



ARTIST

SHOWCASE

The best digital art from the CG community

THE FOREST SNOW SCENE



ARTIST
Jacob Norris
SOFTWARE Substance Designer, UE4, ZBrush, Maya, Photoshop

Environment artist Jacob Norris has worked at Naughty Dog, Kojima Productions and Insomniac Games, and in his spare time he creates tutorials. Forest Snow Scene is his latest project and he has developed his own 'blueprint' for creating the procedurally-generated trees inside Unreal Engine.

"Some people say it's similar to SpeedTree. Basically I can easily just drag a spline out using my blueprint inside of Unreal Engine and specify the bark texture, branch type, number of branches, branch angle, wind speed, tree twists, and a lot more to list," explains Jacob, who says a similar pack is available on the Unreal Marketplace that has a Jungle theme and is called Procedural Nature Pack Vol. 1.

"It works so well that I never hand-model trees anymore, I simply use the blueprint I created and export my creations back into Maya to combine them into static trees, to which I can then apply LODs and proper wind animations. It's a lot of fun!"

For the snow clumps Jacob used Bullet Physics inside Maya to give their layout and placement a natural feel. "It's really great for creating rubble and simple piles very quickly without having to tediously hand-place all of your rubble for a quick scene-populating mesh," he says.

The grass was created inside of ZBrush using FiberMesh: "Then you can simply capture the alpha for the grass and apply it to some cards inside of Maya."

See some of Jacob's art and tutorials at www.purepolygons.com



3D WORLD VIEW

"This is a beautiful scene and, best of all, Jacob shares his techniques on his blog so we can all learn from his hard work!"

IAN DEAN
Editor



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ICING ON THE CAKE

There's an ice lake in the full scene that was added at the last minute: "There was sort of a flat patch in the scene's foreground and I thought, hmm... some reflections would look nice here. It's just awesome to watch these new details be added layer by layer and piece by piece – some by accident and some that were in your original planning," says Jacob