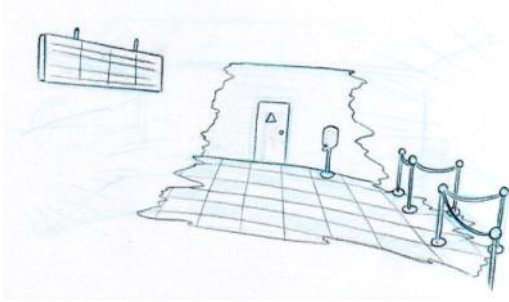
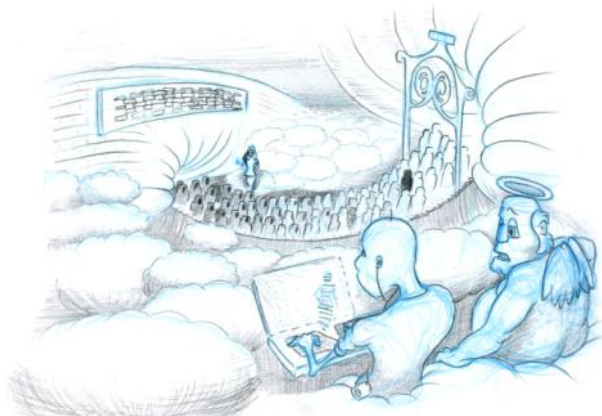


Enviroment

22 August 2007
15:41



Screen clipping taken: 13/05/2007, 12:29



The souls flow like a river into the gates of Heaven from life. As they travel they turn from black to white, but the occasional figure doesn't change and they are identified by the Doorman/Death as people fit only for hell. At which point a call is placed for some evil arms to grab the person and pull them down into hell.

Thoughts:

Use elegant overlapping sails of material to form walls in a tent like manor. E.g. Heaven could be a giant tent.

They are in the middle of a swirling cloud pattern, where the furthest clouds from the centre move the most. The far clouds could be still images on tiles, with only foreground clouds using fluid dynamics.

Clouds are like mountains and columns. Sky is blue, but lighter going down. Another layer of flatters cloud is above them so that the area is sandwiched between the two cloud types.

Plains litter the sky, passing through the layers, oblivious to them.

Refer to Kubrick war room table.

Note to team:

As for the room, I imaged it pretty open, although it might be nice to have a raised line of clouds at waist height about 10 meters away that implies a boundary to their space, they'd be fairly random though anyway as they are clouds. I'm not even convinced the floor would be in any way flat, since all the characters float. We just need to decide what happens to items falling from their hands. I've always thought of this space as the area just outside Heaven's gates, but I didn't want an obvious feature that was going to distract from the characters too much. It might be nice to have an ornate gateway that parts the clouds towards a light. But it's not as much of a priority as other elements that are pivotal to the story. I think, a cloud layer and a pretty sky gradient would be the way to go. I guess we could come up with some sort of God rays effect so that we have a light direction established. But I see the light bouncing around anyway, so it won't be high contrast.

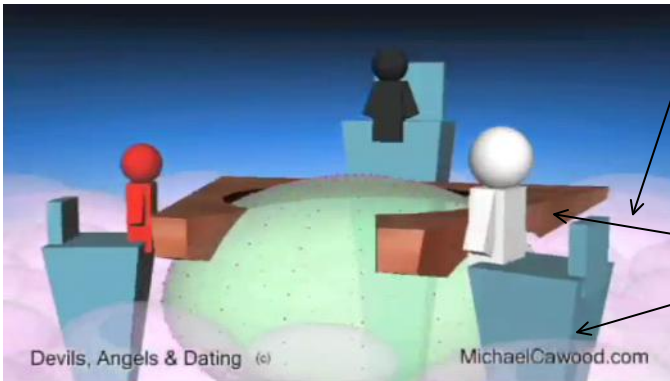
Mike
06/02/2009, 10:55



The colours in the sky and the clouds will dictate the broadest spectrum of mood in the film so we'll have to put some thought into them. The colours may animate subtly in sync with the mood of the story moment.

For wider moving shots we wouldn't be able to fade the clouds as much but there's only going to be a handful of wide shots like this anyway.

Take a look at the intro of this sequence from Kameo for an example of how the sky and clouds could be handled. Of course I had exclusive access to a 40 CPU Microsoft render farm at the time to do just the cloud layer and the longest render took two weeks! So we'll have to be a bit more strategic about where to use computationally expensive things like Fluid dynamics.
http://michaelcawood.com/videos/Kameo_Cloud_Flying_Intro.mov



The clouds in the foreground could be fluid dynamics. While the clouds in the distance would be pre-rendered clouds pasted onto cards angled towards the camera.

Ignore the table, it's not needed anymore.

The chairs would disappear down through the cloud layer. Here's a look at how the clouds could intersect the props:
http://michaelcawood.com/videos/Kameo_Front_End.mov
Although perhaps it's wise to keep the cloud layer low enough not to intersect the characters in too obvious a way... It causes serious compositing and rendering headaches.

Take a look at the images in the reference page for inspiration for the god rays and colour schemes.
<http://michaelcawood.com/CGshort/ReferenceImages.pdf>



Ignore the text... I scanned it off some junk mail.



Artwork by Ravi Govind
10/02/2009, 07:37

I like the 'Disney's Hercules' style clouds. It may take a few sketches to figure out what the clouds look like. It's possible that a 2D effect like that won't look so hot when the camera moves in 3D though. I'm open to suggestions about the types of cloud we use. Fluid dynamic clouds take a very long time to render so a more graphic approach may excuse a simpler technique. I imagine there to be some movement to the clouds but we'll have to experiment with that too. My main worry with graphic shapes like these are that they create a fussy background. I want to make sure that the cloud layer and sky aren't so fussy that they distract from the silhouette of the characters, so simple is best in this area, and I don't want to see any strong contrasting shapes or shadows.

Mike
10/02/2009, 11:58



Image by Gill Frank
26/02/2009, 23:06

You just put a big grin on my face! Although the challenge will be how to make it look like something a little different from Disney... not that Disney is a bad thing, this is really nice. I'd just like to have a think about how we show something unique enough to get click throughs. Perhaps a volume of particles to add a magical aura to the scene. Great work though Gill. Very nice, I'd click on this!

Pasted from
<<http://devisangelsanddating.ning.com/photo/devi-and-ba?context=latest>>

Mike