



DES204 Isometric Bedroom Diorama

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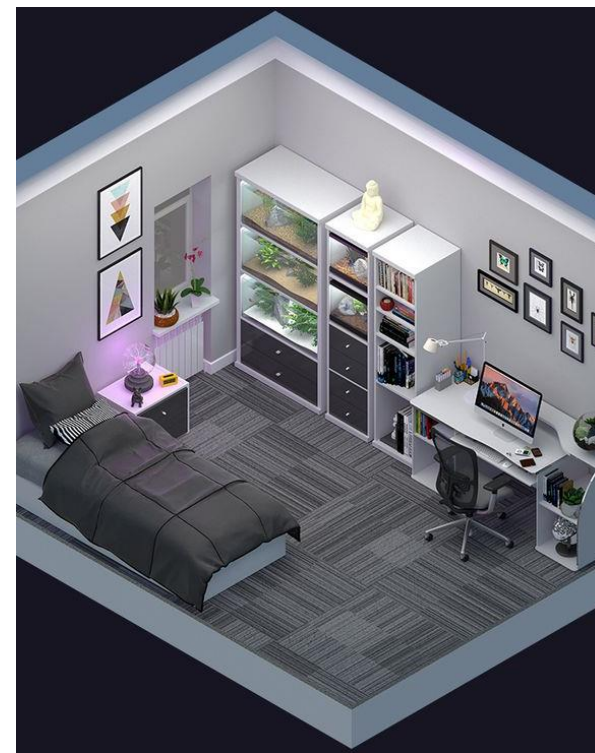
Project Scene

For this project I will be re-creating my own bedroom, it will consist of the following required objects.

- Desk / Storage
- Shelf
- Bed / Bedframe
- Cupboard
- Chair
- Heater
- Ceiling Light
- Smoke Detector/Alarm
- Window
- Pin Board

My own additions to the room

- Laptop
- Desktop
- Monitors
- Flags
- Lamp
- Wiring (for computer parts)
- Books
- Boxes
- Other small accessories



Examples Scenes

Scene Scope

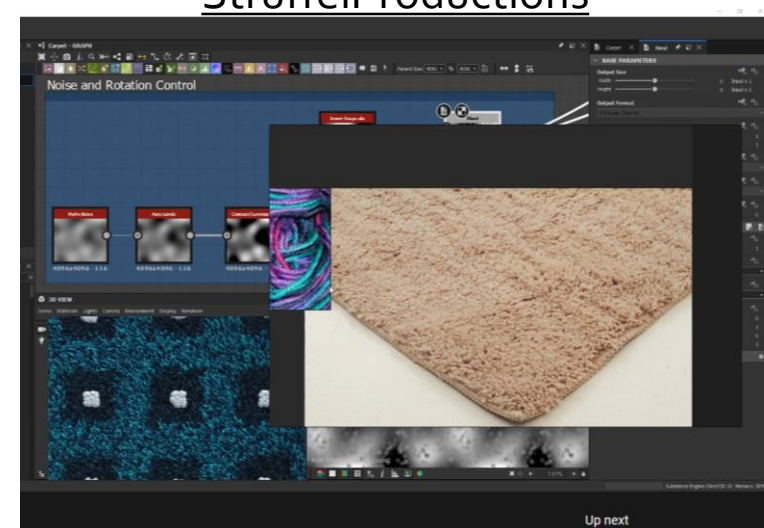
- The overall scope of the scene is of a decent size, The bases of the project will be easy enough to block out, adding my own additions is where most of my time will be going to as there is a lot of smaller objects, however I still believe in my own ability to create what is needed in the time frame.
- This scene will consist of both high and low poly objects, low poly for the smaller objects that are not of importance, high poly for the main objects as well as any cloth simulations I do (flags, bed sheet)
- My chosen software for modelling is blender and I then hope to export it to unreal engine 4 to apply my lighting, if not I will render it within blender itself
- I will use substance designer for creating textures for the walls, floor, ceiling and wooden objects.



Project Research

The main places I intend to research are texturing and cloth simulations, I still have a basic understanding of creating textures as well as properly applying them to objects so I wish to research heavily into substance designer and uv mapping, for my cloth simulations, I have never done them before but I do know blender has a good cloth simulation tool that I will use.

StruffelProductions



CGMatter

