

The Mist

Group member and roles:

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Role: Lead programmer	Role: Art director	Role: VFX designer

About The Mist

Concept: A short film based on a medieval setting and incorporating the Cthulhu worldview

Keywords: Lonely /Dark / Mysterious

Moodboard



Basic Story

The mists filled the beach, the black waves lapped at the shore, the woman lying awake suddenly and unintentionally found a key appearing around her neck, a chant came from the sea in the distance, solemn and low, she panicked a little, she didn't know why she was here, but it was as if everything was really there again in her memory. Looking in the direction of the chant, there was a huge blurred black shadow on the sea, a familiar fear her body remembered so well that she was too nervous to breathe and could only turn to the woods at the other end and flee as fast as she could.

The woman ran through the woods, the dark light and dust slowly spilling through the branches, the leaves rustling; the voice from the unknown creature was getting farther and farther away, the woman's pace was slowing down, she was breathing heavily, the branches creaked as she stepped on them, "Almost there", she slowly stopped and looked ahead.

A church came into view, and never before had the woman's heart been so desperate to plead with the Lord for refuge. courage from the gods, she hesitantly walked over and inserted the key around her neck into the lock of the door.

A few clusters of strange flaming stars wrapped around an eyeball that looked up and down at the woman, and a fear she had never felt before spread throughout her body, as did the entire universe that grew in both directions behind this unidentifiable object before her.

The woman wakes up wearing the key and sees that she may have opened the door many times, that she has opened it in different situations in time and space, so that she appears as a mixture of reality and imagination; the present, the future and the past memories, which provoke her to look at many surreal things in the scene, and she wakes up, watching her from afar, with Ug Sotos, who cannot escape even if she runs in the opposite direction, seeking the refuge of the gods the destiny of opening that door again.

Research

Gothic elements and item collection : <https://www.notion.so/Gothic-elements-and-item-collection-5261ad2e0d224899bc0eff057d9cc23e>

The west portal of Rheims Cathedral, Picardy, France, c1230-60. The construction of the present-day cathedral began in 1211 after a fire destroyed the earlier building. Its facade has a distinctive design of three deeply recessed portals, creating a powerful effect of dark and light, surmounted by three sharply pointed gables with sculptural decoration. Rheims offers an impressive example of the new Rayonnant Gothic that was to become widespread throughout France.



The Upper Chapel at La Sainte Chapelle, Paris, 1243-8, probably designed by Pierre de Montreuil and built for the sainted Louis IX of France. This is the classic example of French Rayonnant, or radiating, Gothic. Here the walls have been almost entirely filled in with panels of stained glass, while the ribs of the vaulting radiate from the centre of the ceiling down to the floor.



North Rose Window, Chartres Cathedral
The north rose window, Cathedral of Chartres, France, c1220-40. Chartres Cathedral is extraordinary for the amount of original stained glass that it contains. The north and south transepts, built in the thirteenth century, were originally designed to have a rose window surmounting a cluster of five lancets, as seen here. The theme of the north rose window (c1220-40) is the Patriarchs and Prophets of the Old Testament, which is echoed in the exterior sculpture of the north portal.



The Table of the Seven Deadly Sins, by Hieronymus Bosch, c1475. The scenes from the table depict various elements of medieval life and furnishings.



A plate from Monuments Français of 1839. This large nineteenth-century dresser, or buffet, arranged in three storeys, features traceried carving in the Flamboyant Gothic style with particular use of the tear-drop shaped 'mouchette' so common in Late French Gothic. The large number of tiers, or shelves, indicated the elevated status of the owner of this cabinet.



A German stained glass window from Cologne, c1380. The presence of cusped gables in the architectural canopy here signals the influence of the French Gothic style, used widely in late medieval decorative art on the Continent. The introduction of colours such as pink and green in large areas is typical of Late Gothic glass. The classic Early Gothic windows of the thirteenth century used a palette of deep blue and red, with white, yellow and other colours used sparingly.



Six chair designs by A C Pugin, published by Ackermann in Pugin's Gothic Furniture, 1827. Although he had assisted his father with some of these early designs, A W N Pugin was later to reject the gratuitous use of tracery and the non-medieval chair forms seen here.



The title page of James K Colling's Gothic Ornaments, vol. II, 1847. Colling's first book was inspired by his study of Gothic architecture in Norfolk. He subsequently published three other books on Gothic ornamental details in which the use of leaf forms was emphasized. Colling's interest in polychromy paralleled that of Pugin, although his naturalistic forms were more complex, with less reliance upon simple repetitive geometric motifs.



Storyboard



1.A short sentence that gives a preconceived impression.



2.Close up of the beach, the camera slowly pans to see a close up of the heroine's (lying on the beach) arm moving to her body, with a key.



3.Close up of woman's face, eyes snapping open.



4.Close up of woman's face, eyes Side shot of forest with woman running hard open



5.The woman slowly rises (if this animation does it) to look at the sea (sky) and suddenly a huge black shadow flashes out.



6.Shaky camera first-person view of running through the forest.



7.Side shot of forest with woman running hard



8.Woman running from one end to the other (screen shot) starting to catch her breath.



9.Woman taking a breather, cut to panorama and see the whole church.Entering the church.



10.Mirage Space



11.All around was chaos as the woman slowly rose.



12.A huge eye seemed to be watching her from the black shadow, and time was chaotic. The End.

Division of labour based on production content

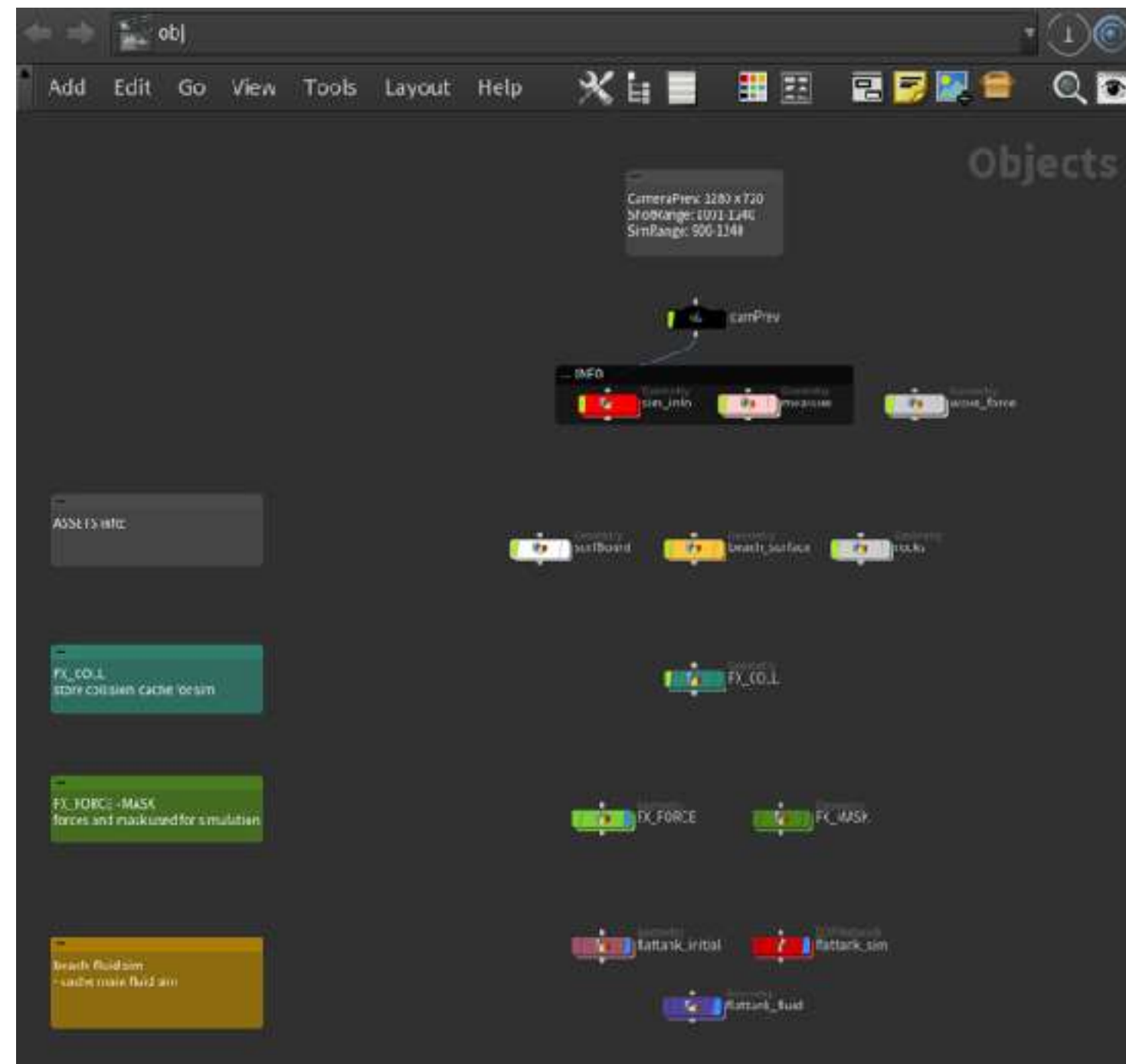
Aa Name	Tags	Description
Forest scene production	Li	Construction of forest scenes
Fantasy scene production	Li	The construction of fantasy scenes
Seaside scene production	Li	Construction of seaside scenes
Church (Outside view)	Li	Overall scene construction of the exterior of the church
Church interior scene production	Li	Church interior scene construction
Woman	Lin	Role creation
Women's clothing design	Lin	Overall clothing design
Women's clothing production	Li	Production of women's clothing
Woman animation	Li	Production of women's animation in the film
Yugsotos	Zhang	The establishment of the image of Yug Sotos, and the production
Church detail props	Li	Find assets or make church-related parts (windows, carvings, stone carvings, etc.)
Gothic props	Lin	Gothic props that meet the theme (church, and knowledge of architectural theory)
Ctluhu props	Zhang	Cthulhu prop collection that matches the theme (seaside, forest and fantasy space)
Black Sea special effects	Lin	Production of seawater effect
Sound scheme	Lin	The sound effects related to the film (background music, and sound collection of related actions) will be formulated according to the storyboard later.
Video clip	Li Lin Zhang	The final output is edited in a piece, synthesized and colored.
Yugsotos Character Special Effects	Zhang	
Insider production	Lin	Think about the text, content, and production required in the dark.
Eyeball at sea	Li	Animation production of eyeballs on the sea
Mist on both sides of the eyeball	Zhang	
Particle beam of light in the forest	Zhang	
Elements in the forest		The main reason is that the forest finally sees the church scene, which requires some elements.
Conceptual design assistance		Generate pictures through AI description keywords to refer to the design of the following scenes.
Related process records		Collect the content produced in the production process and describe it in words to prepare for the report.
Key components of the seaside		

Shot_2: The Beach

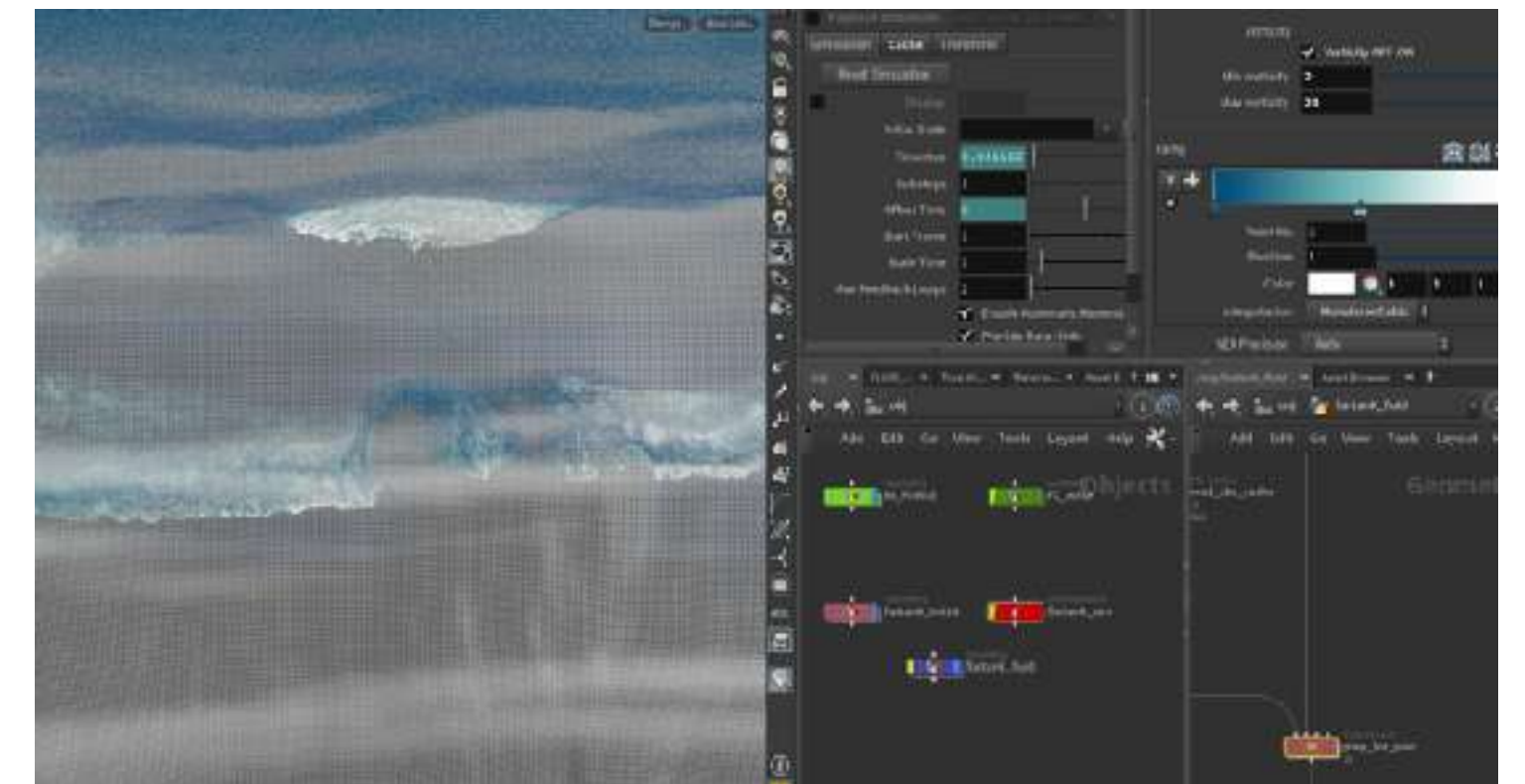
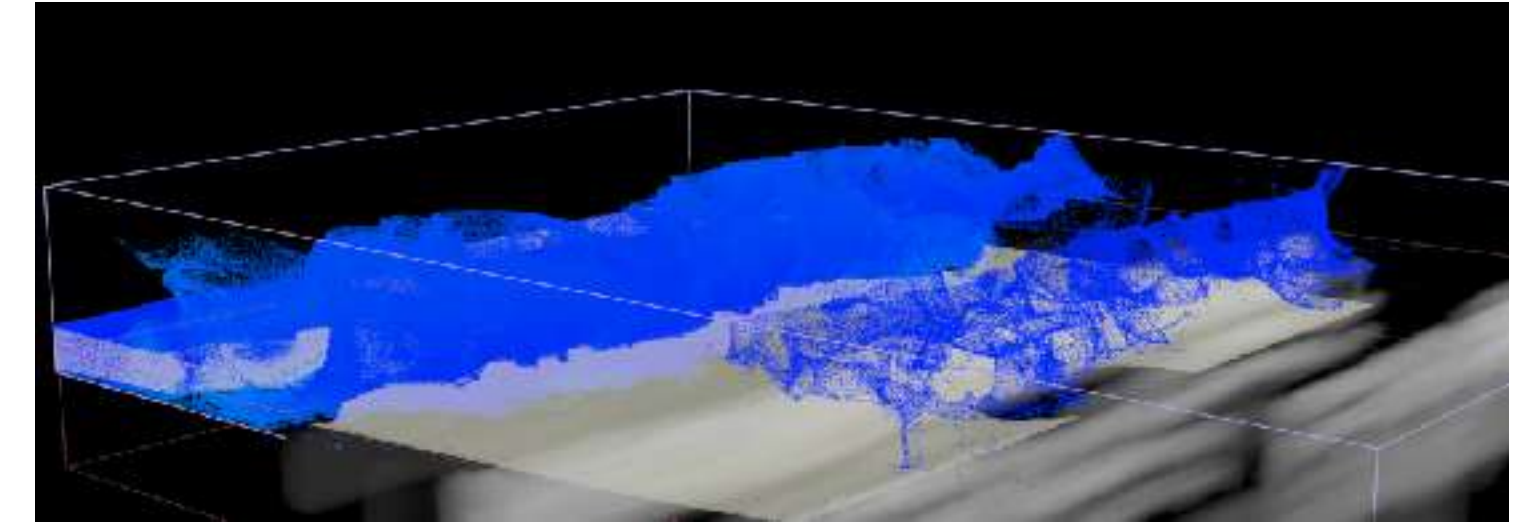
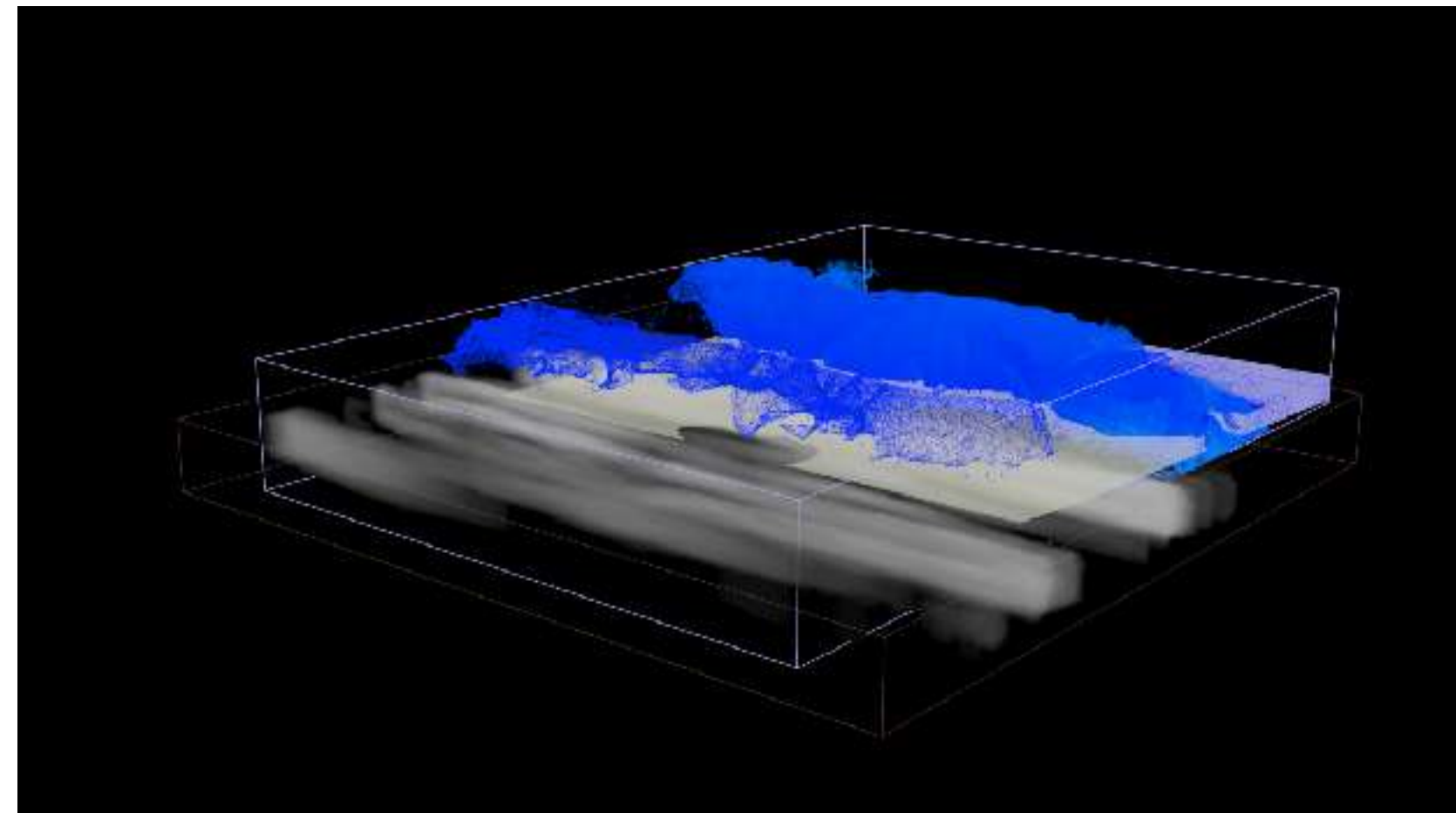
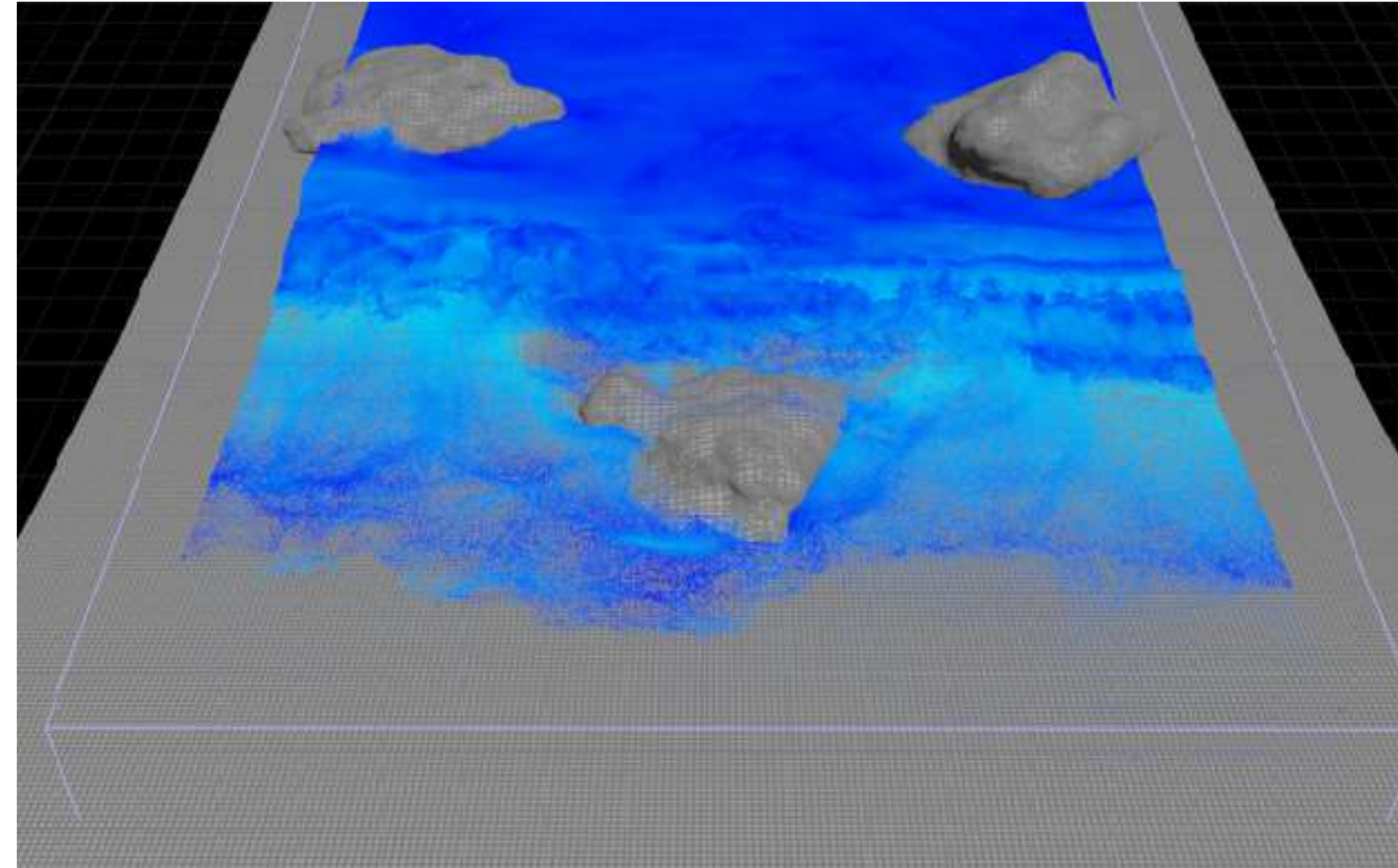
Reference



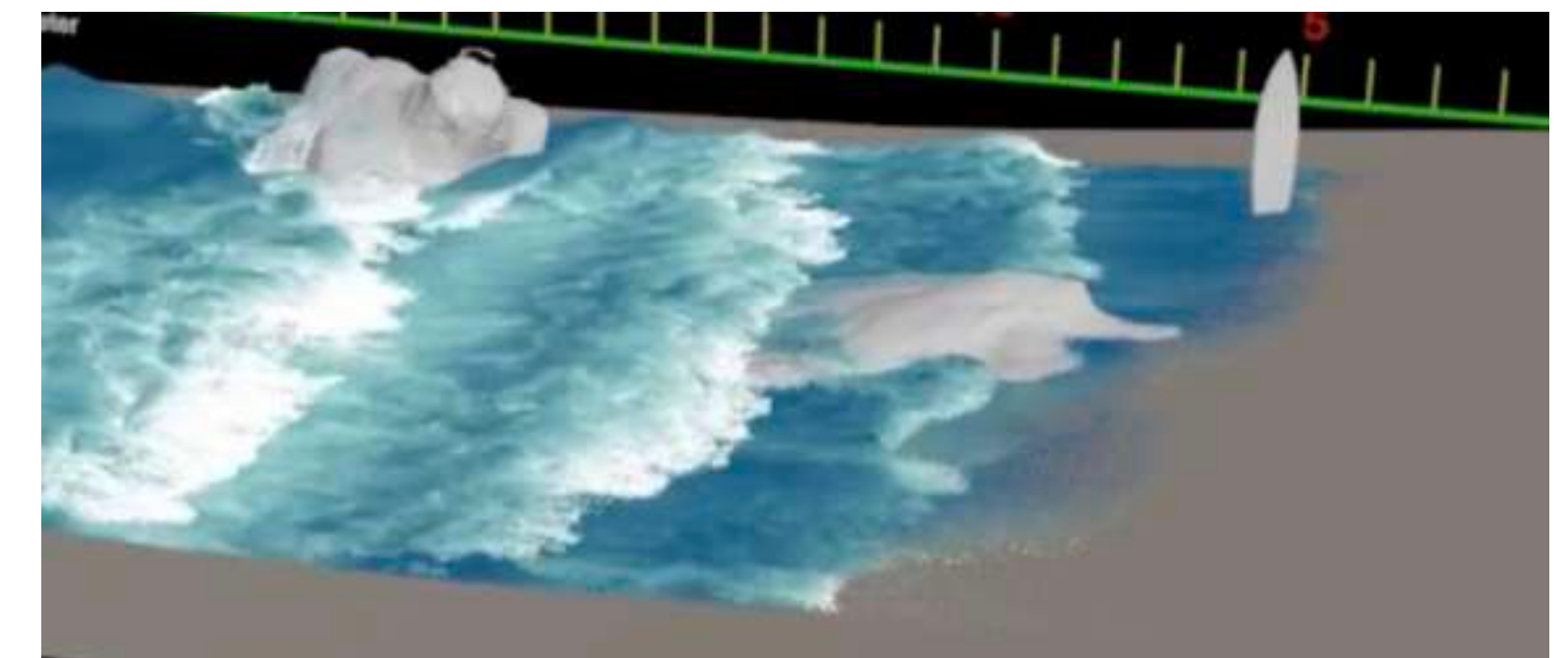
Workflow in Houdini

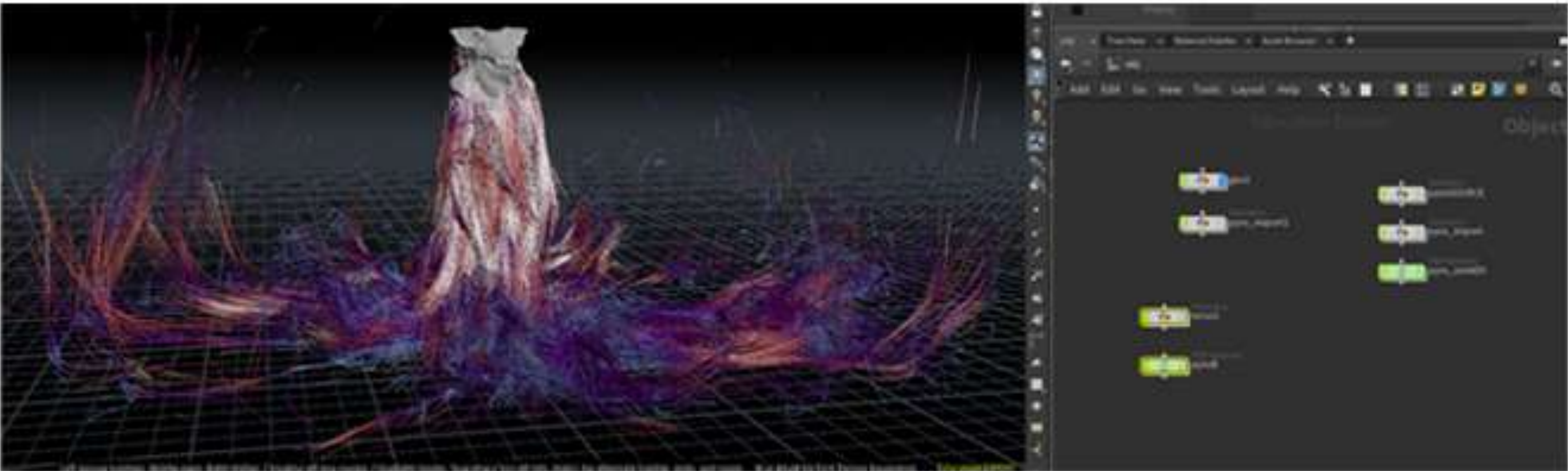


Progress



Rander test



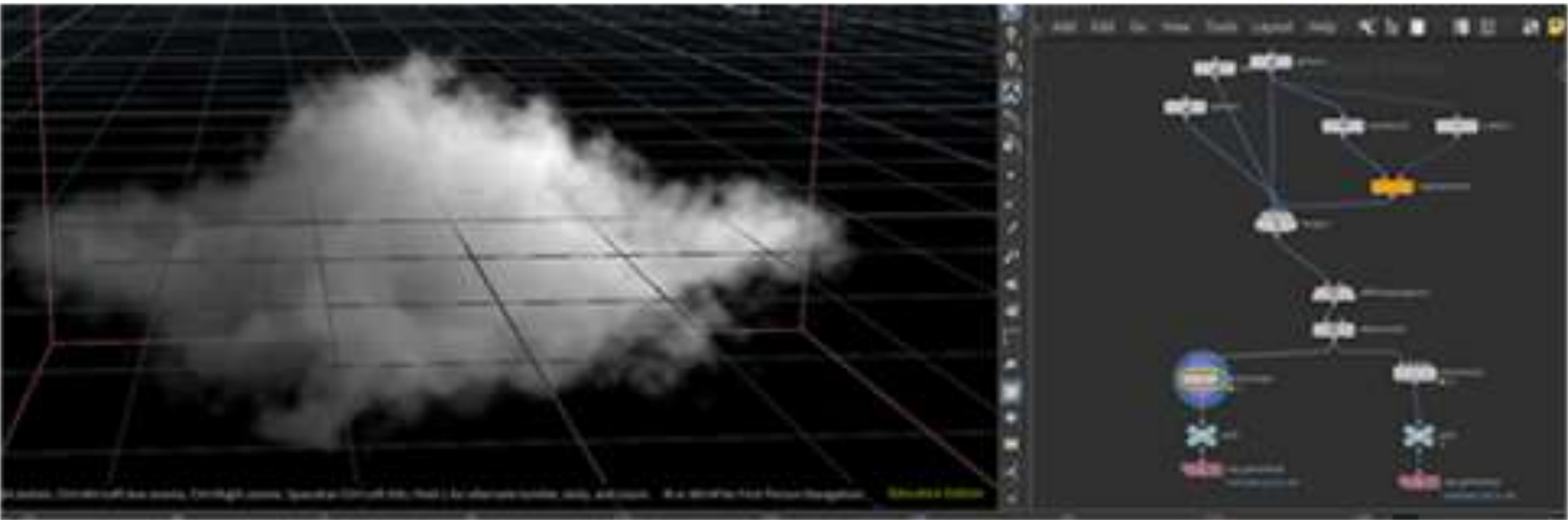


Progress

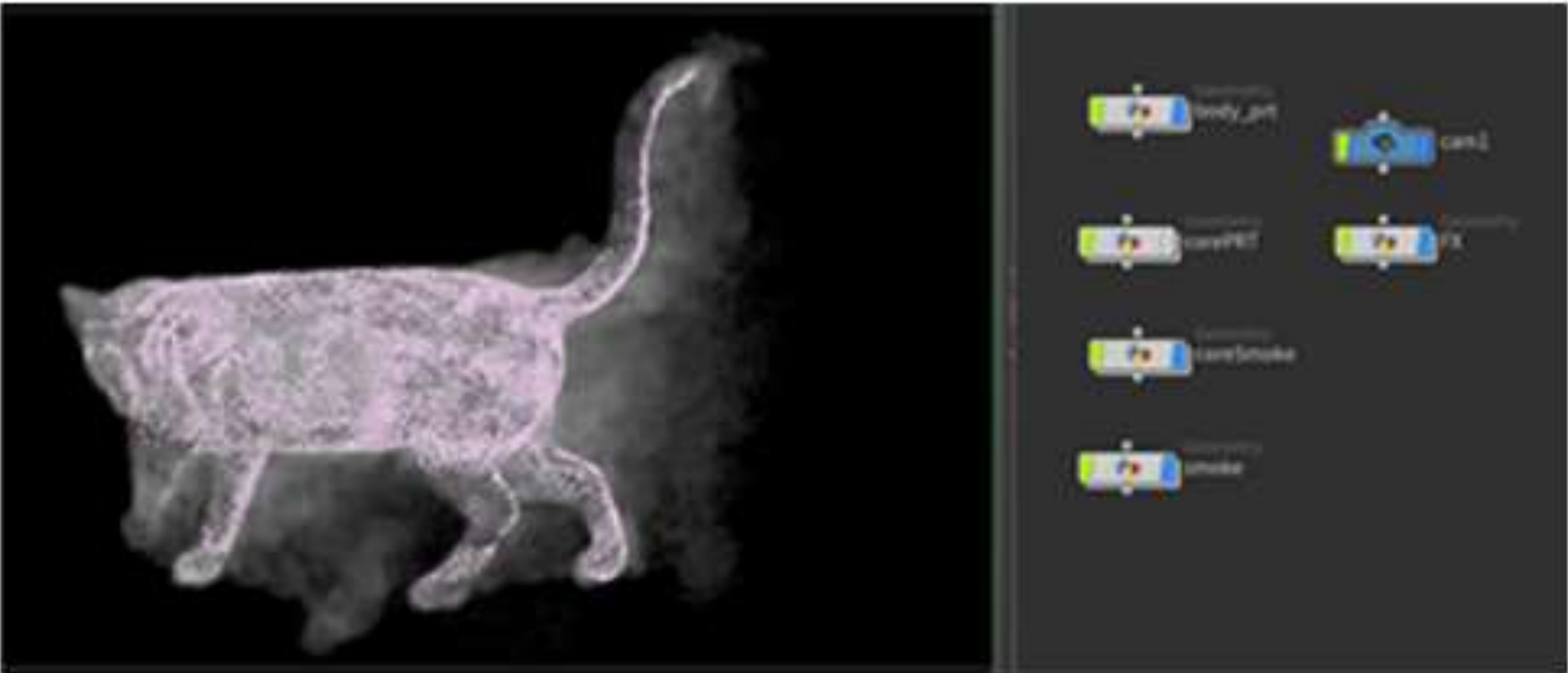
Yoga sothoth body effects(bottom)



Reference

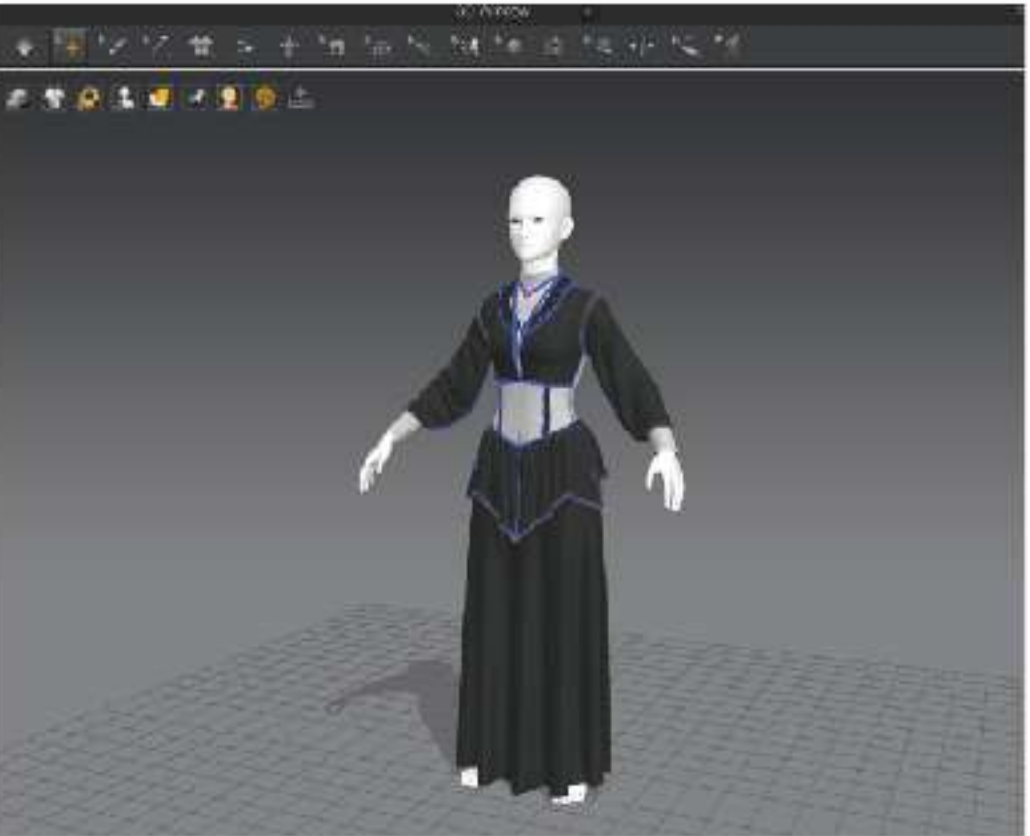


Fog Dissipation Effect



Animation effects composed of particles and volumes
(Tested with cats)

Character



Shot_12



AI Planting to model



Reference



Shot_11



Software used



Reference



A misty landscape with a path leading into the distance. The path is flanked by trees and a fence. The sky is overcast and the overall atmosphere is hazy.

Thanks!