

# FROM SKETCH TO SCREEN

TOPICS

PHOTOBASHING

COMPOSITE

AUDIO

RENDERING



# WRITER, DIRECTOR & VISUAL ARTIST

I work as a writer and director,

I use design and storytelling to share and my ideas explore ideas.

My education was a bit different. I attended eleven primary schools and one high school. My background is Malawian and Zimbabwean.

Moved to Swansea around ten years ago.

Studied engineering at Gower College, after that I spent time learning from the 'University of YouTube, which helped shape who I am today.

## CHECKLIST FREE STUFF

| <b>SOFTWARE</b> | <b>RESOURCES</b>  | <b>ANIMATION</b> | <b>AUDIO</b>               |
|-----------------|-------------------|------------------|----------------------------|
| BLENDER         | SKETCHFAB         | MIXAMO           | PHONE/MIC/RECORDING DEVICE |
| DAVINCI RESOLVE | ARTSTATION STORE  | RIKOKO           | AUDACITY                   |
| KRITA           | BLENDERKIT        |                  | ADOBE PODCAST              |
| PROCREATE       | POLY HAVEN        |                  | SOUNDLY                    |
| PURE REF        | FLIM GRAB/FRAMSET |                  |                            |
| MEGASCAN        |                   |                  |                            |
|                 |                   |                  |                            |

# CASE STUDIES

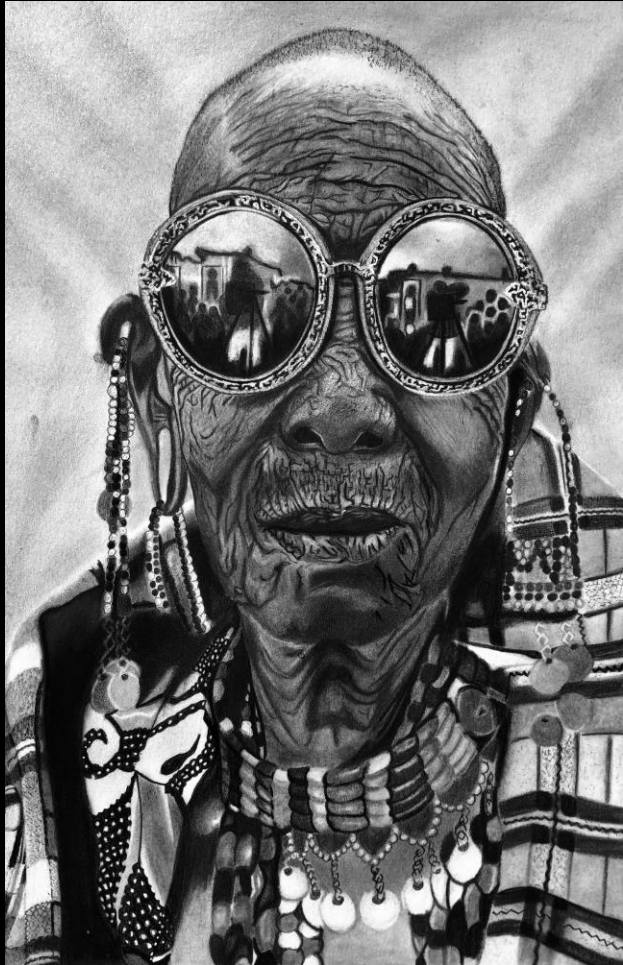


# HOW IT ALL START

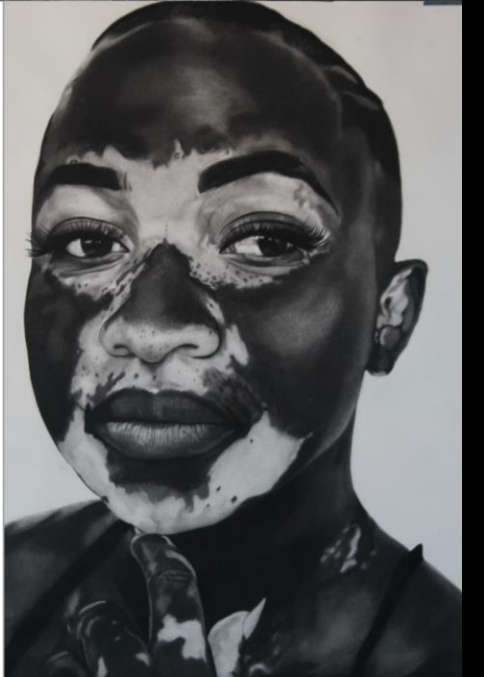
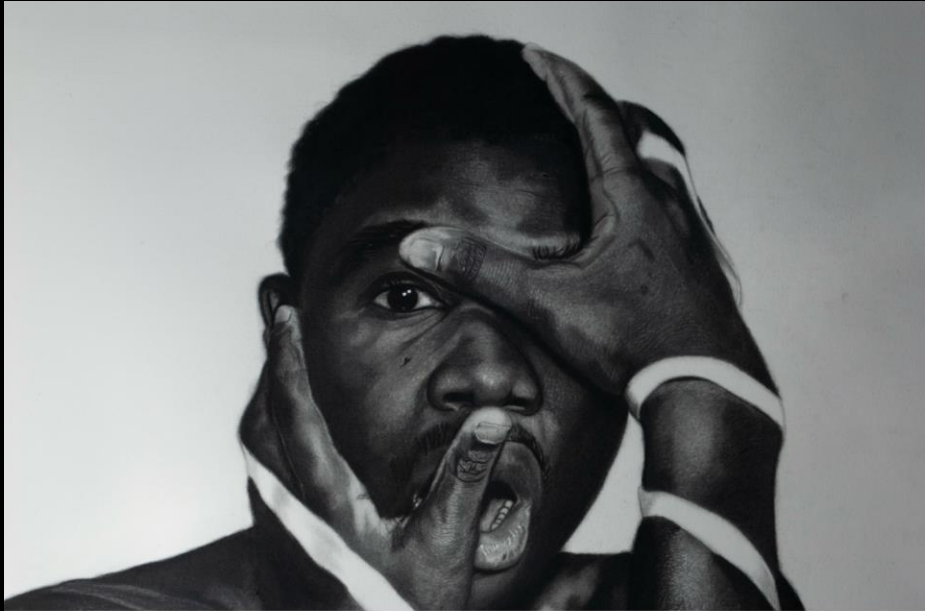


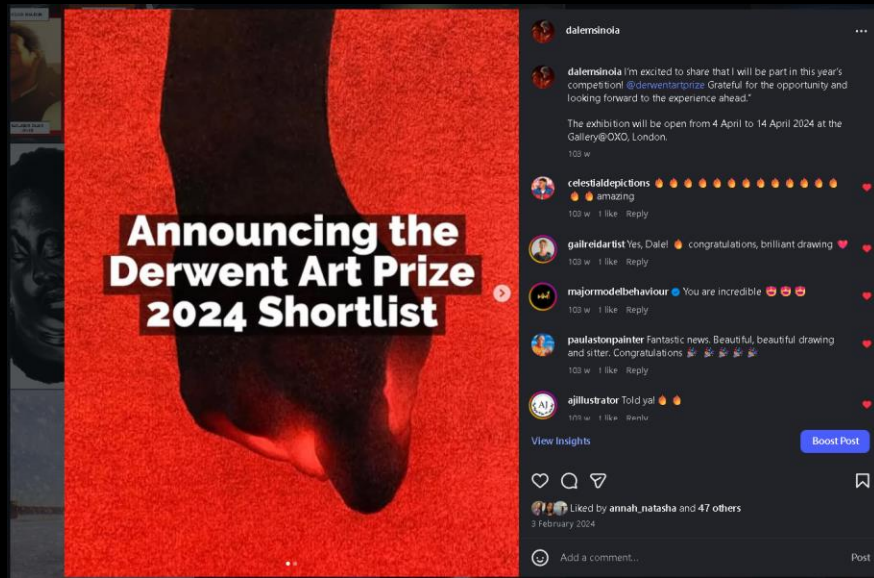
PENCIL ON PAPER





Carborn pencil  
faber caster pencils  
Charcoal pencils  
Arches aquarelle water colour Aquarela hot pressed



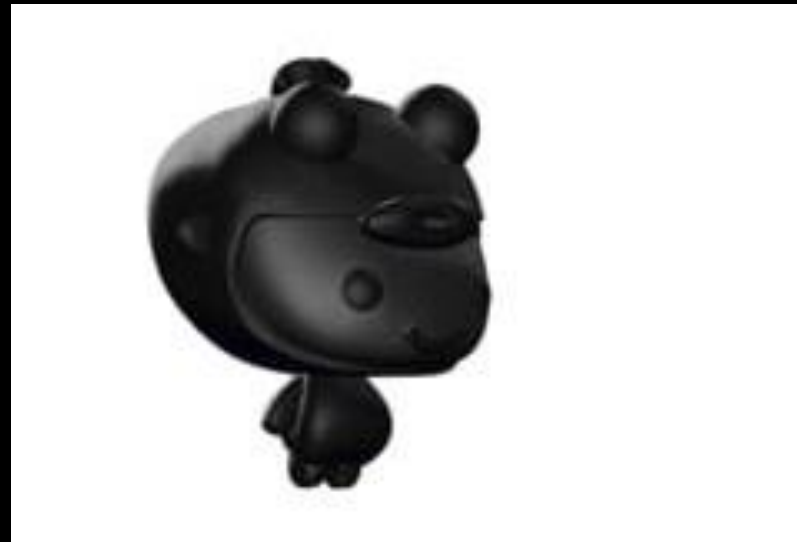


# EXHIBITIONS

- SWANSEA , UK
- CARIDIFF , UK
- NEWPORT, UK
- LONDON, UK
- BIRMINGHAM, UK
- LA, USA
- NEW YORK, USA
- CHICAGO, USA
- MADRID, SPAIN



**PROGRESSED TO**



3D DESIGN AND  
PHOTOBASHING

IT GAVE ME  
CONFIDENCE TO TRY.





## KEY NOTE

WITH BLENDER PICK A STARTING POINT. Don't try to do all at once

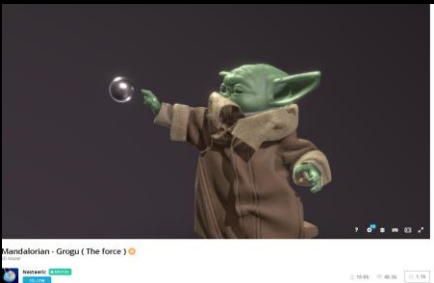
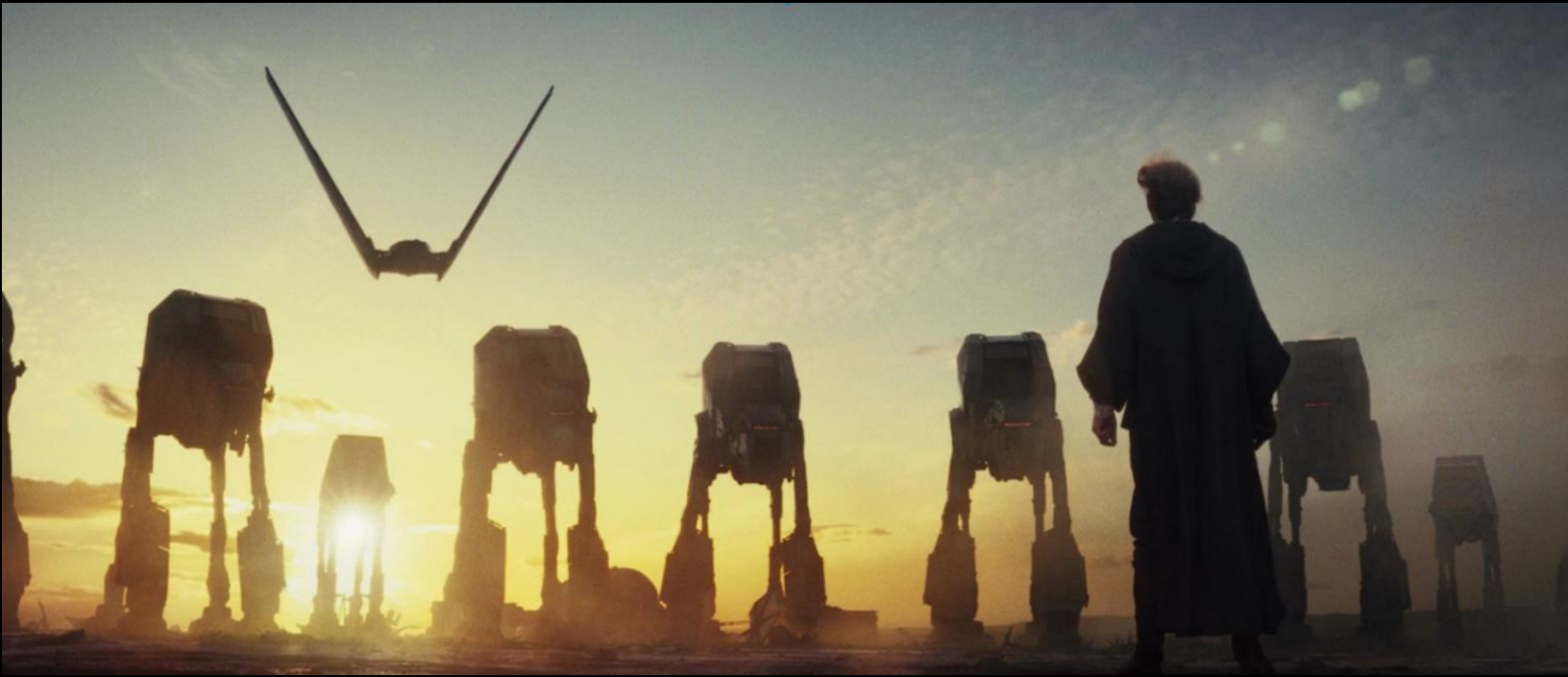


BLENDER AND SKETCHFAB

SOFTWARE  
BLENDER  
PROCRETE / KRITA

RESOURCES  
SKETCHFAB - MODELS  
BLENDERKIT - SKY  
Blenders sky texture

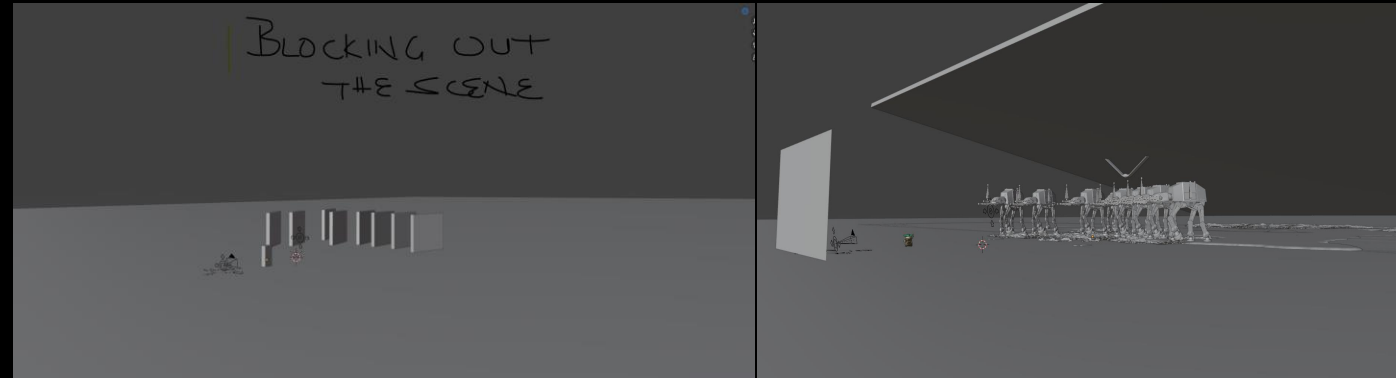
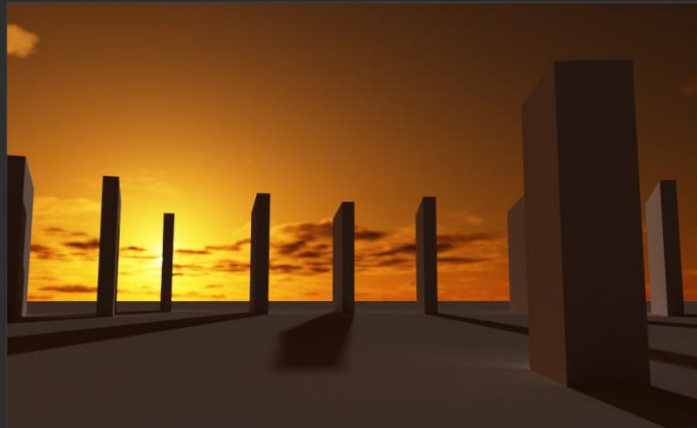
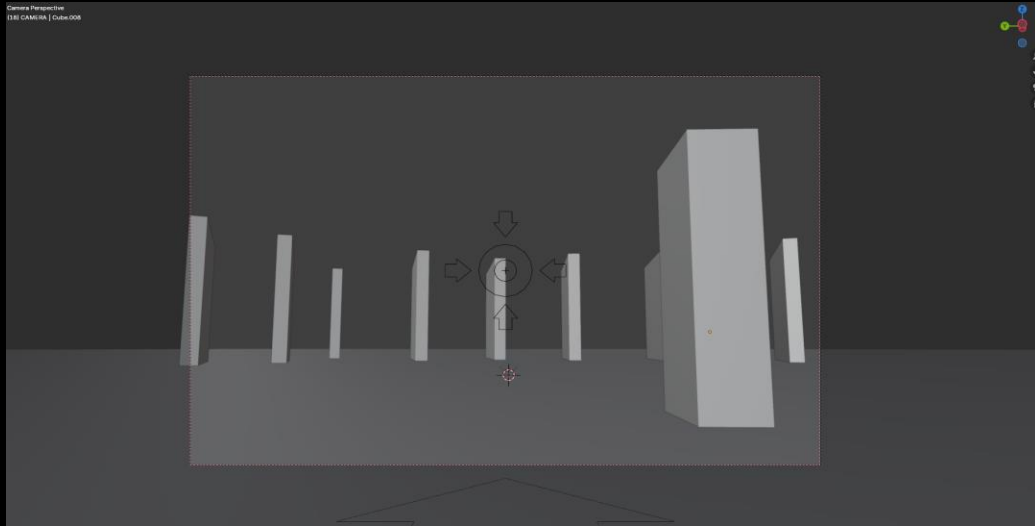
The movie was shoot  
in a 3440 x 1440



[STAR WARS - A 3D  
model collection  
by Felipe-Alonso -  
Sketchfab](#)

[Sketchfab](#)  
**Star Wars AT-ST**  
[jay2307](#)

# BLOCK OUT



Getting the basic idea of the scene.

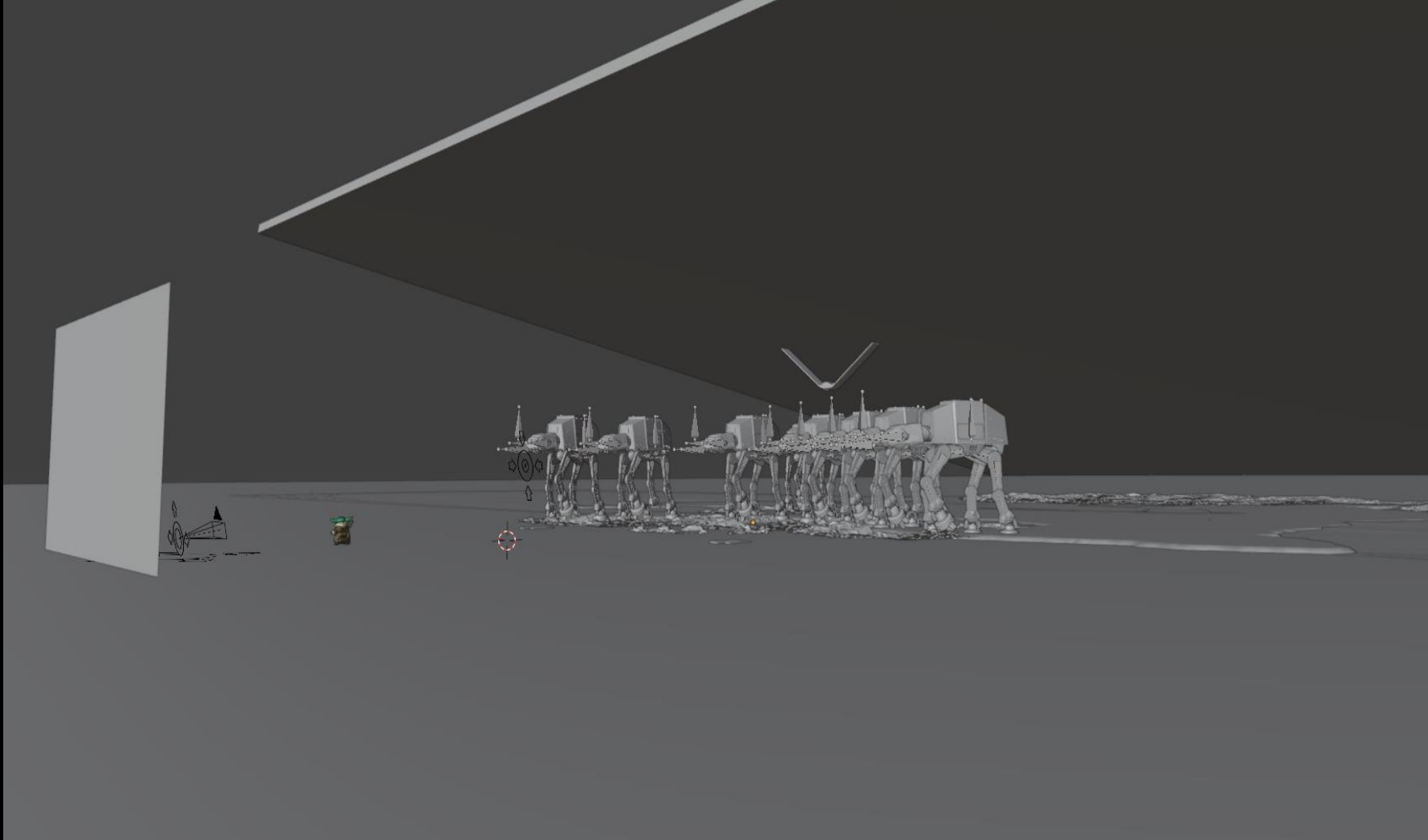
Camera angle

Allocation of assets

Scale

Getting the look and the feel close TO THE INSPIRATION.

# BLOCK OUT



Getting the basic idea of the scene.

Camera angle

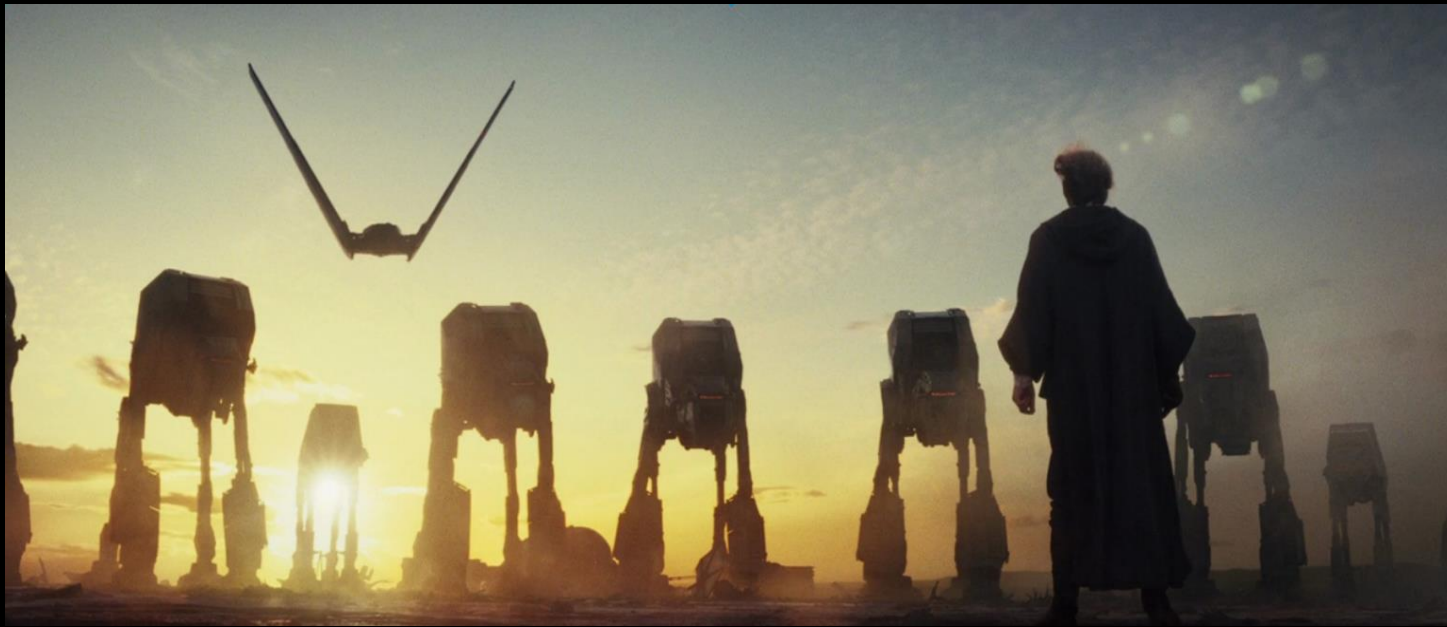
Allocation of assets

Scale

Getting the look and the feel close TO THE INSPIRATION.

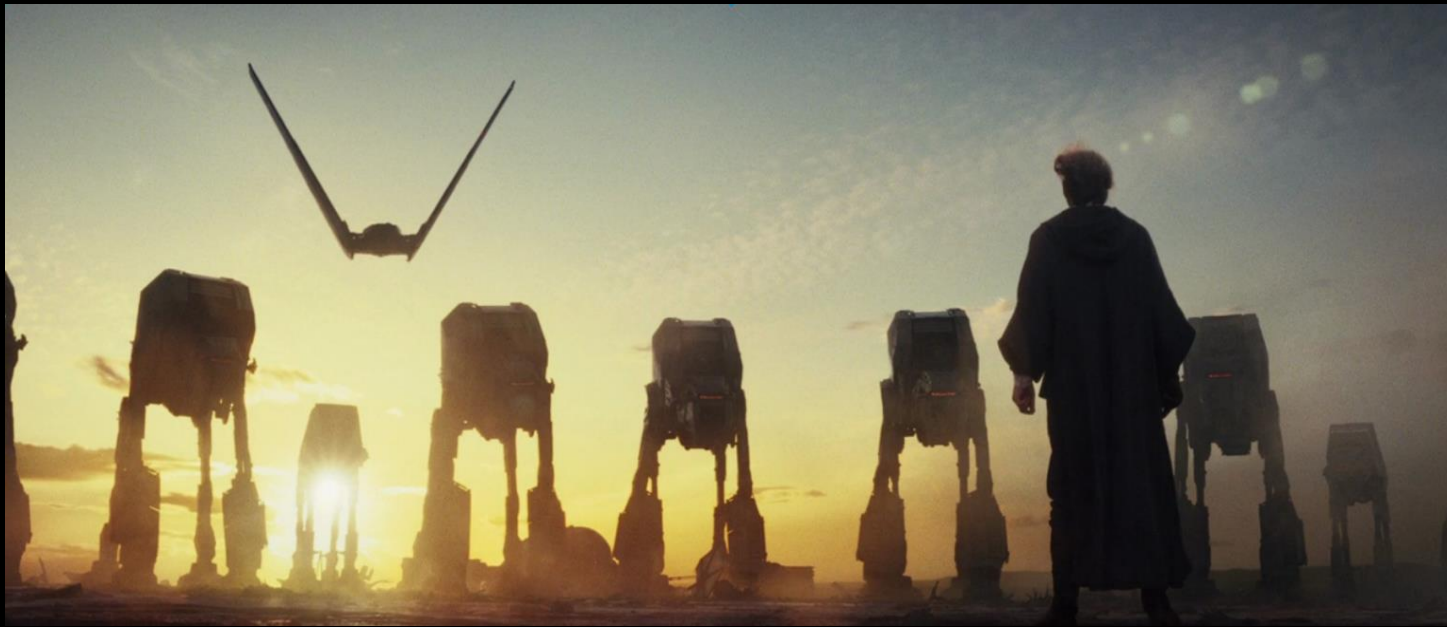


FINAL RENDER IN BLENDER



**Compositing** is the process through which two or more images combine to make the appearance of a single picture





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MIST/FOG  
LENS FLARE  
CHROMATIC ABERRATION  
BLOOM  
NOISE



FINAL RENDER IN PROCREATE

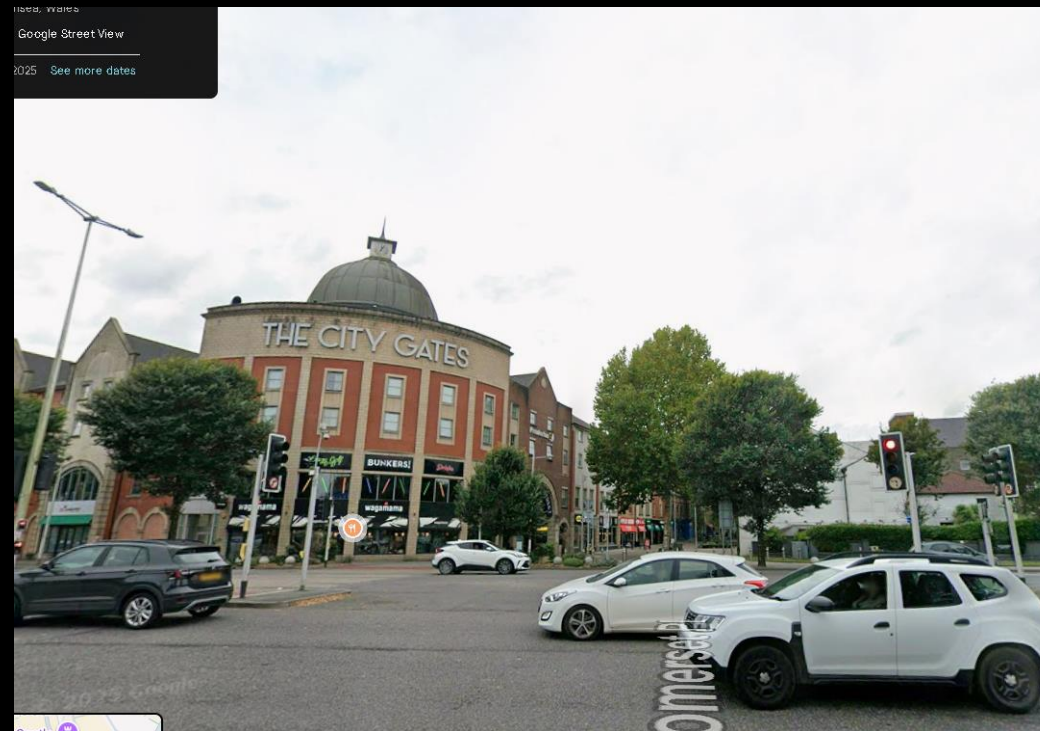
## Photobashing

Photobashing blends photography and digital painting to create realistic concept art and matte paintings.

Used by both concept artists and matte painters.



LAST OF US



REFERENCE





LAST OF US  
INSPIRED

Photobhashing  
asset on top of  
the original 3d  
design



UNDERSTANDING WHAT YOU SEE



# BREAK DOWN

MID TO CLOSE UP SHOT

LEN - ANAMORPHIC

BLOOM EFFECT IN THE EYES

BLURRED BACK GROUNDS

BOKEH EFFECT

DISTORTION IN THE EDGES

Where lighting is.

## ELEMENTS WE HAVE

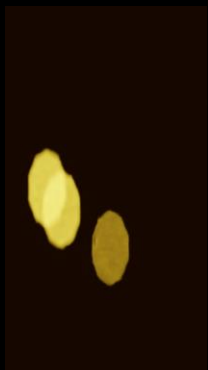
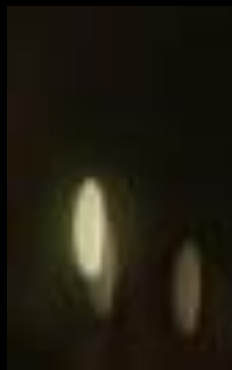
CHARATER

DOOR/WALL LIKE SHAPE ON THE RIGHT

SHELTER TO THE LEFT

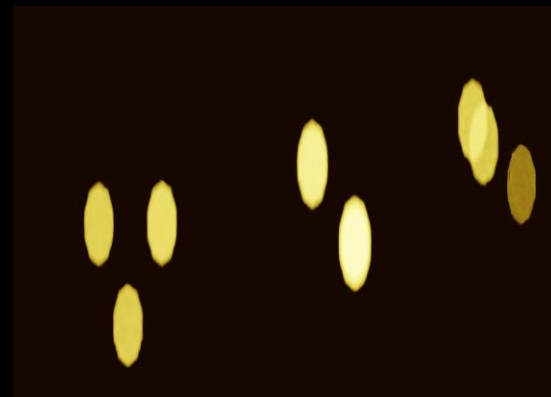
BACK GROUND WITH LIGHTS

# BOHKEH EFFECT



**THIS  
EFFECT  
VARIES  
WITH LENS  
TYPE**

## Spherical Lens vs Aspherical Lens

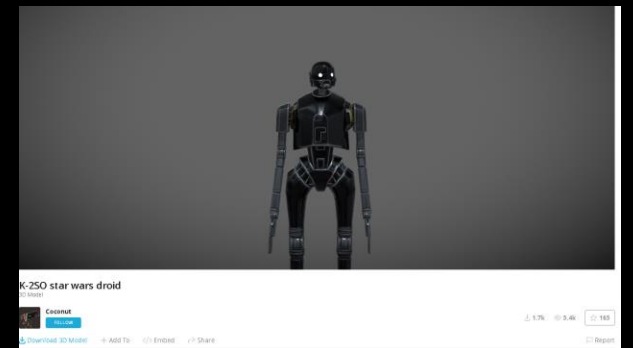
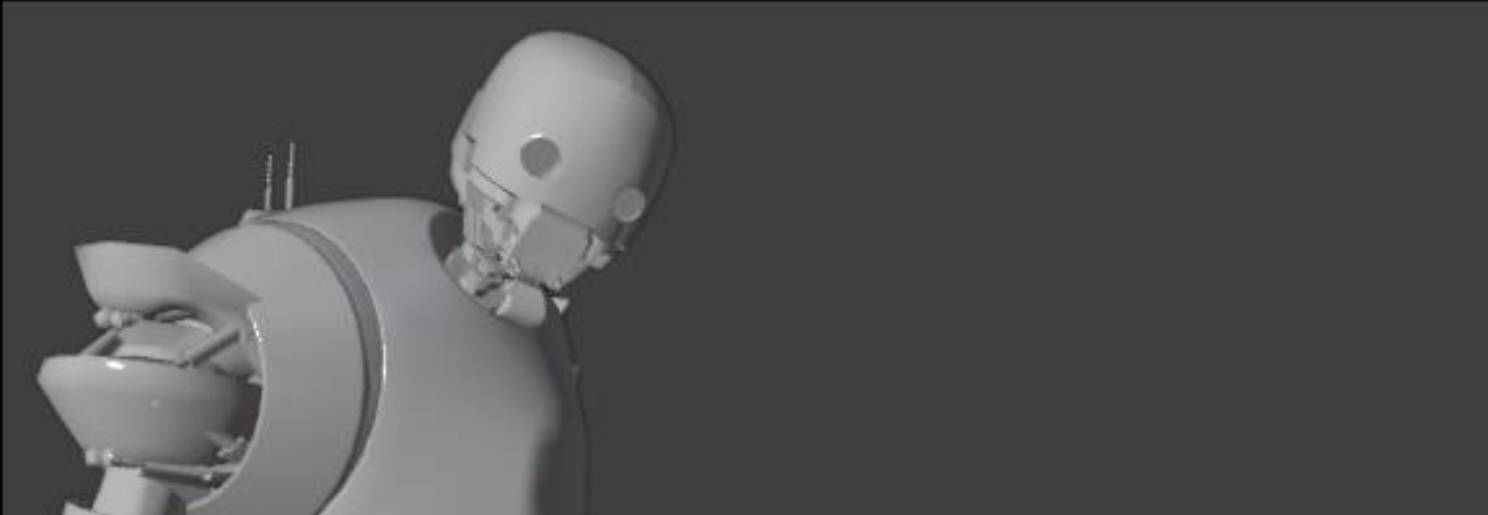




SOURCE  
SKETCHFAB



MEHDI  
SHAHSAVAN



coconut



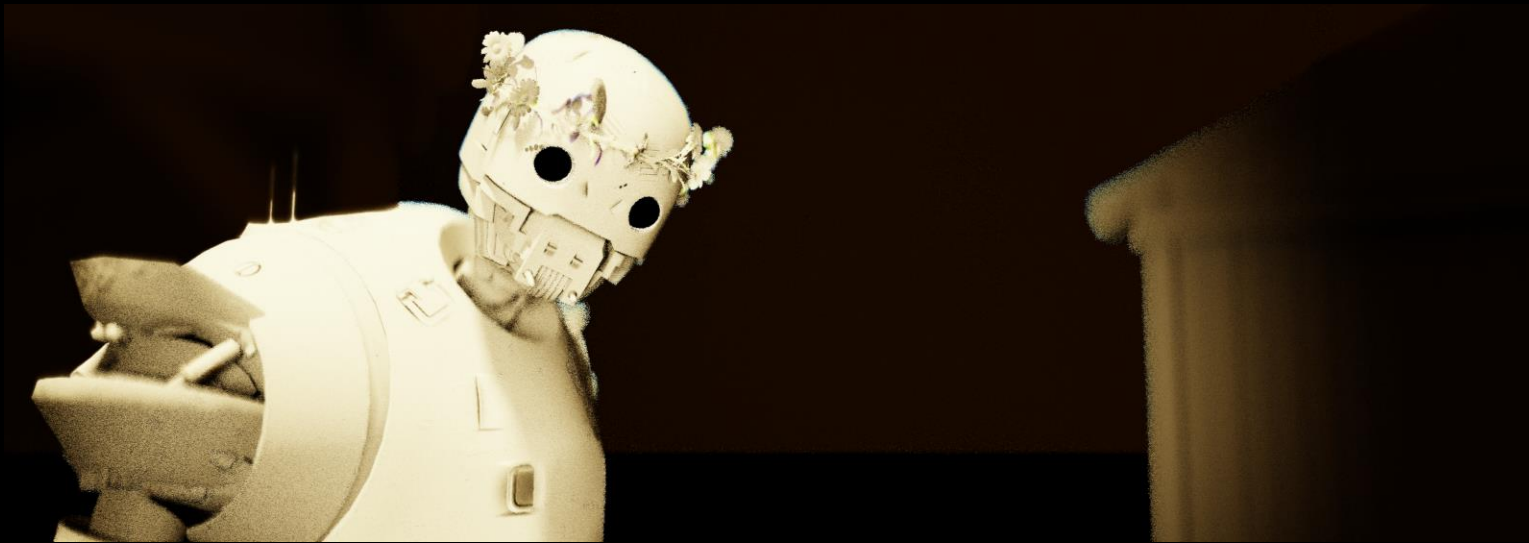
SETUP



SOURCE

SKETCHFAB  
POLY HAVEN

BACK  
GROUND



TWO SOURCES OF LIGHT  
ABOVE AND DIRECT









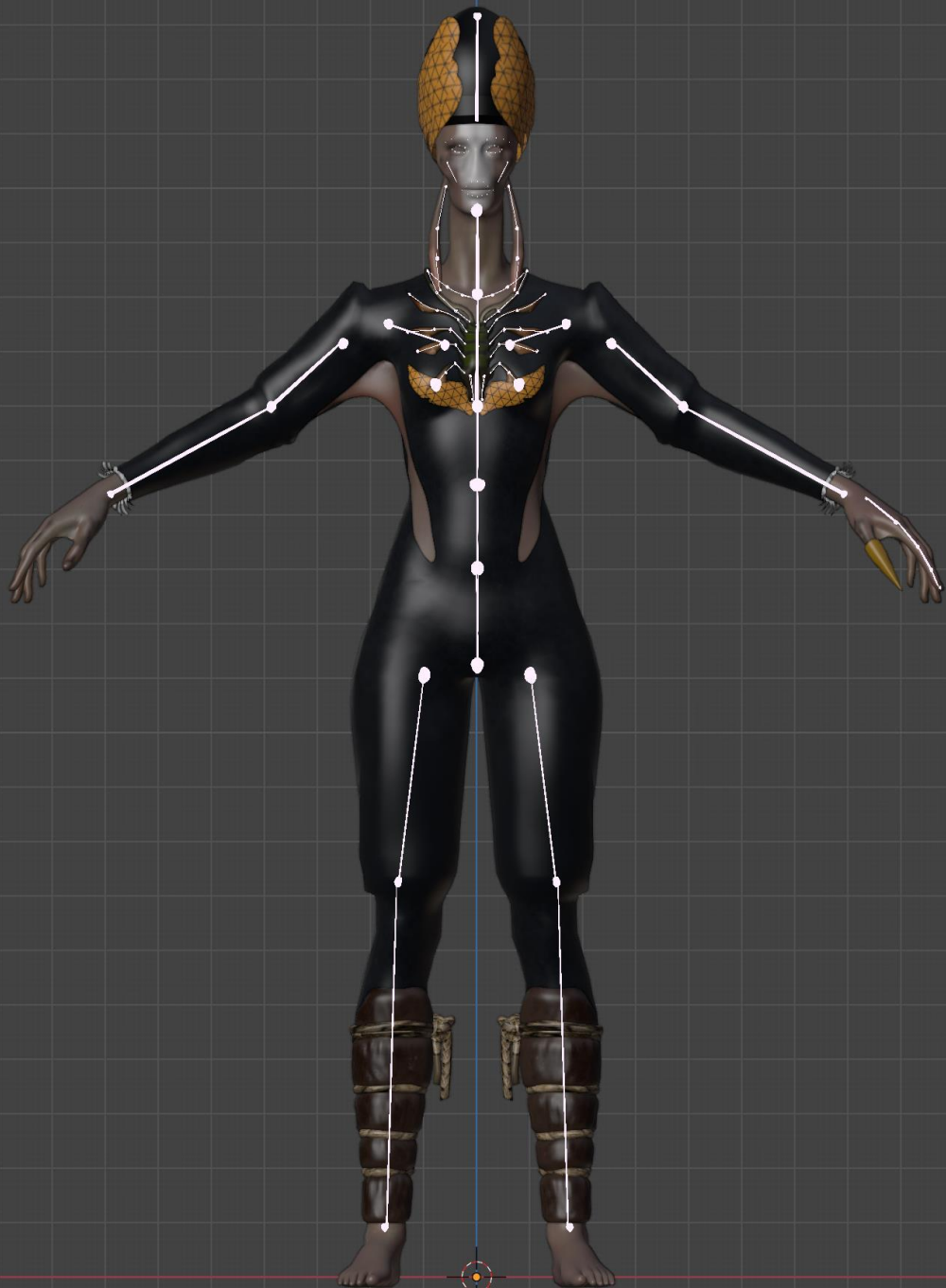


MY MAIN FOCUS

THE HEAD

THE BODY = MOVEMENT = RIGGING.





## **MIXAMO**

Rigged full human skeleton, custom-fit to your model.

FBX or OBJ

ANIME ADDONS

Using a layer system

Stylised Humanoid CHARACTERS.

# HUMANOID AND CREATURES



Building & Acting Rendered Frames



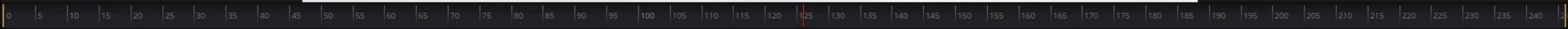
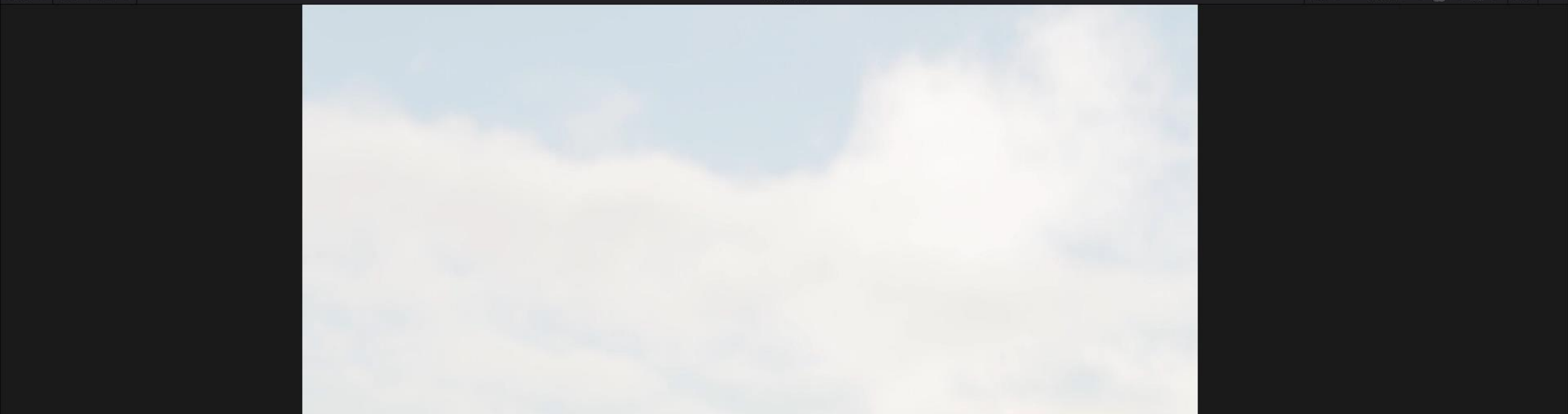
17 CHARATERS



SCENE BREAKDOWN

WAR DOG - EP 3

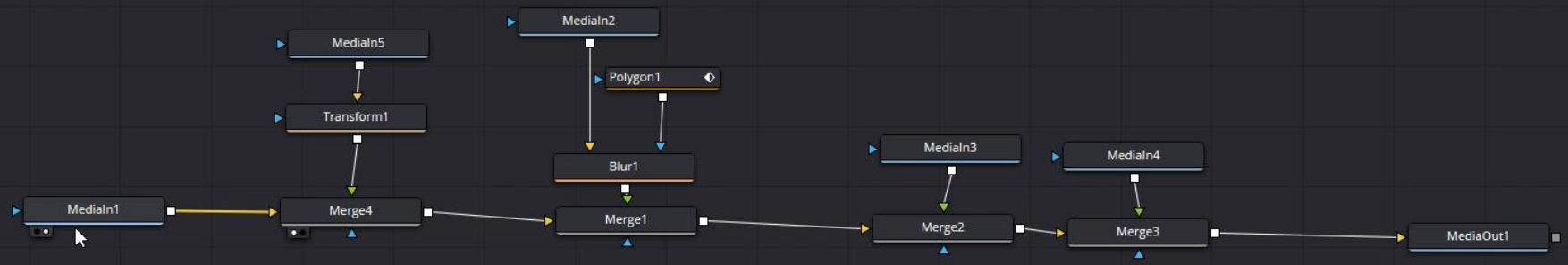
Medialn1



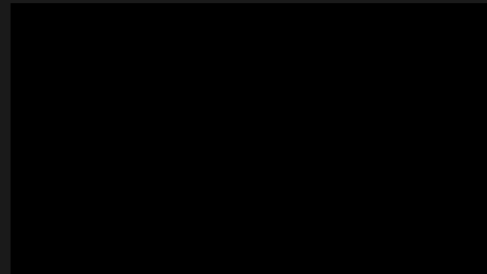
0.0 245.0 [Speaker icon] [Play/Pause] [Stop] [Next] [Previous] [Refresh]



Nodes



Medialn1 30% - 9697 MB



Timeline navigation and control bar including play, stop, and zoom icons, along with a volume slider and a 'DIM' button.

Timeline tracks for video and audio. The video track (V1) shows multiple clips. The audio tracks (A1-A12) contain various sound effects and music elements, such as 'Otherworldly.wav', 'Crowd Wh...', 'Ambienc...', 'Clock...', 'Train...', 'SERIK TEST-enh...', 'Tass CJ\_1.wav', and 'Machines, Hva...'. The tracks are color-coded and include icons for solo, mute, and volume.



**AUDIO**

## **Device**

Phone  
Laptop or Desktop

## **Software**

Soundly  
Audacity

## **Process**

Record the voice-over.  
Audacity  
Soundly  
Davinci

## KEY NOTES

I identify potential noise issues.  
Room tone - 2 minutes  
Using the room tone to cut  
Noise reduction int audacity

**Thank You All**

1291.uk