



MIRROR HALL

镜厅 / UE5场景灯光与视觉表现

周澳

UE5 LIGHTING / CINEMATIC / REALTIME

PORTFOLIO 2026

Project Overview

项目概览

02



MIRROR HALL

唯美魔幻场景的灯光、氛围与镜头完整呈现

ENGINE	Unreal Engine 5 / Lumen
ROLE	Scene Integration / Lighting / Cinematic
OUTPUT	3 Lighting States + Realtime Proof
TARGET	Color Key to Final Frame

工作范围

依据概念氛围与 Color Key 完成场景灯光落地，负责材质视觉调整、环境与角色灯光、Sequencer 镜头、渲染及后期统一。

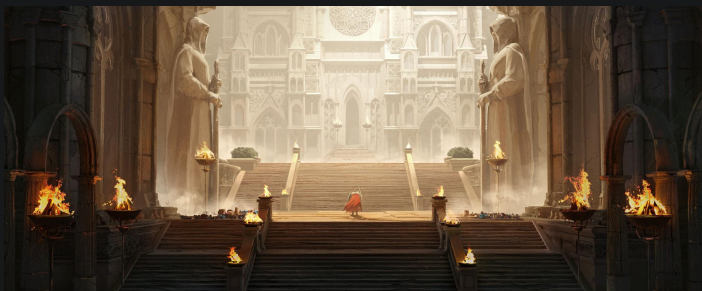
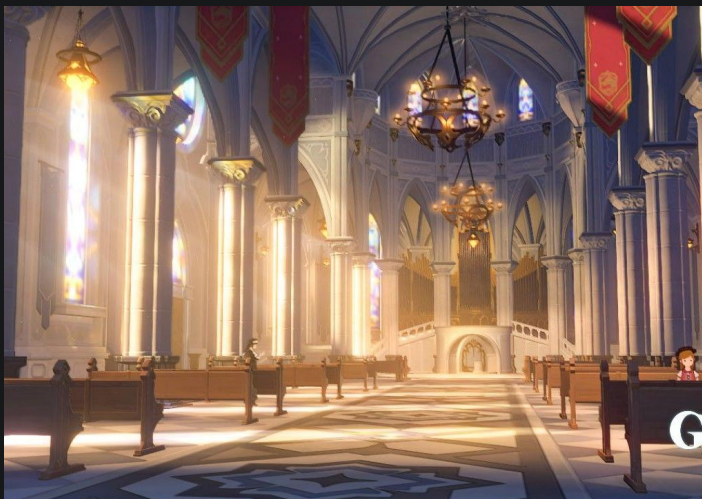
Art Key Plate

03

灯光目标与色彩方向

DAYLIGHT / 白金日光

高明度 暖金日光 神圣洁净



AURORA / 极光主视觉

冷蓝体积光 流动能量 神秘



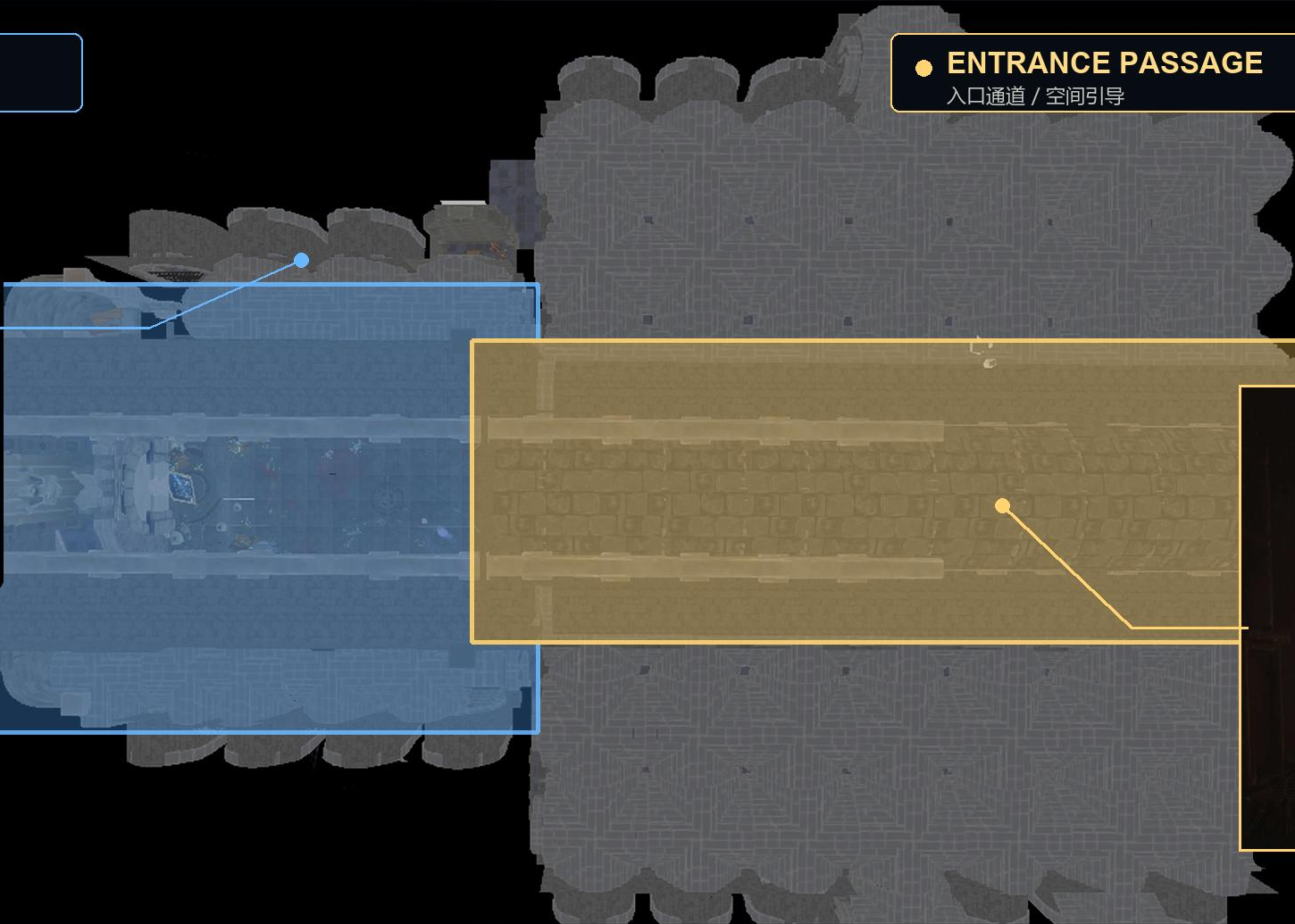
AWAKENED / 失控觉醒

蓝橙对比 红色焦点 危险感

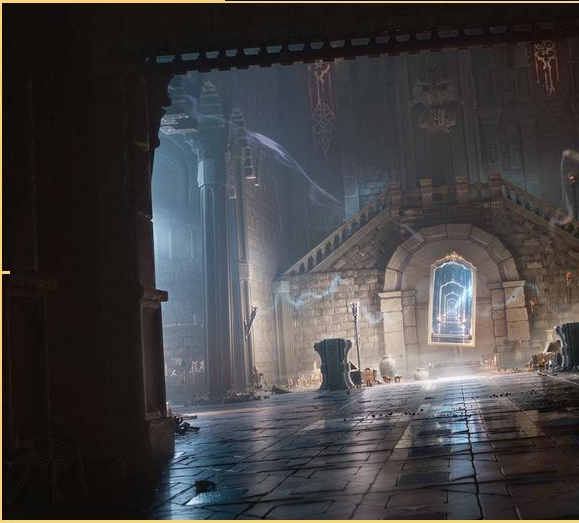


● MAIN HALL
主厅 / 视觉核心

● ENTRANCE PASSAGE
入口通道 / 空间引导

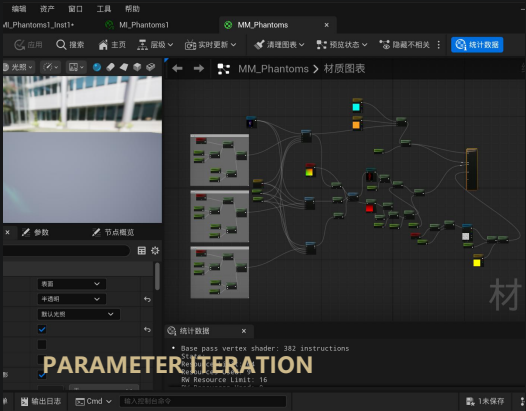
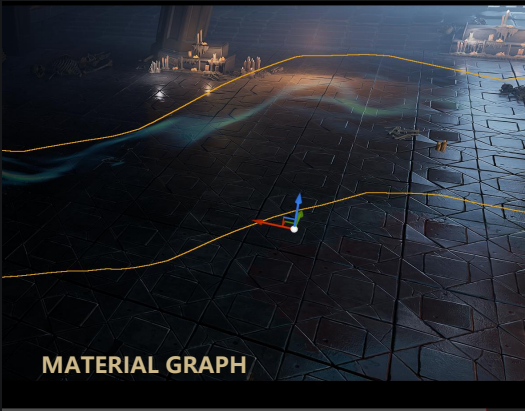
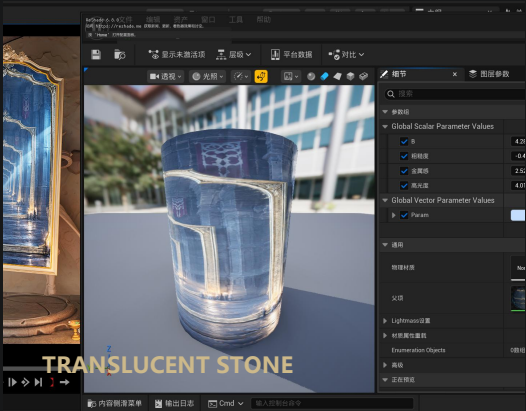
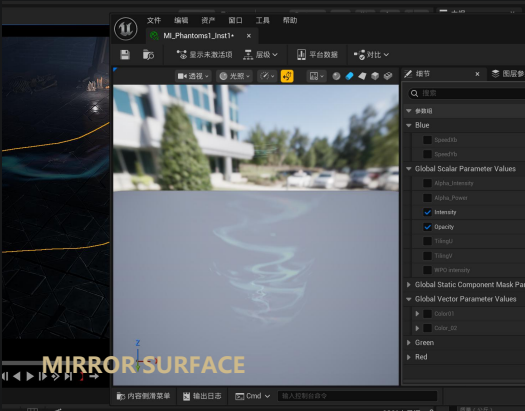
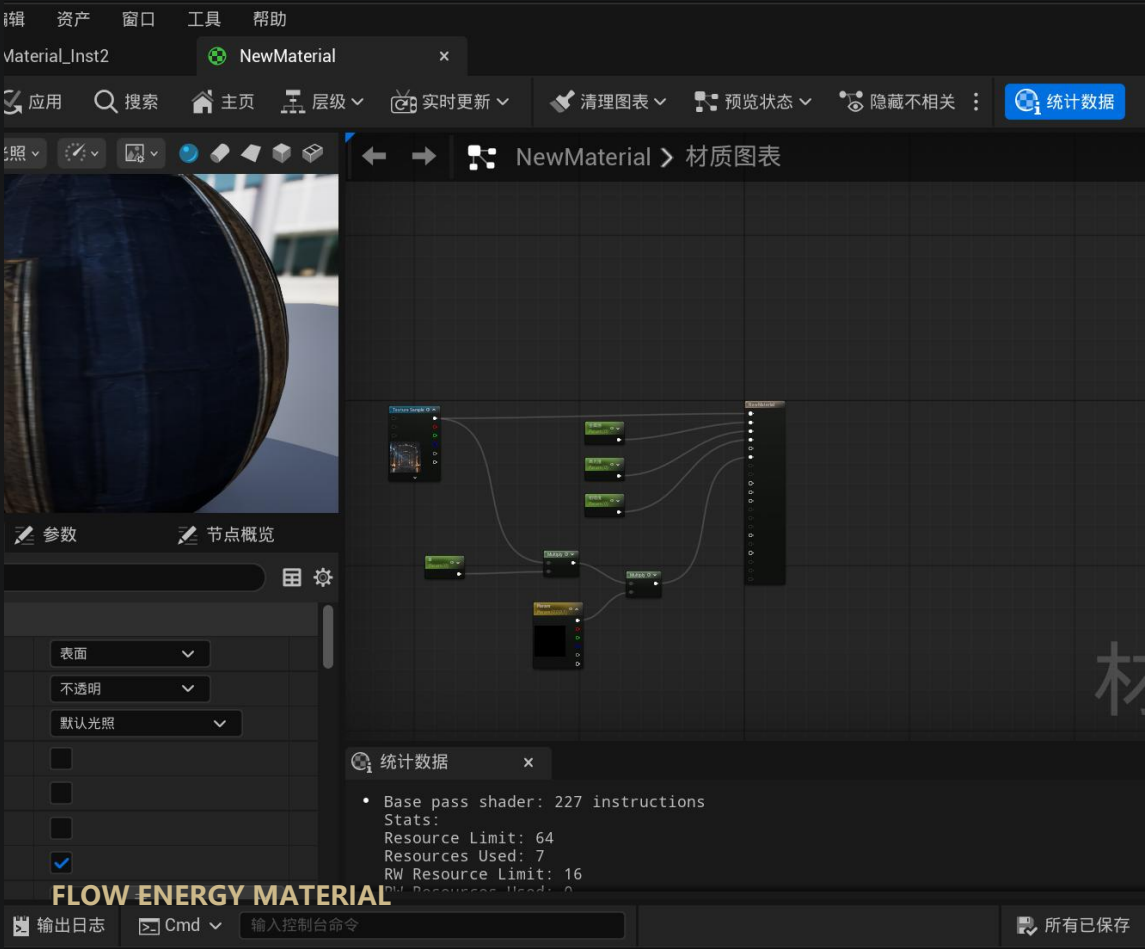


02 ENTRANCE PASS



Materials & Details

材质调整与画面统一



核心目标：控制反射、透光与粗糙度层次，让白石、金属和能量特效服务于灯光焦点。

Lighting States

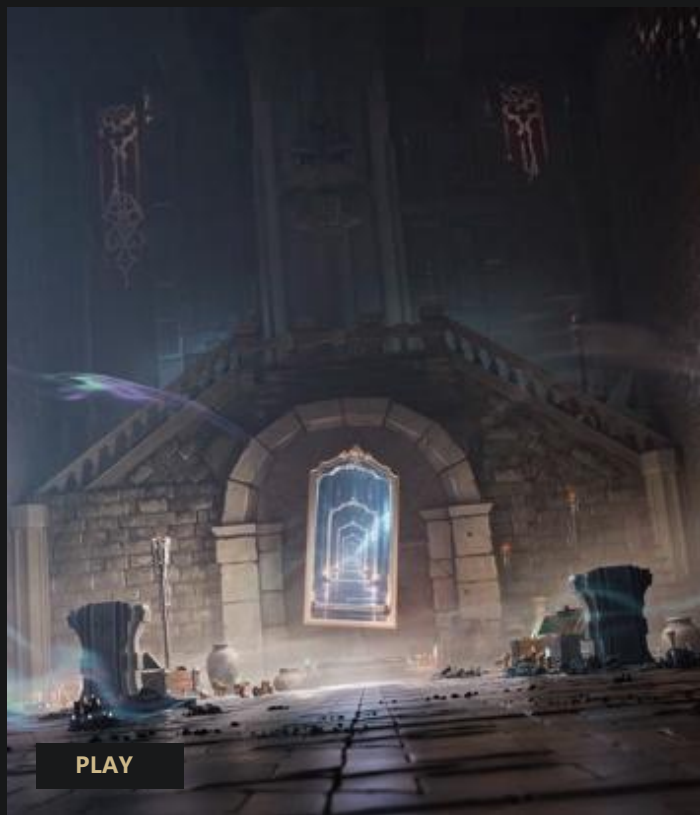
06

同一空间的三种叙事氛围



DAYLIGHT

暖金日光 洁净与神圣



AURORA

冷蓝体积光 神秘与空灵



AWAKENED

蓝橙对比 失控与危险

Final Frames

07

最终画面

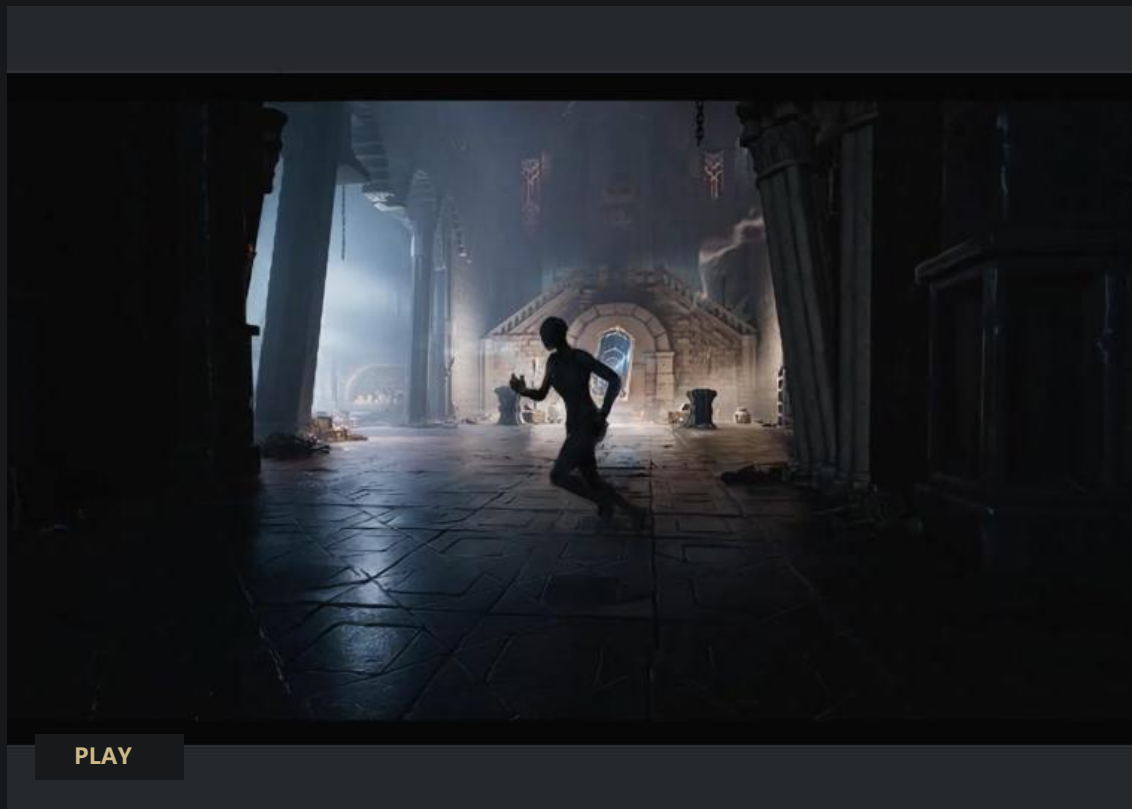


MIRROR HALL

Realtime Playthrough

08

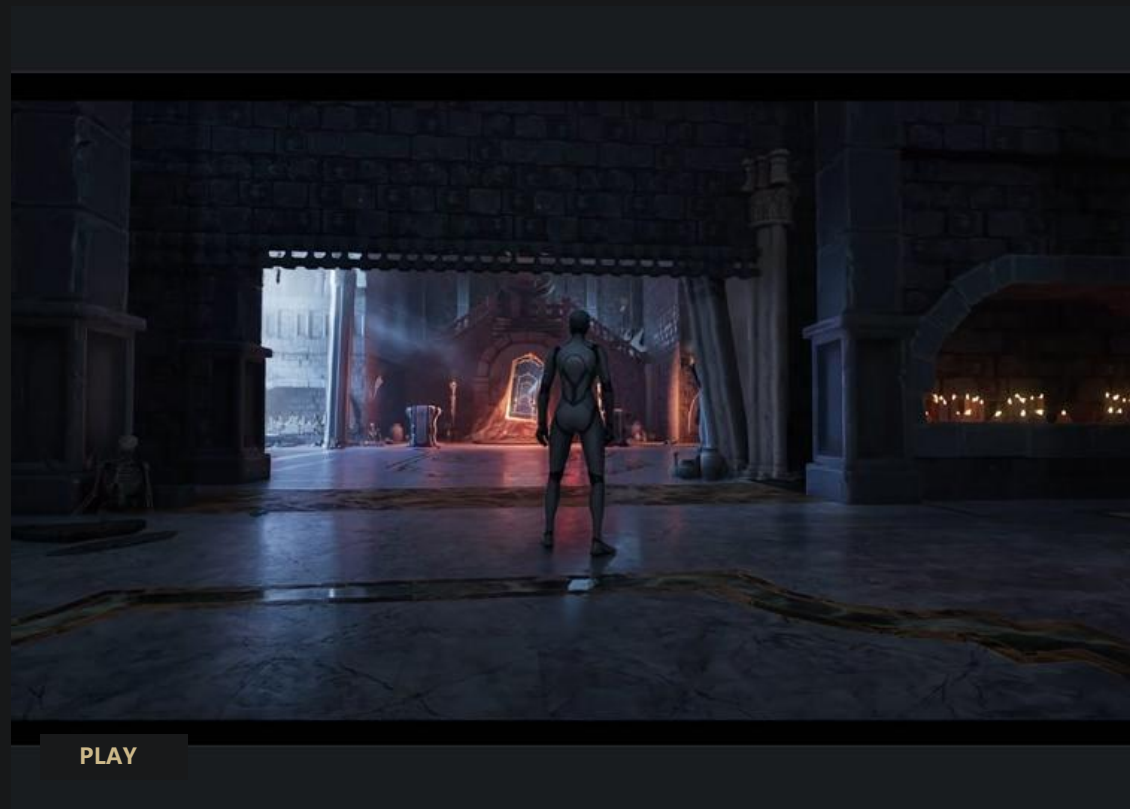
实时跑图验证



AURORA / 极光版

场景可完整运行，展示空间尺度、行走路径与实时灯光稳定性。

MIRROR HALL



AWAKENED / 失控版

UNREAL ENGINE 5 / THIRD PERSON
CAPTURE

Character Presentation

09

角色演绎扩展



PLAY

技能演绎

用于验证场景承载角色与剧情演出的能力。



PLAY

氛围演绎

场景 / 灯光 / 分镜 / 剪辑 / 合成：周澳
角色动态：AI辅助流程

Production Breakdown

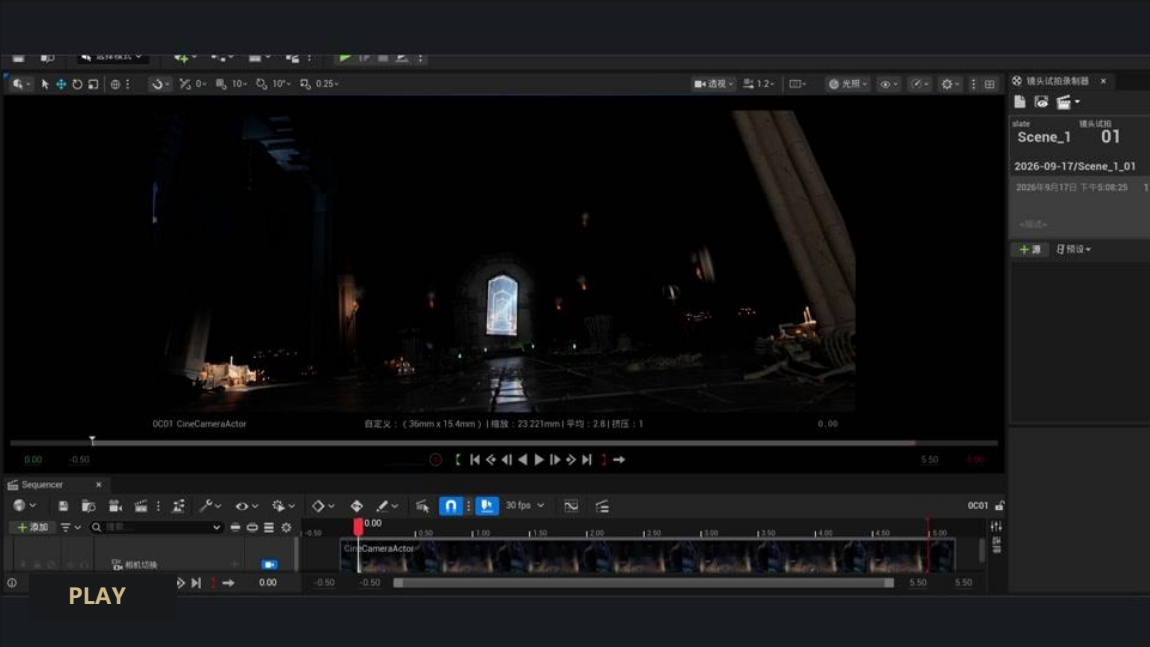
工作范围与工程证明

RESPONSIBILITIES

场景整合
灯光与氛围
材质视觉统一
Sequencer 镜头
渲染与后期
AI 辅助 Previs

TOOLS

Unreal Engine 5
Lumen
Sequencer
Movie Render Queue
Photoshop
Premiere / After Effects



UE5 EDITOR PROOF

周澳

UE5灯光渲染设计师

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上海 / 已离职

THANK YOU