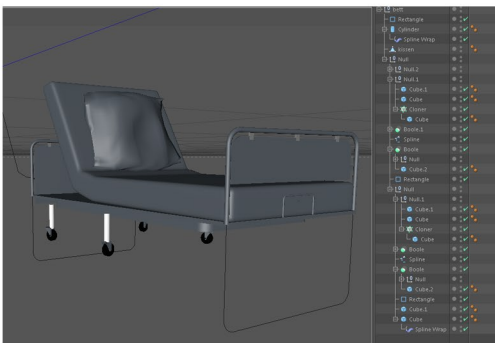
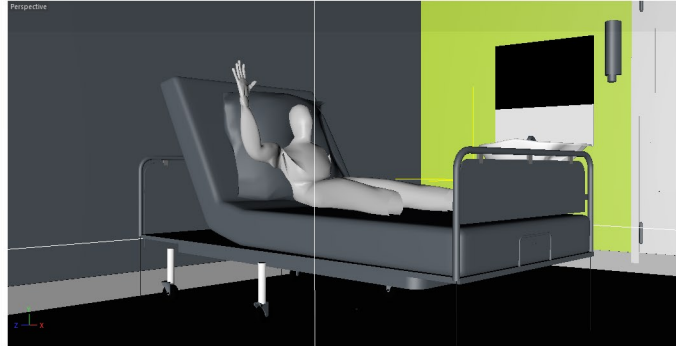
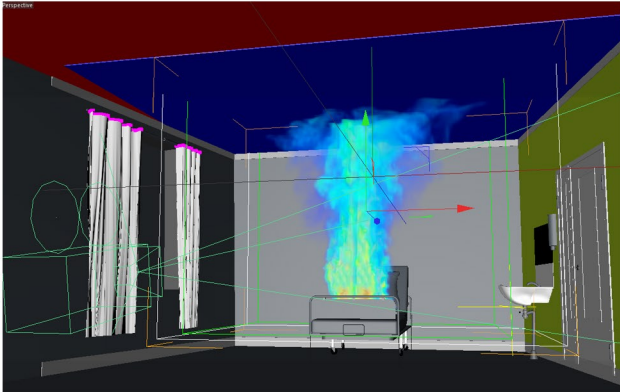


As mentioned before this weekly is referenced from a movie scene in 'Let the Right One In'. Because I wanted the door to be shut and the window open, but the fire to be there, I did a quick blend in between. Also looked for a scene where the hand would stick out more dramatically.



The scene scale is approximate real world scale. To match the camera a bit closely I looked up what camera and lens the film was shot with on imdb. As one can see on the purple points above the curtains those were first drawn with a spline, extruded and cloth simulated so they would look less rigid. Overall I underestimated this scene because it looked so easy to do, but even simple objects like the bed ate up time quickly.

The fire is simulated with TurbulenceFD. The blue plane on the ceiling is an obstacle object and deflects the fire, so it would bend around to the sides. The fire itself is emitted by the a simple human placeholder model and is rendered to several separate passes which were then composited on top of the original render where an orange light is in the place instead of the guy.