

Number: #5

Title of work: Lighthouse

Designer: Junming He

Medium: Blender

Date of completion: August 2023

I modeled the lighthouse using Blender. My inspiration for this project came from a video discussing mirrors in games. In games, there's often a real object reflected on the other side of the mirror. Therefore, I decided to make a special 'mirror' in Blender. I chose water as my mirror. how to adjust the shader editor is the important lesson for me through this project.

Additionally, I hope the objects on both sides of the mirror have significant differences. That's why I chose the lighthouse. In the real world, the function of a lighthouse is to guide ships' navigation or indicate hazardous areas, symbolizing safety. On the other side of the mirror, I modeled a magic tower with chains and green color, symbolizing Ominous and mysterious elements. I hope to give the viewer a sense of eeriness.