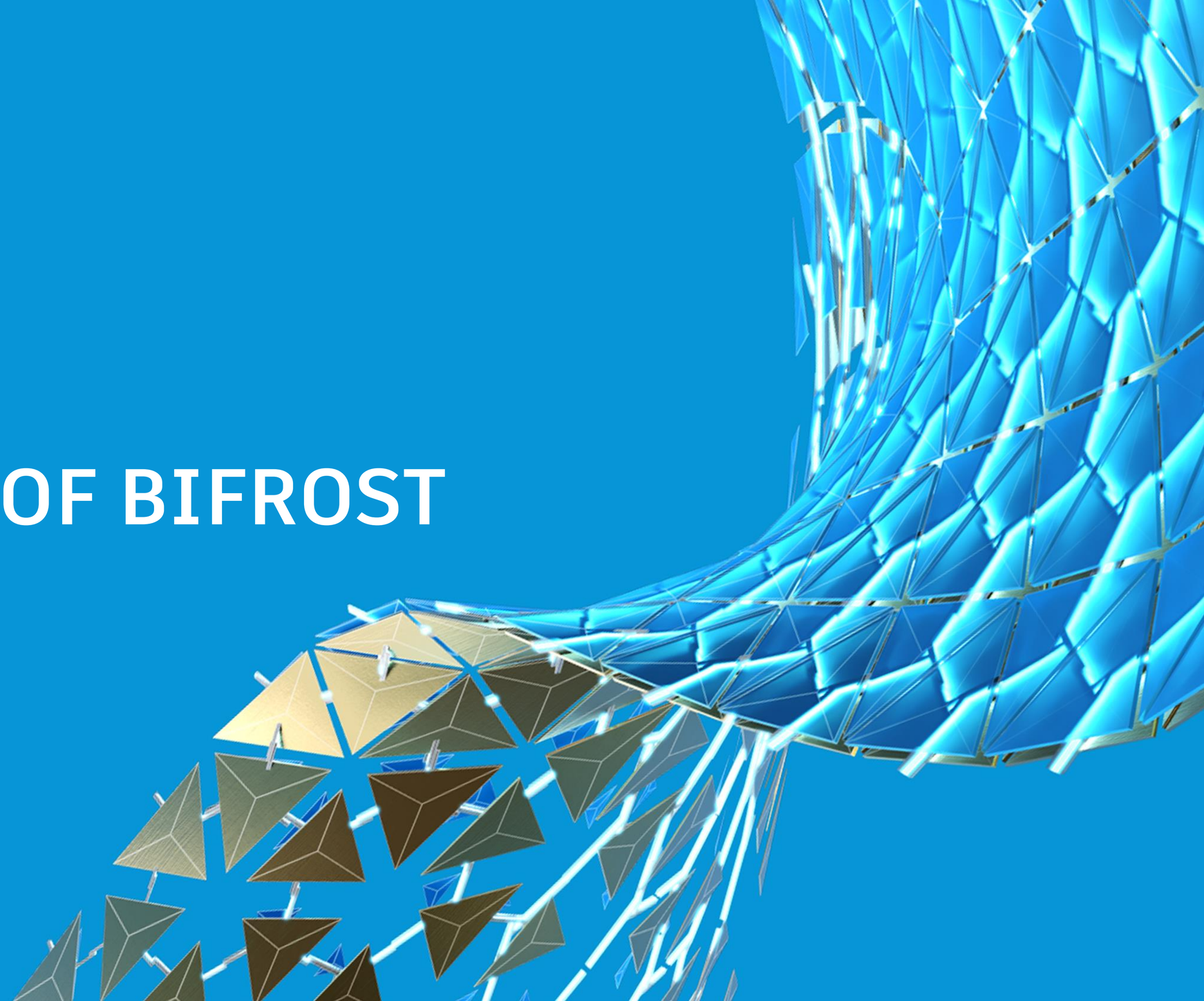
BIFROST IN MAYA



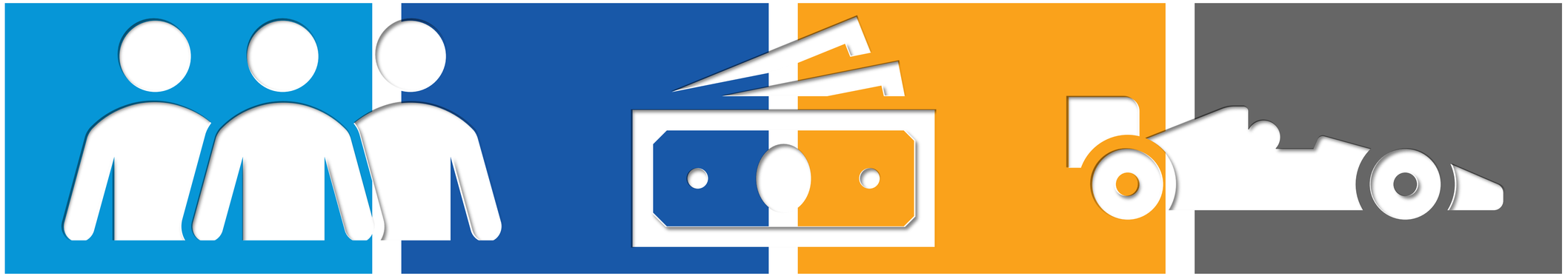
MAYA AND BIFROST



THE POWER OF BIFROST



BIFRÖST

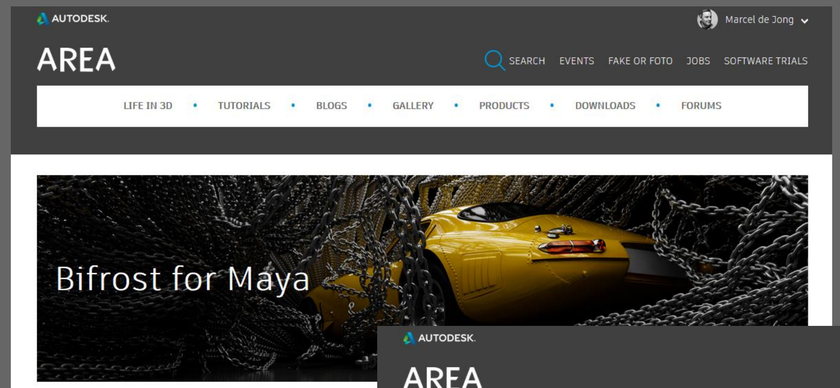


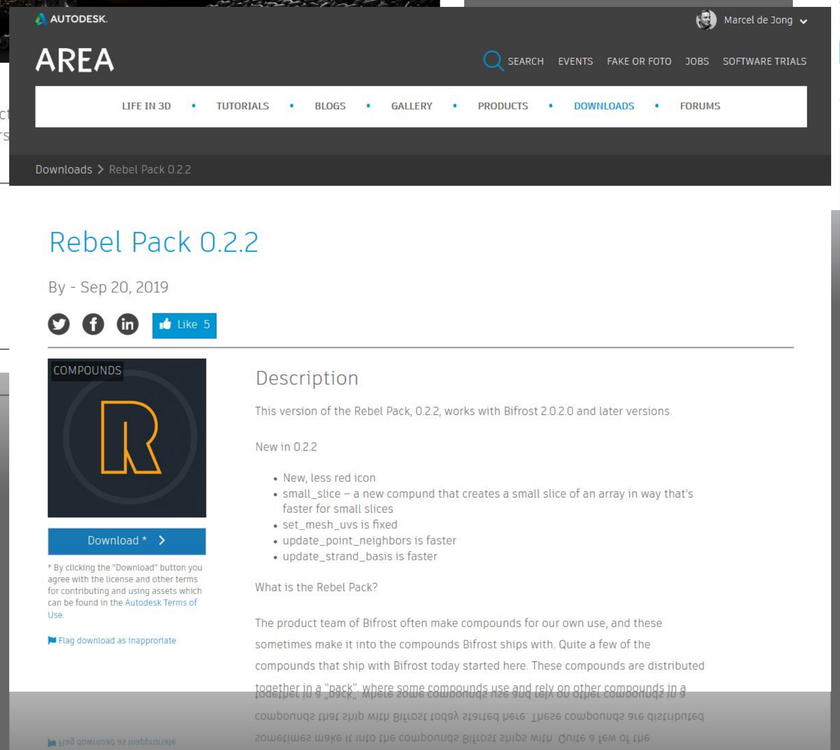
Collaborate

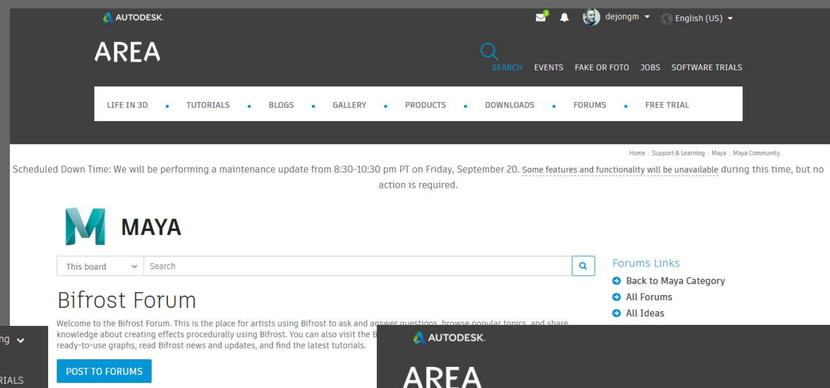
Reduce Costs

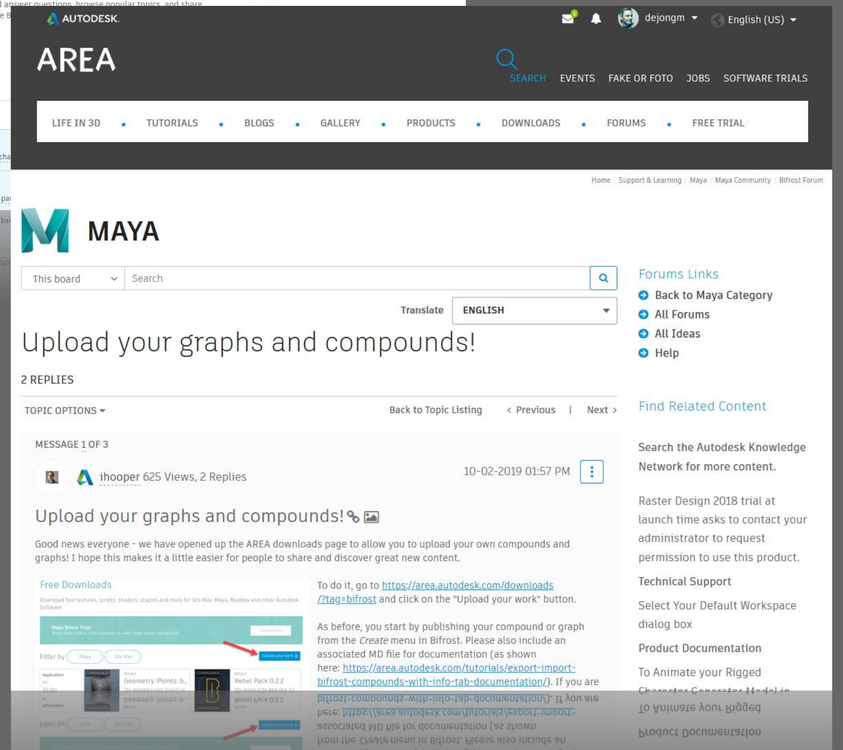
Go Faster

BIFRÖST | Resources









BIFRÖST | Resources

https://beforesandafters.com/2019/11/18/a-bifrost-journey/

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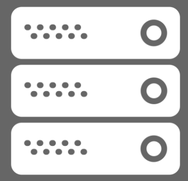
A BIFROST JOURNEY

HOW A CALL TO HELP DELIVER THE BIGGEST FILM IN THE WORLD CHANGED EVERYTHING FOR MARCUS NORDENSTAM.

BIFRÖST | How Much ?

Bifrost is free with your active subscription of Maya (2018 or later)



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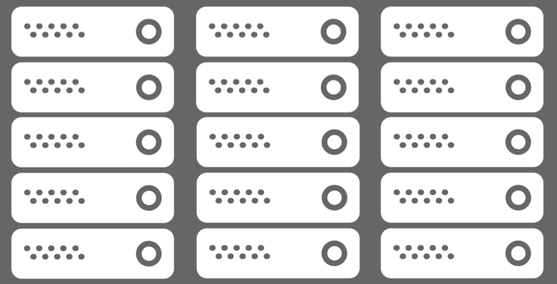

15x

BIFRÖST | Processing large scale simulations

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