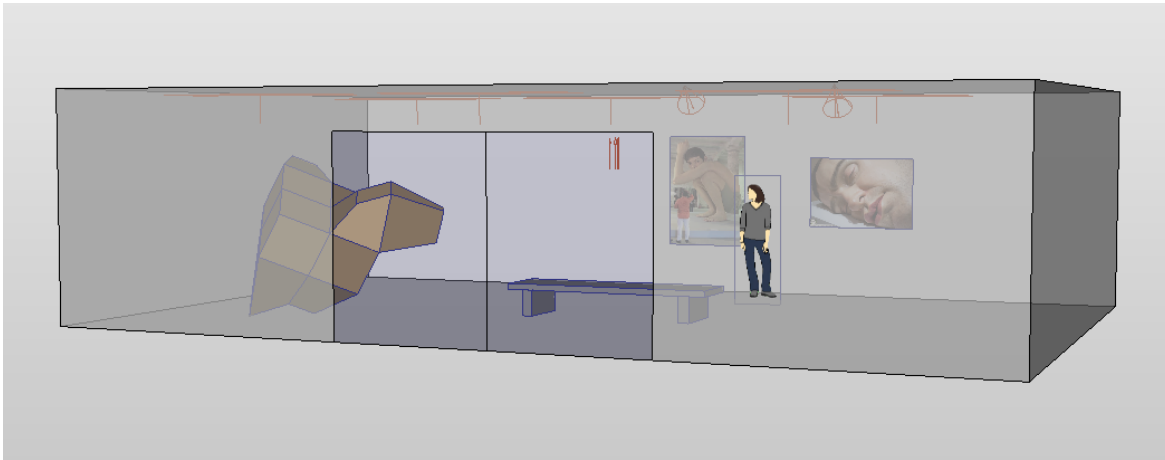


Pre-Visualize an Exhibition Space



(Gratefully acknowledging use of Google Sketchup's scale girl, and of photographs of Ron Mueck's sculptures.)

Set up your Dimensions

- In *Maya*
- >Windows >Settings Preferences >Preferences
 - >Settings
- Set up the grid
 - >Display >Grid []

Set up your Dimensions

- Create a Maya project
- >File >Project Window
 - All of your files will now go into this project folder

Create a Room

- In Polygons module...
- >Create >Polygon Primitives >Cube []
 - >Edit >Reset Settings
- This creates a 1 x 1 x 1 cube
- With cube still selected
- In Channel Box
 - Scale X,Y,Z to the real-world dimensions of your room
 - Translate in Y to make bottom rest on grid
- Make the walls semi-transparent
- In Persp window,
 - >Shading = Smooth Shade All
- Select cube room
 - RMB > Assign New Material
 - >Lambert
 - => matte surface, no highlights
 - Color =?

- Transparency = ~30%
- Optionally, add doors or windows
 - RMB over cube room, >Face
 - Click to select a face
 - >Edit Mesh >Add Divisions []
 - Linearly
 - Linear Controls
 - UV = # of divisions in each direction
 - RMB over cube room, Edge
 - Translate an edge if desired
- >File >Save Scene As...
- (Do this frequently as you work.
 - And don't overwrite your old versions.)

Create a Scale Human Figure

- >File >Import
 - my ScaleGirlSketchup.mb
 - Note: You will also need to download the
 - *ScaleGirlSketchupWMask.tif* file
- Make sure she is the right size
 - >Create >Measure Tools >Distance Tool
- Better yet, create your own similar scale figure

Import other Models

- >File >Import
 - any other models you may have already created
- Scale them as needed
- Check dimensions with Distance Tool

Create Picture Models

- >Create >Polygon Primitive >Plane
 - Make it unit size 1,1,1
 - Subdivisions = 1,1
- Rotate 90 degrees to make it vertical
- Scale it to actual ratio of your image
 - For example:
 - If your image is 600 pixels by 400 pixels
 - Scale your plane to 6, 4, 1
- Translate it to near but in front of wall
- To add texture image to your plane...
- Select plane
- RMB >Assign New Material
 - Lambert = no highlights
 - Color, click the little checkboard icon to make a texture

- >File
 - In Attribute Editor
 - Image Name: browse to find your file
- If ratio of your image and your plane are the same,
 - there will be no distortion of image

Create Lights

- >Create >Lights >Area Light
 - Cast Shadow = On
 - Scale it
 - Translate it to just below the ceiling
 - Rotate it 180 degrees so it points downward
- >Edit >Duplicate
 - if you wish more than one
- If you want spot lights on your artwork
- >Create >Lights >Spot Light
 - Penumbra Angel = ~10
 - to soften the edge
 - Translate and Rotate light icon
 - to shine on the artwork

Render



- Zoom into and around your space
- Move your ScaleGirl figure if desired
 - (Keep her feet on the floor!)
- Hit the tiny Render the Current Frame icon
 - (top line, toward right)
- In Render View window,
 - >File >Save Image