

Three stylized trees are positioned behind the title. The tree on the left is green, the middle one is pink, and the one on the right is blue. They have thick trunks and rounded, cloud-like canopies.

Sabar Production Journal

Pj Portera

Yumbo World Concept Art/Design



Initial sketch by Zaria Huggins

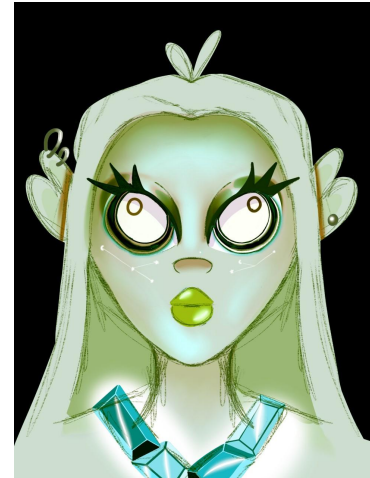
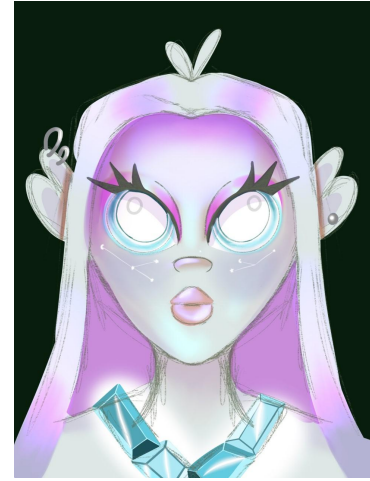


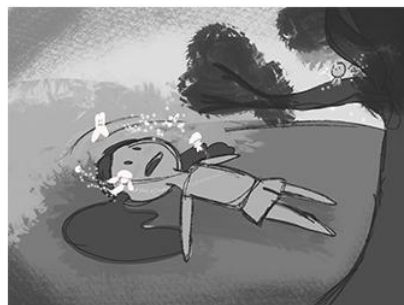
Foliage for the Yumbo World

Sprites Character Design



Yumbo Concept Art

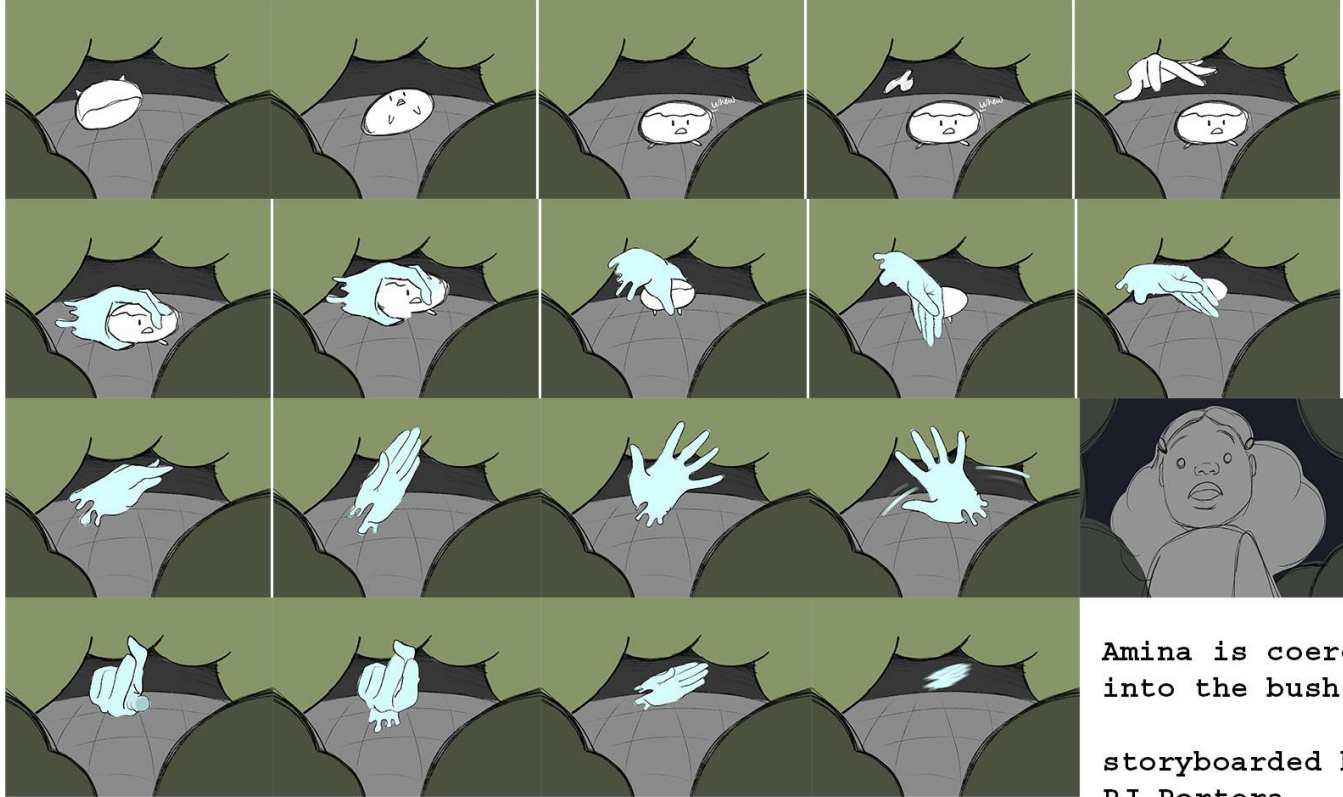




Post Introduction of Sprites
and Pre-Dance Sequence

Storyboarded by PJ Portera

Storyboarding Cont.



Amina is coerced
into the bush

storyboarded by
PJ Portera



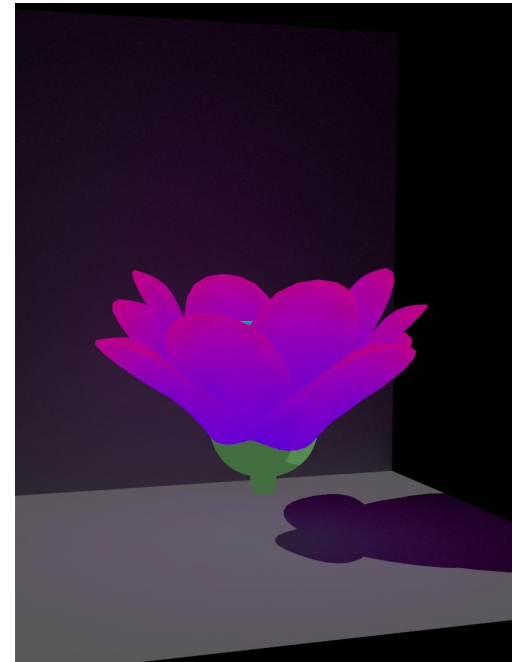
“Drunken Fun” Storyboards/ Concept



Modeling



Tree Variants



Magical paint flower

Modeling



Mushroom

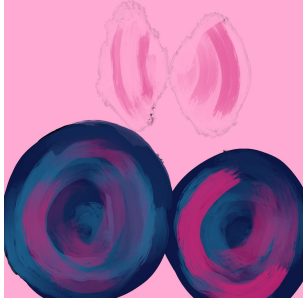
Greenery

Bookcase

Shelves in
Kitchen



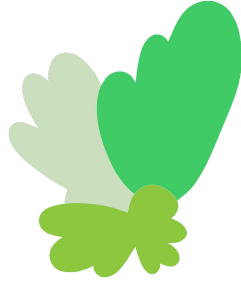
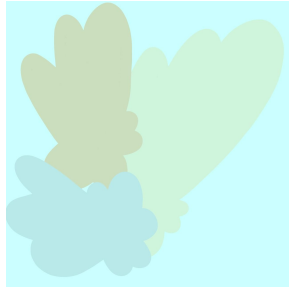
Creating Textures



Sprites' home



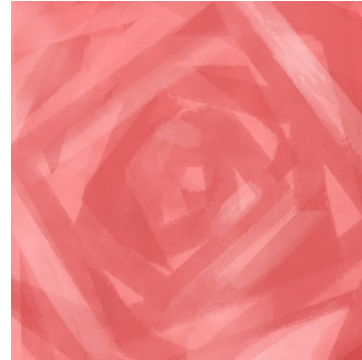
“Senegalese Gum”



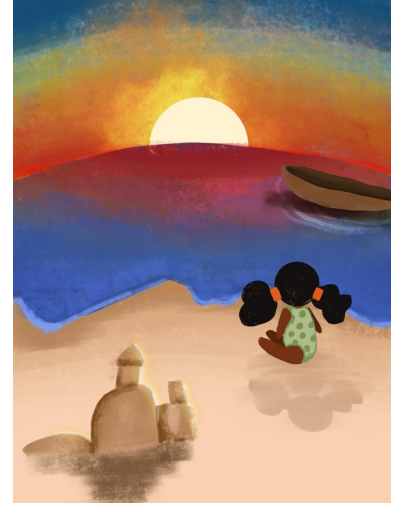
“Leaves” for the
fluorescent trees in the
Yumbo World



Box of crayons
texture

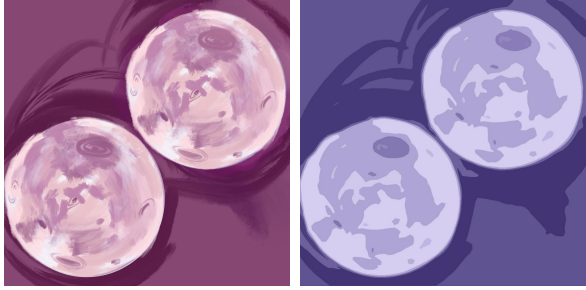


Amina's home interior

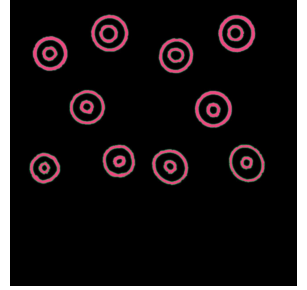
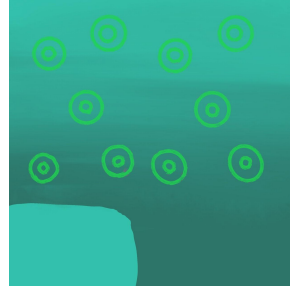


“Photograph” of baby
Amina at the beach
for a picture frame

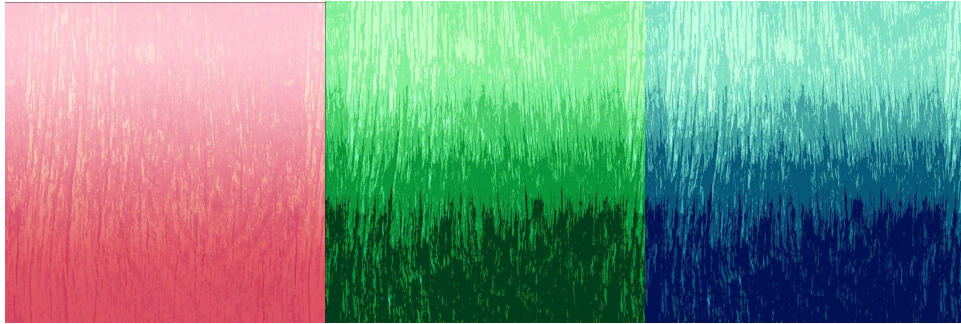
Creating Textures cont.



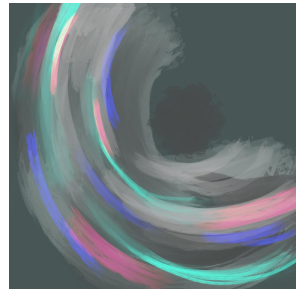
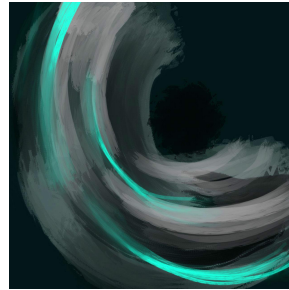
Hand painted moon texture variations



Mushroom and greenery variants



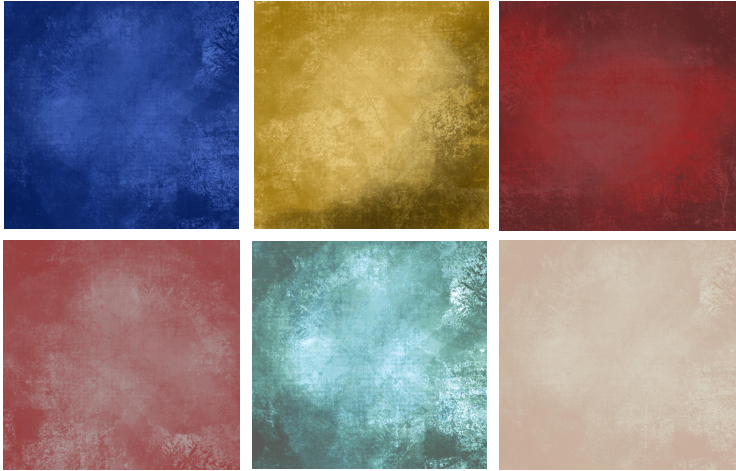
Yumbo tree variants, made using procreate and photoshop
Hand Painting w/ photo manipulation



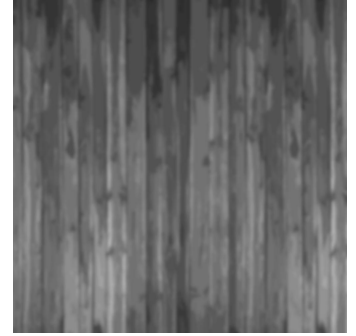
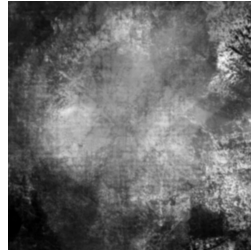
Yumbo world cave texture

*Painted using Procreate

Creating Textures Cont.



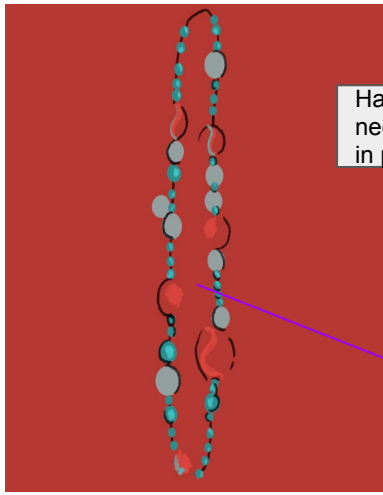
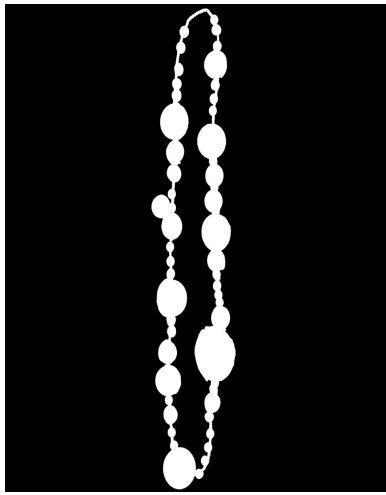
plaster/paint colors made using procreate/
Used as exterior colors of Amina's city



Painted wood paneling, used for wooden
Details on homes, Amina's bookshelf, and
telephone poles



Senegalese flag used in the establishing
town shots



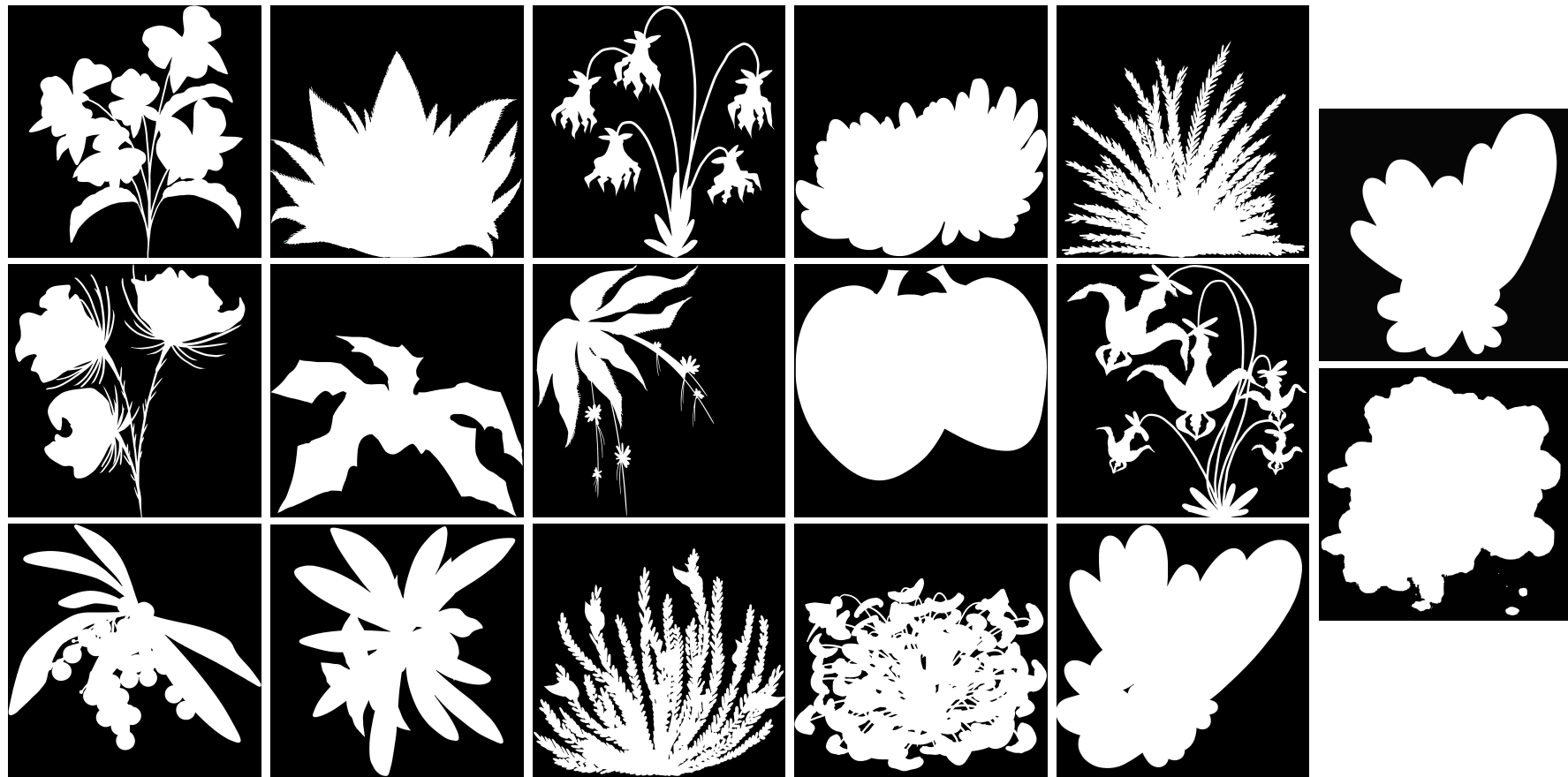
Hand Painted
necklace made
in procreate

Living Room Textures

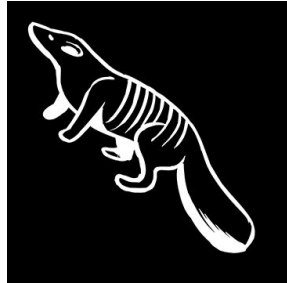
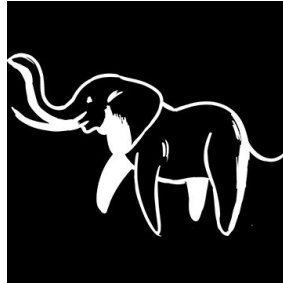
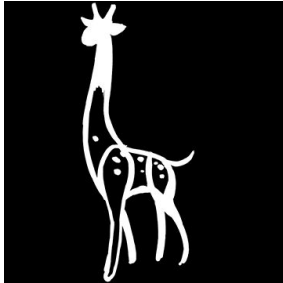
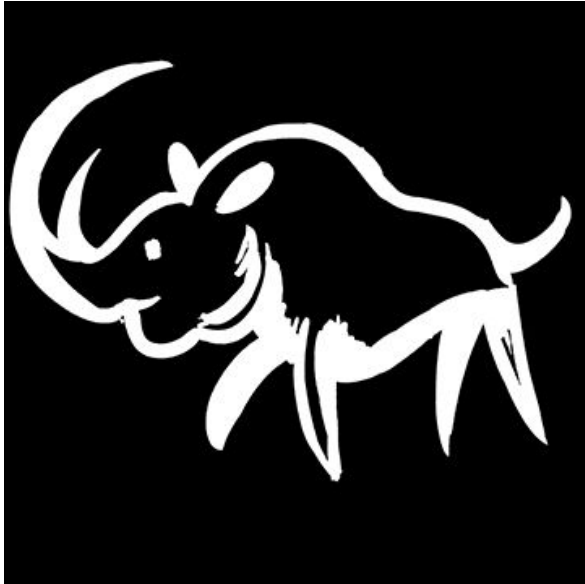
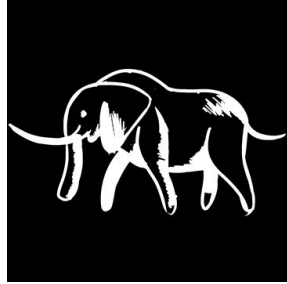


stylized kente cloth designs used for smaller
details throughout the home/city, edited in
Photoshop

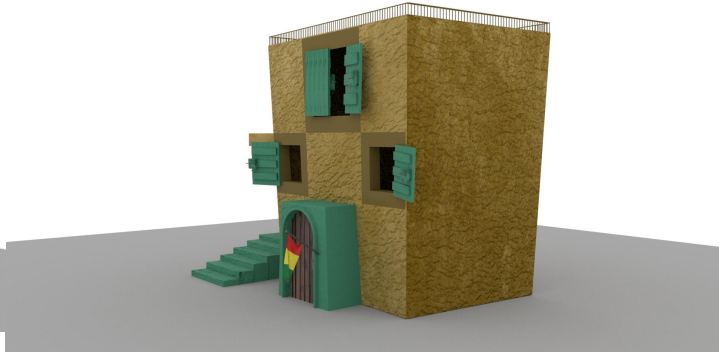
2d Transparency Alphas



2d Alphas continued



Textures & UV-ing: Exterior



Modeled by Cici and Estella; Textures and UVs by me

Textures: Exterior cont.

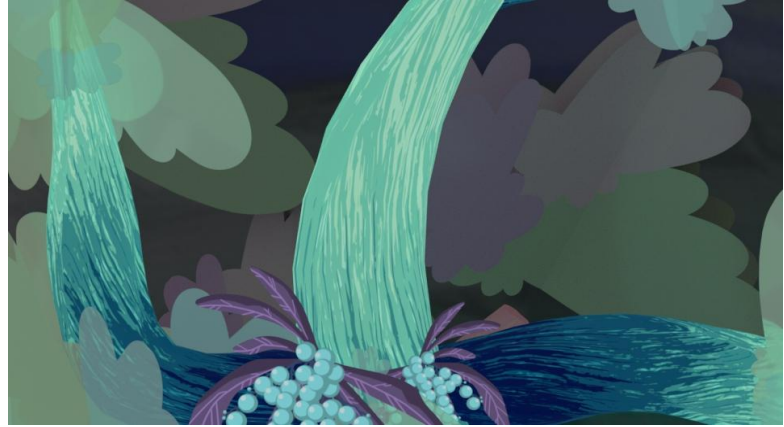


All texturing of these buildings done by me

Sewer grates and small details

Telephone poles

Texturing and Layout: Yumbo World

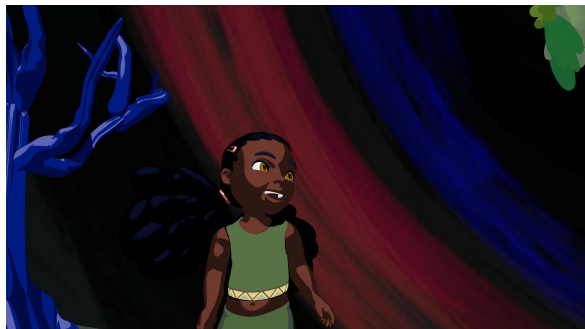




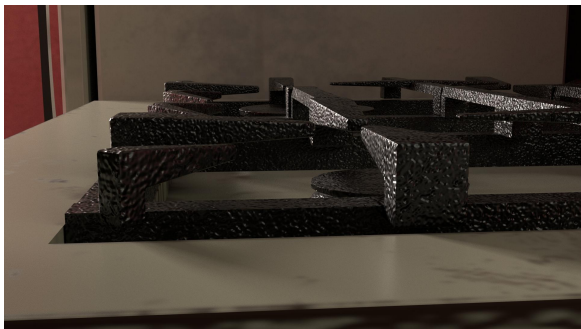
Render Updates: 10/13



Lighting/Layout/Rendering



Sequence 5 shot 11



Sequence 1 Shot 4 &5



Sequence 1 shot 15



Sequence 1 shot 15



sequence 2 shot 4

Lighting/Layout/Rendering



Sequence 3 shot 3



seq 3 shot 5&6



Sequence 1 shot 17



Sequence 3 shot 7



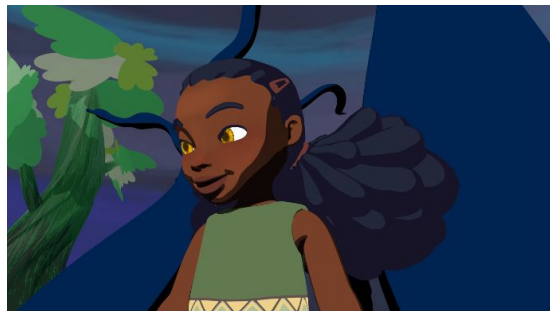
sequence 5 shot 2



Sequence 5 shot 3



sequence 5 shot 8



sequence 4 shot 8



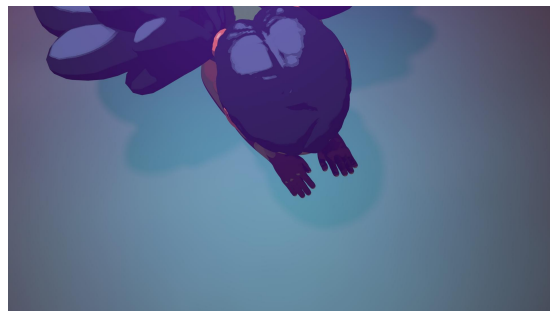
Sequence 5 shot 12



Sequence 4 Shot 7 1-3



Lighting/Layout/Rendering



Lighting/Layout/Rendering



Sequence 4 shot 10-11



Seq 5 Shot 5



Seq 3 Shot 4

Lighting/Layout/Rendering & Compositing



Movie Poster for Promotion

