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Final Document

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Nightstand Environment

Concept Statement:

I plan on making an environment that is designed and focused on the bedroom. The scene will be focused primarily on the nightstand beside the bed. The camera will be centered on the nightstand and the objects on top of the nightstand. The main assets will be the nightstand alongside with a table lamp and alarm clock. The clock will be one of those old circular styled clocks with the ringing bells on top. The lamp will have a simple yet unique curvy shape and provide the main source of light in the room. Those three objects will be my main focus within this environment, but I may add a phone charger, bed, or other objects to make the scene seem more natural. The lighting will be a soft and warm yellow coming from the table lamp. The room will have an aesthetic of something like a child or teenager's room.

Mood Board:



Final Renders:

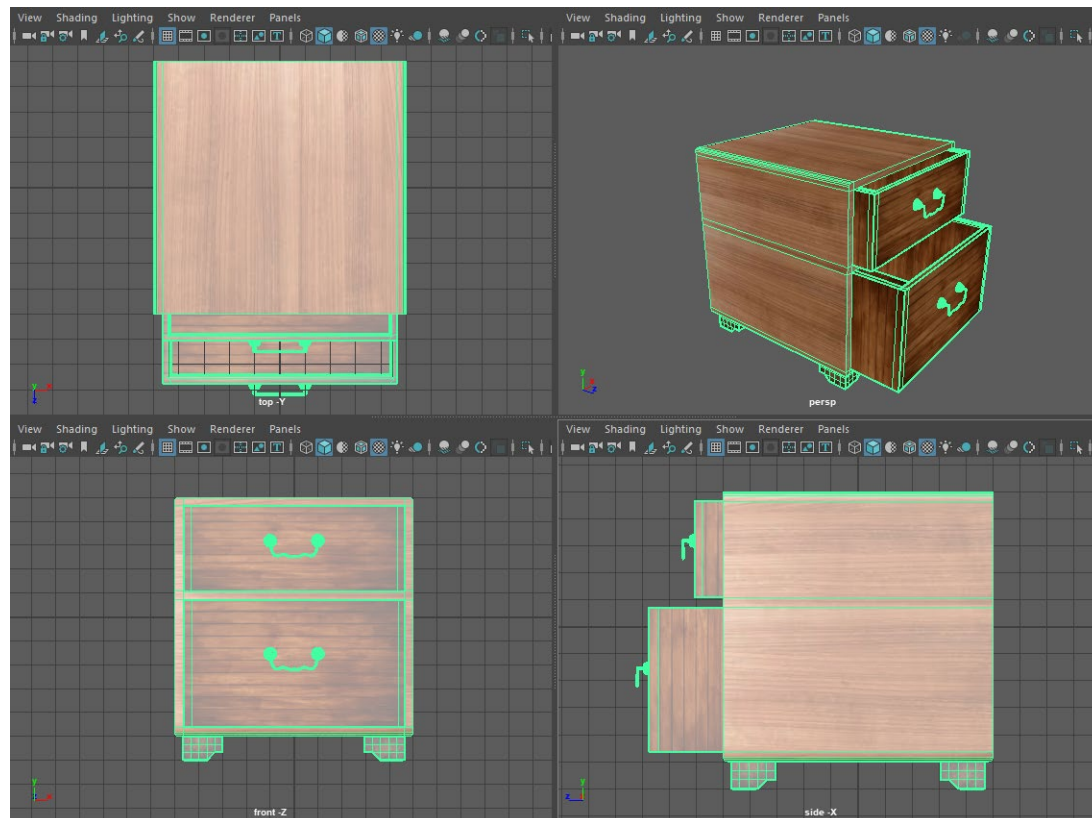
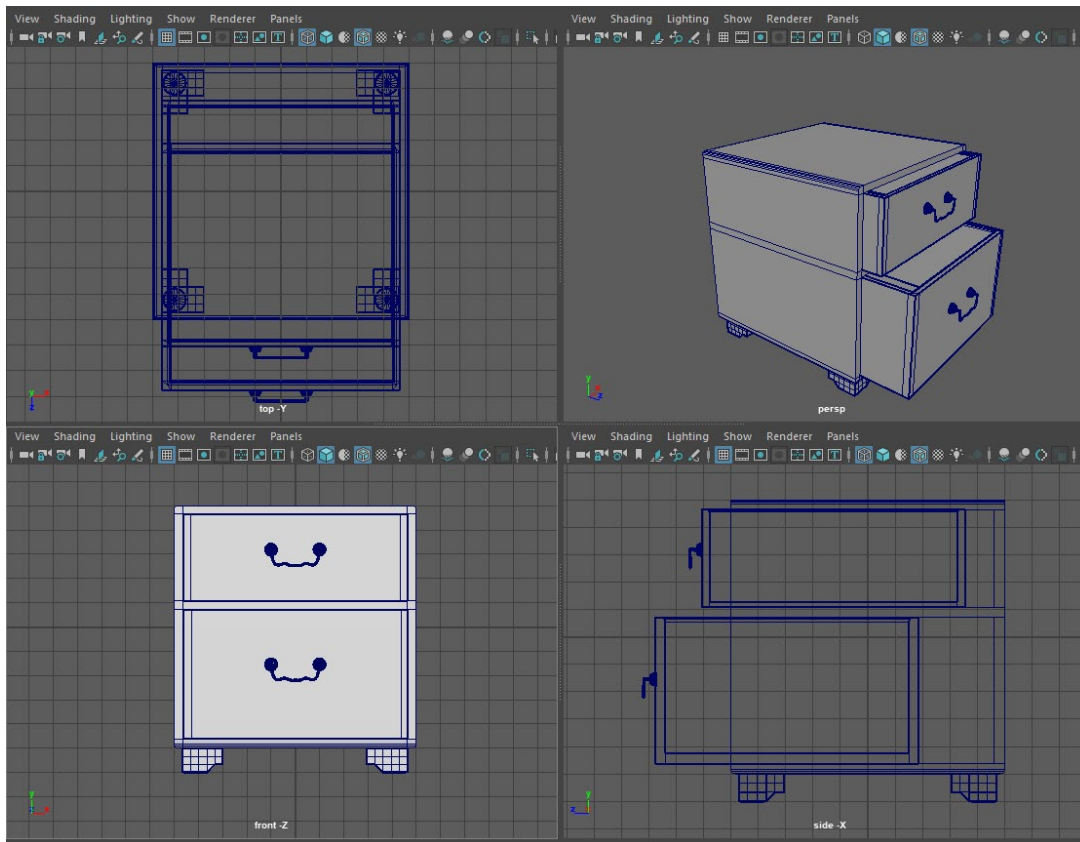




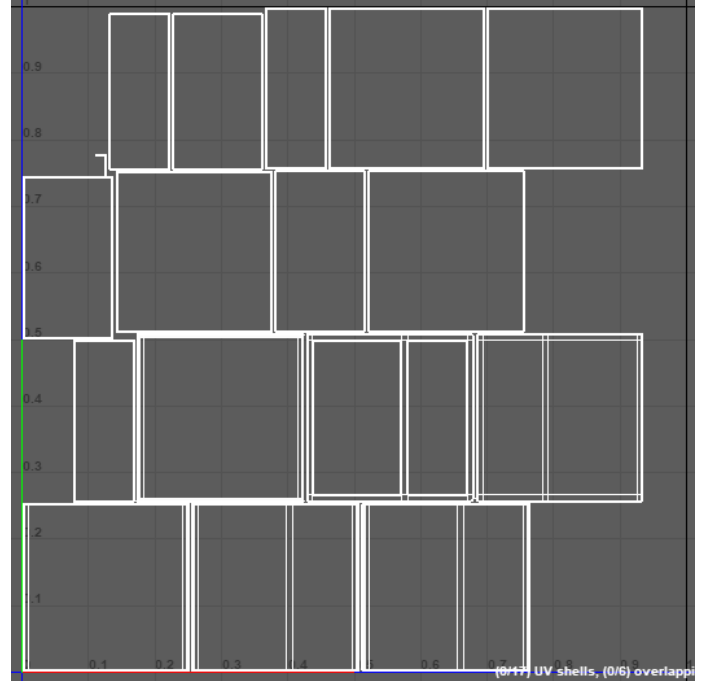
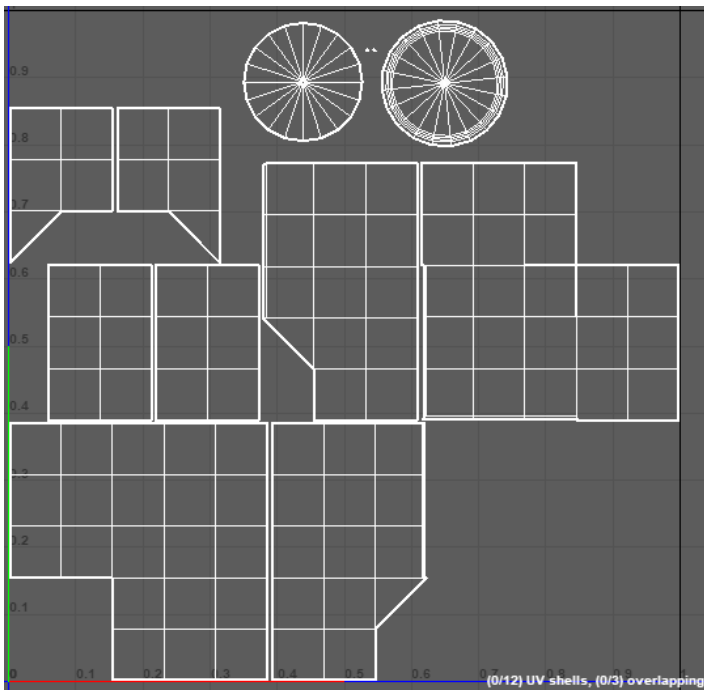
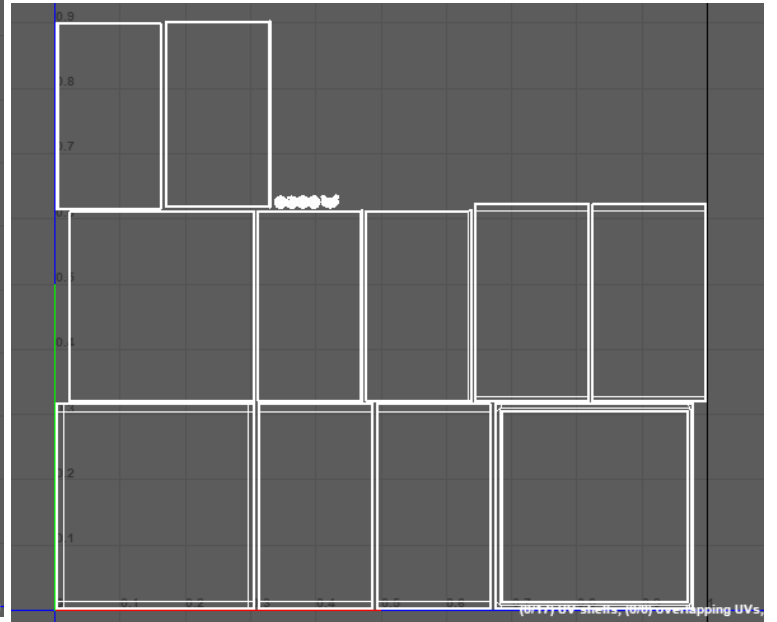
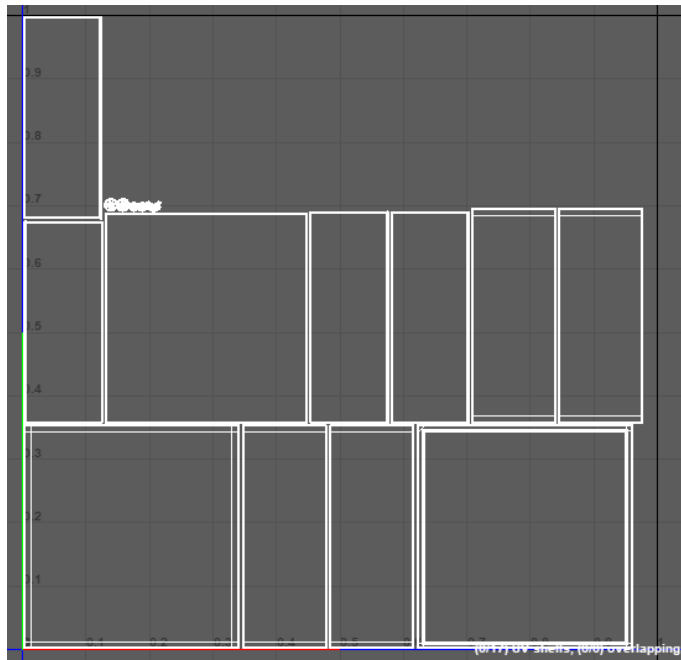
Asset: Nightstand References



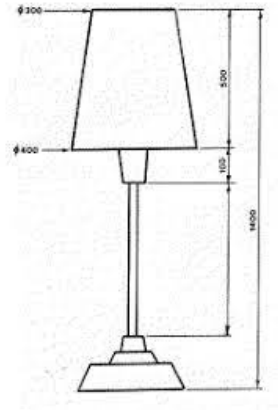
Nightstand wireframes and smooth shades



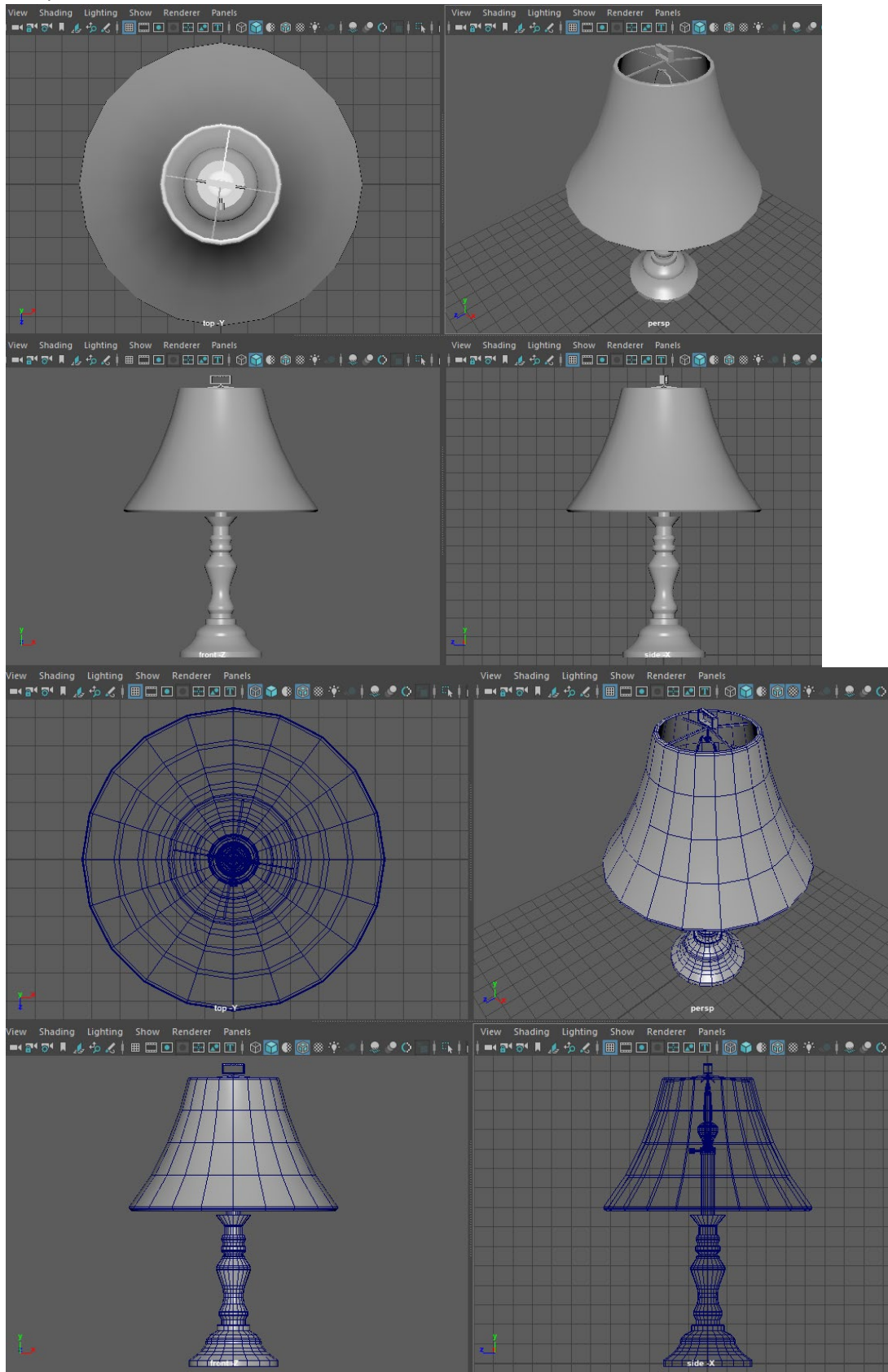
Nightstand UV maps



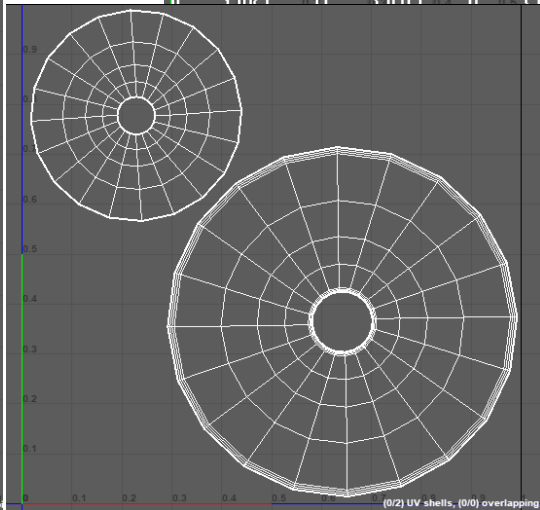
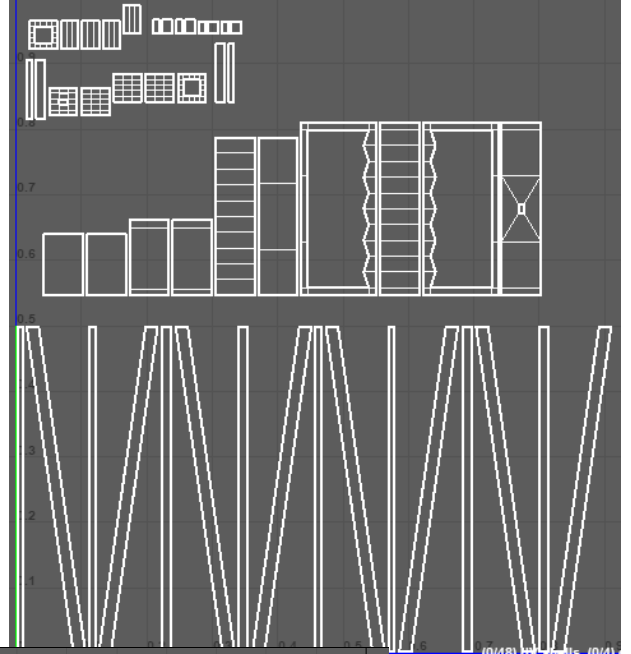
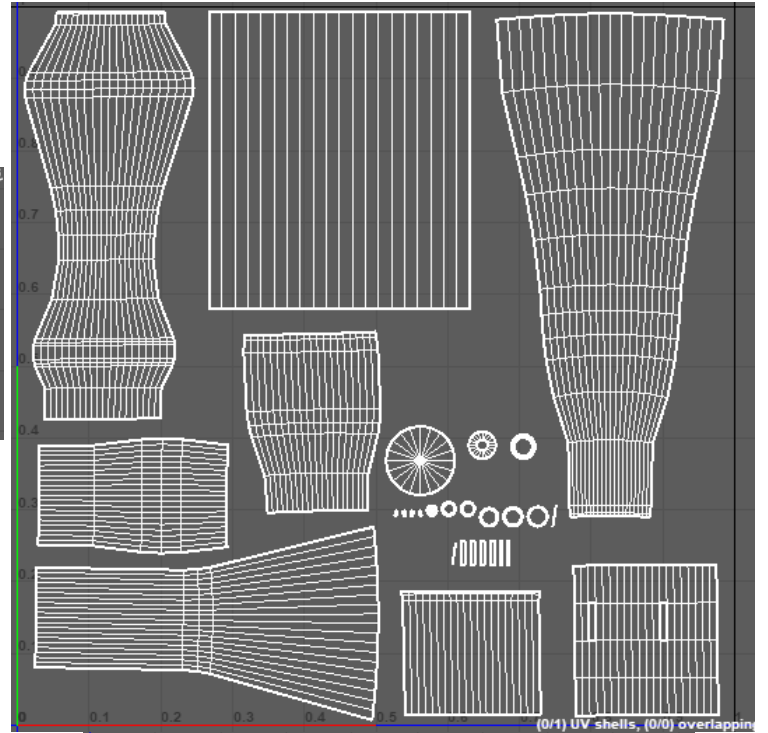
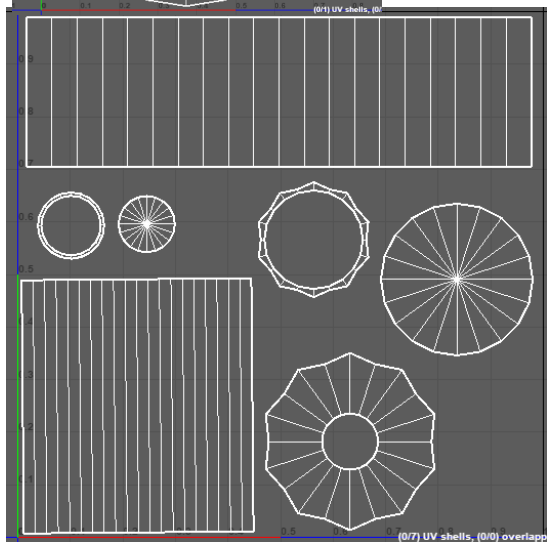
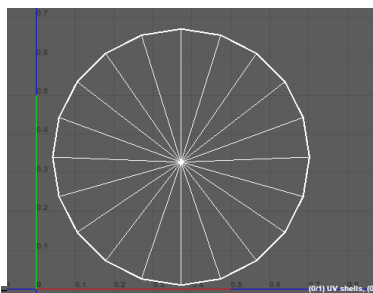
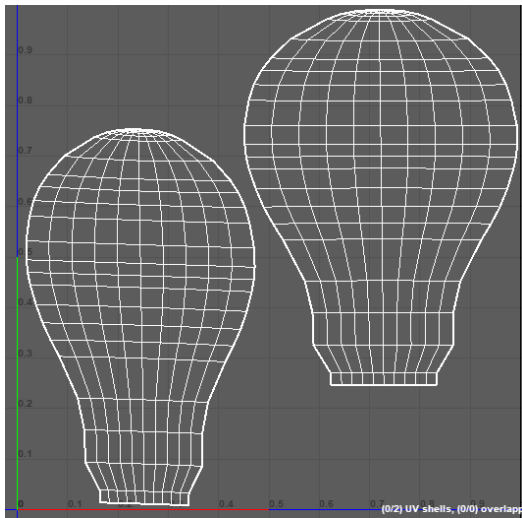
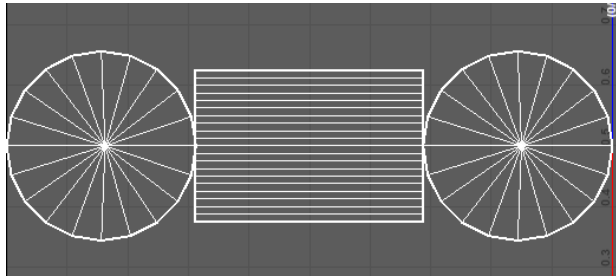
Asset: Lamp References



Lamp wireframes and smooth shades



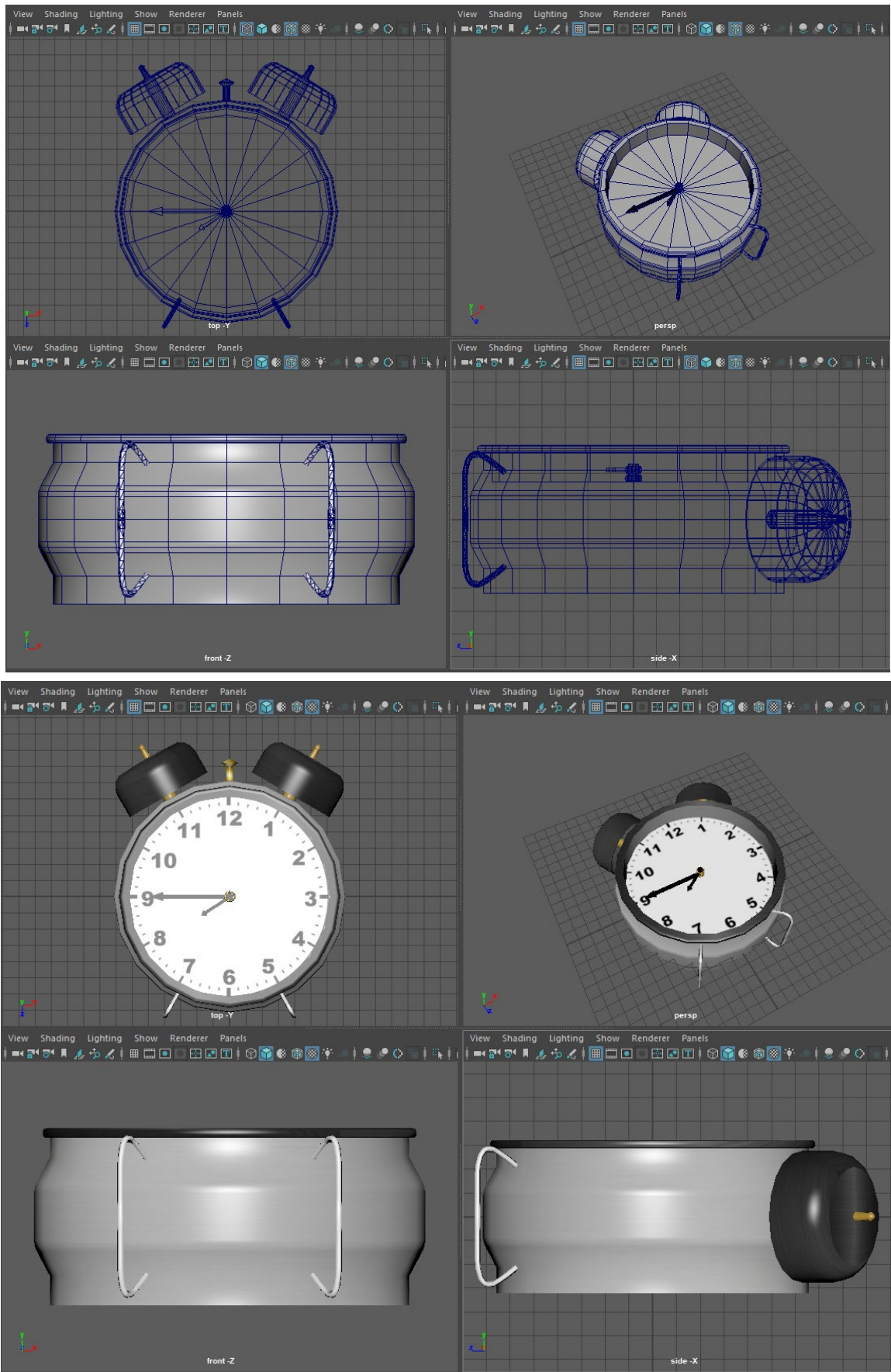
Lamp UV maps



Asset: Alarm clock References



Clock wireframes and smooth shades



Clock UV maps

