

# World of Clouds

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## Escape from Mill Station Blog

[Escape from Mill Station](#) | [Media](#) | [Roadmap](#) | [Blog](#)

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[Got ladder climbing montage with root motion to work yesterday ...](#)

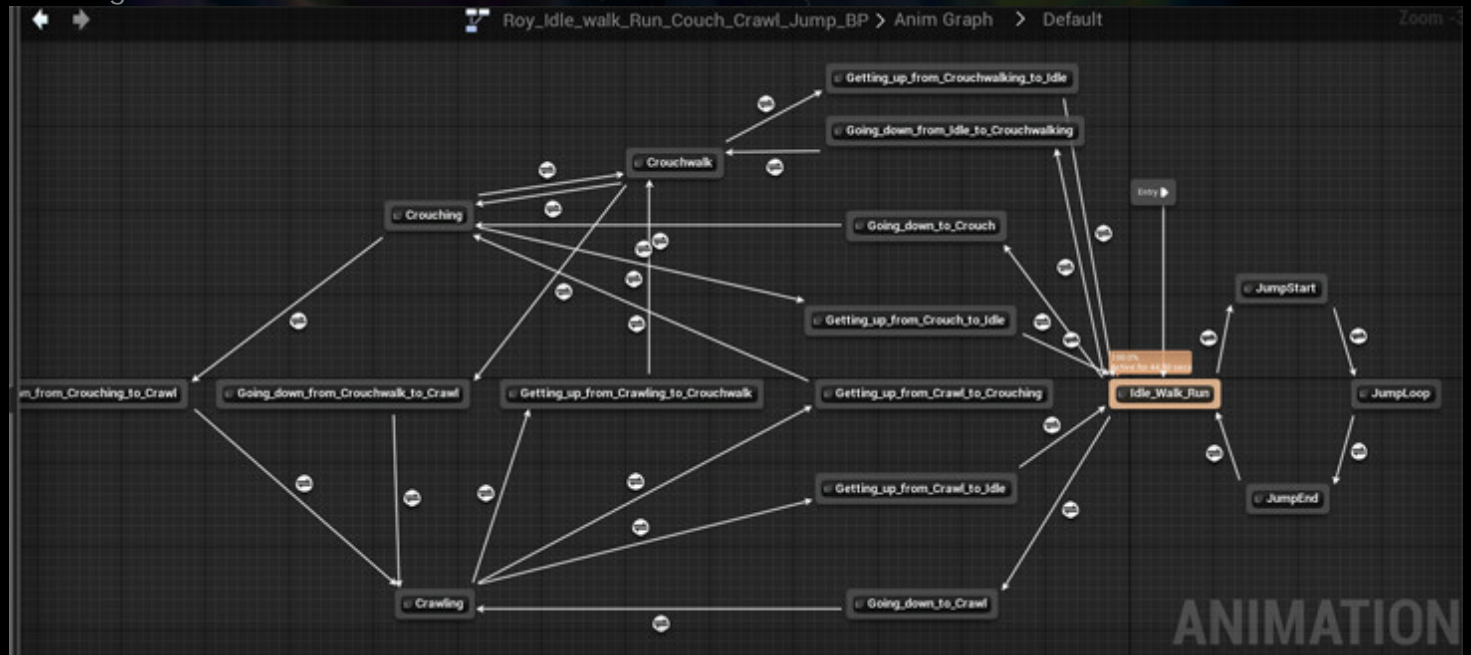
By WoC | October 10, 2016 at 03:22 PM EDT | [No Comments](#)

First I had to import my character and animation again with 0.01 scale. Then fix the fbx exporter so no extra bones are created in Unreal. Then I had to make sure the root bone stays 1,0,0,0 so that it does end up tilting the capsule at the end of the climb.

[New state machine time ...](#)

By WoC | October 09, 2016 at 04:20 PM EDT | [No Comments](#)

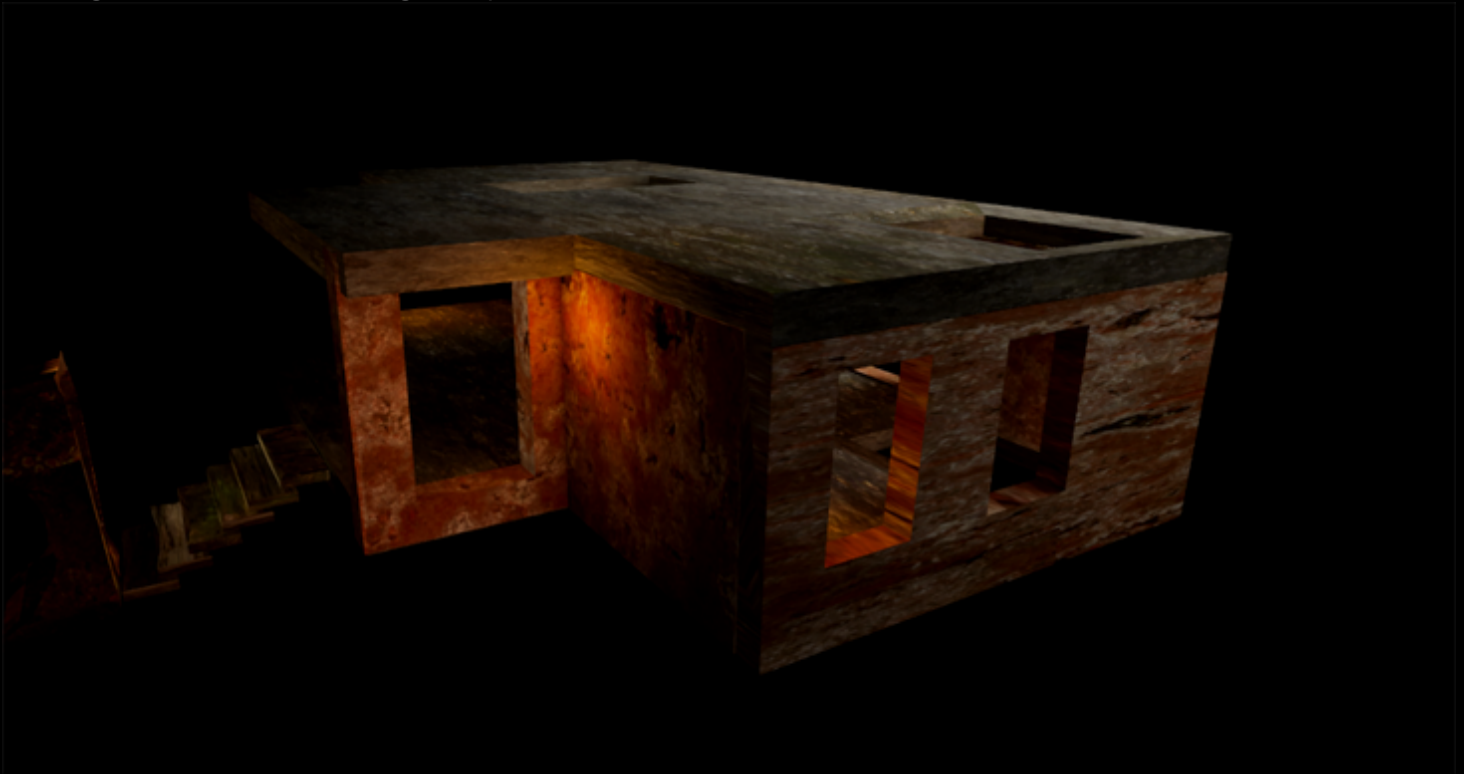
I decided to design a new state machine for the main player character. getting little tired of just walking through the game. I tried to build a simple ladder climbing setup with root motion yesterday but Blender game me problems with its root bone issues in Unreal 4. I had to go back into Blender and rescale and export main character and all its animations. Ladder climbing worked better but not 100%.



[Lightmaps ...](#)

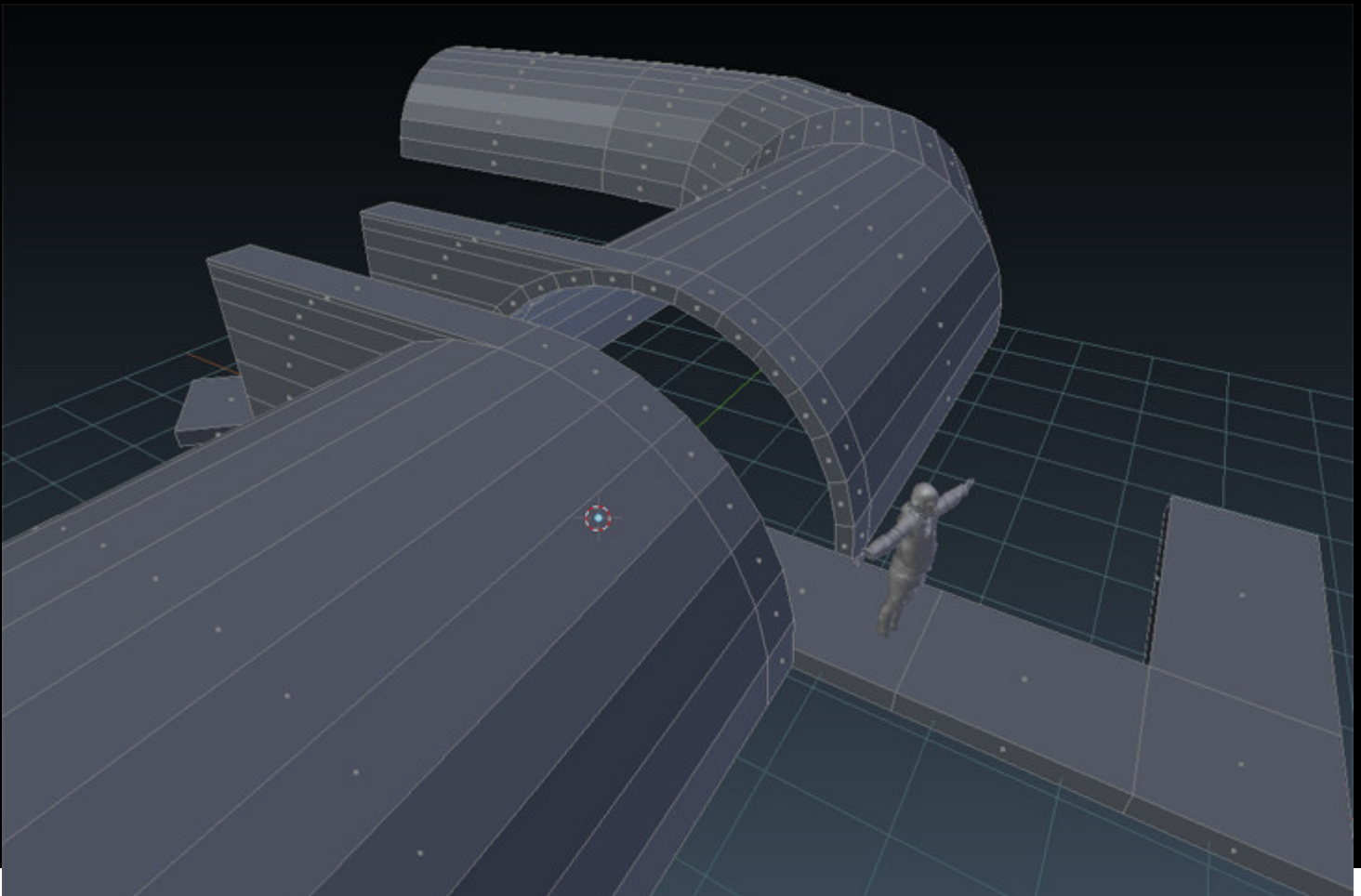
By WoC | October 06, 2016 at 04:37 PM EDT | [No Comments](#)

Getting better results with lightmaps now.



[Blocking of level 8 Ironworks kicks off ...](#)

By WoC | October 01, 2016 at 08:24 PM EDT | [No Comments](#)



### Two victories yesterday ...

By WoC | October 01, 2016 at 02:40 PM EDT | [No Comments](#)

I figured out a good workflow between Blender and U4 to create NP with animation and the new Sequencer.

I also figured out how to create a level transition in BP with Sequencer.

On the downside I got more paying work in so I had to adjust my roadmap not yet published.

### Experimented today with multiple materials on one object ...

By WoC | September 29, 2016 at 03:01 PM EDT | [No Comments](#)

I tried for the first time today to add multiple materials to one object. Always kinda knew how to do it but didn't bother to try it up to this point. It worked fine.

I created a bird cage with multiple materials assigned to it.



### Resuming on game again after more paid work ...

By WoC | September 27, 2016 at 04:05 PM EDT | [No Comments](#)

Did a quick 3D job for Dynosense I had to put the game work aside again but today I am back on my game again.



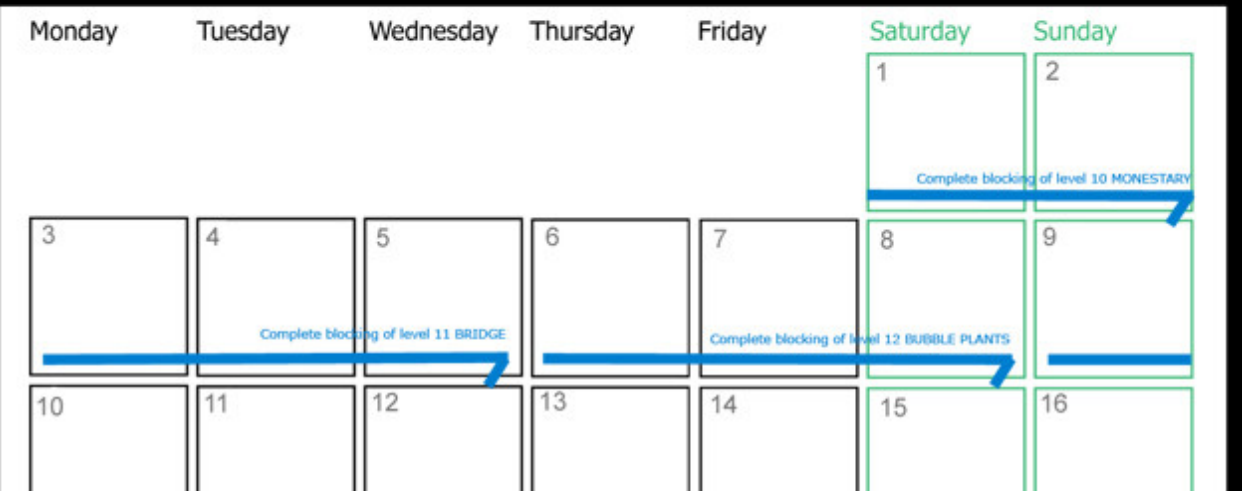
[New Roadmap published ...](#)

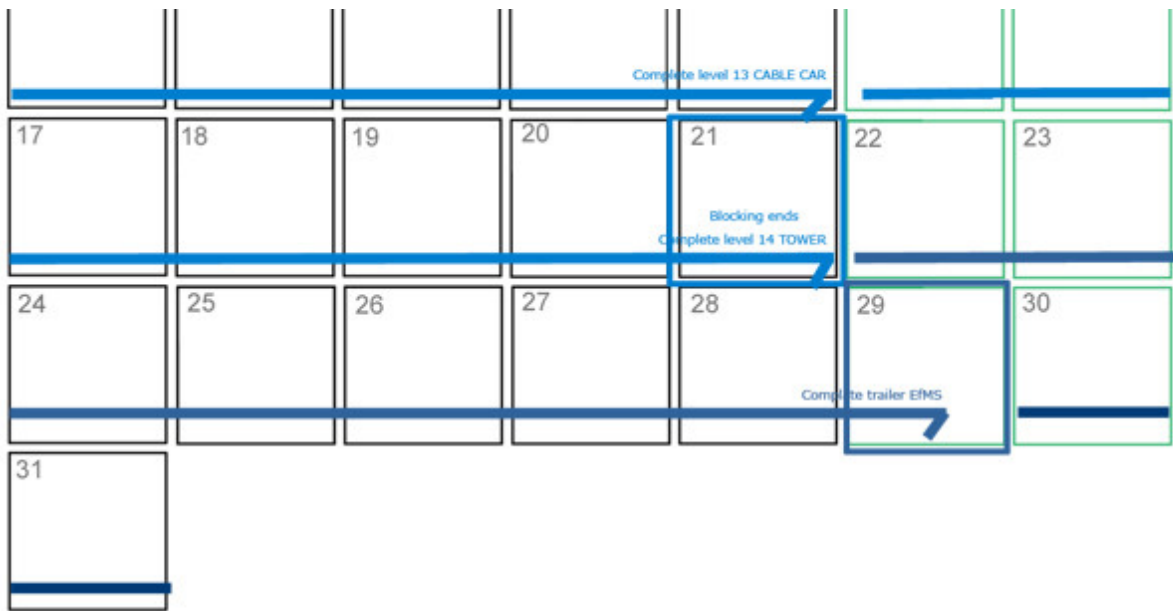
By WoC | September 13, 2016 at 10:50 PM EDT | [No Comments](#)

I am hoping by the 4th of November to begin searching for funding.

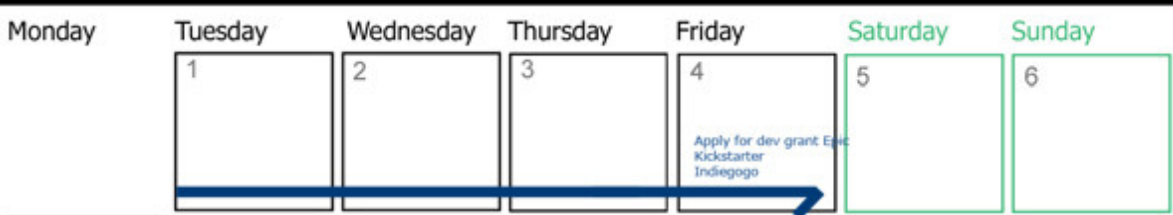


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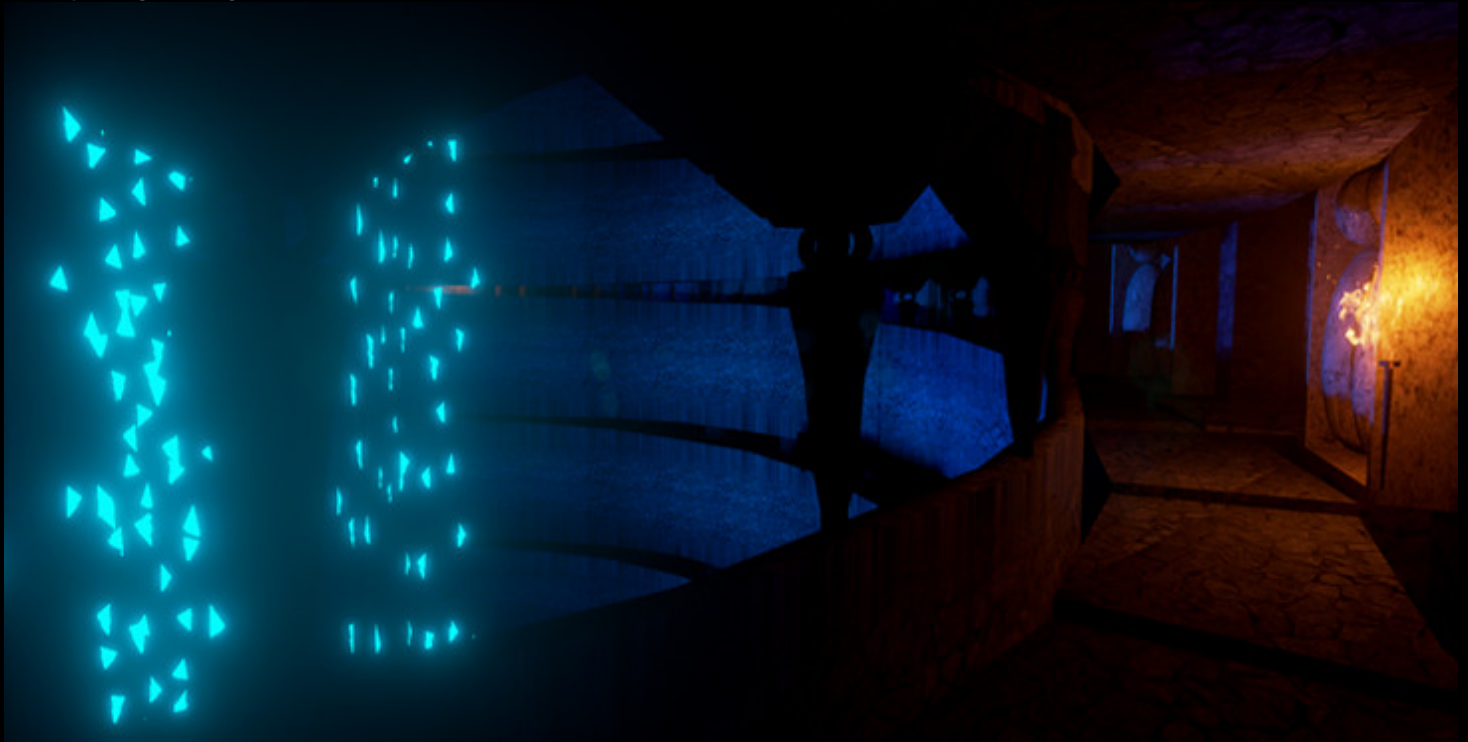
# NOV



[Resuming blocking level 7 today. This time ...](#)

By WoC | September 12, 2016 at 04:58 PM EDT | [No Comments](#)

I am working with game engine set at "Epic" settings" since my new ROG laptop can handle that pretty easily.



[Finally one thing left to finish today then its back on EfMS ...](#)

By WoC | September 04, 2016 at 03:56 PM EDT | [No Comments](#)

I finished the ROB logo project and finally I have only one thing left to do before I can continue with my game project. I have to publish a revamped version of my visual effects and graphics / gaming reel online. Today is scraping it all together and putting it all into one single video edit in Premiere Pro. I have to start looking for work this week but I will be back on my game project too this week. Really looking forward to it. Unreal 4 updated to version 13 and EfMS project file opens up fine in it. Don't expect any real issues.

[Free coffee swarm. Tasting day ....](#)

By WoC | September 01, 2016 at 02:30 PM EDT | [No Comments](#)



[Finally finished up on the ROB logo project ...](#)

By WoC | August 28, 2016 at 07:32 PM EDT | [No Comments](#)

Finished up on my ROB cinematic logo project in Unreal 4 and back on my EfMS game project as of today.

[My brother Francois Andlau shows up to check his email ...](#)

By WoC | August 15, 2016 at 05:18 PM EDT | [No Comments](#)



[Working at Starbucks in Bellingham WA ...](#)

By WoC | August 15, 2016 at 04:47 PM EDT | [No Comments](#)

Getting close to getting back on my game project ...









[Setup complete and close to picking up with game again ...](#)

By WoC | August 03, 2016 at 01:06 PM EDT | [No Comments](#)

Tent setup is now complete. My back is still hurting a little ground too hard but I will add something there to make my sleep little better at night.

It rained last night and this morning and no leaks.

Looks like the plan worked well.

I am about 5 days away from finishing up with the cinematic logo project and then it will be jumping back on my game project again. Cant wait.

I did a factory reset on my phone last night the damn thing became way too moody with I guess the apps I had installed. This time I will install less on it.

[Tent setup more or less completed with the most important first ...](#)

By WoC | August 01, 2016 at 01:25 PM EDT | [1 comment](#)





### A few things I learned so far from camping out in the woods ...

By WoC | July 31, 2016 at 03:46 PM EDT | [No Comments](#)

Its interesting when you clear brush with a blade and you chop at the twigs and branches hoe each one has its own distinct sound when it hits the metal blade.

The dry twigs have a "zing" sound to them.

Just little things I notice.

Also its interesting the little birds and what they do at night or early morning.

I am beginning to recognize them by just their sounds.

If I hear one I know which one it is and what its doing.

I guess your sense kinda pick up when you are out in the woods :-)

I also learned to hold a stick out vertically in front of me so it cuts through the cog webs that little spiders spin between

the leaves and branches which tends to get into your face all the time.

2 Huge Raccoons came by my tent 2 nights ago.

They were purring like cats.

They just walked around a bit and then left never saw me in the tent.

I am careful to seal everything off so that no smells are around :-)

### Pitched tent ...

By WoC | July 31, 2016 at 03:29 PM EDT | [2 comments](#)

I drove back from a job interview with Flexasoft yesterday from Redmond and my brother's car blew a cylinder out unfortunately. So now we are stuck in the forest with camp sites. Not too bad actually don't have car expense to worry about anymore. So now I sleep in a tent at night and during the day I work out of Starbucks or the library here in Bellingham. I am still working on a friend's cinematic logo and expect to finish that this coming week. So with very little expenses to worry about and some remote visual effects work I hope to have enough funding to finish the blocking out of my game. We will see how it goes. Campsite pictures here:







### Moved to Bellingham, Washington state ...

By WoC | July 08, 2016 at 02:33 PM EDT | [No Comments](#)

I relocated to Bellingham in Washington state on Monday the 4th of July. Great up here and I hope to continue on here with my life and projects. I left Corte Madera in California at 2pm on Monday, drove up with my brother in his car, spent \$133 total in gas money and arrived at around 9am on Tuesday in Bellingham. We stopped at a Denny's here first, had coffee and grits. Its day 4 here now and its going well so far. Love the town its like a mini Portland here.

### Schedule update ...

By WoC | June 17, 2016 at 08:54 AM EDT | [No Comments](#)

Hoping to resume work on EfMS on Monday the 26th of this month. Unreal 4.12.3 installed and projects open up fine in it. I just had to turn collisions off where they should be off. Only migrating issue I have seen so far.

### Unreal 4.12.2 ...

By WoC | June 10, 2016 at 03:14 PM EDT | [No Comments](#)

Migrated EfMS successfully over to new version 4.12.2 of Unreal just released and only a few collisions broke. Otherwise everything looks and works fine as far as I can tell.

### [Still on fluid render for logo project ...](#)

By WoC | May 20, 2016 at 02:22 PM EDT | [No Comments](#)

I finally got the right settings in Blender to work and doing another fluid render for the ROB logo project. I really hope I can finish this project now by the end of this month so I can get back on my game. My budget for the blocking out of my game is being drained a little by this ROB project so I really wanna finish this now.

### [Hoping Monday the 23rd of May this month will be back on EfMS date ...](#)

By WoC | May 17, 2016 at 12:44 PM EDT | [No Comments](#)

Blog here.

### [I got rid of my LinkedIn, You Tube, Twitter and Facebook accounts.](#)

By WoC | May 07, 2016 at 02:23 PM EDT | [No Comments](#)

Trying to consolidate onto this website. We will see how that works.

### [Saturday, raining, moving data, modeling forest and rendering fluid in Blender ...](#)

By WoC | May 07, 2016 at 02:22 PM EDT | [No Comments](#)

Its a rainy day in San Rafael. Moving data onto my ftp server, modeling a forest for a logo project in Unreal 4 and rendering a fluid effect that takes 30 minutes per frame and that is on my new ROG with GPU rendering enabled. I hope to get done with this logo project in about 2 weeks so I can get back on my game project. I have a nice budget now to complete the blocking of it in about 3 - 4 months. I hope to raise funding with the blocked out version and a few cinematics I plan to do.

### [Toured I.L.M. yesterday at 11 am ...](#)

By WoC | May 07, 2016 at 01:54 PM EDT | [No Comments](#)

Jeffrey Arnold friend of mine who is just about to finish a job there took me and my brother for a tour through I.L.M. yesterday at 11 am. Located in the Presidio of San Francisco the building designs follow the originals that were built as a military base in and around 1776. Its amazing how much love, pride and care went into I.L.M.'s main facility. A big reminder of what is possible to do in the U.S. and very few other countries.

### [I am currenty busy on a paying VFX job and hope to return to game in about 2 weeks ...](#)

By WoC | May 03, 2016 at 12:39 AM EDT | [No Comments](#)

Busy on paying job hope to return to work on game in about 2 weeks.

### [A quick note on missing video clips on this blog ..](#)

By WoC | May 03, 2016 at 12:26 AM EDT | [No Comments](#)

Just to drop a quick note that I will replace missing video on this blog soon. I got rid of my You Tube channel and is in the middle of the big job to move everything onto this website. So that everything is in one place. So video clips will return.



ROG pickup ...

By WoC | March 30, 2016 at 08:17 PM EDT | [No Comments](#)

Picked up my ROG 752 VT today.

My new ROG laptop has a tracking number assigned to it now ...

By WoC | March 29, 2016 at 12:54 PM EDT | [No Comments](#)

**782698602747**

Its coming. I can feel it. :-)

Ordered my ROG 752 it will be here tomorrow or Wednesday ...

By WoC | March 28, 2016 at 12:41 PM EDT | [No Comments](#)

Placed the order for my ROG 752 VT laptop. Next business day delivery. Cant wait.

Finally getting my ROG ...

By WoC | March 27, 2016 at 04:29 PM EDT | [No Comments](#)

<http://store.asus.com/us/item/201510AM090006012/A18486>

Finally getting this in 2 days. Very exited.

More paying work ...

By WoC | March 12, 2016 at 02:25 PM EST | [No Comments](#)

I got visual effects work in on "Replicated" a feature and will be busy on this for about 2 weeks I think. Then I hope that I will be able to upgrade to a faster machine and swing back to my game project.

Time out for paying work ...

By WoC | March 06, 2016 at 05:18 PM EST | [No Comments](#)

I am taking some time out from game project to do a cinematic logo for a friend of mine. I should be back on track with game in about 2 weeks. I will have to adjust the roadmap.

POV on the stairs of level 7 ...

By WoC | February 07, 2016 at 06:30 AM EST | [No Comments](#)

Completed the stair sections.

Level 6 blocking complete and kicking off with 7 ...

By WoC | February 04, 2016 at 12:54 AM EST | [No Comments](#)

I am 2 days behind now and hope to catch up with roadmap.

Level 6 ...

By WoC | January 31, 2016 at 09:26 PM EST | [No Comments](#)

Had some issues with smooth modifier in Blender and now some holes in my light map. But overall coming along.

#### [Backstory to the Mill and the mountain ...](#)

By WoC | January 30, 2016 at 11:48 AM EST | [No Comments](#)

I got a few ideas and did a little development on the role of the three mountain kings and exactly what went on here at the Mill and what secrets the mountain guards ... but I will keep that secret for now ...

#### [Roadmap for EfMS taking shape ...](#)

By WoC | January 29, 2016 at 06:52 AM EST | [No Comments](#)

So it looks like my target date for having all 14 levels completed in block form of my game is the end of February with the 7th of March as target date for launching Indiegogo and Kickstarter fund raising campaigns. If all goes well

#### [Created a ledge cracking up and falling away ...](#)

By WoC | January 27, 2016 at 05:55 PM EST | [No Comments](#)

[Blog here.](#)

#### [Level 5 ...](#)

By WoC | January 24, 2016 at 03:22 AM EST | [No Comments](#)

Blocking of level 4 and making the Mill skinnier is complete. Kicking off on the blocking / layout of level 5. Kitchen!

#### [Working cable car ...](#)

By WoC | January 22, 2016 at 12:02 AM EST | [No Comments](#)

[Created a working cable car.](#)

#### [Spooky tomb mist in Unreal 4 with alpha math ...](#)

By WoC | January 19, 2016 at 12:02 PM EST | [No Comments](#)

[Created low drifting Tomb mist in Unreal 4.](#)

#### [Created a simple bump map tonight ...](#)

By WoC | January 17, 2016 at 03:54 AM EST | [No Comments](#)

[Blog here.](#)

#### [Created a simple pickup with blueprint and socket ...](#)

By WoC | January 12, 2016 at 05:29 PM EST | [No Comments](#)

[Blog here.](#)

Pickups ...

By WoC | January 11, 2016 at 04:23 PM EST | [No Comments](#)

I am doing my first pickup and drop with blueprint today. Looking forward to this. I tested physics in Unreal 4 last night and that works great. I want to see if I can add a physics handle to my pickup item.

Amanda Terblanche ...

By WoC | January 07, 2016 at 05:56 AM EST | [No Comments](#)



[Blog here.](#)

Added mouse wheel scroll to adjust follow camera ...

By WoC | January 05, 2016 at 02:55 PM EST | [1 comment](#)

[Blog here.](#)

Rope imported from Blender to Unreal 4 ...

By WoC | January 02, 2016 at 09:01 PM EST | [No Comments](#)

Imported rope I built in Blender into Unreal 4.

[Canyon fog animated with sound ...](#)

By WoC | January 01, 2016 at 10:41 PM EST | [No Comments](#)

Created canyon fog with depth fade node in blueprint.

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