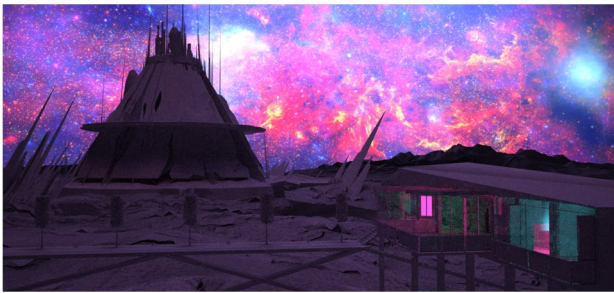
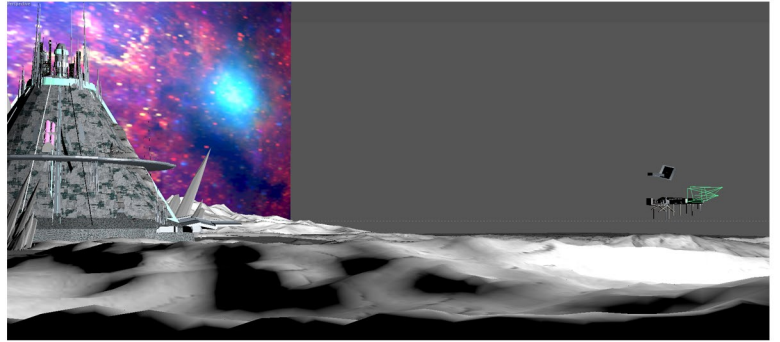
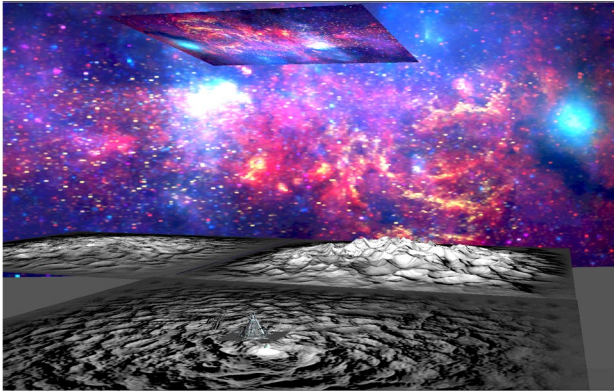
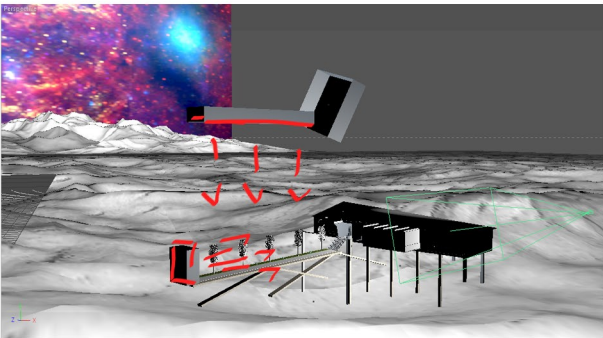


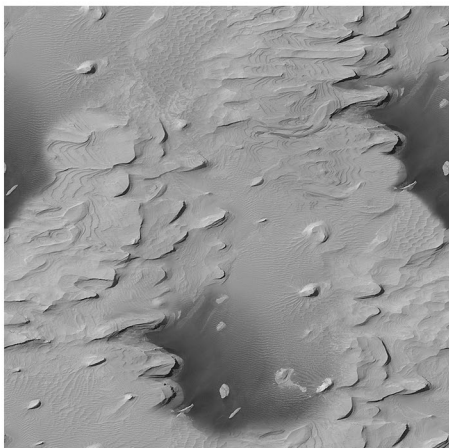
Early geo tests and final geometry render. Lots and lots of basic primitives, the spikes are done with extreme displacement values.



The scene scale is very large. The cam is 13.5 km away from the sky plane and around 1.5 km from the pyramid. Initially only lit by the back plane for a Contre-jour look and the same texture from above just way smaller aiming the part between the 2 buildings. Also already added some colored lights inside the fg building.



Added two light emitting, orange planes to highlight the walkway a bit.



Full credits on the textures go to NASA this time. I did the sky earlier and unfortunately don't have the originals any more, but it's a blend between 2 different images with some minor post work. The ground texture is a Mars shot which I repainted and tiled. I also displaced the ground based on the same image with a subdiv of 4 on a 600x600 poly landscape plane.

The postpro consisted of denoising, slightly blurring, sharpen and regaining the image. Also added some 2d displacement for a painterly look.