

**TO DESIGN AND DEVELOP THE ANIMATED SCENERY OF BANGLADESH
UTILISING THE 3DS MAX.**

BY

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This Report Presented in Partial Fulfillment of the Requirements for the
Degree of Master of Science in Computer Science and Engineering.

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DAFFODIL INTERNATIONAL UNIVERSITY

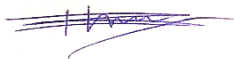
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APPROVAL

This Project/internship titled “**To Design and Develop the Animated Scenery of Bangladesh Utilising the 3ds Max**”, submitted by Ahasan Ara, ID No: 201-25-850, to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of M.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on January, 2022.

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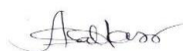
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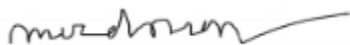
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ABSTRACT

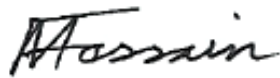
Graphics design has taken modernity a step further. Now is the time for the revolution of animation and animation part of graphics design. So, the important part of this every day is graphics design. Because of its potential to communicate a brand, a message, a story, and meaning, graphic design is vital. It effectively and beautifully serves your thoughts. Because their virtual words are delivered to the correct audience, industries exist. The mobile games we play are through the environment and graphics design of the games. We can't give ads for any product without graphics design. Gaming, film, medical, biotechnology, aerospace, and other industries all employ 3D animation. This graphics design makes every moment of life fun. The interior and outdoor architecture of the house is designed in this through graphics design. Which we could not have imagined a few years ago. Which has been possible with the help of graphics design. Any company, school, college, university, cricket, different countries, or a logo design for personal professions such as doctors, engineers, etc., is also done through graphics design. In fact, graphics design is capable of showing that we want to see real pictures or videos of what it will look like before we buy or create anything. That is, from the swing to the grave, this graphics design is in place.

DECLARATION

I declare that, this thesis report itself has been prepared, **Ahasan Ara, ID: 201-25-850** to the department of Computer Science and Engineering, Daffodil International University, under the supervision of **Professor Dr. Md. Fokhray Hossain**, Associate Dean & Professor, Department of CSE, Daffodil International University.

I also declare that no part of this thesis report has been submitted to any other university for the intention of acquiring a degree or diploma.

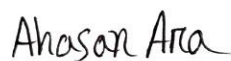
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TABLE OF CONTENTS

CONTENTS	PAGE
Approval	i-ii
Declaration	iii
Acknowledgement	iv
Abstract	v
Contents	vi-viii
List of Figures	ix-x
List of Tables	xi
CHAPTER	
CHAPTER 1: INTRODUCTION	(01-03)
1.1 Background of the Research	1
1.2 Aim of the Research	(01-02)
1.3 Problem Statement	2
1.4 Research Methodology	3
1.5 Proposed System	3
1.6 Conclusion	3
CHAPTER 2: 3DS MAX ANALYSIS	(04-07)
2.1 Introduction	4
2.2 Design Making Analysis	4
2.3 Editable Poly Analysis	5
2.4 Modifier Analysis	5
2.5 Simulation Analysis	5
2.6 Animation Analysis	6
2.7 Relation with Photoshop Analysis	6
2.8 Relation with Adobe Premiere Pro Analysis	6
2.9 Conclusion	6
CHAPTER 3: DESIGN ANALYSIS OF WATER LILY, LILY’S LEAF BOAT, WATERFALL AND FLAG OF BANGLADESH	(07-15)

3.1 Introduction	7
3.2 Water Lily's Design Analysis	(07-08)
3.3 Design Analysis of Leaf of Water Lily	(09-10)
3.4 Boat's Design Analysis	(11-12)
3.5 Waterfall's Design Analysis	(12-13)
3.6 Design Analysis of Flag of Bangladesh	(13-14)
3.7 Conclusion	15
CHAPTER 4: SKY, MOUNTAIN AND WATER SURFACE DESIGN	
ANALYSIS	(16-21)
4.1 Introduction	16
4.2 Sky's Design Analysis	(16-17)
4.3 Mountain's Design Analysis	(18-19)
4.4 Water Surface's Analysis	(19-21)
4.5 Conclusion	21
CHAPTER 5: ANIMATION, LIGHT SETUP, RENDER AND EDIT	
ANALYSIS	(22-26)
5.1 Introduction	22
5.2 Animation Analysis	(22-23)
5.3 Light setup Analysis	(23-24)
5.4 Render Analysis	(24-25)
5.5 Photo Editing by Photoshop Analysis	25
5.5 Video Editing by Adobe Premiere Pro Analysis	(25-26)
5.5 Conclusion	26
CHAPTER 6: SOLUTION AND RESULT ANALYSIS	(27-28)
6.1 Introduction	27
6.2 Solution Analysis	27
6.3 Result Analysis	(27-28)
6.4 Conclusion	28
CHAPTER 7: IMPACT OF SYSTEM IN LIFE	(29-30)

7.1 Introduction	29
7.2 Impact on Society	29
7.3 Ethical Aspects	29
7.4 Sustainability Plan	30
7.5 Conclusion	30
CHAPTER 8: SWOT ANALYSIS	(31-32)
8.1 Introduction	31
8.2 Swot Analysis	31
8.2.1 Strength Analysis	31
8.2.2 Weakness Analysis	32
8.2.3 Opportunity Analysis	32
8.2.4 Threat Analysis	32
8.6 Conclusion	32
CHAPTER 9: CONCLUSION	33
9.1 Conclusions	33
9.2 Further Suggested Study	33
REFERENCES	(34-37)

LIST OF FIGURES

FIGUREURES	PAGE
Figure 3.1: Before rendering the water lily	8
Figure 3.2: After rendering the water lily	8
Figure 3.3: Before rendering the water lily's leaf	9
Figure 3.4: After rendering the water lily's leaf	10
Figure 3.5: Before rendering the boat	11
Figure 3.6: After rendering the boat	11
Figure 3.7: Before rendering the waterfall	12
Figure 3.8: After rendering the waterfall	13
Figure 3.9: Before rendering the flag of Bangladesh	14
Figure 3.10: After rendering the flag of Bangladesh	14
Figure 4.1: Before rendering the sky	17
Figure 4.2: After rendering the sky	17

Figure 4.3: Before rendering the mountain	18
Figure 4.4: After rendering the mountain	19
Figure 4.5: Before rendering the water surface	19
Figure 4.6: After rendering the water surface	21
Figure 5.1: Curve editor of sky animation	23
Figure 5.2: 3 light setup techniques	24
Figure 5.3: Render setup with single frame rendering	25
Figure 6.1: Result of animated scenery image	28

LIST OF TABLES

TABLE	PAGE
Table 1.1: 2D Animation Vs 3D Animation	2

CHAPTER 1

INTRODUCTION

1.1 Background of the Research

We are living in an age of science and technology. With the advancement of this science and technology, the computer machine is at the heart of our advance in modernity. With this we are taking science and technology forward. And an important part of the computer is computer Graphics. Earlier 2D animation was used. We are now learning to make 3D animations in the age-changing era. 3D's Max is a 3D animation design software. I can design pictures and 3D animated videos from this software. And how many thoughts can be made about how appropriate this design can be and how many new things can be added. People are becoming modern and have become more and more need modern videos, movies, telefilms, and plays etc. for entertainment. Chase to teach children English or any language and parents show their children 3D animation cartoons in different languages. From 3D software we can easily create designs like 3D animation cartoons, movies and plays etc. But a cartoon, drama and movie can't be made from 3D software alone. It also requires some more software. [1]

Photoshop and Adobe Premiere Pro are the two-photo editing and the other is video editing software. It's a challenge to make something better than this software. A scenery is required to create any entertainment design. If a favorite scenery design is available virtually with any scenery. What could be better than that? It's time consuming to go to one of our sceneries and make videos or take pictures of it. And we know 2D scenery that it's just an art. This 2D scenery is not very suitable in our modern age. For this we can design 3D scenery suitable scenery. I can design this 3D animated scenery design once and again. [2]

1.2 Aim of the Research

We like to design more or less everyone. But not all designs are suitable.

To produce the animated scenery to condign of 3ds max, photoshop, Adobe premiere pro of Bangladesh.

1.3 Problem Statement

In modern times, if we want to come to this age and go there to capture pictures or videos of a place, we need to be healthy first. Covid-19 will not be able to go there if it is not healthy at this time or is infected with Covid-19. Secondly, there should be time in hand, i.e., with in a time lying in the hands. Thirdly, money i.e., vehicle expenses. Fourthly, it will take a lot of work which is very expensive. Fifthly, safety means snatching, theft, hijacking, etc. Also, 2D to 3D animation is very good earlier. Art has to be done in 2D. Below are the differences between 2D and 3D animations:

Table 1.1: 2D Animation Vs 3D Animation

2D Animation	3D Animation
The term "2D animation" refers to a two-dimensional object.	The term "3D animation" refers to the fact that the object is animated in three dimensions.
2D animation is less expensive than 3D animation because it simply requires expert candidates who can draw and sketch well.	Expensive and sometimes facing rendering time problem
Characters or objects in 2D animation are solely measured in height and width. In other terms, the X- axis (horizontal dimension) and the Y- axis (vertical dimension) (vertical dimension).	Objects in 3D animation are measured in height, breadth, and depth. As other words, in comparison to 2D characters, 3D characters will be more realistic.
Frames are the foundation of 2D animation.	It's all about movement in 3D animation.
Because you can only represent in two dimensions, it is not ideal for conceptual sketching.	Because it generates all three-dimensional views, 3D animation is ideal for conceptual design. The program assists animators in creating a detailed character by focusing on every conceivable detail.

3D animation provided a lot of advantages, according to the table. But it has problem it is very costly and sometimes facing rendering time problem. so [2] is a problem for this thesis.

1.4 Research Methodology

For this research, 3DS Max software, Photoshop and Video Premier Pro have been used to make some things. Here is the initial design of water lily. Leaf of water lily page has been design. Designed and named Bangladesh for boat making. The boat was fitted with a simulated flag and water lily from Bangladesh. waterfall design and animation. A sky has been given to design an environment design designed by designing mountains and water and the boat's animation design has been built in the water. This has been followed by light setup. It is used light setup techniques 3 to make all design shine well. image and video are available by render set when light setup. This is how an animated scenery is found. Improve output when you get it. Use these two software photoshop and adobe premiere pro to improve.

1.5 Proposed System

It Is a New system In an Effort to Create a Natural Environment in Bangladesh. 3ds max software is familiar with its tools 3ds max software its account teaches us what works here, a water lily can be created in 3ds max and then leaf of water lily can be created there. The scenery in boat making may improve thus new system will continue.

1.6 Conclusion

A suitable scenery is expected from the new design system that can be worked in different places. The consumption of movies, plays, telefilms and travel ads etc. will reduce the cost. Output will be good. Our time will be saved. We don't have to worry about our safety in making an ad with this scenery at home.

CHAPTER 2

3DS MAX ANALYSIS

2.1 Introduction

3Ds Max is a powerful software design for creation. 3D Max is mainly developed and produced by Autodesk Media and Entertainment. 3D makes animations, renders, and scenery. It is mainly called a 3D studio. 3D Max is 3D computer graphic program. It is mainly used for 3D animation, model, game and film making. It has modeling capabilities and a Microsoft Windows. For architects, designers, civil engineers, and visualization professionals, 3ds Max Design software provides a full 3D design, modeling, animation, and rendering solution. [3]

The flexible plugin architecture and it is used on the Microsoft Windows platform. Not only pictures from 3D Max but we get digital pictures. This software is the preferred software of many, such as game developers, TV commercial studios and architecture. [4]

2.2 Design Making Analysis

3D Max software can create many beautiful and digital designs. With the help of this software, many models can be designed such as humans, birds, subjects, fish, chairs, tables, wardrobe and rack etc.

In addition, environmental design edifices are for advertisements for various low-water items such as shoes, clothes, homes and over bridges, etc. This software can create suitable designs that benefit various industries. These designs require that the software has all the knowledge about different tools. Some tools can be designed from the next chapter. The next chapter has to be selected to animation the designed models. [5]

2.3 Editable Poly Analysis

Polygon is a popular tool of 3ds Max. We can easily create 3d models with editable poly. I can see some tools in the editable poly. There is vertex, edge, which we can edit and create different models. Like I made a box an Aeroplane and people can also be made. Vertex and Edge can be inserted here and deleted again. Autodesk 3ds Max is mostly focused on polygon modeling, though not entirely. Polygon modeling is more commonly employed in game design than in other animation applications because it allows for finer control over the individual polygons that make up the model. This polygon modeling feature also allows for more model optimization. [6]

2.4 Modifier Analysis

There are many modifiers in 3ds Max software. We will discuss some modifiers that we can create and animation some designs.

The modifier name is as follows: 1) Bend modifier 2) Taper modifier 3) Turbo smooth modifier 4) UV map modifier 5) Bevel modifier 6) Pro-Bevel modifier 7) Normal modifier 8) Cloth modifier 9) Edit modifier 10) patch grid modifier 11) Lathe modifier 12) Lattice modifier 13) Bevel profile modifier 14) Extrude modifier 15) Boolean modifier 16) surface modifier etc. [7]

2.5 Simulation Analysis

3ds Max offers simulations for hair, skin, fabric, and fur, all of which are required for the simulation of live beings. These built-in add-ons cut down on model development time and improve the detail of each frame.

It also contains stiff body dynamics, which makes it simple to simulate hard bodies such as wood or bricks. This software also includes capabilities such as the shatter effect, which simulates the physics of shattering stiff objects. However, 3ds Max does not support soft body dynamics, which allows for the motion modeling of deformable objects, making simulation of such items challenging. [8]

2.6 Animation Analysis

Animation is an important part of 3DS Max software. We should discuss physics before discussing animation. Physics has a lot in common with animation or many laws of physics follow animation. The bob of the simple oscillator goes back once from one end to the other. Such tasks are performed in animation. The original location has to be selected and then the object has to be moved and animation is created in that position. The original position like simple oscillation goes from one end to the other and a curve editor is formed to create a wave that is similar to the wave of the full oscillator of the straight oscillator. [9] [10]

2.7 Relation with Photoshop Analysis

Photoshop is a video editing software. Photos from Photoshop can be edited and designed light. But here the picture is edited and used in 3ds max. Demo image is used as 3ds Max software. The image designed by 3ds Max software can be edited and beautified and some things can be included. [11] [12] [13]

2.8 Relation with Adobe Premiere Pro Analysis

Adobe premiere pro is usually a video editing software. Any kind of video can be edited here. A full video is available when all of them are frame render from 3ds max software to animated scenery. And this video is edited with the help of adobe premiere pro to make it more interesting. Adding a light to the video, adding any text, giving effect, etc. [14] [15] [16]

2.9 Conclusion

Overall, Autodesk 3ds Max is an excellent tool for learning and practicing animation as well as honing the abilities needed for 3D modeling and animation. It may be used for organizing professional animation projects as well as having a very user-friendly interface. [17]

CHAPTER 3

DESIGN ANALYSIS OF SHIP, BOAT, WATERFALL AND FLAG OF BANGLADESH

3.1 Introduction

Design is a part of our education. We plan to design a lot every day. We want to try to draw a drawing to design. A lot of things can be designed. Here we can think about a boat, a fountain, and the design of the Flag of Bangladesh. We can create real designs.

3.2 Water Lily's Design Analysis

At first select front viewport. Then Splines line select. splines are a 2D shape. Line has shaped a water lily flower petal with the help of it. line edit to vertex the size of the petals has been perfected. Some vertex smooth and some vertexes have been Bezier corner. Then move have been select vertex have been move to shape a suitable petal. line has been used surface modifier to make 3D sizes from 2D sizes. After that, shell modifier has been used. To make the size a little more attractive. Here material is used to explain the difference between color and two colors. Because usually water lily flowers have two colors. Pink and light pink or white pink.

Standard material is used here and gradient is used to explain the difference in color or color of flowers.

this has been added to the diffuse color of gradient material. Here, when a petal of the water lily is finished using UVW map modifier to show material well, some copies and small ones have been made into full water lily flowers. Given below are the figure 3.1 and figure 3.2 after rendering the water lily and before rendering:

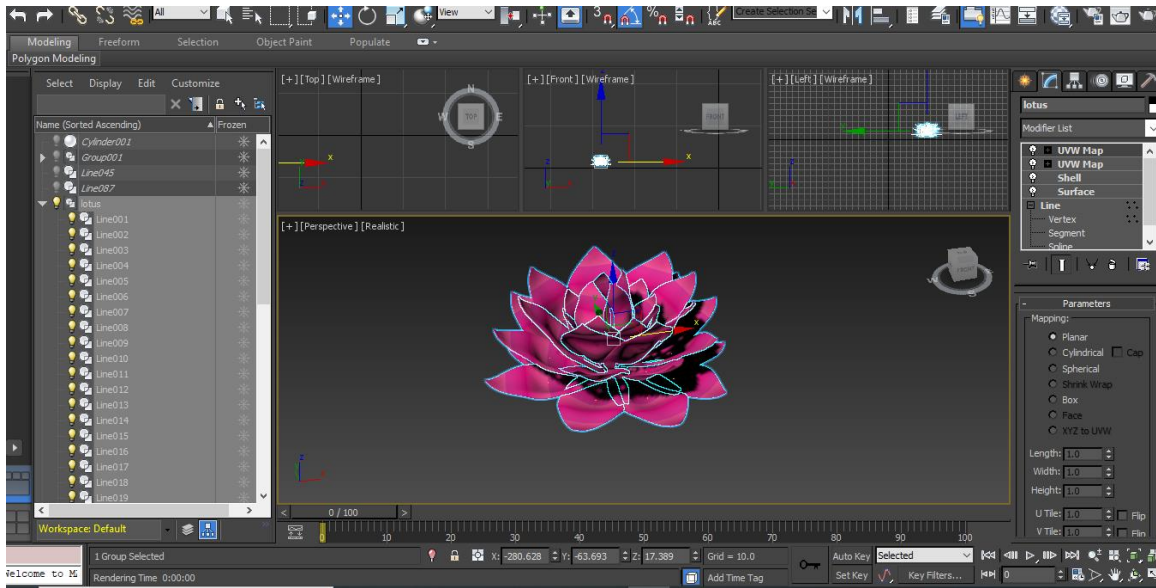


Figure 3.1: Before rendering the water lily



Figure 3.2: After rendering the water lily

3.3 Design analysis of Leaf of Water Lily

Here line has drawn the size of water lily's leaf i.e., a 2D shaped water lily leaf. Then the modifier named extrude is used to make 2D size 3D. material, I click the place next to diffuse and bitmap to add a picture of a water lily's leaf with the help of bitmap. To look exactly like a water lily's leaf and to make material well. UVW map modifier used to make suitable water lily's leaf. Given below are the figure 3.3 and figure 3.4 after rendering the water lily's leaf and before rendering:

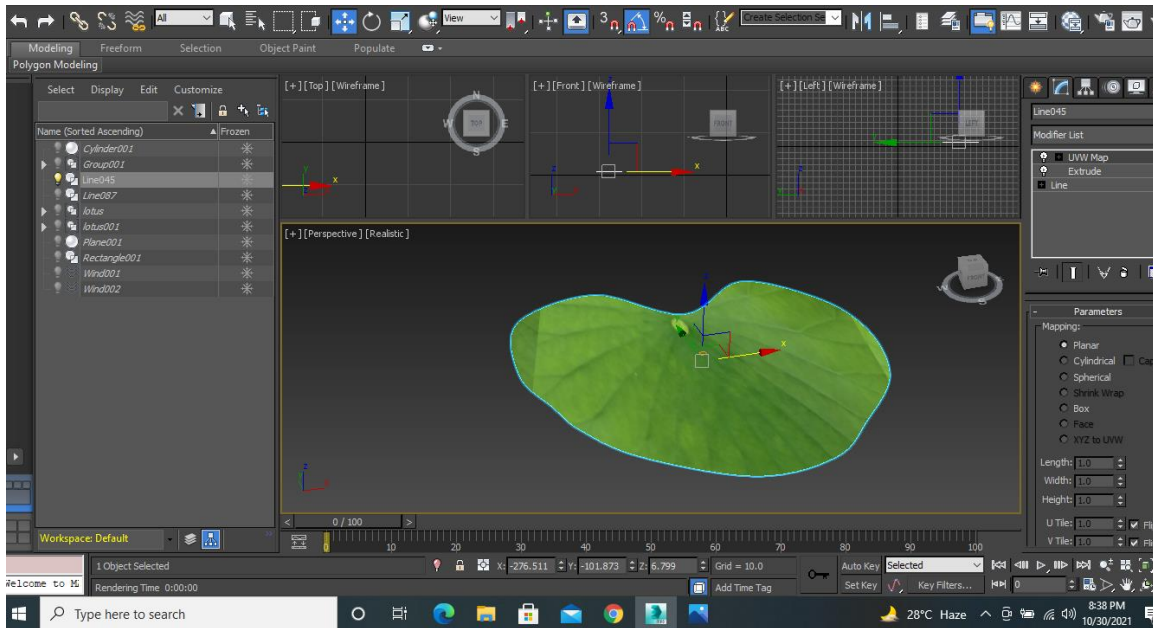


Figure 3.3: Before rendering the water lily's leaf



Figure 3.4: After rendering the water lily's leaf

3.4 Boat's Design Analysis

We need to build a boat first, so a boat has been selected from splines to line, i.e., the line of a 2D boat have been drawn. The 2D boat has since been used modifier Extrude to shape the 3D boat. The size of the 3D boat has been converted into a editable poly to build a full boat. Polygon edit has since constructed the lower part of the boat and the rest of the boat using bridge, extrude and bevel to make the rest of the boat. The boat has since been used to make it another suitable 3D size cylinder. cylinder edit the same as the top of the boat and slice on and took a side. Various parts have been color while the boat was in editable poly material through it. standard material, bitmap and boats have been constructed using different colors. I am writing the name Bangladesh name of the boat and standard material and added it to the boat in red. A flower in the boat that was made earlier and the lower part of the flower is covered with line. line it has been thickened as it increases its thickness

as if it were the lower part of the water lily. water lily boat has been made. Given below are the figure 3.5 and figure 3.6 after rendering the boat and before rendering:

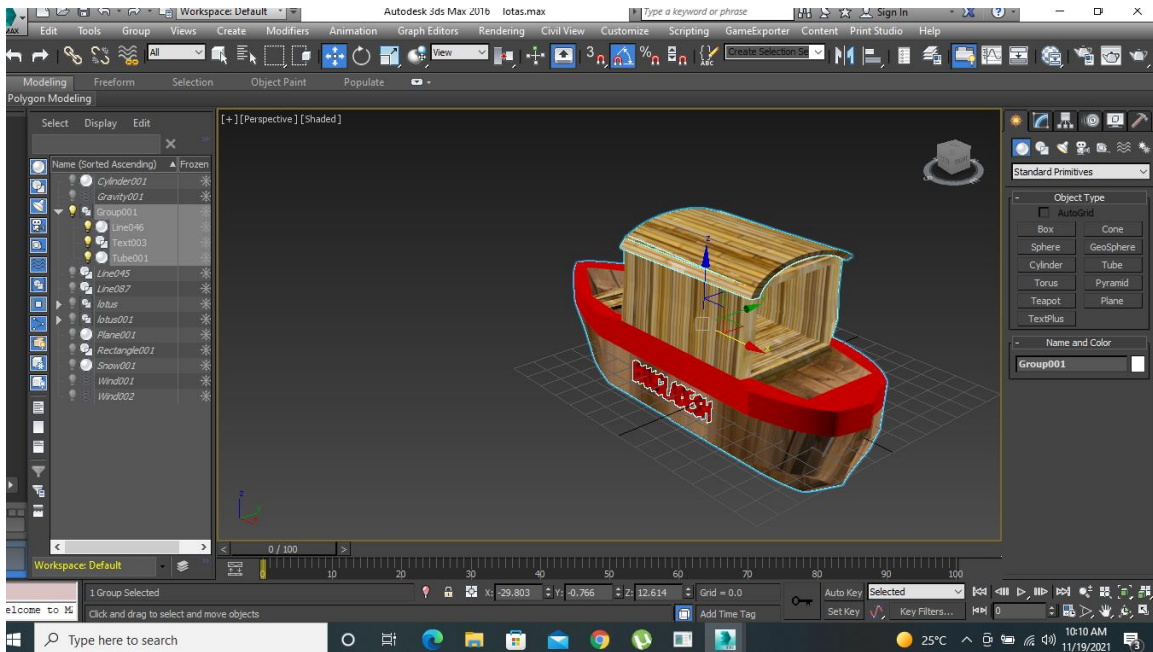


Figure 3.5: Before rendering the boat

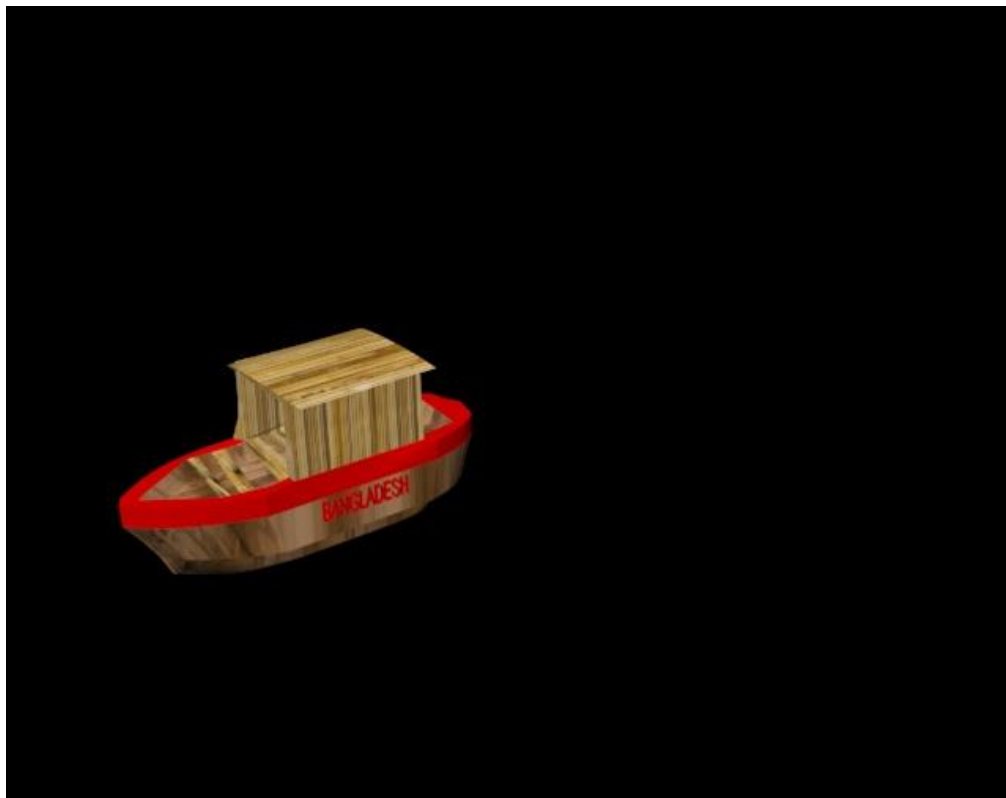


Figure 3.6: After rendering the boat

3.5 Waterfall's Design Analysis

A Snow has been created from particle systems. Snow edit viewport count 250, but render count 3000 i.e., view port this particle or less water flow, the water flow will be more visible during render flake size 0.8 is taken to treat it as water particles. animation given speed 2. waterfall was always coming to an end; it was just a timing to make it moving. emitter width was 27.85 and length 1.246. gravity binding (WSM) has been used to keep the water flow down and in ground. Thus, when a water flow is created, two more copies have been edited and brought to a little variation. Light blue color has been used with the help of material. Given below are the figure 3.7 and figure 3.8 after rendering the waterfall and before rendering:

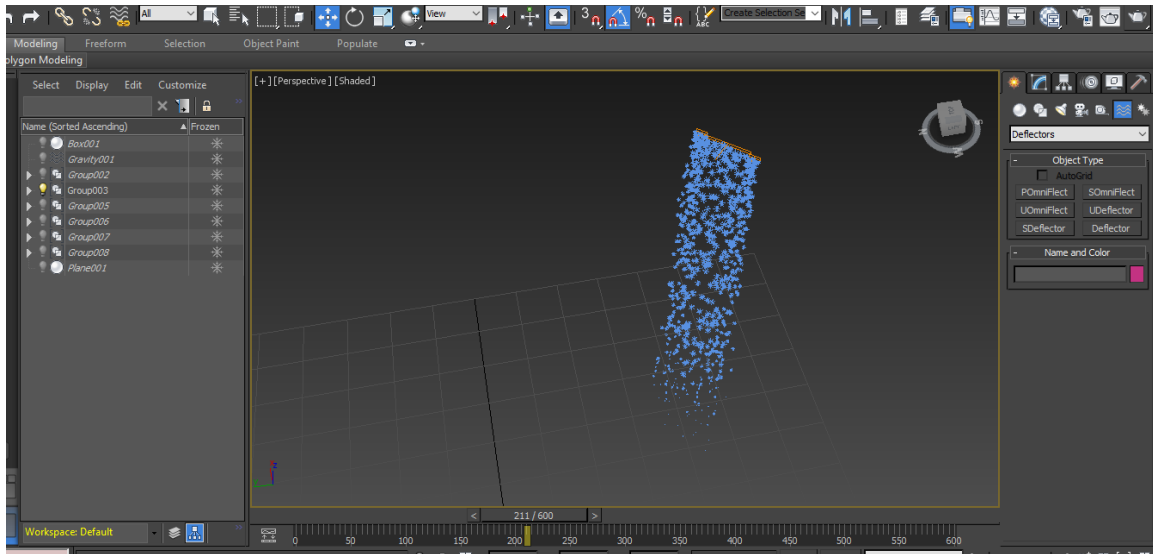


Figure 3.7: Before rendering the waterfall

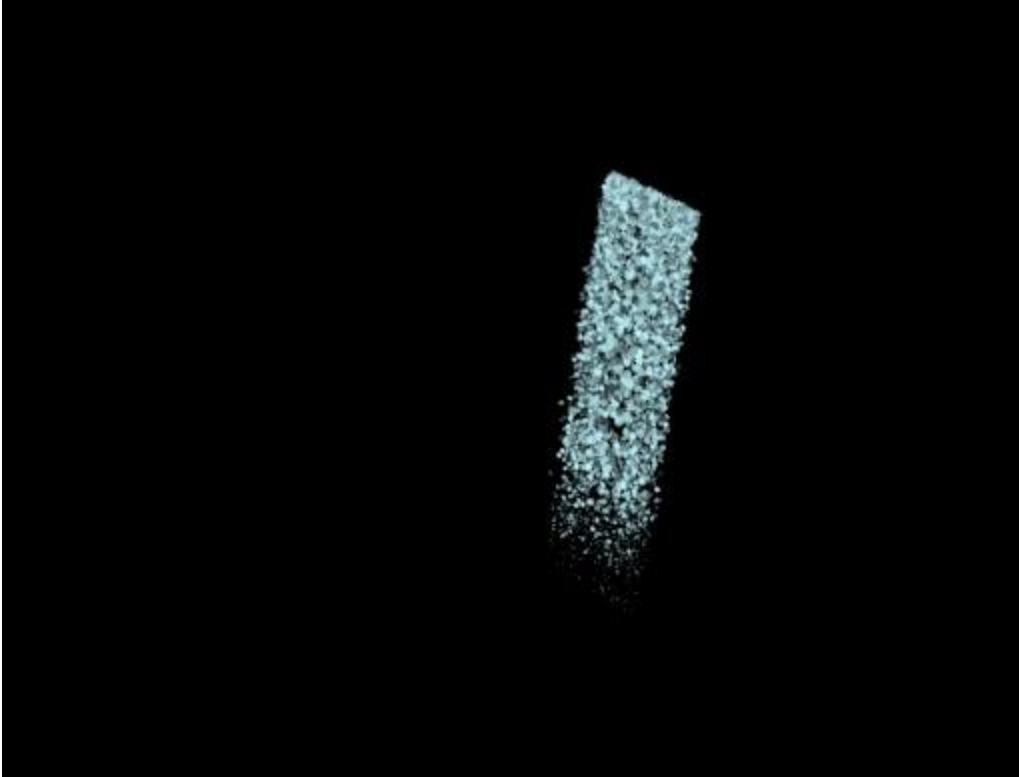


Figure 3.8: After rendering the waterfall

3.6 Design Analysis of Flag of Bangladesh

the object type of standard primitives' rectangle the modifier of garment maker and the modifier cloth. the type cotton of cloth has been given at object properties cotton. Now two winds have been taken for simulation. wind is placed at strength 13. wind has been brought to the shape of flying the flag with two move and rotate and simulate local which is considered suitable. It has since been progress on simulate. material a download image of Bangladesh has been used with the help of bitmap. Thus, a Bangladesh flag has been made. Given below are the figure 3.9 and figure 3.10 after rendering the flag of Bangladesh and before rendering:

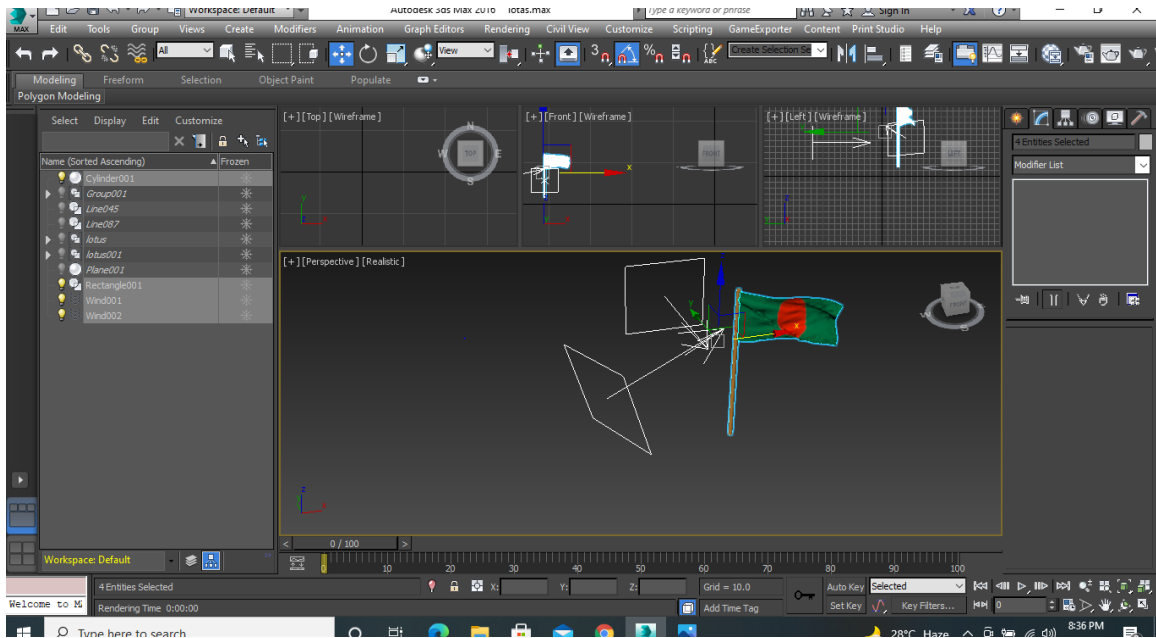


Figure 3.9: Before rendering the flag of Bangladesh



Figure 3.10: After rendering the flag of Bangladesh

3.7 Conclusion

I got a beautiful design of boats, waterfalls and Bangladesh flags through various analysis. If you read this, you will see the real picture of boats, waterfalls and Bangladesh flags.

CHAPTER 4

SKY, MOUNTAIN AND WATER SURFACE DESIGN ANALYSIS

4.1 Introduction

We know that everything around us is our environment. 3D models are the ones that look at our eyes. Our eyes and 3D for which we can see all the 3D models or everything around us properly. 3D model design is part of this environment. In an environment, the sky, the water, the mountains are in the environment. These are virtual environments that can be created in the world of 3D.

4.2 Sky's Design Analysis

A sphere has been created from Standard primitives. sphere has been converted to editable poly and polygon select to the following polygon delete i.e., half-round. It appears black if it is not normal modifier to make sky. This was followed by a sky photo of the bitmap in modifier. Thus, a sky has been created. Given below are the figure 4.1 and figure 4.2 after rendering the flag of Bangladesh and before rendering:

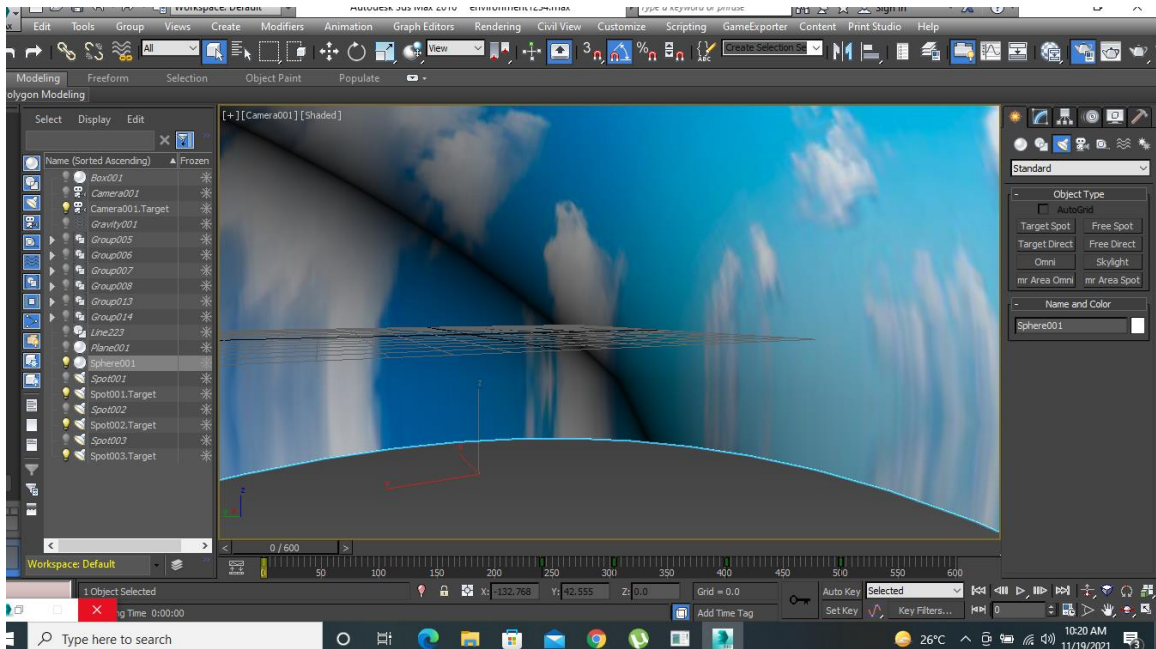


Figure 4.1: Before rendering the sky



Figure 4.2: After rendering the sky

4.3 Mountain's Design Analysis

A plane has been created first from standard primitives. plane has been kept at 30 segment its length and width. Then plane was converted to editable poly. editable poly paint deformation this has been created mountain by clicking on the push/pull again and again. In this case, the brush size has been increased so that not too much clicking has to be done. if mountain is not suitable, relax can be fixed by going to it and clicking on commit can no longer be changed. When the mountain is made, pictures of grass are added to it with the help of material. UVW map has been used to show that the grass is properly connected in the mountains. Thus, a suitable mountain has been built. Given below are the figure 4.3 and figure 4.4 after rendering the mountain and before rendering:

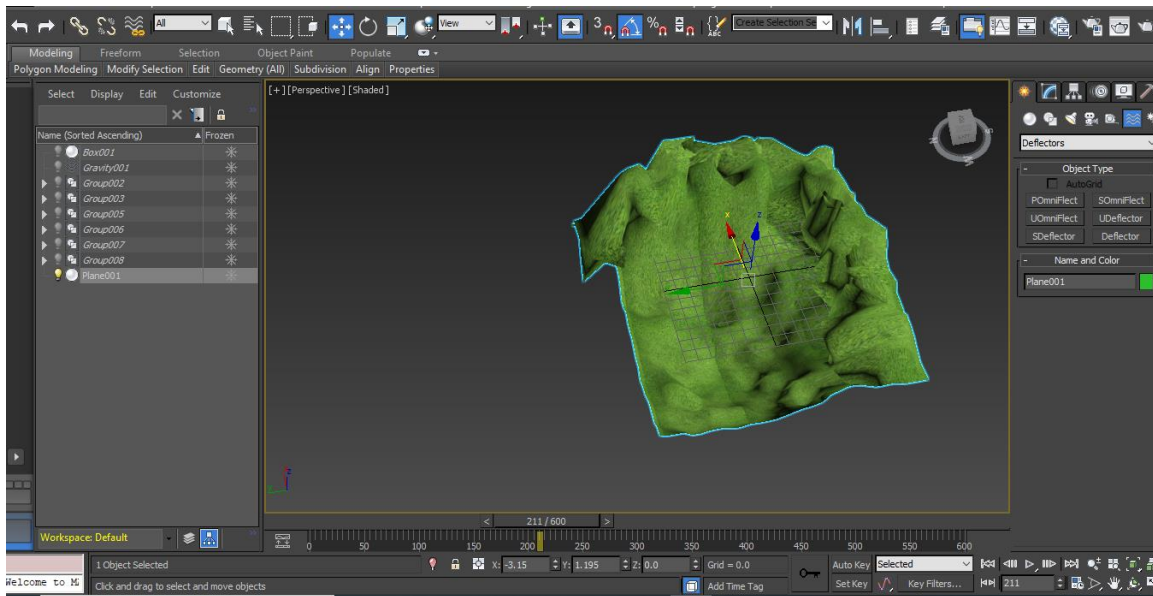


Figure 4.3: Before rendering the mountain

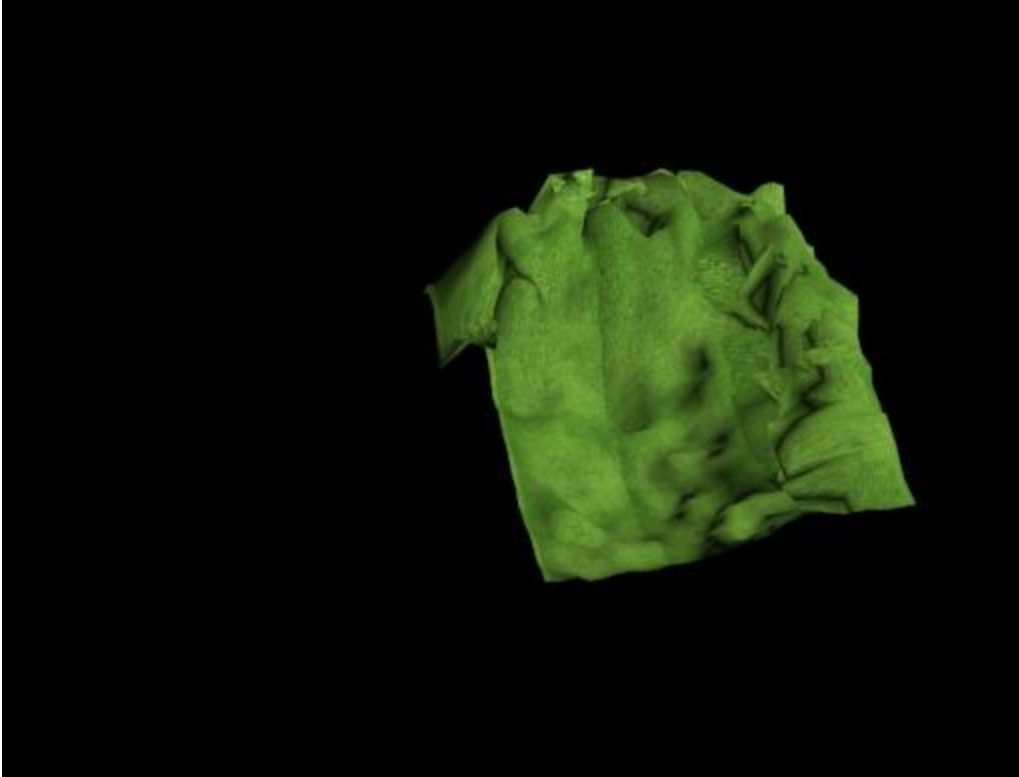


Figure 4.4: After rendering the mountain

4.4 Water Surface's Analysis

A box has been created from standard primitives. material, the name of the water has been changed to standard material. specular level placed at 173 and glossiness at 24. I've noise from bump to maps next to it. use bump map is placed on distortion amount 3. water is used to take shape and flat mirror in reflection. This is how water surface has been created. Given below are the figure 4.5 and figure 4.6 after rendering the water surface and before rendering:

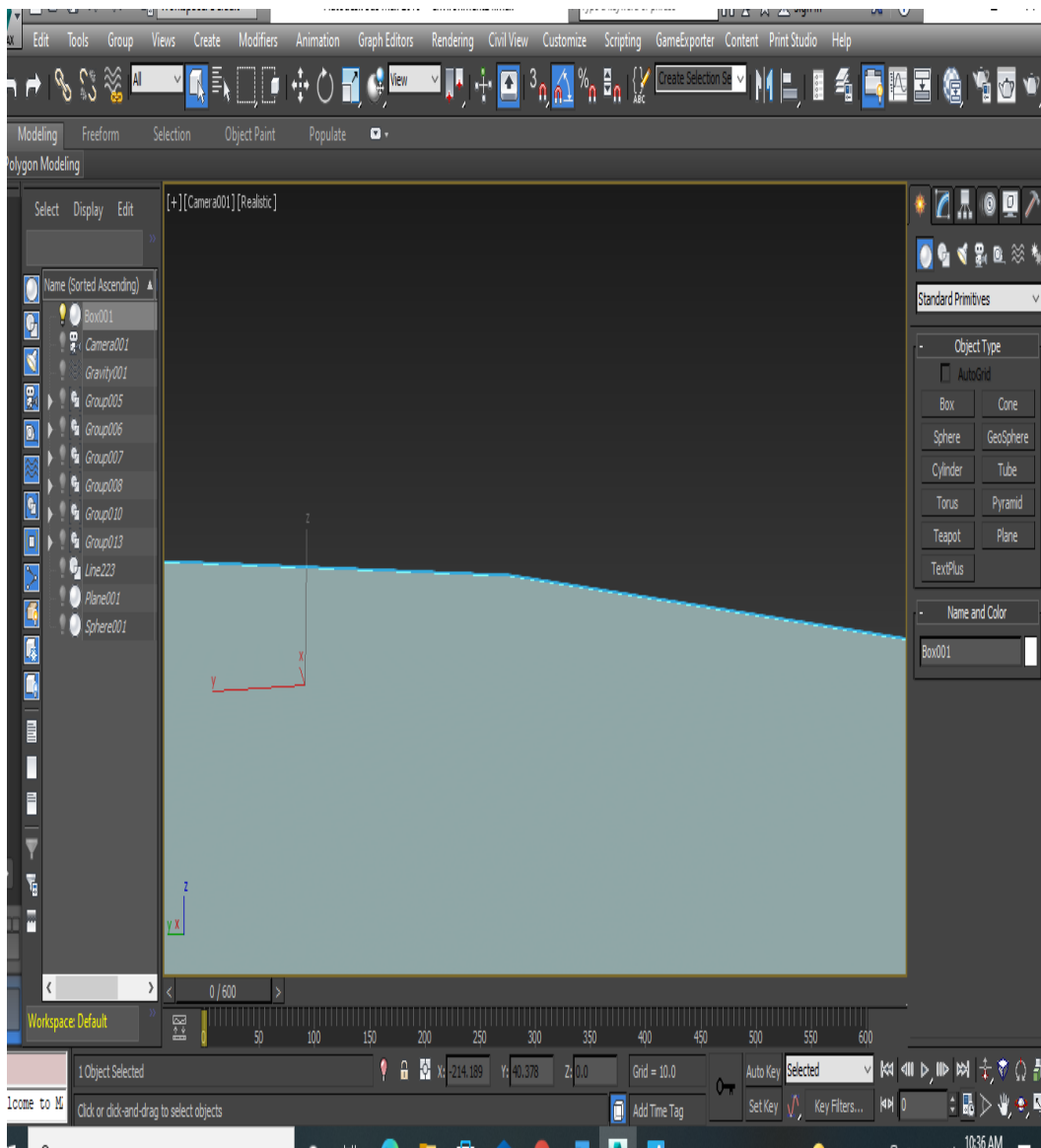


Figure 4.5: Before rendering the water surface

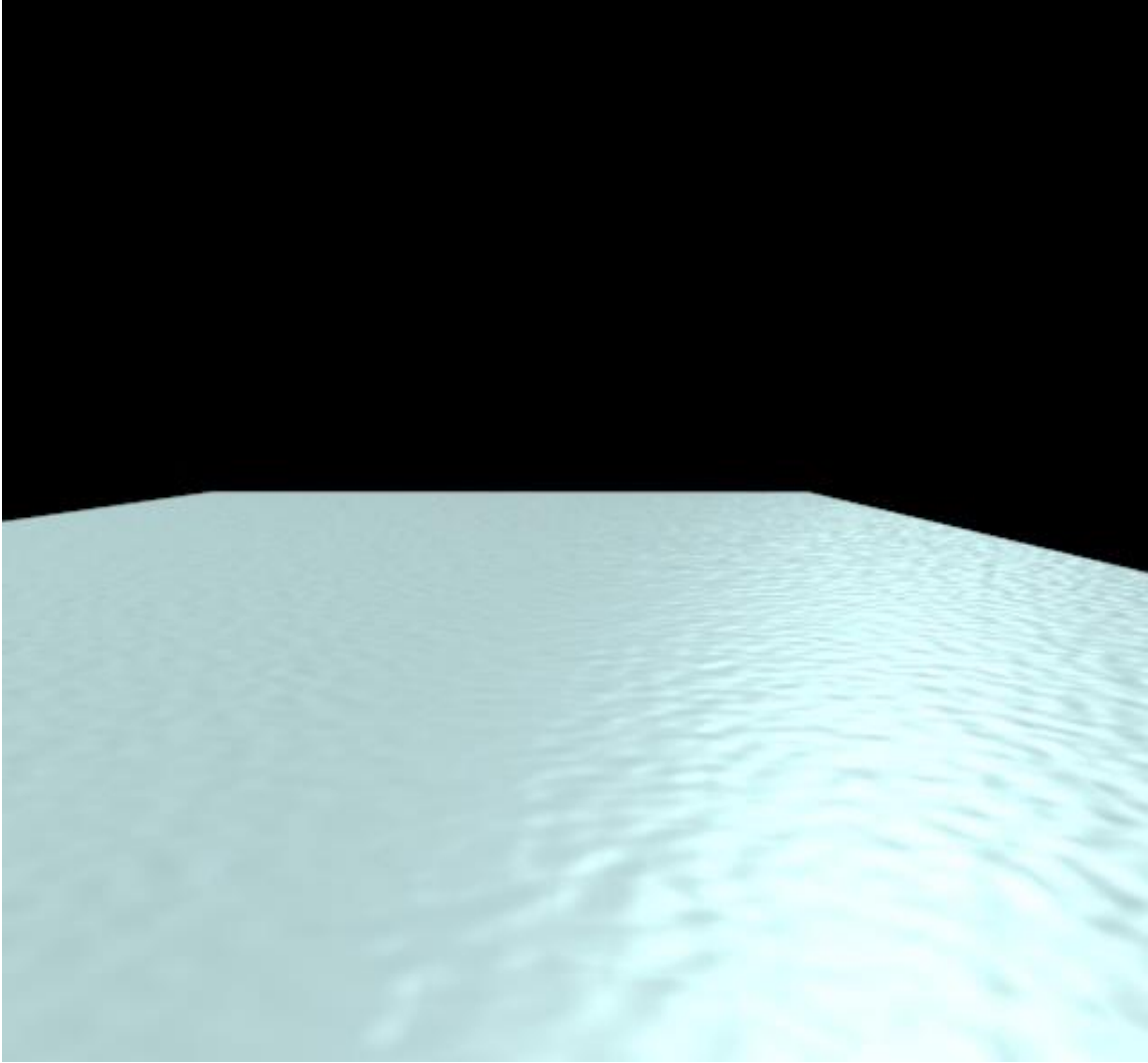


Figure 4.6: After rendering the water surface

4.5 Conclusion

Finally, we have got a 3D model environment from the design Analysis. The atmosphere of this 3D model has virtually completed the sky, mountains and water surface design. From here I got the sky, the mountains and the water surface from the design analysis.

CHAPTER 5

ANIMATION, LIGHT SETUP, AND RENDER ANALYSIS

5.1 Introduction

This fantastic piece of software includes 3D modeling, realistic animation, and 3D model renders. Moreover, this fantastic piece of software includes light setup. The importance of light setup and render to complete any scenery or create a realistic scenery is immense. It must be animation to get a video of a scenery. For example, the waterfall has been created but it is still. Will it be a fountain? It won't happen. It must be animated to be a fountain. [18]

5.2 Animation Analysis

perspective view clicking on the C button camera viewport. camera viewport a line is drawn and the boat select to animation and click this option from constants to path constant and then leave it on the line, the boat will run along the line, it will be path constraint animation. But the boat goes one way. This creates a problem. To solve this problem, the boat will run straight if path constraint goes to the editor and follow on it.

We have also animation another waterfall. The particle system we have put in place to create Waterfall is Snow. Which is usually Animated in advance. All you have to do is Setup. Which has been waterfall analysis.

animation has been created by auto key on Camera. target camera has been free camera edit camera. Then camera rotate and move to each frame. All animation are made auto key on. Similarly, sky animation has also been created. Animation to create a curve editor can be made from where suitable animation can be made. This is how appropriate animation have been created. Given below is the figure 5.1 sky animation curve editor:

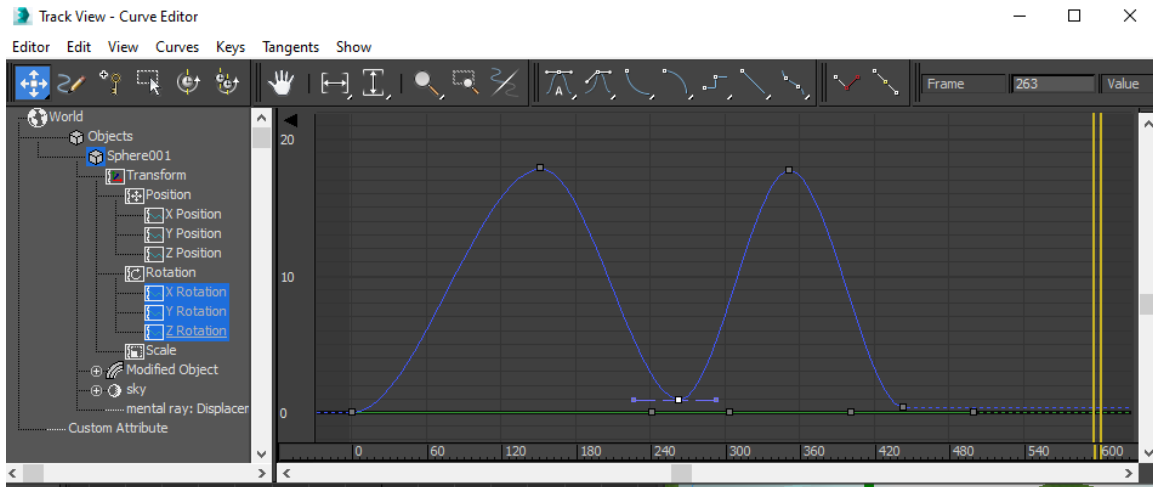


Figure 5.1: Curve editor of sky animation

5.3 Light setup Analysis

One target camera has been taken and three target spot light have been taken. Technique named 3 light setup techniques. 3 light setup technique is camera is in front of and there is a light source on the right and left and a light on the head. This is light setup from 3 sides so it is called 3 light setup techniques. 3 Light set from the side can properly illuminate anything.

Initially, target camera was taken to its right, 45° corners and 45° target spot light. It is main light or key light i.e., it has been shadow on and placed in multiplier 1 in intensity. on the opposite side of the main light, that is, on the left side of the camera, 45° corners and 30° have been target spot light. This is called fill light. It has shadow off and the value of the multiplier of intensity is 0.4. A target spot light has been taken above 60° light number 3. It has Shadow off and the value of the intensity multiplier is 0.4 as back light.

This is how light setup has been done. [19] Figure 5.2 is showing 3 light setup techniques. figure 5.2 is given below:

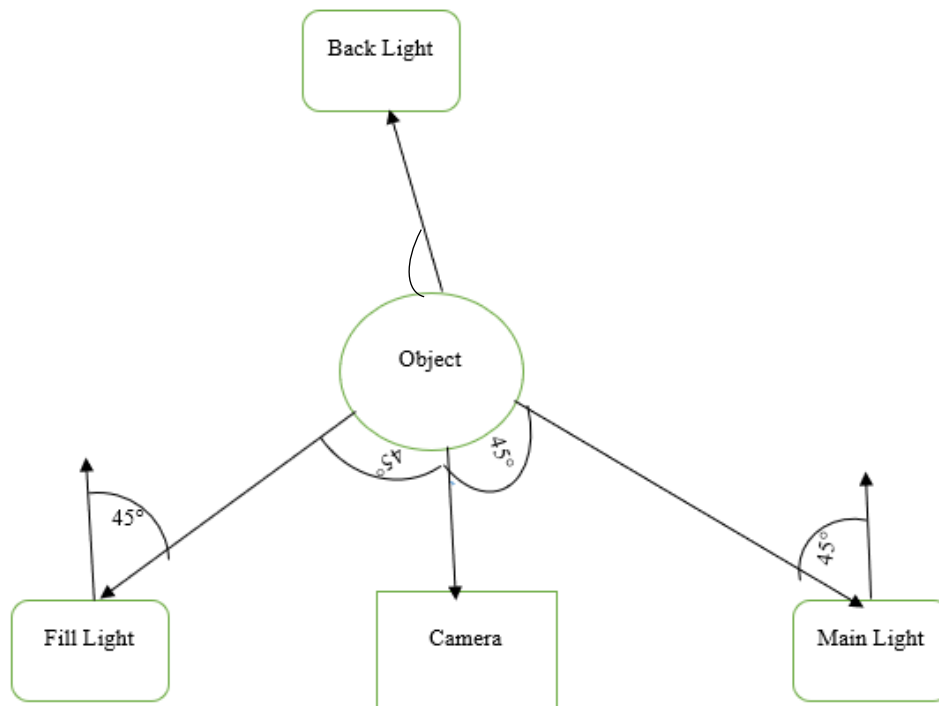


Figure 5.2: 3 light setup techniques

5.4 Render Analysis

The render setup window contains all of the rendering's adjustments and options.

Area to render: view

This section allows you to choose the rendered view.

Output size: custom

This is where you may change which viewport will be rendered and how big the rendered image will be.

The render window will open when the render is started, and this is where the render will be watched. You can save, clear, or copy the current produced image from this menu.

Keeping Single frame provides pictures and videos on Active time segment. Render time reduces segment and cannot be unnecessarily heavier. [20]



Figure 5.3: Render setup with single frame rendering

5.5 Photo Editing by Photoshop

Editing video render from 3ds max requires a light design so that the video needs logo design so that the video has all the logo. A picture of a download logo has been taken in photoshop. Then select color range went to this and fuzziness to keep or take as much as he wanted to reduce its quality, then ok select to inverse it and go to select and then save in the form of png if he ok new layer select refine edge. Now width and height create a layer with 10 inches where anything can be written and save and made image. Three images have been created using this method. [21]

5.6 Video Editing by Adobe Premiere Pro

New project three pictures from the photoshop were drug click to a editing logo and added to the original video of a audio sound. Logo is set to logo the entire video and audio is just

set to the video. click the file and go to export. media from Export then go to output name and folder select to save the video ok. export a click gives final video. This is how any kind of video edit can be done. [22] [23] [24] [25]

5.7 Conclusion

A realistic animated scenery is found through render, light setup and animation. light set makes scenery feel realistic. animation scenery has become livelier for this. Properly render set this gives us a wonderful scenery.

CHAPTER 6

SOLUTION AND RESULT ANALYSIS

6.1 Introduction

There are as many problems as there are solutions to investigate. When the issue is rectified, a result is available.

6.2 Solution Analysis

In 3ds Max, there are six methods for reducing render time and speeding up the workflow.

- Models should be optimized based on their distance from the camera.
- Only employ high polygon objects when they're in close proximity to the camera.
- Adjust the detail level of models based on how visible they will be in the final image.
- Delete all hidden and hidden layer models.
- Limit the number of polygons.
- Instead of models, pre-rendered planes were used.

We downloaded the copied student version of 3ds Max for free and used it on a regular laptop. There will be no more 3D animated scenery. In the beginning, rendering an animated scenery takes a long time. This issue has been appropriately illuminated in order to eliminate it. The size of the portion has been lowered. This is how the render time has been cut in half. It used to take 23 seconds to render a single frame, but now it only takes 2 seconds to render a single frame. The problem of filming or filming anyplace in the scenery taking time, money, and security has been overcome.

6.3 Result Analysis

Finally, we get an expected animated scenery by using 3ds max. This animated scenery study demonstrates that the animated scenery might use some work. [26] After that, photoshop and premiere pro were used to edit. This is where you'll find the animated scenery you're looking for. The animated scenery Figure 6.1 and Google Drive video link are below:



Figure 6.1: Result of animated scenery image

Google Drive video link:

<https://drive.google.com/drive/u/1/my-drive>

6.4 Conclusion

As a result of the problem being solved, the 3ds max program produces an expected animated scenery. The view is enchantingly beautiful. Examine the modifying animated scenery as a result of the study.

CHAPTER 7

IMPACT OF SYSTEM IN LIFE

7.1 Introduction

Graphic design is ingrained in our culture. We use graphic design for a variety of purposes, including teaching and pleasure. In contemporary technology, animated scenery is a new scenery. You must deal with a variety of issues in addition to learning new technology. Attempt to determine the impact on our lives, society, and environment in this chapter. [27]

7.2 Impact on Society

By creating this scenery, we can contribute a lot to social life. We work mentally and physically every day. Then we need entertainment to keep our mind and body healthy. This scenery will help in learning entertainment and education. We need entertainment to spend time when we had to stay at home for covid-19 a few days ago. Moreover, when many people have lost their jobs for covid-19, we can outsourcing it through education and make money safely. It also eases the problem of unemployment. So, its contribution is immense in social life. [28]

7.3 Ethical Aspects

Copyright, non-payment for services, font licensing, spec work, crowdsourcing, kickbacks, corporate sponsorship, sustainability, and working for someone you don't like or whose product or service you don't believe in were among the other issues raised by over 60 graphic design professionals and educators via email, phone, and social networking sites. The responses were impassioned and packed with personal anecdotes, and there were no general answers, as Steven Heller pointed out in his response.

"Honesty - because it is the most important condition for success in both life and business."
[29] [30] [31]

7.4 Sustainability Plan

To make the system work effectively and develop, a long-term strategy is required. Our research is solely focused on an existing system that has some flaws, and we are attempting to address these flaws and improve the existing system. To address this issue, this study offered a method and created a design that attempts to demonstrate that the way proposed can produce beautiful results in real life, with a long-term plan to produce beautiful results in the future. [32] [33]

7.5 Conclusion

Every development system has a real-world influence. Animated scenery is a newly developed system that has a significant impact on daily life and society. Before using the system, I educated myself on the system's impact on life and society. The system will then have a plan of action, which when carried out properly, will make the system usable.

CHAPTER 8

SWOT ANALYSIS

8.1 Introduction

Different things should be focused on when developing a system. To begin constructing a system, determine the various options for constructing the system and dealing with issues. It is simple to determine a system's strengths, weaknesses, opportunities, and threats using a SWOT analysis. It is easier to locate those elements and the concentrating thing of the system to create the system utilizing SWOT analysis. [34] [35]

8.2 SWOT Analysis

SWOT analysis is a method of analyzing a project's strengths, weaknesses, opportunities, and threats. The reason for conducting a SWOT analysis is that once a system is established, it will encounter problems and require care. It will aid in determining which areas require more concentrated attention and system strength. SOWT can also aid in the organization of a system. Determine the system's efficiency by analyzing it on a regular basis. [36]

8.2.1 Strength Analysis

New and improved technology is invented in an era of progressing technology. We have been able to expected result the light setup techniques of the animated scenery we got from 3ds max. There was a material quality perfect of model bullets. model was shot and perfect as we wanted to do. Animation was shot and mind-taken. These are the strength of this research. [37]

8.2.2 Weakness Analysis

V-ray rendering and v-ray lighting work has not been done here. An advance rendering software is v-ray. Render time came here more which is not at all work.

[38]

8.2.3 Opportunity Analysis

The need for animated scenery is really high. Create animated sceneries and conduct research in order to advance. There are less studies on animated scenery created with 3ds Max. There are numerous prospects for research here. The time for 3D animation has here.

8.2.4 Threat Analysis

Animated scenery should make the software easier. The software doesn't run normal computer. Computer sometimes a threat to it. Computer it's difficult to installed more software for this animated scenery. Don't buy this software with money. Free up the software. render should also look at the time. Improve this result 3ds max without using separate v and ray software for render. These have become a threat. [39]

8.3 Conclusion

It is simple to learn about the system via a SWOT analysis. If you try animating scenery in real life, it's easy to figure out what your strengths and areas of expertise are, as well as the type of difficulty you're dealing with. Its strength is speed and security, but its weakness is distance. One of the areas where future work and analysis in real life facing issues might be done is by expanding the spectrum of animated scenery.

CHAPTER 9

CONCLUSION

9.1 Conclusions

From this Research we get a suitable virtual scenery which can be used in different places time and again. It can be used in tour and travels agency. How to get a scenery from 3ds max can be taught so it contributes to education. I can show this scenery and get outsourcing work on it. This scenery can be used for various entertainments.

The emergence of virtual reality technology, when mixed with traditional film and television art, has the potential to inject new life into the area of 3D animation. This article begins with the elements of lighting, sound, object contact, emotional communication, and other elements created by 3D animation design, then examines the effective integration of 3D animation technology and virtual reality technology, and finally examines 3D animation design based on virtual reality technology. The interactive disadvantage of 3D animation technology production is really practical. 3ds Max is a powerful computer tool developed to assist 3D artists, architects, engineers, and designers in a variety of fields with the realization of their projects. Modeling animated scenery in 3ds Max is a difficult work, so the first step is to create reference photos from at least two perspectives.

9.2 Further Suggested Study

It will be more interesting if we exercise professional Rendering and lighting in this scenery. The desktop which will be used for this professional rendering and lighting will be discussed. 3ds max, photoshop and premiere pro education can make many students big research in one place, so that efforts will be made to address the unemployment problem to some extent. [40]

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