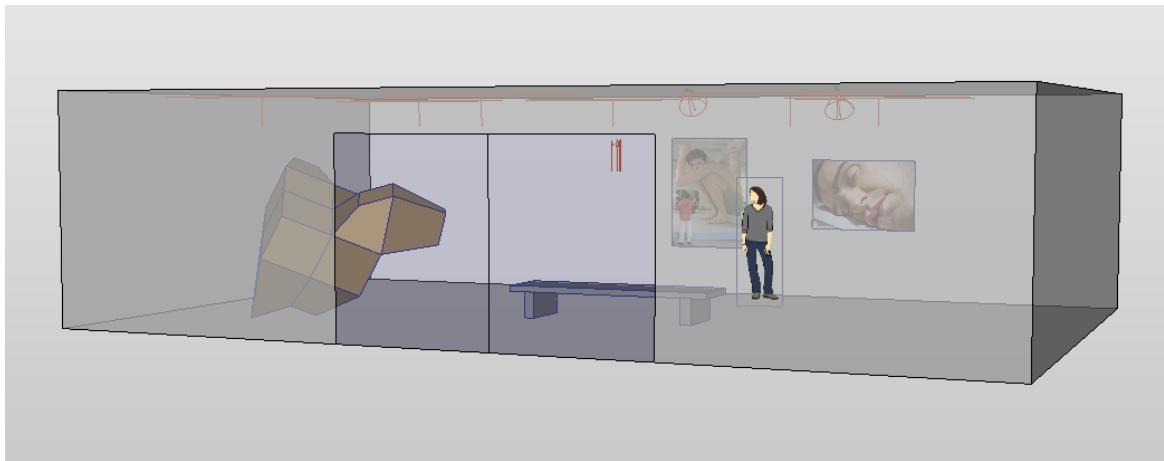


## Pre-Visualize an Exhibition Space



(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**

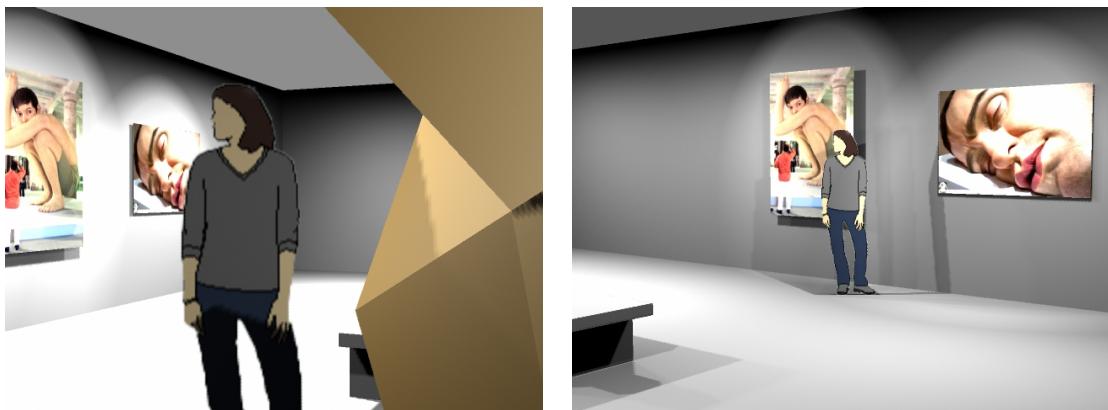
- >Create >Polygon Primitive >Plane
  - Make it unit size 1,1,1
  - Subdivisions = 1,1
- Rotate 90 degrees to make it vertical
- Scale it to actual ratio of your image
  - For example:
    - If your image is 600 pixels by 400 pixels
    - Scale your plane to 6, 4, 1
- Translate it to near but in front 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