MARTYNA KOWALSKA

Stylised Lighting Study

Witch Shop – Work Process

3D

1. Modelling assets in Maya, Zbrush.
2. Hand painting textures in the style of Arcane (Substance Painter).
3. Creating the scene in Maya.
4. Lighting the scene in Houdini.
5. Particle system in Houdini.

2D

- Moodboards
- Concept Art, Storyboards, Key Frames.
- Matte Painting of the outside.
- Compositing scene in Nuke

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ARCANE

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ARCANE

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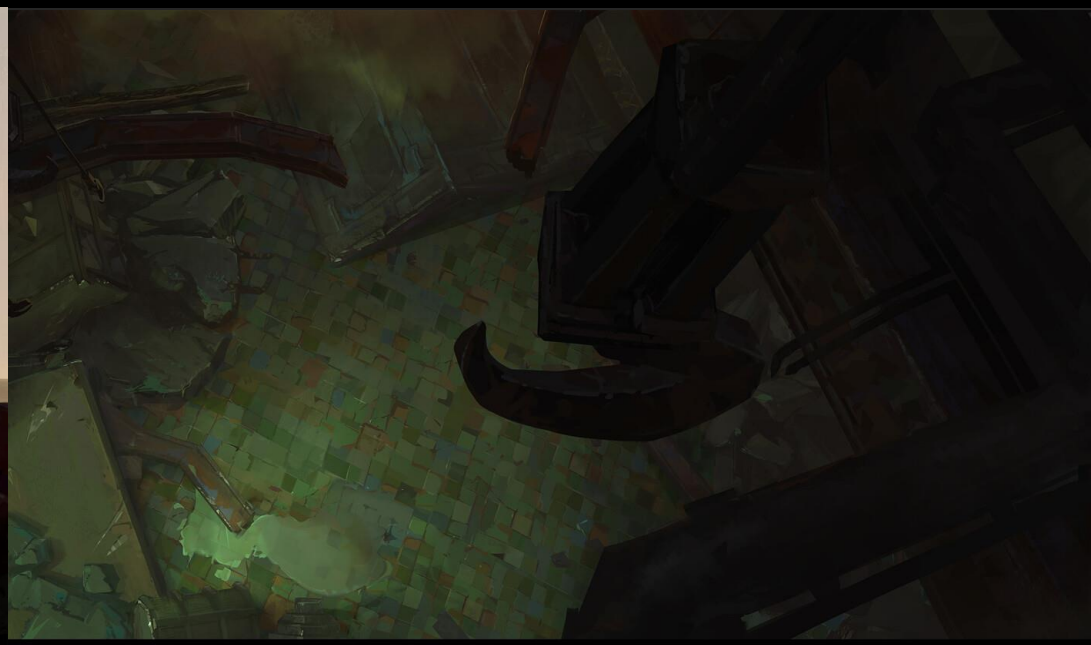

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References

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https://www.youtube.com/watch?v=dJnAuVtwxPI&t=1295s

https://www.youtube.com/watch?v=eZutHZDV0yU

https://www.youtube.com/watch?v=adBbCdu7D_U

https://www.youtube.com/watch?v=FHeBI5tAGP0&t=40s

Equipment

1. Downloads of the plug-ings.
2. Access to the UAL PCs.
3. Scaling down the project.