

The background of the entire image is a futuristic cityscape. It features numerous tall, dark, and somewhat jagged skyscrapers. The lighting is dramatic, with a deep red or magenta hue dominating the sky and lower parts of the buildings, and a bright cyan or blue light source illuminating the scene from the left, creating a strong vertical beam of light. The overall atmosphere is mysterious and high-tech.

Final Major Project Proposal Floating City

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MA Visual Effects

Concept



- This project will be based on the design of a **fictional cyberpunk city** that is floating in the night sky.
- The purpose of this project will be to continue to improve my **modelling** and **texturing** skills in **Maya** and **Substance Painter**, but this time, I will try to keep to design simple so I can expend more time on **lighting** the scene properly in Maya (by adding some coloured neon lighting to the buildings and ambience light), to then export the scene in separate **AOVs** ready to be used in a final **comp** in **Nuke** with a **matte painting** as a background.
- I would also like to learn how to create **simulations** in **Houdini** such as clouds, and fog to then incorporate them in the final comp.



Moodboard



Colour Palette



Lighting/Simulations

Neon lights across the city
+ neon lights reflected in
clouds around



Fog simulation moving
between city buildings



Dense clouds simulation
surrounding floating city

Possible assets needed



- Night sky matte paintings (downloads)
- Nuke gizmos (to help increase overall look and help with possible comp issues)