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GIXD 503A: Creative Prototyping 1

Low Poly Blender Modeling

INTRODUCTION

Prior to this project, I did not have any experience working in Blender. I began with the donut tutorial and completed about half of the tutorial before deciding to start on my low poly models. I wanted to get a better idea of my editing options, so I loosely followed another tutorial for this project. I made my own design changes to align it more with my visual preferences and changed some of the fundamental elements. Overall, I acquired a good sense of many functions and editing options.

FINAL RENDERS

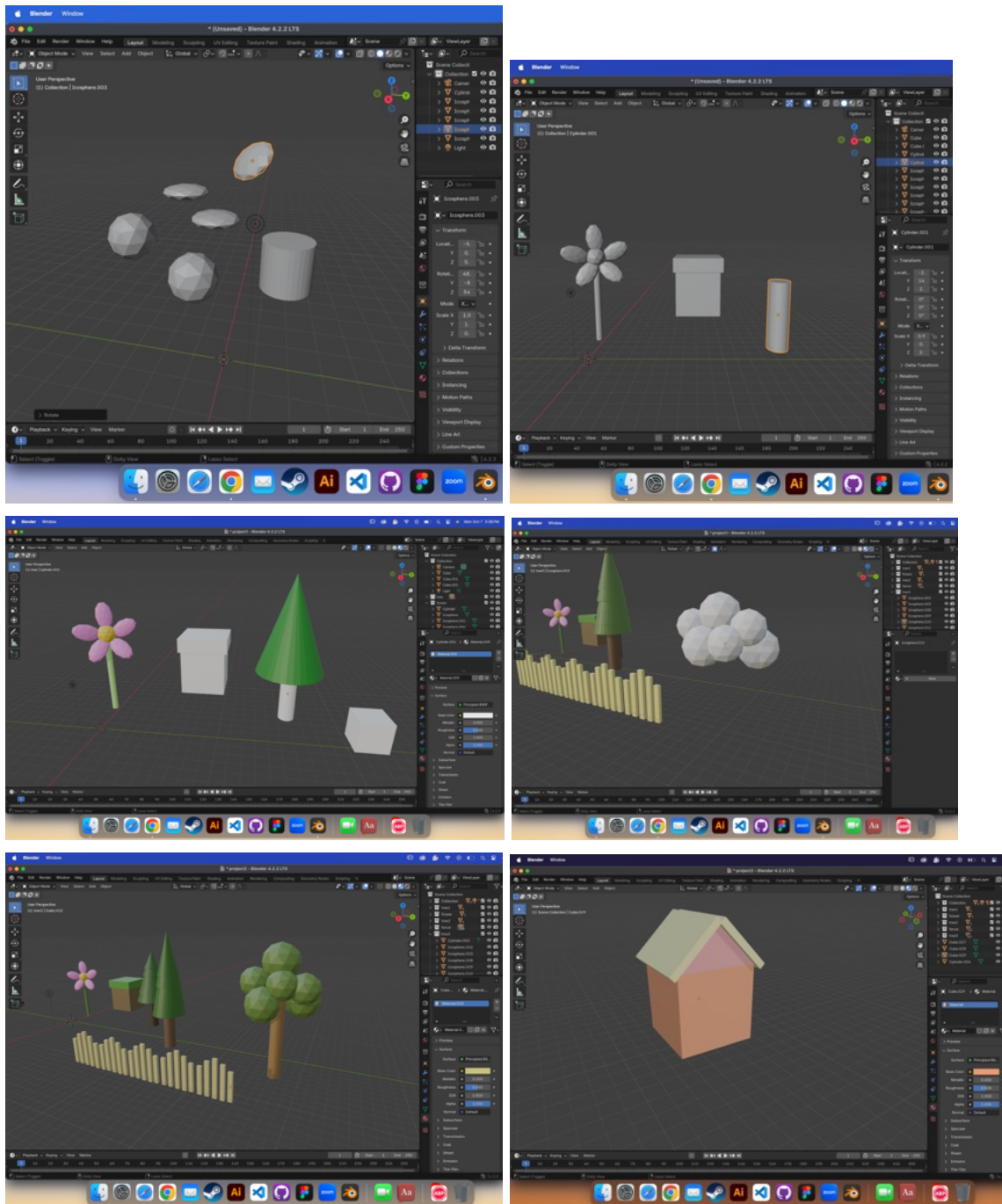




PROCESS

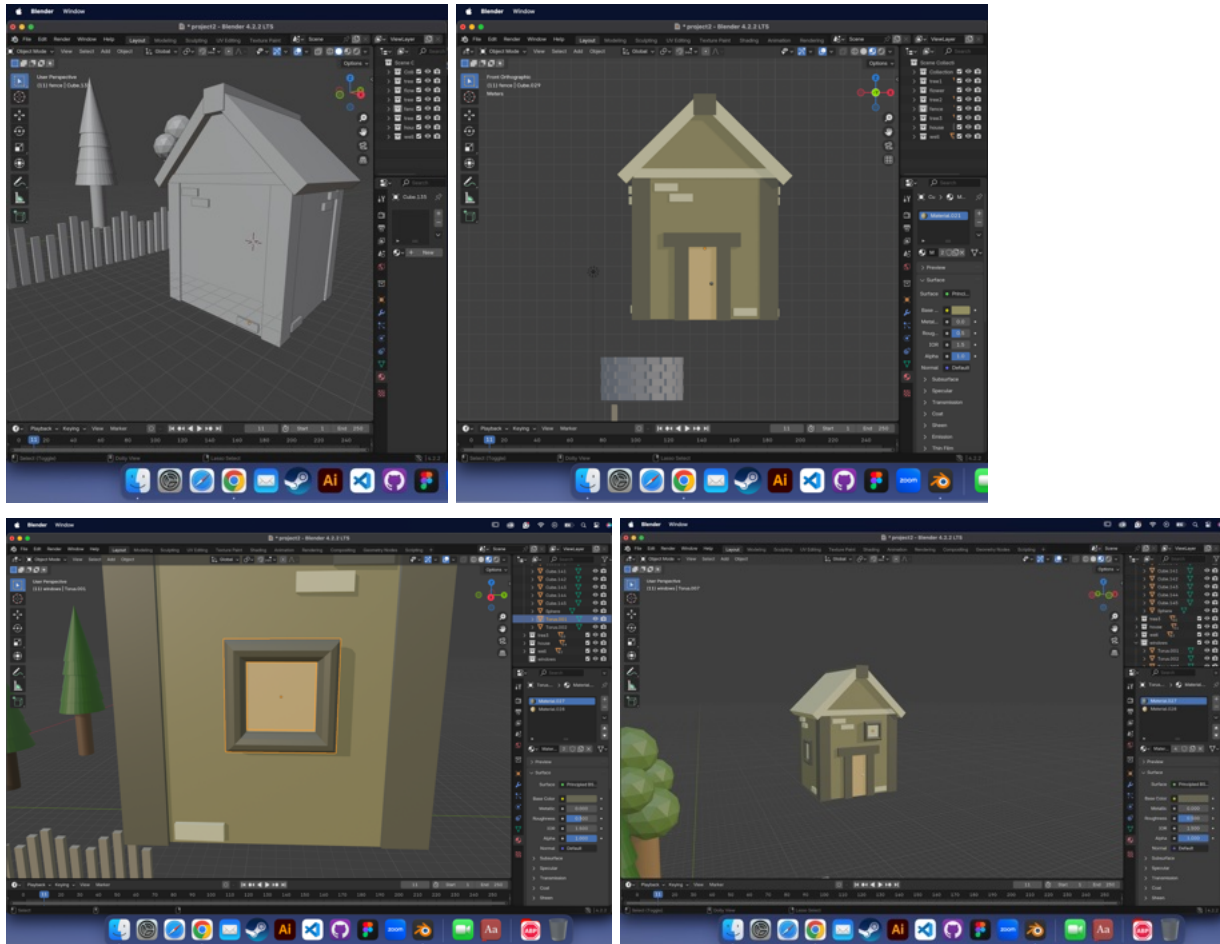
- A. Beginning: At the beginning of the project, I was feeling like there is a steep learning curve for Blender. The amount of shortcuts and commands that differ from many other programs that I am versed in surprised me. At this point, I wasn't sure how far I would get. I decided to push myself as far as I could go, so I chose to move past the minimum three model requirement. I found the

navigation controls to be slightly difficult to use. I focused on trying different shapes and object/mesh-types. Then I would scale them to my liking, not worrying about proportion. I ended up with a few basic objects as shown below.

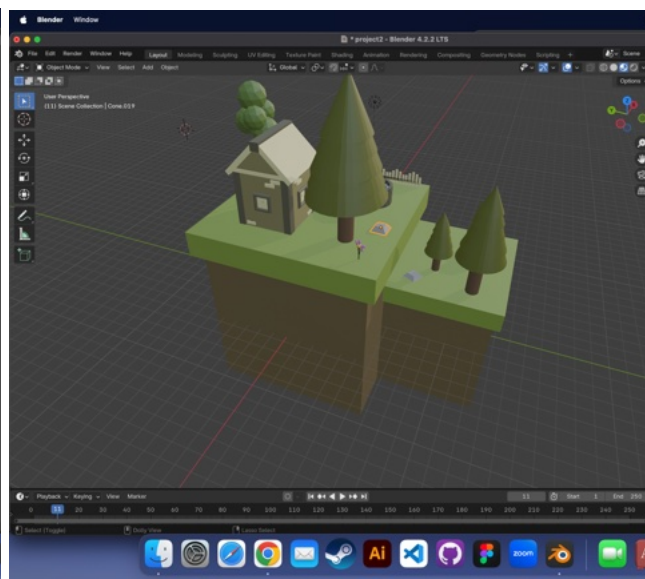
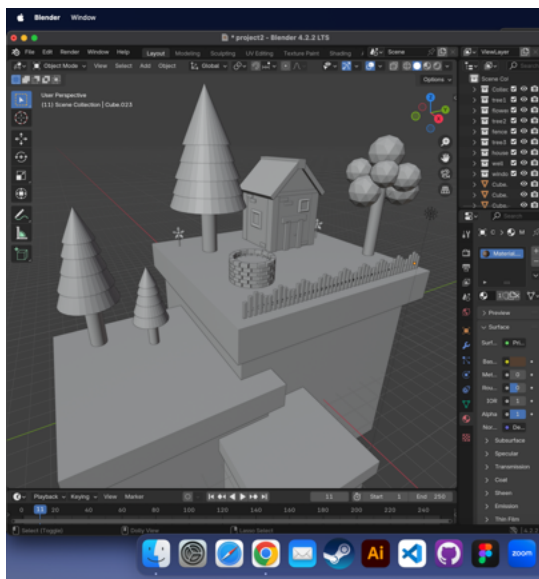
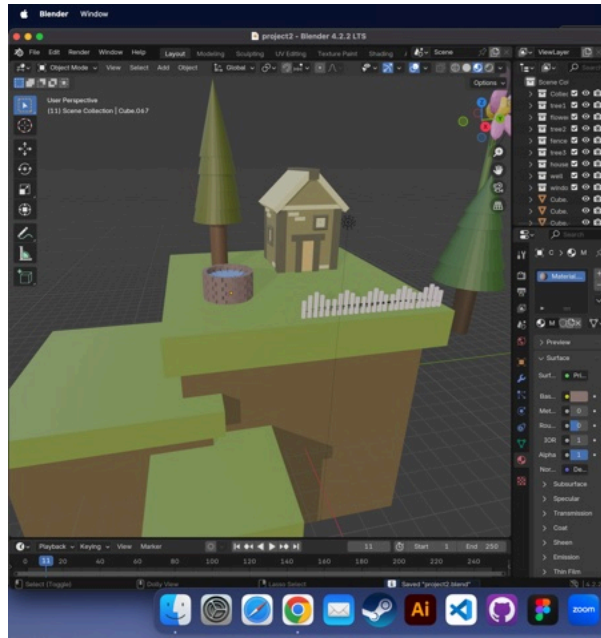
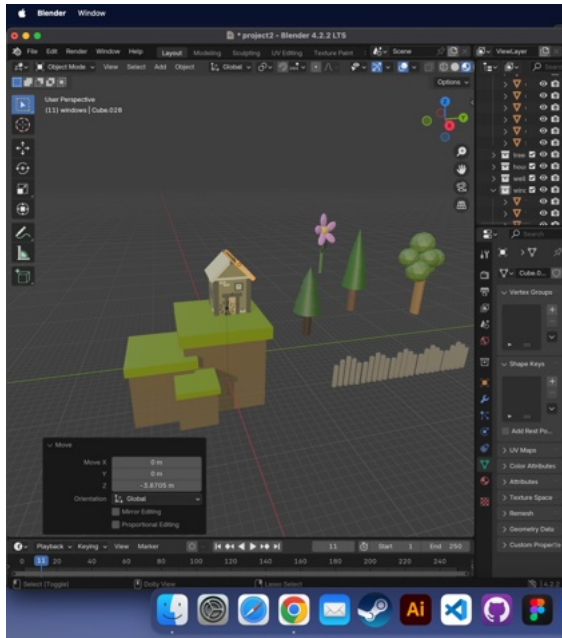


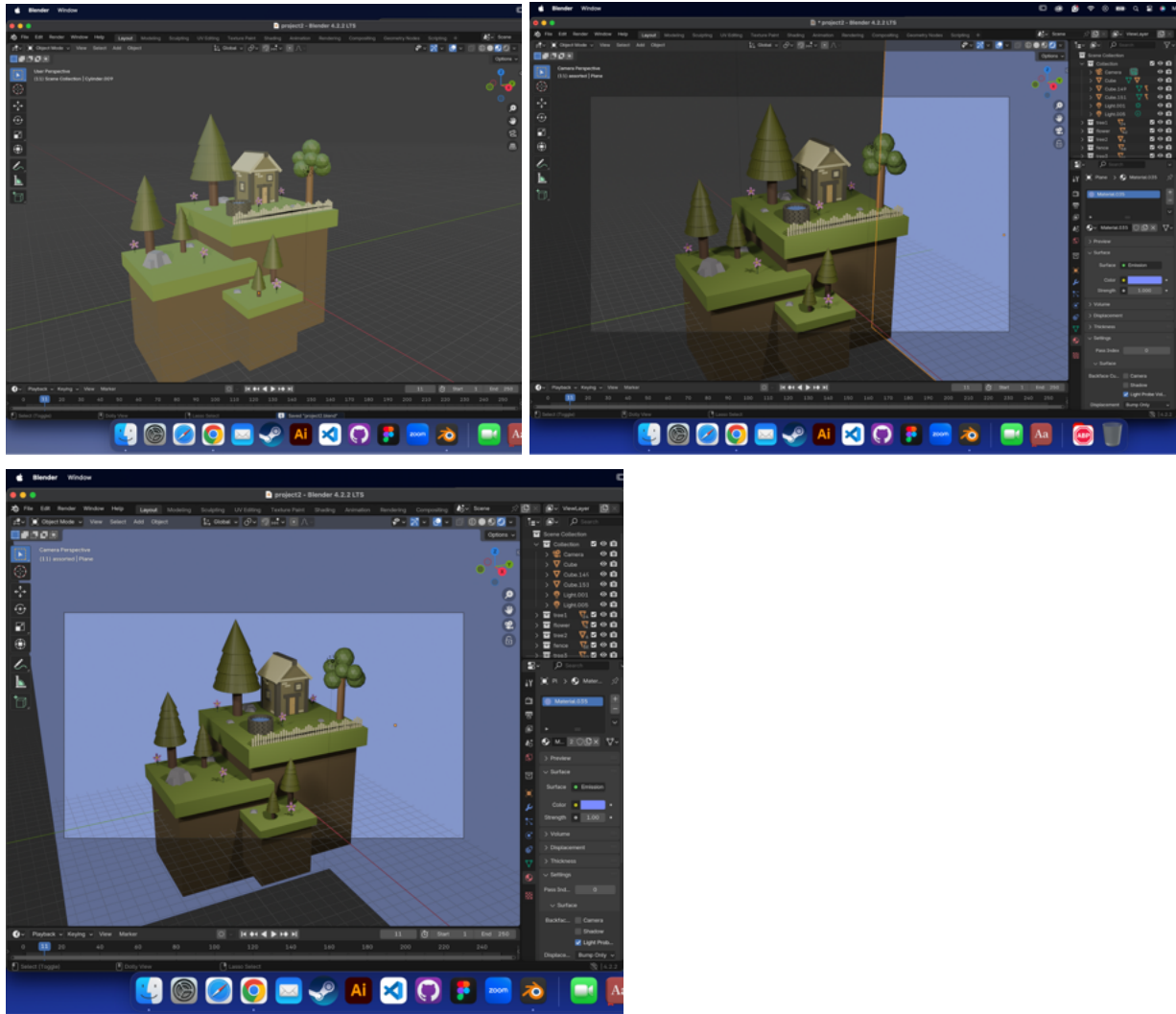
B. Middle: For this section, I was mainly focused on putting together different elements to model the house and changing some of the visual components in the other objects. I was experiencing some challenges with the Blender software. The navigation bar on the right side kept freezing. I was

able to find a solution online where I would select view, then frame all which would unfreeze it temporarily. Blender also crashed without me saving recent progress. Luckily, I was able to recover the file! Lesson learned on saving the files consistently - Google was my friend during this process. I was starting to get a hang of the shortcuts a little bit more which sped up my process. I was ready to put together all of the elements into a final form.



- C. End: This is when I really felt like I had a grasp of the different functions. I felt like the main attributes were finished and this section was more about applying the same commands that I knew. I organized each object, using the parent function to make moving everything around easier. I came up with the final layout. Then, I worked on the lighting and camera view. The lighting element was a bit confusing for me, it seemed very easy to make everything look blown out. I just kept adjusting until I liked how it looked. I wanted the final renders to have a better background, so I added a blue plane. Finally, it was finished!





CONCLUSION

During this project, I experimented with different objects, shapes, scaling, materials, etc. I learned many of the basic commands and functions of Blender. There were moments of frustration, and then relief as I searched for solutions. I was pleased with how my final product turned out. It feels like there is so much to learn still but I am excited about the foundation that I gained.

