Aixa N. Sanchez

7-1 Final

CS-330

My 3D scene can be described as a sweet little corner of a room that produces a warm and comfortable feeling. Wooden flooring is used, and the walls are painted a wood-like color, giving the whole room a warm atmosphere. My aim was to set up a place that would not only welcome people in but also make them feel at home straight away. The lighting is soft and just sufficient to illuminate the entire room without being too harsh. The first furniture that I picked for the room was a wooden table. A notebook is on the table—my tiny place for scribbling down my thoughts or affirmations. A black pen is lying next to it, suggesting that it is ready to be used and is waiting for me to write something important. I made it a point to focus on these little details and give the scene a personal touch as though it were a real place where I could linger.  
  
In addition, I showed a lamp throwing soft colors that light up the room in a gentle way. Also, the table has some small cozy items—a coffee cup with strong, dark coffee, and a white plate with a pink frosting cookie beside it. I wanted the scene to be such that one could take a moment for himself, sip coffee, eat a small treat and unwind. Everything in the room the floor, the walls, the table, the things have a size and position where they can be natural and occupied. The palette is warm and subdued browns, pinks, subdued blues that make the space peaceful and welcoming. It's the kind of room where I can sit myself down, write in my notebook, sip coffee, and just enjoy the small things. It's cozy, warm, and a little quirky, and it's precisely the kind of room I wished to have in my project a little small room, all snug and intimate of its own, all my own sanctuary.

The entire 3D room crafting journey was rewarding for me. The idea of creating a space that would be warm, inviting, and was apt for having a coffee or even writing down ideas in your notebook was all over my mind. If nothing, I rather added small things like a pen on the notebook, a lamp floating, and a cookie on a plate so as to add to the lively and comforting character of the room. The virtual 3D room may be completely imaginary but those features, somehow, do impart a feeling of retreating to a room that is the site of quiet contemplation. The room working experience was a real teacher for me. I mastered how to design, and combine various kinds of 3D forms, texture application and got to know how to position and rotate objects so that they created a natural looking scene. The difficulties were definitely there but the thrill of experimenting and seeing the room getting built up was really pulling me through. If I would be able to carry any of the skills I have picked up during this project to my future ones be it in 3D design, programming, or anything else entirely; that would make me happy. I am not only satisfied with the outcome of the project, but also I feel like it is a little bit of me, and it is a bit playful. My favorite moment was that of witnessing the whole of my visualization simply come to pass.