

Methodology:

Analysis of the project:

- Starting with **2D** and **3D plans, sketches, story-boards,** scenario, etc.
- Submission of **proposal**.
- Development plans drawn up.



Modelling:

- **Design in 3D:** creation of the textures of various elements contained in the future images and animations.
- Application of the **textures** to the surfaces created.

These different stages will be approved immediately after creation.



Scene settings:

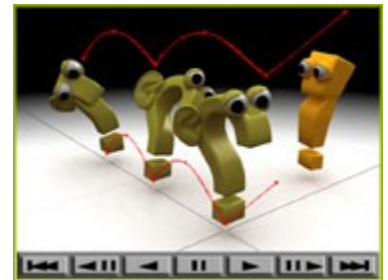
- **Lighting** settings (colour, direction, intensity, volume etc.)
- Positioning of **camera** (framing, depth of field, etc.)
- Adjustment of **colours** and **textures**.



Animation:

Positioning of various elements on a predefined **time line**.

Movement and **rotation** of **objects** on the different axes of the space, X, Y and Z.



Final rendering:

High **resolution calculation** of images (this may take some hours or even weeks, depending on the level of realism and complexity).

Images and animations can be supplied on CD ROM, DVD, by e-mail or even on paper (posters of all sizes).





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