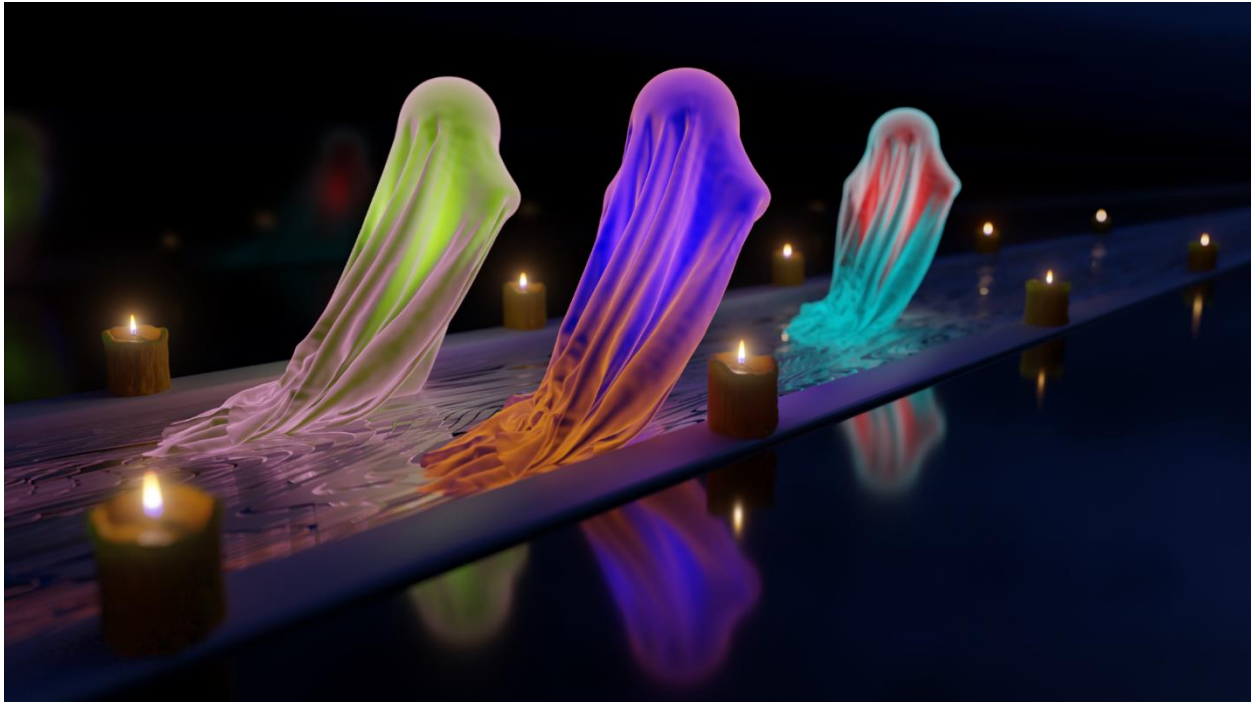


Fantasmias



By Bogdan Burlacu

SUNet ID: burlacu

Camera: 32mm F-Stop 0.5 DoF focus on middle ghost

Theme: Halloween

All assets were created from scratch except for the night sky HDRI background.

Referenced tutorials:

- Ghost creation tutorial including link to the HDRI source:
[Blender 2.9 | How to make a Halloween Ghost Cloth Simulation + Easy Procedural Textures | TUTORIAL - YouTube](#)
- Candlelight generation tutorial:
[Create an Animated Procedural Fire Shader in Blender 2.8 Eevee](#)
- Candle sculpting tutorial:
[Making Candles In Blender 3 - YouTube](#)

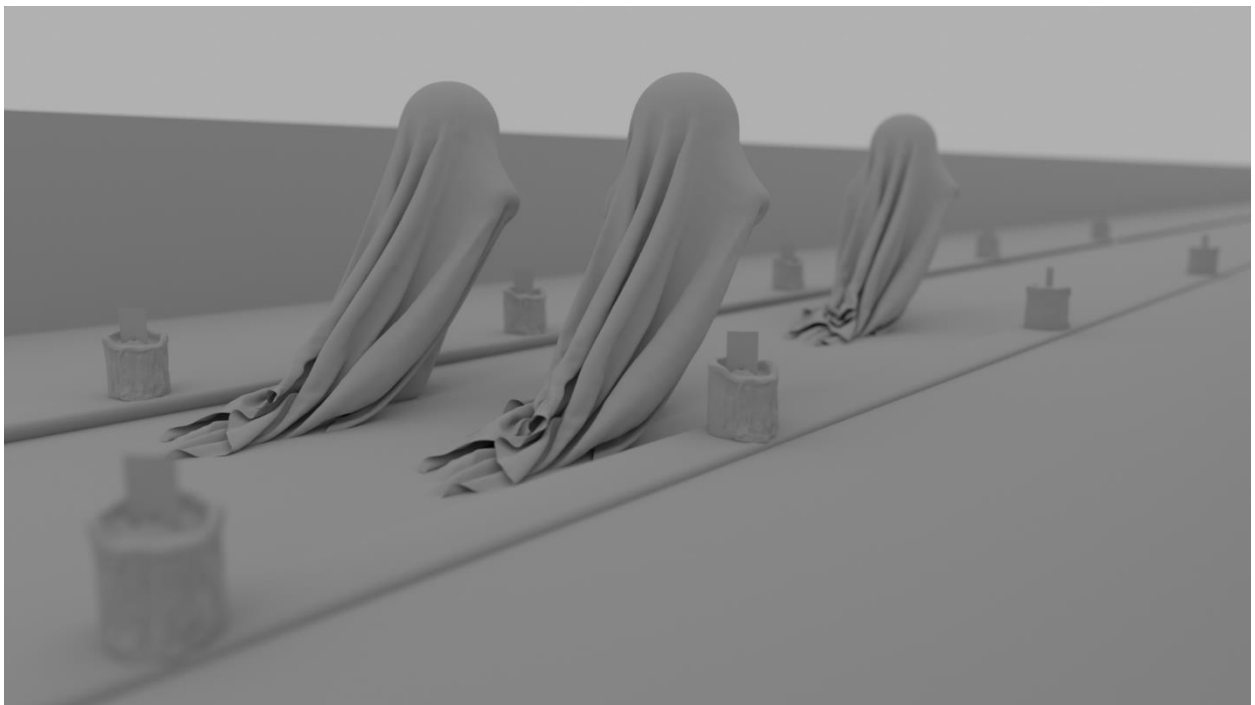
Blender Release: 3.0. Ray Tracer: Cycles with denoising and GPU/CUDA rendering enabled.

Variant A



Camera: 47mm F-Stop 1.0 DoF focus on front ghost

Variant B



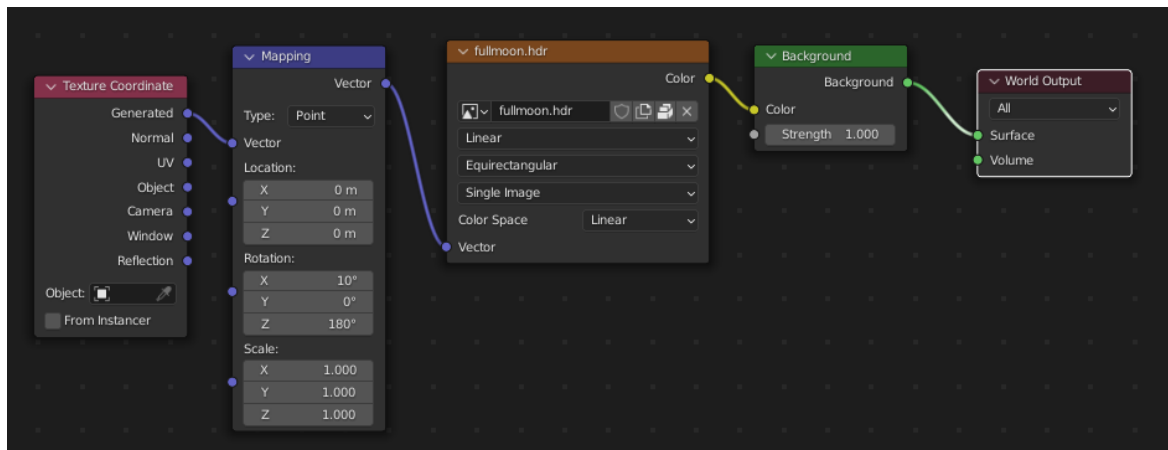
Assets

HDRI background

Leveraged from the link in the above references. Sample image below.



World background tweaked with transforms for desired lighting effect.

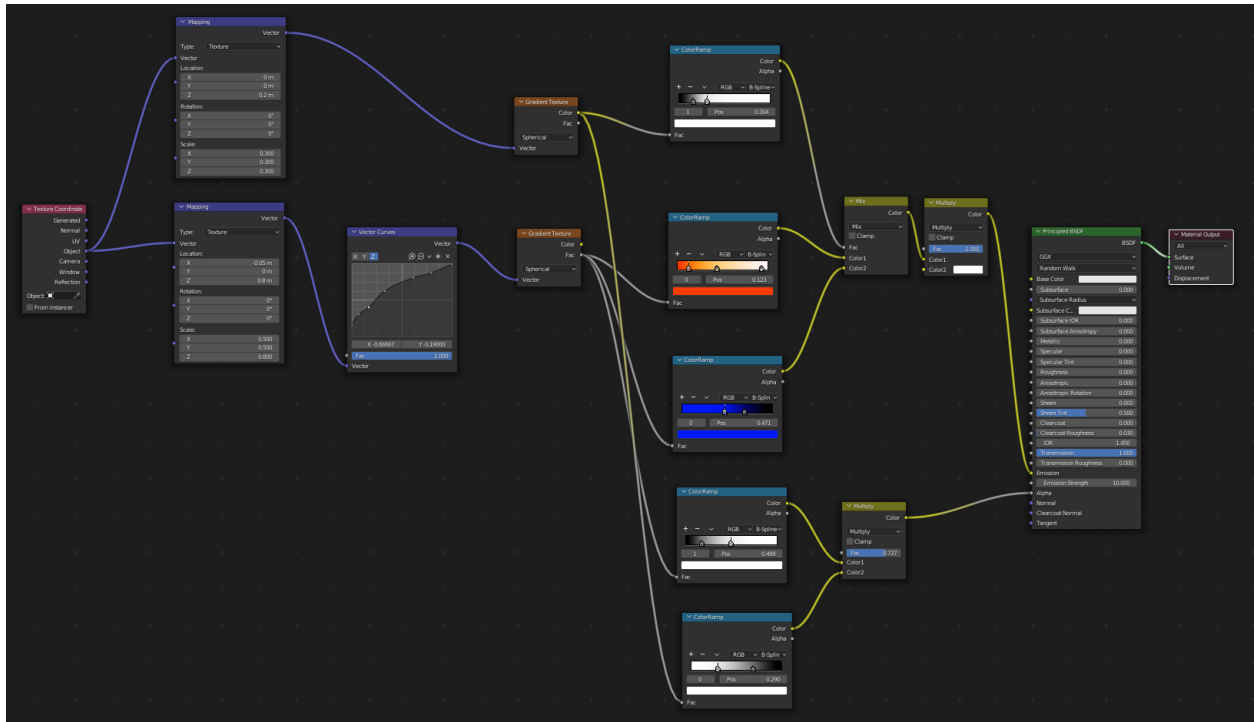


Candle

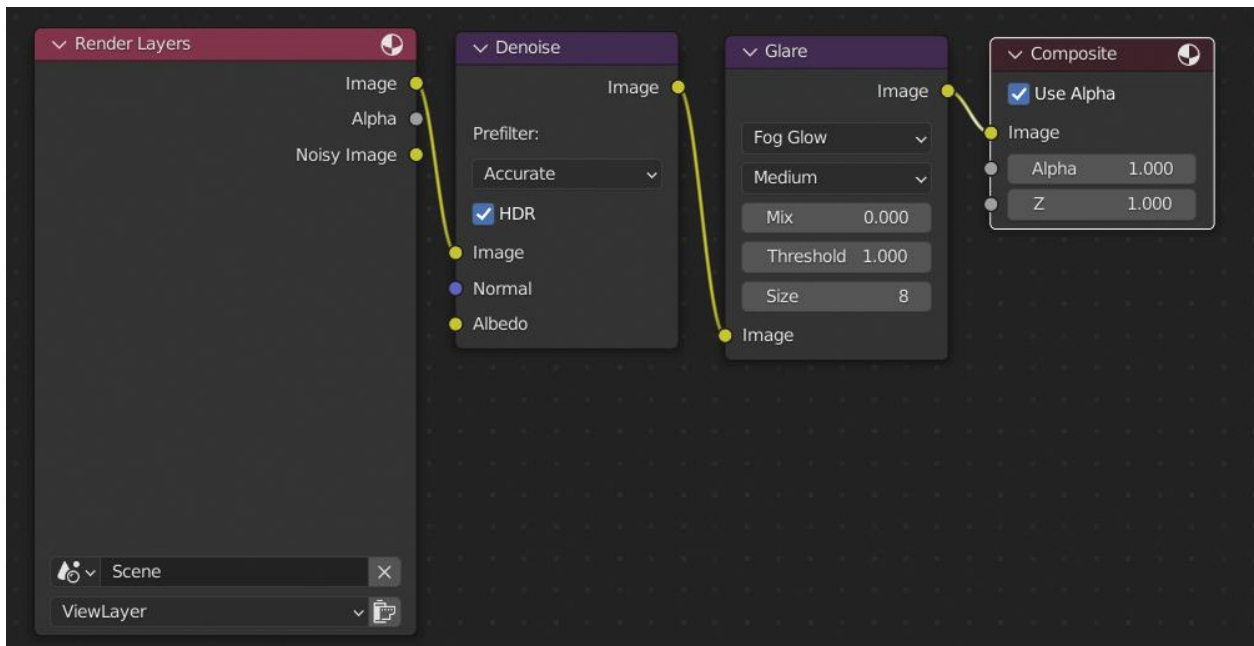
A single candle was sculpted from scratch in Blender. The light effect uses custom shaders. It was reused in the final scene in different poses for variety effect. Below is an example pose of the candle reflected in a mirror to show the backside.



Candlelight is based on color ramps and vector curves to generate the desired effect on a 2D plane

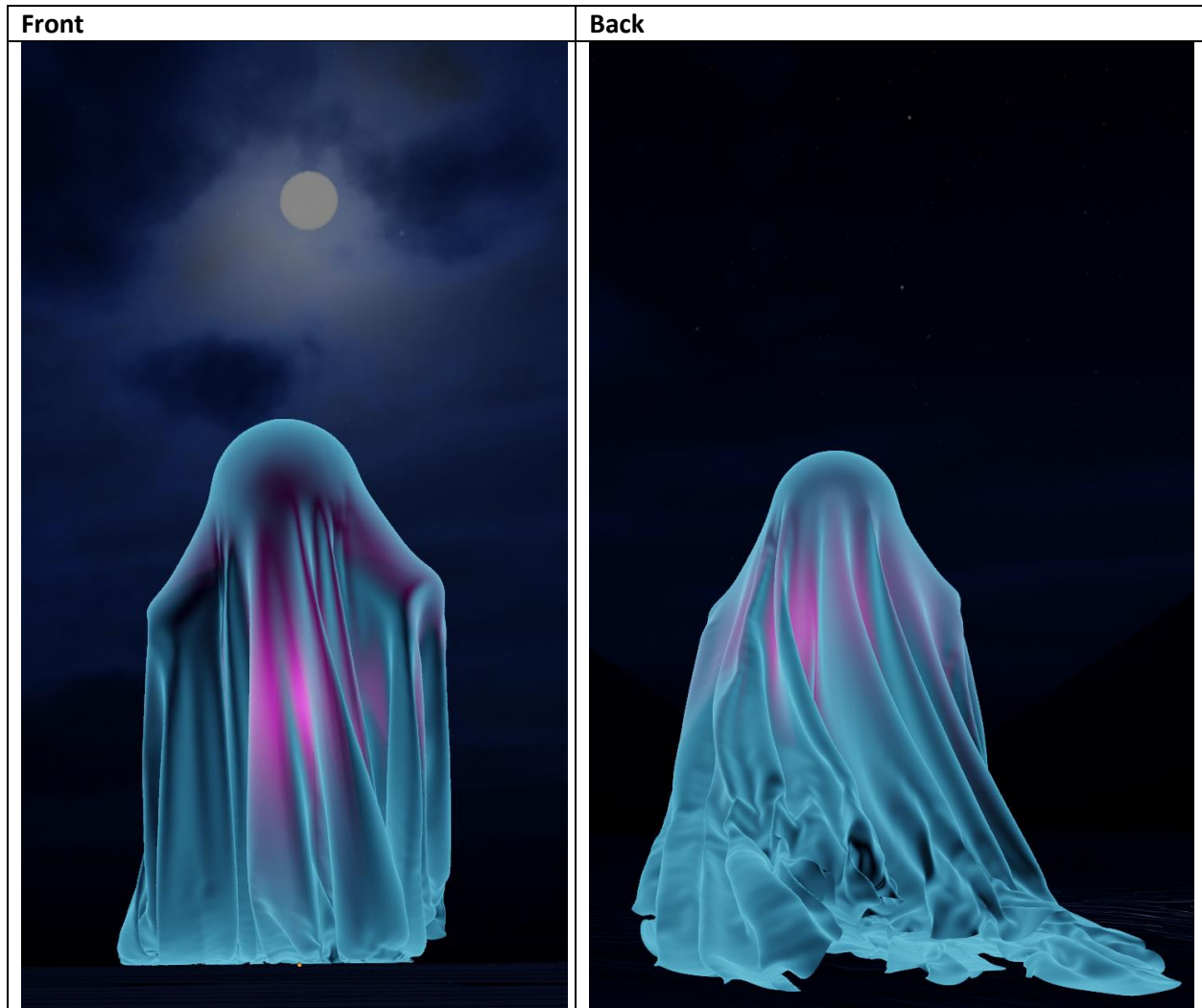


Glow effect for the candles is added at the compositing stage using a glare effect.

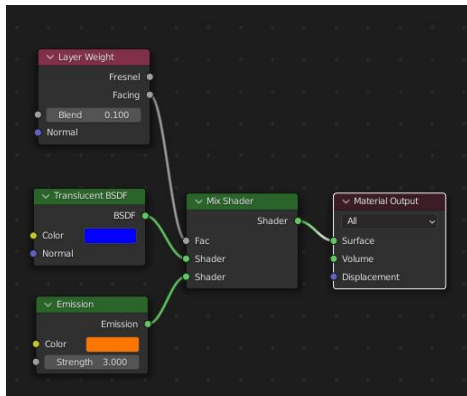


Ghost

Simulated dropped cloth effect to create the ghost as described in the referenced tutorial. One ghost was instantiated multiple times in the final scene with varying poses and lighting characteristics. Besides the outer cloth, the ghost is composed of a sphere, two cylinders, and a point light. The ghost was animated to generate a gait effect.



A mix of translucency and emission generated the desired ghostly lighting effect.

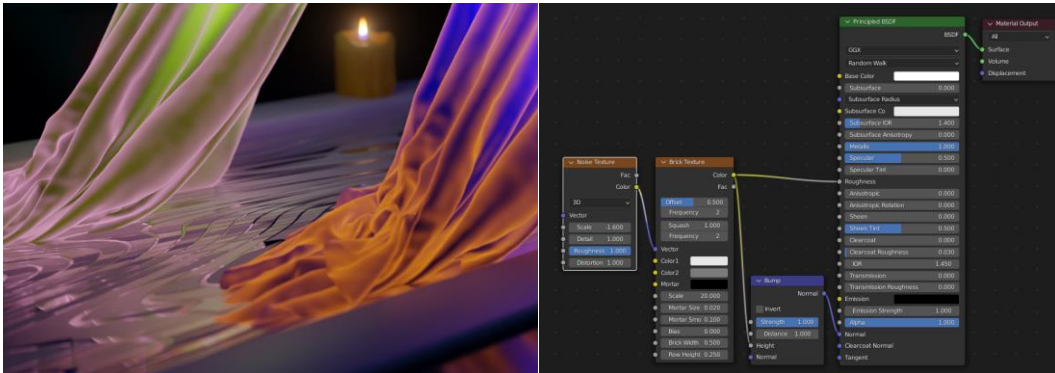


Simulated rain drops experiments conducted but ultimately such effect was not included in the final project. Below is an example.



Structures

The walkway relies on a noisy brick texture with a bump to generate the wavy irregular pattern.



The mirror water effect on the ground and sidewalls was achieved with the metallic property of a Principled BSDF shader.

The separating ledge is rounded with a bevel modifier for a smooth look.