



THE ART OF MOON

BY
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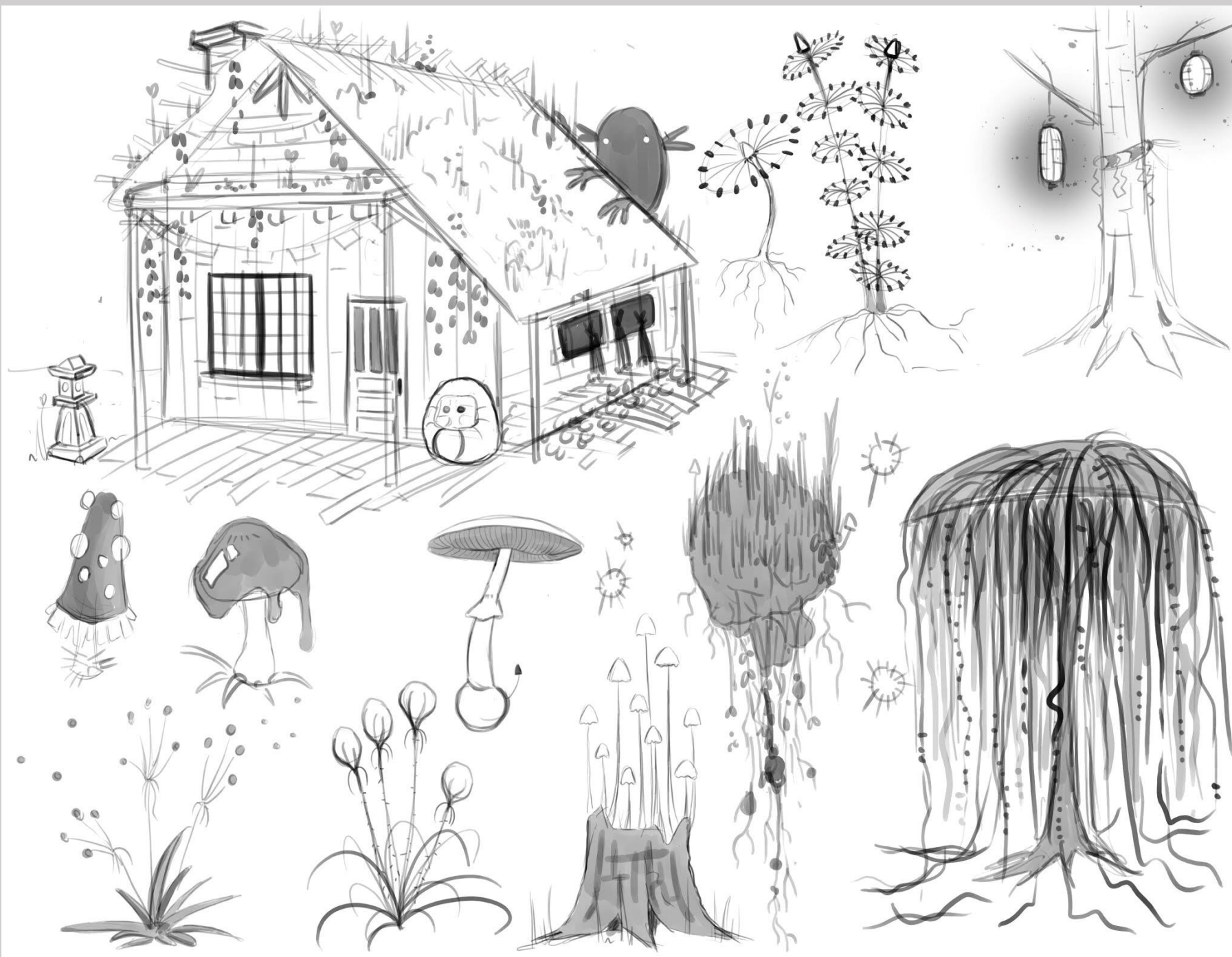
Moon is a 5 minute animated short that focuses on a trio of characters and their everyday lives sustaining the forest they live within. The story is driven by fantasy themes and cultural anthropology, creating an ethereal character relationship where one cannot live without the other. Spirits named Yin and Yang represent cosmic duality. Gin is neither human nor spirit, but an in-between entity that drives the story as our protagonist. Yin, Yang and Gin spend their days maintaining their cabin, leaving offerings for spirits and upholding an authoritative role over all the kami spirit inhabitants of the forest. And as the sun sets, Gin lifts the moon into the night sky...



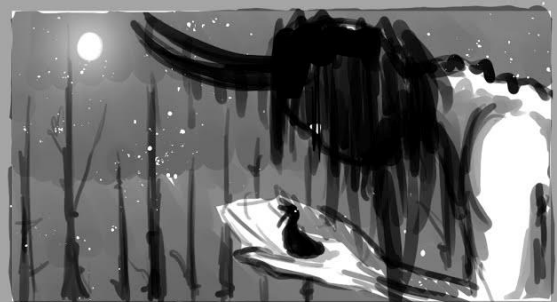
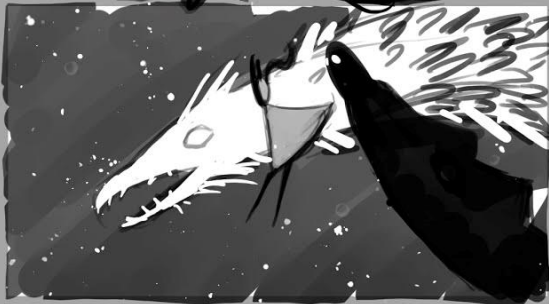


Masus;

February 2021
Sketches exploring character
concepts, spirit creatures,
and props relating to Japanese
Shinto and Chinese Daoism.



February 2021
Fantasy plant life. The top left cabin sketch, from design to camera angle, was preserved and made its way into the final animation a year later.



February 2021
A series of thumbnails exploring aesthetic and composition. Each image suggesting different narrative ideas.



March 2021
The first mock-ups of characters Yin and Yang.

March 2021
Silhouette variations of Yin and Yang, exploring shapes and materials. A basic humanoid shape is constant throughout, it's the layering of clothing that changes.

YANG



MOON SPIRIT



YIN



March 2021

(left) The head scarf and flames signify the warmth and comfort of Yang energy. Whereas the characters' hard scales and chain armor link to their aggressive, courageous and solid characteristics. An affiliation for the light is reflected through colour palette and the thin, opaque material worn around the shoulders.

(middle) Gin the moon spirit wears loose and layered clothing like her two companions. Her face is visible to signify her role as protagonist. Gold ornaments throughout her design suggest sovereignty and therefore power.

(right) Feathers, fluffy yuigesa, and loose clothing creates a soft silhouette that references the calm, passive and peaceful characteristics of Yin energy. A speckled tunic, alongside the characters' overall dark clothing, signifies the night and the celestial. The characters' feathered mask is reminiscent of Native American War Bonnets worn by respected tribe leaders, suggesting wisdom and intelligence. Bones are worn around the characters neck, as Yin is also associated with death. The character wears many layers, because Yin is affiliated with the cold.



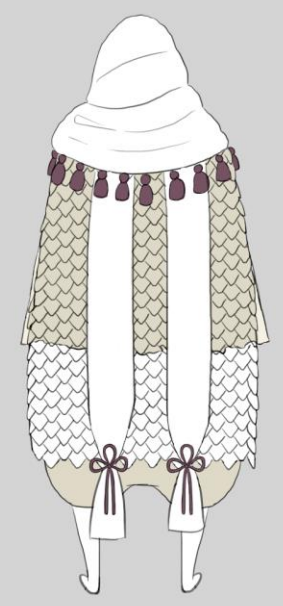
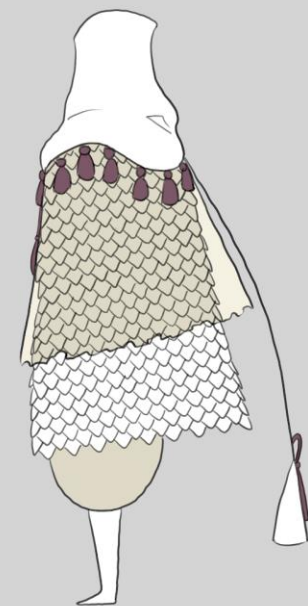
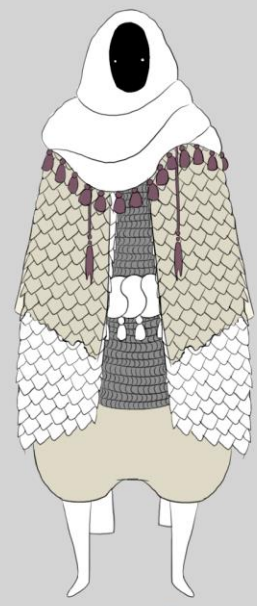
May 2021
Character expressions and gestures of Gin.



March 2021
Cloak and hair variations of Gin.



Gin (銀) Character Turnaround



Yang Character Turnaround



Yin Character Turnaround

October 2021
Polished character turnarounds of all three main characters.



April 2021
Concept art of the forest environment. A closer look at
the cabin seen in earlier sketches.



May 2021
Concept art exploring a scene from an early storyboard.



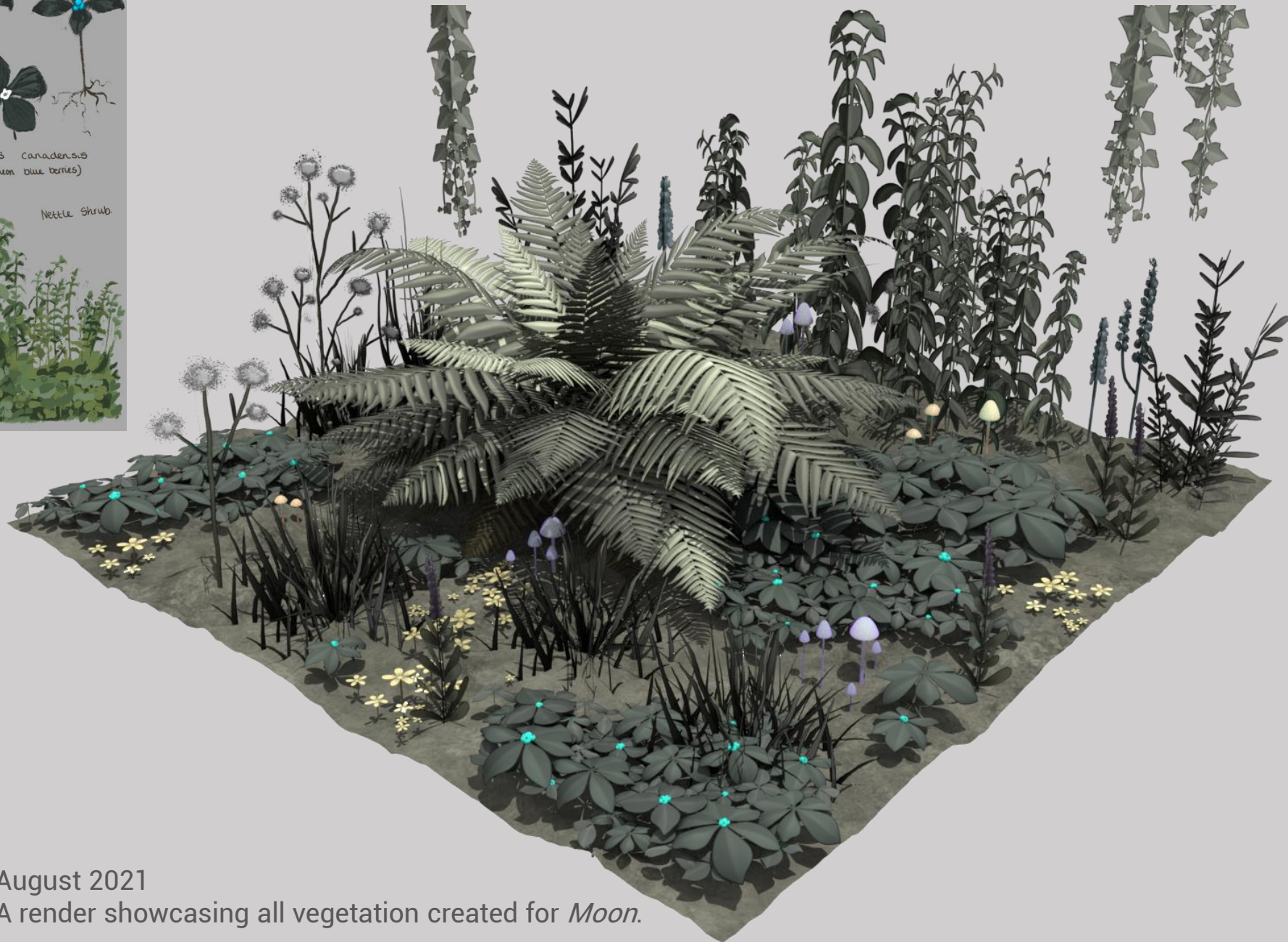
August 2021
Orthographs to assist the cabin modelling
process.



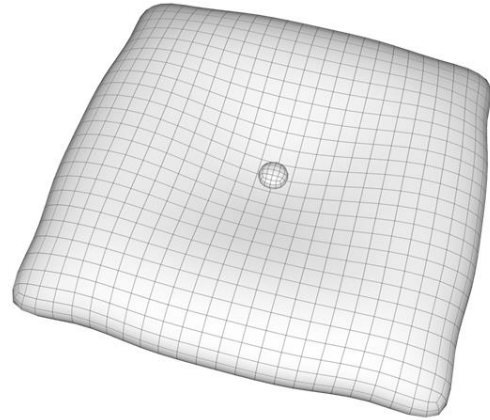
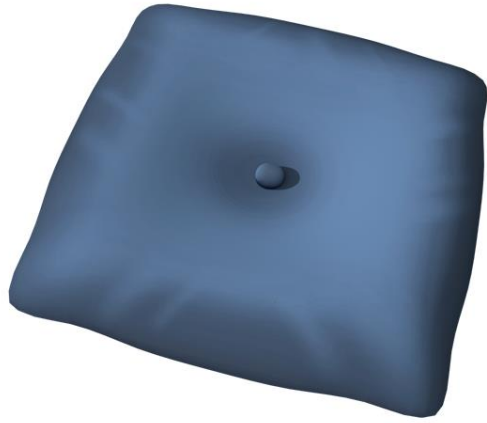
September 2021
A render of the completed cabin model.



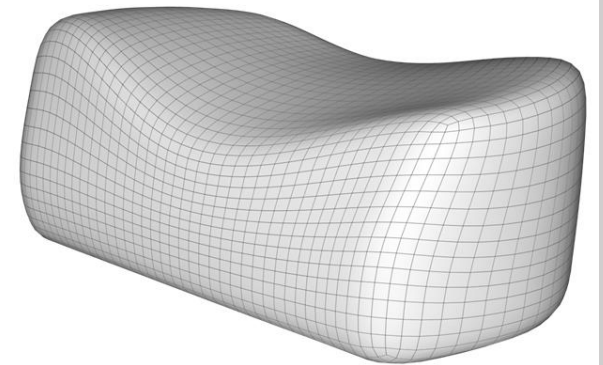
July 2021
Vegetation concepts.

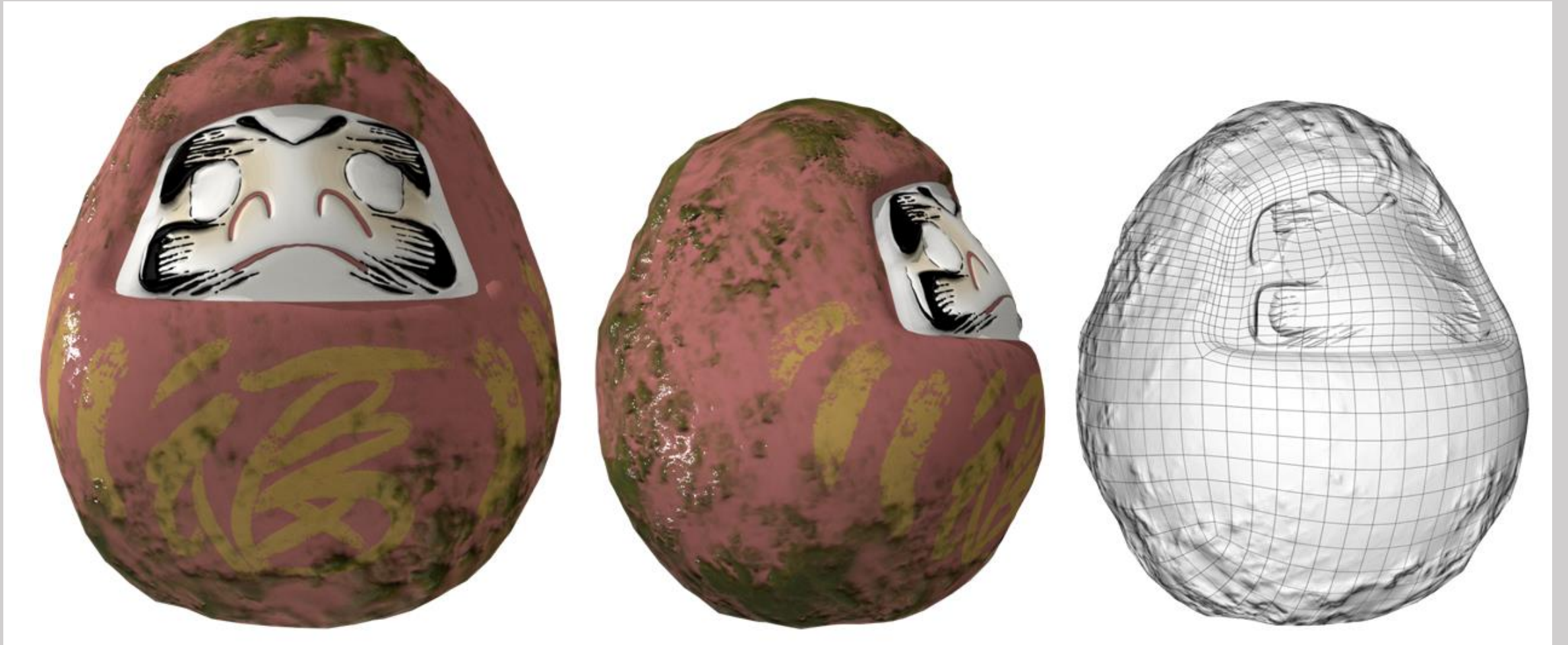


August 2021
A render showcasing all vegetation created for *Moon*.



August 2021
Textured and wireframe renders of cabin assets including a cushion, incense burner and stepping stone.





August 2021
A textured and wireframe render of a Daruma Doll prop. The uneven texturing was achieved using a displacement map.

Large trees will reduce the amount of geometry in a scene, as less are needed to establish a composition.

Prayer flags + cloth on a holy shaman tree.

Also inspired by "Phalanx", the worlds tallest pine located in Oregon.



hand painted taijitu symbol.



Inspired by "General Sherman", the biggest tree in the world by volume. Part of Californias' Sequoia National Park and 'Giant Forest'.



August 2021
Concept illustrations depicting different tree variations.



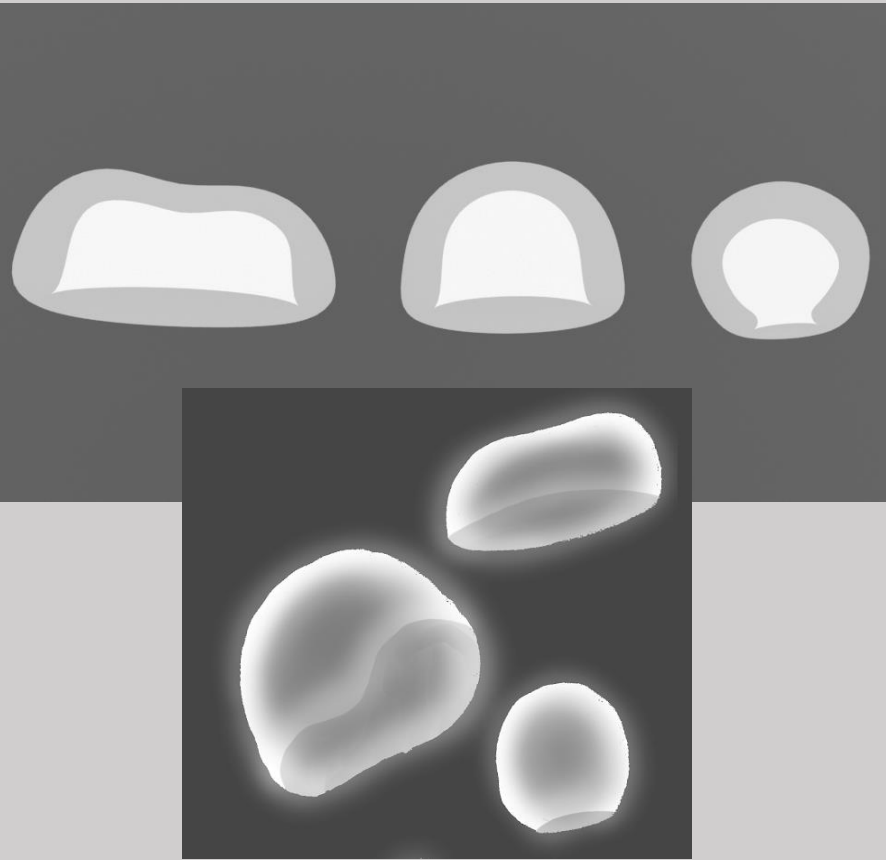
September 2021
Rendered tree variations to-scale with the cabin model.



September 2021
Fabric draped around the trunk emulates a
traditional holy Shaman tree.



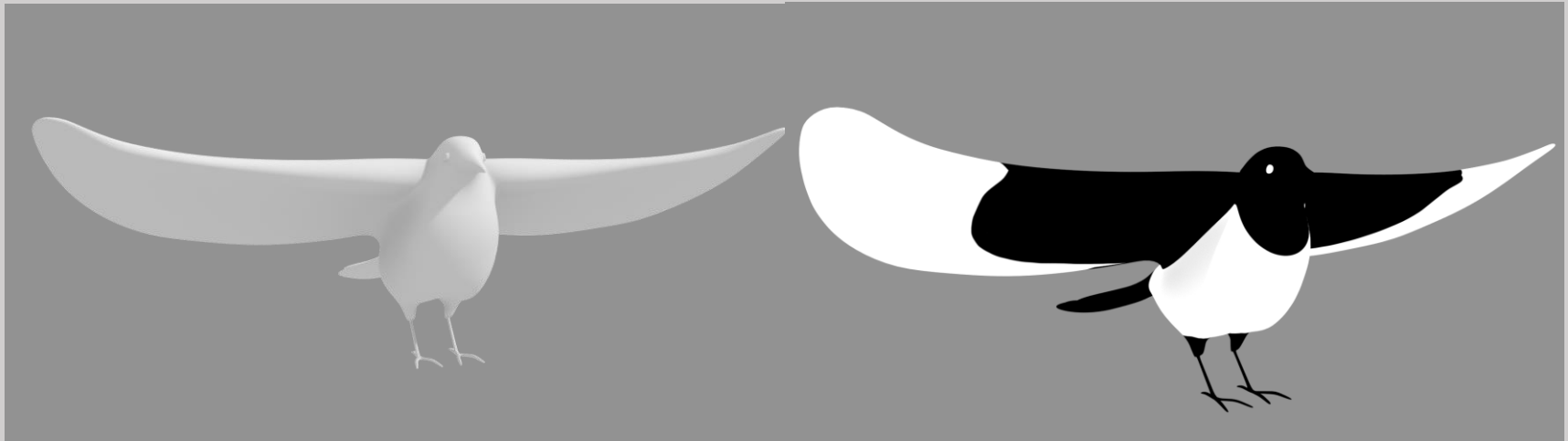
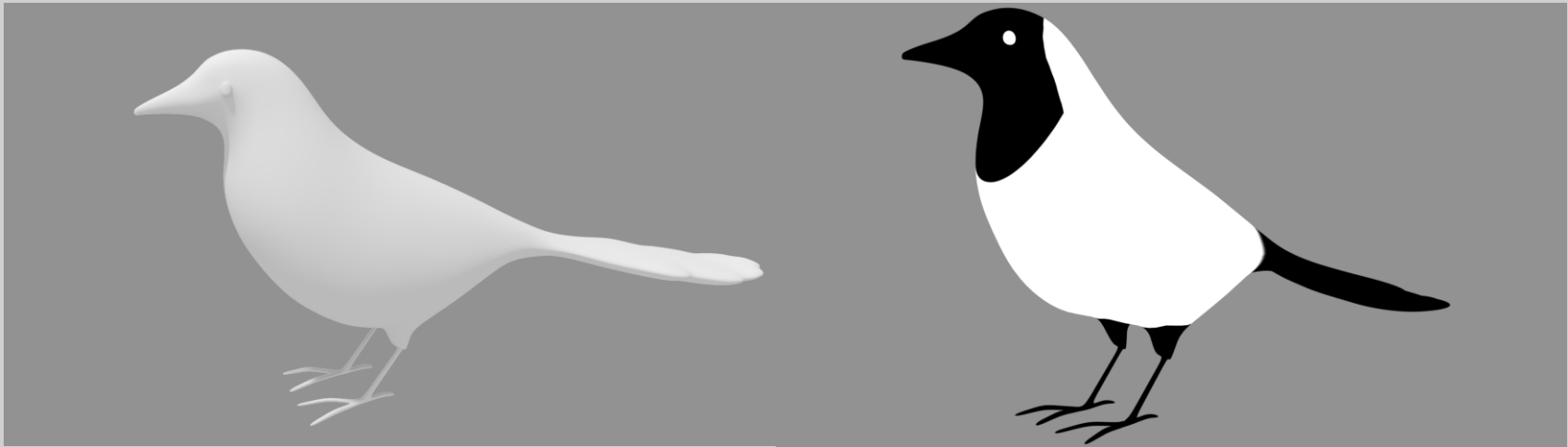
September 2021
A composition concept render.



September 2021
(Above) the original jellyfish concept illustration followed by (top) the 3D model version.

(right) A composition concept render.



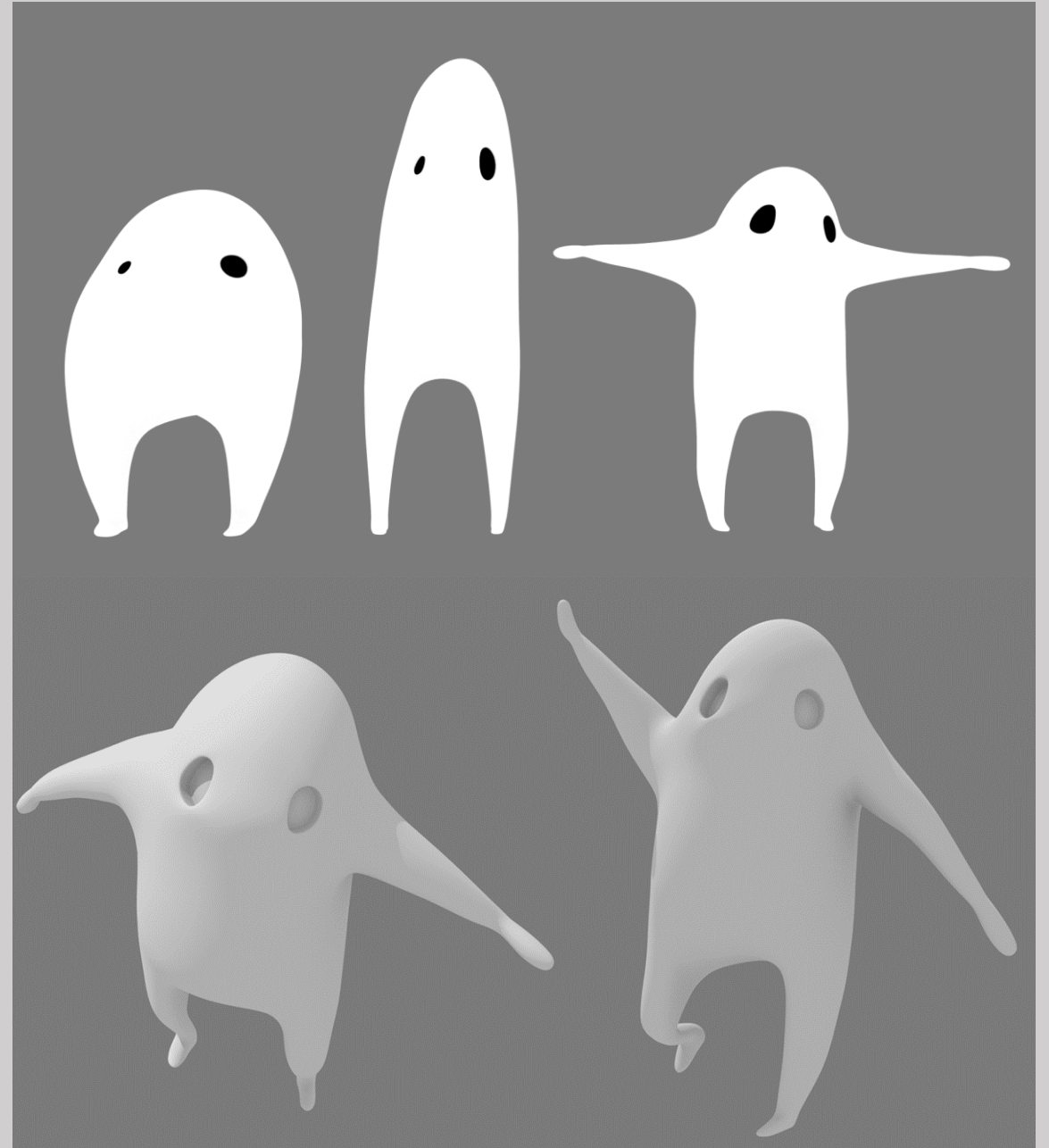


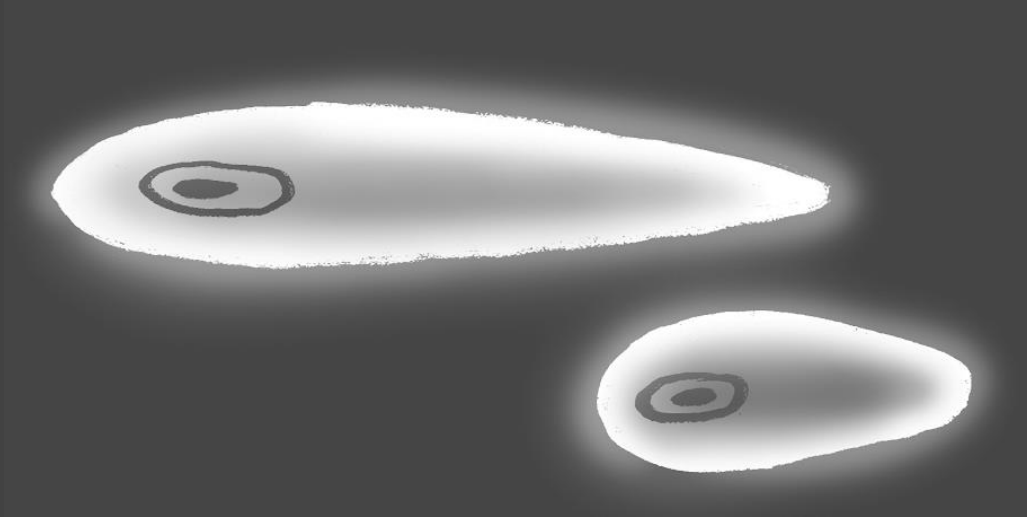
October 2021
Textured and untextured magpie model
renders.



October 2021
(Above) the original kami spirit concept illustrations depicting three silhouette variations.

(right) Textured and untextured 3D models.

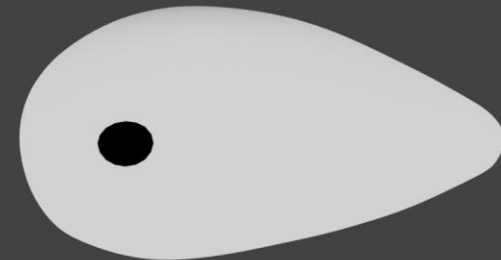
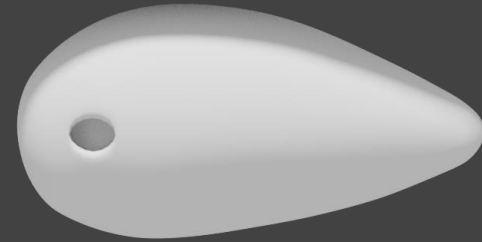
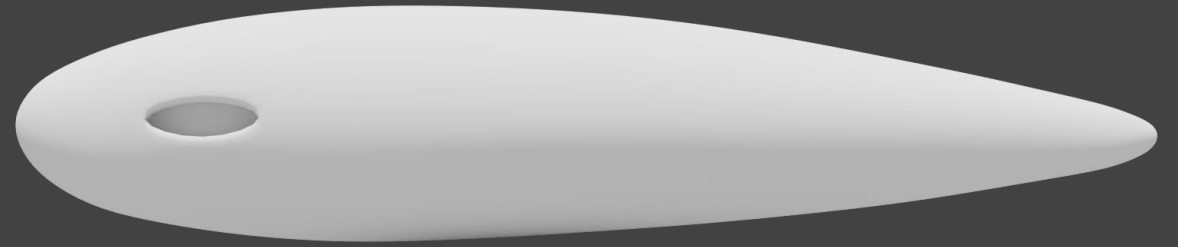


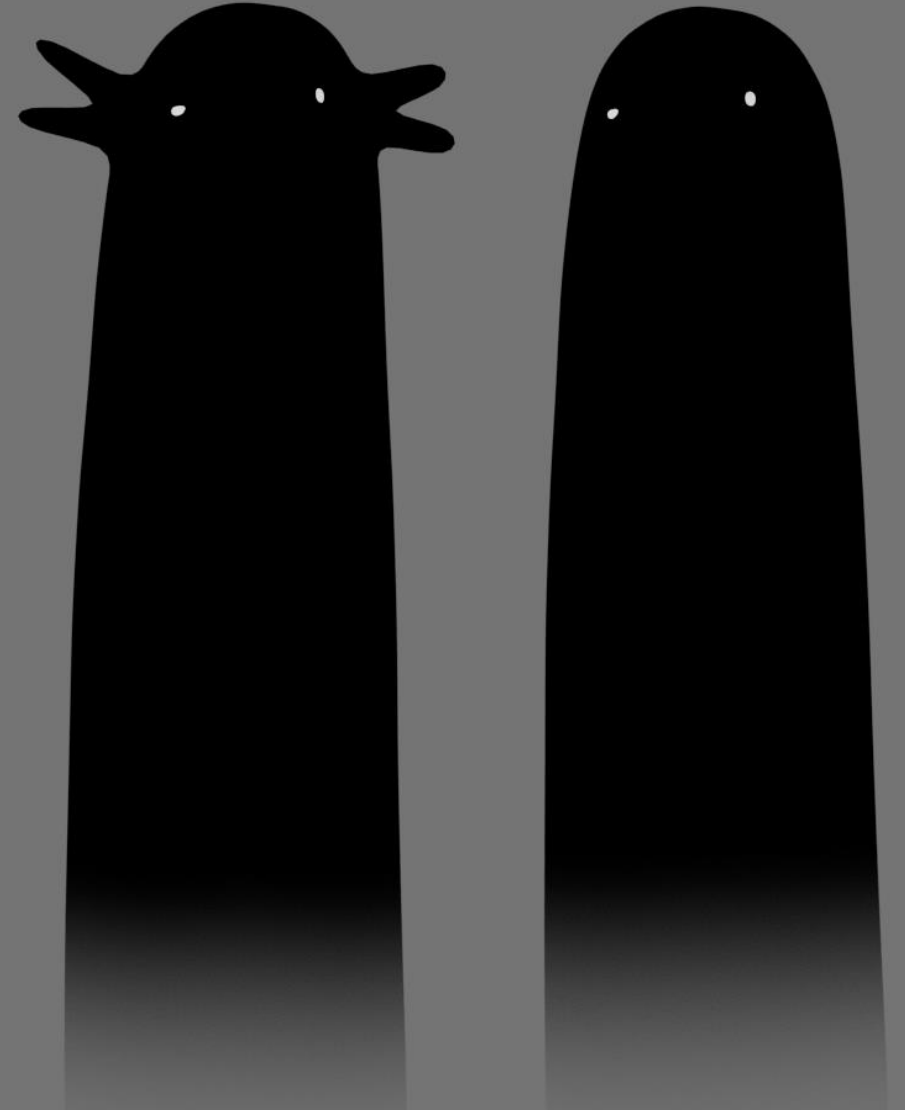


October 2021

(Above) The original fish concept illustrations depicting two silhouette variations.

(Right) Textured and untextured 3D models.





October 2021

(Above) The original ghost kami spirit concept illustrations depicting two silhouette variations.

(right) Textured renders, to test transparency ramps.

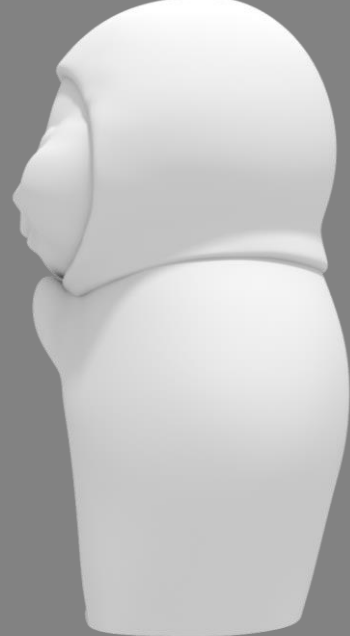
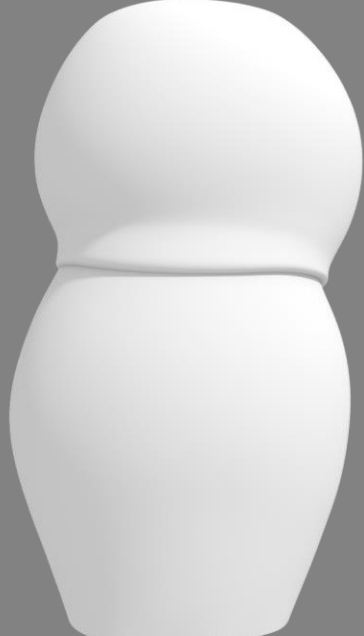
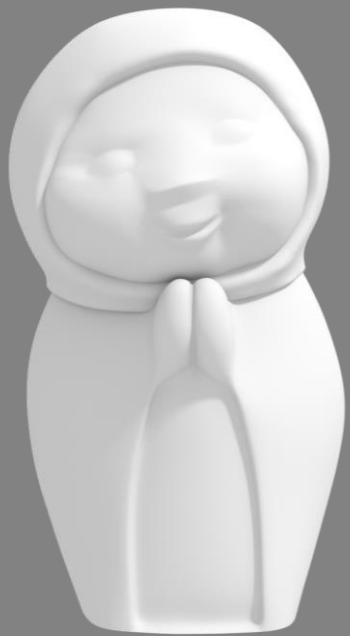


October 2021

(Above) The original hessian basket concept illustrations.

(right) Textured and untextured hessian basket 3D renders.

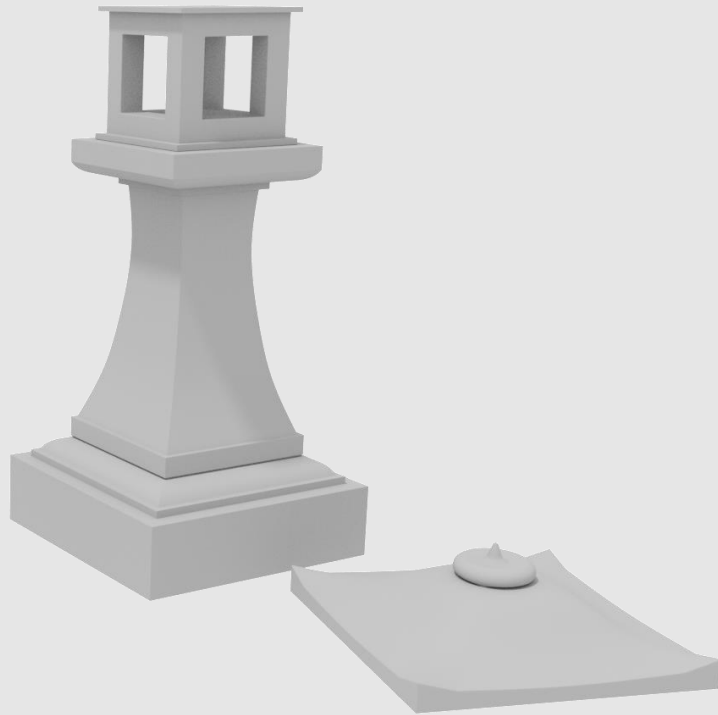




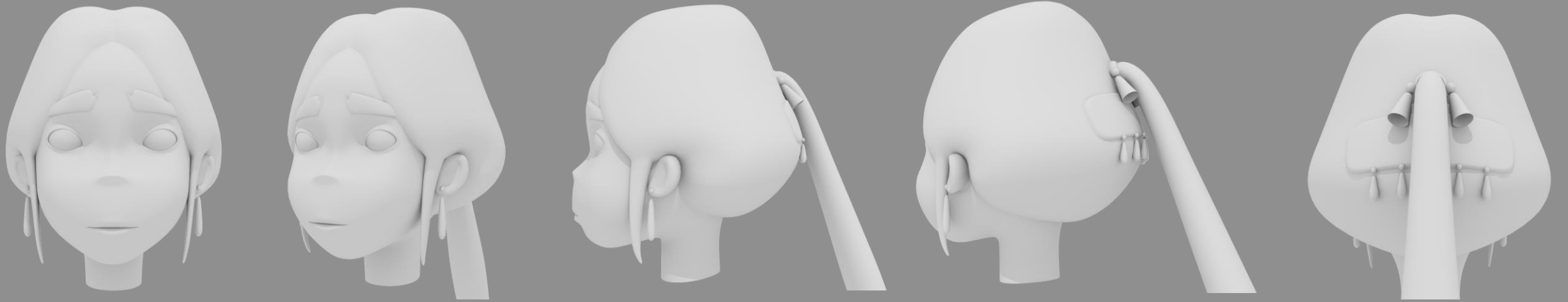
October 2021
Textured and untextured Jizo Statue models.



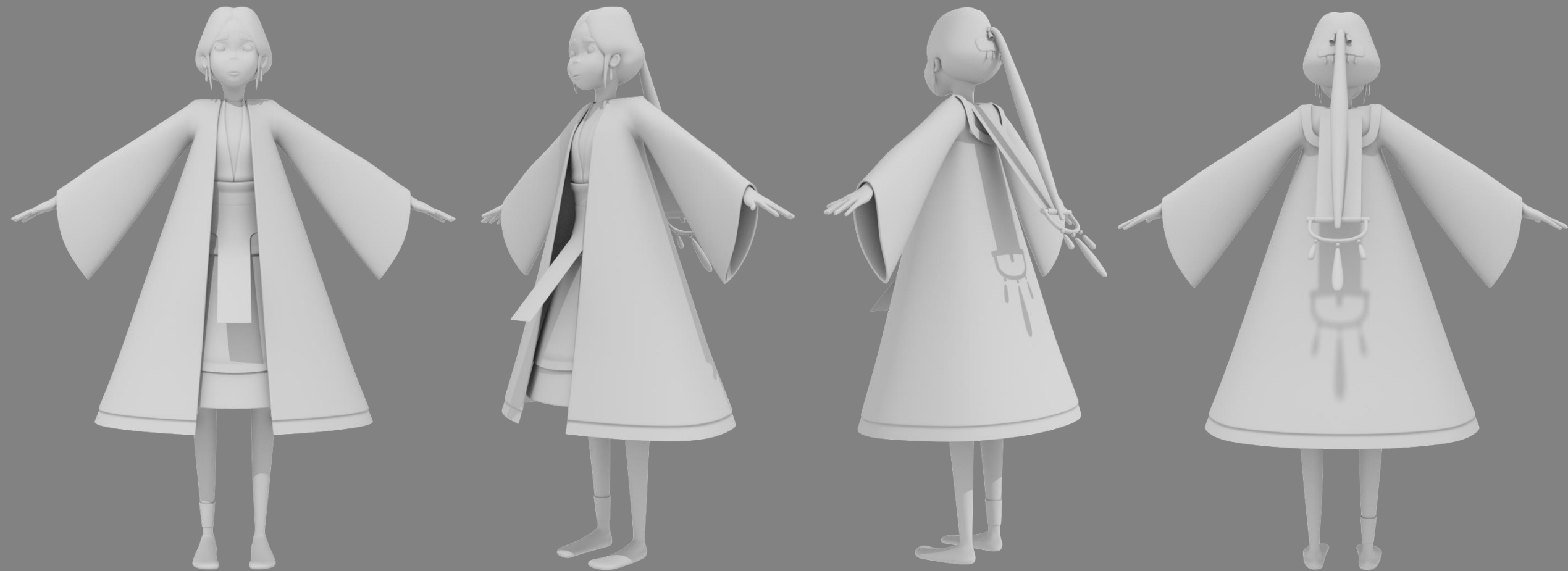
October 2021
A textured rock assortment.



October 2021
Textured and untextured Toro lantern models.



December 2021
Textured and untextured render of Gin's 3D head.



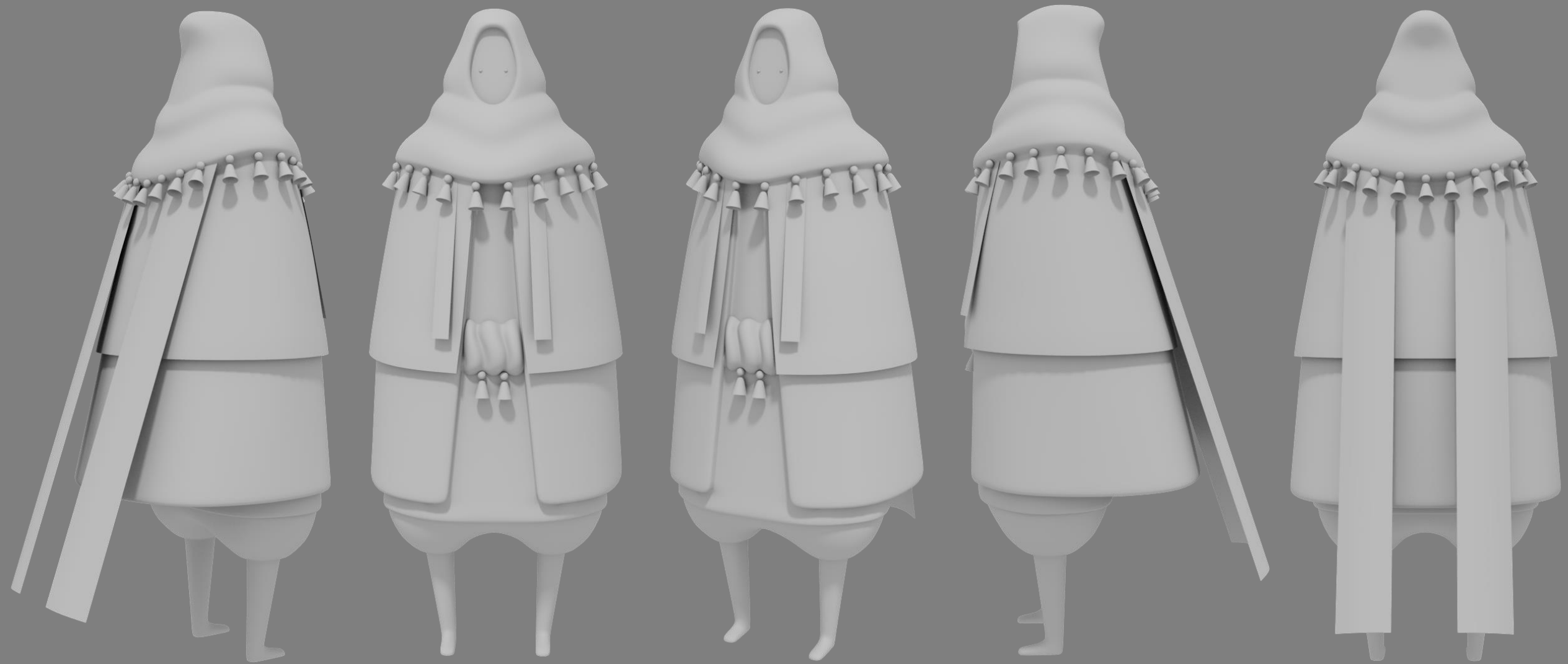
December 2021
Untextured renders of Gin's 3D body.



February 2022
Textured and posed renders of Gin, fitted with a full body rig.



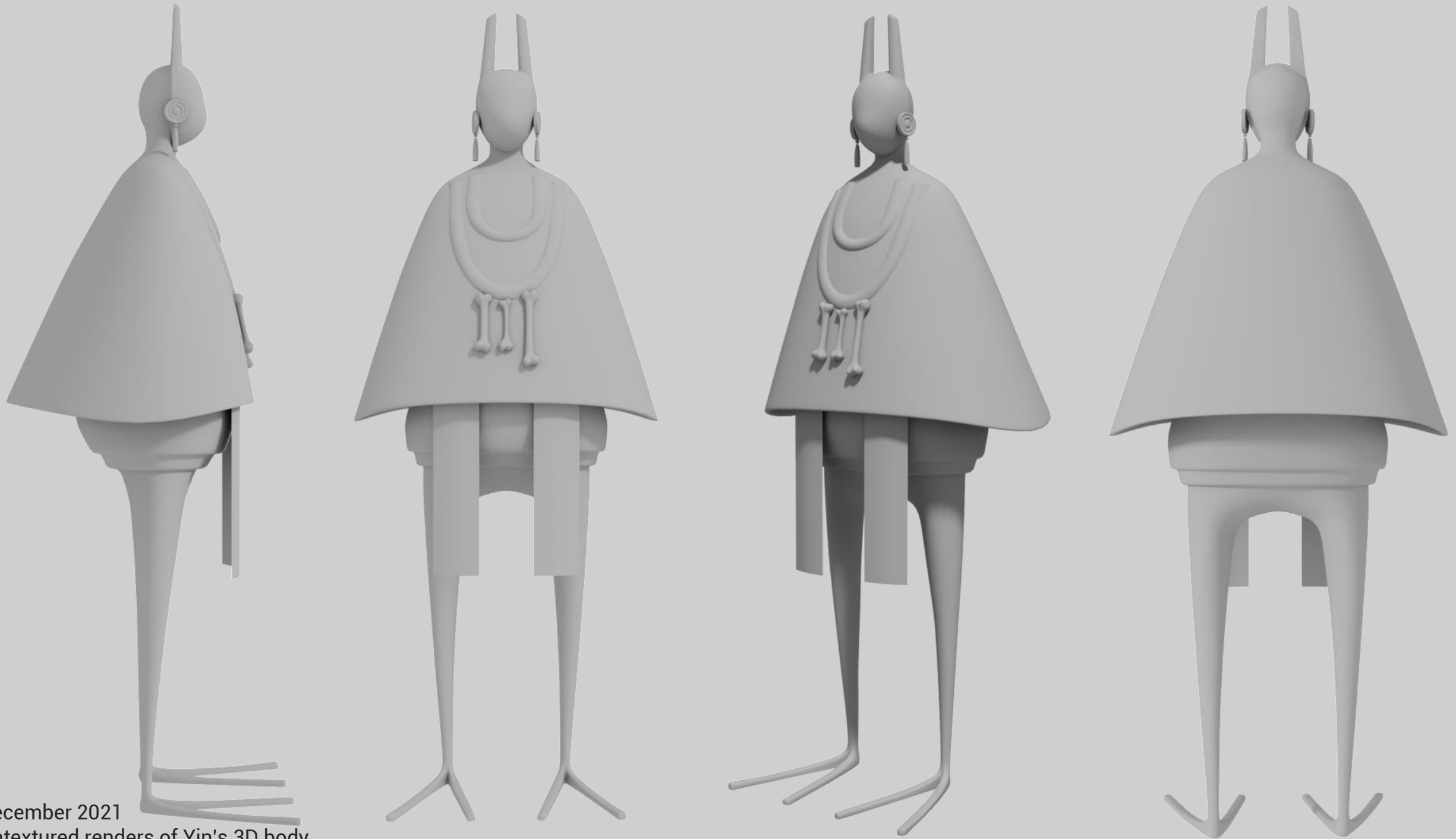
February 2022
Gin's facial expressions achieved using blend shapes.



December 2021
Untextured renders of Yang's 3D body.



February 2022
Textured renders of Yang, fitted with a full body rig.



December 2021
Untextured renders of Yin's 3D body.

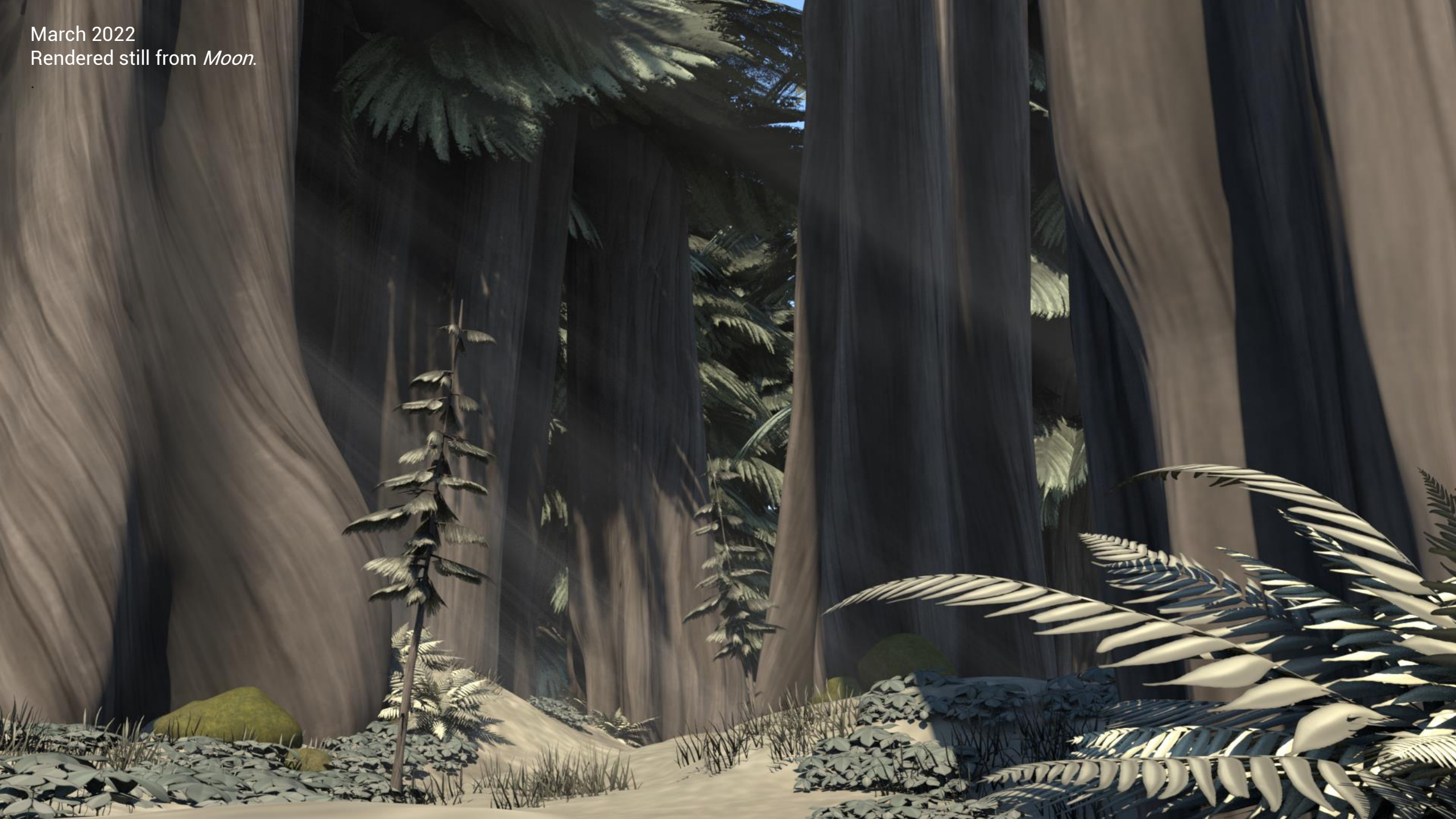


February 2022
Textured renders of Yin, fitted with a full body rig.



February 2022
Rendered portraits of Yin and Yang.

March 2022
Rendered still from *Moon*.







March 2022
Rendered still from *Moon*.





March 2022
Rendered still from *Moon*.

