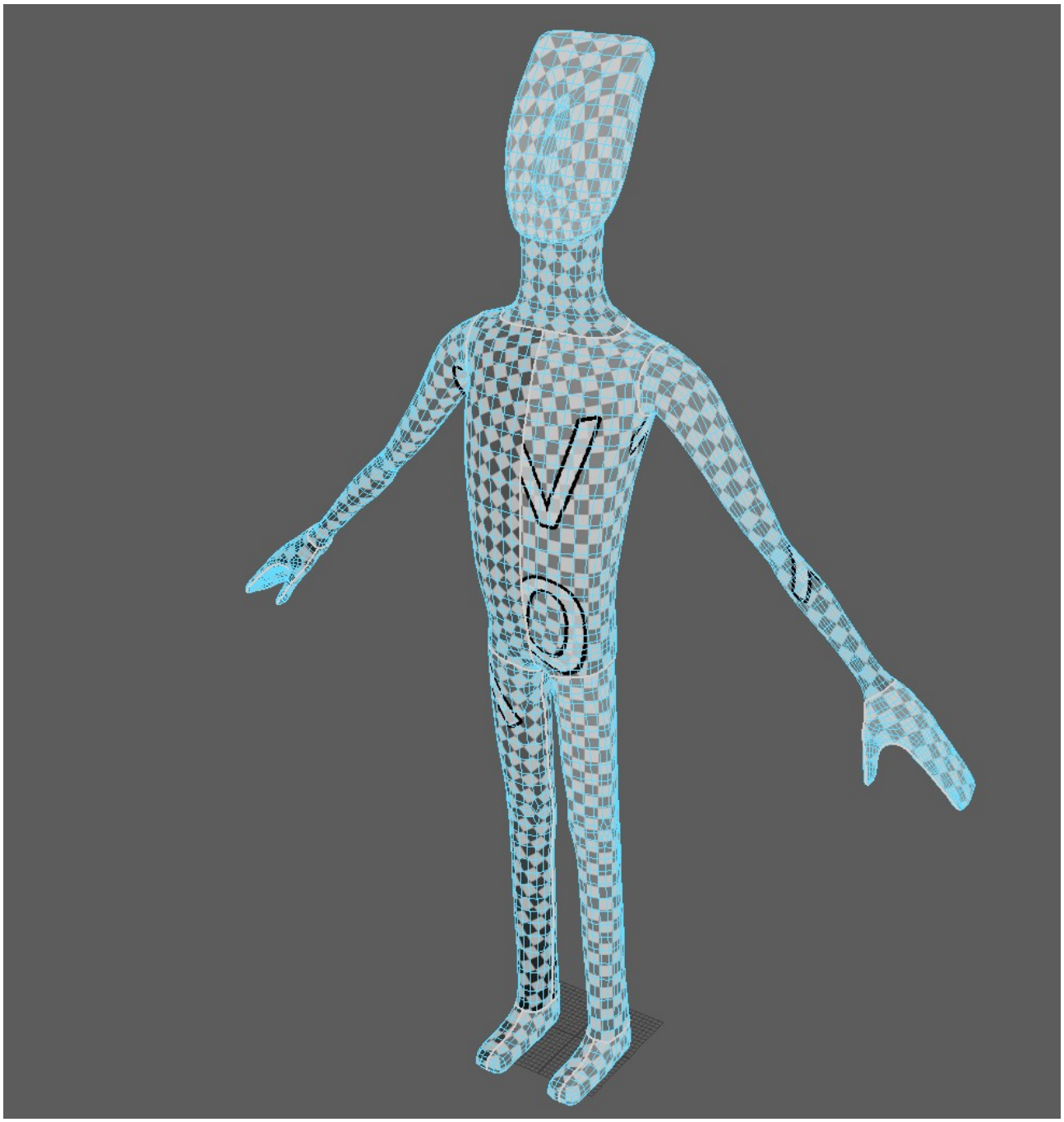
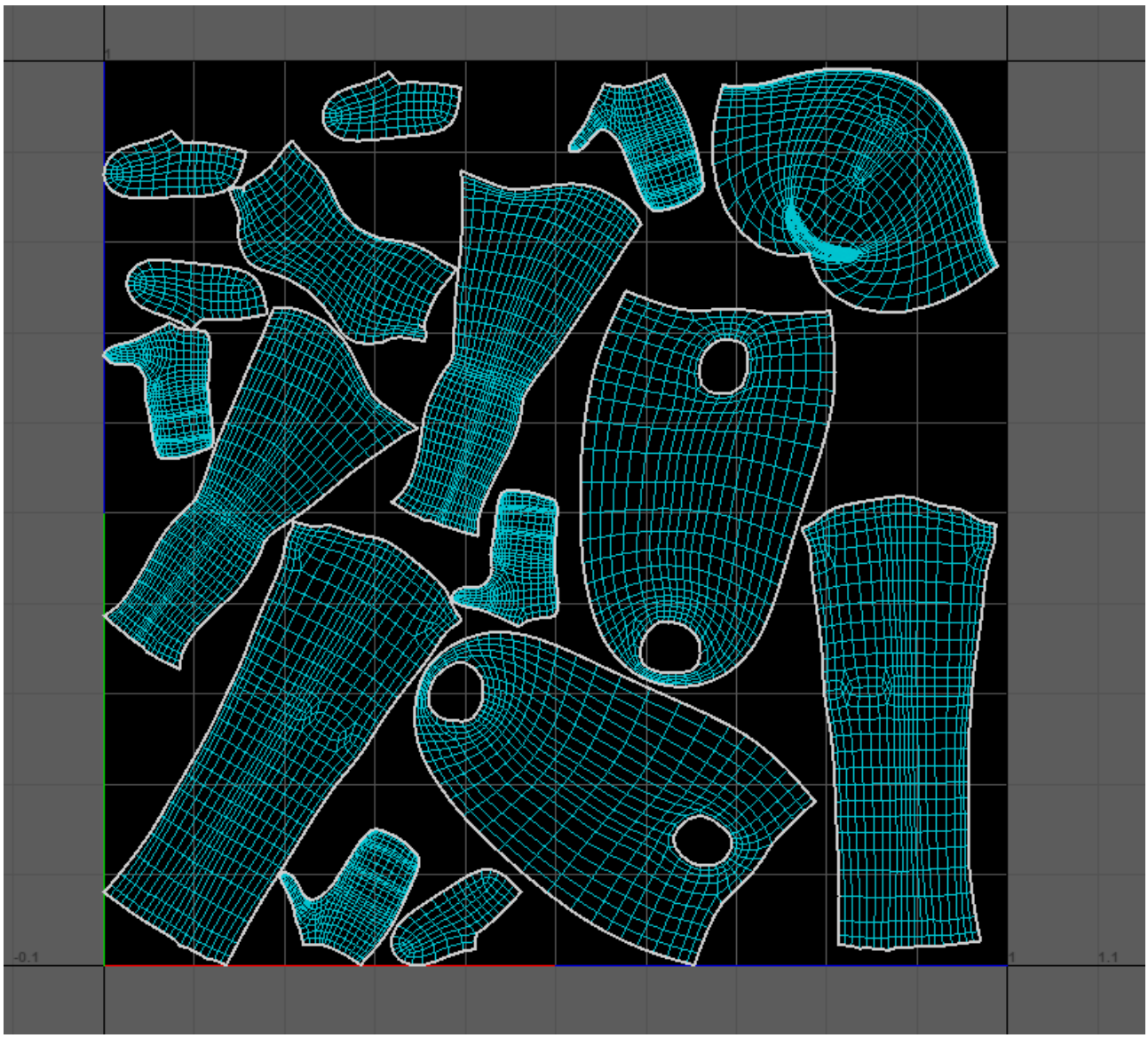
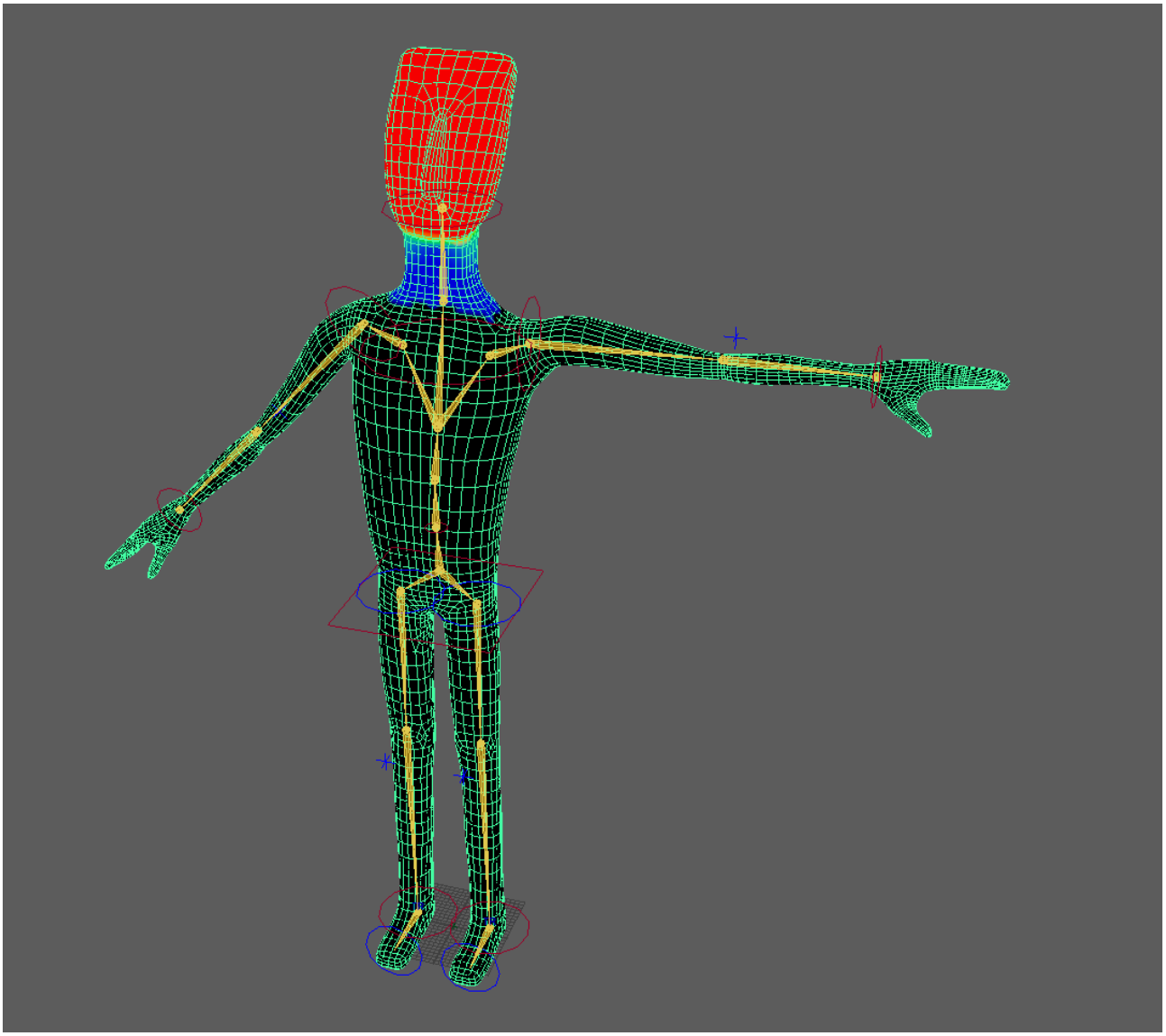
Assignment 2 - NM-11514957

I fixed the errors in the Idol character’s mesh, and completed the UVs.

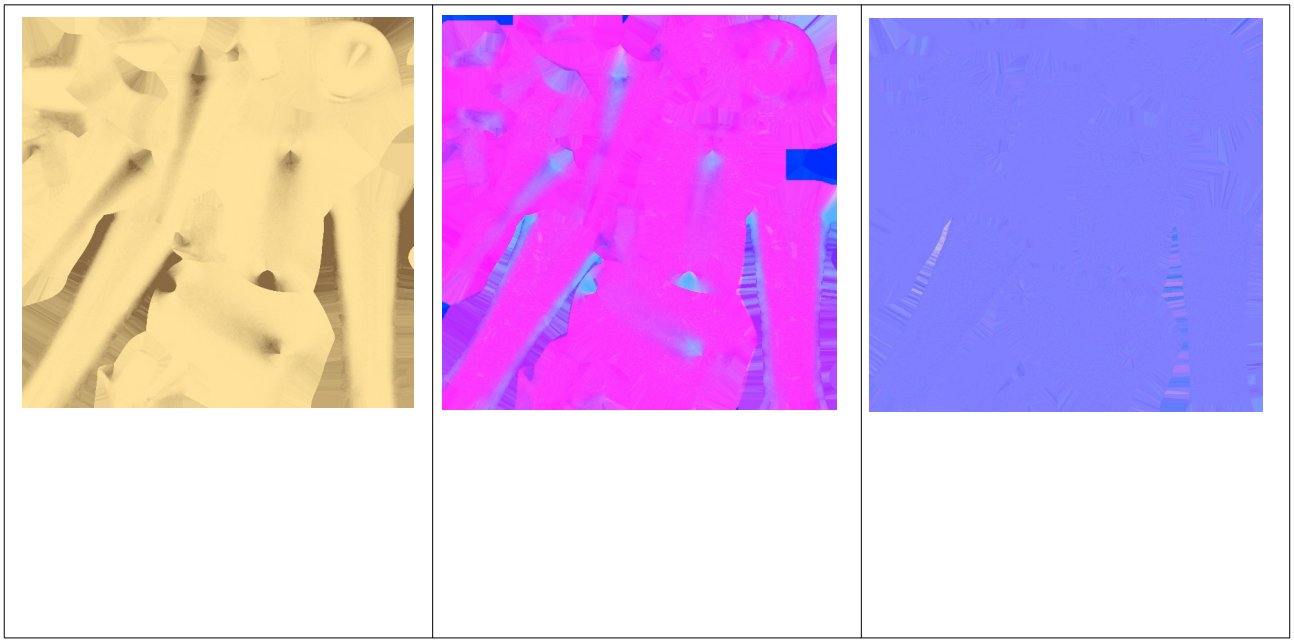




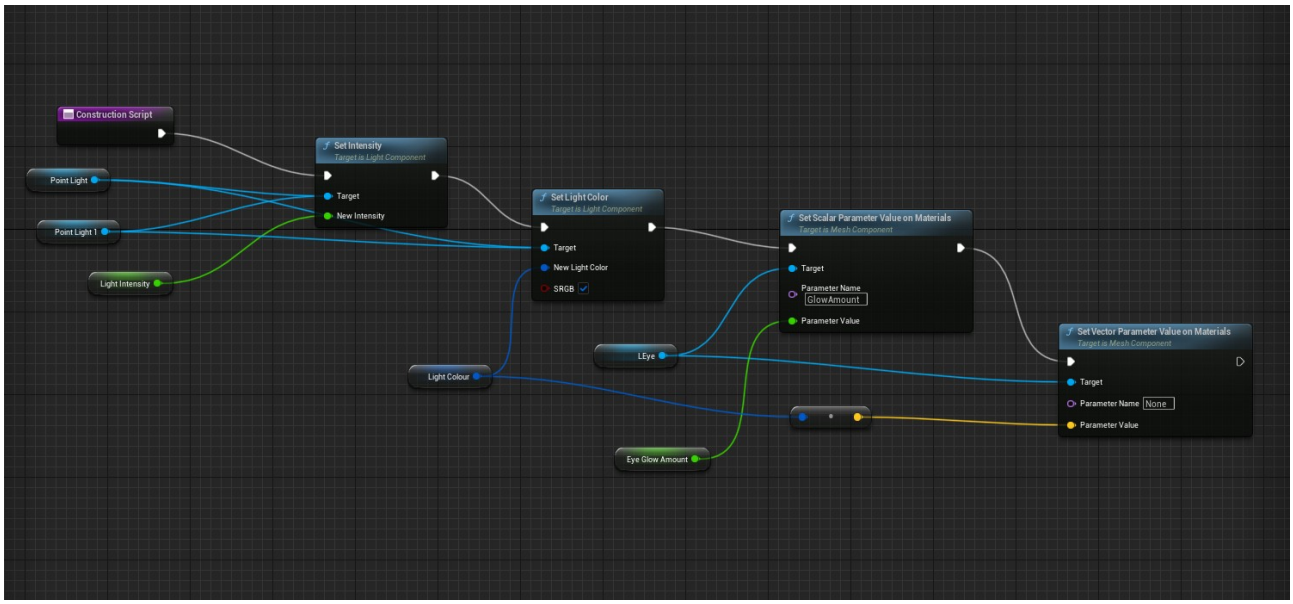
I rigged the Idol Character, and applied the weight painting. For example, I increased the weighting on the head of the idol character to prevent deforming of the head during movement.



I added a gold painting to the Idol Characters in substance painter, and exported the following textures:



I created Custom Assets such as the animal skull on a stick, using Niagra particle system and lights for the eyes. The Animal skull on a stick with glowing red eyes gives off a feeling of a strange cult.



I created a custom asset out of the column, adding a platform to hold the idol bust as a wall decoration:

I created a bench for the Idol Character to sit on and admire the Idol Bust. The idea was similar to seats in a place of worship, like a Church, where the characters could sit and worship the bust.

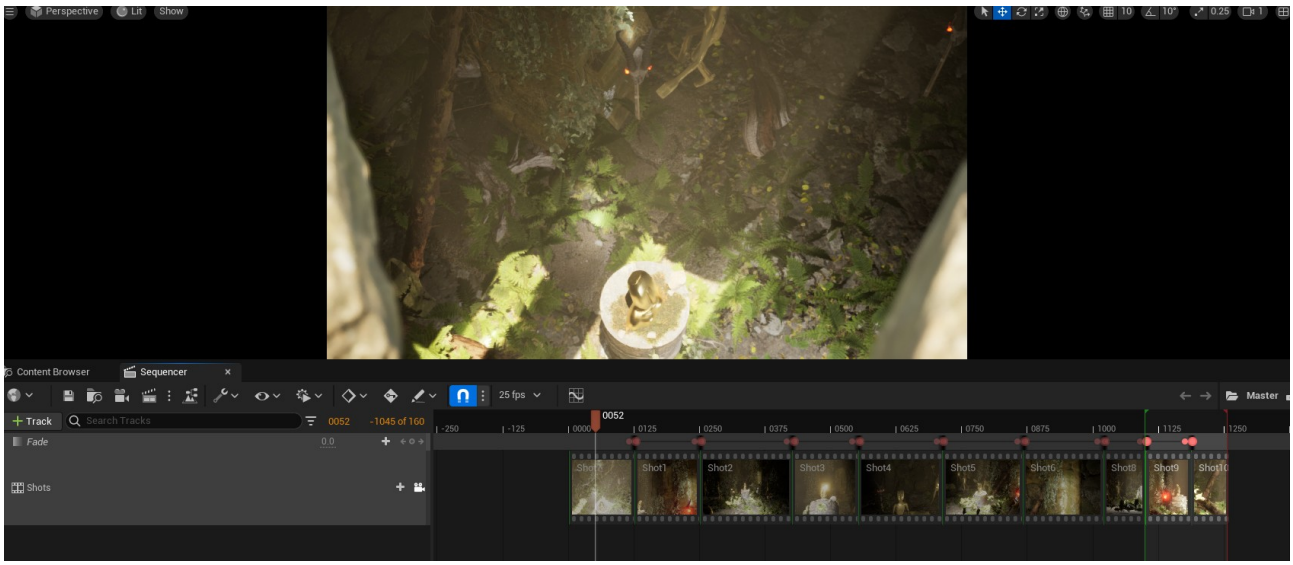
I created a massive Idol Bust as part of the wall to overlook the sanctuary. This idea was similar to many Christian churches that would include a crucifix above the altar to watch over the place or worship.

This is also similar to the scene from Indiana Jones, which also has a massive guardian watching over the idol Bust. Additionally, the scene also shows moss covered seats surrounding the Bust, as well as idol like figures carved into the walls as decoration.

Above: A screencap from when the idol was stolen from the altar.

Using animations from Mixamo, I added various animations to fit the theme of a sanctuary, where a cult of idol characters are worshipping the idol. This included cheering, clapping, and dancing.

The idol character were positioned around the Idol Bust. While the Idol Bust was placed in the centre and in the spotlight from the cave entrance above, the idol characters surround it in the darkness, worshipping the bust.



I created numerous shots with sequences, starting with the idea of an explorer peeking through the cave's opening and witnessing the treasure/bust. Soon, strange golden idol cult members can be seen dancing and worshipping the bust in the santuary.

Vines grow over the decorations, implying that the golden idol characters have been in this state for many years, non stop worshipping and celebrating the idol bust… The explorer can only wonder what would happen if he was to take the bust from the strange golden cult characters.

Some environmental details are shown in the sequences to further imply the age of the sanctuary, such as the fallen logs that have greenery sprouting from them. Similar to assignment 1, the idol is placed onto an altar. The environment was created using a floor, walls, and a ceiling to block out the light and create the cave environment. Starting with Megascans, then customised to add unique details, the environment was constructed while considering the environmental narrative. The foliage added was most dense where the sunlight penetrated into the cave, while vines crept down the walls and pillars forming an interesting backdrop.

Finally, I rendered the sequences, and the movie can be watched at the link below:

OneDrive:
https://connectqutedu-my.sharepoint.com/:v:/g/personal/n11514957_qut_edu_au/ETx-CnH0Fe9Jhh7-CJurAWcB41l2M5lSWhzWXDgTEBkqvw?nav=eyJyZWZlcnJhbEluZm8iOnsicmVmZXJyYWxBcHAiOiJPbmVEcml2ZUZvckJ1c2luZXNzIiwicmVmZXJyYWxBcHBQbGF0Zm9ybSI6IldlYiIsInJlZmVycmFsTW9kZSI6InZpZXciLCJyZWZlcnJhbFZpZXciOiJNeUZpbGVzTGlua0NvcHkifX0&e=tTUhNO

Additionally, the movie was zipped with the Production Journal.