

PLM整合ERP 實例探究

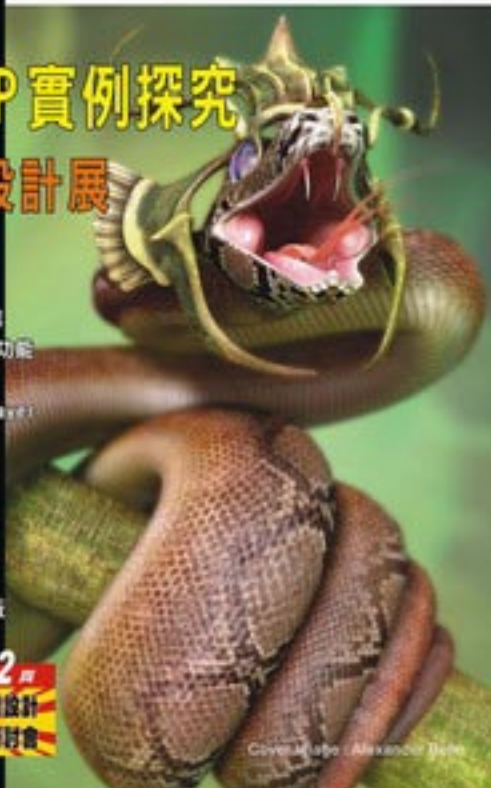
2006新一代設計展 躍動台灣

設計產業的文件分享與協同作業
生動活現的AutoCAD 2007 3D新功能
3D擬真學木蟻蟻的製作
遊戲黏圖應用—Bake Render Layer
角色設計的二十種技巧
光彩奪目的珠寶設計世界

新品快訊—
桌上型ABS立體列印系統 —
Dimension 1200系列
Corel Paint Shop Pro X中文版

NT\$200 HK\$65

www.cadesigner.com.tw



CADesigner magazine made an interview with me in 2006 april and this interview has been released in june - so I thought I share with my wisdoms :) with you. CADesigner magazine is from Taipei, Taiwan, R.O.C. CADesigner magazine is focus on 3D character/animation, 3D art and digital design and publish on Asia region.

I am very proud of this interview.

www.cadesigner.com.tw

1. Please introduce yourself ?

I'm Zoltan Miklosi from Hungary. I was born in Budapest in 1976. At the moment I'm a freelancer DTP Operator and Graphic Artist but my learnt profession is domestic and foreign commercial manager. Since 2001 I deal with 3D. My first 3D software was Blender 1.xx. This small freeware 3D editor got my interested awake towards the 3D graphic. Later I knew 3D Studio and the other famous 3D editors like Lightwave and Maya but I stayed Blender 3D and Cinema 4D. I think I already have met all famous 3D editors.

2. Your computer platform: PC/Mac ? CPU ? RAM ? 2d/3d softwares ? printer ? scanner ?

OP System : PC Windows XP Home Edition
CPU: Pentium4 3 00 Ghz Northwood (Dual Core)
Memory : 1Gb RAM
Graphic Card : GeForce 6600 GT / 128 RAM

3D Softwares: Maxon Cinema 4D R9 - Blender 2. X
2D Softwares: Adobe Photoshop CS2-Corel Photo Paint 11

3. Which software do you like best ? Why ?

I don't have only one favourite CG software - For creating an image I usually use 2-3 softwares at least there are cases when I use more. In general I use three softwares. One of them is a freeware 3D Editor called Blender. It is very quick and simple and its disk cost is not much - it's about 10Mb. For creating modells and texturizing them Blender is a perfect choice I use Blender for modelling and unwrapping the created modells. During a day you can create a hi-res character in Blender. After the texturizing I convert my character into a wavefront object and I import it into Cinema 4D for setting the lights and rendering. The second favourite software is the Cinema 4D R9 - According to my opinion this is the best 3D editor. It is - like Blender - simple and quick and its render abilities much better compared with other 3D editor. The editing method is logical and well-built. There are 3D experts who say the render engine of Cinema 4D can't render photorealistic images - They say the images rendered in C4D seems too artificial. As I think it's not true Cinema 4D is able to render photorealistic images. The third one is the Photoshop. I think I don't have to tell why.

4. What are the most common problems involved during modeling process ? How did you solve these problems ?

There are a lot of problems. Perfect software doesn't exist every softwares have advantage and disadvantage. As I think the most serious problem is the hardware requirements - P4 3.00 Ghz and 1 Gb memory is not enough always - Sometimes a hi-res model with environment makes PC too slow during modeling and I didn't mention the high render time. How do I solve this problem ?

I create and render the character and its environment separately and I merge them in Photoshop. That's why I use C4D R9. It can render separately the shadows, the lights and so on into different layers...and to save these layers into a *.PSD format.

5. How to create a perfect 3D model ?

In the first step I do a sketch about the imagined model. Then I create a front and side drawings about the body of the character. As I mentioned earlier I use more softwares for creating an image.

I make the models in blender and unwrap it for textures. Then I save the full model into a wavefront object file - this format is able to keep every detail of the object and I import it into C4D. According to the texture map I create the textures in Photoshop or I use the integrated texture editor of Cinema 4D called Bodypaint. It depends on the composition how the texture will be detailed. Don't forget: a well-made texture can make a simple model better but a wrong texture can make a good-looking model worse. Then I set the lights, camera and the render parameters in Cinema 4D and

I render the scene. I usually try some light techniques before the final render - I try radiosity techniques or I use ambient occlusion only or I use some lamps simply. In the next step I improve the rendered image in Photoshop. Sometimes there is a huge difference between the rendered image and the final image improved by photoshop. I know my work process is strange a bit - I can say individual because of the export/import step but I'm used to this process.

6. What are your sources of inspiration ?

When I use a 3D software I can create everything that I imagine I can see my thinks on screen.

I don't like the reality only. As you can see I don't want to do photorealistic images at any prices -

I very like cartoon style too. Source of my inspiration can be a different artists's work or I see something nice on street or last night I saw a good movie or heard a good music and so on..anything can be source.

7. How to be a good 3D artist ? tell us some suggestions ?

Somewhere I have read a good slogan: " The secret is in the details ". Every little part of an image is important and I have got another one - it was a graffiti : " Don't fear from the perfection you can't ever reach for that ". My advices

are the following: try yourself in different arts such as photography, drawings, sculpture and so on... Collecting experiments, learning new techniques are very important to make better and better artworks and never think about yourself: " I'm good enough ". You can learn always. First steps are the most difficult.

8. What is the most interesting thing when you create a 3D artwork ?

I very enjoy as the models changing. When you begin to make a character you have a plane only and some hours later you have a "digital statue" from that plane. 3D is "digital sculpture" and not drawing to me. Very interesting how much things can be symbolised with lights, sadness, cleanness, evil, etc... besides that I love mix the different styles - for example: a realistic 3D character in a cartoon environment can be very interesting / exciting. As I think everything is free that can be looked good, no matter cathegories to me.

9. What's your opinion about Asia 3D artist ?

They are the best simply. I haven't seen more beautiful 3D movie like Final Fantasy VII - Advent Children. At present It is the top of the CG in my opinion. The story is silly a bit but the graphic is awesome. I very like Wei Wei Hua's works - he is a great Chinese 3D artist he knows everything about 3D. I'd like to know about 3D as much as he knows .

10. Do you have any plan for the future ?

My plans are like plan of anybody else - getting a better life :) and that would be good If I could take a part of a 3D movie making or a game making as a character modeller.

11. Which artwork you send to us is your best choice ? Why ?

It's a difficult question...I tried to choose different style images to send you because I tried to reflect my knowledge and my style. I like all of them I can't choose. The girl on the motorbicycle was the most difficult to create. I spend a lot of time to make the motorbicycle and I didn't talk about the render time. Render time of the realistic version of that image was more than one day - depending on the resolution and the quality of course. Perhaps that is my best choice.