



UBISOFT®

MAKING A GAME TRAILER

Animation and Compositing

THE *summary*

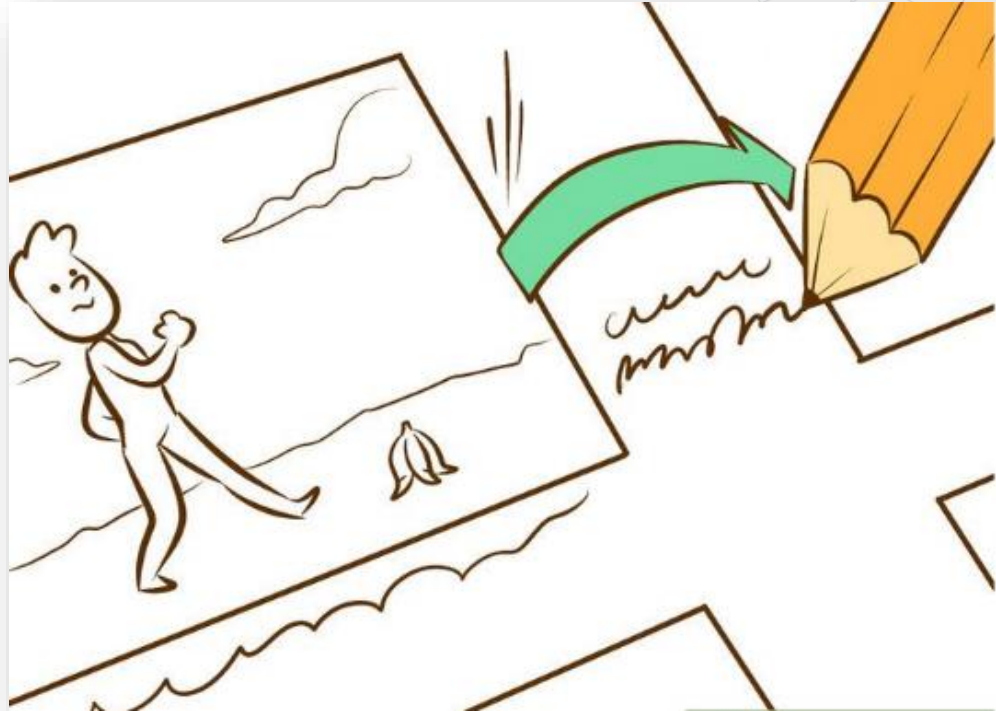
1 Storyboard

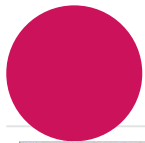
2 Animation

3 Compositing

4 Post Production

Storyboard





Animation

The screenshot displays a 3D software interface for animation. The main viewport shows a white car model in a perspective view, with a green bounding box around the front wheel and a blue circle on the wheel's rim. The interface includes a top toolbar with various tools, a left toolbar with navigation and manipulation tools, and a right sidebar with property panels. The bottom status bar shows the current selection and coordinates.

Property Panel: LookAt Constraint

LookAt Constraint

- Add LookAt Target
- Delete LookAt Target

Target	Weight
Dummy005	50

Weight: 50,0

Keep Initial Offset

Viewline Length: 100,0

Viewline Length Absolute

Set Orientation

Reset Orientation

Select LookAt Axis:

X Y Z Flip

Select Upnode:

World None

Upnode Control:

LookAt

Axis Alignment

Source/Upnode Alignment

Rotation List

Layer	Weight
Euler XYZ	100,0
->LookAt Con...	100,0

Set Active Delete

Cut Paste

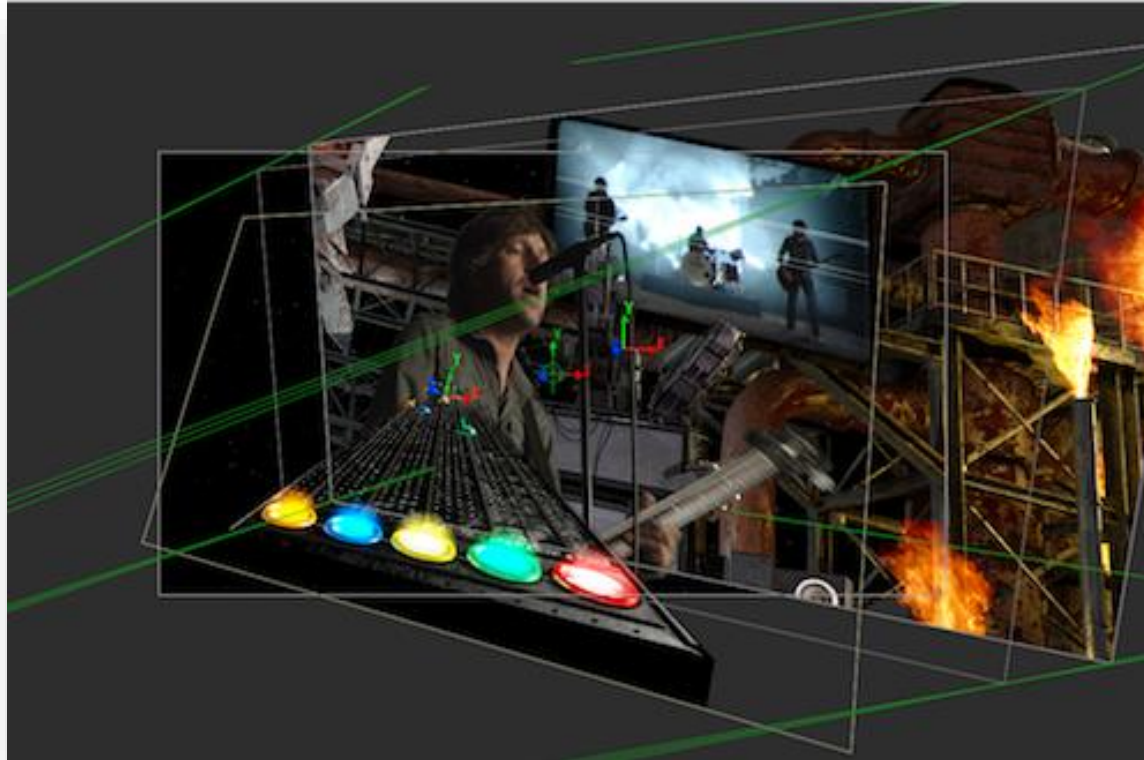
Weight: 0,0

Pose to Pose

1 Helper Selected X: 0,0cm Y: 0,0cm Z: 0,0cm Grid = 10,0cm

Setting Look: Click and drag to select and move objects

Composting



Post Production



Thank  **YOU**