

 WWDC2013

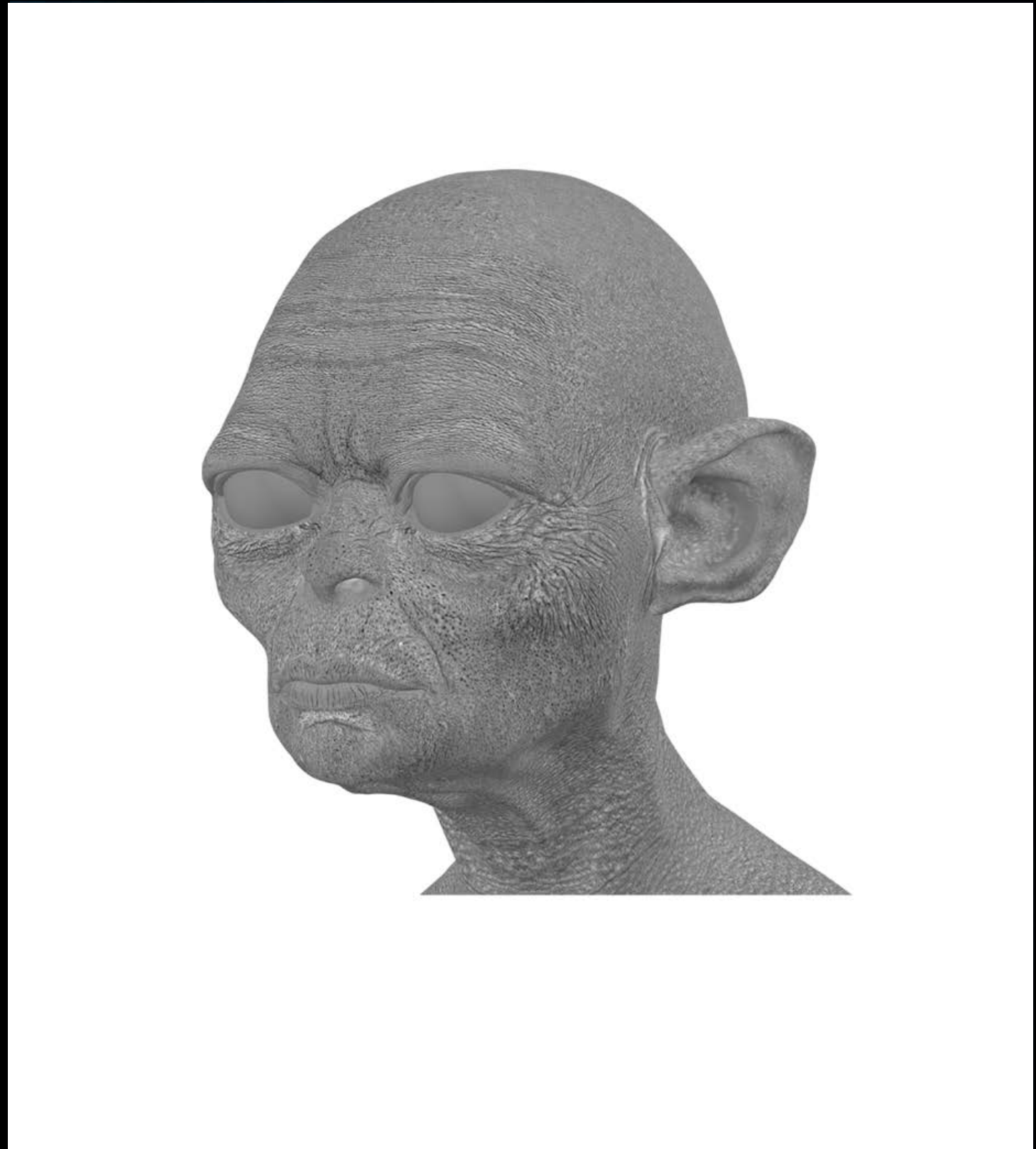
THE FOUNDRY





MARI

BY THE FOUNDRY





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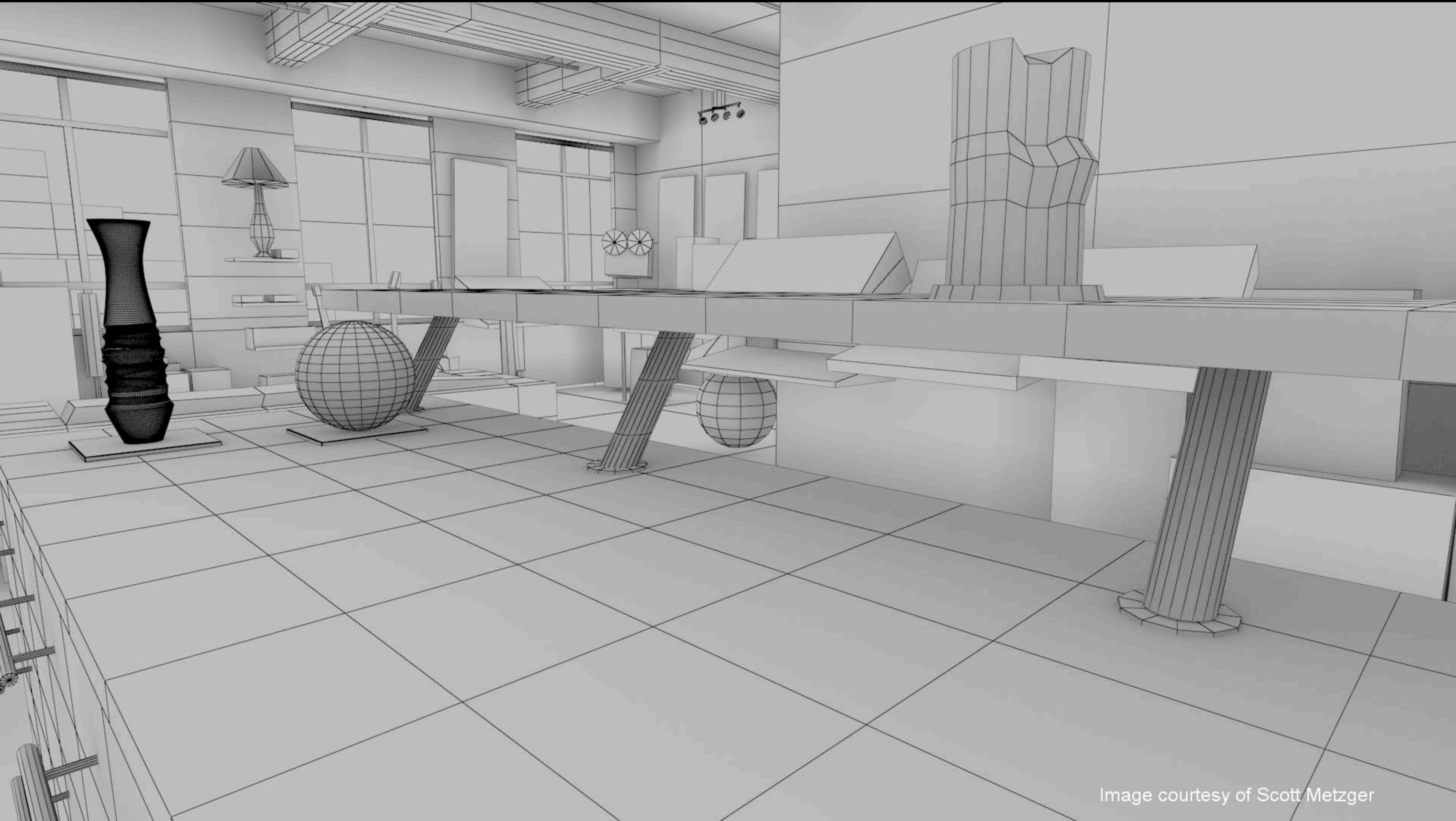
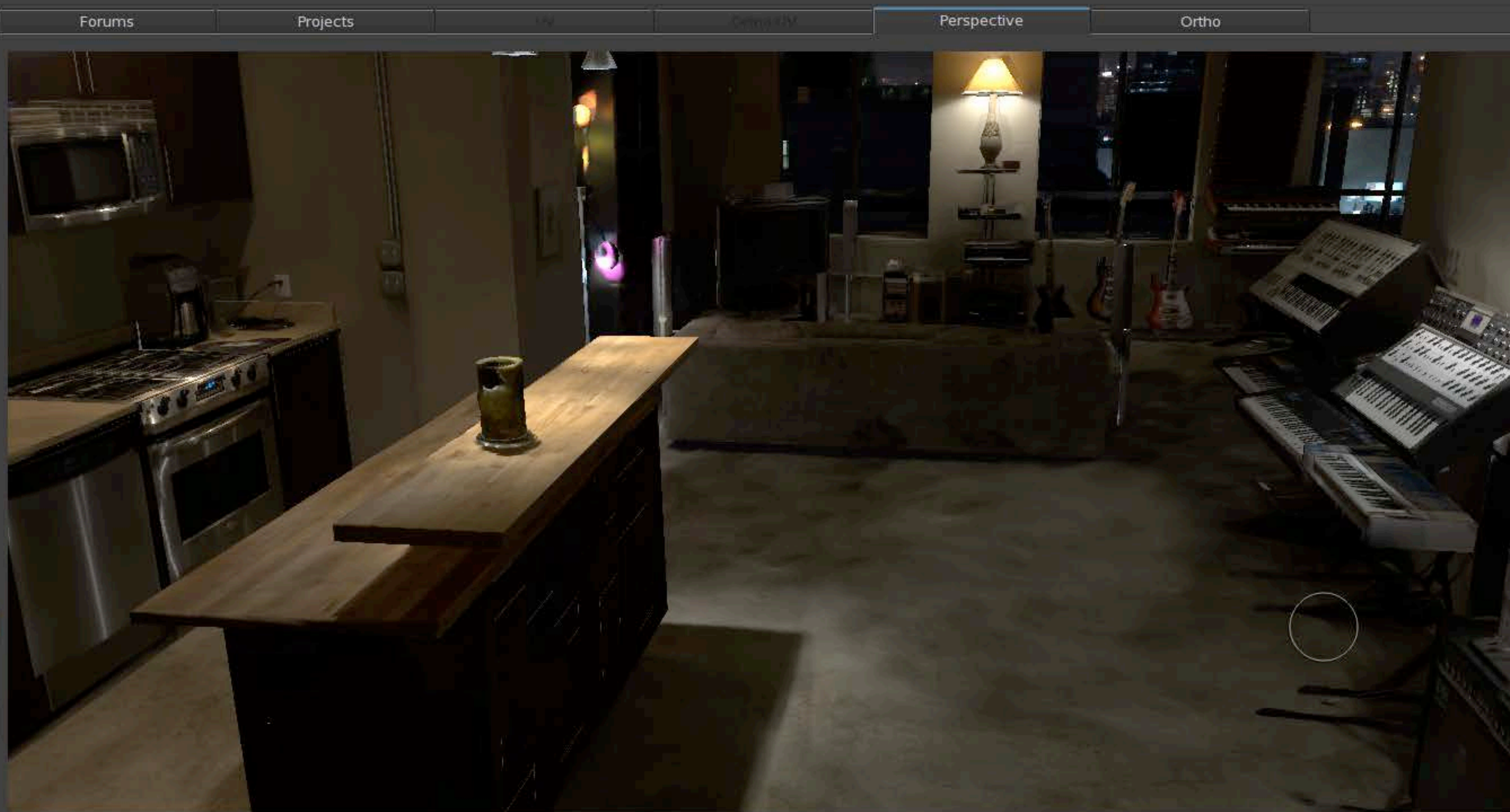


Image courtesy of Scott Metzger

File Edit Selection Objects Channels Layers Patches Ptex Shading Painting Filters Camera View Tools Python Nuke Help

Ptex [Icons] Texel density: 16.000 [Slider] Size: 1 [Slider] [Icons] Near 5.08 Far 254000 FoV 36.437 [Slider]

Paint Painting Mode Normal [Dropdown] Colors [Dropdown] Alpha [Dropdown] Radius [Dropdown] Flow [Dropdown] Radius 30 [Slider] Opacity 1.000 [Slider] Flow 1.000 [Slider]



Objects [Dropdown]

Sorted by Name [Dropdown]

- [Eye] LOFT_EXTRA_BITS [Lock]
- [Eye] LOFT_INSIDE_ROOM [Lock]
- [Eye] LOFT_KITCH_ISLAND [Lock]
- [Eye] LOFT_OUTSIDE_CITY [Lock]

LOFT_OUTSIDE_CITY [Dropdown]

Geometry

Version LOFT_OUTSIDE_CITY.obj [Dropdown]

Info

Name LOFT_OUTSIDE_CITY [Text]

Rendering

Cast Shadows

State

Hidden

Locked

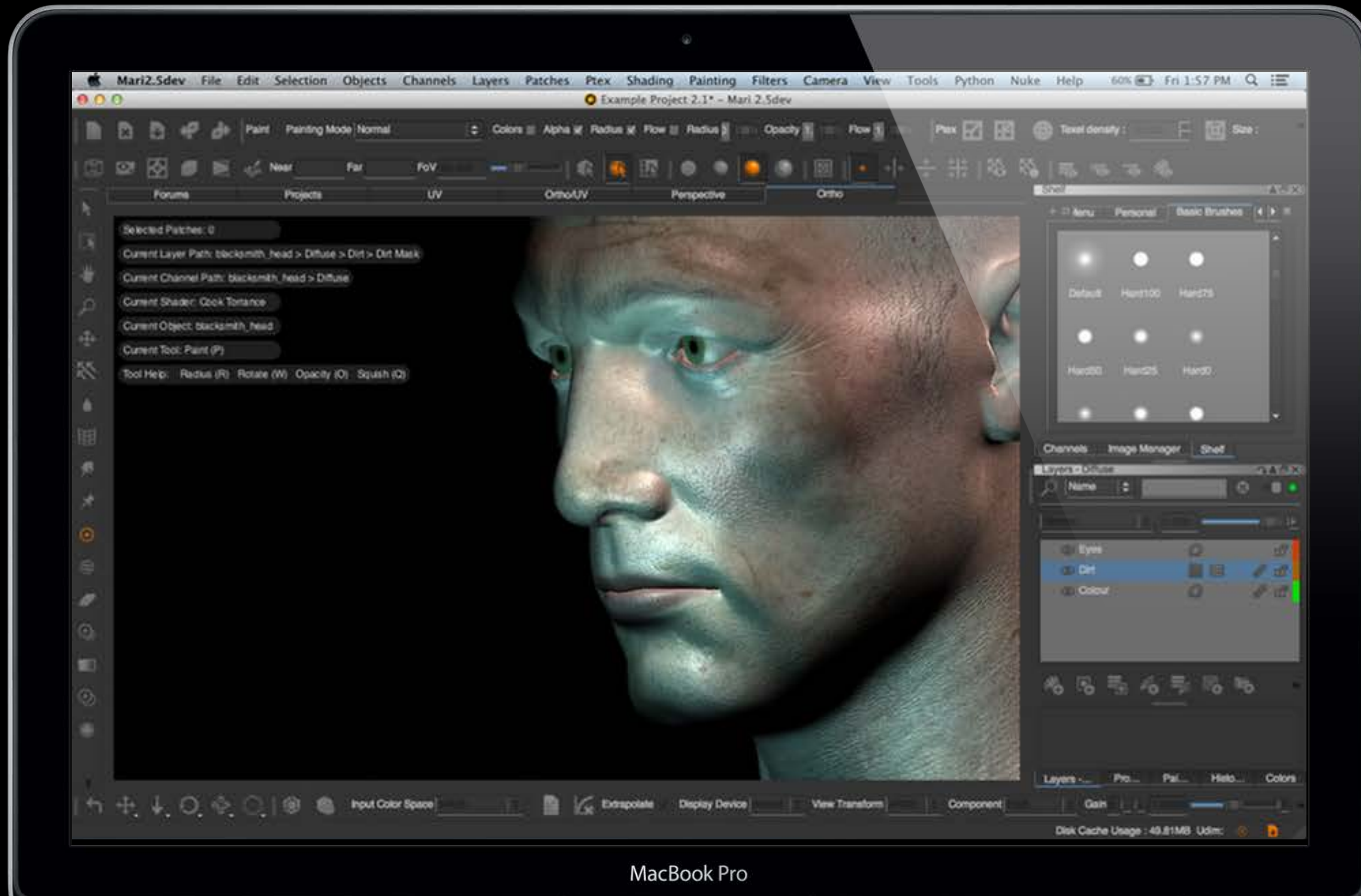
Play Controls [Slider] [Buttons: +, -, 0, 100, B, Loop, 24]

Input Color Space sRGB [Dropdown] Extrapolate [Dropdown] Display Device default [Dropdown] View Transform sRGB [Dropdown] Component RGB [Dropdown] Gain f/5.9 [Slider] 1.320000 [Slider] IR Gamma 1.82 [Slider] IR

Disk Cache Usage : 14.30GB [Icons]



Image courtesy of Scott Metzger




Mari 2.1dev

Forums Projects

Mari Projects on

View Large Sort by Recent Descending



Example Project 2.0

New Delete Open Archive Archive Copy

Disk Usage


Layers

Name

Normal 1.000

Example Project 2.0* - Mari 2.1dev

Forums Projects UV Ortho/UV Perspective Ortho



Layers - Diffuse

Name

Normal 1.000

- Eyes
- Diff
- Colour

0.150 0.829

0.401 0.401

1.000

HSV Values Image Grey



H S V



Diffuse Color color

Specular Color

Specular Roughness

Specular IOR

Environment Color

Channels Image Manager Shaders Shelf

Layers - color

Name

Normal 1.000

- Layer
- Base



P

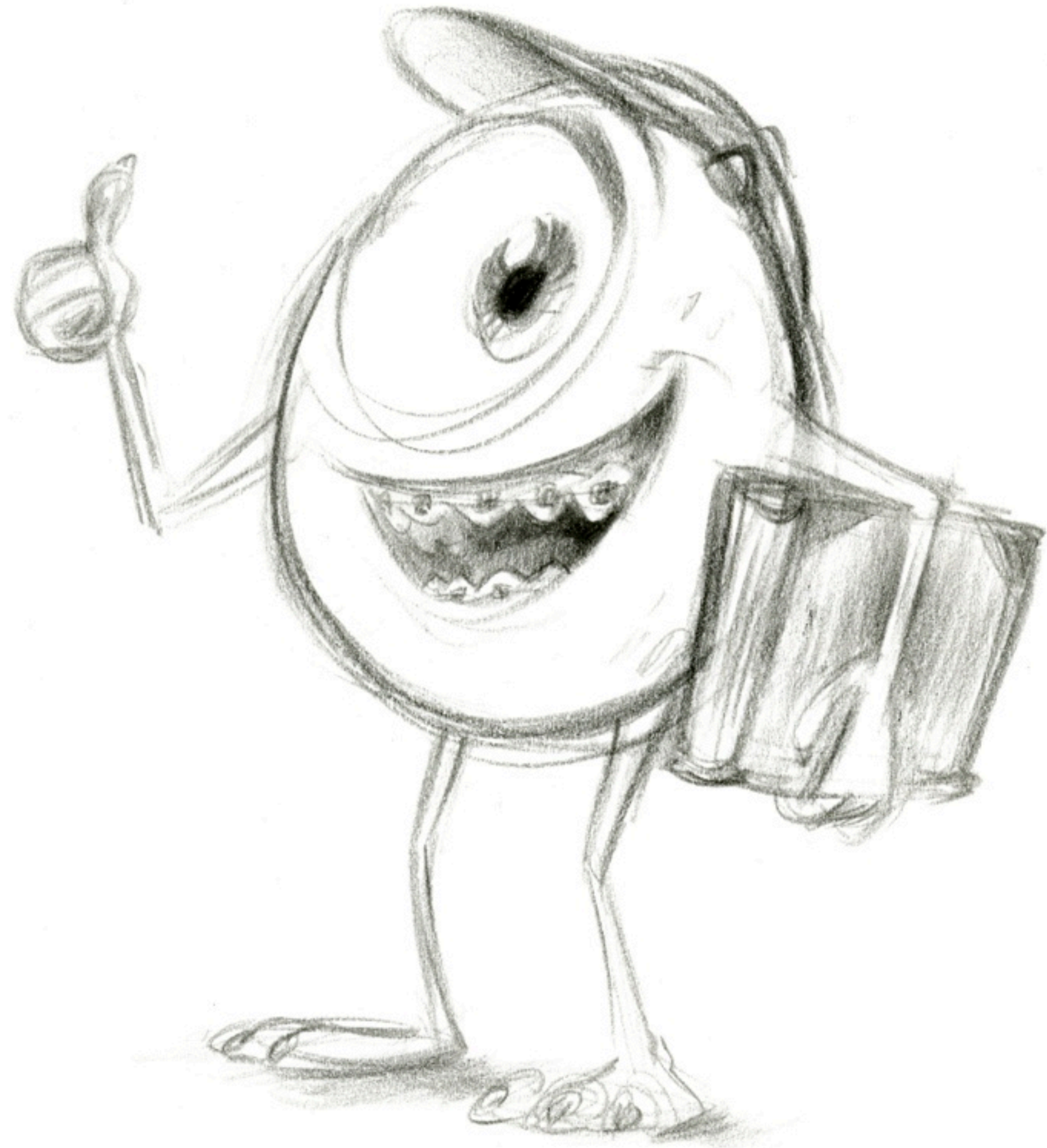


X

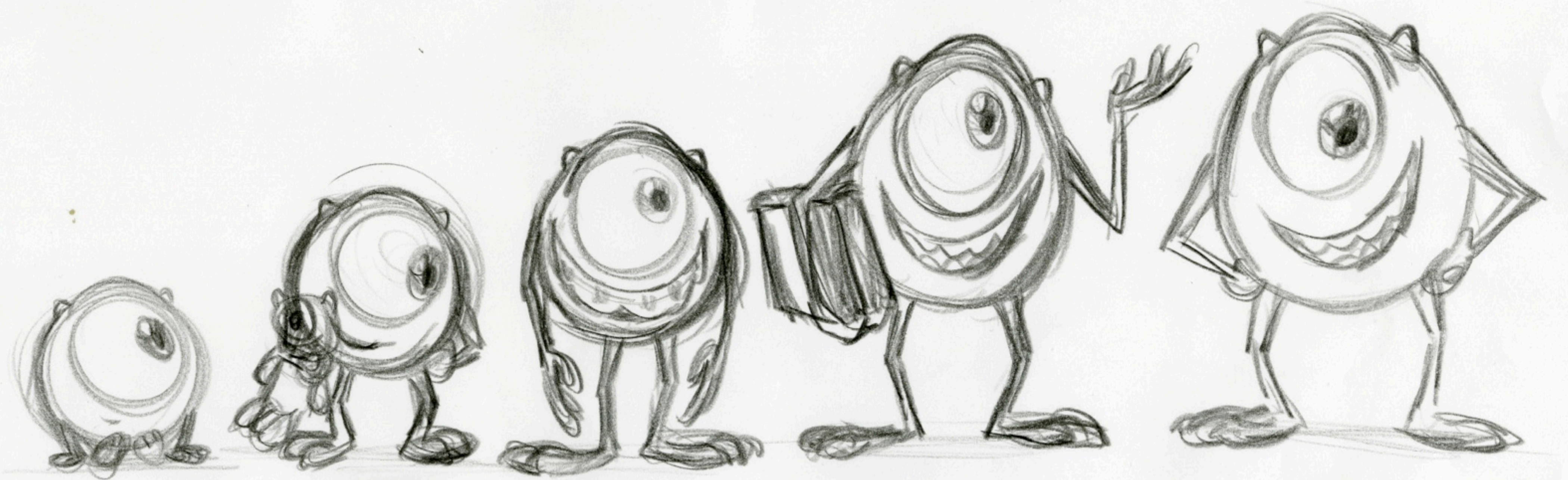
A

R

ANIMATION STUDIOS



Artwork by Ricky Nierva



M2

MONSTERS INC.



Artwork by Daisuke Tsutsumi





BLACK

TO

RED



Artwork by Jason Deamer, Daisuke Tsutsumi, Robert Kondo



JASON DEAMER '12



JASON DEAMER '12



Artwork by Jason Deamer

Hardscrabble - SPacket - Colorrough (front)

Key notes on character:

Body has components of Dragon, Bat and Centipede.
The dragon aspect (pre-historic rock like surface quality) is guiding force of the three

The wings are thick but when they are back lit it has a bit of translucency



Hardscrabble - SPacket - Makeup

The makeup on Hardscrabble is a bit more reflective than the skin underneath. The makeup is slightly heavy but still appropriate for Hardscrabble's age.



The eye shadow is semi-reflective, and blends into the skin color gradually toward the brow bone

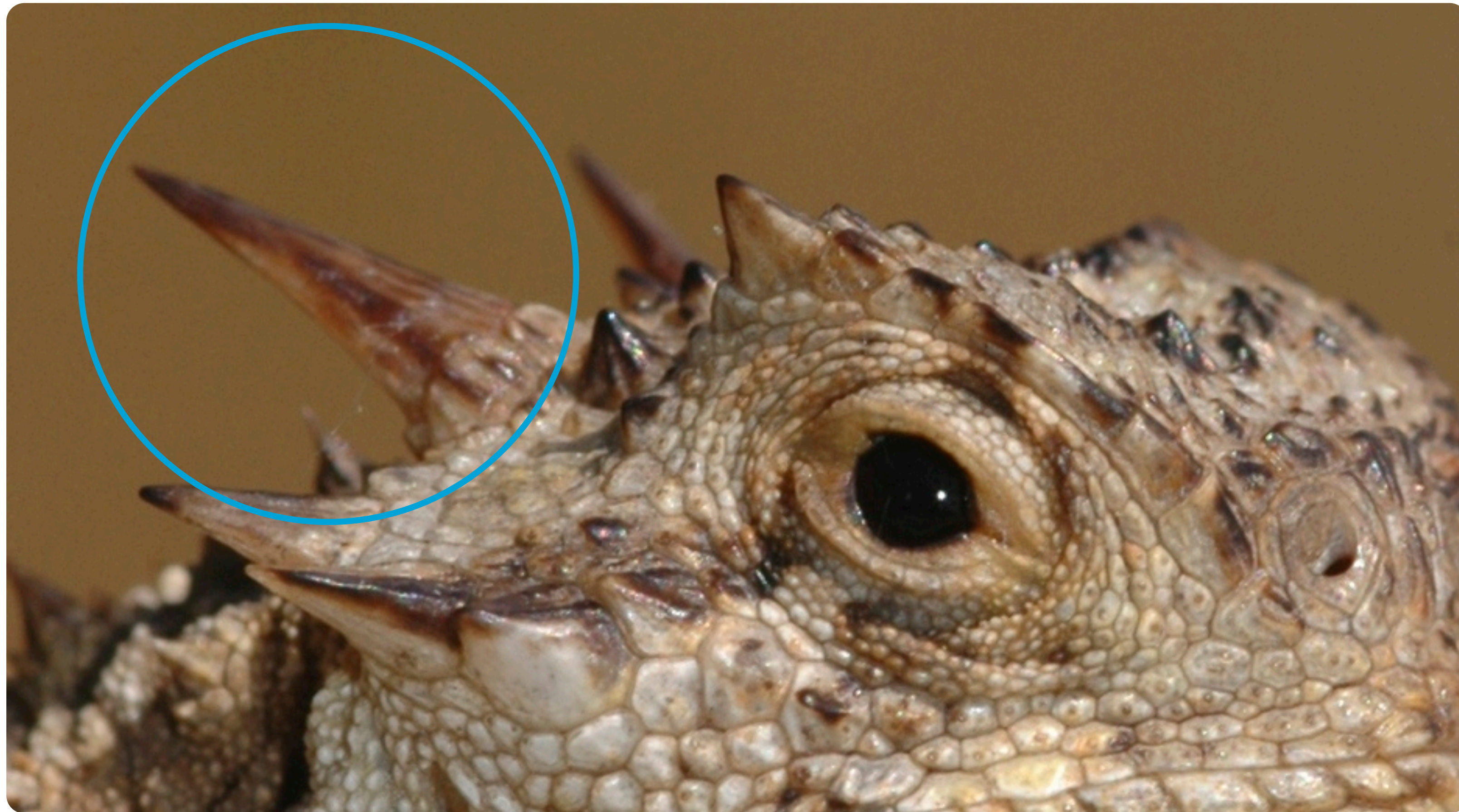


The lipstick is also semi glossy, but the lip wrinkles should still be visible and breaking up the highlight



Hardscrabble - SPacket - Head Horns

The head horns are rough and bumpy, tho smoother and shinier at the tips. They transition from smaller ones close to the face to large ones on the back of the head. The horn color transitions from lighter to darker at the tips.



The smaller head horns from around the face gradually transition to the large head horns on the back. The smaller horns have less texture than the larger ones

Each horn also has color transition. From the skin color around the bottom of the horn, getting darker gradually till its darkest at the tip. The surface quality also changes from bumpy and matte at the bottom, to smooth and semi-glossy, right on the tip.

Hardscrabble - SPacket - Tail

The tail is made up of shell like segments. They have volume and are rough and bumpy to the touch. The surface starts out matte, as the color gets progressively darker to the tail end, the surface quality also gets smoother, so it's more reflective at the end.



Great example of organic bumps, pitting and soft color variation throughout the surface

Hardscrabble - SPacket - Legs

The legs are hard shells that are matte and slightly bumpy. The front legs are the same color as the belly, and the color gradually transitions darker towards the hindlegs.



The ends of the sections in the legs are rounded and slightly uneven and organic

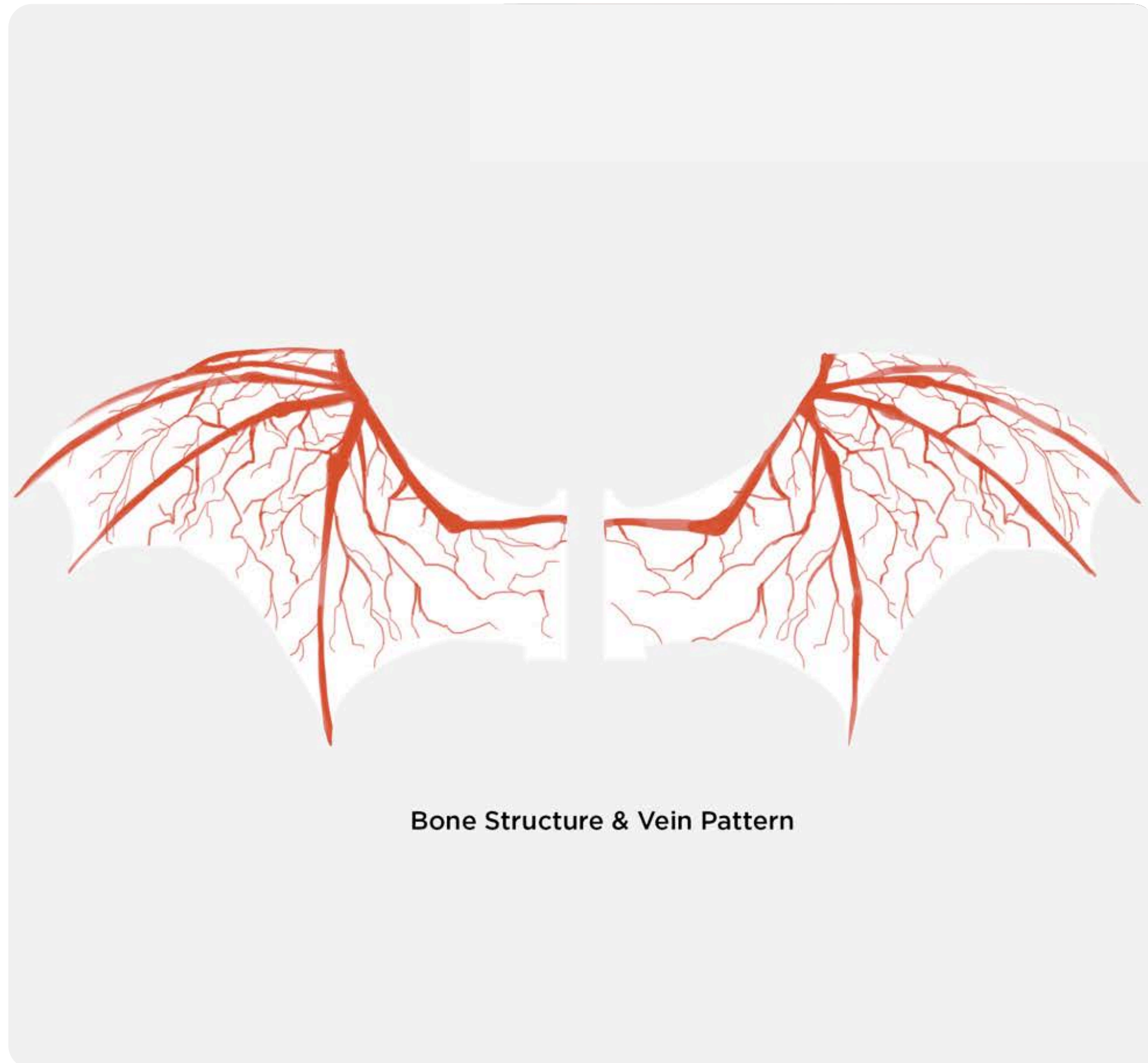


The legs have a slightly bumpy texture, in between the roughness of the belly and the tail

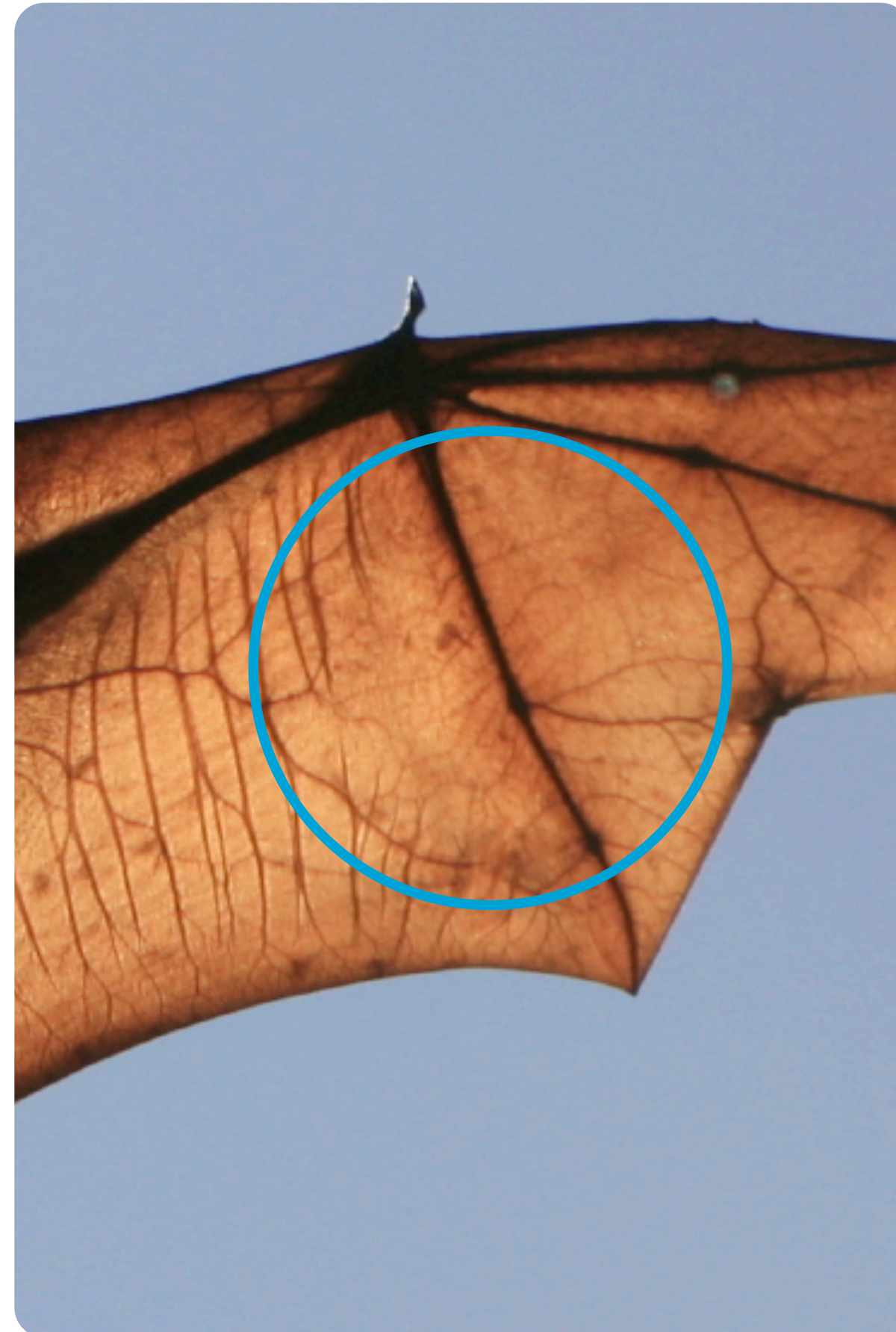


Hardscrabble - SPacket - Wings (inside)

The wings are thick, and the surface on the outside versus on the inside are very different: The outside is very rough and a little reflective while the inside is smooth and matte.



The bone structure/knobs are apparent because they are thicker than the wings. The vein pattern spreads from top to the edges.



ONLY in backlit situation the inside of the wings get slightly translucent so you can see the veins and shadows of the bone structure underneath



Hardscrabble - SPacket - Colorrough (face)

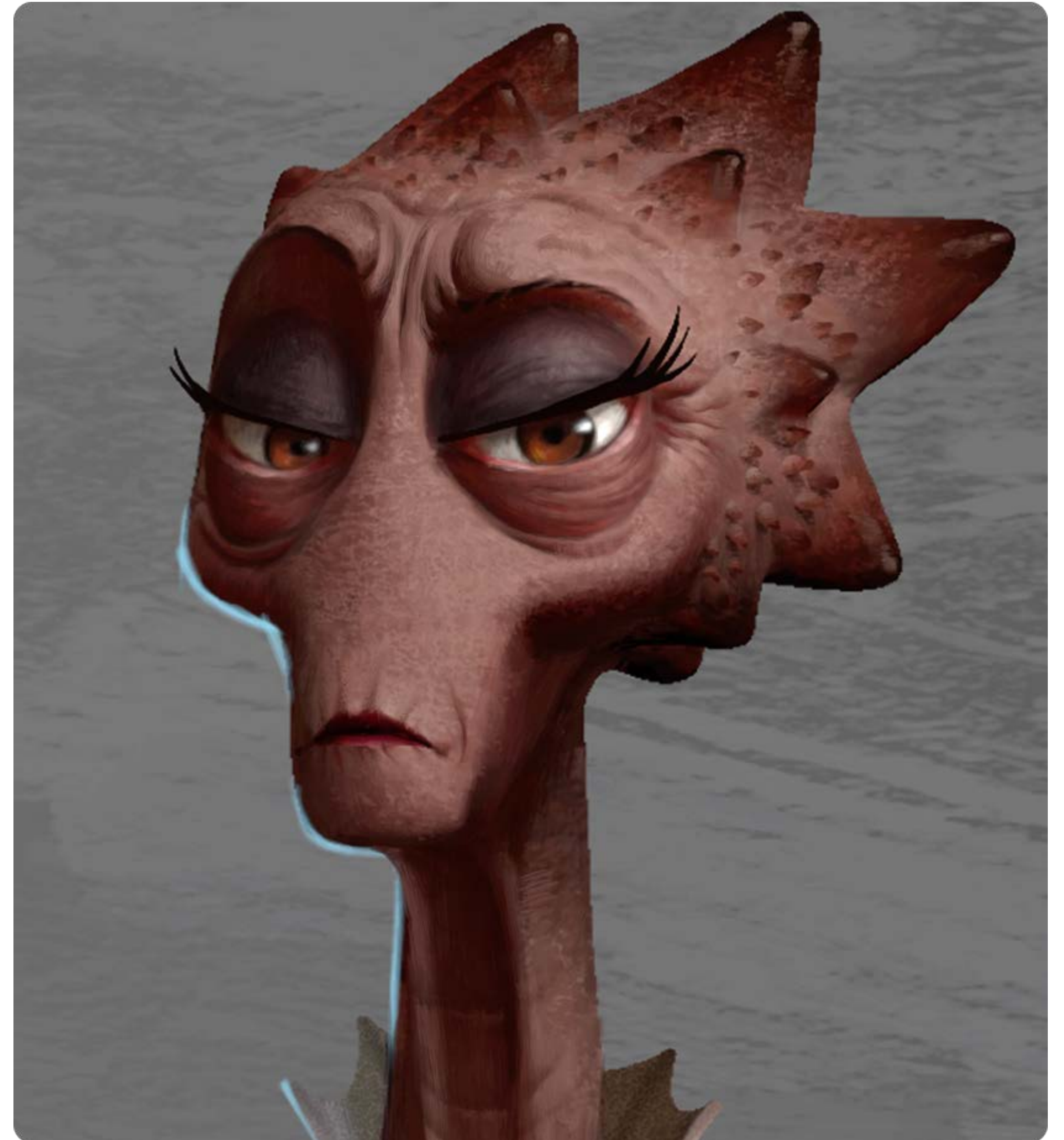
Key notes on character:

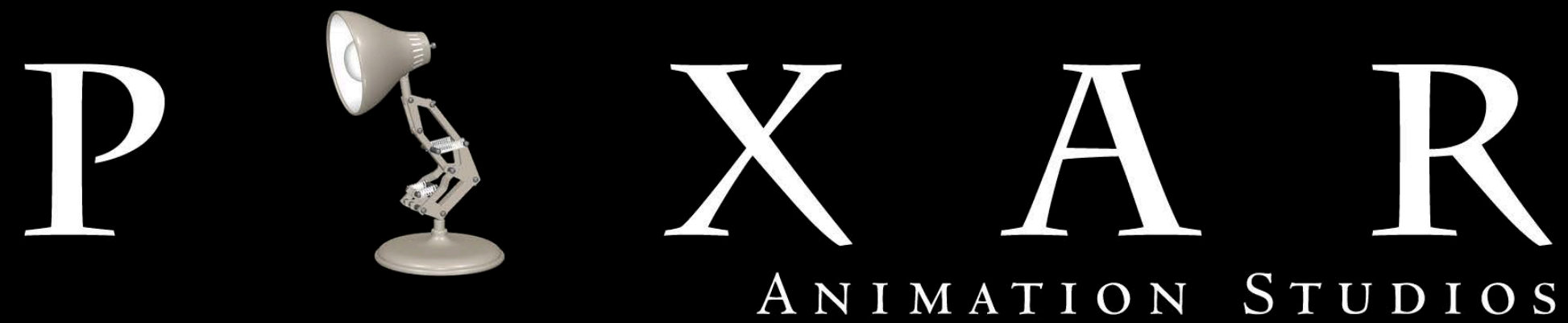
The face is smoother than the other parts of the skin due to her makeup

The wrinkles vary in depth and are quite graphic in appearance, as opposed to creature shop realistic

The neck is long with delicate wrinkles showing age

The eyebrows and eyelashes are made of hair





Jonathan Hoffman

Character Shading Technical Director



Jack Greasley

MARI Product Manager

 WWDC2013