



# ESSENCE

SINA ANDERS, CARO WEIXLER, JOHANNES EDER, ATTILA SOÓS

# OVERVIEW

STORY

TASK DISTRIBUTION

FOR THE FUTURE

SPECIAL THANKS



# PREPRODUCTION

Moodboard and Inspiration





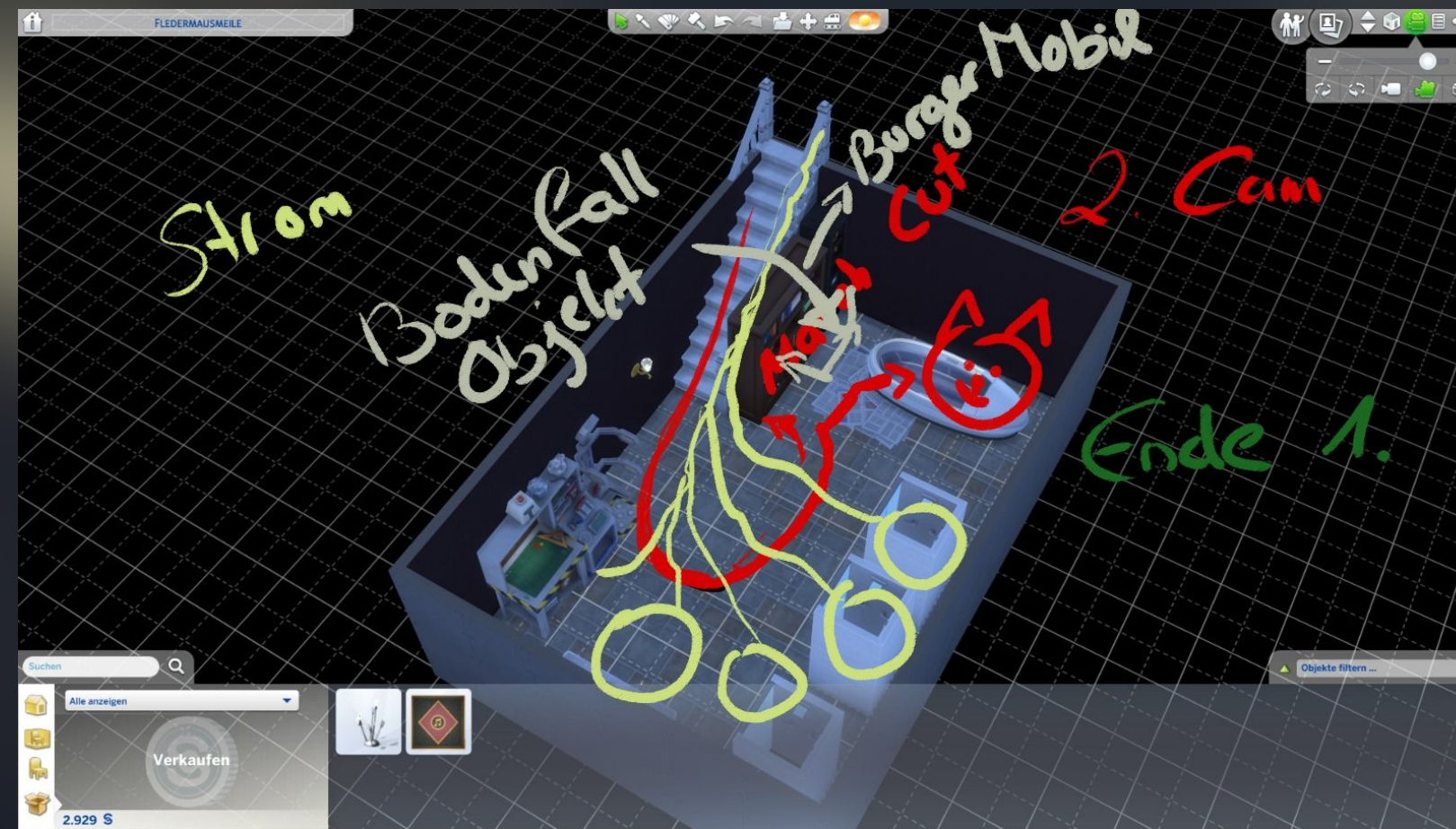
# PREPRODUCTION

Concept Art





# PREPRODUCTION





# PREPRODUCTION

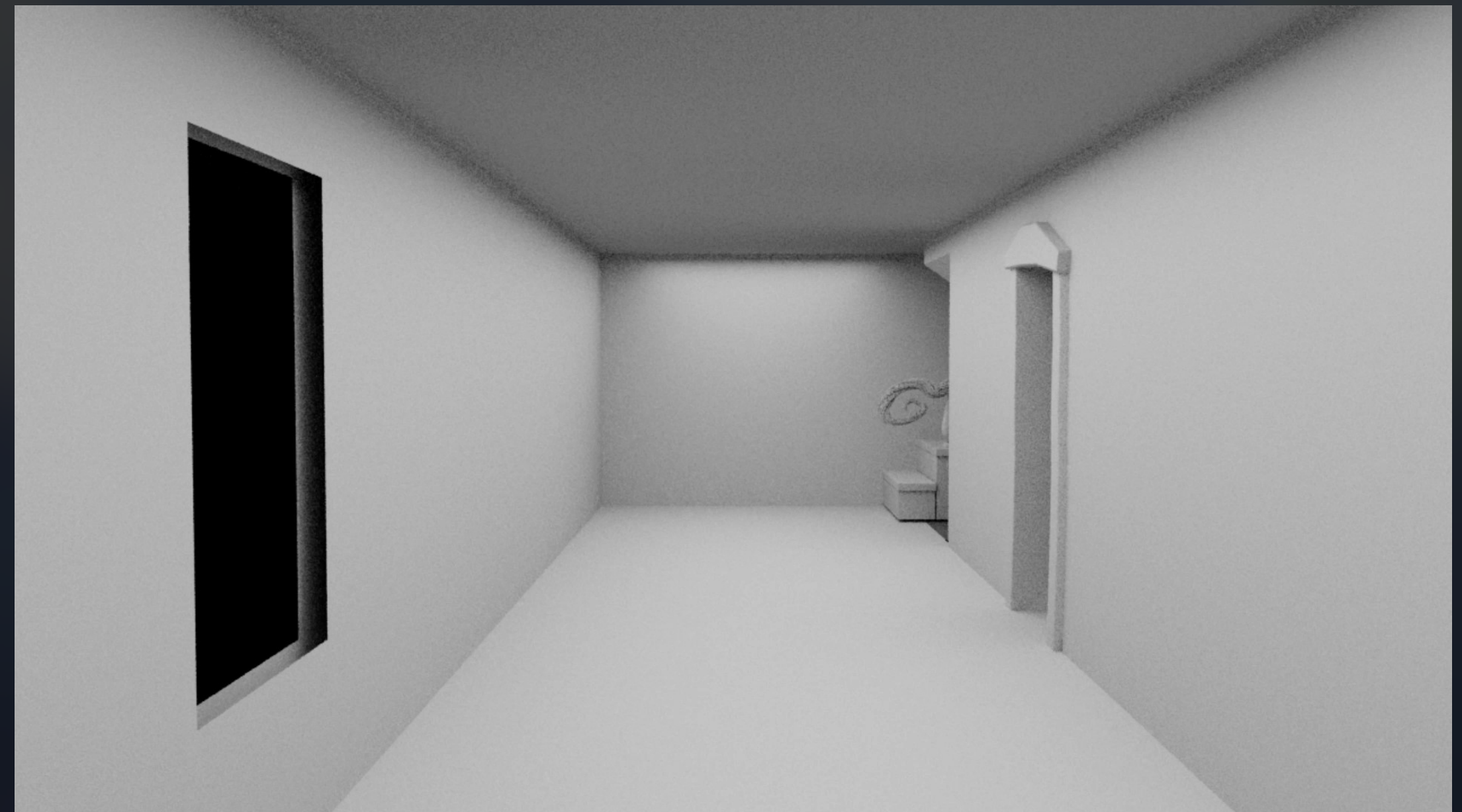
First target render





# PRODUCTION

Animation - 232 Work hours / 118 Models, Textures & UVs





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Animation - 232 Work hours / 118 Models, Textures & UVs





# PRODUCTION

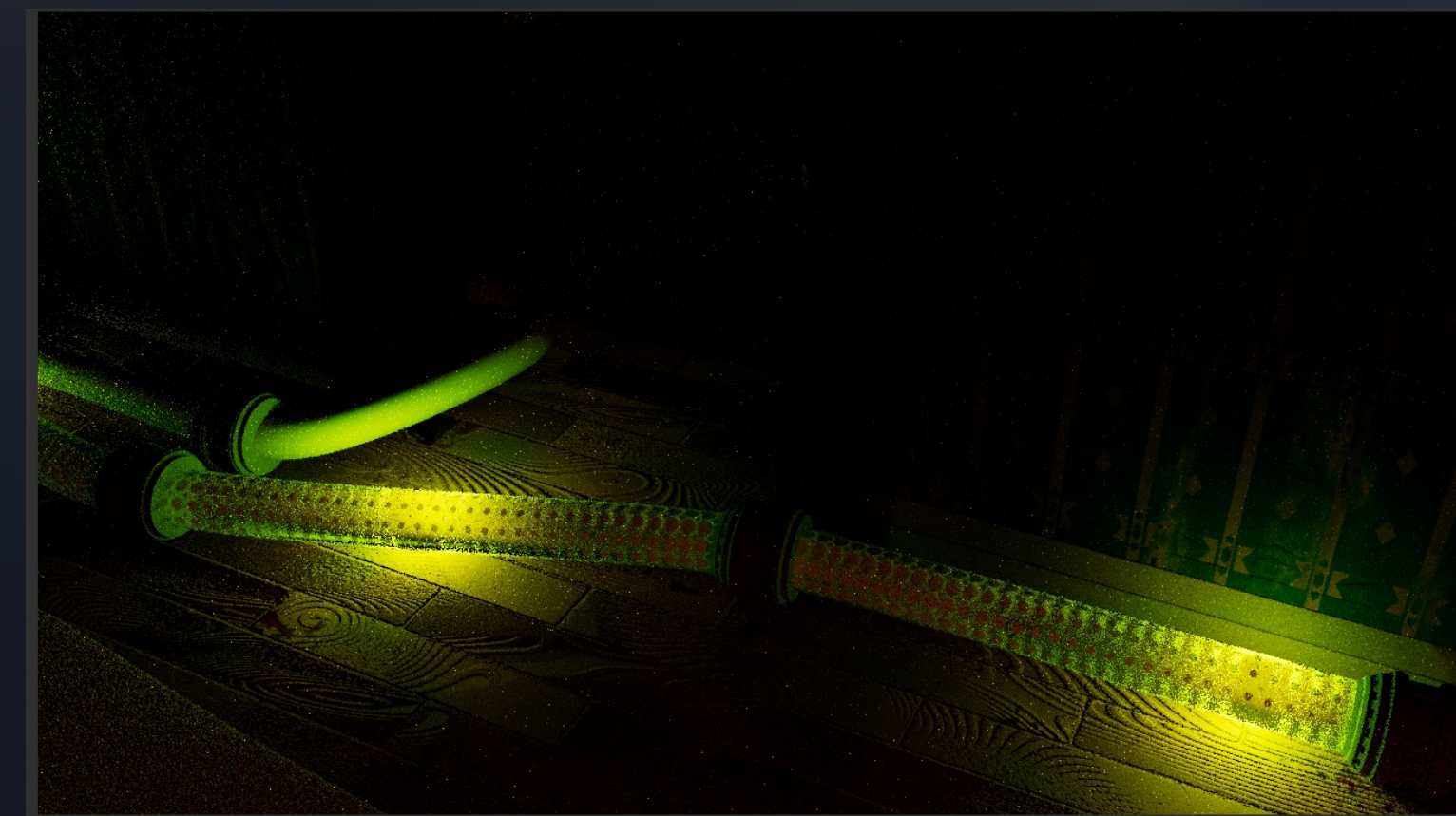
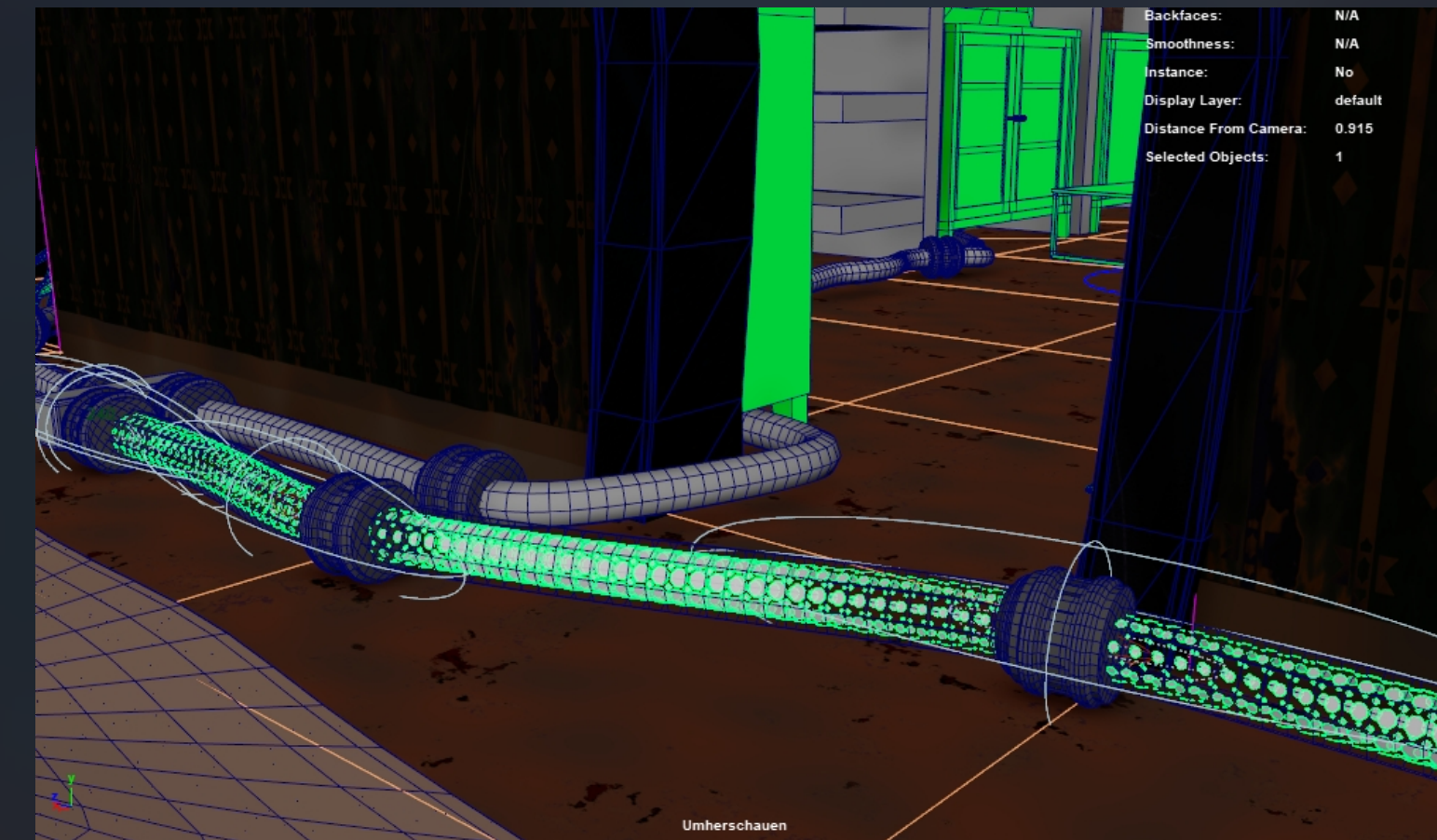
Animation - 232 Work hours / 118 Models, Textures & UVs





# PRODUCTION

Animation





# POSTPRODUCTION

Credits





# WHAT HAVE I GAINED FROM THIS PROJECT?

- Improvement in Modeling, Texturing, Uvs, Animation, Lighting
- Better Skills in Substance Painter, Designer, Maya and Blender
- Talking daily > once a week

# WHAT WOULD I DO DIFFERENTLY?

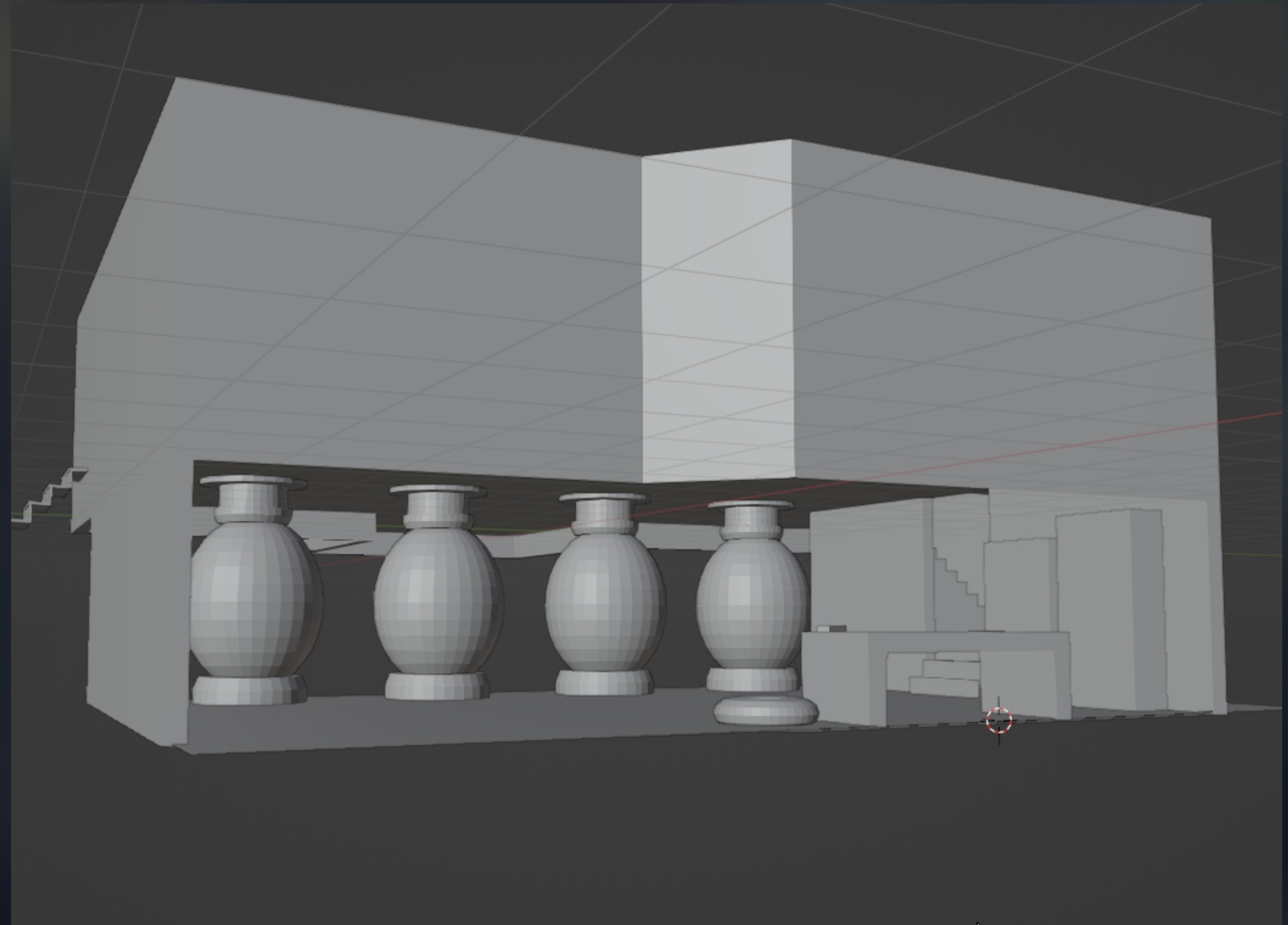
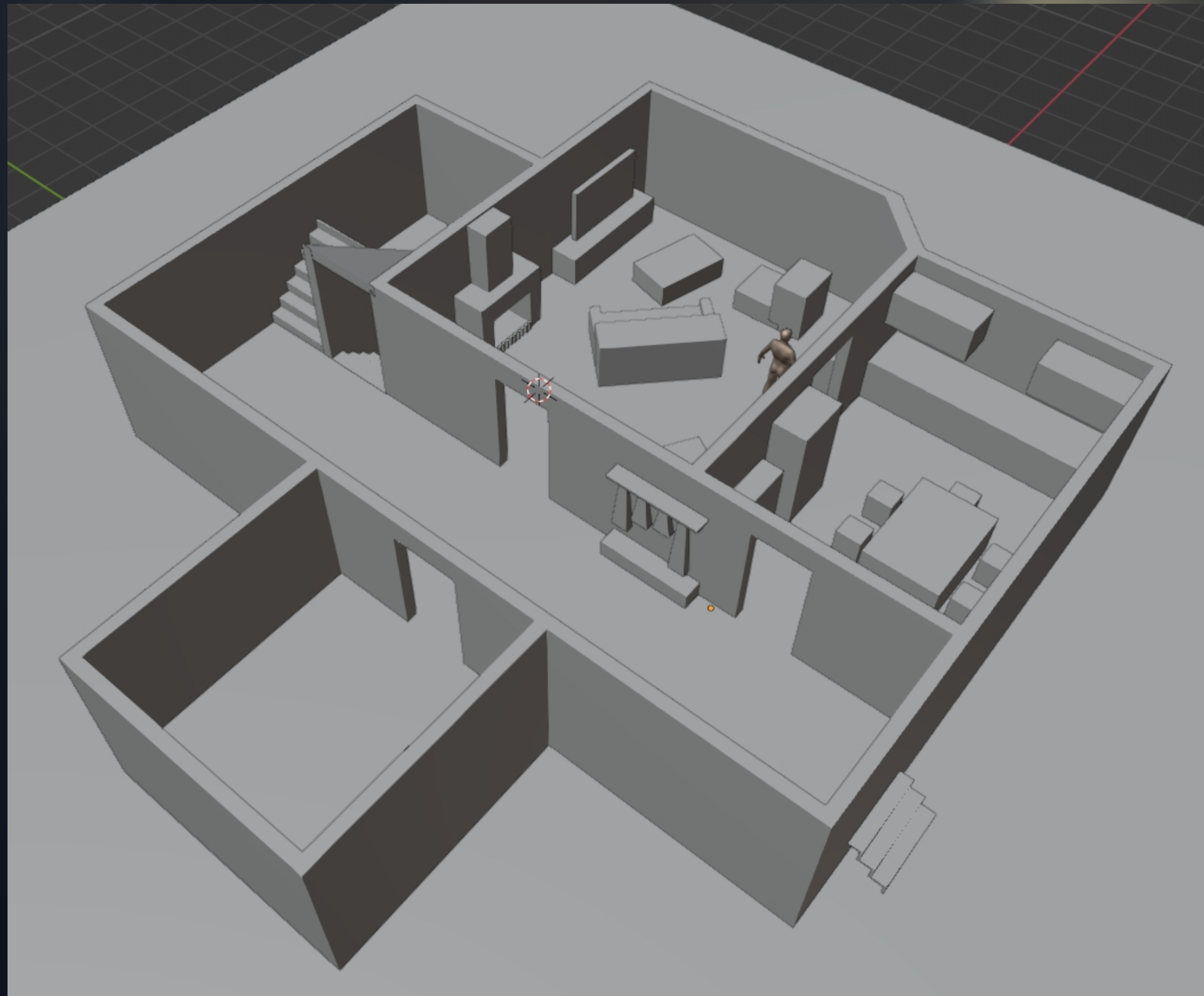
- Keep the Outliner clean
- Ask for help
- Dont try to do everything yourself

# AREA OF RESPONSIBILITY

- Concept Art
- Character creation
- Lighting
- Rendering

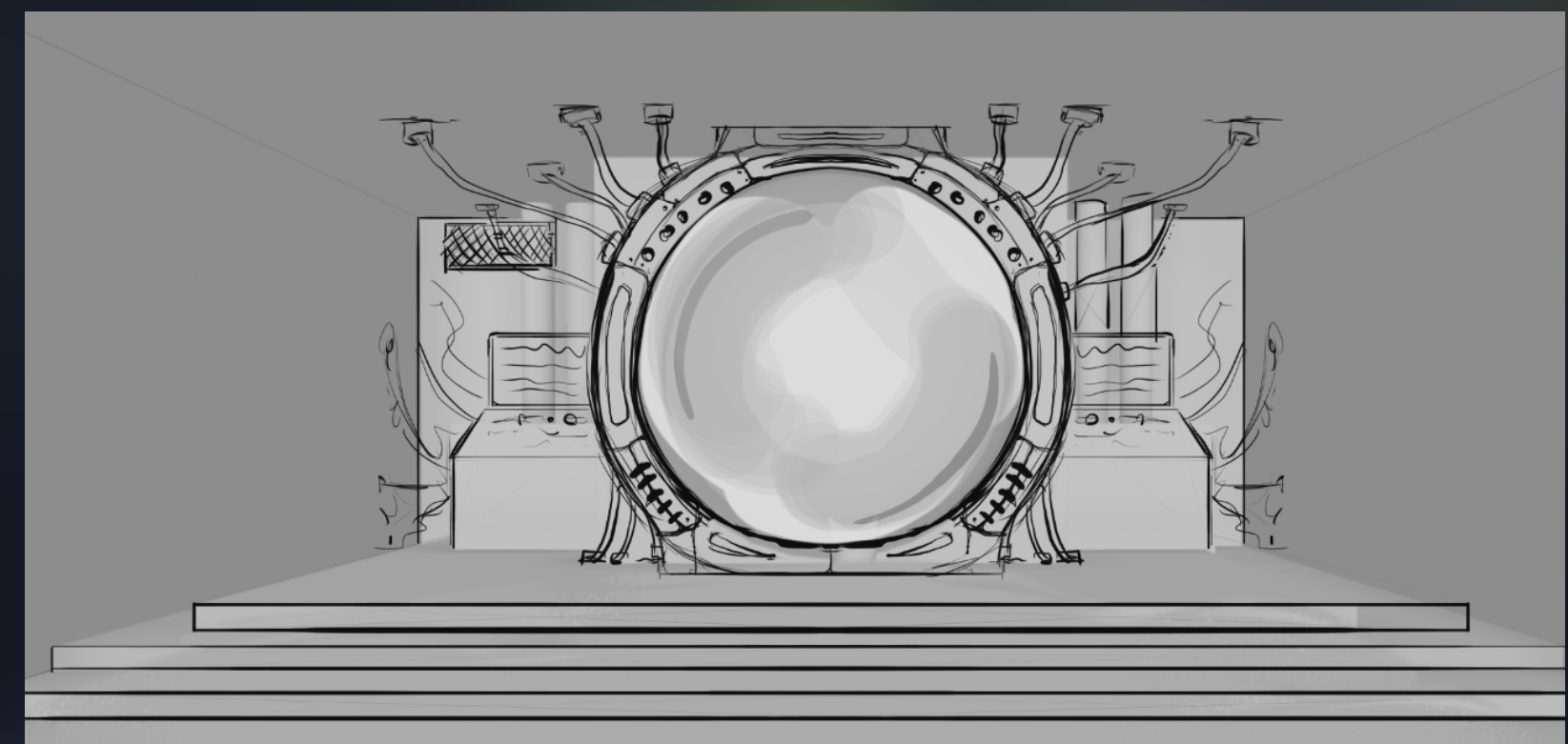
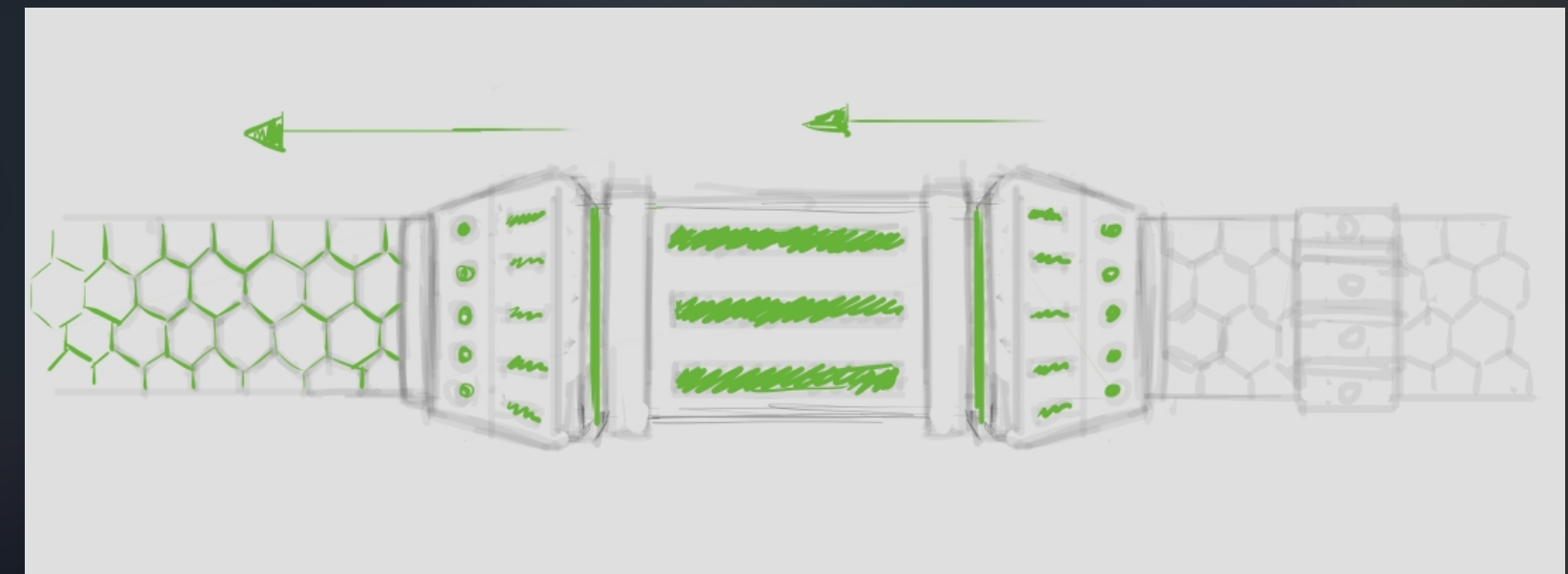


# PREPRODUCTION





# PREPRODUCTION

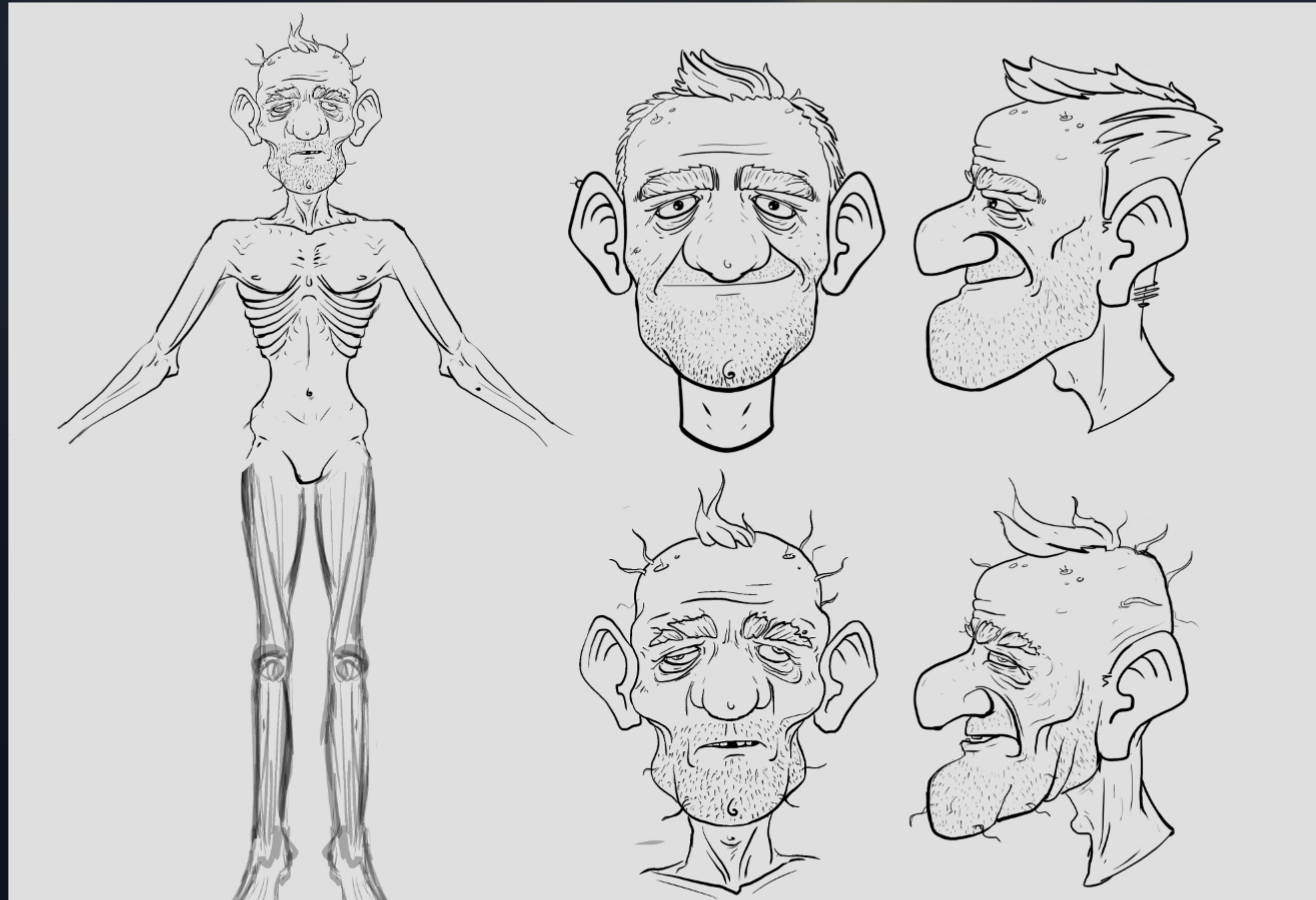


# CHARACTERS

- We first planned a whole family
- In total 6 characters
- Later replaced with old couple



# CHARACTERS





# CHARACTERS



# CHARACTERS





# LIGHTING & RENDERING

- Lighting and rendering happened at the same time
- Almost a week for rendering
- 1 hour per frame
- 14 Shots = 2950 frames = 122 days rendertime



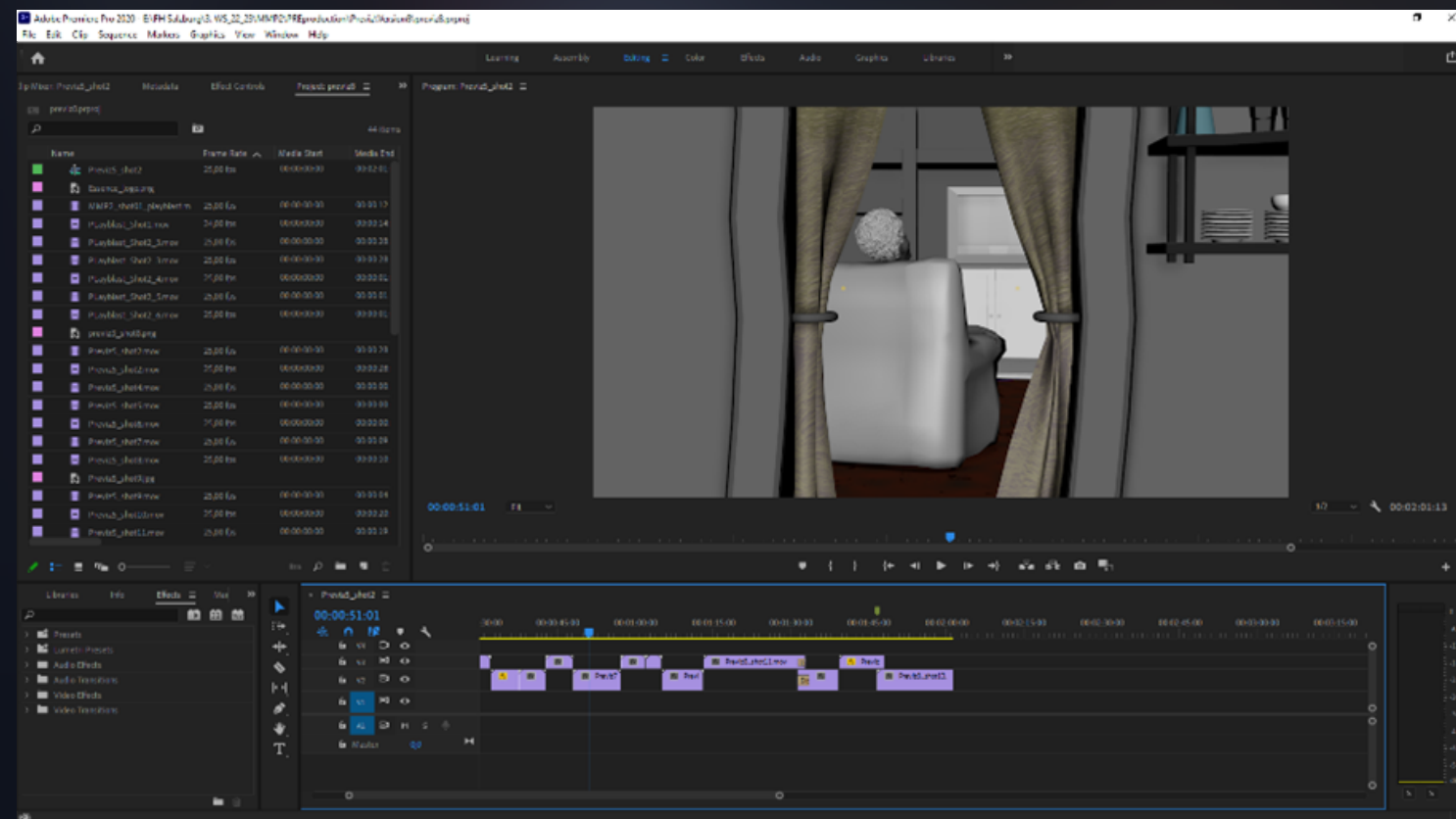
# RENDERING

- Cleaned up the outliner
- Image size 720p
- Low subdivs
- 3 to 5 minutes per frame



# PREPRODUCTION

| Task       | 01:00 | 02:00 | 03:00 | 04:00 | 05:00 | 06:00 | 07:00 | 08:00 | 09:00 | 10:00 | 11:00 | 12:00 | 13:00 | 14:00 | 15:00 | 16:00 | 17:00 | 18:00 | 19:00 | 20:00 |  |
|------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|--|
| Location   |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |  |
| Equipment  |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |  |
| Casting    |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |  |
| Production |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |  |



### Storyboard

12.5: Ring im Tank shot

verfügbar, bitte nicht genötigt werden  
 Kamera shot: Kamera liegt am Bett, energieschub führt in dunkle Ecke und die Orgel leuchtet in Augen

- VFX
- Animation
- Kabel

**Essenz**

Written by  
Caro Weixler

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Draft 1  
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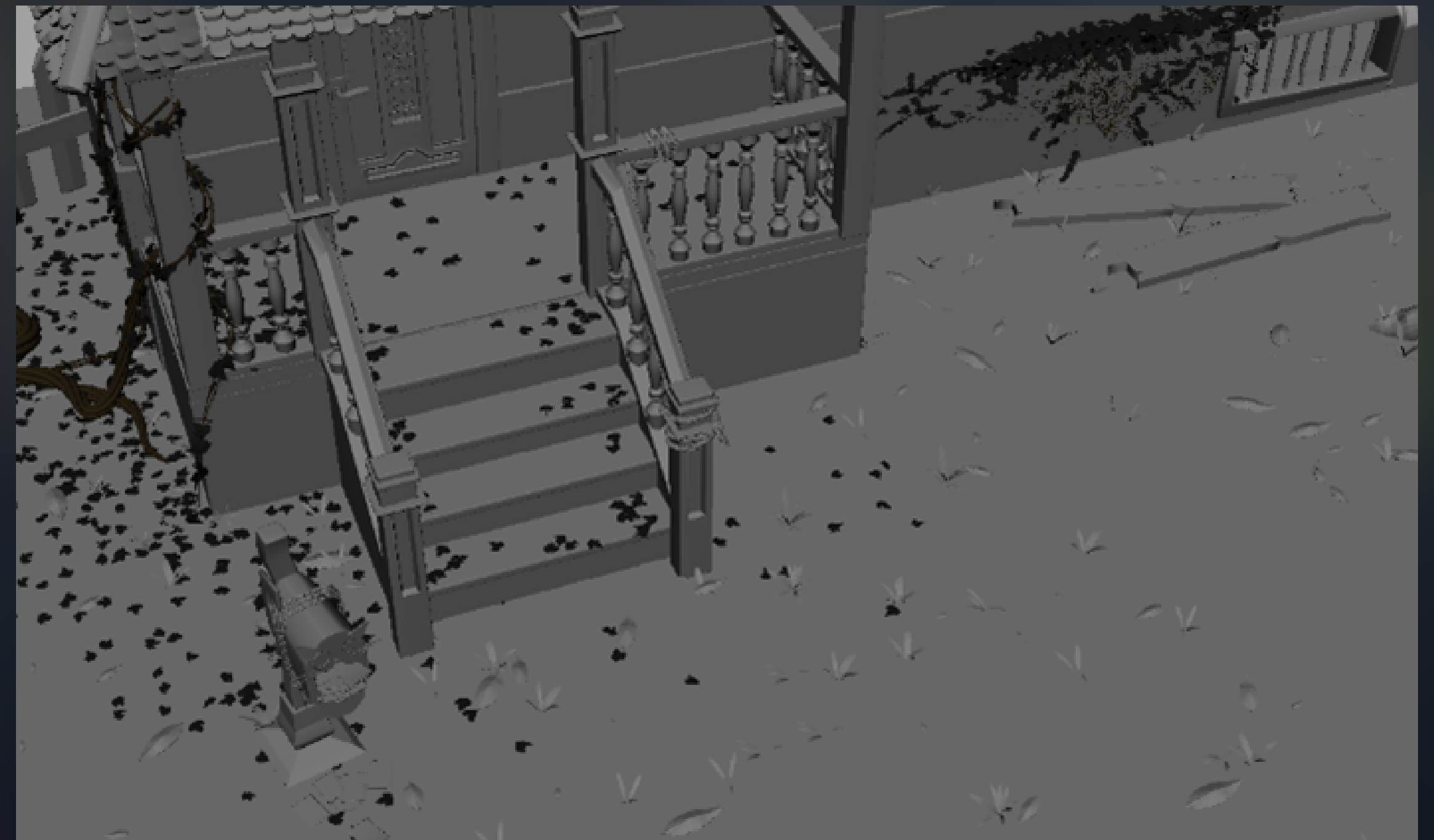
Ins Obergeschoss führt eine Holzterasse. Unter der Treppe leuchtet ein grünes Licht hinauf in das Erdgeschoss.

Die Cam

alle gehen über den Boden und lösen keine von Kabel, die alle in eine dunkle Ecke führen. Der Schaukelstuhl im Schatten schwingt leicht hin und her. Man sieht leicht Umrisse der Oma, die darauf schläft. Neben ihr hinter einer verdorrten Pflanze in dessen Dunkelheit ist ein Katzenbett auf der eine schwarze Katze schläft.

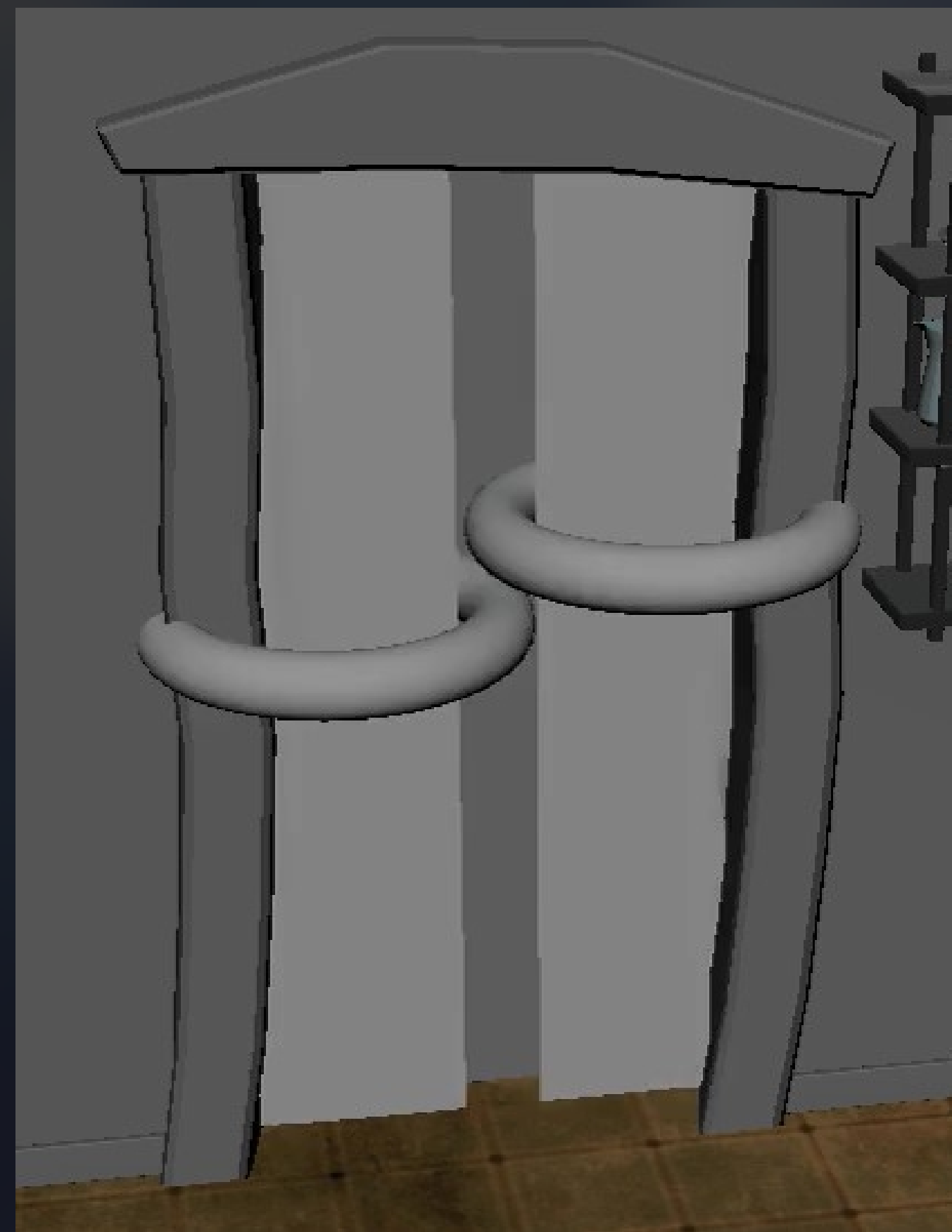
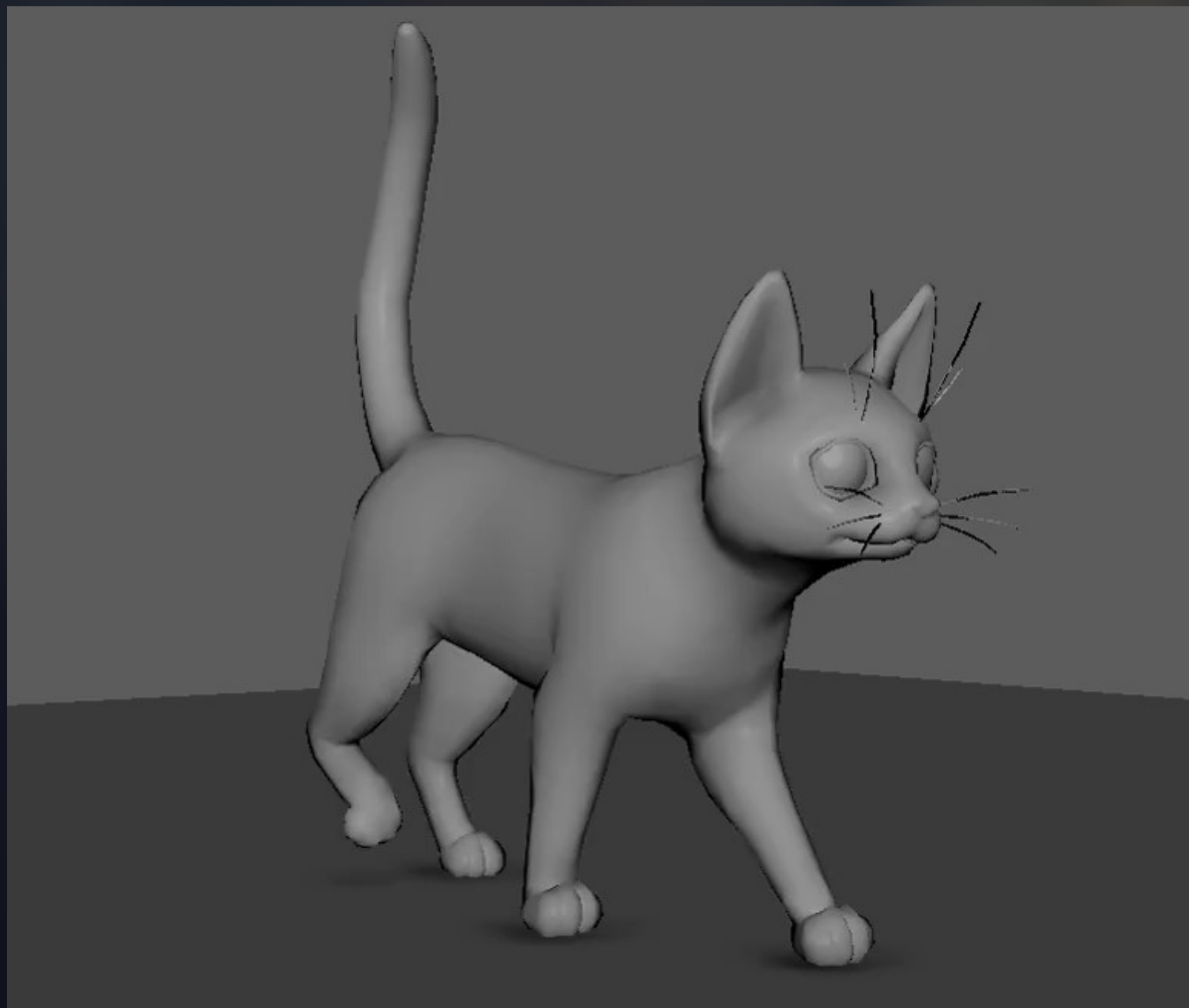


# LEAF SIMULATION/MASH



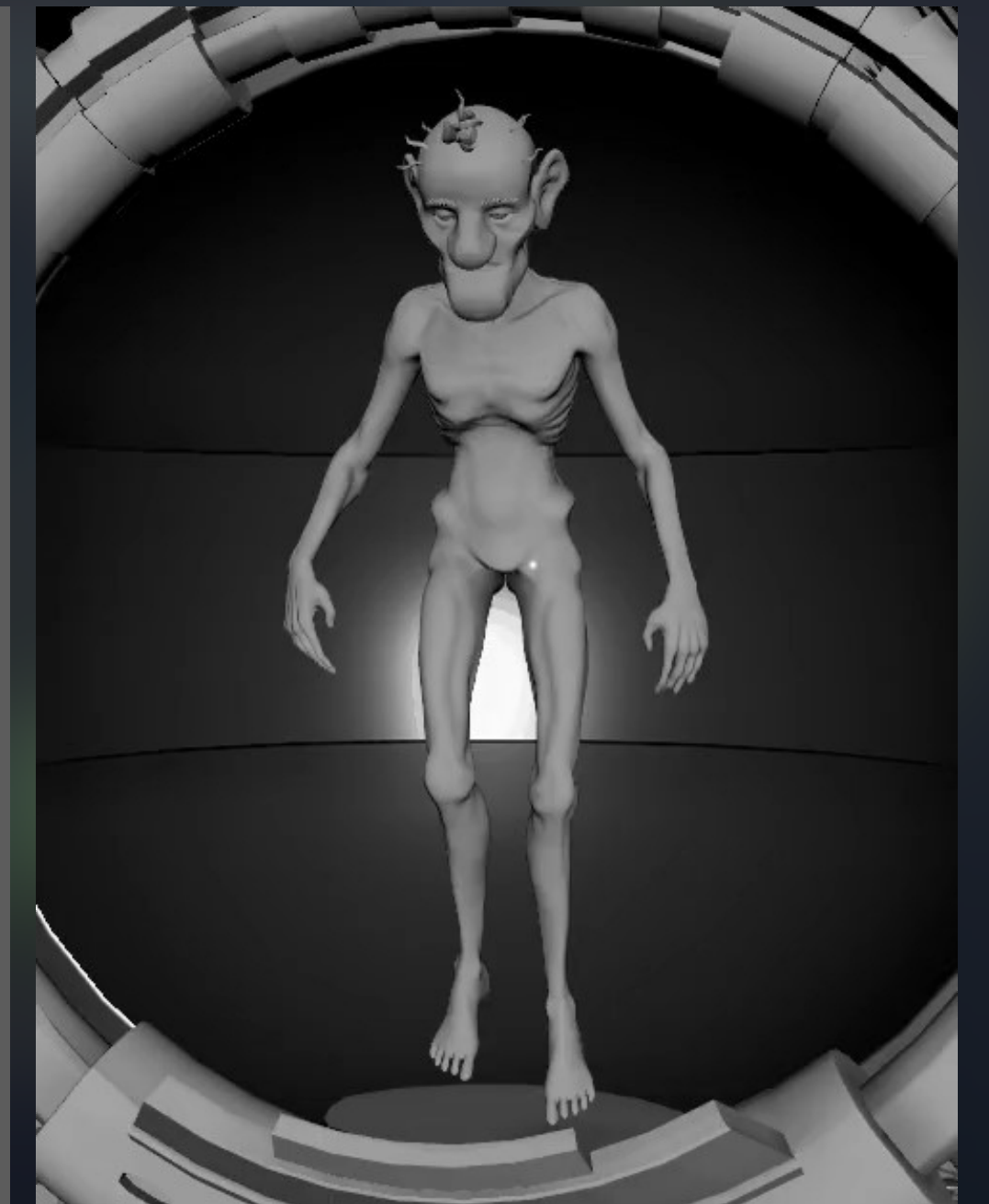
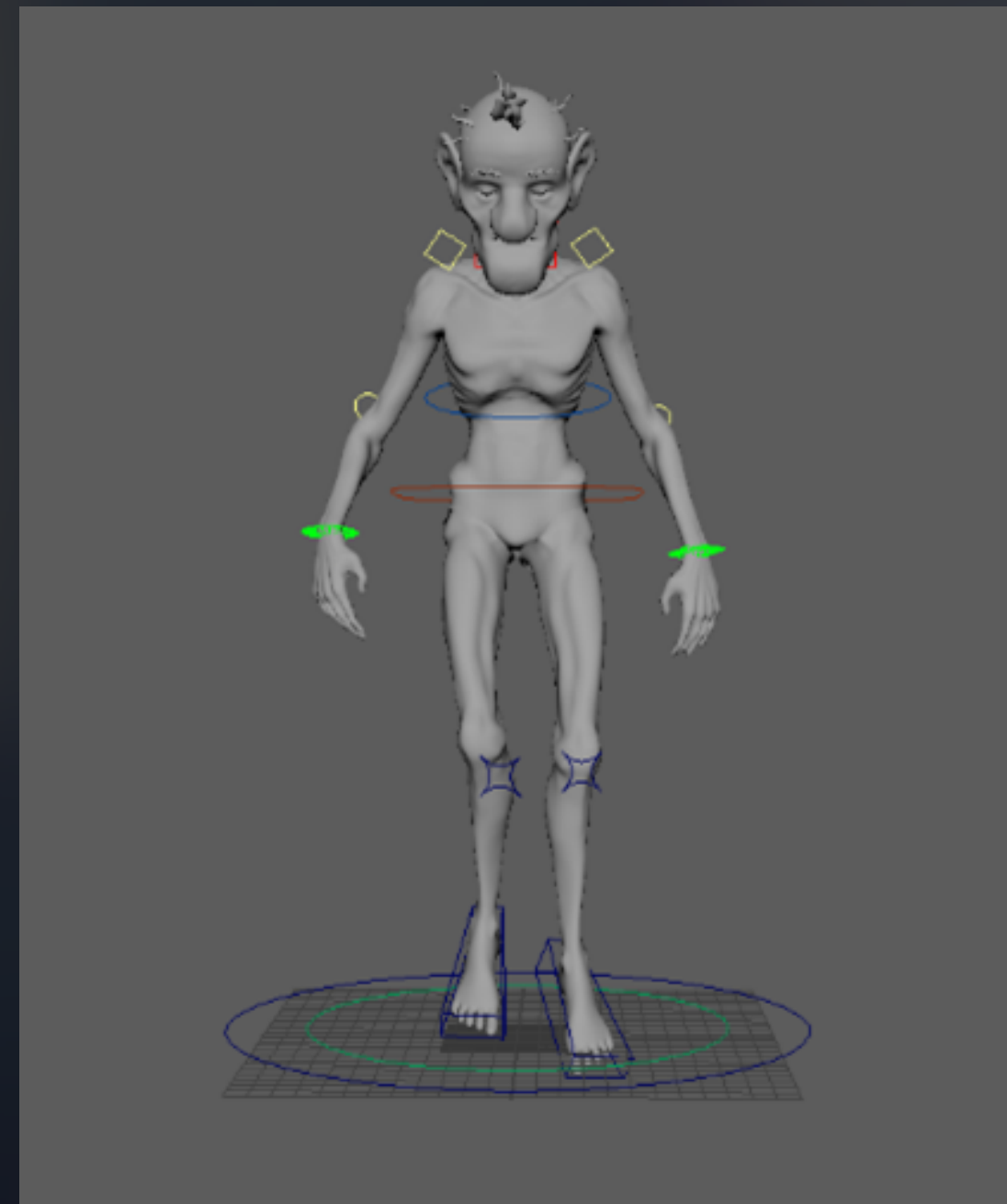
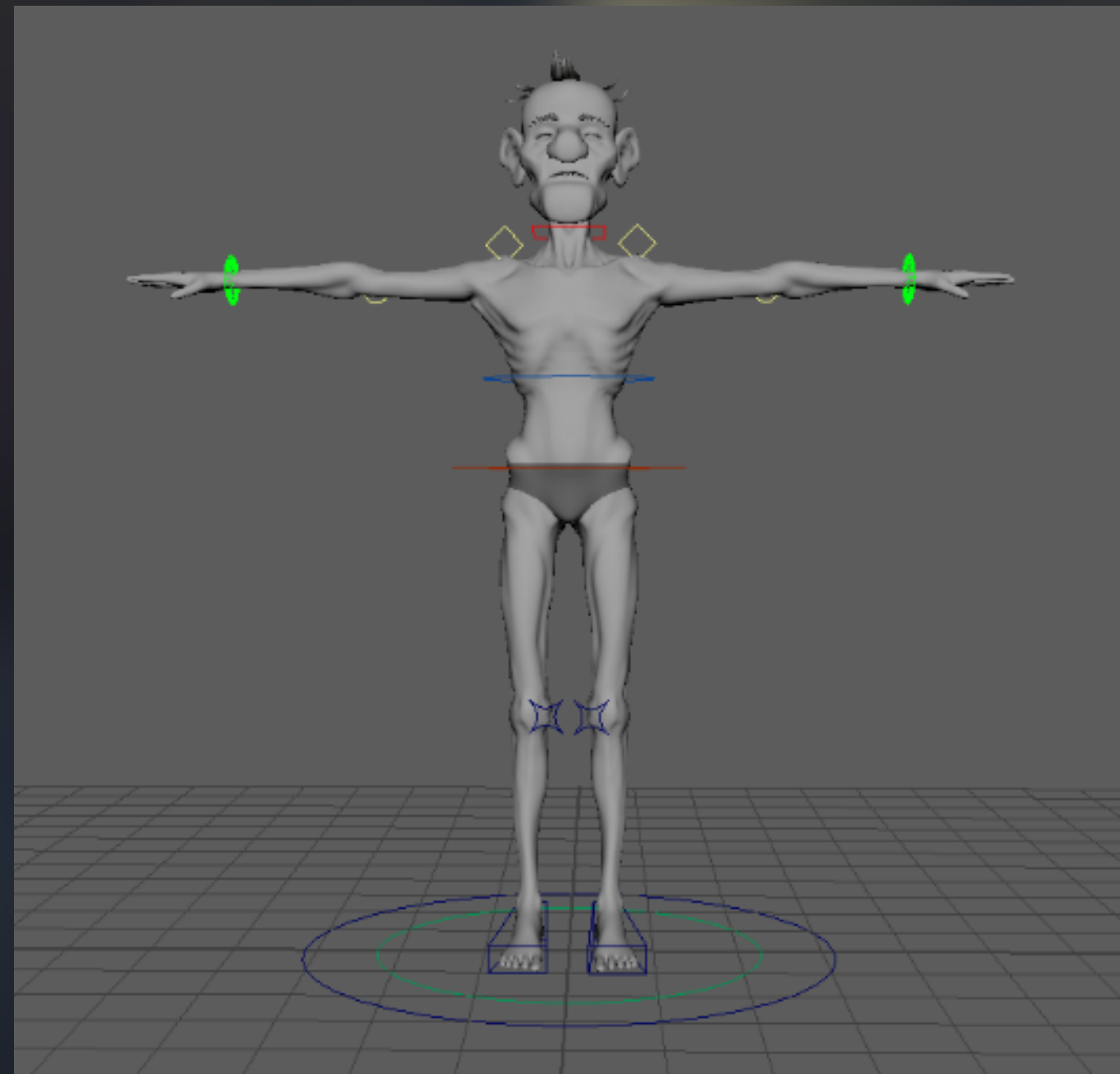
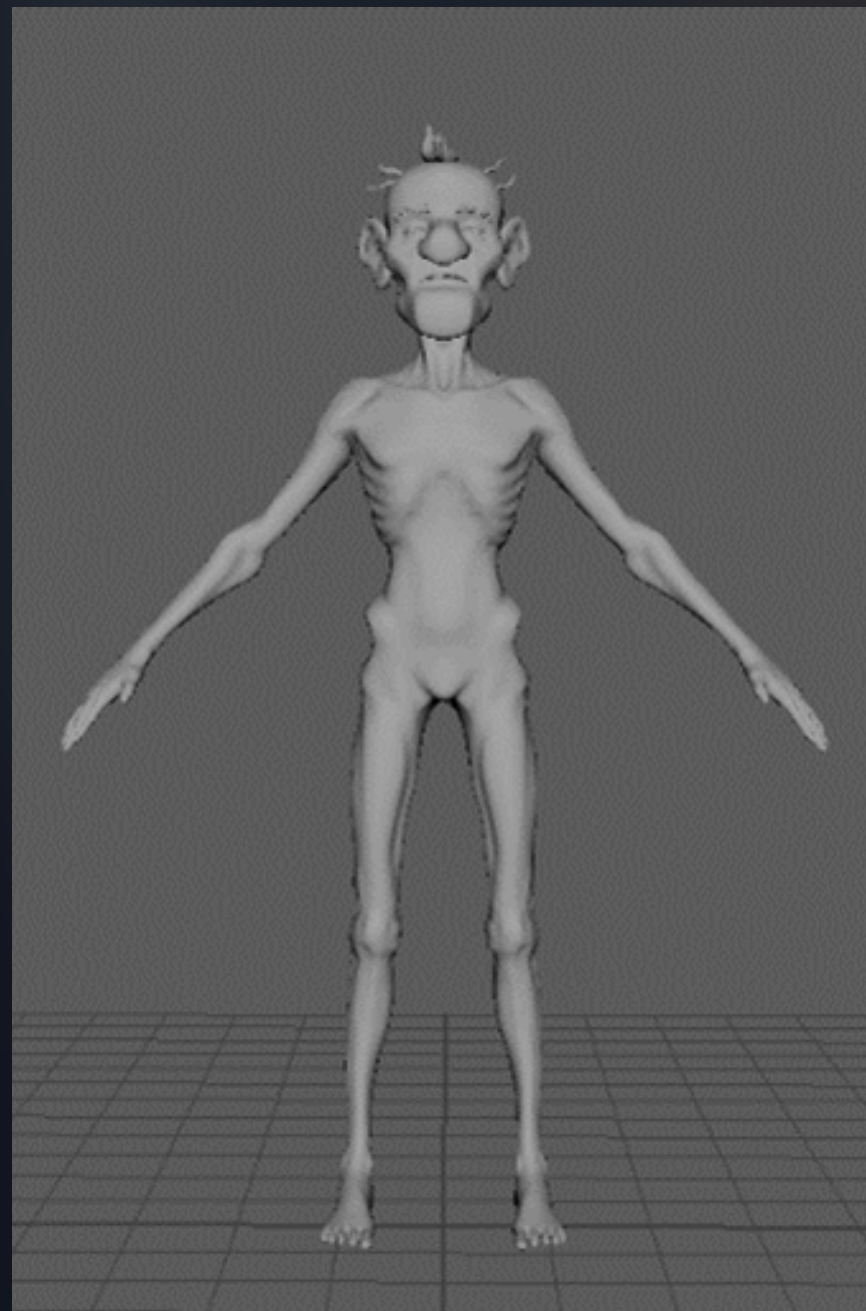


# SIMULATION & CAT WALK TEST



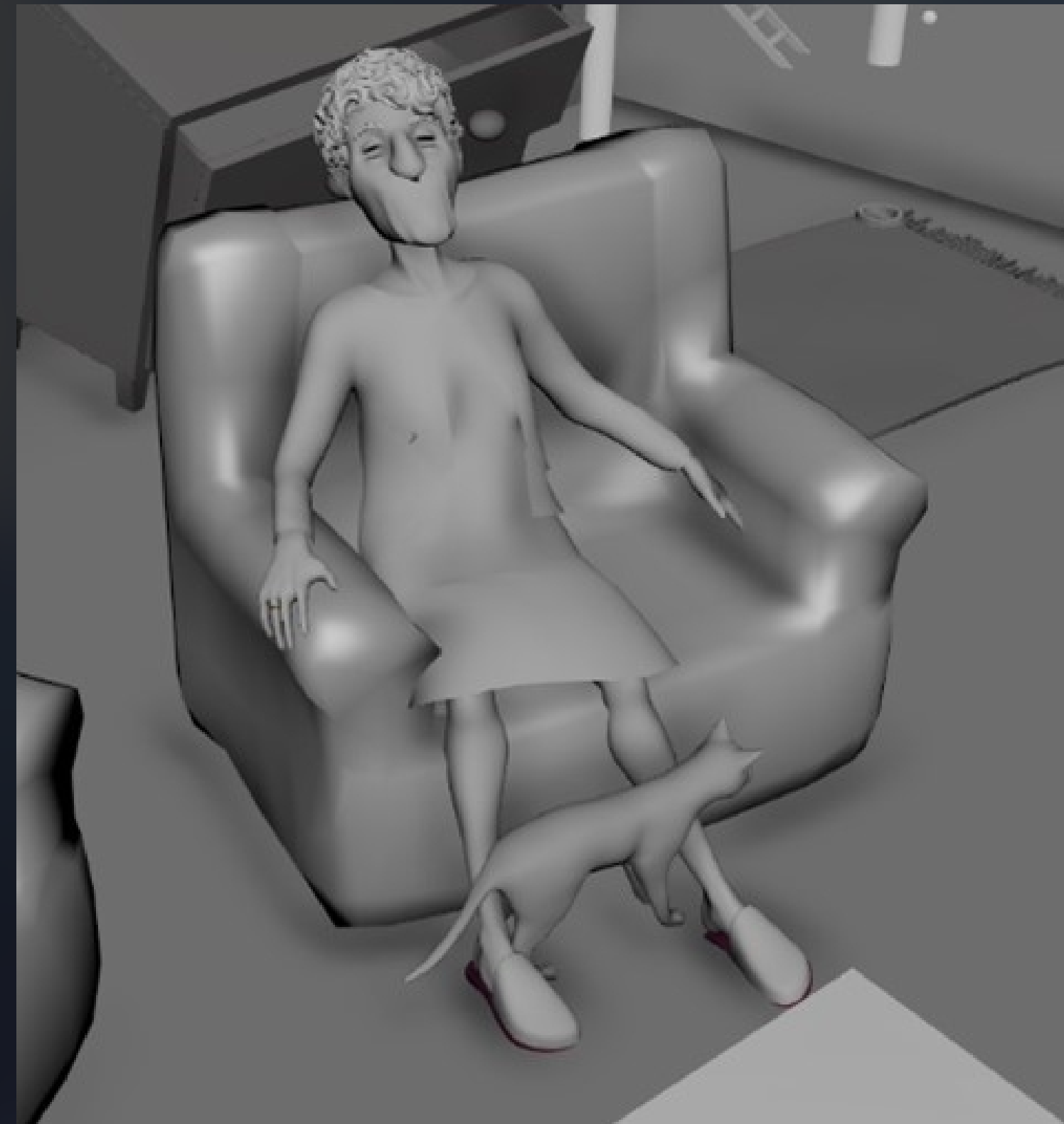


# RIGGING & ANIMATION



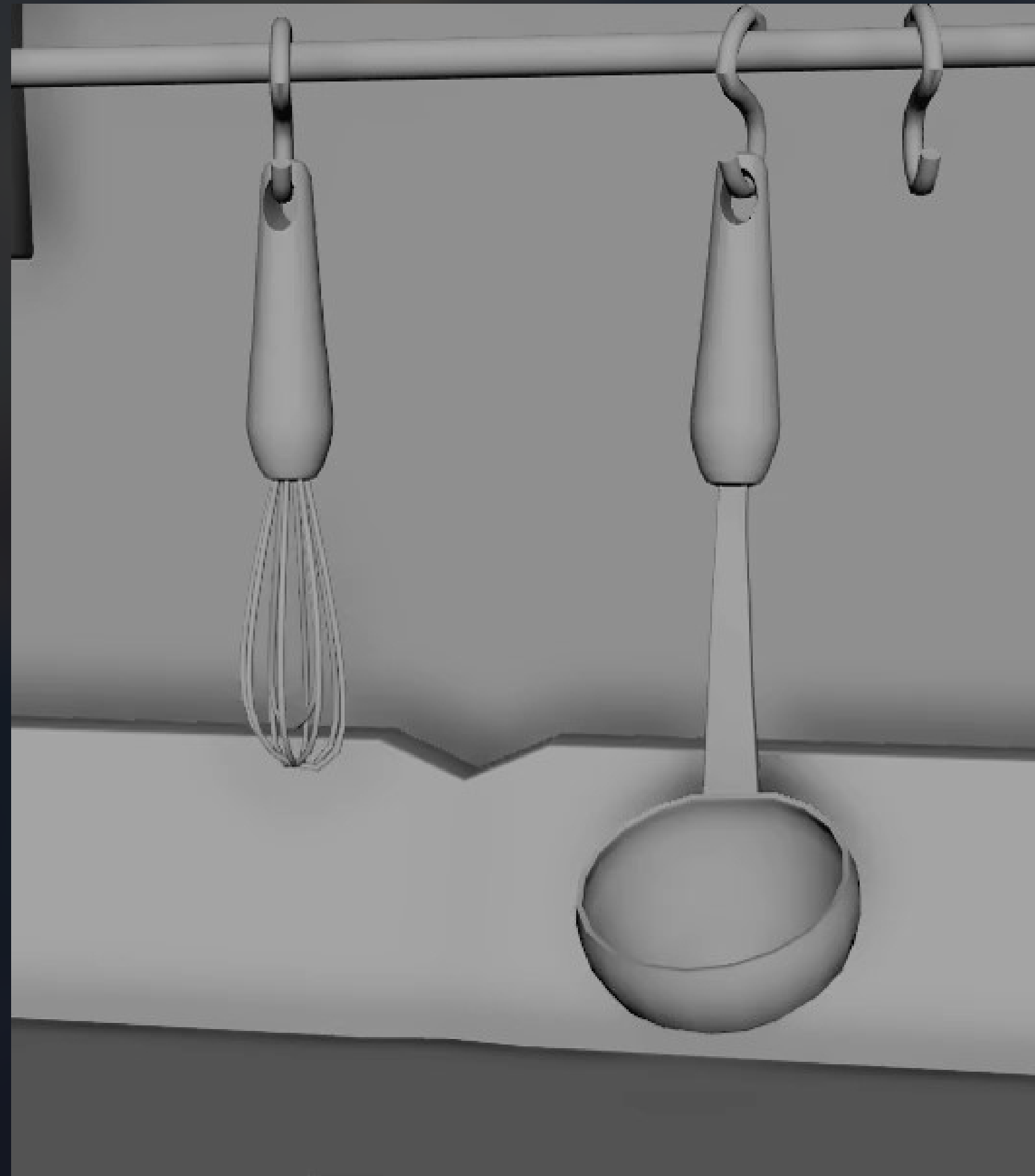
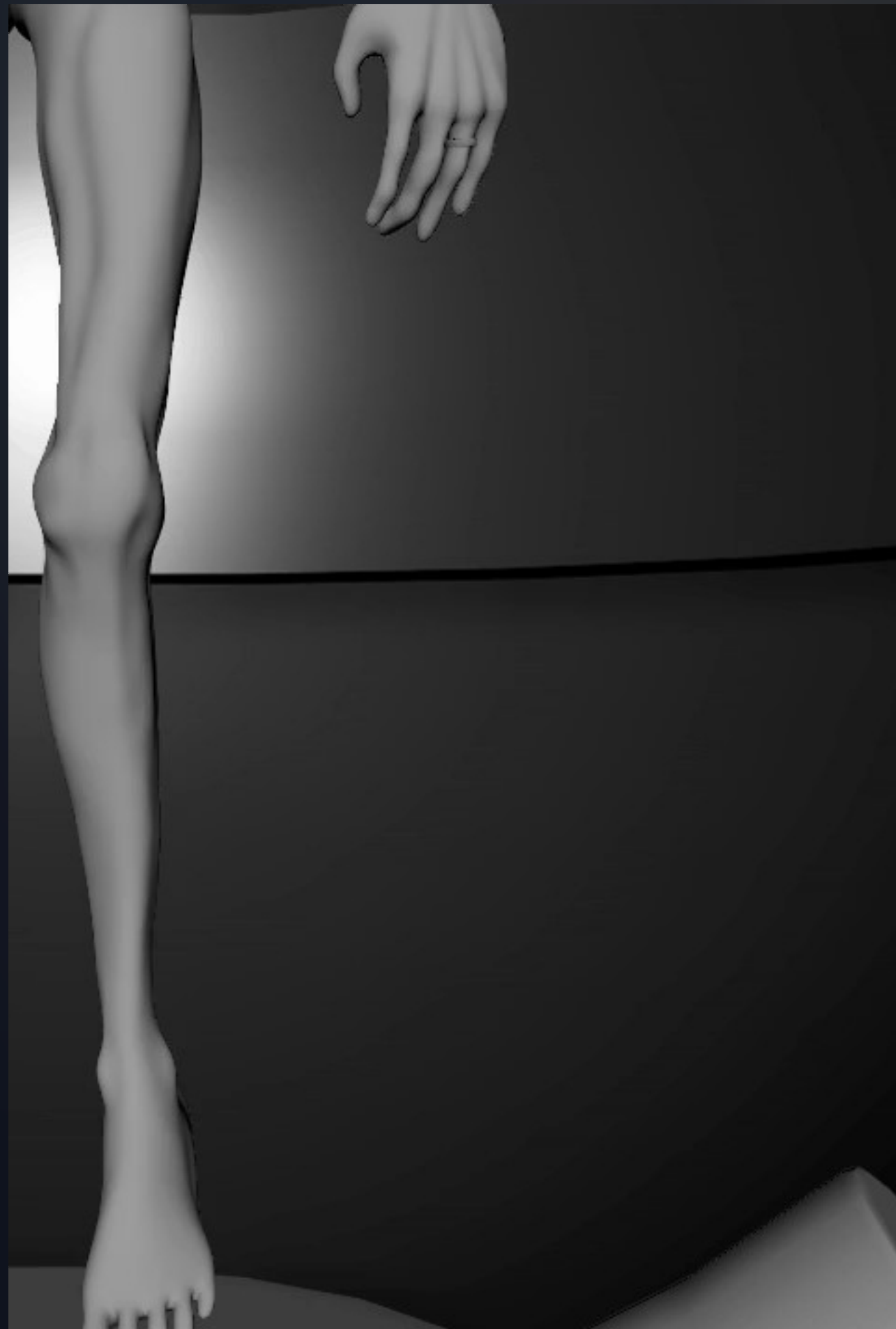


# RIGGING & ANIMATION



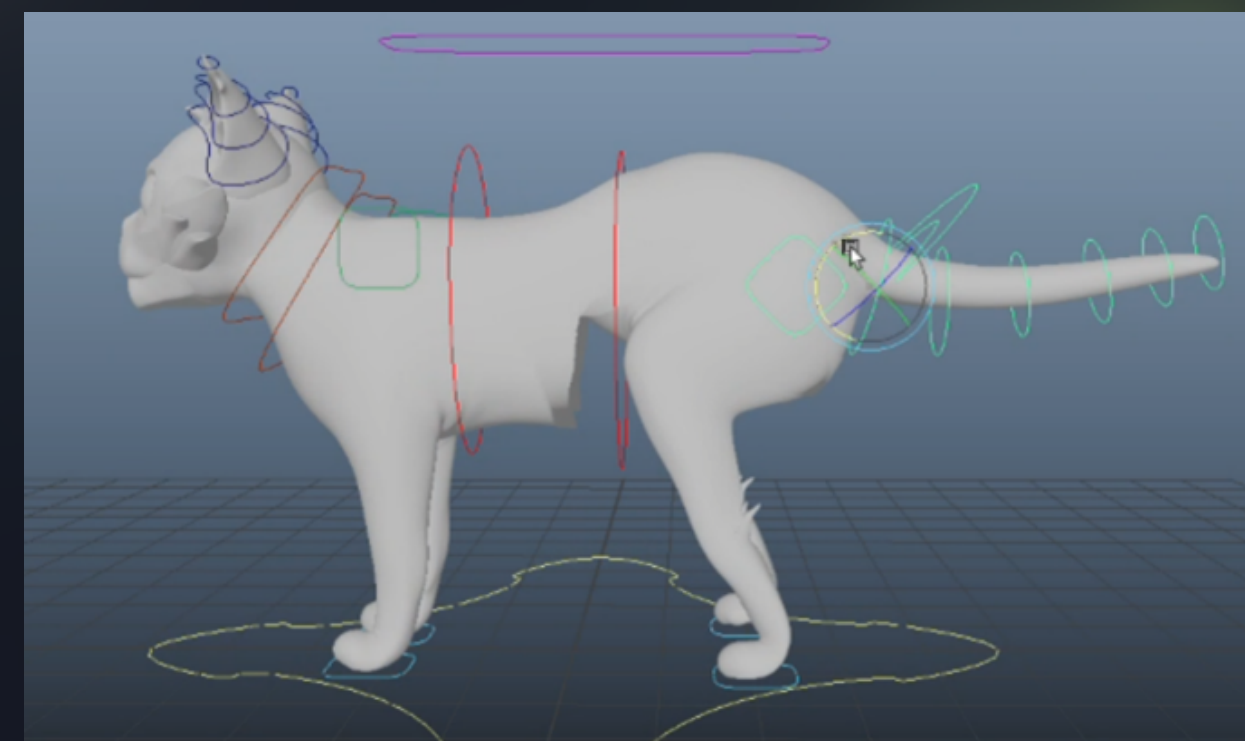
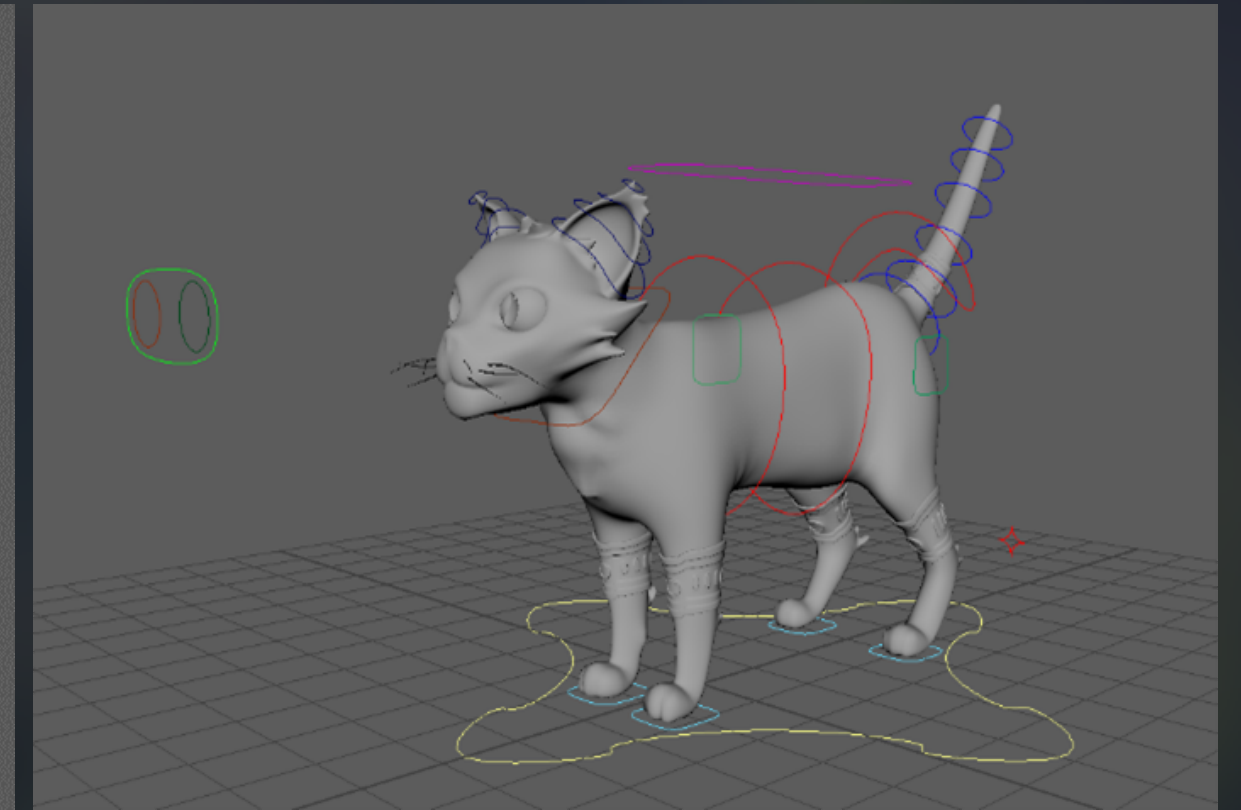
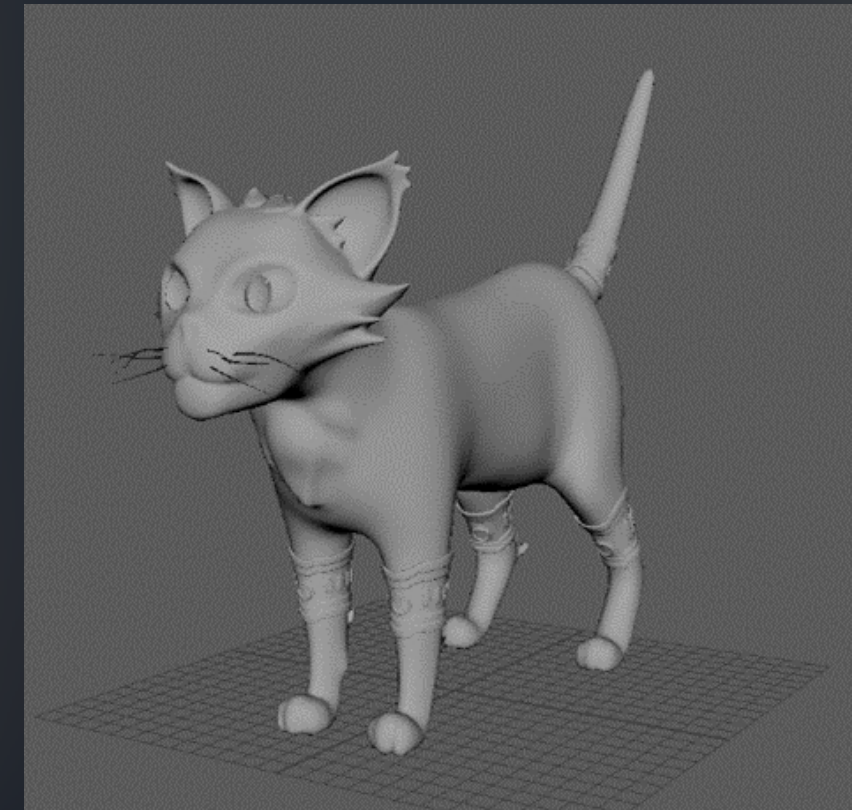
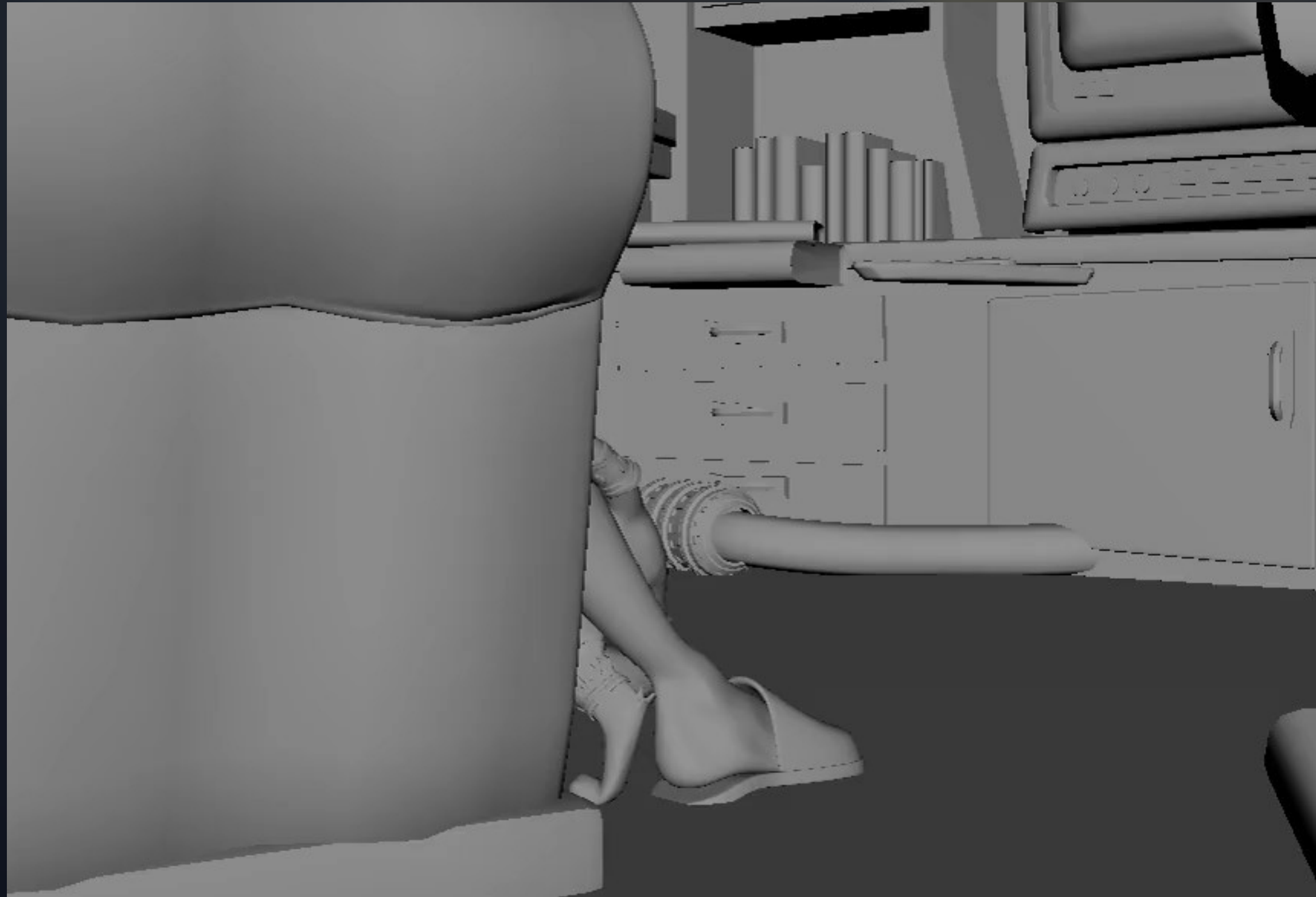


# OBJECT ANIMATION



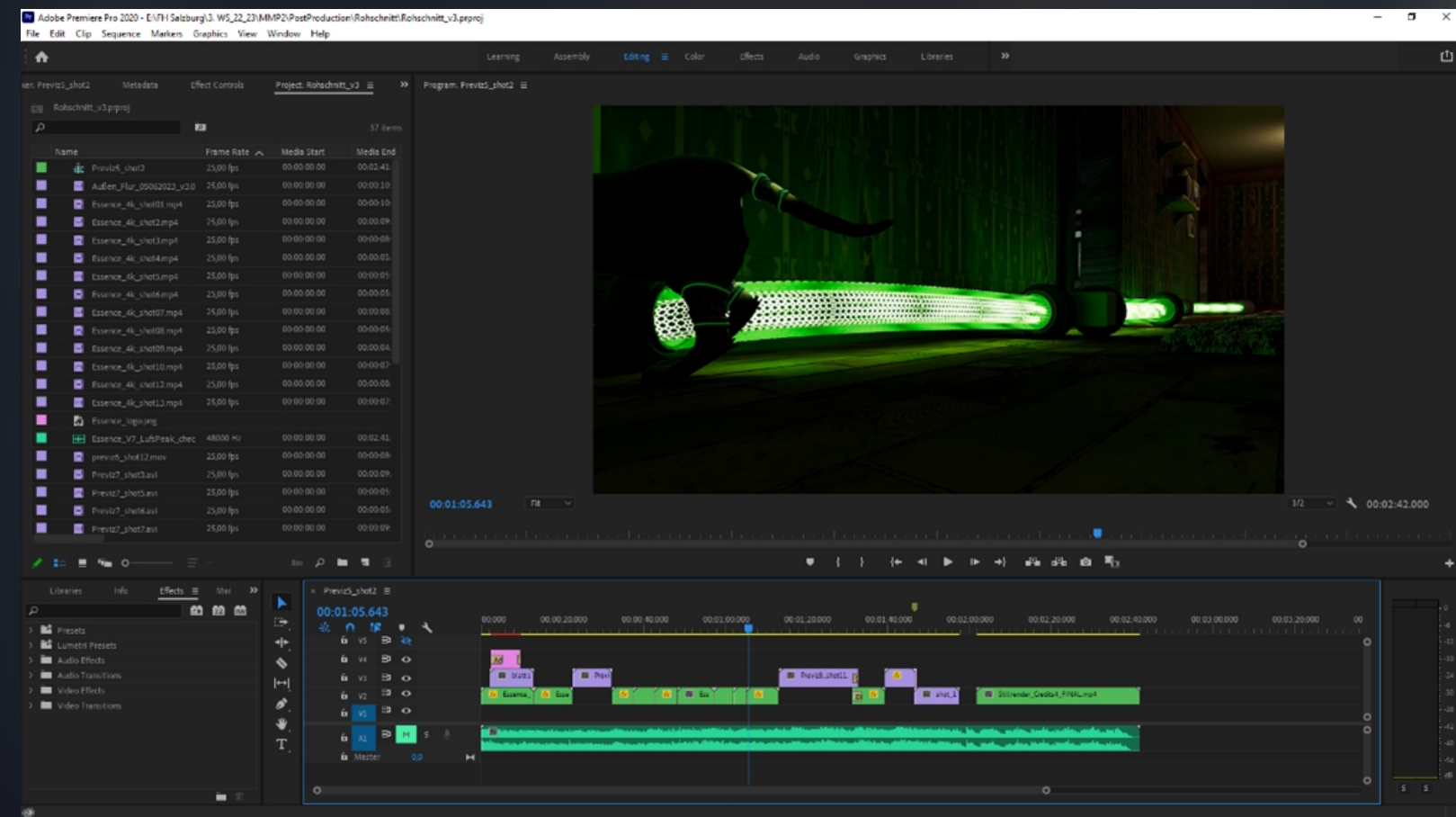


# CAT RIGGING & ANIMATION





# POST PRODUCTION



FH Salzburg - Portfolio

search projects creators logout

## Essence [MMP2]


The content is not publicly visible.  
M.B.MedArt, 2023

Edit

Sina Anders  
Johannes Eder  
Nina Caroline Weixler

### Story

Alone in an old mansion lives an old granny with her cat, which she loves dearly. Sadly, the cat suffered an accident where, in order to survive, mechanical extensions had to be attached to its body.  
The result was a half cat-half robot being.  
After the electricity costs were rising so much, the granny had to find another way to keep her Muzi alive...





# WHAT DID I LEARN

RIGGING

WEIGHT PAINTING

ANIMATION

SIMULATIONS

PROJECT MANAGEMENT



# FOR THE FUTURE

Much more communication

Convene more meetings

Define wanted quality for the project

Using Blender for UV mapping

Efficient data transfer / good file structure

Keep outliner clean

Naming objects correctly



# SPECIAL THANKS

Jakob Christensen

Michi Großauer

Joey Schinwald

Alex Zimmermann

Alex Förg

Bernie Erking

Jona Melvin Grobe

Hannah Rampitsch



**THANK YOU**