Muqing Liang MA Visual Effects Journey to the Baidi City

Journey to the Baidi City

The source of inspiration is a poem in 759 A.D., which tells the story of the poet who suddenly received the news that he was pardoned from exile when he was traveling to Baidi City. Then he went down the river and started a new journey in life. I want to use visual effects technology to the artistic conception that the poet wanted to express into a surreal fantasy 3D scene. At the same time, I will also add my own feelings about it and integrate some myth elements and giant sculpture to create a very poetic and epic scene.

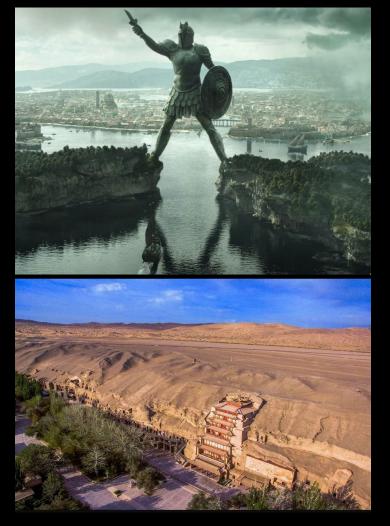












Maya, Unreal Engine, Quixel Bridge, Substance Painter, Nuke, Davinci Resolve