



During this rotation, we had to create a 3D environment. My final model is displayed on the left, which shows a somewhat eerie house with the lights on. I wanted there to be a sense of creepiness, with the dim streetlamps outside, and dull colour palette. I used a few shades of green and brown for the house and environment, and used yellow lighting for the windows, lamps and area light. I also tried to change the lighting around in order to create a 'mood' within the environment, with the front of the house facing the source of light, and the back being only illuminated by the light source within the house.

A hurdle with this rotation is that I do not have a very powerful PC and work primarily on a laptop. This meant that I had to use Blender instead of Maya, and learn the software with no prior knowledge.

On the other hand, this rotation made me feel less nervous about 3D design, as there is a lot of freedom and ability to develop your environment that may be difficult to do using 2D software such as Photoshop.

Going forward, I will continue to expand on my 3D skills even if it is not required in future lessons, as it is gratifying when everything goes to plan.

Pictured to the right are some initial concept ideas I had for the model. I wanted there to be sloping in areas of the house in order to create some interesting shapes.

I also wanted the windows to be have an interesting shape as well, however I was unable to do this due to time constraints.

I intended for all the windows to be lit up since it would create lighting within the house rather than just outside.



