

Overview

This standard is about determining the look (shininess, reflectivity, roughness and so on) of computer generated (CG) assets. This includes how they interact with their environment.

When working with Virtual production (VP), it is essential to know how these assets will be used in the pipeline and what end goal is – such as for realtime use on an LED volume or pre-rendered.

This standard is for those involved in look development.

Performance criteria

You must be able to:

1. analyse briefs, scripts, visual references and technical and production parameters to determine the required visual style
2. suggest viable looks when working with a rough brief or when no brief is available
3. liaise with those responsible for the visual style to ensure the look meets requirements
4. create the material properties for characters, props or environments that conform to the required visual style
5. create set-ups which test that look development meets requirements
6. identify and implement any necessary changes to improve the look
7. define how standardised or flexible the look needs to be
8. check and confirm the look maintains continuity with the look of other parts of the production
9. check and confirm the look being developed is as render efficient as possible
10. design pipelines to ensure the look is correctly applied to different instances in different shots
11. liaise with those responsible for implementing the look to identify any issues
12. identify and resolve problems that as the look is implemented by self or others

Knowledge and understanding

You need to know and understand:

1. how to identify the established design theme for a sequence or a project
2. the role of the art department, concept artist or production designer in determining visual style
3. when it is appropriate to use hero shots and turntables in look development and how to use them
4. the other parts of the production that the look has to comply with including on set versions and existing assets
5. the physics of motion and resistance
6. surface properties of materials, different types of textures, lighting and other effects that can be applied to 3D objects and environments
7. the effects of camera positions, angles, lens types and lighting in relation to objects and environments
8. the theory and importance of colour, lighting and cinematography
9. the purpose of shaders and how they are developed
10. how lights or shaders can be used to standardise looks
11. how to exploit the potential of industry-standard software
12. the role of modellers, texture artists and others in implementing the look
13. understand how the assets will be used
14. how to identify and resolve problems and when to escalate problems outside of own responsibility

Evolve the look of computer generated assets

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Relevant Occupations VFX Technical Director, VFX Artist, VFX Junior Artist, VFX Assistant Technical Director, VFX Producer, VFX Supervisor, VFX Assistant Supervisor

Suite Visual Effects

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