Kevin Greer

NYC Snow Scene – Case Study

My case study is on my NY snow scene project. The project involved using a photograph of a street in New York City and adding effects to in. I started off creating the basic model of the scene, including the vehicles, buildings, and road. I then used camera projection, to project the image onto the models using the correct camera settings for the image. I then created several layers of images such as base plate, the vehicle layers, and the left building layer used Adobe Photoshop. The base plate image has the vehicles removed, the left building removed, and the reflections of the road removed. This was to allow the parallax as the camera moves to see behind the vehicles and building and for the reflections to move correctly with the objects.. The various layers were projected onto their corresponding models to allow you to see behind the objects. Next, the layers of snow were added. There are three layers of snow, the farthest snow, the medium snow and the close snow. This allows the illusion of depth as the difference in snow fall and volume. The reflections on the road were added next. I applied a shiny and reflective shader to the road along with a texture to show the snow or ice isn't perfectly smooth on the road. Next, I added snow on the road and down the middle of the street. This creates a more realistic scene as the snow has fallen and collected on the road. Finally, I color corrected the scene and my various layers to create a uniform look between all the objects. This helps to make the added objects more believable by blending into the coloring and lighting of the image.

I did have to overcome several problems when creating the scene. The first one was getting the snow just right. I went through many iterations in order to achieve the correct look of snowfall as different distances. The main problem I encountered was the "smearing" on the left side, behind the SUV and the "gaps" under the cars on the right. You can see this is the first couple of shots in the breakdown video. This was caused by the image not projecting correctly onto the models. For the gaps on the right, I was able to extend my models so the image could project onto something. For the smearing on the left, I added extra geometry so the image could project onto something close and it would track well with the camera motion. I feel that I was able to overcome some of the various problems I had when creating this scene, and accomplish a successful and accurate video.