

Into the Spiderverse: Environment design sheet



A youtube video on how they made the movie:
https://www.youtube.com/watch?v=l-wUKu_V2Lk



So for this one I am planning on doing the night scene first and if I have the time I can make the glitch effect on some buildings and cars. The Taxi's and lights are going to be the dynamic part of my scene. I am really excited to see how far I can push the style of the movie into the unity engine.