

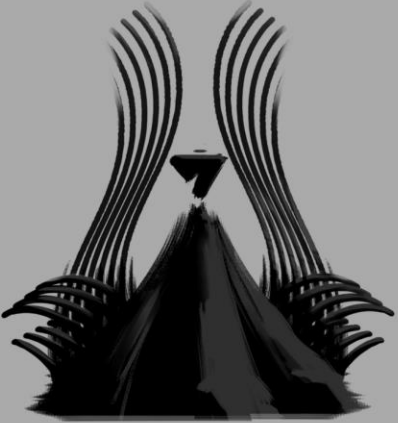
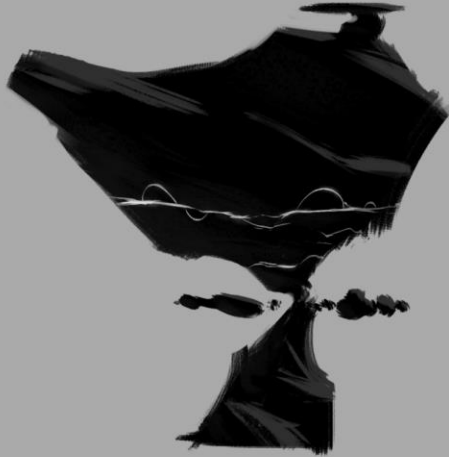
FMP Production



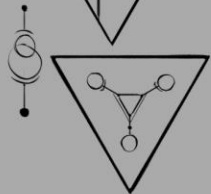
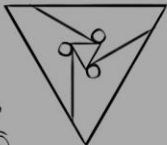
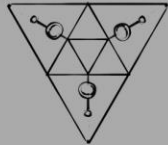
Daniel Pink

Week	1/2	8/2	15/2	22/2	1/3	8/3	15/3	22/3	29/3	5/4	12/4	19/4	26/4	3/5
Stage 1: scene thumbnailing – for 2 to 4 flashy keyframe artworks	Yellow													
Stage 2: environment mock up – 3d, spend time getting to grips with blender		Blue	Blue	Blue										
Stage 3: Character sheets/line up					Orange	Orange								
Stage 4: prop sheets – plus possible rover/vehicle design – possible creature design? (stretch goals)							Green							
Stage 5: Final keyframe paintings								Gold	Gold	Gold	Gold	Gold		
Stage 6: Polish & safety net time – character headshots as a stretch goal, if everything else is completed early													Red	Red

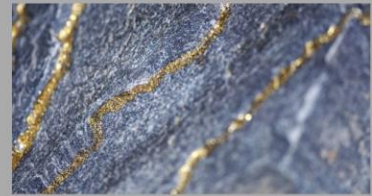
Production schedule for this unit, from the pre-production unit – building on all the research undertaken in the pre-production unit. This schedule ended up serving more as a loose guide as certain aspects took much longer than expected – this schedule was quite overambitious



Nazca Lines?



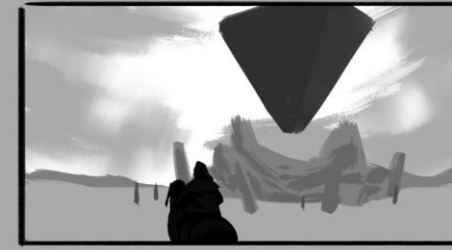
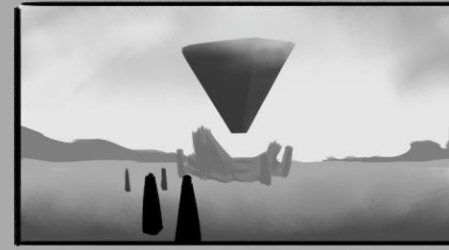
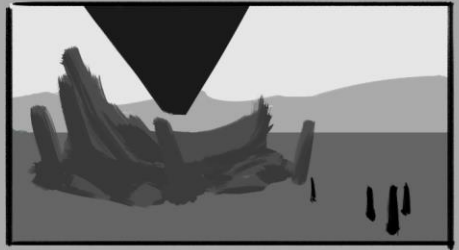
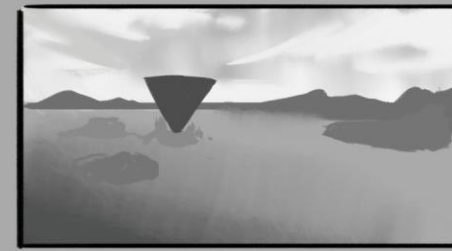
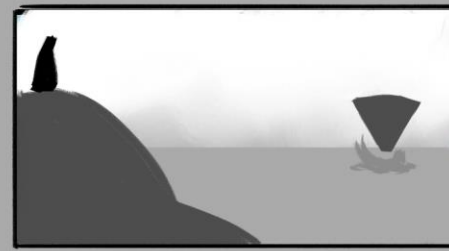
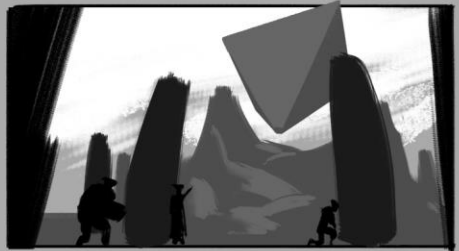
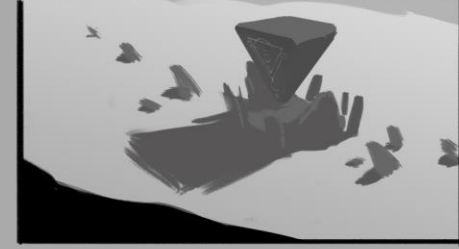
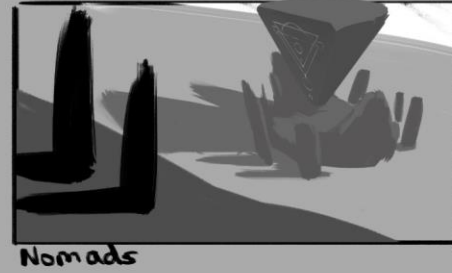
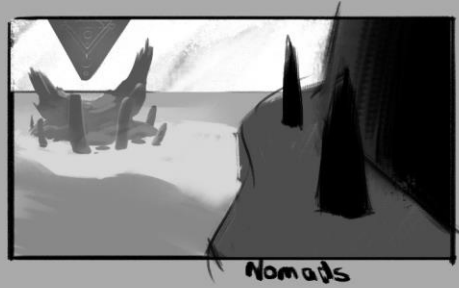
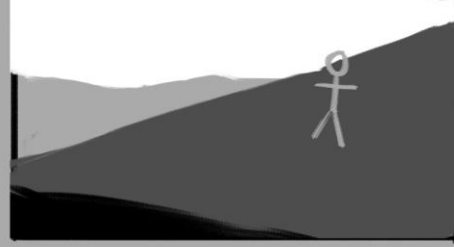
Carved shapes reflecting artifact?

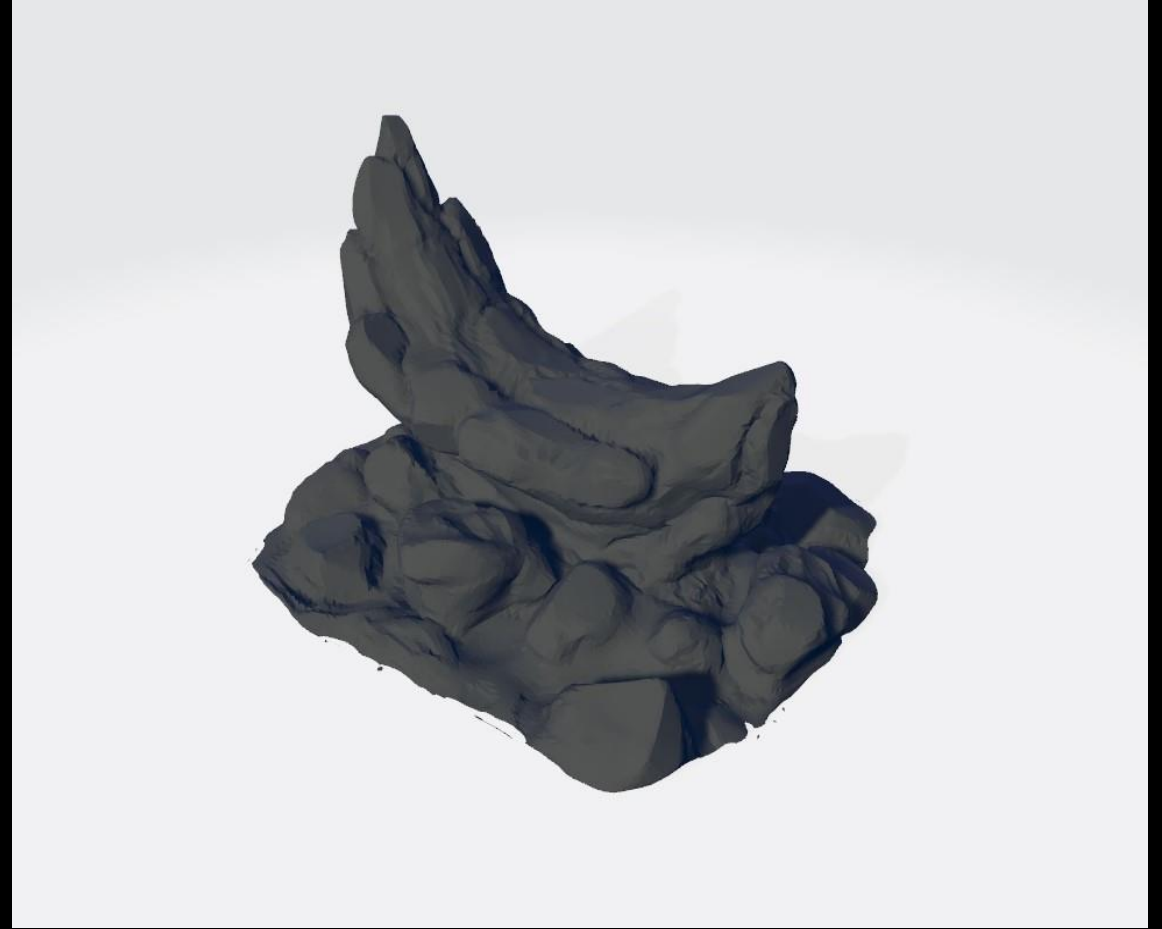
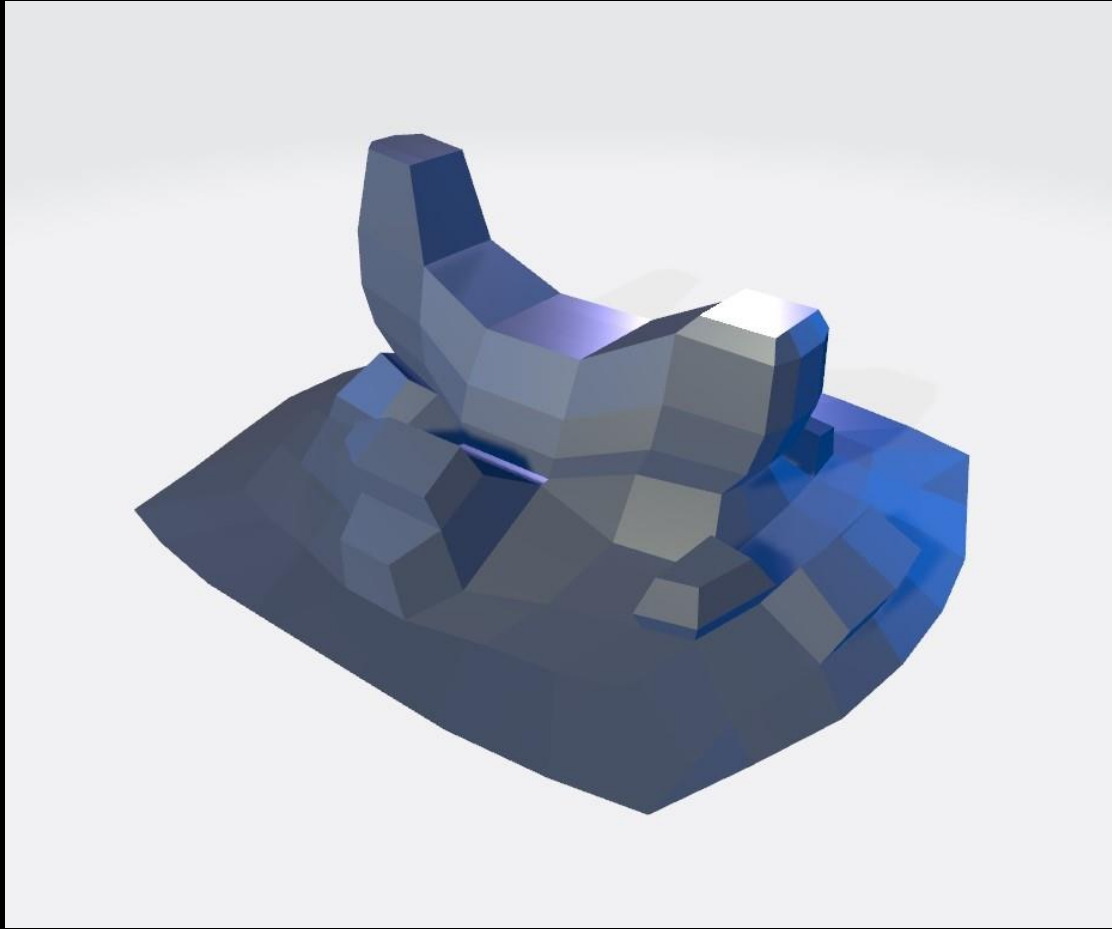


Developing ideas for the artifact, building on thumbnails from pre-production

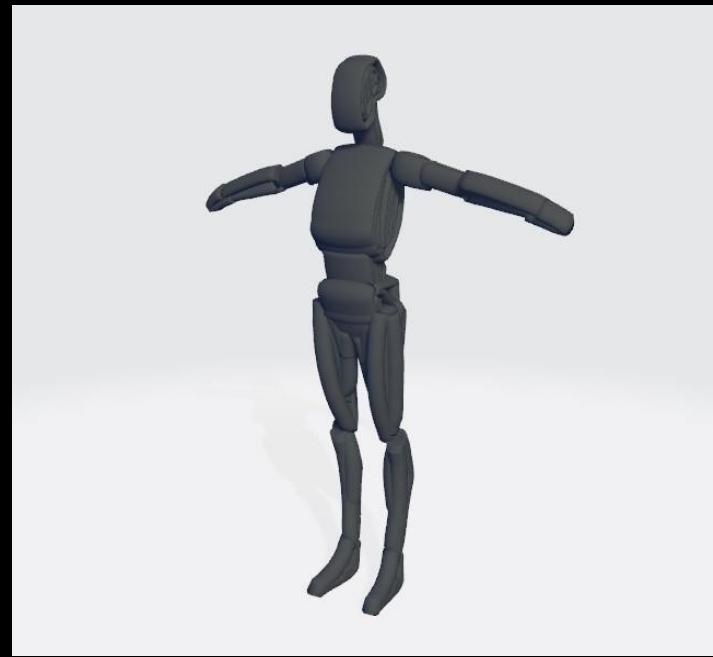
Wide shot of artifact
Astronaut teleport
Introduce nomads & warband

Prophecy of astronaut
on rocks?





Rock shape blocked out in Blender
and then refined in ZBrush



Maquettes made using QuickCurve add-on with some tweaks using Blender sculpting

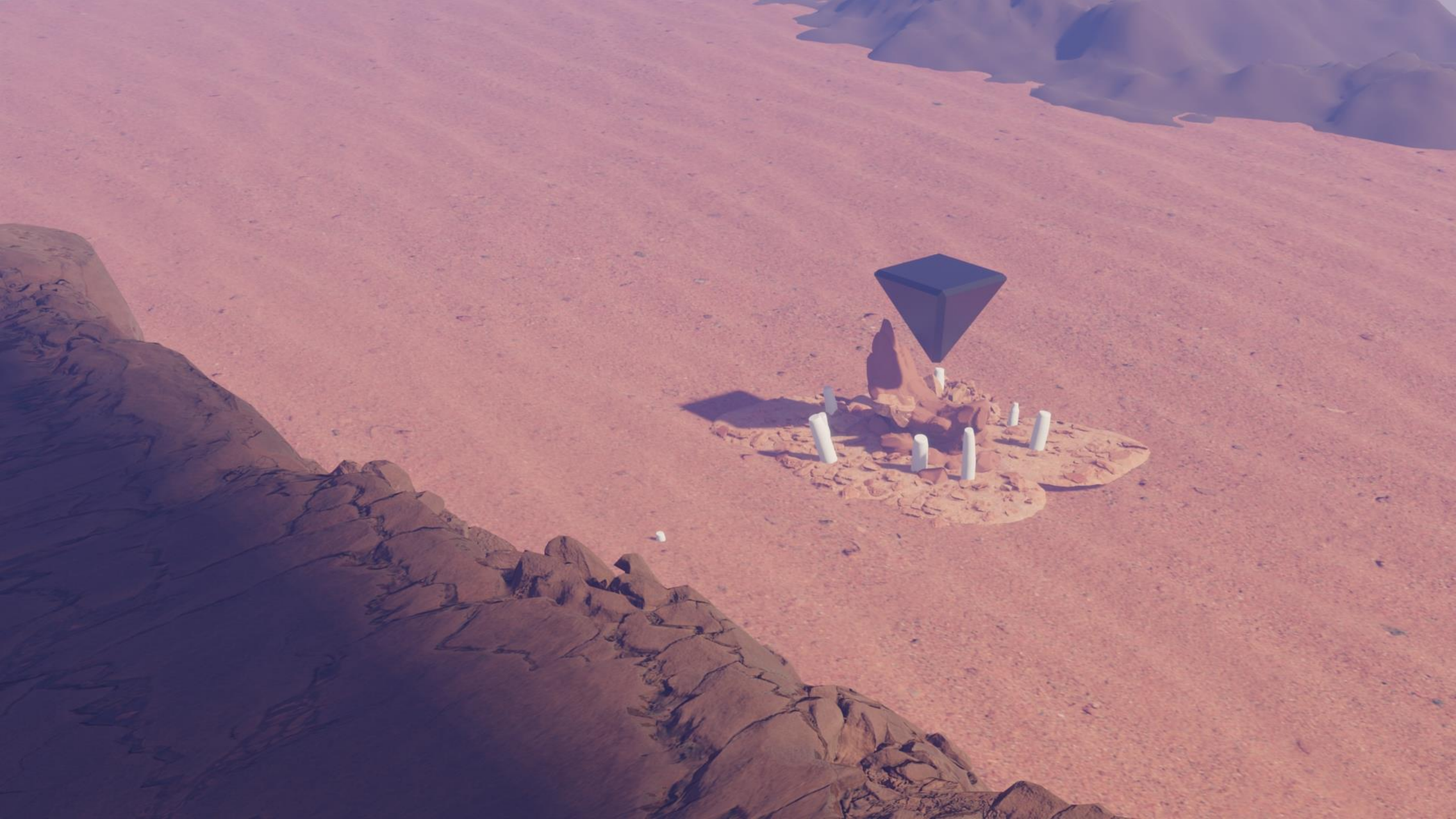
(Preliminary Blender renders, primarily based on the initial thumbnails, as well as other experimentations. Rendered out in Eevee.)













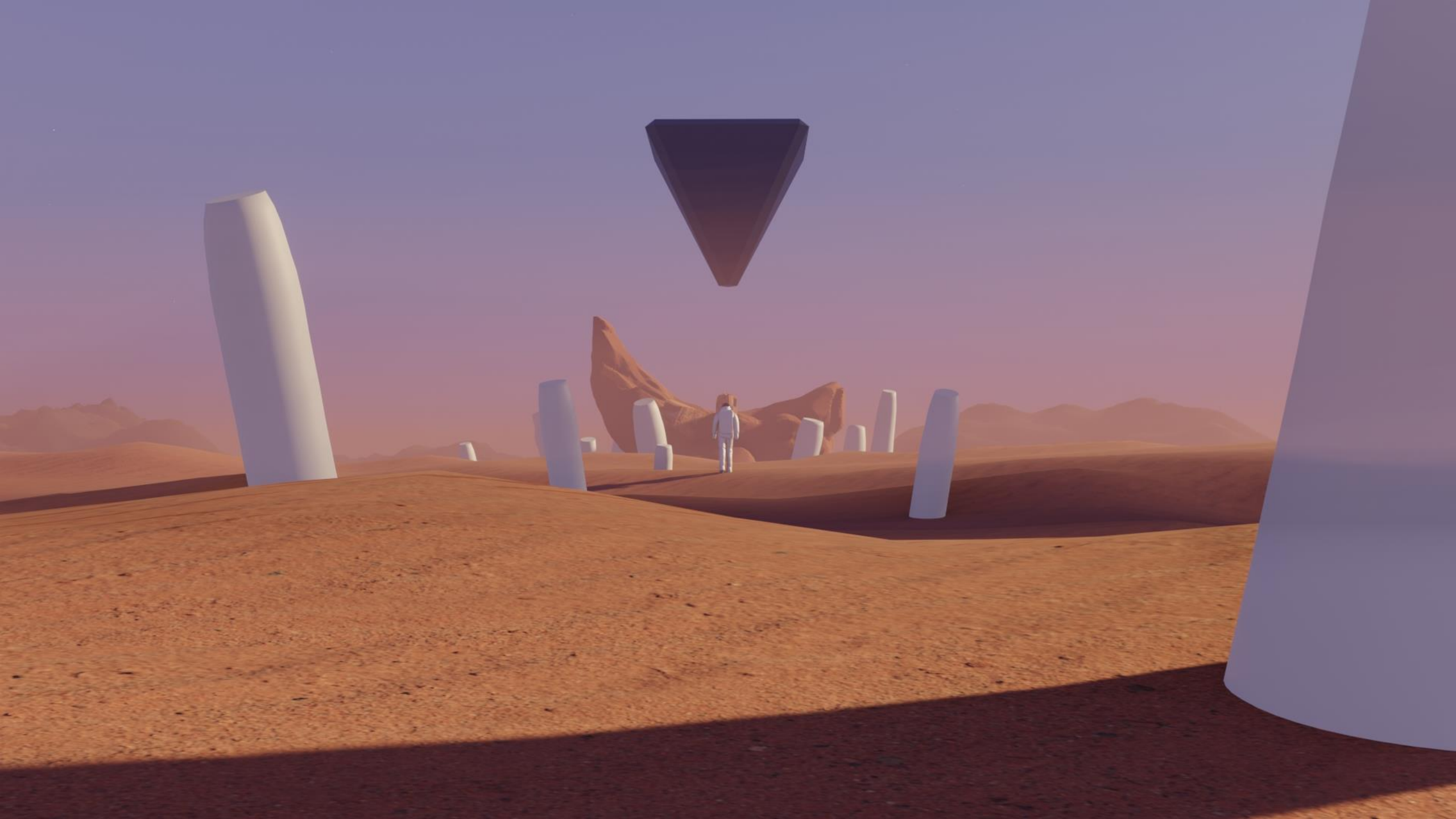


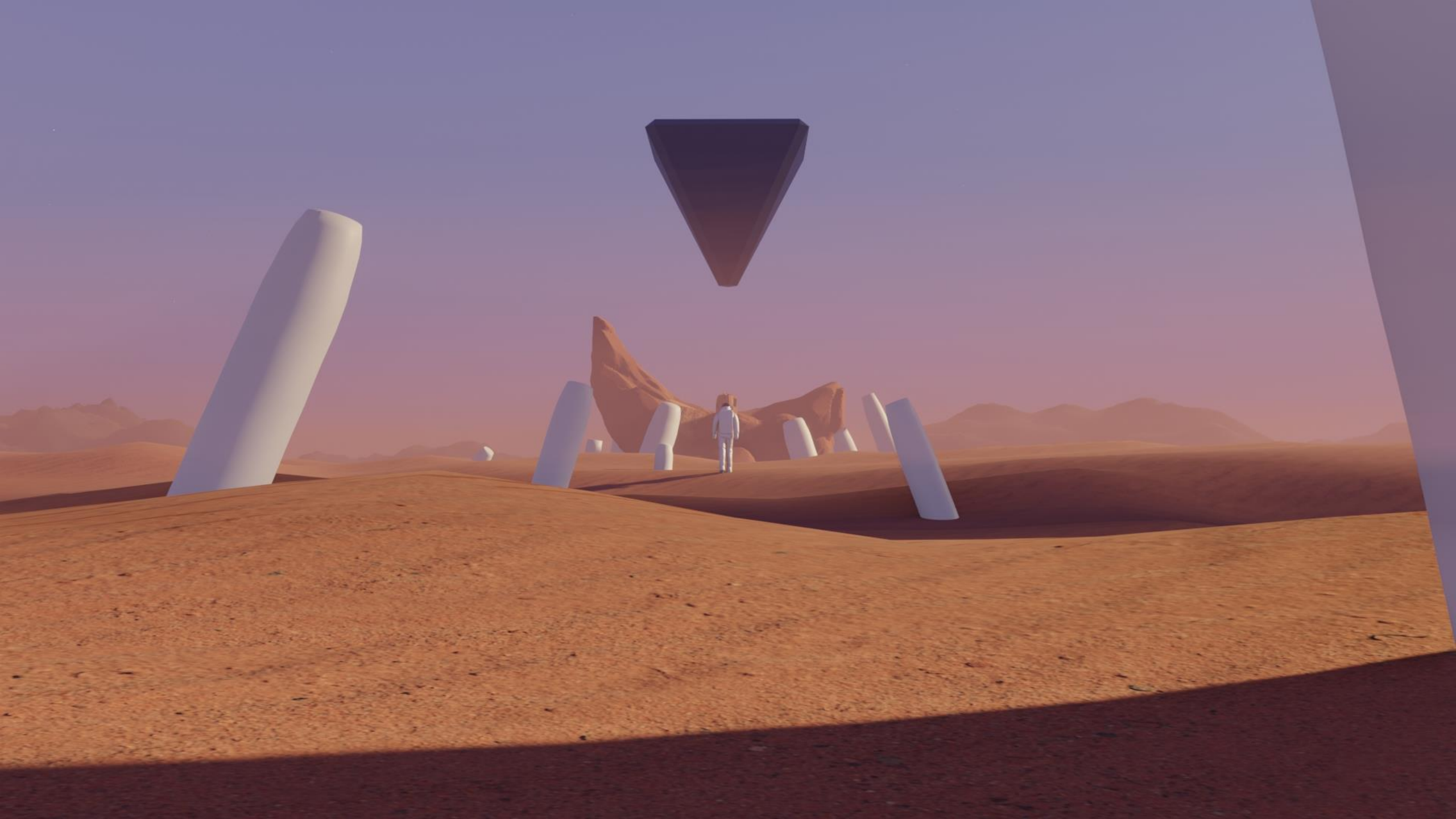


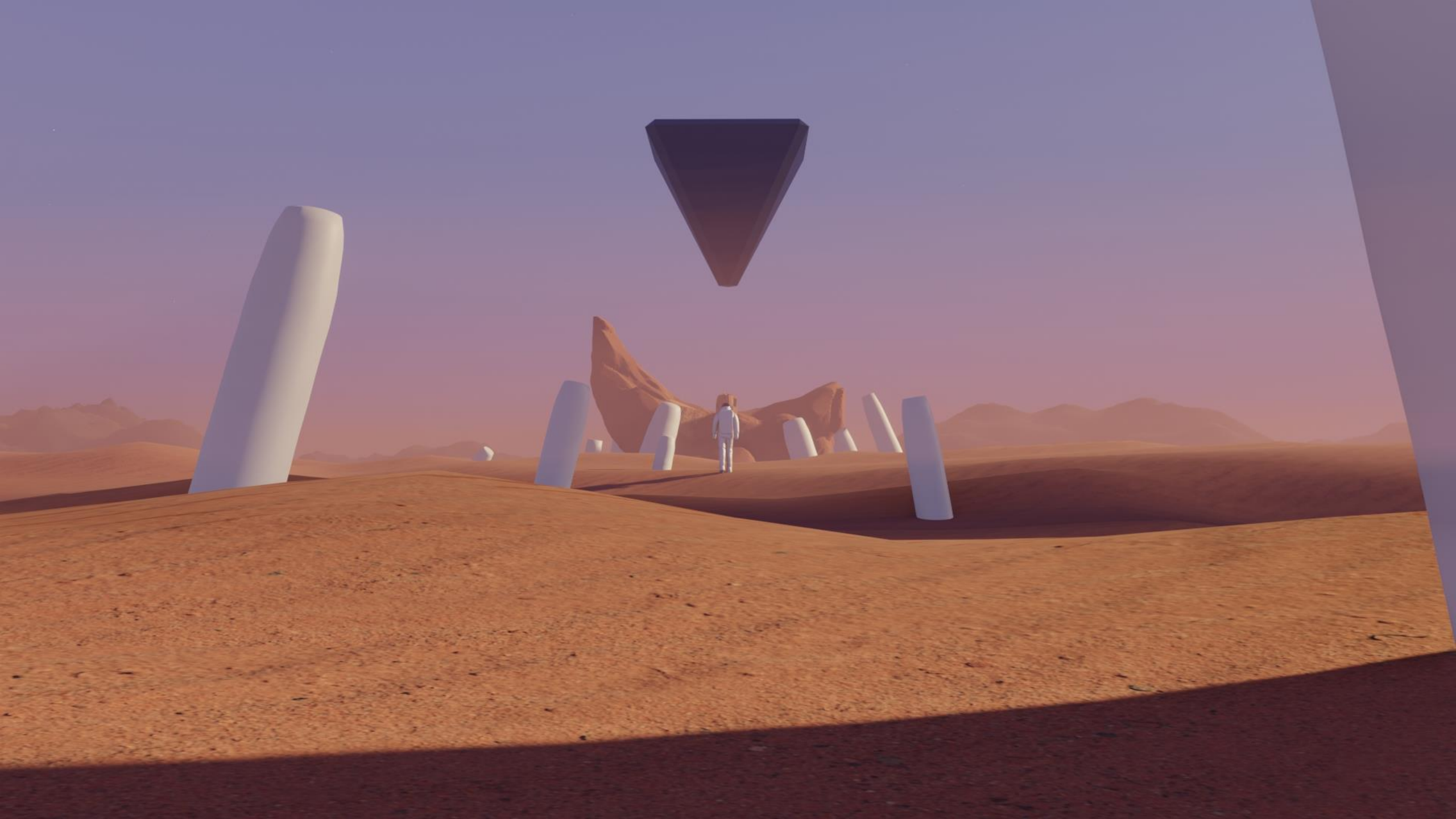


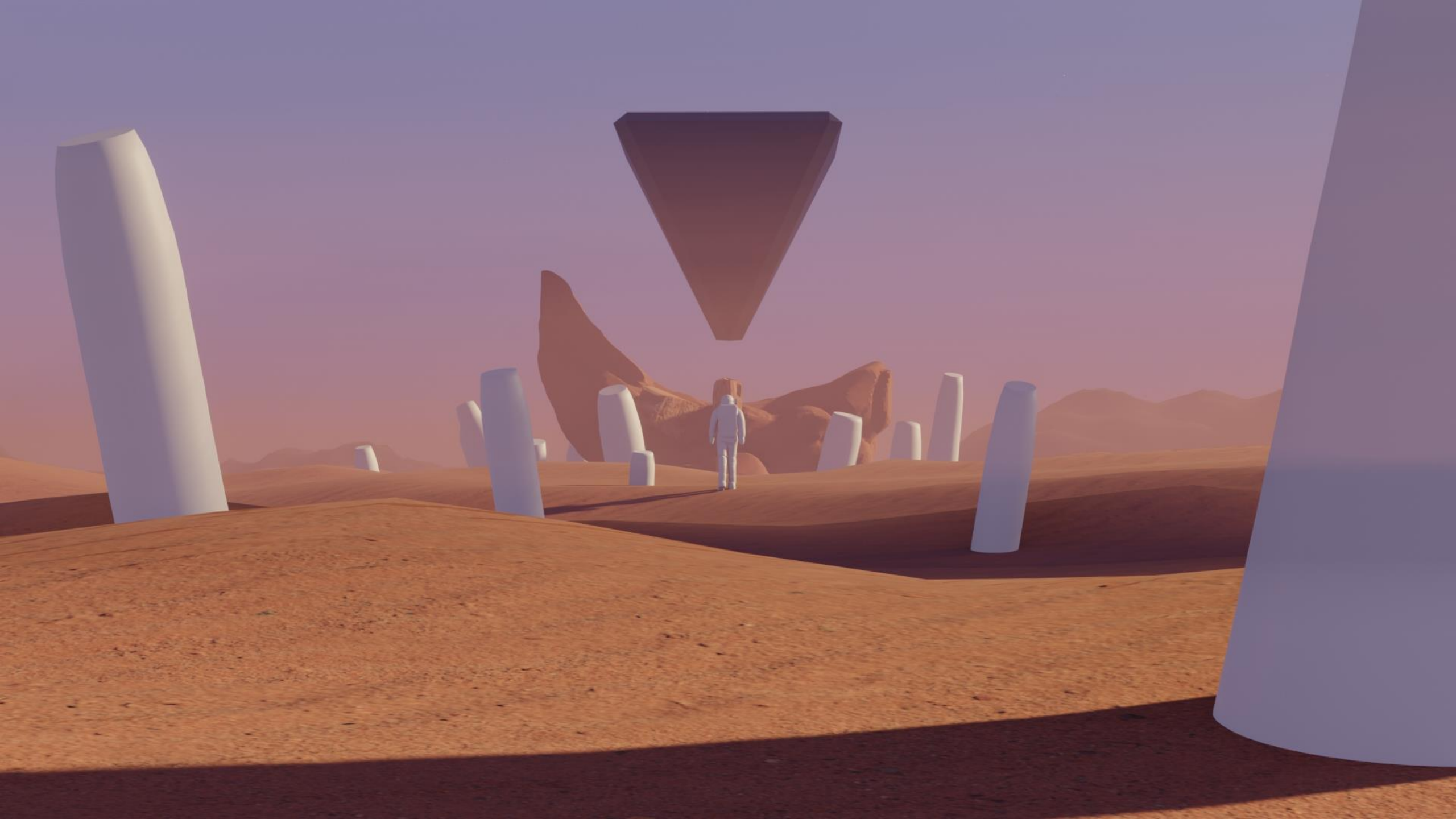










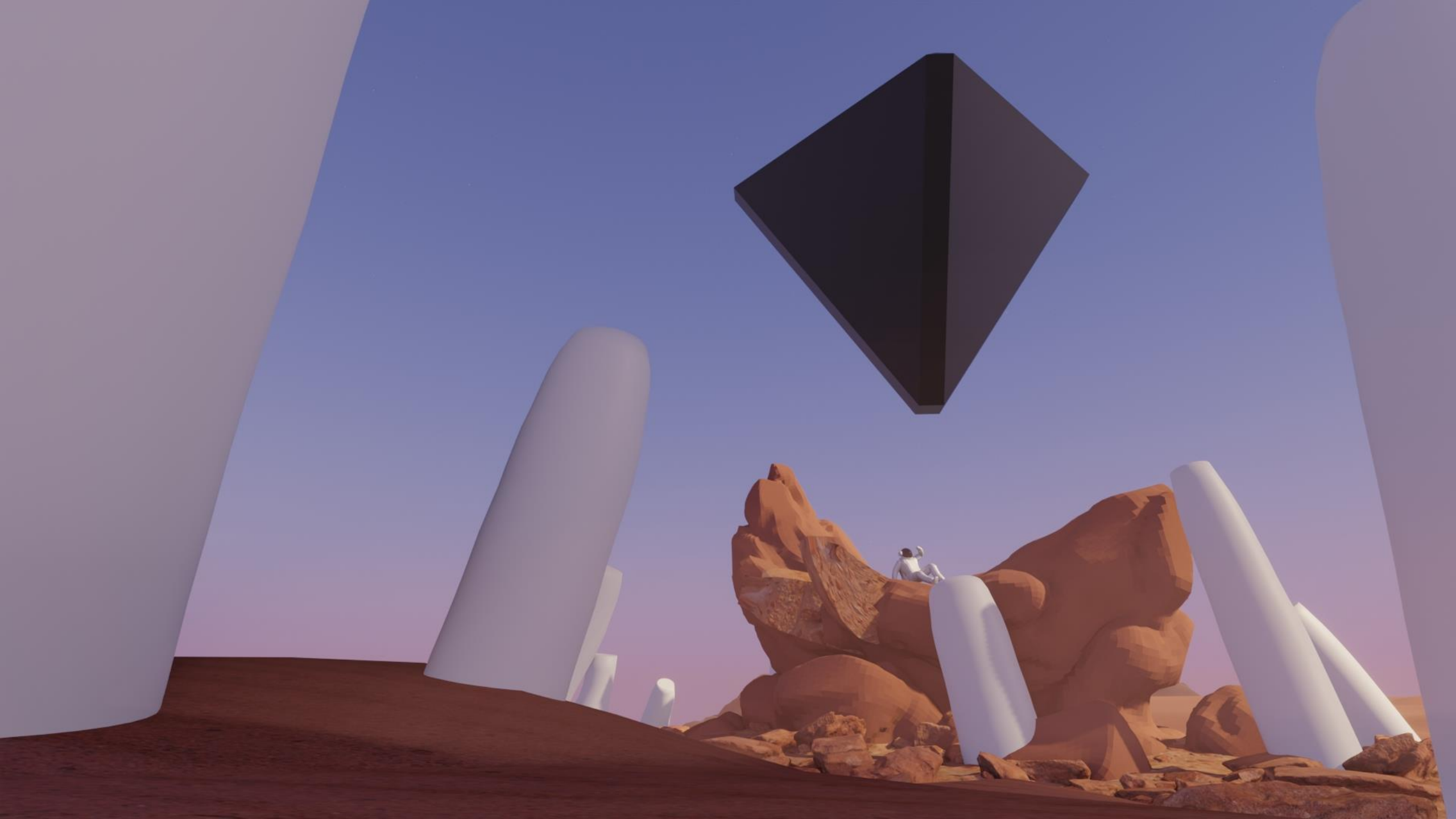




















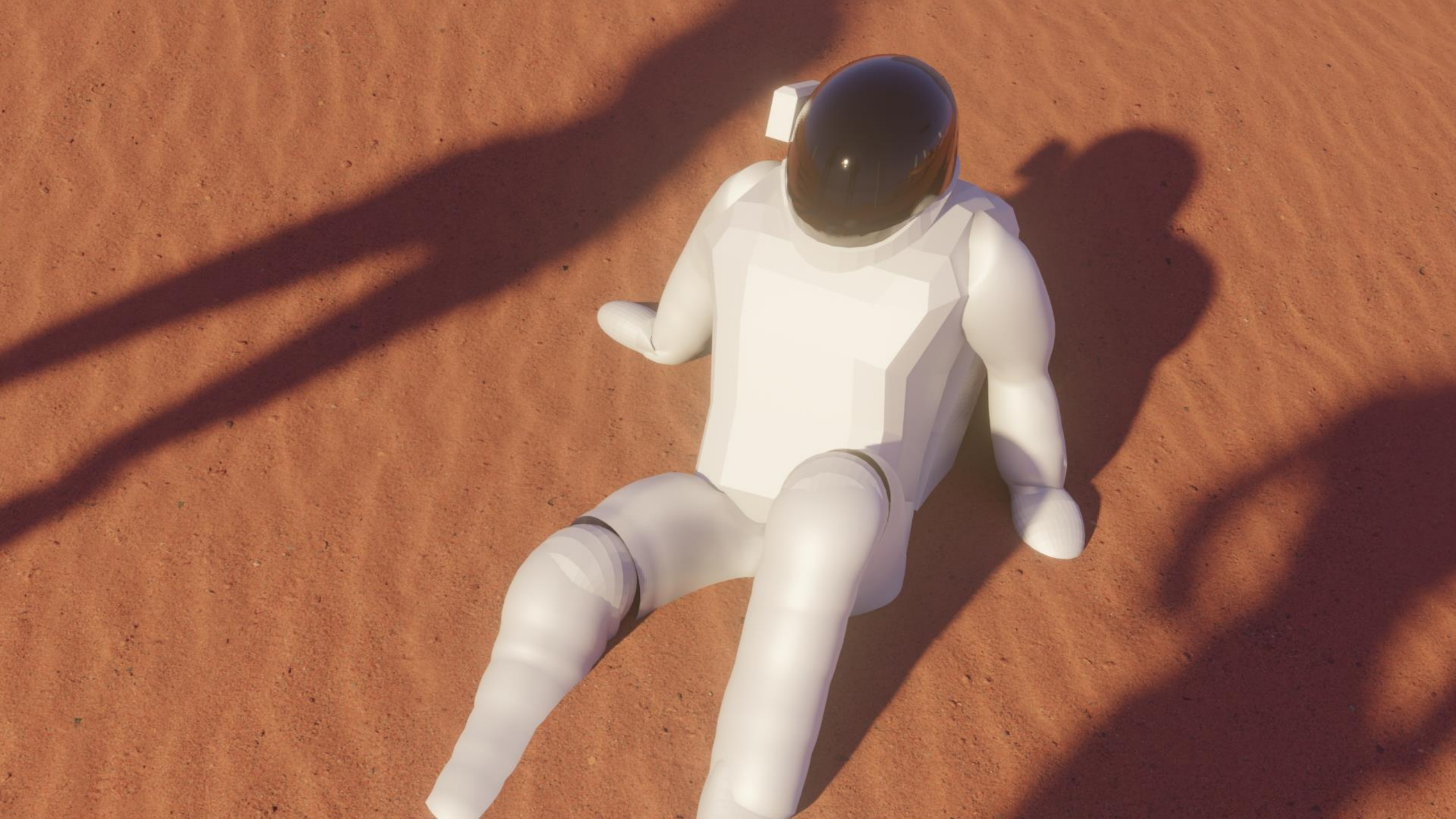




























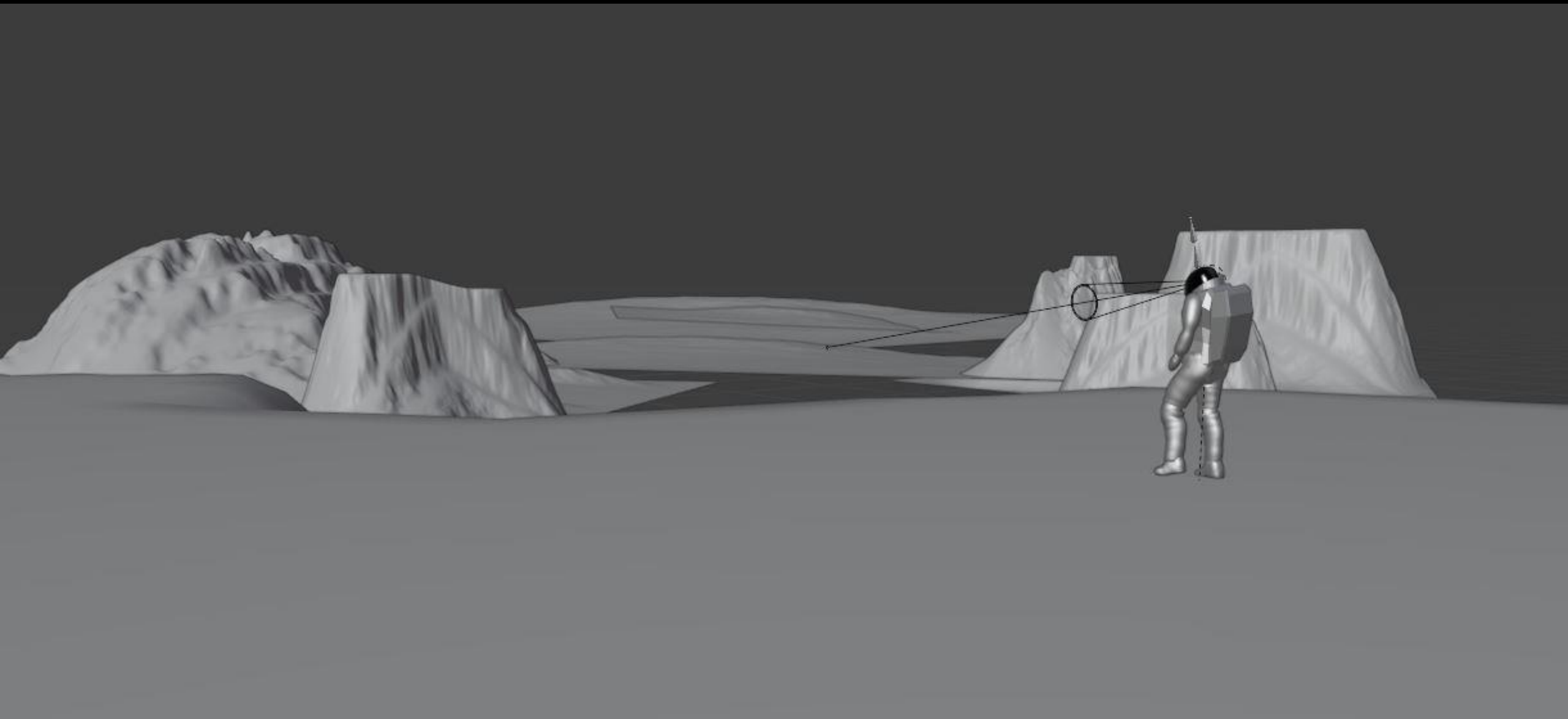






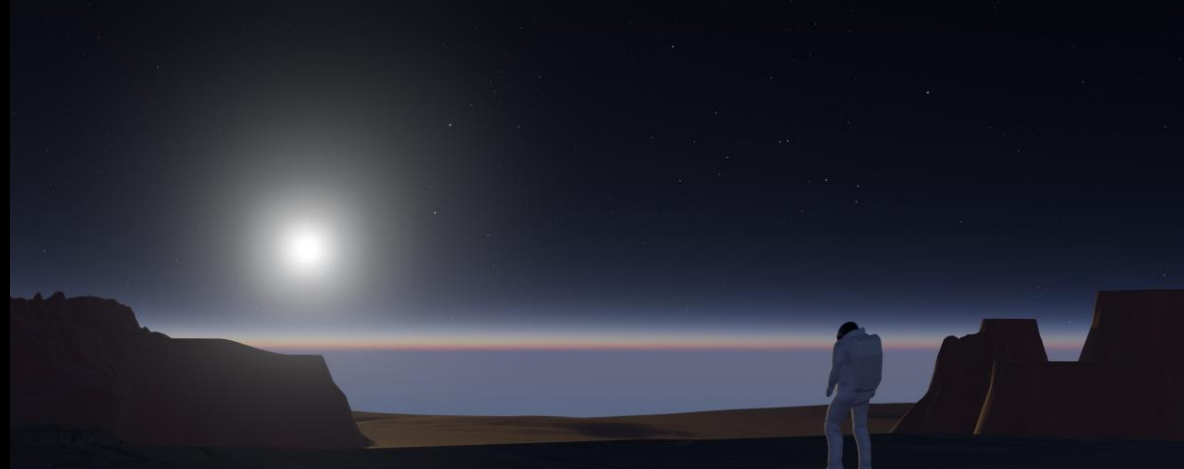




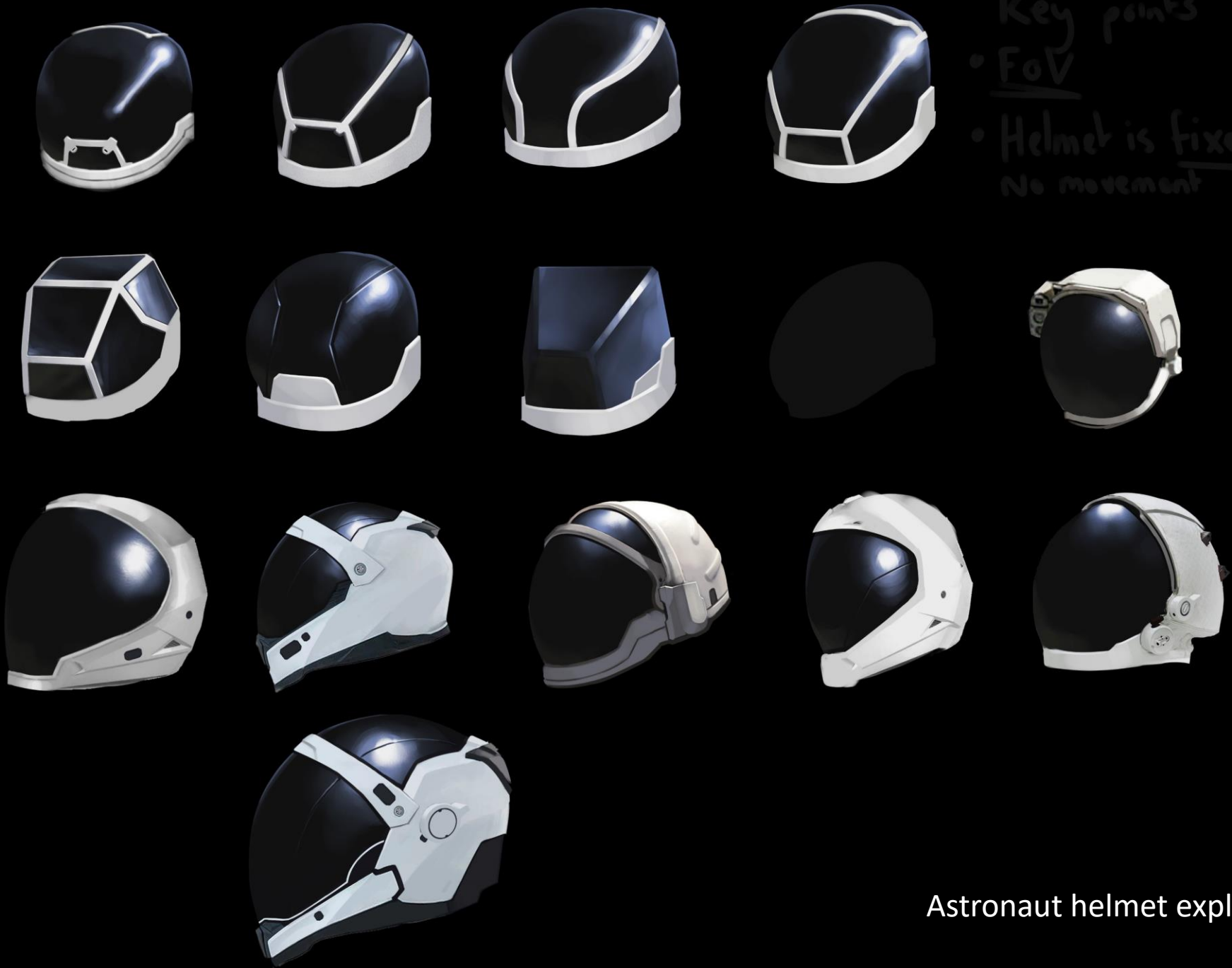


Un-shaded Blender viewport

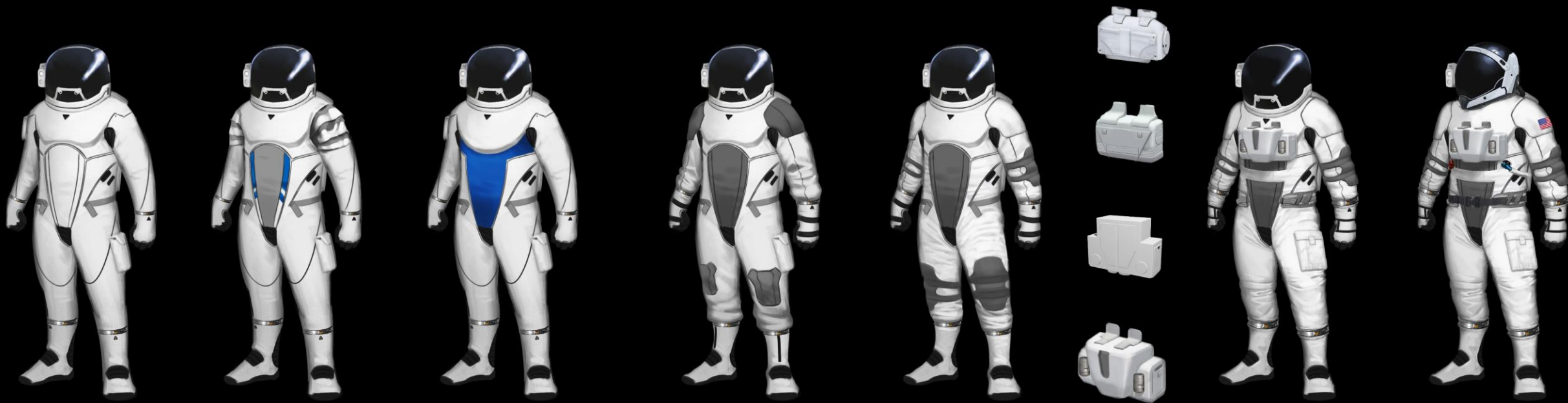
Full render
Shadow pass
Clown pass







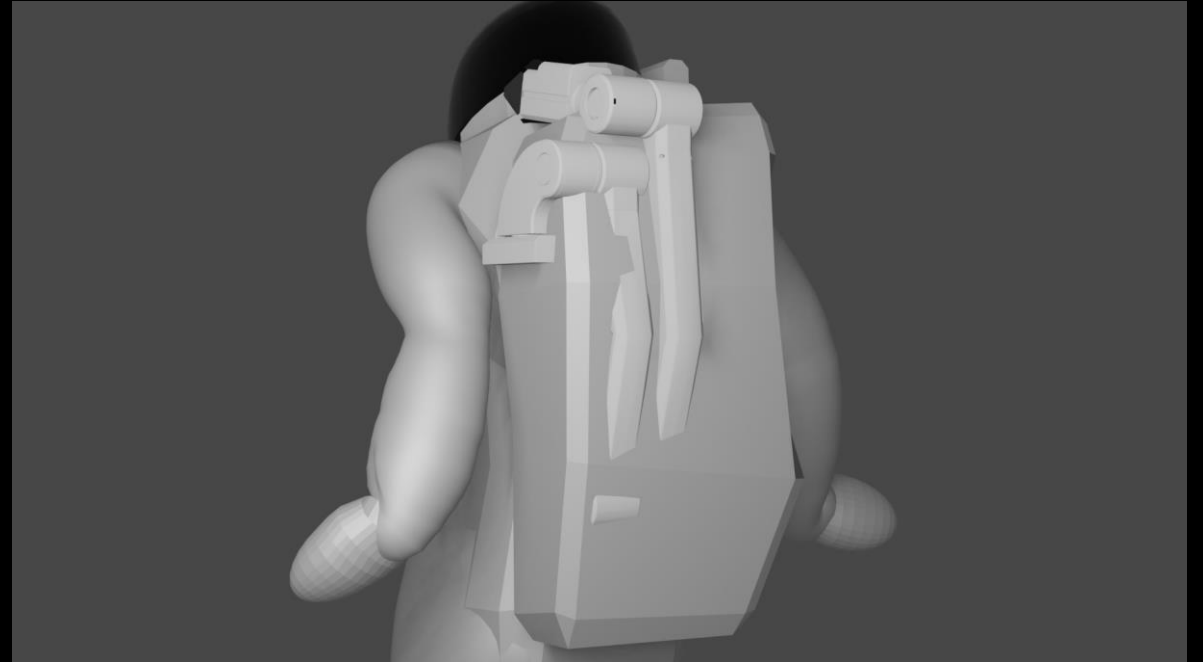
Astronaut helmet exploration



Astronaut suit exploration

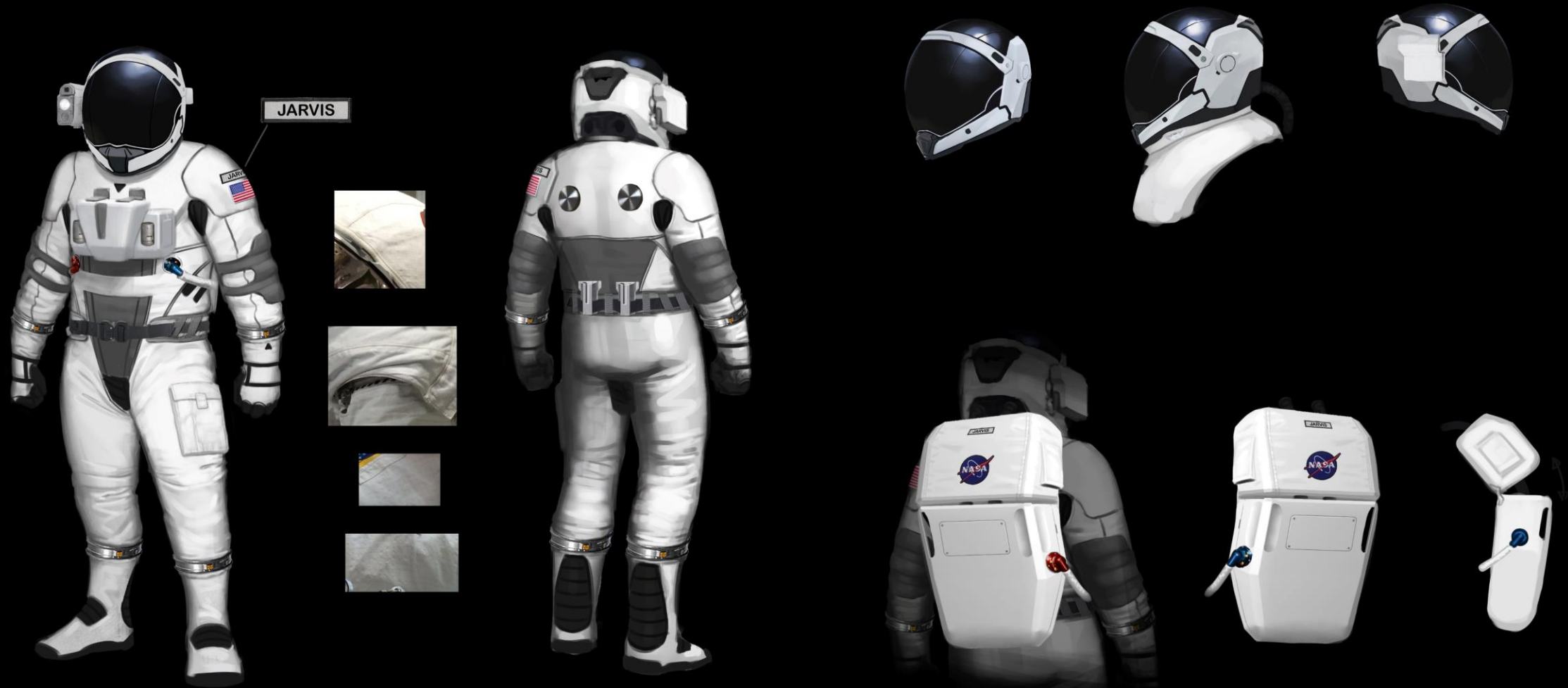


Final helmet



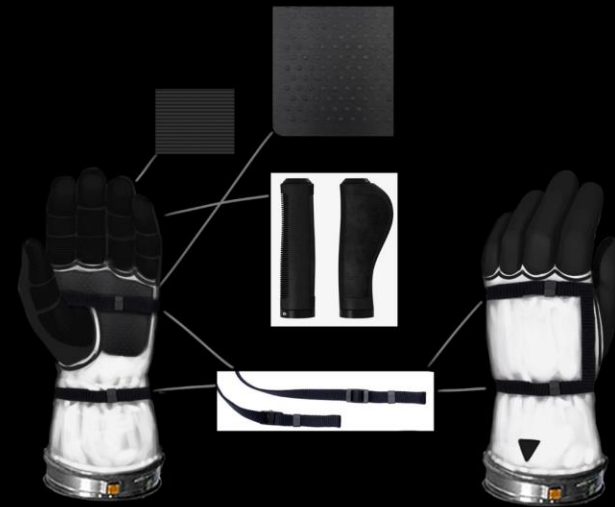
Renders initially used to mock up the backpack and layout the camera arm – this ended up being scrapped however as it looked quite clunky and cluttered the silhouette.

"Jarvis" - The Astronaut



Astronaut model sheet

"Jarvis" - The Astronaut



Astronaut model sheet



Needs to look less threatening / aggressive



Smoother & less textured?
"Younger"

"Scitian" head refinement/exploration – overall look and colour tests



Rough mock up in blender for
lighting reference

Leader - old/wise
- prophet?



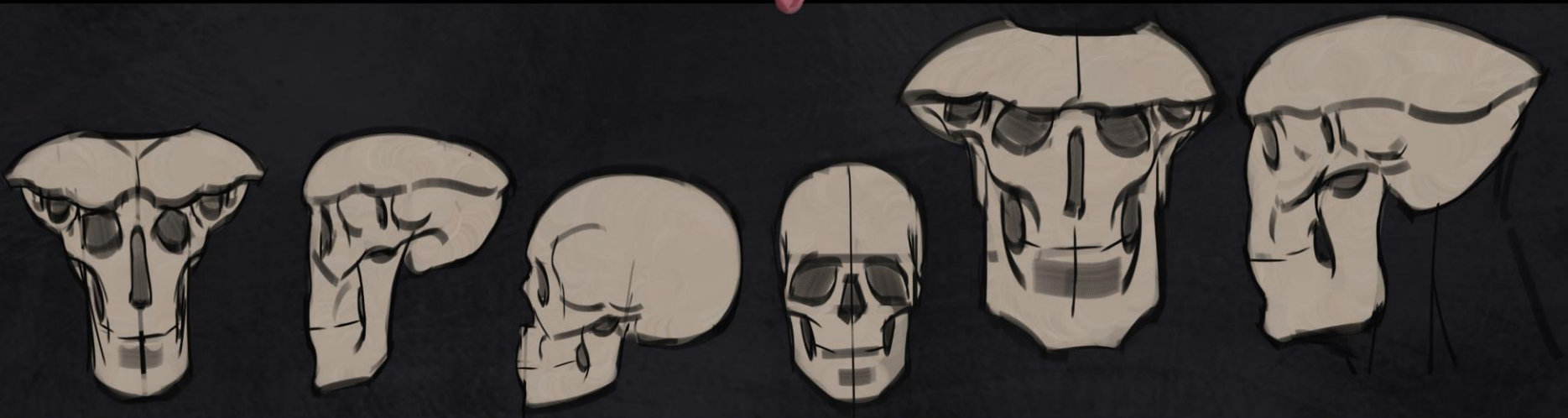
Science guy



Architect



Labour



Scitian Leader

The Leader



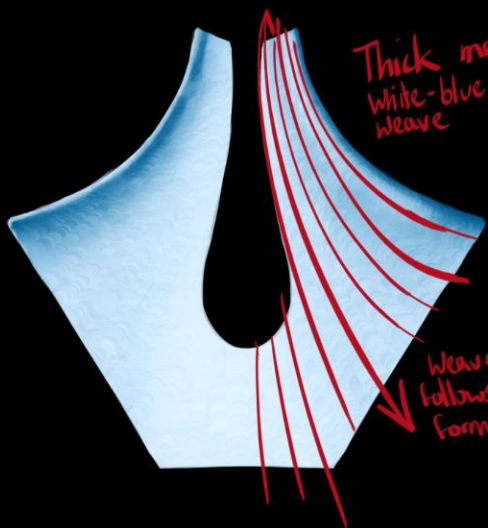
The Leader



Scitian Leader

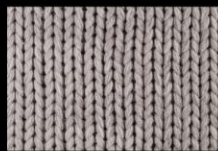
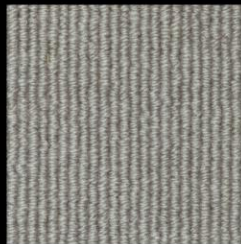


Scitian scientist



Thick metallic
white-blue
weave

Weave
follows
form

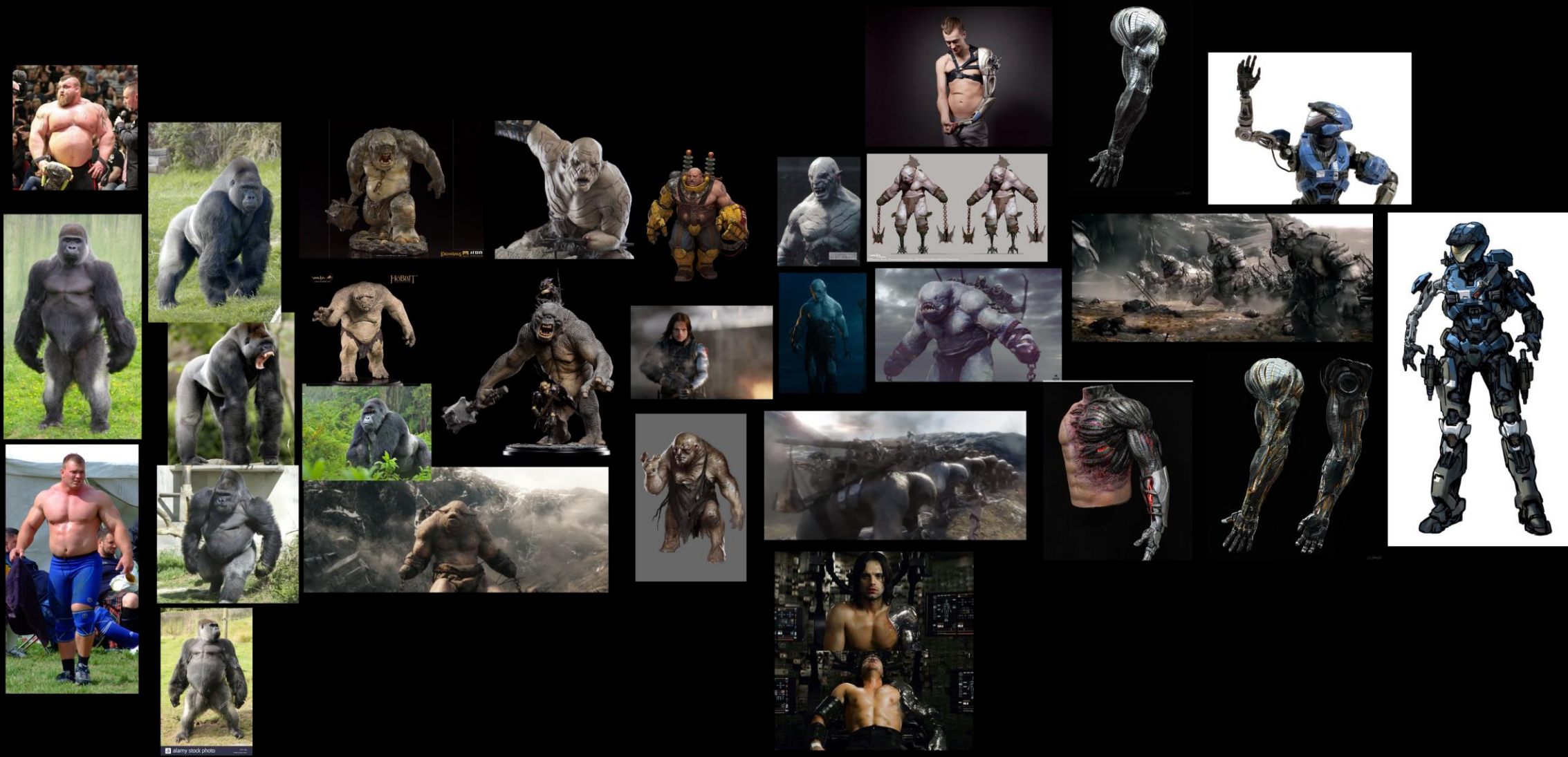


Grambeson
style quilting



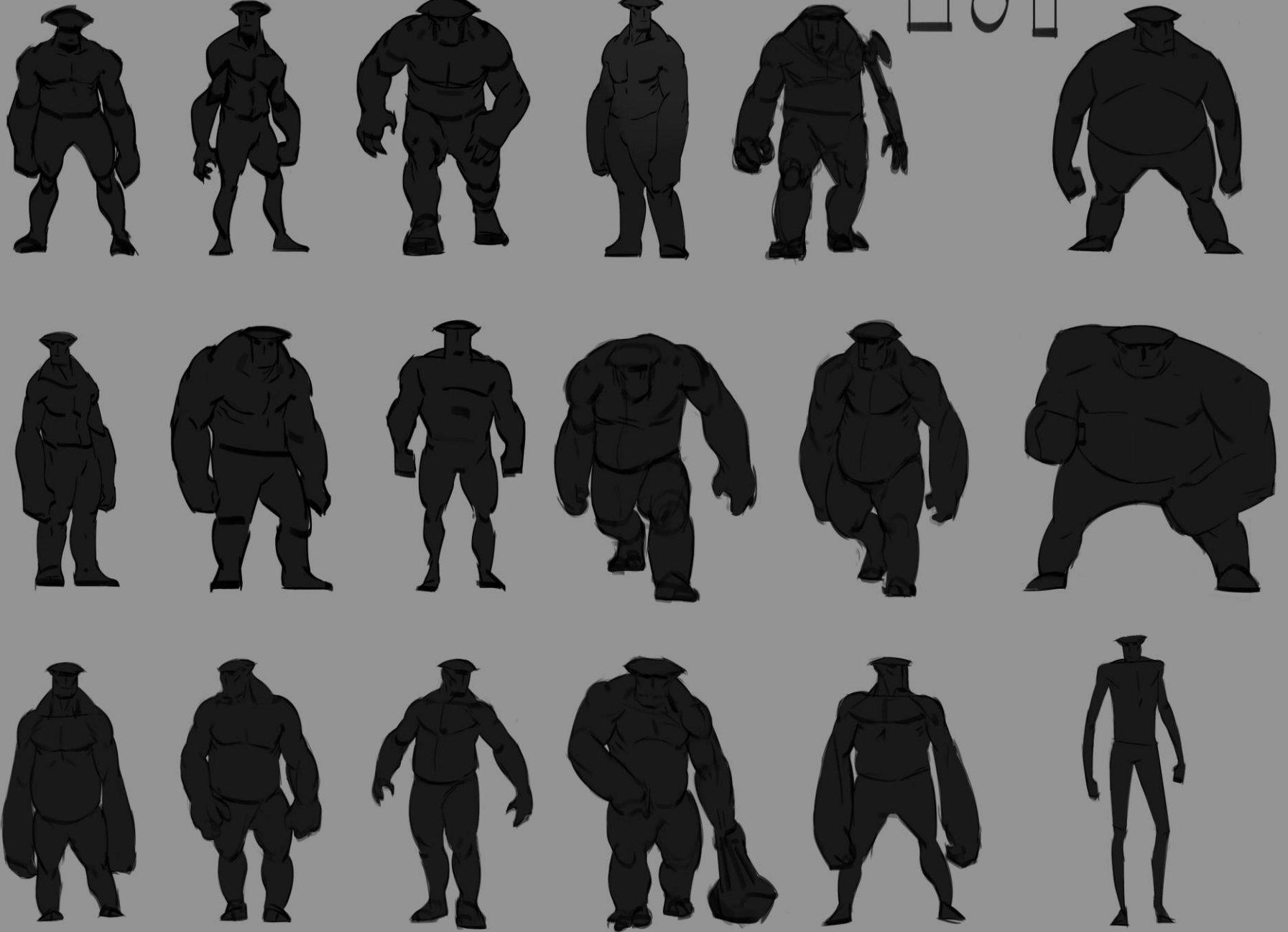
Scitian assistant





Mood board for "Scitian labour"

The labour





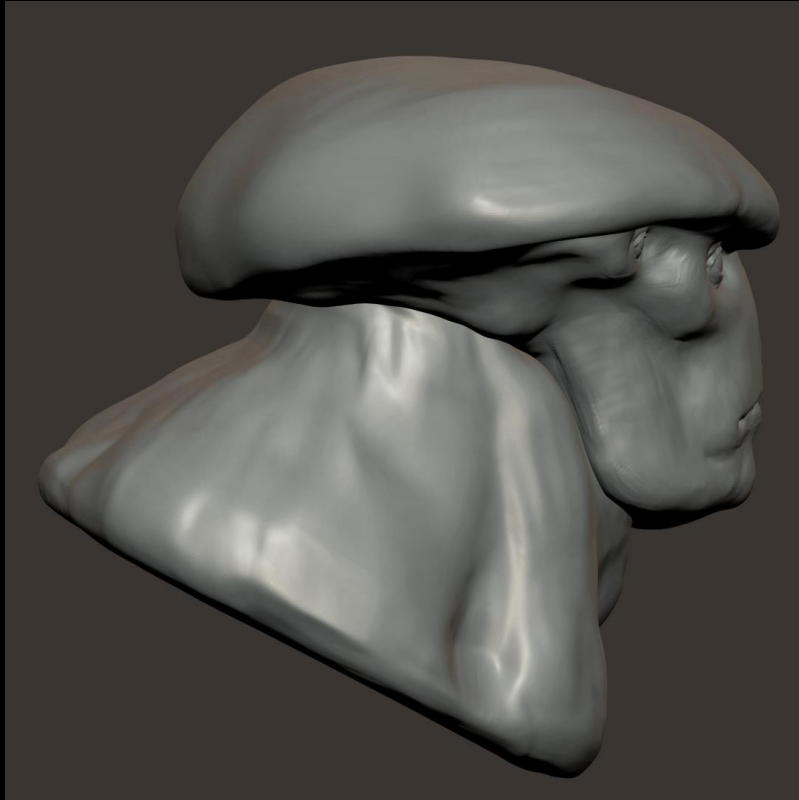
Initial stab at development – didn't like this direction so took a step back and revisited silhouettes

Scitian Labour



Refined look + experimentation with prosthetic arm, developing on from idea in pre-production

Aiming for arm look to fit with the clothing overall aesthetic of the rest of the characters, to bridge the gap where this character doesn't seem to fit with them as much

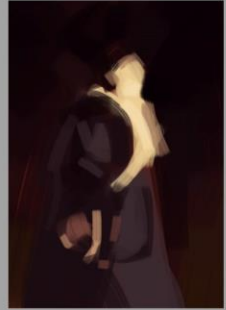


Labour head sculpt experimenting with Nomad Sculpt – this helped provide reference for me

Scitian Labour - Test Subject_03



(Study break)

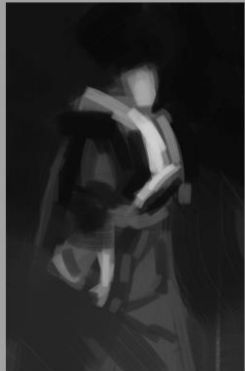


Hue/values merge at lost edges, away from focal point

Shadow side of forms is usually a lost edge



DARK
Gradient - allows for max contrast around focal point
Restrained lights ~ 60% at brightest
LIGHT









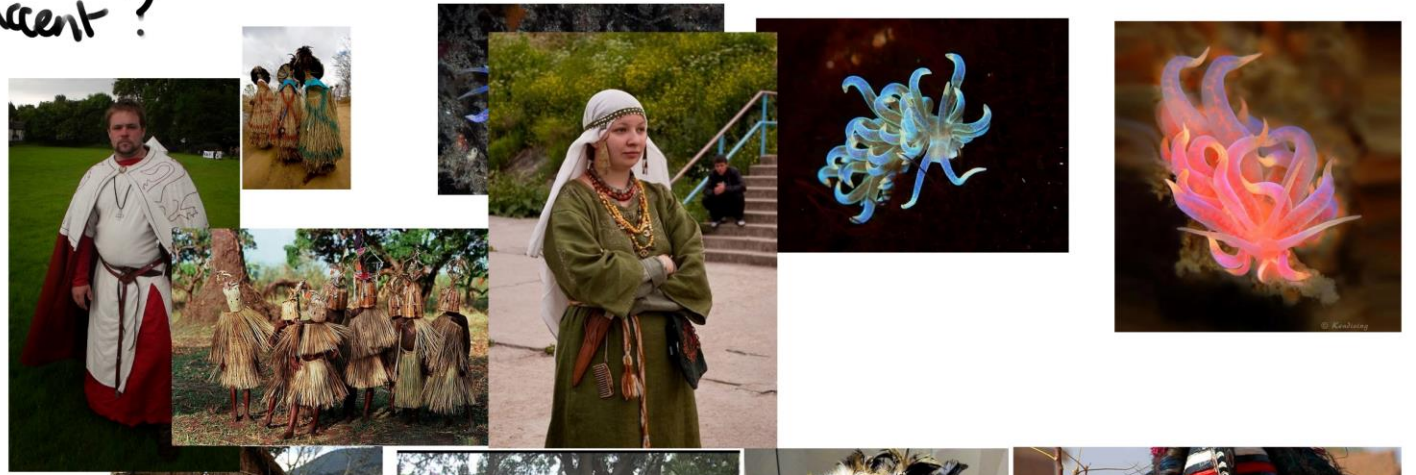


The Nomads/scrappers
African tech-tribal + sea slug



Overall pretty comfortable with these designs from pre-production – no major changes to be made, so moved straight into the rendering

Muted colours + bright accent?



References/sources used for photobashing



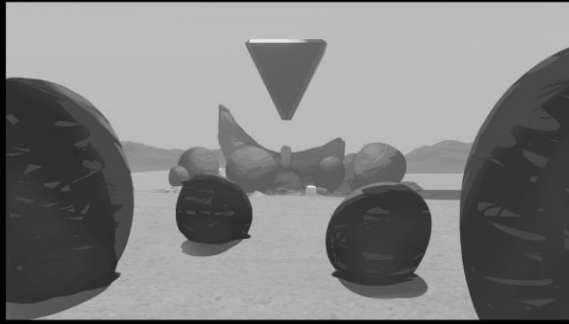
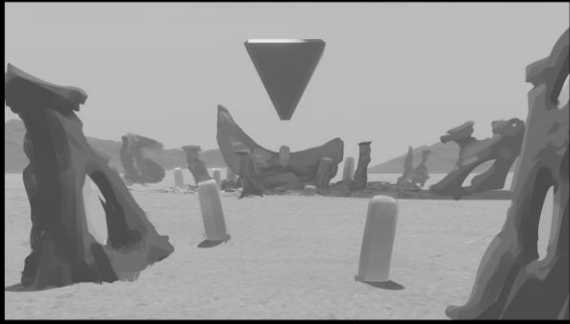
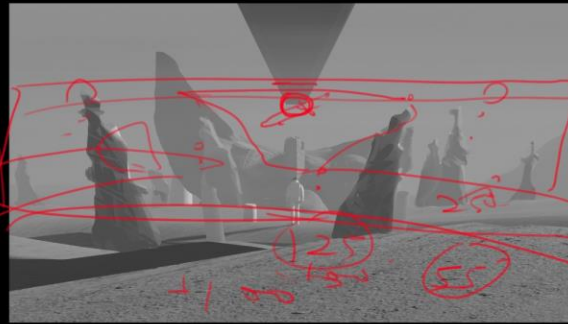
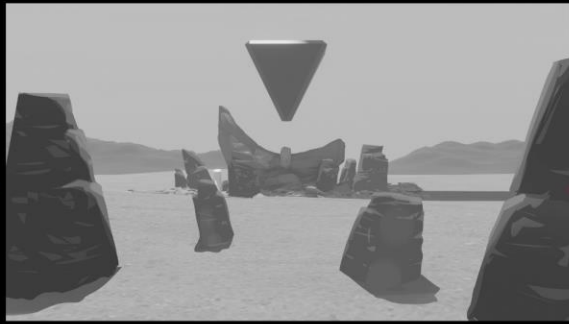
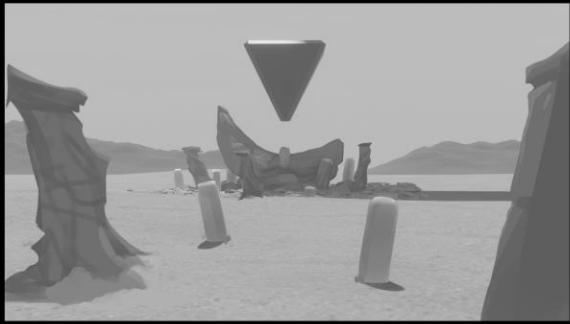
Rough photobash process



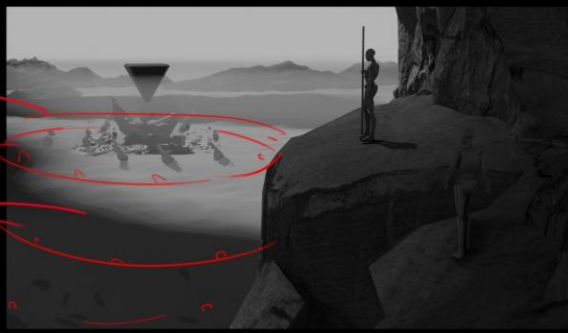
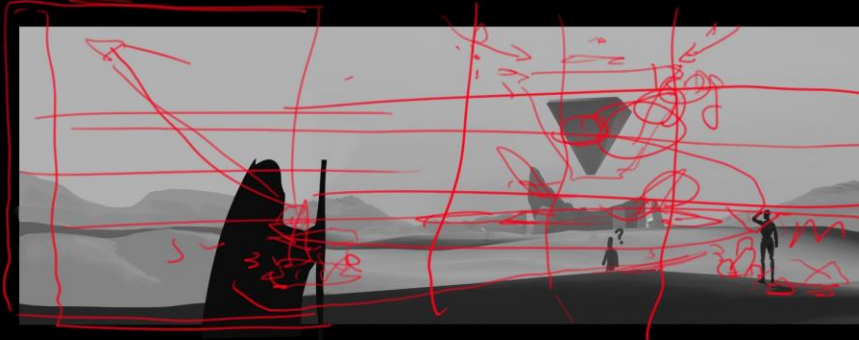


"Du'nar Strigili" - The Nomads





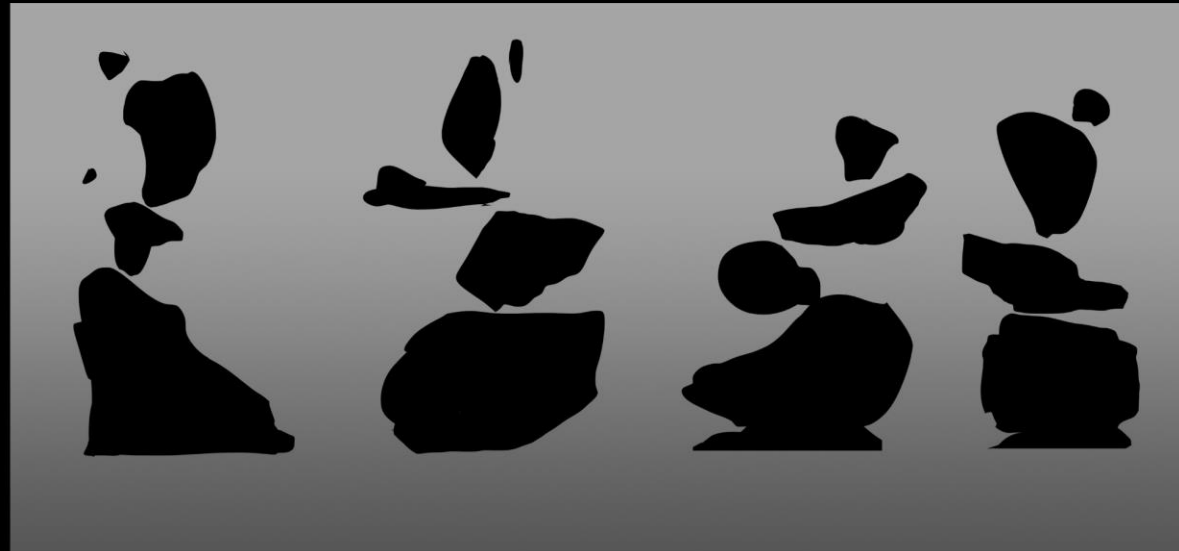
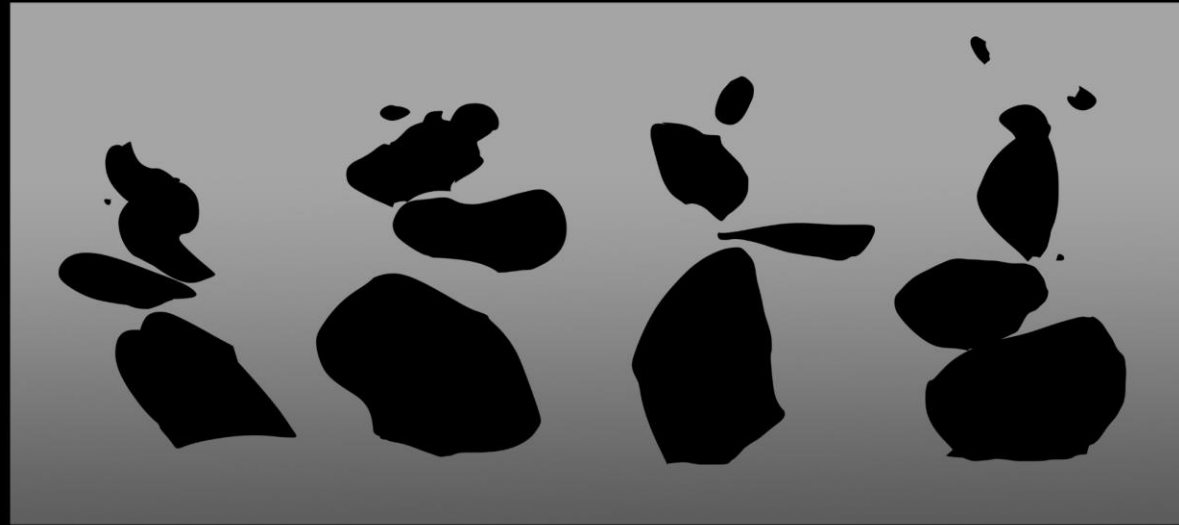
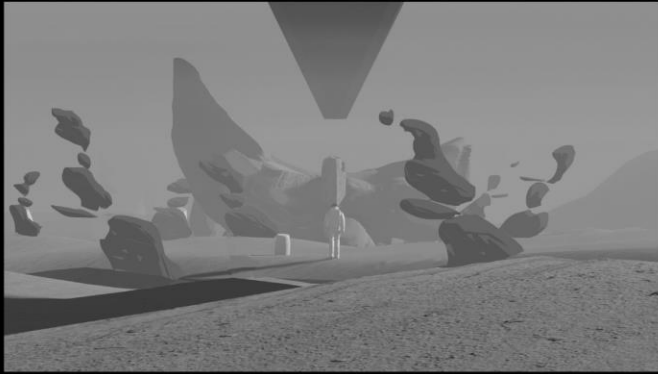
Vary shape design



Going back to the initial Blender renders and seeing what can be done to develop/improve them

21:9

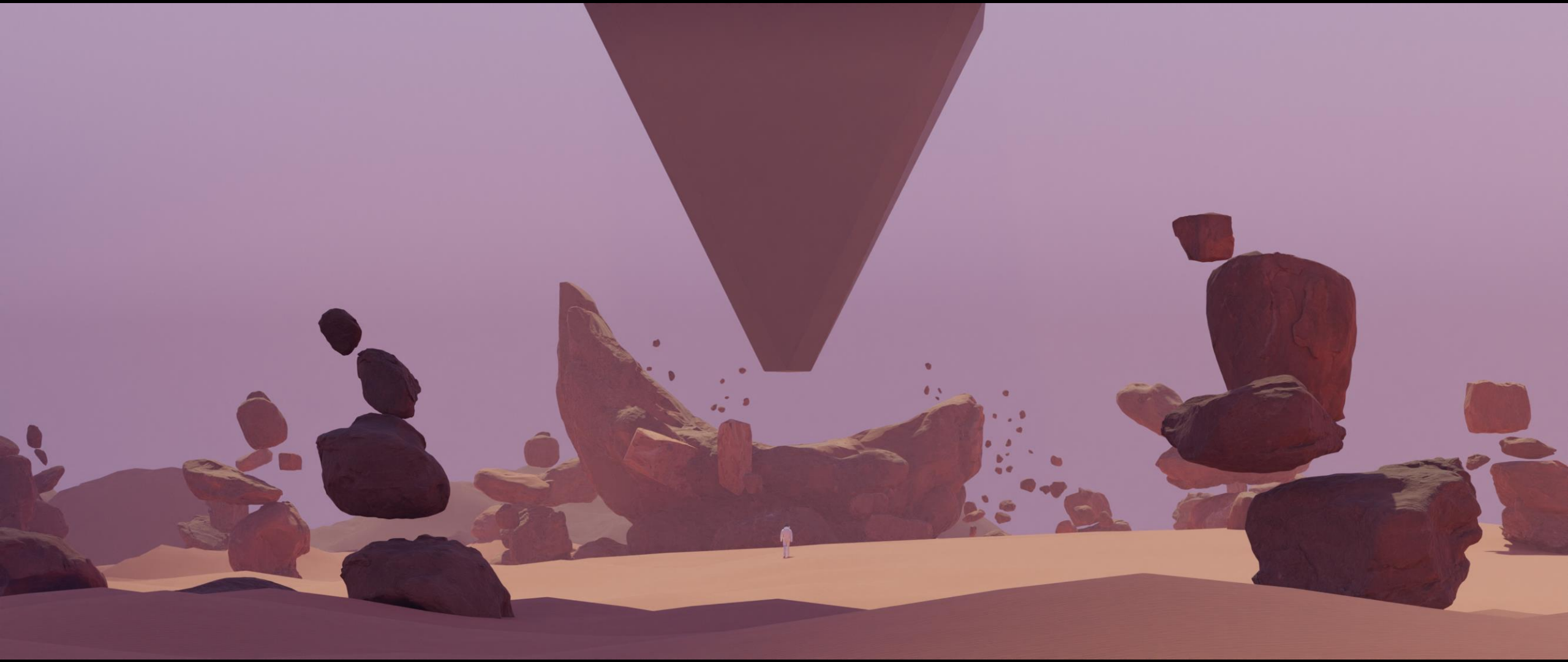




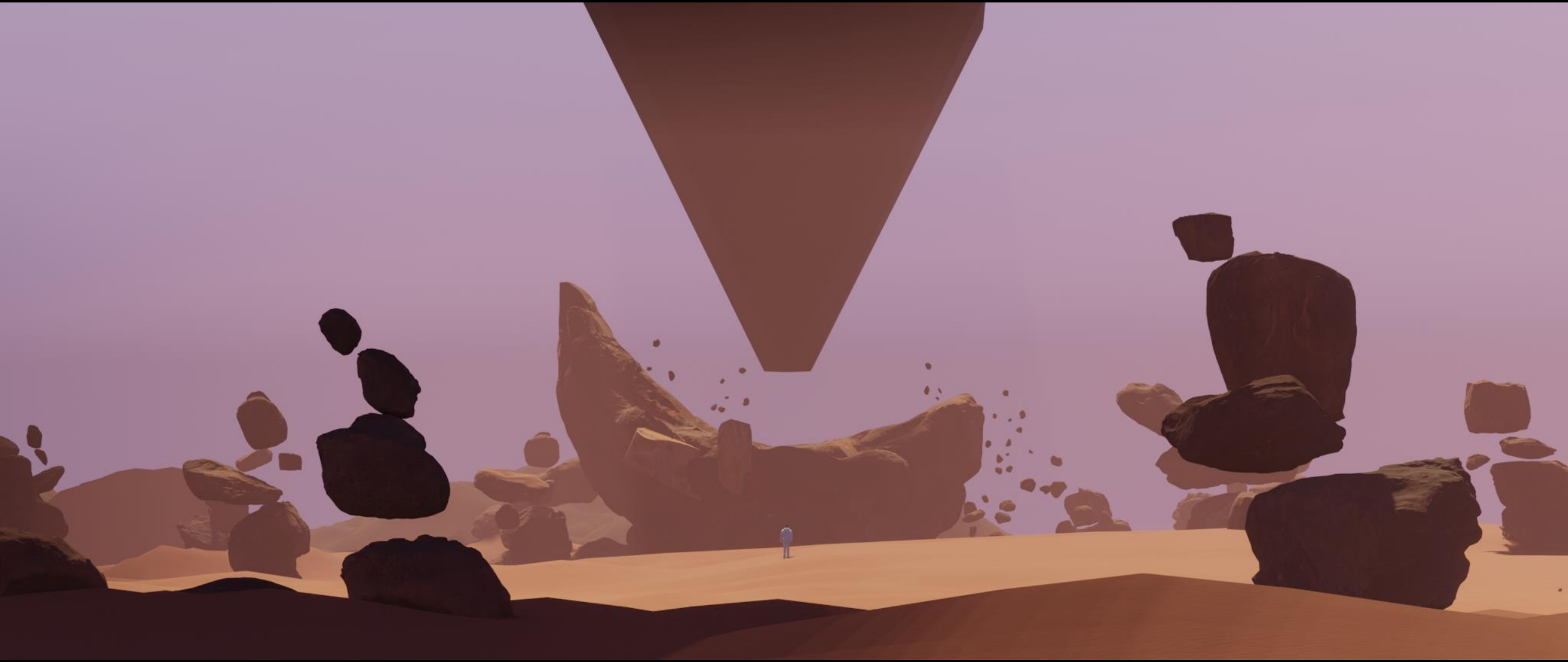
Design sheet for floating rock assets in scene



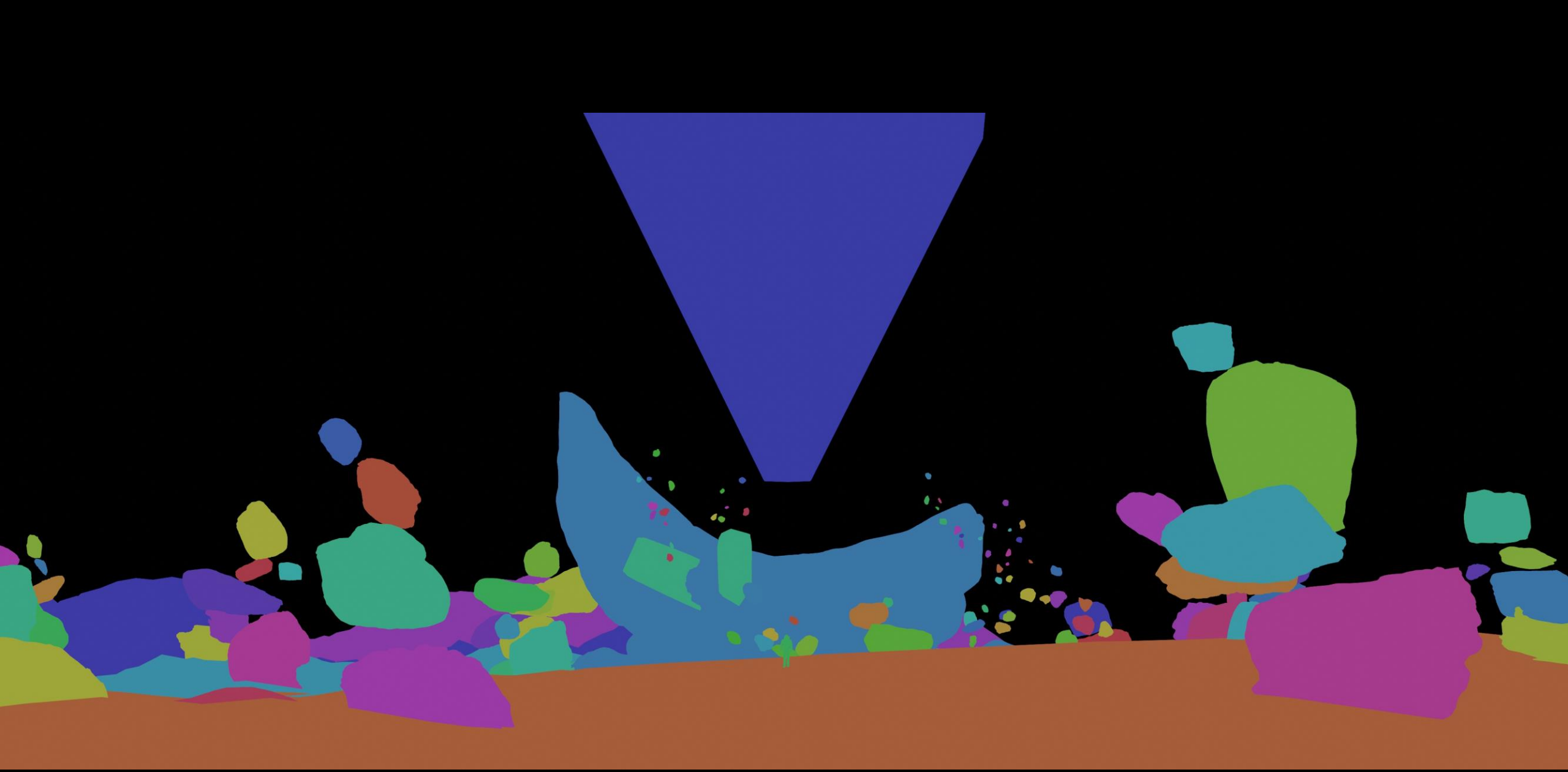
Final shot



Base render using Cycles



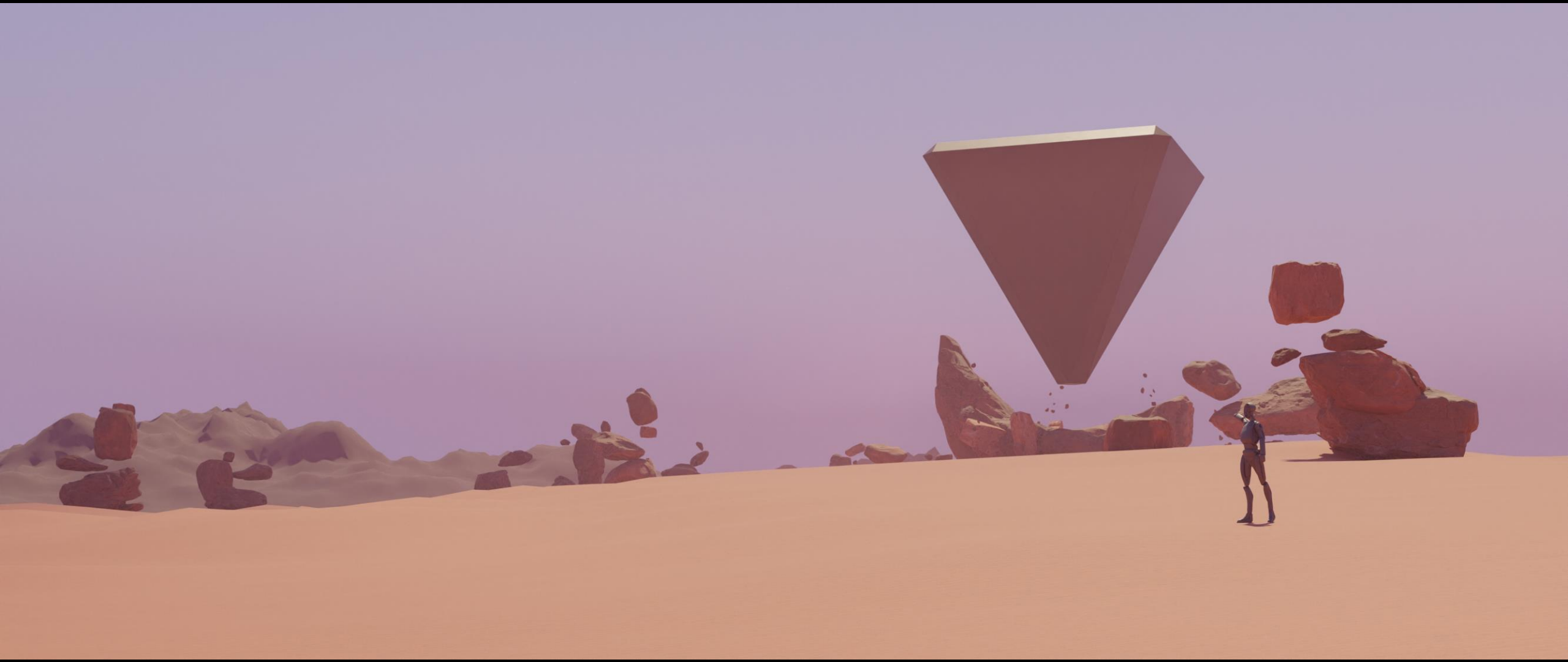
Base render using Eevee (used for colour grading)



Clown pass



Final shot



Base render from cycles



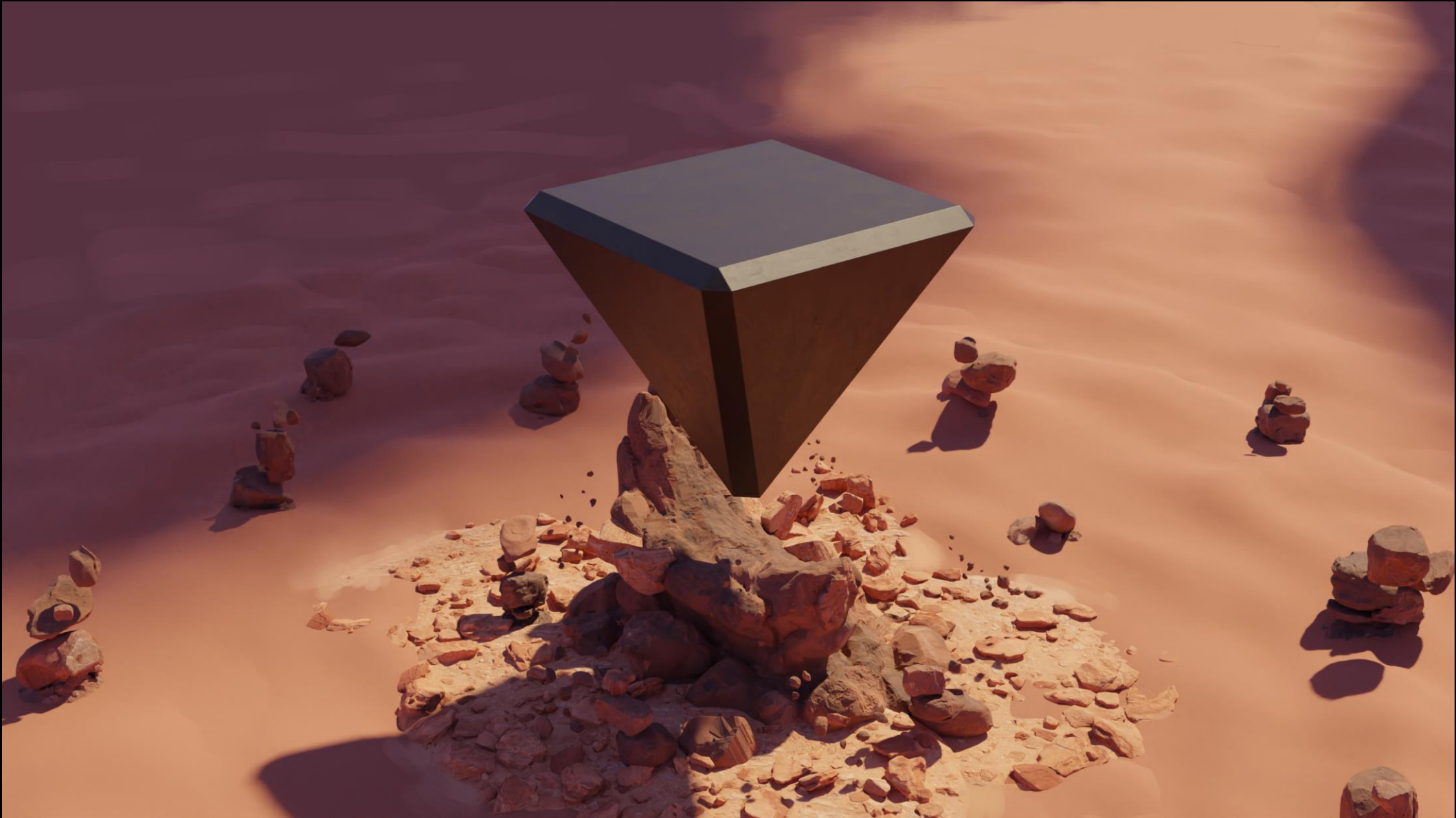
Photobashing progress



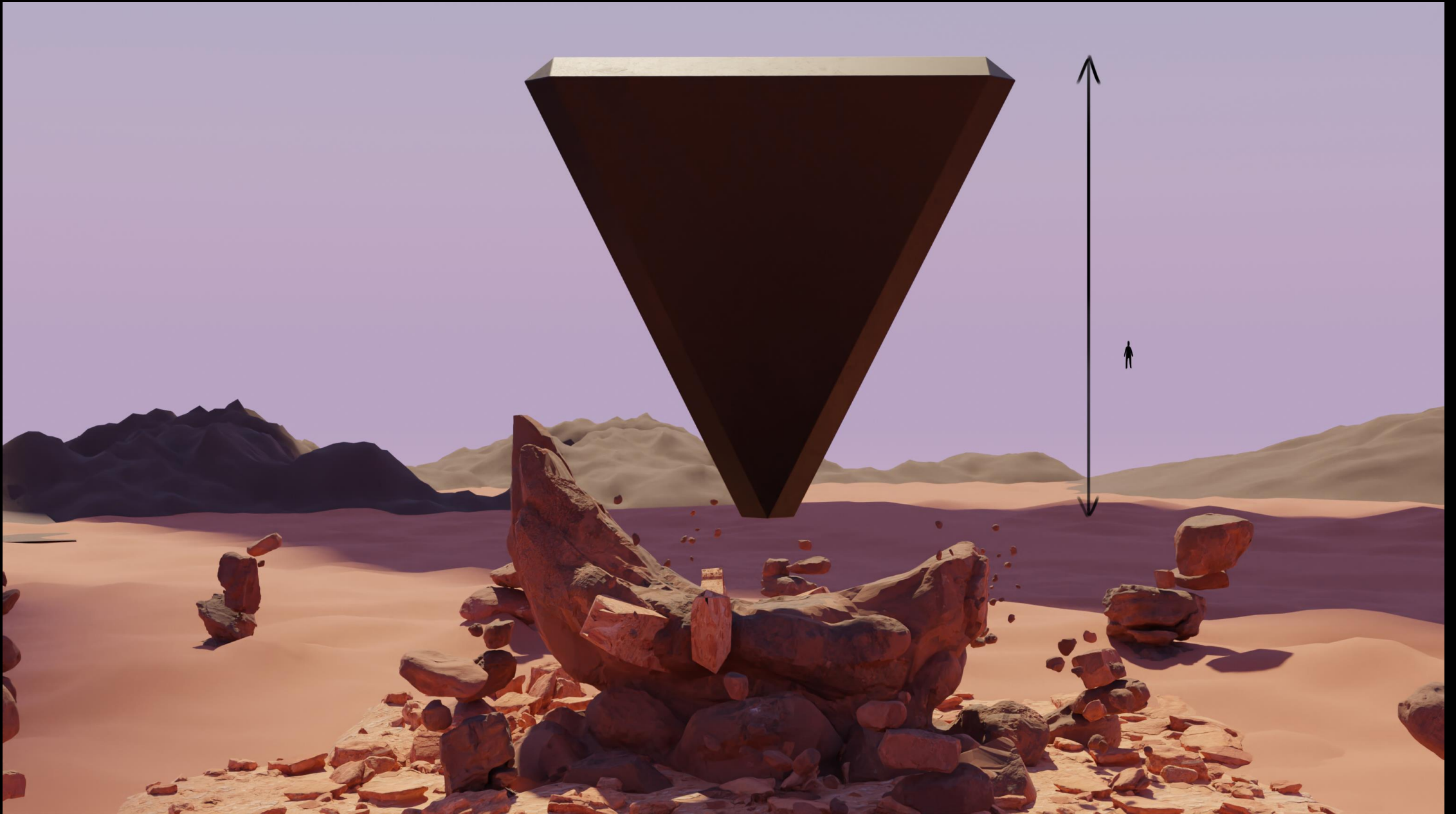
Photobashing/painting progress – including extra Cycles render for material colour reference in the scene



Final shot



Artifact asset shot



Artifact asset shot