The Gnomon Workshop – Creating a Monolithic City in Unreal Engine 5

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The Gnomon Workshop – Creating a Monolithic City in Unreal Engine 5: Learn the entire cinematic scene process in this thorough workshop led by senior environment generalist Jianfeng Li (Allan). This comprehensive tutorial explains the entire process, from collecting references to creating concept sketches to creating the grand scale of an environment using Unreal Engine.

This workshop is tailored for intermediate-to-advanced artists with a basic understanding of various tools such as Maya, Houdini, Gaea, SpeedTree, Substance Painter, ZBrush, Unreal Engine, Photoshop, and Nuke. While the workshop is designed to give a comprehensive overview of the process of creating assets and finalization, specific details will not be explained step-by-step, so a basic understanding of the tools utilized in the course is suggested.

How to learn to build a real environment?

A course titled "Creating a Monolithic City" focuses on the process of designing, modeling, and texturing a detailed cityscape.

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of The Gnomon Workshop – Creating a Monolithic City in Unreal Engine 5

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In the course, you'll gain valuable insights into the fine art of CG environments by creating assets scenes, scene assembly, fundamental techniques for matte painting, and compositing your final cinematic film.

The highlight of this class is the presentation of methods and insights in the field of VFX, which Allan cleverly incorporates into his method of creating cinematic animated sequences in Unreal Engine. After completing the course, you can design more realistic and immersive environments using Unreal Engine, setting you up for success with future projects.

In this course, Allan uses assets and plugins from PolyHaven and The Greeble Generator by SideFX, Psyop's Cryptomatte tool on GitHub, and resources from Mixamo.

CHAPTER LIST:

- 00. Preview
- 01. Introduction of Workflow, References & Concept Creation
- 02. Blocking Out using Maya and Assets Breakdown
- 03. The Terrain Base Model is created using Houdini
- 04. Add details to Terrain Assets Gaea
- 05. Finalizing Terrain Models using Houdini
- 06. Create Vegetation using SpeedTree
- 07. Hard Surface Modeling using Maya
- 08. Modeling Ground Entrances with Maya & Houdini
- 09. Vehicle Sculpting & Assets Publishing

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What is The Gnomon Workshop – Creating a Monolithic City in Unreal Engine 5?

The workshop "Creating a Monolithic City in Unreal Engine 5" led by senior environment generalist Jianfeng Li (Allan), is a comprehensive tutorial that delves into the cinematic scene creation process. Tailored for intermediate-to-advanced artists with a foundational understanding of tools like Maya, Houdini, Gaea, SpeedTree, Substance Painter, ZBrush, Unreal Engine, Photoshop, and Nuke, the workshop provides valuable insights into CG environments.

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