

FINAL YEAR PROJECT
“VISUALIZATION
OF OUR BRAND PROMOTING DEWDROP WATER”

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of
Bachelor of Science in Multimedia and Creative Technology

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DAFFODIL INTERNATIONAL UNIVERSITY

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APPROVAL

This Project titled “Dewdrop water” brand Promoting of Our Daffodil International University. Submitted by Sadia Akhter Sukhi to the Department of Multimedia & Creative Technology, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Multimedia and Creative Technology and approved as to its style and contents. The presentation was held on 29 November 2018.

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DECLARATION

I hereby declare that this project has been done by me and under the supervision of **Dr. Shaikh Muhammad Allayer, Associate Professor & Head, Department of MCT**. I also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ABSTRACT

Water means a liquid substance. This is a colorless and tasteless. Which is the main point of it get of earth streams, lakes, oceans and fluids of most organism. Its chemical formula is H₂O. I concern to life running base of pure water. Pure water means to clean and fresh water. Many steps of cleaning we get of pure water. But, nowadays people always drinking direct line and dirty gallon water in roadside. Unpurified Water taken by the commoners as they can not get enough information about pure and fresh water. Unwilling force of ignorance they had to take unpurified water.

My objectives are that if overall all place like whither have not a pure water shop, this place we are fixed a water vending machine so that people are thirsty they take pure water if we take steps and finally this machine have to carry a pure of water. That will be daffodil dewdrop water and branding awareness to people take this water.

The main objective of this project is pure water drink this stage, way and enhanced awareness to stop un-filter water with the help of 3D visualization where a number of software as Zbrush, Autodesk Maya, Autodesk Max, Abode After Effect, Adobe Premiere Pro, Adobe Photoshop used to accomplish the project.

The story is pointed multiple side of content people take pure water for drink. Two steps crossing then drink to pure water take by a Boy character.



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CHAPTER 1

Introduction

1.1 Background

Optimal water intake is essential for your health. Every cell in your body needs water to function properly, which is why you must continuously hydrate throughout the day. Most people know how important water intake is, but some are confused over the best type of water to drink. This article investigates the differences between purified, distilled and regular water to find out which one is the best choice for hydration. Pure water also known as purified water, is water from a source that has removed all impurities. Distilled water is the most common form of pure water. Pure water can be purified by carbon filtration, micro-porous filtration and ultraviolet oxidation. Some places use a combination of purification processes. Pure water can be used in cooking, drinking, scientific studies and laboratories. Direct line water is associated with many poor cardiovascular problems [1]. Direct line water has been found to negatively correlate with heart disease. Pure water does not contain many chemical compounds that our bodies do not need, such as the minerals that can cause these harmful effects.

1.2 Purified Water

Purified water is water that has been filtered or processed to remove impurities like chemicals and other contaminants. It is usually produced using groundwater or tap water. Through purification, many types of impurities are removed, including:

Bacteria Algae, Fungi Parasites, Metals, like copper and lead Chemical, pollutants.

1.3 Objectives

- 1.Three scene development- Desert, Street, Nature
- 2.Two character- Hero (Raj), lemon juice seller
3. Content – Bottle, gallon, glass, table, building, tap, tree, water, road, rikshaw, insect, car, dustbin, water machine etc.



CHAPTER 2

Literature Review

Introduction

Purified water is water that has been processed to remove contaminants like dirt and chemicals.

In many countries, tap water is purified to make it safe for human consumption.

2.1 Motivation

I am motivated our university because of already exist a Daffodil water but this water not to be promoting so that I think that if I making 3d animation and packaging our water bottle product then are better result. There are many water products showing tv and channel and people drink water and this type water some of really purify. Daffodil dewdrop water its so good for health and I am drinking this water. Such I am student of this university so I think that if I making this water advertisement my final project its goods for me.

Finally, my goals are our water promoting by 3d visualization showing others.

2.2 Health Benefits of Purified Water?

Although tap water is safe to drink in many areas, it may still contain pollutants.

For example, the US Environmental Protection Agency (EPA) sets limits on the laws that are considered safe for consumers for more than 90 pollutants in drinking water [1].

However, the Safe Drinking Water Act gives each state the ability to regulate their drinking water standards, as long as they meet the minimum EPA requirements for pollutants.

This means that some states have tighter drinking rules than others.

While measures are taken to ensure that public drinking water is safe to use, it can contain the amounts of contaminants that can negatively affect health [1].

1. Helping us physical performance.



2. Helps us to prevent and treat headaches and lead to major reduction and brain performance.
3. Relieve constipation, especially helping plenty of water.
4. Its benefit to fresh our kidney.
5. Human body protects from diarrhea.

Using home water filters or purified bottled water, drinking water undergoes another purification stage that can remove metals, chemicals and other contaminants, depending on the type of purification system used.

2.3 Should I Choose Purified Water Over Regular water?

In most cases, public drinking water sources such as tap water are safe due to the strict pollution limits set by the regulatory agency. However, drinking water can be contaminated from natural sources or human activity, which affects water quality for this reason, it may be a good idea to invest in the home water purification system, especially those who become immunocompromised and more susceptible to becoming ill from contaminated water [1].

In country where water pollution is an issue, especially in developing countries with a lack of proper sanitation, choosing bottled water or purifying is the safest option.



CHAPTER 3

3D Model Development

Introduction

In this project visualization stand by many models create define this part. This chapter all 3d model measurement and its ratio, size, height defining all parts model.

All about of story elements and props, characters build up organize this part. I am many resources following and then making my project model. Some models are downloaded for this project. But I also modify and reorganize my file content. This chapter 3d model presented their area showing glowing environment coverage fulfil all overall project. Defining the many angles many models that I use my project output. Many fascinate buildings, poor props, character boy, water, simulation modeling and justify how this model I am creating like which type.

A storyboard is a graphic organizer in the form of illustrations or images displayed in sequence for the purpose of pre-visualizing a motion picture, animation, motion graphic or interactive media sequence.

3.1 Story:

A thirsty boy laying in desert have to senseless then he was feeling it was dream but he was stand by street road and weather is so hot and he is very thirsty. Then he was walking in street and found water. After sometime he saw water tap but it so dirty for that the boy was not drink tap water and then he was over taking tap. He saw street road side filter and front in filter some glass arrange water but boy not drink water because it too dirty open places. Lastly, he saw a water machine and coin add to machine then fall in a water bottle and boy take this water and then he was finding this dewdrop water. Finally, the boy is drinking this water and its feel like a cool and identify that have to natural environment.



3.2 Shot Division

Scene-1, Place- Desert

Equipment: Desert, sun, old tree, Cactus, break, stone etc.

Shot	Frame	Scene	Others	SFX/VFX
1	Extreme long shot	There is a boy lying in the middle of the desert.	Back zoom in camera	sound air
2	Close shot	The boy is unconscious afterward.	Camera move	sound
3	Mid shot	The sun's sparkling, this shot will be shown from the characters perspective.	Camera side to up	Sun flare, sound
4	Full Shot	He will try to get up.	slightly lower angle	Rise up sound
5	Close Shot	We show the head in his sitting position.	Camera roll	Car horn

Scene- 2, Place- Street

Equipment: road, car, build, signal light, banner, billboard, wire, police box, tree, dustbin etc.

Shot	Frame	Scene	Others	SFX/VFX
1	Close shot	His eyes closed and his head slightly low.	Camera still in front	Sound
2	Front shot	He raised his eyes and turn his head, he will realize that he is standing open road.	Camera zoom out	Sound
3	Over the shoulder	He will see no man in the street.	Camera back in roll	Car sound
4	Too shot	A car passing the high way with full speed.	Side in look	Sound air



5	Top shot	The atmosphere became dust flock of birds flying in the sky full of sunshine.	Up to side camera	Birds fly sound
6	Mid shot	The sweat is falling on his forehead.	Camera still	sound
7	Full shot	Here we will show that the water is shaking from its body even after the sweat of water becomes dry on the road.	Camera up to down roll	sound
8	Close shot	He is very tired, He's got a lot of thirst.	Camera still	Walk sound
9	Over the shoulder	Later started to walk. Look at the foot shot.	Left to right camera	Sound

Scene-3, Place- street

Equipment: tap, build, street road, break, stone, gallon, 2 glass, table etc.

Shot	Frame	Scene	Others	SFX/VFX
1	Over the shoulder	While walking, he will see a water tap.	Follow shot	Walk sound
2	Full shot	The boy is going to drink water.	Camera in front	Walk sound
3	Close shot	Then one insect pass on the side of the tap and he will think that he will get sick for drinking this water.	Camera to still	Insect sound
4	Close shot	And he will not be drinking water.	Still camera	Sound
5	Long shot	After few moments walking he will see a shopkeeper with a big gallon of water glass.	Front in camera still	Walk sound
6	Top shot	He used to blow the glass of water with his hands.	Side in camera	Sound



7	Mid shot	But he did not drink the water.	side camera	Sound
8	back	He will be gone.	Front in zoom out	Walk sound

Scene- 4, Place- street

Equipment: machine, coin, taka, water bottle etc.

Shot	Frame	Scene	Others	SFX/VFX
1	Mid shot	He's walking on the side of the road	Camera one side follow	Walk sound
2	Close shot	he will see a water machine boy will give coins to the machine	Camera still	Coin sound
3	Full shot	After getting the coins, the water will be out from the Machine	Camera still	Sound
4	Too shot	He'll take water bottles.	Down to up	Sound
5	Mid shot	He was saw if it is daffodil water.	Front camera	Sound
6	Too shot	Then he will notice the daffodil writing is on the machine	Camera move	Sound
7	Close shot	Then she will open the mouth of the water bottle.	Bottle focus	Sound

Scene- 5, place- Nature

Equipment: Terrain, tree, river, waterfall, tower, butterfly, character etc.

Shot	Frame	Scene	Others	SFX/VFX
1	Mid shot	He will be drinking water while his behind environment will change.	Still camera	Nature sound



2	Long shot	He will realize that there is a cold wave between sea and the shovel proliferation.	Camera roll	Birds sound
3	Mid shot	There will be daffodil flowers, hills, seas, trees, fountains.	Front camera	Sound
4		Finally, the Daffodil water will zoom in, on one side some text will be running.		CG music

3.3 Importance of story Board:

- Define the parameters of a story within available resources and time.
- Organize and focus a story.
- Figure out what medium to use for each part of the story.

Storyboarding of my project:

I have pre-visualized my final project and drawn the following storyboard so that the storyboard can act as a reference during actual animation and post production.

3.4 storyboard

A storyboard is a visual outline for your video. It's made up of a series of thumbnail images that convey what happens in your video, from beginning to end. It also includes notes about what's happening in each frame. A finished storyboard looks like a comic strip. Storyboards can be simple or complex.



Figure-1: Desert art

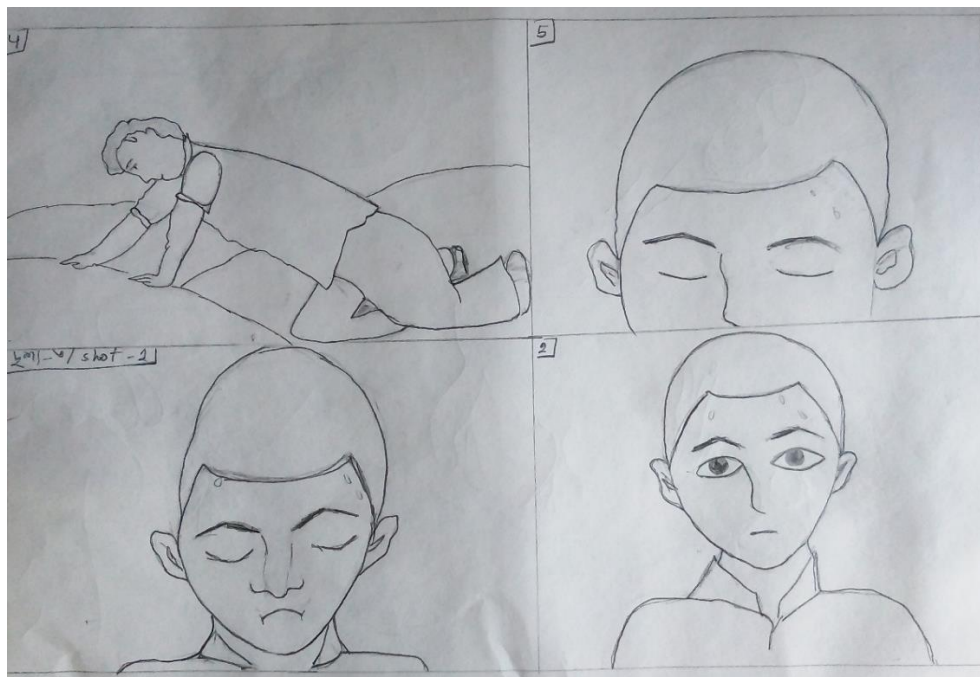


Figure-2: character perception

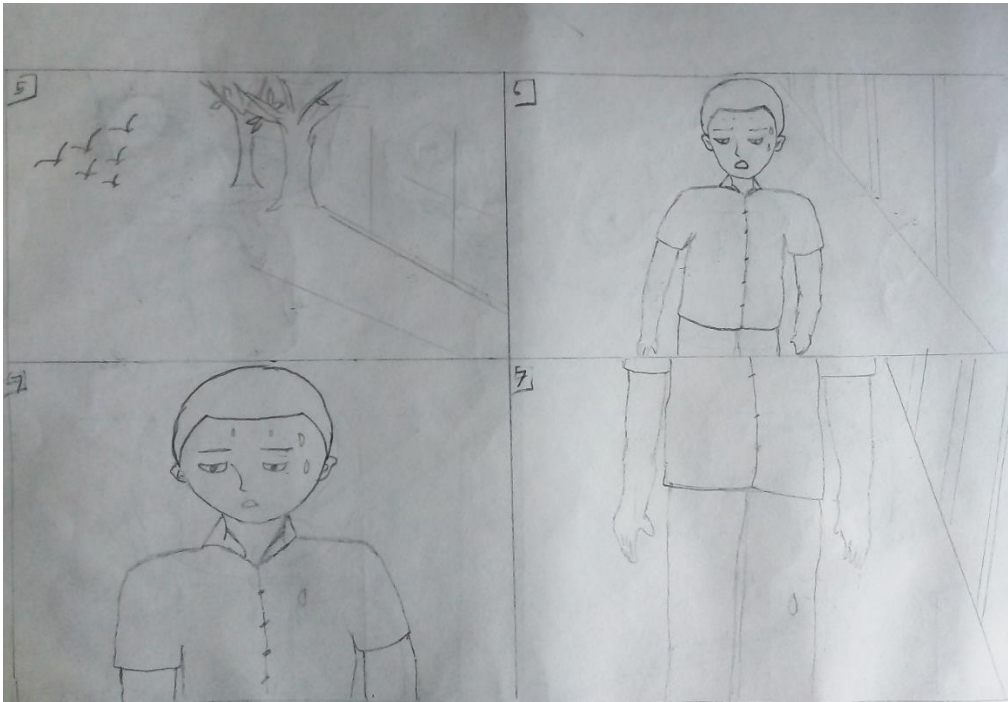


Figure-3: Street

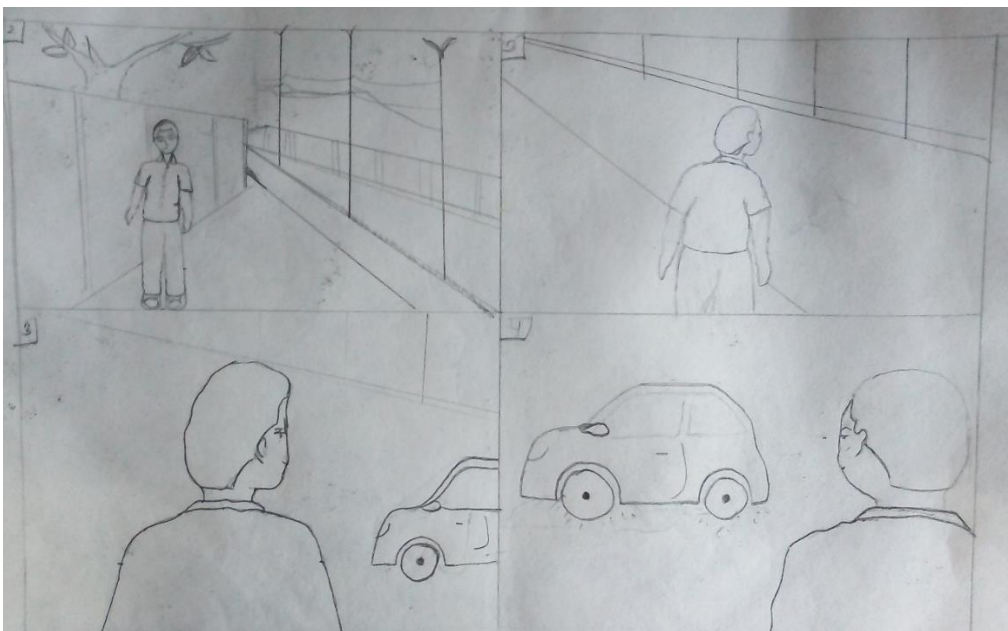


Figure-4: Street build perception

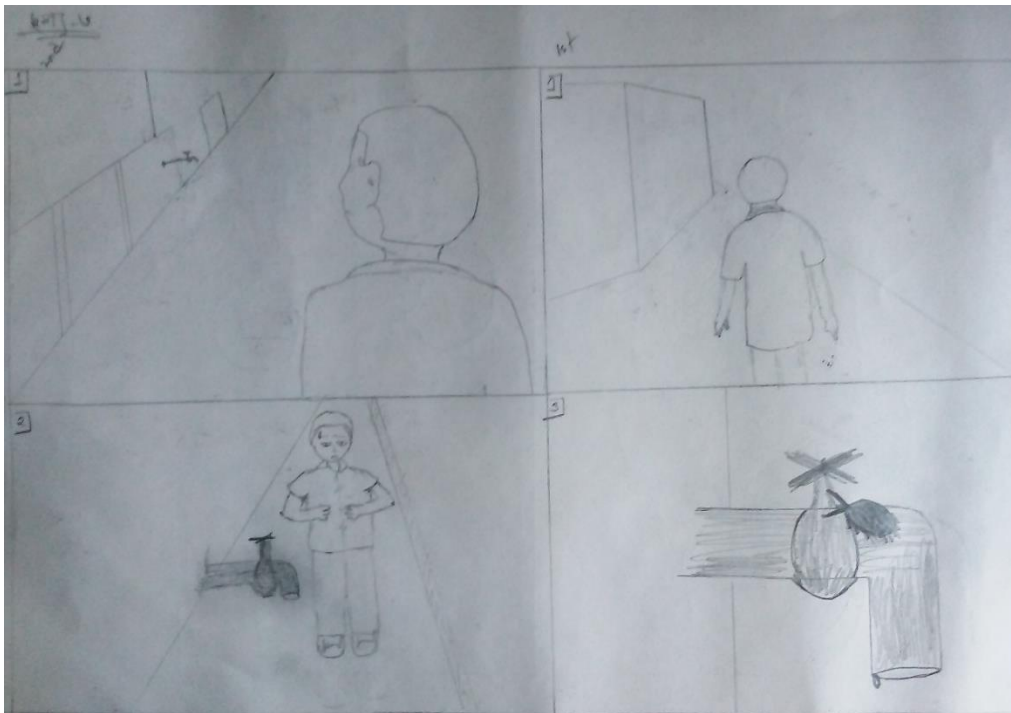


Figure-5: Next direct line art

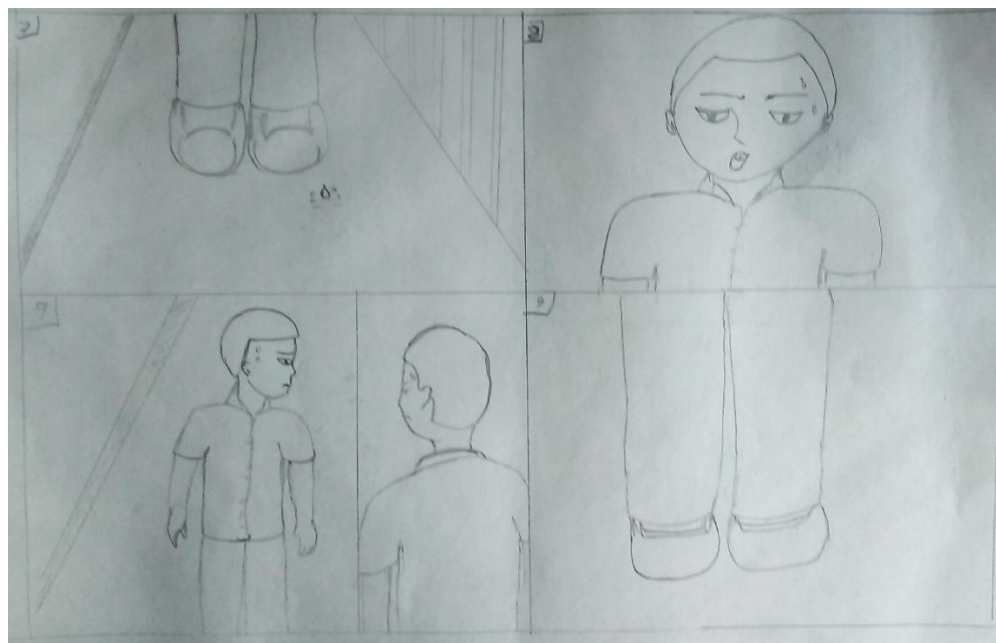


Figure-6: Character facial art

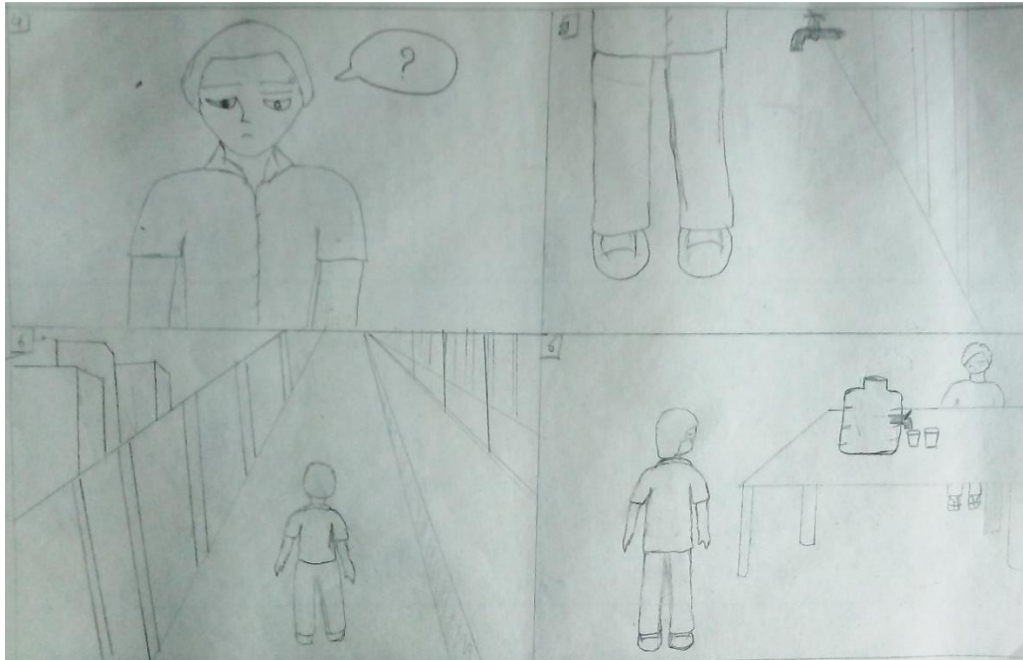


Figure-7: Founding Water perception

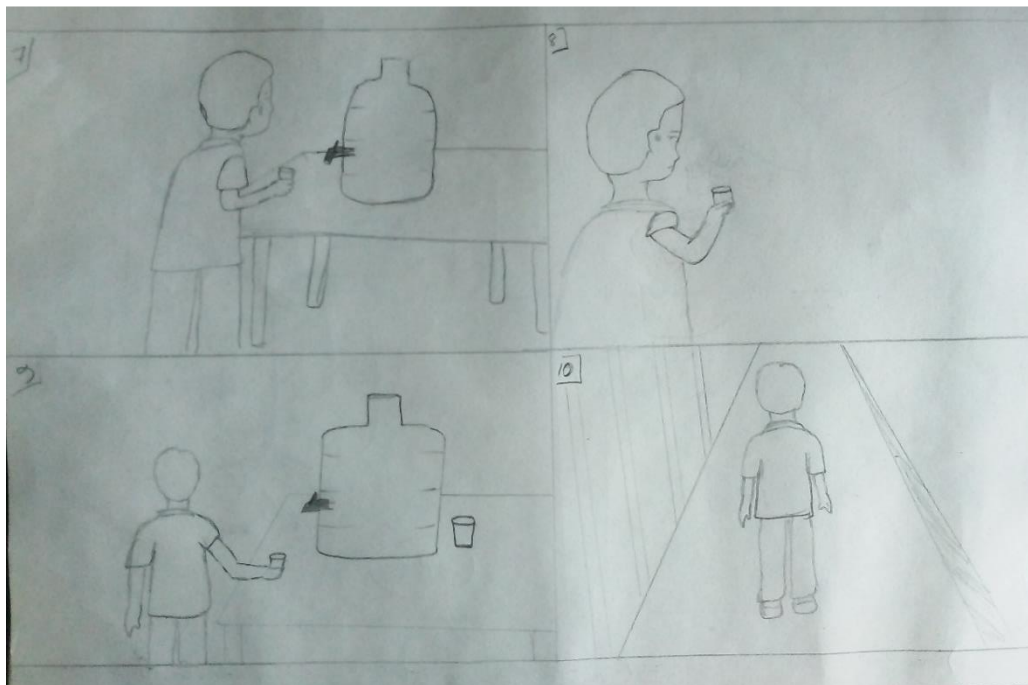


Figure-8: Street side water

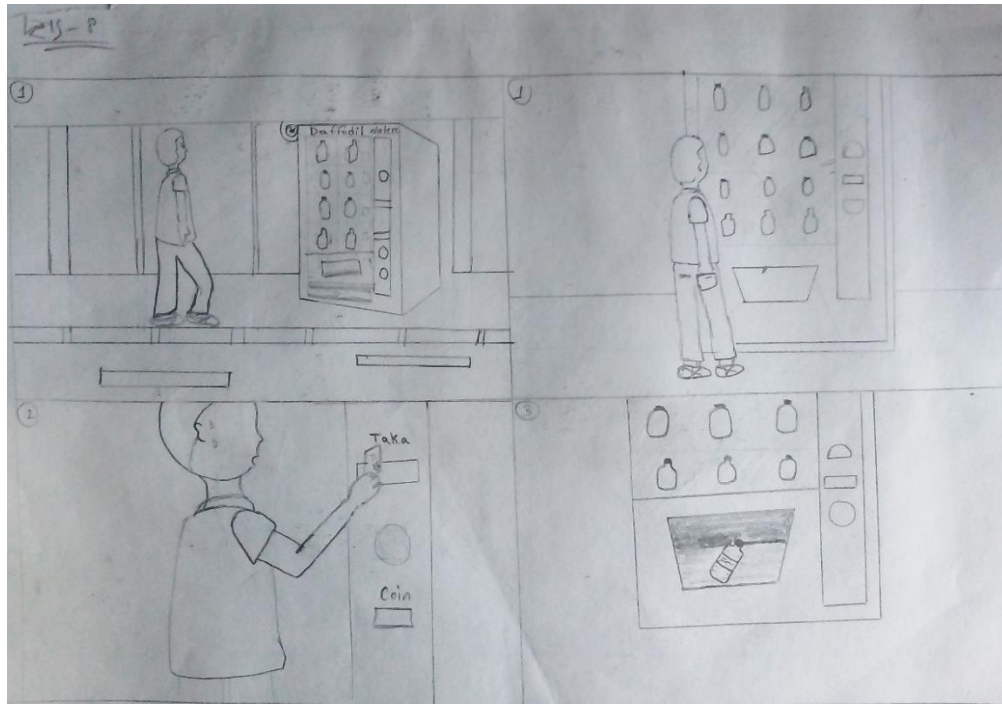


Figure-9: Machine scene

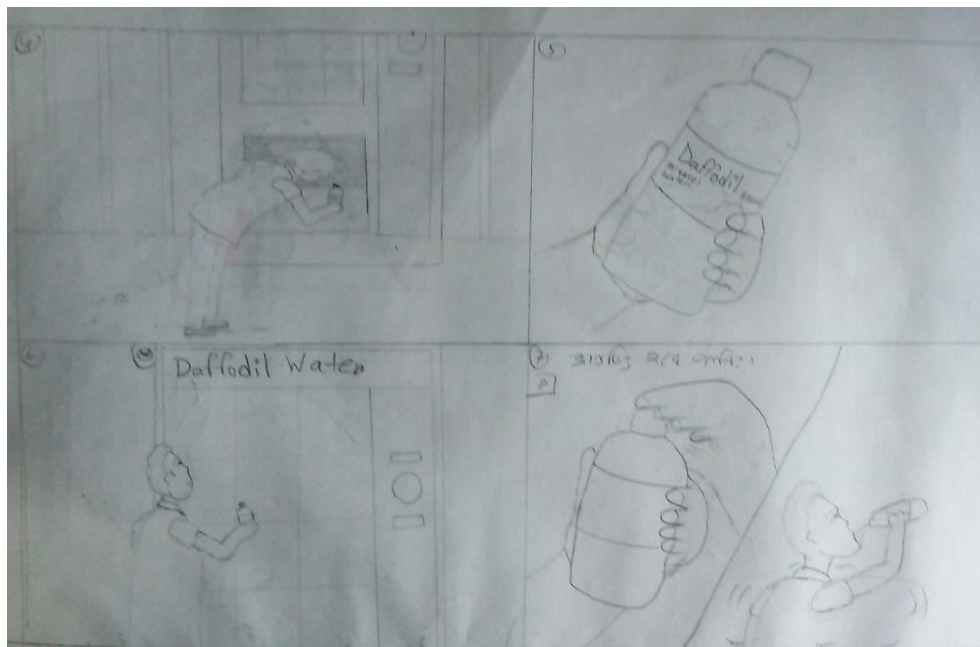


Figure-10: Bottle signify



Figure-11: Nature environment

3.5 Software:

Software are used to create the final output given below:

Autodesk max 2016

Autodesk 3ds Max, formerly 3D Studio and 3D Studio Max, is a professional 3D computer graphics program for making 3D animations, models, games and images. It is developed and produced by Autodesk Media and Entertainment.

Autodesk Maya 2016

Autodesk Maya is an industry leading 3D animation software application developed by Autodesk that enables video professionals who work with animated film, television programs, visual effects, and video games to create highly professional three-dimensional (3D) cinematic animations.



Adobe After effect:

Adobe After Effects is a digital visual effect, motion graph, and compositing application developed by Adobe Systems and used in the post-production production process and television production. Among others, After Effects can be used for typing, tracking, compositing and animation.

Adobe Photoshop:

Photoshop is Adobe photo editing, image creation and graphic design software. This software provides many image editing features for raster images (pixel-based) and vector graphics. It use a layer-based editing system that enables image creation and transforms with multiple functions that support transparency. The layer can also act as a mask or filter, changing the base color.

Adobe Premiere Pro:

Adobe Premiere Pro is a timeline-based video editing application developed by Adobe Systems and published as part of the Adobe Creative Cloud licensing program. Adobe Premiere Elements is a video editing software published by Adobe Systems. It's a scaled down version of Adobe Premiere Pro and tailored to new and user editors

Adobe Illustrator:

Adobe Illustrator is a program used by both artists and graphic designers to create vector images. These images will then be used for company logos, promotional uses or even personal work, both in print and digital form.

3.6 Hardware Requirement:

I have used a windows desktop pc with following configuration to create this project:

- Processor: Intel (R) core (TM) i7-4790 cpu
- RAM: 12gb
- GPU: Nvidia GTX 960

3.7 Modeling

Boy character:

Character are exporting in Z-brush and import to 3ds Max by solid shape and then I am modifying shape and creating this type. It has high poly shape character but I apply multi-res modifier and character vertex by low poly.

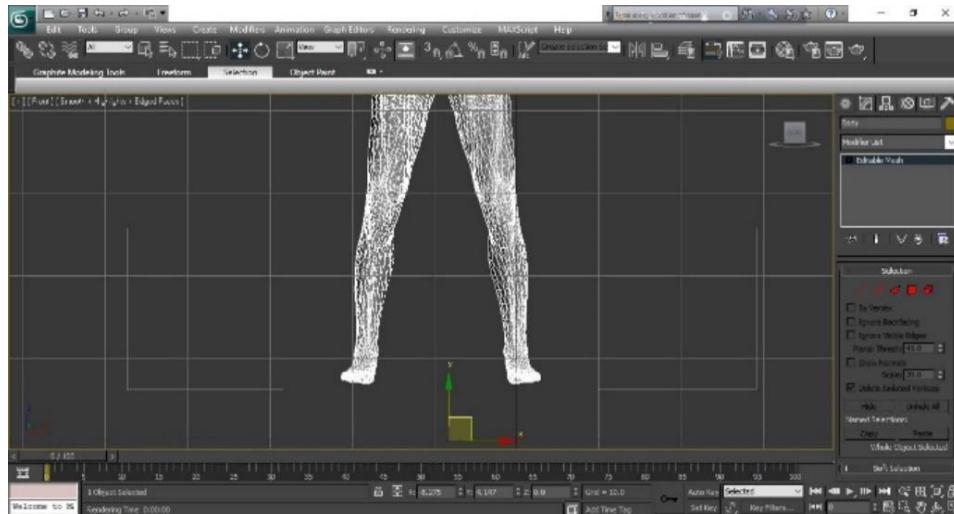


Figure-12: Character modeling in max



Figure-13: Character face modifying

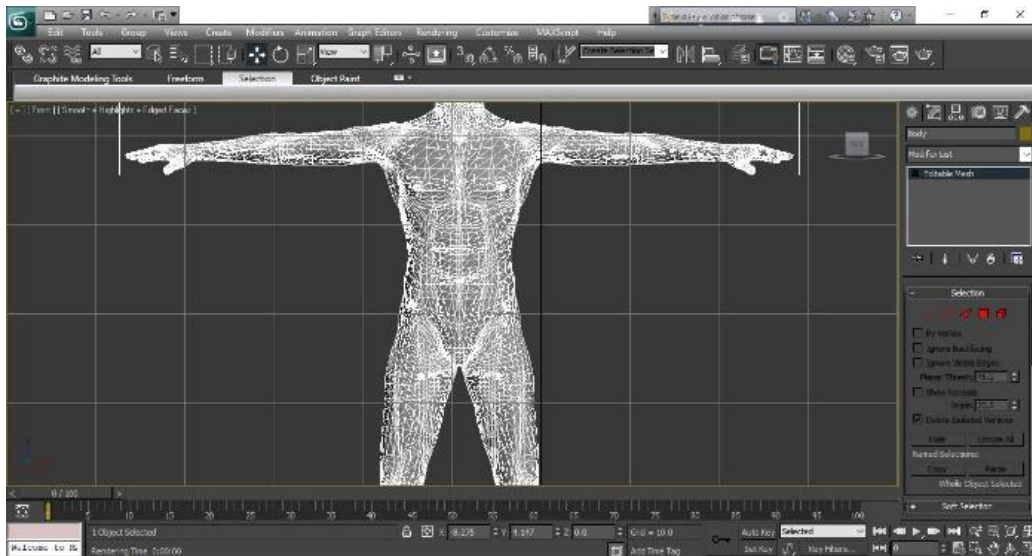


Figure-14: Character body shaping

All body part I am using soft selection by editable mesh selected their all area modify soft selection. This boy model eye hair brow created line tools apply. Lastly finally making overall shape like bd boy character.



Figure-15: Final character model look

Cloth

Defining the cloth I am making just nurbs tools and all vertex selected my shape area and lastly creation this type cloth. And shoes creating by cylinder and nurvs.

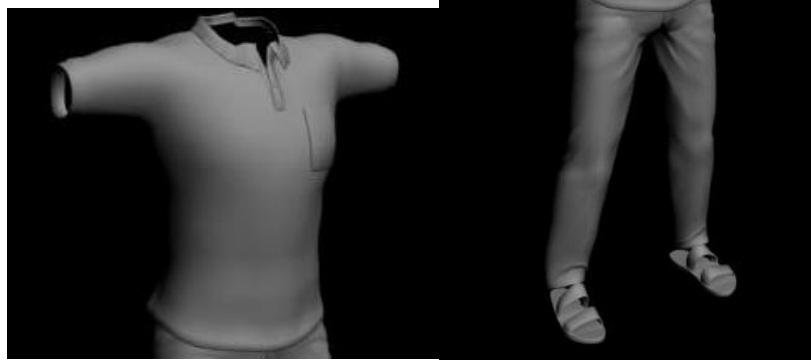


Figure-16: Cloth modeling max

Props modeling

Bottle:

It is my brand product dewdrop water created by me. This model creating line tools and then apply for shape I add lathe modifier. And this bottle for thickness I am add shell after apply mesh smooth.

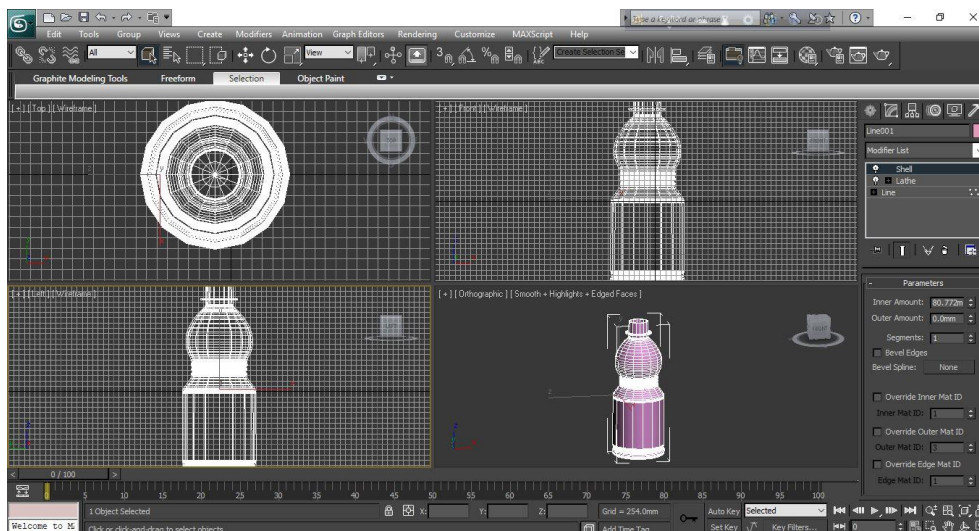


Figure-17: Bottle modeling max

Gallon:

2ndly my product branding I am making a gallon. Likely creating line tools and then apply to shell last thickness high to mesh smooth.

Tap:

Tap making just one object and then editable poly, 1stly I take a cylinder object their face selected extrude by extrude all parts and moving tap shape.

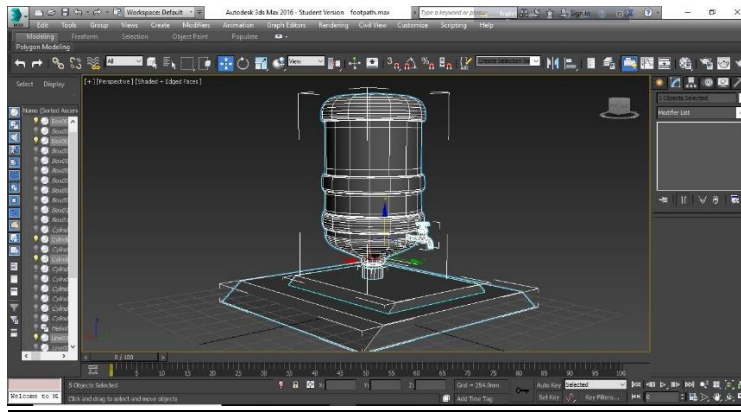


Figure-18: Gallon modeling max

Machine:

This product for taking to a box object and its editable poly, face selected and extrude bevel for like shape.



Figure-19: Machine modeling max

Buildings:

All these types of building creating mine and modeling in 3ds max software each all parts face selection extrude and bevel. And many Vertex selected adding to target wild. Cut and quick slice add just for machine shape.

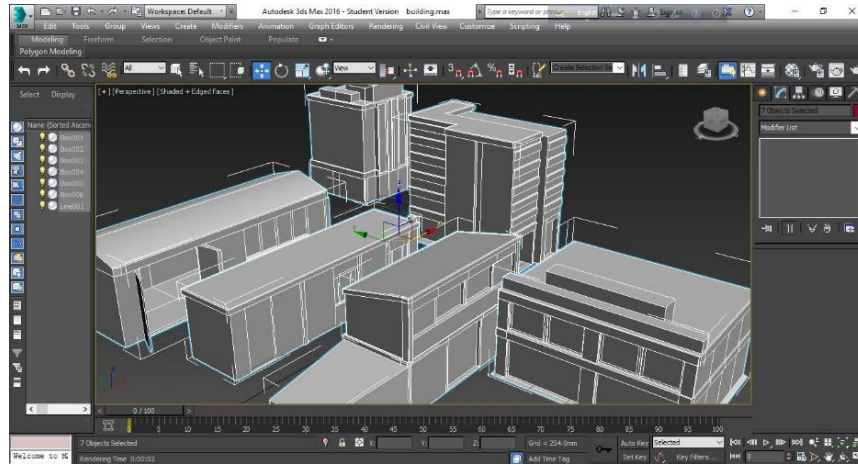


Figure-20: Buildings modeling

Street:

There are many props in give below. All are props making in 3ds max software. Road, police box, tap, barrier, light etc. It is low poly model and I am creating object and editable poly. Road creating plane and editable poly selecting face and up to extrude there thickens creating by cylinder and attach to handle. Police box making and defining to box shape.

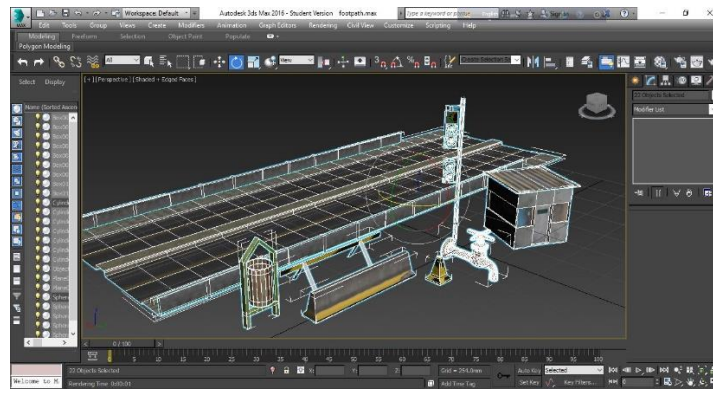


Figure-21: Streets content modeling

Desert:

A plane object creates and then vertex to high up to and lastly using soft selection their area and up to level thickness. 1stly create in max software plane object in surface and then apply to displace modifier and smoothness high from mesh-smooth. Collapse to editable poly.

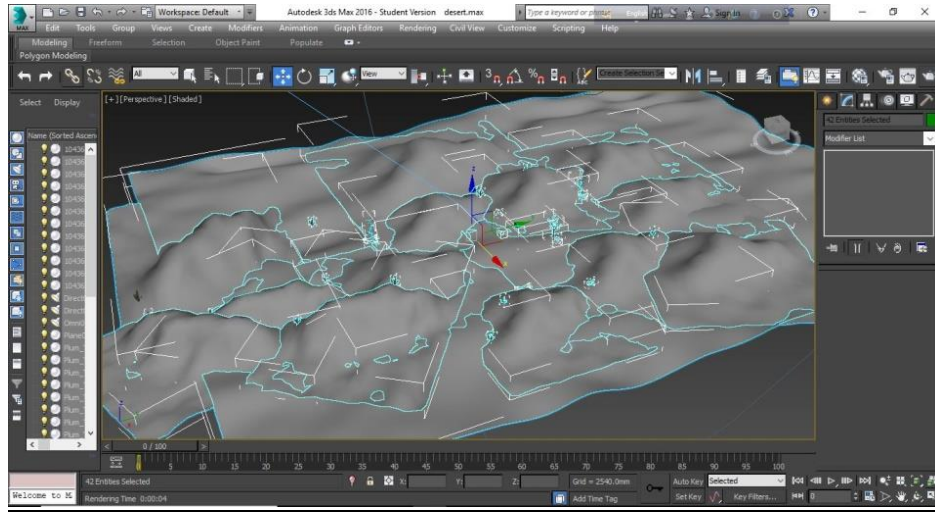


Figure-22: Desert model in max

Terrain:

Creating to terrain in Maya software by paint deformation tools and likely selecting to brush tools. This tower modeling a cylinder edge selecting extrude and bevel.

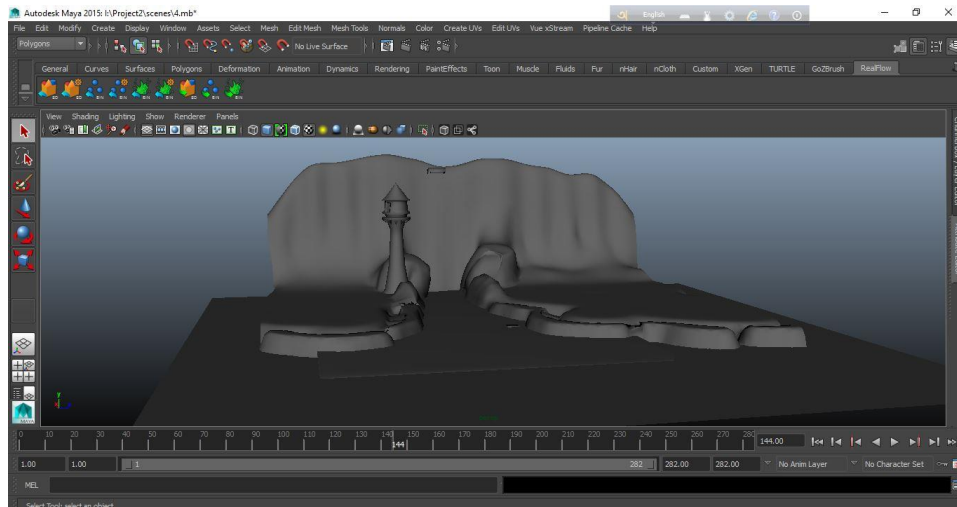


Figure-23: Terrain model in Maya

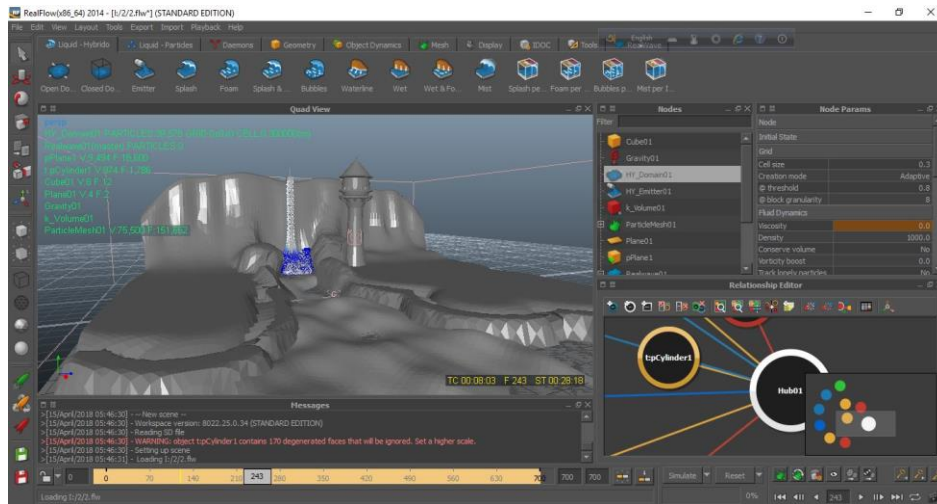


Figure-24: Simulation in Real-flow

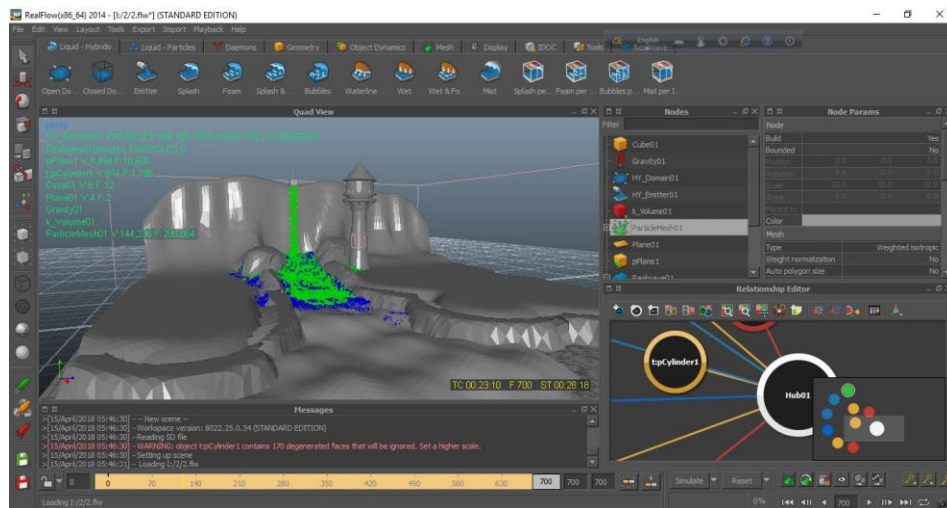


Figure-25: Simulation mesh

I export model as SD file into Real-flow and create real-wave parameter into it. After simulate the real-wave I add the open domain from hybrid0 into the real-wave and let it simulate. I added gravity, kill volume, emitter. The gravity kept the water into the place and the kill volume demon kill the extra particle after a fixed time later. After the final simulation, I convert the splash into mesh and export everything into Maya for final composition.



3.8 Texturing

Texture In visual art, the surface quality is seen from artworks. It is a two-dimensional and three-dimensional design element and distinguishes it from its visual and physical properties. The use of textures, along with other design elements, can deliver a variety of messages and emotions [1].

Texture mappings are a way of specifying high frequency details, surface textures, or color information on 3D graphics or computer models.

Texture mappings originally refer to a method (now called more precisely mapped) that simply packed and mapped pixels from the texture to the 3D surface. In recent decades, the emergence of multi-pass rendering and complex mapping such as high mapping, lump mapping, regular mapping, displacement mapping, reflection mapping, specular mapping, squabbling, bowling, and many other variations of techniques (controlled by system materials) have been allowing it to imitate close-photorealism in real-time by reducing the amounts of polygons and lighting calculations needed to build realistic and functional 3D scenes.

The texture map is the image applied (mapped) to the surface of the form or polygon. This may be a bitmap image or procedural texture. They may be stored in normal image file format, referenced by the 3d model or material definition format, and installed into the resource group.

They may have 1-3 dimensions, although 2 dimensions are most common for visible surfaces. For use with modern hardware, texture map data may be stored in tiled orderings to improve cache coherency. Rendering APIs typically manage texture map resources (which may be located in device memory) as buffers or surfaces, and may allow 'render to texture' for additional effects such as post processing, environment mapping.

Bottle:

This bottle texturing to 3ds max software. This level image creating to adobe illustrator. I apply to label and material use to falloff ray-trace and opacity 50. Label design front Arial rounded Mt bold and Forte font.



Figure-26: Bottle UV map texturing in max

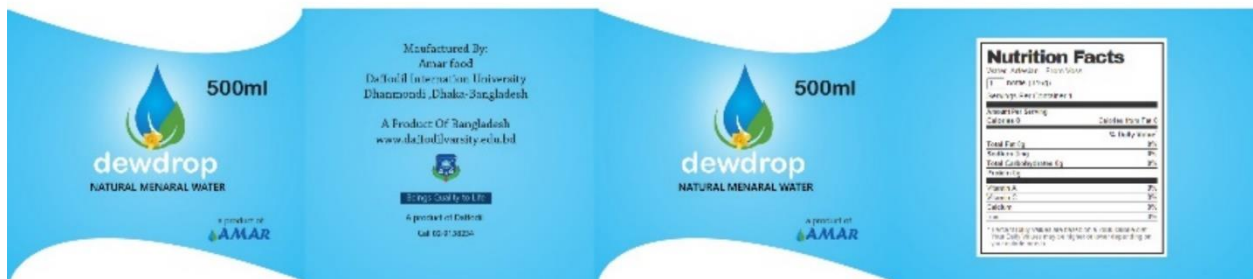


Figure-27: Label design in illustrator

Boy Character:

Boy texture is an unwrap texture. I am collecting goggle this texture and editing in photoshop size for this model.



Figure-28: Build Character outlook cloth 7 skin color in max

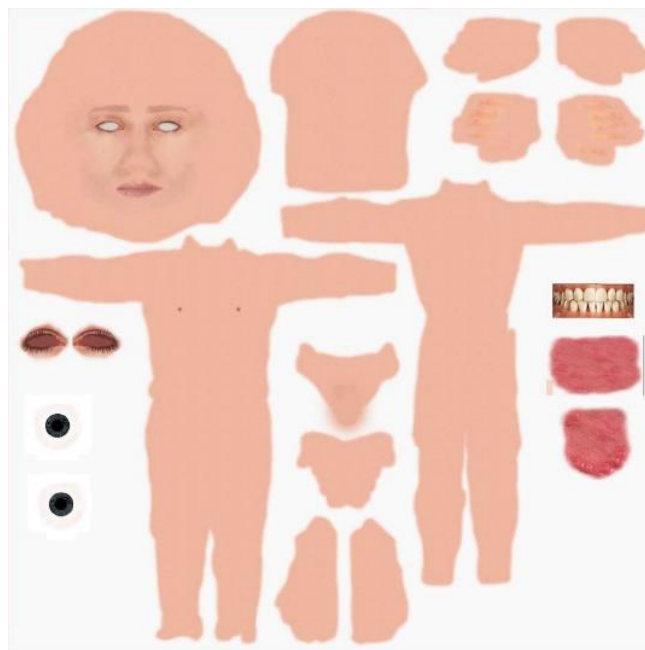


Figure-29: Un-wrap skin texture [7]

Gallon:

Gallon material by color to dark blue and opacity 80, specular level 30.

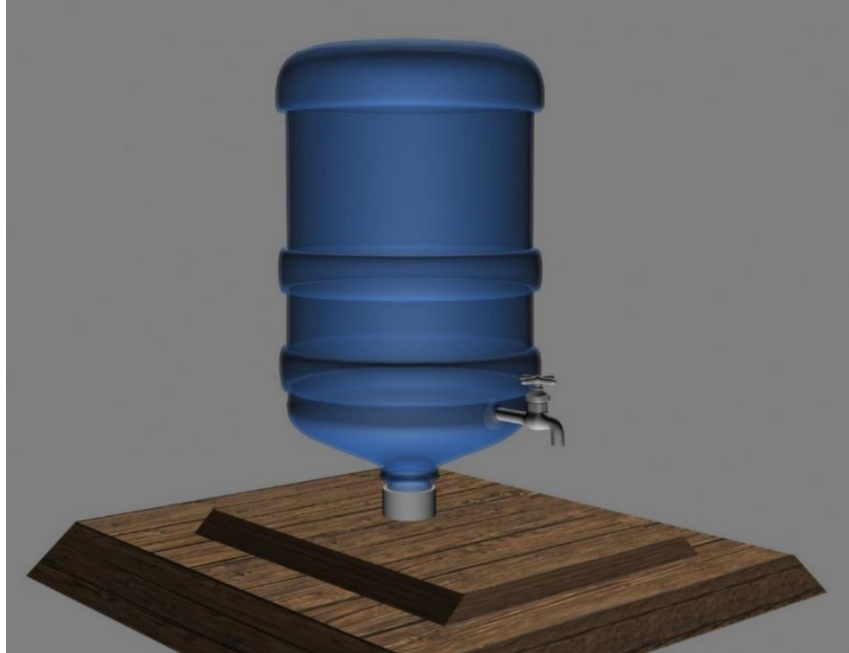


Figure-30: Gallon apply color material

Buildings:

All types building texturing in 3ds max software.



Figure-31: Building texturing UV map apply

In given below all texture I am apply buildings. UV map using up are textures, apply to bump and noise.



Figure-32: Buildings texture [7]

Street:

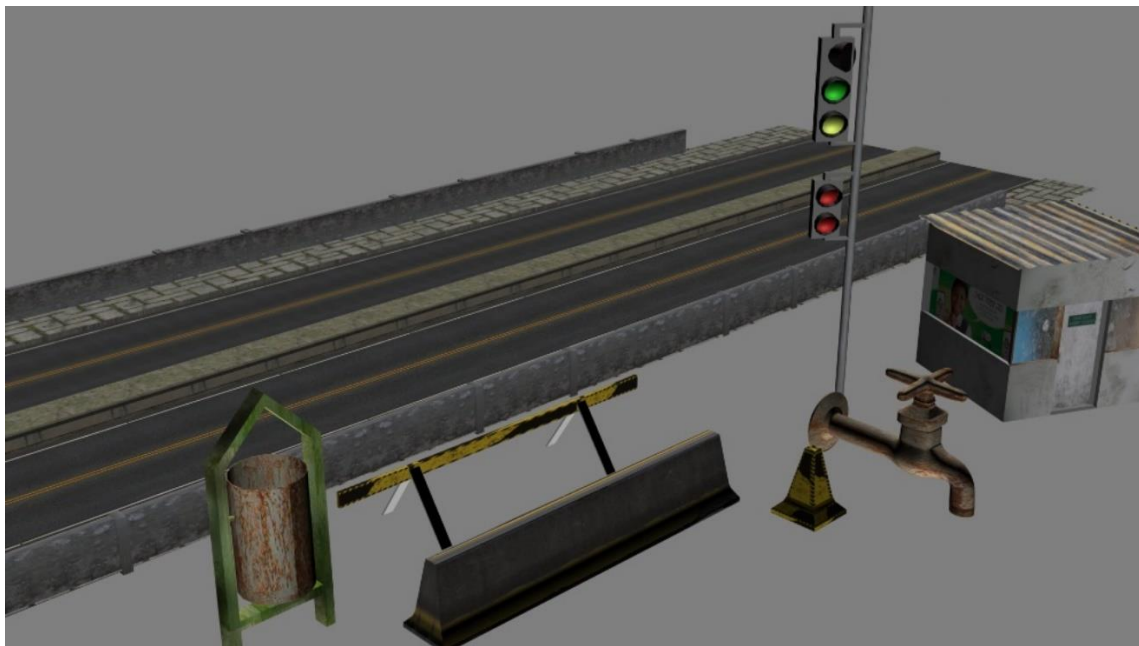


Figure-33: Street texturing in max UV editor

Street texturing by UV textures, selecting gizmo and scaling their same shape in objects.



Figure-34: Street content texture [7]

Cloth:

Clothing material apply color textures pant and shirt both.
Pant textures editing dark color in photoshop.



Figure-35: Cloth apply color material

Terrain:



Figure-36: Terrain texturing in Maya UV map

3.9 Lighting

There are some robust 3D lighting techniques, and they are often determined by the type of environment, which technique is best suited to the case. For example, some techniques work well in the internal environment and make a little bit of understanding in outdoor modeling. The same approach works for "studio" lighting because it requires a far different procedure than lighting for animation and 3D movies.

Point or Omni Light

A point light casts rays in every direction from a single, small source in 3D environment. It has no specific shape and size. Point lights can add "fill lighting" effect to a 3D scene, as well as simulate any light source like candles, Christmas tree lights, or others.

Directional Light

It is the opposite of omni light, it presents a very distant source of light (like the moon light). Directional rays go parallel in a single direction. This type of 3D lighting is often used to



simulate sunlight. To change the illumination of the scene you can adjust the position or color of the light and rotate the directional light source.

Area Light

The area lights emit light within the boundaries of certain sizes and shapes set (rectangular or circular). This light source is often used in the visualization of the architectural model and in the lightning of the product. The area lights produce a soft shadow that makes your rendering look more realistic.

Ambient light

Ambient lamps are not identical to other light types. It emits soft light in every direction, though it has no specific direction and does not produce shadow on the ground. It can be compared to the twilight after sunset. Often the source in addition to the color of the main light source for 3D scenery.

Daylighting is the oldest method of interior lighting. Daylighting is simply designing a space to use as much natural light as possible. This decreases energy consumption and costs, and requires less heating and cooling from the building. Daylighting has also been proven to have positive effects on patients in hospitals as well as work and school performance. Due to a lack of information that indicate the likely energy savings, daylighting schemes are not yet popular among most buildings [8].



CHAPTER 4

Animation

4.1 Introduction

An animation is the illusion of movement created by showing a series of still pictures in rapid succession. For this current project, several graphic software was used to create this effect for animation [1].

Animation

Animators are artists who specialize in the creation of animation. Generally, animation can be recorded with either analogue media, a flip book, motion picture film, video tape, digital media, including formats with animated GIF, Flash animation, and digital video. To display animation, a digital camera, computer, or projector are used along with new technologies that are produced.

Several Animation Techniques are [9]:

- Traditional animation
- Stop motion animation
- Computer animation
- Mechanical animation

4.2 3D Animation

It is the process of generating three-dimensional moving images in a digital environment. Manipulation of 3D models or meticulous objects is done in 3D software to export sequences of images that give them animated illusions or movements. However, this is entirely based on the technique used to manipulate objects. 3D generating procedures are sequentially categorized into three main sections and this is modeling, layout and animation and rendering. Modeling is a phase that describes the procedure of generating 3D objects in certain scenes. Layout and animation phase describing the process followed for positioning and animating the objects within a certain scene. Lastly, rendering described the end result or output of completed computer graphics. The process of production is successfully completed with the careful combination of the sections mentioned above and also some other sub-sections [9].

Animation Created for this project

Mainly, I have focused on camera animation for my project. I have done the camera animation in two methods:

- i. keyframe animation (by moving the camera manually)
- ii. Path animation



Biped Animation:

Main body selected by editable poly and then attach to cloth. biped properly like body parts. physics apply in biped attach to nude, pick bip, vertex selection, assign to node and picking to green color, lock assignment envelope and control point, yellow area to handle, color all selected area, if unselected point to take build in copy to paste area. palvis and figure mood of by motion capture in load capture.

Walking Animation in apply bip ready-made file and then I am repairing walk keyframe. all proportion made in manual rigging rotation, position and footstep pick any object animation.

Facial Expression

I have many shape modeling in max then I am using morpher modifier and that empty place shape are including and animation clipping using circle tools. Shapes are attaching to body character and this areal selecting to lock assign. Because of if we are not lock facial area so biped apply to envelope apply that time expression to be destroy.



Figure-37: Biped apply in max

4.3 Rendering:

All overall video render in Autodesk 3ds max software.

Video output Targa format/ Video resolution – 1920/1080. Default Scanline renderer.



Figure-38: Sad expression render



Figure-39: Happy expression



Figure-40: Angry Expression



Figure-41: Surprised Morphing



Figure-42: Blink Morphing



Figure-43: Desert Scene 1 render



Figure-44: Character lying desert render



Figure-45: Rise up character render



Figure-46: Desert last scene render



Figure-47: Character standing in street



Figure-48: Character see around the street



Figure-49: walking the footpath



Figure-50: See the tap side in road



Figure-51: Founding the lemon juice street shop



Figure-52: Saw the glass water



Figure-53: Calling people drinking water

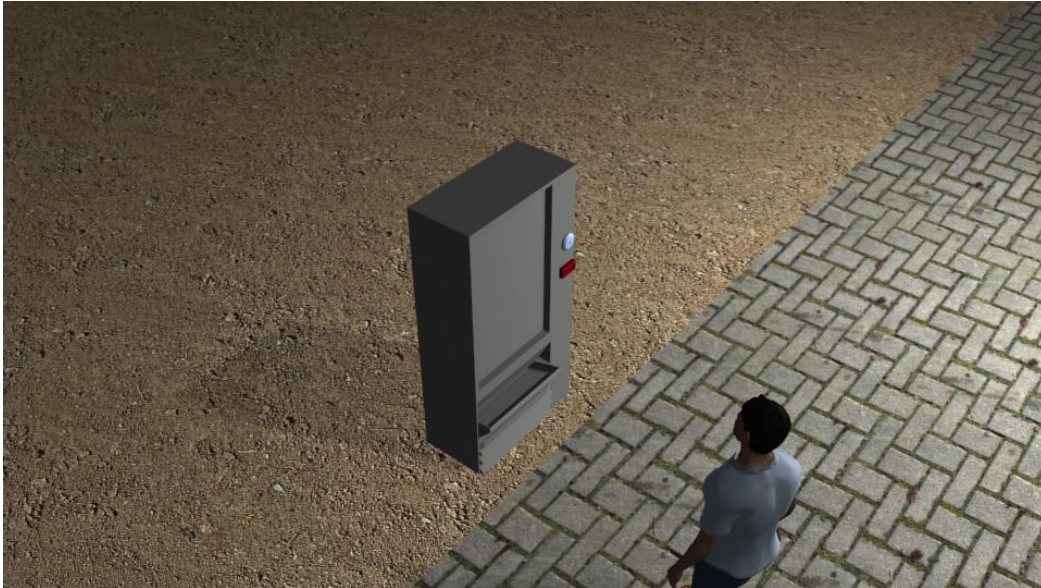


Figure-54: Founding the water machine



Figure-55: Take this bottle



Figure-56: Observation the bottle



Figure-57: Drinking water



CHAPTER 5

5.1 Video composition

Post production all works composition for final output by aftereffects and premiere pro software. VFX/SFX apply in video. Air, wind, smoky, shadow, sky all video.

Software use:

Adobe After effect

Adobe premiere pro



Figure-58: Color correction videos



Figure-59: Scene 2 color grading



Figure-60: Composition lighting



Figure-61: Apply Gaussian Blur

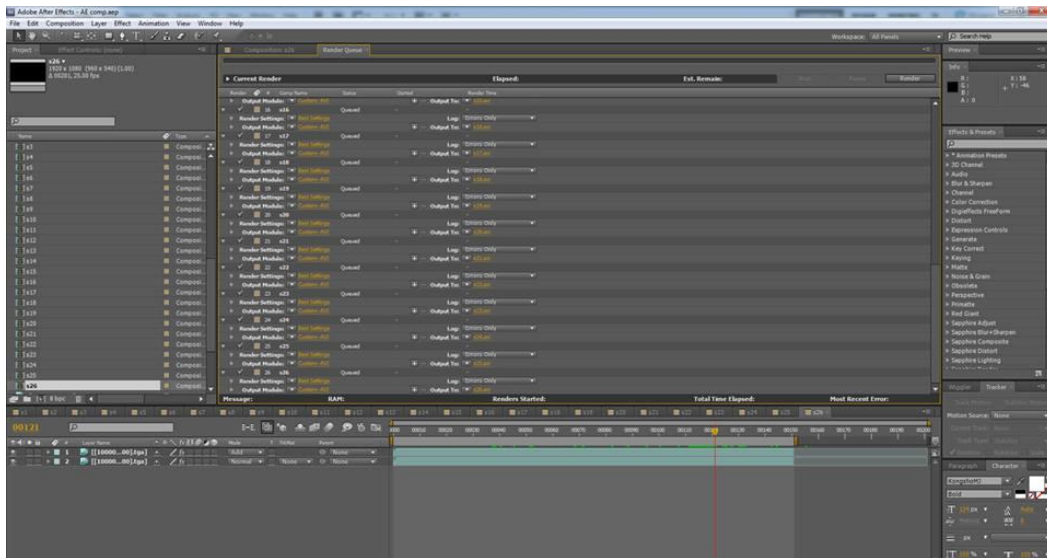


Figure-62: All composition rendering

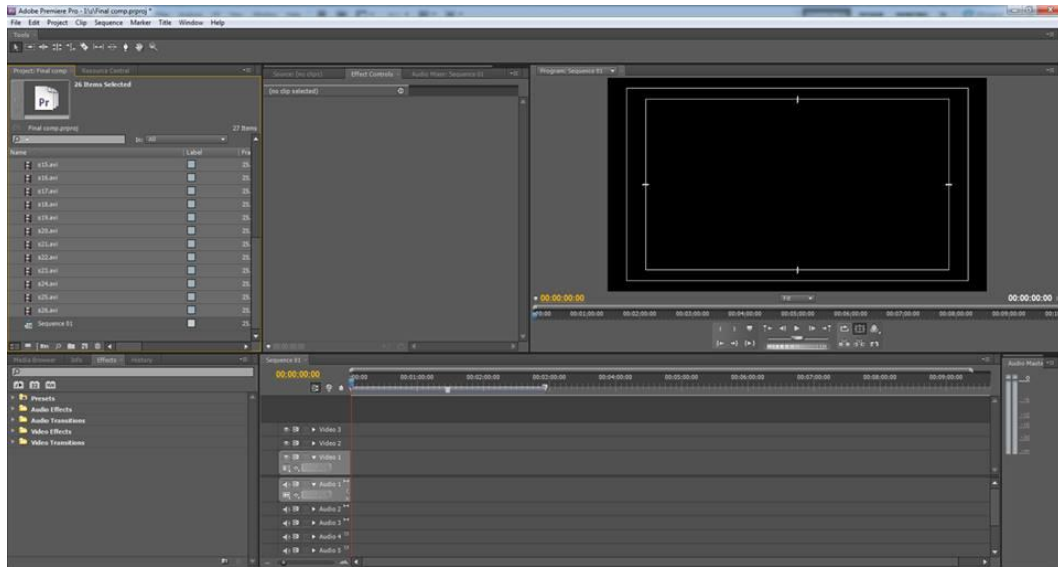


Figure-63: Importing to premiere pro

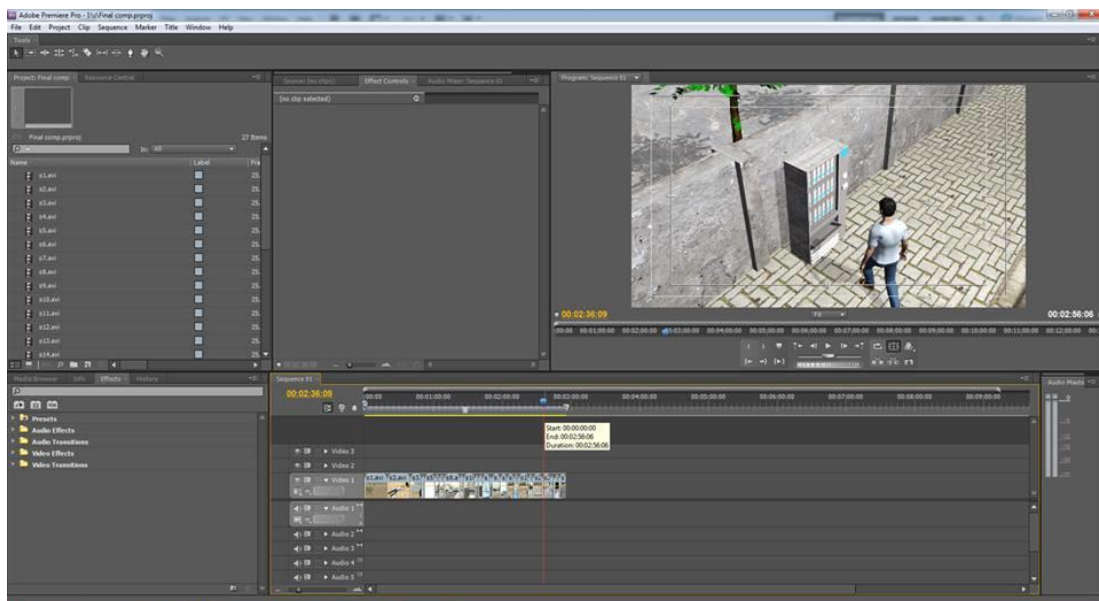


Figure-64: Editing clip

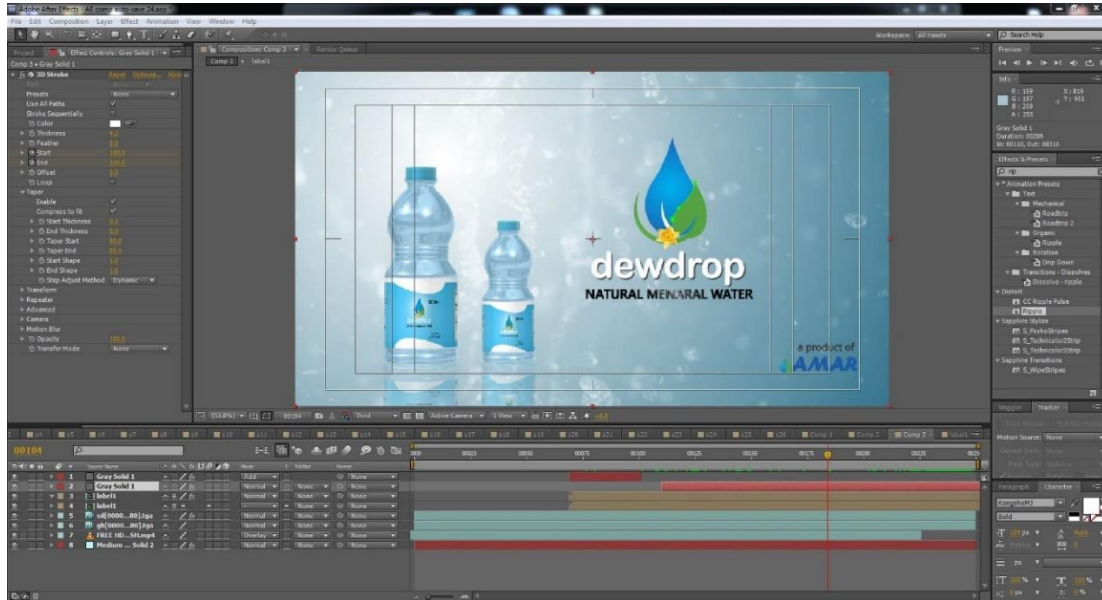


Figure-65: CG brand promoting



CHAPTER 6

Introduction

6.1 Introduction

End of the process, I am probably appreciated that daffodil dewdrop a product that in future many people will buy for drinking pure water. Because of awareness and inspiration by brand promoting and people could be healthy life.

And above all I want to likely my Dewdrop water advertise marketing and showing others that because people know that unpurified water drink is so impact for us.

6.2 Discussion

A large amount of advertisement make in media now-a-days. Surprisingly it is true the big amount of investment plot is advertisement. In this modern age people always want to watch something different than they watch previous. As the student of Multimedia and Creative Technology, I should take this field as challenge to establish the 3D animation .If I develop myself to improving 3D animation in Bangladesh, It makes itself a product and get popular. Although we watch 3D animation while the product visual in screen during the TVC. My project vision is to show full TVC in 3D animation where the characters, objects, props make as the 3D object.

Due to time and resource constraints, I could not cover the story line properly and my character animation not too smooth .I should focus more on it in my future project. A simple background I added here.



CHAPTER 7

7.1 Conclusion

Lastly, I represent my project that this project brand promoting by showing 3D animation Advertising with three scene and real-flow simulation. Dew-drop water creation by food and nutrition department of Amar food water.

This project suggested to respected our department honorable Head Sir of Multimedia Creative Technology in Daffodil International University.

I am learning many things when I am making this project. It's a single project of mine. A lot of things very hard for me but I am also working for this my project.

Pure water good for health all human being. But I stage all of brand water our country but all drinking water not good for health. Drinking of water its taste like hesitation of others. Dew-drop water is taste like pure water taste.

Dew-drop water bottle TVC focus the important of water for living and also with this focus the importance pure water during drink and also showing the situation why people used to drink the impure water. It is also match with the awareness video on importance of pure water.

Last of the ending, I respect to all teachers this is my work to finished the project with in time.



7.2 Reference

In my project some model and all texture I am downloading from google.

1. <https://www.google.com/>

2. <https://free3d.com>

3. http://open3dmodel.com/download/workshop-architectural-3d-max-modelbuilding_18445.html

4. <https://www.cgtrader.com/free-3d-models/car/standard/poly-car-pack>

5. <https://forum.unity.com/threads/surface-waves-dynamic-rivers-lakes-and-oceans.250330/page2>

6. <https://www.turbosquid.com/>

7. <https://www.google.com/search?q=seamless+texture&oq=seamless+te&aqs=chrome.1.69i57j0l5.4215j0j4&sourceid=chrome&ie=UTF-8>

8. <https://en.wikipedia.org/wiki/Lighting>

9. <https://en.wikipedia.org/wiki/Animation>