Personal Project

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Hurricane on Water VFX

I would like to create a scene from a hurricane, involving a ship.

I recently read a book about the discovery of bermuda in 1609, on the “sea venture”. The sea venture was a a Seventeenth Century English ship headed for jamestown in america.

The story tells us in old english about the destruction of a ship within hurricane winds, where sailors were deserted on the island of bermuda, managing to find refuge on the island.

Concept

A Liquid Simulation aiming for 15 seconds

I want to focus on the ship and not introduce characters specifically although potentially showing movement and panic on the ship, but i need to look into this.

Waves crashing

Wind blowing

Cloth simulation

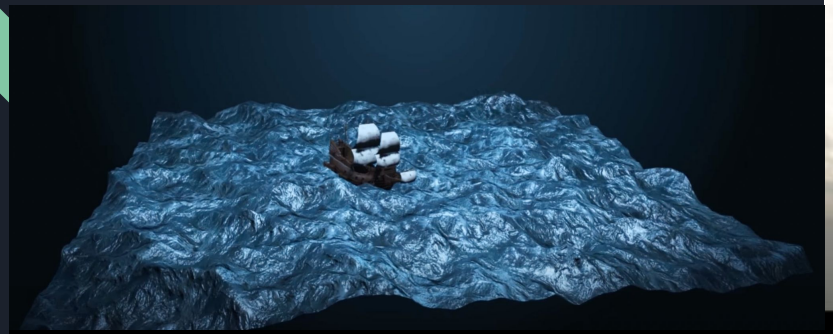
Rope simulation

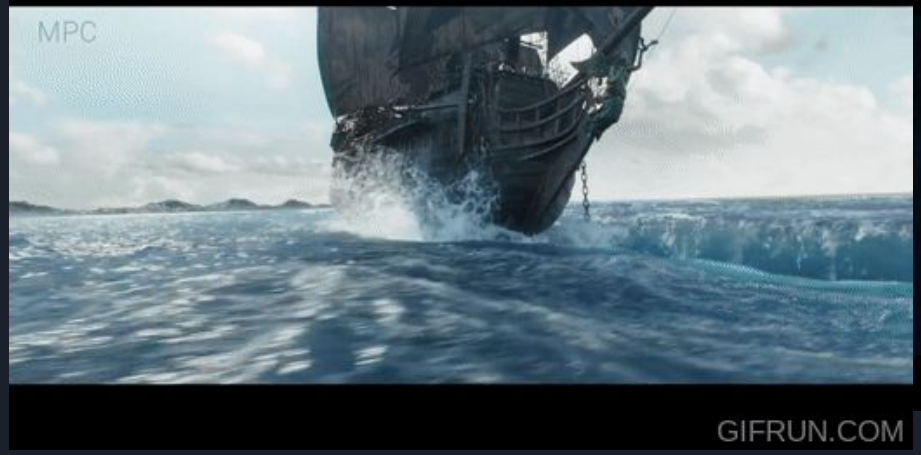
Material shaders

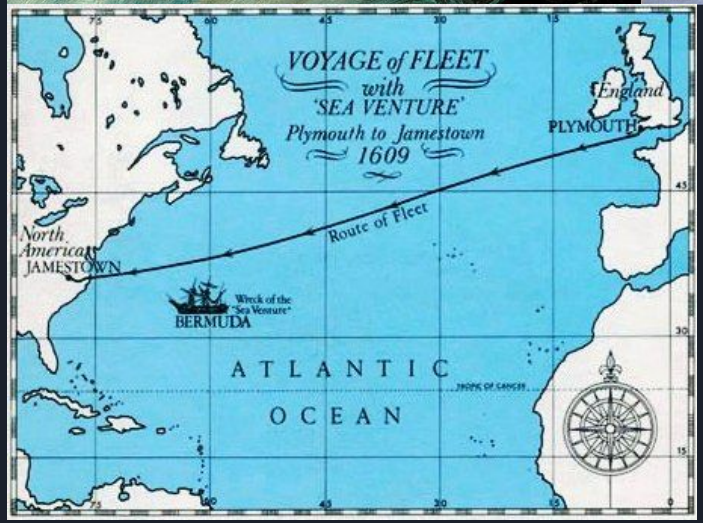
Weather Effects

Simple camera movement

References






VOYAGE of FLEET
with
'SEA VENTURE'
Plymouth to Jamestown
1609
England
PLYMOUTH
Route of Fleet
North America
JAMESTOWN
Wreck of the "Sea Venture"
BERMUDA
ATLANTIC
OCEAN
TROPIC OF CANCER

Boat Model

Programs

- Maya for water
- Houdini
- Unreal engine
- Rain in a compositor (AE or Nuke)
- Element 3D

Aspects to consider

- Movement of Boat must be cohesive to the water
- Movement of sails must be cohesive to wind
- Wind and Rain must be in sync
- Water and Sea must look angry and powerful
- Splashes coming off of the boat
- Sky in the background looking moody and hurricane esque
- Color correction
- Sound FX
- Lightning
- Liquid simulations

Rough drawings and concepts