

VR creation, worldbuilding and workflows

Advantages of working in VR

- 360° empty canvas
- Total immersion, no distractions, no menu's, no modifiers..
- Optimal screen space real estate
- Very intuitive, focus on the model, not on the tool
- Sense of scale
- Imperfections for free!

Examples of VR workflows

Finnian Macmanus

Concept Artist, Founder @ Terraform Studios

Oculus medium -> blender -> photoshop



FMACMANUS

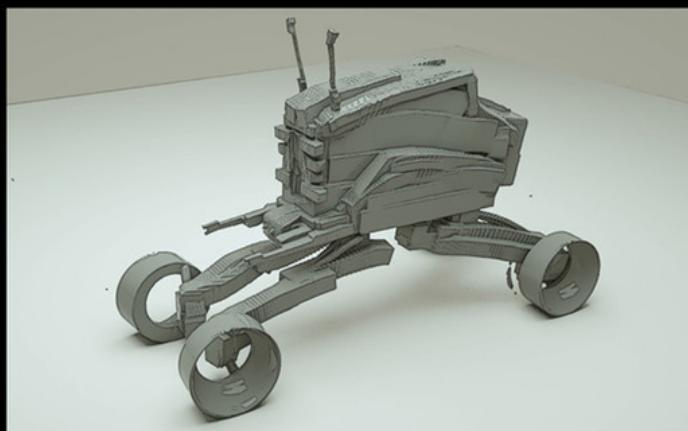
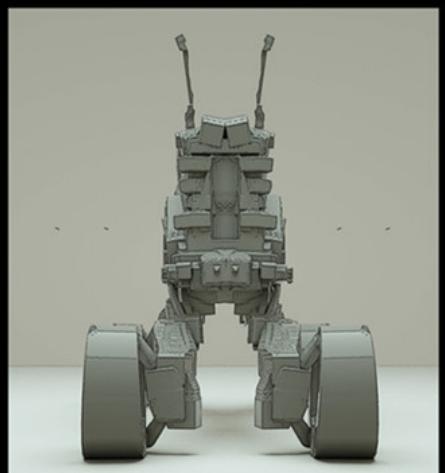
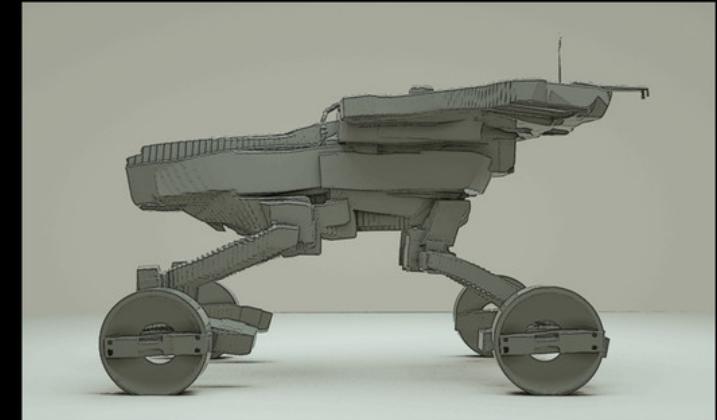
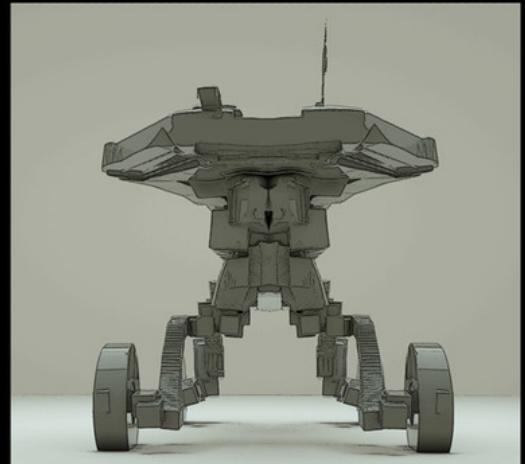
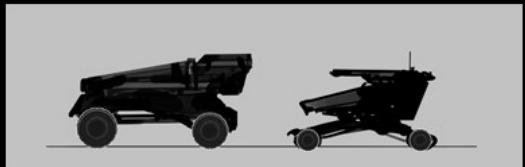
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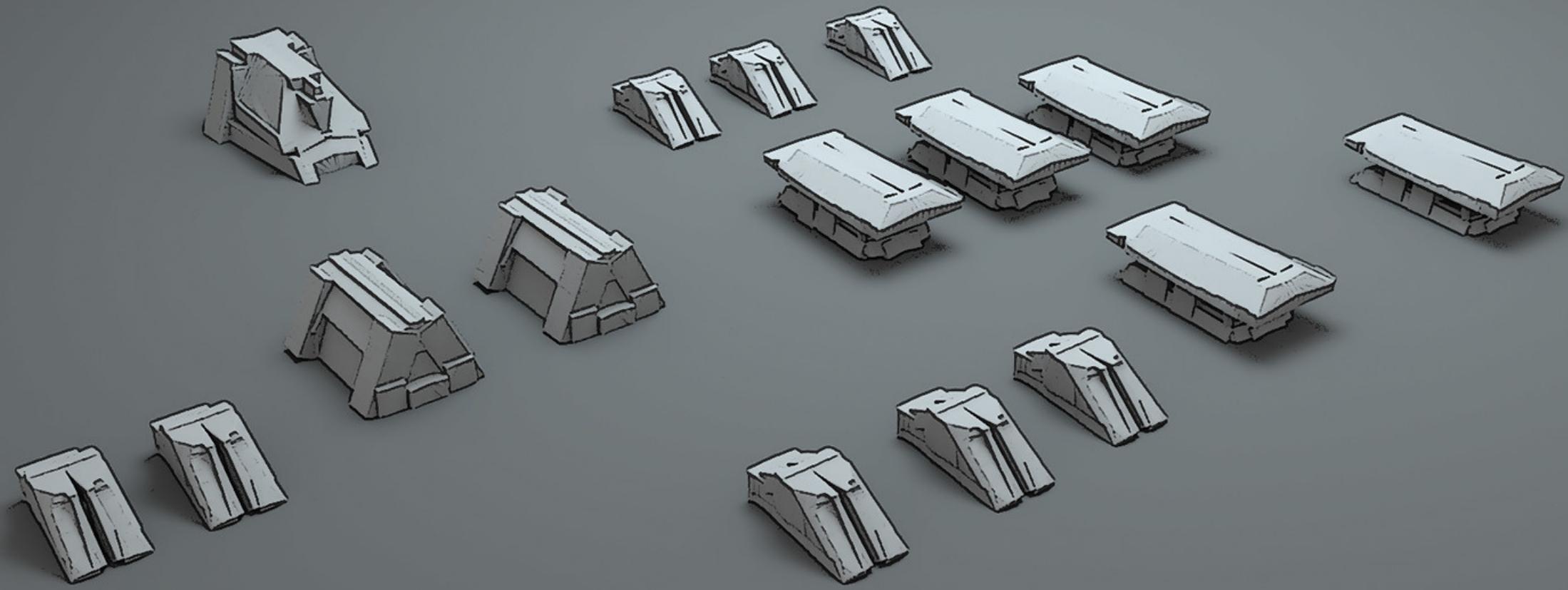
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Fmacmanus

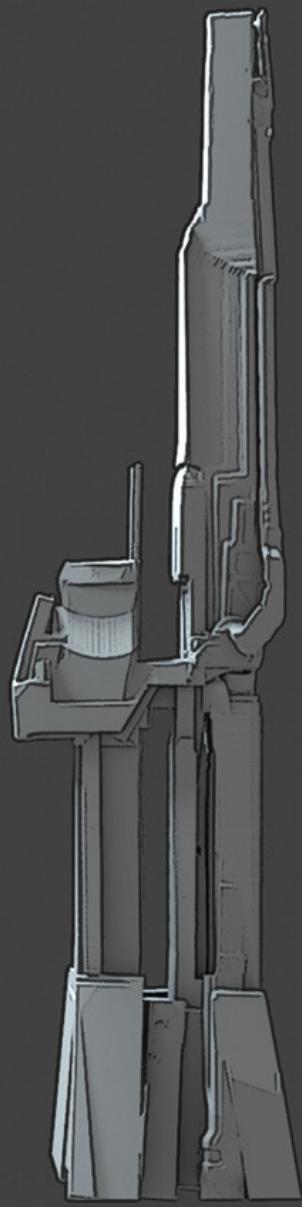
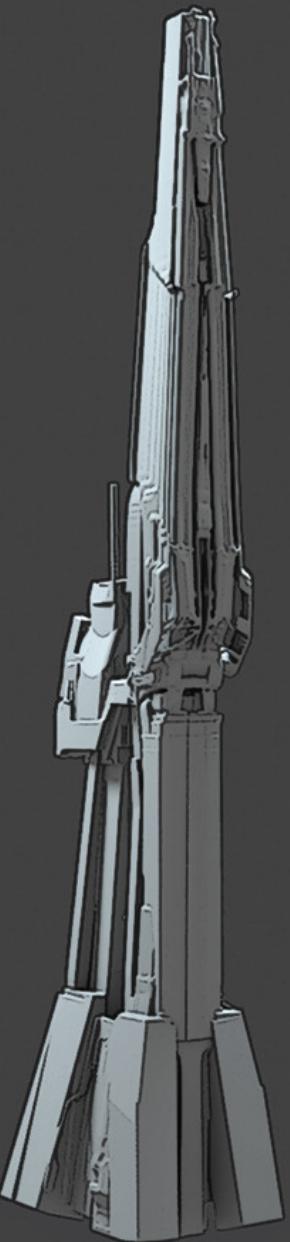
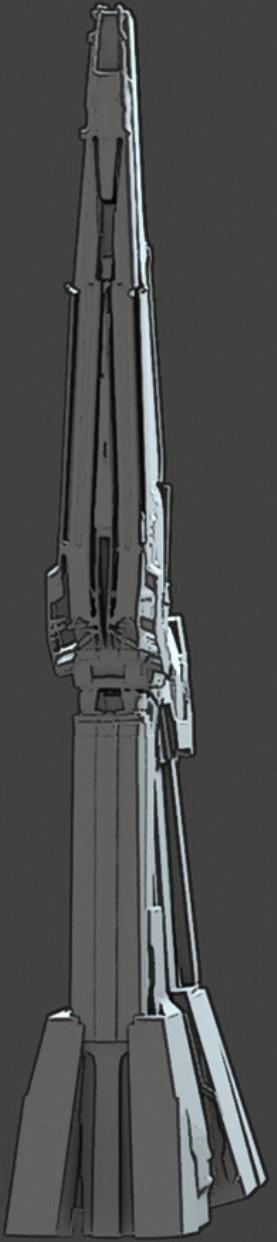
Initial Thumbnails



#grasshopper



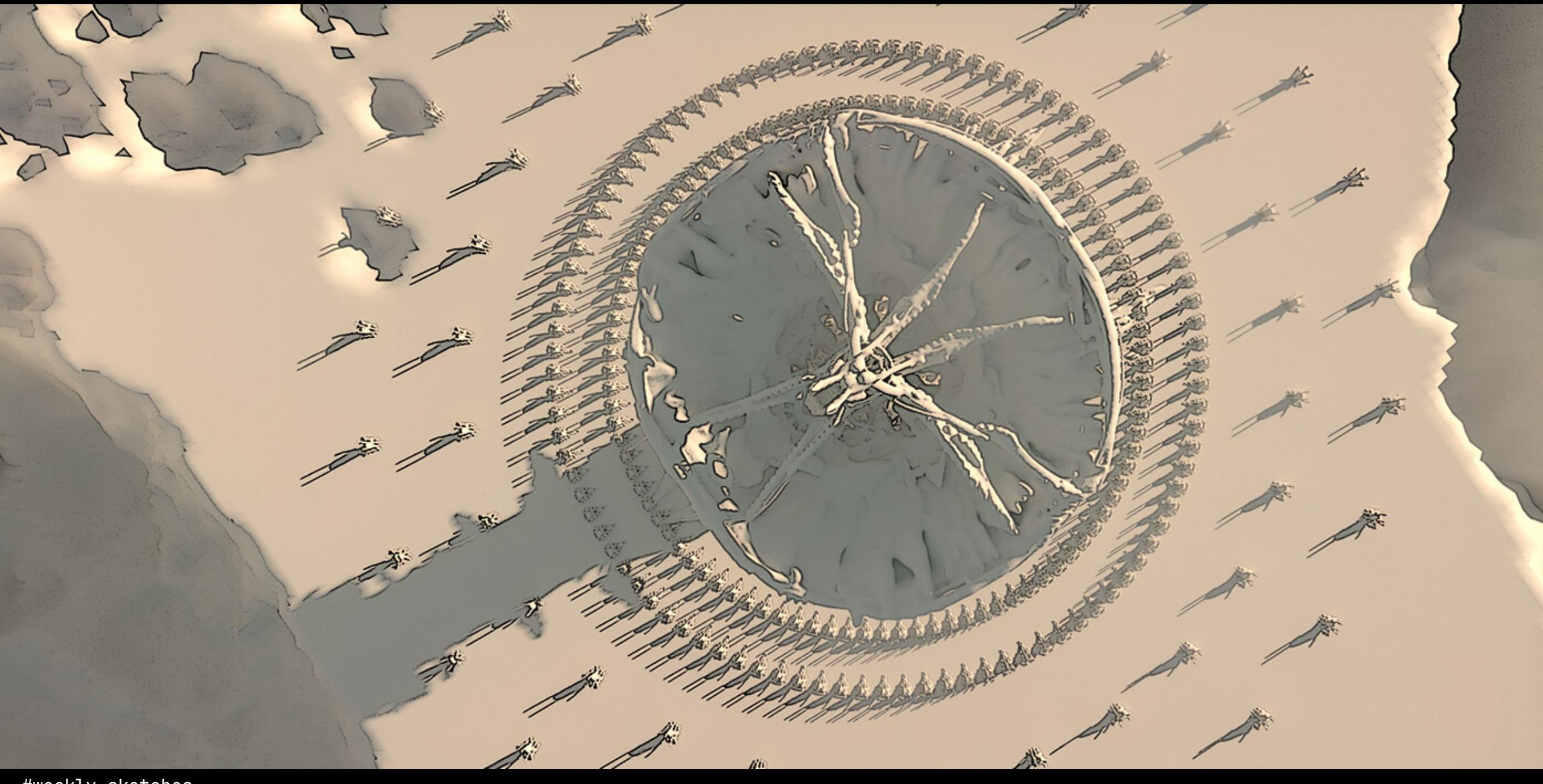
#grasshopper



#grasshopper



#weekly sketches



#weekly sketches

Jama Jurabaev

Concept Artist / Art Director, Lucasfilm

Gravity Sketch-> blender -> photoshop

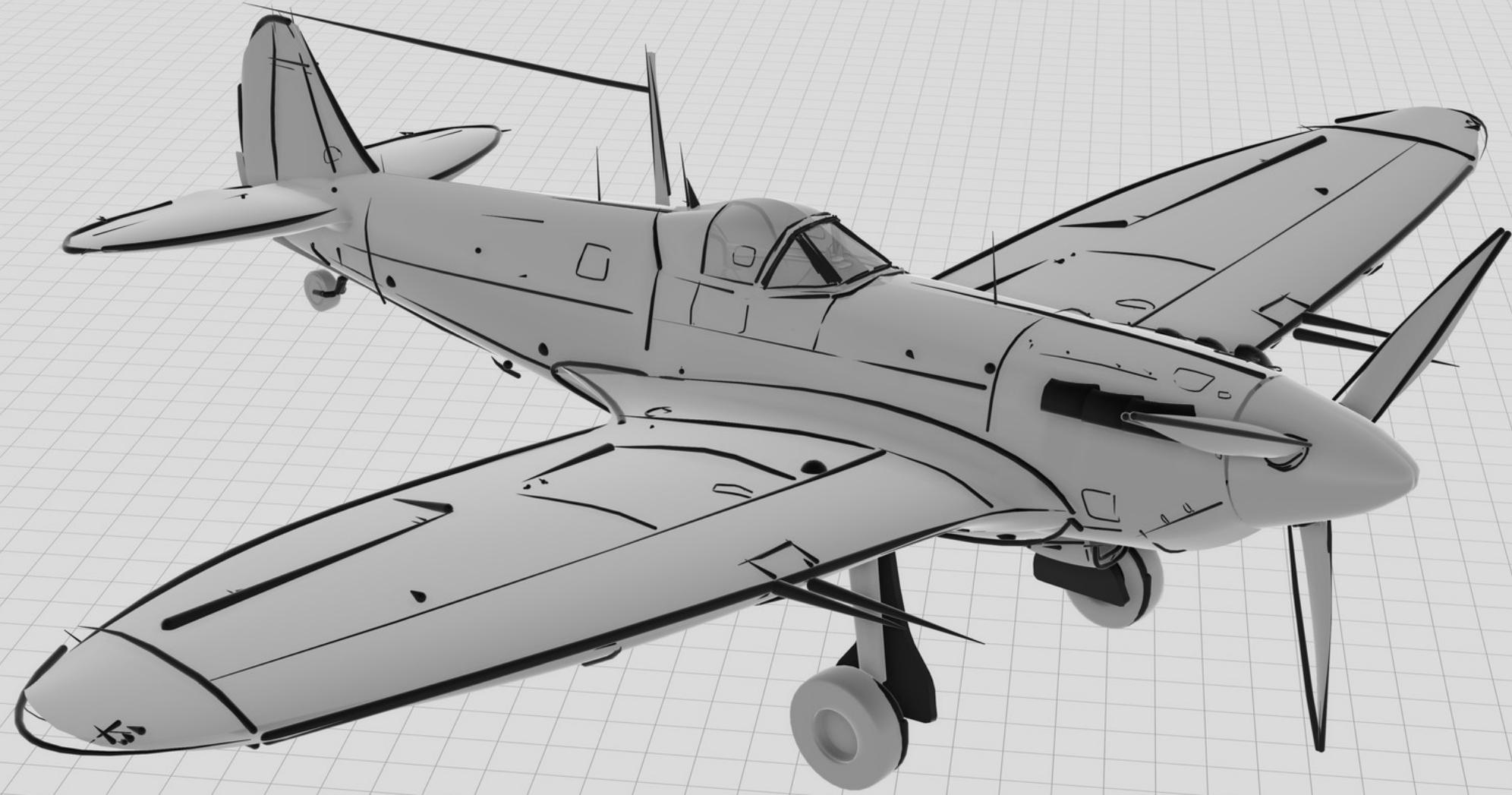




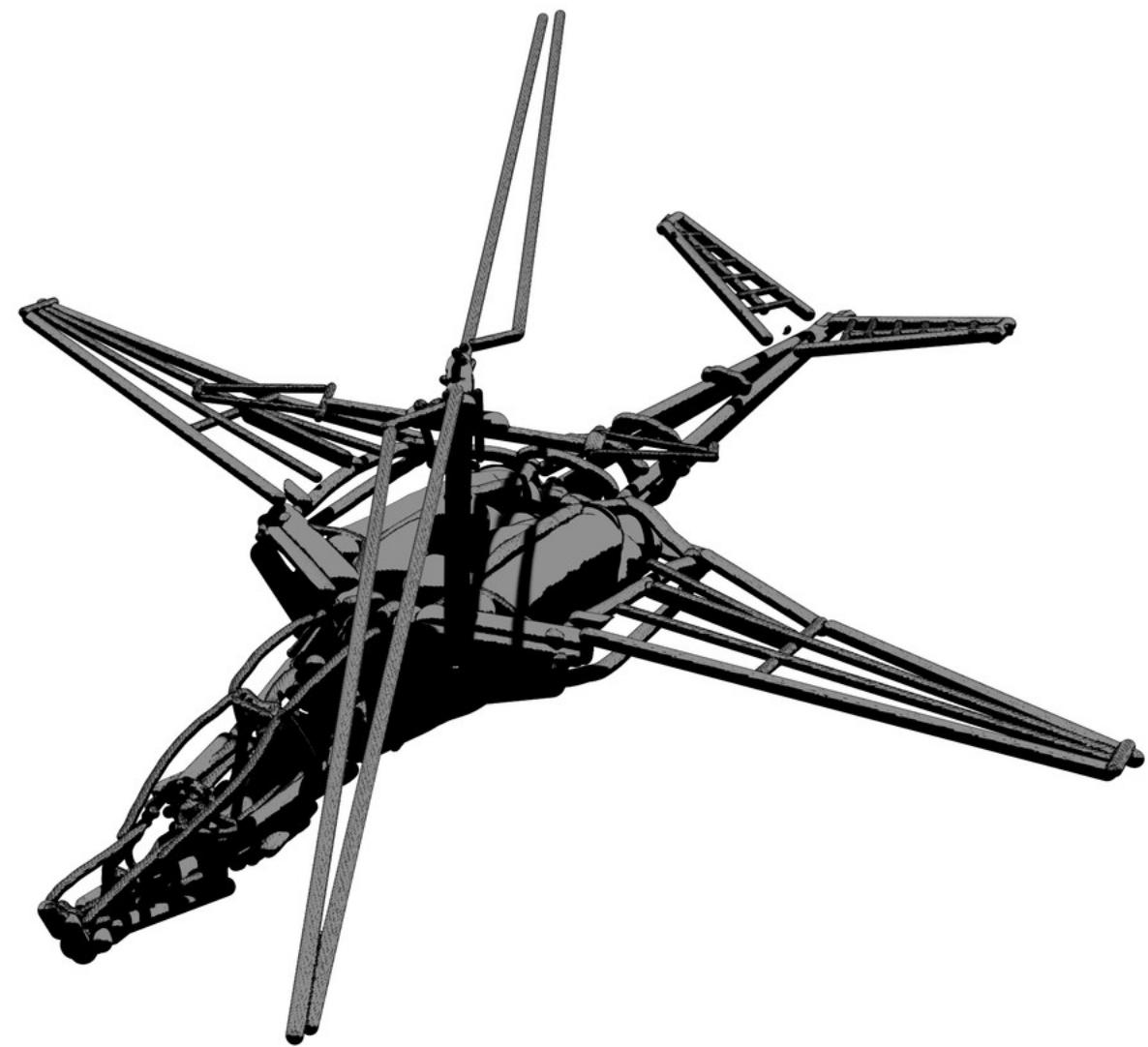
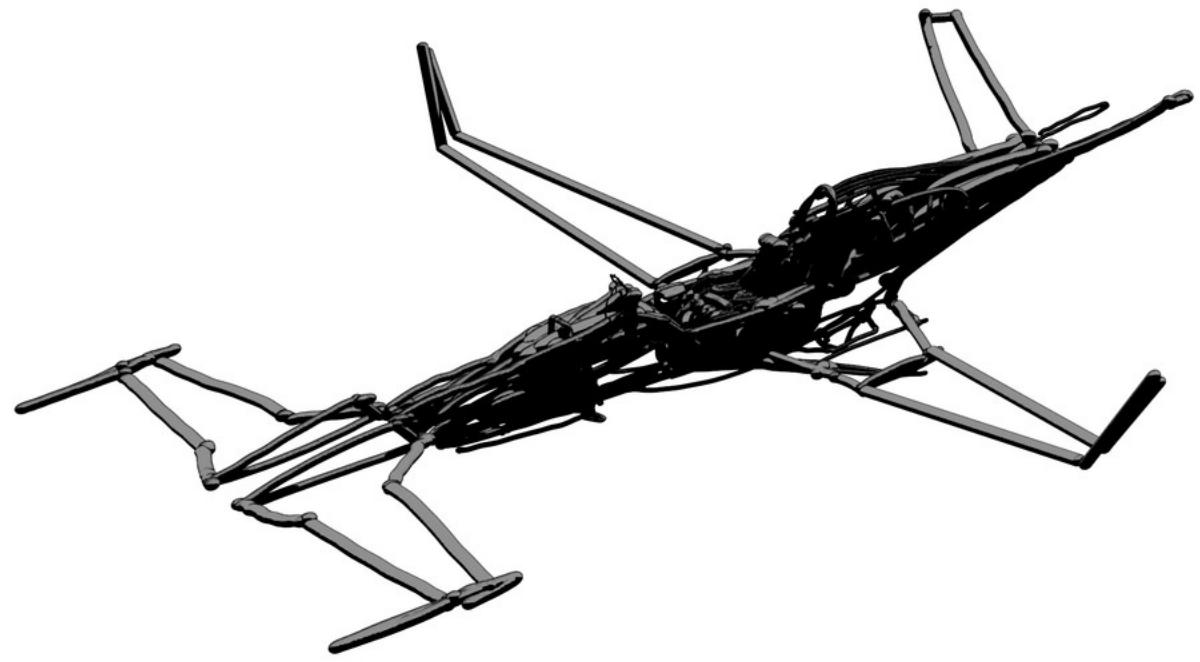
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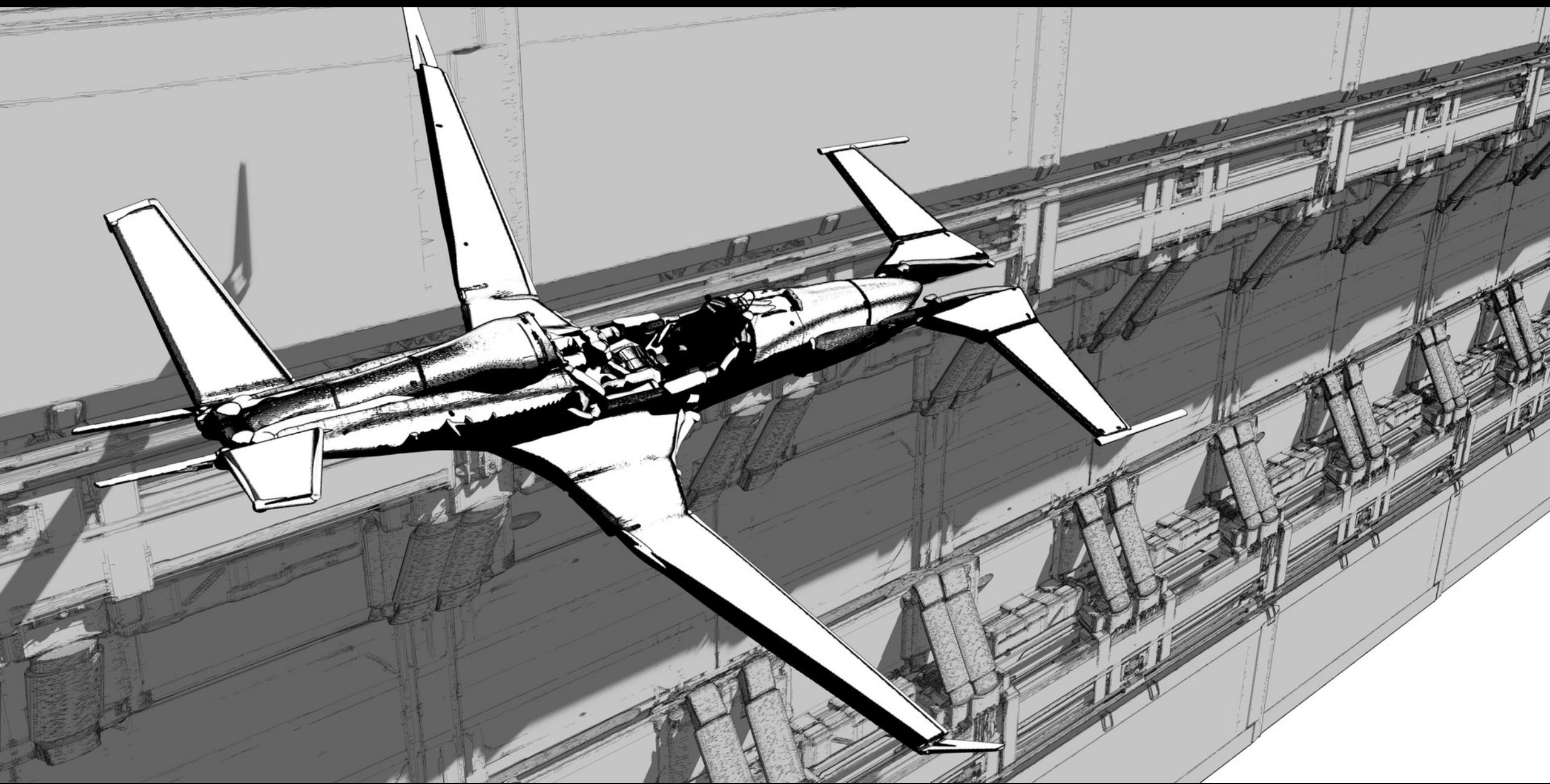
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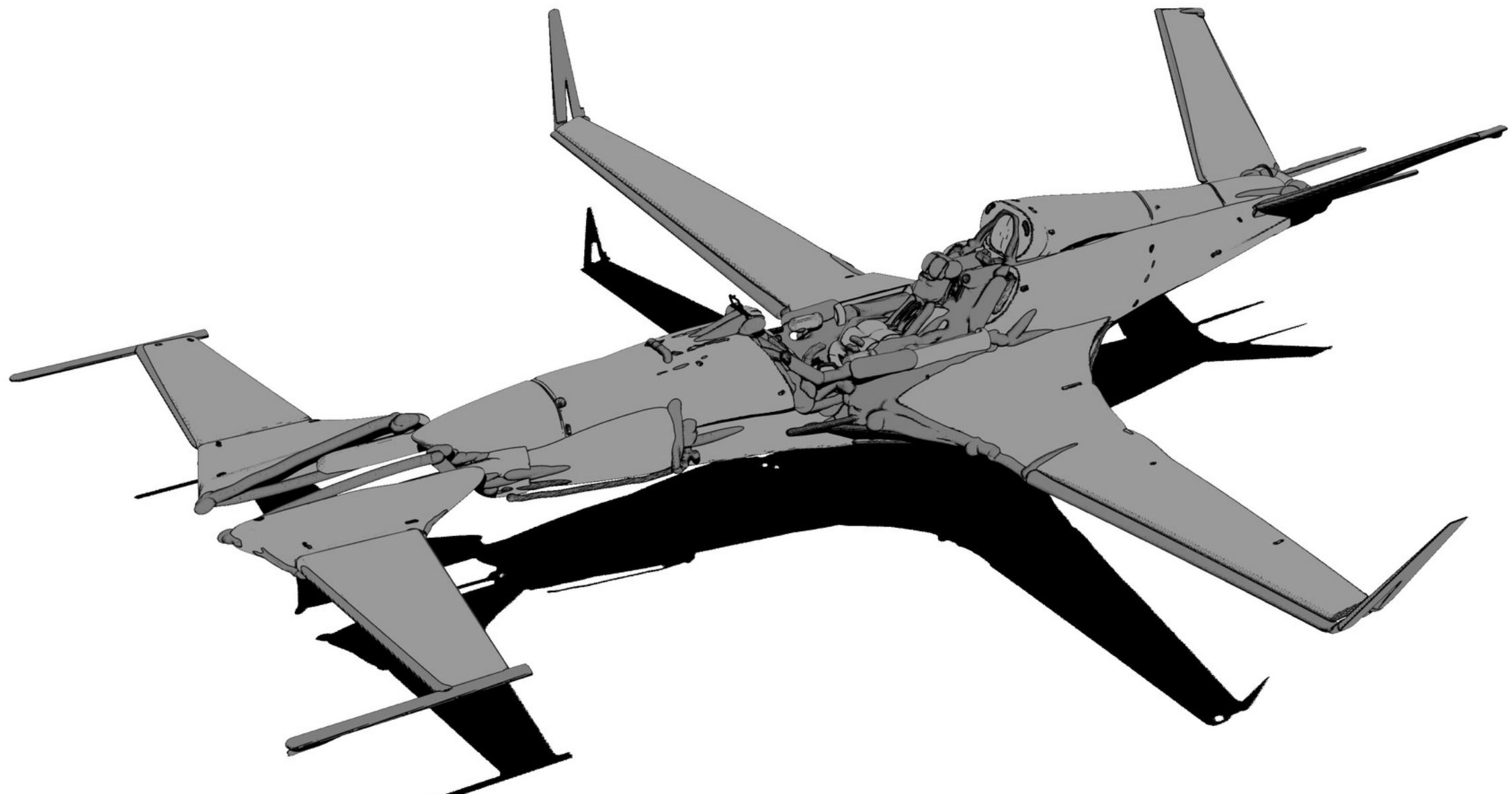
gravity sketch
#spitfire



#VRsketches



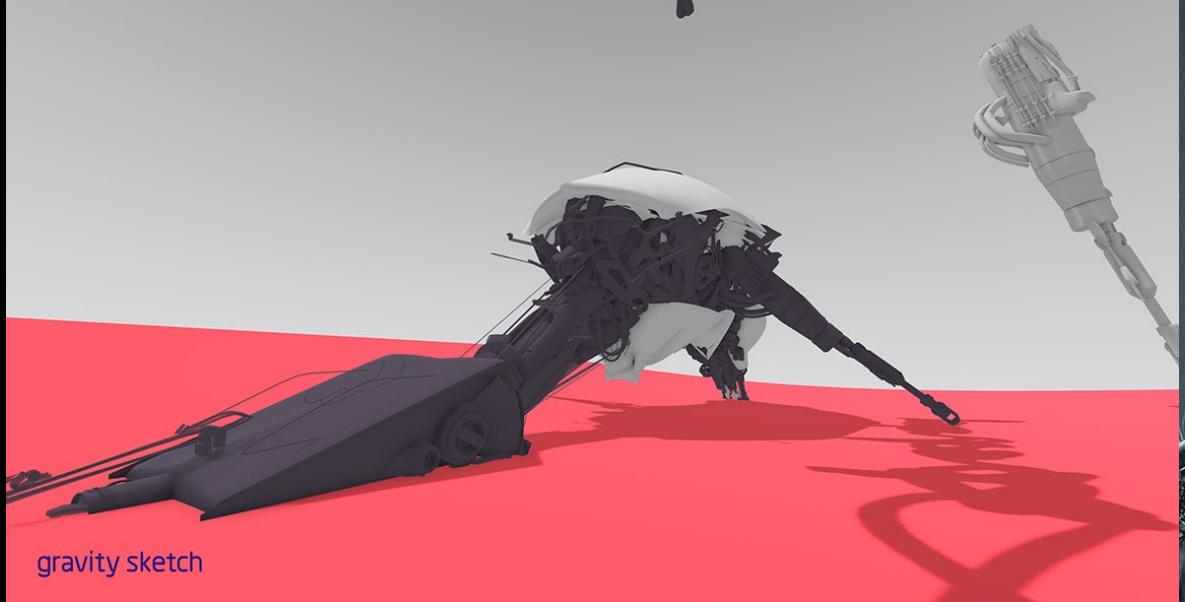
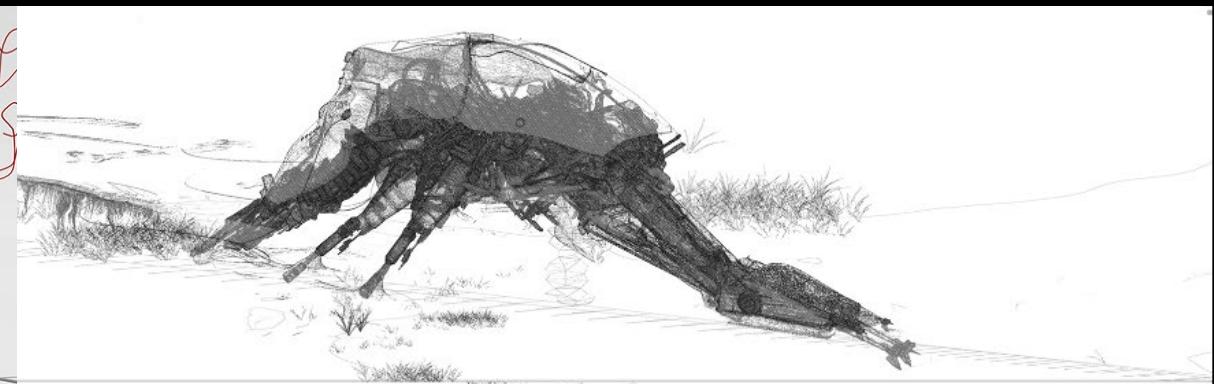
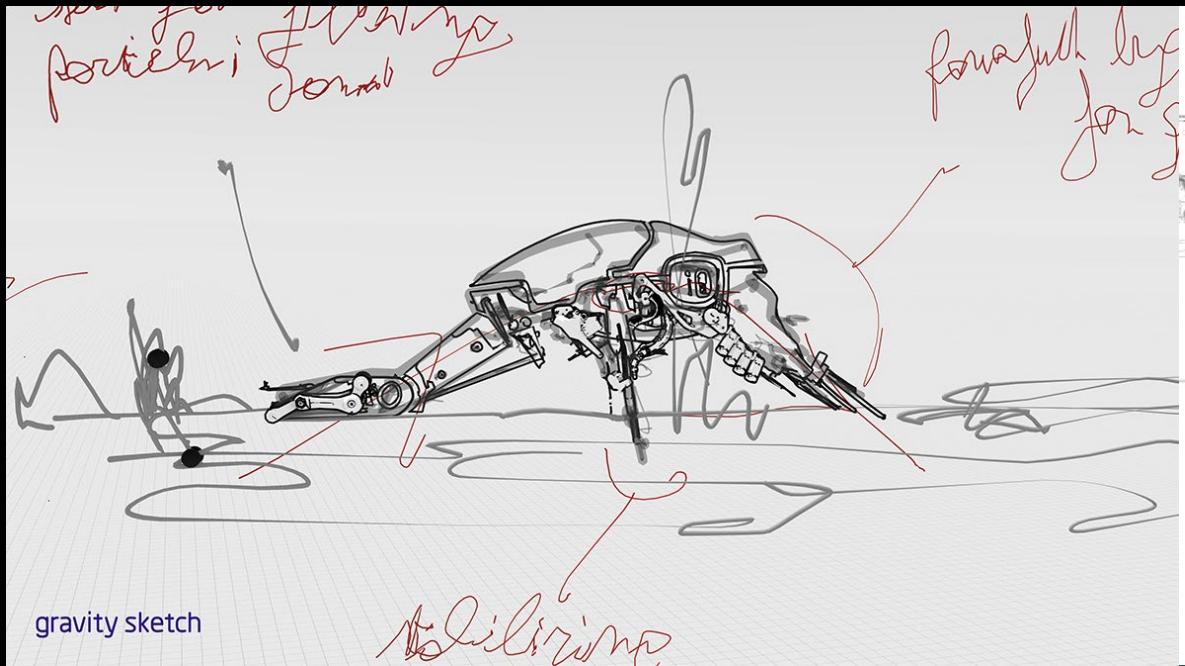
#VRsketches



#VRsketches

Own experiments

Gravity sketch -> Houdini -> photoshop



#copepod

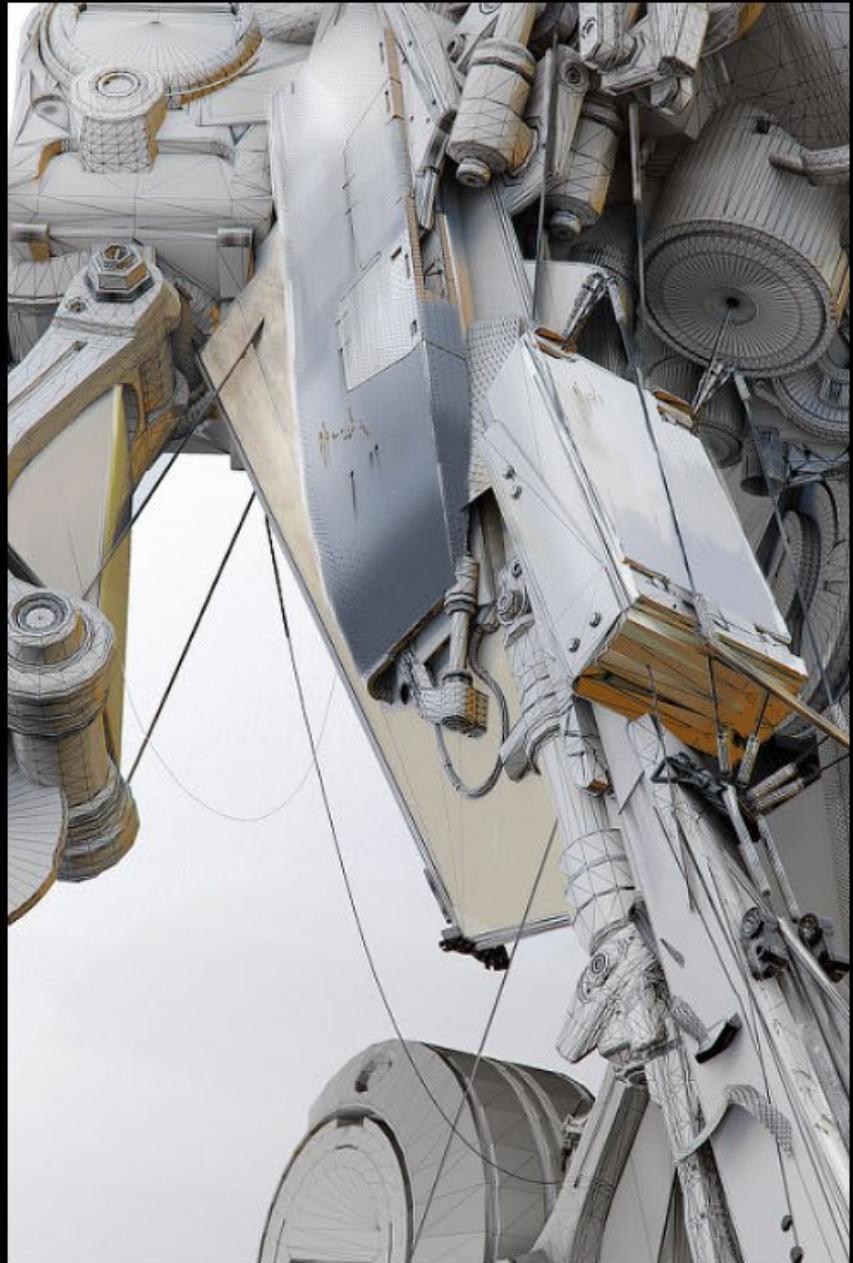


Joris Putters

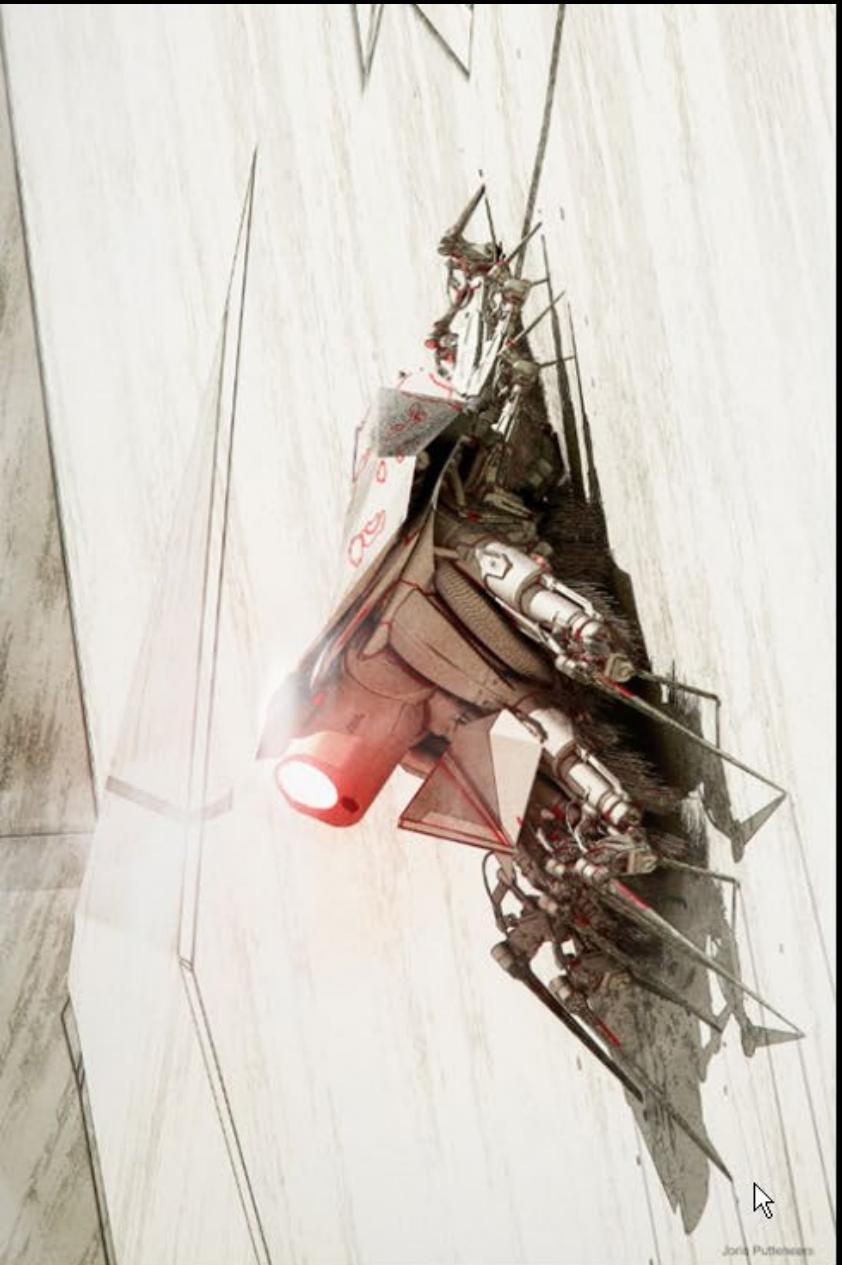
#copepod



#copepod



#copepod



#copepod

Joris Puttemans