



We invite you today to discover the activity of Olivier Triboulloy from Omkara. Thanks to Olivier to have shared his experience with us.



Olivier TRIBOULLOY

I have started 3D late (in 1999). However, from my first rendering, I knew that it would be, from now on, my activity. I worked first at Kalisto for two years and half. Then I developed a Game Boy Advance game and worked for ANTEFILM, the animated drawings company from Angouleme.

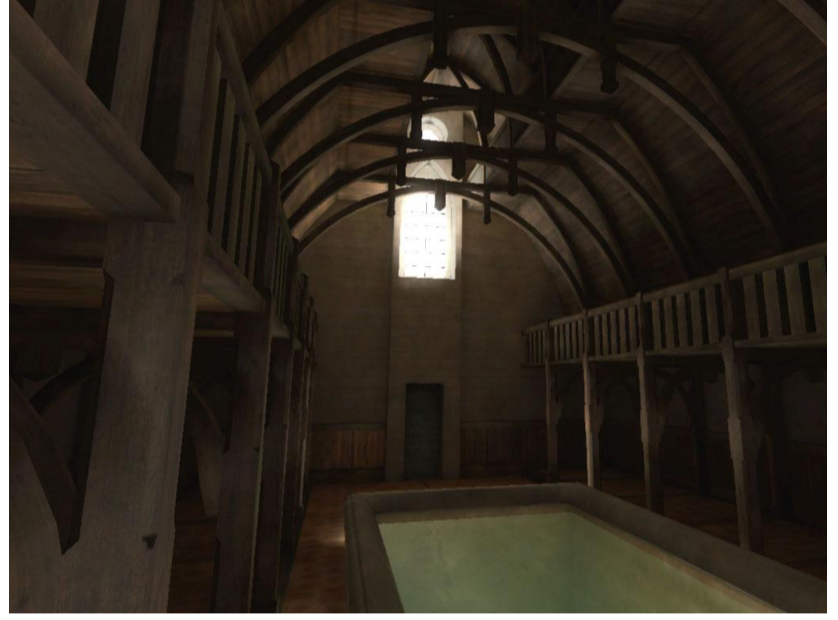
For the last three years I have taught 3D on 3ds Max and Maya at the ECV of Bordeaux and recently at the ESTEI. In parallel I have worked for two years as a service provider in 3D. I also give some training at some companies.

The « Medieval Room » Project

This project is the illustration of a desire to create real time with Nova.

I wish to reduce the distance which exists in people's mind between the quality of precalculated rendering and real time. The medieval room is a free creation of medieval inspiration made to underline the shadows and lights in a complex scene.

Thanks to this study scene, I now feel ready to produce environments requiring complex lighting in real time, which is a key element for me.



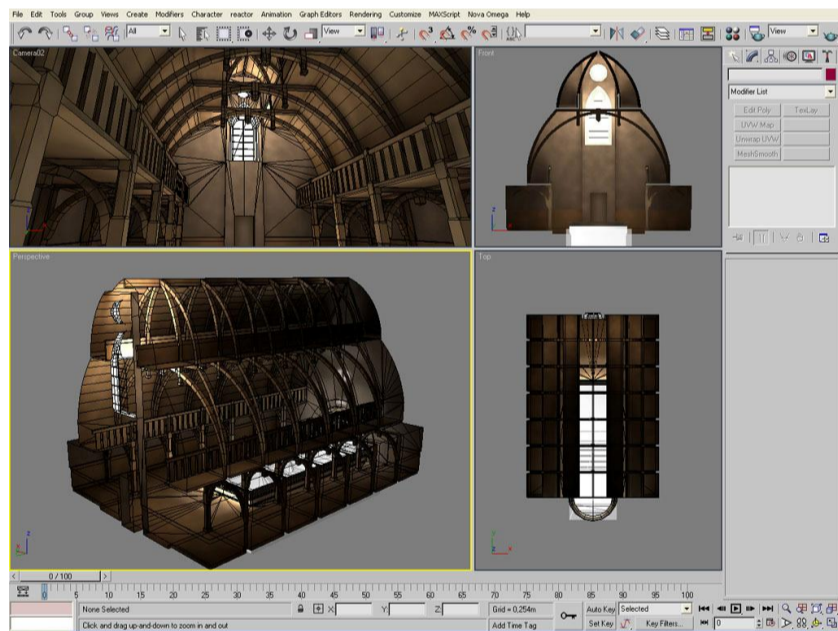
Content creation tools

Modeling and UV's have been created with Maya and then exported to 3ds Max. The creation of materials and the calculation of lighting have been made with 3ds Max. Once all this done, the export and the creation of the executable file have been done more than simply thanks to Nova.

Why real time 3D: Everyone knows the sentence "a drawing is better than a great speech". We could say from now on: "a Nova executable file is better than a multitude of drawings". Indeed, what does speak the best about a volume if not the volume itself? Real time 3D has the force of the obviousness, and Nova the advantage of simplicity. With this revolutionary tool, any user of 3ds Max can create easily an interactive 3D environment of great quality.

Key Figures on the « Medieval Room » Project

- Duration of the project: one week
- Designers: one
- 17155 faces
- 9335 polygons
- Lights:
 - 1 target direct
 - +6 omni
- Textures:
 - The project focusing on rendering, more than two third of the textures are dedicated to light maps
 - 7 textures of self illumination (5.6 Mo)
 - 7 textures of ambient (5.8 Mo)
 - 7 textures of diffuse (6.5 Mo)



Olivier TRIBOULLOY's Projects

My new development axis is the creation of my company, Omkara. Omkara will focus on the creation of real time 3D environments. We have, as an ambition, to work with the historical inheritance in order to offer the re-creation of sites or of constructions which have completely or partially disappeared.

On another side, Omkara is able to offer to its customers a complete chain of 3D services going from the design to the creation of resin prototypes, while passing by interactive pre-visualization (thanks to Nova). The third axis of the activity of Omkara is the Training in companies. We train on a complete panel of software (2D/3D, flash/HTML and sound) and this thanks to a team of trainers who remain, above all, professionals in their fields.



Conclusion

As many computer graphics experts, I came to 3D thanks to 3ds Max. As a teacher, I realize that it remains true today for the majority of my pupils and that 3ds Max is the reference and the most popular software for 3D.

It is thus very natural for me to use a tool as powerful and as functional as Nova in parallel with this standard of the 3D business.

This Max-Nova duet allows any graphics designer or any very small teams to work on real time 3D projects, which was completely impossible before.

