



Curso de
**Iluminación de
Escenarios para
Videojuegos**



Narrativa Visual

TIEMPO





THE
WITCHER
WILD HUNT

Michał Janiszewski

 CD PROJEKT RED



MAFIA III
CONCEPT ART



Zak Oliver

NAUGHTY DOG

UNCHARTED 4
A Thief's End







LUGAR





THE ORDER
1886



4K images are from PS4 Pro. 4K display device required to view in 4K.

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HISTORIA









IDENTIDAD













Definiendo el mood del entorno: Tono y Color

RUEDA CROMÁTICA (Luminosidad)



HUE



SATURATION



VALUE



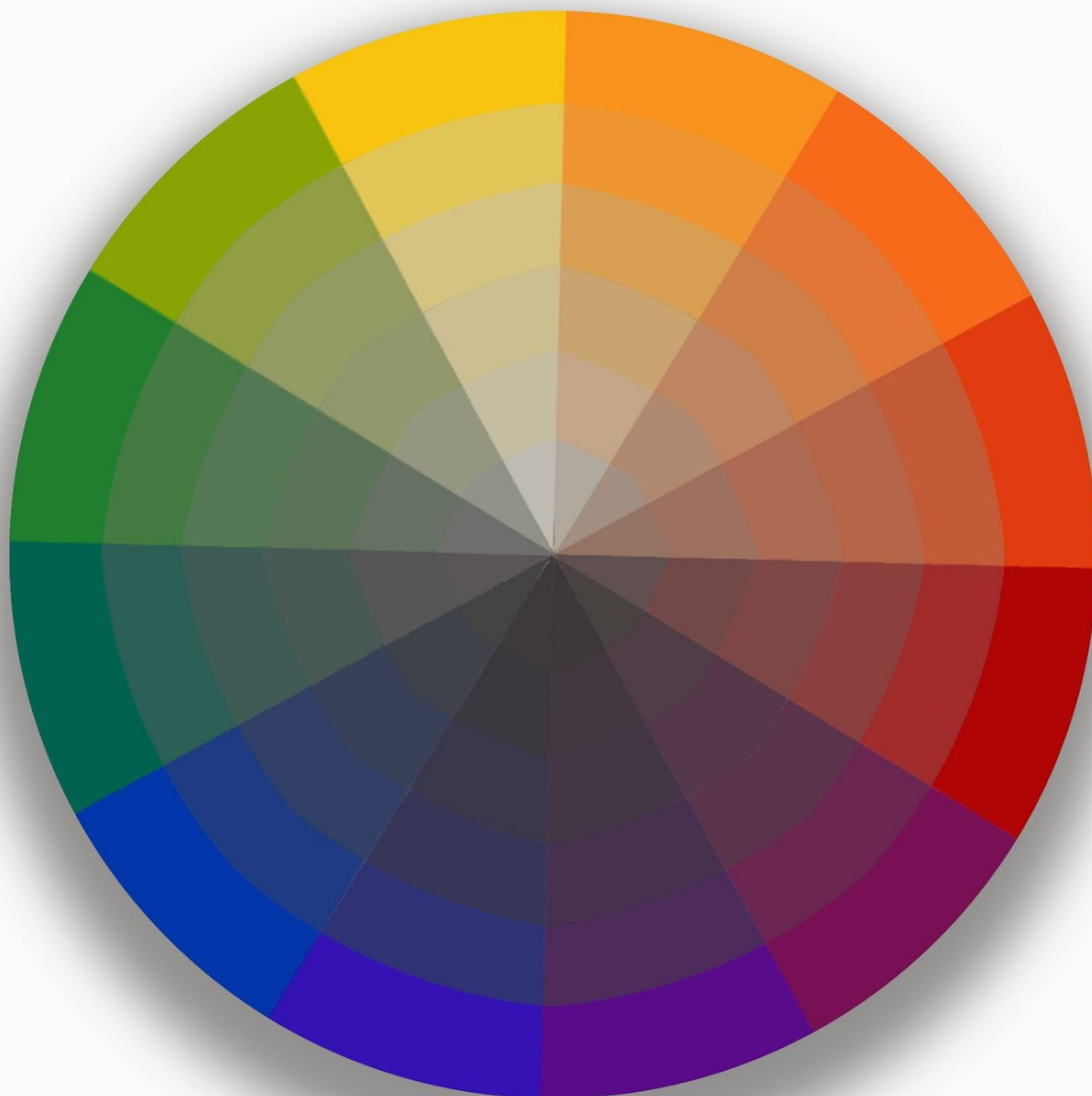




DUELSI

RUEDA CROMÁTICA (Saturación)



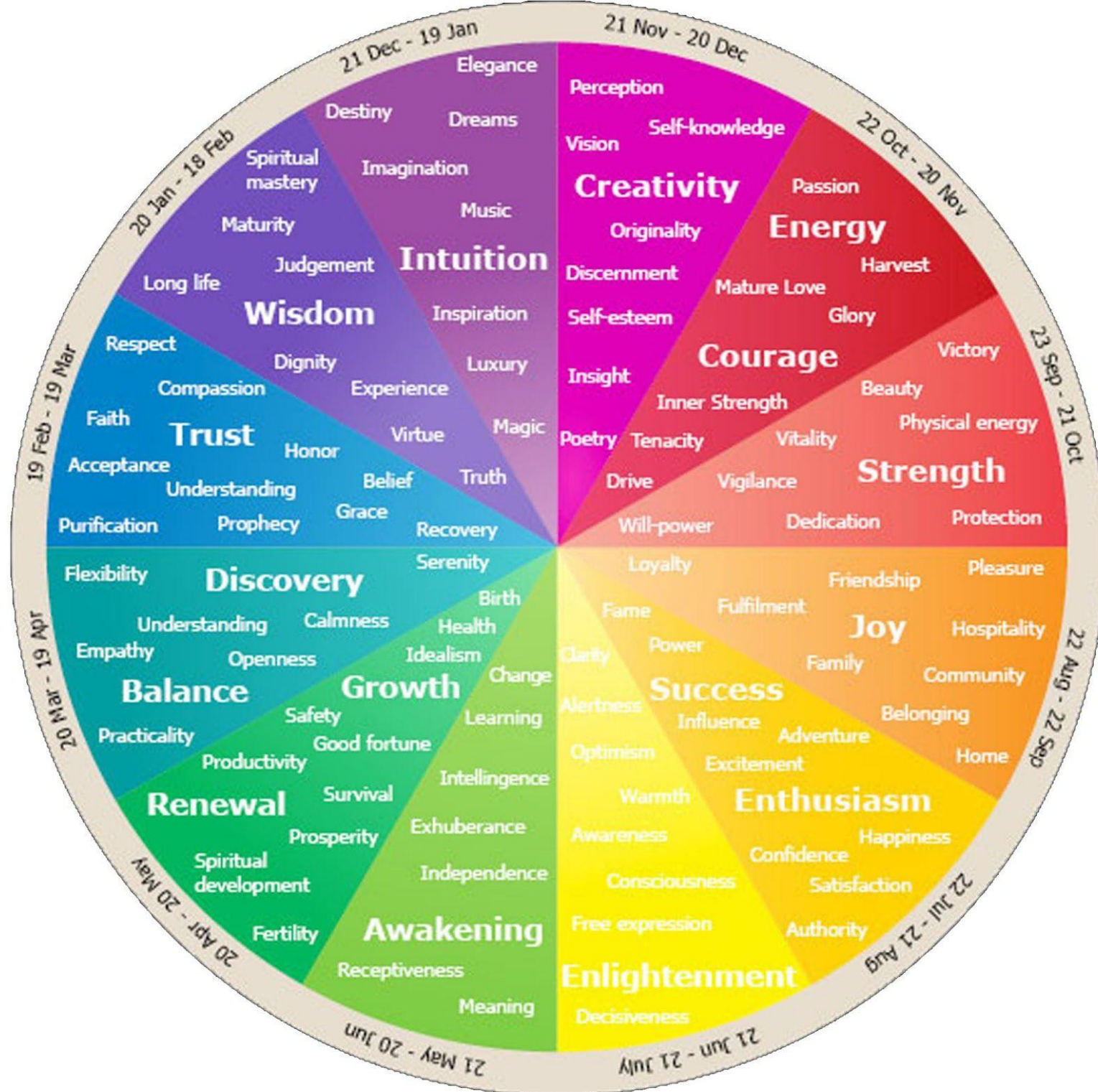






PERCEPCIÓN/EMOCIÓN



















Dirección: Luz y Set Dressing

CAUSA Y EFECTO





UNKNOWN CALLER

Proceed through the Communications Dept.

EXECUTIVE / MAIL ROOM









DIRECCIÓN Y FOCO



♥ 125
+ 02

LVL
10

LVL
10



FIND THE EMBERS

Ask Troy to help you find Jade ○

DYING LIGHT
IN-GAME FOOTAGE

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Devil May Cry 5

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+ 00

25

LVL
3

LVL
2



AIRDROP

Avoid Volatiles and return to the  Tower



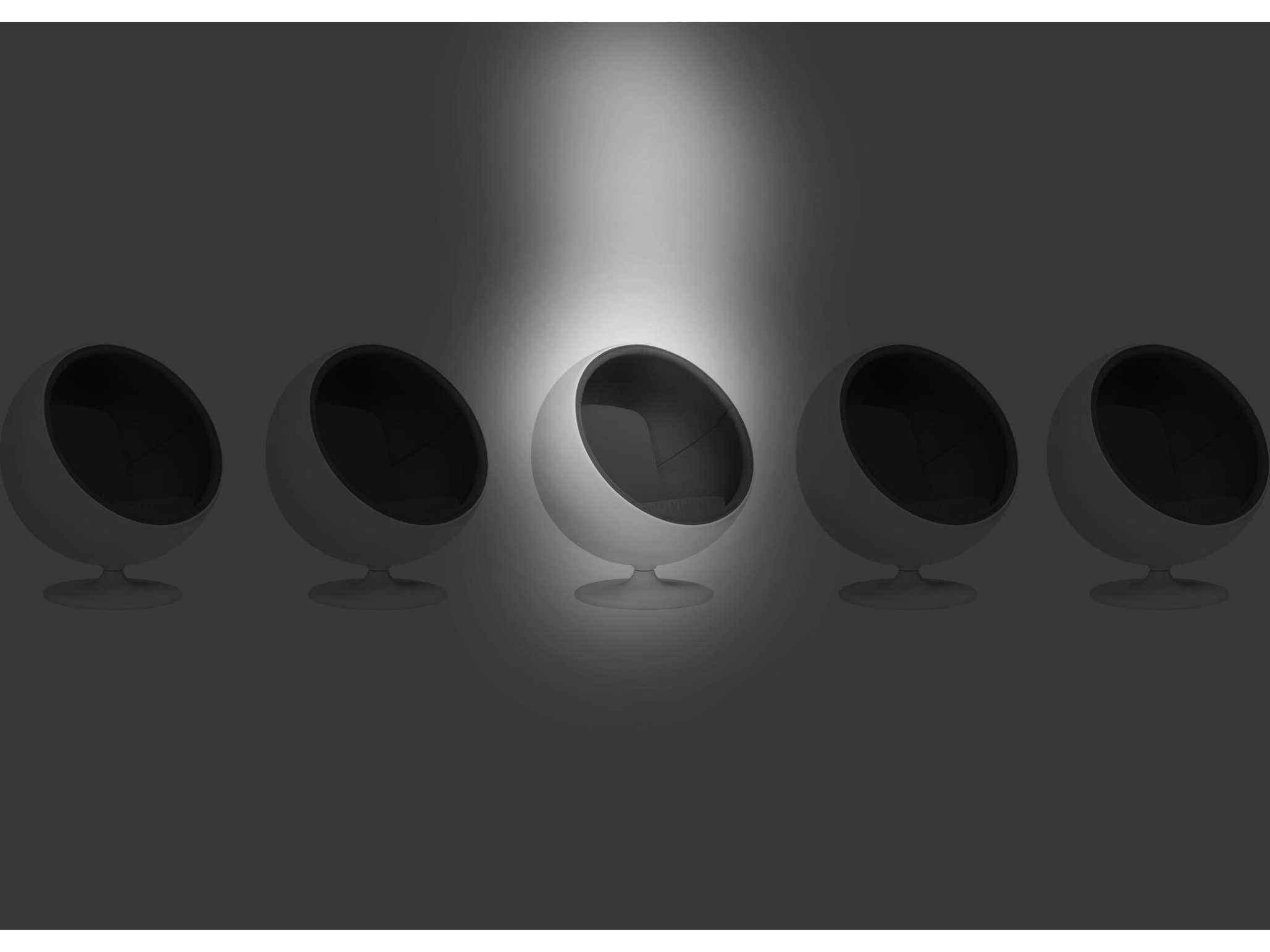


Composición





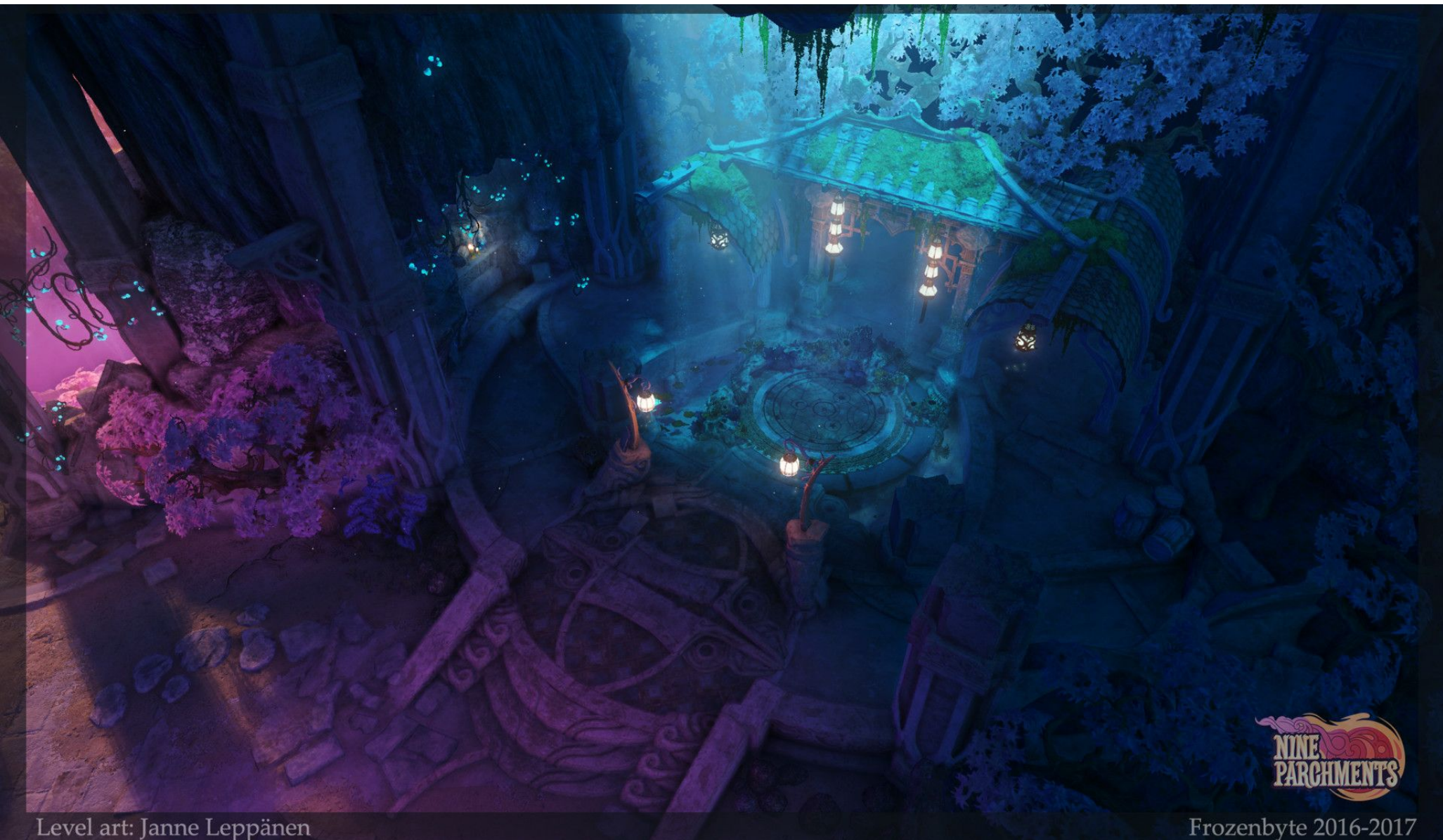




PUNTO FOCAL







Level art: Janne Leppänen

Frozenbyte 2016-2017





ESTRUCTURA



Regla de tercios





Autor: Ismael Inceoglu

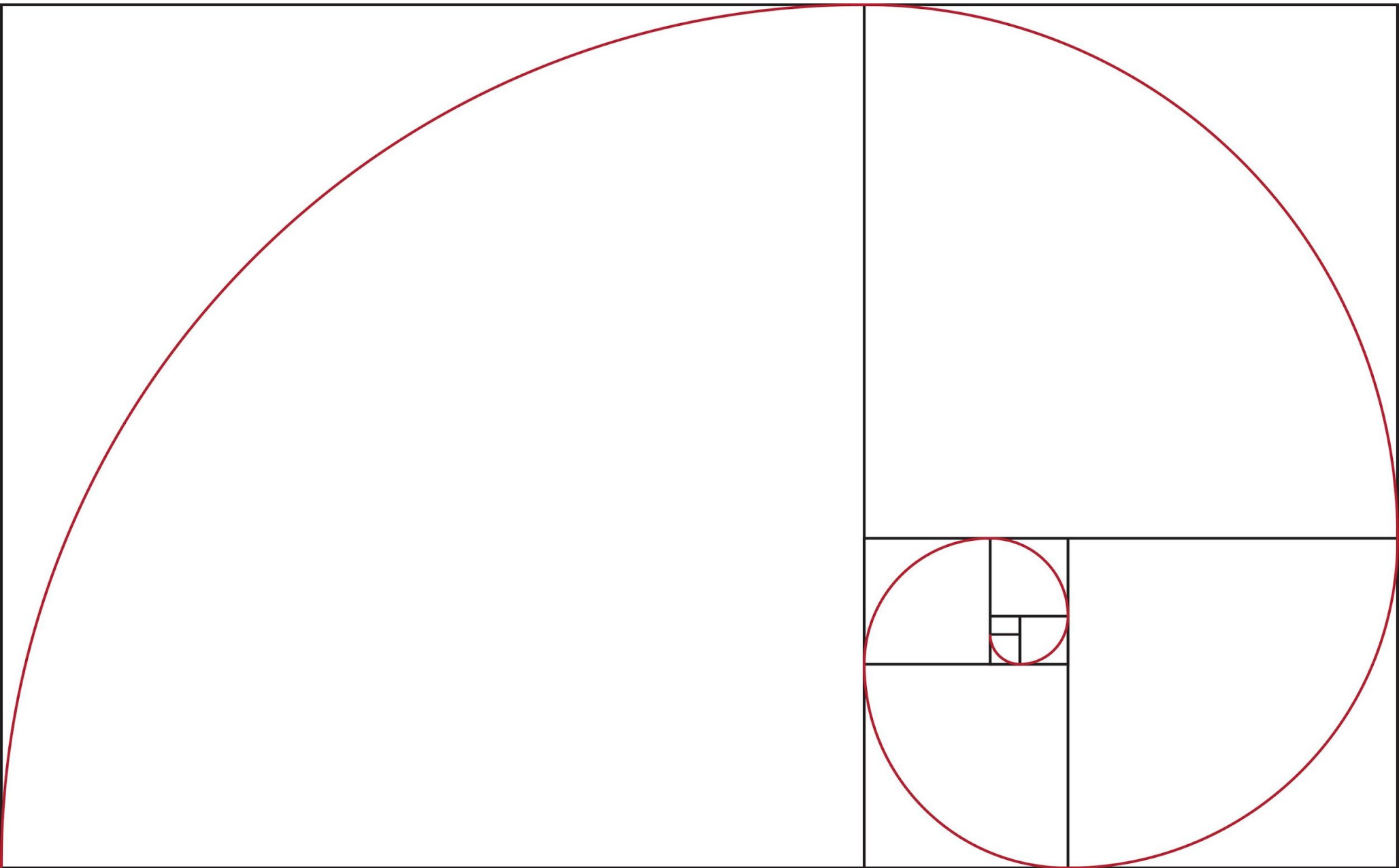


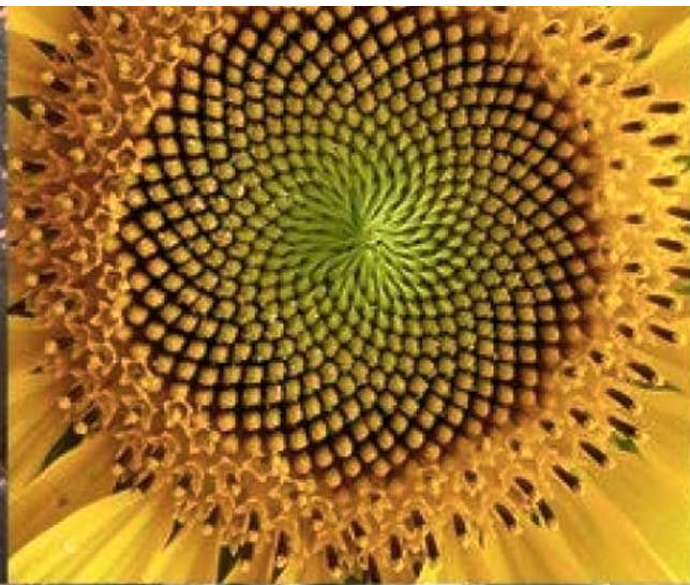
Autor: Ismael Inceoglu

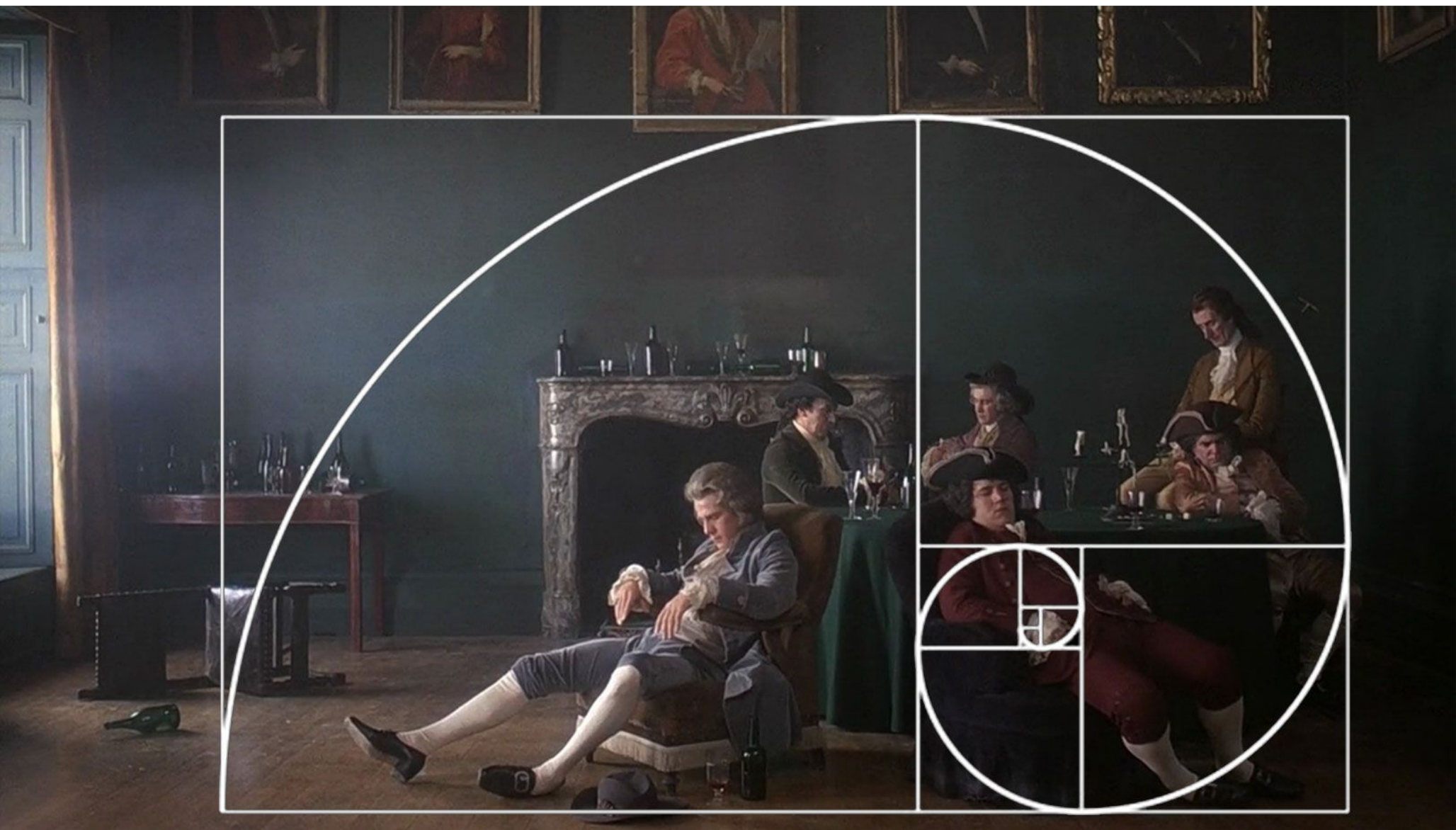


Proporción Áurea





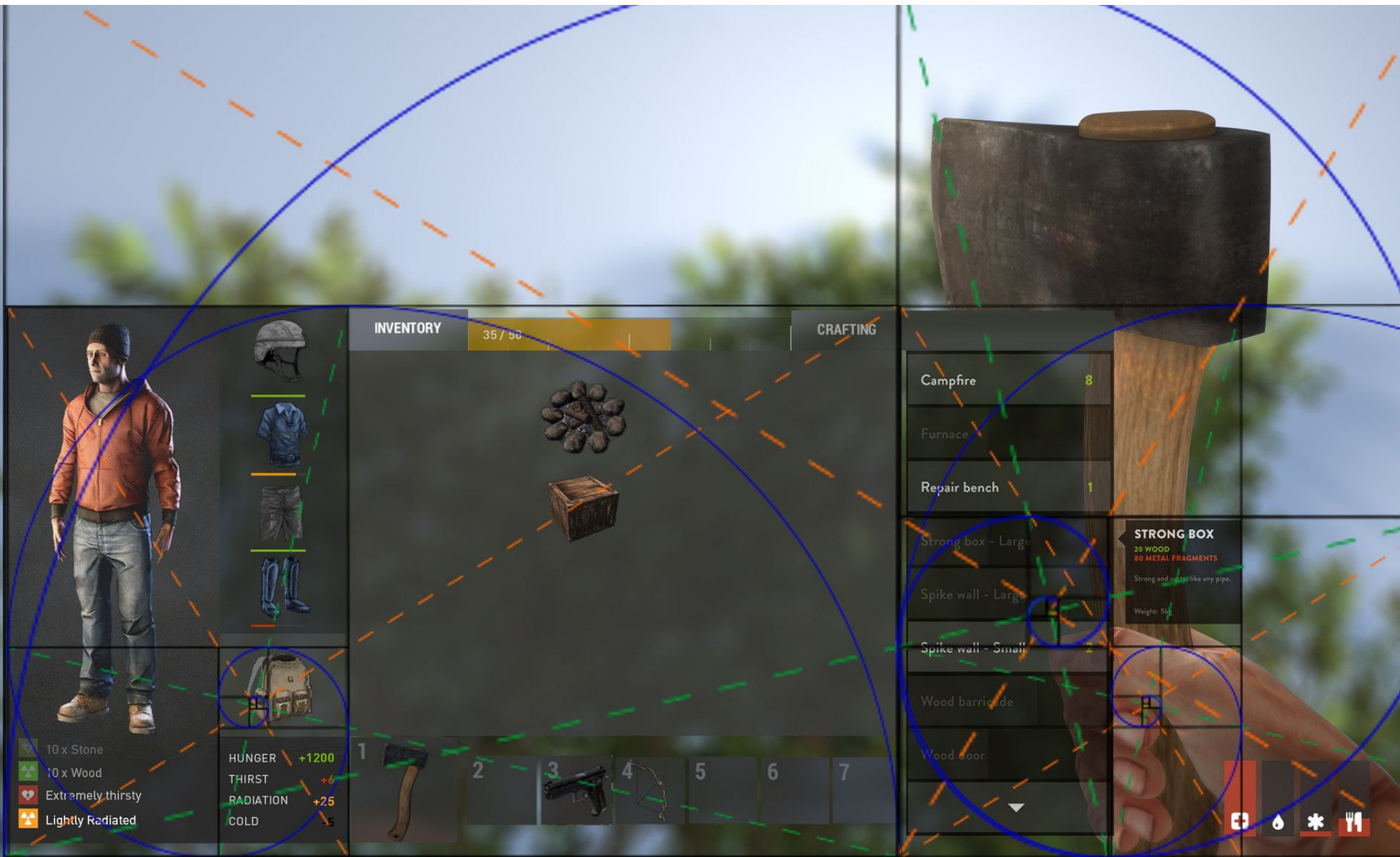








Autor: Ismael Inceoglu



INVENTORY

35 / 50

CRAFTING

Campfire

8

Furnace

Repair bench

1

Strong box - Large

Spike wall - Large

Spike wall - Small

Wood barricade

Wood door

STRONG BOX

20 WOOD
80 METAL FRAGMENTS

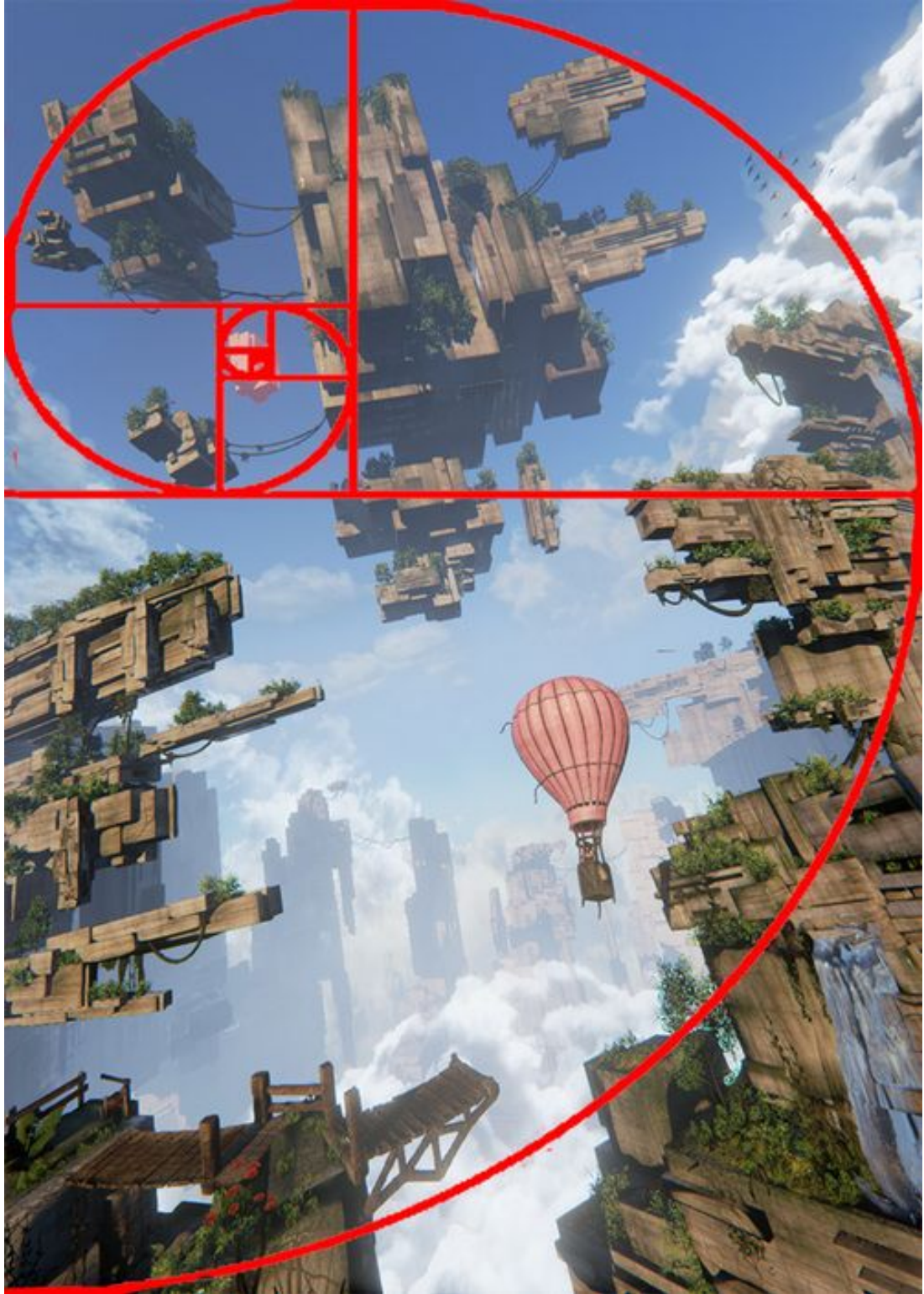
Strong and reliable like any pipe.

Weight: 5kg

HUNGER +1200
THIRST +6
RADIATION +25
COLD -5

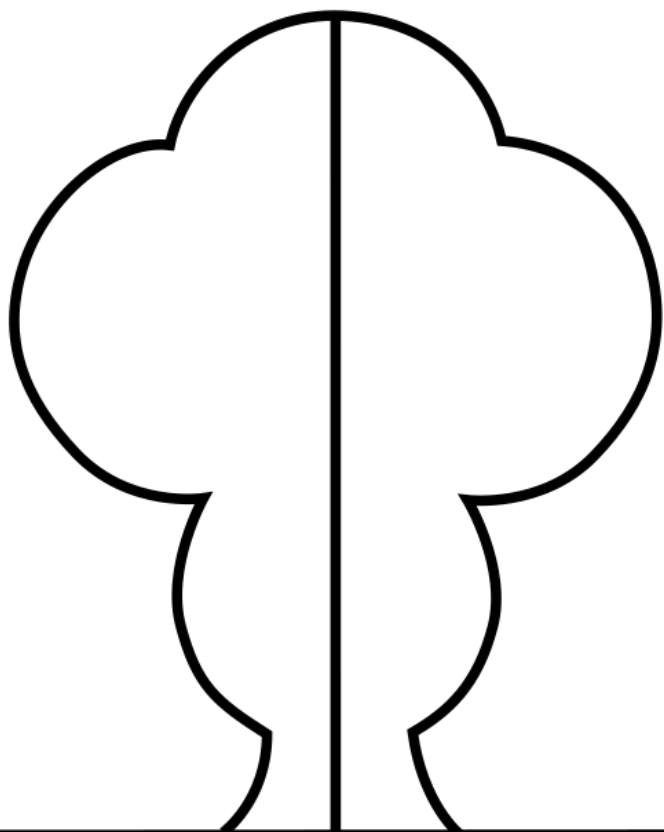
10 x Stone
10 x Wood
Extremely thirsty
Lightly Radiated



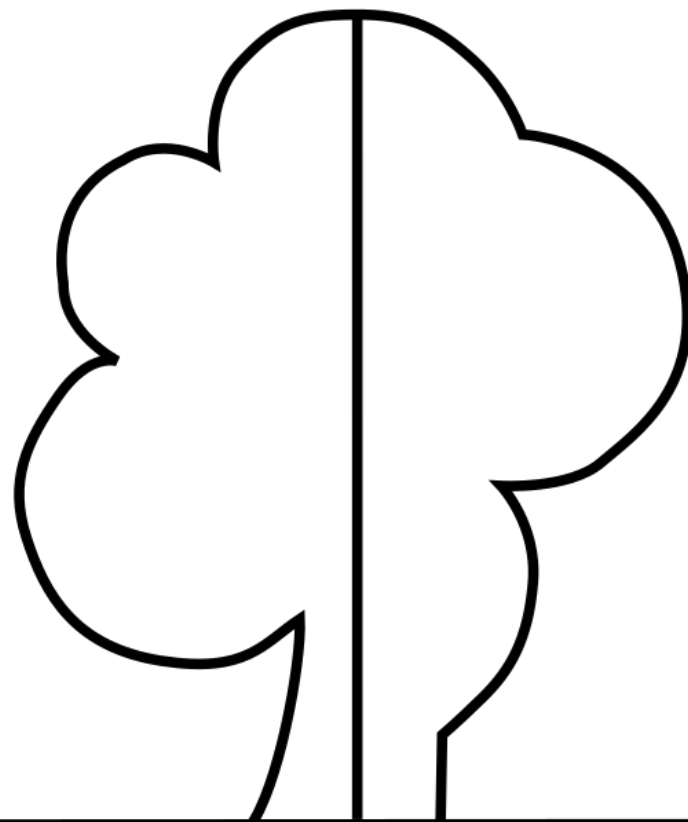


Simetría



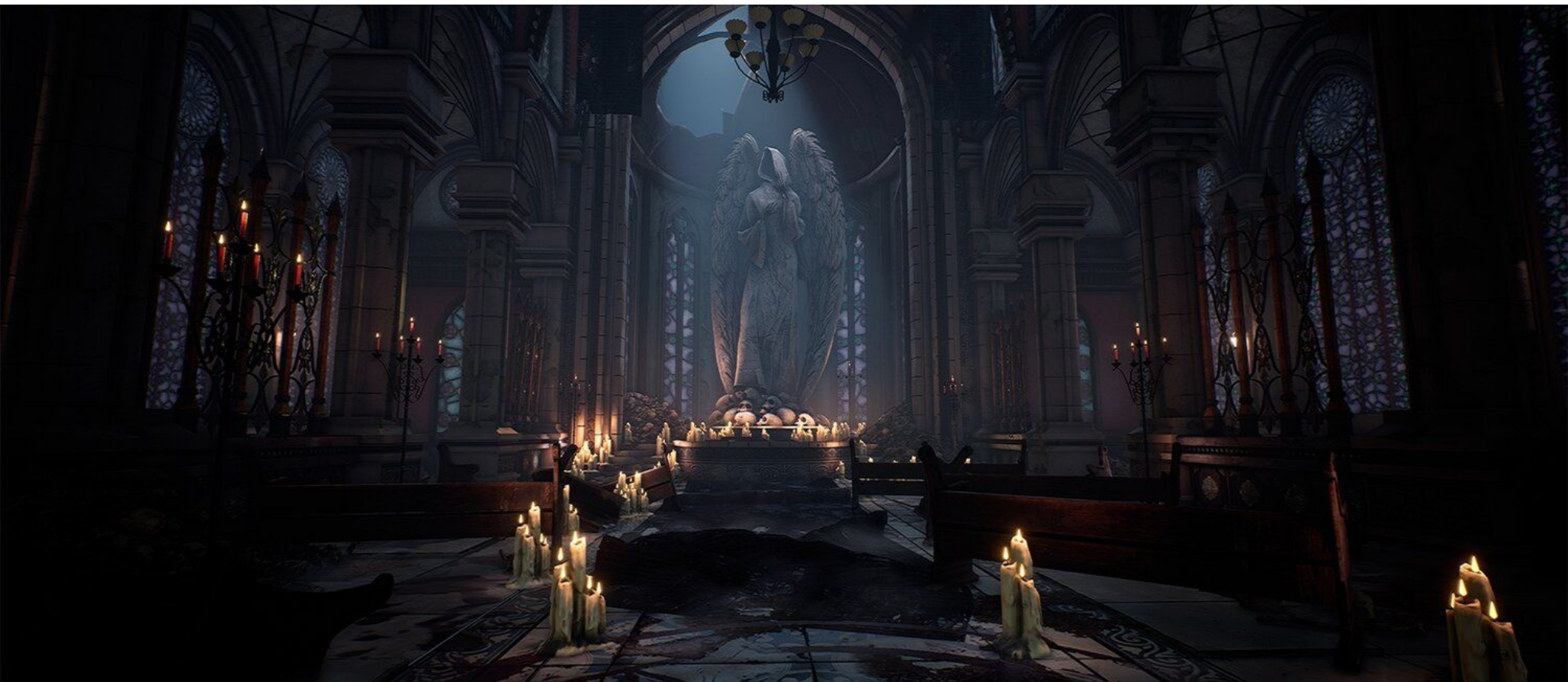


SYMMETRIC



ASYMMETRIC





EQUILIBRIO







THE
WITCHER
WILD HUNT





01

6

Estus Flask

4583





El Arte de Iluminar

DIRECCIÓN





Top Right Light



Rim Light



Bottom Left Light



Top Light



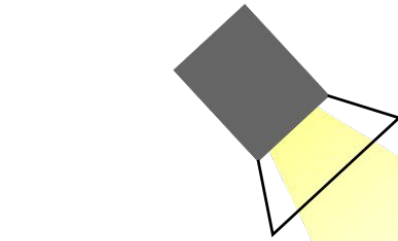
Bottom Blue Light

TIPOS DE LUCES



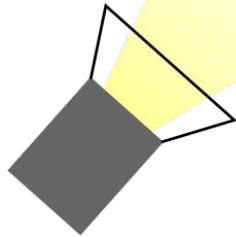
Standard Three-Point Lighting

#3 Back Light

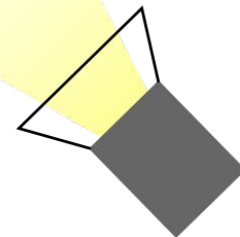


Object

#1 Key Light



#2 Fill Light

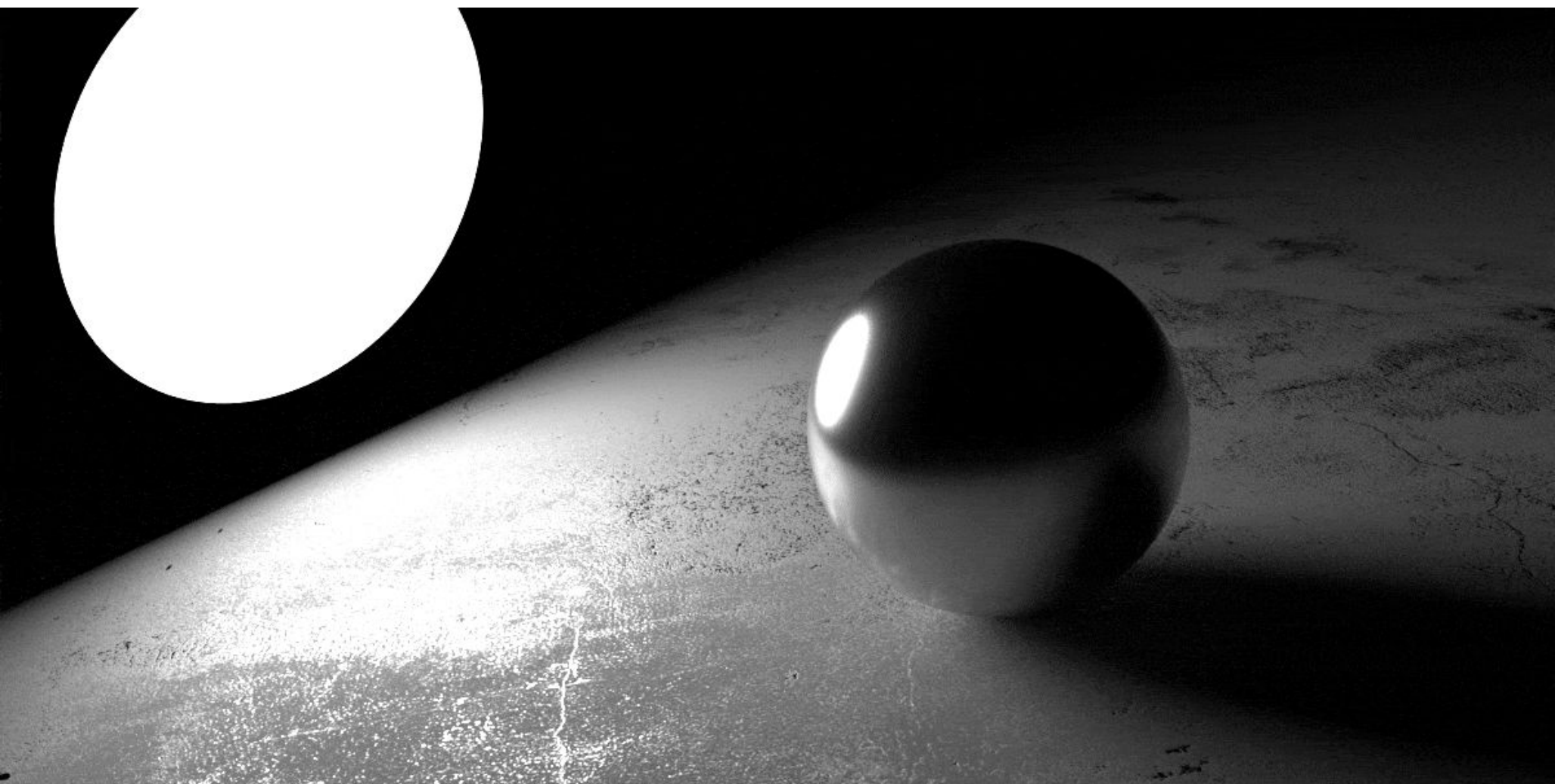






Key Light

- La luz principal en una escena.
- Se pone a 30-60 grados
Horizontalmente. 30 grados
verticalmente.
- Puede ser usada en escenarios
interiores o exteriores.





Fill Light

- Reduce el contraste haciendo que las sombras se suavicen u oscurezcan.
- Junto con la Key light crean el High-key lighting y el Low-Key lighting.
- Se ubica generalmente debajo de la Key light.





Back/Rim Light

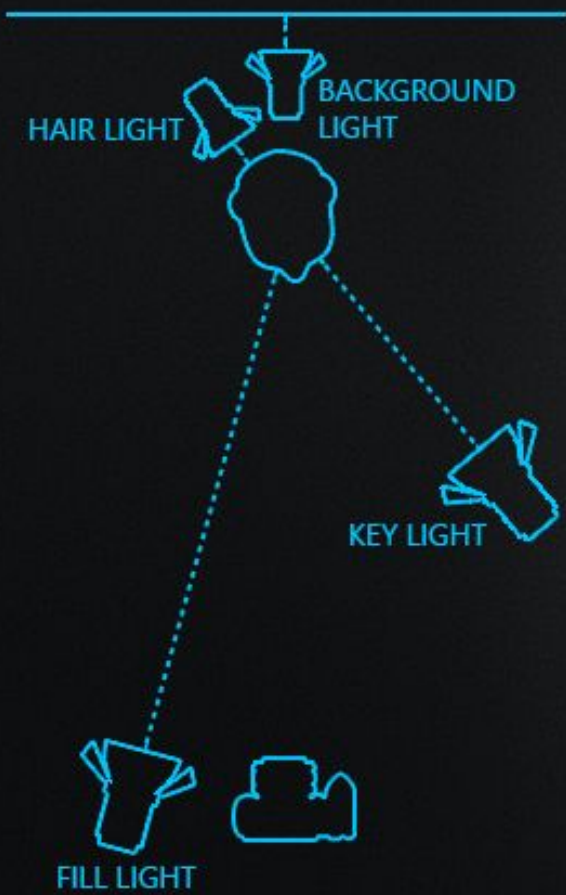
- Enfatiza la silueta de un objeto al iluminar los bordes.
- Separa el objeto del fondo.

Fill Light

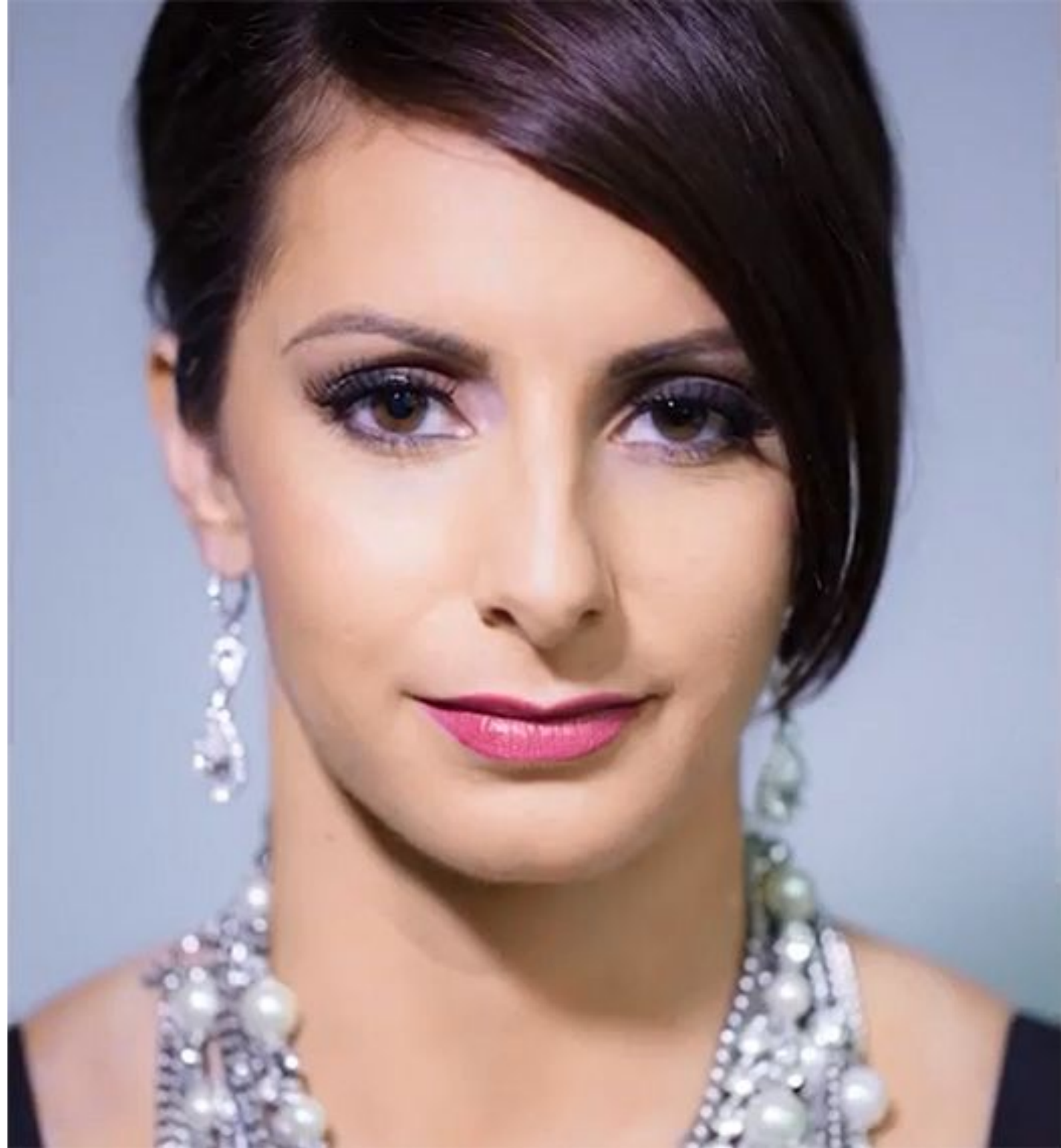


Configuración



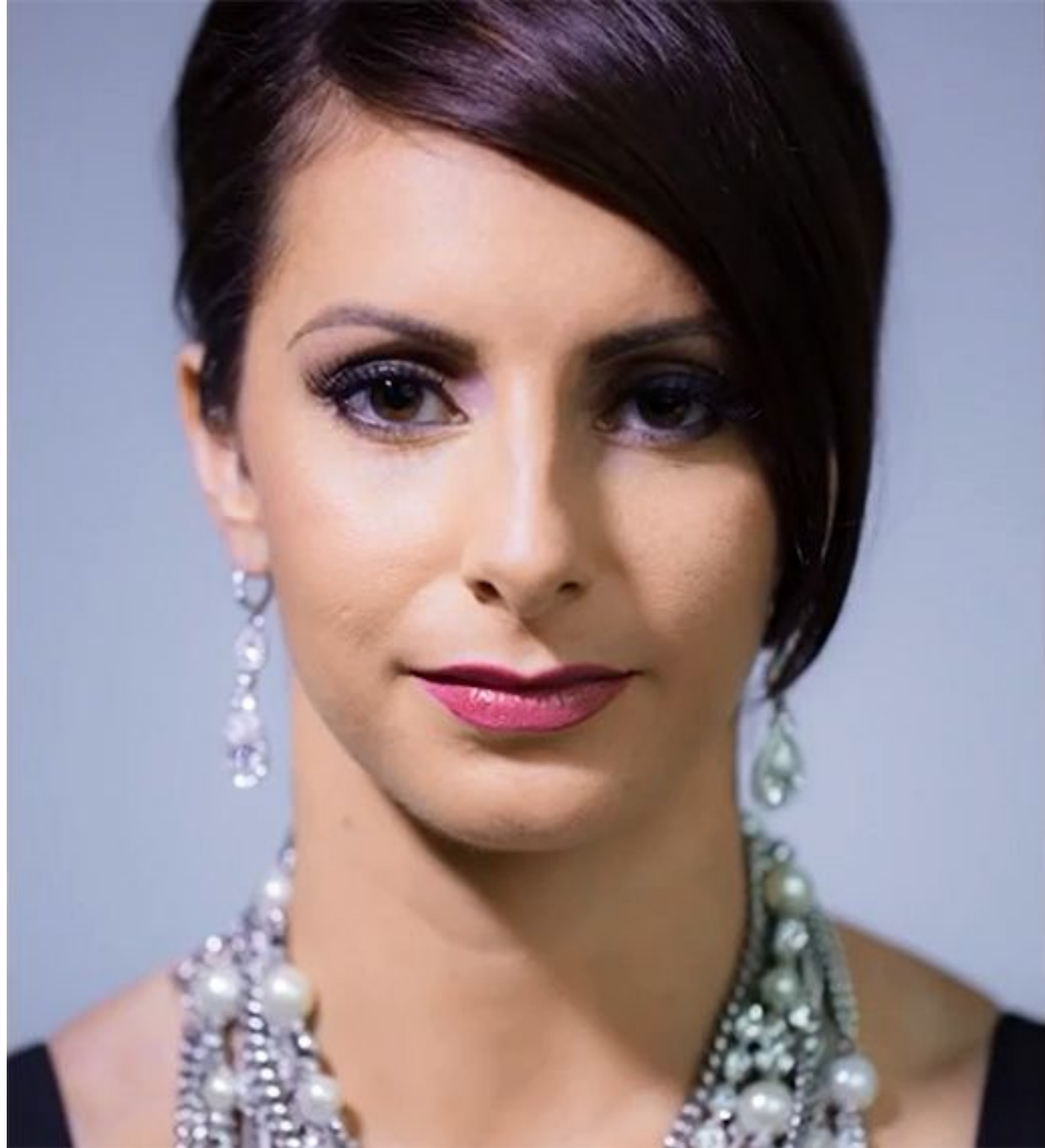


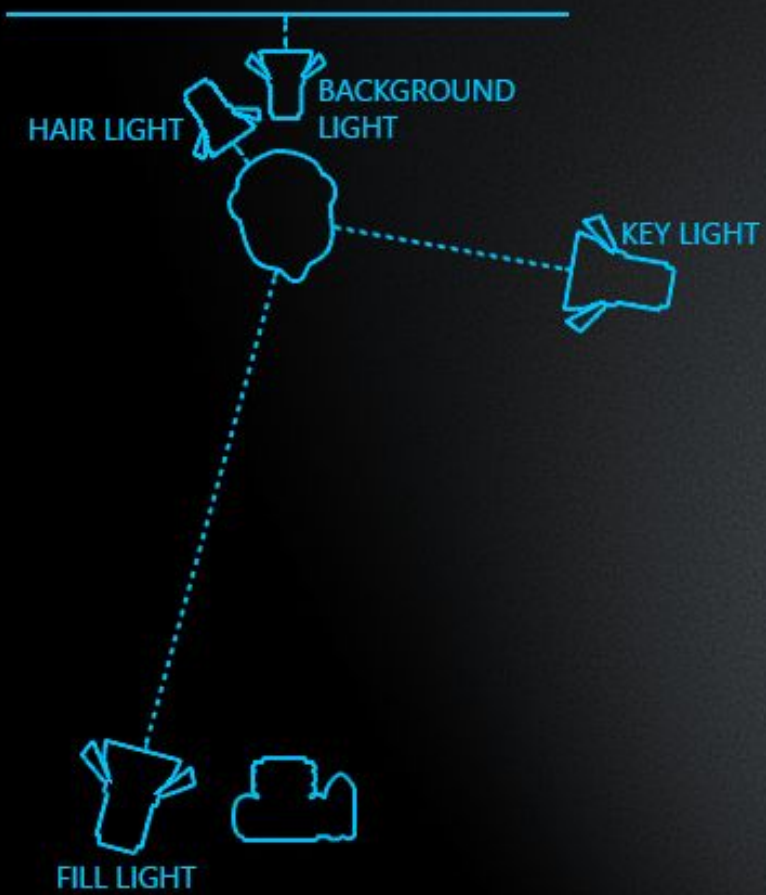
LOOP LIGHTING





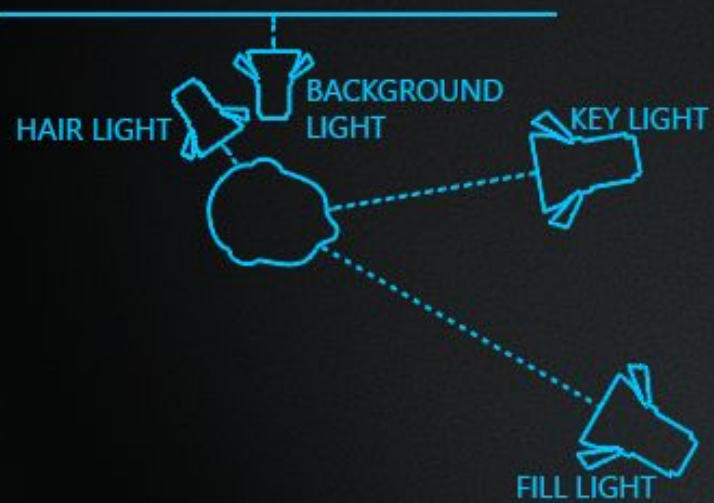
REMBRANDT
LIGHTING





SPLIT LIGHTING





SIDE LIGHTING



Split
Lighting



PARAMOUNT
LIGHTING

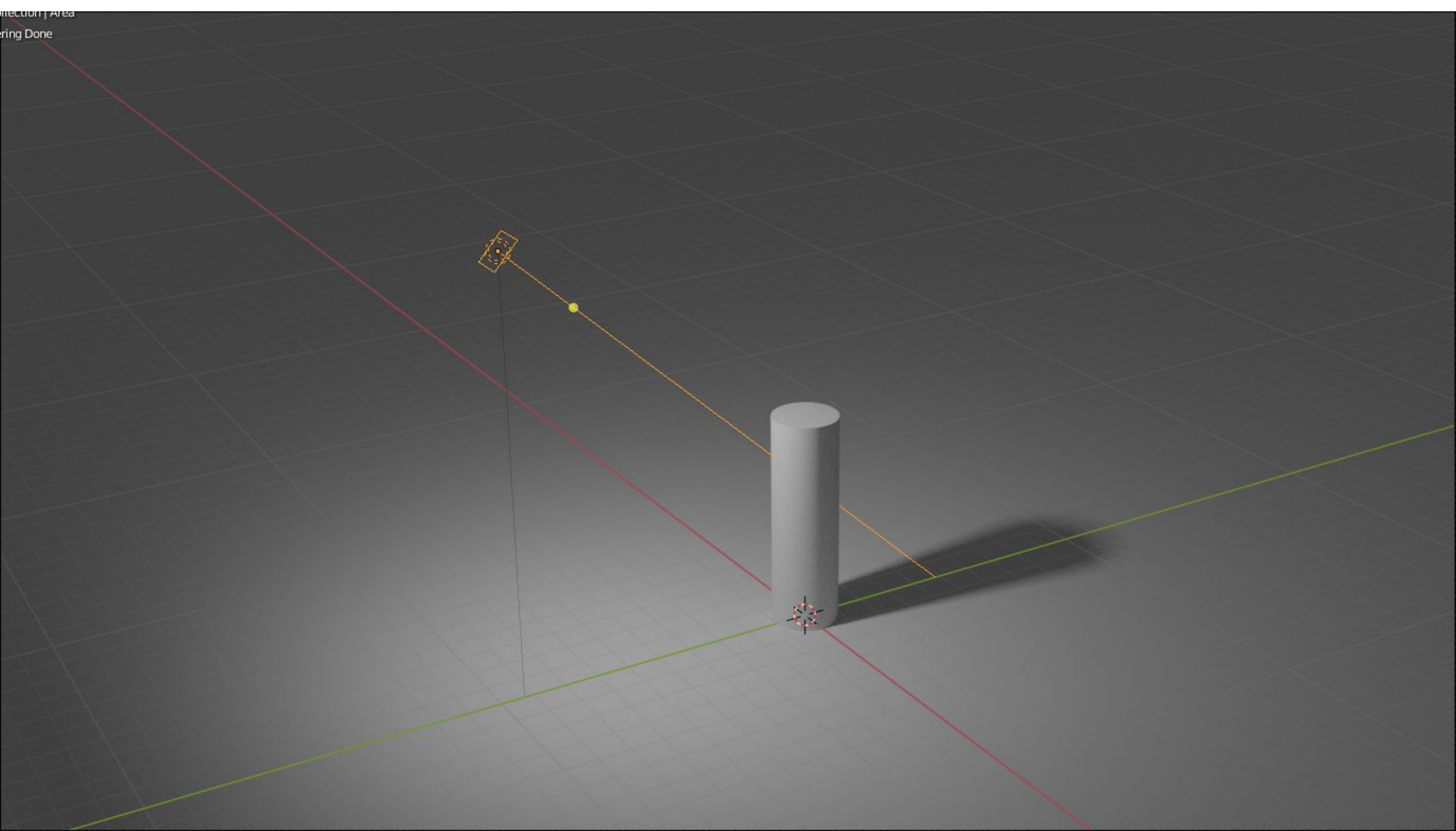


Propiedades Físicas de las Luces

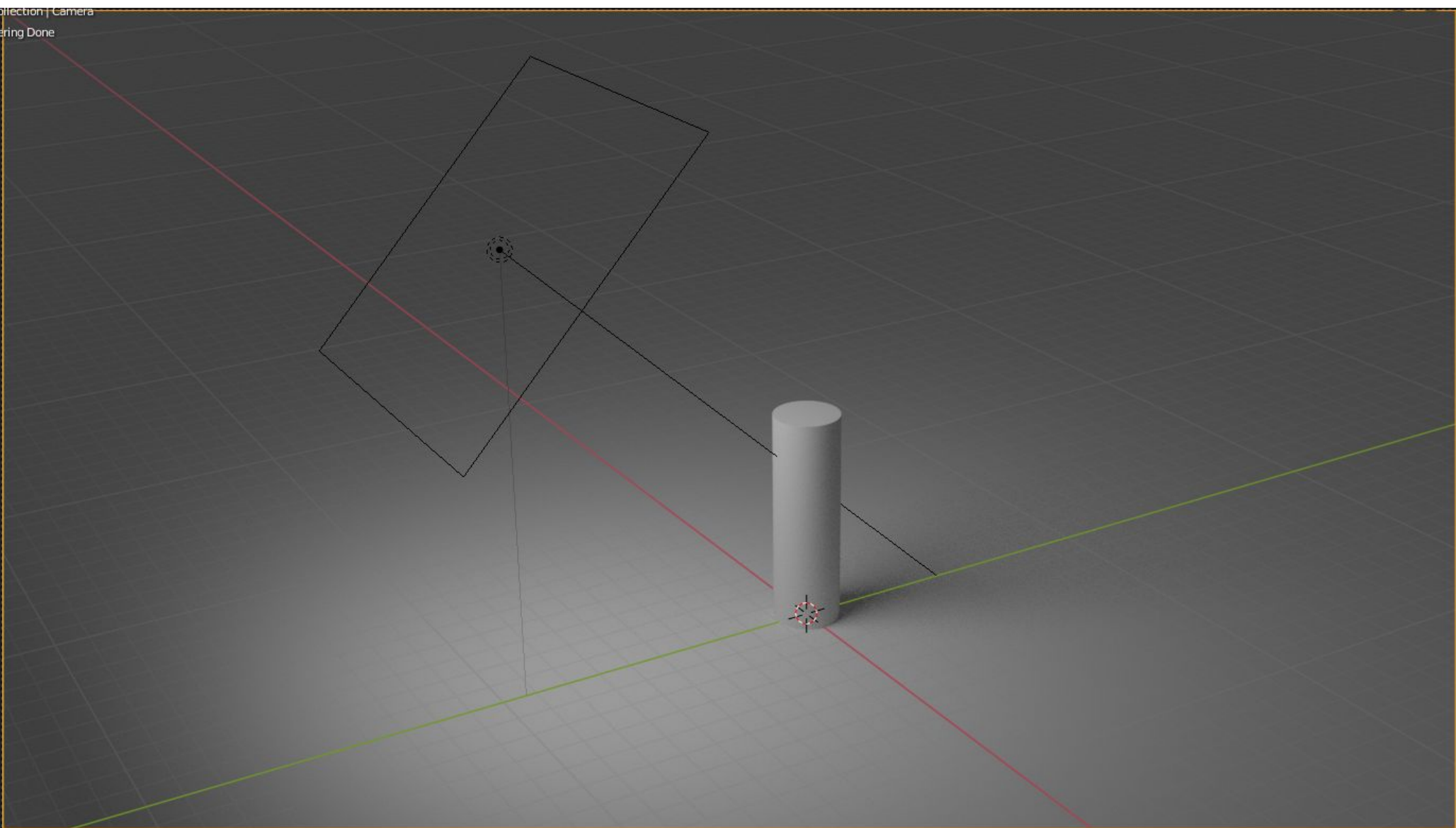
TAMAÑO



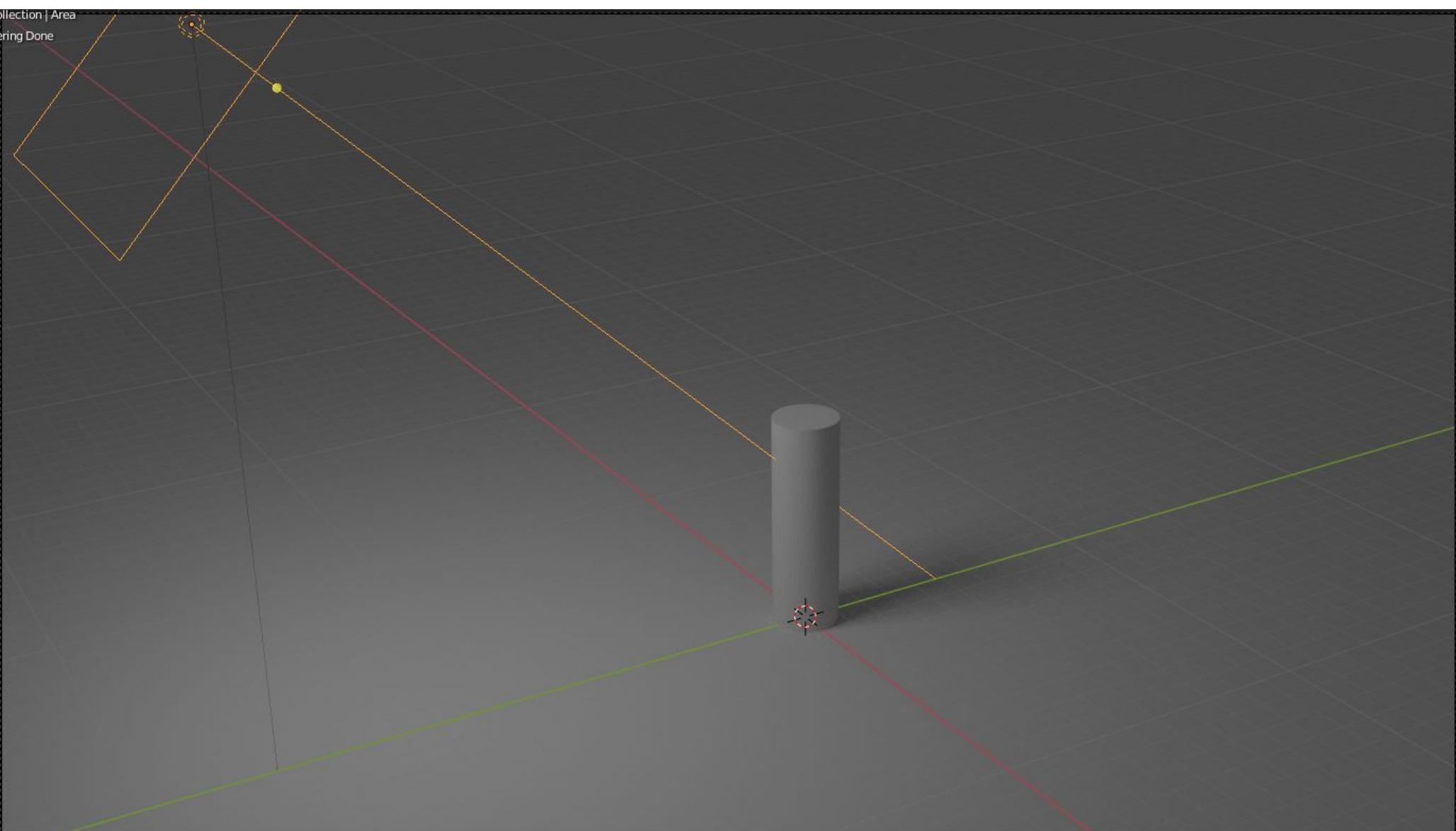
meedon | Area
ring Done



Collection | Camera
Bring Done



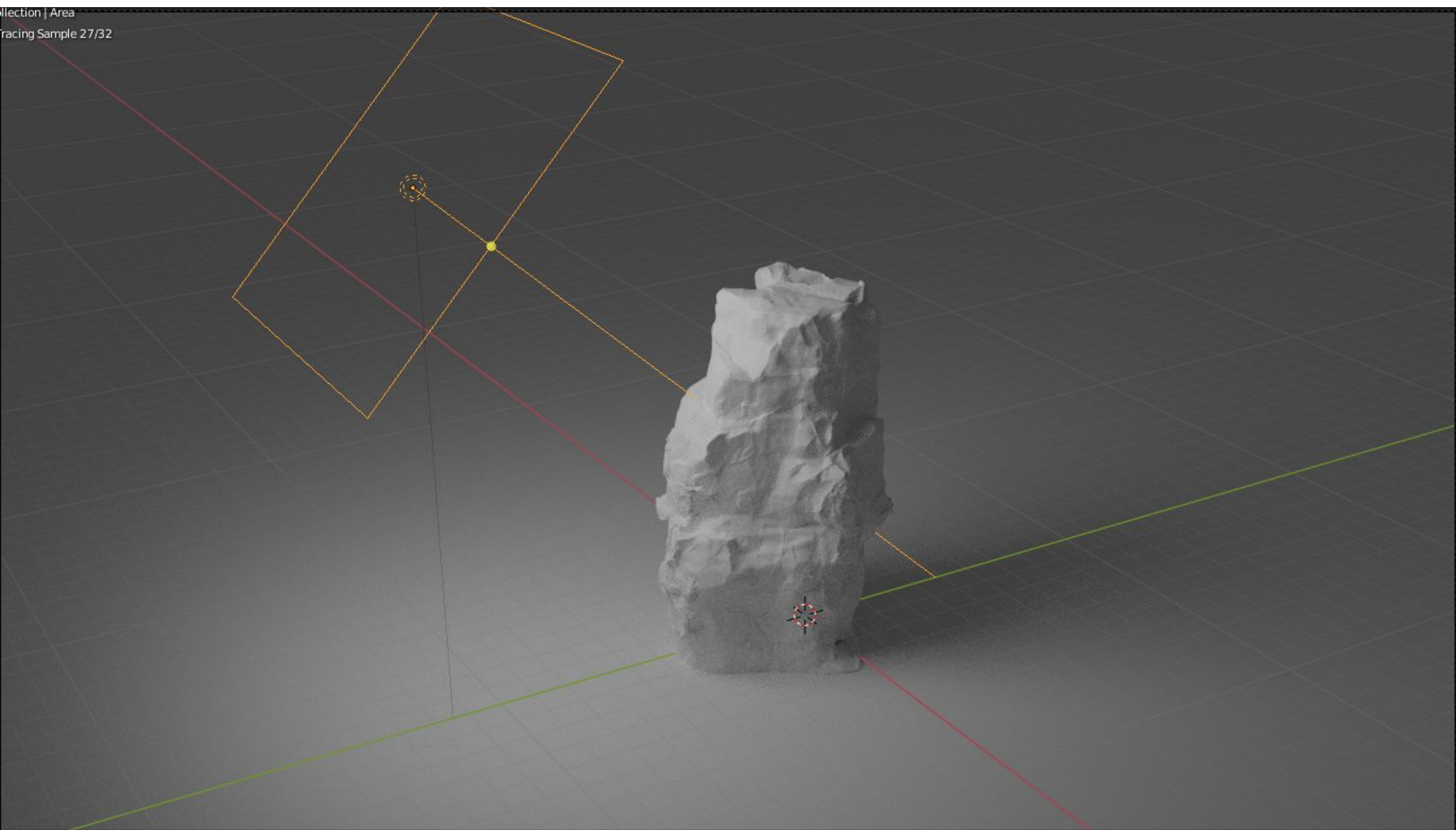
Collection | Area
Filtering Done



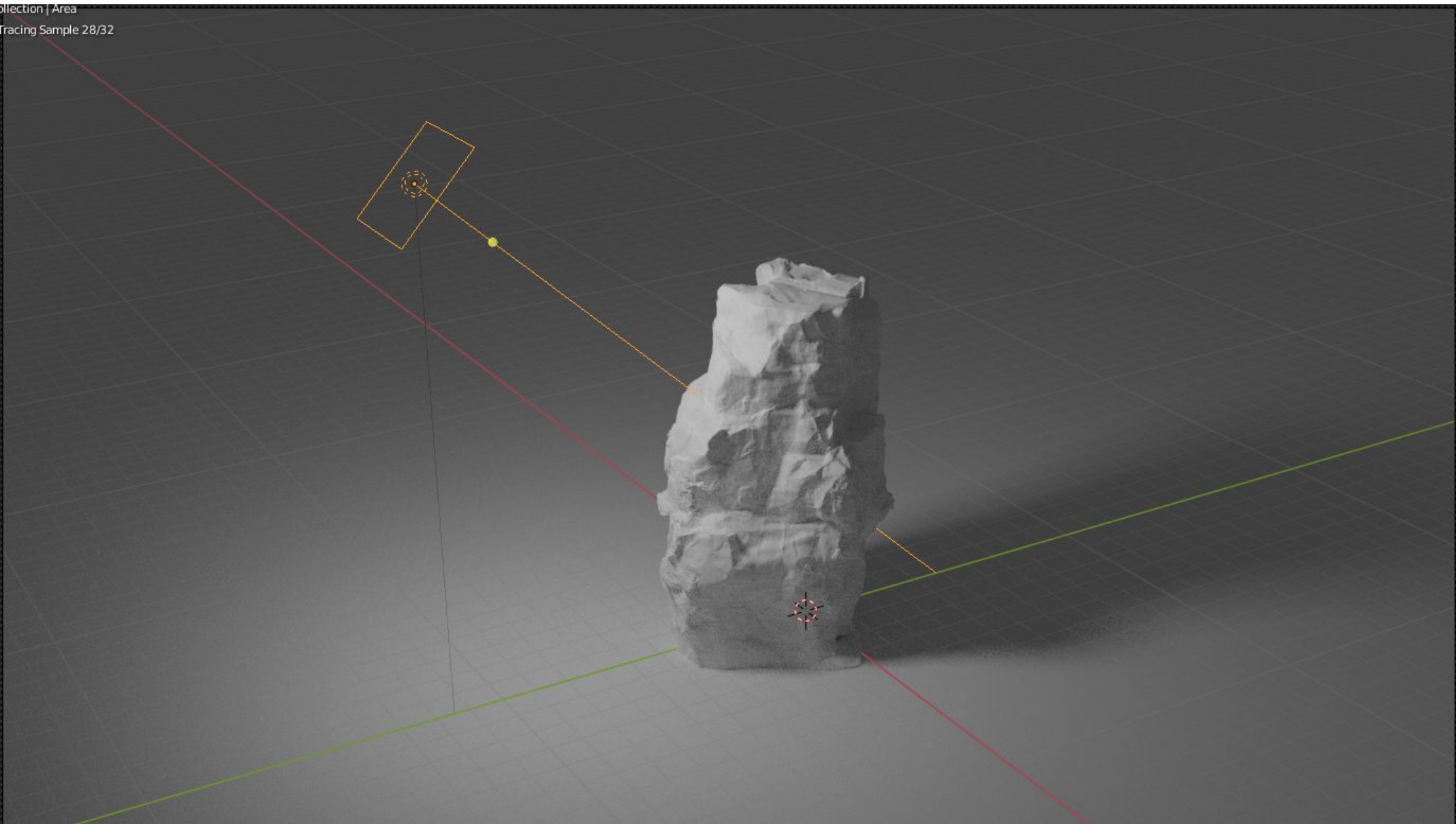
Detalles



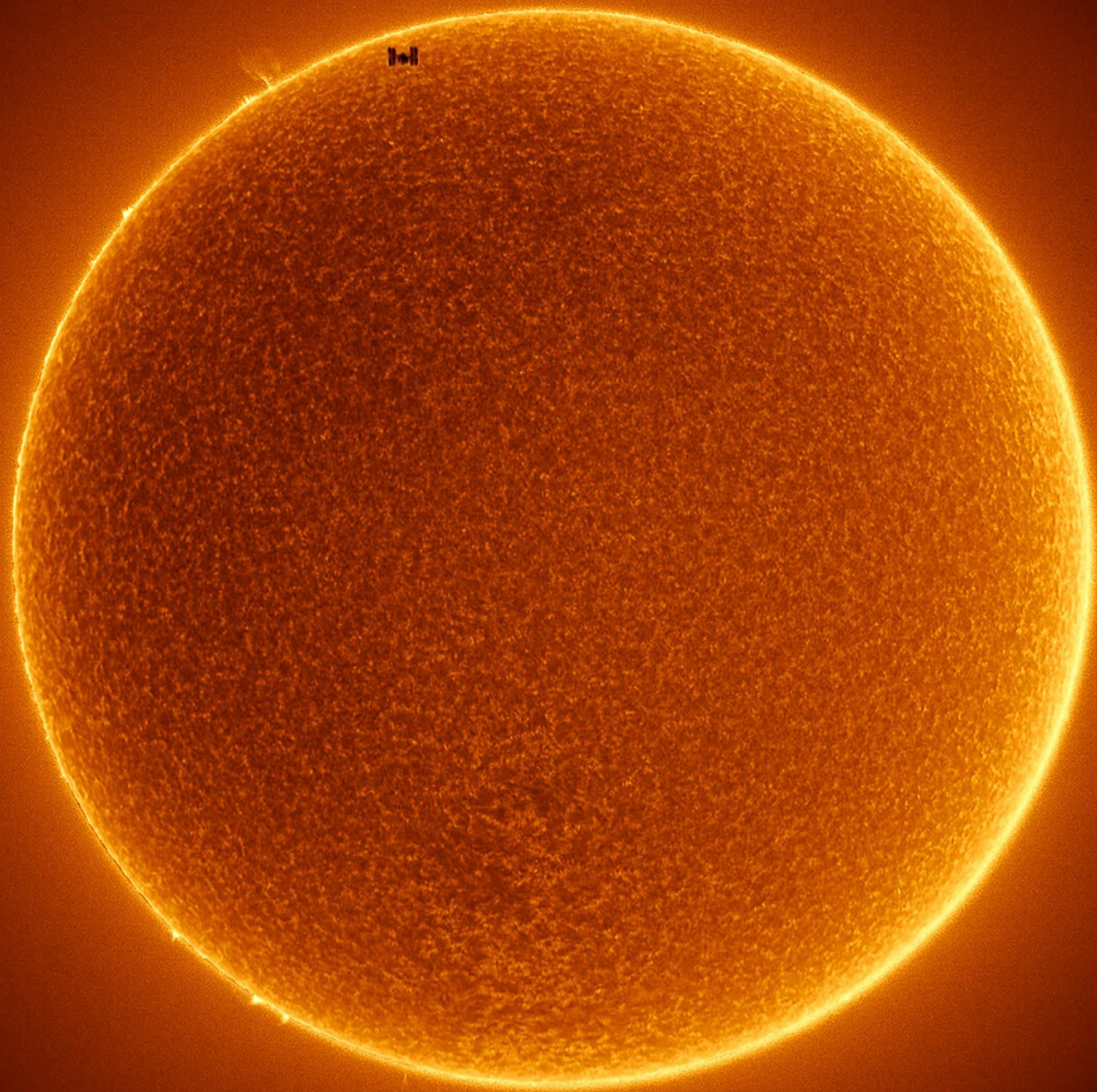
Collection | Area
Tracing Sample 27/32



Collection | Area
Tracing Sample 28/32



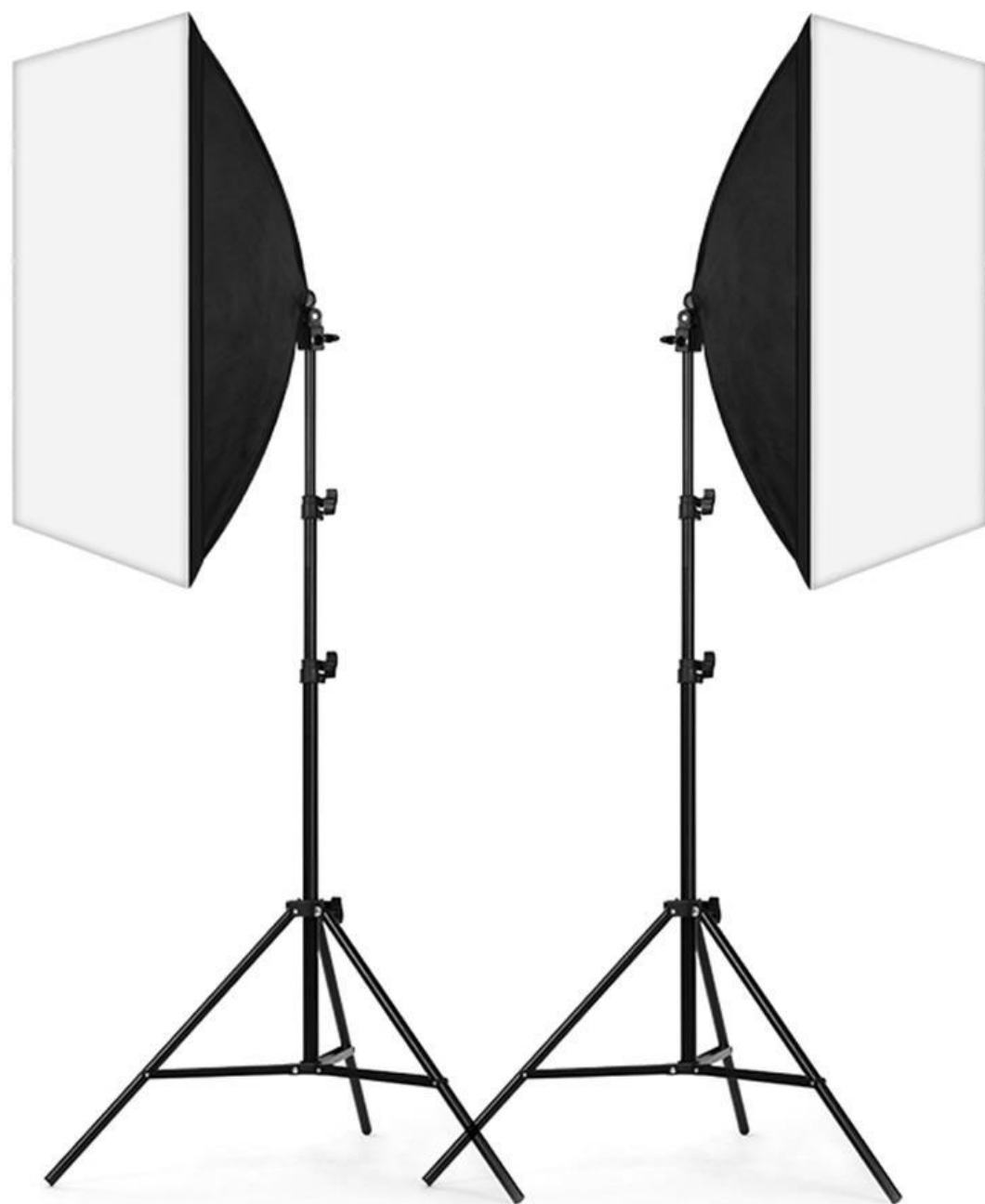




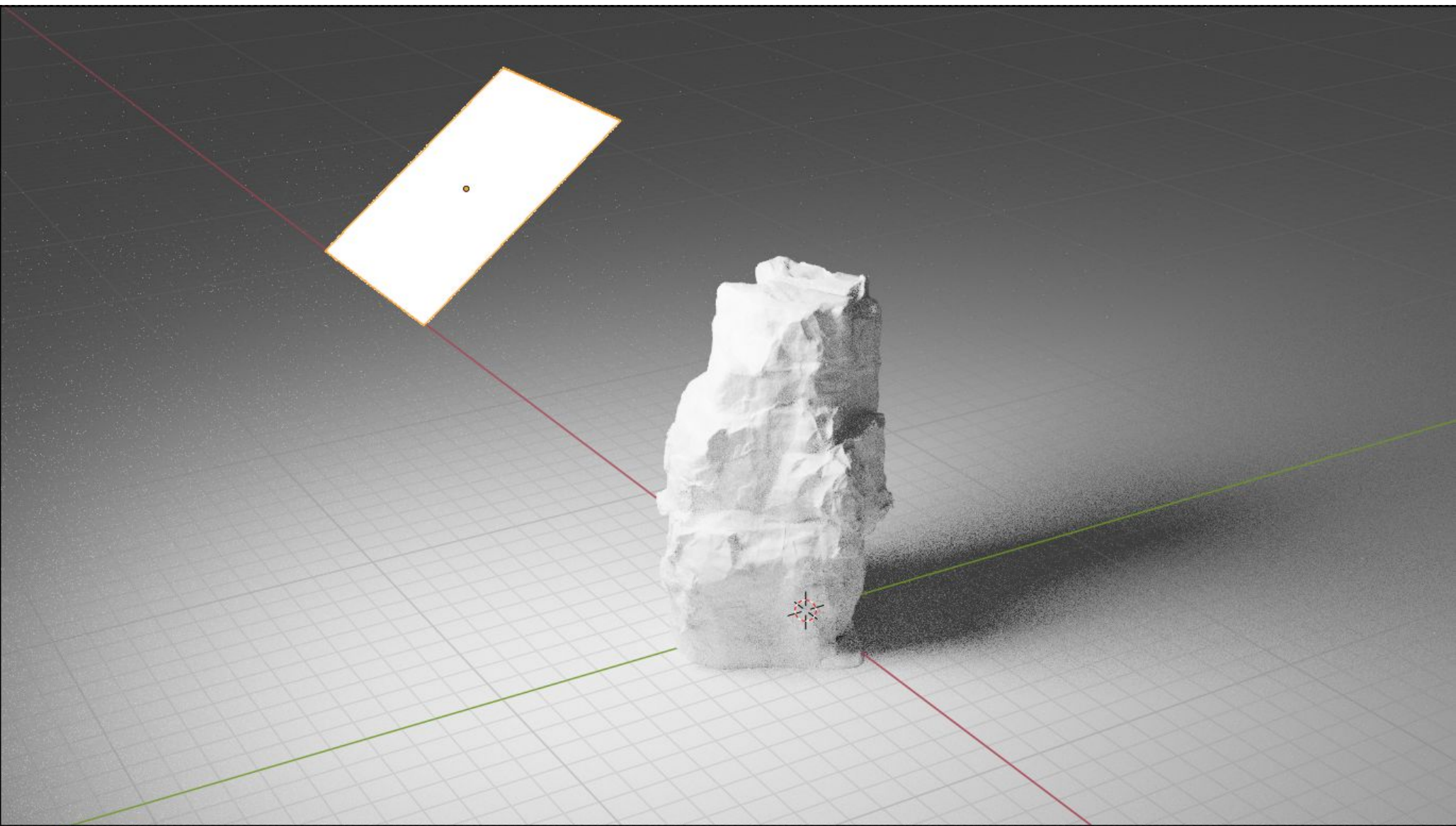


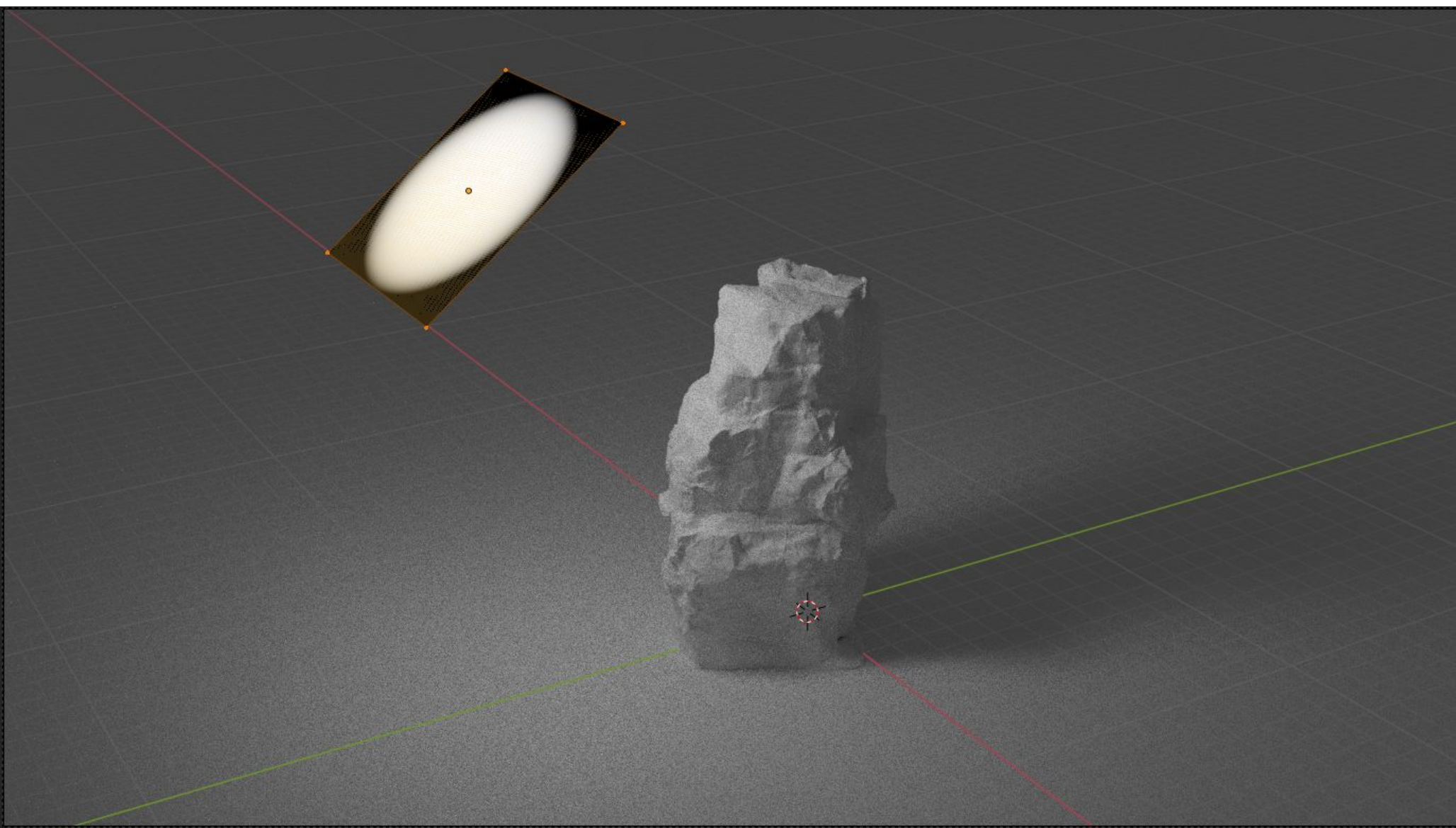
Gradiente













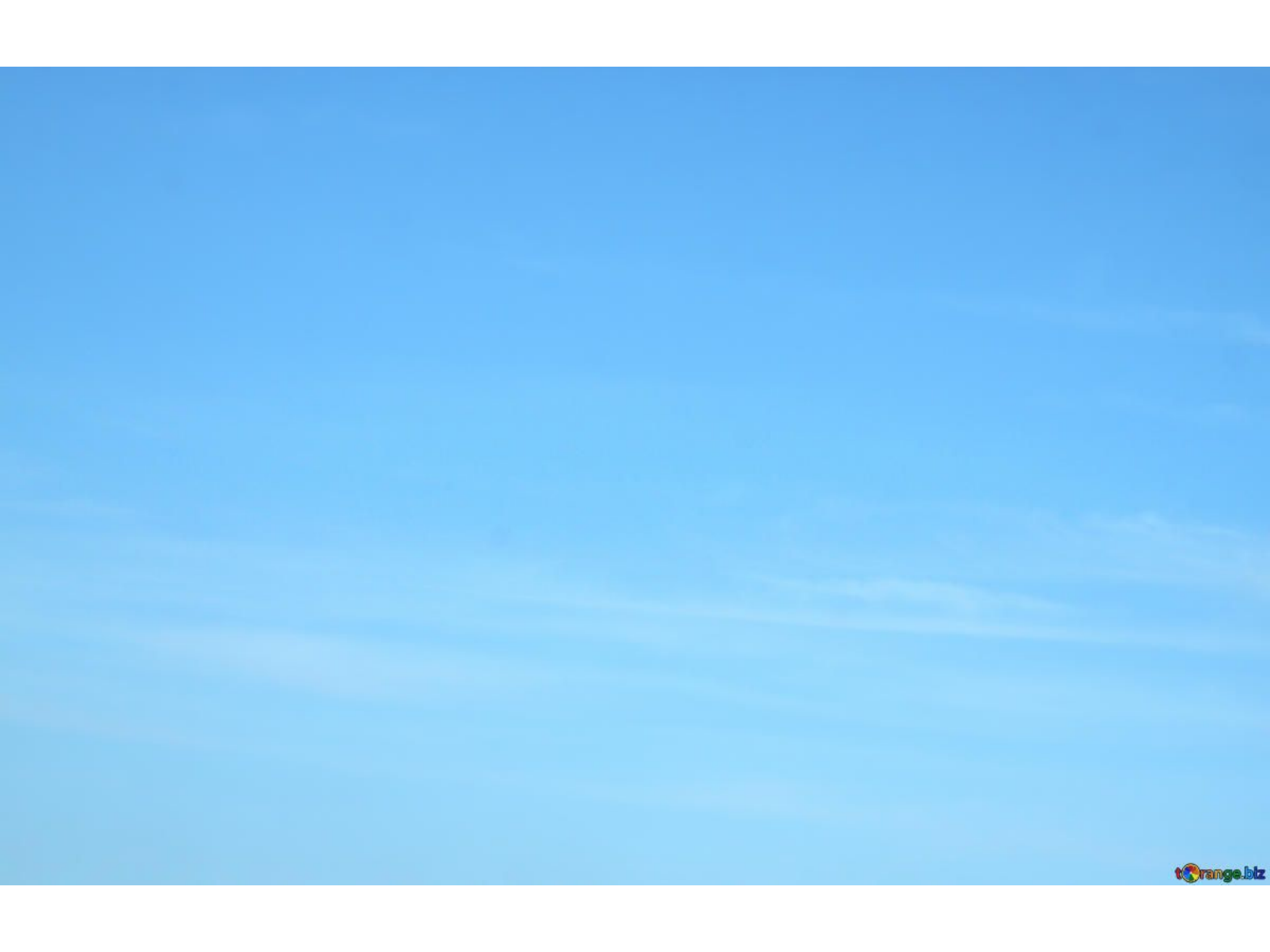
TEMPERATURA Y COLOR



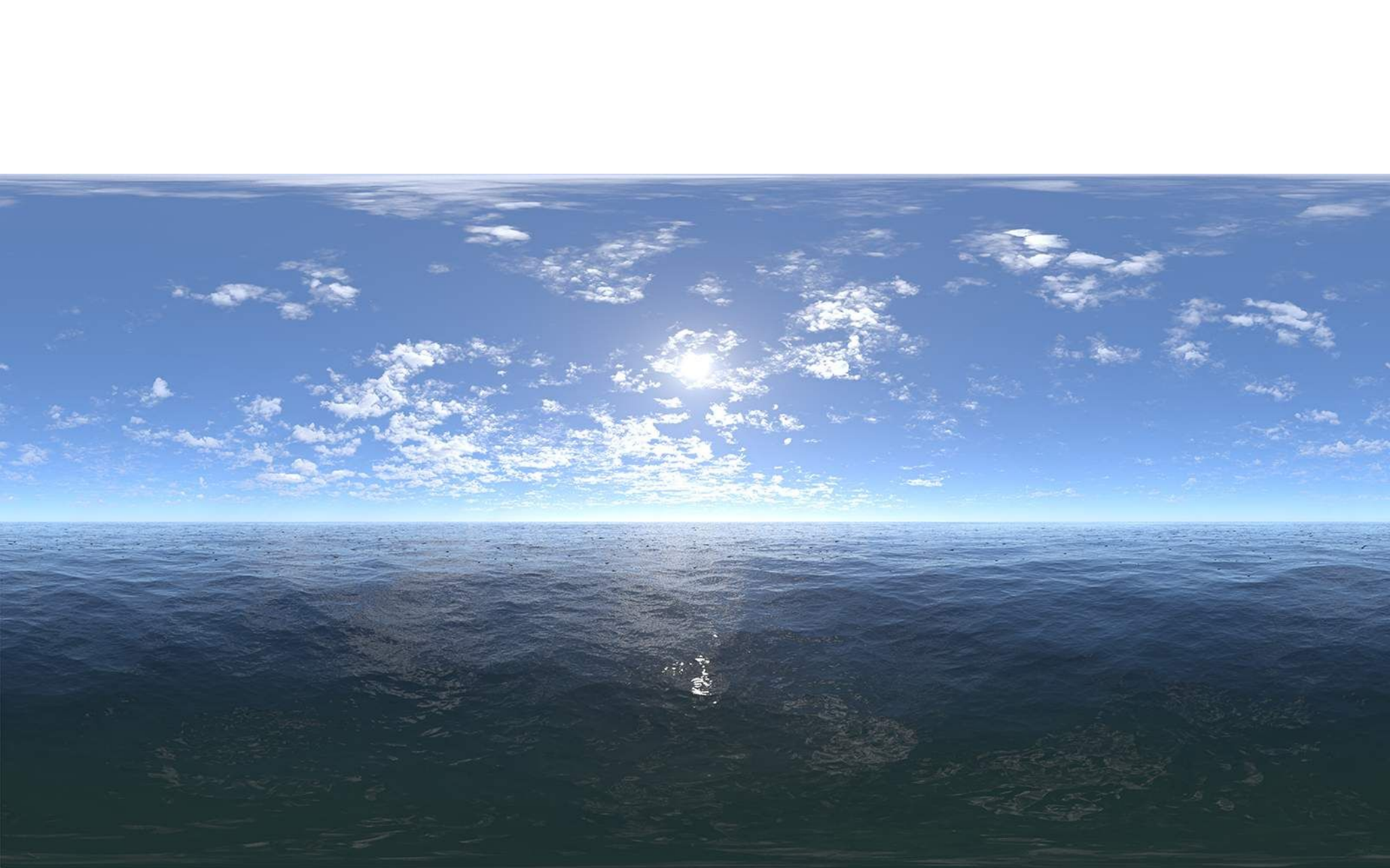
Natural

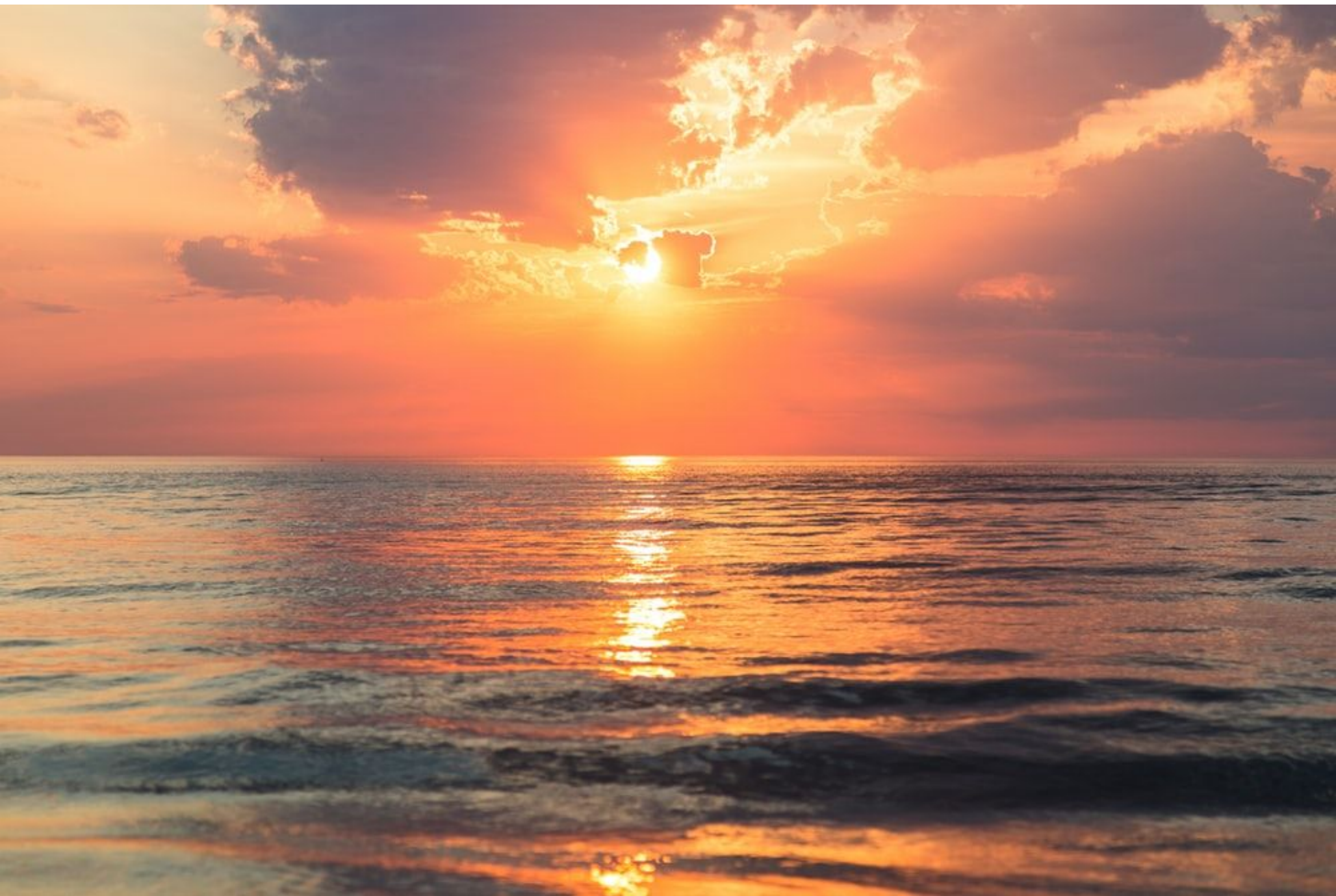


















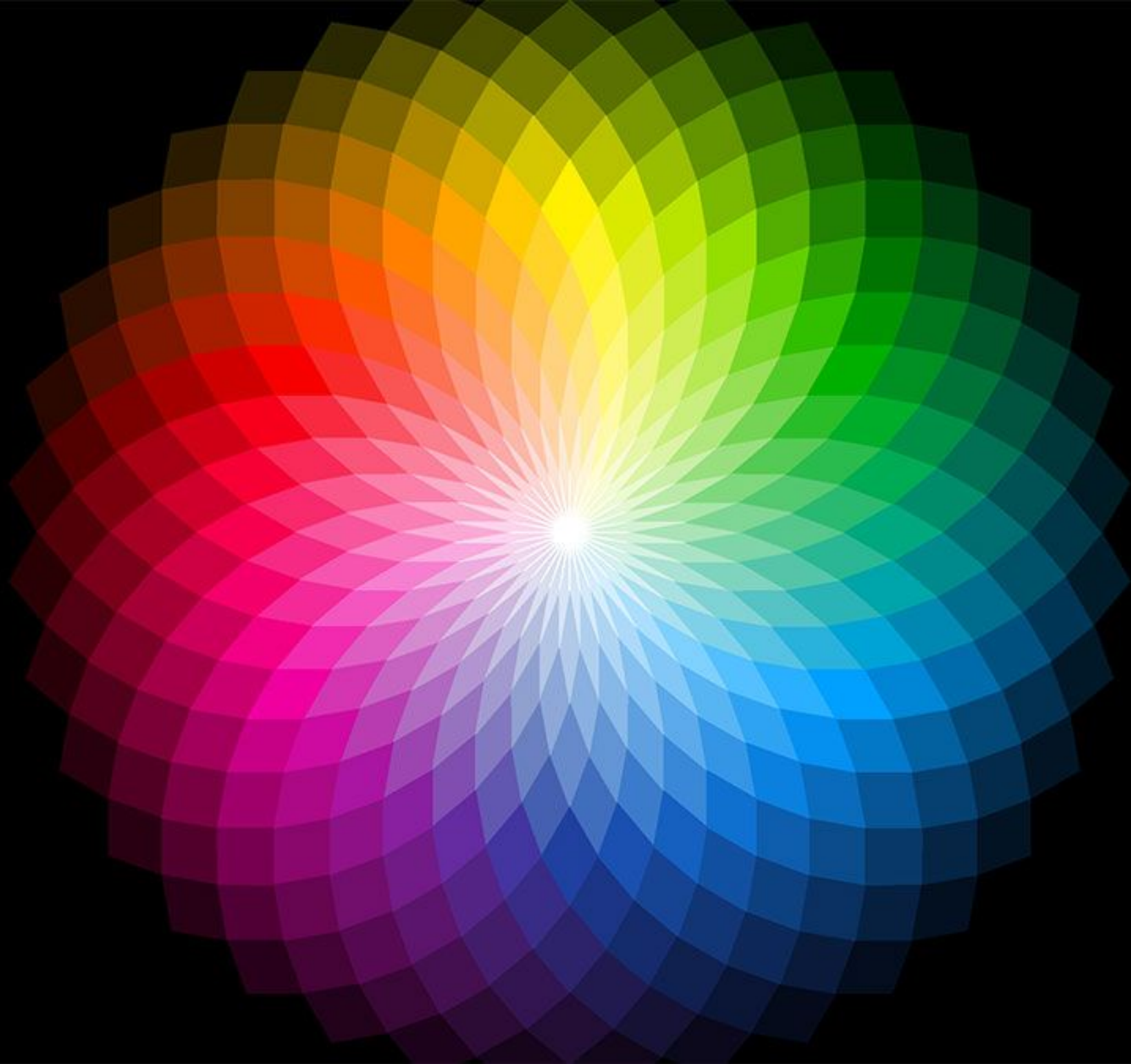






Artificial







新生銀行
レイク

アコム
SF

アイフル
ビル 5F

一軒酒場
〇 鶏の唐揚げ 白飯
〇 鶏ハイレ サウナー各種
190円
(税別)
一軒酒場一番街店
左の路地を右へ

PROMISE
ドレス

アイフル
5F

All-you-can-eat buffet for 2 hours
しゃぶしゃぶ
"Shabu-Shabu"
食べ放題! 1,980円
2,480円 (USAGIYA) 1,480円

7F ひょうたん
飲み放題 1,980円

とらとげ
虎

OKONOMI YAKI
焼肉屋

驚安の殿堂

ドンキホーテ

HOTEL GRAM

IMAX

驚安の
ドンキ

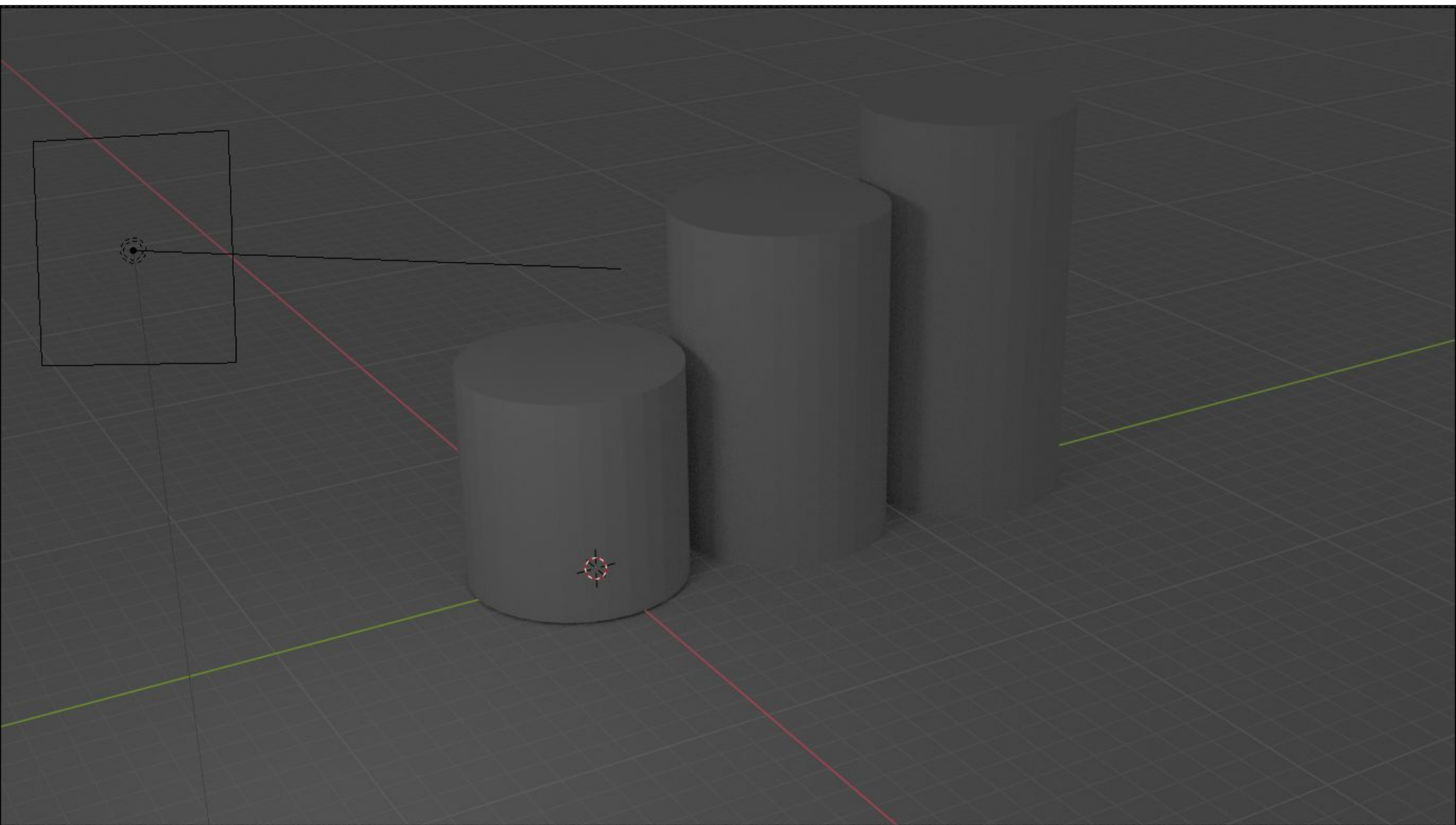


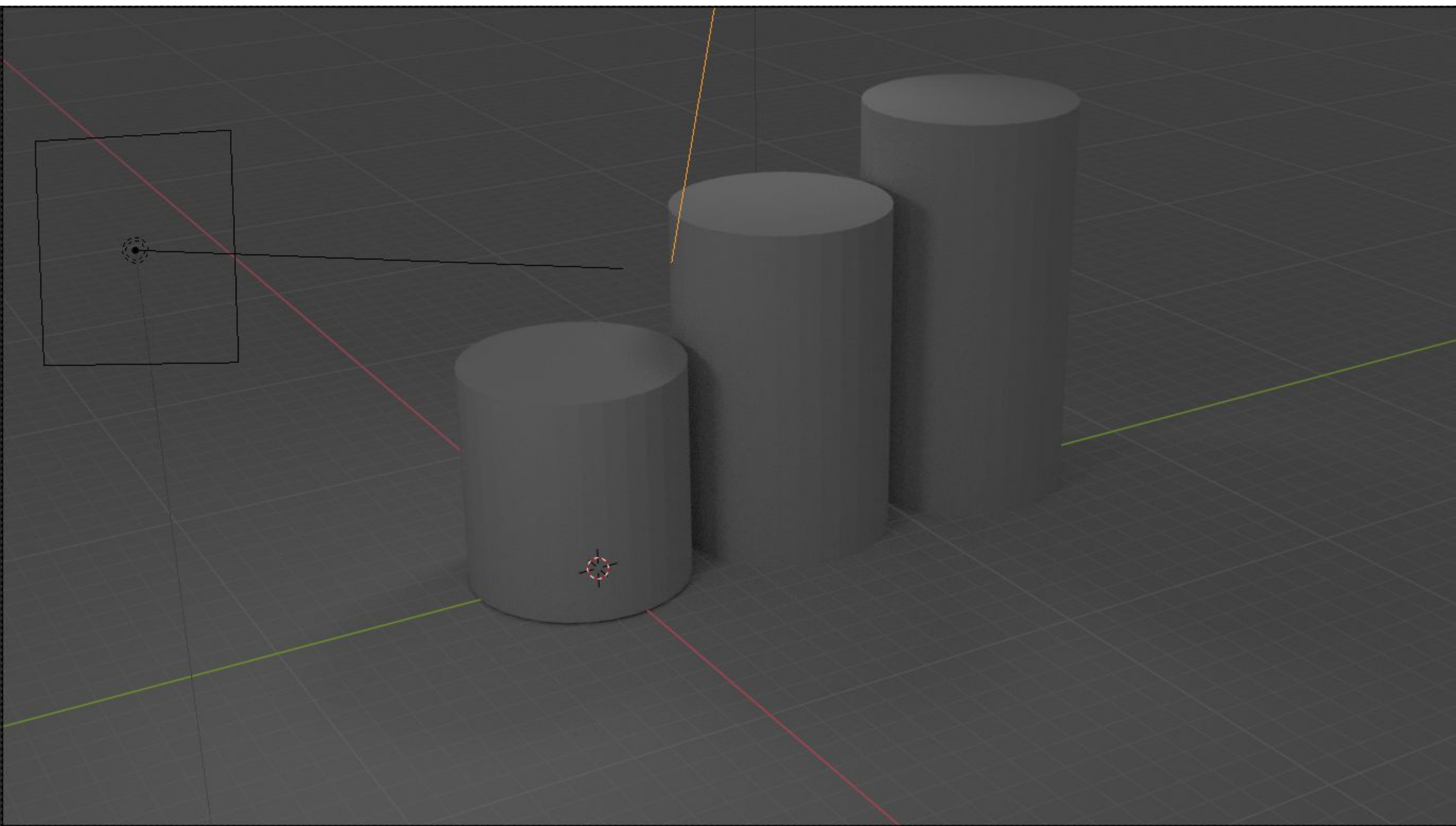
攻殻機動隊
ASH THORP



LEGIBILIDAD















Glosario de Iluminación

Light Actor





Static & Dynamic Lighting



2.1



Static Object



Dynamic Object

2.1 - StaticLight

2.2

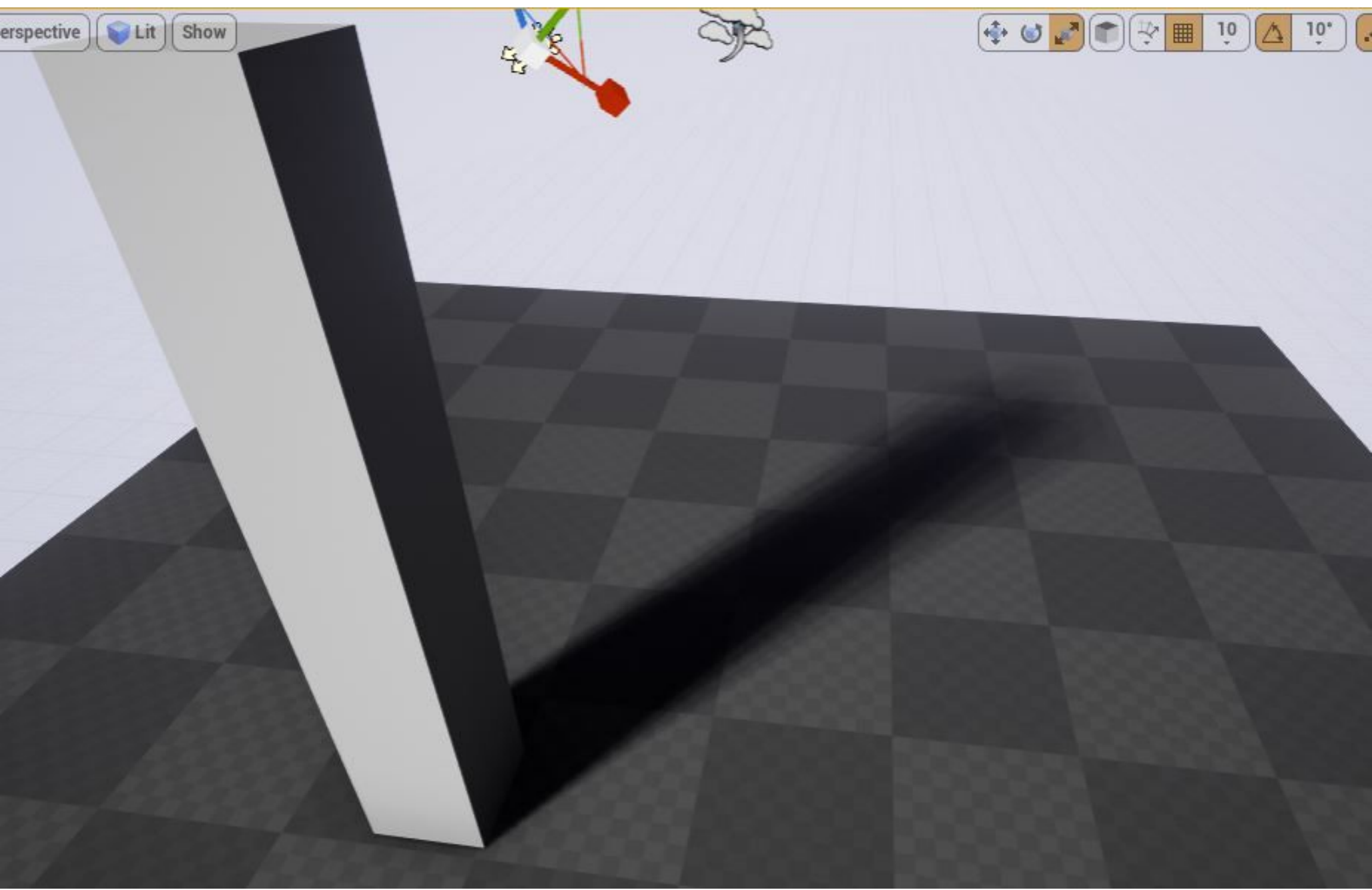
Shadows/Sombras



perspective Lit Show

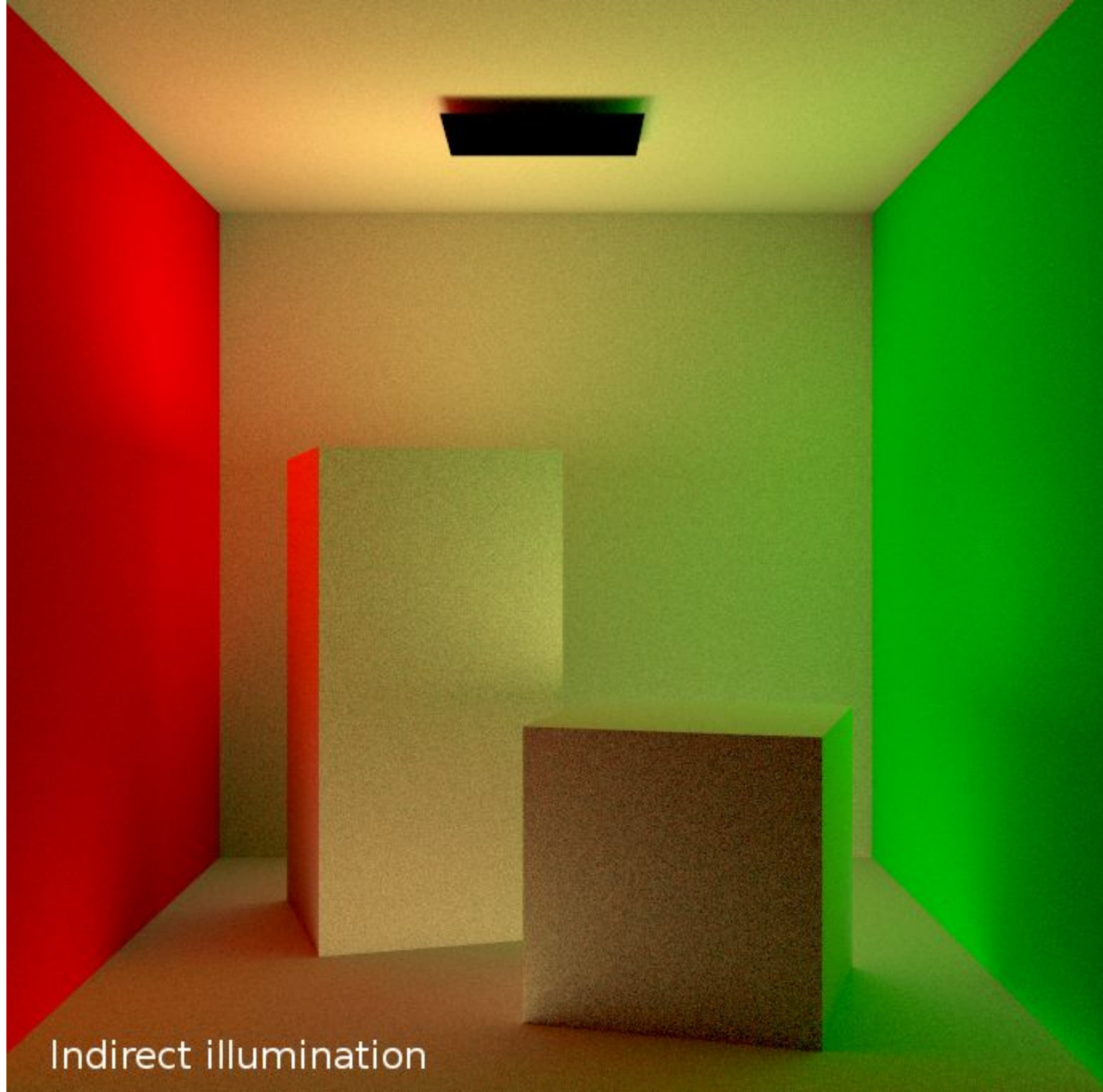


 10  10°



Light bounce/Indirect Lighting





Indirect illumination



Curso de
**Iluminación de
Escenarios para
Videojuegos**

DEV MODE : ON

LEVEL UP

LEVEL UP X10

ALL WAYPOINTS

INVINCIBILITY

DELETE ENEMIES

RESPEC GRID

KILL ENEMIES

RESPEC SKILLS

SPAWN ITEMS

LOOTSPLOSION

GO FAST

GAIN DAMAGE

100/100





MIST WALL

STUDIO

