This is a music video for Mugison, an Icelan- dic musician. Before we did anything, he gave us an idea of what the song was about and discussed the tone he wanted for the video. We wanted to try to avoid too much narration as we felt the music needed to be foregrounded. The narrative structure of the video was mostly influ- enced by poetry, were we tried to marry similar themes into harmony. The storyline is relatively simple, it’s a journey through a city where we catch the darkest moments of a few troubled souls.

The look in this video was mainly made with the standard tools that comes with a 3D package. We have no programming skills, so we had to figure out a way to achieve this look by combining the tools we had install. We combined noise and polygon reduction deformers at different levels for the color pass and for the strokes for variant distortion motion in the mesh. So we ended with 5 layer com- position, where we blended those passes together, with snow and color correction.

We believe this approach worked quite nicely for us, though it was sometimes hard to get the look we were going for. But after working with this approach on this project, we are more comfortable in using it on a future projects. Also it is quite easy to get many different NPR’s with this technique. We hope to do more projects like this to evolve this approach and take it even further.

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