SIFU

KUNG FU
& SPEED PAINTING

SIFU'S ART DIRECTION & WORLD BUILDING APPROACH

HI !

WORLD BUILDING
KUNG-FU | PHILOSOPHY | HIDEOUTS

ART STYLE
INTENTIONS | VISDEV | PAINTOVERS

WORLD BUILDING

KUNG-FU | PHILOSOPHY | HIDEOUTS

ART STYLE

INTENTIONS | VISDEV | PAINTOVERS

GŌNGFU MASTERY THROUGH PRACTICE

在法国能有一个像这样的武馆
Open such a kung fu school

WUXING & CONFUCIAN VALUES

the BOTANIST
the FIGHTER
the ARTIST
the CEO
the LEADER

1535

the BOTANIST
the FIGHTER
the ARTIST
the CEO
the LEADER

19:06

the BOTANIST
the FIGHTER
the ARTIST
the CEO
the LEADER

21:44

the JOURNALIST
the FIGHTER
the ARTIST
the CEO
the LEADER

02:16

the BOTANIST
the FIGHTER
the ARTIST
the CEO
the LEADER

05.36

VALUE

ELEMENT

URBAN ENVIRO.

EPIC ENVIRO.

Humanity	Deference	Wisdom	Justice	Sincerity
Wood	Fire	Water	Metal	Earth

THE SQUATS | 旅行

the BOTANIST
the FIGHTER
the ARTIST
the CEO
the LEADER

15:35

VALUE

ELEMENT

URBAN ENVIRO.

EPIC ENVIRO.

Humanity	Deference	Wisdom	Justice	Sincerity
Wood	Fire	Water	Metal	Earth
Industrial				
Bamboo				

VALUE

ELEMENT

URBAN ENVIRO.

EPIC ENVIRO.

COLORS

SHAPES

Humanity
Wood
Industrial
Bamboo
Greens

Deference
Fire

Wisdom
Water

Justice
Metal

Sincerity
Earth

the BOTANIST
the FIGHTER
the ARTIST
the CEO
the LEADER

1535

THE CLUB | 旅行

VALUE
ELEMENT
URBAN ENVIRO.
EPIC ENVIRO.
COLORS
SHAPES

Humanity
Wood
Industrial
Bamboo
Greens

Deference
Fire
Night Club
Burning Village

Wisdom
Water

Justice
Metal

Sincerity
Earth

VALUE
ELEMENT
URBAN ENVIRO.
EPIC ENVIRO.
COLORS
SHAPES

Humanity	Deference	Wisdom	Justice	Sincerity
Wood	Fire	Water	Metal	Earth
Industrial	Night Club			
Bamboo	Burning Village			
Greens	Reds			

the BOTANIST
the FIGHTER
the ARTIST
the CEO
the LEADER

THE MUSEUM | 旅行

欠 粢 智 義 誠

VALUE
ELEMENT
URBAN ENVIRO.
EPIC ENVIRO.
COLORS
SHAPES

Humanity	Deference	Wisdom	Justice	Sincerity
Wood	Fire	Water	Metal	Earth
Industrial	Night Club	Museum		
Bamboo	Burning Village	Snow Garden		
Greens	Reds			

VALUE
ELEMENT
URBAN ENVIRO.
EPIC ENVIRO.
COLORS
SHAPES

Humanity	Deference	Wisdom	Justice	Sincerity
Wood	Fire	Water	Metal	Earth
Industrial	Night Club	Museum		
Bamboo	Burning Village	Snow Garden		
Greens	Reds	Blues & Black		

最终变形
EXHIBIT CONTINUES
< 展览方向

the BOTANIST
the FIGHTER
the ARTIST
the CEO
the LEADER

21:44

THE TOWER | 旅行

仁 義 智 義 誠

VALUE	Humanity	Deference	Wisdom	Justice	Sincerity
ELEMENT	Wood	Fire	Water	Metal	Earth
URBAN ENVIRO.	Industrial	Night Club	Museum	Skyscraper	
EPIC ENVIRO.	Bamboo	Burning Village	Snow Garden	Court	
COLORS	Greens	Reds	Blues & Black		
SHAPES					

仁 嚢 智 義 誠

VALUE	Humanity	Deference	Wisdom	Justice	Sincerity
ELEMENT	Wood	Fire	Water	Metal	Earth
URBAN ENVIRO.	Industrial	Night Club	Museum	Skyscraper	
EPIC ENVIRO.	Bamboo	Burning Village	Snow Garden	Court	
COLORS	Greens	Reds	Blues & Black	Gold	
SHAPES					

One-Armed Swordsman

THE SANCTUARY │ 旅行

VALUE	欠	齌	智	義	誠
VALUE	Humanity	Deference	Wisdom	Justice	Sincerity
ELEMENT	Wood	Fire	Water	Metal	Earth
URBAN ENVIRO.	Industrial	Night Club	Museum	Skyscraper	Nursing home
EPIC ENVIRO.	Bamboo	Burning Village	Snow Garden	Court	Mountains
COLORS	Greens	Reds	Blues & Black	Gold	
SHAPES					

VALUE	Humanity	Deference	Wisdom	Justice	Sincerity
ELEMENT	Wood	Fire	Water	Metal	Earth
URBAN ENVIRO.	Industrial	Night Club	Museum	Skyscraper	Nursing home
EPIC ENVIRO.	Bamboo	Burning Village	Snow Garden	Court	Mountains
COLORS	Greens	Reds	Blues & Black	Gold	Browns & Greys
SHAPES					

VALUE	Humanity	Deference	Wisdom	Justice	Sincerity
ELEMENT	Wood	Fire	Water	Metal	Earth
URBAN ENVIRO.	Industrial	Night Club	Museum	Skyscraper	Nursing home
EPIC ENVIRO.	Bamboo	Burning Village	Snow Garden	Court	Mountains
COLORS	Greens	Reds	Blues & Black	Gold	Browns & Greys
SHAPES					

COHESION

CHARACTER

ARTISTIC CONSTRAINTS

AWESOME TO ORGANIZE
SOURCES OF INSPIRATION

WORLD BUILDING
KUNG-FU │ PHILOSOPHY │ HIDEOUTS

ART STYLE
INTENTIONS │ VISDEV │ PAINTOVERS
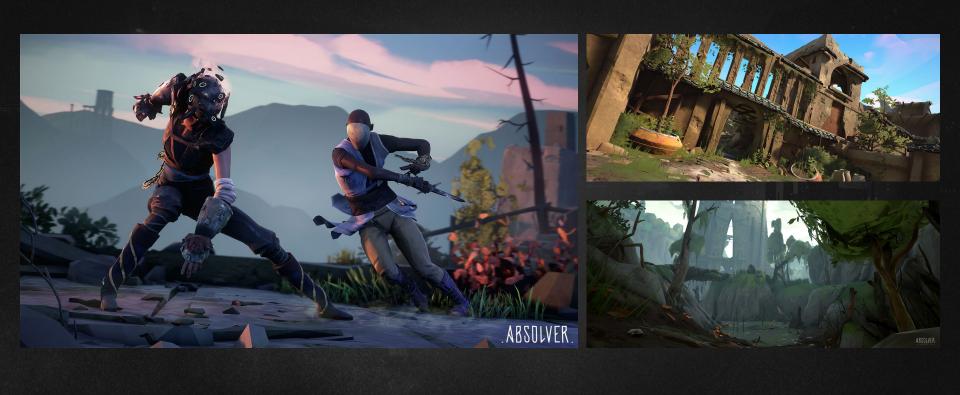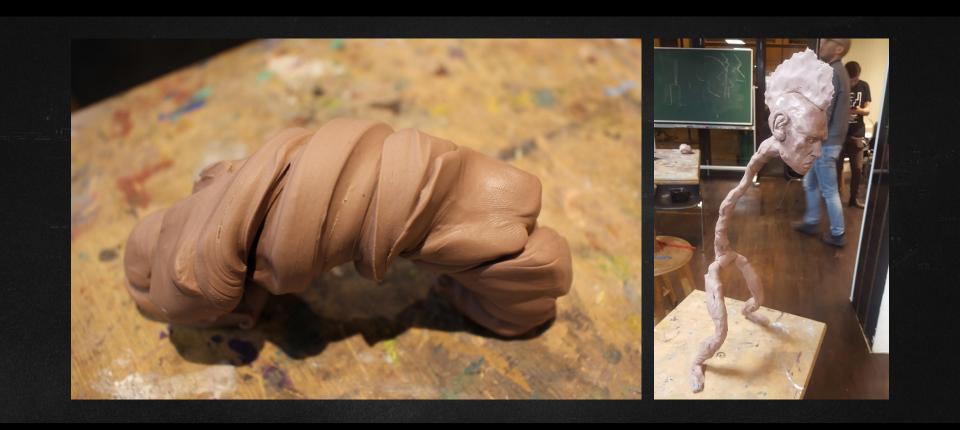
CHASING INTENT & IMPERFECTION
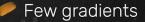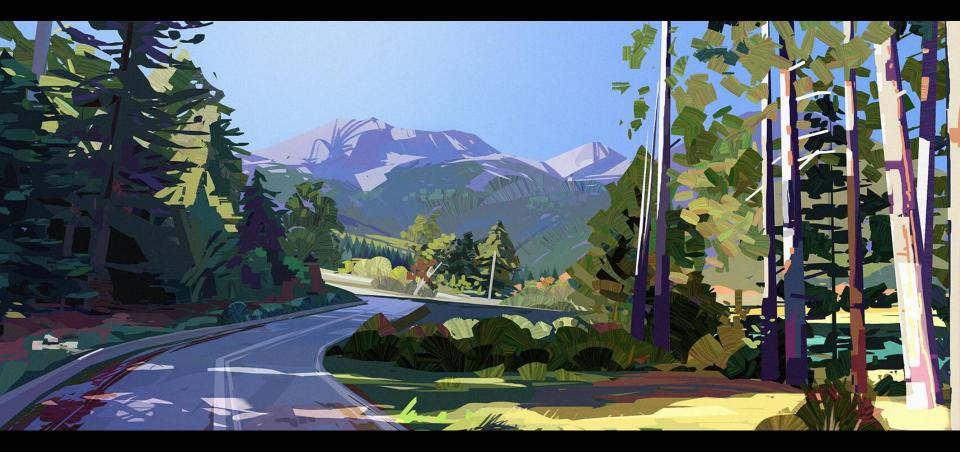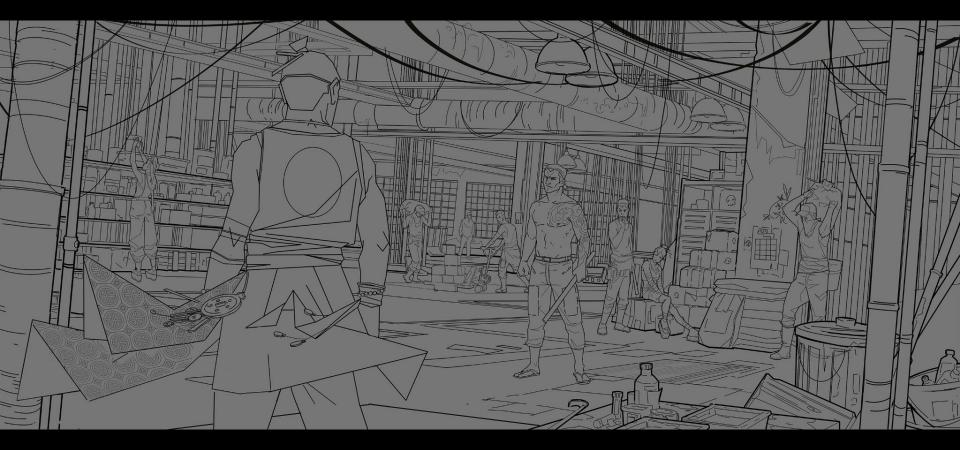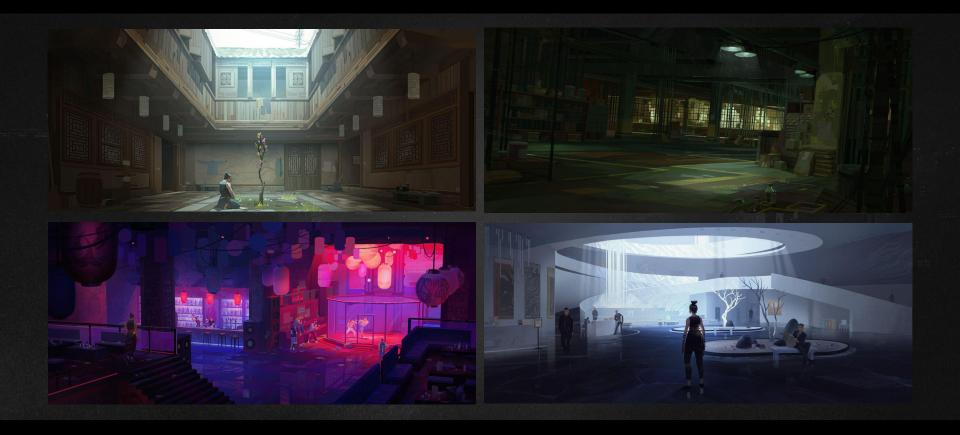
BREAKING THE "REALISTIC 3D" LOOK

SCULPTING & VOLUMES

SHARP EDGES & LOW DETAIL
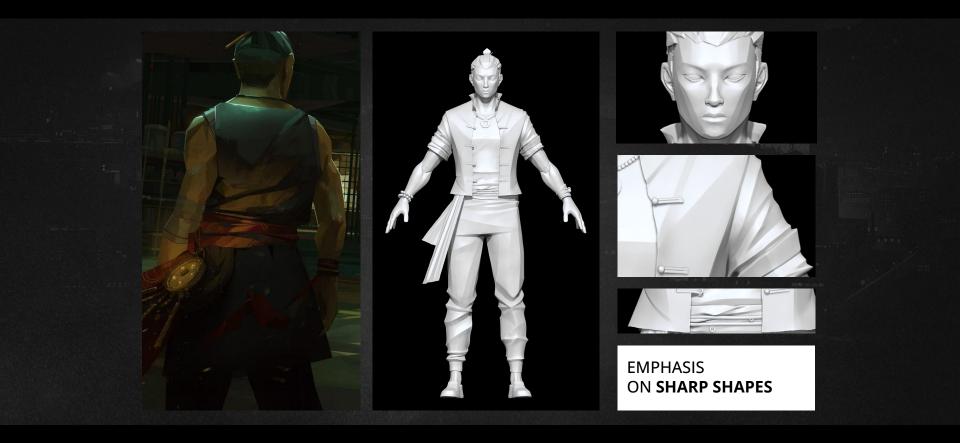
TEXTURING & SHADING

LIGHTING
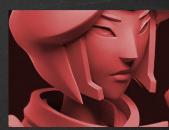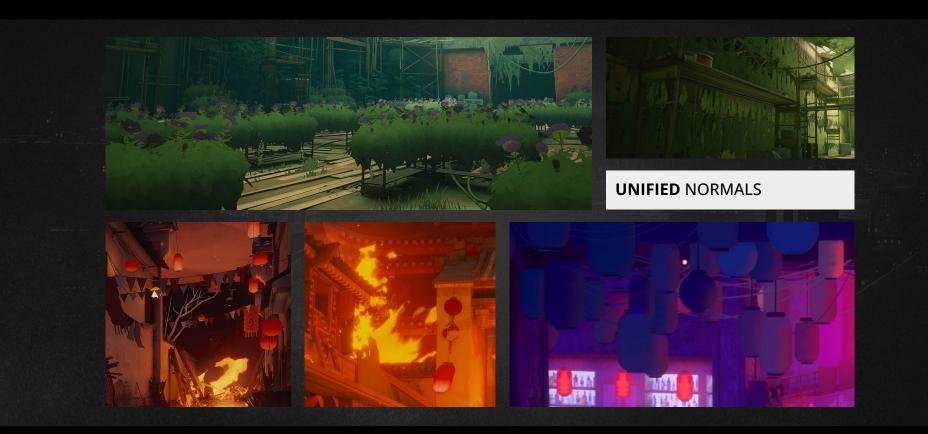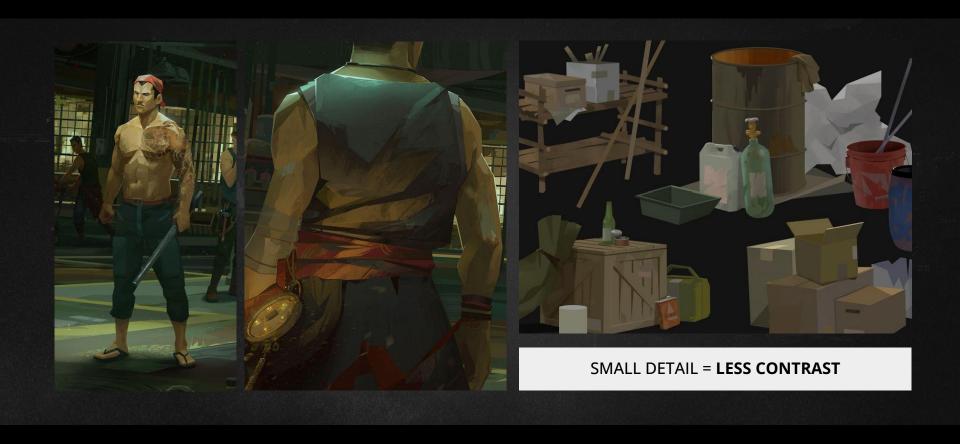
EMPHASIS
ON **SHARP SHAPES**

SIMPLIFIED
SMALL DETAILS

CREDIBLE
SCALING

UNIFIED NORMALS

SIMPLIFICATION
IN THE DISTANCE

SMALL DETAIL = **LESS CONTRAST**

TILEABLE,
BRUSHY TEXTURES
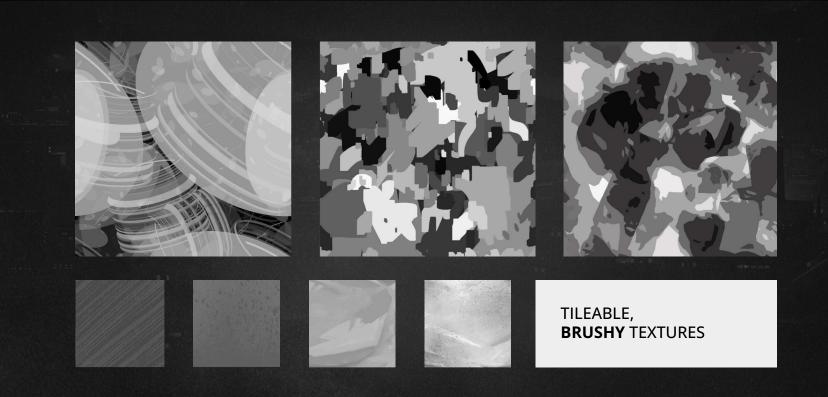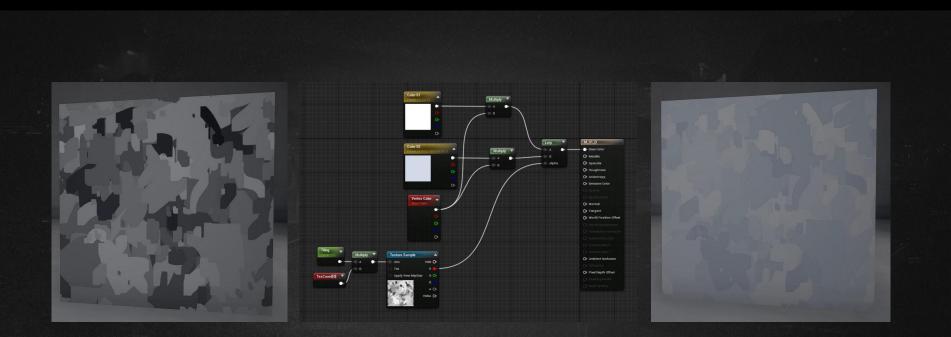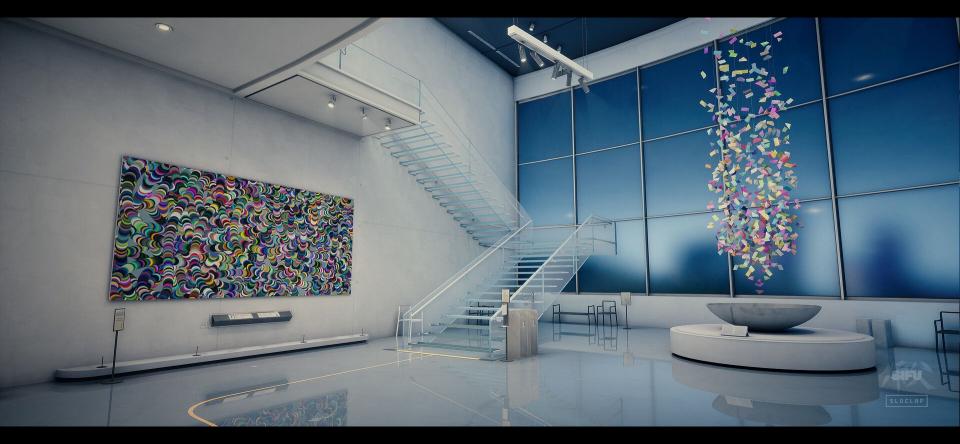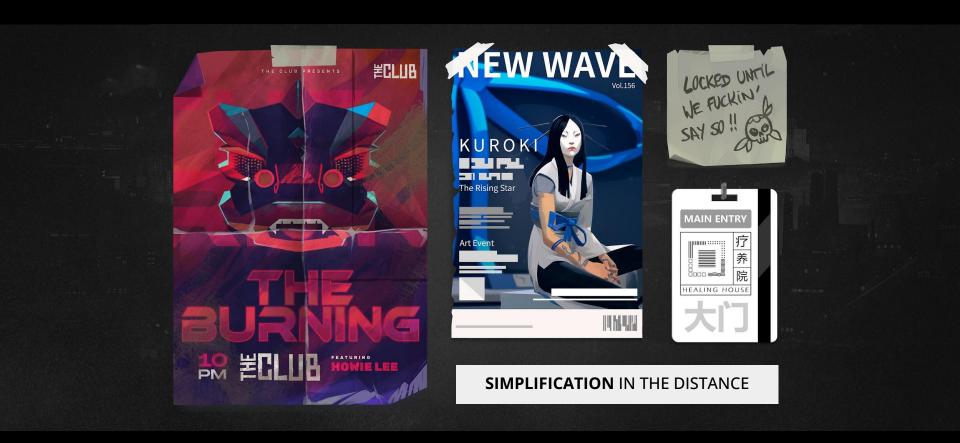
NO NORMAL MAPS & NO ROUGHNESS MAPS

HEAVY USE OF **VERTEX COLOR**

PER-ASSET **COLOR VARIATION**

SIMPLIFICATION IN THE DISTANCE

SIMPLIFICATION IN THE DISTANCE

SCULPTING & VOLUMES

SHARP EDGES & LOW DETAIL

- Emphasis on sharp shapes
- Simplified small details
- Credible scaling
- Unified normals
- Simplification in the distance

TEXTURING & SHADING

GRAPHIC PATTERNS & COLOR FLEXIBILITY

- Small detail = less contrast
- Tileable, brushy textures
- No normal/roughness maps
- Vertex color & color variation
- Simplification in the distance

LIGHTING

SOFT LIGHTING & CLEAR HIERARCHY

SOFT SHADOWS

FEW LIGHT **SOURCES**

MANY **LIGHT BOUNCES**

TURN **STATIC** TO **DYNAMIC**

TURN **STATIC** TO **DYNAMIC**

CG CINEMATOGRAPHY
CHAPTER 3: GESTALT THEORY
Gestalt is everywhere !
MARCH 13, 2020

CG CINEMATOGRAPHY
CHAPTER 4: LIGHT CATEGORIES
My personal epiphany.
MARCH 14, 2020

CG CINEMATOGRAPHY
CHAPTER 5: MASTER LIGHTING
With great power comes great responsibility.
MARCH 15, 2020

CG CINEMATOGRAPHY
CHAPTER 6: LIGHTING PRINCIPLES
Those are my principles, and if you don't like them... Well, I have others.
MARCH 16, 2020

CG CINEMATOGRAPHY
CHAPTER 7: LIGHTING TECHNIQUES
My personal tricks.
MARCH 17, 2020

CG CINEMATOGRAPHY
CHAPTER 8: SHOT LIGHTING
Let's give it a shot (pun intended).
MARCH 18, 2020

CG CINEMATOGRAPHY
CHAPTER 8.5: CHARACTER LIGHTING
The art of CG portrait. More or less.

LIGHTING PRINCIPLES

LIGHTING TECHNIQUES

CINEMATOGRAPHY STUDY

CHRISBREJON.COM

SCULPTING & VOLUMES

SHARP EDGES & LOW DETAIL

- Emphasis on sharp shapes
- Simplified small details
- Credible scaling
- Unified normals
- Simplification in the distance

TEXTURING & SHADING

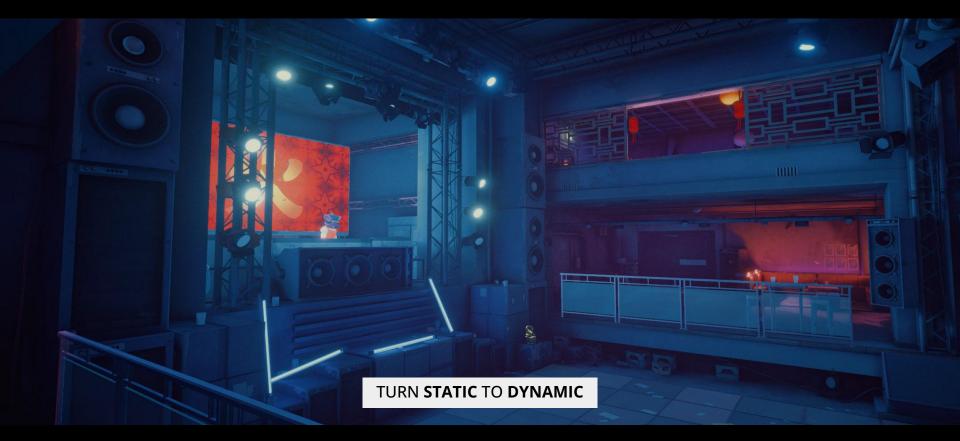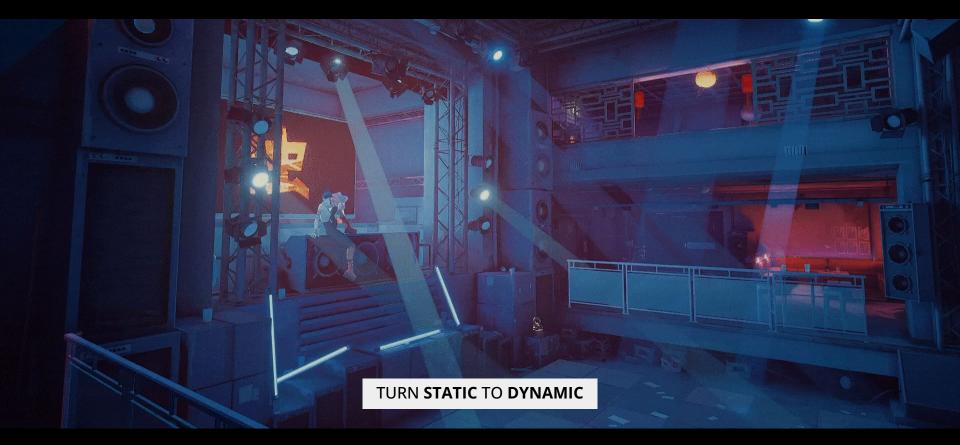## GRAPHIC PATTERNS & COLOR FLEXIBILITY

- Small detail = less contrast
- Tileable, brushy textures
- No normal/roughness maps
- Vertex color & color variation
- Simplification in the distance

LIGHTING

SOFT LIGHTING & CLEAR HIERARCHY

- Soft shadows
- Few light sources
- Lots of light bounces
- Turn static to dynamic

PAINTOVERS & COLOR SCRIPTS

怒火燎原

BOSS CUTSCENES

Fajar Intro

Fajar P1 to P2

Fajar Wude

Fajar Death

1	Back Alley
2	Club Entrance
3	Dancefloor
4	Lounges
5	Fight Club
6	Training Rooms
7	Blazing Atrium
8	Burning Streets
9	Fire Village
10	Hidden Rooms
11	Boss Room

BOSS CUTSCENES

Sean Intro
Sean P1 to P2
Sean Wude
Sean Death

2 | Exhibition A

3 | Stairs A

4 | Exhibition B

5 | Stairs B

6 | Exhibition C

7 | Stairs C

8 | Temporary Exhibition

9 | Boss Room

10 | Hidden Room

BOSS CUTSCENES

Kuroki Intro

Kuroki P1 to P2

Kuroki Wude

Kuroki Death

1	Entry Hall
2	Fengjie Floor
3	Office Floor
4	Intel Floor
5	Corporate Security Floor
6	Elevator Shaft
7	The Rift
8	Tunnel A
9	Intel Cavern
10	Quarry Room
11	Weaponry
12	Boss Room

BOSS CUTSCENES

Fengjie Intro

Fengjie P1 to P2

Fengjie Wade

Fengjie Death

SIFU ART TEAM

ENVIRONMENT & LIGHTS

Marwan Ghandri —————————————— Associate Lead Artist
Clément Masset —————————————— Associate Lead Artist
Enguerrand Michelin —————————————— Environment Artist
Lazare Colleville —————————————— Environment Artist
Adrian Clevinger —————————————— Environment Artist
Loïc Lefranc —————————————— Lighting Artist
Sylvain Rongeras —————————————— Environment Artist
Sacha Veyrier —————————————— Environment Artist
Elie Dubois —————————————— Lighting Artist
Céleste Ebran —————————————— Lighting Artist

CHARACTERS AND FX

Guillaume Loquin —————————— Technical Art Director & Lead Character
Sébastien Gabriel —————————————— Technical & FX Artist
Raoul Desmarest —————————————— Technical & FX Artist
Morgane Perrin —————————————— Character Artist
Roxane Hinh —————————————— Character Artist
Marianne Drahonnet —————————————— Character Artist
Anaïs Simonnet —————————————— Character Artist

CONCEPT ART

Servane Altermatt —————————————— Lead Concept Artist
Chen Yang Hsu —————————————— Concept Artist
Chloé Breillat —————————————— Storyboard Artist

CREDITS

Video Extracts . *Disciples of Shaolin (1975), Ip Man (2008), The Grandmaster (2013), The Raid: Redemption (2011), Lady Snowblood (1973), John Wick (2014), Kill Bill: Vol. 1 (2003), Oldboy (2003). Pak Mei training footage by LWS PAK MEI SCHOOL Paris.* **Thanks .** *Elena for all the proofreading & support!*