

Revised Topic Selection for F20GA Coursework

After further consideration and additional brainstorming on our 3D Graphics and Animation project, we've decided to revise our initial theme choice. Initially, we had selected the Mini Golf theme, which involved designing various golf-related objects such as a golf ball, golf course, golf club, and flagpole.

Rethinking Our Approach

We recognized that our chosen theme might restrict our creative and technical exploration to a narrow set of objects and interactions. Our goal is to not only showcase our technical skills in 3D modeling and animation but also to demonstrate our ability to design complex and diverse environments.

Introducing Isometric Rooms

This led us to the concept of Isometric Rooms—an innovative and versatile theme that allows us to explore a wider variety of objects and architectural elements. This new theme will enable us to model multiple objects such as tables, windows, wardrobes, frames, plants, beds etc. Each object can be designed with unique textures and details, enhancing both the aesthetic appeal and the technical sophistication of our project.

Next Steps

Moving forward, we will begin by sketching and conceptualizing the isometric room.

We are excited about this new direction and believe that it will not only broaden our creative horizons but also better demonstrate our capabilities in 3D graphics and animation.