

Collaboration Unit- Lost Paradise

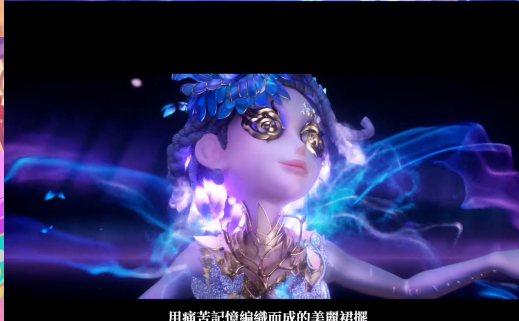
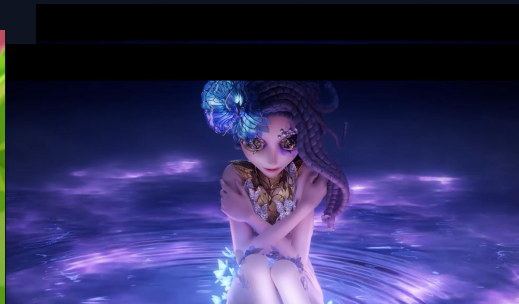
3D Animation-

YaxinHou QiaoqingYu JiazhuoTang

Aniamtion-

GuoweiGou YinyunXu

Introduction-Initial Inspiration



有一對以煉香為生的姐妹



給我世上能忘記一切憂愁的人 將得償所願



- Our collaboration project is about making a short promotional video for an adventure game. The idea came from the CG clips of our favorite games, such as Identity V, League of Legends and Brawl Stars.
- The visuals and storytelling of these game promos are very distinctive and we are all attracted by the style of this short film. Game promos are a player's initial impression of a game, and they also show the core of the game. Sometimes players are only attracted to a game product because of the promotional video. After we found the style of game video we loved, we decided to make a game video.

Introduction-Members

Our collaboration was to produce a short promotional video for the game of about one minute, mainly using 2D and 3D animation to present the story and visual effects of the game. Therefore, our members are 3D and 2D animation students.

MA 3D Computer Animation

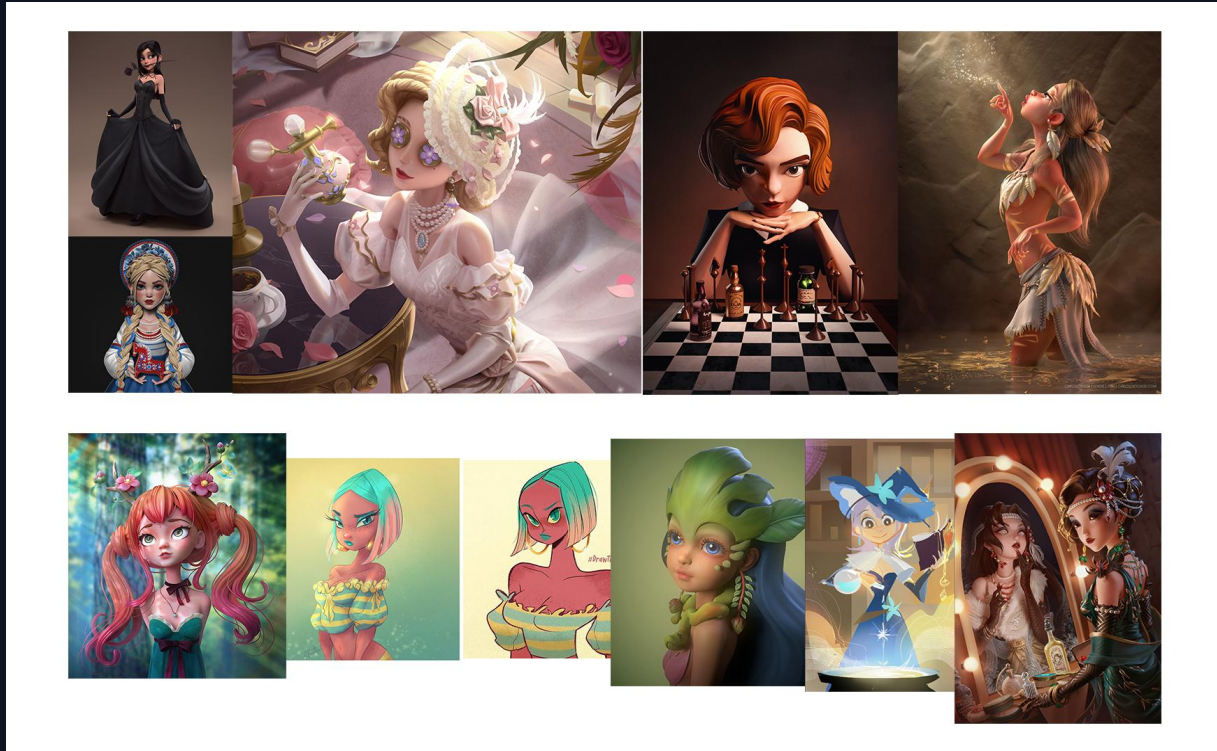
YaxinHou	Team Leader/SceneModeling/Textures/Animation/Lighting/composition
QiaoqingYu	Character Modeling/Textures/Animation/Lighting/composition/Rendering
Jiazhao Tang	SceneModeling/Textures/Animation/Lighting/2D animation compositing

MA Animation

Guowei Gou	Character Design/Props design/Storyboard/2D animation material
Yinyun Xu	Scriptwriter/Storyboard/Scene design/2D animation material

Introduction-Project content 01

In the second week we discussed the story content of the game. We struggled with the story content part for a long time. Secondly, our project is expected to be around a minute long, to make a short and delicate short film content. We searched for a lot of material to determine the story content from the style of visual effects.



Our reference style is mainly divided into two categories, one is fairy tale dark style, and the other is natural and warm style.

However, the story content of these two styles can vary greatly, so we wrestled with this part for a long time. We settled on the final story content after a heated discussion.

Introduction-Project content 02

The content of Lost Paradise is about the theme of anti-school violence.

We designed the scene is mainly an abandoned amusement park, the main character is a little boy, he has to adventure inside this amusement park, dodge obstacles, collect items, and find the final exit. Our aim is to allow players to experience the thrill and excitement in a variety of level settings, while conveying the content of the anti-bullying story.



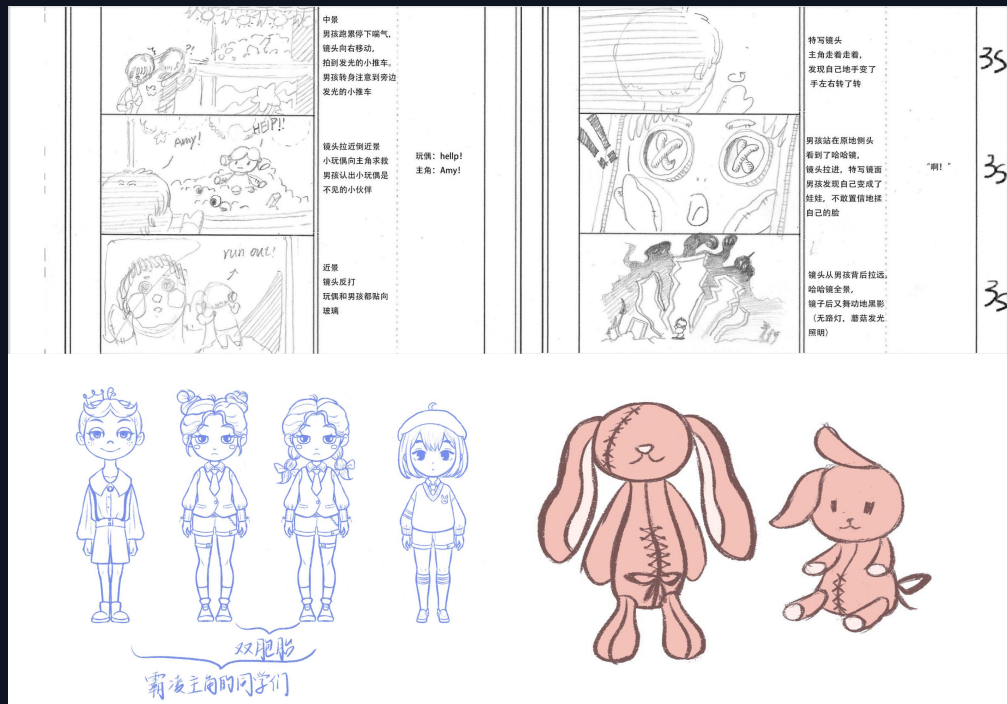
The style we referenced in the character design and visual effects.



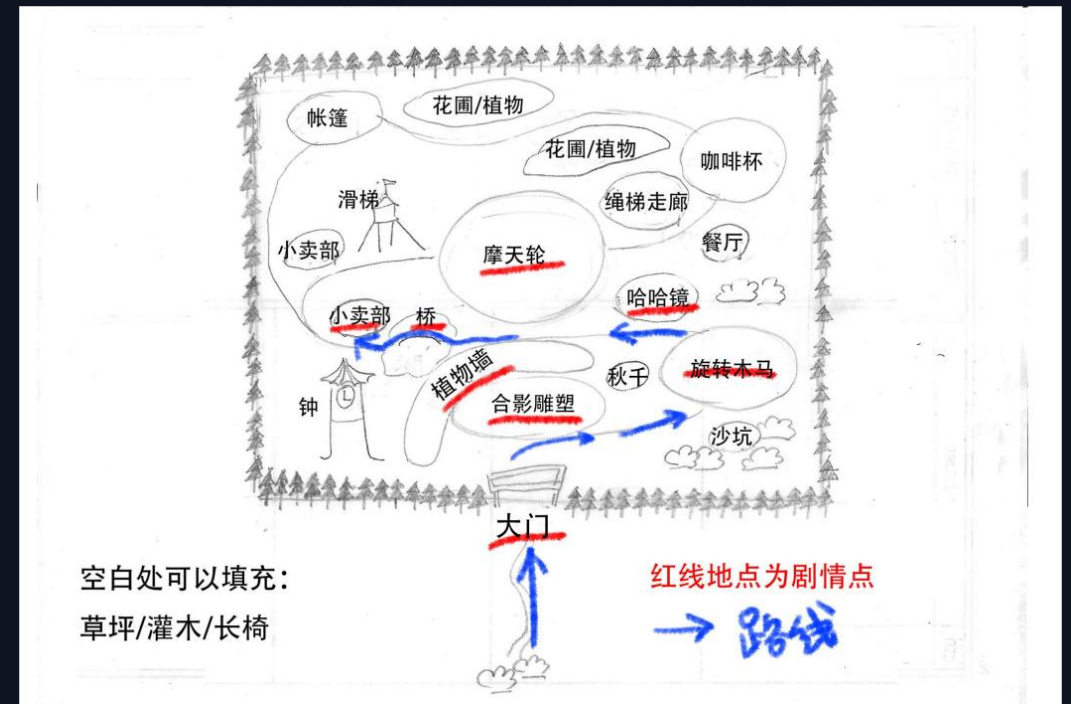
The gameplay is based on Little Nightmares and some PC strategy games.

Introduction-Project Progress

- Our current progress is to complete the design of the story content. The next stage is to draw the storyboard and create the 3D model.



Here are some of the storyboards and designs



This is our scene map and camera route planning

Thanks for Watching