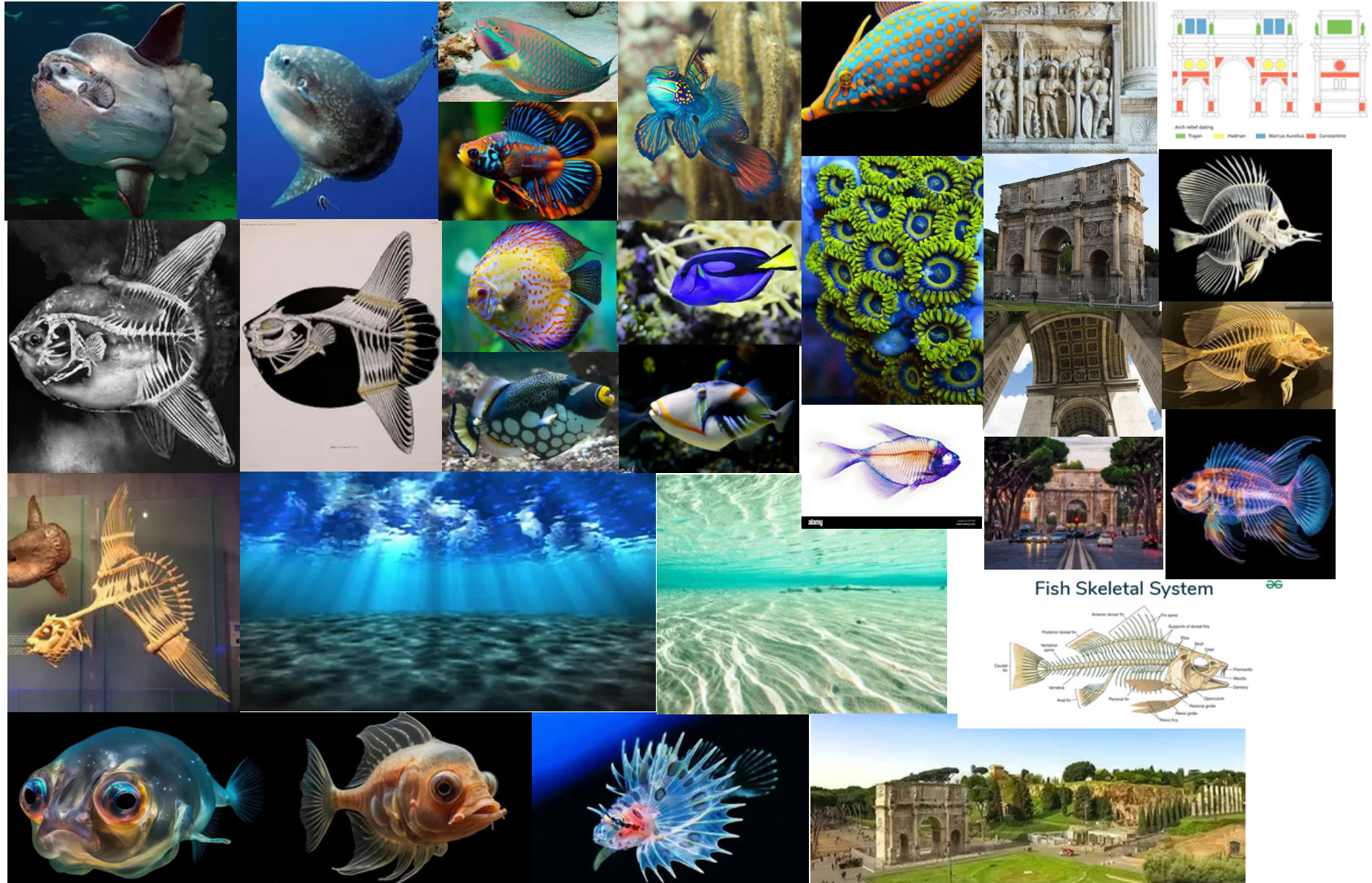
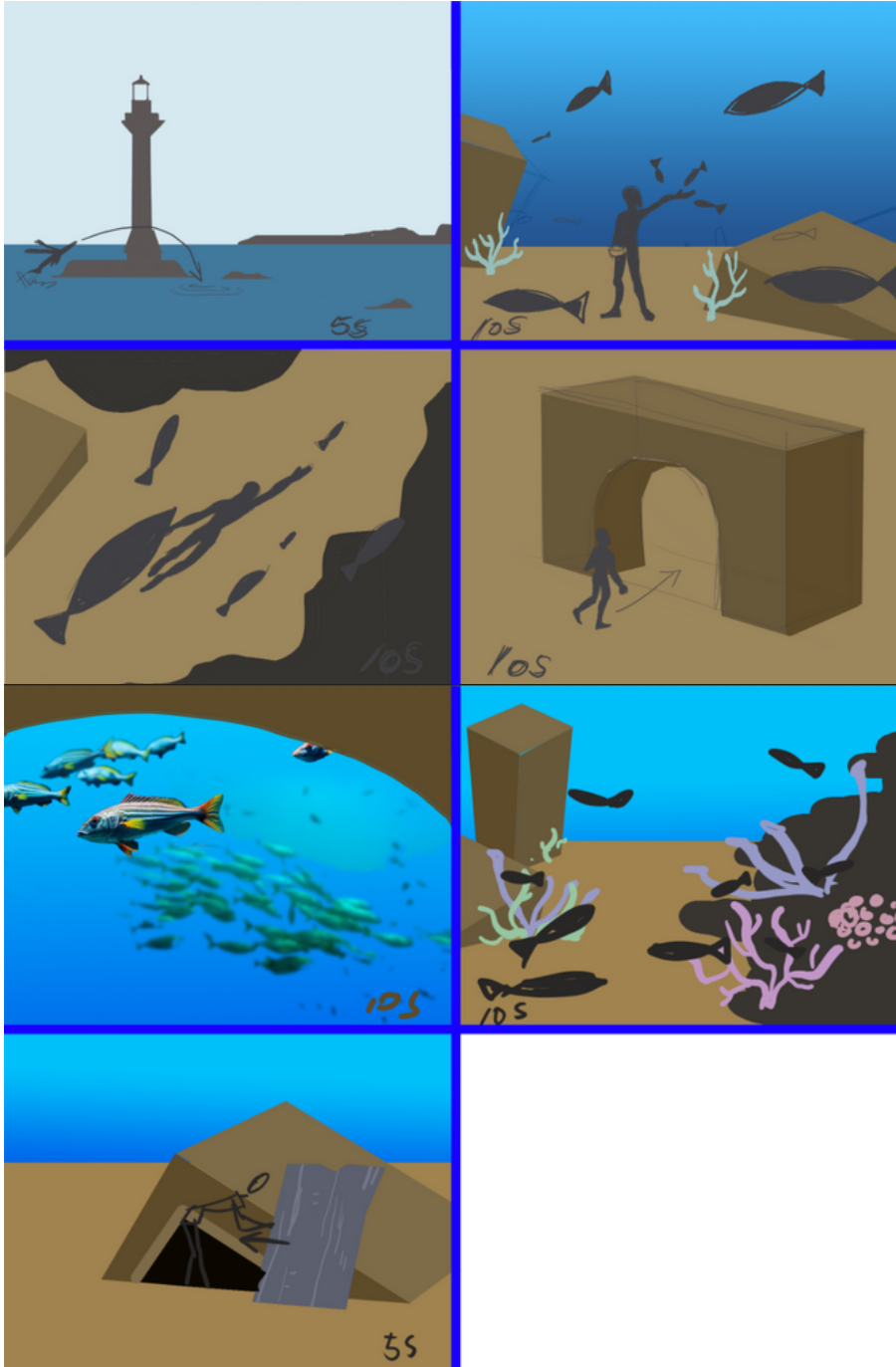


First idea

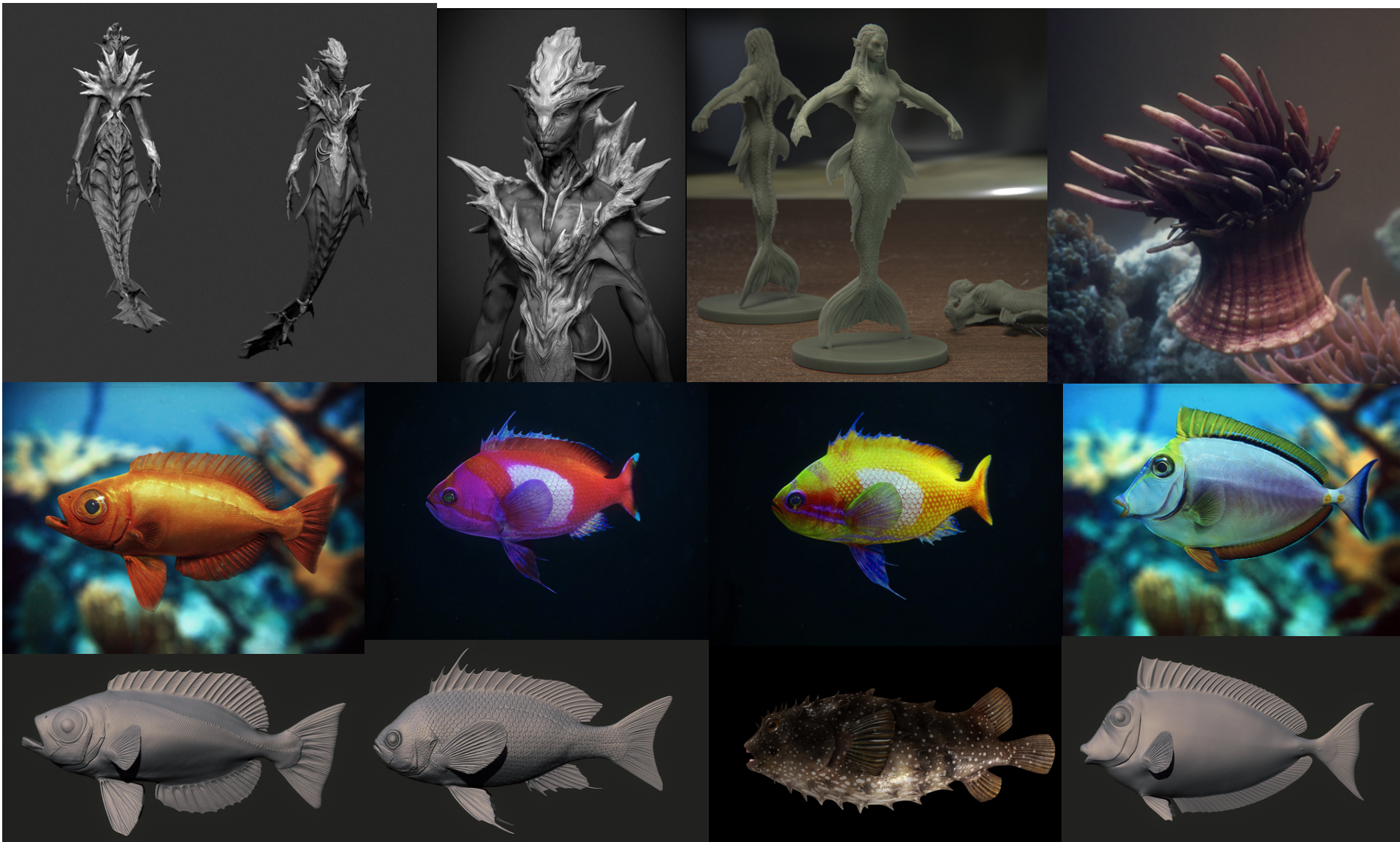


Story board

In this video character will feed fishs then walk through the gate. Camera will zoom in and have a look for the environment. In the end character will enter her own shelter. And close the door.



Reference of character and fishs



<https://www.artstation.com/artwork/Xy9n>

New concept

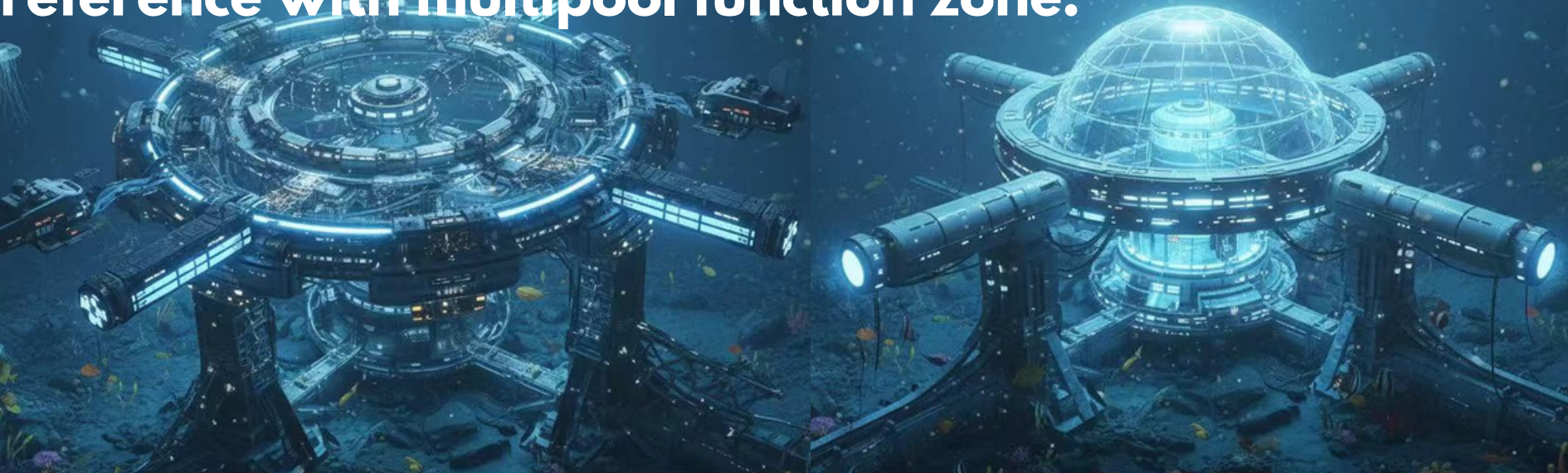
New Atlantis Basement

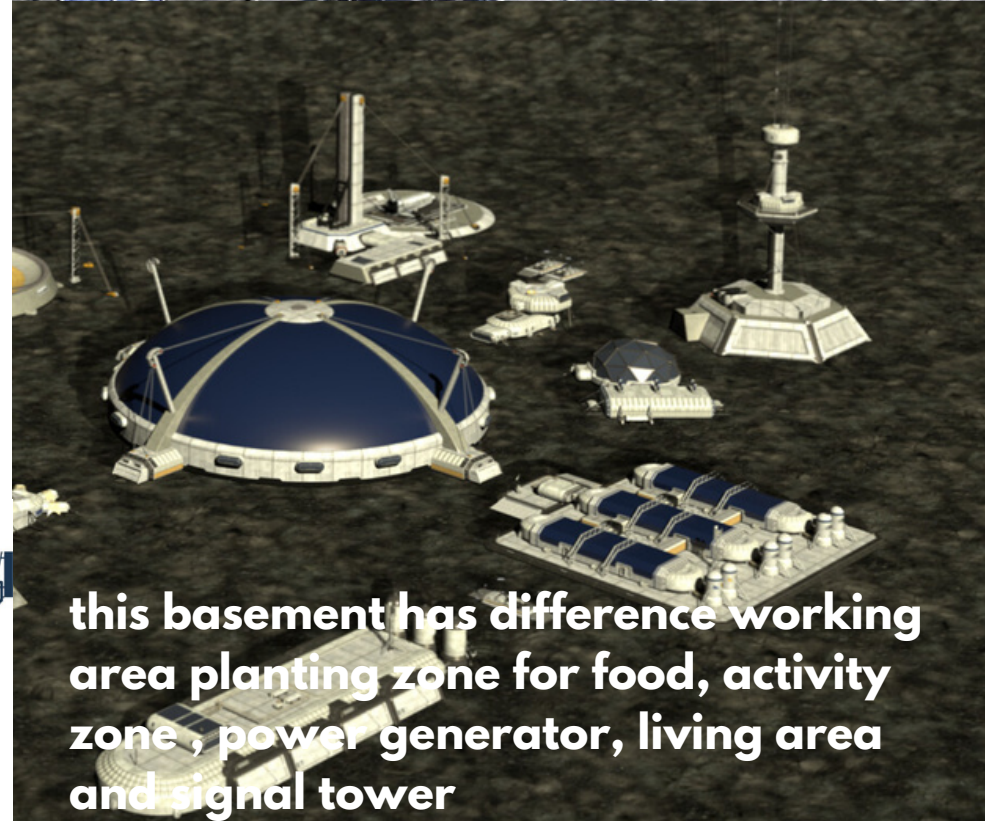
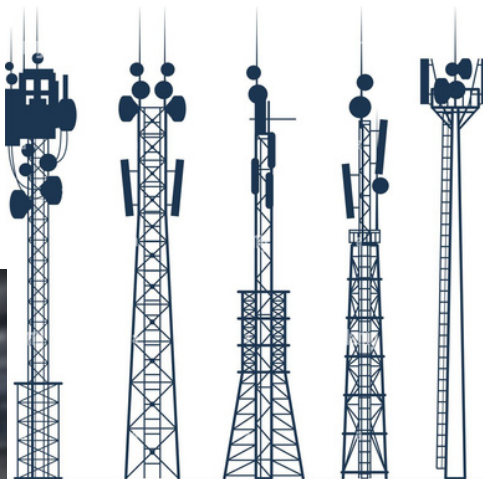
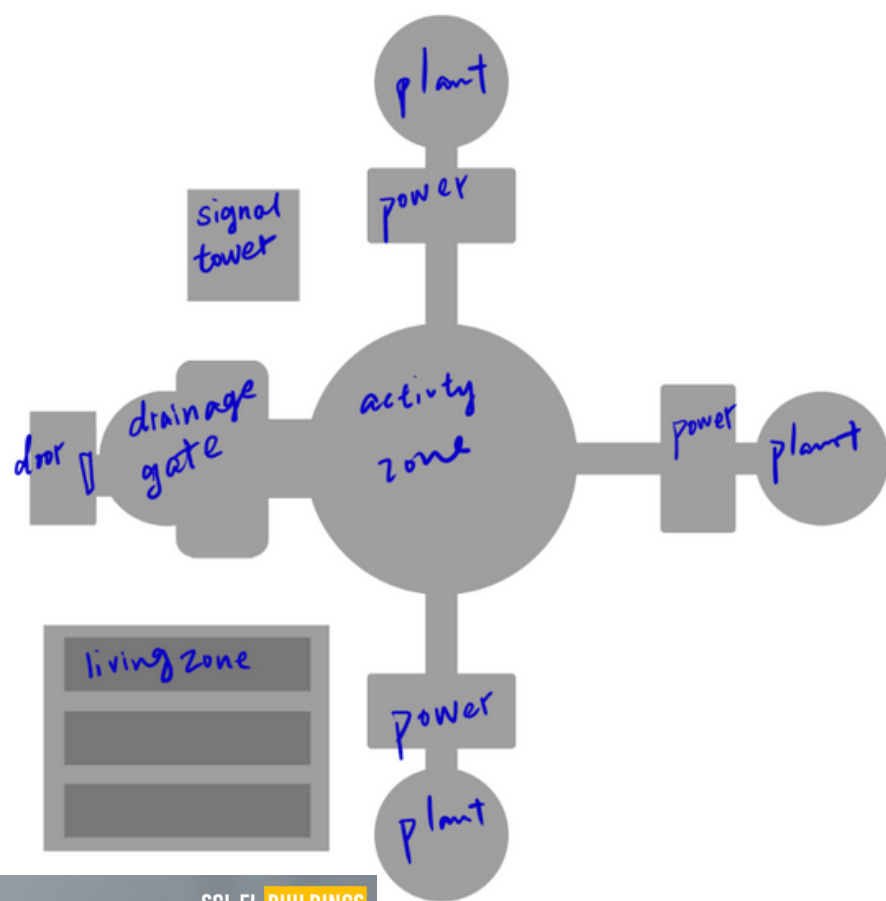
This background setting is in the future the reduction of land area led to the evolution of humans into amphibians. people build underwater bacement for living.

Building Concept

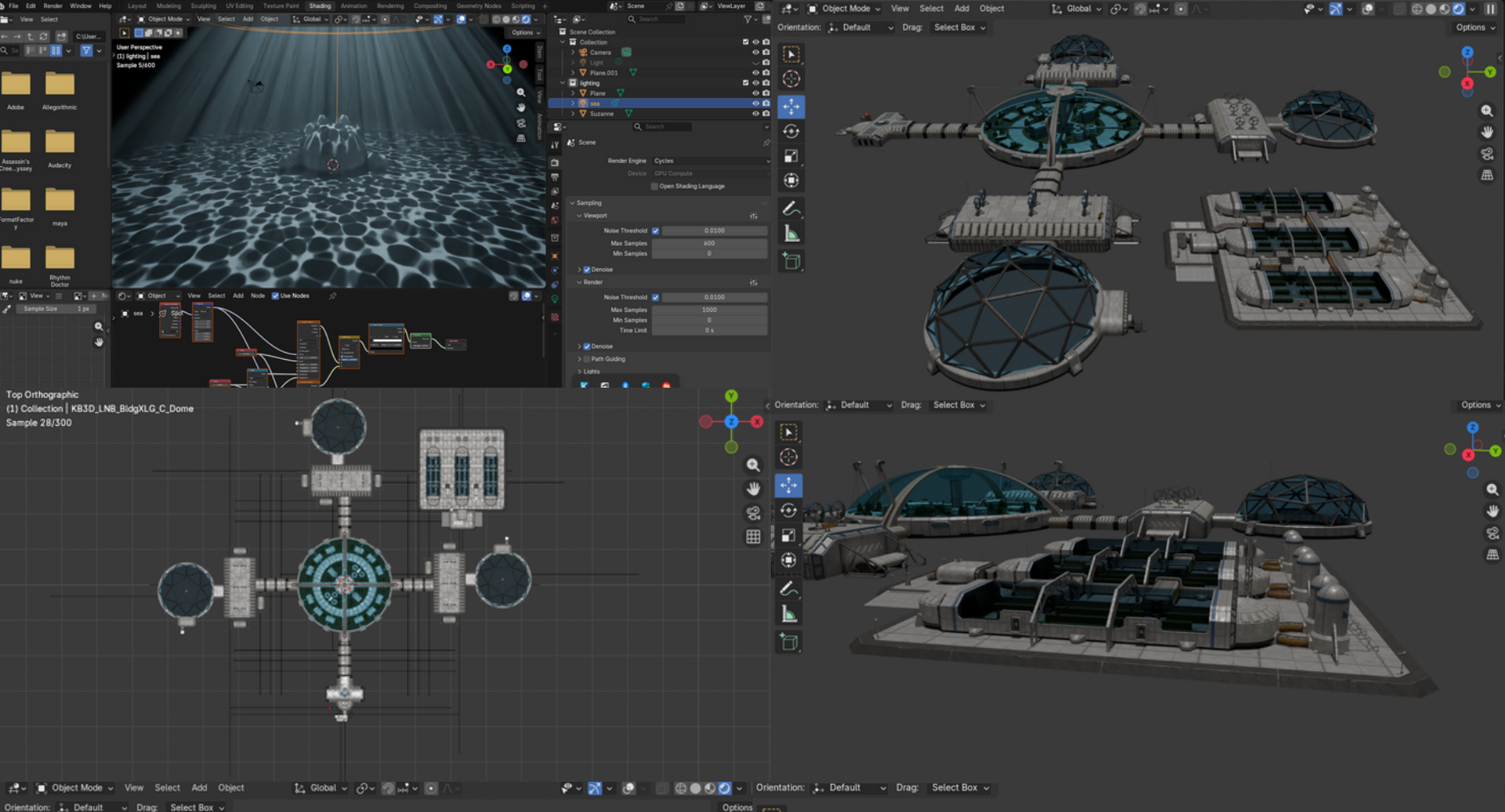
Underwater bacement is basic on lunar base techic. With main building use for activities, three plant areas for food supply, one living zone, and one signal tower.

**Building reference
structure of the building will be similar with the
reference with multipool function zone.**

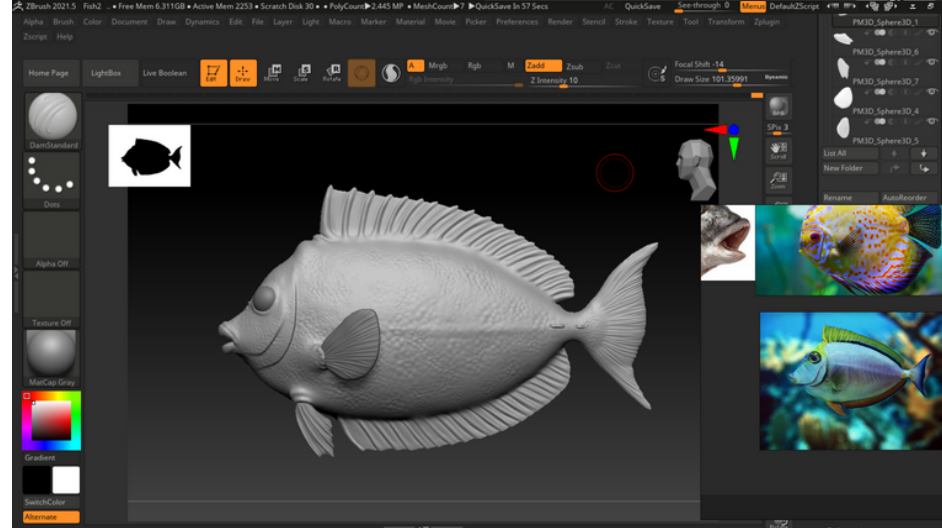
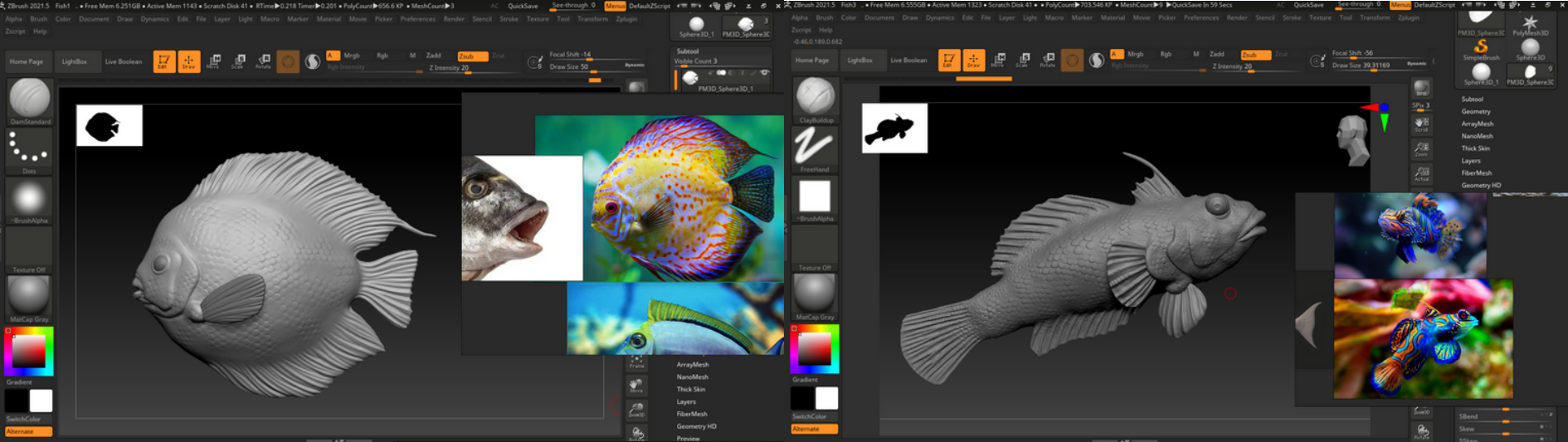




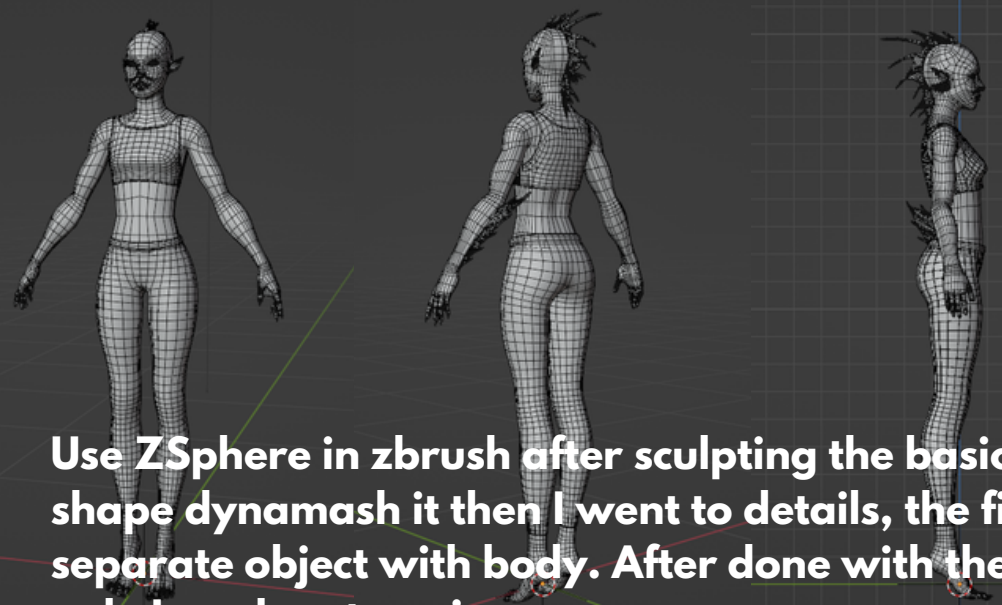
Building design



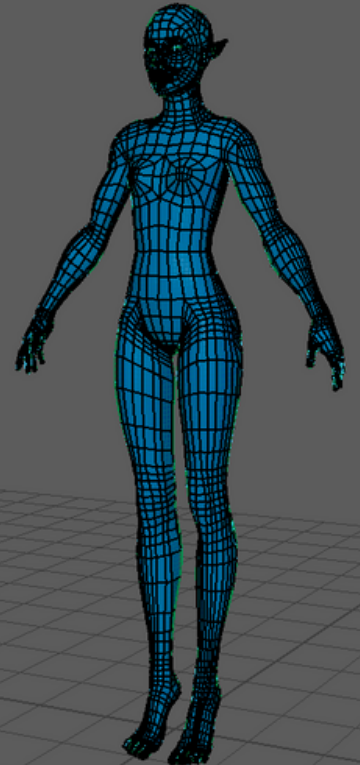
The lighting was made of node editor in blender with animation of the wave for the building I model it in maya then import it to the blender and texture it with Pt. Building Texture Lighting



Fish Sculpting
Three kinds sea fishes.
Use for simulate fish group in UE5 blue print.



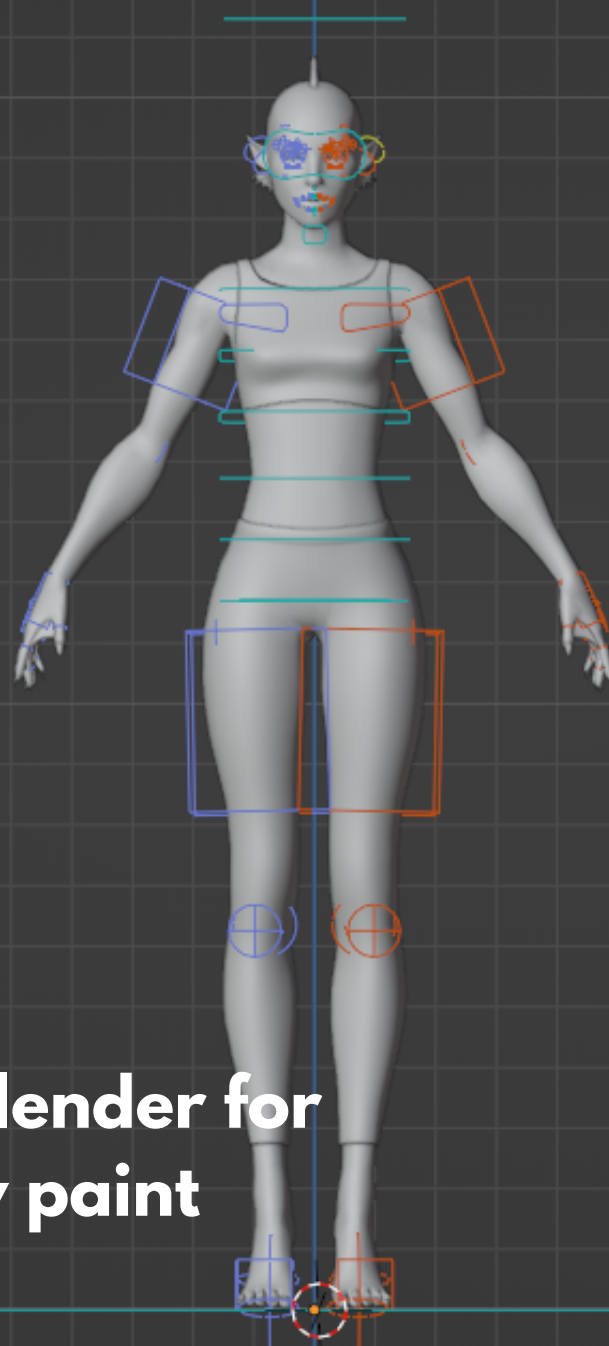
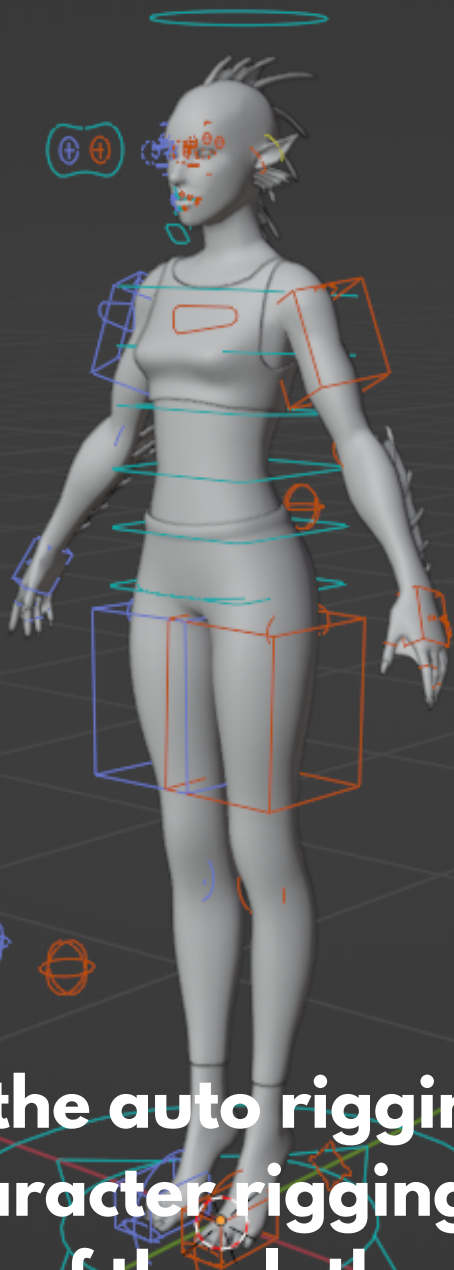
Use ZSphere in zbrush after sculpting the basic shape dynamash it then I went to details, the fin is separate object with body. After done with the high poly I made retopo in maya.



Character Sculpting retopo



Character Texture In substance painter I used the emissive for glowing spark for the skin and the cloth detail is made of alpha brush, and I combine the high poly with the low poly



I used the auto rigging add on in blender for my character rigging and fixed my paint weight of the cloth and fin
Character rigging



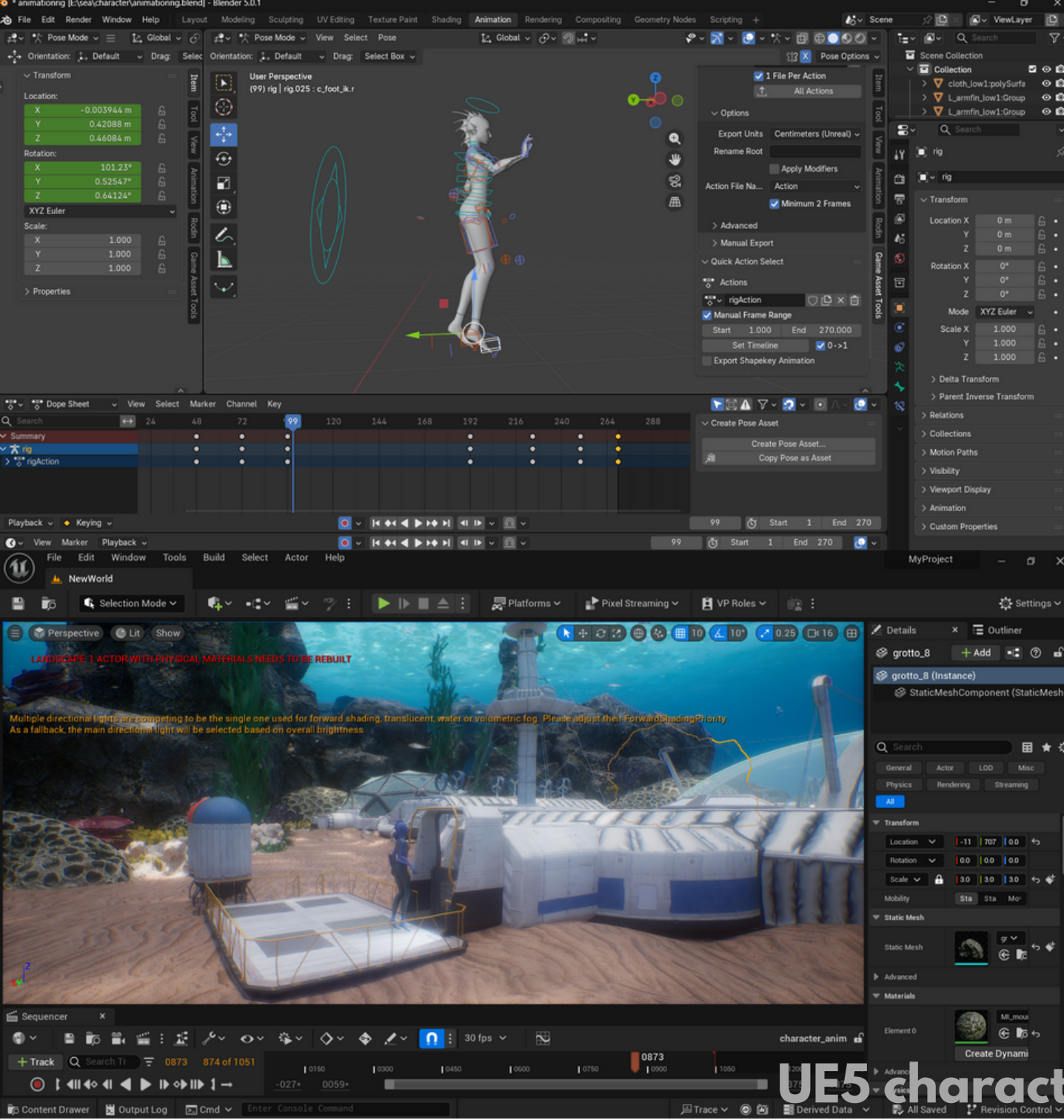
The material
of the sand is
from Feb, and
the rocks
foliage and
pillar are feb
free access as
well

UE5 landscape





import the fbx character to
UE5 and fix the rigging use
UE5 skeleton system
UE5 character



made one
swim
animation
cycle and
another
animation
of let the
character
open the
door and
import the
animation
to UE5

UE5 character animation



Render the layers in UE5 then import to nuke after export mov video, edit the breakdown in pr

