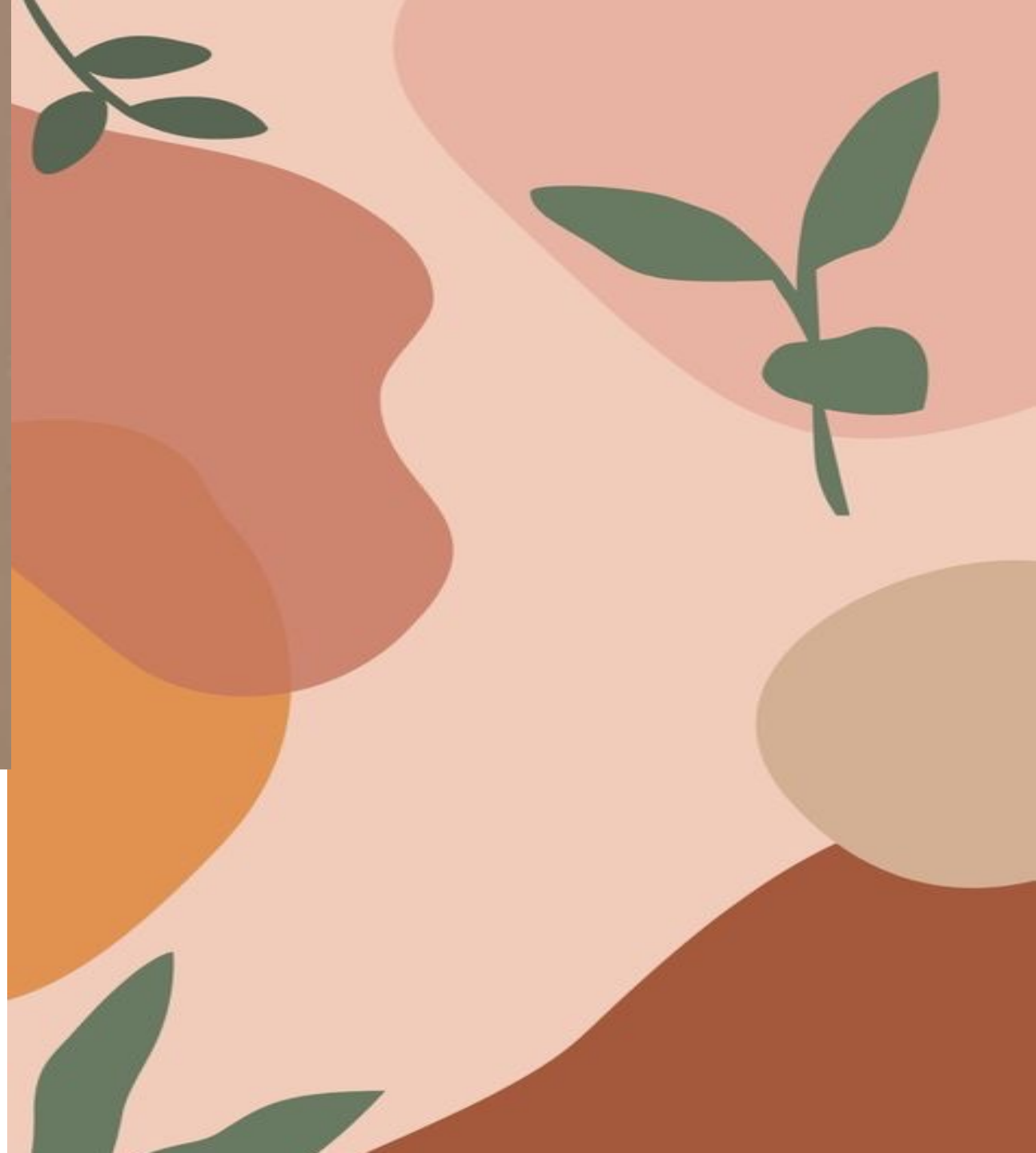


3D Worlds Project

Floating Island Mini World

Alexandra Jane Mallinson



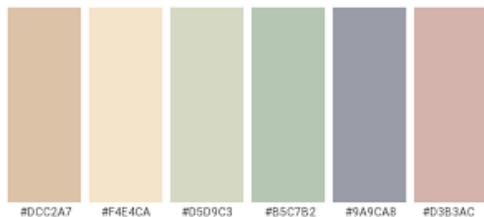


Colour Scheme Mood Board

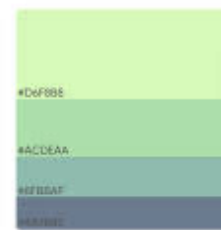
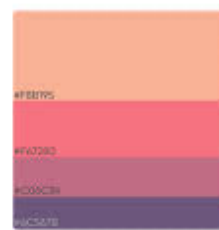
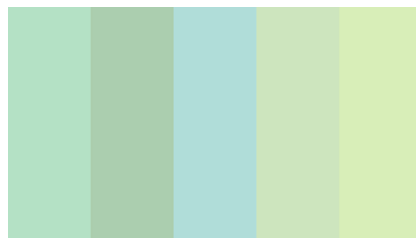
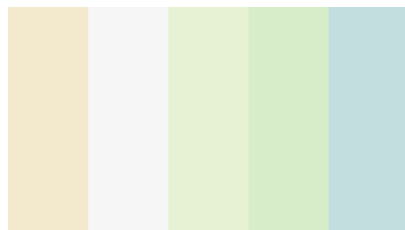
Before beginning the project, I wanted to understand and have an idea of the colour theme for what was going to be created. For this project I chose light, pastel and soothing colours that would co-ordinate and compliment each other.



I had some idea that I wanted to involve nature within the 3D model and thus chose a variation of pastel and richer greens and browns. Alongside this I wanted an element of water/ocean within the setting and thus found different shades of blue, aquamarine and turquoise that again would compliment the whole scene. Moreover, the background of the scene was initially meant to be only a strong blue however this was changed into a setting sun and night time scene and thus I found colour pallets that illustrated a light orange pastel to showcase this time change.



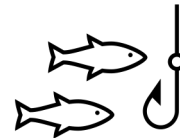
Natural Pastel Retro Color Scheme - by SchemeColor.com





Low Poly Inspiration Mood Board

Before I begin designing anything I chose to look at other low poly works, including settings of houses, sunsets, oceans and nature filled scenes. These helped generate ideas for what I could create as a limited experienced modeler. I found I liked the simplicity of many of these works and even more so the use of lighting and colour that many low poly creations use to convey a specific mood or tone of the piece.



Style Inspiration Adventure Time

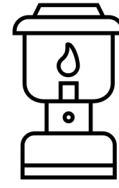


Before creating any concept designs or sketches I wanted to find what style of low poly build I wanted to create. As I knew the colour palette and mood of the environment would be soothing, calming and pastel I thought of other projects that use similar styles as this. I found that the show 'Adventure Time' has a style that I felt would fit a low poly build, thus the final project is alike to the mood of the shows settings.





Inspiration Italian Houses



After creating my mood board and researching other low poly works I decided to find resource images that I could base the first model of. I knew I wanted to include a house setting within the scene and thus resourced house styles that I found intriguing. This mainly consisted of Italian style houses as I found the architecture to be extremely interesting and wanted to test if I could create something similar within a colour poly environment. Many of these types of builds have round archway doors, lamps, metal rails, over growing plants and brick layers; all things I have tried to incorporate within my low poly model.

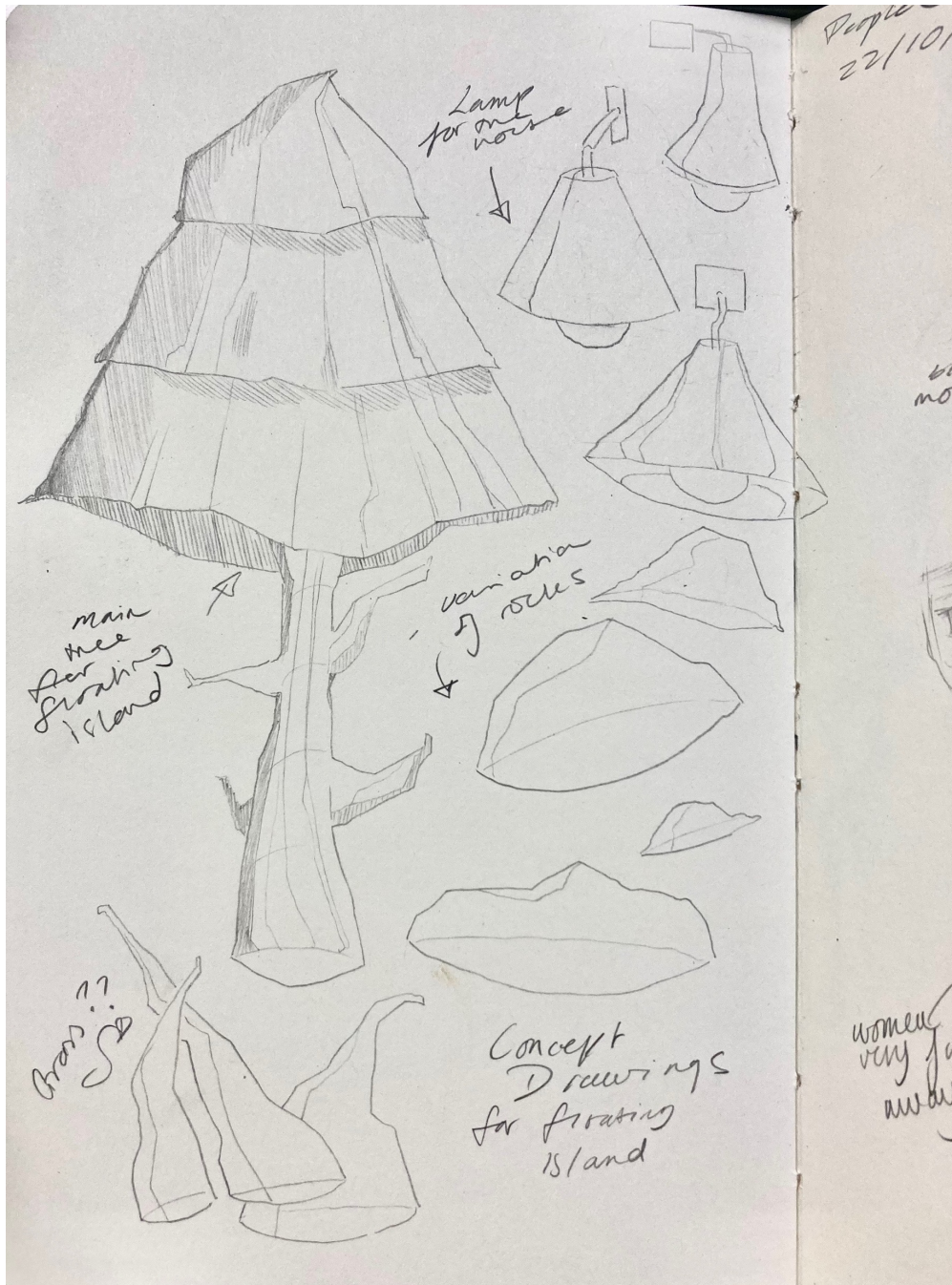
To even further this theme of Italian houses I ensured to use textures that were similar to this architecture, such as uses excessive roughness in the bricks and a lack of with metallic or rusting objects.

First Sketches

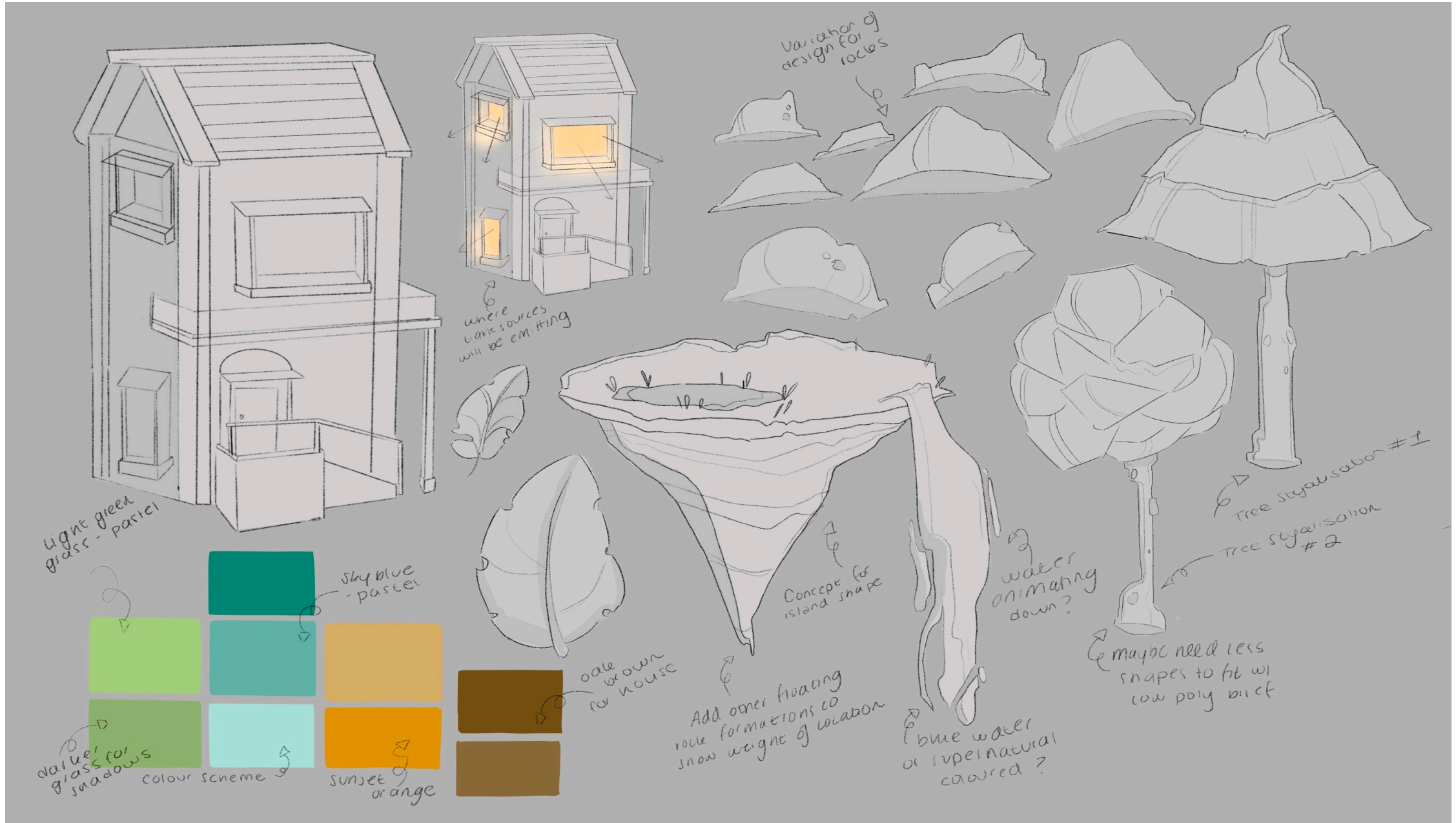


To the left is the first sketch I did for what I wanted to create for the nature aspect of the low poly model. This also included very simple shapes for rock sand plants. Alongside this I wanted to create a lamp that would emit the main light source for the model and therefore thought of designs of how this would look, given in the brief this had to be low poly and thus had to use simplistic shapes.

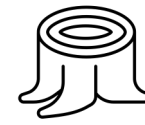
One thing I found difficult was understanding how I would create grass within the setting. This led me to try and create designs for how I could model the grass and with what low poly shapes to then mold with.



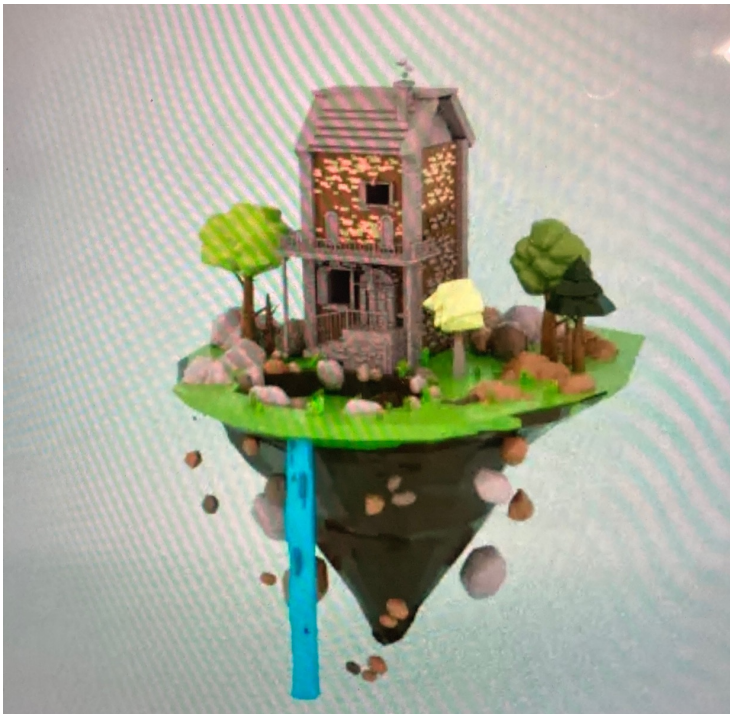
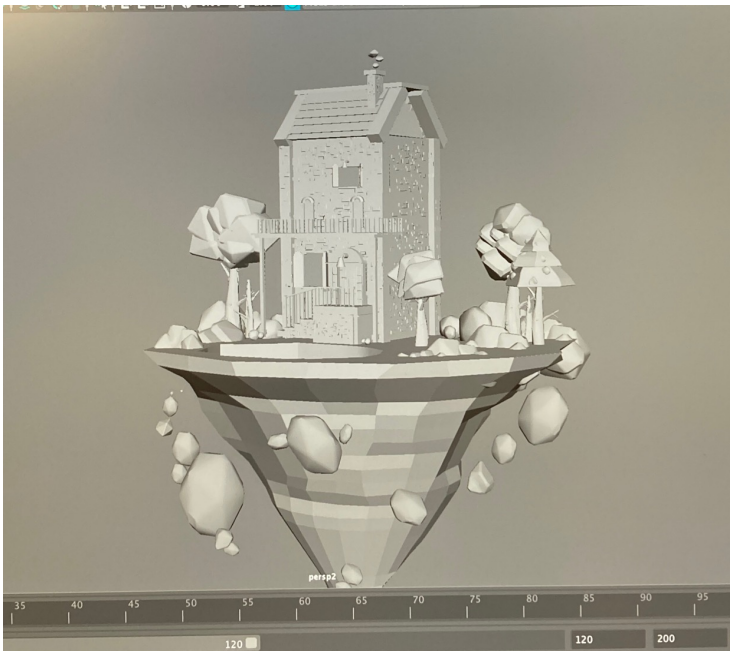
Concept Art



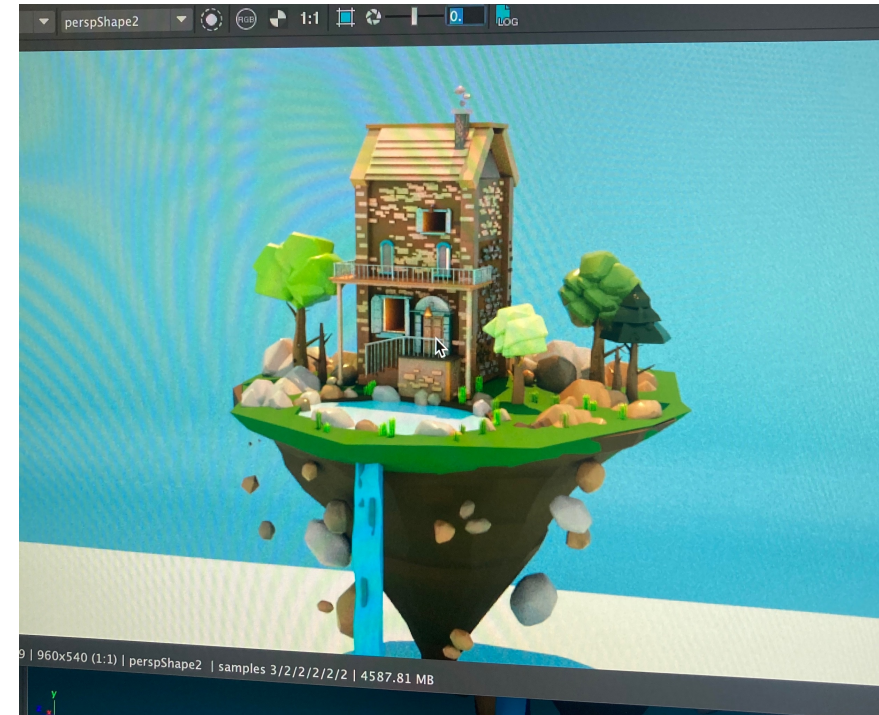
Creation Process



To the left is a screenshot of the process of the first build within Maya - this included the low poly house and the shape of the floating island. Alongside this I create tree's and floating rocks to add depth to the island's shape. At this point I had added a dent within the shape of the island to try and imitate a pool of water. Below this is a secondary screen shot of the 3D model; this then includes the colours I started to use and the mood I was trying to convey. As shown I used a variation of greens and browns for the naturalistic parts of the model and light/pastel blues for the water. Alongside this I used lighter shades of browns for the bricks to make them stand out even further.



To the right is a screen shot of the model with more lighting and coloring added to it. This I feel adds more life to the piece and gives it a lot more depth. Even more so, I looked at some of the lighting used in the show 'Adventure Time' so I could then create a similar effect in my own work.





Shot Types I plan to use

After I knew what the model was going to look like I decided what shots I was going to use, these being:

- Master Shot
- Wide Shot
- High Angle Shot

I wanted to include a master shot so I could demonstrate the mood, tone and atmosphere of the scene to the audience; allowing them to understand the lighthearted feel of the setting - this also helps establish the character used in the setting.

Moreover, I wanted to use a wide shot as again I wanted the character to be shown within the scene alongside other parts of the 3D model such as the tree's, pond and clouds. This being due to the character having a look of expression and thus adds more context to the secondary shot.

Lastly, I wanted to a high angle shot as the resolution shot to demonstrate a sense of ending. I knew the character at the end of the short story would be happy and peaceful and thus wanted a zoomed out high angle to showcase a sense of calmness.





Three Shot Narrative



Three Shot Narrative Explained



In the scene above I used a master shot to convey the setting to the audience. Alongside this I copied and pasted the island several times to add more objects within the shot, this gives more things for the audience to look at and creating more of a narrative. Within this scene it is clear you see the house and small character stranded on the island – there is the sense that he is stranded as the character is on the edge of the island and looking directly up at the house.

In the scene above the timescale has changed due to the difference in lighting, changing to a much more orange, faded tone. This was meant to convey the setting of the sun. alongside this, we see the character holding a hammer against the house, again this is meant to show that he has been there for some time and this is working on the model of the house. While the intent of the colour change was to be orange I felt it gave more of a green saturation, this however still shows a sense of aging as if the scene has grown old.

Within the last scene we see the character on the balcony of the building, however this time his hair is grey and has grown a beard; this conveying he has grown old on the floating island. Alongside this the setting has changed to night, again conveying the passing of time. The overall story of this three-shot narrative being that this character as been stranded on the island and made a life for himself there, growing old and staying within the small house.

Extra Unused Shots



Within this slide is extra unused shots that I didn't want to use for the final project. However, I played with using extreme close ups of the character, medium wide shots, extreme master shot showing all objects in the scene, no change in lighting and different movements of the character. I didn't use these shots within the final piece as I felt they didn't convey the narrative I was trying to tell and also sense such as the extreme close up has a lack of detail with. The 3D modelling and didn't feel it showed fully what I had been working on.

