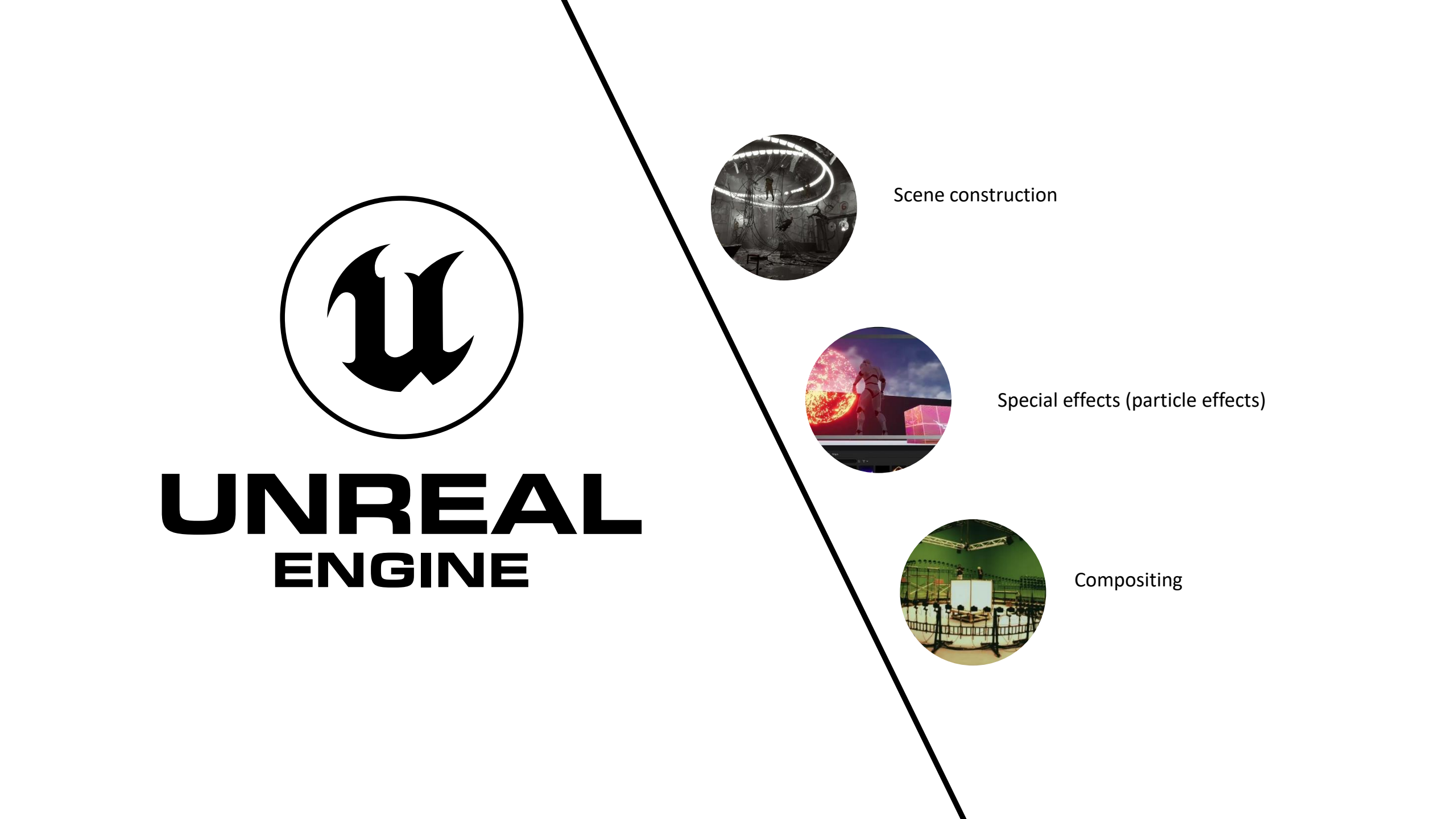
The Unreal dojo fight scene

For the dojo fight scene created in Unreal Engine, CG supervisor Roel Couke was charged with communicating with the Epic tech team, Ben Cowell-Thomas was the environment supervisor and DFX supervisor Robin Beard managed and oversaw the sequence.

Initially, Lana worked with Epic to create an environment based around Rakotzbrücke Devil's Bridge in Germany, a semi-circular bridge whose reflection completes the circle when viewed at the right angle.



Scene construction

Special effects (particle effects)

Compositing

01

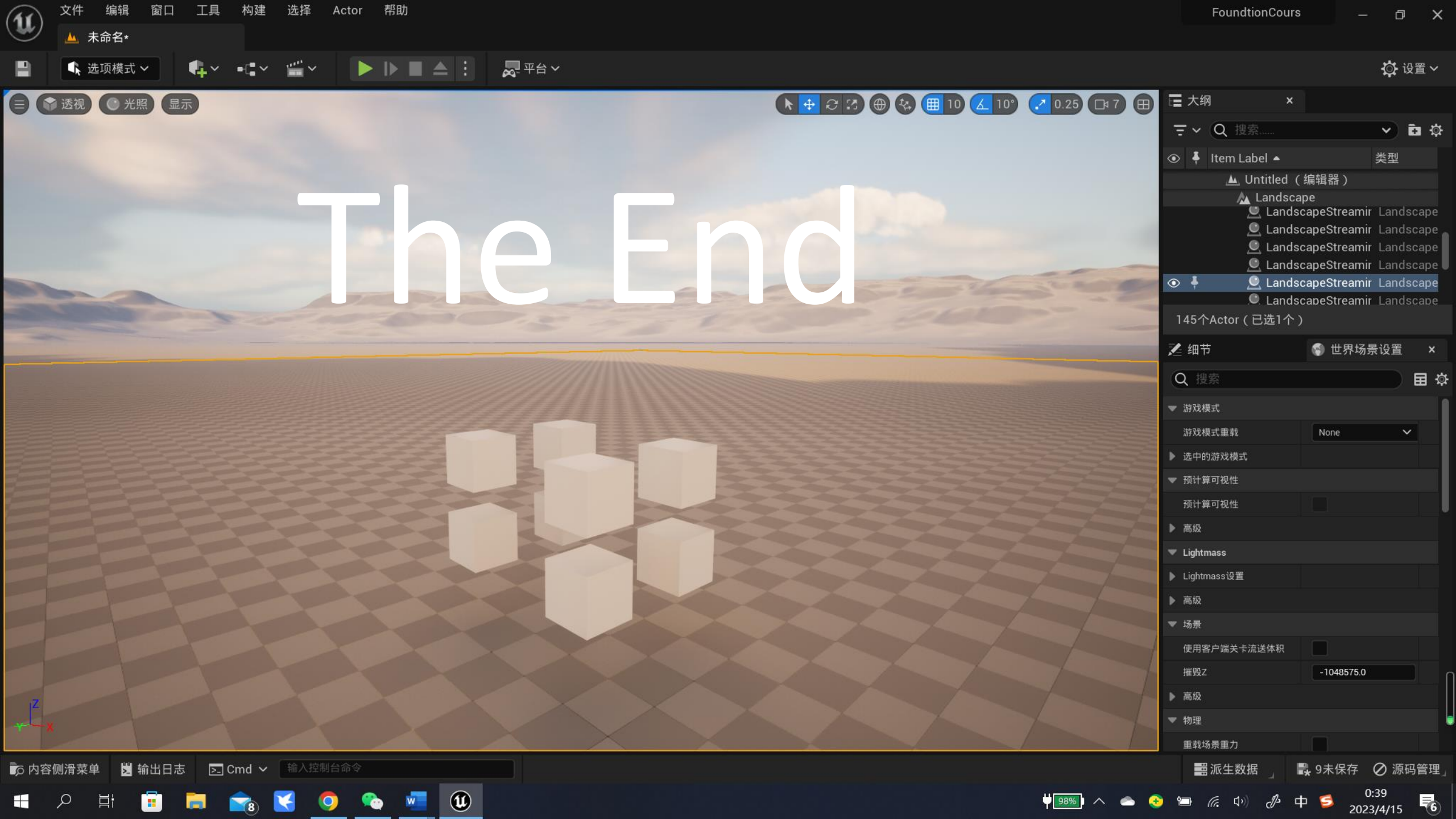
Camera animation
Special effects
Compositing

02

Camera animation
Special effects
3D animation
Compositing

03

Camera animation
Special effects
Modeling
3D animation
Compositing


文件 编辑 窗口 工具 构建 选择 Actor 帮助
FoundtionCours
未命名*
选项模式
平台
设置
透视 光照 显示
The End
大纲
搜索...
Item Label
类型
Untitled（编辑器）
Landscape
LandscapeStreamir Landscape
LandscapeStreamir Landscape
LandscapeStreamir Landscape
LandscapeStreamir Landscape
LandscapeStreamir Landscape
LandscapeStreamir Landscape
145个Actor（已选1个）
细节
世界场景设置
搜索
游戏模式
游戏模式重载
None
选中的游戏模式
预计算可视性
预计算可视性
高级
Lightmass
Lightmass设置
高级
场景
使用客户端关卡流送体积
摧毁Z
-1048575.0
高级
物理
重载场景重力
内容侧滑菜单
输出日志
Cmd
输入控制台命令
派生数据
9未保存
源码管理
98%
0:39
2023/4/15