WITHOUT YOU

a project by

Bernadette Erkinger

Fabian Holzer

Jona Melvin Grobe

OUTLINE

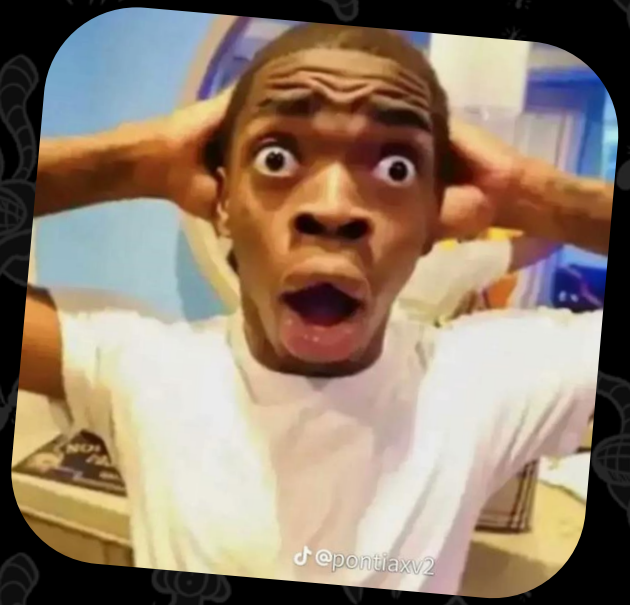
1. What is Without You?
2. The Team (responsibilities & reflection)
   - 2.1 Melvin
   - 2.2 Bernadette
   - 2.3 Fabian
- 3. Conclusion
- 4. Recognition of amazing people
- 5. Feedback & Questions

1. What is Without You?

- Topic “Human Greed”
- Stylized
- Humorous
- Ants as Main Character
- Inspired by Grounded

The Heroes Journey of this Project

1. The Preproduction
2. Creation of Concept Art, Mood boards, Project plan, To Do lists
3. Creation of Previs
4. Presentation Disaster
5. Changing up the Story
6. Creation of Previs V2, Previs V2.1, V2.2,…
7. Starting with modelling, sculpting…
8. Rendering
9. Presentation



2. Team

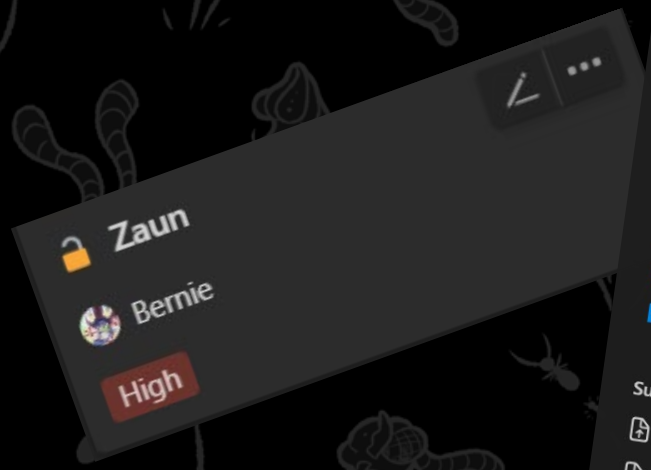
- Melvin (Project management/Previs/FX & Animation)
- Bernie (Concept Art/Textures/2D Art)
- Fabian (Modelling/Sculpting/Lighting)
- Kilian Konz (Music)

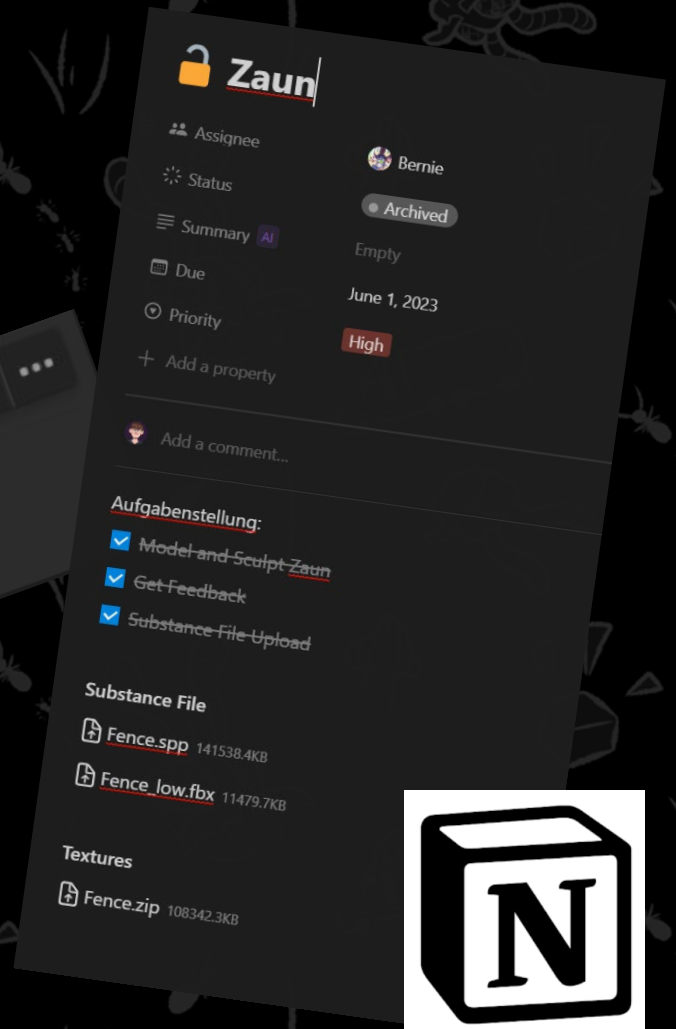
2.1.0 Melvin

Project Management

- Reporting and Documentation
- Feedback & Quality Assurance
- Scheduling and Time Management
- Support & Helpdesk
- Collaborations (Voice Actor, Music Artist)

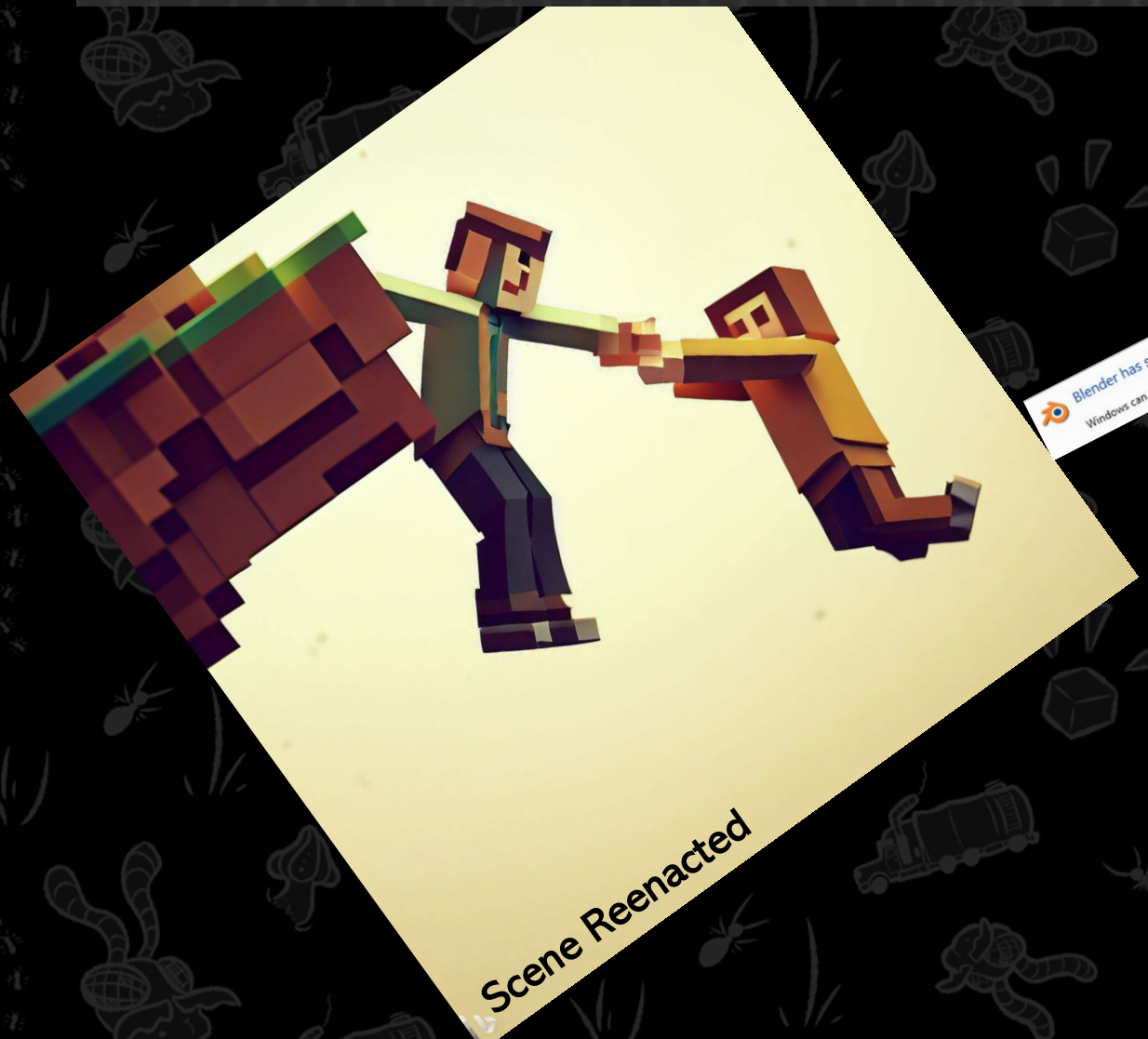
2.1.1 Reporting and Documentation

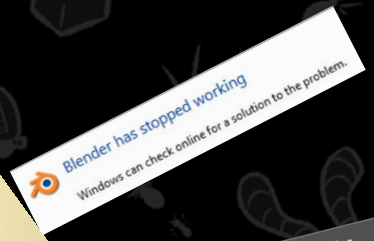


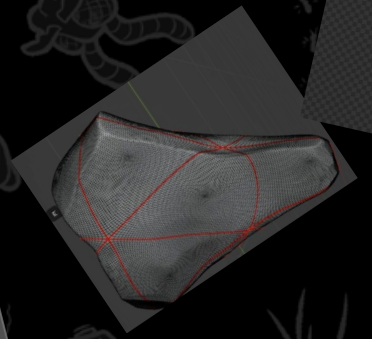


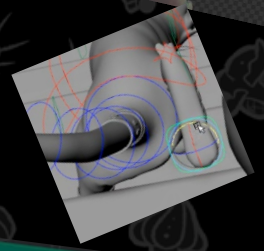
2.1.2 Quality Assurance & Feedback

2.1.3 Helpdesk & Support

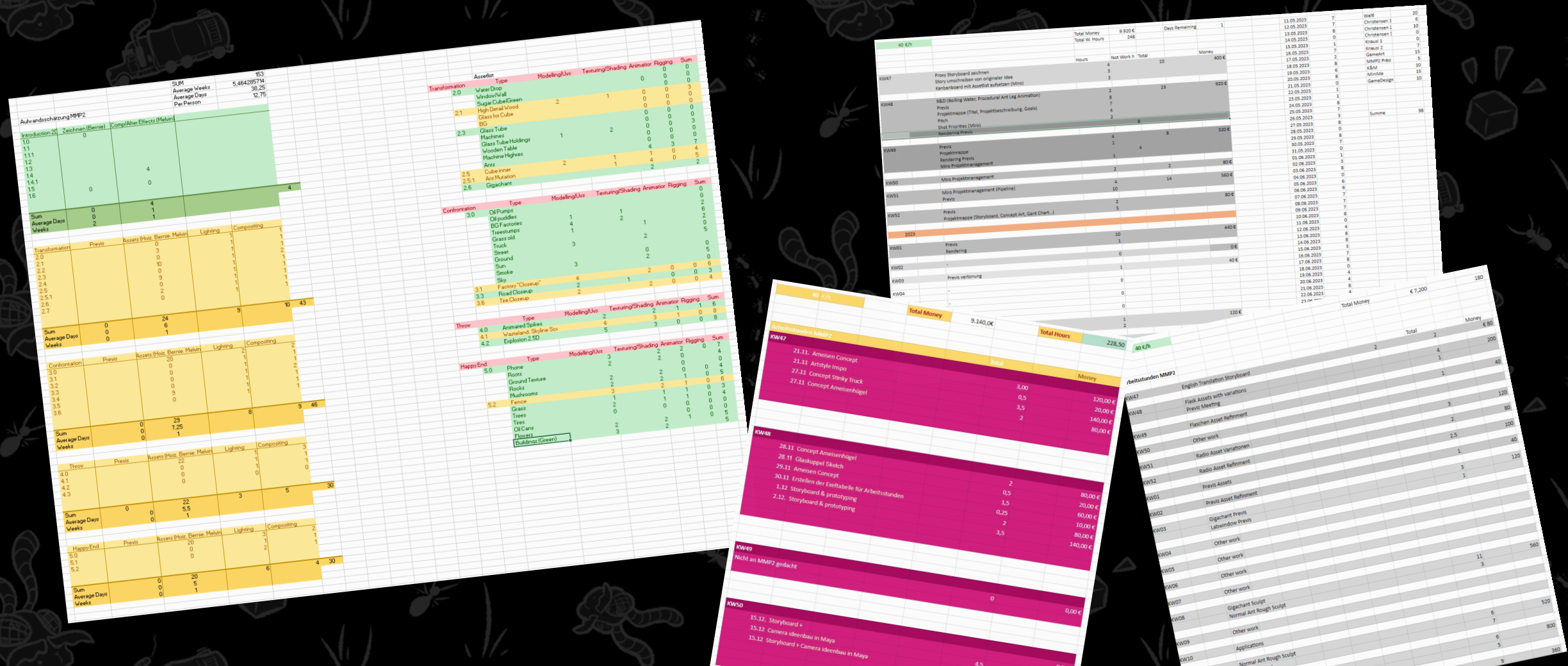








2.1.4 Scheduling and Time Management



2.1.5 Collaboration

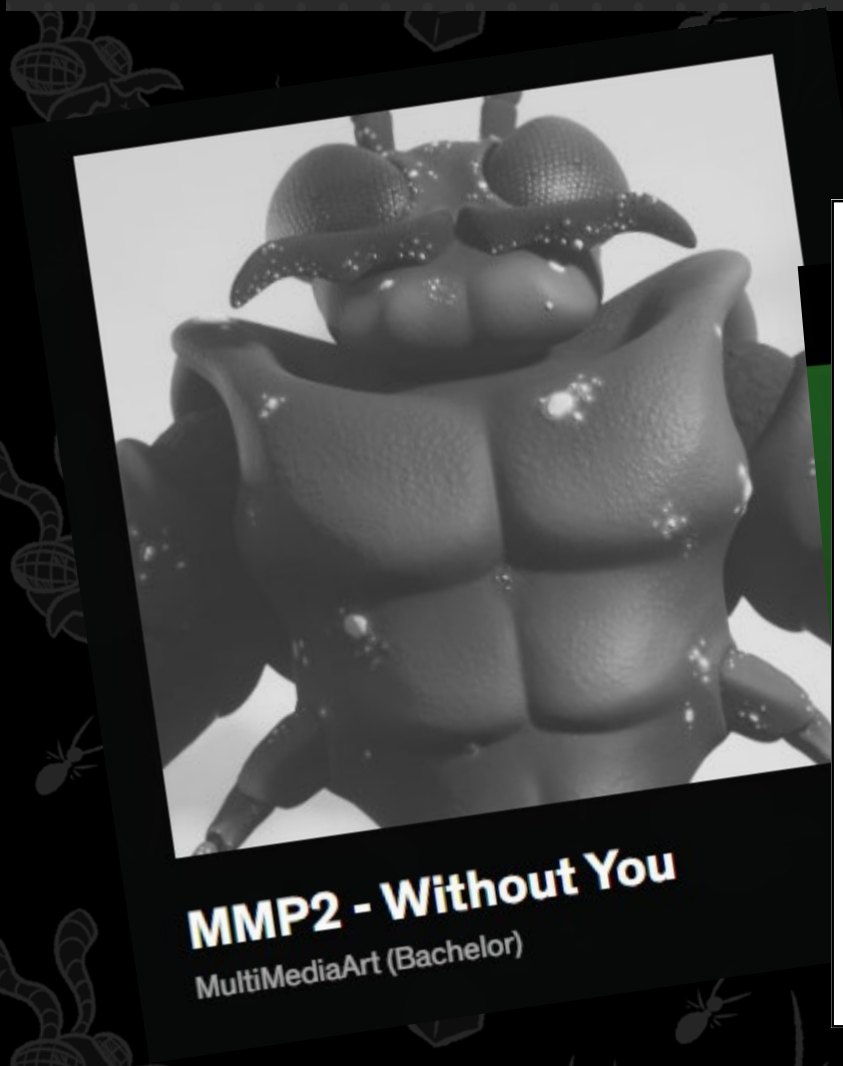
voice.ai

2.1.6 Introduction Previs

- Midjourney
- Depth Map (Stable Dif. & Ps)

2.1.7 Previs

2.1.7 Previs

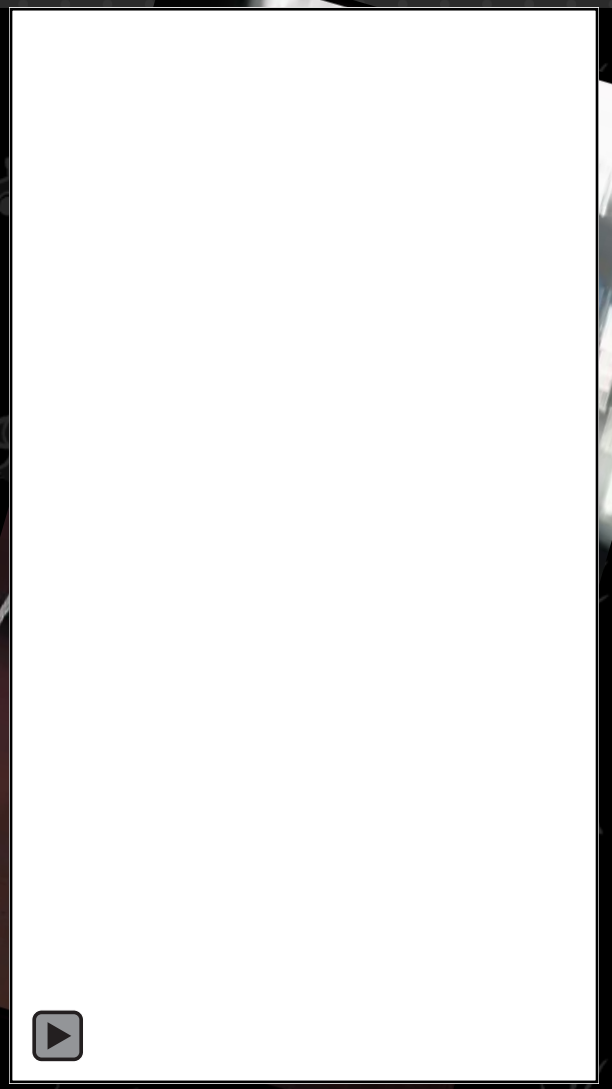


FH Salzburg - Portfolio

2.1.8 Compositing, FX & Animation

- Simulations (RBD, Smoke, Infection)
- Character Animation

2.1.9 Konzi Konzi Konz (Music)



2.2 Bernie

Concept Art

- Concept for Assets
- (Color) Concepts for specific shots
- Specifying the Storyboard

Textures

- Textures for all the different assets

2D Art

- 2D Images sequence in the beginning

2.2 Bernie

Concept Art

- Concept for Assets
- (Color) Concepts for specific shots
- Specifying the Storyboard

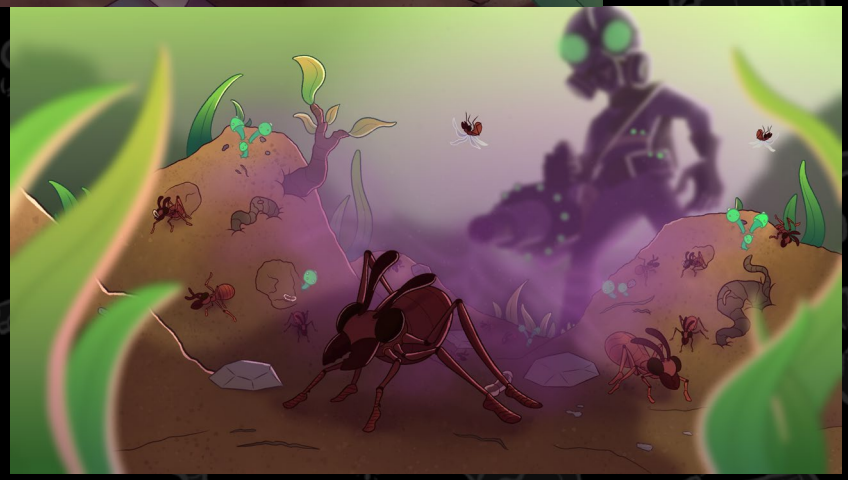
Textures

- Textures for all the different assets

2D Art

- 2D Images sequence in the beginning

2.2 Bernie



WHAT DID I LEARN

- Not to be satisfied right away
- Improving my Concept Art skills
- Adjusting to Feedback
- Hard surface sculpting in zBrush
- UDIMS
- UV-Layout
- Baking in Substance Painter
- Substance Painter
- Gathered inspiration for project managing

2.3 Hoiz *Asset Arc*

Modeling
- analyzing the concept art
- making Bernie proud
- rough blocking

Sculpting
- Increasing the resolution of the mesh
- stylized brushes (thanks Melvin <3)
- remeshing for low-res model

UVs
- painful but necessary for good textures
- we need an AI for this … please

2.3 Hoiz *Outro Arc*

Outro Part 1

- looking for references
- analyzing the lighting

Texturing/Posing

- creating a simple statue texture in Substance Painter
- using an … interesting Rig to pose the Character

Outro Part 2

- volumetric light because it looks cool
- dust particles (sponsored by Ahmed)

2.3 Hoiz *Self Reflection Arc*

I learned

- a nice Blender workflow for asset creation
- to look through all available brushes next time
- addons are love addons are life
- more efficient low-res models
- don’t waste time on things the viewer won't see
- there is always room for improvement but not enough time
- send progress regularly (annoy Melvin)
- ask and act upon feedback

3.0 Conclusion & Reflection

- change of supervisors = chaos
- Miro is good, but Notion is better
- Regular Meetings are great
- 4th semester = no time for big projects

THANKS;

Kilian K.

Joey S.

Michi G.

Ahmed J.

Johanna B.

Caro W.

Jakob C.

Sina A.

Hannah R.

Picture Sources

- Arcane Intro by Riot Games and Fortiche https://www.youtube.com/watch?v=YDjVH8cxrCQ
- *Fiverr https://de.fiverr.com/jonooldham/record-a-professional-voice-over-with-an-australian-voice?context_referrer=subcategory_listing&source=visual_filters&ref_ctx_id=67fda4d4818fb610d811fcbd0e5f0da6&pckg_id=1&pos=13&context_type=rating&funnel=67fda4d4818fb610d811fcbd0e5f0da6&ref=gender%3Amale%7Clanguage%3Aenglish&seller_online=true&imp_id=50a6ab92-e89c-4c02-9171-2453f2c16cab
- Shocked Black Guy https://knowyourmeme.com/memes/shocked-black-guy
- UV mapping http://www.quickmeme.com/meme/358moo

DONE!!

DONE!!