

Critical Reflection

Overall I am genuinely thrilled with how the project has turned out, I feel that it is a level up from what i have been creating in the past.

The Project is visually stimulating and has received largely positive feedback from the artist and his management.

For me personally this was my first time collaborating my footage with unreal engine 5, and whilst i have a lot of experience keying out green screen footage i was new to figuring out how to get a 2d plane into unreal engine and making it look real/stylistic at the same time.

I really wanted to challenge myself and my group on this project, it was important that we learned new techniques that were unique to music videos and had to not be overdone.

Process

The process of preparation went quite smoothly, we began working on unreal engine 5 creating FPV flythroughs before we had even started filming, this was important because outside of footage based VFX this was a large part of the 3D technology we were going to be using, and creating this as a reference was important to both motivate and help guide how the footage needs to be shot.

Shooting with a green screen was really important as this was the only way that we were going to be able to incorporate the artists' performances into the Unreal Engine projects. We originally wanted to use the green screen studio on campus at LCC although due to the fact that our artist was on a weekend basis the studio was no longer available. Instead I set up a green screen at my own house and used natural light during the day to film his performances.

Original vision

We stayed true to the original concept and really managed to capture the vision I originally had. I really like the blend between real footage and unreal engine 5 renders, the mix feels natural and cohesive.

Communication with group

Our communication as a group was very strong, we created a group chat very early in the process, and we used this to organize our meetings and keep everyone updated on where the project was.

The relationship between me and the group tended to work along the lines of we would discuss what sort of digital creations we needed to make. They would then go off and create the assets for the video either in maya or in unreal engine 5. We created a google drive folder in which we would put any assets that had been made for the video. This put all of our contributions in one place, making it easy for me to download them and put them into the video. I would ask them to render everything out as an mp4 as this made it much easier to put the assets into premiere pro and after effects.