## Medical Animation Project

For 'Get Animated' April 2019
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### Production Notes

Rendered with Mental Ray. Quicker than VRay on my machine.
3 Shots created in 4 layers 290 frames each.
5 mesh elements.

1. Vein walls environment.
    a. Mesh used as a deflector for physics and collision. Renders as background for back plate shots. It has an 'Arch and Design' Mental Ray shader using displacement and fall off among other maps to give a soft chunky feel.
2. HIV virus
    a. Mesh object with 'Arch and Design' material. 3 Layers of mesh and shader.
3. T cell
    a. Mesh object with 'Arch and Design' material. 3 Layers of mesh and shader.
4. Blood cell
    a. Geometry use as particles generated with 'Particle Flow' and given physics and collision properties. The 'Vein wall' mesh is used as a deflector as the mesh particles move along the vein wall mesh.
5. Fluid particles
    a. Plane mesh with opacity and self illumination used as particles generated with 'Particle Flow'. No collision needed for effect.

Standard lights are used for back plate shots and Photometric lights are used for mid layer cell renders. Back plates take 8-9 hrs to render.

Mid layer cell and virus animations are composited on top of the back plates in After FX.
Extra layer of particle grain added.
Top layer of text and graphics animation.
Composited with Adobe 'After Effects' and final output is rendered into MP4 file format with H.264 compression at 1280 x 720 pixels with Premiere Pro.