

# **Week 3: Building up the camera shot**

Devil in the Garden

## **Story in one short sentence:**

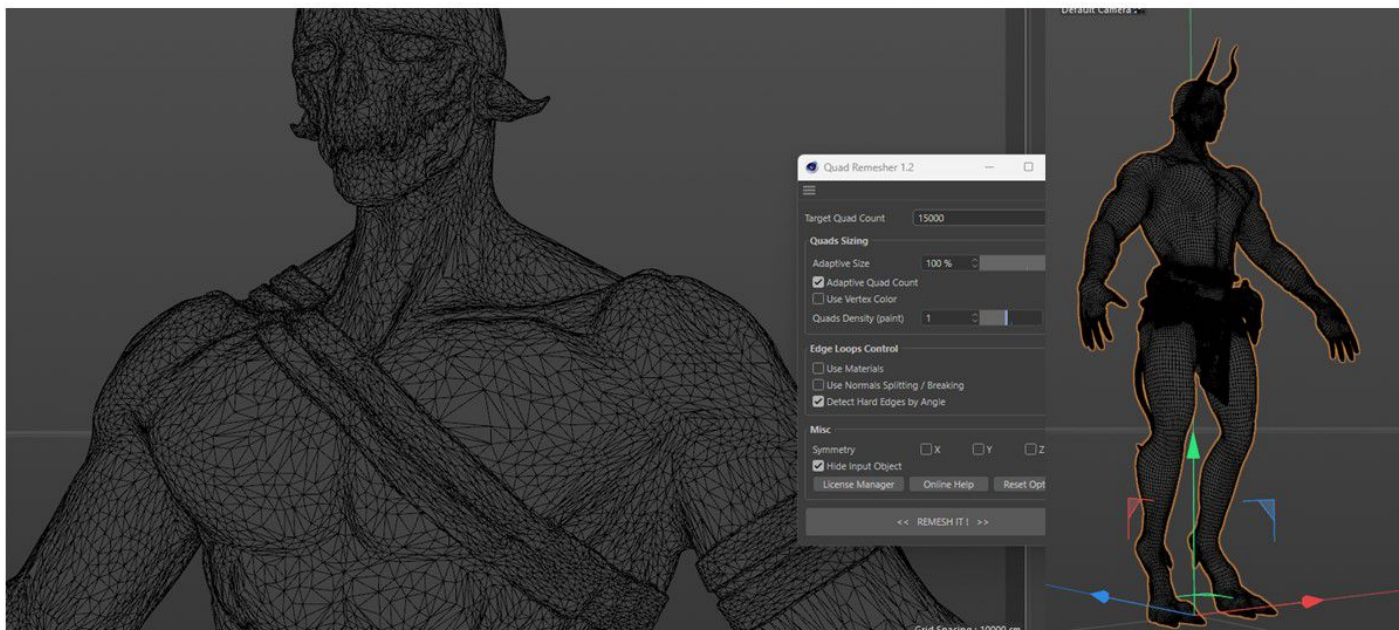
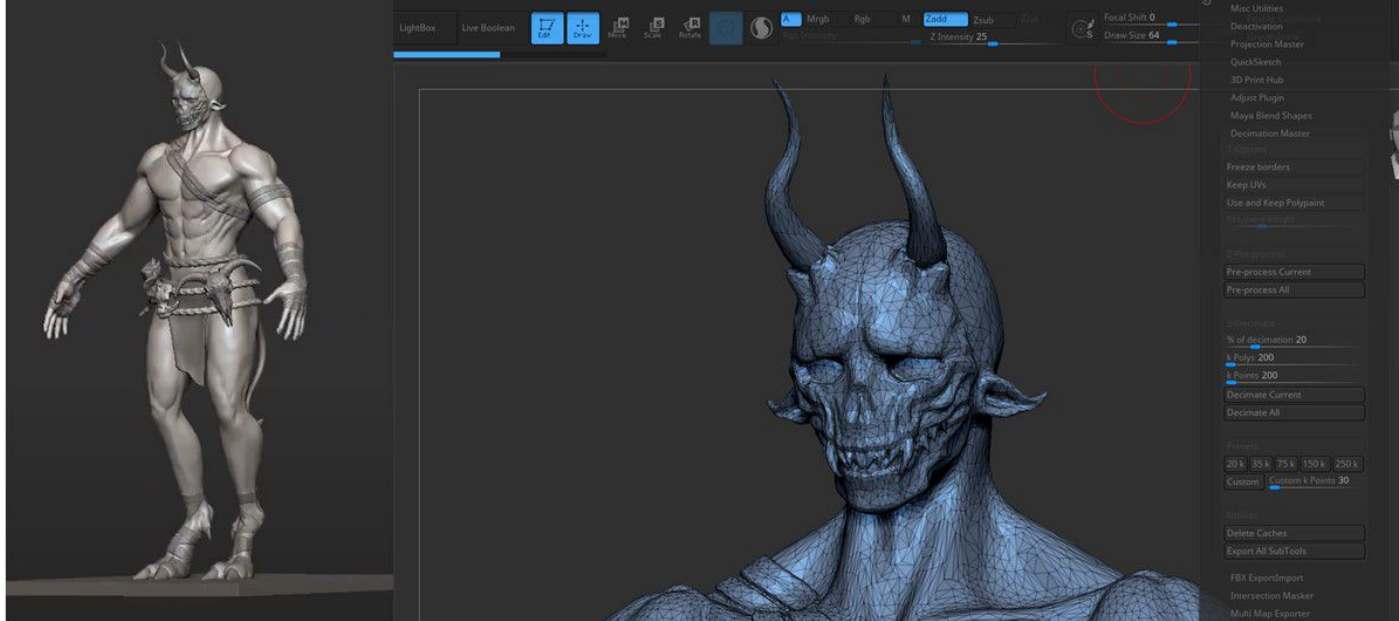
A magic dog that walks into a depressed man's mental garden, and turns the garden environment from winter with nothing to spring with everything.

## **Mission:**

Finish the shots in a limited time.

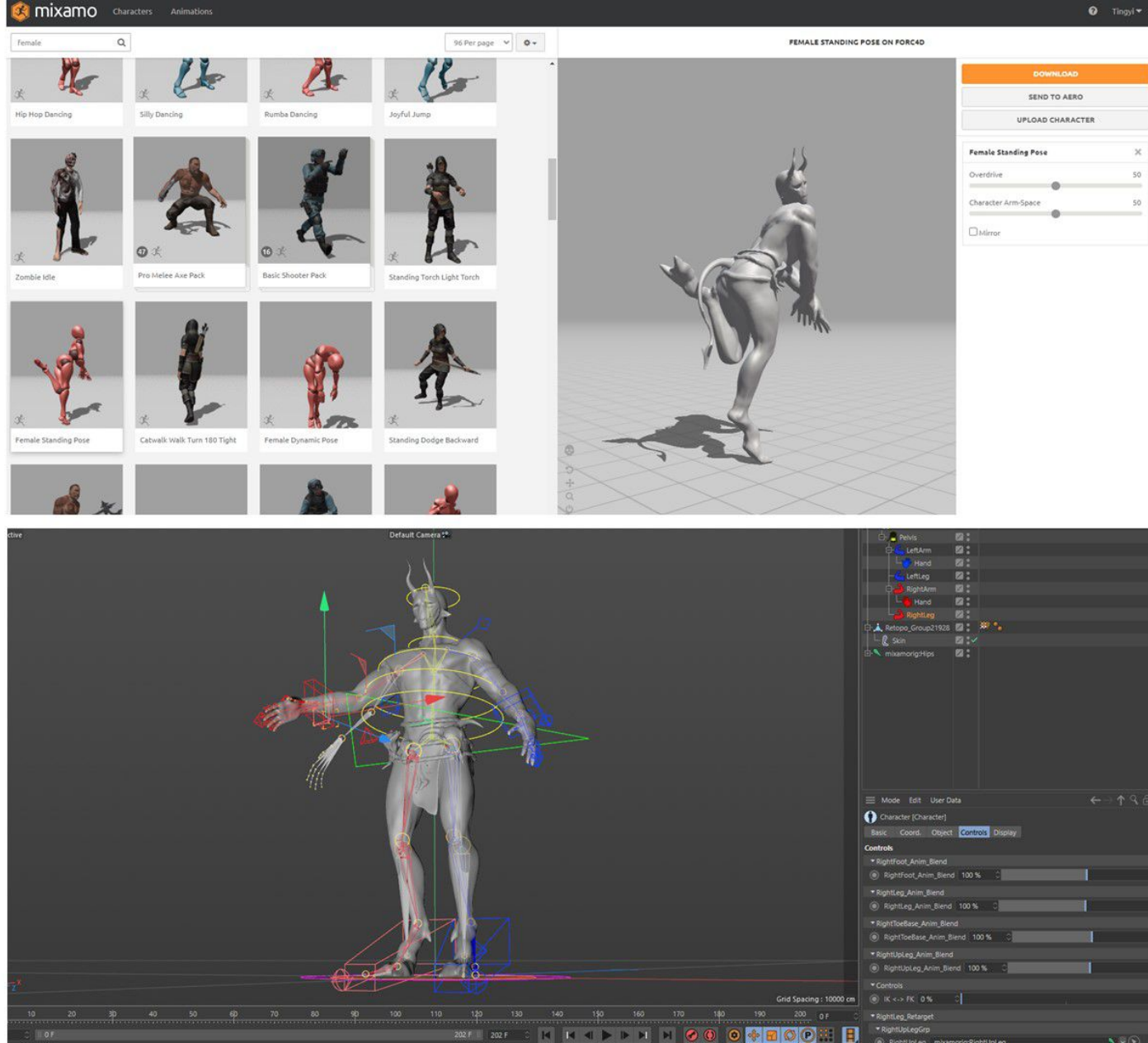
# Preparation for Rigging

I wanted to create a few shots in Cinema 4D/Maya, so I decimated my sculpture in ZBrush. By doing that, I can upload the model with less polygon to Cinema 4D. Then I used a plug-in called Quad Remesher to change the triangles to quads. The result is rough but is good for what I need now.



# Rigging the character

I uploaded the model to mixamo for a simple rig and upload on Cinema 4D. Then I modified the rig in the software so I can pose the model.





# Building the rough set

I chose to build the set in Cinema 4D because it is faster when it comes to this type of stuff. I reused my old tree models from my past animation.

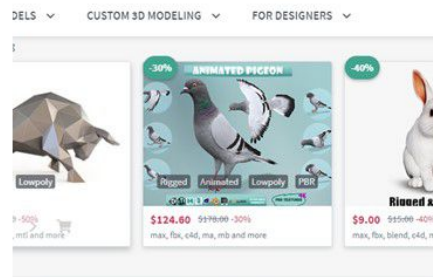
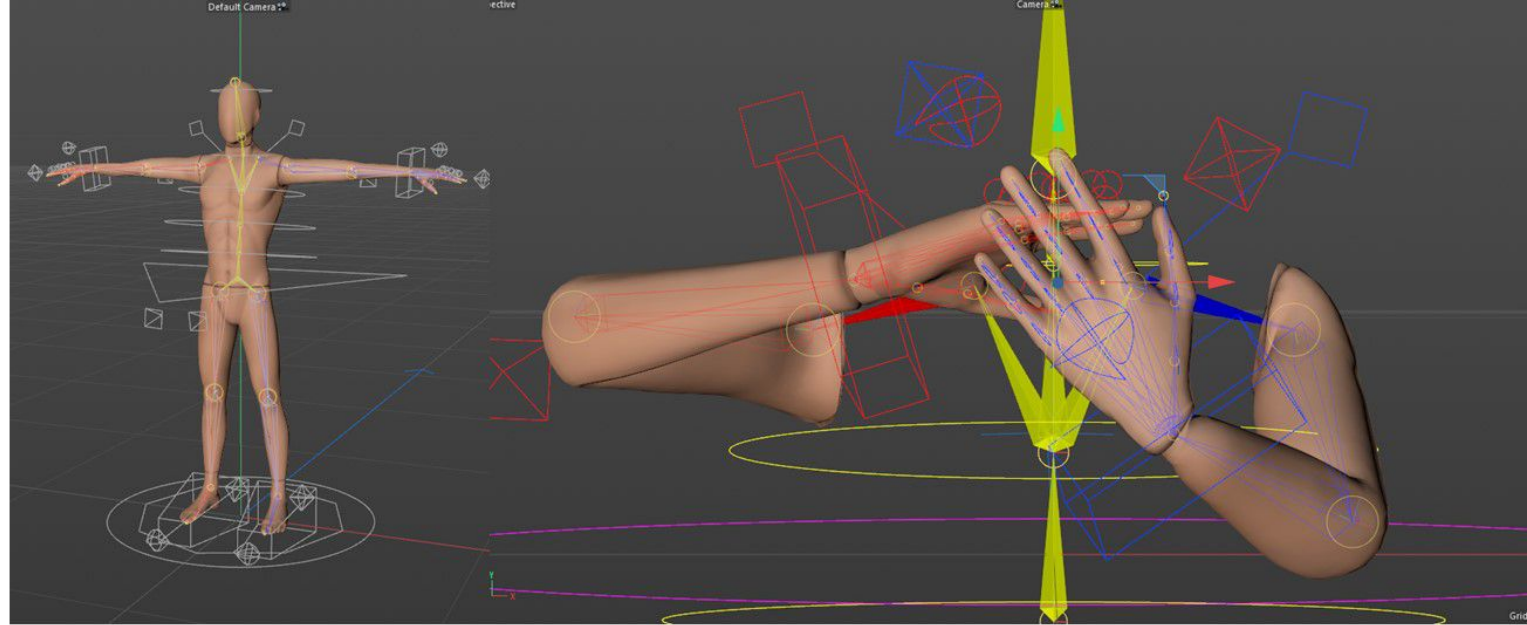


# Hand Animation

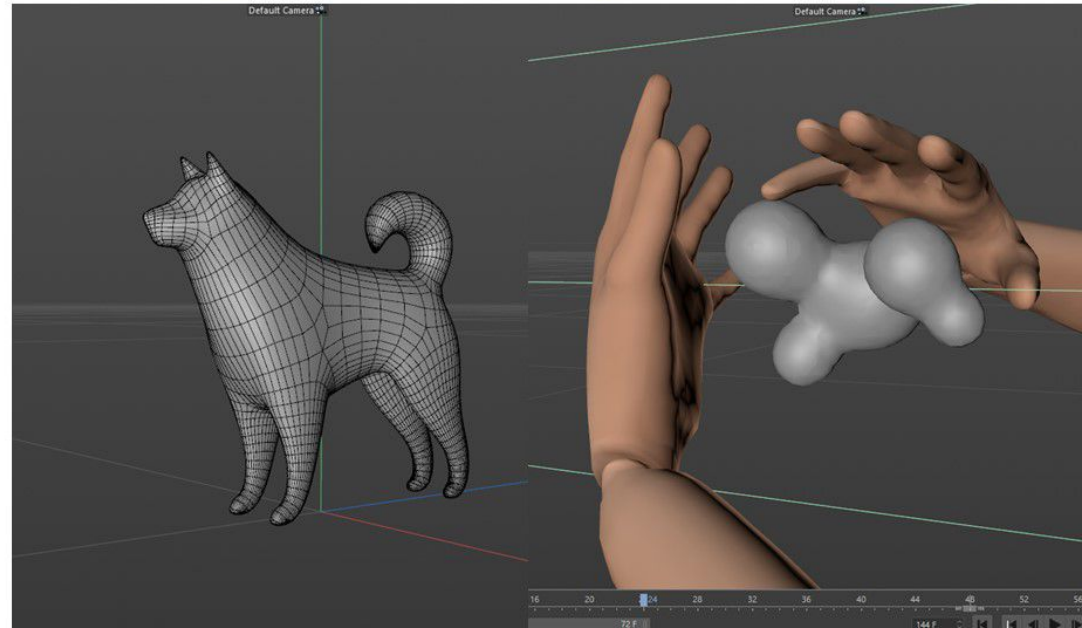
-I downloaded a character from mixamo again so I can get a rigged hand quickly.

-I also downloaded a free dog model(I think I will model and rig the dog later this week).

-I used metaball make the clay.



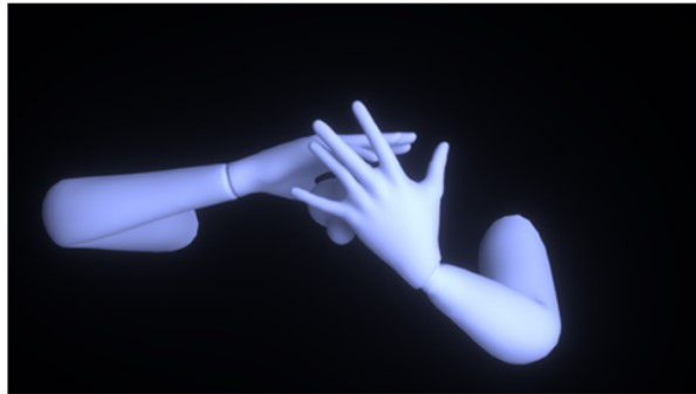
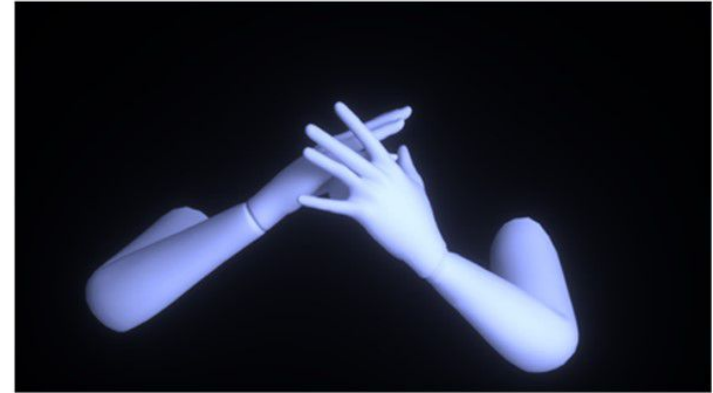
more similar models





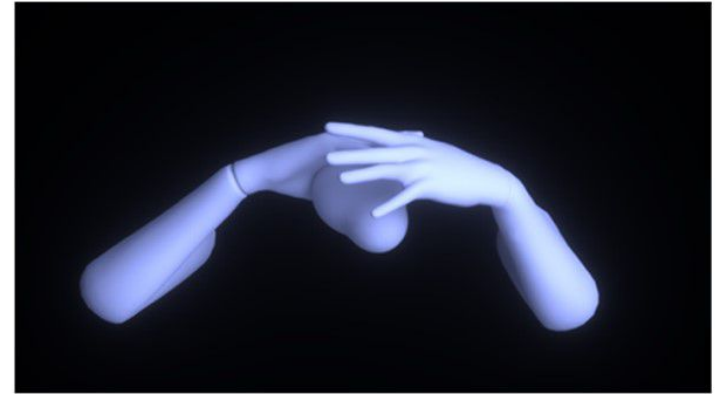
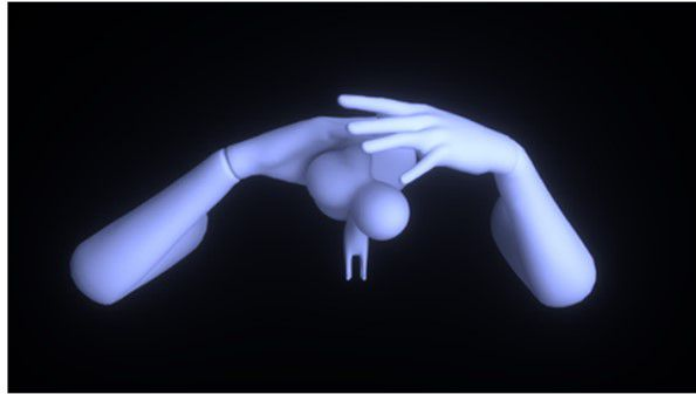
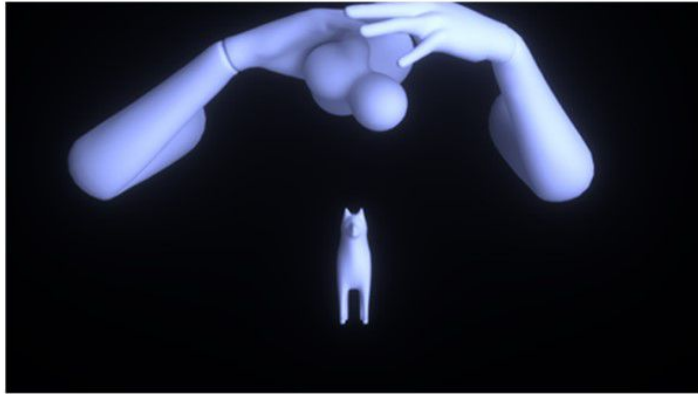
# Hand & Clay – the birth of the dog

The magician's hands create the dog.



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# Dog & Flower

The dog brings spring to the garden.

