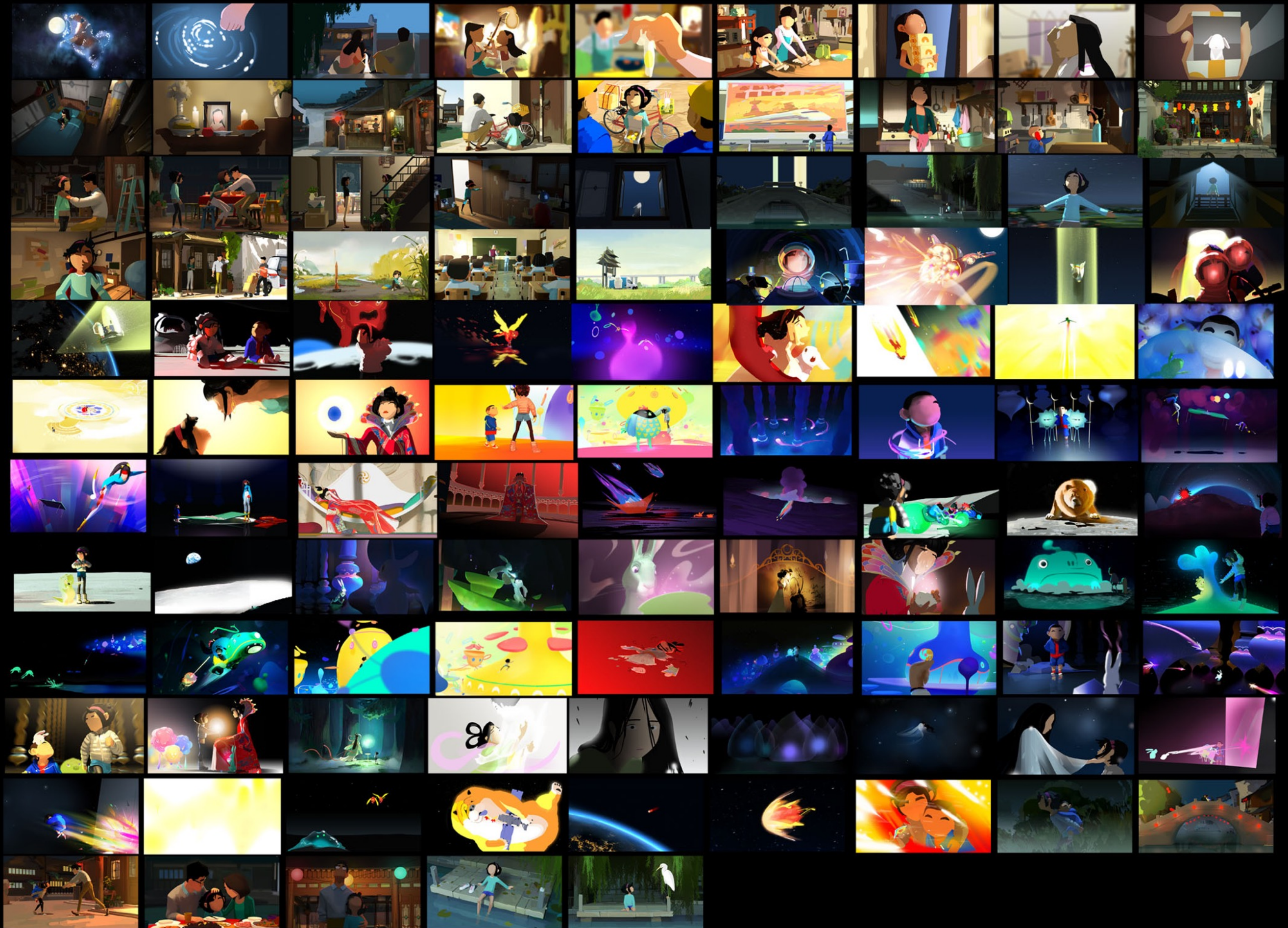


OVER THE MOON

Production Designer
Céline Desrumaux



COLORSCRIPT



THE WATER TOWN

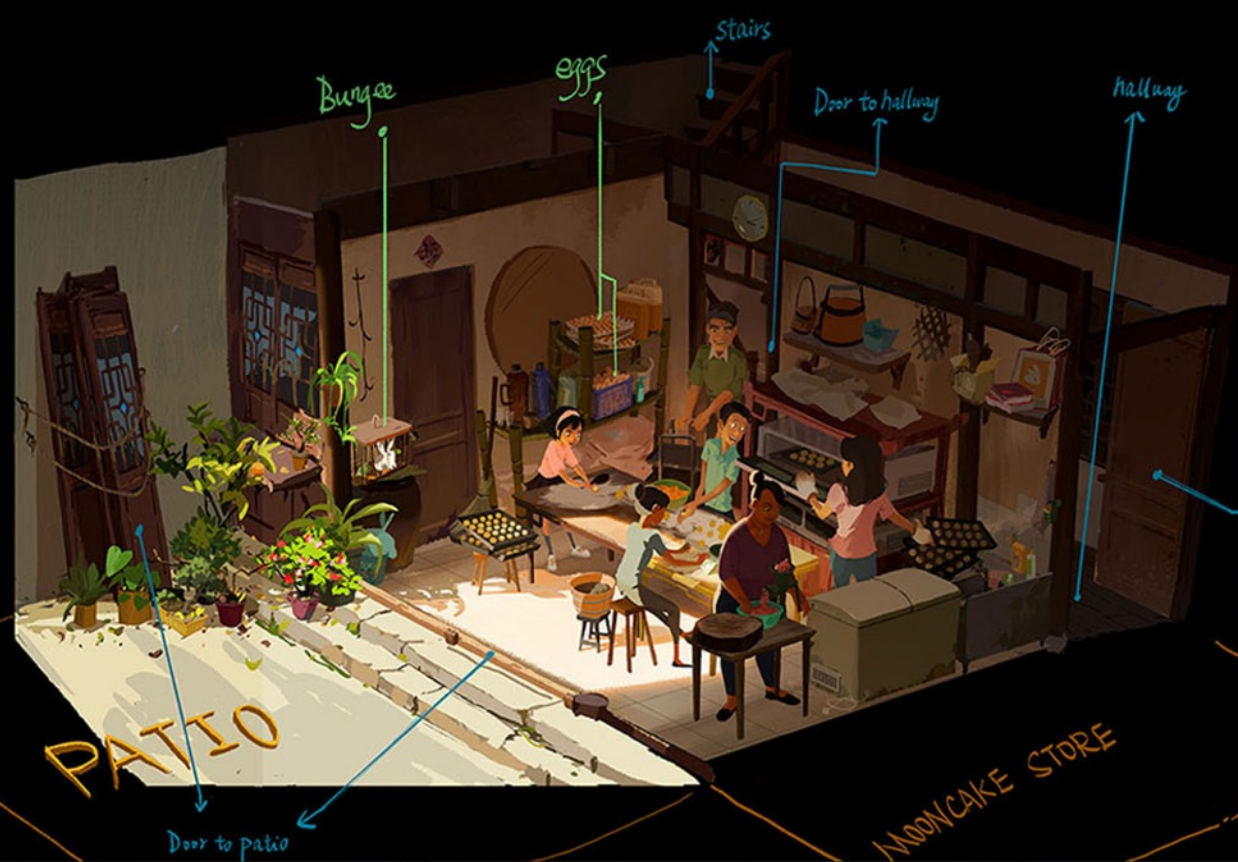
INITIAL CONCEPT DESIGNS FOR THE TOWN





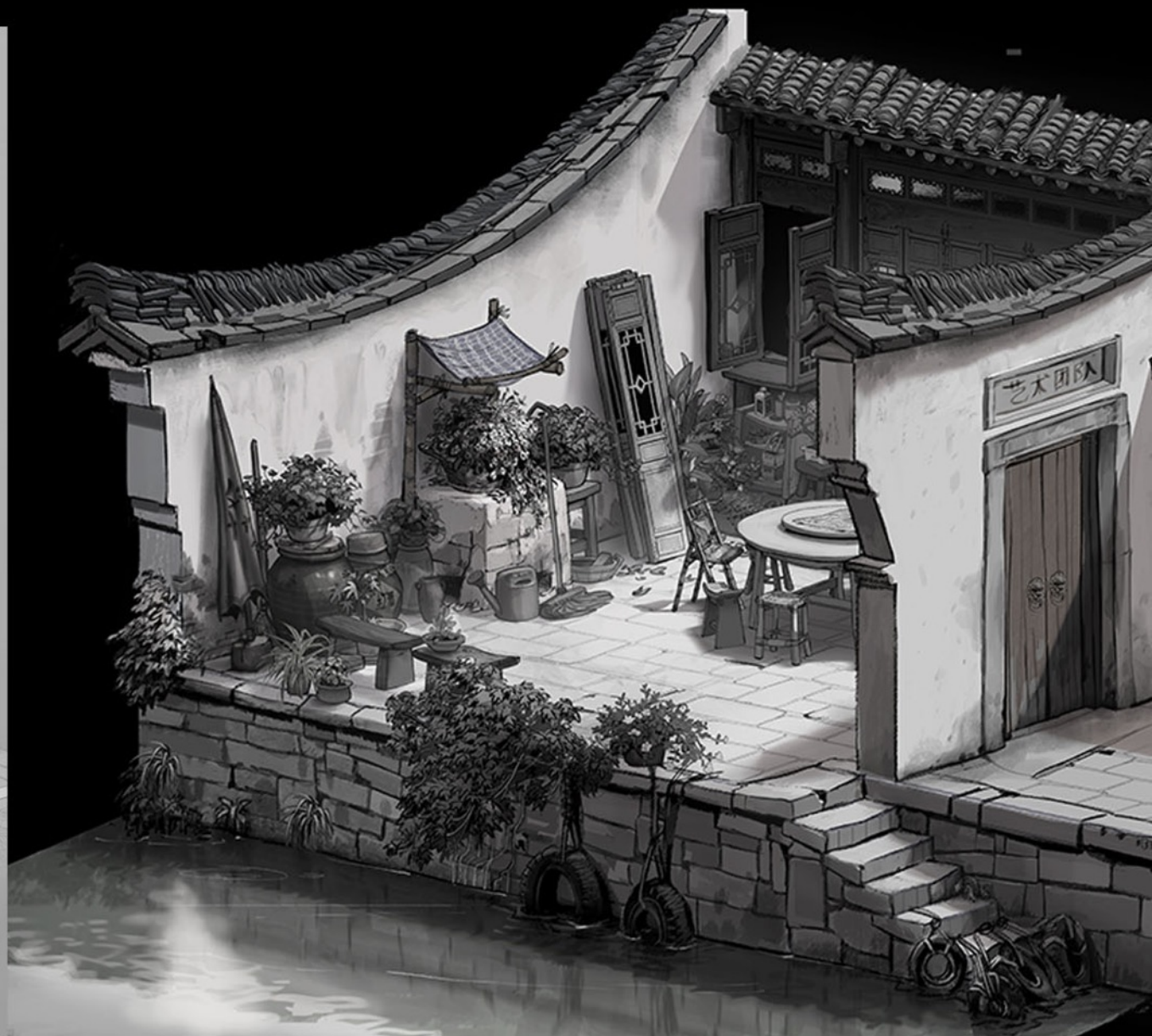
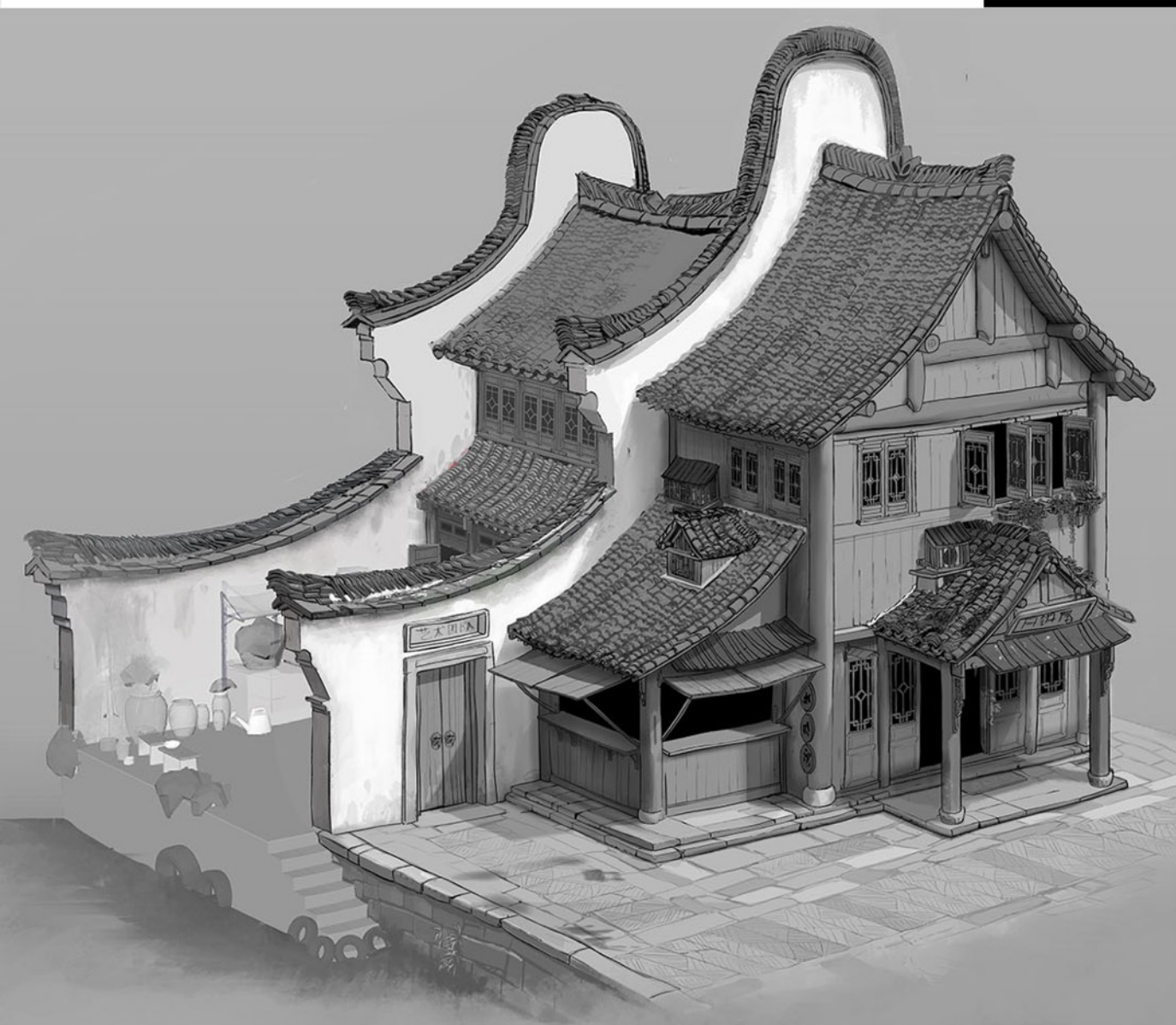
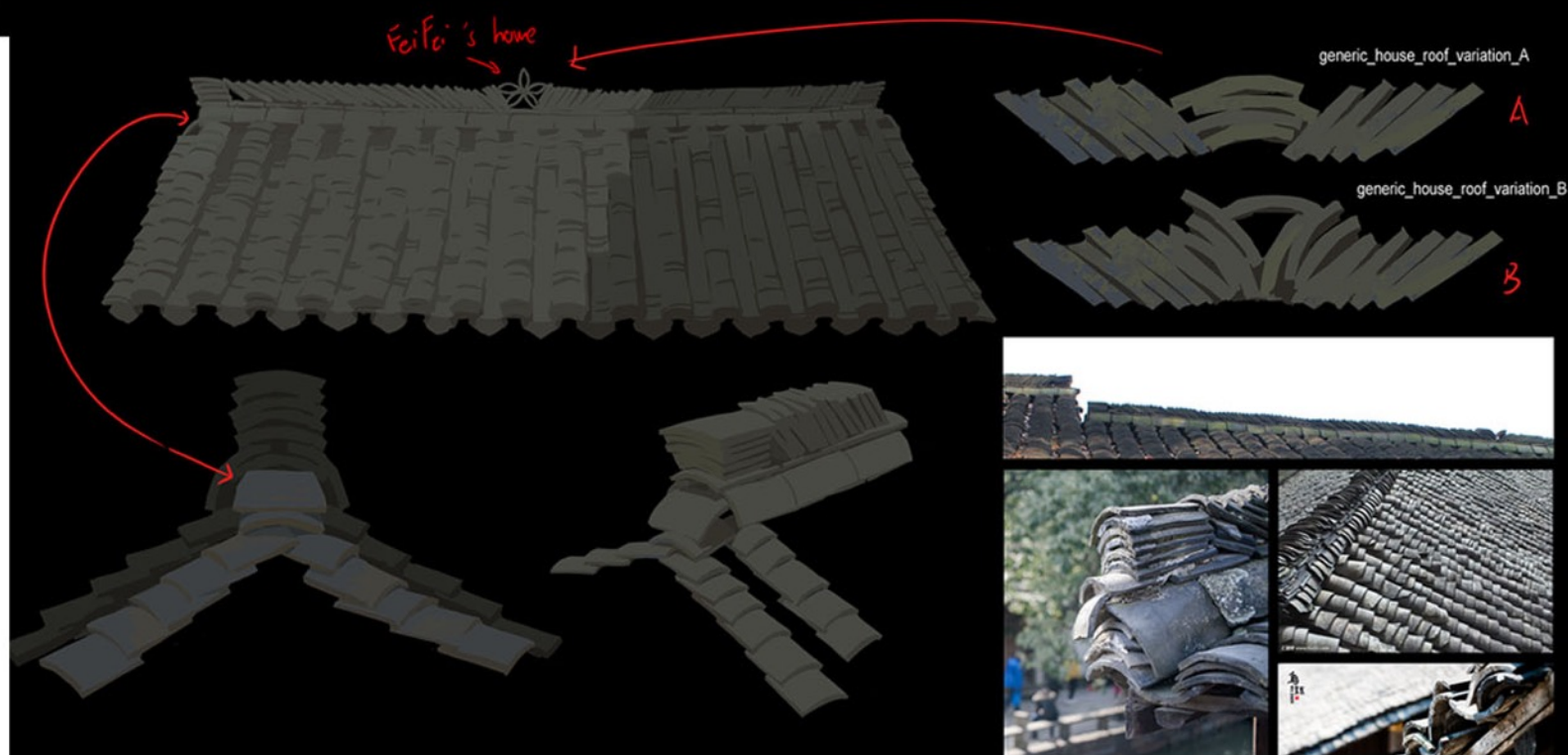
FEI FEI'S HOME — THE BAKERY

INITIAL CONCEPT DESIGNS



FEI FEI'S HOME

CONCEPTS — SET DESIGN



LEGEND OF CHANG'E — COLORSCRIPT



2D ANIMATED SEQUENCE



FINAL IMAGE



MAKING MOONCAKES 🎵



FINAL IMAGES



ROCKET TO THE MOON — COLORSCRIPT/LIGHTKEY

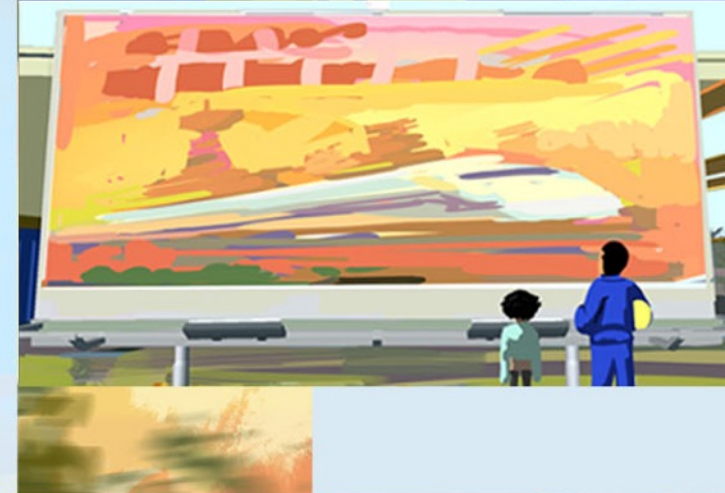


FINAL IMAGES

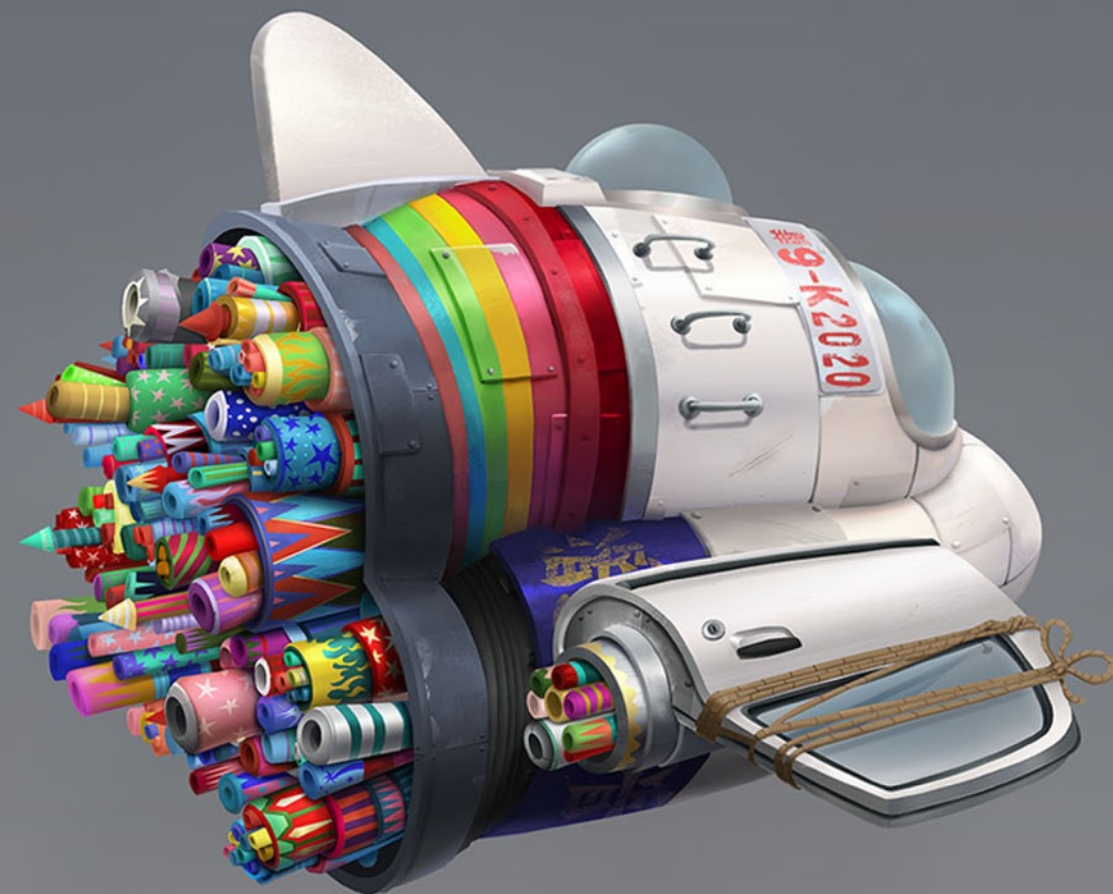
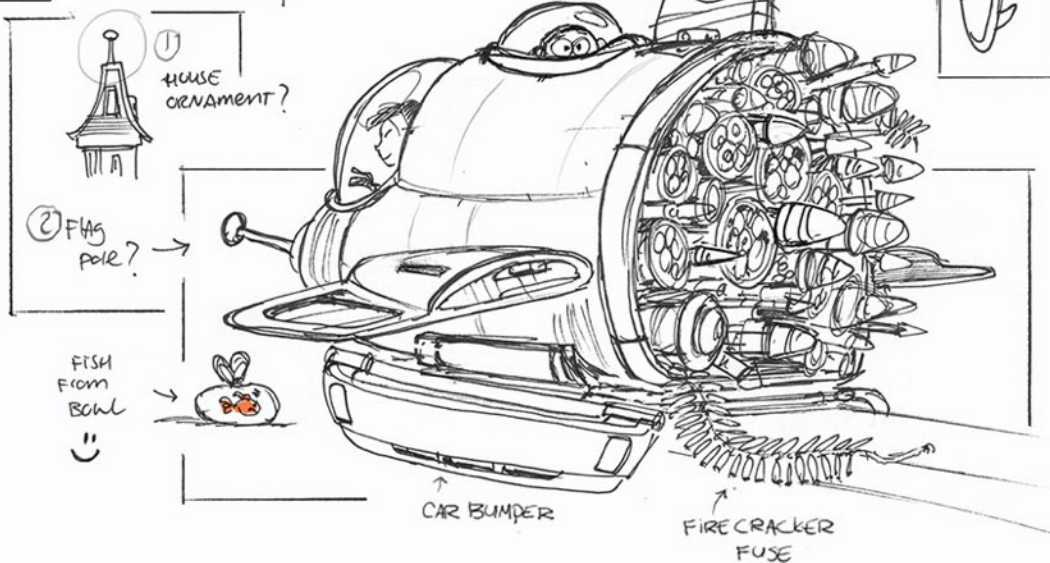
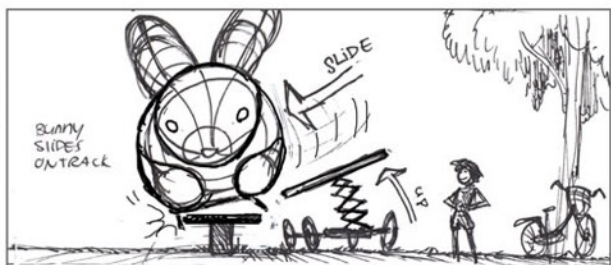


MAGLEV
SITE

热烈庆祝
磁悬浮列车通车



BUILDING THE ROCKET



MALFUNCTION

COLORKEYS/LIGHTKEYS

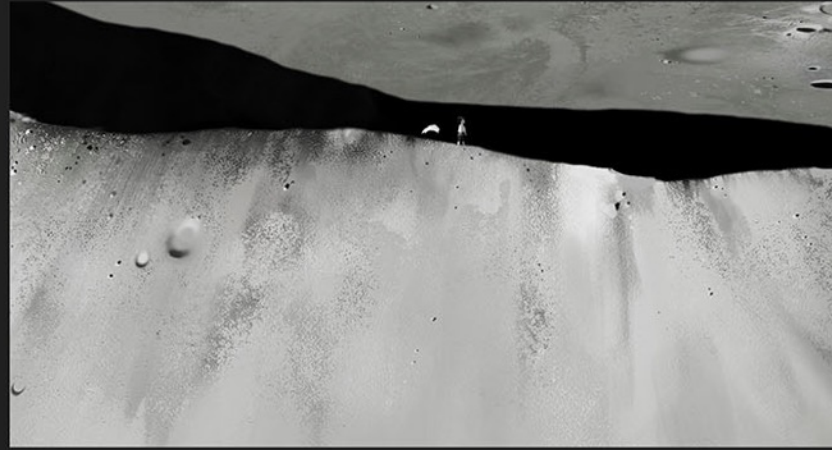
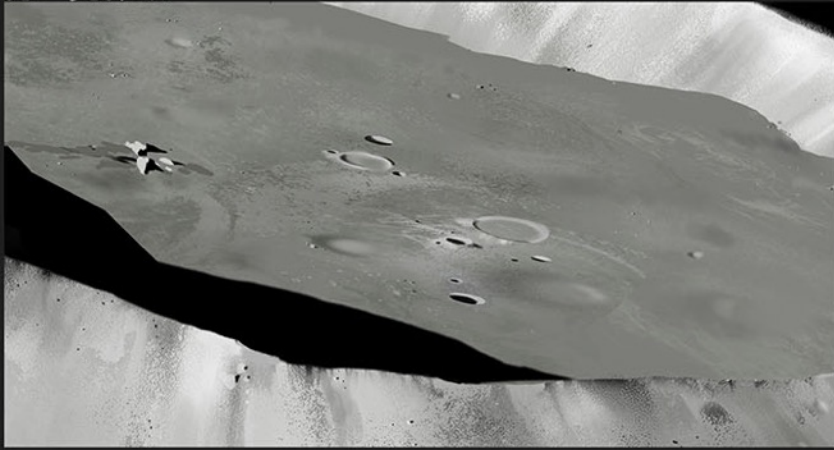


FINAL IMAGES



THE MOON /LIGHT SIDE

SET DESIGN



COLOR DESIGN



EARLY CONCEPT



photo reference

- *the shapes are stylised
- *the texture brings details and realism
- *composition of multiple rocks and shadow create complexity

texture more visible around the edge between the light and the shadow than in the light (and not visible at all in the shadow)

5 big rock

the rocks from the group 3 to 5 have to be grounded and not just laid on the ground



scale reference

the painted texture on the ground brings an additional level of detail

1 tiny rock (no texture)

2 very small rock (no texture)

3 small rock

4 medium rock



exemplar of development on a surface

MOON_SURFACE_ROCKS

FINAL IMAGE



BIRTH OF LUNARIA

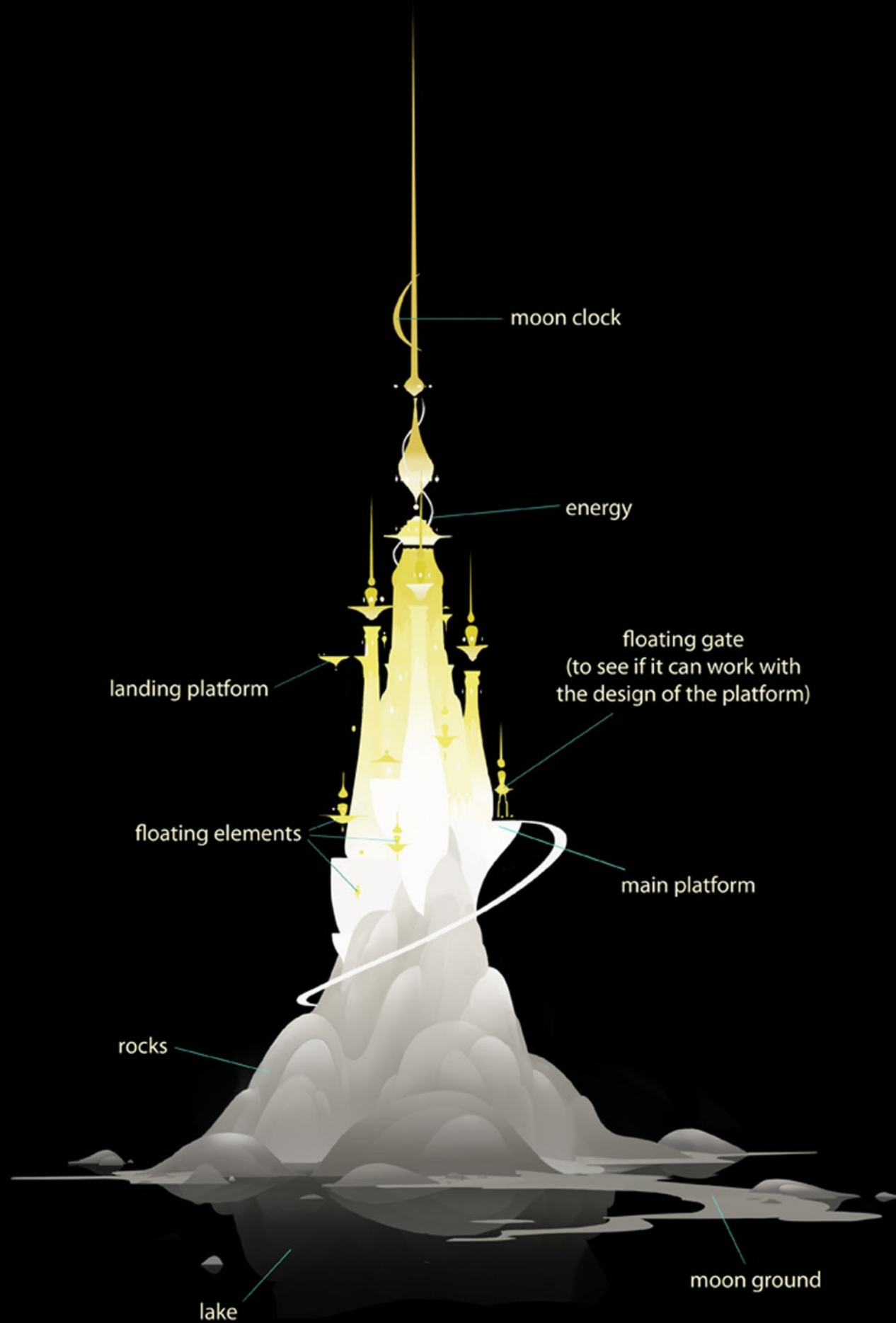
EARLY CONCEPT



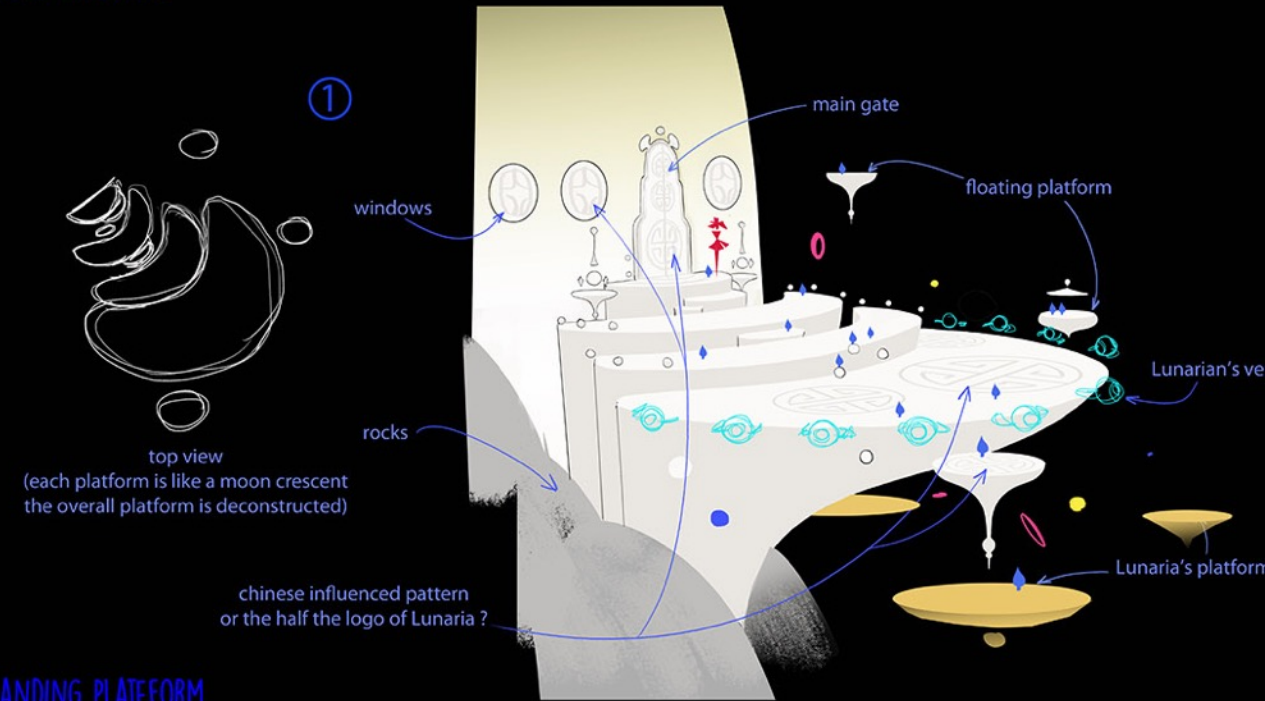
FINAL DESIGN



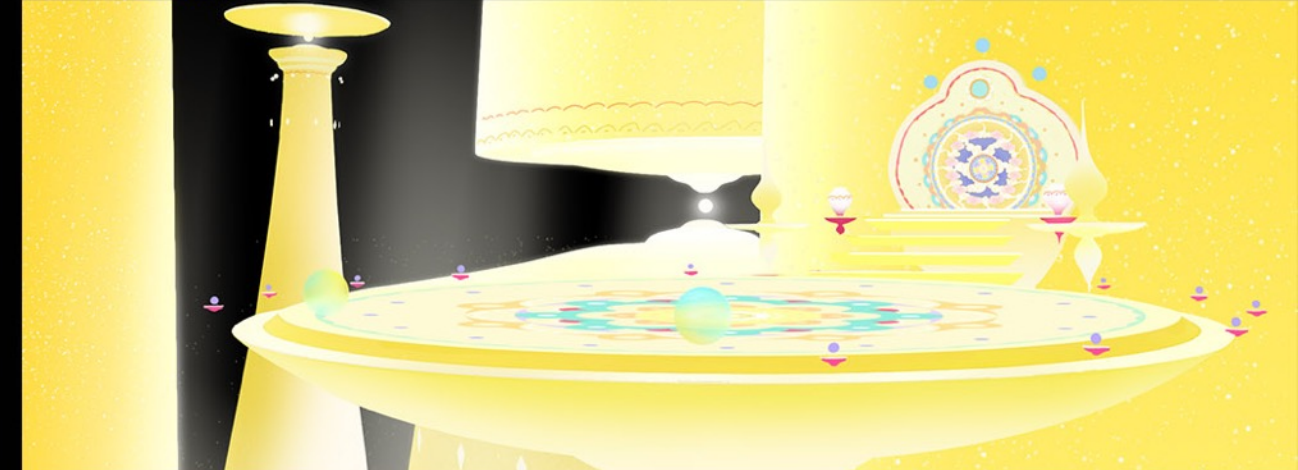
THE PALACE



MAIN ENTRANCE



LANDING PLATFORM



FINAL IMAGE



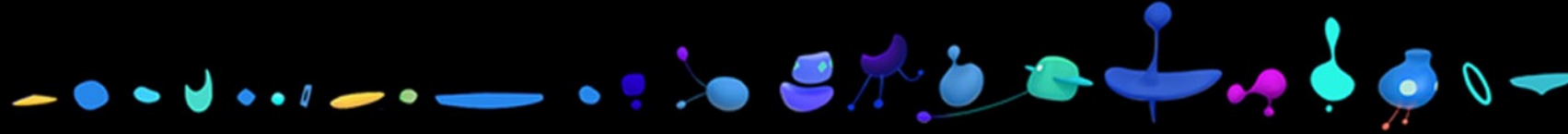
LUNARIA — ARCHITECTURE

SET DESIGN + color design

color 01



color 02



color 03



color 01



color 02



color 01



color 02

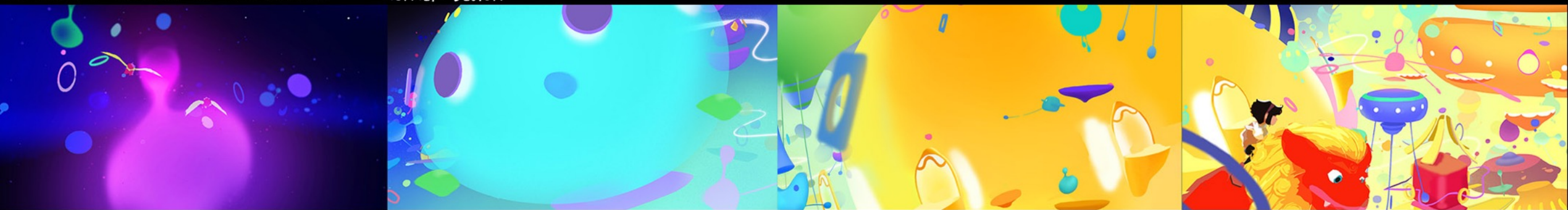


LUNARIA — STYLE FRAME



LUNARIA / TRAVEL TO THE PALACE

CONCEPT DESIGN

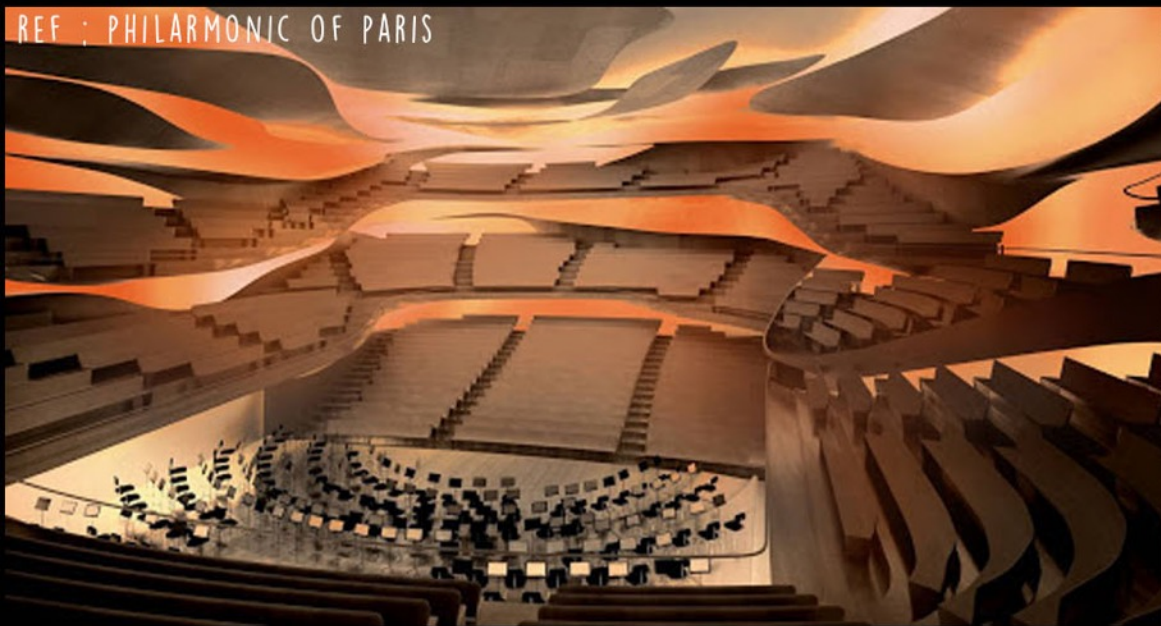


THE LUNARIANS



THE CONCERT HALL

REF : PHILARMONIC OF PARIS



MEET CHANG'E



COLORSCRIPT

CONCEPT
DESIGNS

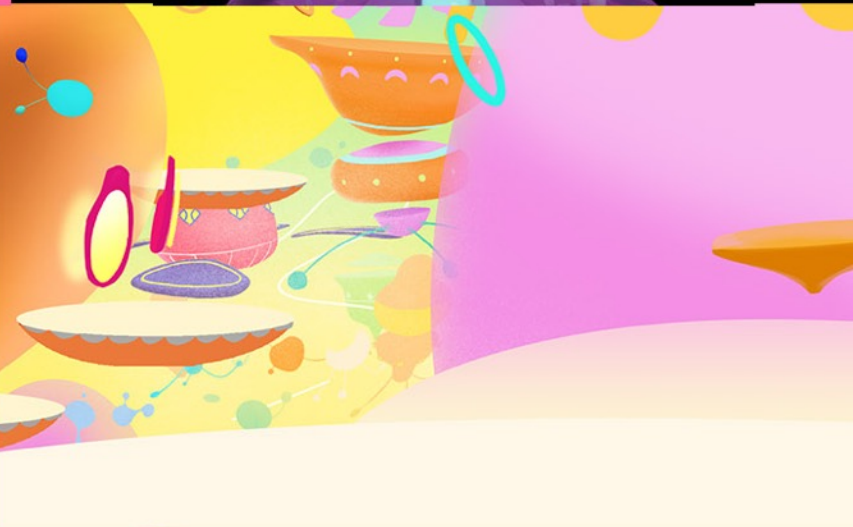
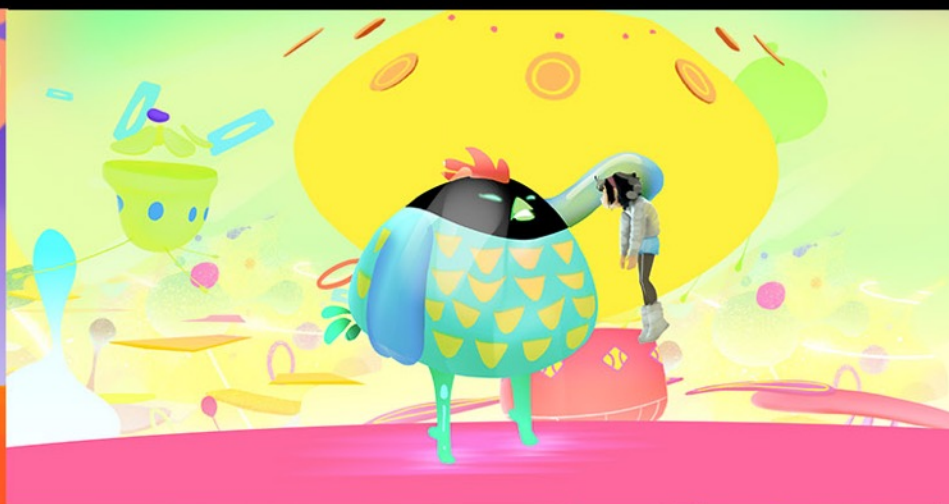


FINAL IMAGES



FIND THE GIFT

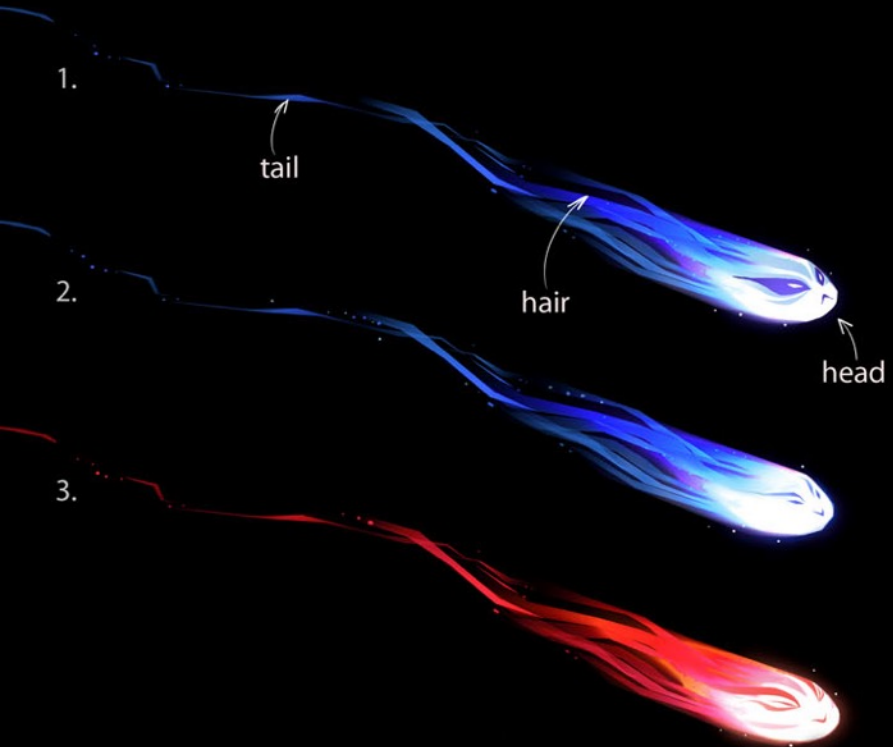
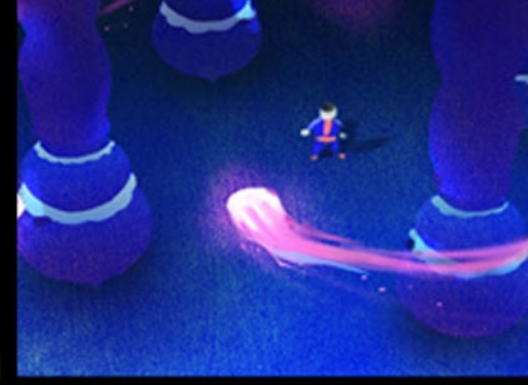
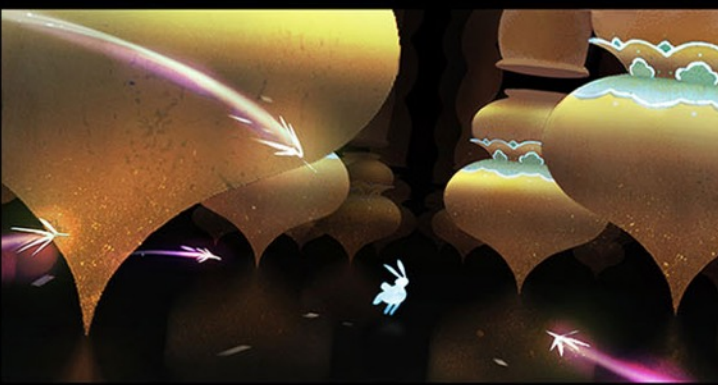
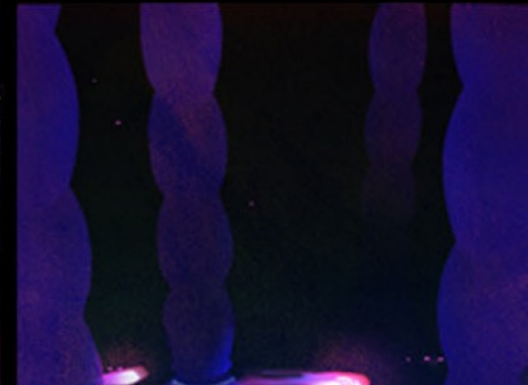
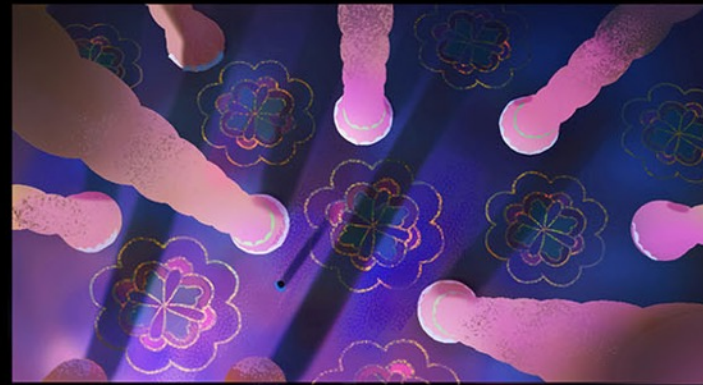
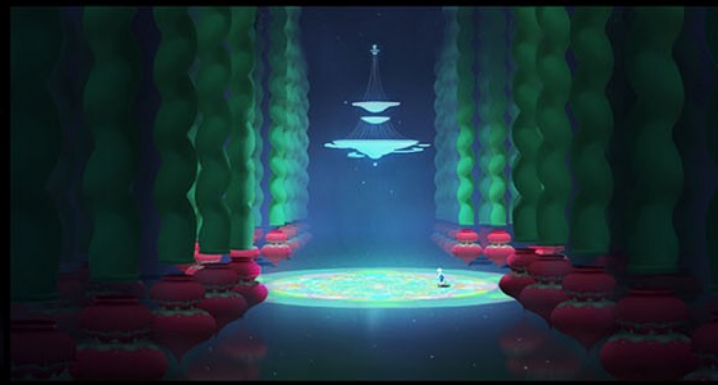
CONCEPT DESIGN



FINAL IMAGES



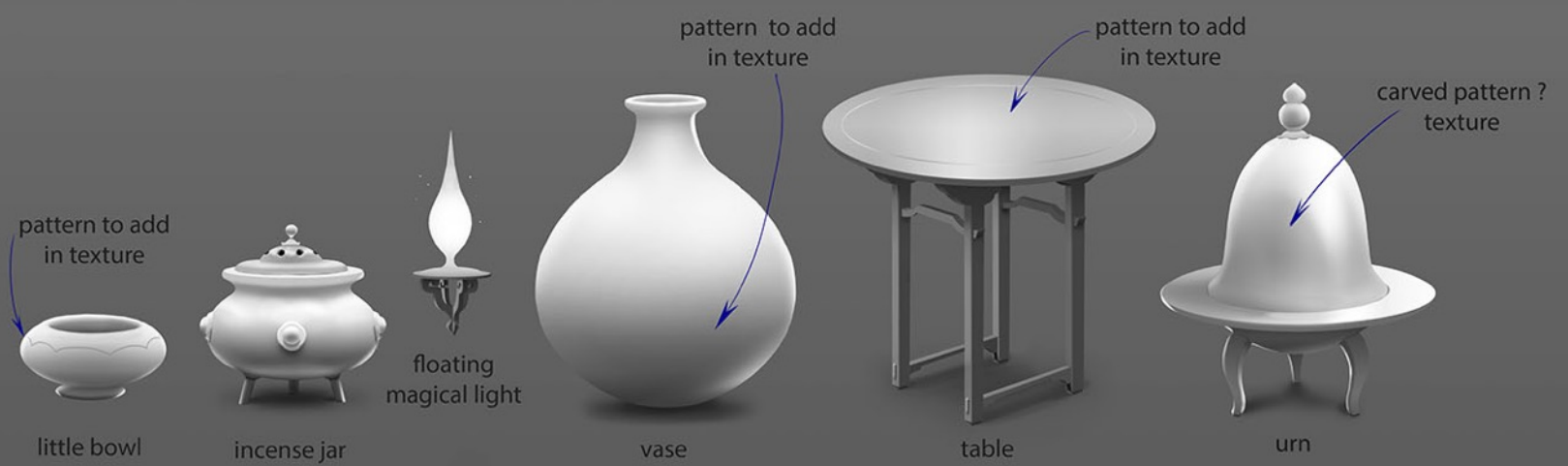
HALLWAY OF SHOOTING STARS



FINAL FRAME



PRIVATE CHAMBER



THE RABBITORY



PING PONG

EARLY CONCEPTS



COLORSCRIPT/LIGHTKEYS

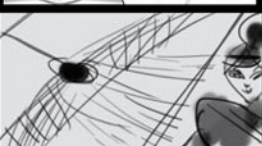


FINAL IMAGE



EARLY CONCEPTS

PLAY WITH DIFFERENT POINT OF VIEW OF THE ACTION



LINE OF MOVEMENT - PAINT EFFECT TO AMPLIFY THE ACTION



PLAY WITH TANGENT TO CREATE TENSION



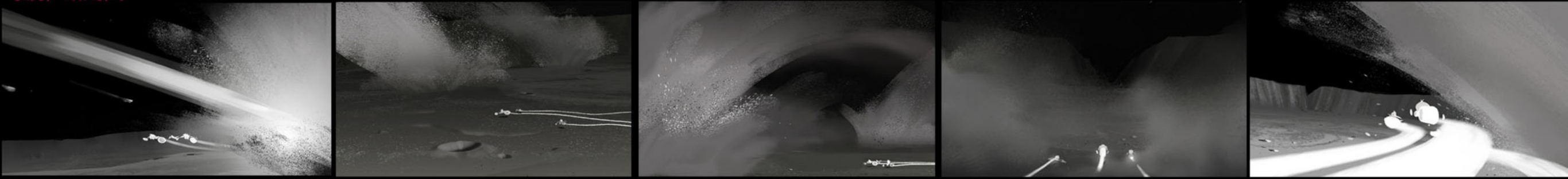
SHOW THAT CHANG E CHEATS WITH SPLITSCREEN



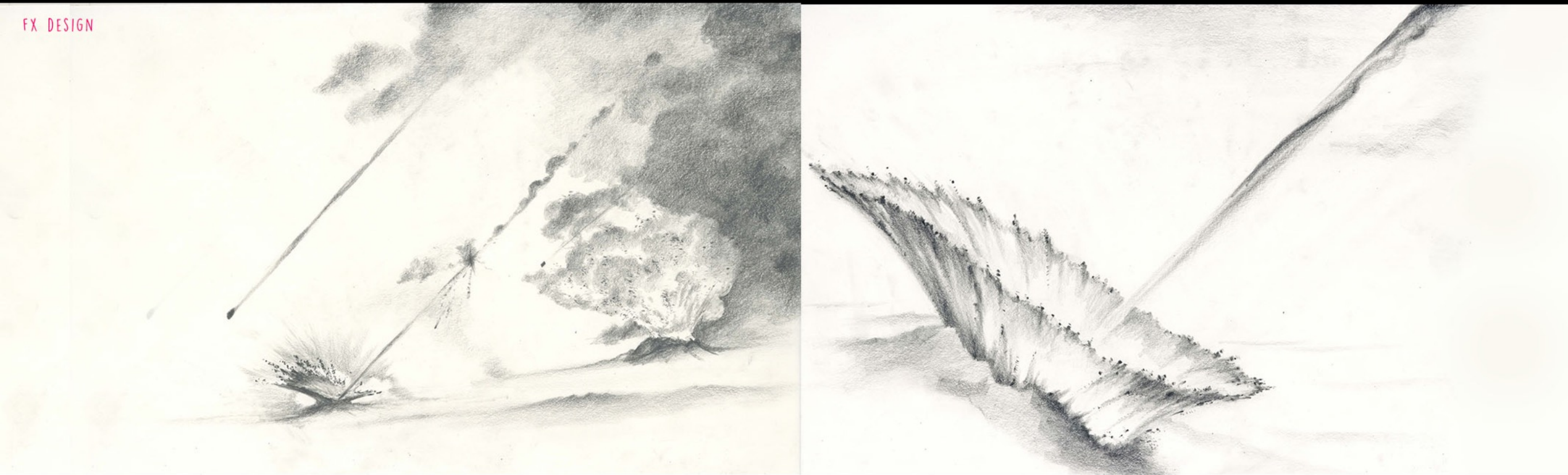
PLAY WITH THE SPLITSCREEN LINE TO SUPPORT THE CONFRONTATION

THE METEOR SHOWER

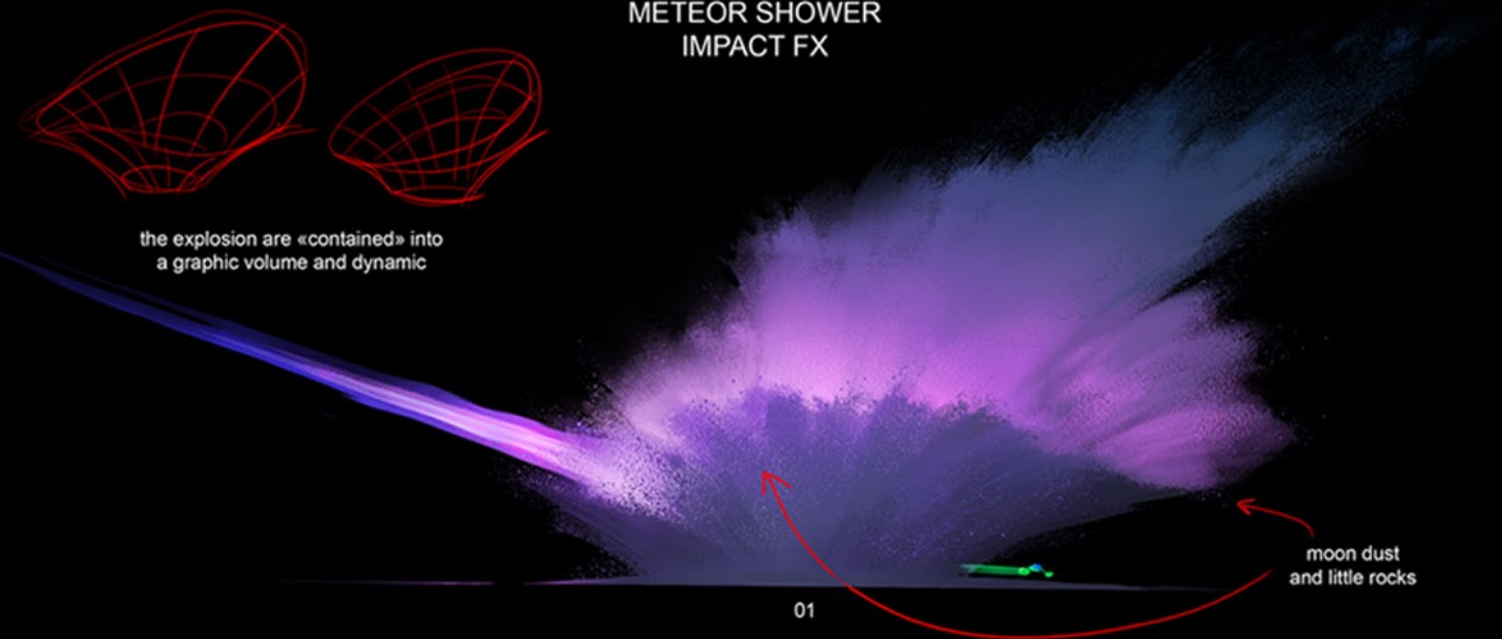
EARLY CONCEPTS



FX DESIGN



METEOR SHOWER IMPACT FX



THE AMULET

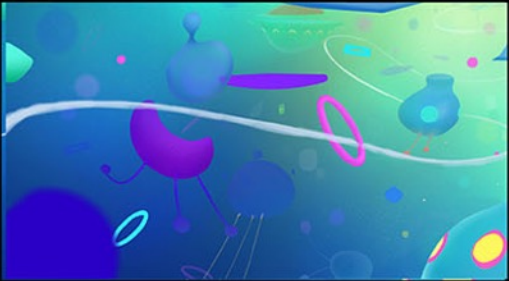
STYLE FRAME



COLORSCRIPT / SET DRESSING BUILDINGS



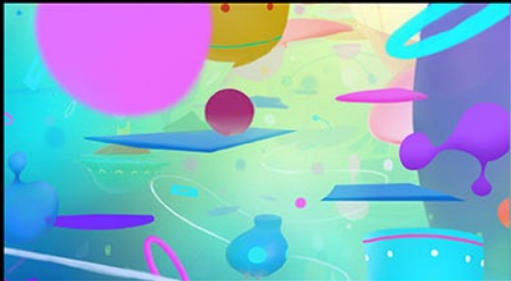
KEY FRAME 01



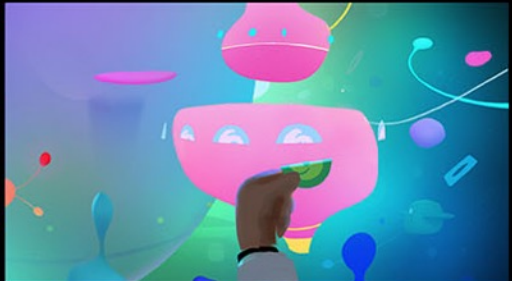
TRANSITION A B



KEY FRAME 02



TRANSITION C D



KEY FRAME 03

FINAL IMAGES



HOUYI REUNION

EARLY CONCEPT



JEWELS DESIGN



FINAL IMAGES



HOUYI REUNION

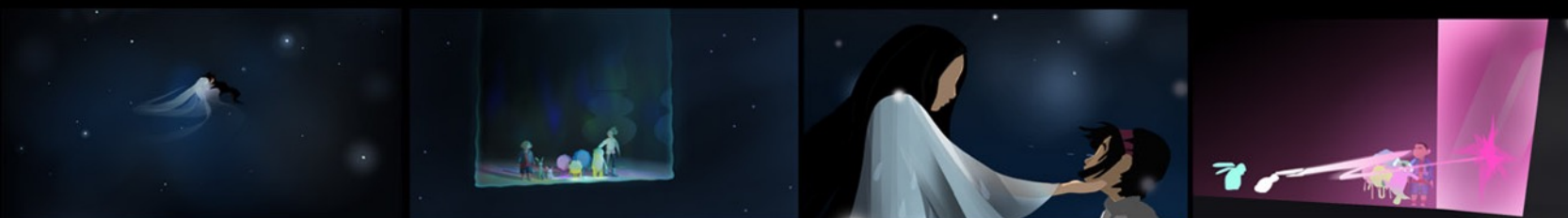
COLORKEY/LIGHTKEYS



CHANG E - DRESS - GOLD TRANSITION



CHAMBER OF EXQUISITE SADNESS



FINAL IMAGES

