



Opel TRIXX virtual animation Case Study

We cooperated in the prototype development doing codesign activities. It was a logical continuation of our activities to produce a virtual animation to explain the innovative functionality of the new Opel prototype presented at Geneva 2004.

The virtual animation was necessary to visualize "live" at the motorshow the movements of the new interiors, electrical pantograph doors, special seats, practical rear luggage etc.

To explain the flexibility of use and the incredible inside space of the new ultra-compact concept car, we visualize the special doors and seats movements. We filled the virtual model with a lot of objects to explain both capacity of carrying passengers and loading items, too.

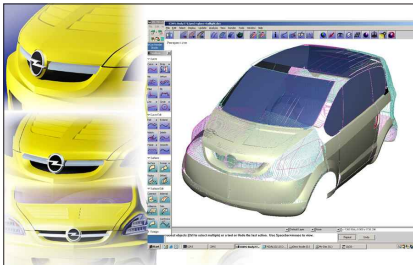
Some high resolution renderings were also used for the press releases.

The project was completed in 2,5 months.

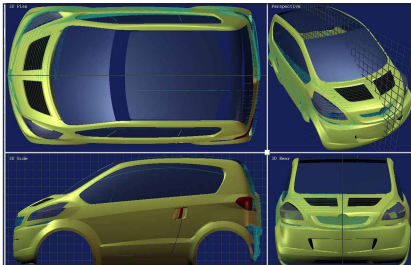
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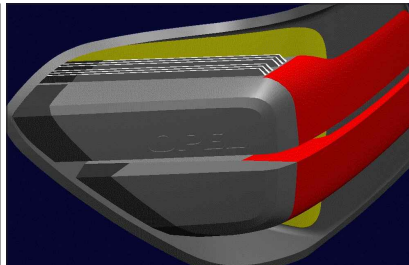
3D DIGITAL SOLUTIONS



Codesign activities to optimize some details of the car (CDRS, CATIA)



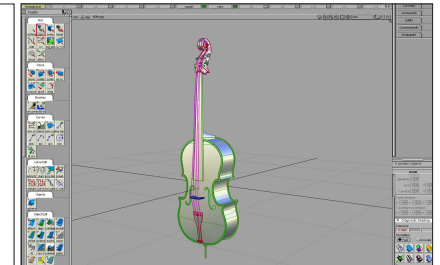
3D modelling: exterior for the virtual animation (CDRS)



3D modelling for the stereolithography (CATIA)



3D CAS modelling: interior (CDRS, Alias)



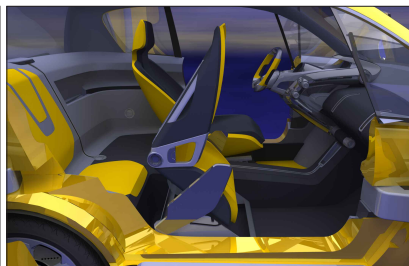
3D CAS modelling: objects to put inside of the car (Alias)



Definition of materials, lights and animation of the elements (Maya)



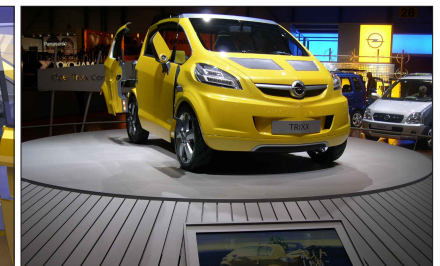
Calculation of the frames (Maya)



Calculation of the frames (Maya)



Calculation of the frames (movie lenght 1' 33", Maya)



Presentation of the concept car at Geneva 2004 (animation played on the screens around the platform).