

Project Overview:

This short video is a non-narrative clip centered around a Toronto city walk in the pouring rain. It expresses the rhythmic and emotional flow of the city during a rainstorm through ambient music, weather effects, particle effects, and dynamic footage. Inspired by the immersive experience of a rainy night city walk, the video aims to evoke a sense of loneliness by skillfully combining audio and visual elements.

Music Selection:

The music for this project is selected from [Free Music Archive](#) and is titled "Lightning Traveler - Remember."

Creative Process:

The project began with the selection of the music track, around which creative ideas were developed to match the rhythm and atmosphere of the piece. Once the theme was set, I used Unreal Engine to build the scene, implementing weather effects, material variations, and camera movements through the blueprint system. Special attention was given to simulating raindrop effects, enhanced by the dynamic sky blueprint system to intensify the portrayal of the changing weather. (Note: The Toronto city model was captured by using Google Maps, then imported into Unreal Engine.)

Next, camera animations were executed using the Sequencer, and the Niagara particle system was utilized to create realistic rain and mist effects, adding depth and realism to the visuals. The final step involved recording and exporting the video directly from the engine.

Technical Details:

- **Engine:** Unreal Engine

- **Production Method:** Blueprint system
- **Plugins:** Ultra Dynamic Sky Plugin
- **Special Effects:** Niagara particle system for generating raindrops and water mist effects
- **Camera Movements:** Sequencer
- **Post-Processing:** Post Process Volume for adjusting color tones and ambient lighting
- **Model Source:** Toronto area model captured from Google Maps (provided by Mark)

Asset Declaration:

The project incorporates several free assets, including certain scene models and special effects obtained from Unreal Marketplace, all of which comply with the project's licensing terms. The Toronto model was collected by B from Google Maps.

Production images from the development process:



