This project was the first project I worked on. The idea of this project was to create a realistic forest environment In Unreal Engine for my portfolio. I wanted to focus mainly on creating foliage as I have not really made realistic looking foliage before. I also wanted to focus on creating a strong composition and environment.

This scene is composed of lots of foliage assets found in a forest, lots of trees to hide the small world borders, lots of rocks, bricks and a river that breaks up the scene. The scenes focal point is an artefact pedestal, but to help with composition and rule of three I needed to add another focal point with a similar colour this being a lantern to help not only complete composition but help with the story of the piece.