

## Machine Learning 2018: The synthesis of 3D software in fine art- Lauren Carr - Montclair State University

**Lauren Carr**

*Montclair State University, USA*

The experimental art of 3D animation is steadily developing within animation studies. Artists are implementing the powerful tools in 3D software and presenting innovative and galvanizing images. My work is motivated by the robust software used in the feature animation and gaming industry. The same third-party 3D software, which is now readily accessible, to supply experimental animation that echoes traditional drawings. My collaborative method utilizes three art forms—fine art, animation and poetry. The purpose investigates and applies a special technique in 3D software, leading to a non-traditional 3D animated style. The work I create features myself as animator and director and world-renowned poet Frank Messina. This notion includes 3D software to the artist toolset as a means to recapitulate their craft. My goal is to convey an unusual aesthetic tone for 3D animation and uncover new sorts of study for art students. Most animation students try to simulate the conventional “Pixar” style—often times yielding mediocre results, and in my estimation, places an unpropitious barrier separating fine art and technical art. However, this modified approach lends itself to new perspectives for animation and art students as they recommence development.

The 3-D Modeling/Animation area incorporates traditional skills, such as sculpture and drawing, with 3-D digital skills to create 3-D models and animations in a digital environment. Students apply concepts such as lighting effects, camera angles, motion studies, digital video and sound to create scenes. Part of the training in 3-D Modeling/Animation prepares students for the work environment as they learn to create project concepts, plan production schedules and work in a team environment to meet project deadlines. The successful animator is able to compose, develop and

direct a scene that conveys a specific idea. Students apply their traditional art skills and 3-D composite and photo editing skills to create animations that demonstrate competence within an industry specialization

3D art is created by manipulating polygon meshes and molding them into objects, characters, and scenes. 3D art is used in everything from print ads, to web sites, television, movies, video games, and beyond.

So, what does it take to be a 3D artist? Well, obviously, you must have an eye for art. Most people who begin learning how to do 3D have some kind of background in drawing and sketching. Indeed, it's not unheard of for 3D studios to hire artists who have no experience in 3D art, based solely on the strength of a pencil drawing portfolio. Sculptors, who were previously limited to animatronics and claymation to enter the realm of live-action art, also tend to have an easy time making the transition to 3D.

Even if you don't have formal art training that goes beyond the few classes you took in high school or college for the "easy A," you can still do great work in 3D.

Animation is the process of taking a 3D object and getting it to move. Animation comes in a few different flavors. There's keyframe animation, where the animator manipulates the objects on a frame-by-frame basis, similar to old hand-drawn cartoons. Other methods of animation include placing objects on splines and setting them to follow the path of the curve, or importing motion capture data and applying it to a character rig. Yet another

way to animate is to use your 3D application's built-in physics engines, such as when your scene requires that objects fall.

### Biography

Lauren Carr joins the Department of Art and Design as Assistant Professor in the Animation/Illustration program. She has worked professionally for Disney Feature Animation, Cinesite, Sony Pictures Imageworks and Dreamworks Animation. Some of her film projects include Tangled, Meet the Robinsons, Chicken Little, X-Men United, Rio and Ice Age 4. She was a character simulation technical director at Blue Sky Studios and prior to coming to Montclair State University, had taught for the School of Visual Arts in the Department of Computer Art, Computer Animation & Visual Effects.

Email: [carrl@mail.montclair.edu](mailto:carrl@mail.montclair.edu)