

MAGI Studio 1 Folio1

#week3&4 WIP Video

Hello guys, this video is going to introduce my Folio1

Work in process for #week3&4 of Studio 1

References

In week 3&4 , I have done more modelling of the props, here are two references related to building a scene.

- Neon street by Hendy August
- Cyberpunk 2077environment by Unfy

First, This is a timelapse in Blender made by Hendy August. This scene shows a combination of different culture. You can see signs in different languages ,including Japanese, Korean, English and Mandarin. I think cultural diversity is one of the important elements that I will use in the background story of my work, which will be introduced later.

Similar to what I'm going to do, some of the buildings in this scene are made of brick, referring to an older type of building, but there are also some more modern building looks. In addition, street lamps and lanterns create a contrasting atmosphere.



"Neon Street" | Blender 3 | Cycles | EXTENDED TIMELAPSE

觀看次數：236,227次 · 2022年1月19日

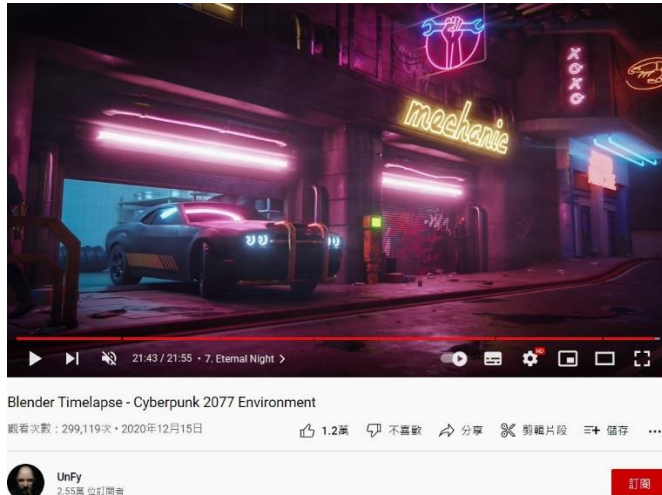
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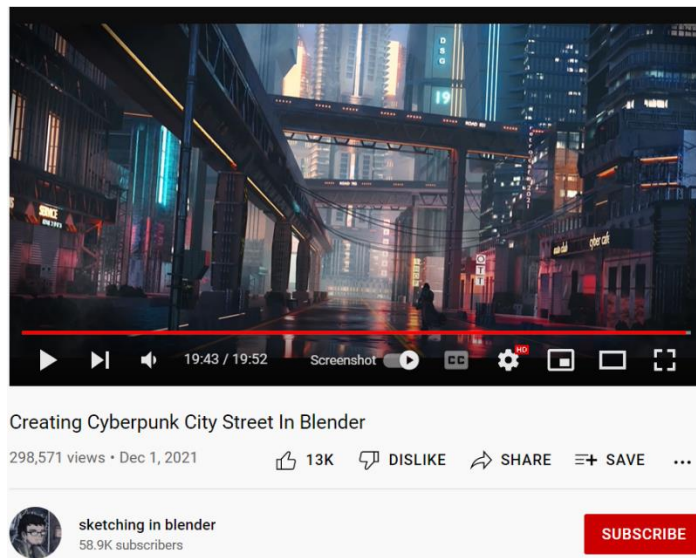
Hendy August

訂閱

And this cyberpunk2077 environment made by Unfy is also a reference for the props and the lighting. This provide me another kind of vision with the fact that this scene is much more realistic than the first one. I like the way he makes the sidewalk, I think adding some tiles may be a good idea. He also shows how to make neon signs, which is very helpful to my work.

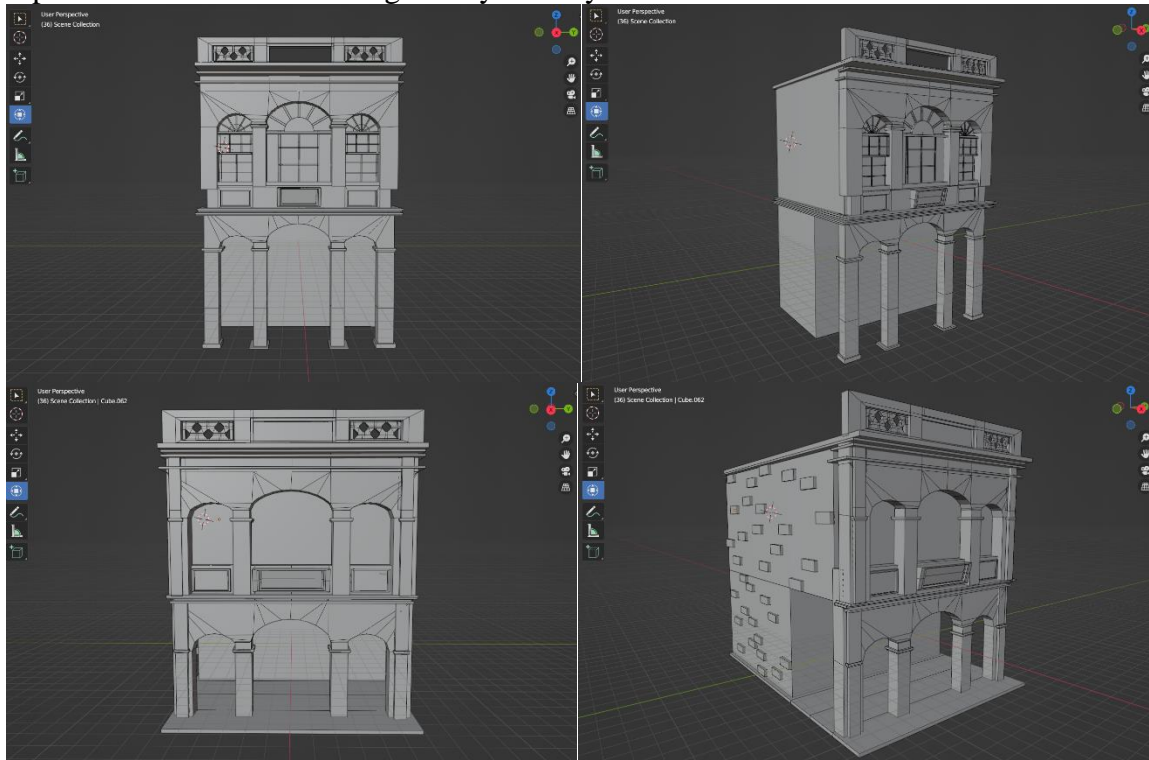


Moreover, there is one more reference for the art. I really like the way he does the lighting. You can see the illumination comes from neon lights, puddles, and some reflections among buildings. In the video the creator showcases how he makes the texture and builds the lights.

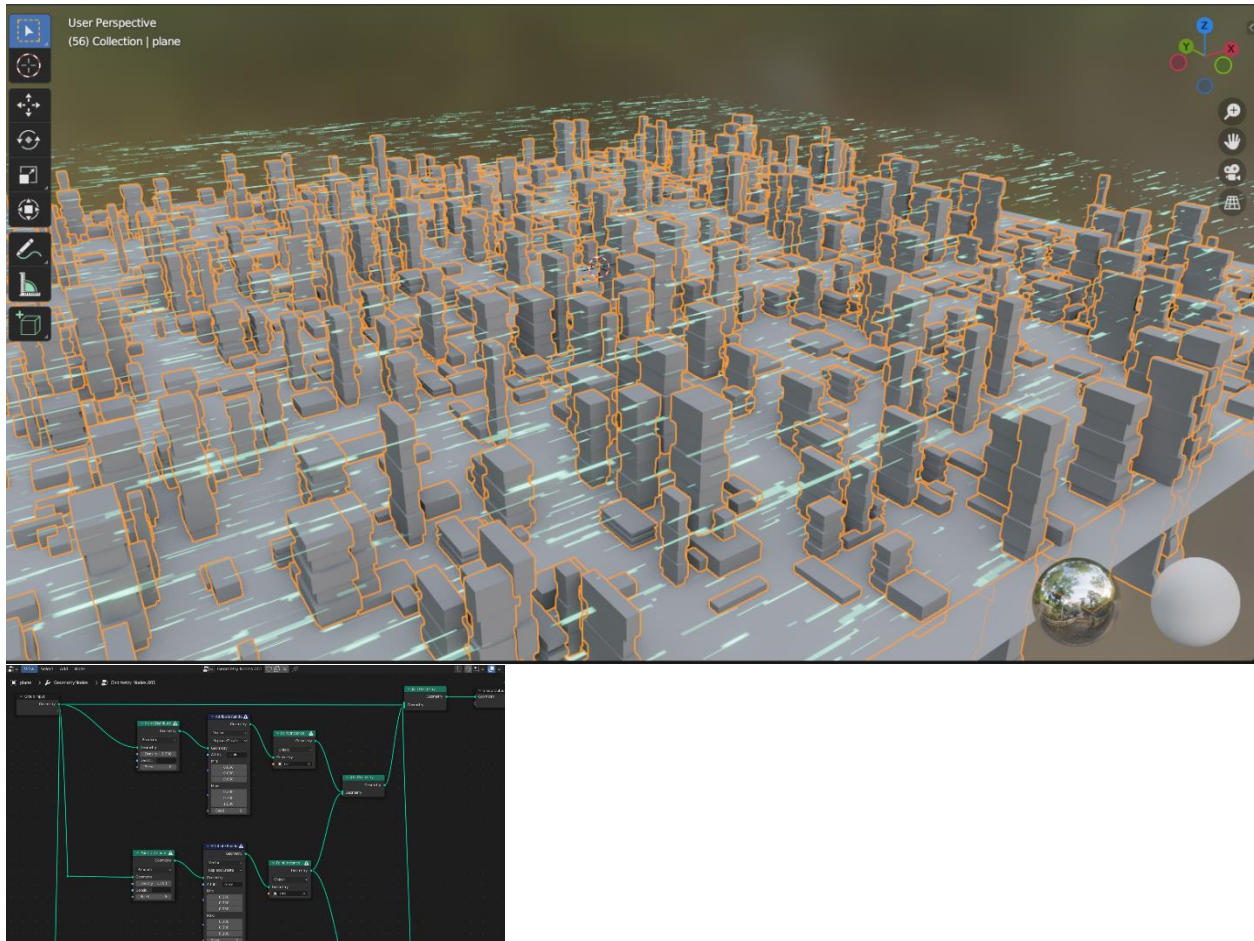


Production Progress

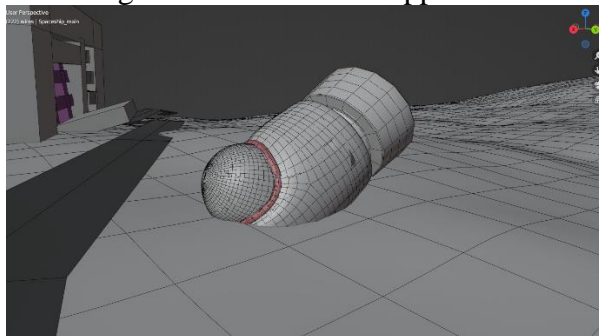
In week3, I built 2 more buildings in old Japanese style, and which are made of bricks. They are Japanese colonial era buildings in my country.



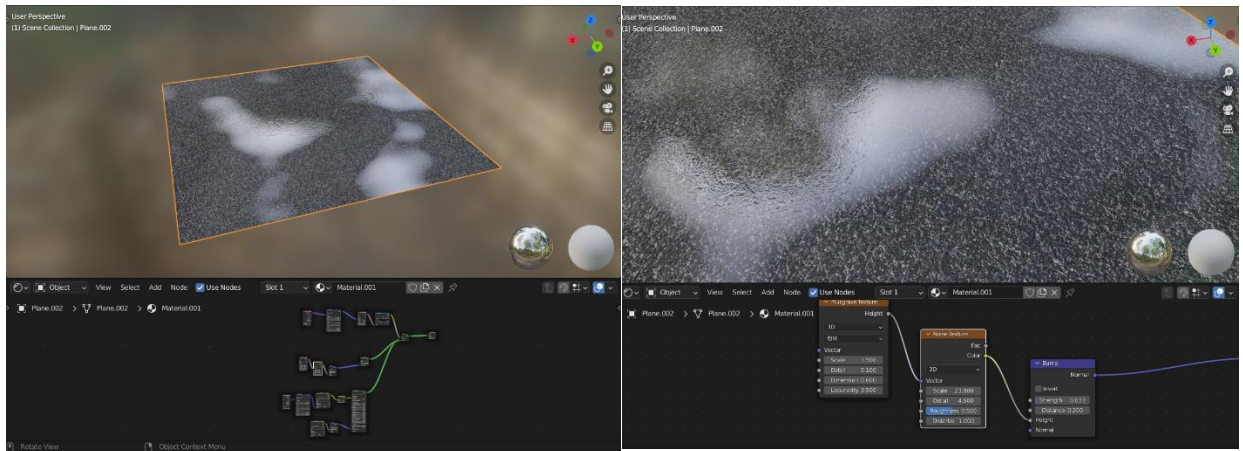
And I also tried some effect by Blender nodes., thinking adding these floating lights can significantly enhance the sci-fi atmosphere.



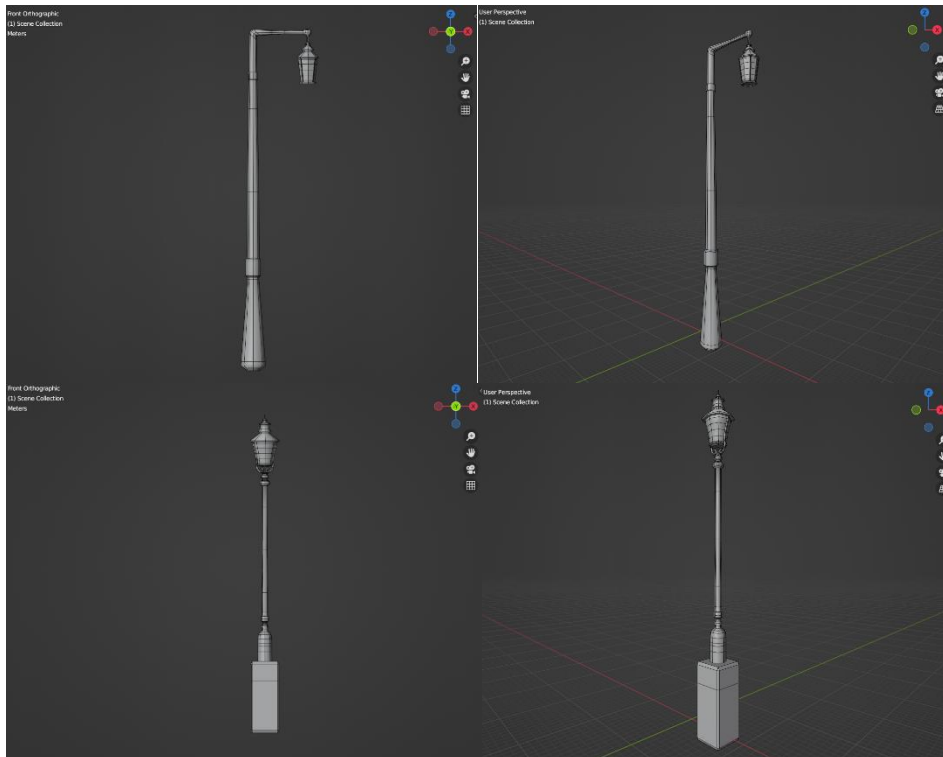
A spaceship which is based on my previous work was modified and placed in the background indicating some crashes had happened.

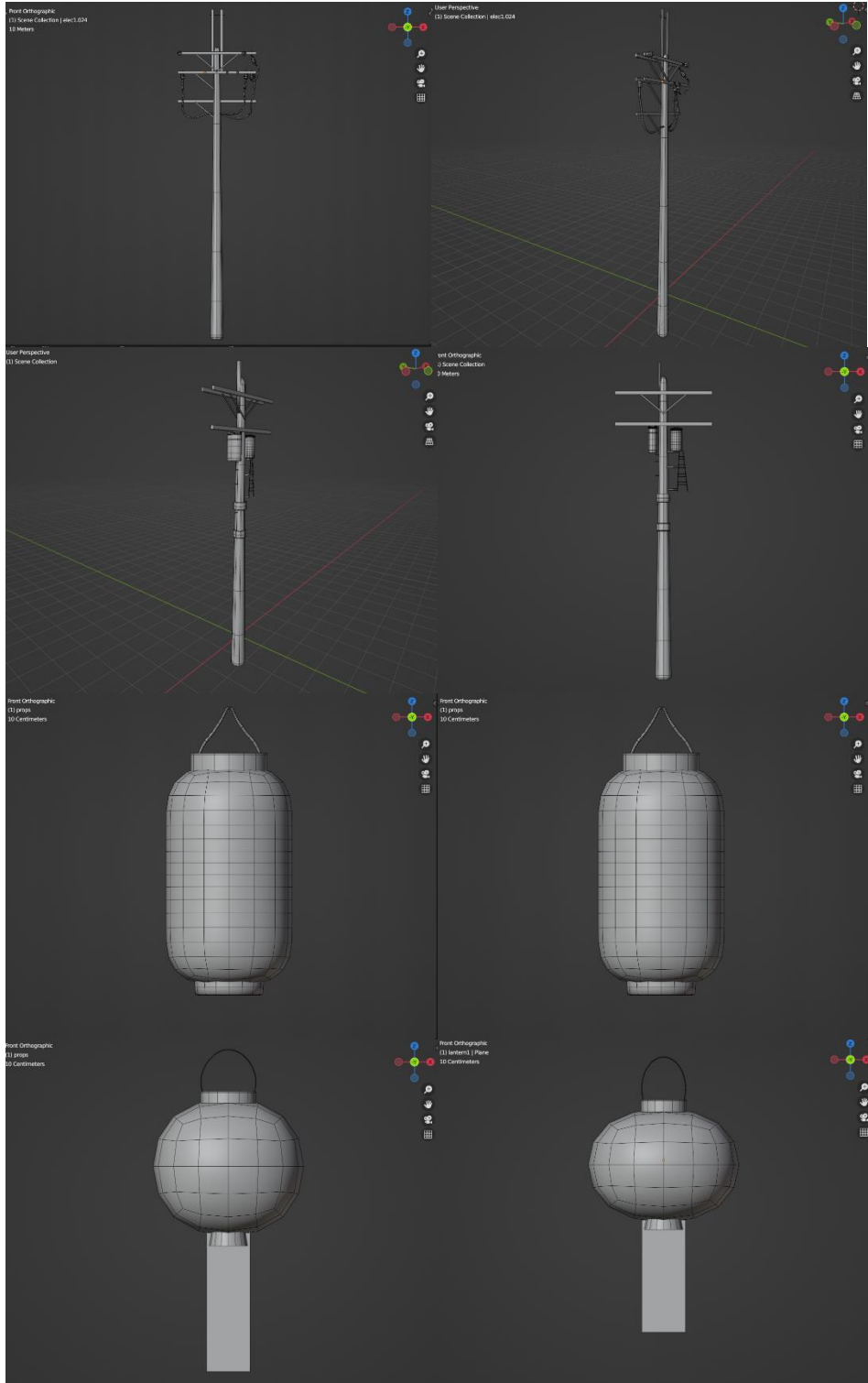


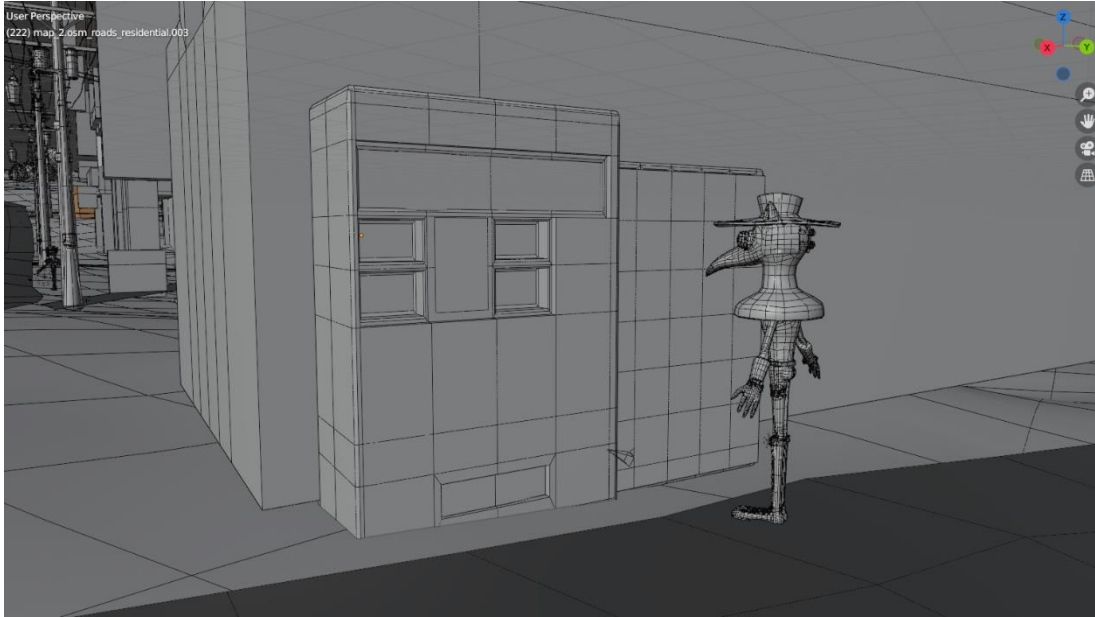
In the week 4, I used Blender procedural nodes to create some puddles that will be used for urban road surface later in week5.



And I made more props such as 2 types of streetlights, 2 types of telephone poles, cables, 4 kinds of lanterns, and 2 vending machines. By the way this character was built by me before, just to show the scale







In week3 and 4, I had discussions with Uyen and Kate, and they both provide me incredible creative advises. I tried very hard to build a worldview of the scene, in the consultation I also realize some holes in my story. This is **the mind map** of the background story.



I have a version saying there is a planet where there have been many crashes and astronauts from different planets have established their new home on this planet. It's a bit like Melbourne, where people of different nationalities from all over the world come together for academic, business or whatever purpose. However, the architecture in my work refers to the type of human architecture, so the story might be modified to say that the astronauts crashed near an alien city", where "alien" refers to humans.

Overall, the schedule is a little bit left behind, some props haven't been done by the end of Week4, such as neon signboards ,drinks inside the vending machine and ivy. During the production process, I also discovered more new objects that I wanted to add to the scene, which were not in my original plan. Also, the process of UV map will be moved to week 5.

This is how the scene looks like now.



Next Steps

But I'm going to move on anyway. In week 5, I'll be working on UV maps and creating textures for all objects. If I have time, I will make the signboard part. In week 6, I'll be lighting and rendering. The outcome of folio1 will be an exploration video