

### **3D STORY WORLDS – Andrea Pinto (Group E)**



<https://andreadpinto.myblog.arts.ac.uk>

This week I created a 3D world on Maya for this rotation. I had a few ideas for my initial concept which included a strawberry house or mushroom house. Both ideas were equally exciting however as I played with Maya I found my ideas to be challenging especially when it came to creating texture on the strawberry house as well as working with the shape itself was difficult. Therefore I altered my idea but kept the same concept of an exterior design. As inspired by the season I thought a gingerbread house was appropriate.

I was able to explore colour and shapes with this idea but also play about with the tools in Maya. The software itself was easy to navigate once you got used to it however creating things as I envisioned was a struggle. I often faced difficulties when trying to manipulate polygons to my desired shape or angle especially since it was all quite new. I used a lot of YouTube videos as guidance which enabled me to explore Maya a bit further.

My most successful aspects of this project is the structure itself and the small details I was able to add. I feel like there is a good balance with the colour palette and for the most part the surfaces came out as expected. I'm especially proud of the texture I was able to create on my trees since it adds an element of realness.

On the other hand there were a few struggles along the way apart from it being time consuming. I found the process of placing individual polygons such as the roofing or main decoration to be quite tedious. I wanted to texturise the wreath however was unsure on how to do so and therefore went for a easier method of placing a pine pattern on the polygon.

If I were to improve this I'd look back at my surface choices for certain things e.g. main gingerbread house. I also wish I could of played around with creating texture on the wreath or the ground. If I had more time I wanted to create some snow effects. Overall I had a productive week.