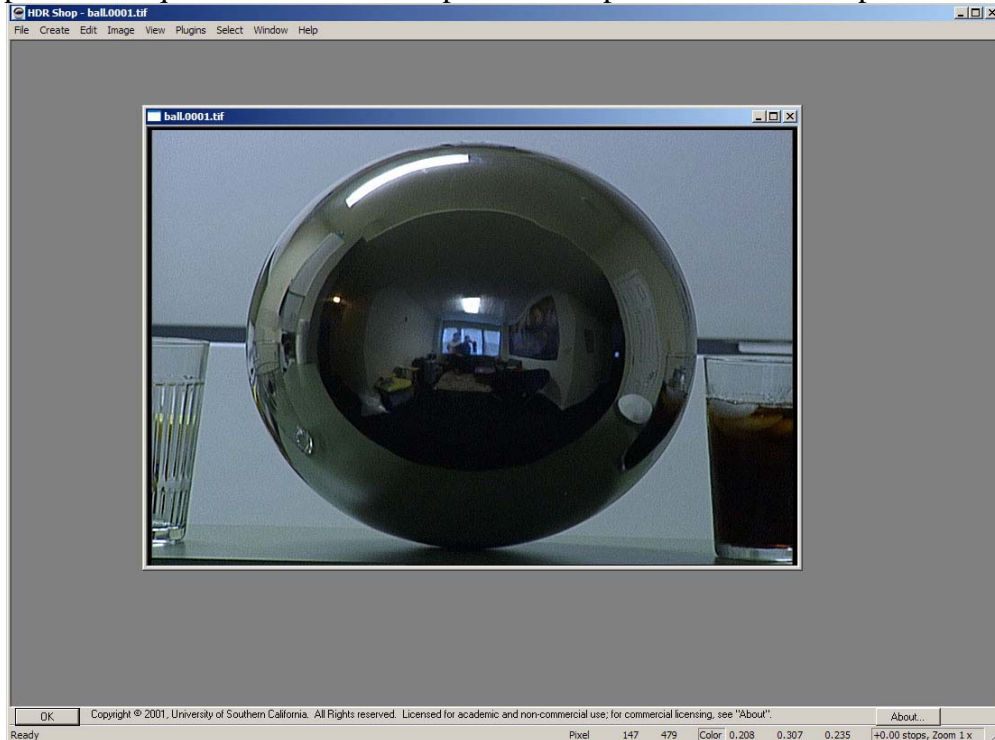


## How to Replicate Accurate Reflections on CG Objects

Several methods can be used to get these results, however, this is the most straightforward variation. It may be a little more time consuming, but the goal just might be worth it.

1. Shoot video of a reflective ball. Make sure something in the environment is moving or animated.
2. Capture the sequence as tiff files. Open the first picture in HDR Shop.



3. It is necessary to crop into the ball so that the reflection map will be more accurate. Click on <Select> <Draw Options> and turn <Circle> on.
4. Left Click and hold to draw a boxed circle of the mirrored ball. When adjusted, click <Image> <Crop>.
5. Last step is to convert this mirrored ball into a Longitude and Latitude Image. This will unwrap all the information along the thin edge of the ball. Even objects not clearly visible now, will be present after the conversion. Click on <Image> <Panorama> <Panoramic Transformations>. Check the destination format to Lat/Long. Click OK.
7. Repeat the process for all the tiff images in the video. Save them all out as a new sequence name. The Following are three of these conversions at the start, middle and end of a shot. In this example, an actor walks inside the room in a total of 180 frames.

Frame 1



Frame 90



Frame 180



8. In Maya, create a material and click on the checker box corresponding to the reflected color attribute. Select <File> and check the “Use Image Sequence” before you select the first panoramic conversion image. Now your sequence will change according to the time slider in Maya. Assign the shader to an object and bump up the reflectivity value to see the results.

Render out an animation and your done!

2005 Kevin Sears