"Le Tableau"

This picture is from a French animation movie called "Le Tableau (The Painting)". The scene is of rich colors with a feeling of melancholy and nostalgic. It tells a story about people living in the oil paintings. So all through the movie, you are like observing a constantly changing oil painting, similar to the recent movie 'Loving Vincent', which is an animation made from real oil paintings.

You would think that 'Le Tableau' is also a 2D animation hand-painted by some artists, but in fact it is not. I wasn't sure of this while I was watching the movie. The lines, colors and textures all seem to be from real oil-paintings. The lights in the scene looks really natural and precise and I kept questioning: if it is a 2D painting, how come the position of lights, the effects and all on the characters and objects in the scene changed so precisely according to the camera view? It would have been so tedious to draw these paintings. To my surprise, this movie is a complete 3D production.

I don't know about the details of how this effect was made. The designers made 3D models of every characters and objects and they did texture painting on these models. The lights were automatically generated when rendering so that the light and shadow adjusted according to the camera view. It probably isn't directly related to shader programming, but I really like this kind of visual effect applied to movies or games.