

CHAPTER IV

CLOSING

4.1. Conclusion

The result score percentage of this document is 86,7% after the review, with the rating of "Very Good."

This thesis set out for practice-based research on creating 3D water-based creature model tailored for cel shader or 2D visual style. The primary objective was to create "Monster Air", moving from concept art to fully rigged and shaded 3D model for animation in Blender. The case study of "Monster Air" served as the practical implementation to test and validate this method.

This research successfully establishes that successful 3D creature creation is predicated on three pillars: narrative-driven design-based concept art, biomechanically-informed anatomy, and technically-optimized 3D model. The implemented pipeline utilizes ZBrush for sculpting, Blender for retopology, shading, rigging, geometry nodes for simulation, and Substance Painter for texture painting, successfully demonstrating these principles.

4.2. Suggestion

The methods of modelling for "Monster Air" in the film "Battle Park" are effective and able to meet production requirements, although compromises are made for the sake of renderability. Originally, the 3D model was to be rendered with freestyle features to create a more prominent outline; however, with the geometry node water simulation present in the scene, rendering became very heavy and crashed the software, Blender.

In future projects using simulation for effects, it is great to consider several means for more optimization on the model with minimal impact on visual quality, and ultimately use better-suited hardware for 3D productions involving node geometry animations or particle simulations.