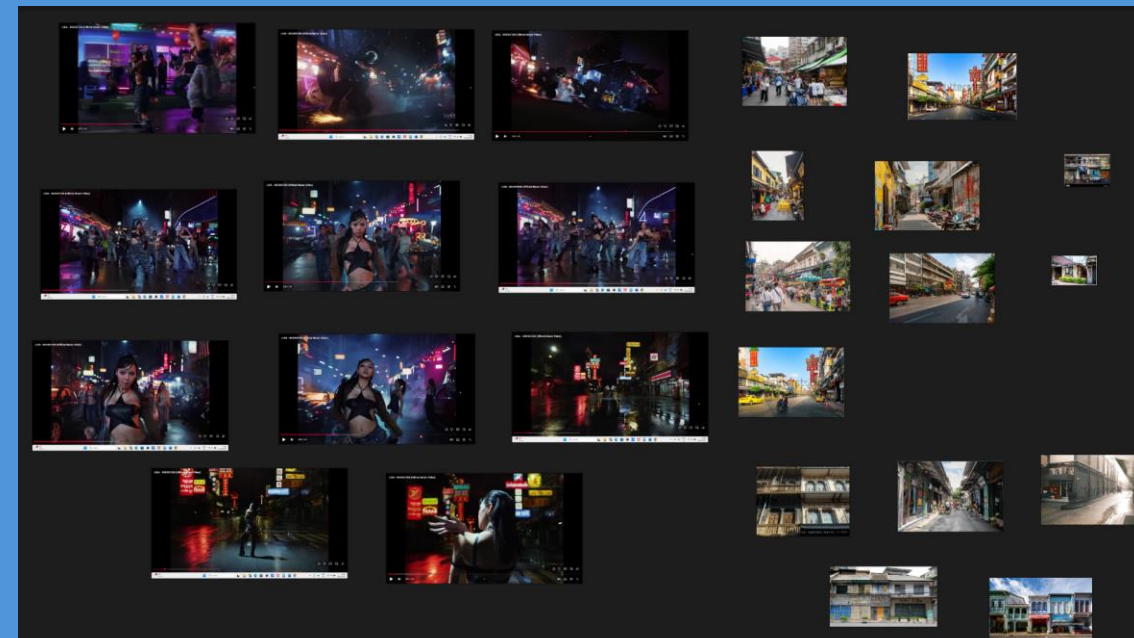
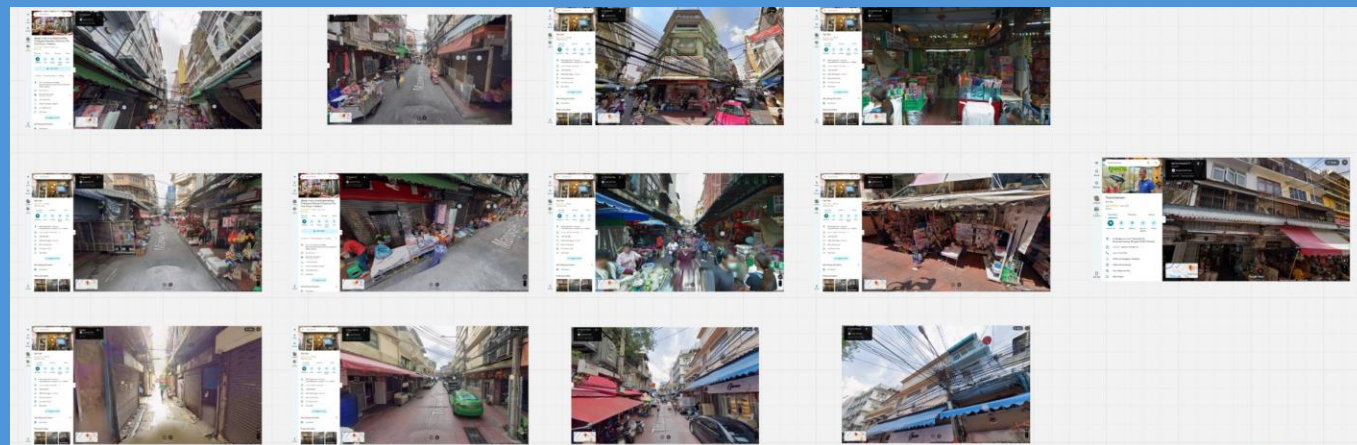


The Night Market

Abi Hulse

Introduction- Why a Market Street:

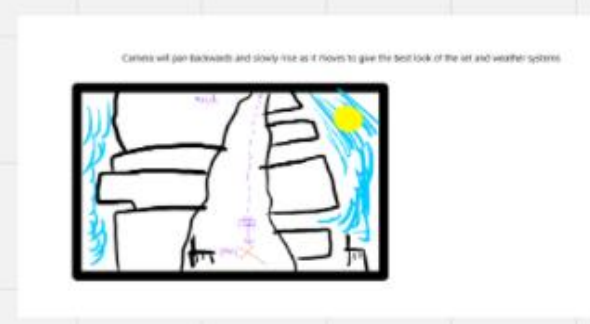
- It was small enough to be a reasonable scope for the time given whilst still being able to display the climate of Thailand and how it effects cinematography and the country in general through fog blocking the camera or streets flooding.
- Realistic set for a Thai show



Production- Preparation:

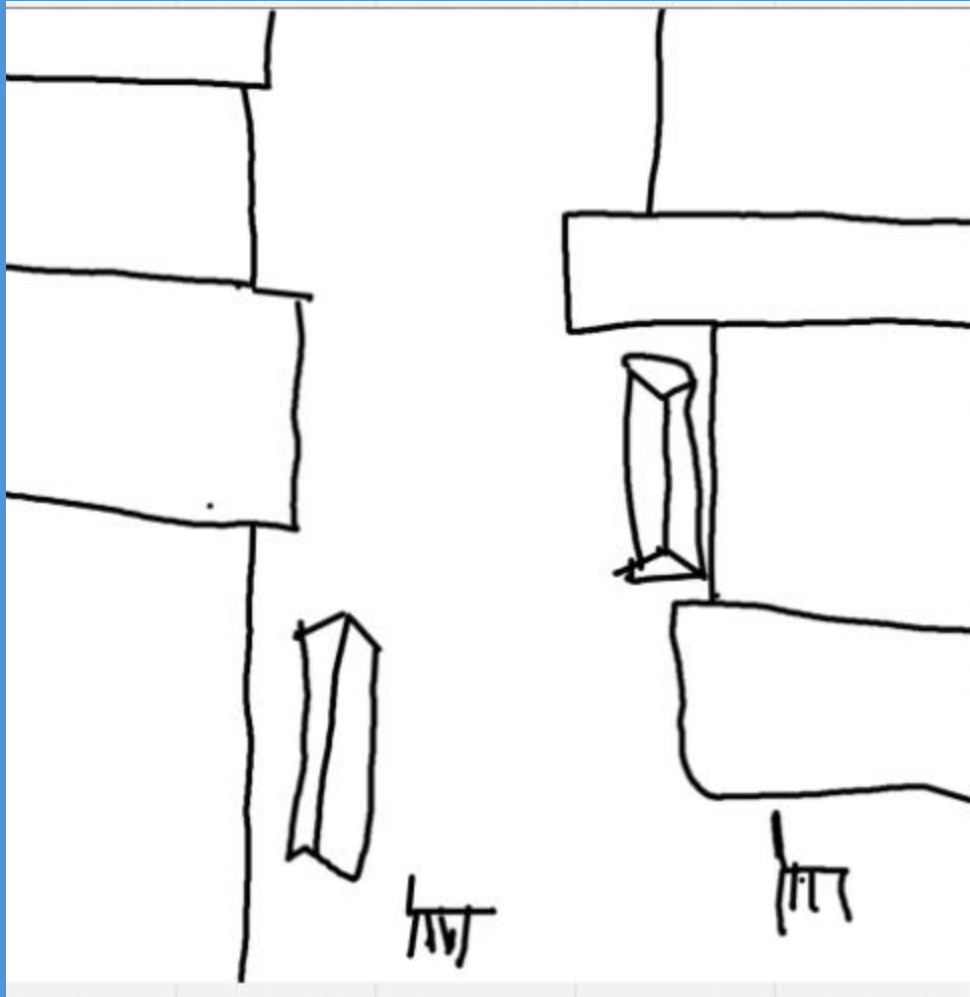
- Storyboard

Storyboard:



Production- Preparation:

- Asset list



FYP Asset List:

Walls:

Short side wall

Tall base wall

Short base wall

bottom base wall with shed door

main wall for multiple windows

main wall for 1 big window

Windows:

Long thin store front windows

rectangular store front windows

rectangle hinged wooden house windows

archway window

Roofs:

Metal crinkle roof

Concrete crinkle roof

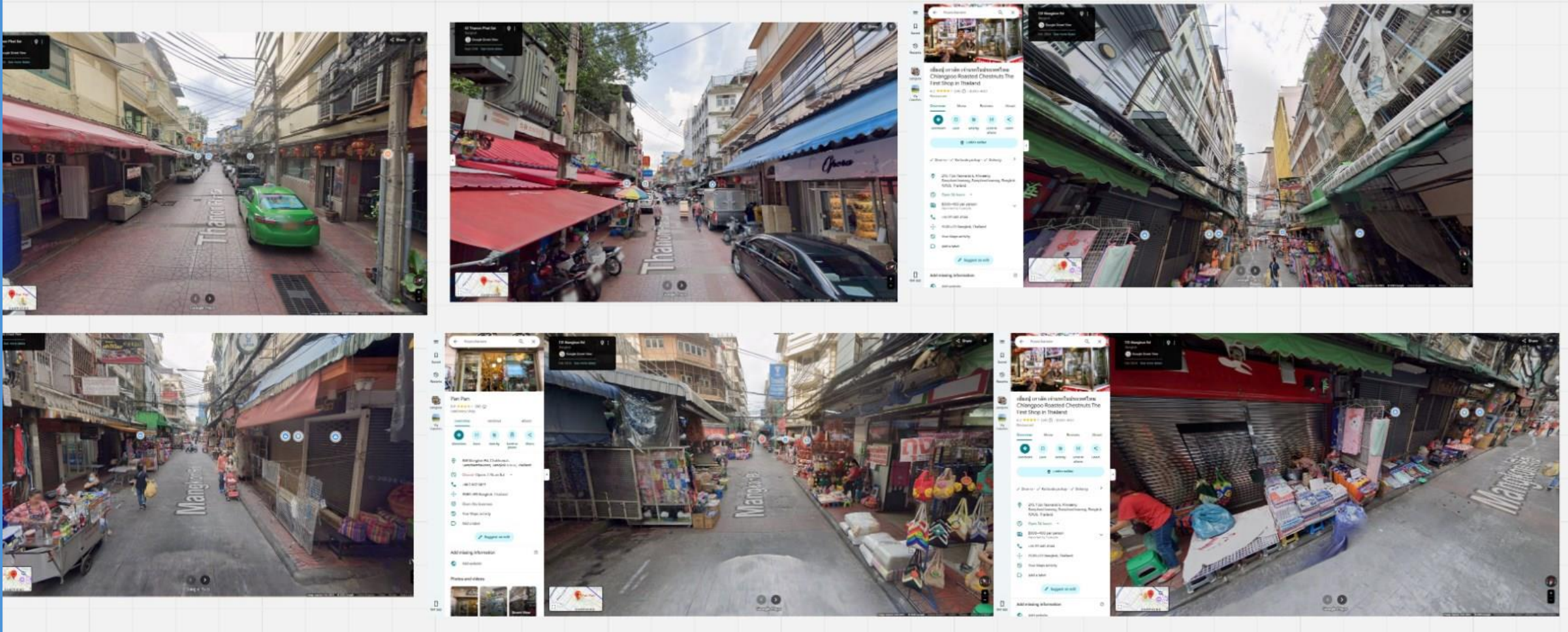
Production- Preparation:

- Gantt chart

<i>start of project</i>				
Edit Proposal	100%	Tue 14/10/25	Tue 14/10/25	1
Make Gantt Chart	100%	Tue 14/10/25	Tue 14/10/25	1
Asset List	100%	Tue 14/10/25	Tue 14/10/25	1
Put all references together and upload	100%	Tue 14/10/25	Tue 14/10/25	1
Fill In Ethics Document	100%	Tue 14/10/25	Wed 15/10/25	2
Define Environmet with a map	100%	Fri 17/10/25	Fri 17/10/25	1
Cinematic Storyboard	100%	Fri 17/10/25	Tue 21/10/25	4
Phase 2-Block Out and Main Research				
Block Out Scene Using Blocks in UE	100%	Thu 23/10/25	Thu 23/10/25	1
Set Design Research	100%	Wed 22/10/25	Thu 23/10/25	7
Science Behind Weather Reasearch	0%	Mon 3/11/25	Tue 4/11/25	7
Thai Weather Research	100%	Thu 30/10/25	Fri 31/10/25	
Thai Architecture Research	100%	Tue 28/10/25	Wed 29/10/25	
Modularity In Games Research	100%	Fri 7/11/25	Mon 10/11/25	
More Detailed Asset List	100%	Thu 30/10/25	Fri 31/10/25	
Ultra Dynamic Sky Experimentation	90%	Thu 23/10/25	Tue 11/11/25	
Phase 3-Modeling and Continued Research				
Define the Landscape	100%	Mon 3/11/25	Tue 4/11/25	7
Block Out Walls (8)	70%	Wed 5/11/25	Fri 7/11/25	7
Block Out Windows (4)	50%	Mon 10/11/25	Wed 12/11/25	7
Block Out Roofs (3)	0%	Thu 13/11/25	Mon 17/11/25	7
Block Out Building accesories (4)	0%	Tue 18/11/25	Fri 21/11/25	
Block Out accesories (4)	0%	Mon 24/11/25	Fri 28/11/25	
Foliage	0%	Fri 14/11/25	Tue 18/11/25	
Research/Block Out Lighting	0%	Tue 18/11/25	Mon 24/11/25	
Research Film VFX		Mon 24/11/25	Tue 25/11/25	
Phase4- High Poly				
Polish Walls	0%	Wed 26/11/25	Mon 1/12/25	7
Polish Windows	0%	Mon 1/12/25	Thu 4/12/25	7
Polish Roofs	0%	Wed 3/12/25	Fri 5/12/25	7
Polish Buildingg Accesories		Wed 26/11/25	Mon 1/12/25	
Polish Accesories		Wed 26/11/25	Tue 2/12/25	
Unwrap/Import to UE		Mon 1/12/25	Fri 9/1/26	
Detailed Lighting		Wed 7/1/26	Mon 12/1/26	

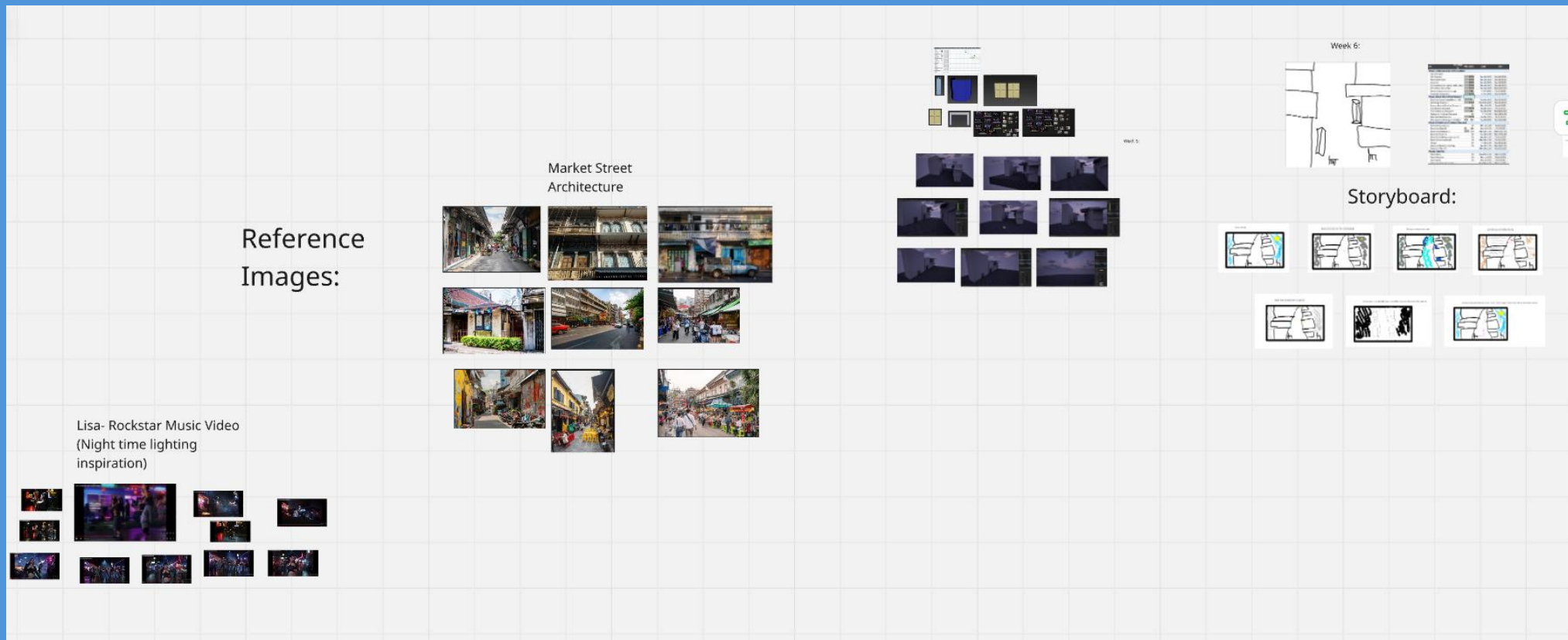
Production- Preparation

- Location scouting



Production- Documentation

- Weekly uploads to Miro board showing progress as I went

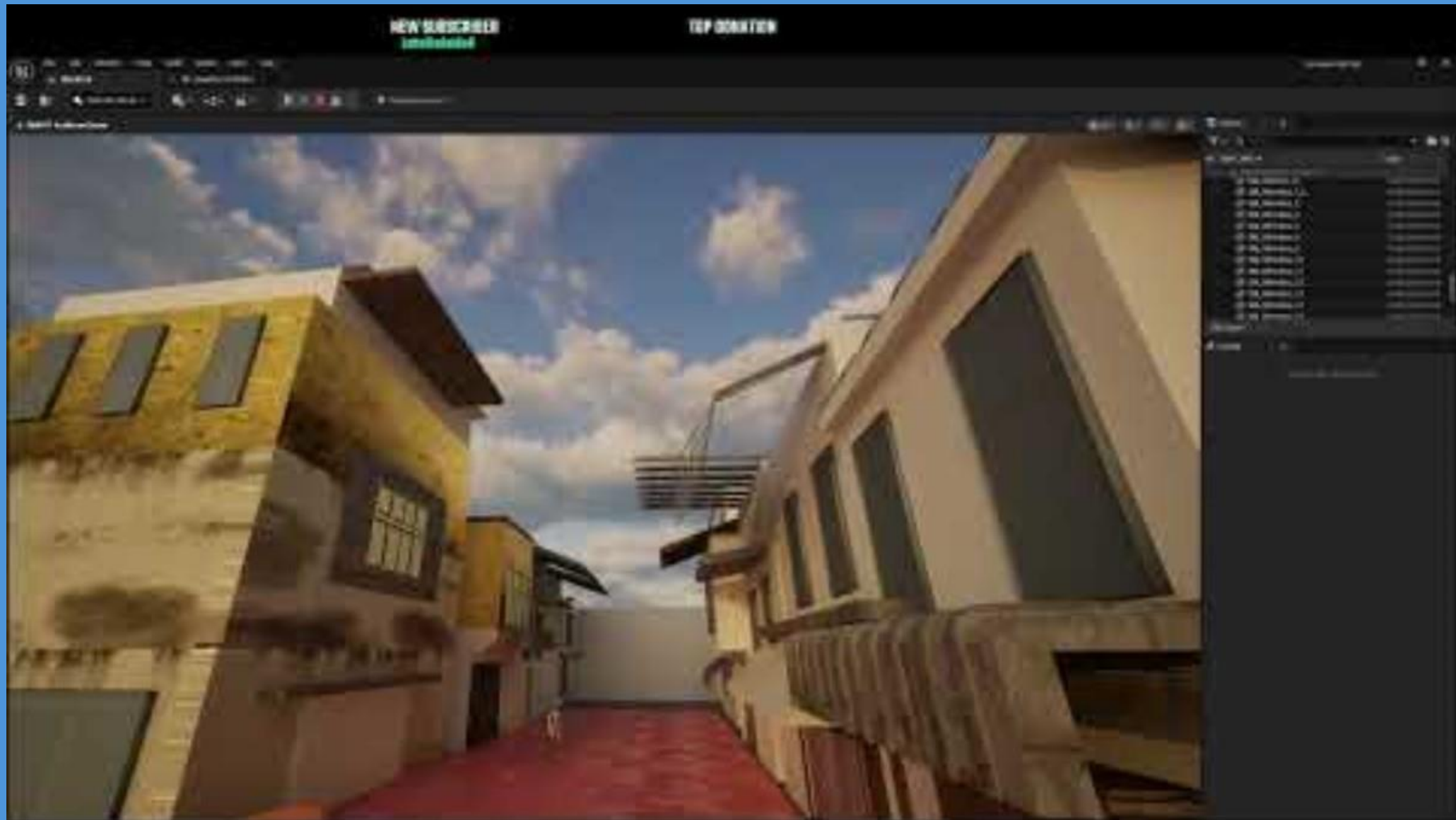


Production- Iterations- Weather System

- Initially started with blueprint to make the weather transition which worked for in game but not for cinematics in sequencer

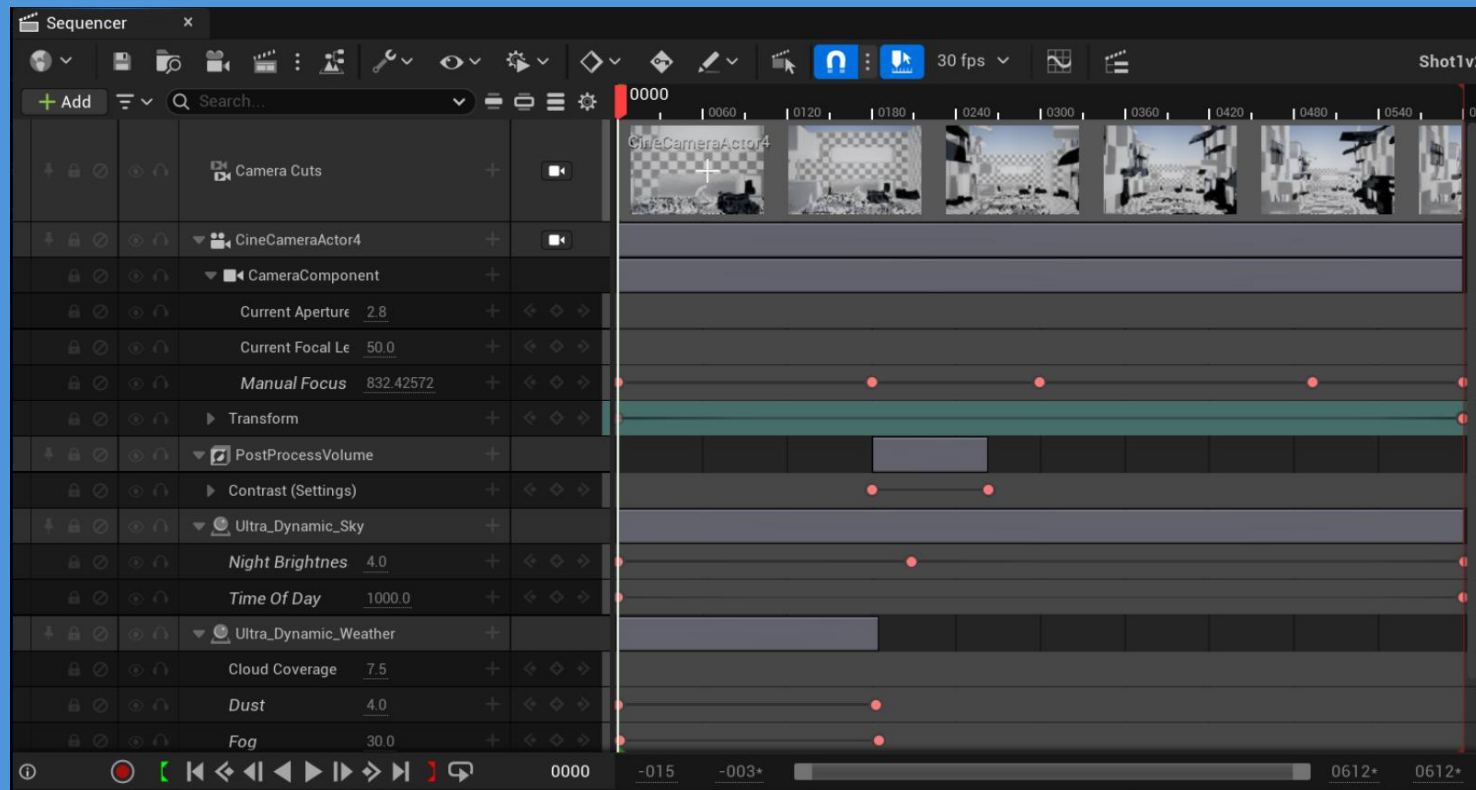


Production- Iterations- Weather System



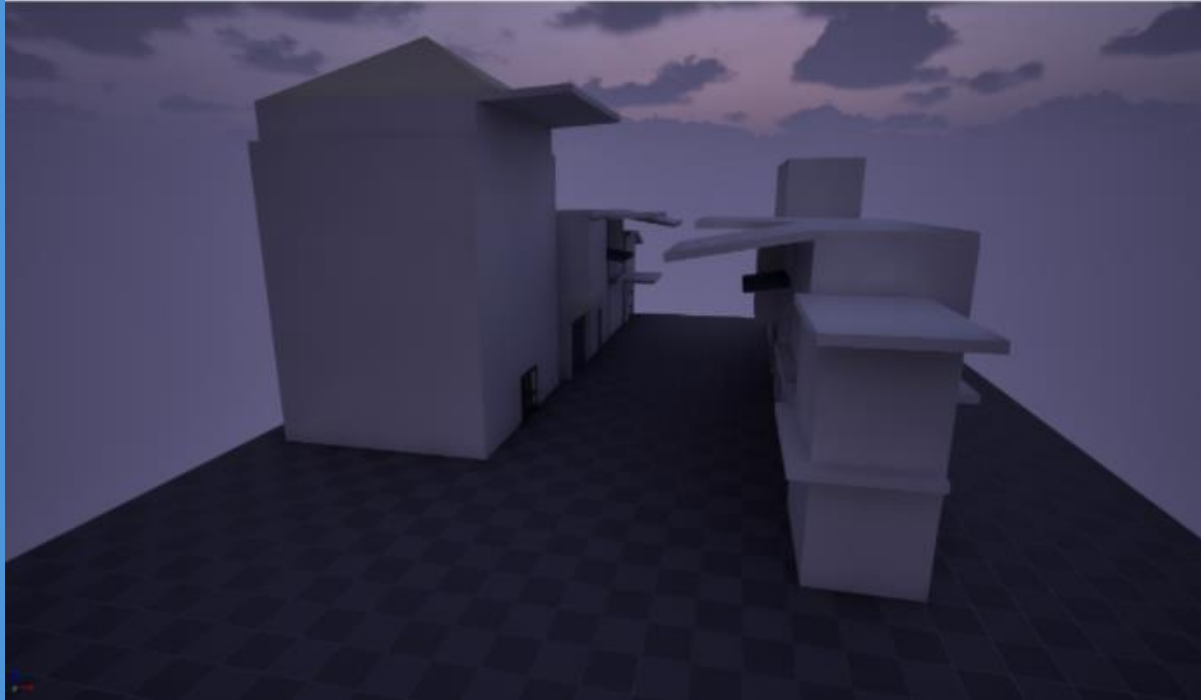
Production- Iterations- Weather System- Sequencer

- For Sequencer I added Ultra Dynamic Sky and Weather as actors and manually keyed each type of weather or time of day I needed.
- This gave more control over the intensity and timing of each section.



Production- Iterations- Set:

- Blockout using ue shapes
- Modular set block out
- Fixing scale and adding holes for windows and doors
- Dynamic Textures and decals



Production- Iterations- Set:

- Modular set block out



Production- Iterations- Set:

- Fixing scale and adding holes for windows and doors



Production- Iterations- Set:

- Dynamic Textures and decals



Production- Iterations- Testing

- Both people who played the first iteration of the cinematic replayed it twice.
- So I planned out two additional shots to add to it.
- One person said it looked like Europe and looked empty, the other mentioned thinking back to the signs to figure out where the environment was set.
- So I added in some FAB store assets to fill out the scene and give more of an indication of where it was set.
- This also made it look more lived in

Production- Iterations- Testing



Production- Iterations- Testing



More decals
Fab market assets
Neon signs

Production- Iterations- Testing



Production: Cinematic Shot 1

- Shot 1 I focused on showcasing a day/night cycle as well as showcasing weather transitioning.
- Fog-Rain-Clear night sky
- Main shot to show the environment with the wide shot at night
- More time showcasing the fog during the day needed



Production- Cinematic Shot 2:

- Overall feel to the environment correct. (Dark, gloomy, wet)
- Floor needs to be affected by the weather more and light needs to reflect of the floor
- Little too dark, not enough lights around the environment
- Angle is slightly off (too far to the right)



Reference Image (Only You the series)

Production- Cinematic Shot 3:

The transition shot

Clouds building and moving across the sky

Set in the afternoon to show a different time of day

Clouds could have built more gradually and moved faster throughout the shot



Research- CGI and Unreal in Cinema:

An example of how CGI is utilised with a physical set surrounded by a blue screen to add in the environment



Guardians of the Galaxy 2 behind the scenes (Framestore)



Guardians of the Galaxy 2 with CGI (Arrowsan universe)

Research- CGI and Unreal in Cinema:

Unreal is also used in other ways in the production pipeline for cinema:

Previs (used before set creation to plan out shots-

Techvis (For seeing what technical limitations a set has or what will be needed for specific shots)

Live set with LED screen (the volume)

Images of the volume behind "The Mandalorian"
production (TechCrunch)



Successes

- The basics of what I intended for this project was reached
- Explored the process of set creation in cinema and the basics of CGI use through research.
- Explored other areas where this project could be used previs, techvis
- Improved personal modular set workflow and texturing

Challenges

- Dynamic Sky plug in while useful. Based on research and using the plug in can be limiting when it comes to specific details e.g. wanting the sun set to be a different colour.
- However further experimentation could solve this.
- The set had to be reimported multiple times because of scale and material issues due to lack of proper planning e.g. defining a scale and sticking to it.
- The set itself could use more clutter to make it look more lived in.
- Hand made assets instead of the FAB market assets would make it look more original

Bibliography:

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