



COSMIC



ECHOS

In the abyss of space, an inquisitive pilot seeks answers when her ship chances upon an impossible doorway into a black hole but only discovers that she must escape the monstrosity lurking within.





Research and Research Potential

Black Holes and Science Theory

H.P. Lovecraft Mythos

Cassette Futurism Aesthetic

1980's Science Fiction (Games, Film and Music)

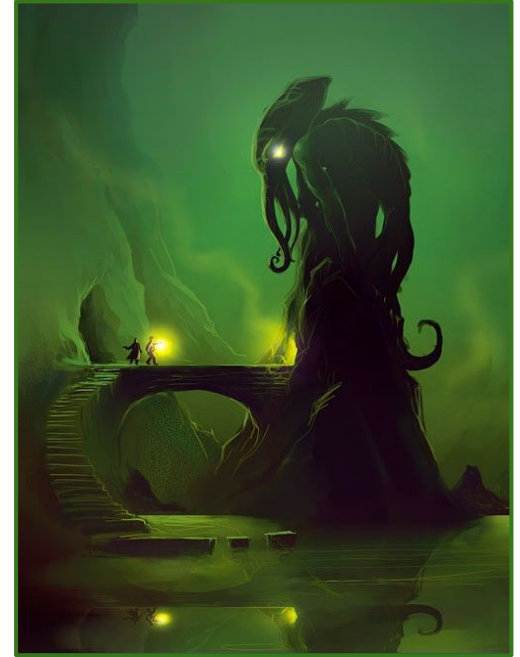
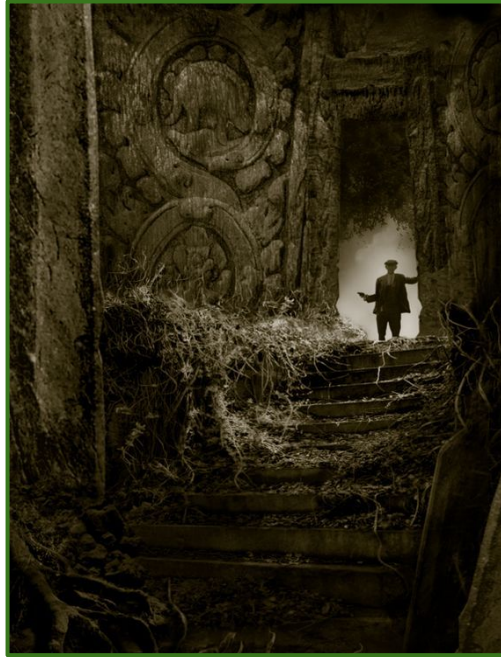
Black Holes

- Black Holes and Time Distortions?
- Cause and effect based animation?
- E.g. An audio cue at the end of the animation causes the character to investigate the sound they will later be causing?
- The Event Horizon

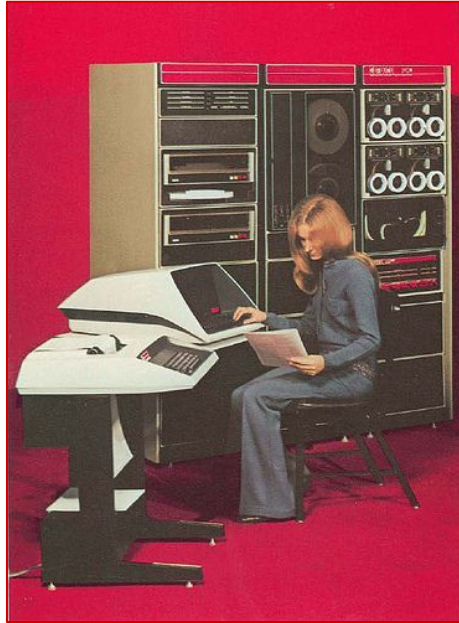
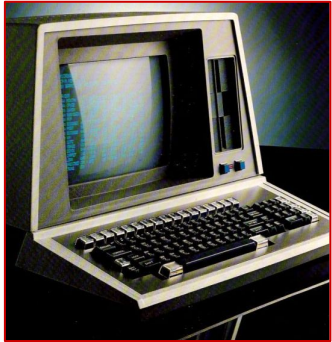
*"In general relativity, an event horizon is a region in spacetime beyond which events **cannot** affect an outside observer."*



H.P. Lovecraft



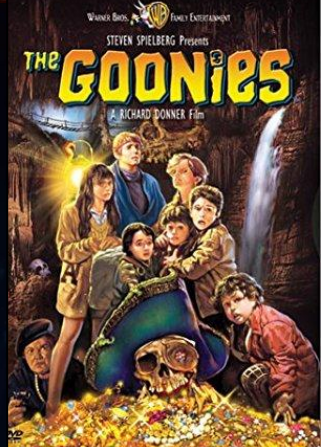
Cassette Futurism



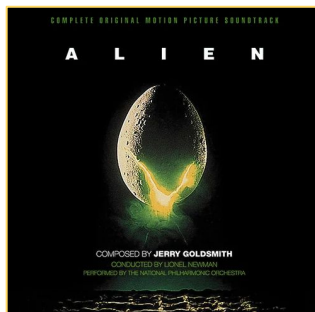
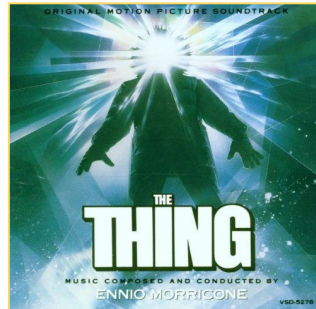
Film & Television

- Alien (1979)
 - The Shining (1980)
 - The Thing (1982)
 - The Goonies (1985)
 - Stranger Things (2016)

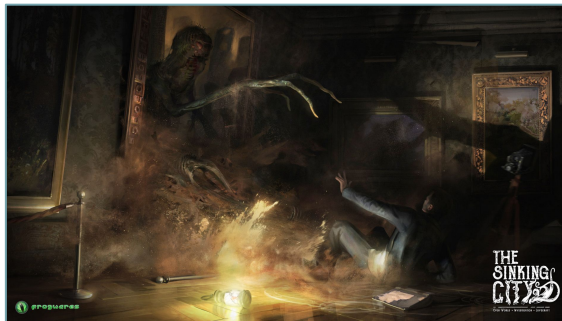
 - Christopher Vogler - The Writer's Journey
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Music



Games



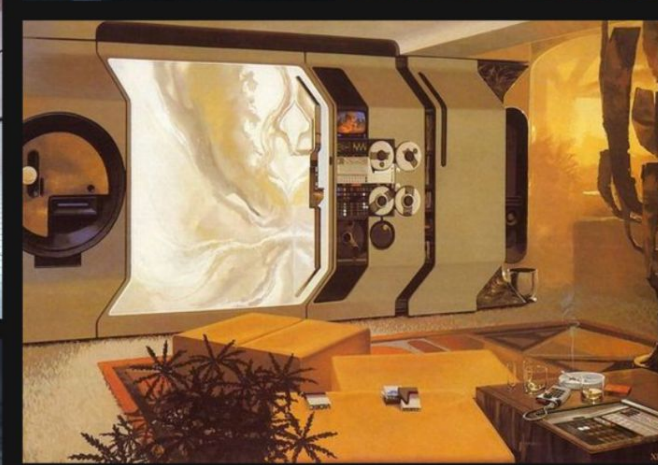
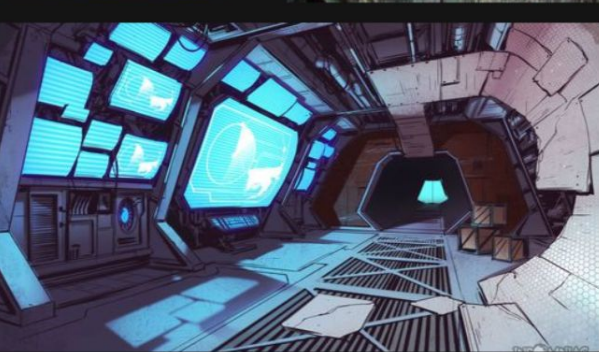
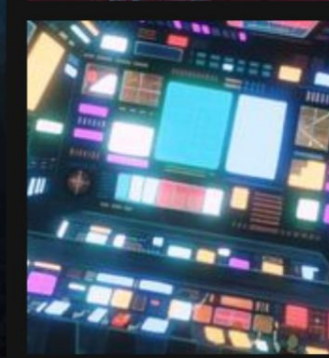
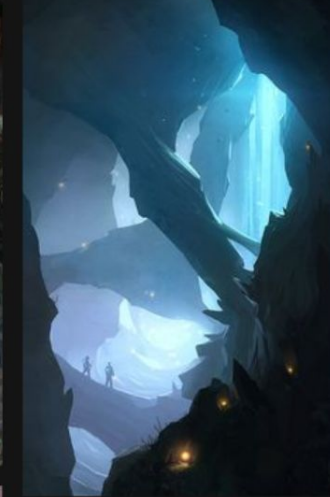


Artistic Ambition

Character and Environment Design

Cinematography

Lighting



Character References

- Simple exaggerated shapes
- Realistic texturing
- Modelled hair with hair cards for realism
- Jinx by Katie Desousa



Character Design

- 80's inspired clothing
- Asian ethnicity
- Exaggerated hourglass body shape
- Bold colour scheme with complimentary colour accents



Alien References

- *Cthulhu* inspired alien
- Octopus/humanoid hybrid
- Realistic textures and earthy tones
- Bulky shapes
- Style by Brad Rigney



Alien Design

- Bulky top heavy design
- Torso supported by multiple muscle groups to create negative space
- Earthy tones to contrast with the sci-fi environment



Environment References

- The Sinking City - reference of environmental change in the scene (below), as well as being used as reference for the monsters lair
 - Alien Isolation - reference for *cassette futurism* used as a game style (top).
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Mood



- Use of cinematography and lighting to suggest isolation, a sense of unease and to create a gloomy atmosphere.
- Derek Vanlint
- Dean Cundey
- Roger Deakins



Technical/Innovation Potential - Motion Capture

- Single humanoid character
- Range of walk and run cycles which might profit from being motion captured
- Use of motion capture data as a base and stylise it
- Access to motion capture equipment as well as the Rokoko suit
- This process will speed up the animation section of the project



Technical/Innovation Potential - Realtime Rendering in Unity

- Previous experience in realtime rendering in unity
- Allows us to push ourselves further in terms of visuals without being confined to render times
- Improved VFX capabilities, drag and drop without rendering simulations and having to do massive amounts of compositing
- Possible setbacks could be the sacrifice of detail however since unity can deal with high poly meshes and 4k textures we can deal with this adequately



Planning & Team Management

Team roles:

- Phoebe - Creative Director, Animation, Compositing
- Jakub - Creative Director, Character Design, Character Creation
- John - Environment Creation
- Jack - Technical Director, VFX, Lighting

