The Gnomon Workshop – Real Time Character Environment Lighting

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The Gnomon Workshop – Real Time Character Environment Lighting: Embark on a journey to master cinematic character and environment lighting with this comprehensive workshop conducted entirely in Unreal Engine 5. Tailored for intermediate to advanced-level artists and those eager to delve into lighting techniques within Unreal Engine 5, this workshop explores principles and methodologies essential for crafting immersive games and cinematics.

The workshop commences with in-depth lessons on character lighting, gradually transitioning to Unreal Engine settings and broader environment lighting concepts. Through the breakdown of three distinct shots, participants will tackle various challenges, including representing scenes at different times of the day and mastering interior versus exterior lighting dynamics.

Additionally, participants will gain insights into environment storytelling from a lighting perspective, leveraging lighting to enhance scenes and game levels effectively. Colour correction techniques using Unreal Engine's post-processing tool will also be covered, focusing on understanding the underlying colour theory pivotal in environment design.

As the workshop draws to a close, participants will glean invaluable tips on collaborating as part of a team and best practices for handling high-profile professional projects as a lighting artist. Furthermore, Eric shares insights on crafting a compelling portfolio tailored to showcase professional lighting expertise.

Utilizing assets from BigMediumSmall, specifically the Post-Apocalyptic pack, participants will receive hands-on guidance and practical knowledge for elevating their lighting skills to new heights.

Chapter List:

- Preview
- Gathering References
- Foundations of 3-Point Lighting
- Daytime Shot
- Interior Shot
- Nighttime Shot
- In Summary