



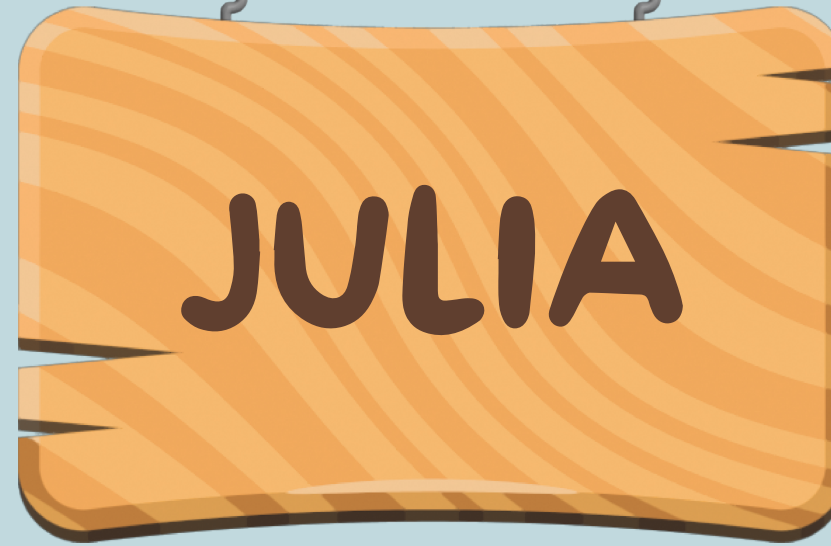


# OVERVIEW

- showcase the film
- project overview
- responsibilities and challenges
- conclusio

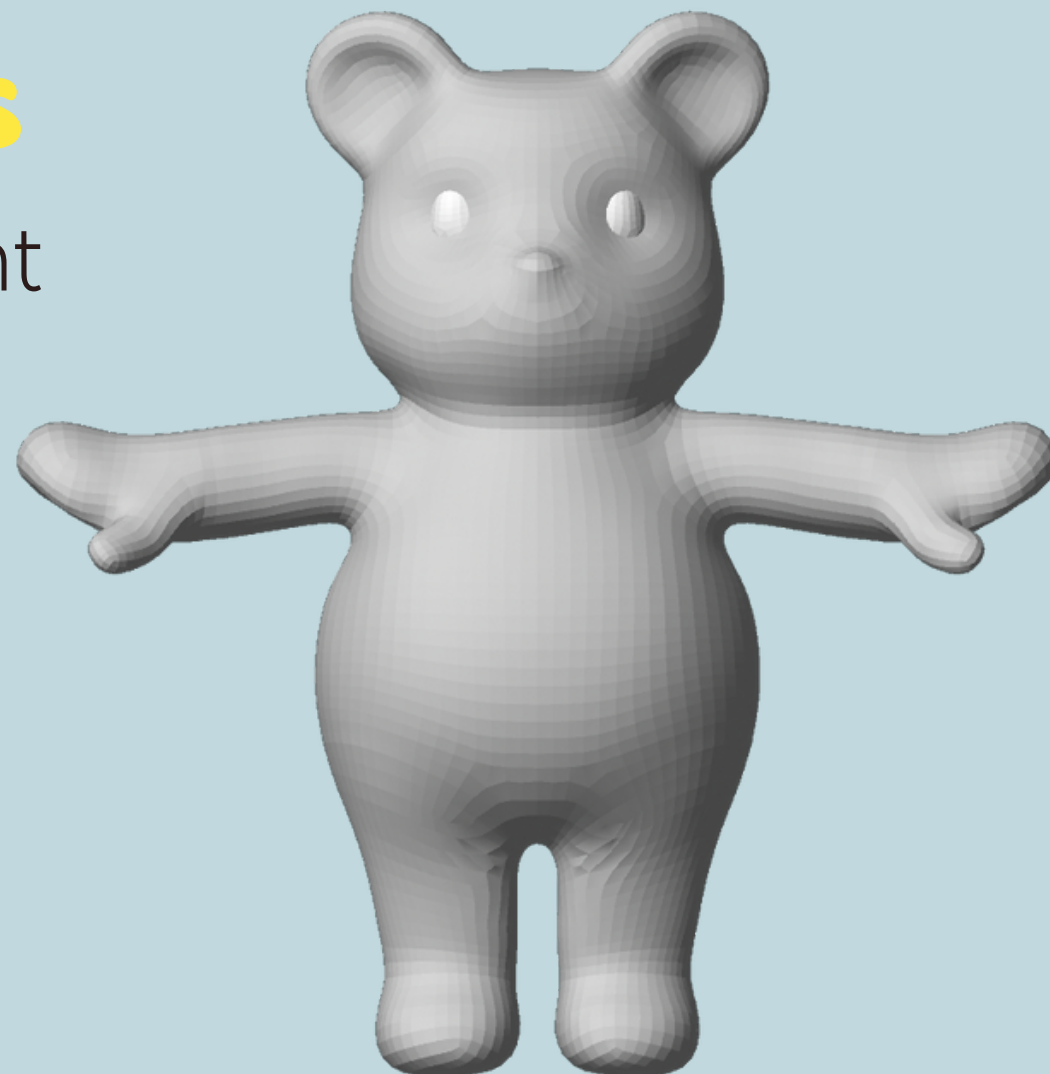


Enter a world of sweetness where gummy bears thrive and unite to protect the kingdom of the Builder Bear. Join the defence and embark on a sugary adventure like no other.



## Responsibilities

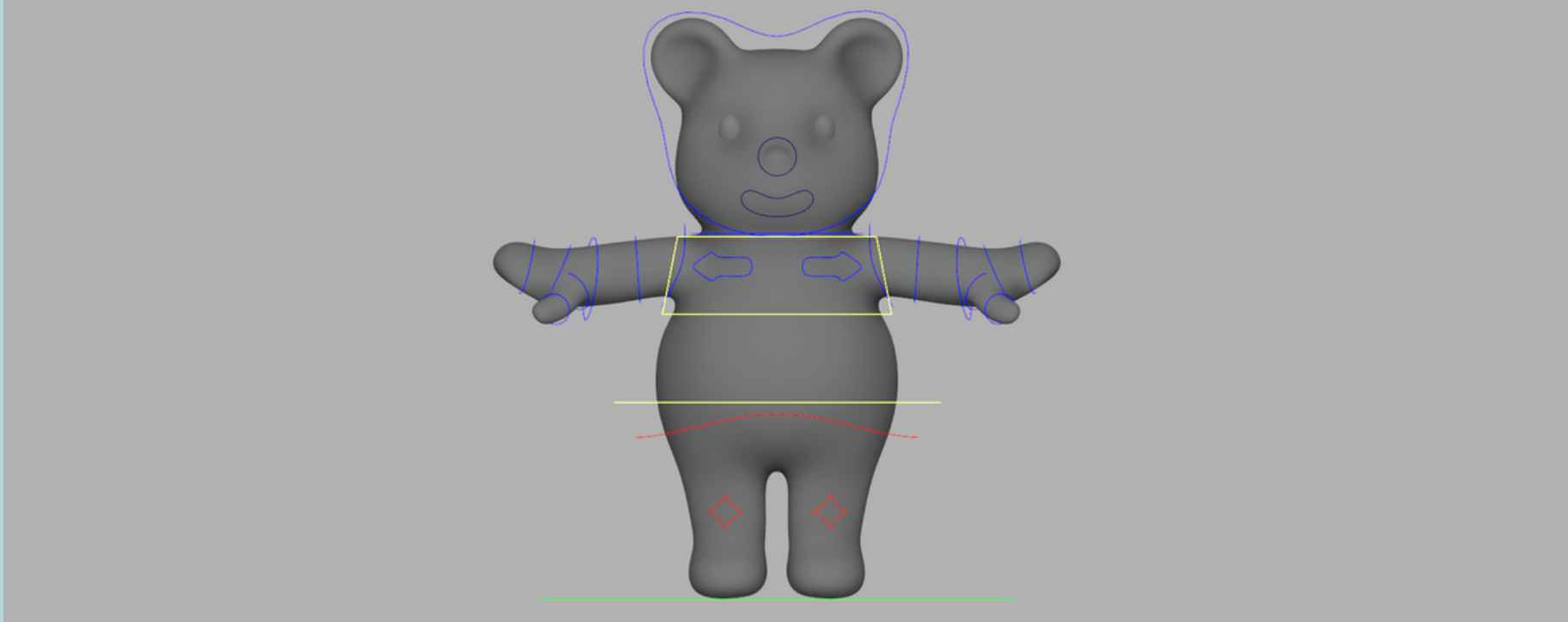
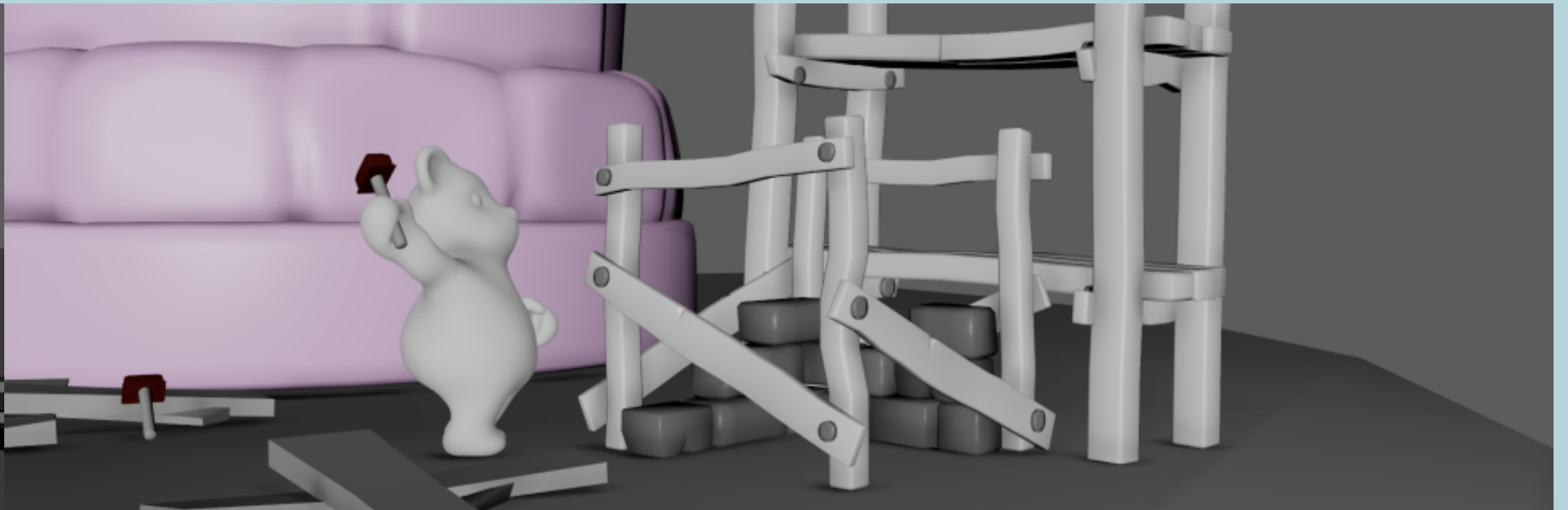
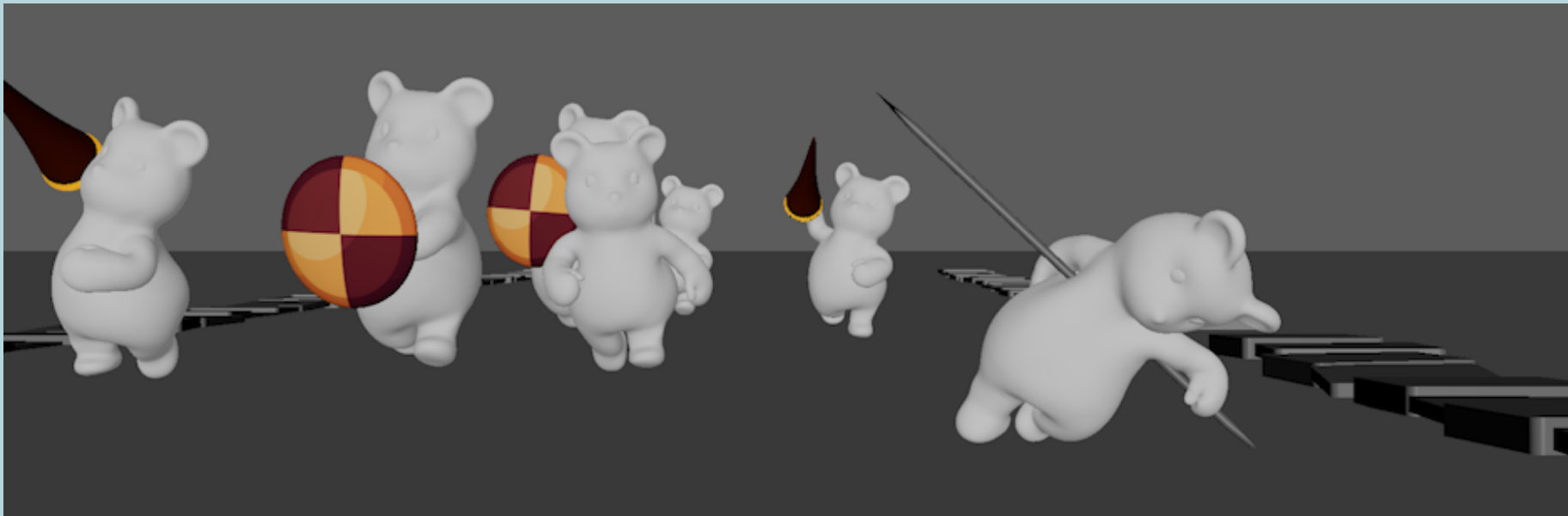
- project management
- modelling
- Gummy Bear
- After Effects



## Challenges:

- schedule control
- weight painting
- time for feedback loop
- import in Unreal







## Responsibilities

- previz
- camera animation
- asset implementation
- rendering and video editing

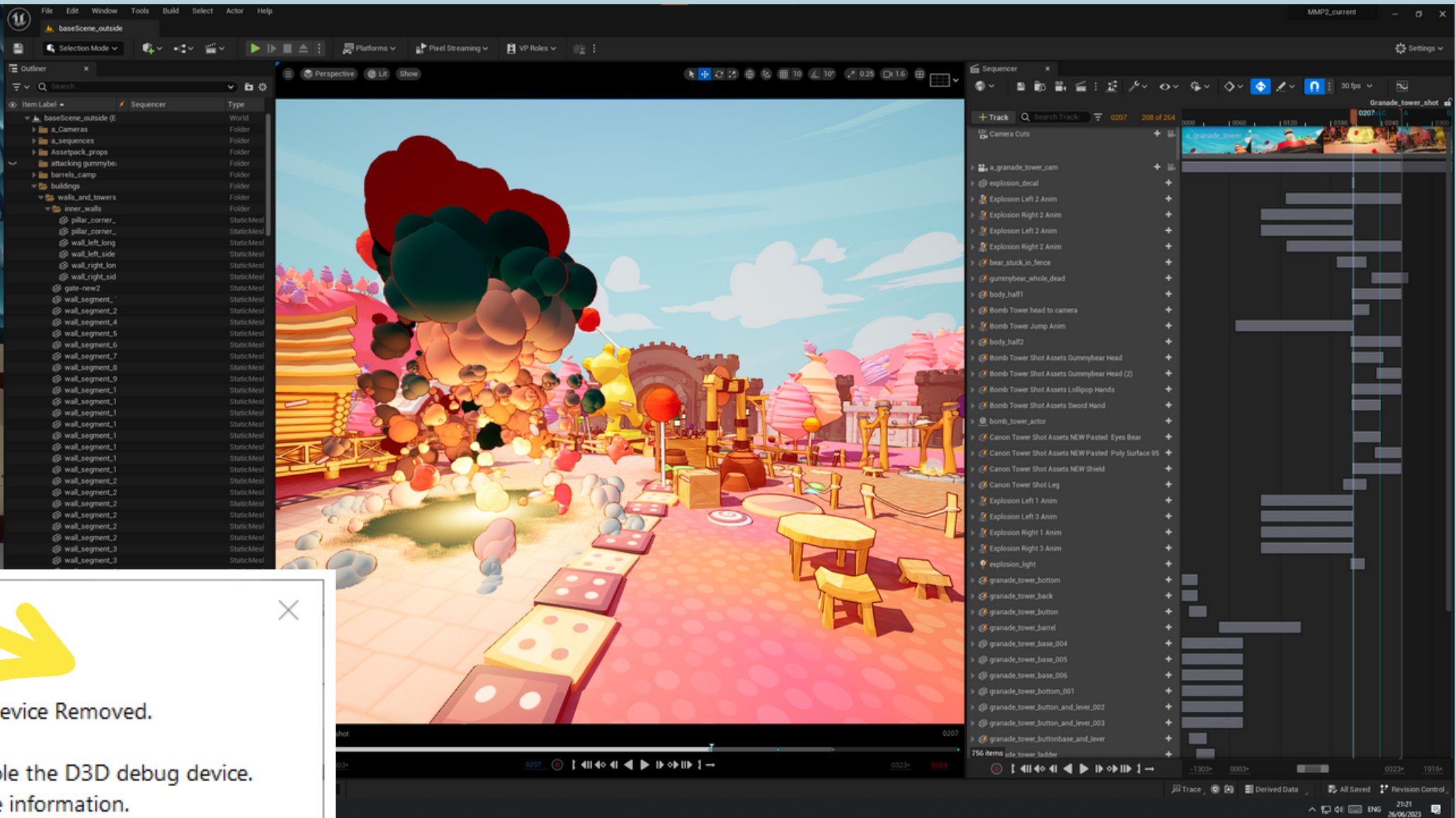


**UNREAL  
ENGINE**

## Challenges:

- animation in Unreal
- shading
- rope physics
- rendering



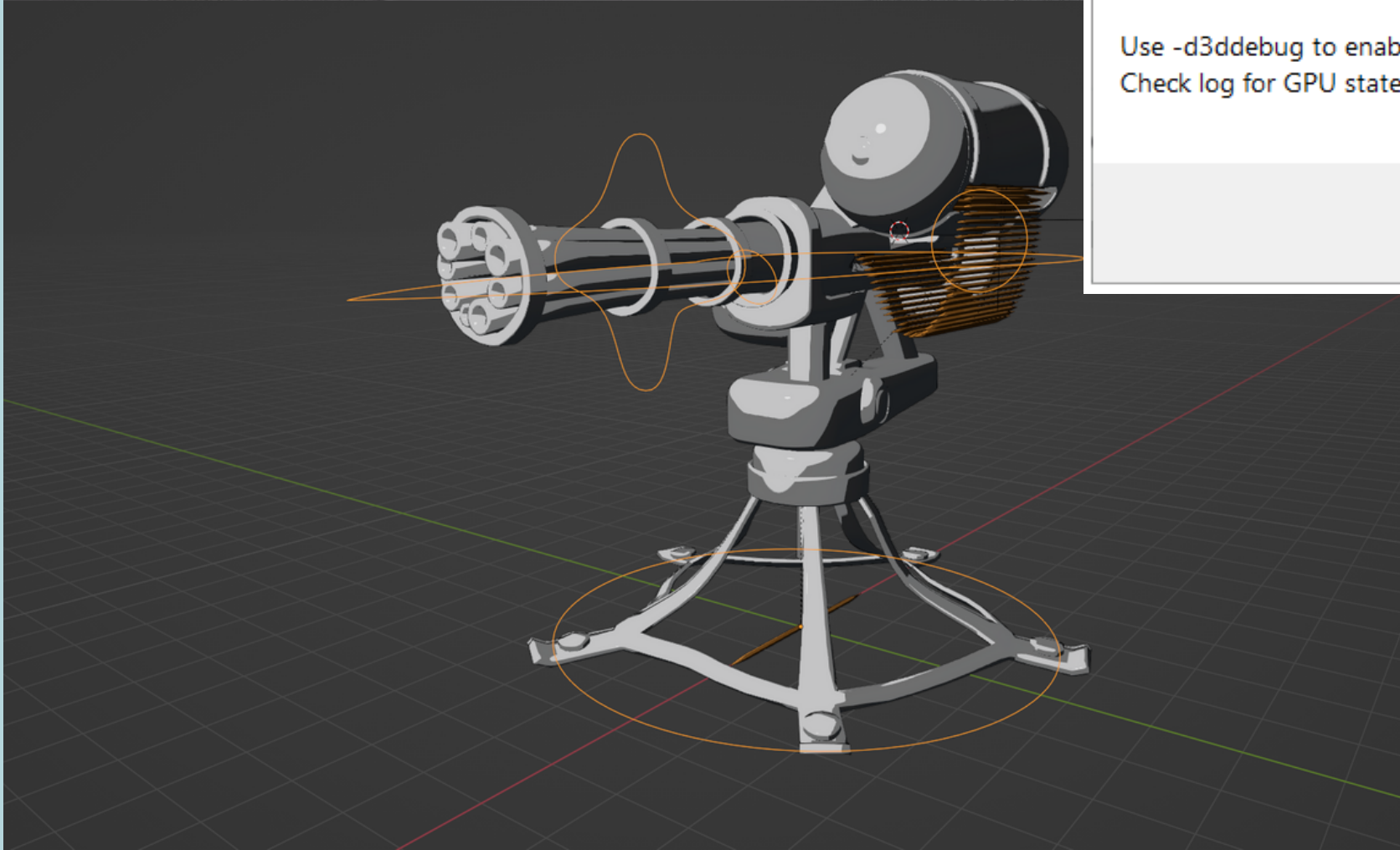


**Error**

GPU Crashed or D3D Device Removed.

Use `-d3ddebug` to enable the D3D debug device.  
Check log for GPU state information.

OK





## Responsibilities

- concept art
- asset modelling
- kingdom in Unreal
- shading & texturing

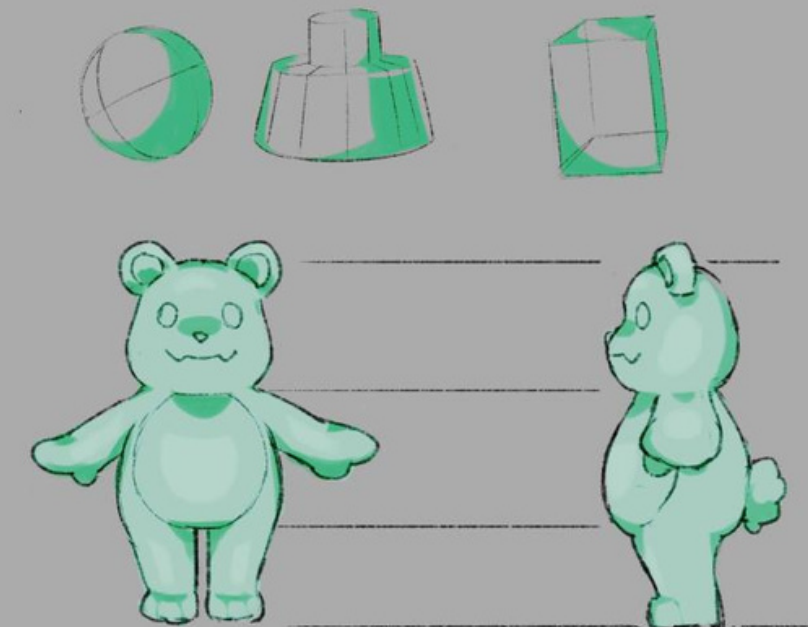


## Challenges:

- shading
- unreal workflow
- time management









# CONCLUSIO

- early finish of previz
- Unreal was challenging
- teamwork and communication
- time management
- problem solving





**THANK YOU!**