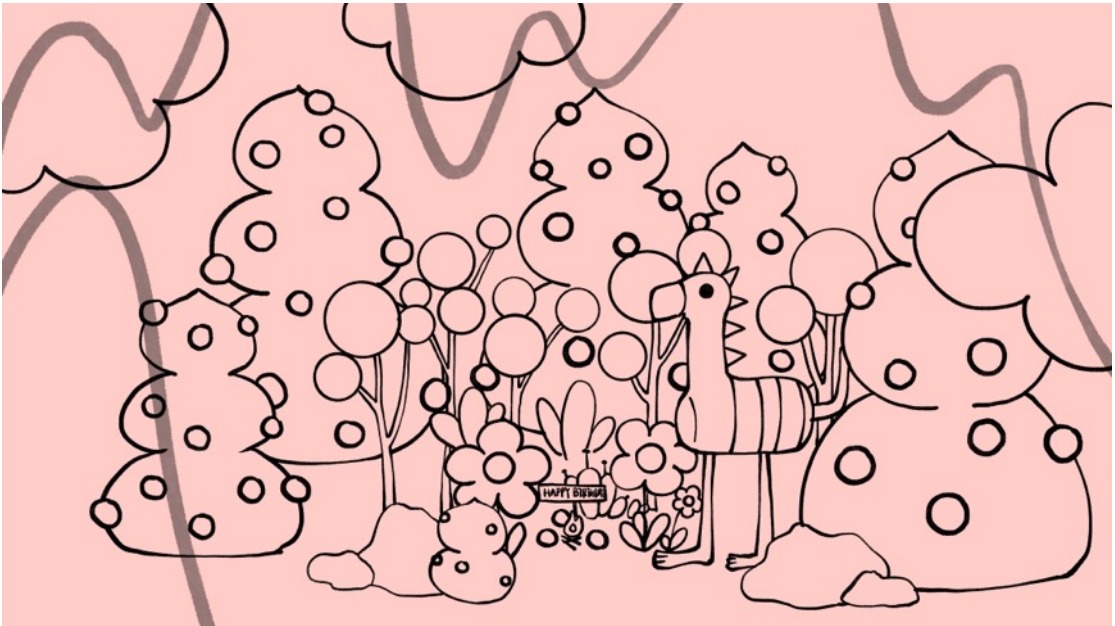


Amber's 3D world

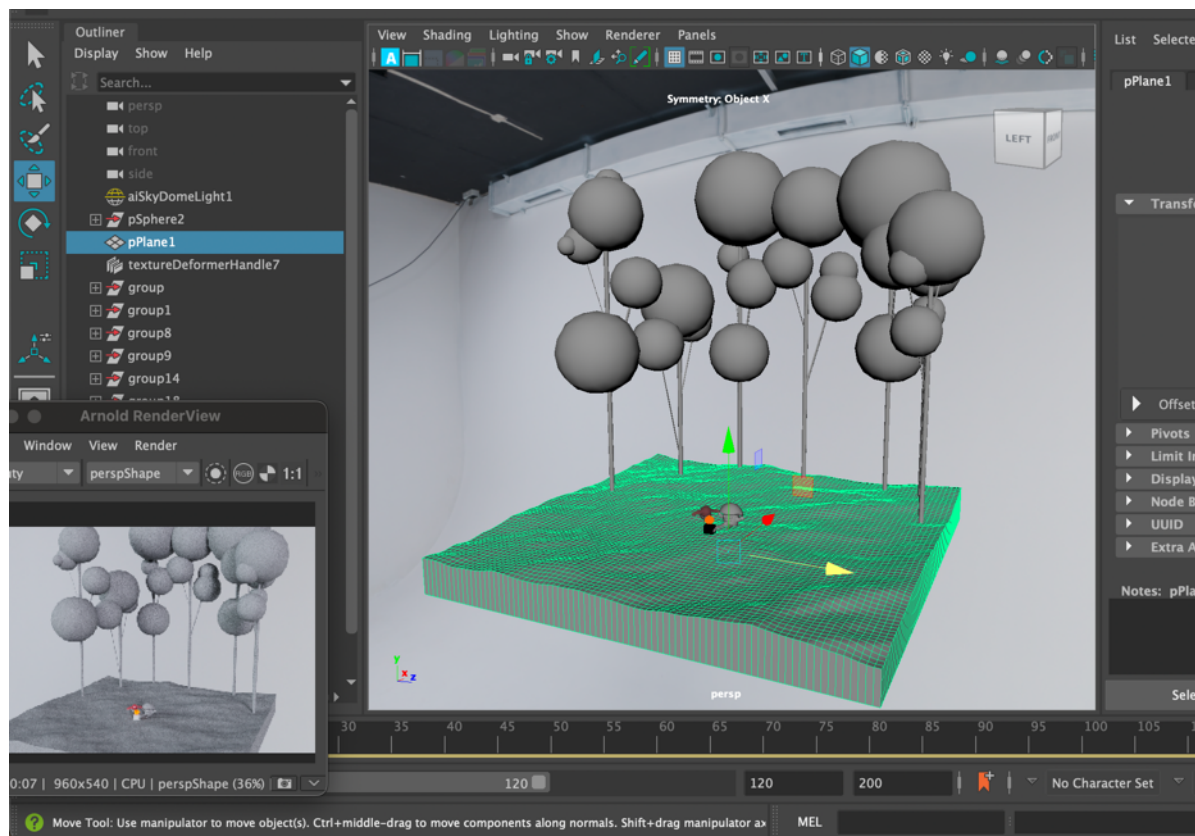
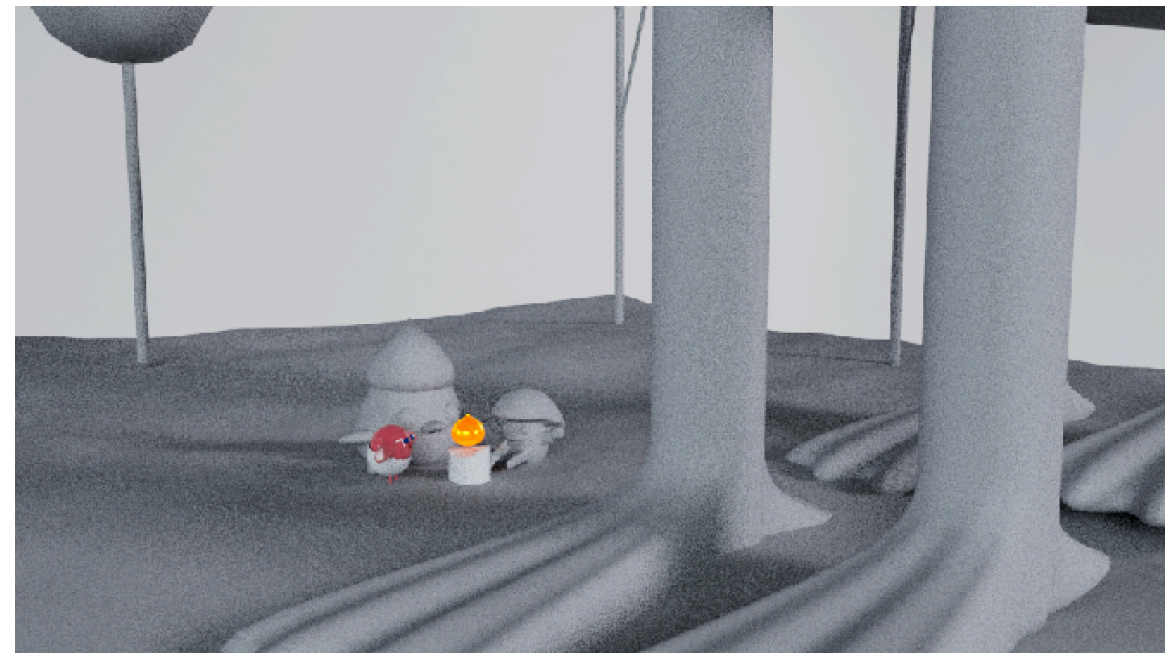
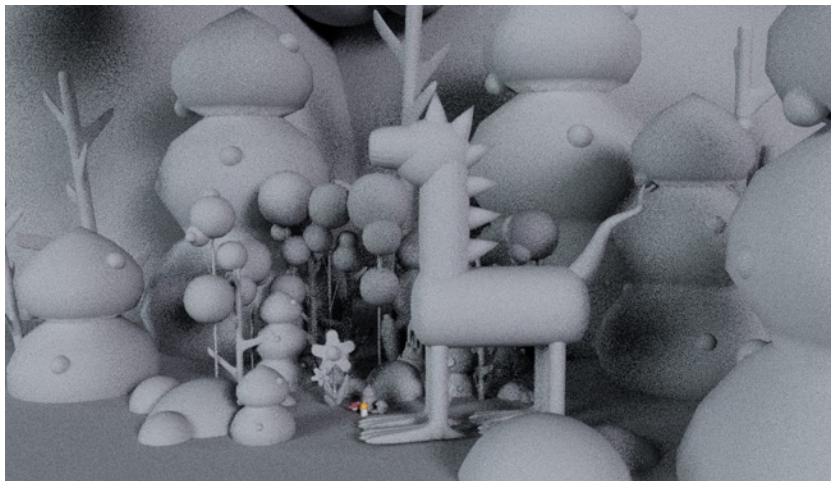
Moodboard



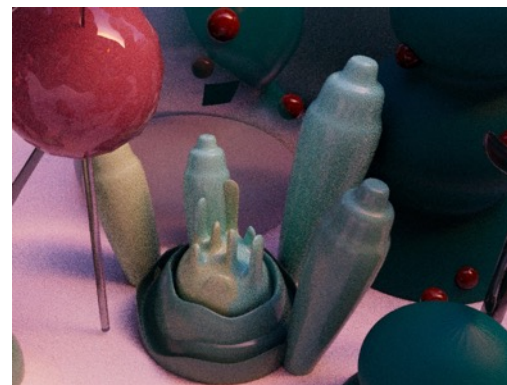
Sketches and Character Design



Process



Plants



Original Ideas





Final Outcomes

Narrative:

Lollipop is going to attend the birthday party of Alpenliebe. So, these three frames show her riding on a hot air balloon to a forest. These three frames are also a gradual zoom-in to the ground where they are having the party. All the friends are seating together around a fire to celebrating the birthday while the main character holds a cake in her hand. We can imagine they are singing the birthday sound now...









3D world

This two-weeks study it's my first time to do 3D modeling. What I found difficult is to fit my 2D ideas into a 3D-perspective world as I am not good at three-dimensional thinking. In this case, for this project, it is a good opportunity to challenge myself to do 3D modeling based on my 2D imagination and sketch. Firstly, when I was drawing the sketches, I needed to think about the distance between overlapping objects and the position of them in different views. As a result, in stead of doing only the front sketch of the environment, I also did the bird view of it. This really helped me when I'm modeling on Maya. However, as I didn't have enough time for 2D drawing and I want to spend more time on modeling, I didn't draw a turn-around sheet for my characters, which I will push me to do next time if I have more time. Similar to the sketches on different perspective of the environment, turn-around sheet can help me to understand the characters in a 3D perspective and easier for me to model on Maya. Basically, I used the skills I learned in class such as how to change the shape of object by adjusting the vertex or extruding the shape inward and outward to do my final work. As I want most of my elements in my work to be smooth and more realistic, I processed the low-poly shapes into smoother ones by pressing 3 on the keyboard. Also, I applied different materials and textures on the objects to make them in the condition that can express their properties most. For example, I adjust the metalness and roughness to make it reflect the light like balloons. At first, although I adjust the property of the balloon, it couldn't reflect the light as in the reality. I finally find the solution to it which is adding an area light from different perspective and in different exposure. This is what I find useful for 3D modeling as a proper light source can help us to make different objects disrobe their materials and reflect the light as they are in real condition.

The problem I have now is I cannot control the Maya to make the shapes and appearance in my mind. For most of the time, I can only adjust the shape to reach my standard but still way to far. For example, I really want to make the fire in a more organic shape, but what I can do is I only smooth the cone. To improve my skills, I want to study from the online resources that teachers provided us and practice more to better model different objects. After looking at peers' works, I found out a big problem of my work is that I didn't model some realistic objects such as architectures or cars so that I lose a good chance to practice building skills of model difficult environment. Although two weeks are already passed by, I will do more 3D works on Maya in the future. What interesting for this project is to tell a story in three frames of modeling, different from the storyboard rotation, use one 3D modeled world to tell a story is more difficult as we need to care more about camera angles and expressions of environment. My narrative is about one character riding on the hot air balloon to celebrate another characters' birthday. So, I basically gradually zoomed in to show different scenes and use characters in foreground, middle and background to tell the story.

