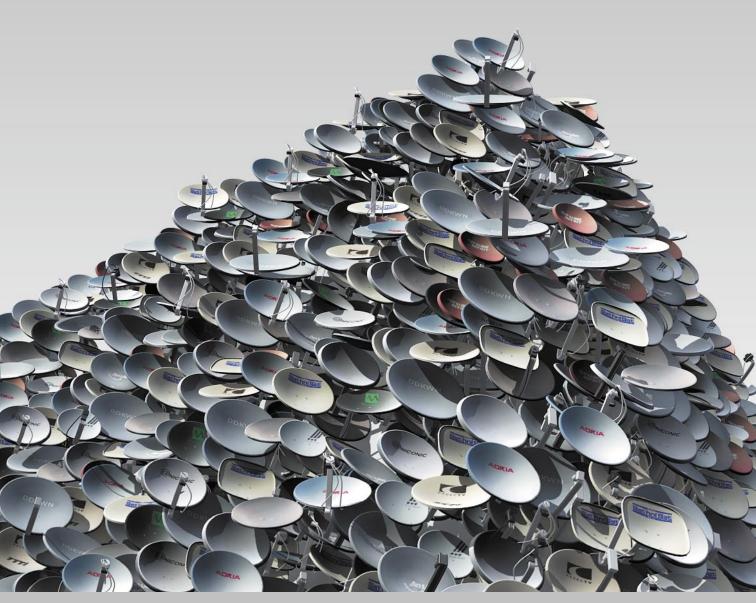
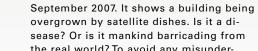
THE MAKING OF DISHES







>> "Dishes" is a mix of photography and computer generated imagery created in

sease? Or is it mankind barricading from the real world? To avoid any misunderstandings: Till loves watching TV...



Till Nowak is working as a freelance media artist since 1999 in his own studio in Mainz, Germany. Visit framebox.com.







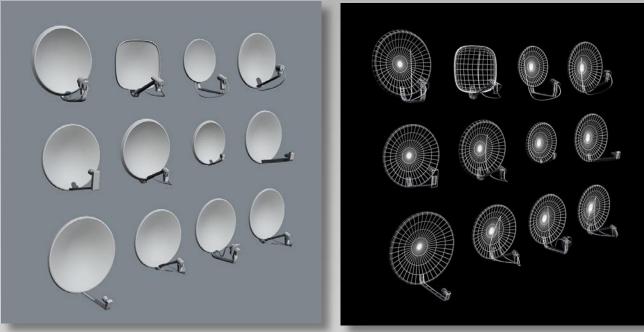
Editing of the underlying photo



Close up of computer generated layer with shadows



3D modelled dishes attached to placeholder box.





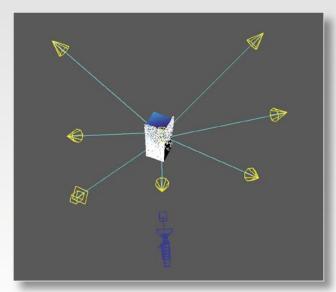
12 different 3D models were used



Texture Maps



Separate Layers



Light setup

"Dishes" is based on a real photography of a building which was extended to its double height in Photoshop. The natural perspective distortion was corrected to give the real photo a bit of a constructed and unreal feeling.

Till Nowak collected photos of real satellite dishes and edited to be used as texture maps for 12 different 3D models. They were duplicated and arranged in groups which were then used to manually overgrow the building in 3D Studio Max.

The light setup was simple, one direct light for the sun and 6 spotlights for the soft blue skylight were used. No global illumination and only the standard scanline renderer and some photoshop tweaking lead to the final result.

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