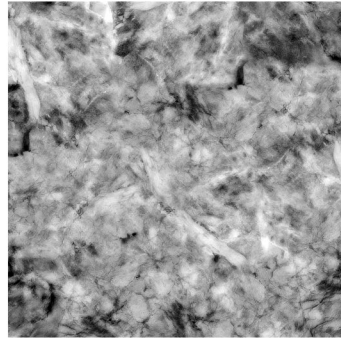
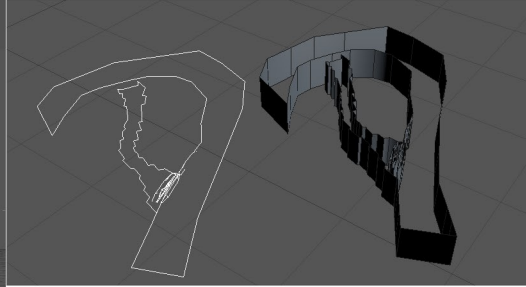
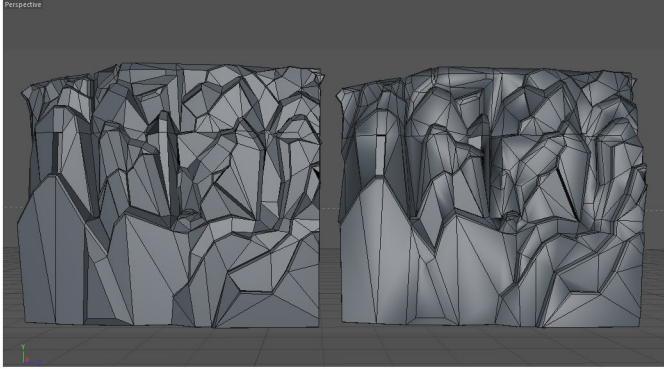
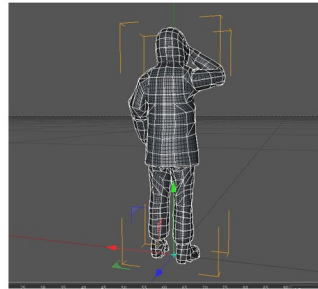
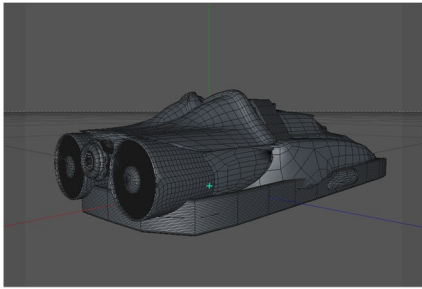




Established the light and the front geometry very early this time.



The rocks started as a displaced plane using the 'Electric' noise shader with a low octaves setting. I then decimated the mesh by a lot and triangulated it. Then started adding points back in and beveled and extruded parts by hand. The texture is a hand blend out of various images and is 4kx4k resolution with a very detailed displacement map. The walkway and the bridge started off with simple splines which I then extruded. Overall this was a bad idea because it needed a lot of fixing problematic areas afterwards. Could have done this a lot easier in Sculpttris for example.



Both, the car and the guy don't have a real front part to save on time : P



On the left is the final render without post. All I did is fixing some texture issues like visible tiling, added more saturation, brightened the left rock with a yellowish tone and applied minor tonality tweaks with curves.