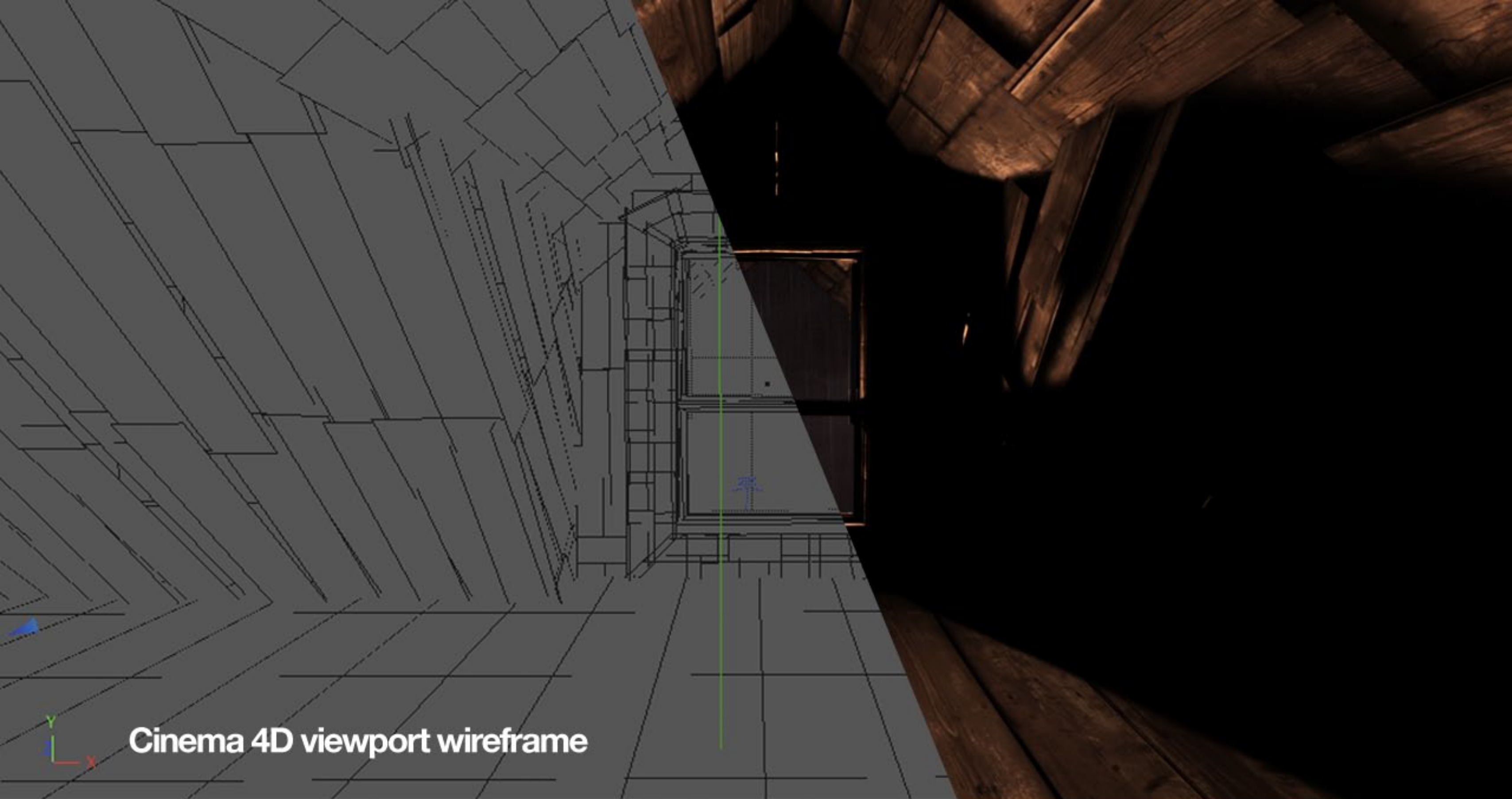
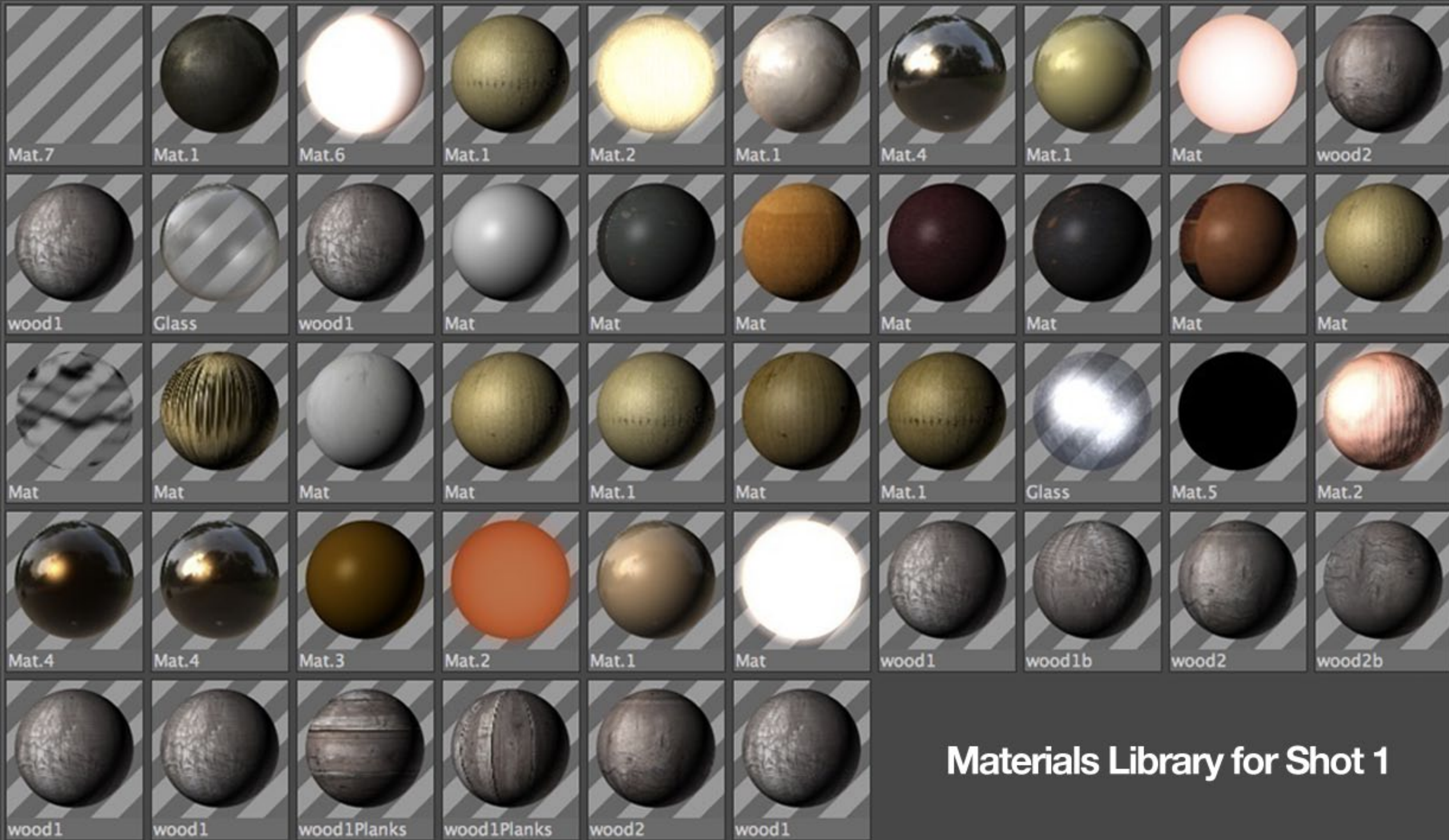


SHELTER

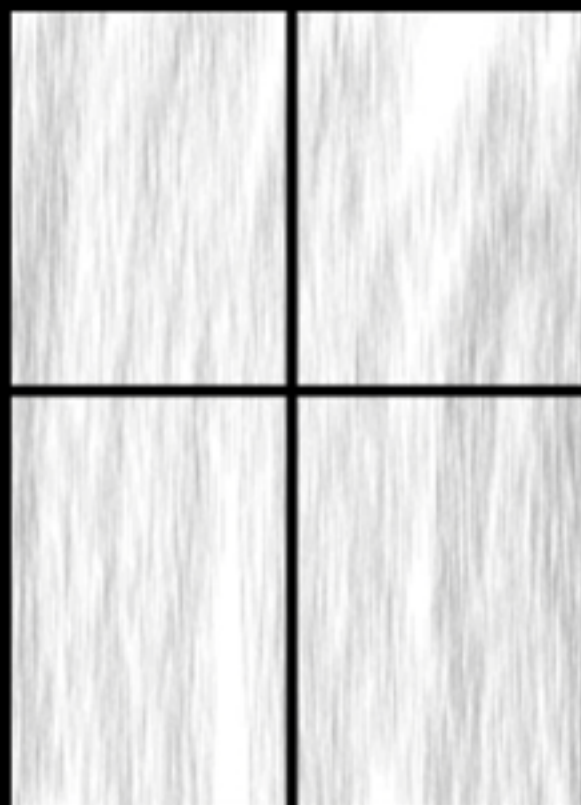


Cinema 4D viewport wireframe

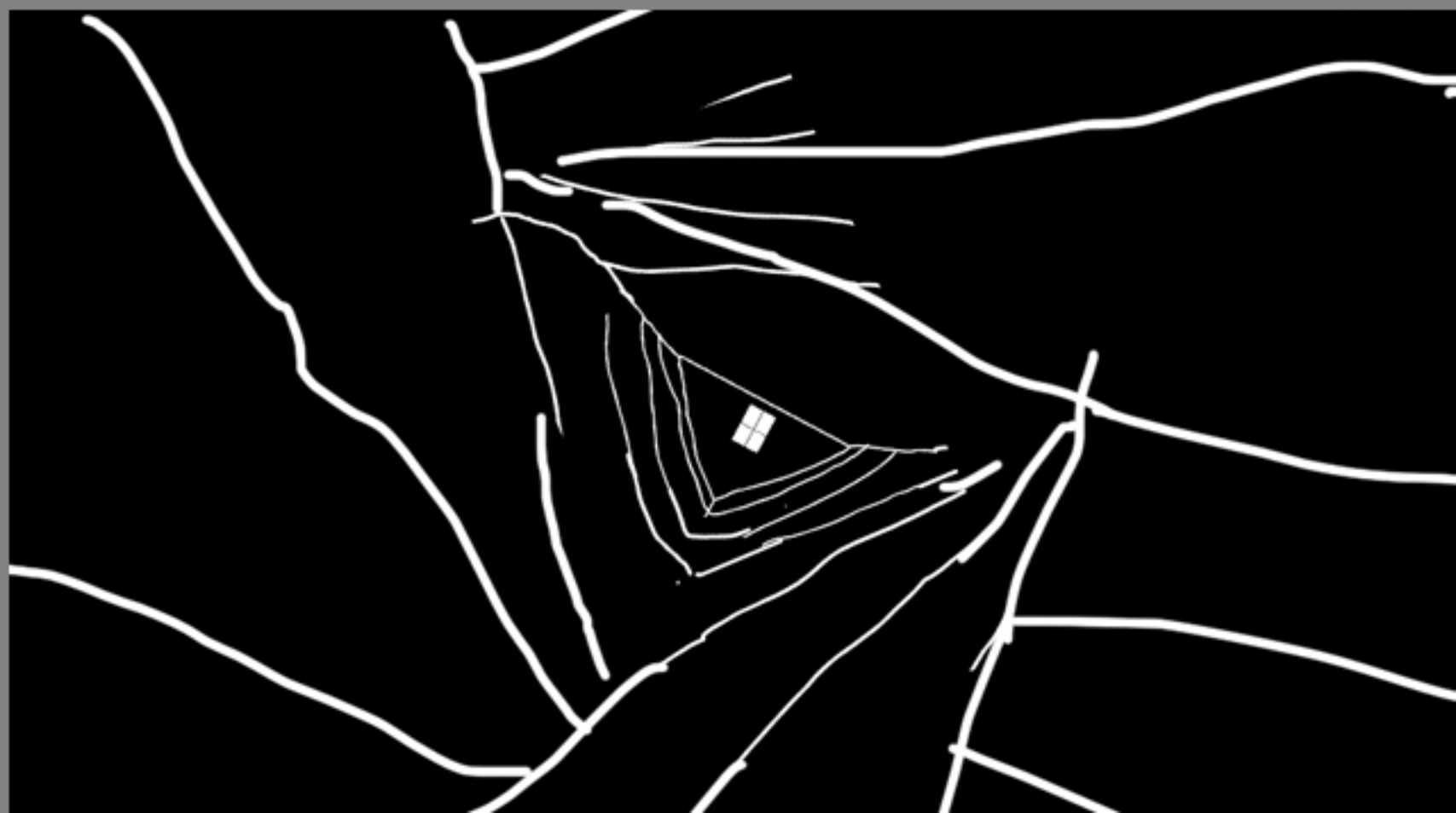
0 128 256 384 454 640 768 896 1024 1152 1280 1408 1536 1664 1792 1920 2048 2176 230 454 F



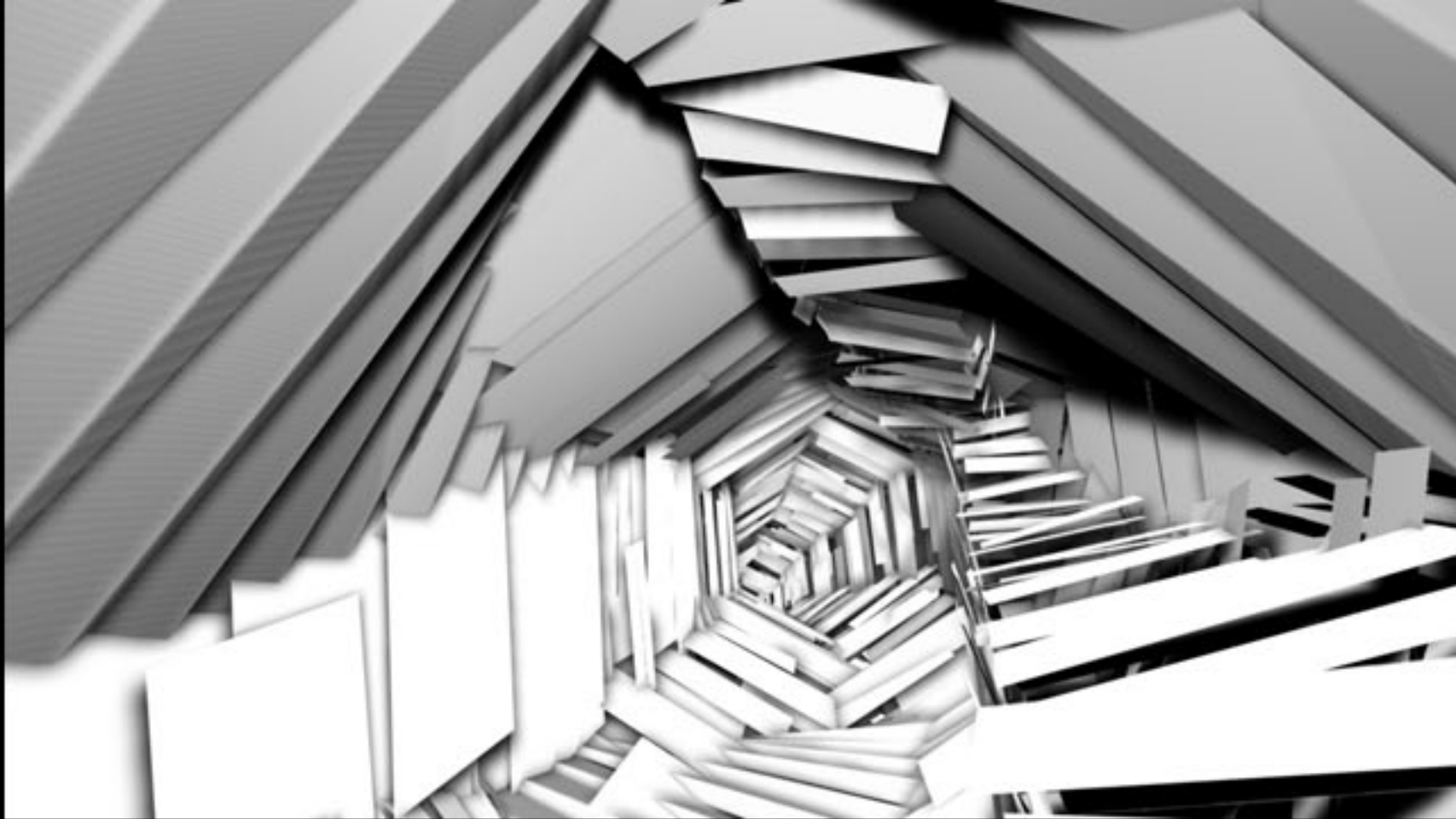
**Materials Library for Shot 1**



Initial storyboards for opening sequence







**Various depth and shadow passes**



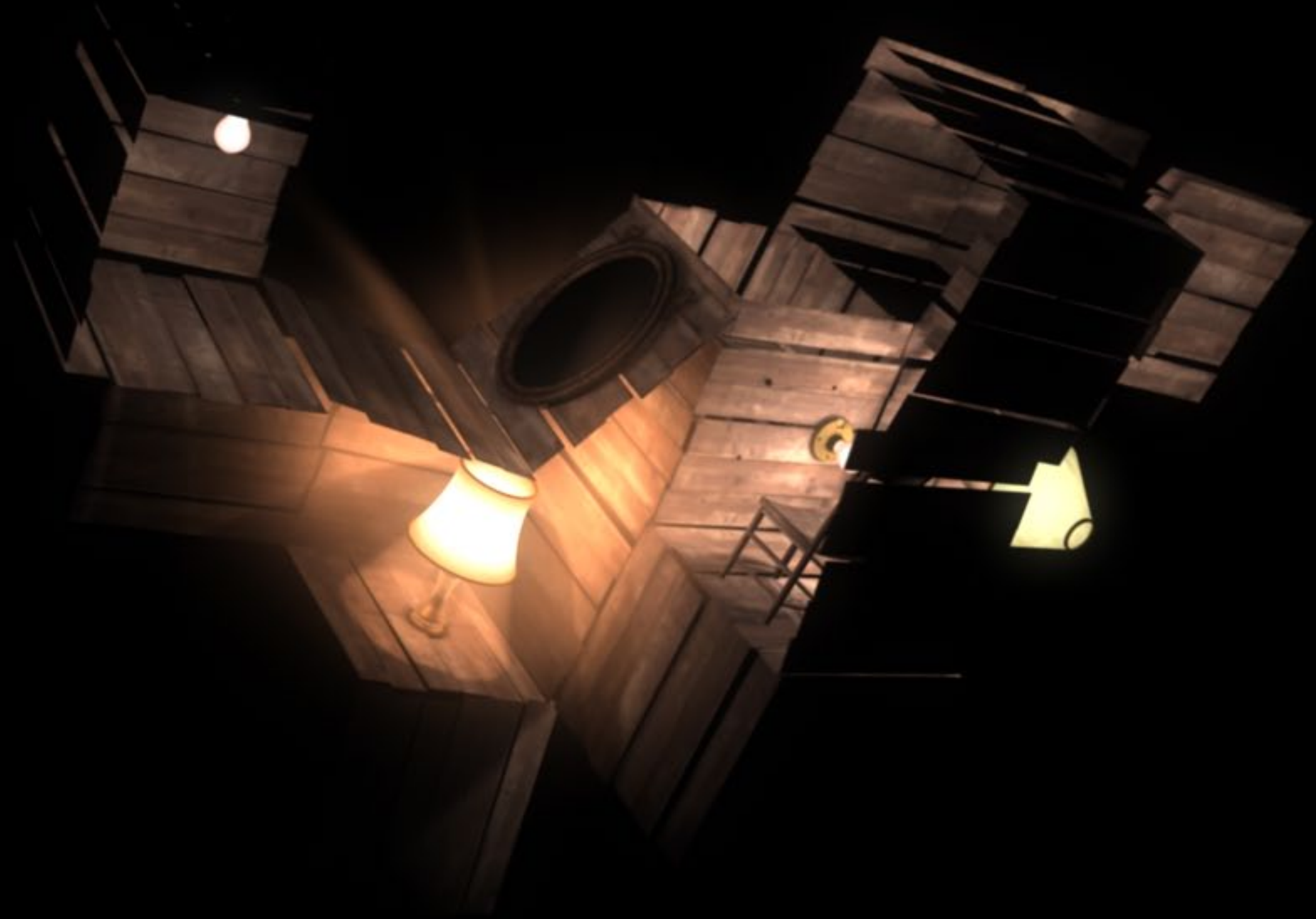








**Various shelter configurations used to populate the space**

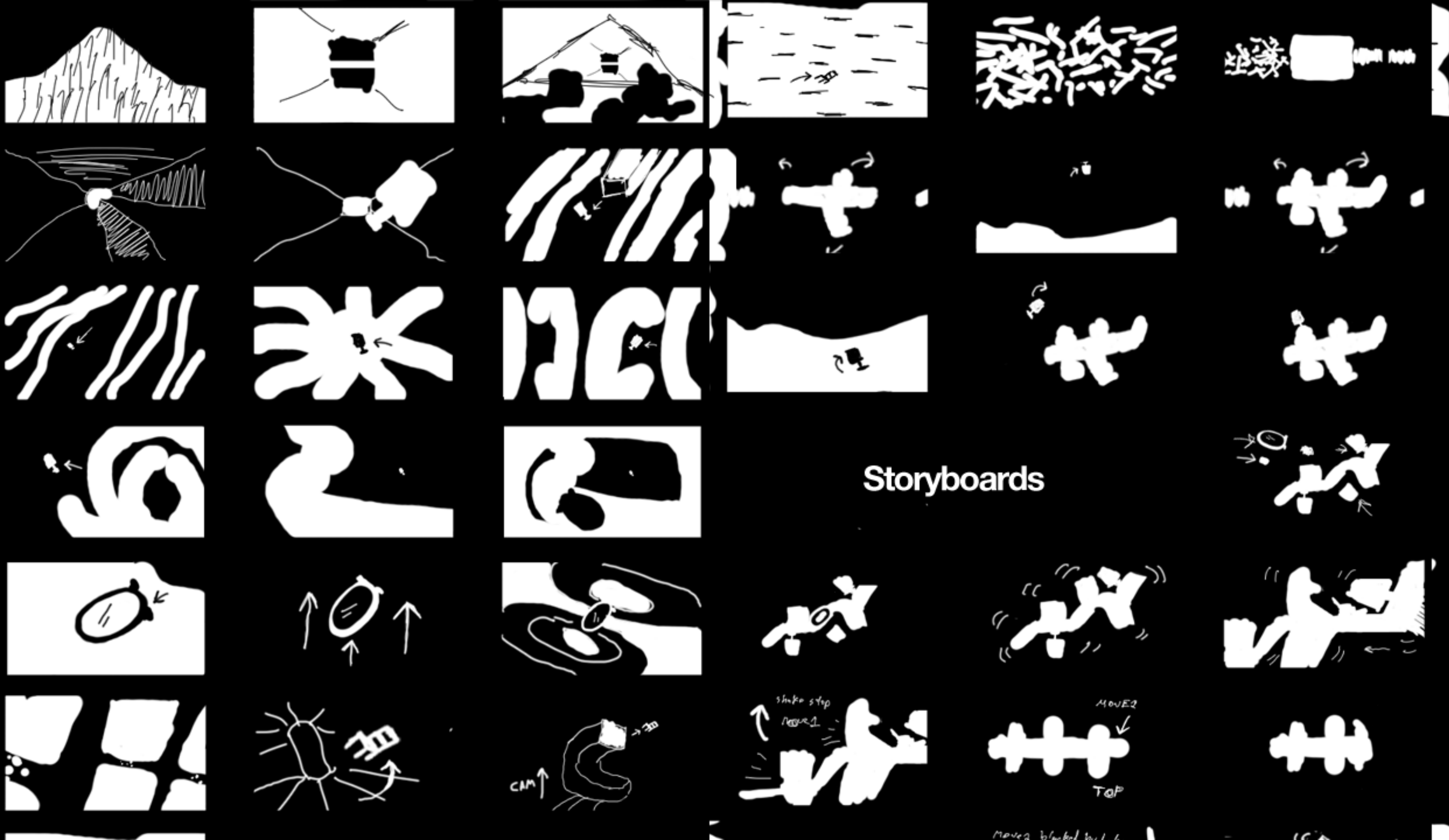




**Raw Light Pass**

**Volumetric Lighting Pass**





Storyboards

shaka stop  
MOVE1

MOVE2

TOP

MOVE2 blocked but...

TOP





**This sequence was partially inspired  
by the process of protein folding.  
It was also the most challenging  
scene to animate.**



**Final Look**



**Volumetric pass**





**A few environments that didn't  
make it into the final animation**



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