

**Compositing/Layering.** Split render is a must. Soulcase uses it for every project and without it we wouldn't get the look we're using. Here is an example of how we split passes, in a very time consuming way, in 'I'm Walking':

**First the Flat Pass / Ambience 100.**



This is quite easy to setup and renders fast.

**Second a Dome Pass / Simulating Environment Light**



Here the exhausting tweaking of the project begins. We do not need any color maps, but need bump maps and transparency maps. Every group needs to be white. No Specularity.

**Third a Sun/Keylight Pass**



Same setup as dome pass

**Fourth a spec pass / No color maps**



Bump- and transparency- as well as specular maps. (Specularity turned on). Quite easy to setup with spec at the light/s. Ambience of every group needs to be 0%.

**Fifth an effects pass / Dust**

Now everything has to be black and camera ambience needs to be at 100%, like the flat pass. We also need to add transparency maps. No lights needed on diffuse off at the light/s.



This is just an example of how we did it in this case. Just think about the work it is to tweak all the chickens white, but with bump maps. You can't just kill the decals and materials. Often when tweaking the chickens black, it was easier to just delete the decals but when you close the project and accidentally click "save", all your models are @&#\*! After this happened, we began managing the process with a project for each pass but this makes the process even more complicated to manage as we will not always see that every pass is congruent and therefore not useful. It's very hard to find mistakes across projects and this problem is even more significant when using dynamic constraints and random scripts which we've used in other projects; the commercial for Saturn called 'Trucker'. So, we baked every action to be sure every pass was congruent. You can't expect any software package (not even A:M) to render out images with your desired look. It's always the postproduction and compositing where you combine your elements to give your project the final glance. Greetz, Jo and the rest of the Department.