

Assignment

Composition

Your assignment is to create a composition in this space. As the composition elements are basic geometrical objects and lights. Think about the relations between objects, their place in the space, see the behavior of the light and shadows. Experiment! Create variations.

You can work in any 3D modeling program. You can download free 3ds max at http://students.autodesk.com/?nd=download_center

You can also incorporate your creation from Sculptris! Think about the size of your character, try to express the scale through the proportional relations to the environment and through the choice of point of view into the scene.

Note: Strongly recommend to import your OBJ model into the max first and save it as .max. Then open the scene with the box and use import – merge – choose your model.max

Note: In the .max scene the box is locked. If you need to work with it . RMM click in viewport -choose unfreeze all/

Note: To render the scene / find RENDERING in the top bar and hit RENDER (or Alt+Q). If you want to change parameters / go to RENDER SETUP.

If you are advanced in 3D modeling you can create your own environment. Work with light and colors, you can also present this project as animation.

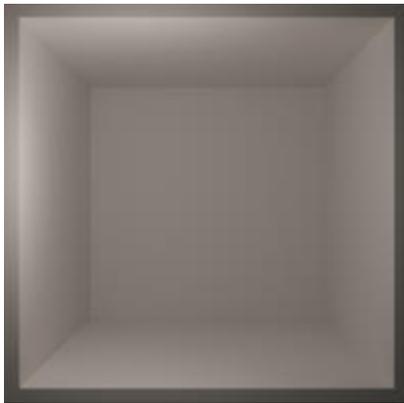
Deadline

Finnished work put into one file – composition – source file, at least 3 renders - into your file till October 14th midnight.

Composition

Composition is the harmonic balance between the elements in the whole. All the elements are in visual context.

This is the basic scene you find in the folder for this assignment:



The elements you are working with are:

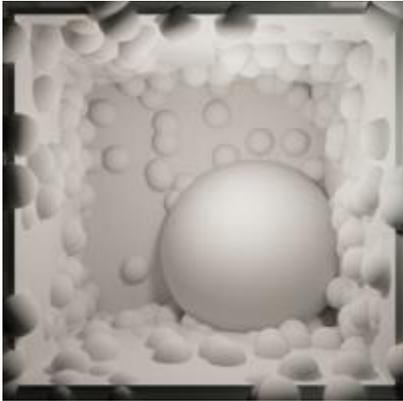
- **Shape** – is the characteristic of the 3D form or 2D form. We recognize two basic groups: geometric and organic
- **Space** – we are working in virtual space which we see as illusion on the computer screen. We can place the objects anywhere in the depth of the perspective thus creating spatial relations, giving the sense of the space to the viewer
- **Light** – maybe the most important element in the scene. Light creates the space, makes object visually understandable, creates shadows which is another compositional element. With the light you can control the visibility, you can navigate the viewer's looking at the scene.
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In 3ds Max create object as STANDARD and EXTENDED PRIMITIVES, check all the parameters of these objects.

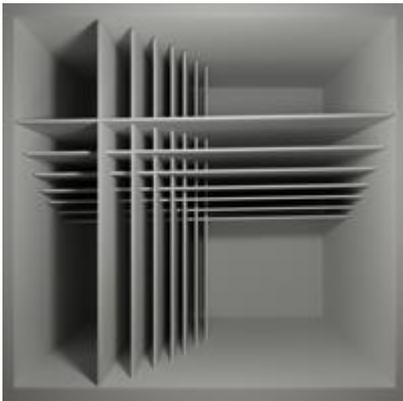
Think about the compositional principles"See more at the presentation Composition.

More about the Composition / Examples

Dominant Feature – simply the most prominent element of the composition. It does not have to be the largest, it can be the brightest, different color etc.



Rhythm – repeating element. Creates the sense of repetition, grid, which gives structure to the composition. opakující se prvek. Great for placing “a surprise” into the composition / an element in contrast with the rhythmic order.



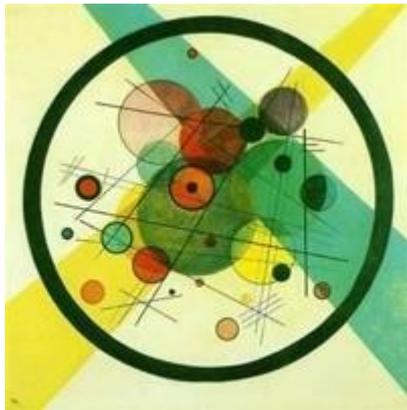
Light – strong compositional element which can change the scene completely.



Composition has certain aesthetic principles but there are endless variations”.

Also you can get inspired by abstract modern art:

Wassily Kandinsky – X lyrics



František Kupka – Vertikální plochy

