PROJECT
UNREAL ENGINE

LOST MEMORIES

UE5 PROJECT
(landscape&cabin)

This project revolves around a story about lost memories and nightmares, the events of which are both terrifying and fleeting, like raindrops. This is a rough cringe background storydraft I came up with at 3pm, little bit silly, and inspired i always lose memory after drunk these days, bad feelings btw.

Software used

1.
THE INSPIRATION

To let the visual scene have more reasonable and stronger connection, I wrote a horror style story, and it refer some films like It(2019), The Lighthouse(2019), video games like Alan Wake 2, these stories all told people went some strange place and lose their mind and died finally. I want this story has a sad but realistic core, and with cult vibe.





3.

PREFERENCE OF CABIN AND LANDSCAPE

I referenced some Gothic cathedrals and some eerie old houses as the design basis for my cabin. For the terrain and mountains, I drew inspiration from rugged and bizarre peaks. Furthermore, I wanted to create a nightmare-like concept that devours souls and bodies, so I referenced bloodlines for the shape of the river.





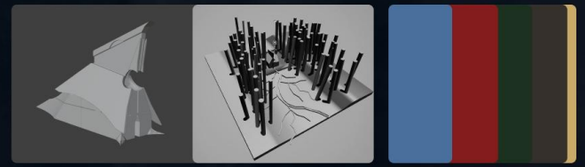


4.

SKETCH, BLOCKS & TONE SELECTION

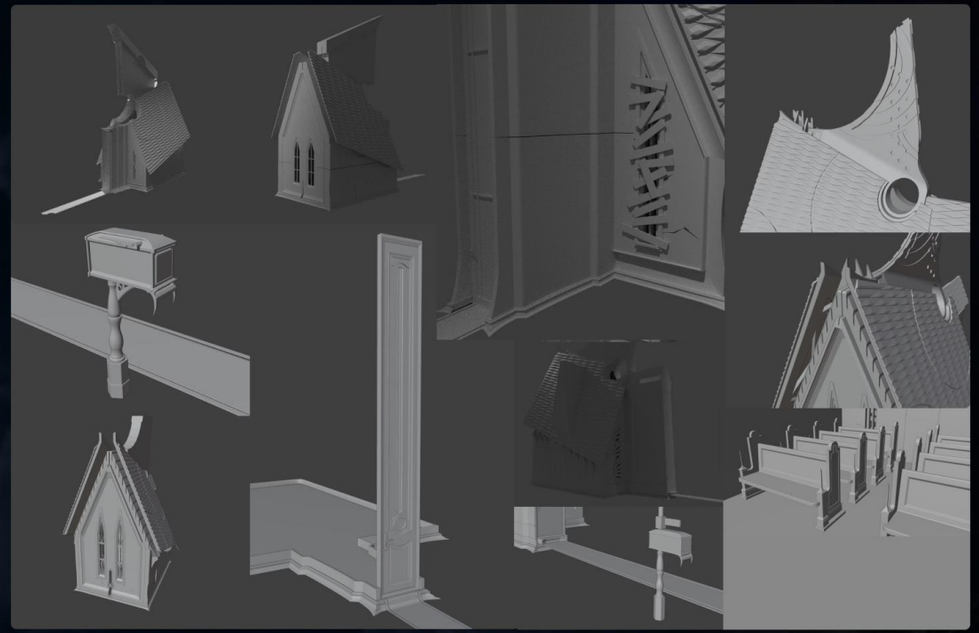
I chose dark tone colors to create the atmosphere and emvironment.



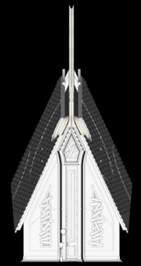
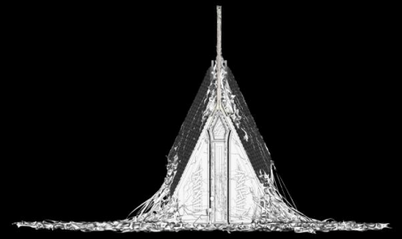
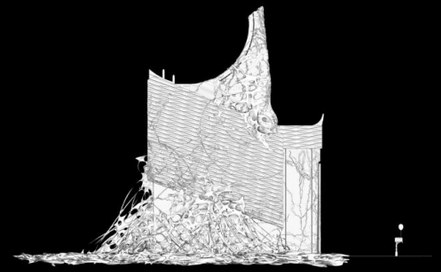
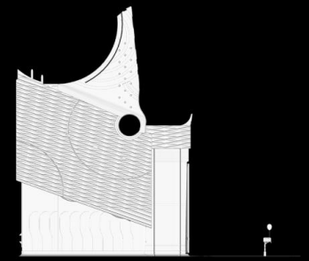


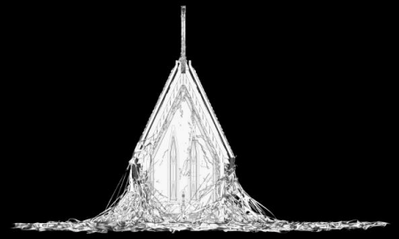
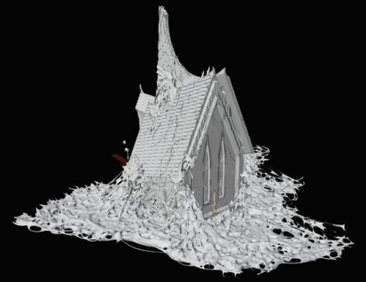
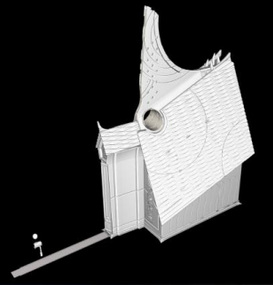
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THE PROCESS



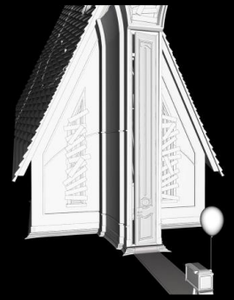
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VIEWS OF FINAL MODEL

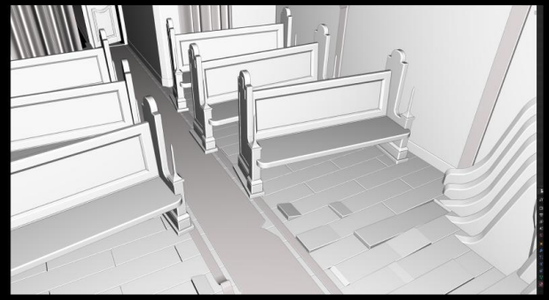





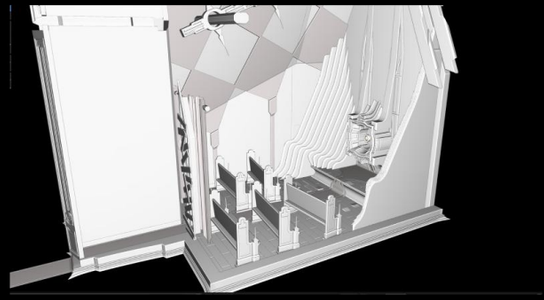




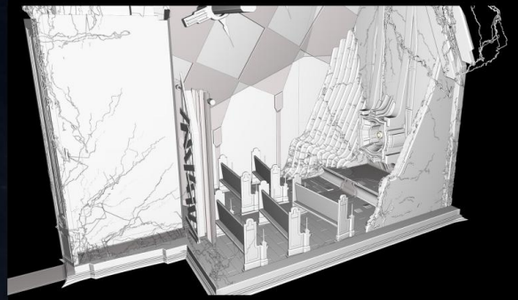
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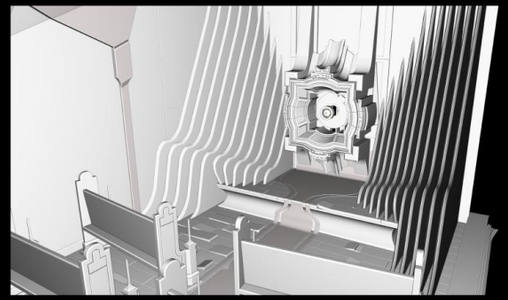
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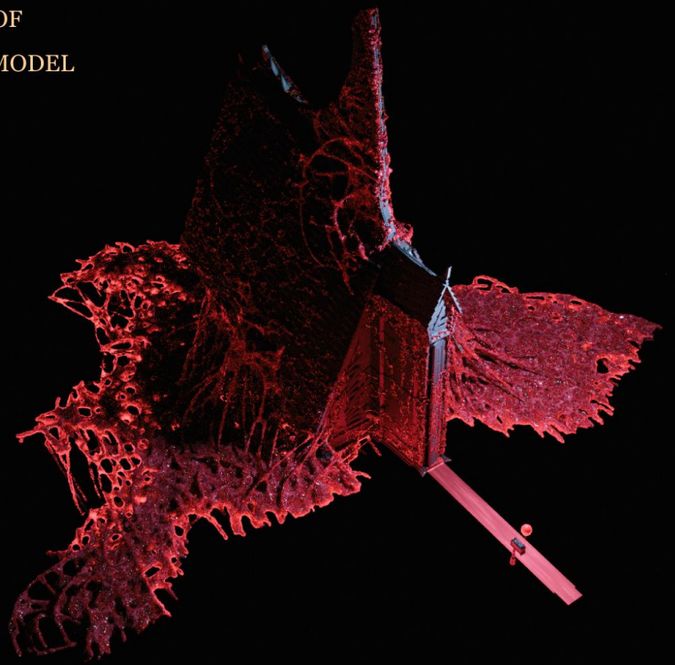


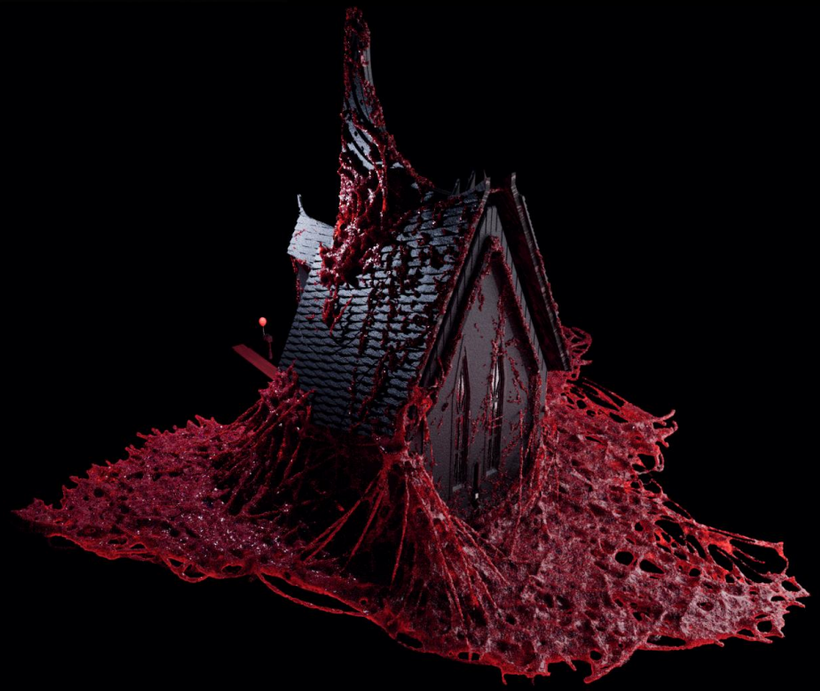


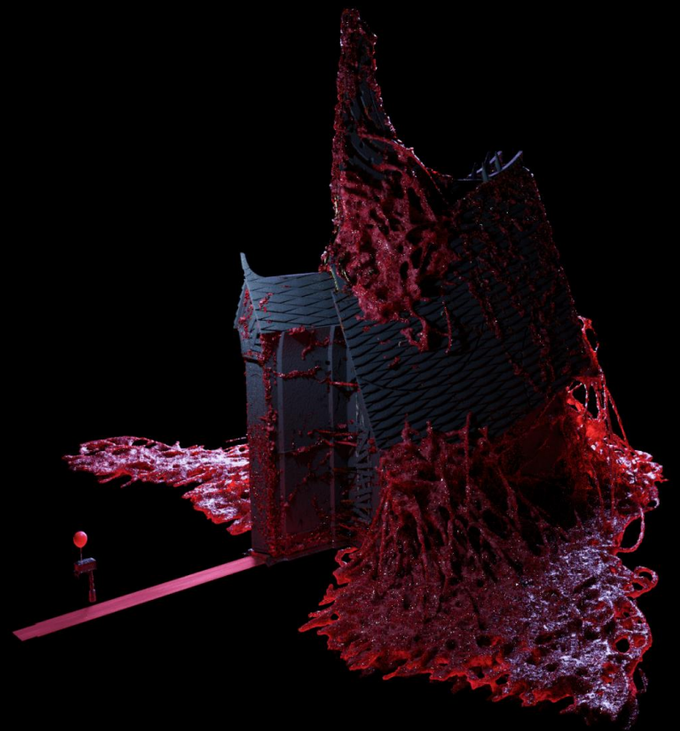


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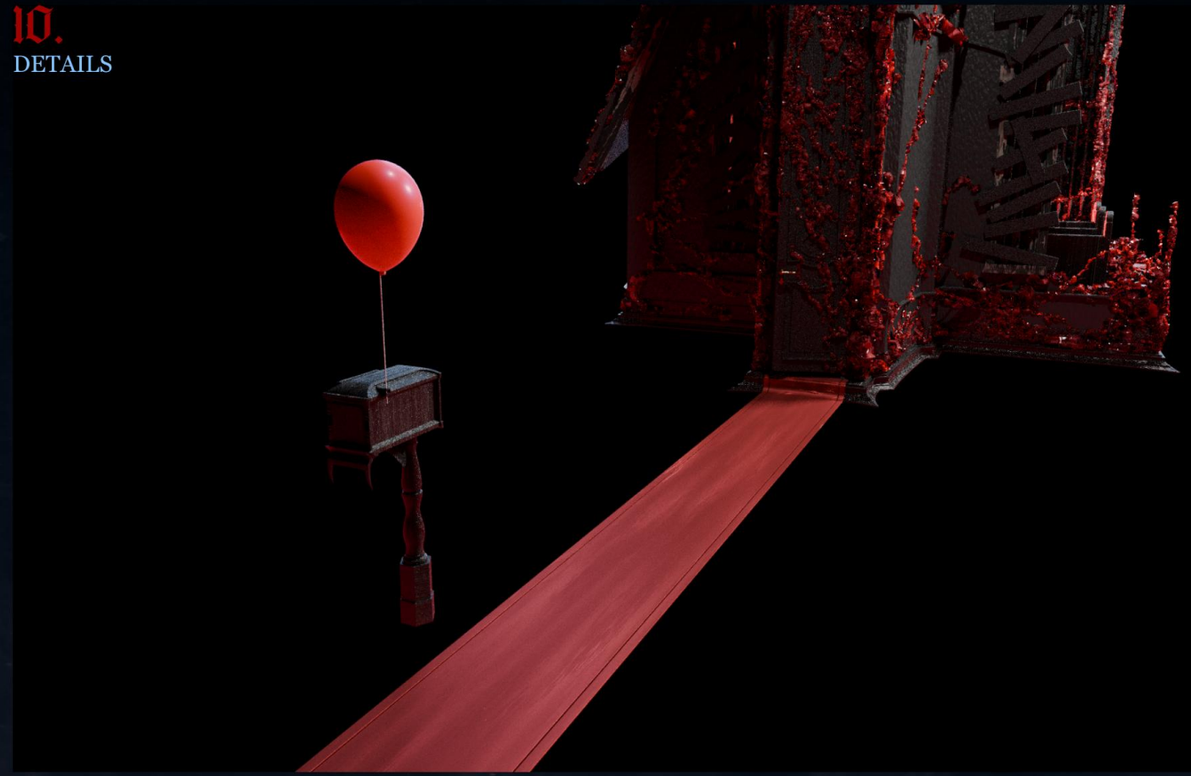
VIEWS OF FINAL CABIN MODEL







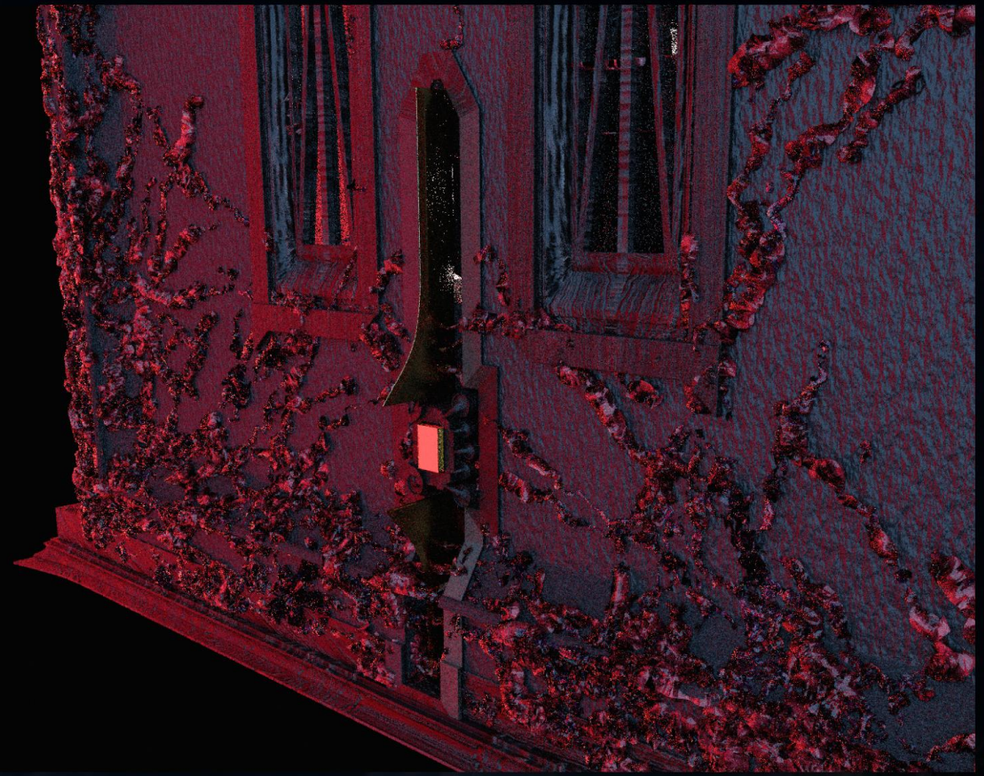
10.
DETAILS



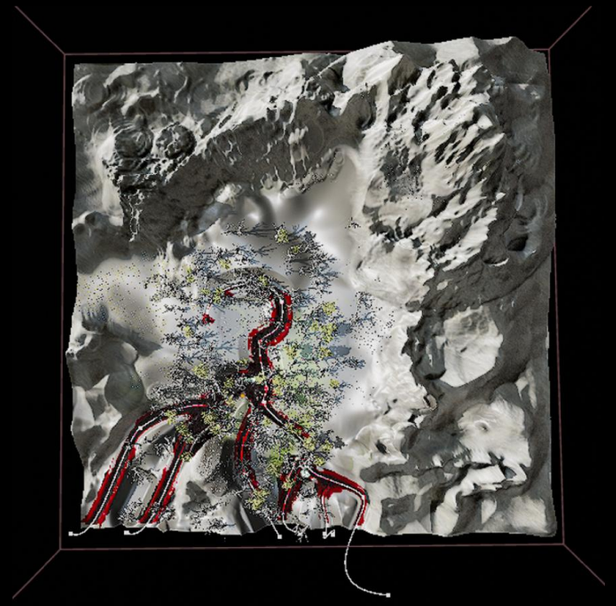


II.
STRUCTURE





12.
LANDSCAPE





13.

FINAL
RENDERING



13.

FINAL RENDERING



13.

FINAL RENDERING



13.

FINAL RENDERING



14.

FINAL
LANSCAPE



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