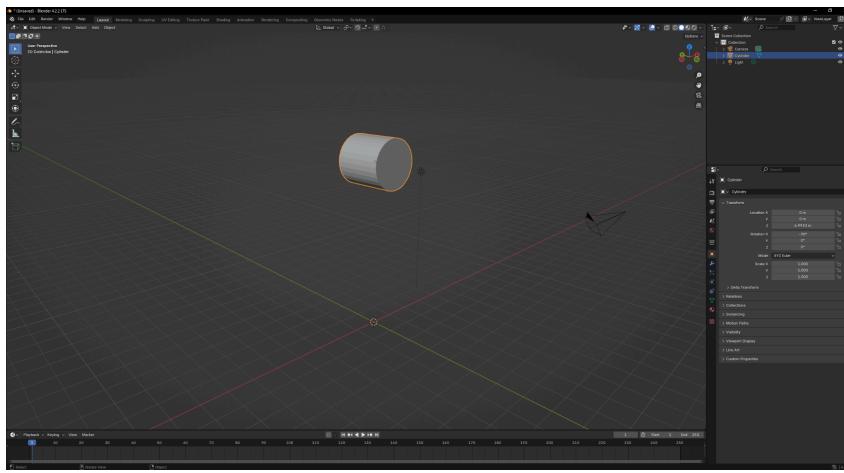
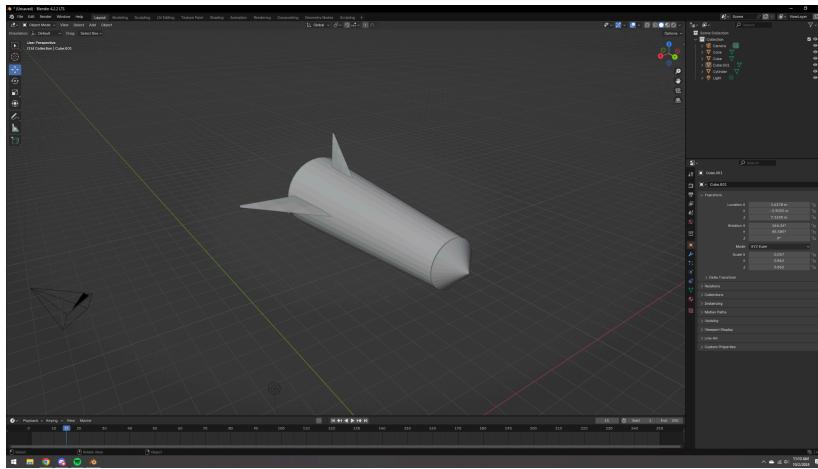


I have a background in 3D animation and modeling as I went to an Art school in highschool where I was taught the basics of modeling, animating, lighting and texturing in Maya. While it's different from Blender a lot of the principles remain the same. For this project I wanted to continue and try and finish a former project I started back in high school... 5 years ago. This project included a simple scene of an astronaut going from a spaceship to a satellite. Over the course of the project I didn't follow a tutorial as I am familiar with blender but I did end up looking things up as needed, such as how to focus on certain objects with the camera and how to get good lighting and camera settings. My approach was to go as far as I could without getting stuck, and then once I did get stuck I'd look things up on the internet for answers.

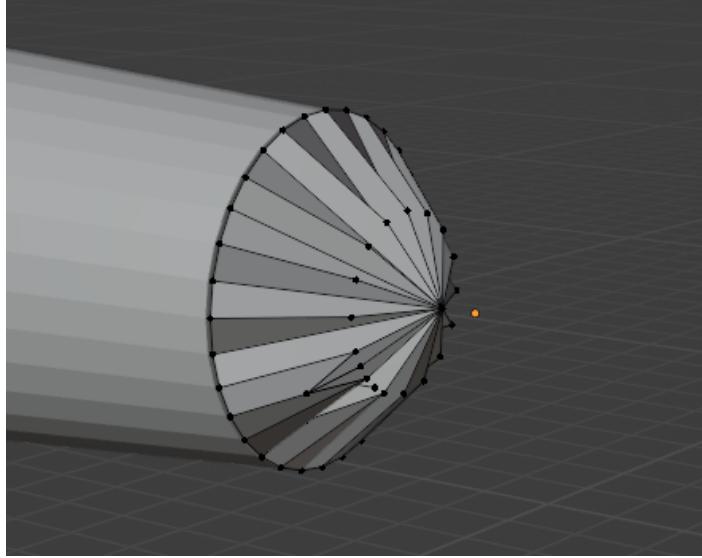
To begin I want to make the spaceship first, I started with a cylinder.



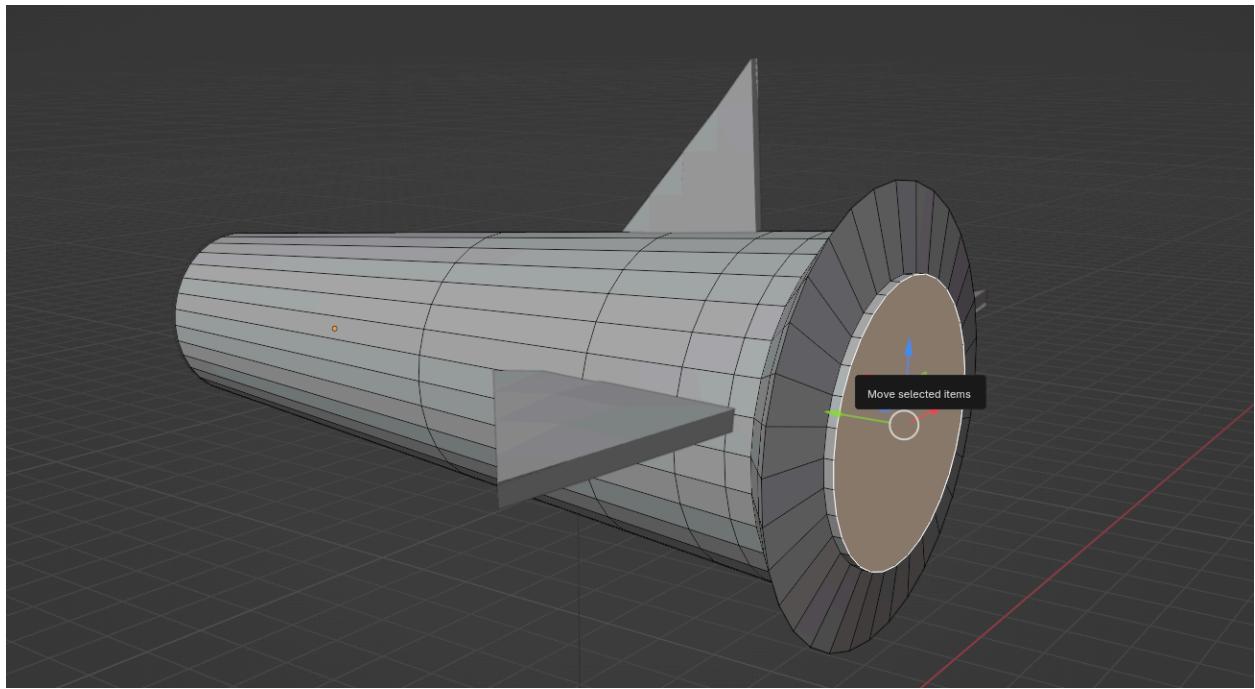
I worked with the starting cylinder to make a roughly rocket ship shape, and then using some cubes manipulated into triangles to add wings, I also added a cone to the front as a cap.



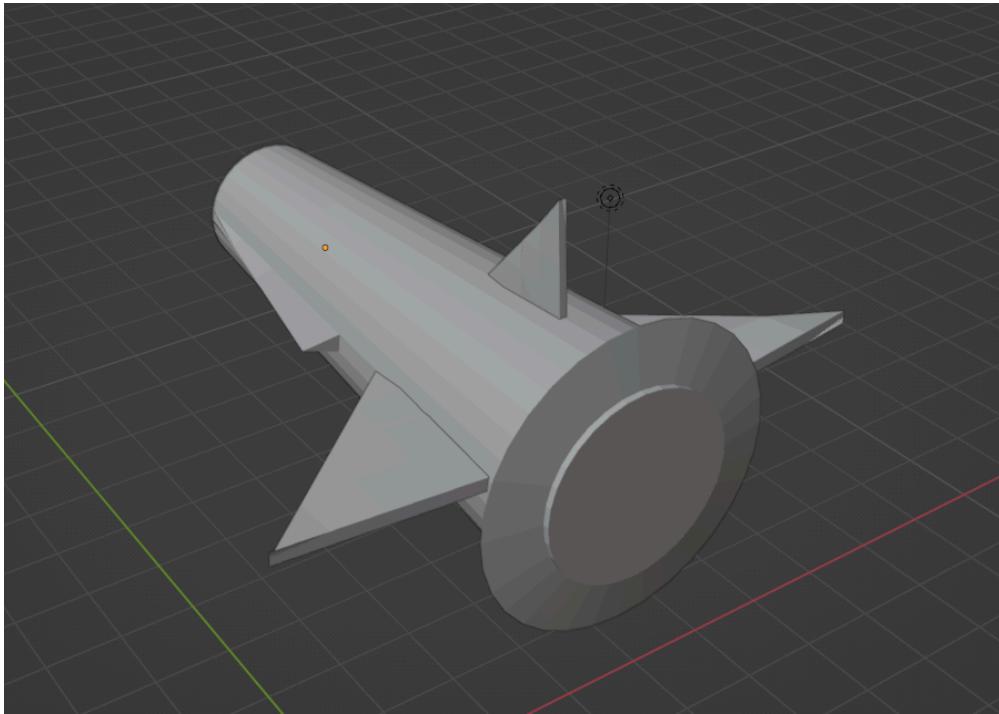
Spent a little while messing around with the “cap” I put on the front, ended up creating these ridges by object editing.



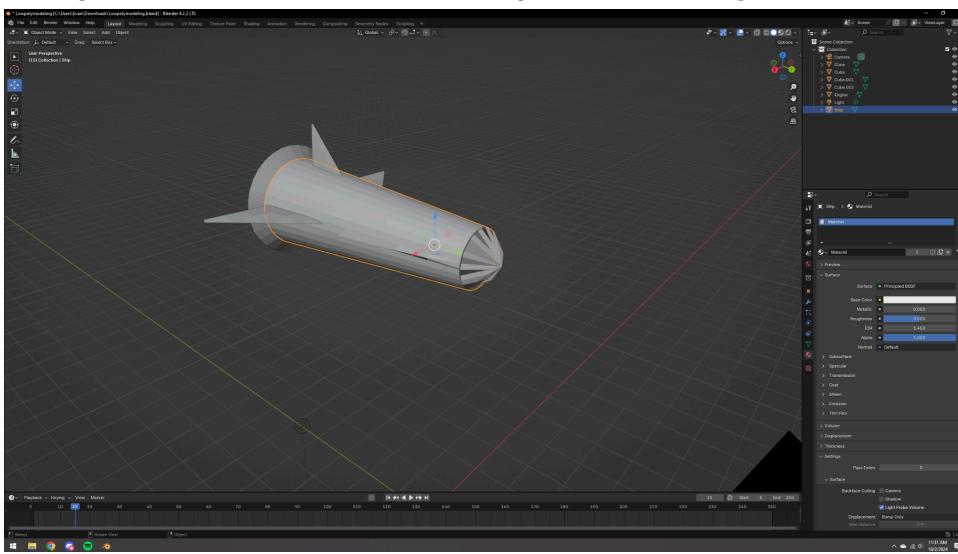
Adding propulsion/engine by modifying the original cylinder by extruding it and adding faces through the loop cut tool.



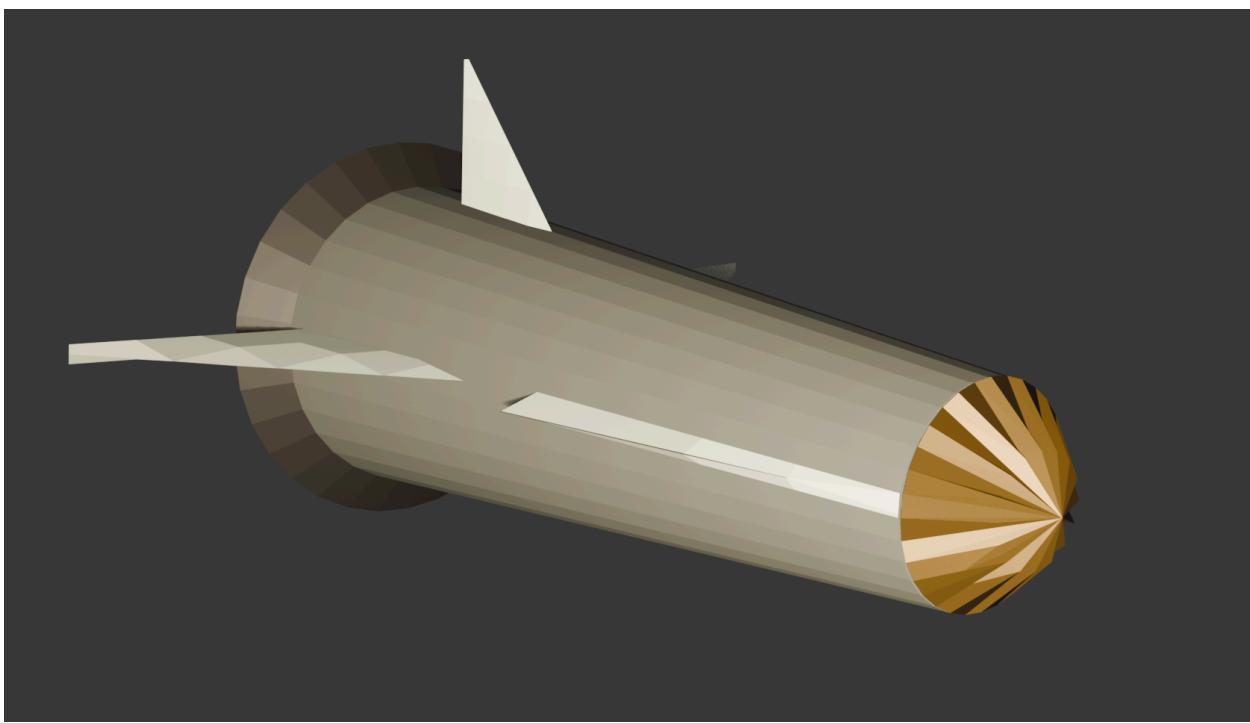
Completed model, now looking to add color



Adding colors and materials, wanted to go with something reflective and bright.

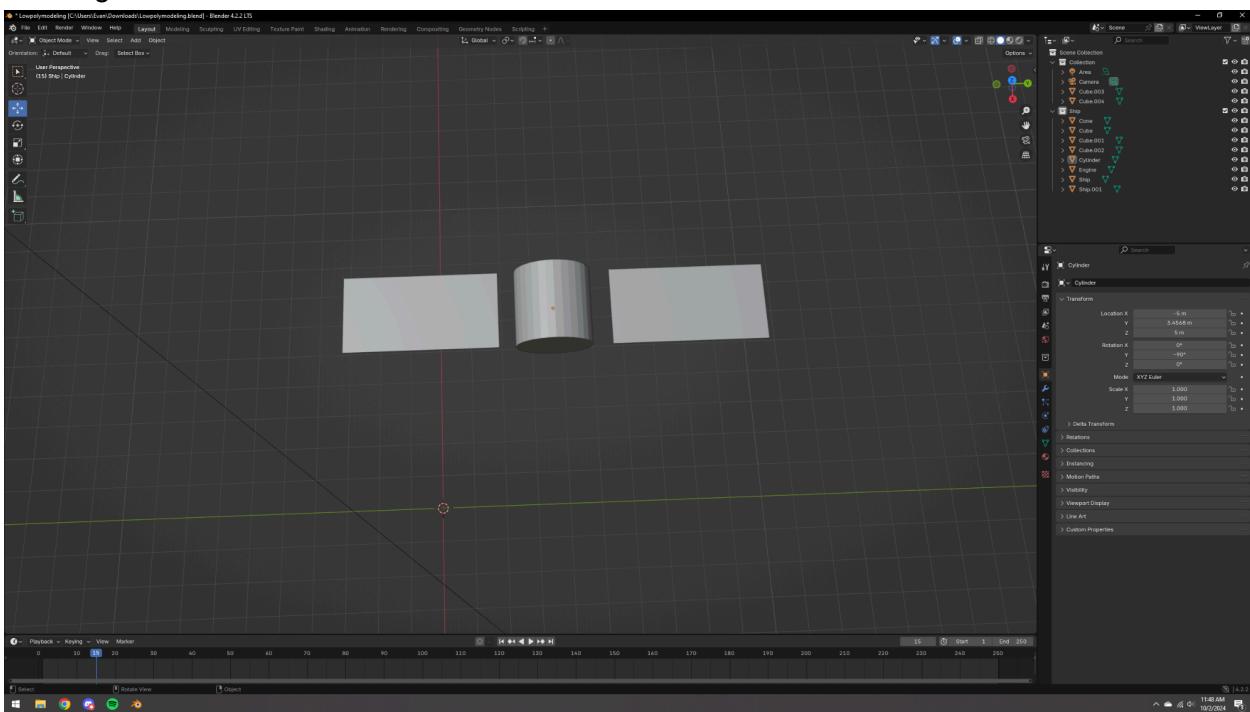


Finalized colors that I settled on.

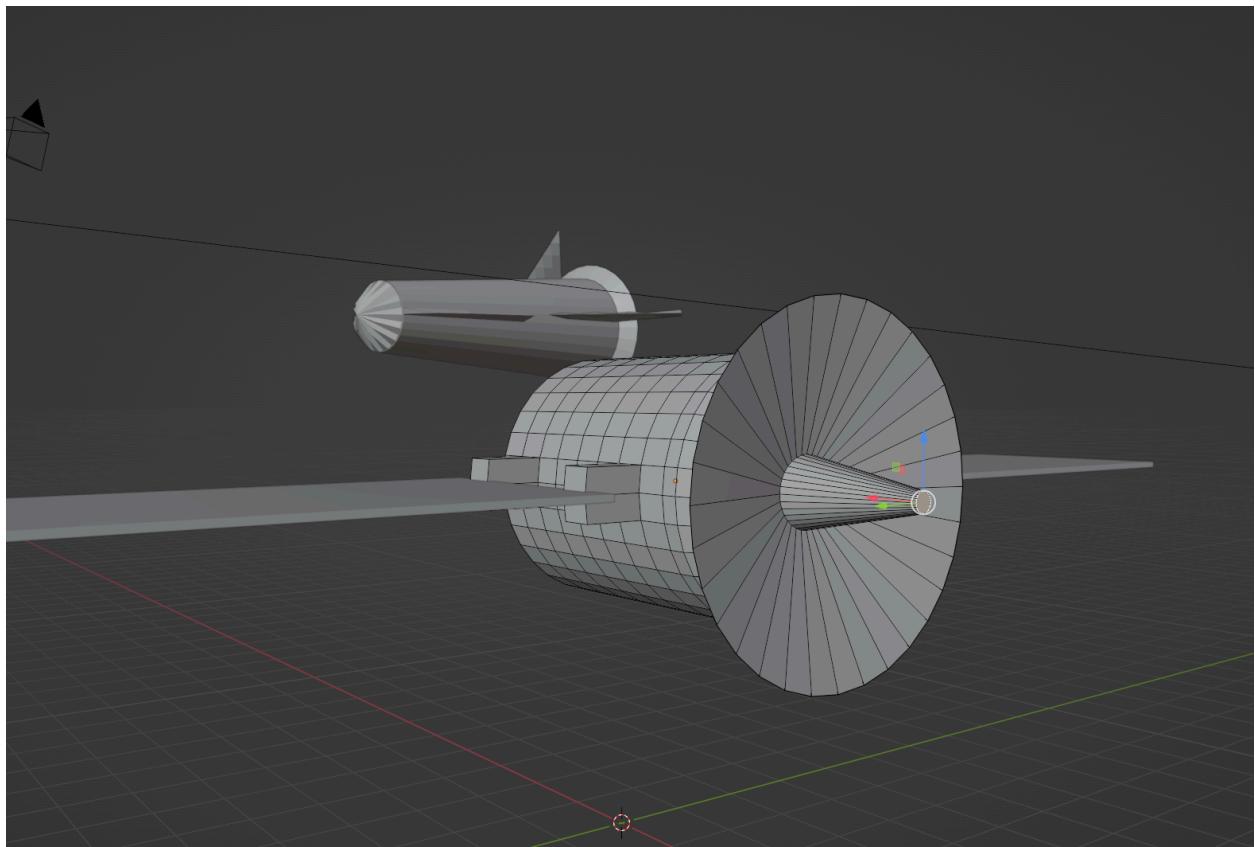


With the rocket ship complete I moved on to the second model I needed to create, the satellite. I looked up a simple image of a satellite on google for reference and then got started by creating two flattened cubes and a cylinder as the base shape.

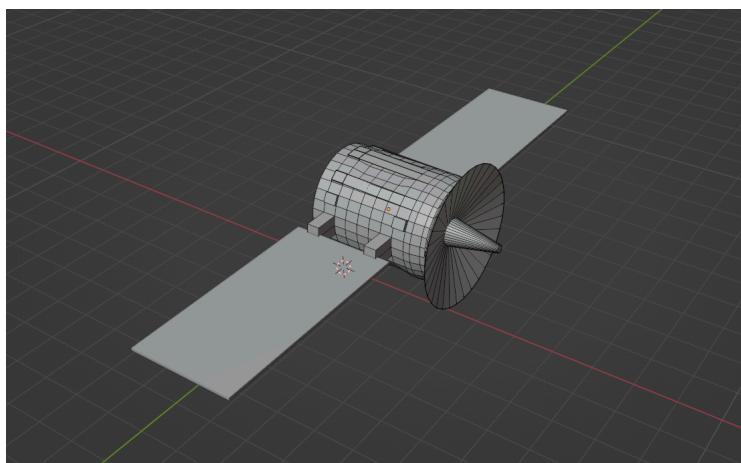
Creating a satellite



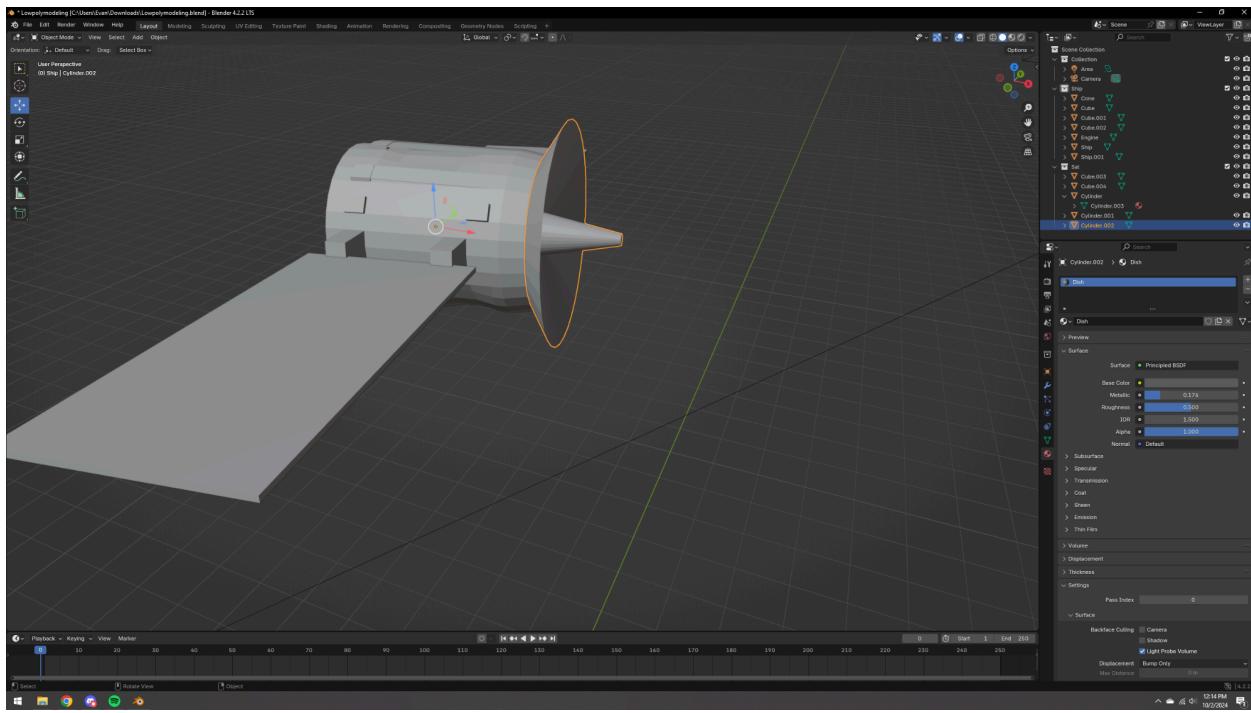
Creating the dish was a little tricky, but I eventually was able to do it after messing with the object editing menu for a while and extruding the original cylinder and then having it collapse on itself.



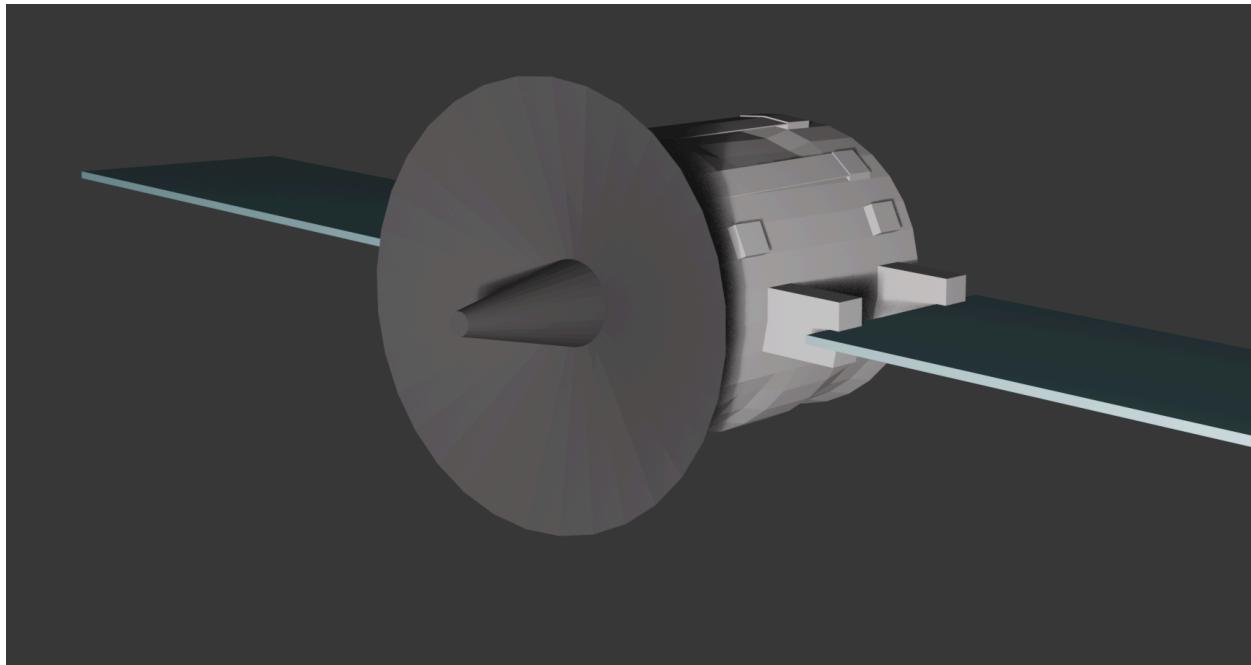
I added a few bumps and other random things to break up the smoothness of the cylinder and eventually reached a finalized model



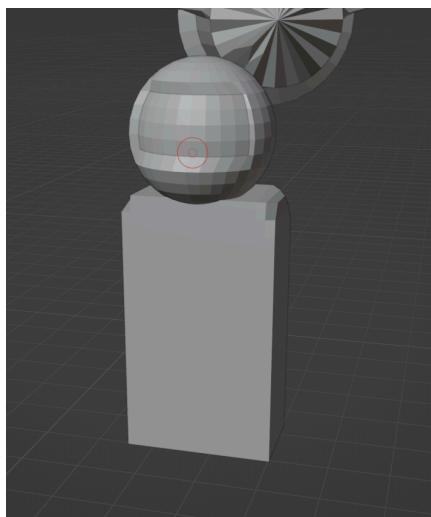
Adding color, I used similar materials to the spaceship but wanted to include a blue hue for the solar panel “wings” on the sides.



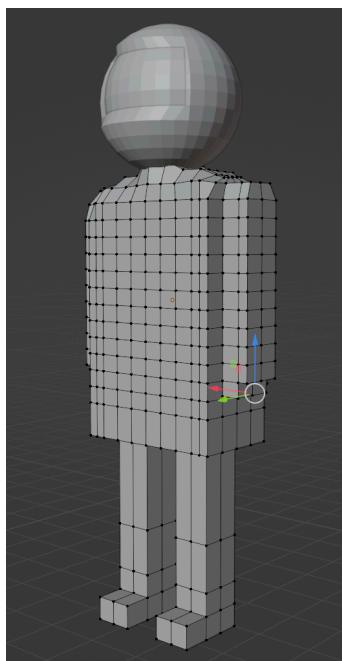
Final colors



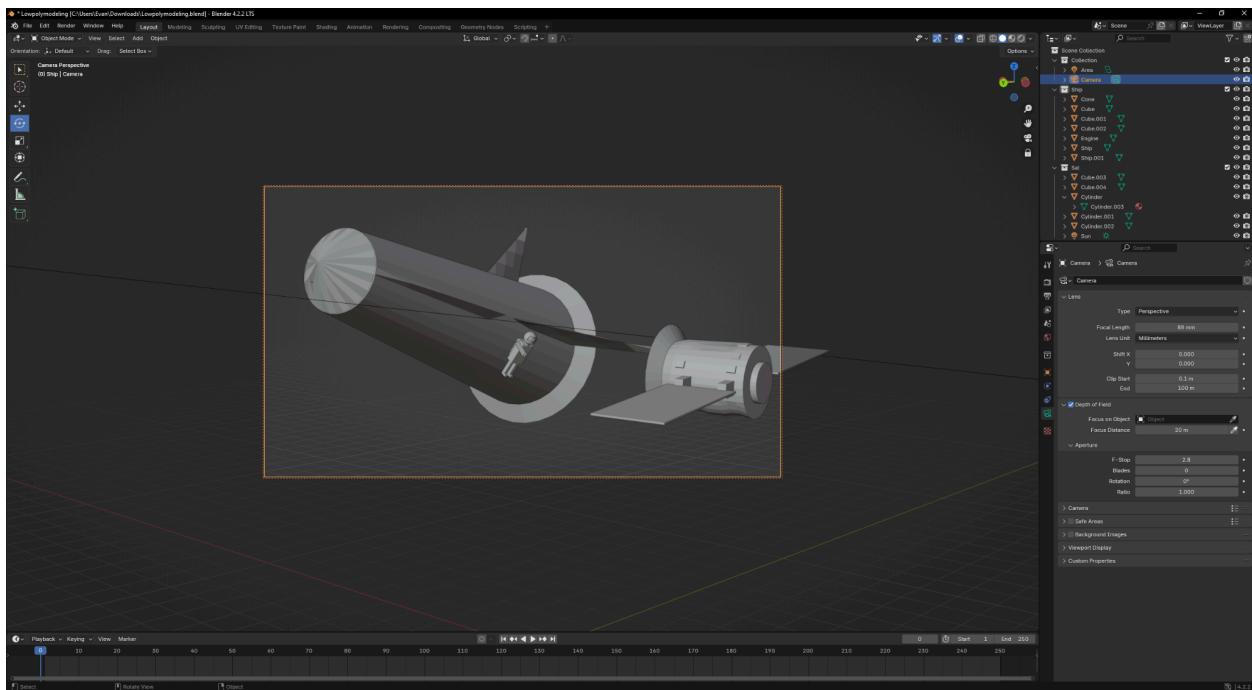
Now for the last model I needed to make an astronaut. I'm certainly not the best at this so I started by creating an astronaut using a sphere and square, then using the sculpt mode to try and model the torso/neck area with mixed levels of success



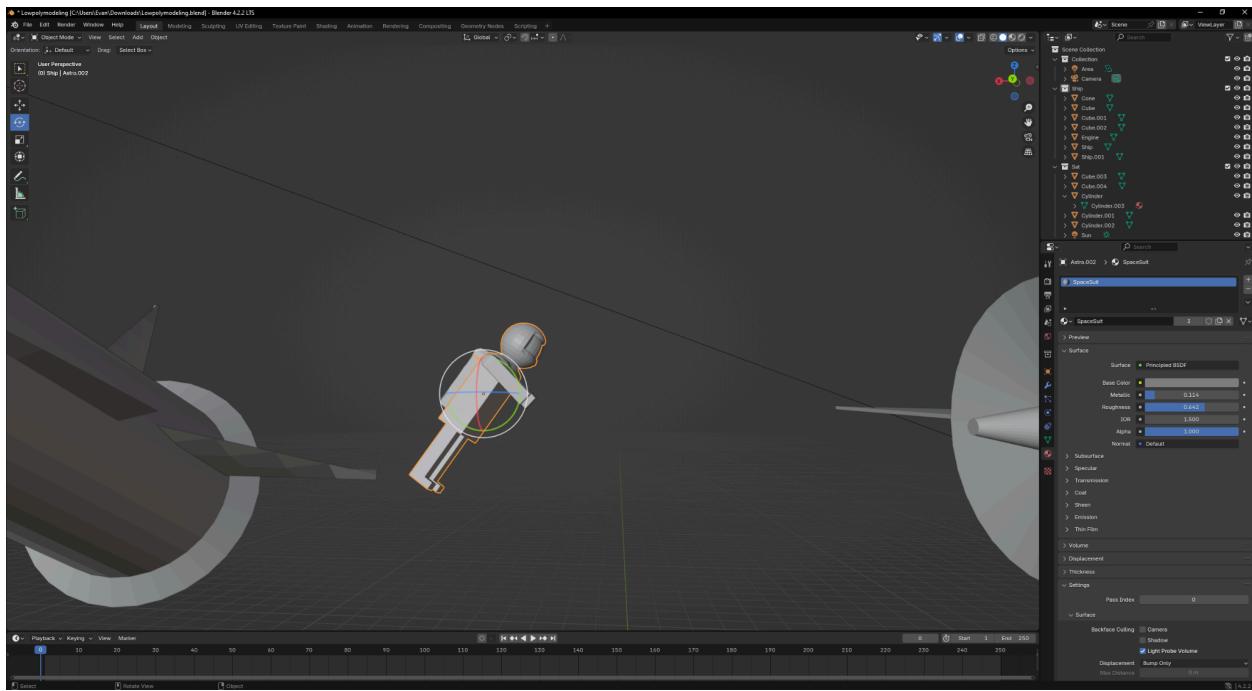
Eventually ended up with this after manipulating the square to include arms and legs through extruding faces.



Before I added colors to the astronaut I wanted to set up scene with all assets and began playing around with camera and asset positioning.



Began creating colors and materials for the astronaut, wanted the visor to be highly reflective and the clothing to be a different color from the backpack that he has.



Continued tinkering with lighting, depth of field and camera positioning and ended up with this scene as my final render.

