

How 3D underwater looks like

[ArtStation - SCP 3000, Brandon McCamey](#)

[ArtStation - Underwater, Jakob Kalt](#)

[ArtStation - BENEATH, Abrar Khan](#)

[ArtStation - Realtime Diver Finds Underwater Tree, Aaron Sims Creative](#)

[ArtStation - DIVERS: Realtime Test of underwater divers., Aaron Sims Creative](#)

[ArtStation - "Thrill" - Junior project - underwater biome, Stephen Chi](#)

[ArtStation - UE4 Underwater, Karim Abou Shousha](#)

[ArtStation - UE4 Submarine Animation, Karim Abou Shousha](#)

[ArtStation - Underwater World \(Blender3D\), Viktor Tar](#)

[UE4 UnderWater Cave Test \(4k HD\)](#)

[UE4 - Underwater test](#)

Bioluminescence on walls

[ArtStation - Anthem - Underwater, Meggie Rock](#)

[ArtStation - Anthem - Abyss, Meggie Rock](#)

Modular Assets - Corals and Plants

[ArtStation - Underwater Sea plants Prop/Assets, Akshai Babu John](#)

[ArtStation - Various Reef Building Object Generation, Lucas Milner](#)

[ArtStation - coral.fuge, Kevin Quinn](#)

[ArtStation - Deep Sea Environment, Samuel Enslin](#)

[ArtStation - Environment - Underwater, Matthew Akin](#)

[ArtStation - Dried Underwater Rock Formation Material, K vin Ea](#)

[ArtStation - Environment Modeling on Deep \(2017\), Sam Van Hulle](#)

[ArtStation - Stylised Rockface, Callum Whitehead](#)

[ArtStation - 3D Asset : Underwater Plant, Abhilasha Singh](#)

[Ocean Environment Pack in Environments - UE Marketplace](#)

[Cave Creation Kit Models and Materials in 道具 - UE Marketplace](#)

[Alien Plants Vol.1 - Unreal Engine](#)

How to build the scene:

[Burial at Sea \(Free Download / Unreal Engine 4\)](#)

[3ds MAX Video Tutorial : Realistic Underwater Scene for Beginners](#)

How to achieve stylised realism

[HYBRIDS - FILM](#)

Need to research list of assets:

- Sea bed sand (with and without caustics effect)

Modular (x 3 or 5 variations)

- Corals
 - Type A
 - Type B
 - Type C
- Glowing Seaweed (Bioluminescence)

- Using Plane and PNG
- Rock walls (refer to [Burial at Sea \(Free Download / Unreal Engine 4\)](#))
- Rocks
- Rock pillars
- Closed off wall that will be opened up later by the Animal
- Hydrothermal Vents ([Giant Black Smoker Hydrothermal Vent | Nautilus Live](#))
 - Smoke can try using the plane method
- Nest
- Nest eggs
- Nest egg shells

Effects

- Bubbles particles (3 different sizes)
- Floating particles
 - Can be done with Harry's shader graph
- Glow Grub on the walls

Rock ZBrush Sculpting (Modular)

- [Sculpting Stunning 3D Rock Formations w/ Jonas Ronnegard | Part 2: Modular Rock Sculpting](#)
- [Rock Modular / Breakdown](#)

Cave ZBrush Assets

But laptop may be unable to handle as they do everything in one file/canvas space

- [Zbrush Cave Assets w/Jon - 7/10/2017](#)
- [Luos's Modular Rocks/Cave - Resizing the meshes](#) (tile set)

Rock ZBrush Sculpting

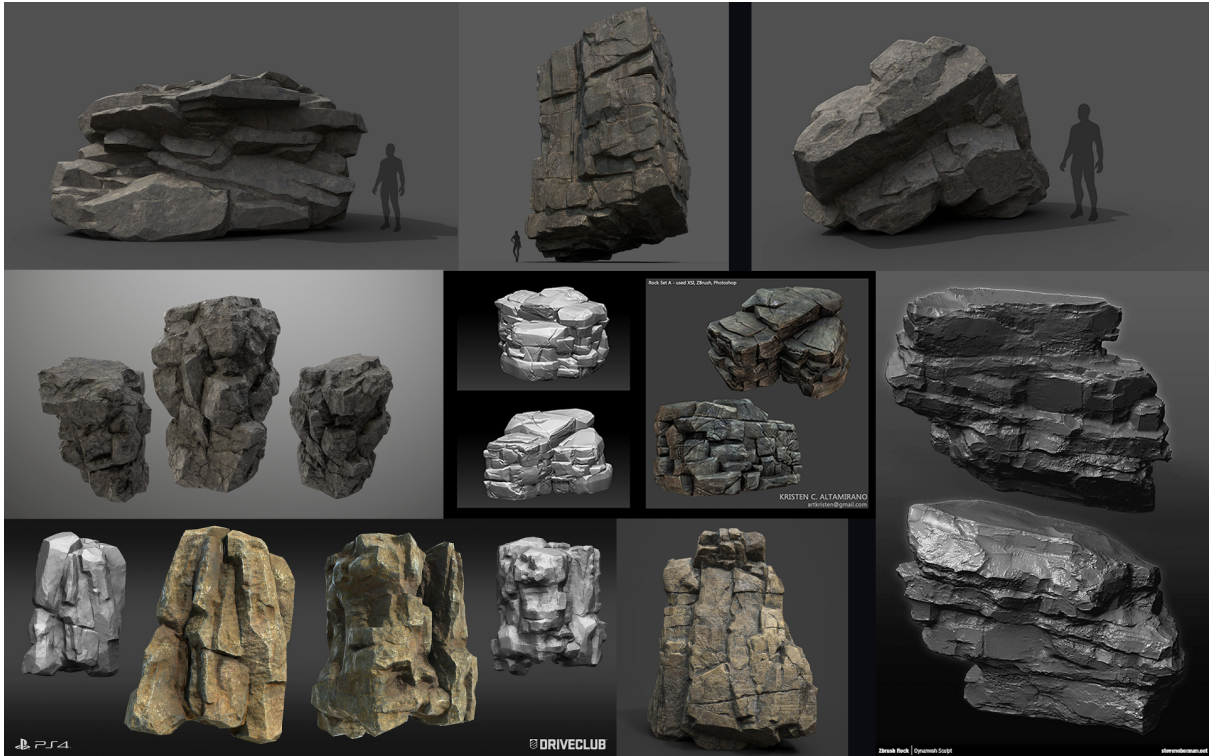
Mostly using 'alpha textures' like how you did it during last sem for the cave environment

- [Sculpting rocks in zbrush for Beginners \[timelapse\]](#)
- [Zbrush Tips&Tricks #01](#)
- [\[Timelapse\] Using Alpha Brushes \(zbrush\) - Creating PBR Rock in Zbrush, Blender & Substance Painter](#)

Things Need Done:

Find more rock picture samples

- [Alen Vejzovic](#)
- Lots of delicious rocks by searching:
https://www.artstation.com/search?q=rock%20modular&sort_by=relevance



Add more alpha textures - rock to the current collection from last cave environment assignment