GART230 Environment document

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| **NAME:** | **Alliah Jarabelo** |

What movie or tv series is your scene based on?

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| The Spiderwick Chronicles |

Provide concept images, photos, drawing or sketches of what your environment will look like

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| grandfather's office | Spiderwick chronicles, Spiderwick, HighmoreTHE SPIDERWICK CHRONICLES THE SPIDERWICK CHRONICLES Date: 2008 Stock Photo  - AlamyArthur Spiderwick's study | Spiderwick, Spiderwick chronicles, House  interiorArthur Spiderwick's study | Spiderwick chronicles, Spiderwick, House |

What is your colour palette?

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| Browns, Creams, blues and reds. |

Story behind the scene?

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| A young boy discovers a secret room in an attic that contains secrets of a hidden fantasy world that surrounds them. |

Type of game?

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| Puzzle or Adventure |

What challenges do you anticipate while constructing your scene?

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| There are many assets within the scene such as jars, books, animal skulls, Cobwebs (Organic shapes and overall giving the scene a sense that it is full of objects. Creating a great looking scene. |

Which parts will be easiest?

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| Creating the Modular assets such as the jars and books will be very easy to make quickly and make different iterations of the assets. Creating and finding textures also creating tillable textures. |

What are your strengths as a 3D artist?

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| I have much experience making smaller assets books as jars, as the whole scene seems to have a lot of repeating assets which will make it much easier to work with. |

Any other thoughts we should know?

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| I will be working in a team with Bart. |