UTA DRAGHICI CATALIN MIHAI
Portfolio 2005

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INTRODUCTION :

My name is Uta Draghici Catalin Mihai. I was born in 15th of may 1988. **T**rough this booklet I present to you some of my best works yet, along with some information about each one of them.

Now to tell you some about me. I was born in Romania, on the 15th of may 1988.I started doing CG the summer before I started high school, since then I've been doing many things to develop my skills. The main software I've learned is 3dsmax, after that I've started using Photoshop in combination with 3dsmax, for creating textures, etc. Now I've started learning Zbrush2 for organic modeling. I usually don't handle characters, since I've started learning CG I had a passion for environments, so yes, I could call myself an environment artist, specially outdoors.

This is all I can think about me at the time being, I hope you enjoy reading and watching this booklet I made.

THE GALLERY :

The R/C Buggy V2
Year Created: 2005
Awards Received: CgHell Award

The R/C Buggy V1
Year Created: 2004
Awards Received: none

Analyze
Year Created: 2005
Awards Received: none

Surreal Village of New Ark
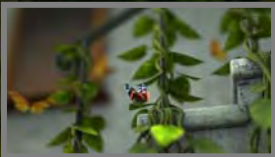Year Created: 2005
Awards Received: 3DTotal Excellence Award

House Thingy
Year Created: 2005
Awards Received: none
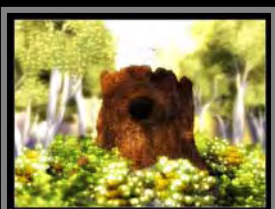

Butterflies
Year Created: 2005
Awards Received: none

Interceptors
Year Created: 2005
Awards Received: none

Enchanted
Year Created: 2005
Awards Received: none

The R/C Buggy V2

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Description:

I made this piece as a remake from the first version which isn't so good. The whole piece is done using 3dsmax 5.1 and rendered afterwards with brazil R/S.
It was hard work, especially on the modeling of the car. I've started the body from boxes and then extruded, beveled, outlined, etc. The cage is done using splines. Suspensions are done using helixes. The wheels are done using cylinders, and for the back tires I used a special modeling technique, in which you create the pattern and then "roll" it on the wheel, there are tutorials on the internet about this. The front tires were easier to do, as they are made from tubes.
Now concerning the environment. Many people ask how the grass was made, it was made using the scattering technique. The rocks scattered around the scene are actually "noised" spheres. The pipe is done using a spline which I then converted to an editable poly, deleted it's caps and then solidified it using "Solidify" plugin, which you can get for free on the internet. After I solidified, it I added a little variation to it using noise. The texturing is pretty simple and straightforward, I didn't have to use any mixes, etc, just diffuse, bump and specular. The shadows that are projected in the scene are done using a projector map. The only post processes I used are DoF and a very little amount of bloom for more lively colors. This about wraps everything related to this scene.

The R/C Buggy V1

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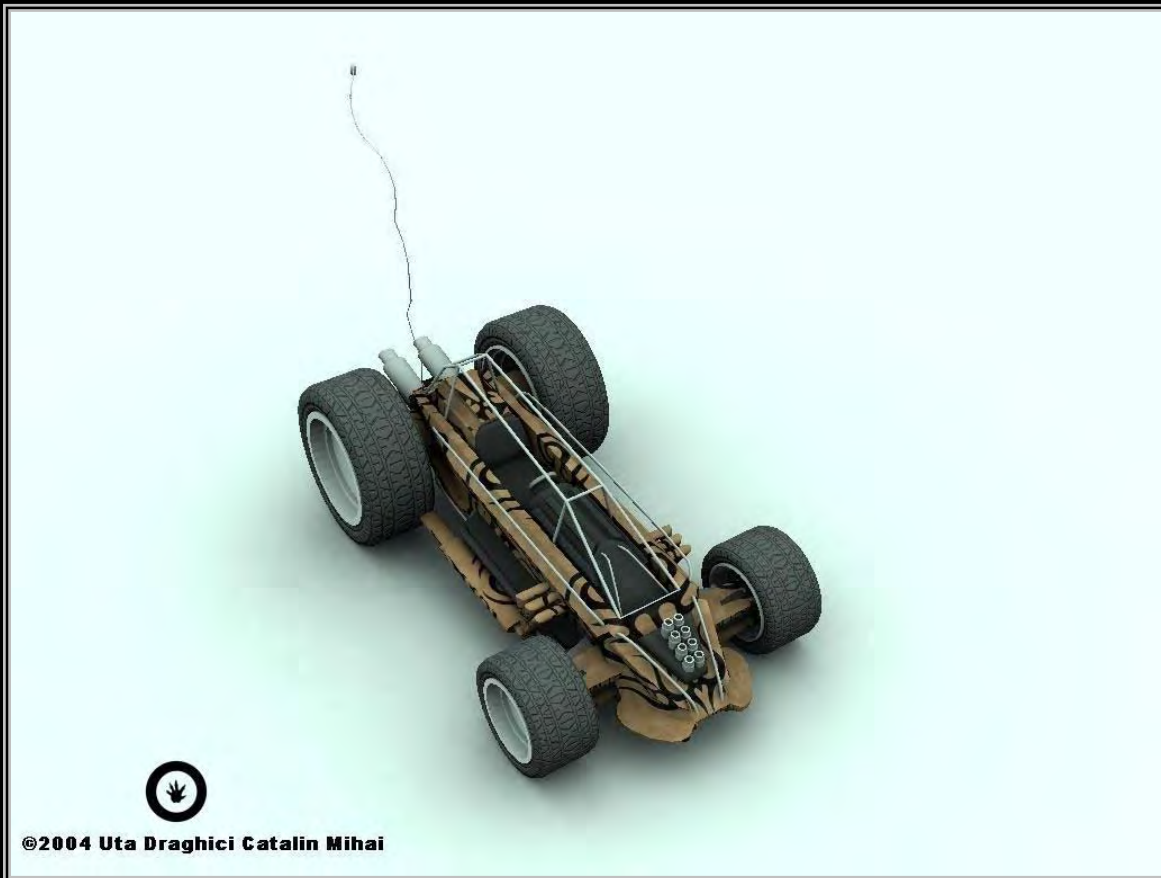
Description:

This piece is a bit older than the other, it's done in 2004. I started doing this following some basic principles from my own r/c toy car. I can't say I did such a wonderful job back then but it seemed people liked this little car which also reminds of Lego. The modeling is very simple. I made the body starting from a box, and the cage with splines. Wheels are very simplistic too, just some cylinders with extrusions for the rims, and tubes for the tires. Skids were done using a bump map. About the scene, I preferred to keep it clean at that time, so just a ground plane. Rendering was done using brazil with GI. That's about it, I hope you like it!

Analyze

Description:

I really enjoyed doing this piece. I wanted to do a scene with a character and lot's of wires and cables. The female is poser imported. The whole cable and wiring is done using NURBS. The needles are pretty simple to do, they are extruded cylinders. For the monitors I used simple box modeling, and I've also added some cables which can be barely seen because of the DoF and the lighting, which were done using NURBS also. The table in the left is done using some boxes and splines, pretty simple modeling on those, since I didn't need them for a close-up. I had to manually put the needles and wiring on the female, I am pretty happy with how it turned out. Texturing is pretty simple, the stings, etc. on the females body are added over the texture from poser using a tablet, and in the rest of the scene I only needed a few metal shaders, which are very shiny materials. The images on the monitors are textures. The post processes in the scene are DoF, done with brazil, and bloom done using Photoshop. This about wraps it, hope you enjoy it!

Surreal Village of New Ark

Description:

I've worked a lot on this one, also, the rendering times were huge on it. The scene is made from 3 parts, the foreground which is made from the grass and the post sign. The second part of the scene is made out of the buildings and trees, and the background is made from a couple of textured planes and the moon. I did the mountains texture in Photoshop from a real life picture, the haze is done using a volume fog on a box gizmo. I have to admit I've been lazy and the houses look very much the same, and it's true, I didn't put as much work on the modeling as I've put on texturing and rendering. The biggest pain of all was "shutting down" some of the lights in the houses, because the scene is very laggy, even on my computer. The clock tower was modeled separately from the rest. The details on the textures were mostly done using mixes directly in max, but I've also had to paint some details in Photoshop. Trees are done with SpeedTree, they look great but they render very hard. The light on the sign post is done using lens effects in max, basically it's a glow with rays. This is all I can say about this piece at this time, I really enjoyed working on it, I hope you like it!

House Thingy

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Description:

This one I made in spring 2005. It isn't very detailed unfortunately, I've done this more for exercise on modeling a building. There is no special technique for modeling here, just plain box modeling with some Booleans where they were needed. The cables, etc. are done using splines, antennas on the roof are done using splines also. The shingle on roof is done scattering a quad over the surface of the roof, I really like how it looks. The textures were hand painted in Photoshop. Birds were done creating the silhouette with splines and then converting into editable polys. The sky was done using volume fog on a sphere gizmo. This piece was a good exercise, hope you like it!

Butterflies

Description:

This is another piece of work I enjoyed making. First I wanted to make some stairs and a window for a scene, but then it came to me to make it what it is now. The butterflies are modeled using NURBS(for the wings). I needed two kind of butterflies, the ones in the background which aren't very detailed, since they are "DoF"-ed, and the butterfly in the foreground, which has legs and antennas, etc. The textures for the butterflies are pretty simple to do. For the orange ones I just had to modify a texture I already had, and for the black one I used a real life photo and UV mapped the wings in the photo on the wings I modeled. The plants are done using alpha maps for the leafs and for the roots, etc I used helixes and NURBS. The modeling of the railing/banister for the stairs is done using splines. The stairs are modeled from boxes, the window was done using boxes also. Lighting in the scene is pretty simple, GI and a spot. The only post process in the scene is the DoF which was done directly in brazil. I hope you like this piece!

Interceptors

Description:

When I started doing this I had in mind a little clip, of about one minute, unfortunately I never managed to do it because of other problems. Now, about the scene, the ships are modeled using box modeling, some lattice for certain parts of the ships (aren't too visible). I rendered this with the default scanline, for it was faster than brazil. The sun is done using lens effects, the little interceptors ships that fly with incredible speed are done using a particle system, and they appear to be volumetric because of the motion blur, I used this way because it was a great time saver. The whole scene has motion blur applied. This about wraps it, hope you like it, and I hope I'll manage to make the clip somewhere in the near future.

<u>Enchanted</u>

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Description:

This is my most recent work. I really liked working on this one, but it took more to render than the actually had to work on it. This scene is a mix between 3dsmax, zbrush2, SpeedTree and Photoshop. The tree trunk was modeled in zbrush2 and has around 130.000 polygons. The texture for the tree trunk was done in zbrush2 also. The rest of the vegetation is done using SpeedTree, which I mention again, shows great results but it weights heavily on render times. The background for this scene is a blend between 3d and 2d, the trees are 3d, done with SpeedTree and the sky is a 2d photo. The birds are done by hand in 3dsmax.In this scene I tried to replicate the feeling of an enchanted forest but in a meadow. The rendering time was almost 7 h and 30 minutes because of the high poly count and the many alpha maps from SpeedTree. This is about it, hope you like this piece too!
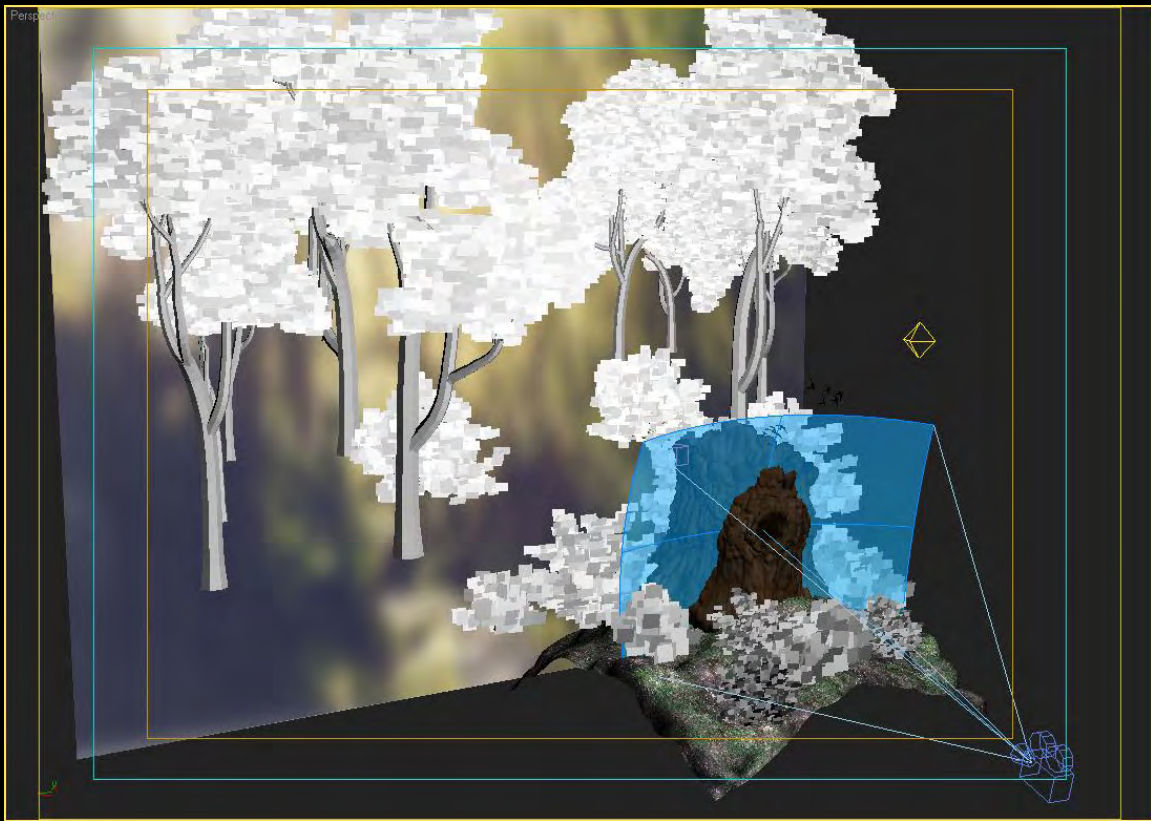
Next: Mini "Making of" …

Enchanted – Render and Wire frame
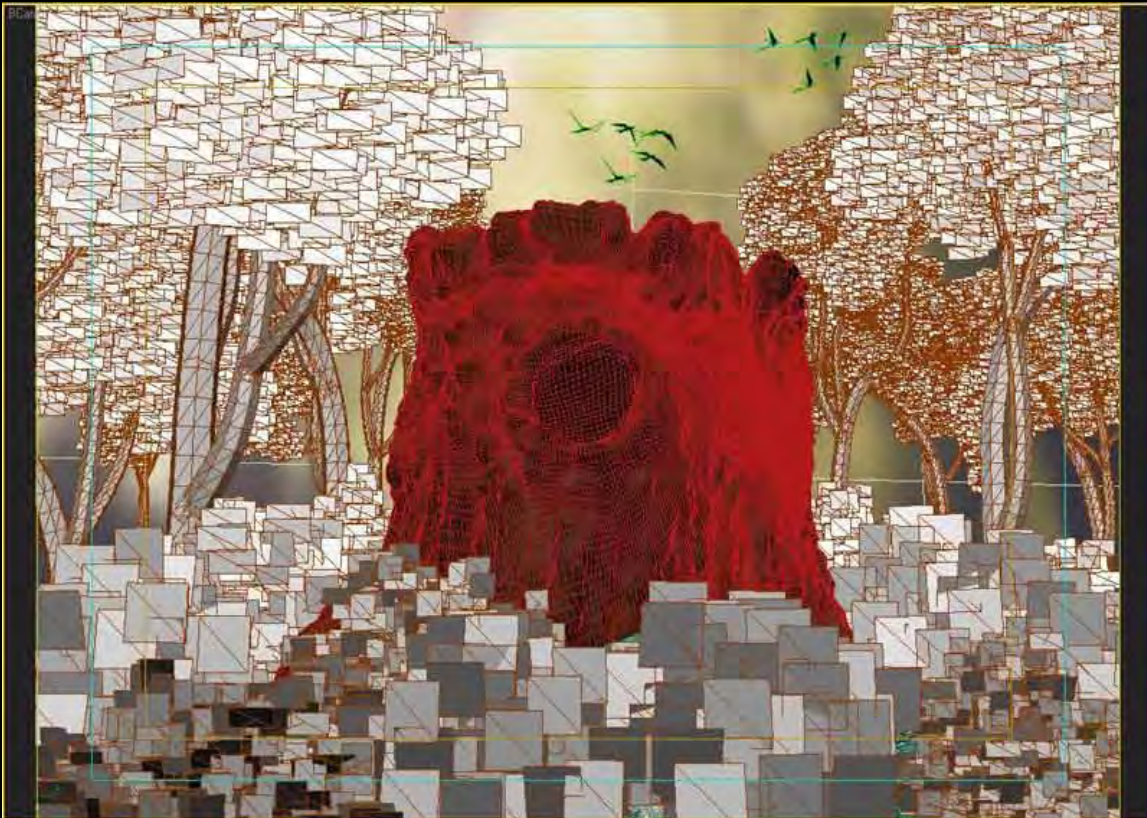
This is an actual viewport snapshot of the scene, you can see how things were done this way.

In the front of the camera we have the tree trunk, a very bumpy plane simulating terrain, and many SpeedTree bushes.

In the back, we have some trees, some bushes and the background plane representing the sky.

You can see the camera has a blue range visible, that represents where the camera is focused, so everything in front and back of it will be blurred. This is great; it works just like real life lens. I also added an omni to light up things a bit.

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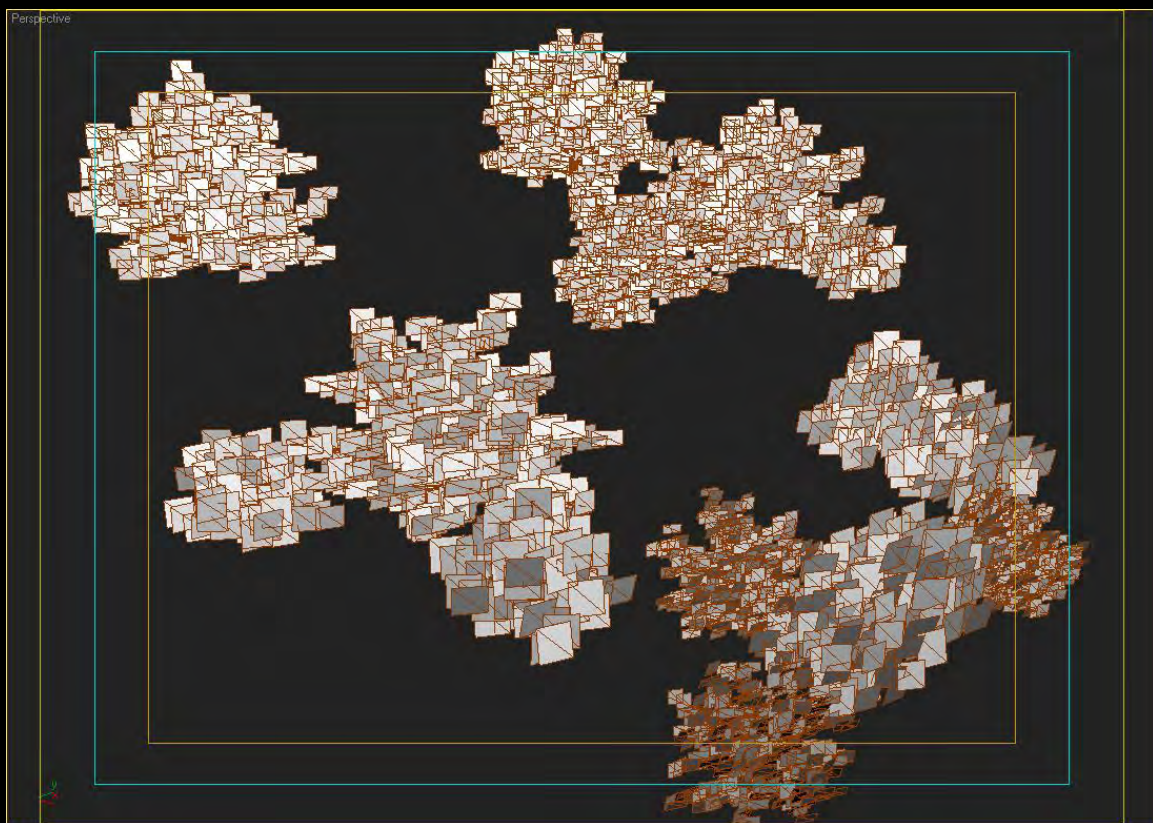
Ok, you will notice the high polygon count on the trees and bushes, I needed more detail so I picked up the high detail trees. Because of the high poly count and the many many alpha maps it takes a lot of time to render. You can notice that in the front area, I've put more detailed bushes, because the focus was on them and in the back I've put some less detailed bushes, it saves some render time. I could have done the same thing with the trees but I figured I could do a less blurred render and I would need the details on the leafs.

The texture on the plane in the background is a photo found with Google, and blurred with Photoshop. Here is the blurred photo:

The tree trunk was modeled with Zbrush2, it's pretty simple, I started from a sphere and deformed it to capture the right silhouette, after that I've started adding the details, deformation, bark, etc…

After I finished this whole work, I rendered it and added some bloom with Photoshop.

To add bloom with Photoshop is very easy. You duplicate the layer, you set hard light or soft light blending mode and then you apply a Gaussian blur filter to it. The intensity of the Gaussian blur represents how spready the bloom will be. You can also play with layer opacity for the intensity of the bloom.

This about wraps everything, hope it was useful to you!
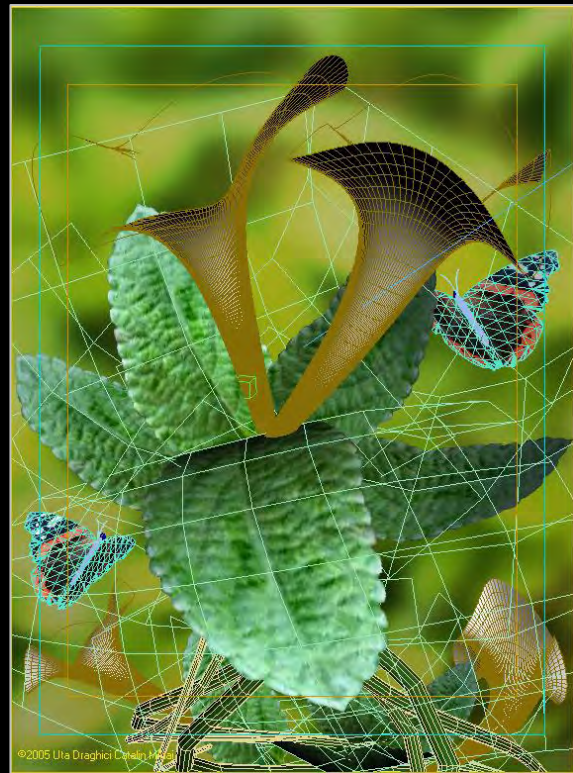
Next : CgArts "Nature Models" Battle Entry…

CgArts "Nature Models" Entry

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This was my entry at the CgArts "Nature Models" Battle. I'm really happy with how it turned out, I eventually won the battle with it. Thanks all members from CgArts for the support and for the votes. I'll show you some W.I.P images on the next page.
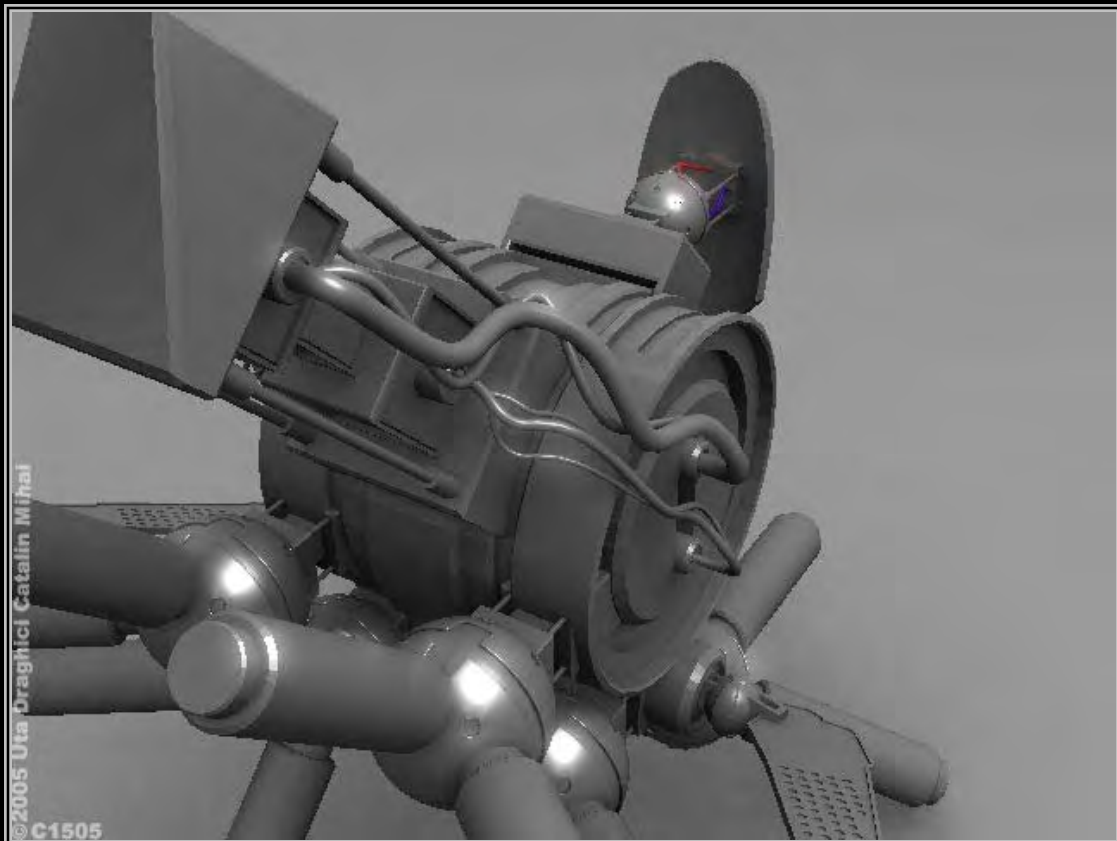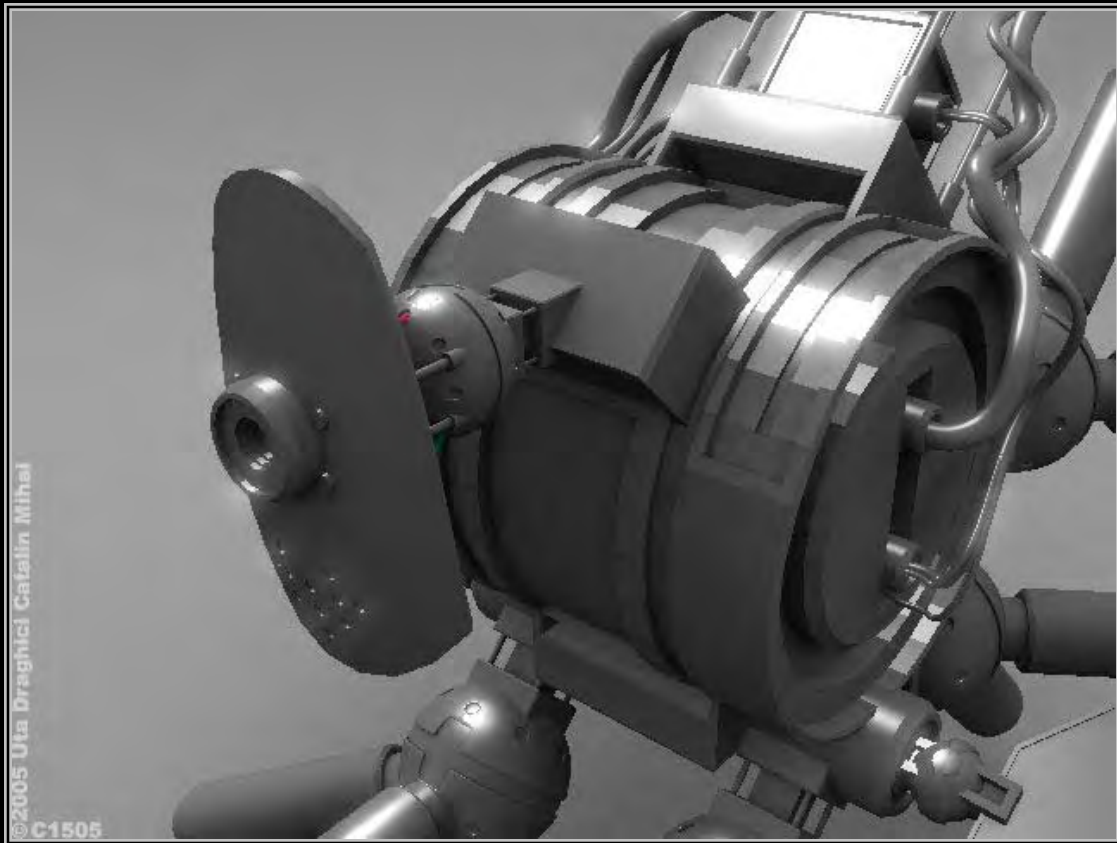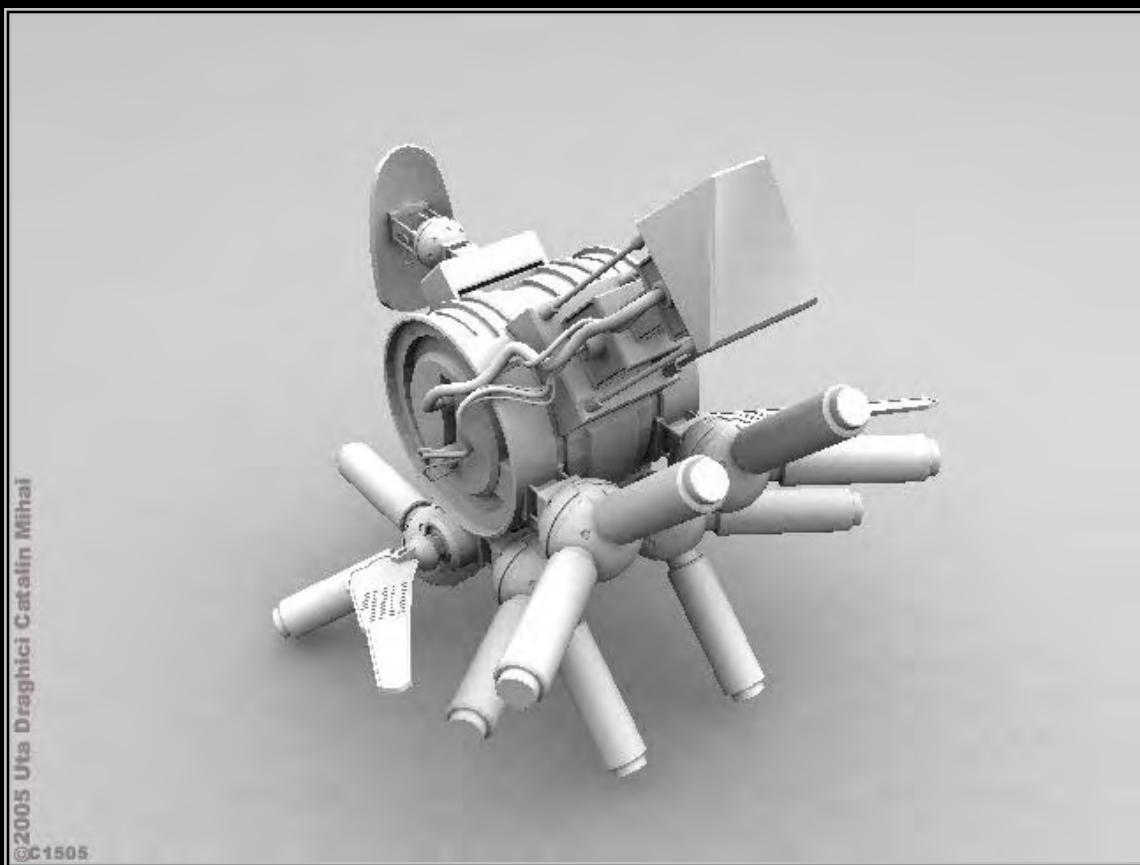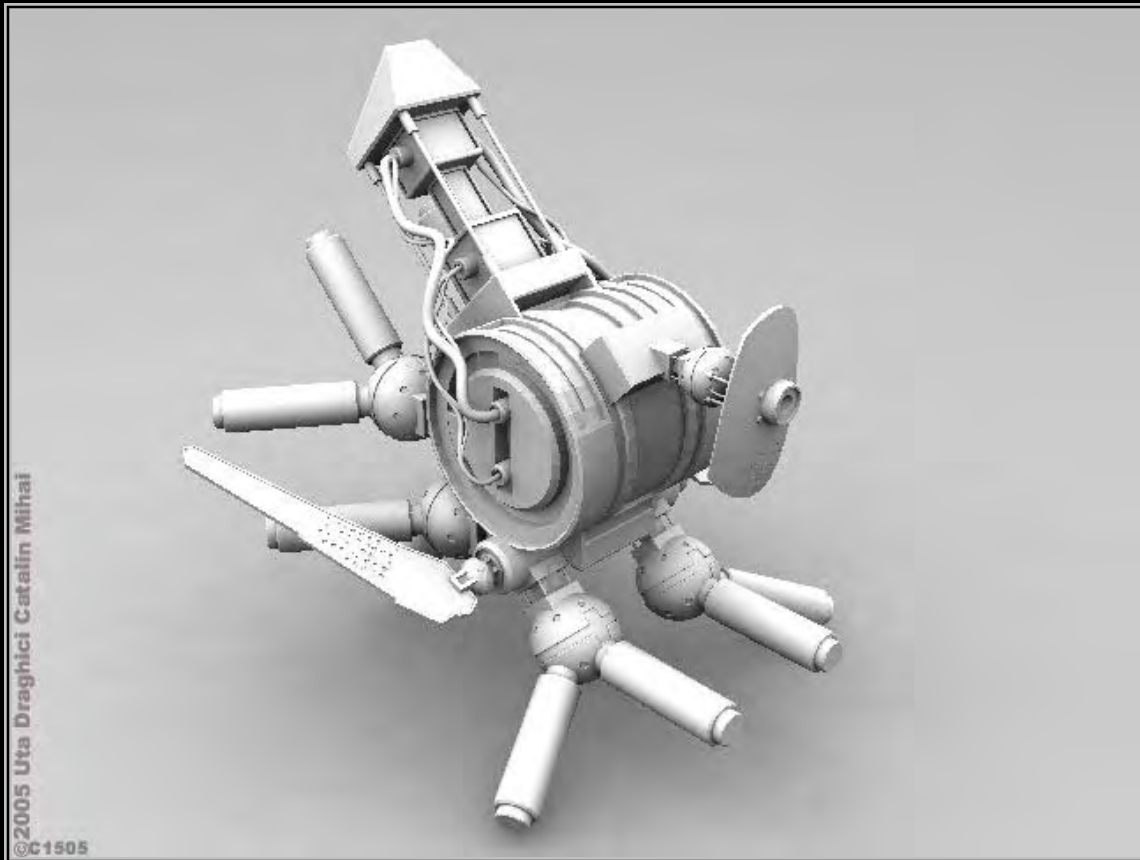
The Robot Mesh

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I made this a while ago for submission on the free objects collection on CgArts, I hope it proved useful to somebody. I've put this in the booklet to show off some of my modeling capabilities. The cables and wiring are done using NURBS, the rest of the body is box modeling, for some parts of the robots body I also used cylinders, spheres, and I also used splines to define certain parts of his body.