

# WITHOUT YOU

a project by

**Bernadette Erking**

**Fabian Holzer**

**Jona Melvin Grobe**



# OUTLINE

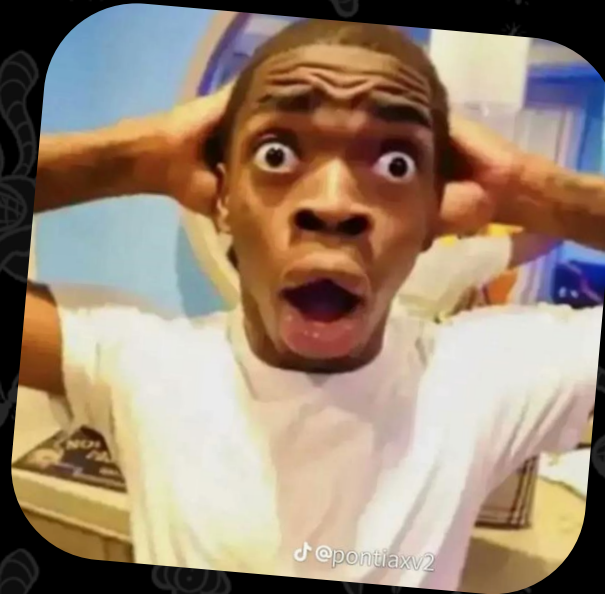
1. What is Without You?
2. The Team (responsibilities & reflection)
  - 2.1 Melvin
  - 2.2 Bernadette
  - 2.3 Fabian
- 3. Conclusion
- 4. Recognition of amazing people
- 5. Feedback & Questions

# I. 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

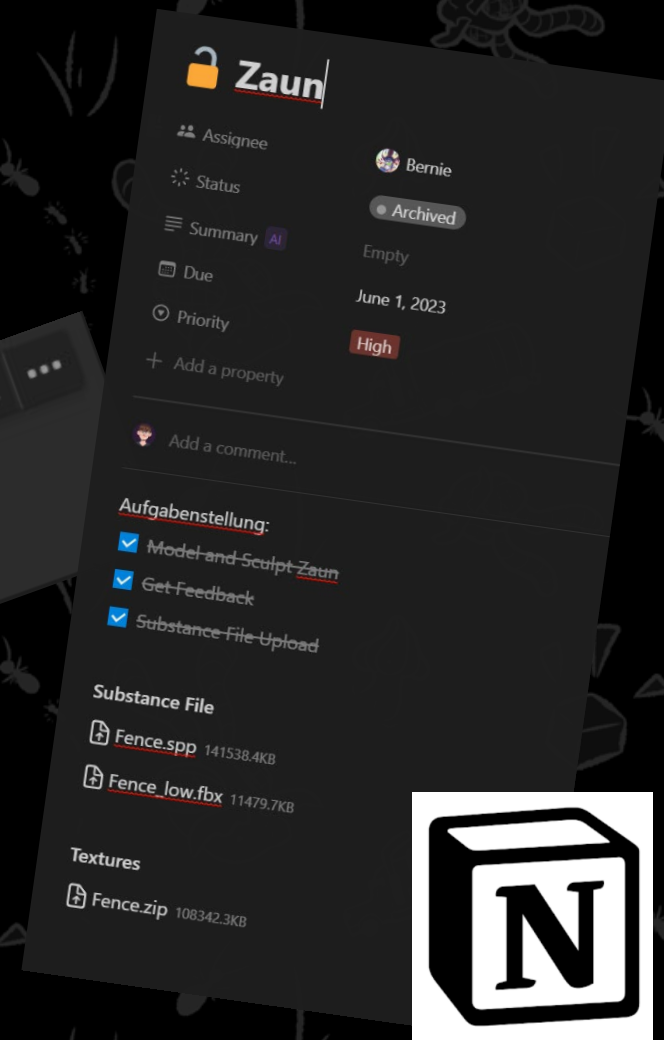
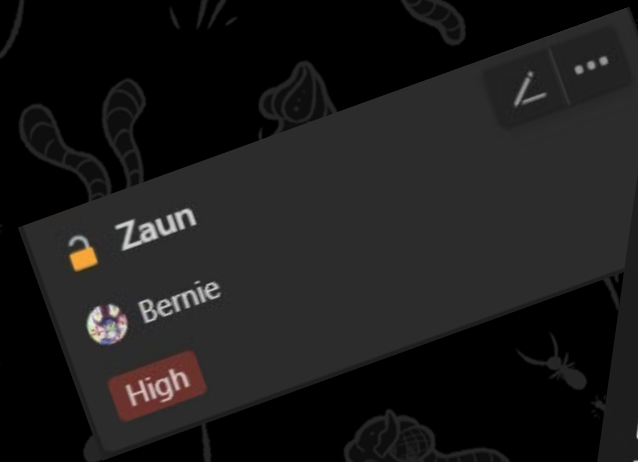
- Melvin (Project management/Previs/FX & Animation)
- Bernie (Concept Art/Textures/2D Art)
- Fabian (Modelling/Sculpting/Lighting)
- Kilian Konz (Music)

# 2.1.0 Melvin

## Project Management

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

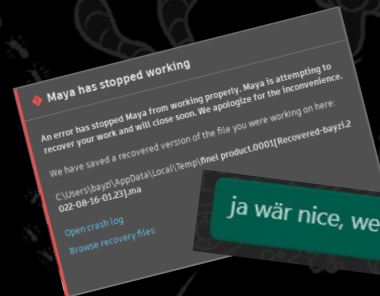
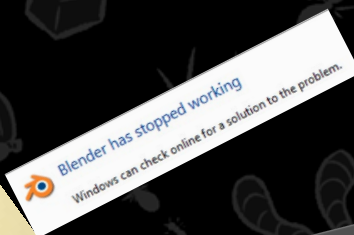
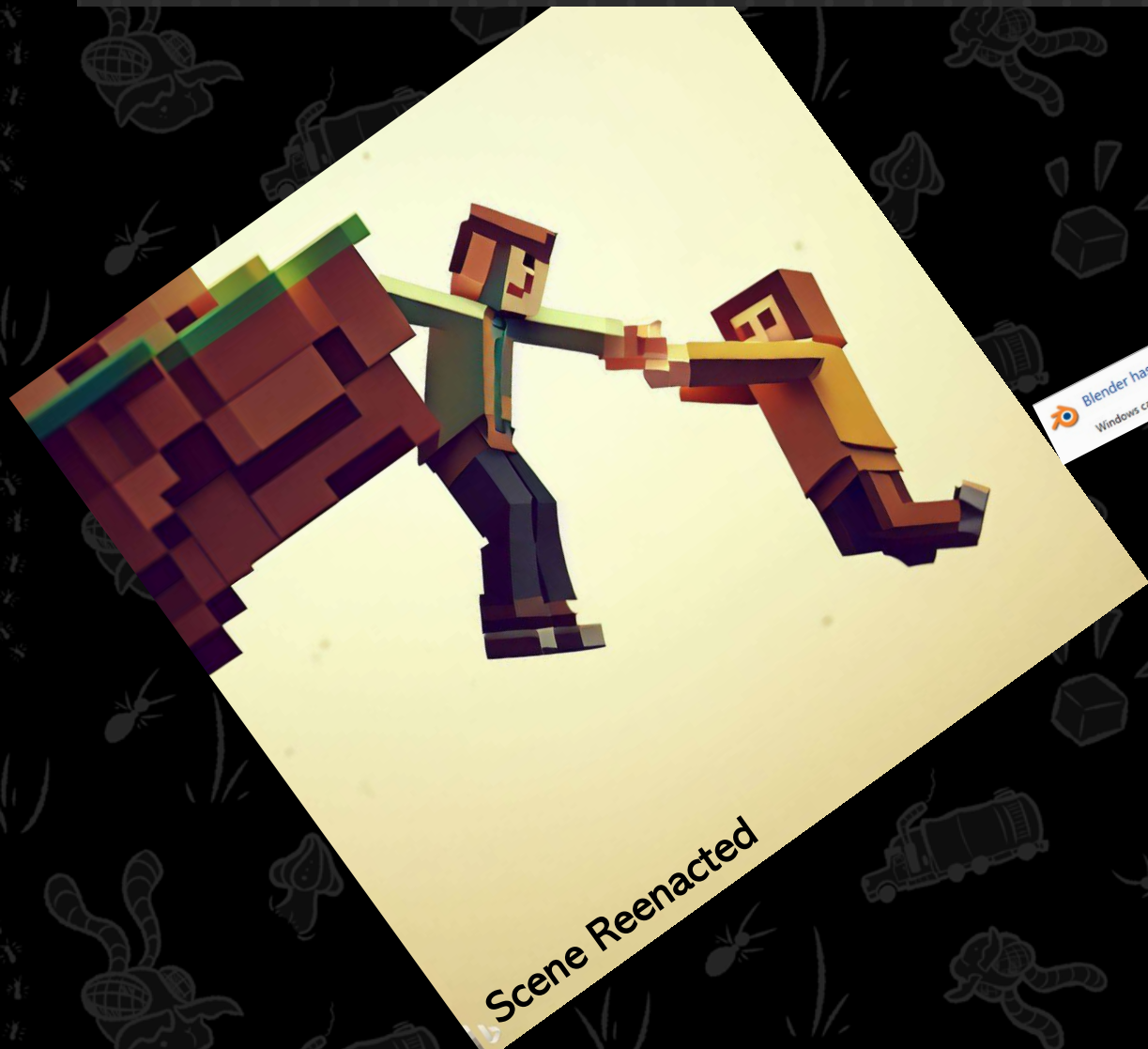
# 2.1.1 Reporting and Documentation







# 2.1.3 Helpdesk & Support



ja wär nice, wenn so kleine körner am boden nicht 400k edges haben xD 16:27 ✓





# 2.1.4 Scheduling and Time Management

Aufwandschätzung MMP2				SLM	
Introduction	Zeichnen (Berner)	Comp/After Effects (Makro)		Average Weeks	5,464285714
				Average Days	39,25
				Per Person	12,75
10	0	4			63
11	0	1			0
111	0	1			0
12	0	1			0
13	0	1			0
14	0	1			0
14.1	0	1			0
15	0	1			0
16	0	1			0
Sum	0	4			0
Average Days	0	1			0
Weeks	0	1			0

Transformation	Previs	Assets (Holo, Berner, Makro)	Lighting	Compositing
2.0	0	3	1	1
2.1	0	10	2	1
2.2	0	9	1	1
2.3	0	0	1	1
2.4	0	0	1	1
2.5	0	2	1	1
2.5.1	0	0	1	1
2.6	0	0	1	1
2.7	0	0	1	1
Sum	0	24	9	10
Average Days	0	6		43
Weeks	0	1		

Conformation	Previs	Assets (Holo, Berner, Makro)	Lighting	Compositing
3.0	0	0	2	2
3.1	0	0	1	1
3.2	0	0	1	1
3.3	0	9	1	1
3.4	0	0	1	1
3.5	0	0	1	1
3.6	0	29	8	9
Sum	0	29	8	9
Average Days	0	7,25		46
Weeks	0	1		

Throw	Previs	Assets (Holo, Berner, Makro)	Lighting	Compositing
4.0	0	0	1	3
4.1	0	0	1	1
4.2	0	0	1	0
4.3	0	0	1	0
Sum	0	0	3	5
Average Days	0	0		30
Weeks	0	0		

Happy End	Previs	Assets (Holo, Berner, Makro)	Lighting	Compositing
5.0	0	0	3	2
5.1	0	0	1	1
5.2	0	0	2	1
Sum	0	0	6	4
Average Days	0	0		30
Weeks	0	0		

40 €/h	Total Money	9.920 €	Devs Remaining	1
40 €/h	Total H. hours	248		
KW47	Proxy Storyboard zeichnen	4	10	400 €
KW48	R&D (Scaling Water, Procedural Art Leg Animation)	8	23	920 €
KW49	Previs	1	4	320 €
KW50	Micro Projektmanagement	2	2	80 €
KW51	Previs	4	14	560 €
KW52	Previs	2	3	80 €
2023		10		440 €
KW01	Previs	1		40 €
KW02	Previs	1		40 €
KW03	Previs	0		0 €
KW04	Previs	0		0 €
Sum		228,50		180

40 €/h	Total Money	9.140,00 €	Total Hours	228,50
KW47	21.11. Amesen Concept	3,00		120,00 €
	21.11. Artstyle Inspo	0,5		20,00 €
	27.11. Concept Story truck	3,5		140,00 €
	27.11. Concept Amesenhügel	2		80,00 €
KW48	28.11. Concept Amesenhügel	2		80,00 €
	28.11. Glasskulpt Sketch	1,5		60,00 €
	29.11. Amesen Concept	0,25		10,00 €
	30.11. Erstellen der Exittabelle für Arbeitsstunden	2		80,00 €
	1.12. Storyboard & prototyping	0,5		20,00 €
	2.12. Storyboard & prototyping	3,5		140,00 €
KW49	Nicht an MMP2 gedacht	0		0,00 €
KW50	15.12. Storyboard +	4,5		180,00 €
	15.12. Camera ideenbau in Maya			
	15.12. Storyboard + Camera ideenbau in Maya			

40 €/h	Total Money	€ 7.200	Total	2
KW47	English Translation Storyboard	2		80
KW48	Flask Assets with variations	1		40
KW49	Flaschen Asset Refinement	3		120
KW50	Other work	2,5		100
KW51	Radio Asset Variationen	1		40
KW52	Radio Asset Refinement	2		80
KW01	Previs Assets	3		120
KW02	Previs Asset Refinement	1		40
KW03	Gigachart Previs	11		440
KW04	Labwindow Previs	3		120
KW05	Other work	11		440
KW06	Other work	3		120
KW07	Gigachart Sculpt	6		240
KW08	Normal Art Rough Sculpt	7		280
KW09	Other work	6		240
KW10	Applications	5		200
	Normal Art Rough Sculpt	9		360

## 2.1.5 Collaboration

voice.ai

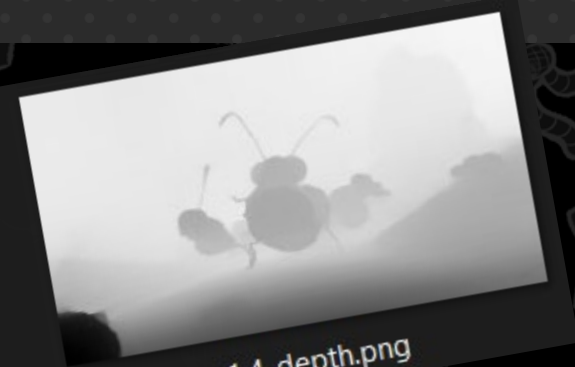
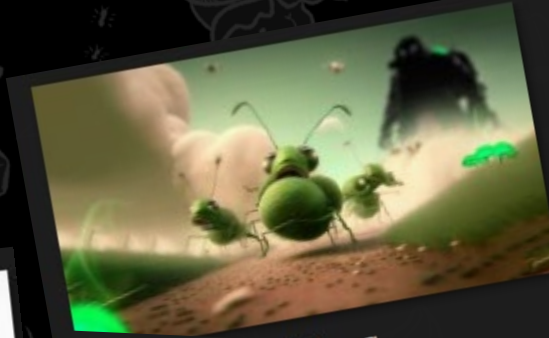
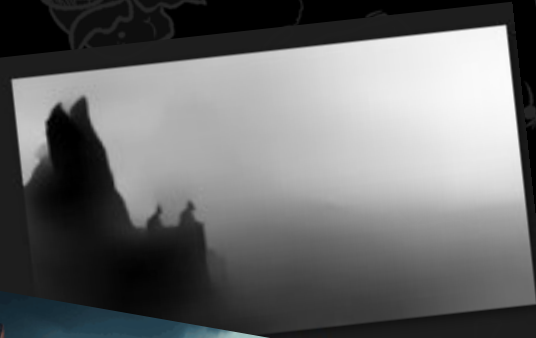


## 2.1.6 Introduction Previs

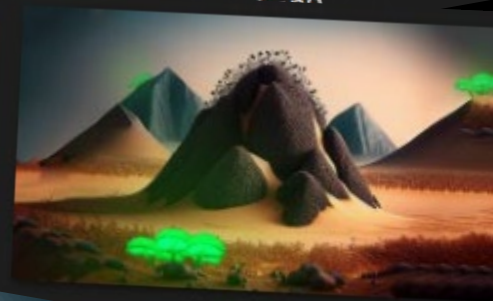
- Midjourney
- Depth Map (Stable Dif. & Ps)



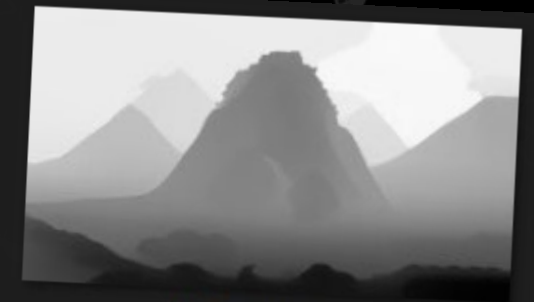
1.4.png



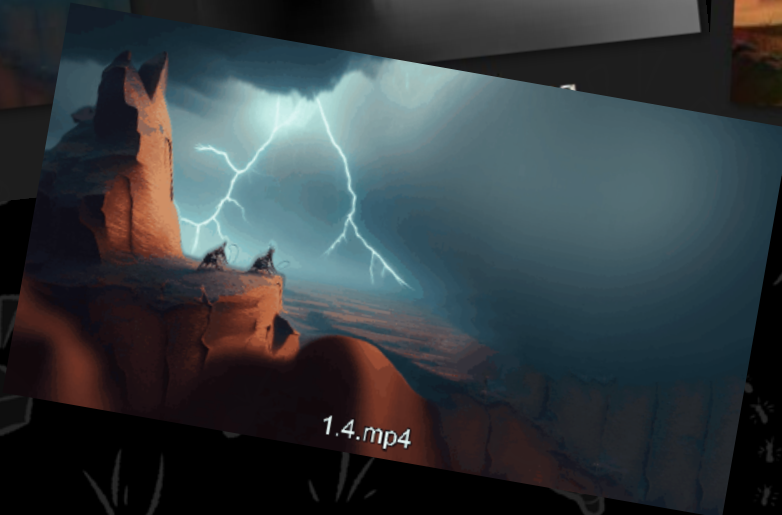
1.4\_depth.png



1.2.png



1.2\_Depth.png



1.4.mp4



# 2.1.7 Previs



- 
- 
- 

ou\_V8.mp4

thout\_Y  
mp4

# 2.1.7 Previs



**MMP2 - Without You**  
MultiMediaArt (Bachelor)



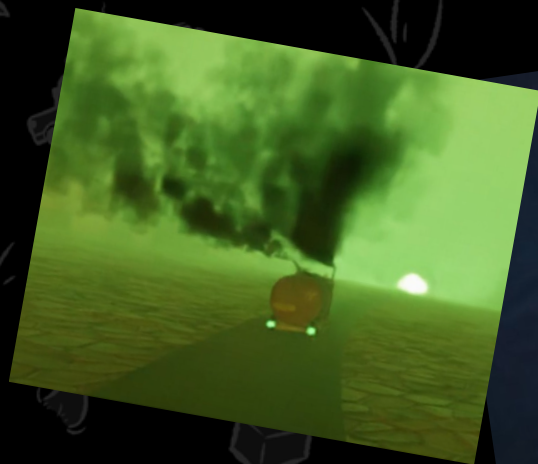
FH Salzburg - Portfolio





## 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

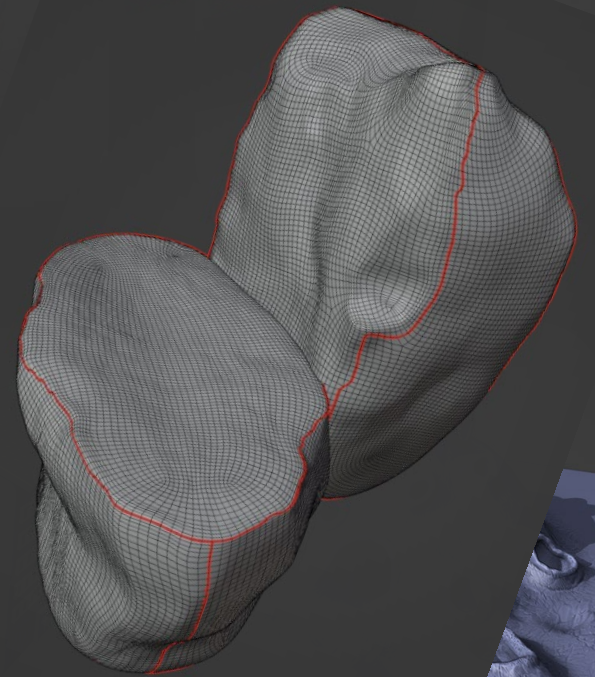
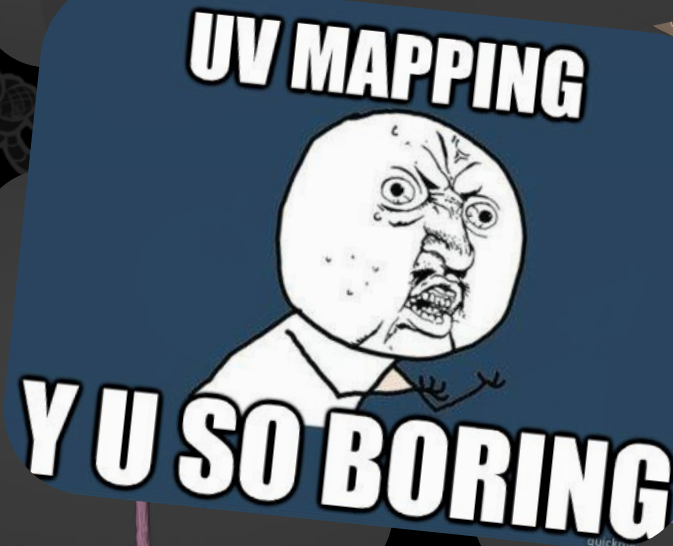
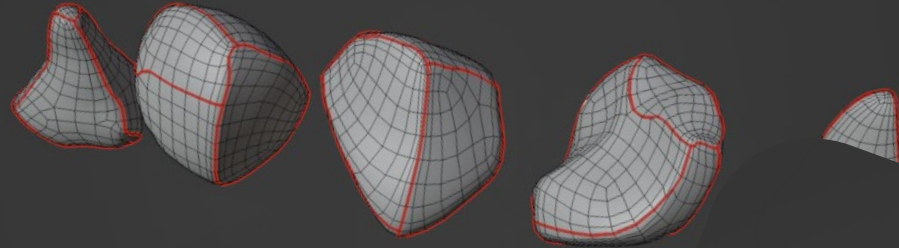
- analyzing the concept art
- making Bernie proud
- rough blocking

### Sculpting

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

### UVs

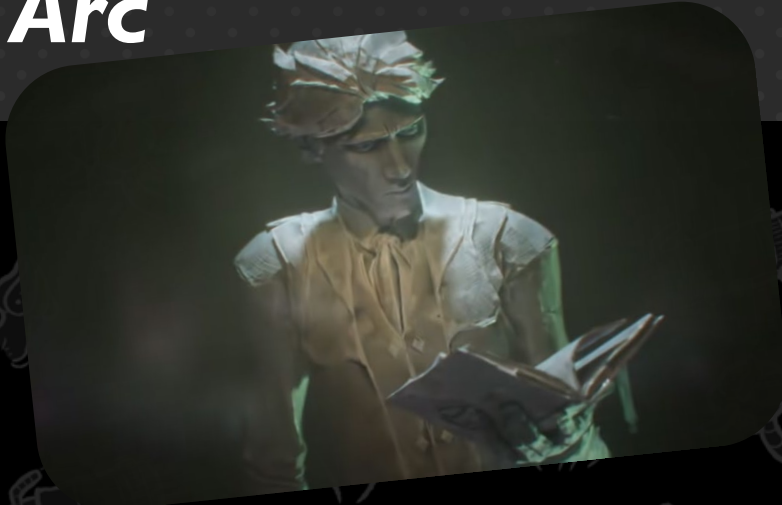
- painful but necessary for good textures
- we need an AI for this ... please



## 2.3 Hoiz *Outro Arc*

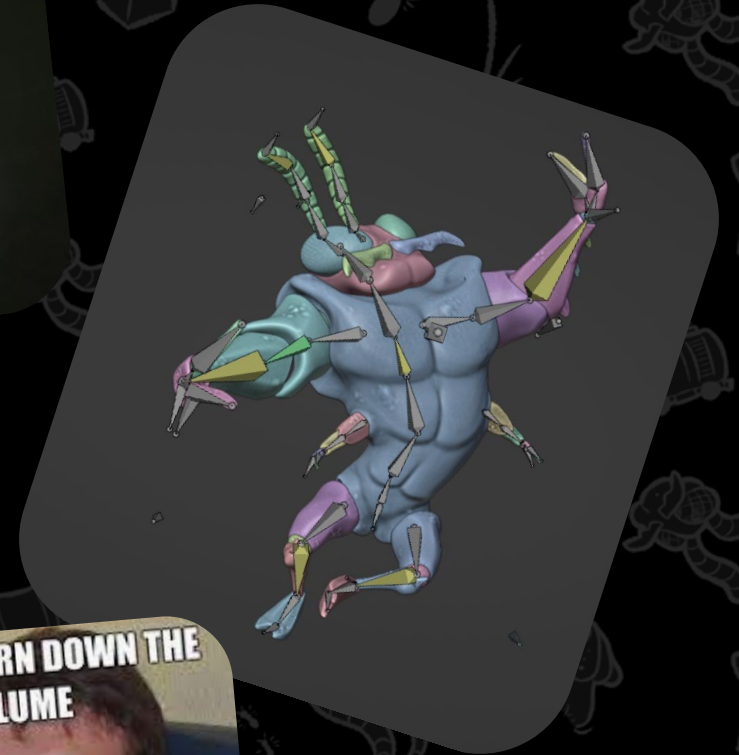
### Outro Part 1

- 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
- 4<sup>th</sup> 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/jonoldham/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%3Amaale%7Clanguage%3Aenglish&seller\\_online=true&imp\\_id=50a6ab92-e89c-4c02-9171-2453f2c16cab](https://de.fiverr.com/jonoldham/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%3Amaale%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!!**

