

Cake & Berries: Abstract

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My goal in creating this project was to produce a photorealistic scene of a chocolate cake and raspberries. All modeling, shading, lighting, and animation was done in Maya. Scenes were rendered using Renderman. Compositing and post-production were done in Adobe AfterEffects and Adobe Premiere.

The cake, candles, and berries are simple models, with displacement and subsurface scattering shaders applied. The candles utilize geometric area lights on volumetric shaders. Other components of this project included establishing cinematic lighting and composition, adjusting camera depth of field, animating the candle flames, and adding in details for photorealism, such as crumbs, hairs on the berry, and other props.

I compiled my final scene into a demo, which includes breakdowns of how all shots were constructed. It is viewable at vimeo.com/149668290. I completed this project as an independent study (CSCI 1970) with Barbara Meier in the Fall of 2015.

Final Stills:



