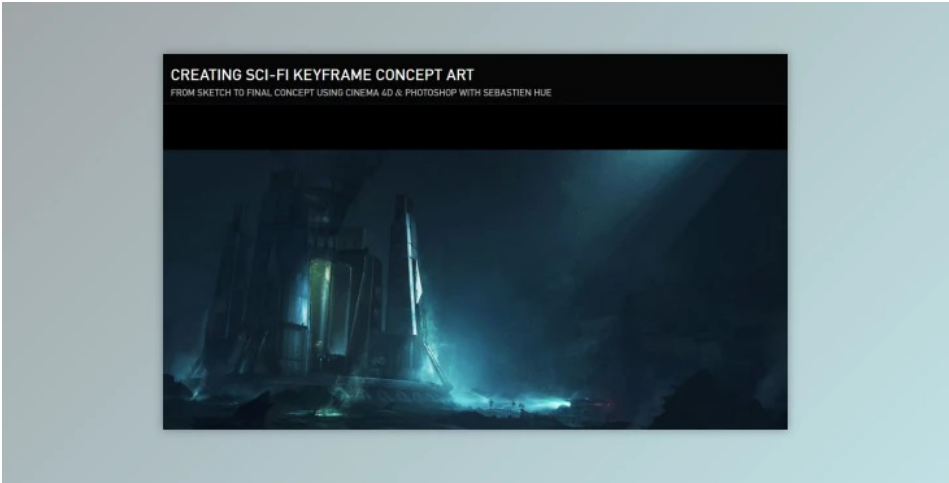




The Gnomon Workshop – Creating Sci-Fi Keyframe Concept Art with Sebastien Hue

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Creating Sci-Fi Keyframe Concept Art: If you're tasked with creating keyframe concept artwork for the department of art in an upcoming feature movie or game, you will likely have to bring the Scene to life swiftly and with realistic outcomes. Sebastien Hue works as a Concept Illustrator, with credits that include Call of Duty: Infinite Warfare, who reveals his entire workflow over 5 hours, from coming up with the initial concept to creating an establishing scene that is worthy of being included in a sci-fi feature or game-related.

This presentation outlines Sebastien's complete process for designing keyframe concept art. It concentrates on the efficiency of his process throughout. Sebastien will explain how Cinema 4D can be used in conjunction with Photoshop to help speed up the design process and achieve cinematic outcomes. A basic understanding of Photoshop is suggested, as this tutorial follows an intermediate approach. Still, it focuses on exploring the art of creating and teaches the basics of design, composition, lighting, mood, and industrial design. Although Cinema 4D will be Sebastien's preferred 3D program, any 3D program could be utilized to learn.

CHAPTER LIST:

- Preview
- Establishing Shots
- Thumbnailing & Brainstorming
- Researching Reactors
- Line Sketching Reactors
- Modeling for Keyframe Concept Art
- Establishing the Scene in 3D
- Inspiring the Scene with Quixel
- Rendering Passes for Cinema 4D
- Removing the Perfection of 3D
- Texturing photos using photos
- Adding Details to Characters & Vehicles
- The Final Cinematic Keyframe Concept Art



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