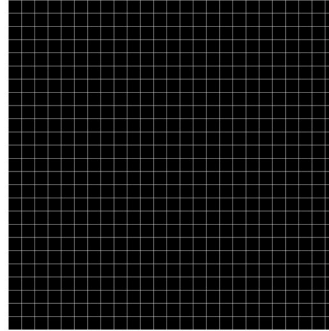
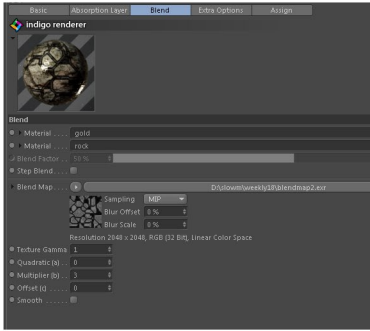


I started with the room and tried to make the room's base as simple and clean as possible. The curved shapes on the ground are done with Loft nurbs out of 3 splines. Then thin, cloned cubes were used with a Boole to cut holes into the Loft shape. The same boole reversed gave me the inbetweens of the previously cutted holes which I then extruded for darker edges. A cube with fillets was then put ontop with top and bottom deleted. A simple rectangular tiled texture was then applied to it and just looped around. Anything else that needed other textures, like the corners for example was simply poly selected and the other texture dragged onto the new poly selection. To mix it up even more I made various simple panels to put on the walls. The roof tiles were cloned and a random effector applied to their rotation to rotate them ever so slightly by 0.5-2 degrees.



The rocks are spheres and a pyramid displaced with the displacer effector using Turbulence noise to see their displacement a bit easier instead of rendering it each time. They were then converted to meshes and were further displaced with a subdiv of 2-3 by a blend material. The blend material consists of gold and rock and is blended by a voronoi alike texture on the pyramid and with simple noise on the rounder rocks. The roots were done with IvyGrower and the bushes with arbaro.

An other thing probably interesting is the grid glass. Initially I used a real glass shader for it, but since it gave either no interesting reflections or weird looking ones slowing down rendering speed as well, I just applied a grid into the alpha channel on a grey diffuse plane showing only white parts making it look like glass and rendering very fast.



The scene is lit by 4 sources which were subdivided into separate Indigo light layers. 2 main sources with a very similar color and a soft orange light from the side to fill the objects a bit more and create chroma contrast. The blue lightning light was mainly there to create blue reflections close to the stones.



Saved two differently tone mapped renders and blended them together.



Various depth map versions were used for creating atmospheric effects but were also used as masks to composite some smoke parts behind the stones.

The lightning effects were composited on top from a single photograph.

Finally there are some selective color and bloom effects and curve and exposure adjustments.

