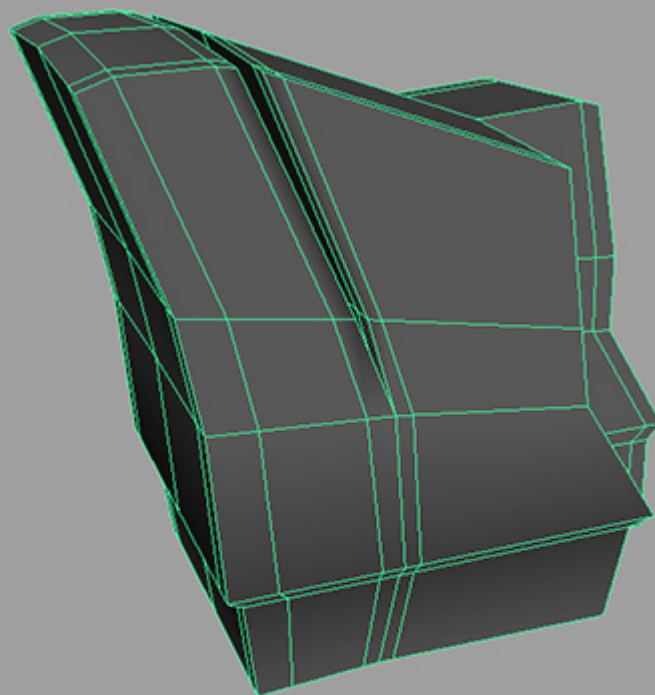


Boolean nature. Iceberg.
Making of.

copyright Hugo Arcier.

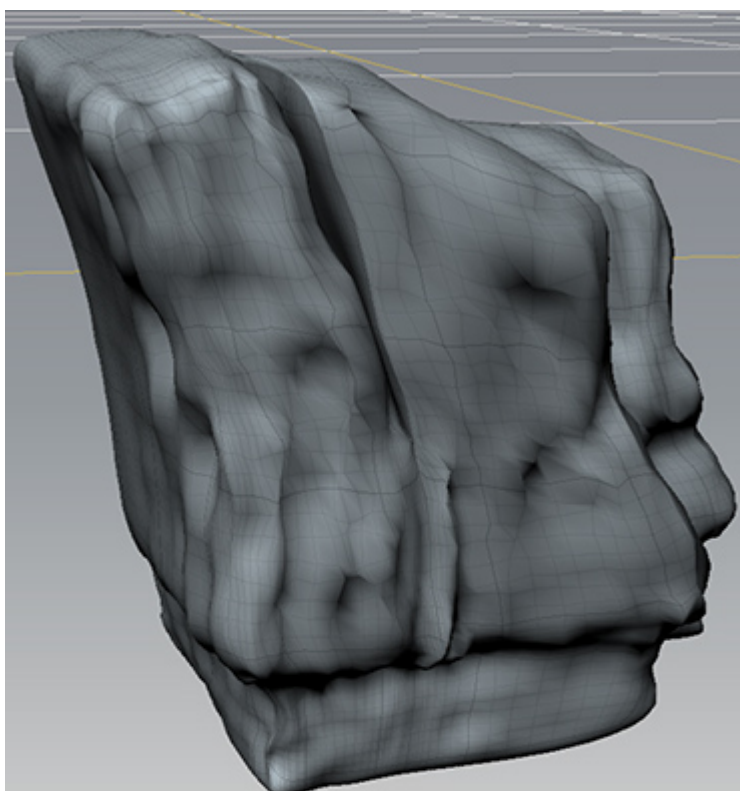


persp

Low definition modeling of the iceberg (Maya, 3d software).

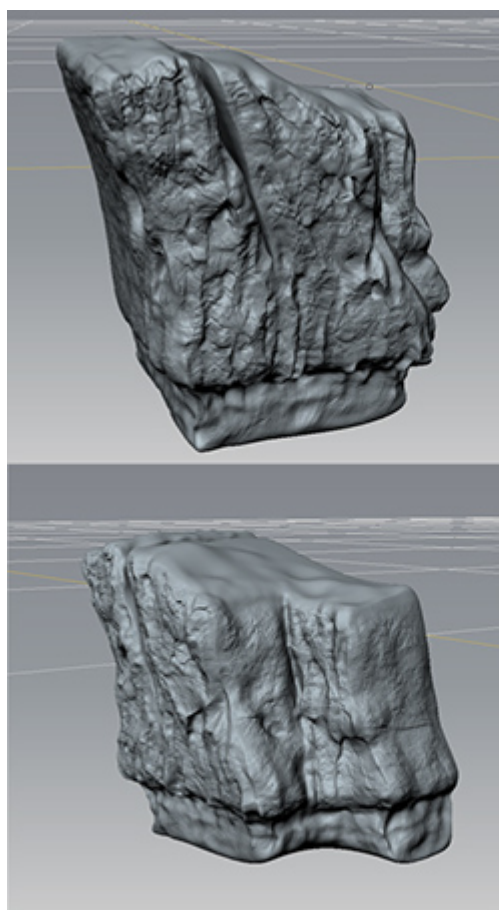
This step consists in creating a simple shape, without details.

I start from a cube that I split, then I move points (vertices) to obtain the shape I want.

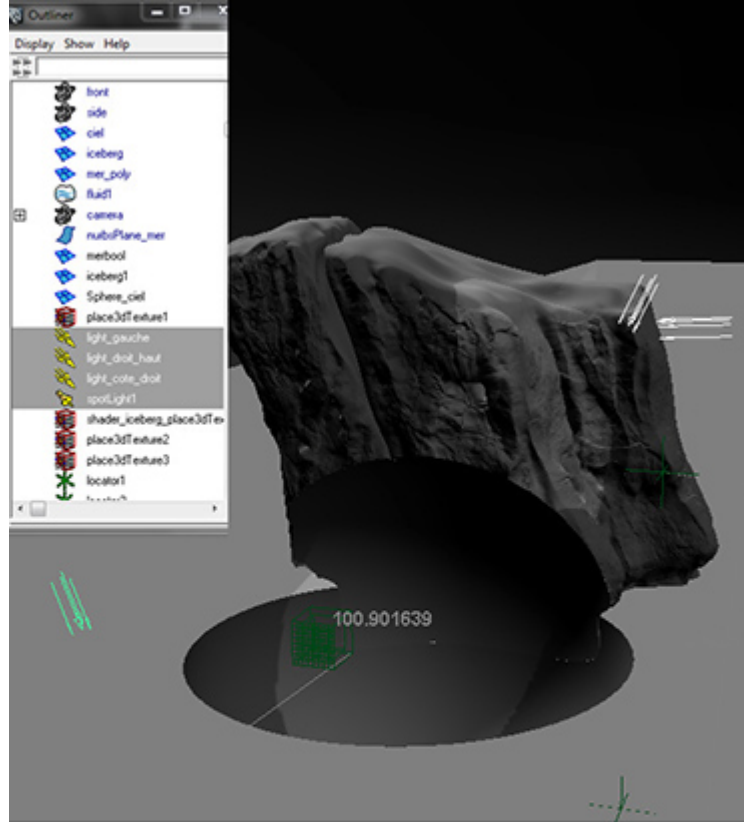


High definition modeling of the iceberg (Mudbox, 3d software).

I use sculpt tools to add details and create the final shape.

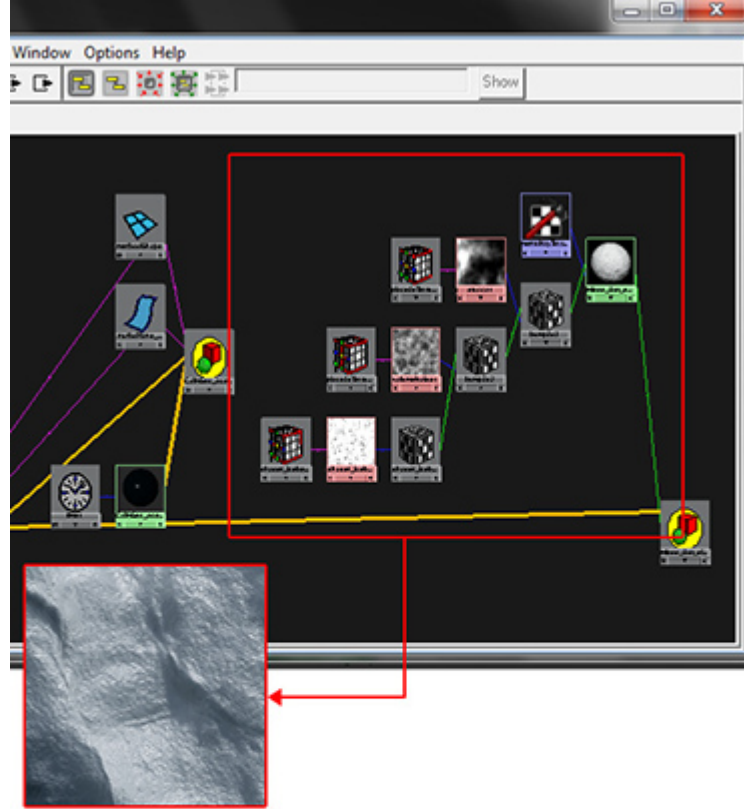


I get a very detailed 3d object (6 millions triangles) visible in every angles.



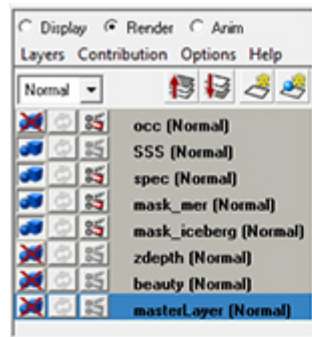
Lighting (Maya, 3d software).

When all the layout and framing of the scene is done, I light it with 3d lights. In this scene I use a quite simple setup of four lights. I use strong back lights to emphasis the transparent (subsurface scattering) effect of the ice.



Materials creation.

In a nodal environment, I create materials (shaders) for all the different objects. I added some details that are not in models using procedural textures (fractals).



color



SSS



mask



ambient occlusion



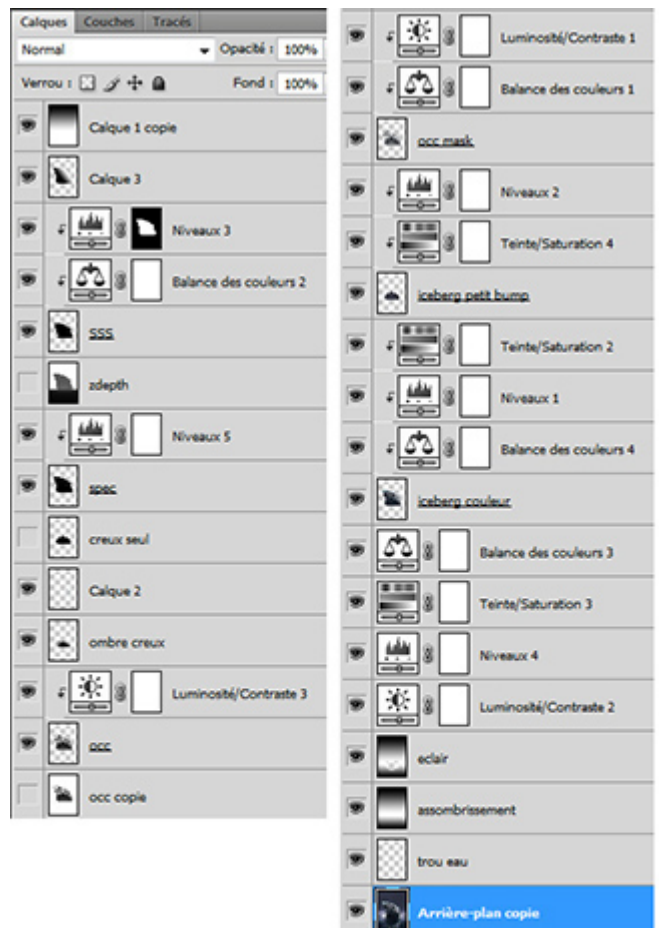
zdepth



specular

Rendering (MentalRay).

Then in the 3d software I create several layers that will give me more control on the final image. (occlusion, specular, masks, subsurface scattering, zdepth)



Color correcting, retouching (Photoshop).

The last step consists in using all the rendered layers to create the final image.