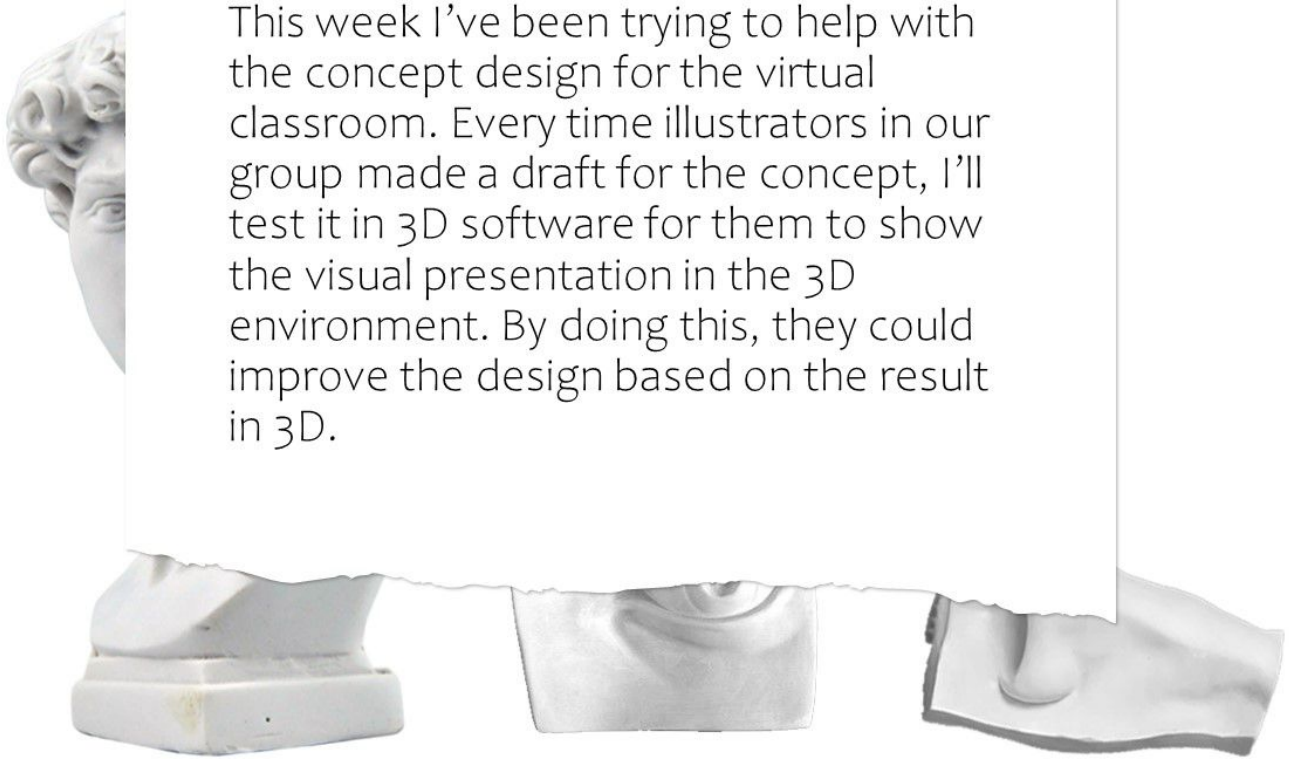
Week 2 Working Journal

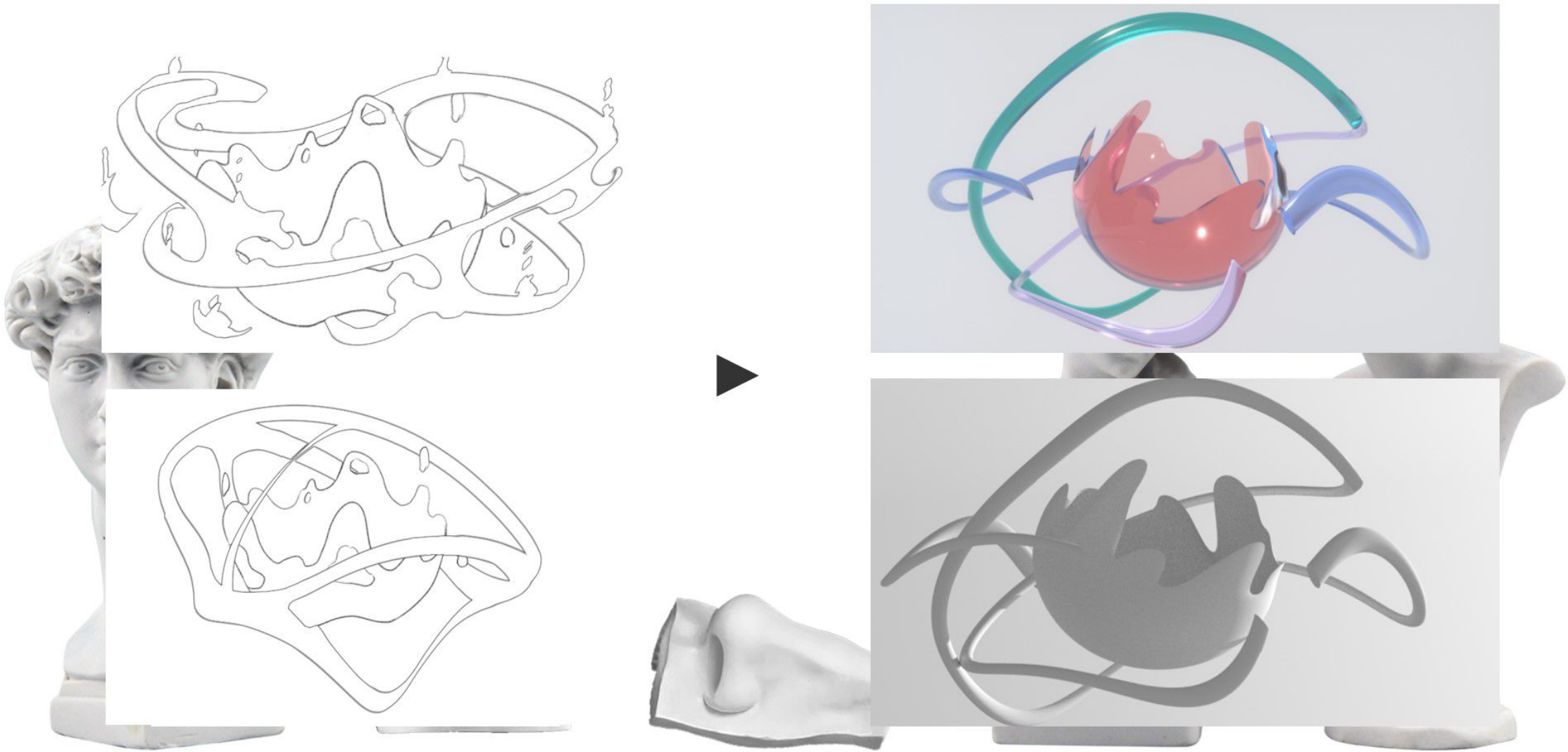
REFLECTIVE 3D MODELLING

This week I've been trying to help with the concept design for the virtual classroom. Every time illustrators in our group made a draft for the concept, I'll test it in 3D software for them to show the visual presentation in the 3D environment. By doing this, they could improve the design based on the result in 3D.



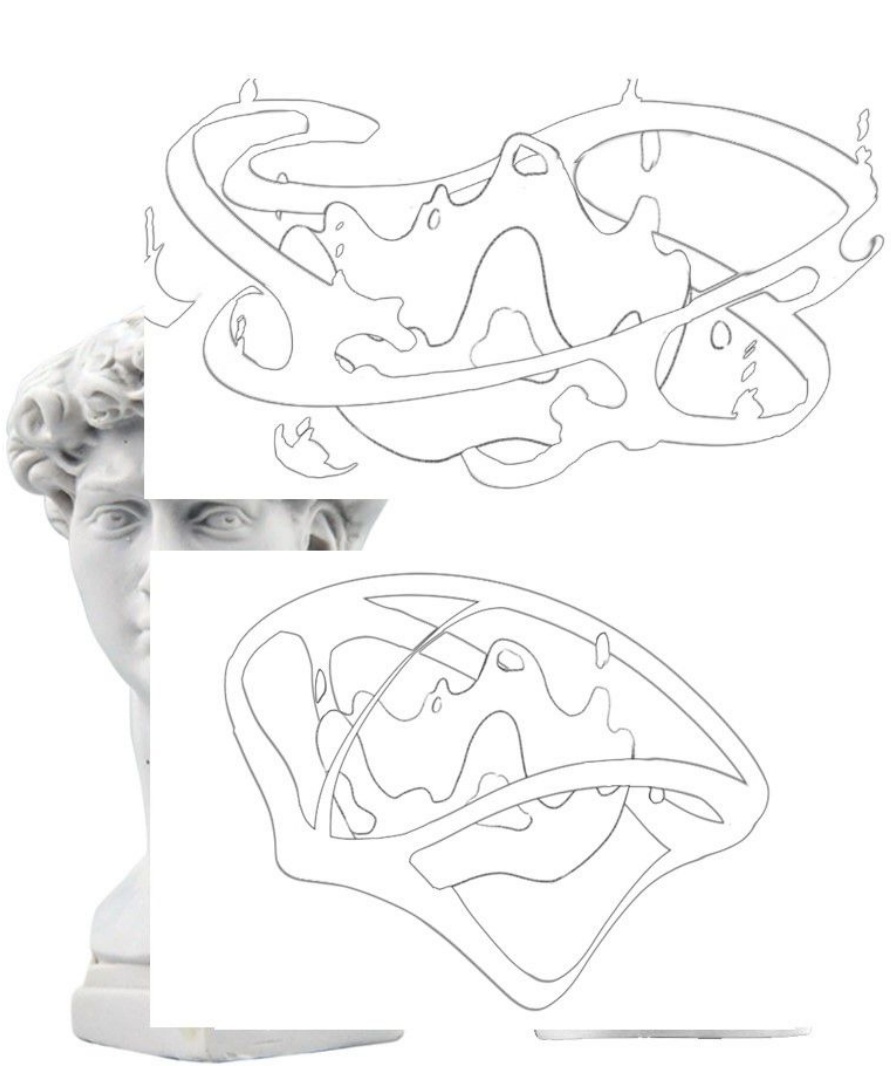
Test 1: Modelling and rendering in Cinema 4D

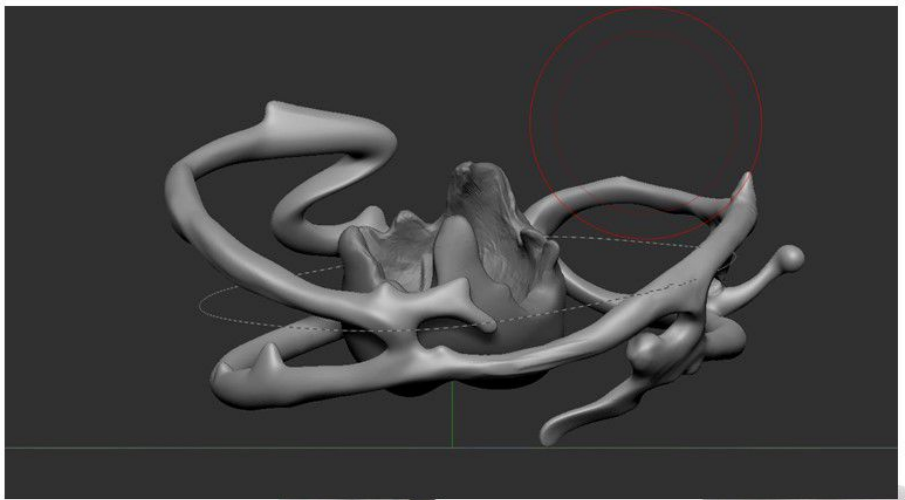
Illustrated by Yuting, modelled and rendered by me

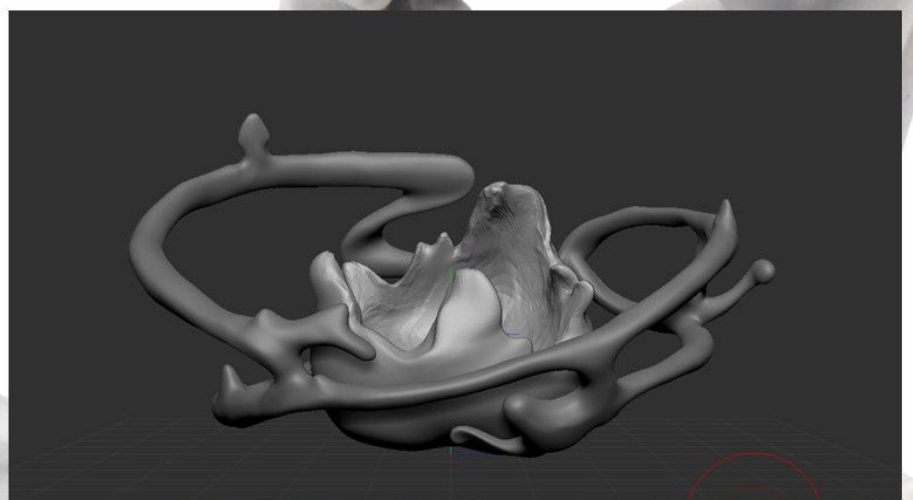


Test 2: Sculpting in ZBrush

Illustrated by Yuting, sculpted by me







REFLECTIVE 3D MODELLING

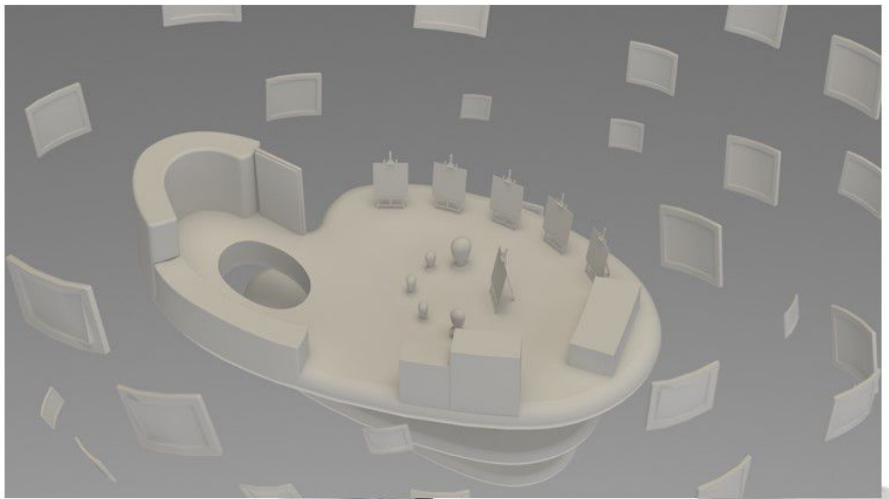
These two versions of the design do not have very satisfying results for the group. It looks too random and doesn't seem to match well with the idea of the art classroom. So illustrators had more discussions and came up with the idea of designing the space based on the painting palette.

Image link: https://www.pngitem.com/middle/miiRob_paint-palette-png-pic-art-palette-png-transparent/

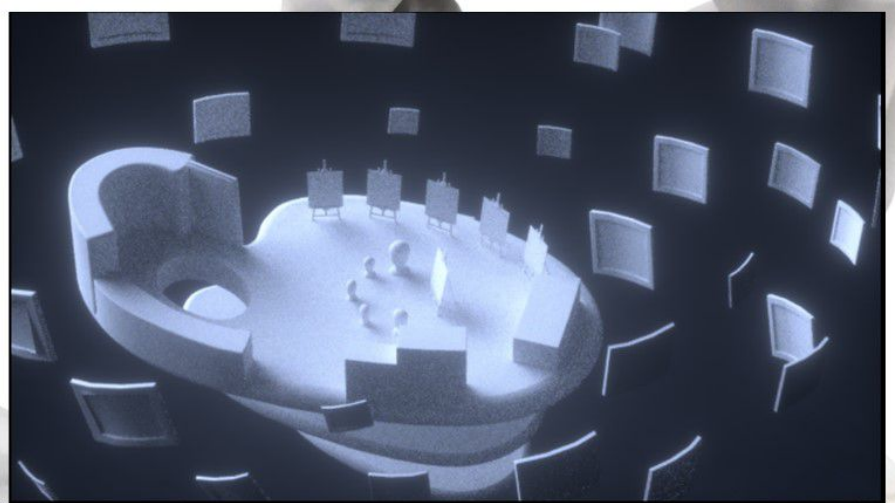
Test 3: Modelling and rendering in Cinema 4D

Illustrated by Kiki and Yuting, modelled and rendered by me

Kiki



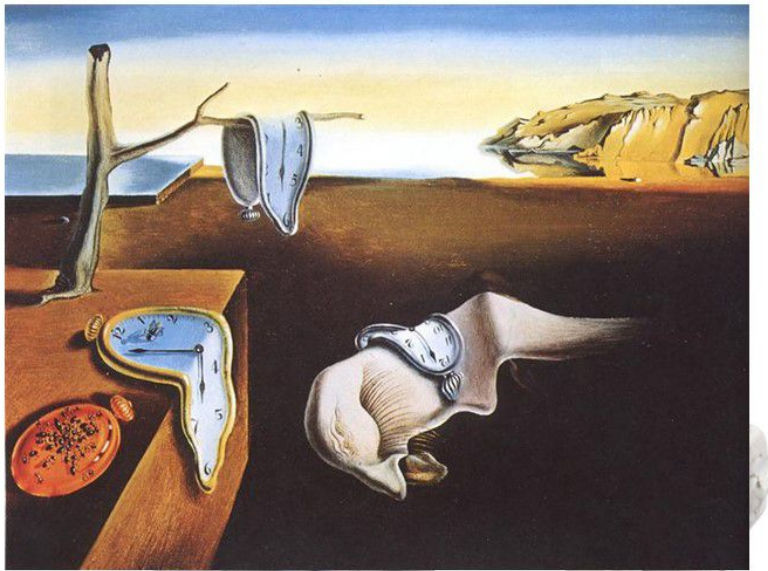
me



REFLECTIVE 3D MODELLING

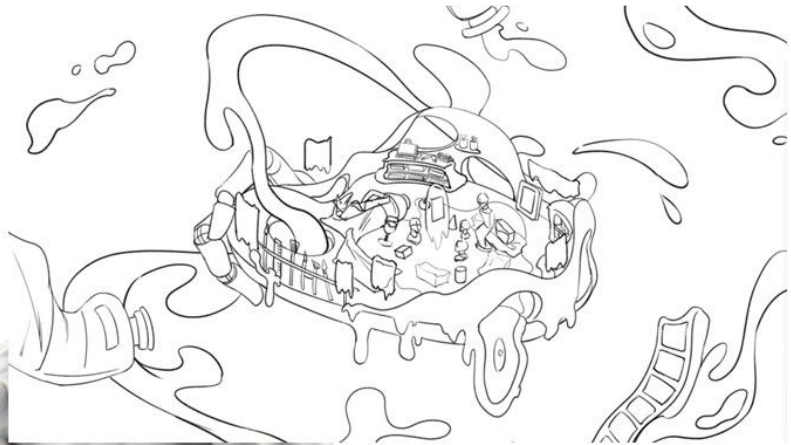
Everyone was more satisfied with the result of the basic painting palette design. So we decided to develop more with it. Here, we used a more surrealist approach to it. Also, we put more elements of the artworks from artists like Van Gogh and Salvador Dali, which worked really well in helping us find the shape and colour.

Image link: https://en.wikipedia.org/wiki/The_Starry_Night
https://www.wikiart.org/en/salvador-dali/the-persistence-of-memory-1931

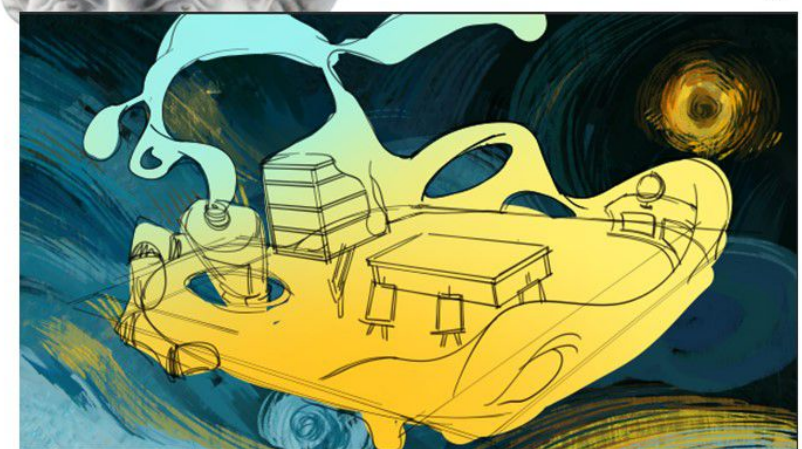


Test 4: Modelling and rendering in Cinema 4D

Illustrated by Kiki and me, modelled and rendered by me



Yuting



Kiki