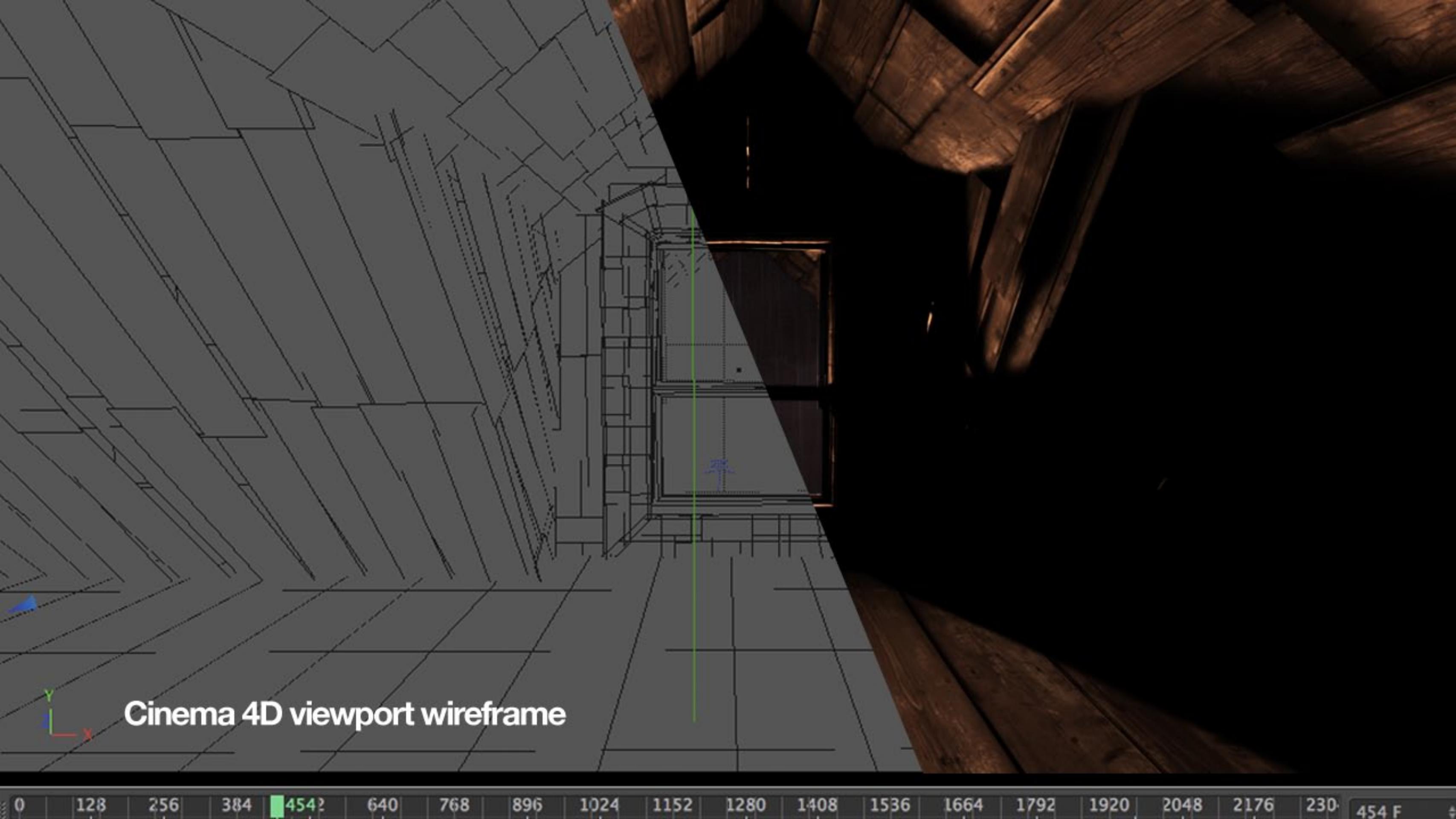
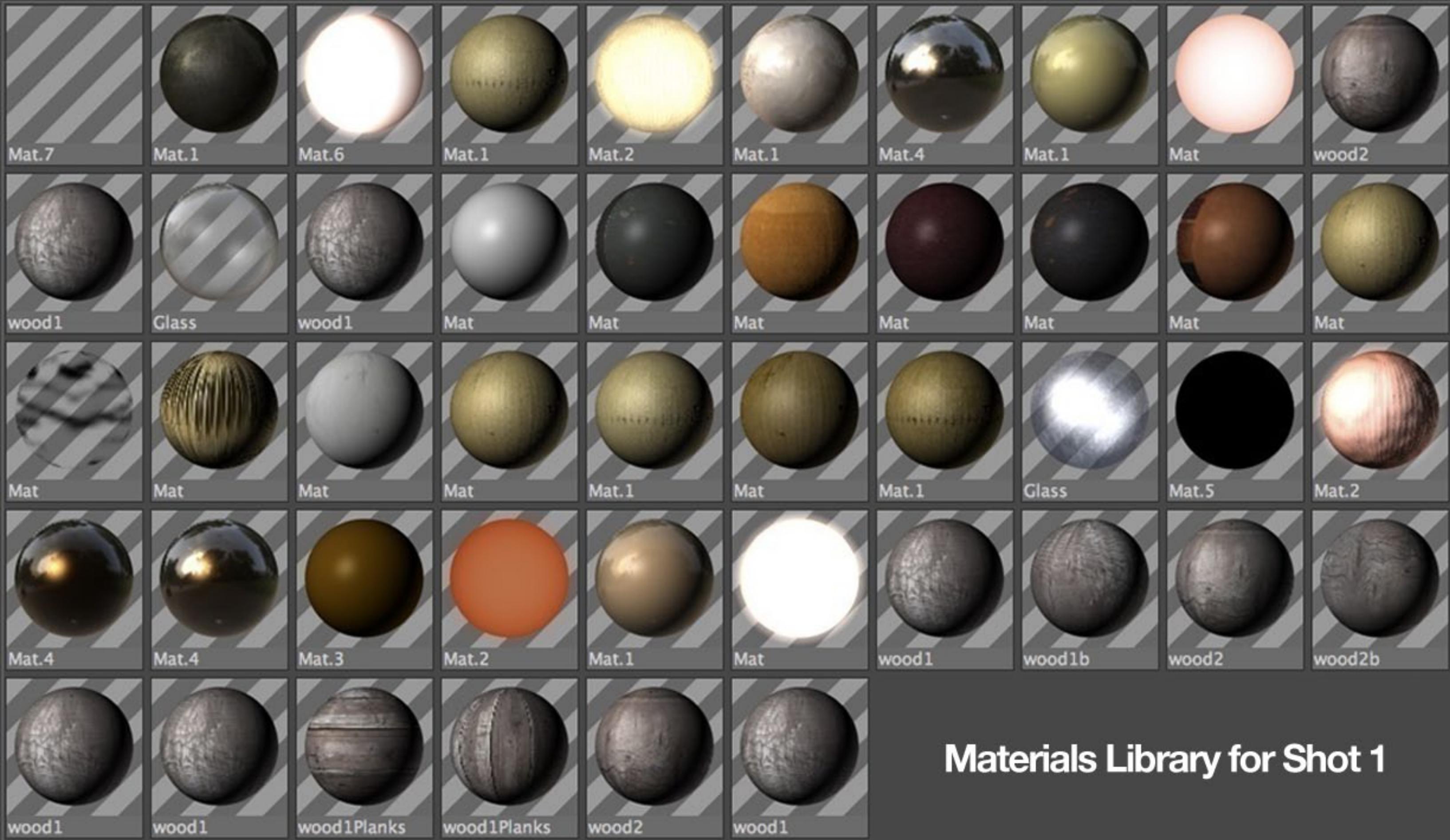


S H E L T E R

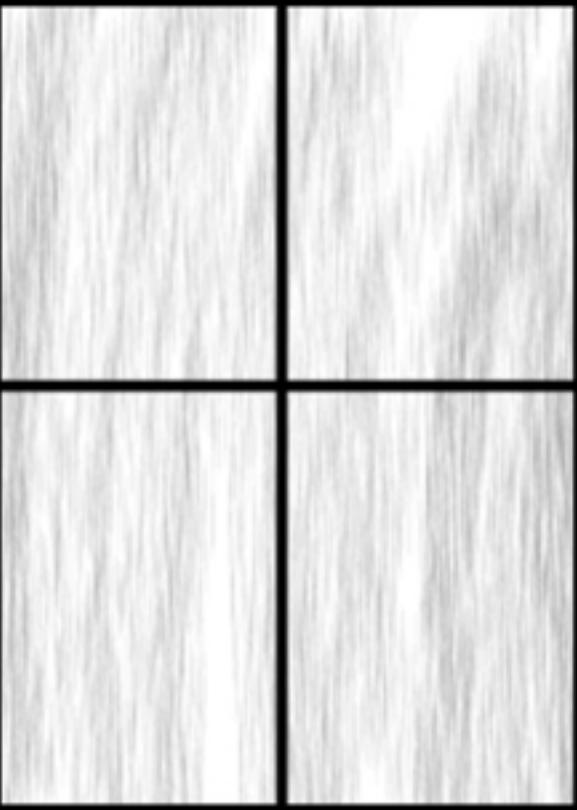


Cinema 4D viewport wireframe

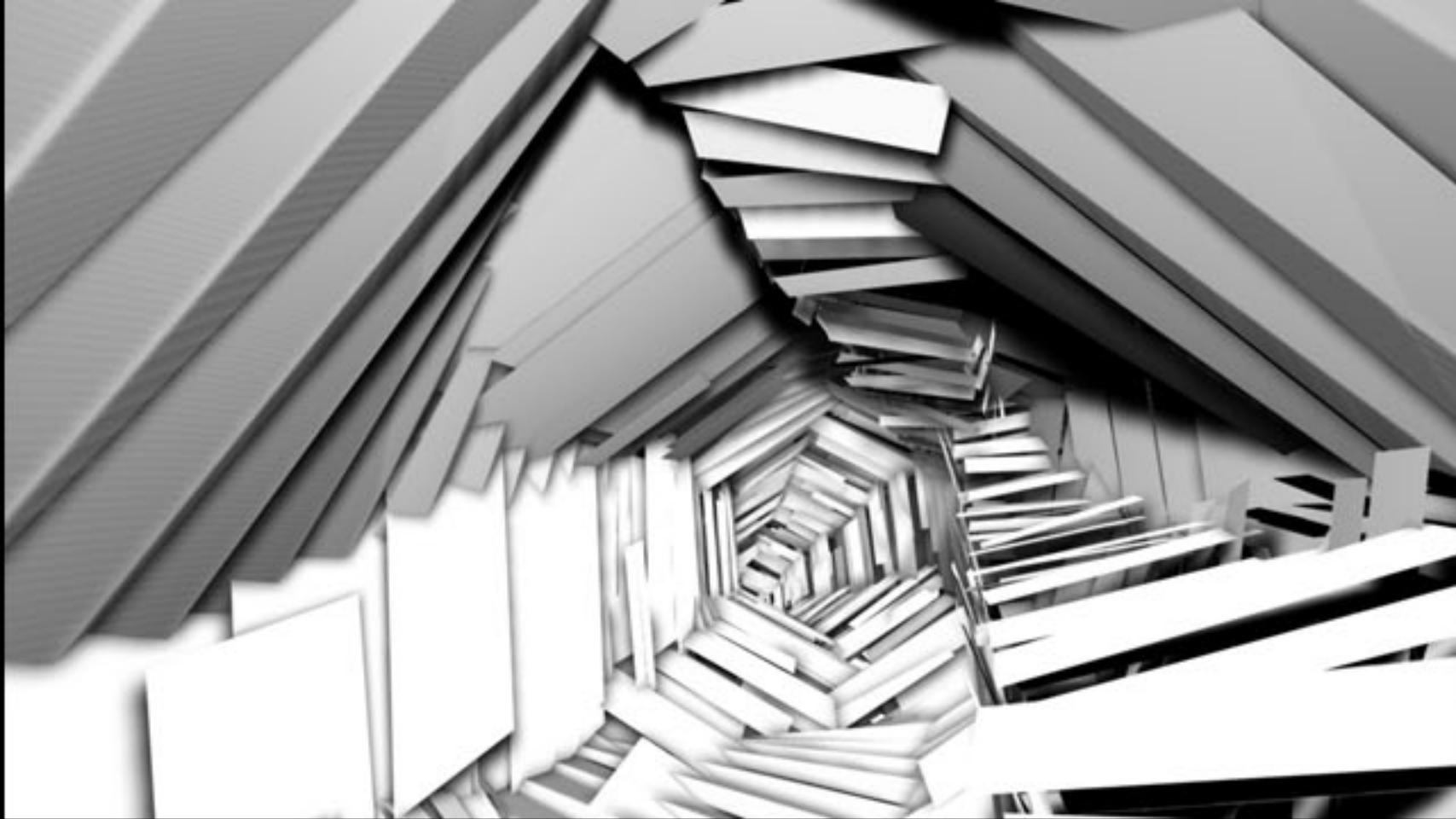


Materials Library for Shot 1

Initial storyboards for opening sequence







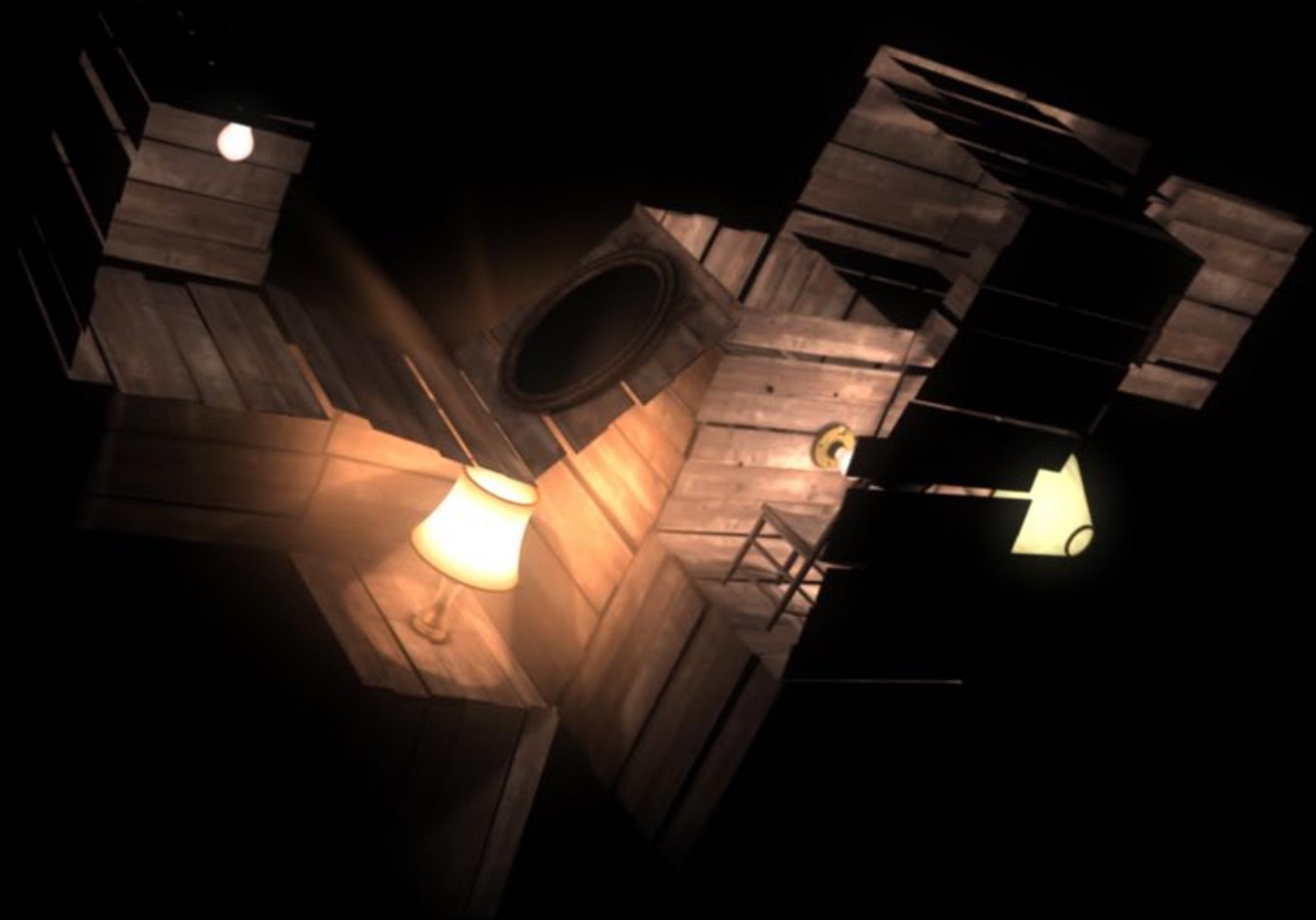
Various depth and shadow passes







Various shelter configurations used to populate the space





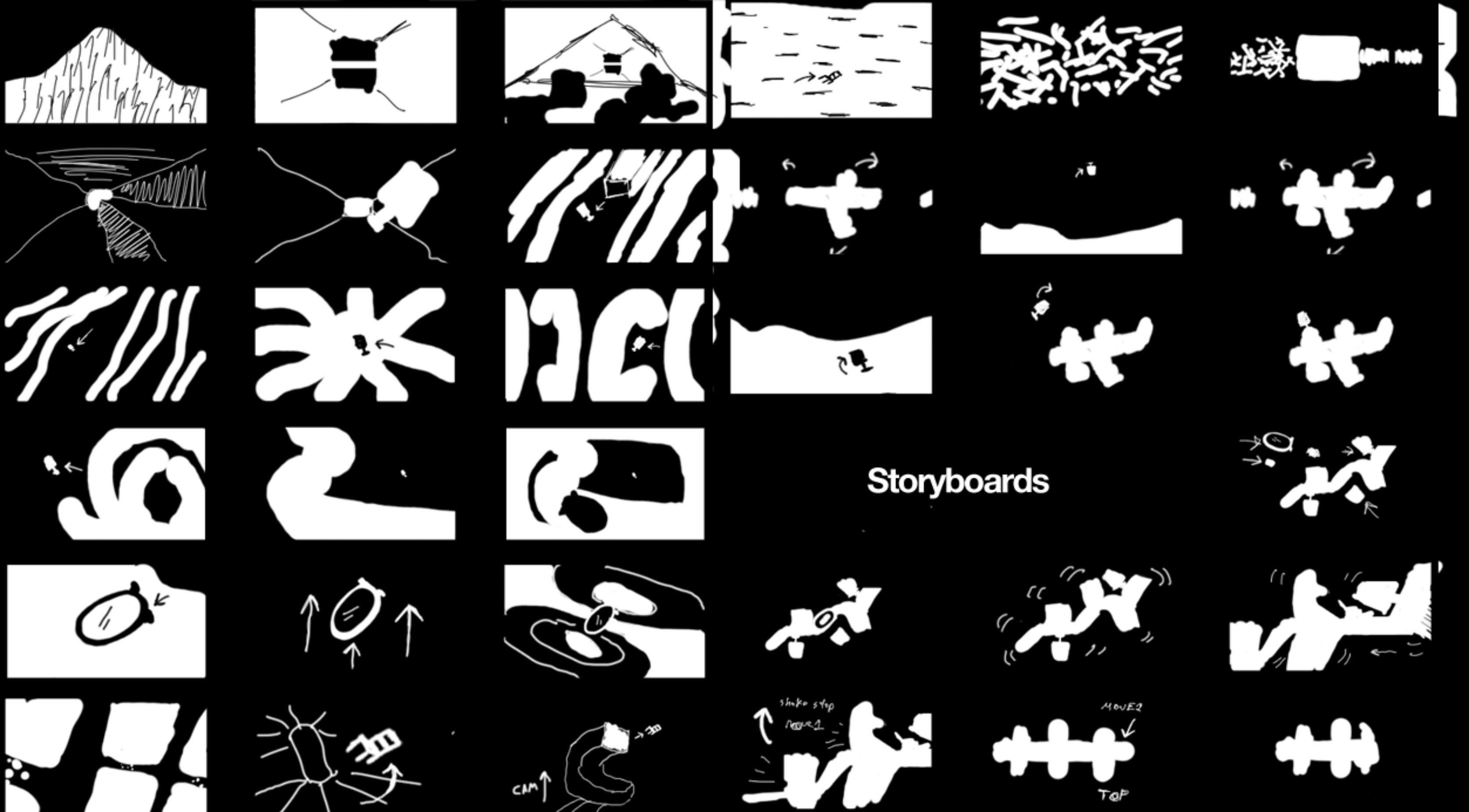
Raw Light Pass

A dark interior scene featuring several point lights. The light from these points creates sharp, distinct rays and highlights on the surfaces of objects like a piano and chairs. The overall atmosphere is grainy and lacks depth.

Volumetric Lighting Pass

The same scene as the raw light pass, but with volumetric lighting applied. This results in soft shadows, depth of field effects, and a more realistic rendering of light passing through air, creating a hazy, atmospheric look.

Storyboards





**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**



C O P Y R I G H T C A R L B U R T O N © 2 0 1 2