

3D-Modelling - Research Reference

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Before I started my Modeling, I was thinking about the small corridor of my grandmother. I wanted to model a chair and a table which me reminded me of her flat. But at the same time I wanted to combine it with something more modern, using a small amount of colors and clearer shapes and materials to create a little bit more elegance and modernness at the same time.

So I started with the shapes in general. Here I still got inspired by older furniture. The following pictures helped me for the making of the candleholders:



I used the Curve and Revolve technique we also learned at class, so that was the easier part.

For the table, I got inspired by our own table itself and had a few help through a Youtube tutorial, which helped me remember a few techniques used on Polygons.

And about the chair: I had no other reference than my own imagination for this one. It has a very clear shape but I tried to make it more elegant with the use of Bavel.

After that I applied the textures. In general I tried to let the image seem very cold, but at the same time a little bit warm though.