

## Francesco De Gallo - Deconstructing FL0W3RS

### Eastern Edge - Workshop

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#### How to Create Dust Particles

- 1 - EEVEE setting / scale the cube into Rectangle / lift it up to the grid floor
- 2 - click on Particle System and add new (3 dots under wrench icon)
- 3 - change type into Hair / press Z to Wireframe / open Source / change from Faces to Volume
- 4 - Shift A / add Icosphere / click on bottom left tab which appears / set Subdivisions to 1 / drag Icosphere to the right (out of view)
- 5 - press Tab / warp Icosphere in Edit Mode / scale down small
- 6 - select Cube / Particle Properties tab / click on Render settings / change Path to Object / select object = Icosphere
- 7 - particles will be too big so change scale to 0.01 / random size 1.0 / turn on Advanced button
- 8 - turn on Rotation / camera front view (Y axis) / ctrl+alt+0 to snap camera into position / hit tilde key (~) to go to FRONT
- 9 - press Z to go back to full solid view / bring camera inside the cube
- 10 - select camera / camera settings / Focal Length to 32
- 11 - select particles / Particle settings in Emission tab / change orientation Axis to Normal under Rotation tab / turn up Randomness / turn up Phase and Randomness
- 12 - select Cube / select Material tab / remove BDSF from Surface / switch to Principle Volume shader in Volume tab / set Density to 0.14
- 13 - press Z to go into rendered view / change World background to black (Globe icon)
- 14 - press Z to go back to solid view / select your Point Lamp / move over to the upper left
- 15 - Lamp settings / set Power at 300 / choose a color

**16** - shift D (duplicate) next to it / set to Spot Lamp / click R to rotate lamp towards cube / set Size to 30% / set Power to 1000

**17** - go into Camera view / press Z to go into Rendered view / select Camera / turn on Depth of Field / go back to Wireframe

**18** - shift A / add an Empty (use Plain Axes) / scale smaller and position to the left

**19** - select Camera / go to Depth of Field / focus on Empty / F stop value 0.2 in Aperture / go to Rendered view

**20** - go to Particle System to add extra particles / set number to 2000

**21** - select the first Icosphere / add Material for the particles / click on New

**22** - drag the color picker on Emission / will help with the shadow / change Base Color to whatever you prefer : )

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### Cinematic Text Animation

**1** - start new Empty file in EEEVEE / add text / set alignments to center (Horizontal and Vertical) in the Text tab properties

**2** - hit Tab to write a word of your choice / go to Geometry tab / Extrude to 0.05 / Bevel Depth 0.01 (curve the letters to catch the lighting effect)

**3** - hit tilde key (~) to go to TOP / add camera and adjust / image will be centered

**4** - add circle / add light / click on Constraints icon / add Object Constraint / choose Follow Path / select Bezier Circle for Target

**5** - scale up the circle / hit Tab / select the Top and Bottom points / bring them closer to the word

**6** - set to 120 frames (animation) / select Light Point / click on Object Constraint tab / set Offset at 0:00 / right click to insert Keyframe

**7** - go to the end of frames / write 100 in Offset / right click insert Keyframe

**8** - go to World Settings / background to Black / select word and add new shader / click new material / 100% metallic / go to Eevee settings to add Bloom + Screen Space Reflections

**9** - select Light icon / Power 50W brightness / select Bezier curve and bring it down under the word and scale it up slightly

**10** - choose color for the Light point / Power 100W / select your word / turn down the Roughness value (if you want to see its edges)

**11** - go into Shader viewport / add Color Ramp to roughness of the word / add Noise Texture to Color Ramp / add Mapping node to Vector entry / add Texture Coordinate (object to vector)

**12** - boost black on Color Ramp / add Bump node to Normal entry of the Shader

**13** - add new Color Ramp (plug color into the Bump height) / add Noise Texture into Color Ramp

**14** - turn up Noise detail / lower Bump strength / pull white value of 2nd Color Ramp towards the middle to create Textured Metal effect / change Base color of your text

**15** - go to Rendered view to see the effect / play with the Values to make it your own : )

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### Smooth Camera Animations

**1** - open new scene with nothing inside / add Monkey / make new collection called Camera Rig

**2** - add Camera / add Empty Cube / add Bezier Curve

**3** - select Camera and Empty / press Ctrl P and select Object (now the Empty has full control over the camera movement)

**4** - select Empty / go to Constraints tab (flashlight) / add Follow Path and Track To

**5** - Follow Path / select Bezier Curve / click on Fixed Position

**6** - Track To / select your 3D object / add a Track To for the camera as well

**7** - select Bezier Curve / hit tab to enter Edit mode / move points and extrude the line

**8** - click on Empty / go into Camera View / use Offset Factor in Follow Path to visualize / edit Bezier Curve accordingly

**9** - on Frame 1 / set Offset Factor to 0.00 / right click to add Keyframe / set your last frame / add value 1.00 / right click to add Keyframe

**10** - create a new workspace / hover on the corner of window and drag / select Graph Editor

**11** - edit and emphasize key moments / enjoy the final results : )

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### Quick & Smooth Camera Movements

**1** - new setup / select Camera / select View tab (top left) / Cameras / enable Active Cameras (hotkey = Numpad 0)

**2** - select Camera / right click / Camera Lens Angle / set to 20mm (information appears in the top left corner of the screen)

**3** - go to View tab / click Navigation / Walk Navigation / look around using your cursor or with AWSD letters / use G for gravity / right click to cancel

**4** - to create a new hotkey / View / Navigation / Walk Navigation / hover and right click Assign Shortcut / Press a Key (Shift F) / press Shift F to move around

**5** - set Frames to 500 / make sure your Camera is selected / press auto keying (Record button) / press Shift F / then use AWSD to move around

**6** - create a new window / set panel to Graph Editor to see the Keyframes

**7** - click on Key tab (up top) / click Smooth Keys / click on Key again / click Sample Keyframes

**8** - Shift Alt O / Alt O (30 times to smooth out Keyframes)

**9** - press I / select all channels to insert additional Keyframes

**10** - edit Keyframes for ideal results : )