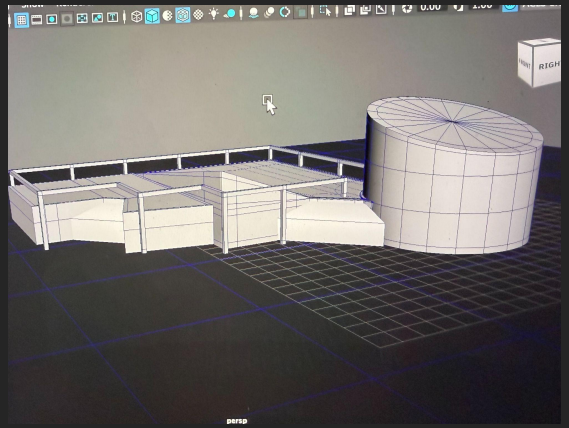
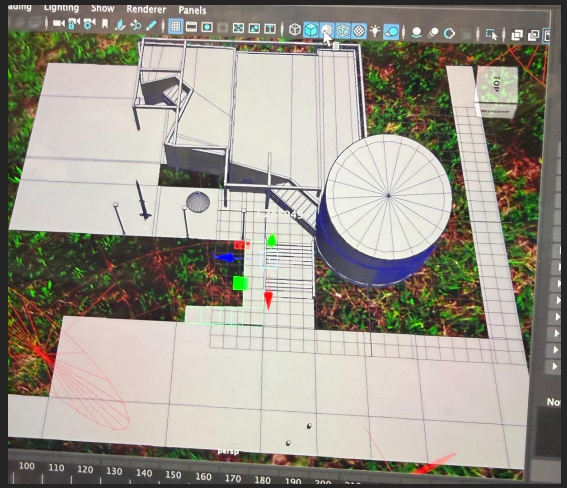
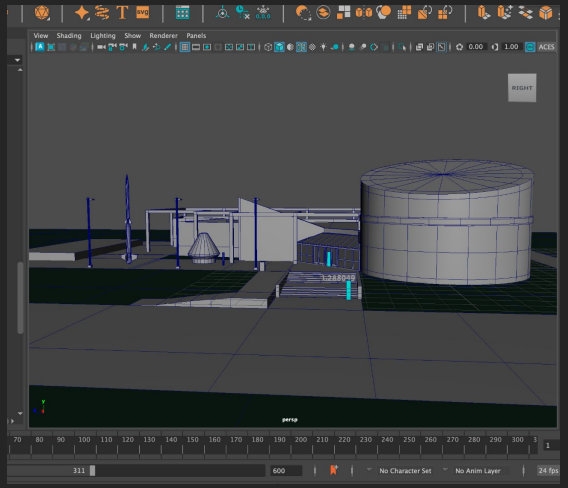
Cernan Animation: From Concept to Completion



Early Model - Idea Development



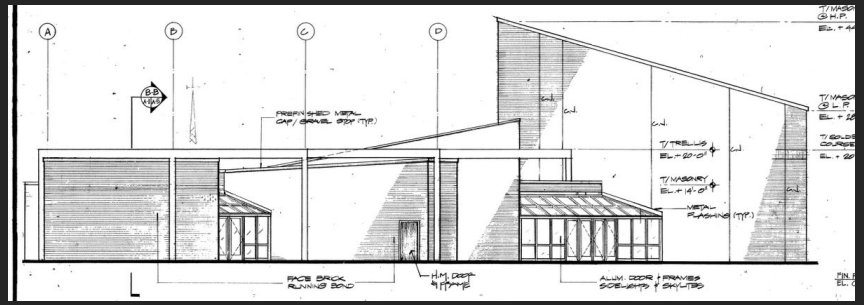


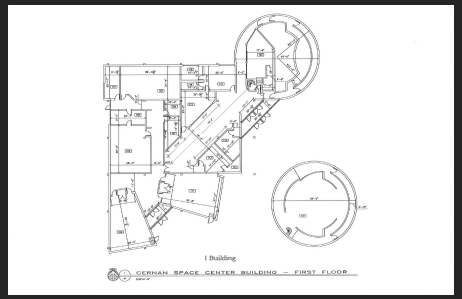


Starting Refrences

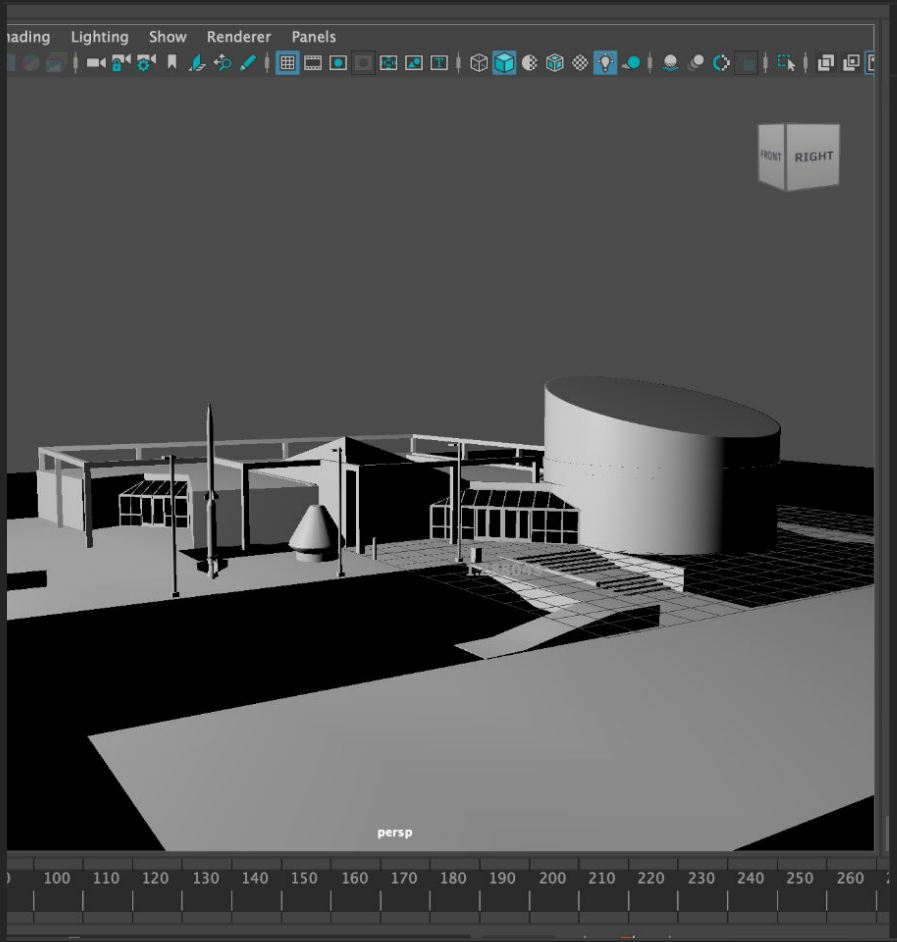


Working onsite at the Cernan Earth and Space Center allowed me to photograph the building from multiple angles, providing detailed references for accurately recreating its architecture and surroundings in 3D.





I also used architectural elevation drawings to compare the building's measurements, heights, and proportions with my 3D model, allowing me to make adjustments for greater accuracy.



Simple Blockout

I began by blocking out the Cernan Earth and Space Center in Maya using simple geometry. This established the building's proportions, layout, and overall composition, providing a foundation for detailed modeling and future camera work.

Texture - Lighting Improvements



Brick Texture Test



General Texture Test



Lighting with General Textures



Genral Lighting and Texturing

I applied textures, materials, and lighting to bring the environment closer to its real-world appearance and establish the atmosphere for the final animation.

Testing in the Dome

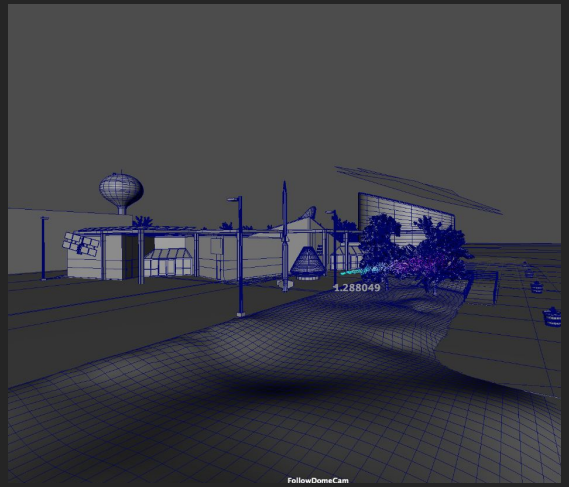
Dome testing helped me adjust fisheye rendering, image positioning, and brightness for accurate projection and optimal viewing.

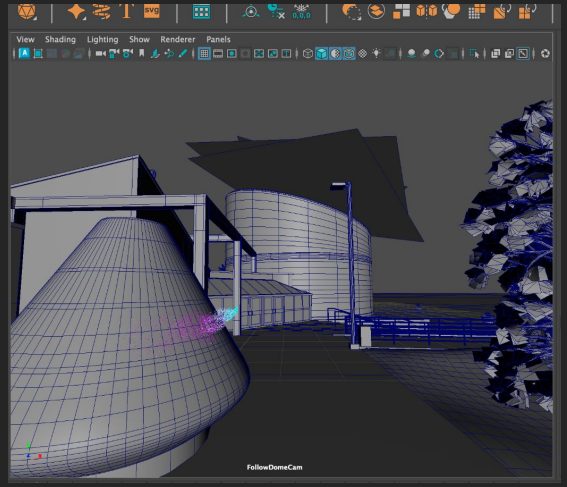


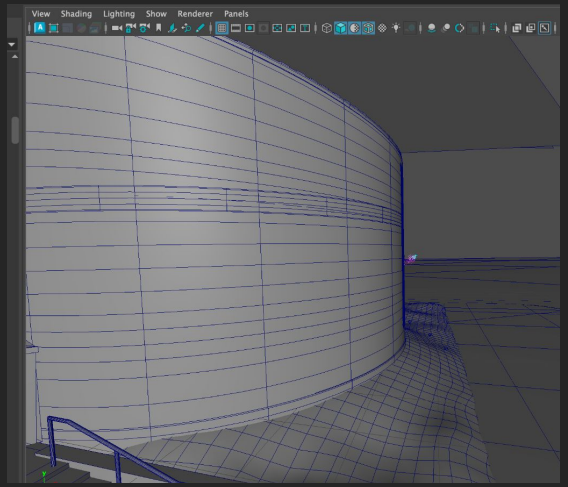




Animation Tests







I animated a fisheye camera to capture engaging angles throughout the environment, while developing a particle system that brought life to the scene and guided viewers through the animation.