

## rendering



First I make the trajectory of the emitted lines with the "line" node and twist, then I make them scrambled and fluctuating, generating the particles into small balls of different sizes. Finally, I used "popnet" to simulate the particles so that they follow the trajectory.





The background is made in ue5 inside the mountain and gravel and the use of the sky dynamic sphere to produce the effect of clouds, and finally imported into the nuke inside the compositing, the light effects particles and the background for the compositing



I downloaded the eye texture maps from the website and created my own spheres in SP. To make the eyes look more realistic, I sculpted the eyelids and skin texture in zbrush and animated the eyeball rotation in houdini.







I downloaded brushes from the internet with different effects and tried a variety of skin grooves, but I didn't want it to be too practical because I needed to make an alien monster that hadn't been seen in human view.



On top of that, I processed a lot of images inside Photoshop for collage in order to make the background elements more rich, so I imported all the processed materials into nuke for matte painting.



Add different "card" levels in nuke, in order to make the objects have a slight deformation when the camera is moving, so that it will look more realistic.



I needed to hide the borderline around the eyes to keep the alien monster's eyes hidden in the clouds, so I used the method gonzalo taught us earlier to use alpha



I'm almost done with my work, and I'm going to spend a lot of time writing my dissertation next week