







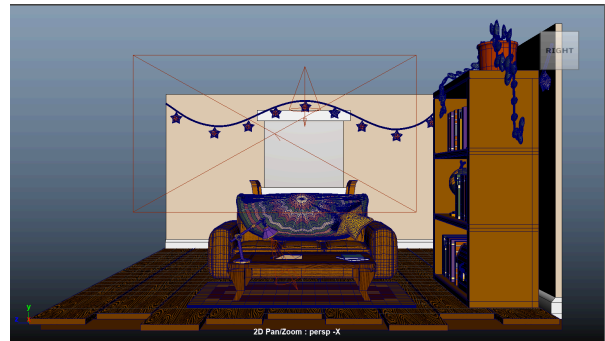
Montserrat Robles
11010442
DAGV 1200
Prof. Cory Patten

Unit 9: Room 1 Final

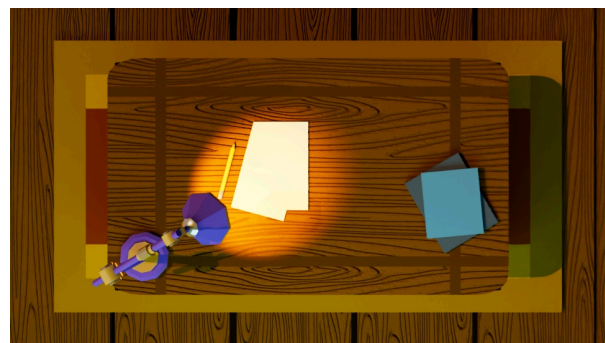
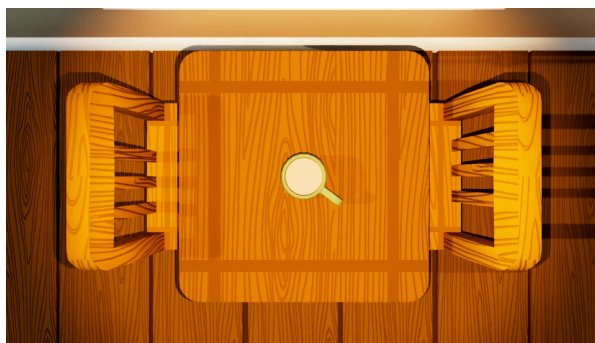
Renders	
Day	Night
	
	
	

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WireFrames



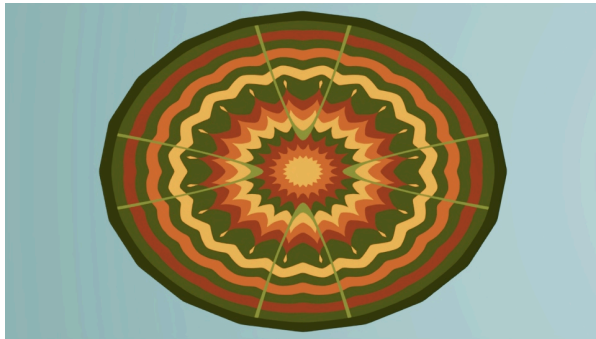
Textures



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Creative designs



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Reflection:

This model has left me both floored and eager for my next 3D Modeling project. I learned many lessons including but not limited to; deleting history and freezing transformations, facing issues with models warped and distorted due to history issues. Learning how to work with model references was really useful and cool. I was also really happy and excited remembering and relearning how to do bump mapping with texturing for my floor. Chairs, tables, and couch. It took me some time to figure out how to do bump mapping again for I first learned how to do it in my 3D Graphics class back in Highschool. However, It was so cool, figuring it out and I'm so happy with how it turned out. As I've wrapped up this model I close it with a newfound sense of confidence and growth in passion for 3D Modeling. Going through first try successes, persistently working on something until it worked or met my satisfaction, having several instances where I would leave something done and having it damaged the next time I opened maya, losing my progress in the early stages of my model, many visits to the tutoring center and support from Cory, to seeing all of my progress and hard work coming together has been such a fulfilling and exciting privilege. I'm so proud of this model and myself and cannot wait to continue adding more to my portfolio.

GitHub Link: [Monse'sRoomModel\[DAGV1200F'25\]FINAL.ma](#)