

IM26 Texture Models For 3D Animation

Example job titles: Artist, Texture Artist

Overview	Knowledge and Understanding	Awareness	Performance Statements
<p>This unit is about your ability to design the actual appearance of digital three-dimensional objects or environments. You may be supplied with digital wire-frame models created by others.</p> <p>Industry-standard software tools you may use include:</p> <ul style="list-style-type: none"> • Alias Wavefront <p>This unit is intended to complement the existing Skillset units relating to animation.</p>	<p>This is what you must know</p> <ol style="list-style-type: none"> How to interpret and follow specifications or other briefs; How, and to whom, to ask questions to clarify requirements or raise issues in response to the specification or brief; How to use appropriate software to manipulate wire-frame models; Different types of textures, lighting and other effects that can be applied to 3D objects and environments; The effects of camera positions and angles, lighting and reflection on the appearance of rendered 3D objects and environments; The implications for 3D animation and the work you produce of interactivity and non-linearity (e.g. the need to plan for perspectives you may not have anticipated). 	<p>This is what you must be aware of</p> <ol style="list-style-type: none"> The product's purpose and target users; The expectations and requirements of target users; The impact on your work of technical parameters such as the target device's processing power, memory, bandwidth, screen size, resolution, colour depth, input device etc.; The technical processes that will be used to apply your textures in the finished product. 	<p>This is what you must be able to</p> <ol style="list-style-type: none"> Select or create appropriate textures with which to skin supplied wire-frame models; Apply textures to supplied wire-frame models to test the integrity of rendered objects or environments to ensure they appear correctly from all required positions and angles; Provide textures in an appropriate format that can be used by real-time rendering engines (in games for example); Ensure the textures you provide can be rendered at the required speed and quality within the capabilities of the target platform; Provide clear documentation as necessary for others to use your work; Organise your work using appropriate filing and naming conventions so that it can be located and used easily by others; Liaise with colleagues as appropriate to test your textures and ensure they are suitable for the intended purpose; Liaise with the relevant authority to obtain approval for your work.