UBISOFT®

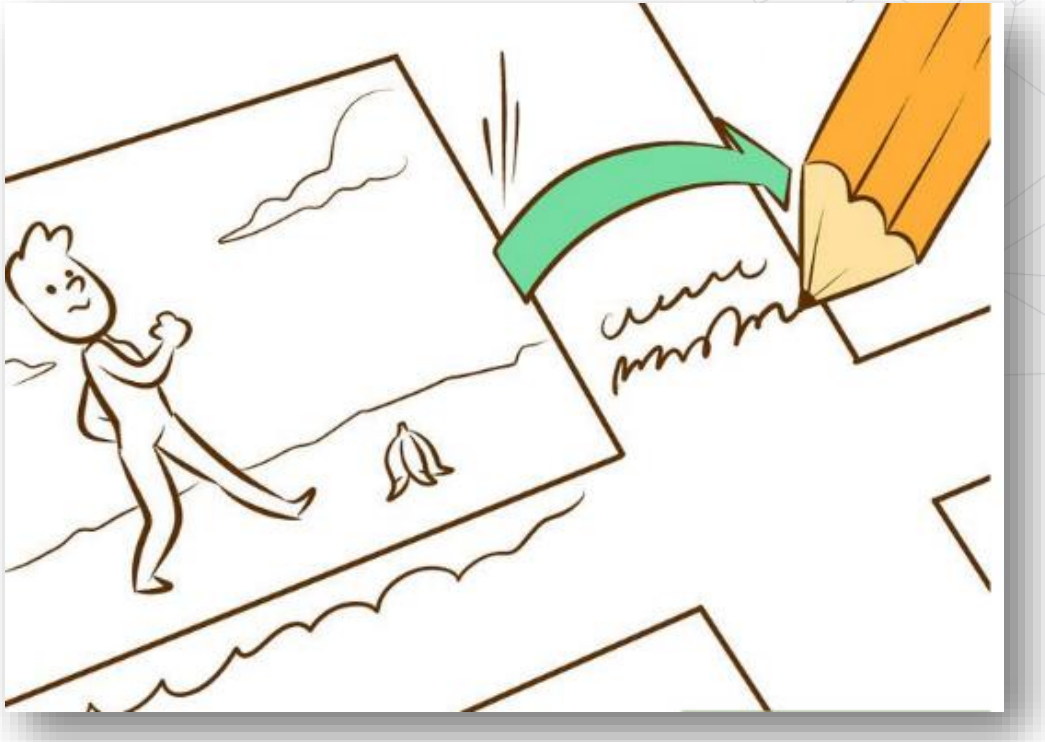
MAKING A GAME TRAILER

Animation and Compositing

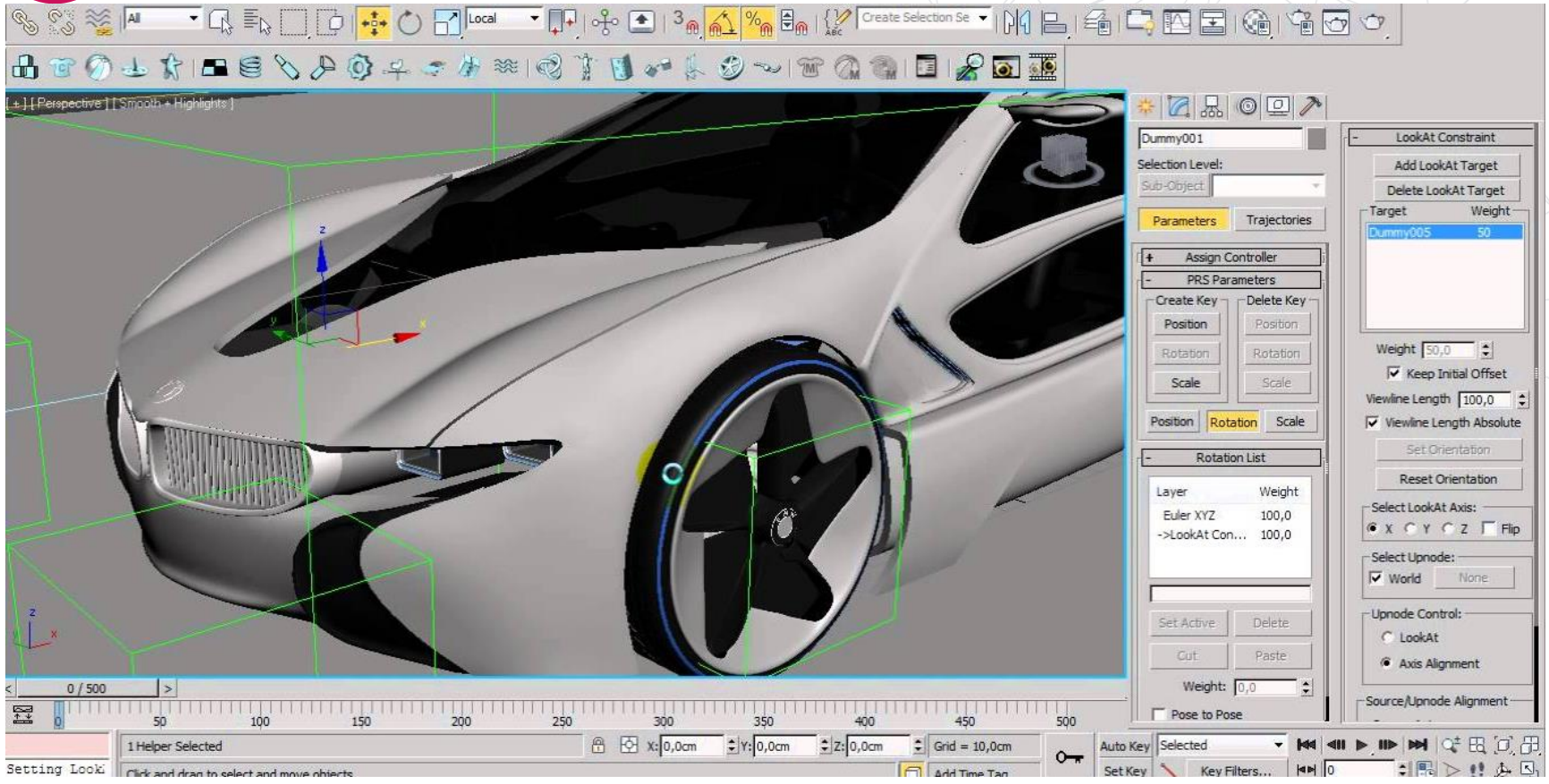
THE *summary*

1. Storyboard
2. Animation
3. Composting
4. Post Production

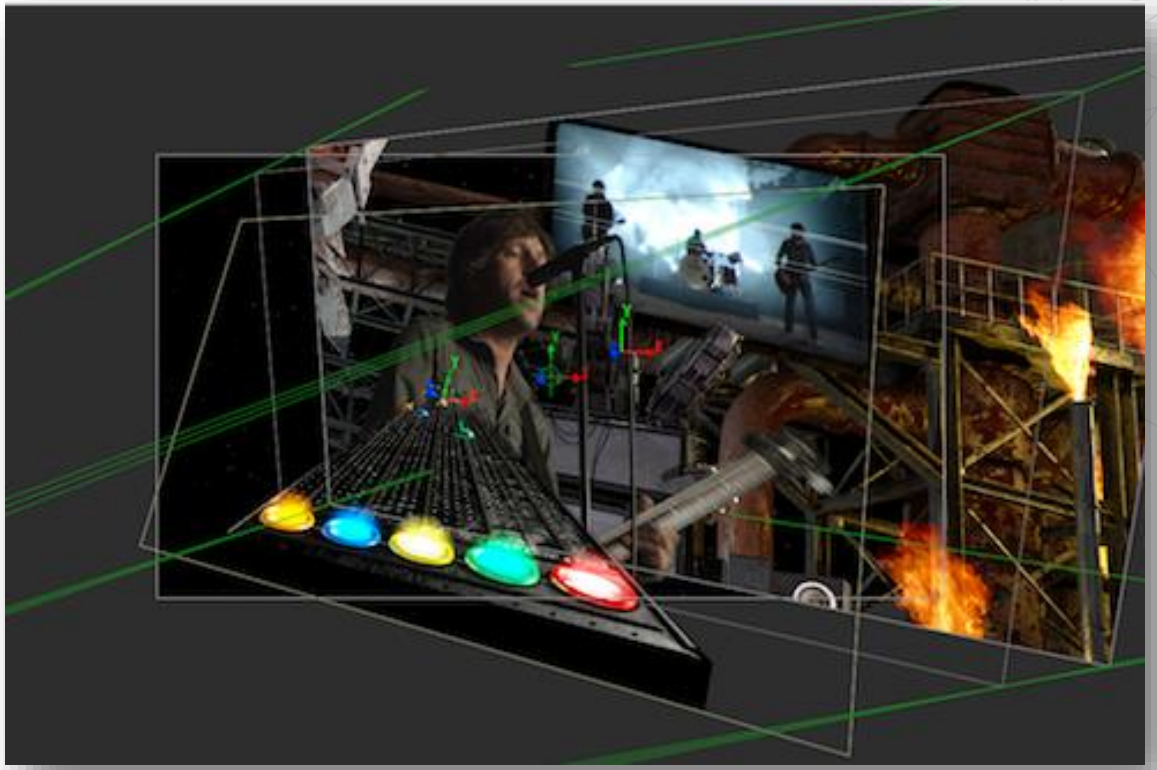
Storyboard



Animation


[+] [Perspective] [Smooth + Highlights]
Dummy001
Selection Level:
Sub-Object
Parameters
Trajectories
Assign Controller
PRS Parameters
Create Key
Delete Key
Position
Rotation
Scale
Rotation List
Layer
Weight
Euler XYZ
100,0
->LookAt Con...
100,0
Set Active
Delete
Cut
Paste
Pose to Pose
LookAt Constraint
Add LookAt Target
Delete LookAt Target
Target
Weight
Dummy005
50
Keep Initial Offset
Viewline Length
100,0
Viewline Length Absolute
Set Orientation
Reset Orientation
Select LookAt Axis:
Flip
Select Upnode:
World
None
Upnode Control:
LookAt
Axis Alignment
Source/Upnode Alignment
0 / 500
1 Helper Selected
Grid = 10,0cm
Auto Key
Selected
Set Key
Key Filters...

Composting



Post Production

Thank YOU