

# SUGARCOAT

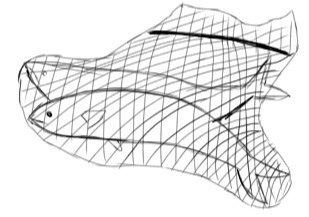
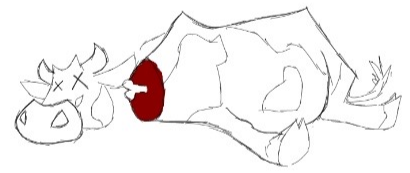
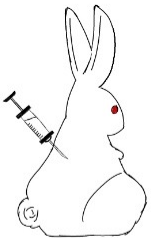
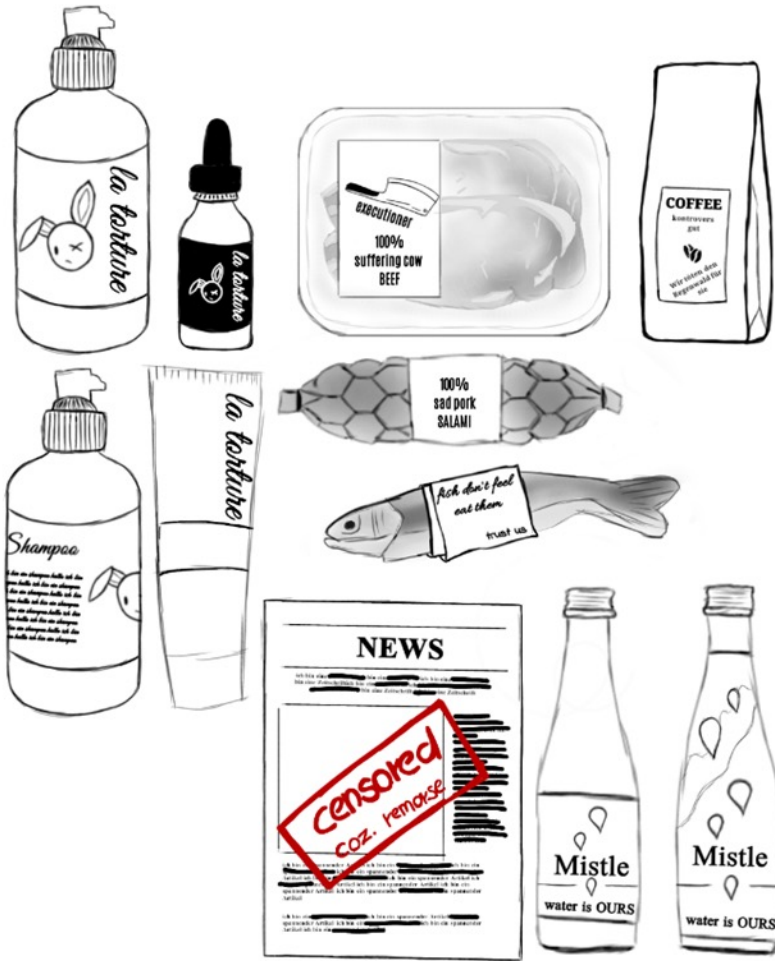
## MultiMediaProject 2

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# GOALS

- Meaning
- Details
- Stylised

# EVERYDAY PRODUCTS





## COSMETICS

- Rabbits, mice and rats
- Vegan doesn't mean cruelty-free

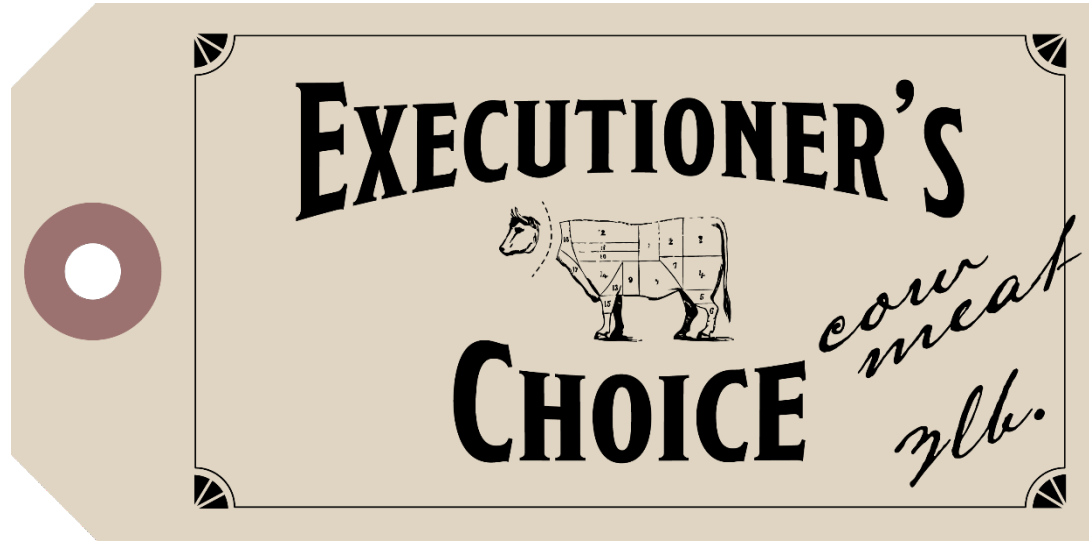


**NIVEA**<sup>®</sup>

**L'ORÉAL**  
PARIS



Source: <https://tierversuchsfrei.peta-approved.de/firmen-die-tierversuche-durchfuehren/>



## MEAT

- Animals are killed for the benefit of humans





*Coca-Cola*

## COFFEE AND WATER

**Sources:**

<https://www.regenwald.org/themen/palmoel/nestle>

<https://www.business-humanrights.org/en/latest-news/pakistan-audit-report-finds-nestle-pakistan-extracting-and-wasting-water-without-any-costs/>



*Tchibo*





# PROJECT MANAGEMENT

13	14
20	21
27	28

Calendar grid showing dates and tasks:

- 13: (empty)
- 14: Besprechung 18uhr
- 20: modellig fertig
- 21: (empty)
- 27: (empty)
- 28: Besprechung 18uhr

MMP2 Kanban

alle Vano Thomas Elja Jana

To do | 0

In progress | 0

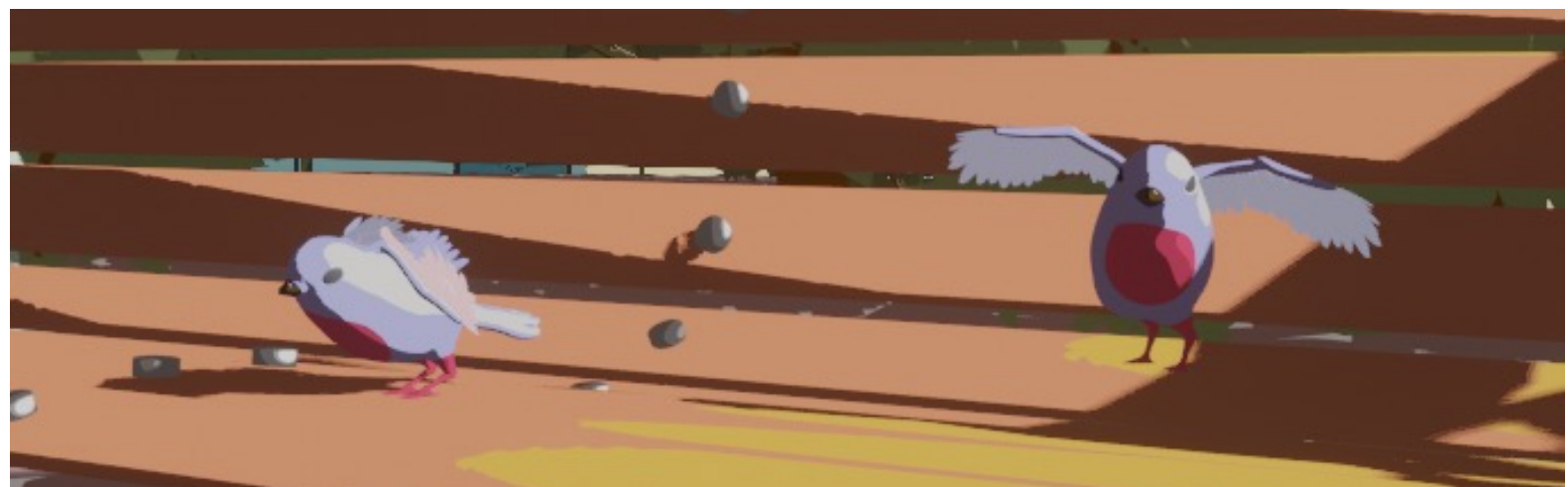
Done | 27

- fisch
- storyboard überarbeiten
- tote kuh :|
- Produkt design
- Previz / Blockout
- grease pencil


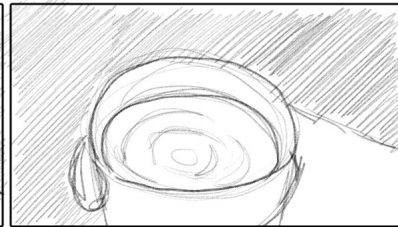

Kanban board showing task status and assignees:

- Columns: To do (0), In progress (0), Done (27)
- Assignees: alle, Vano, Thomas, Elja, Jana
- Tasks in Done column: fisch, storyboard überarbeiten, tote kuh :|, Produkt design, Previz / Blockout, grease pencil





# CONCEPTION: STORYBOARD

Scene:	Scene:	Scene:
		
C sieht Stand & läßt hin/ einladend, wohlig warm	Kaffeeübergabe	kippt vornüber im Kaffee, "drop" in andere Welt
Scene:	Scene:	Scene:
		
Schaut hoch → andere Welt Dämon als Verkäufer	Blickt auf versch. Bereiche / Schreckliche Dinge	"wacht" wieder auf & ist wieder in normaler Welt (blickt hoch)

Create your own at Storyboard That

		
C sieht Stand & läßt hin/ einladend, wohlig warm	von der Seite tritt näher an Verkaufsfenster	Kamera durch C's Sicht, sieht Auswahl entgegen
		
Kamera weiter über Waren	schaut zum Händler	C greift nach Kaffee in Verkaufstem
	<p>Pur könnte ein Dämonenwagen stehen.</p>	
Blickt runter auf Kaffee → fällt hinein	blickt hoch vom Kaffee, ist in Dämonenwelt	Schwelle Cafe zu verschiedenen
		
Cuectrys	Schaut zum Wagen und sieht Dämon	Blickt in Kaffee und kommt wieder zurück
		<p>Abspann</p>
Schaut hoch, alles wieder normal	Blickt auf Cafe, seufzt, nimmt Schluck	

# EARLY CONCEPT ART



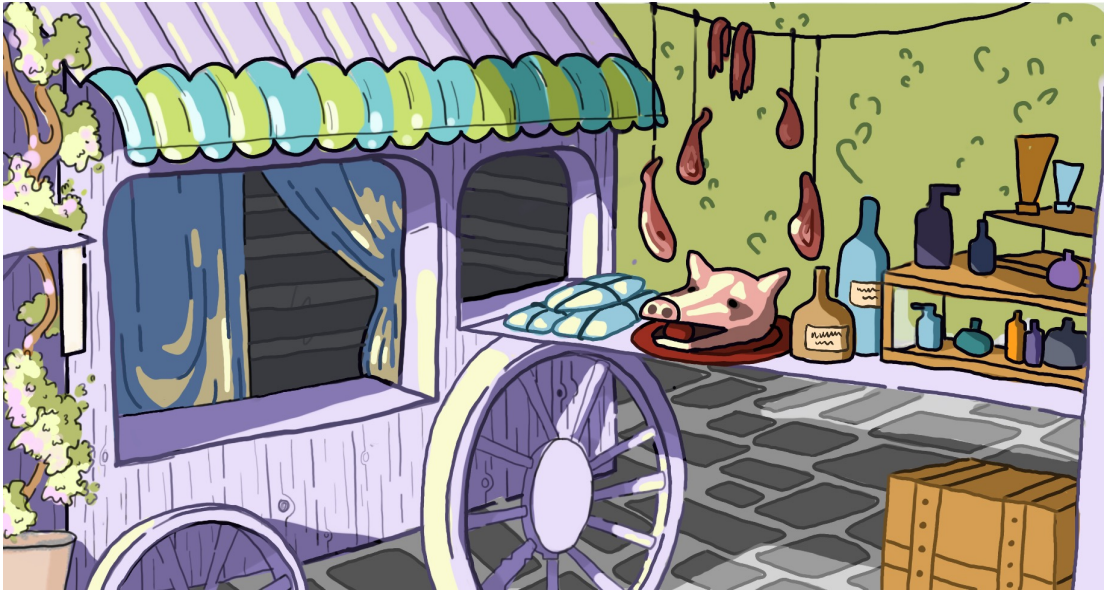
# CONCEPT ART AND ROUGH 3D BLOCKOUT



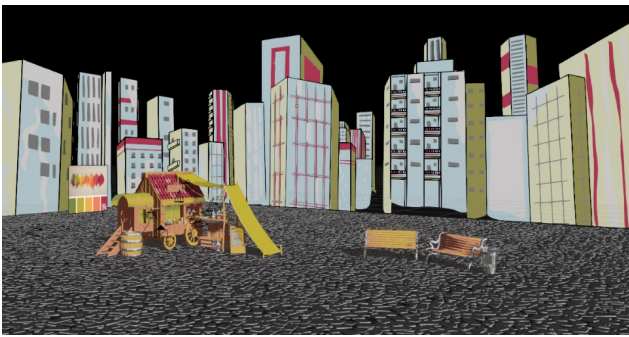
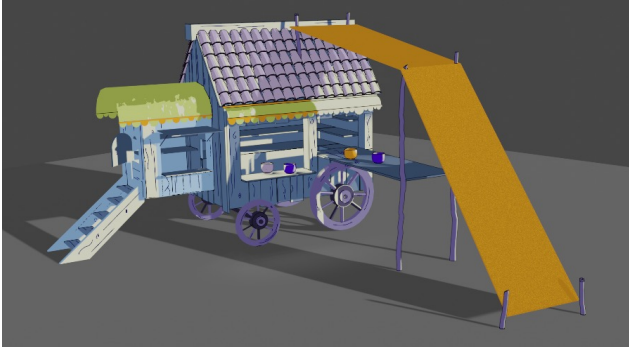
# CONCEPT ART AND ROUGH 3D BLOCKOUT



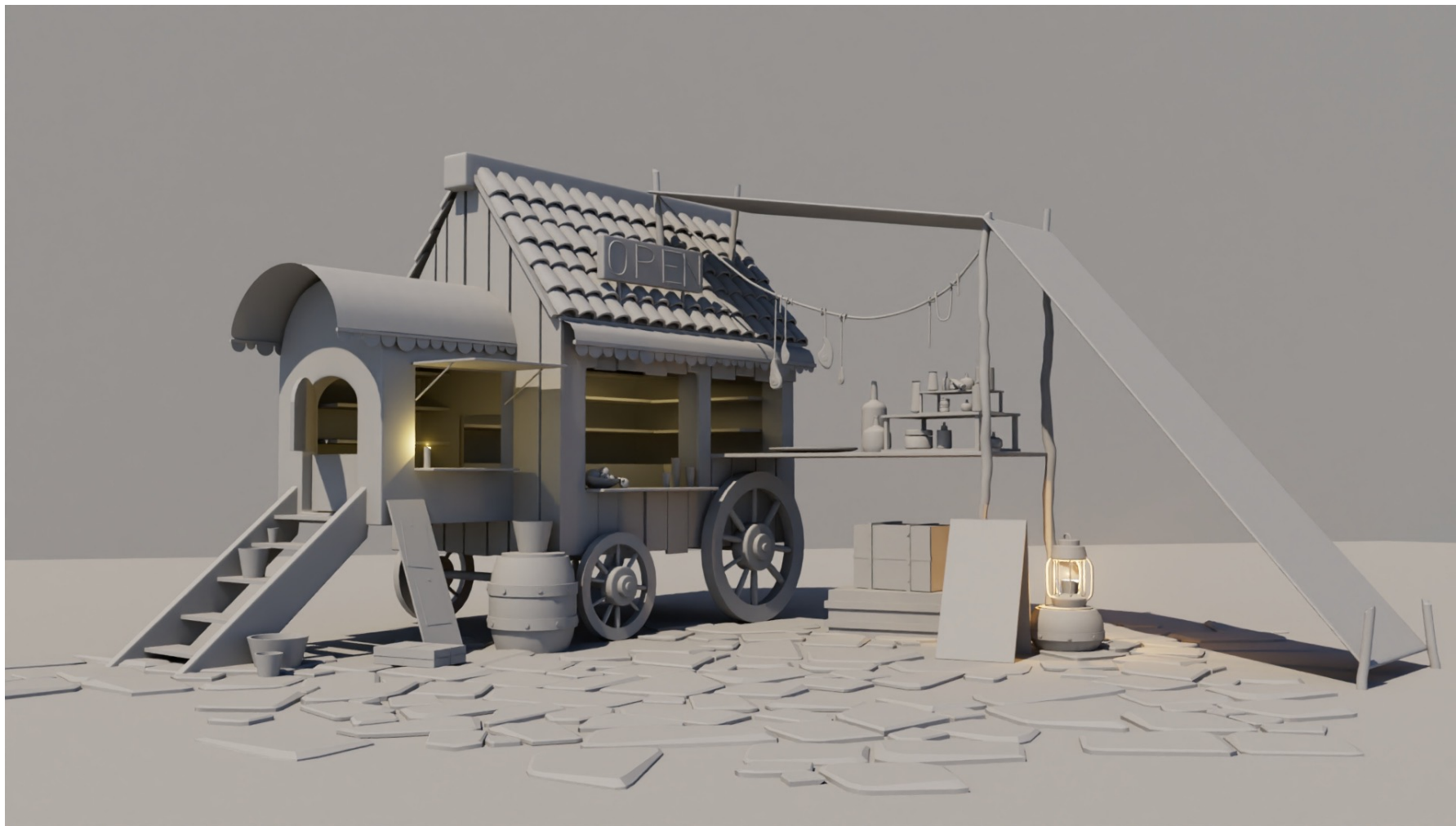
# FIRST LOOK AND TARGET RENDERS



# #COLORCRISIS



# MODELING

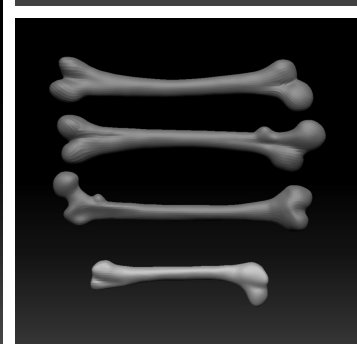
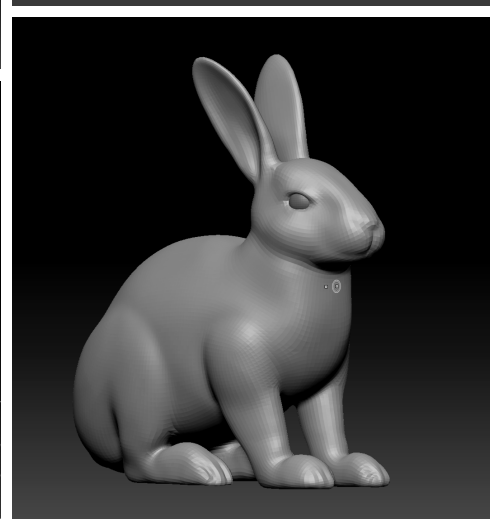
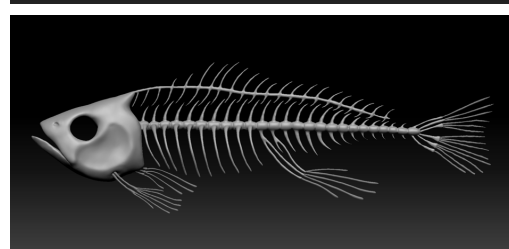
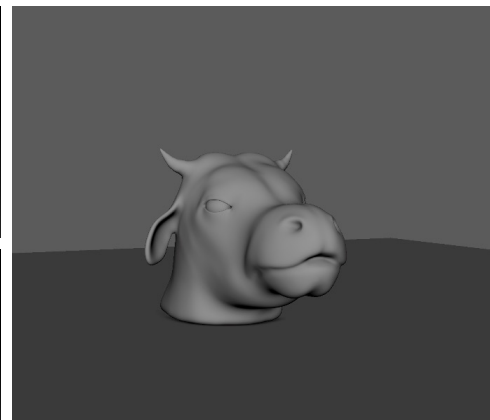
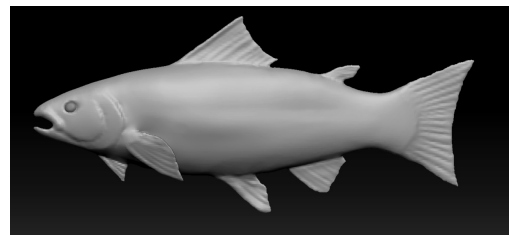
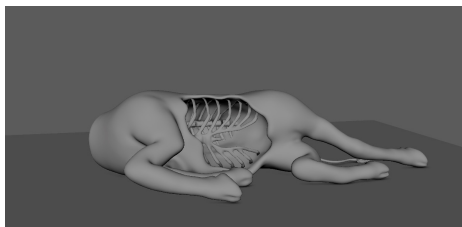




# MODELING



# SCULPTING



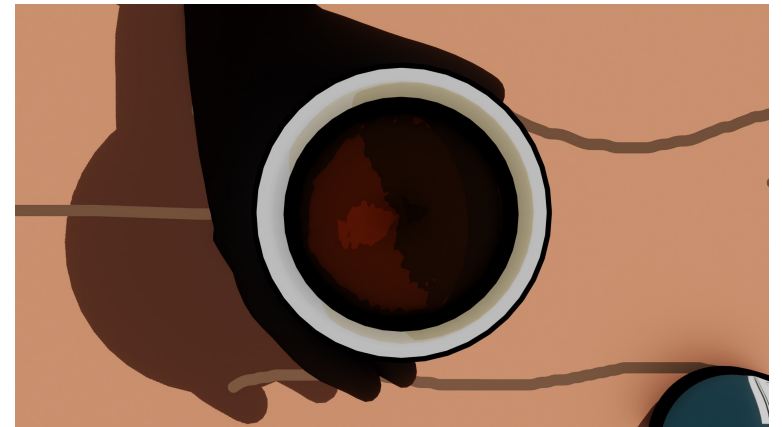
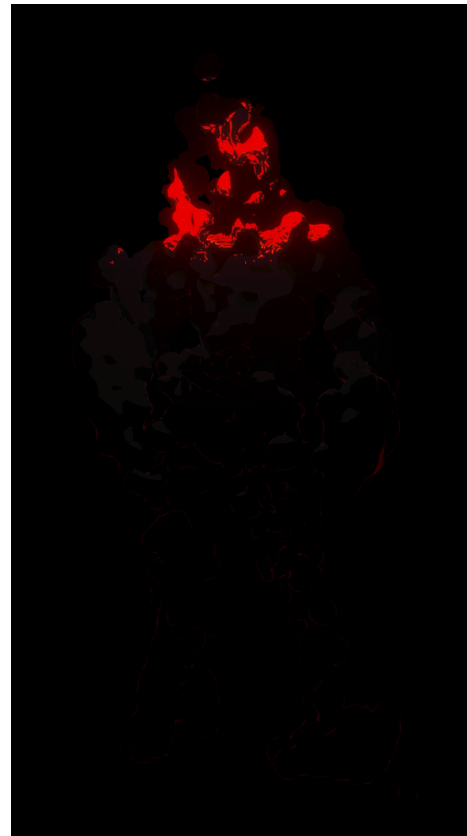
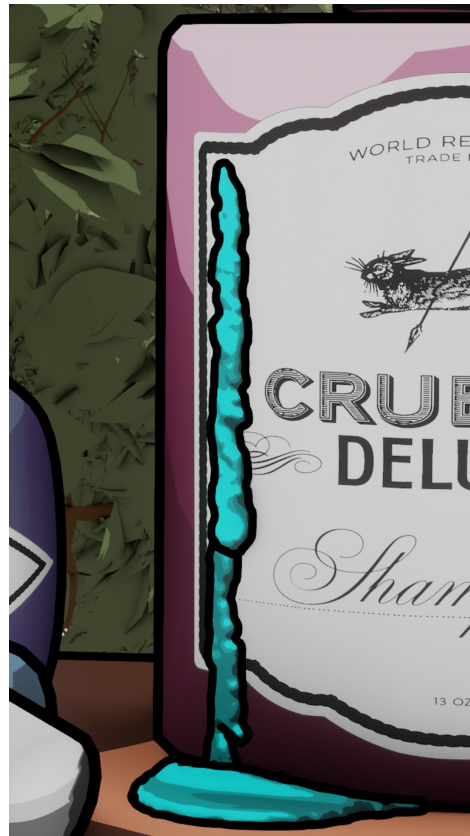
# PREVISUALISATION



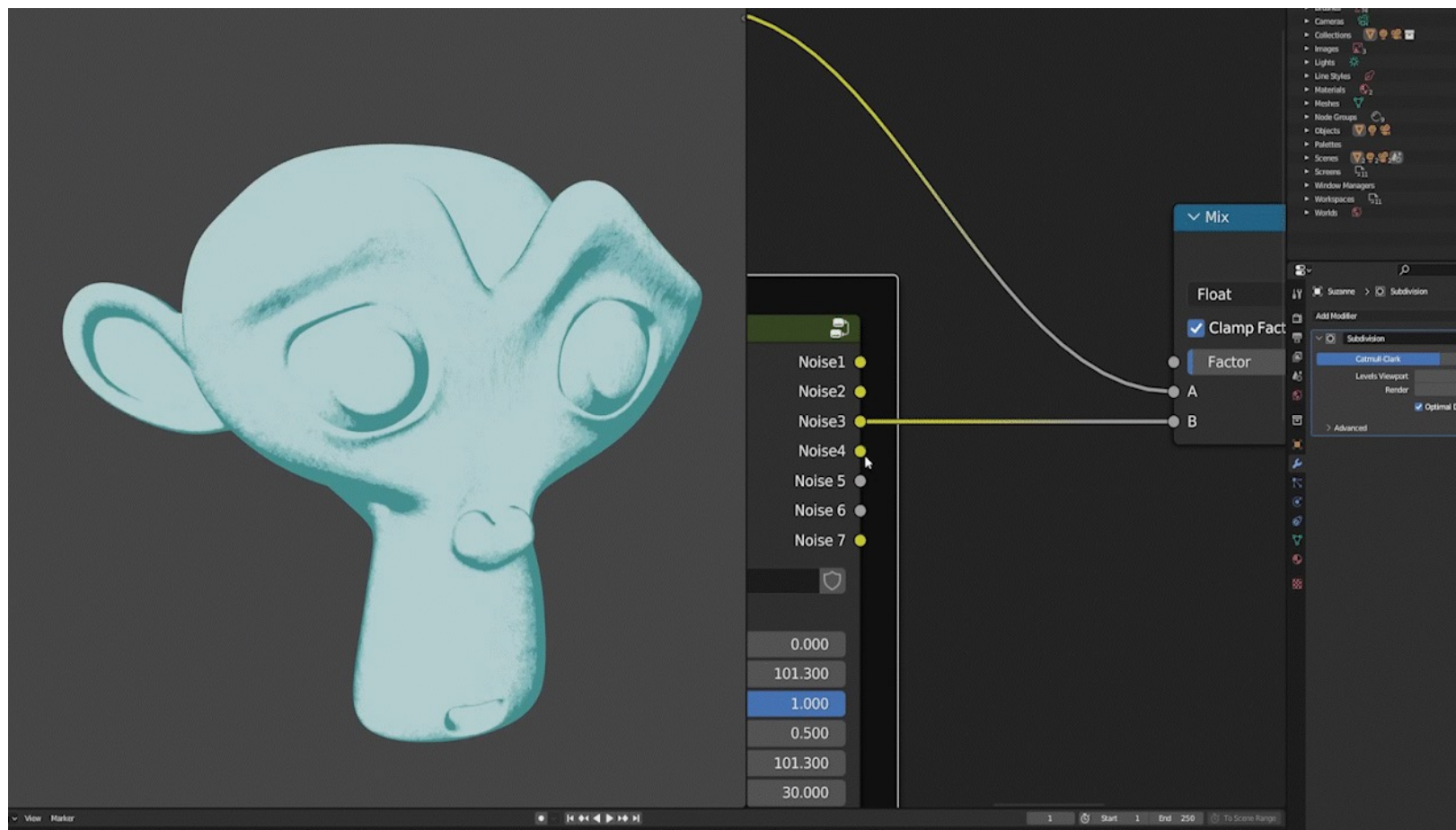
# CLOTH/WIND



# PARTICLES AND FLUID



# TOON SHADER



**THANK YOU!**