

MAGI Studio 1 Folio1

#week1&2 WIP Video

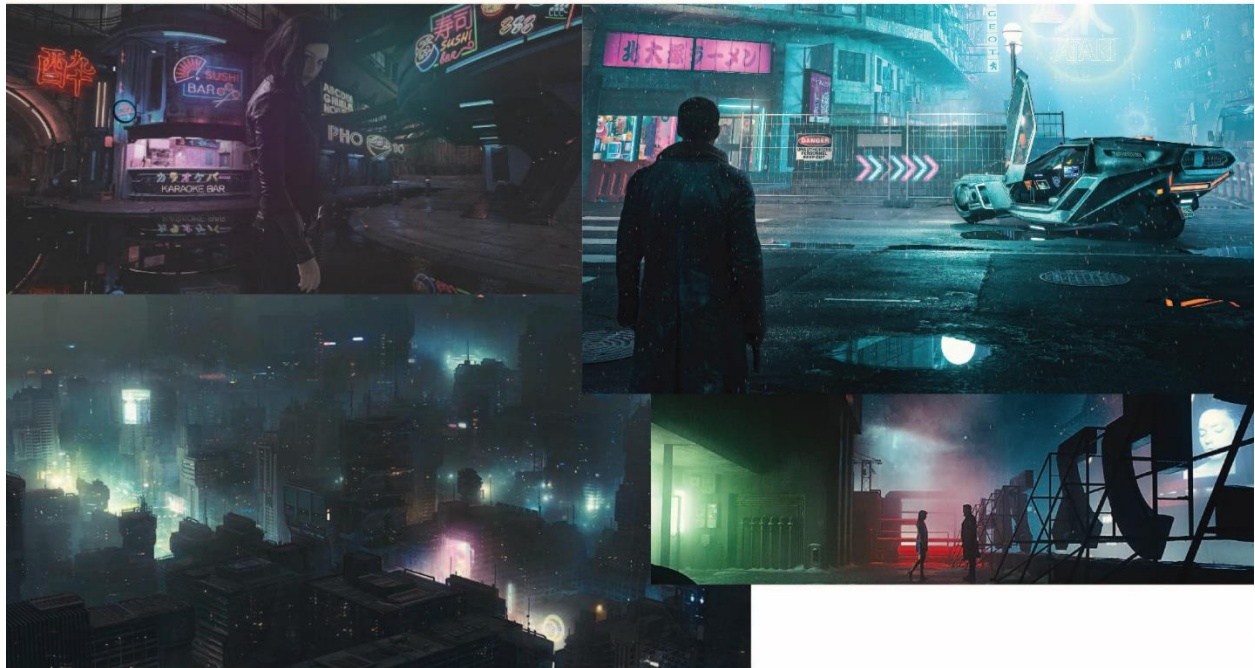
Hello, this video is going to introduce my MAGI Studio 1 Folio1

Work in process for #week1&2

References

There are two references inspire me massively.

- Blade Runner movies (directed by Ridley Scott and Denis Villeneuve respectively)
- Night-Time Alleyway with Neon Signs (Ioana Tanasache)



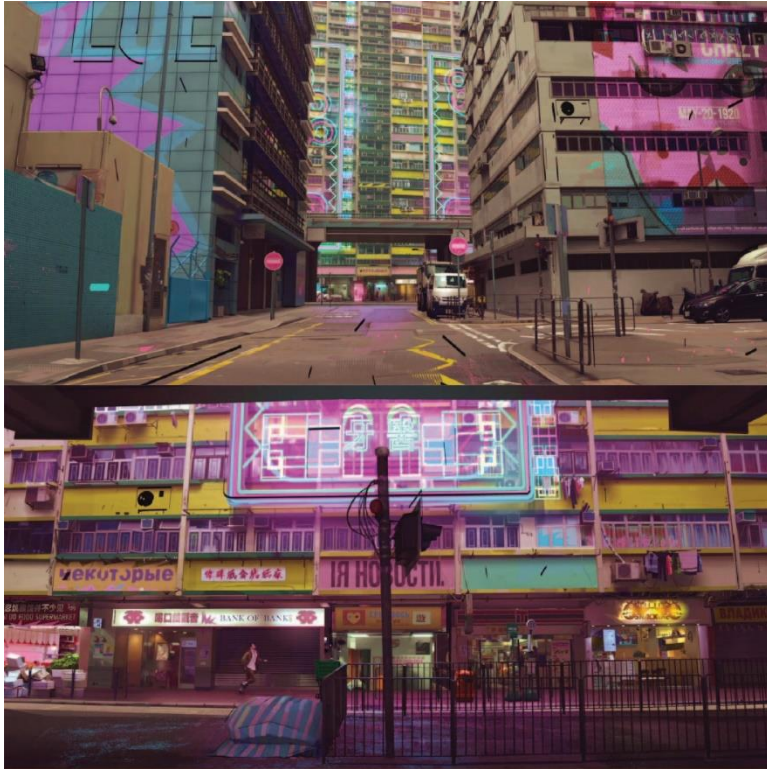
Blade Runner movies are .epic cyberpunk movies I really like. Blade Runner is a 1982 science fiction film directed by Ridley Scott, and adapted by Hampton Fancher and David Peoples.

The story depicts A blade runner must pursue and terminate four replicants who stole a ship in space, and have returned to Earth to find their creator. Blade Runner 2049 is a 2017 neo-noir science fiction film directed by Denis Villeneuve . It is a sequel to the 1982 film Blade Runner.

I really like the art concept and the atmosphere of the movie . They fill the screen with breath-taking visuals that are worthy of repeat viewings, presenting ideas that will have you contemplating big-picture concepts for days .



This is an 3D night alley scene with a Neo-Noir atmosphere by Ioana Tanasache. I like the way it represents the alley and didn't put a lot of effort into making it a sci-fi vibe. The puddles and neon lights are just right to embellish the picture, and there are also many detailed props such as. escape ladders and garbage bins . I think it's a work very similar to what I want to do.



And There are much more arts which are also strongly associated to my work..such as

- : The Witness of Love, Death + Robots (by Alberto Mielgo)

I like the street style, the look of the buildings, it's very detailed and rich, the furnishings of the buildings are also very simple but layered

And this Blade Runner Fan-Art by Wiktor Ohman



This scene gives me a retro future vibe. The street for me looks comparably shabby, not exactly the cyberpunk style of a prosperous city, I think this is what I want in my work, scifi but not too sumptuous

Production

(1) Rationale

To improve myself in modelling and texturing, I would like to create a 3D sci-fi scene which depicts a space abandoned city. And I want to apply this scene in my future project. Since I have never use nodes in Blender before, I would like to try procedural modeling in some part of the scene.

(2) Context:

The scene of my work includes a dark street and a spaceship. I want this scene to be sophisticated, and present realistic texture. In week 2, as I enter production, I have a clearer picture of how the work in the final result will render. So I updated a more detailed list of production schedule and the required models.

(3) Method:

First, I will find references, draw a sketch about what the scene is going to look like and place some cubes in the approximate position. Then start to modelling. Create the basic structure of the city by using Blender nodes, and later model other props such as spaceships. After that, align UV maps, create textures, and finally render as images presenting the scene.

Folio1 week

- 1 Find references, Layout
- 2 Use Blender nodes to create some buildings
- 3 Modeling props
- 4 More details & UV
- 5 Create textures
- 6 Lighting & Rendering

List of models

- ① Buildings
- ② Neon signboards
- ③ Puddles
- ④ Spaceship
- ⑤ Ivy
- ⑥ Rain(optional)
- ⑦ Grass & Rocks
- ⑧ Vending Machine
- ⑨ Street lights

(4) Production:

The tools I'd like to use are:

Procreate: For design and sketch

Blender: For 3D modelling and render

Substance Painter: For texture

After Effect: For compositing

Premiere: For compositing

Timeline:

Week 1: find references, sketch, and plan the approximate location of models

Week 2: use Blender nodes to create landscape and some buildings

Week 3: Modelling props and create more details

Week 4: more details and UV Mapping

Week 5: Create texture

Week 6: lighting, render and compositing

(5) Outcome

A rendered 3D scene.

Progress

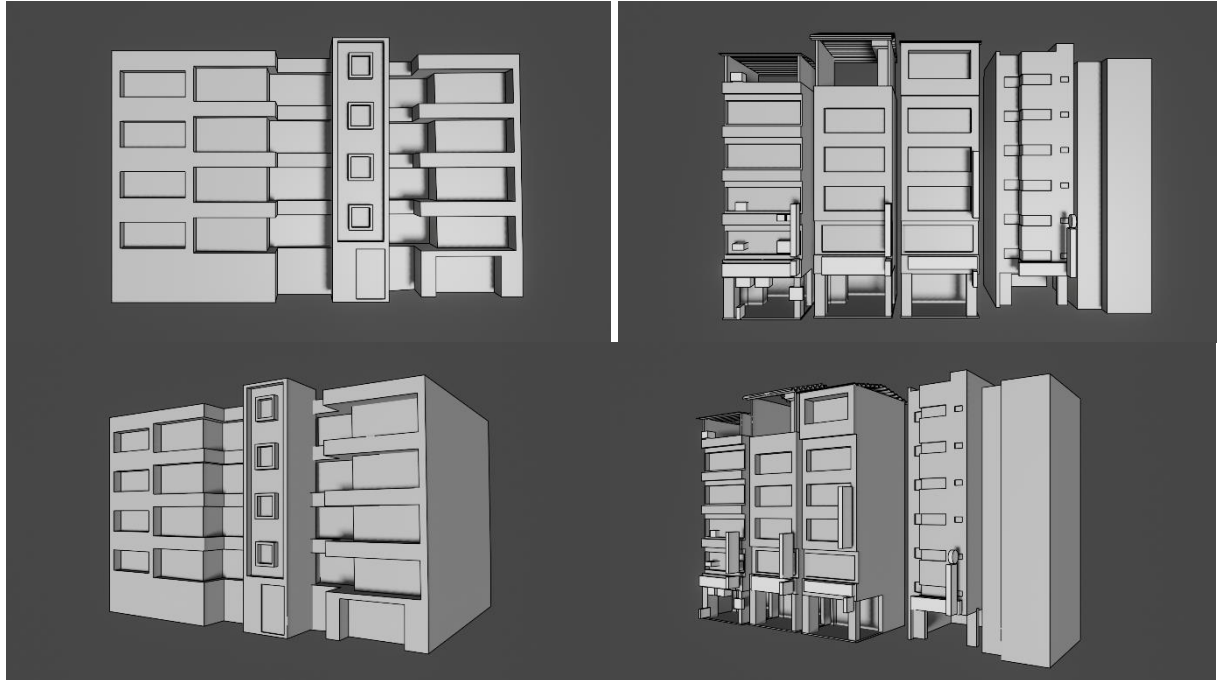
In week1, I found some references, and drew a sketch about what the scene is going to look like. Then i placed some cubes in the approximate position.

→ <https://youtu.be/agZoiNgVsuw>

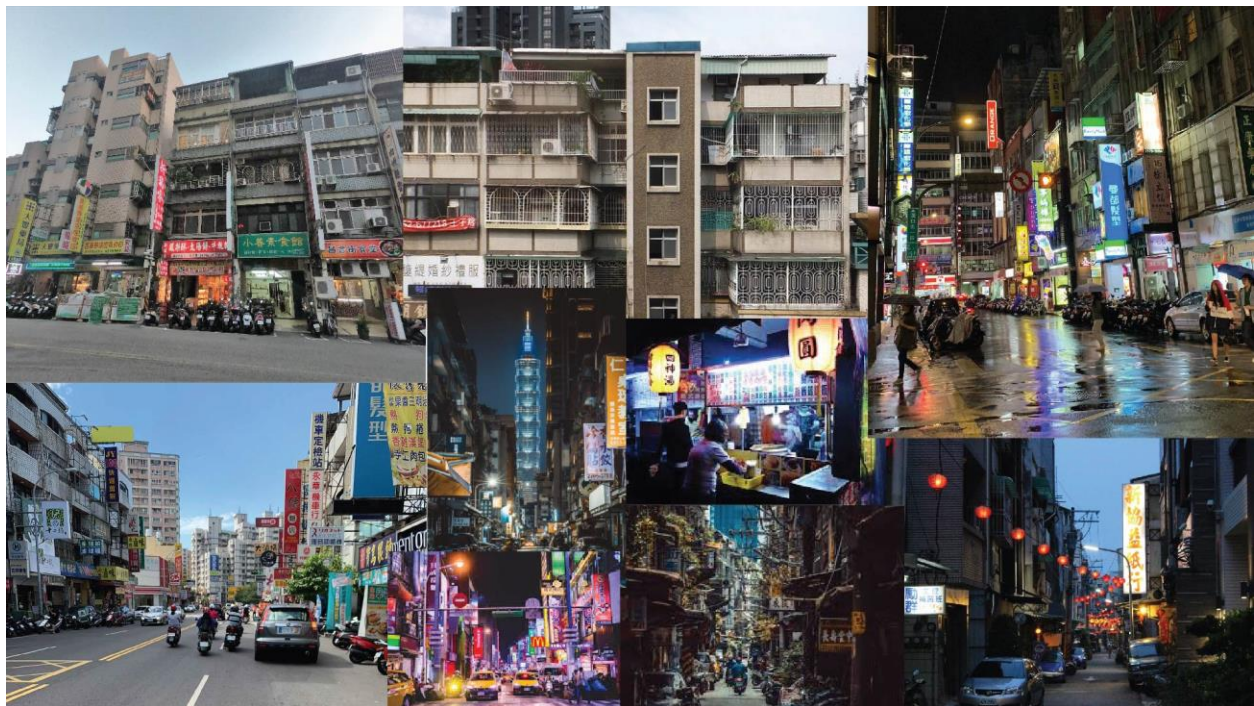
In this week I used Blender procedural nodes to build some buildings which is going to be placed in the background of the city. I tried two methods of procedural modelling. You can see they are both basically very simple. I think they will get more sophisticated after I make some materials for them, but for now, I think that node generated models weren't delicate enough to be in the foreground, so I placed them at the back of the main scene.

→ https://youtu.be/Oajk_WsqL8I

→ <https://youtu.be/oIK35yTjgDg>



There are each 5 and 6 types of houses generated by nodes now. Aside from them, I made another 6 types of building models. The outlook of the building is referred to old apartments in Taiwan. There are going to be some neon sign boards and lanterns around them providing illumination.



Next Steps

In the week3 and 4 I am going to create more models and dealing with theUV maps.It is going to be more buildings and related details produced. And also more decorations such as stones, street lights, and lanterns.