

3D Story World

BRIEF:

My whole idea is based on a magical atmosphere with references from the famous sci-fi movie Avatar from 2006 the floating islands of the Hallelujah.

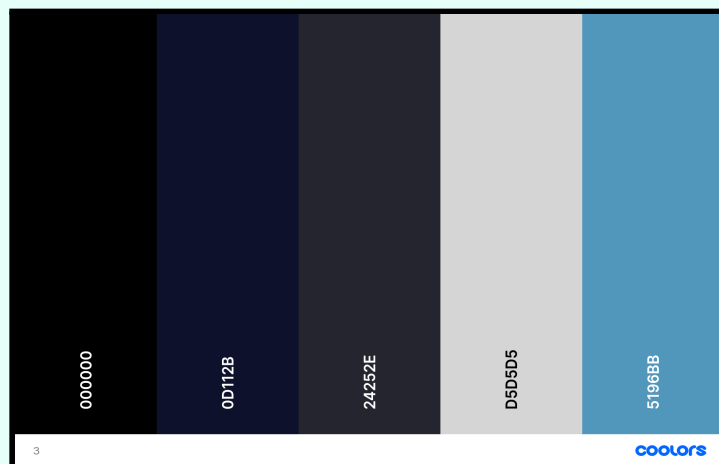
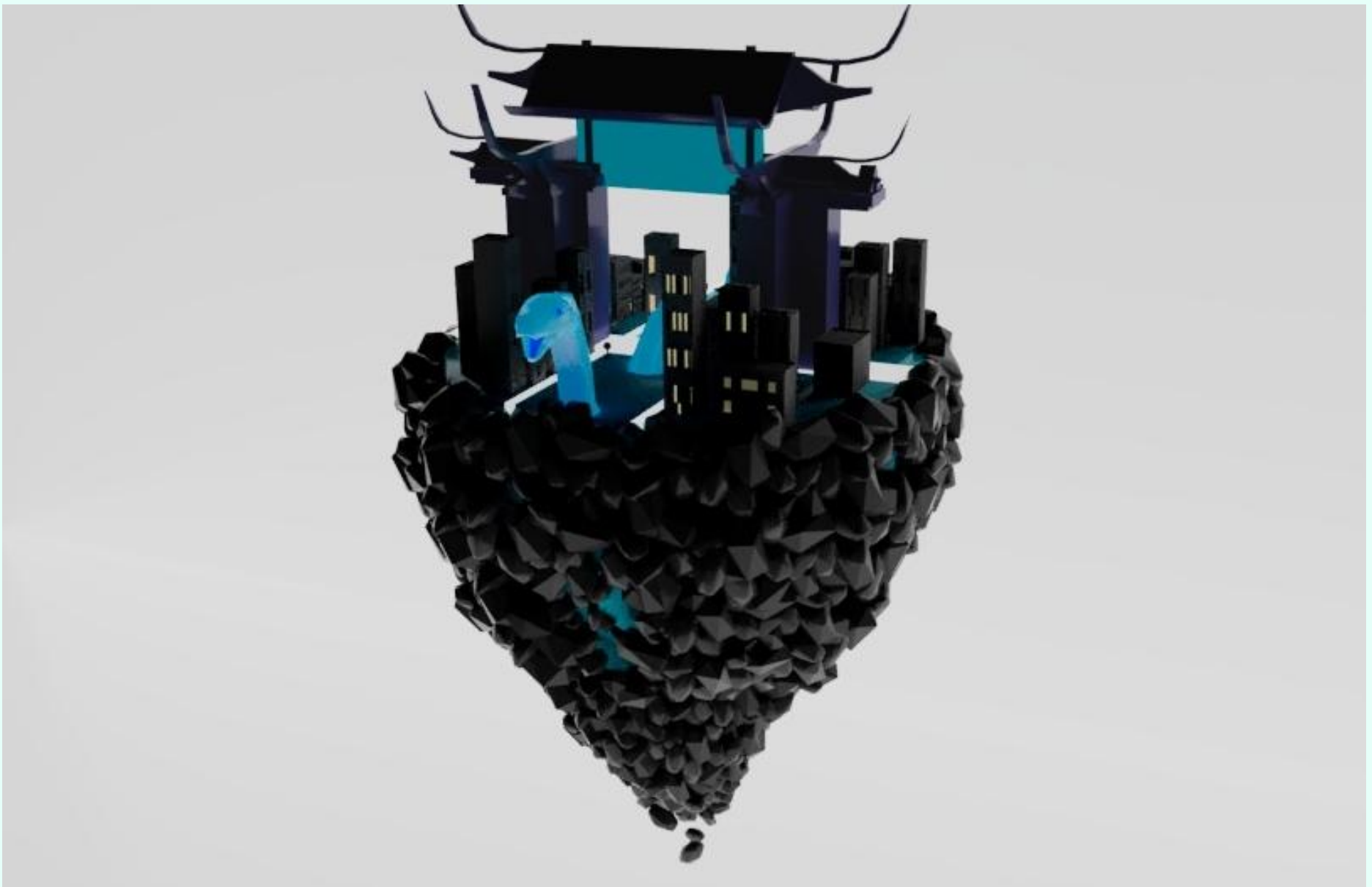
Despite having more than half a year's knowledge of Blender, Maya was a great challenge for me but a good experience. However, as there are always similarities when working in different open-source 3D computer graphics softwares, having the knowledge of Blender helped me alot, with similar shortcuts and functions I picked up quite quickly.

What I achieved:

I feel like what went well was including everything I wanted to include in my design. As I had so many things to incorporate into my model, I thought that it would be a real struggle to tick everything off my checklist as it was a little complex judging by my plan. I knew exactly what I wanted my model to look like, however, with the time frame I had, there was some sort of pressure, so I had to make sure my time management was 100% planned.

Challenges:

I felt like at first, my biggest problem was scaling and sizing. At the start one of my objects was massive compared to everything else, which threw off the whole 3D world. After a few adjustments with the sizes of the main objects, I was able to balance everything out. Another challenge I faced was that I spent too long on the start of my process, to be specific, the rocks of the bottom of the floating island. I realised that time was passing by quickly, coming closer to the deadline of my submission.



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This image above is my perfect colour pallet.