F21GA – Coursework

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MSC INFORMATION TECHNOLOGY (SOFTWARE SYSTEM)

Table of Contents

INTRODUCTION

In this part of coursework we cover the basic and main part of the entire thing which is creating and modelling the objects. The software bring used is (Autodesk Maya 2019) in which I have created the models one by one and then have assemble it inn Maya it self. There are total 10 objects in the entire diorama.

DIORAMA THEME

The above image is of the diorama which I have created which is a nature and peaceful theme, I often go on hiking and rappelling so that was the first thing that came in my mind for creating a diorama. The scene consist of some trees mountains and a house in front of a small river in which some ducks are playing beside it and swimming too. Also I have added a bunch of barrel and one more barrel that is rolling all the way down in the water. Then I have tried to make it a bit more detailing by adding the stones in the land and adding the compound to the house

MODELING

The following images are after I created the models which I have added to get more good idea about the models by just reading the report it self. The complex objects are duck, house and barrel form which the most complex and time consuming object was the duck while creating it I discovered some shortcut keys which I did not knew before such as the following. The objects I created are as follows:

- DUCK
- STONE
- PINE TREE
- TREE
- COMPOUND
- BARREL
- HOUSE
- WATER
- LAND
- MOUNTAINS

SHORTCUT KEYS

H = to hide the object,

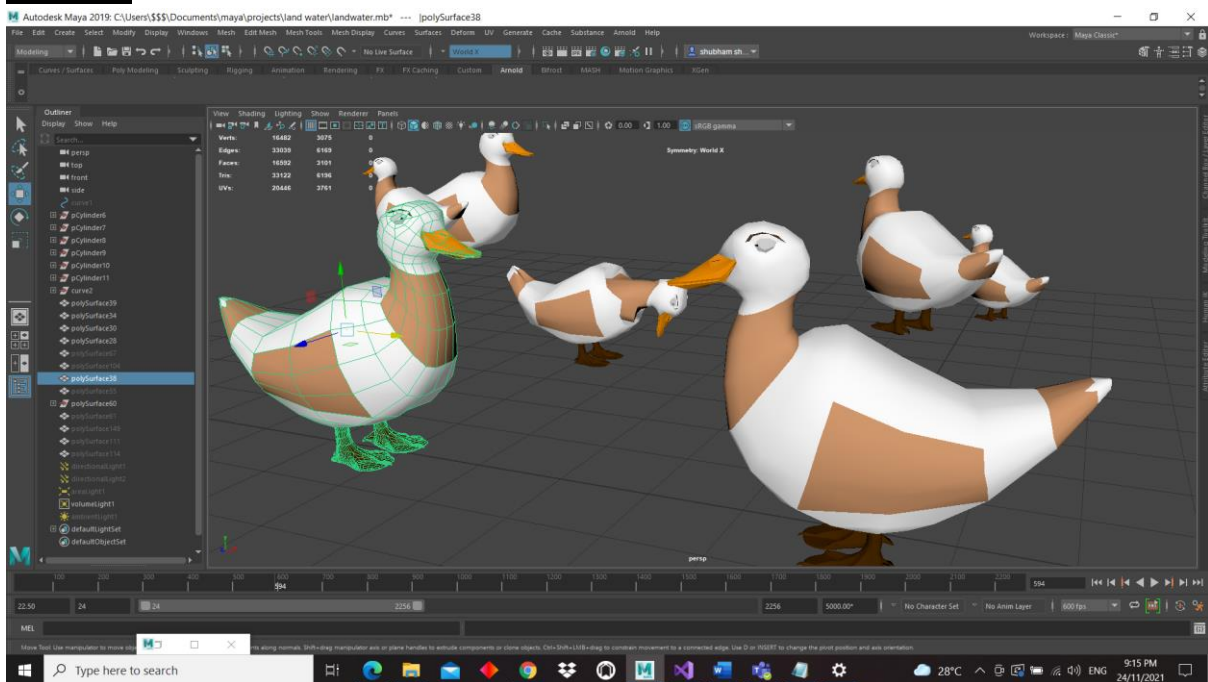1 = to make the object hard surface,

3 = to make the object soft,

CTRL+E = to add the offset,

T = to change the width, height, subdivision.
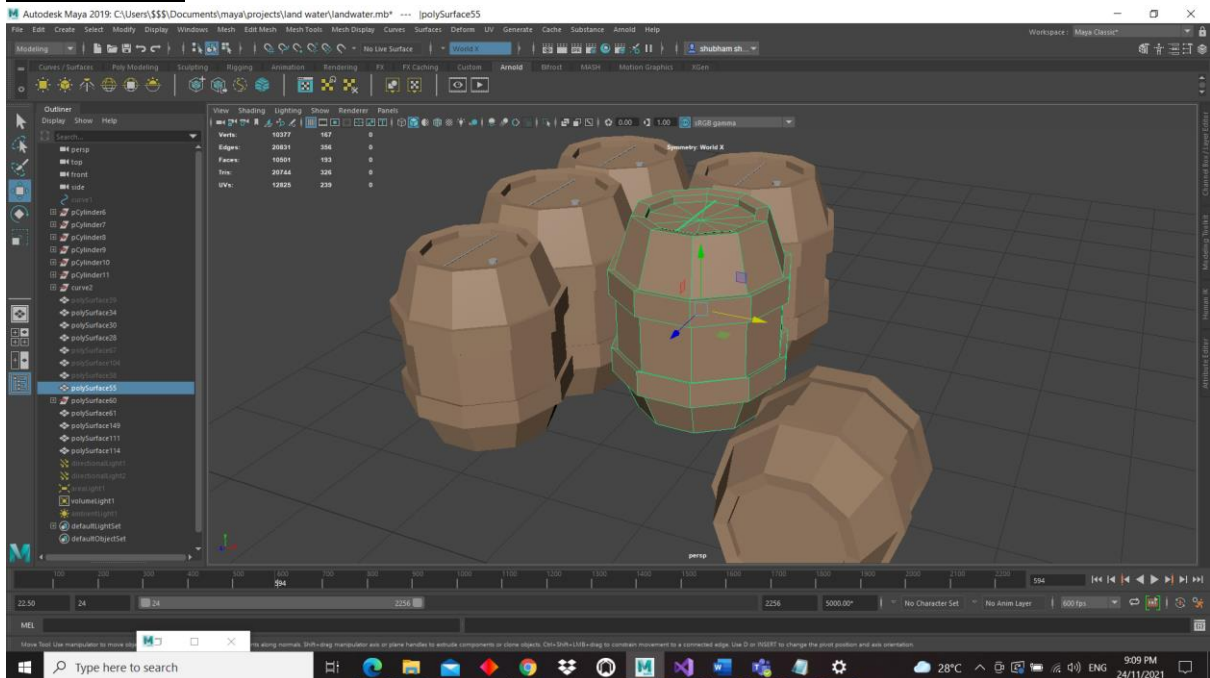
CTRL+D = to create dublicate.

DUCK

To create duck it took me the most duration in the entire diorama as to create the curves and subdivision in it needed more precision as per me or for me. In the duck I have used a square for the body and for the legs I have used pcylinder and for the beak I have used pplane and used the duplicate of that plane to create the downward beak and then attached everything by the merge vertex in that target weld tool. Then I added the material which is blin and lambert and added the colour to it.
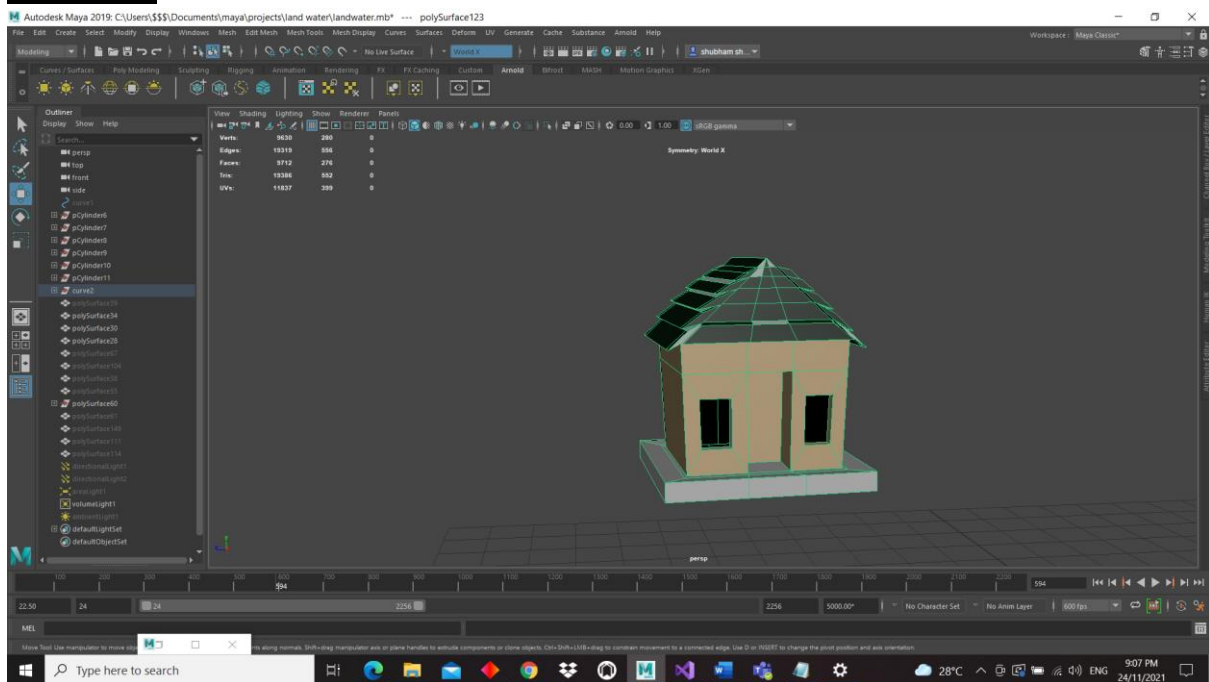
STONE
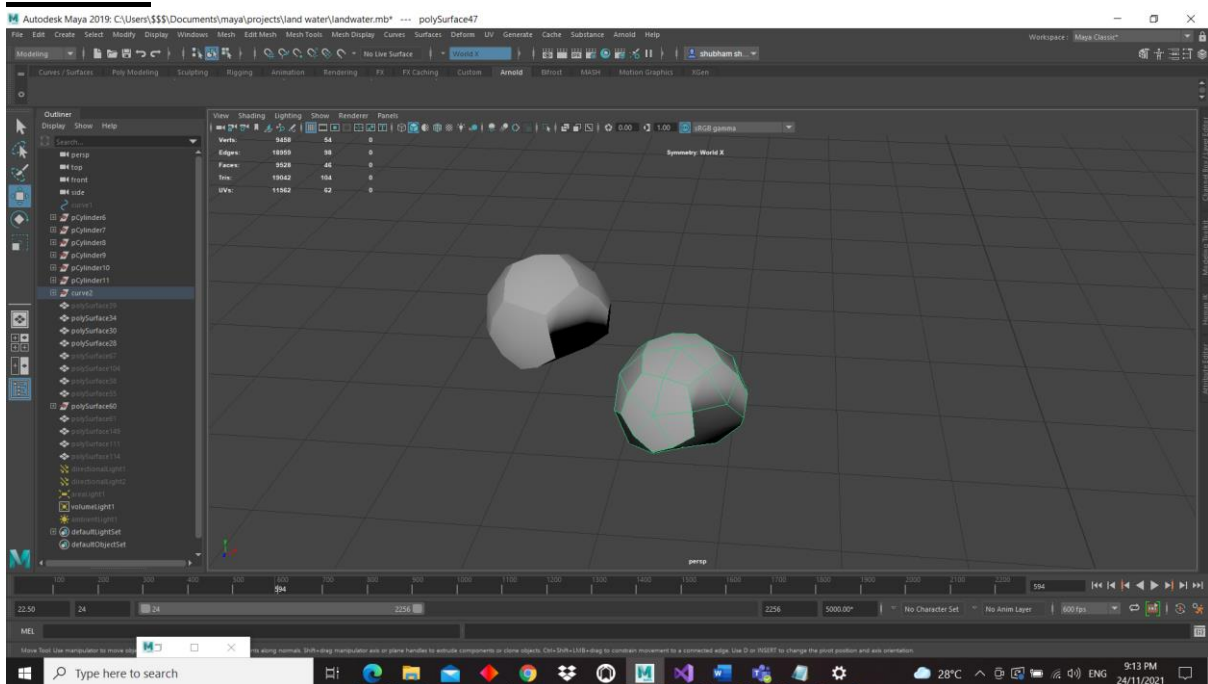
For creating the stones I have used the pplatonic and by adding the offset and dragging it inside and then added the material to the object by assigning new material to it.

PINE TREE

To create the pine tree I used pcylcinder then I selected the upper surface and by pressing SHIFT and selecting the direction I dragged it outside and then pulled it up then pull the edge closer and repeated the process. Then similar for these I added material and colour to it.

TREE

To create this tree I used pcylinder and circle and to the circle I misshaped it and for the trunk I added the cylinder and then created subdivision and pulled it in upwards direction and change the angle of the face and then combined the entire object with the circle.

COMPOUND

To create the compound I used the pcylinder and then created duplicate of it and change the angle of it in sideways to make the horizontal cylinder. Then combine it all and create duplicate of it and placed it beside them and combined it again.

BARREL

To create barrel I have used pcylinder and then have increased its length vertically after that I have added edge loop by using the insert edge loop and then selected the face and then hold press shift and pulled it outwards then added a disk on the top to make it look like cap and a cylinder to make the top look like a two sided door and then added material and colour to it.

HOUSE

To create the house I used a cube and added edge loop to it then pulled it upwards and then pulled the vertex close together then add more edge loop and then select the faces and press hold shift and choose the direction point and dragged it outside and gave it a slope to create the roof. For the window and door use the offset and deleted the faces at the window.

WATER
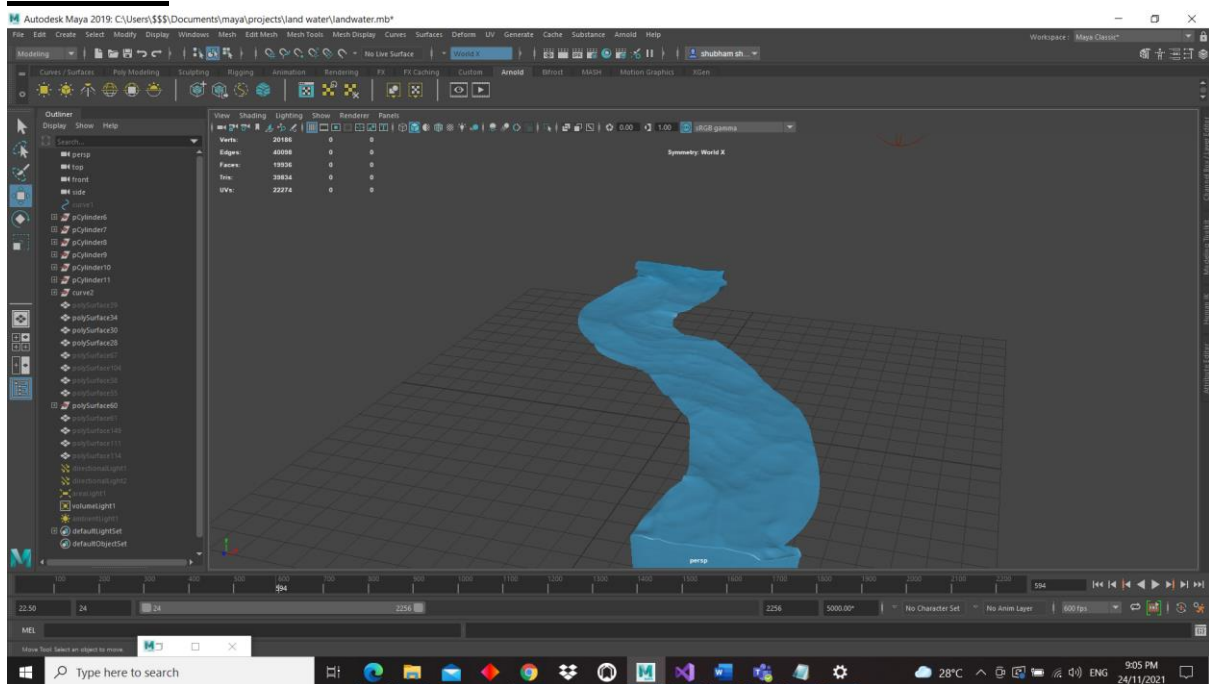
To create the water I have used the plane then increased its length and then added subdivision by using the shortcut key T and then added texture of ocean to it and then changed the values of it and added colour to it after assigning materials.

Land and mountain
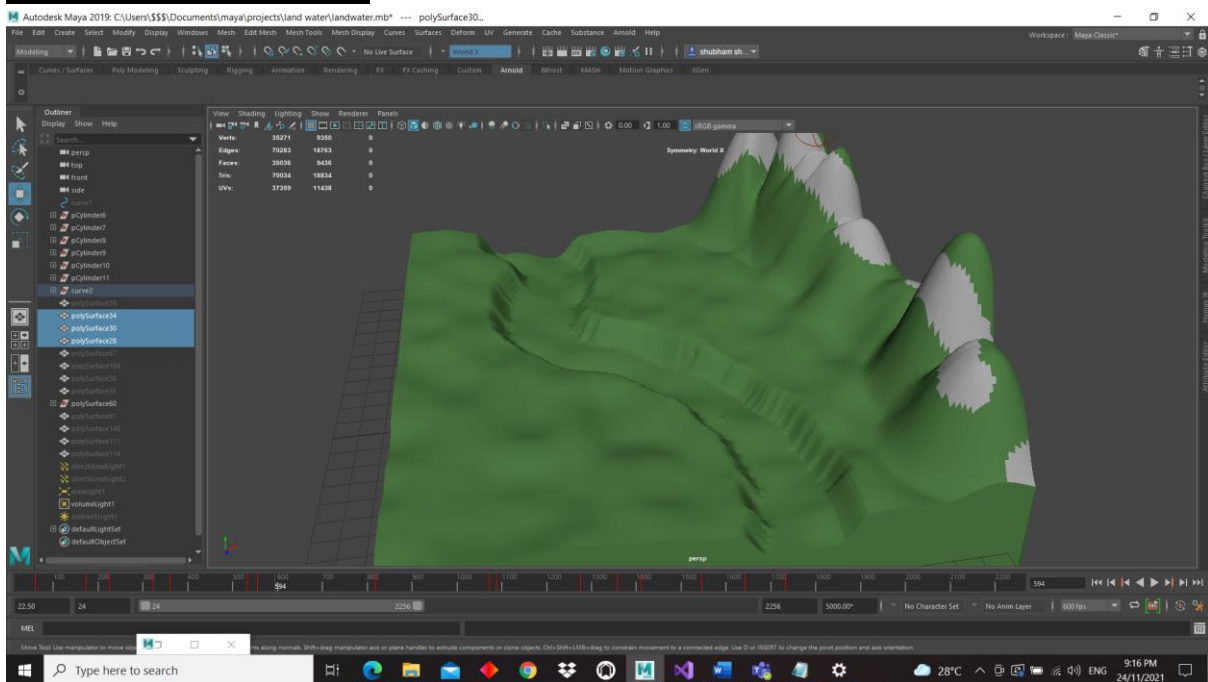
To create the land and mountain I have used plane and then added more subdivision and then added the texture of noise and then changed its value and then by using the soft modification tool I have made the water terrain and mountains.

ASSEMBLING

At the end I have assembled all the objects together. And then dragged the edge face of the corner and pulled it down make it look more good and thick.
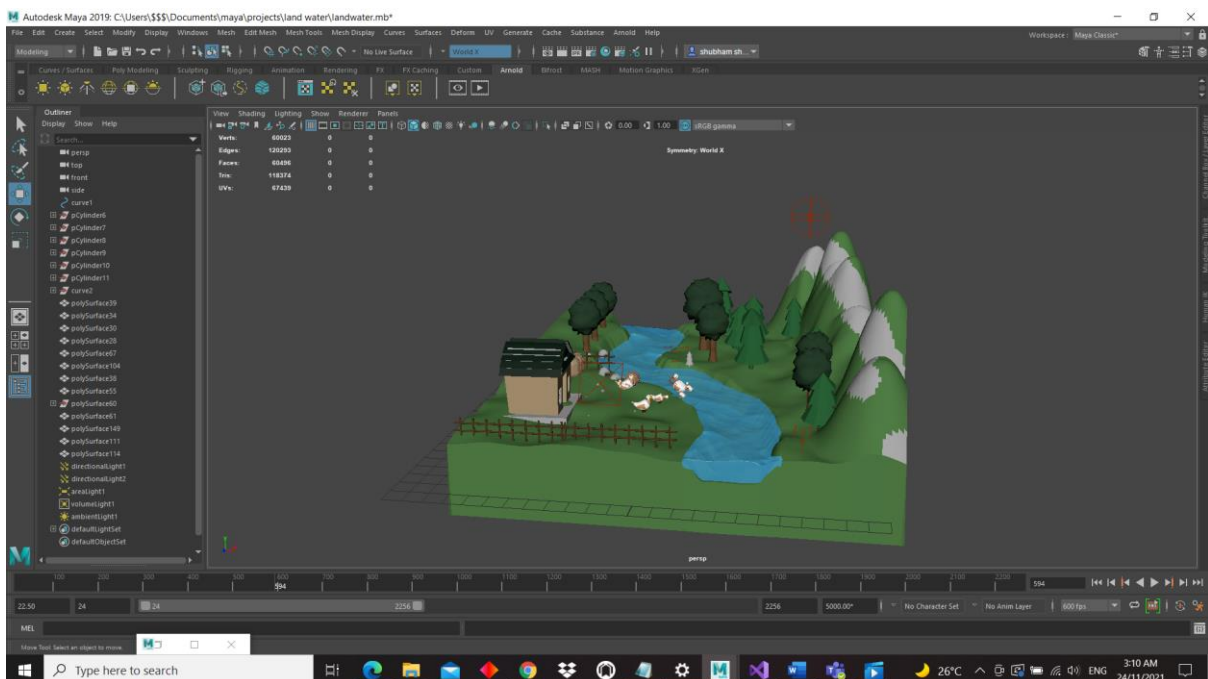
ARNOLD RENDERING

For Arnold rendering I just added some lights in different direction to make it visible in the Arnold view.