FrameStore

Huawei Pegasus
&
Free Radio 'Hamster'
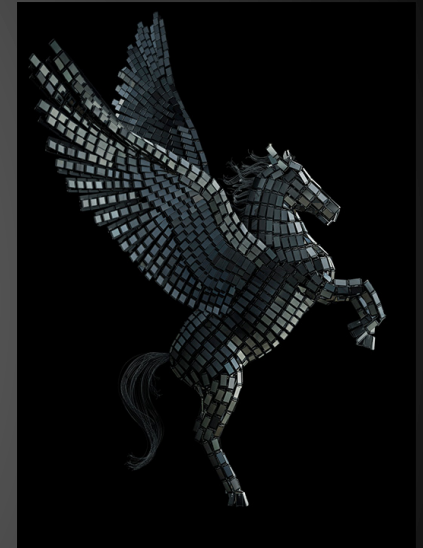
Huawei Pegasus

Armor plated flying quadruped

- A mixture of simple geo and sprites ?
- Feather system of some sort ?
- Full controls for animators or fully procedural ?
- What about the close-up shots ?
- Sculpture – They're going to build the thing
- Needs to be photoreal
- Any shortcuts ?

Rendering Solutions

- Mental Ray

- Renderman

- Arnold

Rendering Solutions

- **Mental Ray**

- Renderman

- Arnold

- Render Proxies
- Good pipeline integration
- Slow
- Motion Blur Bad
- Highlight flickering risk

Rendering Solutions

- Mental Ray

- Renderman

- Arnold

- RIBs
- Fast
- No pipeline integration

Rendering Solutions

- Mental Ray

- Renderman

- **Arnold**

- Full GI
- Really Fast
- Artist friendly
- MtoA integration

Video

01_Huawaei_Pegasus_Previs

The setup

- Hair follicles to deformable skin
- Locators and "dummy" geometry
- Locator animation "baked-out"
- Arnold Standins (bboxes) constrained to baked anim
- Mane and tail – Maya dynamic hair curves (rigged)

FrameStore
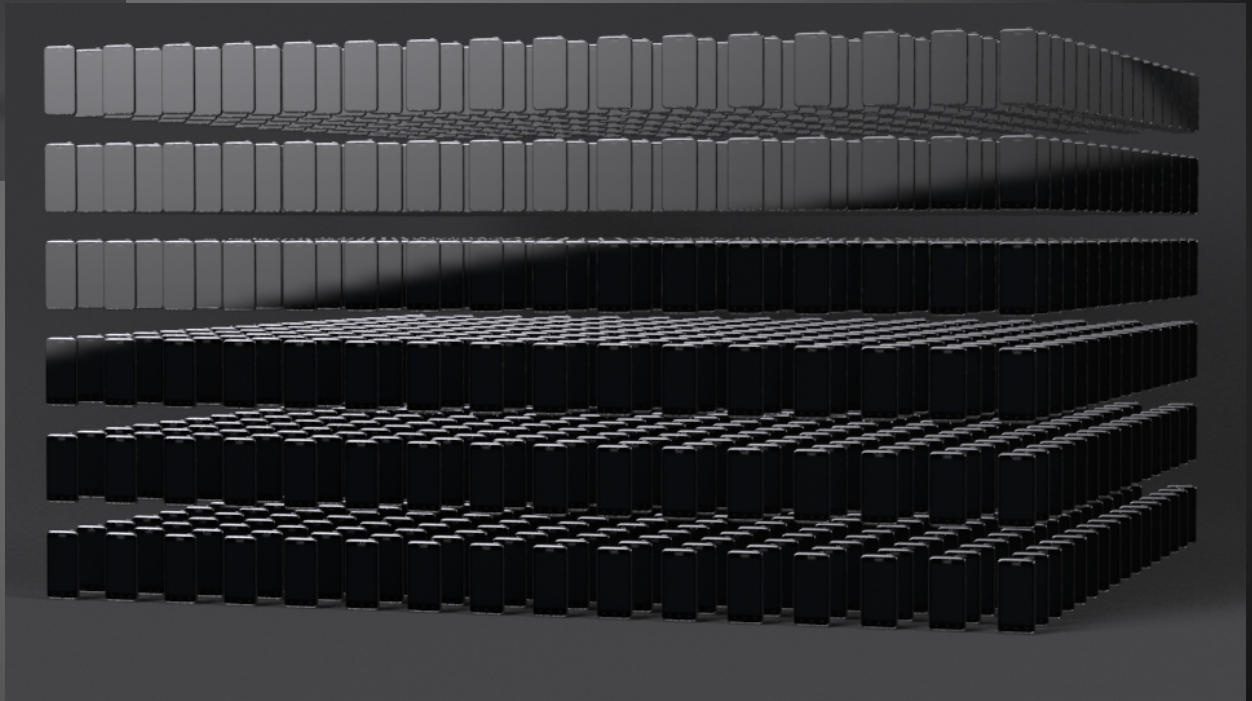
Video

02_Huawaei_Pegasus_LOCS

Video

03_Huawaei_Pegasus_PROX

Video

04_Huawaei_Pegasus_CTLS

Arnold Standins

- "Lighter" scenes
- Everything included in the Standins – shader/texture and AOV information
- Farm friendly

Video

05_Huawaei_Pegasus_AOVBreakdown

Video

06_Huawei_final

Free Radio
'Hamster'

Video

07_Hamster_animatic_edit

…this is a job for

- **Mental Ray**

- Renderman

- Arnold

- Photorealistic shaders (Marschner)
- Good pipeline integration (Fur)
- Slow
- Motion Blur = forget about it!

Framestore

…or

- Mental Ray

- **Renderman**

- Arnold

- Robust Fur tools
- Fast
- No pipeline integration
- Photoreal shaders (Marschner)

"Get to the choppa!"

-     Mental Ray

-     Renderman

- **Arnold**

- No Fur tools available
- Decent shaders ??
- Artist friendly
- Quality output
- Fast

Shave and Haircut

- The only fur/hair tools available for Arnold
- Limited shaders (built-in)
- Basic AOVs
- Groom/Fur transferring between scenes limited
- Ancient grooming tools/features
- Maya Hair instead? …no way

FrameStore

Video

08_Hamster_Evolution

Video

09_Hamster_danceTable

Rendering and AOVs

- Arnold shaders (aiHair) limited as well
- Shave shader better looking but worse control
- AOVs very limited
- This will have to be "Guerilla" style
- Lots of RenderLayers to get IDs/Utility passes
- = rendered multiple times, but worth it.

Video

10_Hamster_compBreakdown

Video

11_Hamster_final

Thanks

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