


By and By

MMP2





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- 

The Project

- **By and By** = “soon”/“gradually”/ “slowly approaching”
- **Topics**
 - Ephemerality/stress
 - Deceleration
 - Repurposing of vehicles
- **Look**
 - Stylized
 - Hand-painted look for textures
 - Joyful
 - Colourful
 - Optimistic, not dystopian



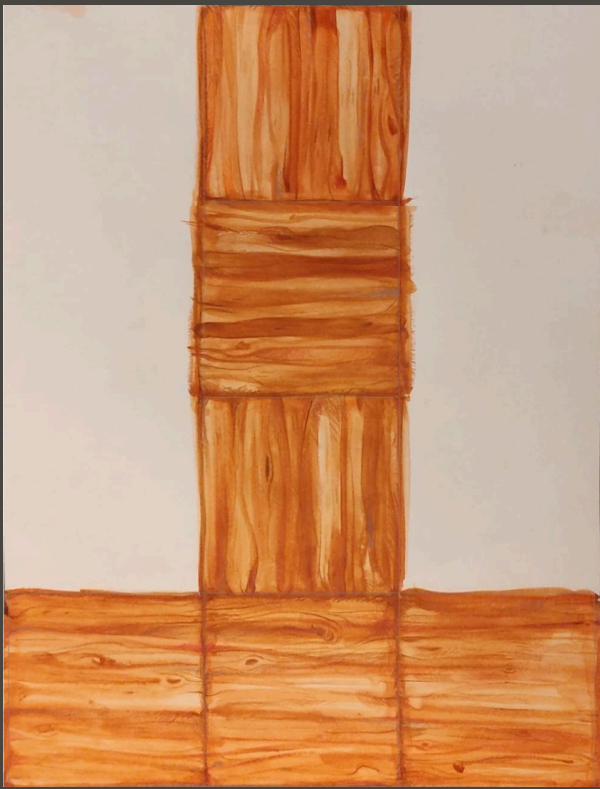
Isa

Specialized in the 2D part

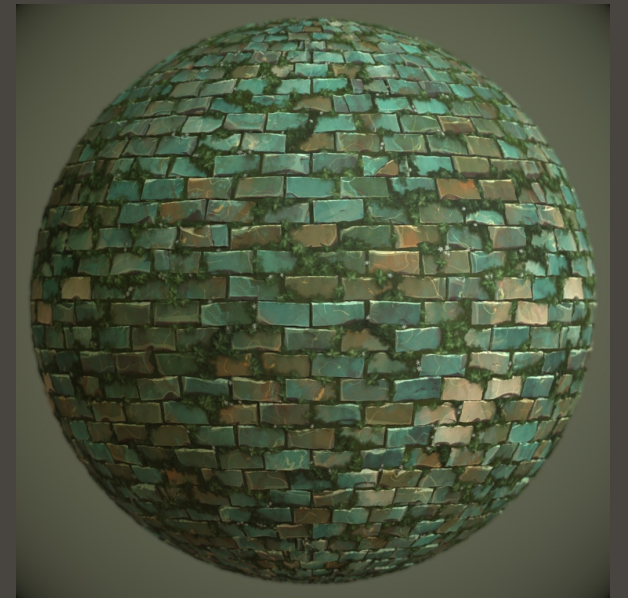
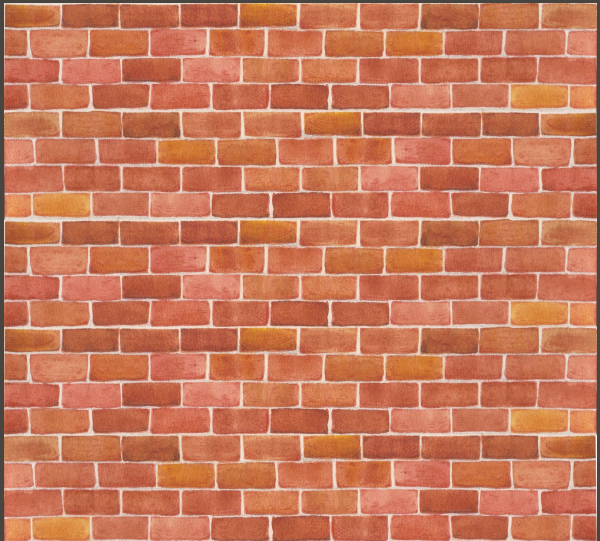
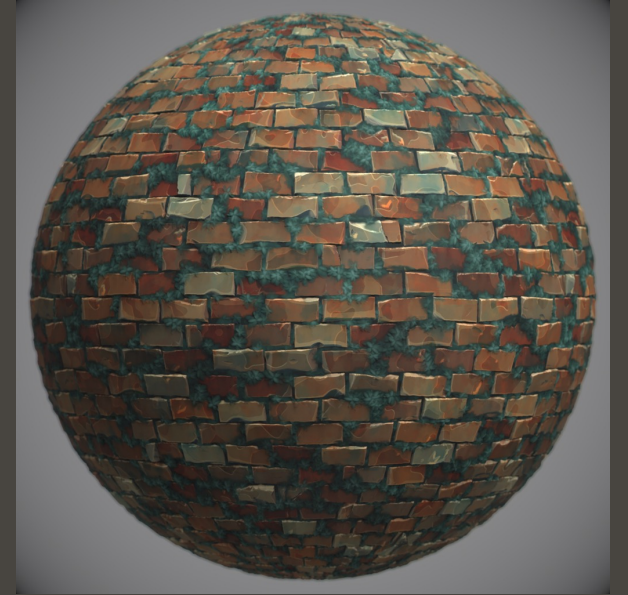
- Look Development
 - Concept Art
 - Texturing and Uvs
- Motion Graphics (Intro & Outro)

Programs used

- Substance Designer
- Substance Painter
 - Maya
- Clip Studio Paint
 - Blender



Isa



Isa



Isa

.mayaSwatches	.vrayThumbs	3dPaintTextures	Ship	Tram	1_Crate_Crates_BaseColor	1_Kitchen_Cloth_VRayMtl1_BaseColor
2_Crate_Crates_BaseColor	2_Kitchen_Cloth_VRayMtl1_BaseColor	3_Crate_Crates_BaseColor	4_Crate_Crates_BaseColor	AC_Unit_VRayMtl1_BaseColor	AC_Unit_VRayMtl1_Roughness	automat_farbe_Automat_BaseColor(1)
Awning_Wood_VRayMtl1_BaseColor	Awning_Wood_VRayMtl1_Roughness	Basket_lambert1_BaseColor	Bee_Body_BaseColor	Bee_Eyes_BaseColor	Bee_Legs_BaseColor	Bee_M_Metal_BaseColor
Bee_M_Wings_BaseColor	Bee_Sensors_BaseColor	Bicycle_BaseColor2	Bicycle_Bicycle1_lambert6_BaseColor	Bike_Farbe_Base_color	blatt	Boden_basecolor
Boden_basecolor_nur_nackig	Boden_basecolor-farbe	Boden_height	Boden_normal	Boden_roughness	Bowl_lambert1_BaseColor	Carriage_lambert1_BaseColor
Carrot_lambert1_BaseColor	Chair_BaseColor	Chair_Stadt_BaseColor	Cloth_Blanket_lambert1_BaseColor	Cloth_Curtain_lambert1_BaseColor	Cloth_Lines_lambert1_BaseColor	Cloth_Market_Stall_Default_Material_BaseColor
Cloth_Sheet_lambert1_BaseColor	Cloth_Tank_Top_TankTop1_blinn1_BaseColor	Cloth_Towel_lambert1_BaseColor	Coffee_Cup_lambert1_BaseColor	CoffeeToGo_lambert2_BaseColor	Container_House_Blau_2_BaseColor	Container_House_Blau_3_BaseColor
Container_House_Blau_BaseColor (1)	Container_House_Blau_BaseColor	Container_House_Container_Container_house_f...	Container_House_Gelb_2_BaseColor	Container_House_Gelb_3_BaseColor	Container_House_Gelb_BaseColor (1)	Container_House_Gelb_BaseColor
Container_House_Rot_2_BaseColor	Container_House_Rot_3_BaseColor	Container_House_Rot_BaseColor (1)	Container_House_Rot_BaseColor	Cupcake_VRayMtl1_BaseColor(1)	Cupcake_VRayMtl1_BaseColor(2)	Cupcake_VRayMtl1_BaseColor(3)
Cupcake_VRayMtl1_BaseColor	Cushion_lambert1_BaseColor	Desert	Desert2	Dreck	Dustbin_lambert4_BaseColor	Dustbin2_lambert4_BaseColor
Electricity_Case_lambert1_BaseColor	EU_Palette_lambert1_BaseColor	Flaschen_Base_color	Floor_Footprint_Ground_BaseColor	Floor_Tile_Floor_Export_Floor_Tile_1_BaseColor	Floor_Tile_Floor_Export_Floor_Tile_2_BaseColor	Floor_Tile_Floor_Export_Floor_Tile_3_BaseColor
Floor_Tile_Floor_Export_Floor_Tile_4_BaseColor	Floor_Tile_Floor_Export_Floor_Tile_5_BaseColor	Floor_Tile_Floor_Export_Floor_Tile_6_BaseColor	Floor_VRayMtl1_BaseColor	Flower_Bulb_2_BaseColor	Flower_Bulb_3_BaseColor	Flower_Bulb_lambert1_BaseColor_1
Flowerbed_lambert1_BaseColor	Flowerbed_Small_lambert1_BaseColor	Glaeser_Base_color	Glass_basecolor	Glass_Champagne_lambert1_BaseColor	Glass_Martini_lambert1_BaseColor	Glass_Small_lambert1_BaseColor
Glass_Water_lambert1_BaseColor	Gummi_Base_color	Holz_Base_color	House_Boards_Houses_Boards_BaseColor	Kiste_Blau_BaseColor	Kiste_VRayMtl1_BaseColor	Kiste_VRayMtl1_Roughness
Korken_und_Zieher_Base_color	L2_House_L2_Awning_Metal_BaseColor	L2_House_L2_House_BaseColor	L2_House_L2_House_BaseColor_NEU	L2_House_L2_Windows_4x_1_BaseColor	L2_House_L2_Windows_4x_2_BaseColor	L2_House_L2_Windows_4x_3_BaseColor
L2_House_NEU_L2_House_BaseColor	L3_House_L3_House_BaseColor	L3_House_L3_Roof_BaseColor	L3_House_L3_Windows_BaseColor	L3_House_NEU_L3_House_BaseColor	Ladder_lambert1_BaseColor	Lampignon_M_Lampignon_BaseColor
leaf_tree_op	Leg_LowPoly_Leg_BaseColor	Licht_Vorne_Base_color	Light_Bulb_Connector_lambert2_BaseColor	LP_Cat_Substance_LP_Cat_BaseColor	LP_Cat_Substance_LP_Cat_Normal	LP_Cat_Substance_LP_Cat_Orange_BaseColor
LP_Mouse_All_Cracker1_BaseColor	LP_Mouse_All_Eyes1_BaseColor	LP_Mouse_All_Mouse_BaseColor	LP_Mouse_All_Mouse_Normal	LP_Mouse_All_Whiskers1_BaseColor	Manhole_Covers_lambert1_BaseColor	MEHR_DRECKLeg_BaseColor
Menu_Board_lambert2_BaseColor	Menu_Board_lambert2_Roughness	Menu_Board_SisiundCaca_BaseColor	Menu_Board_Tram_lambert2_BaseColor	Metal_Plate_lambert1_BaseColor	Metal_Bar_Base_color	Metal_Rad_Base_color
OP_leaf	OpenBoard_Tram_VRayMtl1_BaseColor	Paint_Brush_lambert1_BaseColor	Paint_Bucket_lambert1_BaseColor	Parasol_lambert1_BaseColor	Parasol_lambert1_BaseColor1	Plane_Isas_UVs_Main_Body_BaseColor
Plane_Isas_UVs_Main_Body_BaseColor-gigapixel...	Plane_Isas_UVs_Main_Body_BaseColor-gigapixel...	Plane_Isas_UVs_Misc_BaseColor	Plane_Isas_UVs_Plane_Walls_Inside_BaseColor	Plane_Isas_UVs_Turbine_u_Raeder_BaseColor	Plane_Isas_UVs_VRayMtl1_BaseColor	Plane_Isas_UVs_Window_Front_BaseColor
Plane_Isas_UVs_Windows_Side_BaseColor	Plane_Isas_UVs_Wings_BaseColor	Plane_Isas_UVs_Wings_BaseColor-gigapixel-art...	Plane_Isas_UVs_Wings_BaseColor-gigapixel-art...	Plate_DarkBlue	Plate_Mint	Plate_Muster
Plate_Muster_ilac	Plate_Muster_Rosy	Plate_Muster_Turquoise	Plate_Single_lambert2_BaseColor(2)	Plate_Single_lambert2_BaseColor	Plate_Single_lambert2_Roughness	Plate_Yellow
Potted_Flower_lambert1_BaseColor	R1_House_Fenster_BaseColor(1)	R1_House_Fenster_BaseColor	R1_House_NEU_R1_House_BaseColor	R1_House_R1_House_BaseColor(1)	R1_House_R1_House_BaseColor	R1_House_R1_House_ShopWindows_x4_BaseC...
R1_House_R1_House_ShopWindows_x4_BaseC...	R1_House_R1_House_UpperWindow_BaseColo...	R1_House_R1_House_UpperWindow_BaseColor	R1_House_R1_House_WindowDoor_BaseColor...	R1_House_R1_House_WindowDoor_BaseColor	R2_House_BaseColor2	R2_House_NEU_R2_House_BaseColor
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ShipCargoDiff	ShipCargoPart2Diff	ShipCargoPart3Diff	ShipCargoPart4Diff	ShipCargoPart5Diff	ShipCargoPart6Diff	ShipCargoPart7Diff
Shoe_Brand_Sign_BaseColor	Shoe_Ferse1_BaseColor	Shoe_Front_BaseColor	Shoe_lambert2_BaseColor	Shoe_Lasche_BaseColor	Shoe_Oesen_BaseColor	Shoe_Schnuersenkel_BaseColor
Shoe_Sides_BaseColor	Shoe_Sohle_BaseColor	Signs_House_Signs_BaseColor	Signs_House_Signs_Hinten_BaseColor	Signs_Sign_Holder1_BaseColor	Slide (1)	Slide (2)
Stadt_Nich_Haarig_Leg_BaseColor	Stairs_Ship_Stair_Case1_BaseColor	Street_Lantern_lambert2_BaseColor	Street_Lantern_lambert2_Roughness	Sugar_Can_lambert1_BaseColor	Table_Modern_lambert1_BaseColor	Table_Old_lambert2_BaseColor
Table_Old_lambert2_Roughness	Table_Round_lambert1_BaseColor	Table_Round_lambert1_Roughness	Tea_Towel_lambert1_BaseColor	Tire_Swing1_Base_color	Trunk_Trunk_BaseColor	UV_Awning2-fertig
UV_Awning-fertig	Wasserfarbe_-Schwarz-Weiss_basecolor	Wasserfarbe_-Schwarz-Weiss_basecolor2	Water_Vase_2_lambert1_BaseColor	Water_Vase_3_lambert1_BaseColor	Water_Vase_lambert1_BaseColor	Whiskey_Glass_lambert1_BaseColor
Wildflowers_lambert1_BaseColor	Wood_lambert1_BaseColor	Wooden_Plate_1_VRayMtl1_BaseColor				

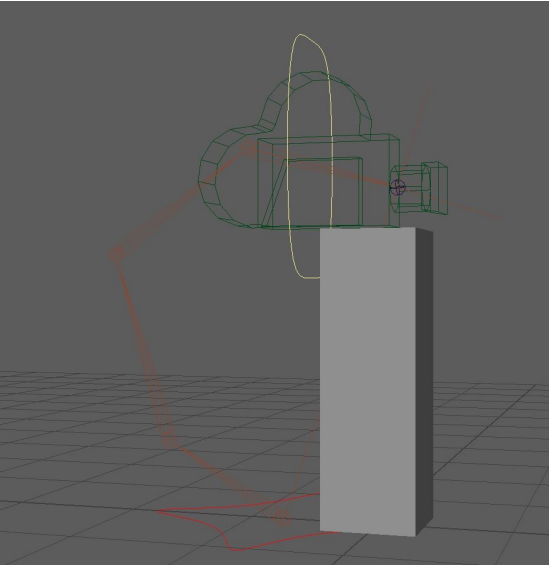
Sarah

- Concept Art (Scene Layout)
 - Storyboard
 - **Animatic**
- **Cinematography**
 - Camera Rig
- Camera Movement
- Camera Settings

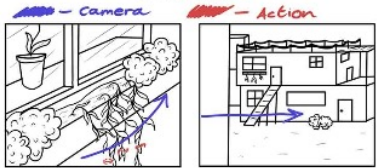
Programs used

- Maya
- After Effects

Sarah

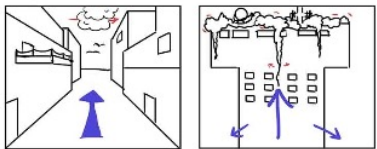


Schiff (Morgen)

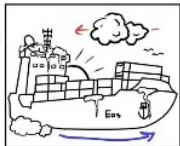


Kamera bewegt sich um die Ecke

Bewegt sich langsam nach vorne, Rand des Schiffes wird sichtbar



Bewegt sich leicht um das Schiff, Eos-Aufschrift wird in den Vordergrund gesetzt



Fokus auf das Insekt, nicht erkennbar zu welchem Objekt die Räder gehören

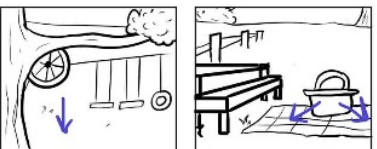


Ansicht der Schilder und Lichter

Flugzeug (Tag)



Kamera geht von dem Kerb (Nahaufnahme) weiter hinaus



Folgt leicht der Rutsche, zoomt hinaus



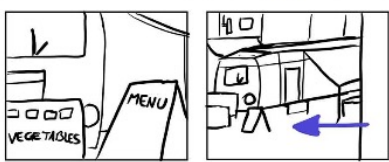
Autofriedhof (Abend)

Stadt (Nacht)

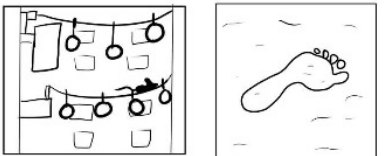


Kamera bewegt zu Tisch, zoomt raus, ganzes Motorrad wird sichtbar am Ende des Shots

Straßenbahn ange-teasert

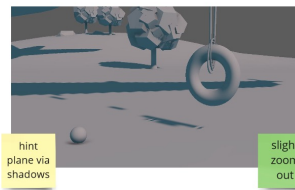


Kamera bewegt sich um die Ecke



Fußabdruck (Ende)

Key elements village, (?)



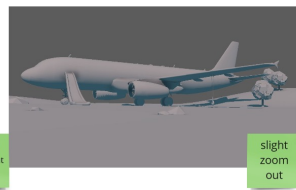
hint plane via shadows

slight zoom out



not showing too much of the plane

camera movement down



slight zoom out

reveal

Bliese zu Schiff

Key elements swing, slide

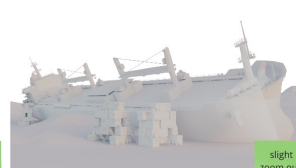


detailed living area shot

Bliese auf Blume



slight zoom out



slight zoom out, still (?)

reveal

Sonne, Matchout - Lampen

Key elements bike, tram



Lampen start

streichen Wand, besser smoother zoom

corner shot backwards



shows menu, table, tram interior of tram



mehr seitlich, tram im Hintergrund edas

same movement, more zoomed out, slower

Plätze am Ende 'Fußabdruck'

Hannah

- Modeling /Sculpting
 - UVs
 - Scene Assembly
 - Lighting
 - Rigging & Animation
 - FX
- Camera (Footprint & Splash)
- Render Set Up / Rendering
- Post Production (Compositing / Grading)
 - Project Management

Programs used

Maya & Vray & Bifrost

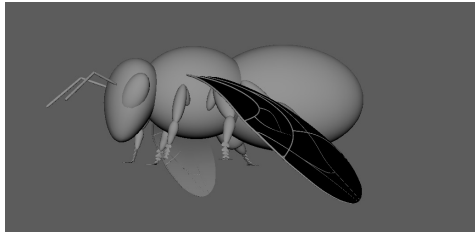
ZBrush

After Effects

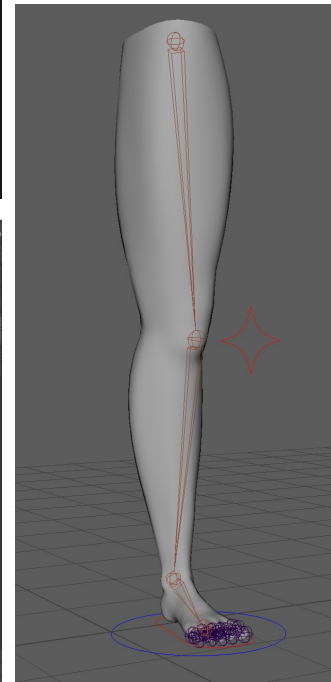
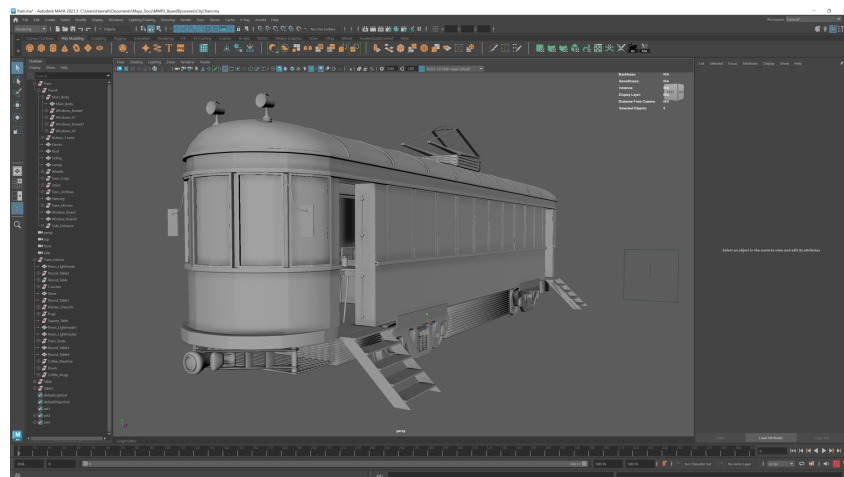
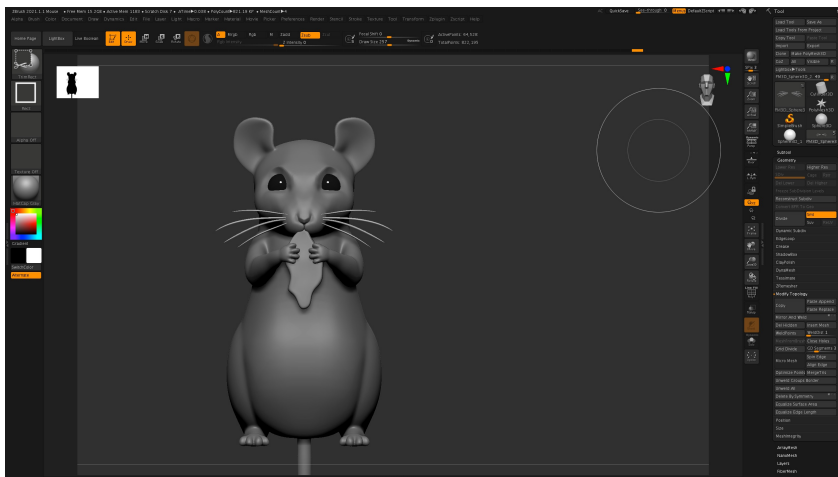
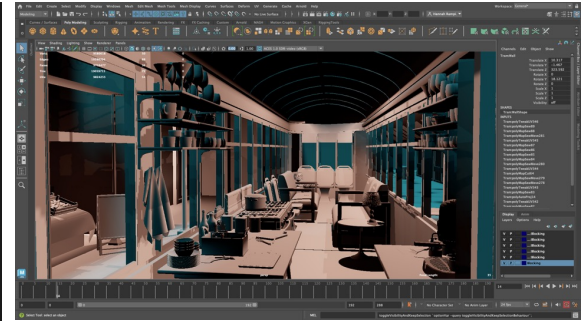
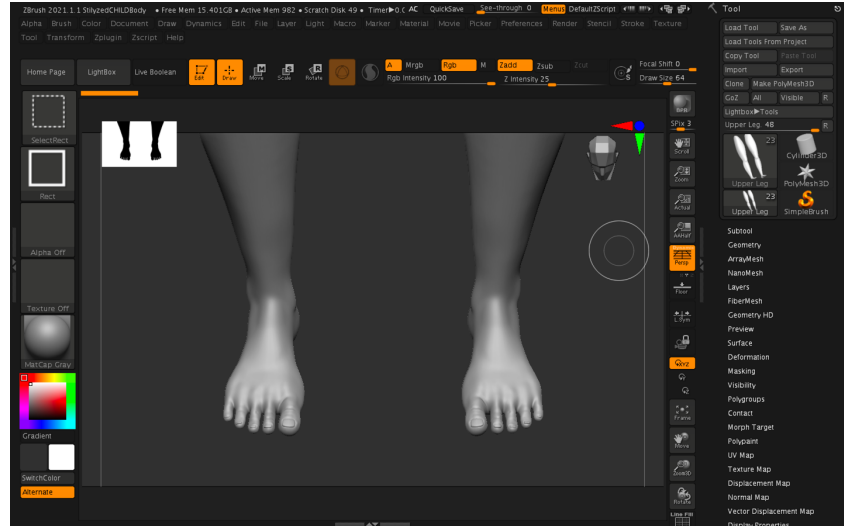
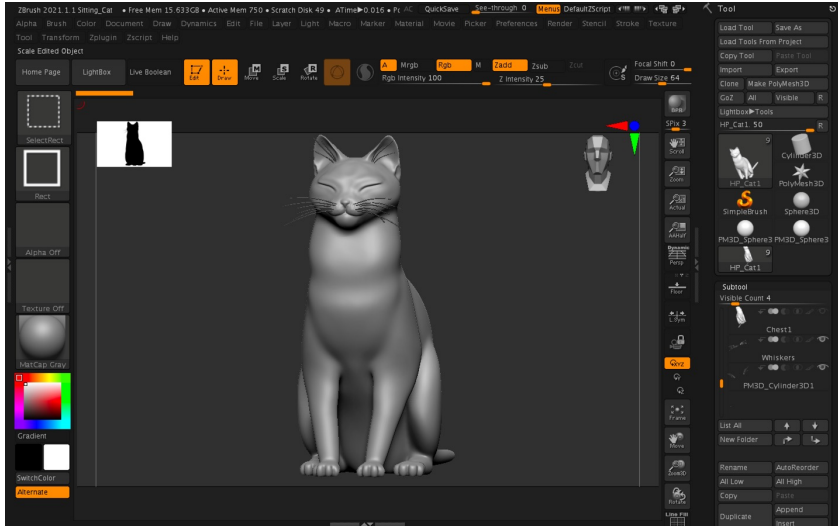
SpeedTree

Photoshop

Substance Painter

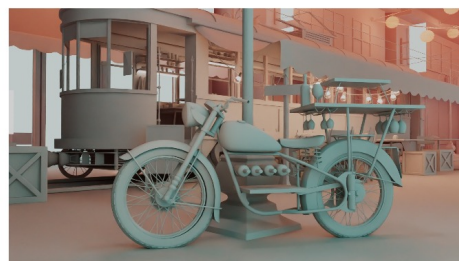
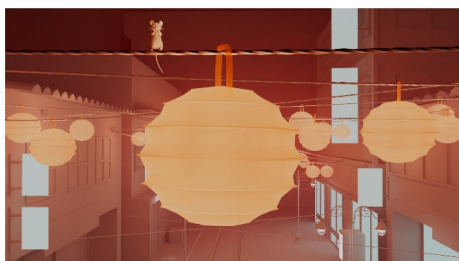
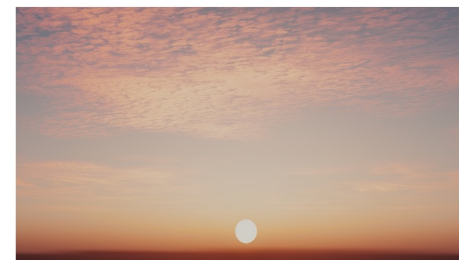
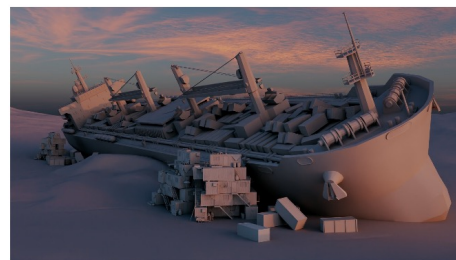
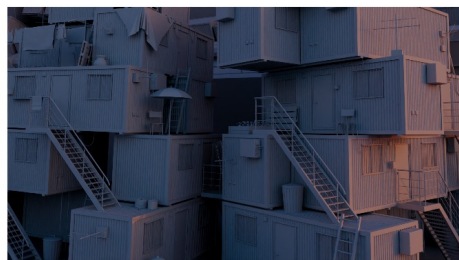
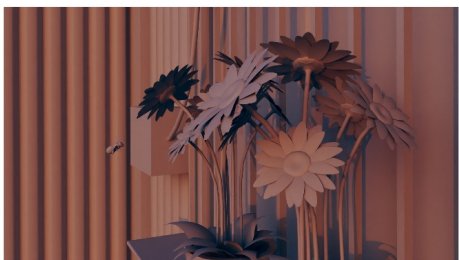


Hannah



Hannah

Shots





Elias (Audio)

Scoring

Sound Design

Soundtrack

Field Recordings

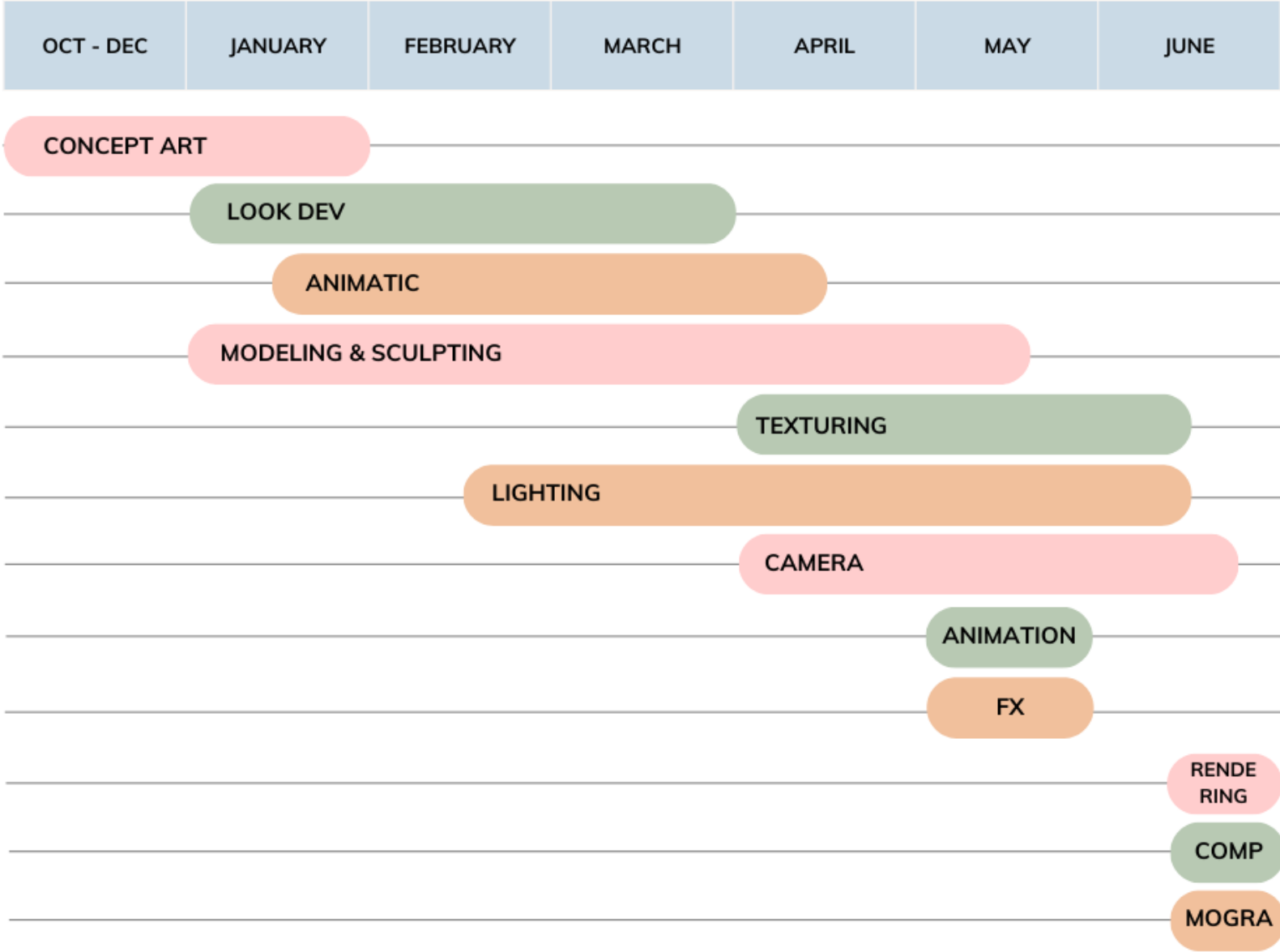
Programs used

Ableton

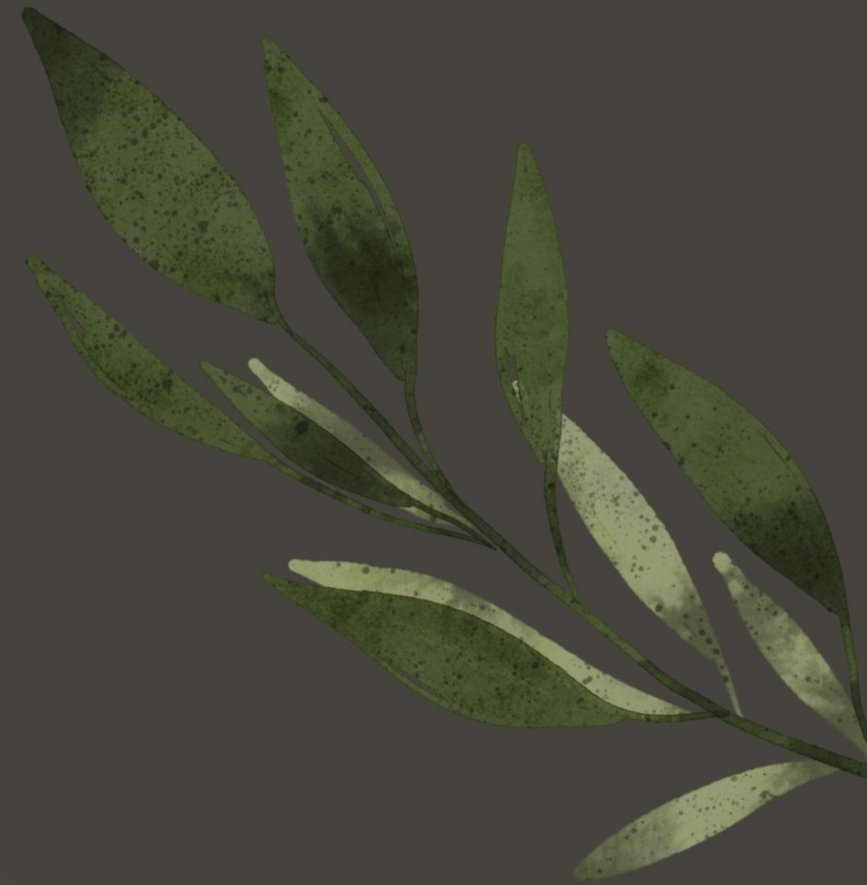
Elias (Audio)



Production



- Technical difficulties (export, UVs, software)
- Too little time invested in preproduction
- Giddy concept art
- Time management (assignments / internships / private life)
- Communication (as always)
- Different workflows
- Small mistakes leading to almost “big” problems (Snowball effect)
- Audio / Poetry Slam



Difficulties



“Pillars”

- Michael Großbauer
 - Dominik Uhl
- Christian Knauseder
 - Melvin
 - Sina
 - Lena
 - Bernie
 - Jonas

