Diving into VFX

Presented by Alex Villablanca

June 2020

DEXTER
STUDIOS

DEXTER
STUDIOS

weta
DIGITAL

MAYA®

Houdini™

blender®

CINEMA 4D

NUKE

Ae

AUTODESK®
FLAME®

Creating Realistic VFX

Lighting

-Use a HDRI when lighting a CG model
-If an object emits light, make sure other elements react to it
-Match the brightest and darkest parts of your scene to your VFX

Practical FX

-Makes it easier for the actors to give a good performance
-In many cases, the effects will seem more realistic

Motion Blur

-Objects that move need motion blur that matches your shutter angle
-Use a low FPS when recording to make motion blur more pleasing

Created by Alex Villablanca

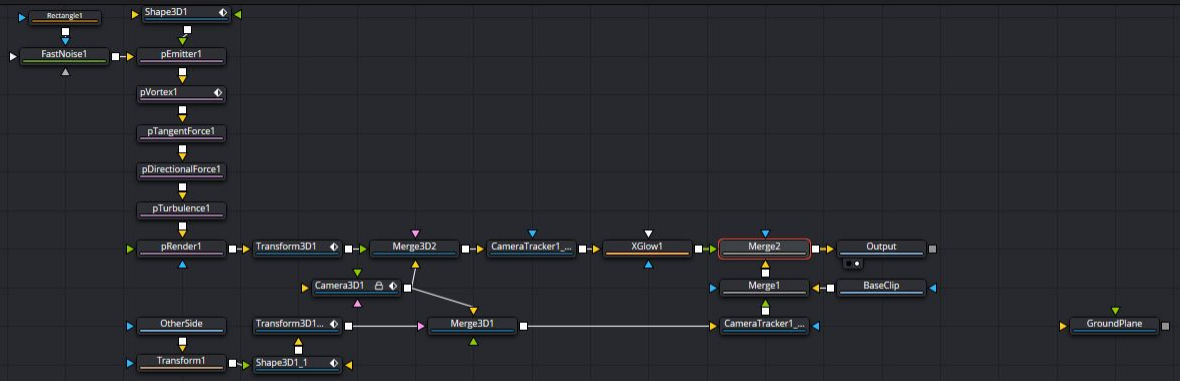
DaVinci Resolve File Edit Trim Timeline Clip Mark View Playback Fusion Color Fairlight Workspace Help

Media Pool | Effects Library | Clips | Nodes | **Explorations Project 2** | Spline | Keyframes | Metadata | Inspector

100% | Fit | Output

0.0 | 295.0 | 145.0

Nodes



Inspector

Tools | Modifiers

Merge2

Merge

Center	X 0.5	Y 0.5
Size		1.0
Angle		0.0
Flip		
Apply Mode	Normal	
Operator	Over	
Subtractive/Additive	Subtractive Additive	1.0
Alpha Gain		1.0
Burn In		0.0
Blend		1.0
Edges	Canvas	
Filter Method	Linear	
	Invert Transform	
	Flatten Transform	

Reference Size

34% - 5543 MB

DaVinci Resolve 16 | Media | Cut | Edit | Fusion | Color | Fairlight | Deliver

Blender* [C:\Users\Alex\Desktop\Freestyle\Exploration Project\main backup.blend]

File Edit Render Window Help | Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting | Scene | View Layer

Object Mode View Select Add Object | Global

User Orthographic
(90) Scene Collection | Circle
Rendering Done

Transform

Location:
X 0 m
Y 0 m
Z 0 m

Rotation:
X 0°
Y 3499°
Z 0°
XYZ Euler

Scale:
X 1.000
Y 1.000
Z 1.000

Dimensions:
X 2 m
Y 0.0837 m
Z 2 m

Properties

Item Tool View

Scene Collection
- Collection
  - Camera
  - Circle
  - Light
- Particle
  - Plane

Circle

Circle

Transform

Location X 0 m
Y 0 m
Z 0 m

Rotation X 0°
Y 3499°
Z 0°
Mode XYZ Euler

Scale X 1.000
Y 1.000
Z 1.000

Delta Transform
Relations
Collections
Instancing
Motion Paths
Motion Blur
Visibility
Viewport Display
Custom Properties

Dope Sheet View Select Marker Channel Key | Nearest Frame

0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

Select Box Select Rotate View Object Context Menu

Scene Collection | Circle | Verts:168 | Faces:77 | Tris:154 | Objects:0/90,816 | Mem: 297.2 MiB | v2.82.7

DaVinci Resolve File Edit Trim Timeline Clip Mark View Playback Fusion Color Fairlight Workspace Help

Media Pool | Effects Library | Edit Index | Sound Library | **Final Explorations** Edited | Mixer | Metadata | Inspector

Master

Smart Bins

Keywords

DSC_2573.MP4 DSC_2576.MP4 DSC_2579.MP4
DSC_2578.MP4 Timeline 1 DSC_2584.MP4
DSC_2588.MP4 DSC_2589.MP4 DSC_2591.MP4
DSC_2581.MP4 DSC_2592.MP4 DSC_2593.MP4
DSC_2597.MP4 DSC_2599.MP4 DSC_2601.MP4
DSC_2602.MP4 DSC_2604.MP4 DSC_2605.MP4

17% 00:00:00:00 | 17% 00:00:34:21 | Timeline 1 00:00:06:16

00:00:06:16

00:00:08:00 00:00:12:00 00:00:16:00 00:00:20:00 00:00:24:00 00:00:28:00

V2 Video 2

V1 Video 1

DSC_2573.MP4 DSC_2576.MP4 DSC_2578.MP4 DSC_2581.MP4 DSC_2584.MP4 DSC_2597.MP4

A1 2.0

A2 2.0

A3 2.0

DaVinci Resolve 16

Media Cut Edit Fusion Color Fairlight Deliver

DaVinci Resolve File Edit Trim Timeline Clip Mark View Playback Fusion Color Fairlight Workspace Help

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DSC_2597.MP4 DSC_2599.MP4 DSC_2601.MP4
DSC_2602.MP4 DSC_2604.MP4 DSC_2605.MP4

17% 00:00:00:00 | 17% 00:01:17:08 | Timeline 1 | 00:01:12:21

00:01:12:21

00:01:04:00 00:01:08:00 00:01:12:00 00:01:16:00 00:01:20:00 00:01:24:00

V2 Video 2

V1 Video 1 — DSC_2591.MP4

A1 — DSC_2591.MP4 2.0

A2 2.0

A3 2.0

DaVinci Resolve 16

Media | Cut | Edit | Fusion | Color | Fairlight | Deliver

C:/Users/Alex/Desktop/Freestyle/Exploration Project/MeshRoom/MeshRoom2/testes.mg - Meshroom 2019.2.0

File Edit View Help

Start Stop

Images

_DSC2494.JPG
_DSC2495.JPG
_DSC2496.JPG
_DSC2497.JPG

Group 0 / 4

77 73

Live Reconstruction

Image Folder: Select a Folder

Min. Images per Step: 4

Start

Image Viewer

C:/Users/Alex/Desktop/Freestyle/Exploration Project/MeshRoom/MeshRoom2/_DSC2494.JPG

0.09x 8256x5504

3D Viewer

SETTINGS

Grid Gizmo Origin

SCENE

- StructureFromMotion 6,751 8
- StructureFromMotion2 12,592 20
- StructureFromMotion3 20,732 78
- StructureFromMotion4 22,731 124
- StructureFromMotion5 38,749 198
- Texturing5 1,324,477 10

Graph Editor

SfM4 → FeatureMatching5 → StructureFromMotion5 → PrepareDenseScene5 → DepthMap5 → DepthMapFilter5 → Meshing5 → MeshFiltering5 → Texturing5

Node - Texturing5

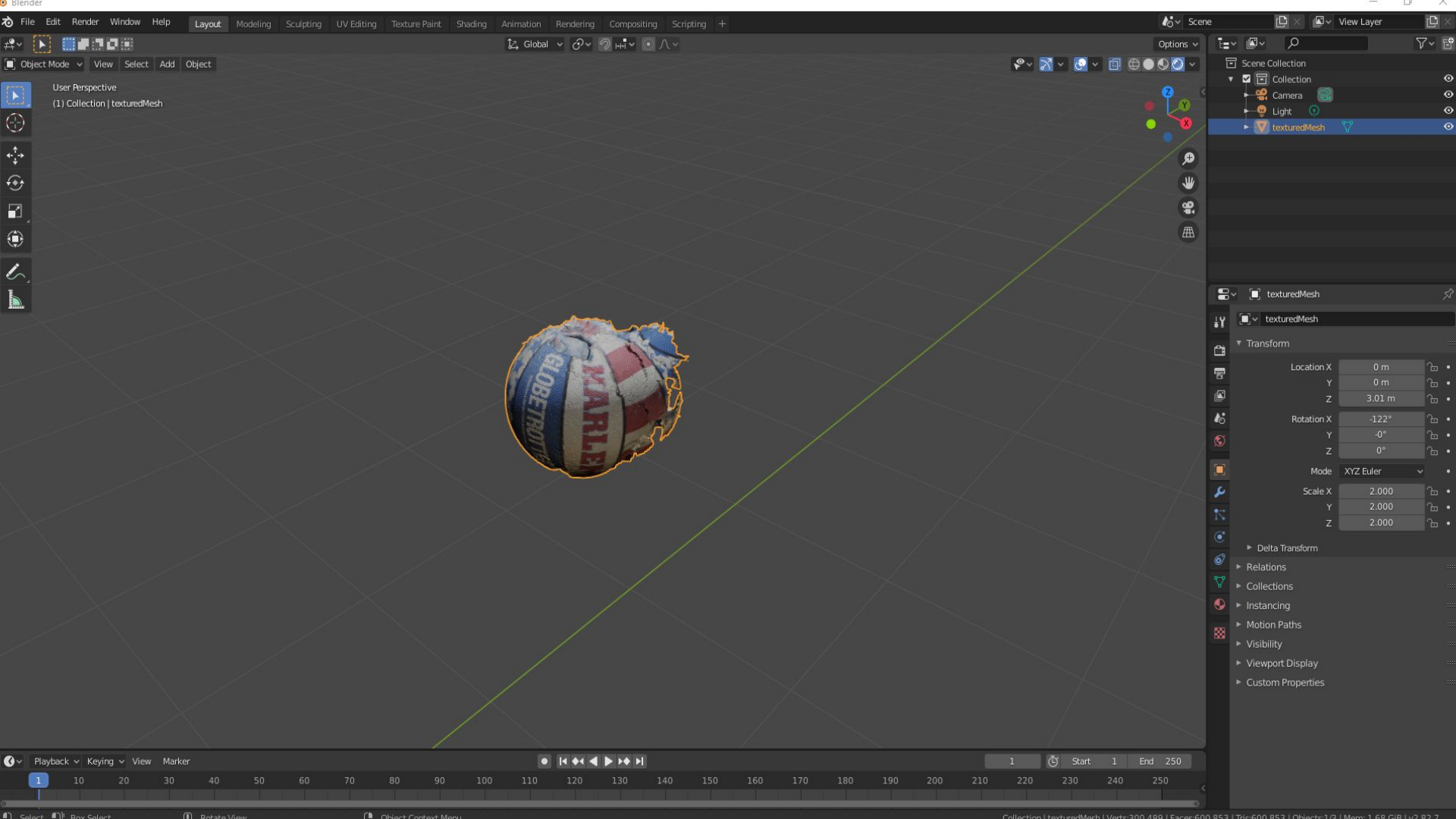
Chunks: 0

Output | Statistics | Status

```
[09:31:41.579818][info]       - band 1: 65 triangles.
[09:31:41.584311][info]       - band 2: 522 triangles.
[09:31:41.593296][info]       - band 3: 907 triangles.
[09:31:41.654698][info] - camera 2135048119 (197/198) unused.
[09:31:41.654698][info] - camera 2138751527 (198/198) unused.
[09:31:41.654698][info] Create texture 10
[09:31:41.654698][info]   - Computing final (average) color.
[09:31:42.243256][info]   - Edge padding (15 pixels).
[09:31:42.633132][info]   - Writing texture file: C:/Users/Alex/Desktop/Freestyle/Exploration Project/MeshRoom/MeshRoom2/MeshroomCache/Texturing/d785d0bd987fec94e8bcfb9157cd86703ebf4ca1\texture_1010.png
[09:31:46.918272][info] Task done in (s): 7559.282000
```

Attributes Log

C:/Users/Alex/Desktop/Freestyle/Exploration Project/MeshRoom/MeshRoom2/MeshroomCache


Blender
File
Edit
Render
Window
Help
Layout
Modeling
Sculpting
UV Editing
Texture Paint
Shading
Animation
Rendering
Compositing
Scripting
Scene
View Layer
Object Mode
View
Select
Add
Object
Global
Options
User Perspective
(1) Collection | texturedMesh
Scene Collection
Collection
Camera
Light
texturedMesh
Transform
Location X 0 m
Y 0 m
Z 3.01 m
Rotation X -122°
Y -0°
Z 0°
Mode XYZ Euler
Scale X 2.000
Y 2.000
Z 2.000
Delta Transform
Relations
Collections
Instancing
Motion Paths
Visibility
Viewport Display
Custom Properties
Playback
Keying
Marker
Start 1
End 250

Thank You