

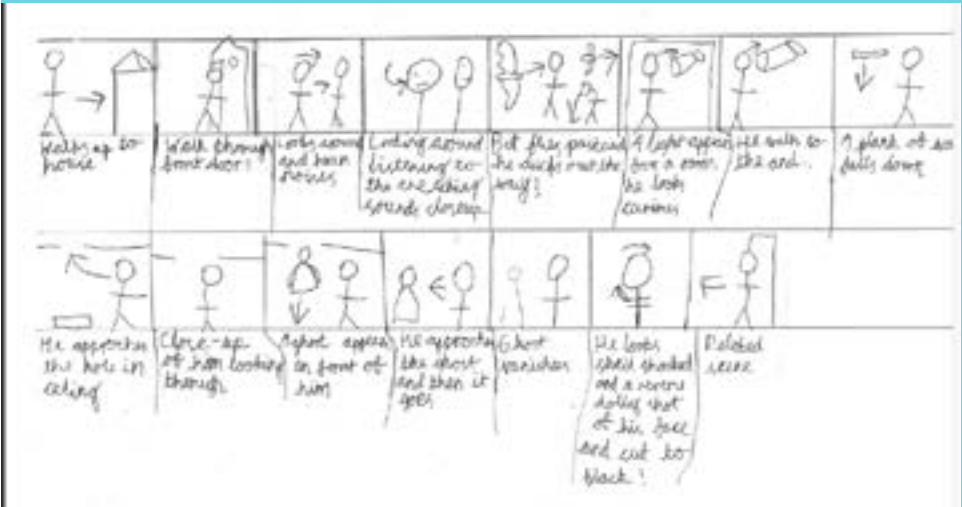


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Virtual Production Design
ACCA5042

The idea for this project is to create a 3d house within unreal to be able to use the vitrual envorment and live action shots at the same time similar to a green screen but would alow us to edit it in real time if needed.

Story Outline

A person is walking up to a derricked building and decides to enter through the front door. Once he is through the main character hears a load of cracking sounds and gets nervous. He walks around the base of the house and a bat flies past. He ducks down to avoid it. A light appears from one of the rooms and he looks in that direction and then it goes out. He approaches the room the light came from to investigate it then a plank of wood falls from the ceiling and lands in front of him as he jumps back. He looks up at the hole in the ceiling and then a ghost comes down and hovers in front of him. Character walks up to the ghost and it fades away. The character looking shell shocked turns around and leaves through the front door. End



with this being the storyboard that was created for the idea.



once the house was picked I spent a couple hours trying to get the atmenphere right since the intial house was just an empty log cabin I ended up having to add a few props inside and a forest envorment outside which ended up with the darker scene you see. I did also end up adding a very thin fog over the whole project which only came out during rendering the images or while moving around the scene



after deciding on the idea I went through unrels asset store to look for some possiable locations and found 3 possiable assets we could use so I brought them all to the group and we had a vote to decide which one we wanted to use which ended with the first model being used. during the same time I sent a couple of prop assets we could use for the project





the props where one of the harder parts within this project just due to unreal not wanting to save there positions while transfering the file however once they were in place and the lighting was toned down with the fog added it ended with a pretty creepy atmoshpere.



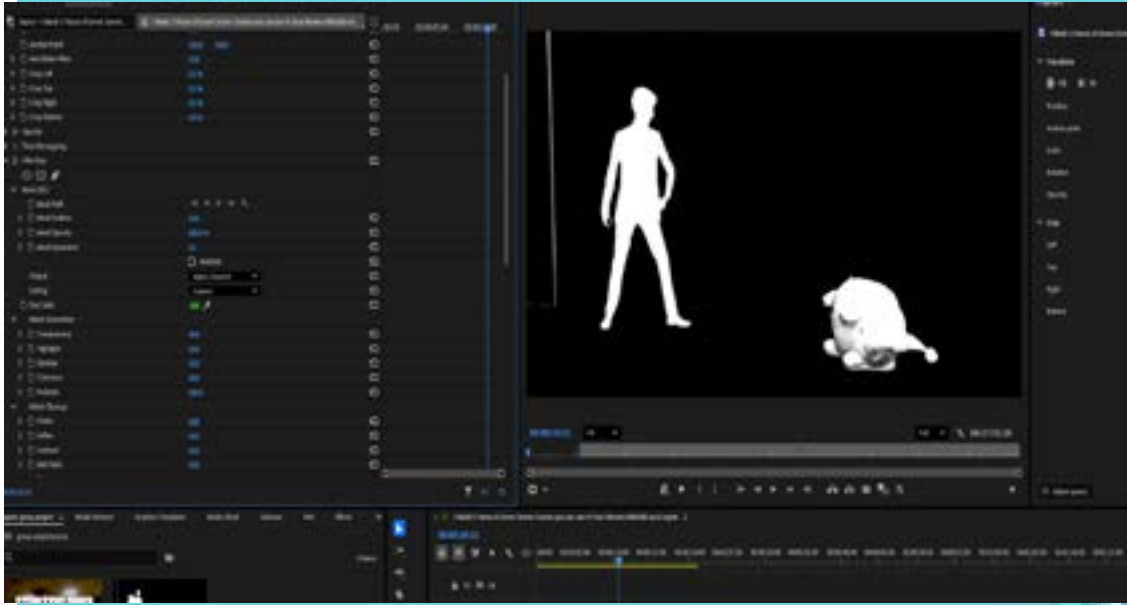
During this project a lot of outside circmestances ended up causing the entire group part of the project to fall through which has ended with a lot less time to work on the project meaning we have switched over to just using already created green screen footage within our own project but due to the time restrant im going to have to skip over a lot of parts of pre production that would normally be required for a project like this one major part is going to be storyboarding it which im going to end up doing in parreral to creating the final pieace. With me also unable to use nuke for a fully chohesive project im ending up within premire pro which I find can be very subjective with how it works with green screens and other effects that I may want to add to the project. The behind the scenes recording will also have to be skipped over just due to lack of time to edit it even if I do create one



To start this project off I needed to get some green screen footage and luckaly I have 5 hours of rt game doing anything his chat asked him to infront of a green screen so after going through all of that I found some useable footage where he throws his mareep plush and screams at it to attack while it just lays there unmoving

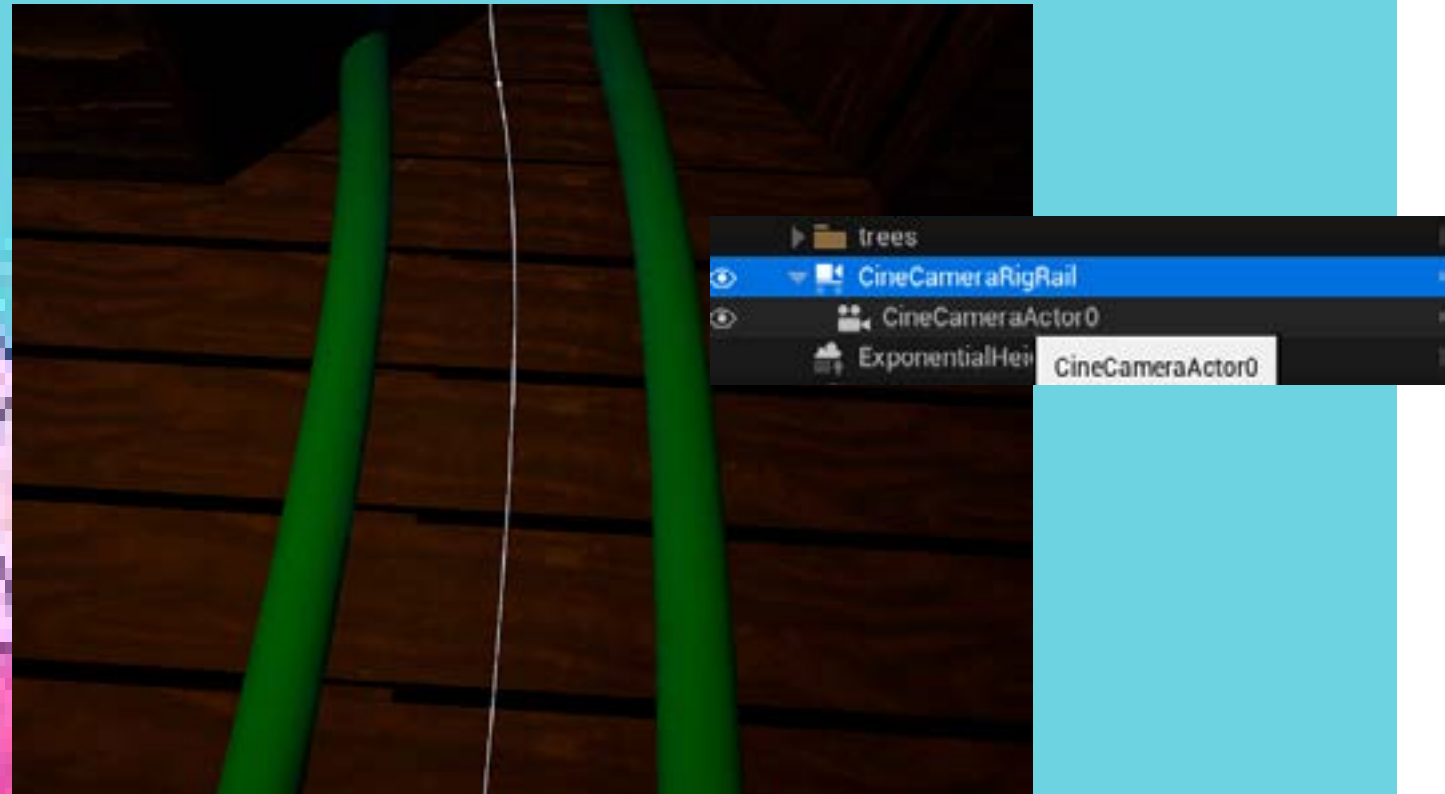


once I had the footage all cut down and ready I needed to remove the green screen which ended ok but needed some ajustments to it to help remove some of the excess light that they didnt match before they uploaded it.

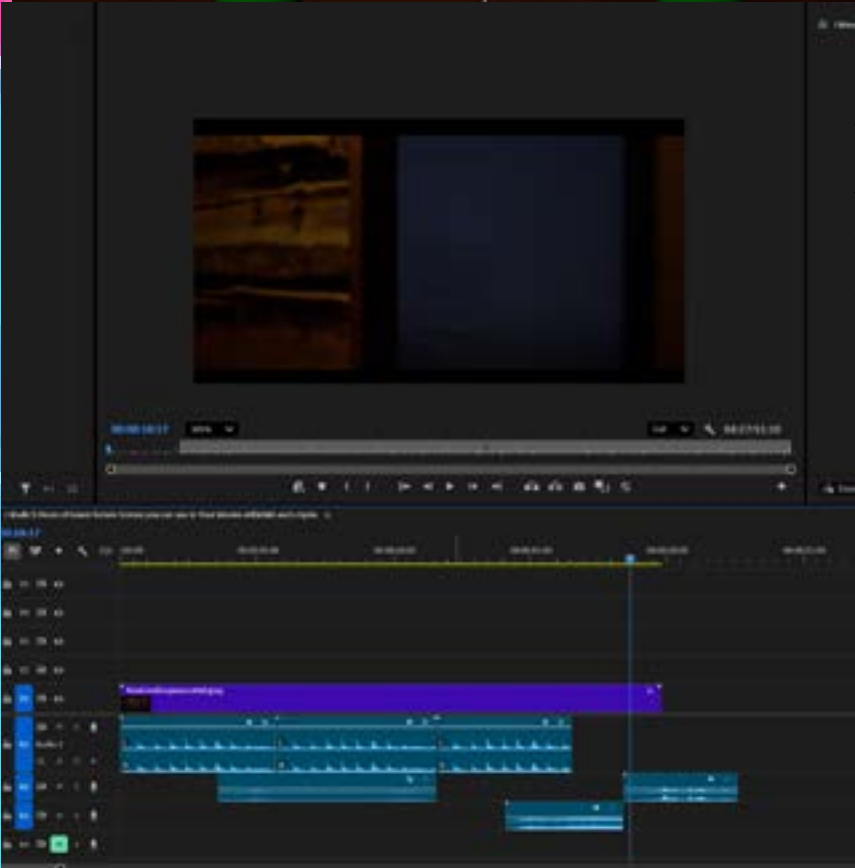
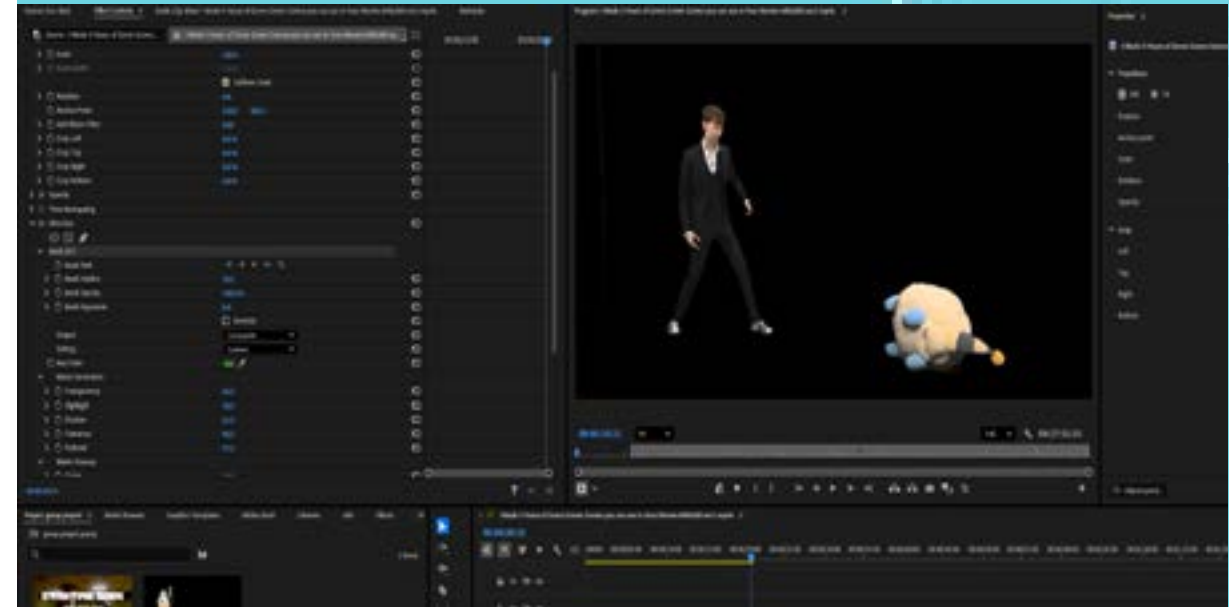


the way I was able to do this was using the normal ultra key but adjusting some of the settings such as increaing the pedisoll and shadows which helped a lot but also showed how thin his arms are without a background

insted of using the orginal idea for green screen I ended up switching back to the intial idea to make it easier on myself in editing so the first thing I had to do was create a camera track in unreal to create a sequence. so I used the green screen I did as just practice and proof that I could do it within the project



with the new settings added it looks a lot better than before just leaving a little artifacts form the ultra key that im unsure how to fix within the time frame that I have.



once the camera had been set correctly I was able to export it into premeire pro where I could start piecing it all together into one which ended in the video shown below or in the other file. however due to time restrances I was unable to add any green screen into the final version however as shown on the pages before I was able to do it with another set of footage

[1]Vaun Raymond, "Premiere Pro Tutorial: How to key an unevenly lit green screen," YouTube, Feb. 02, 2022. <https://www.youtube.com/watch?v=U2G2YIagqmY> (accessed May 21, 2026).

[1]R. Blake, "EASY Green Screen Tutorial for Adobe Premiere Pro 2023 (STEP BY STEP + Free Preset)," [www.youtube.com](https://www.youtube.com/watch?v=-UFG_jU3bXA), Oct. 20, 2022. https://www.youtube.com/watch?v=-UFG_jU3bXA

[1]Thaddaeus Andreades, "Simple Exporting With the Movie Render Queue - Unreal Engine 5," YouTube. Jul. 13, 2022. Available: <https://www.youtube.com/watch?v=9wKHGXZFA78>

[1]Tony Munoz | Game Creator Accelerator, "How To Create A Level Sequence In Unreal," YouTube, Jun. 01, 2025. <https://www.youtube.com/watch?v=lIMID0CYqu0> (accessed May 21, 2026).

[1]Any Motion Pro, "How to Render Camera Animation in Unreal Engine 5.4 | Cinematic Camera Movement in Unreal Engine 5.4," YouTube, Sep. 08, 2024. <https://www.youtube.com/watch?v=7kRqQdd6BW4> (accessed May 21, 2026).

[1]NE sounds, "footsteps on wood #1 floor sound effect (royalty free)," YouTube, Apr. 23, 2022. <https://www.youtube.com/watch?v=KOkNZmy6uF8>

[1]Relaxing World, "Sound Effects - Creaking Floor - Version 1," YouTube, Feb. 24, 2023. <https://www.youtube.com/watch?v=RCQKh19CmY>

