

Home of the **W**itch



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Imaging and Animation

Home of the Witch

The theme of my scene is "Witch's House". The main idea is to depict the scenery of the house in a sunset mood. I'm aiming for a Japanese RPG look as the scene is for a possible expansion for the hit game "Atelier Rorona".

As for the prop animation, the main object I'll be animating is the large mixing pot. I'll be animating bubbles and steam for the liquid inside it.

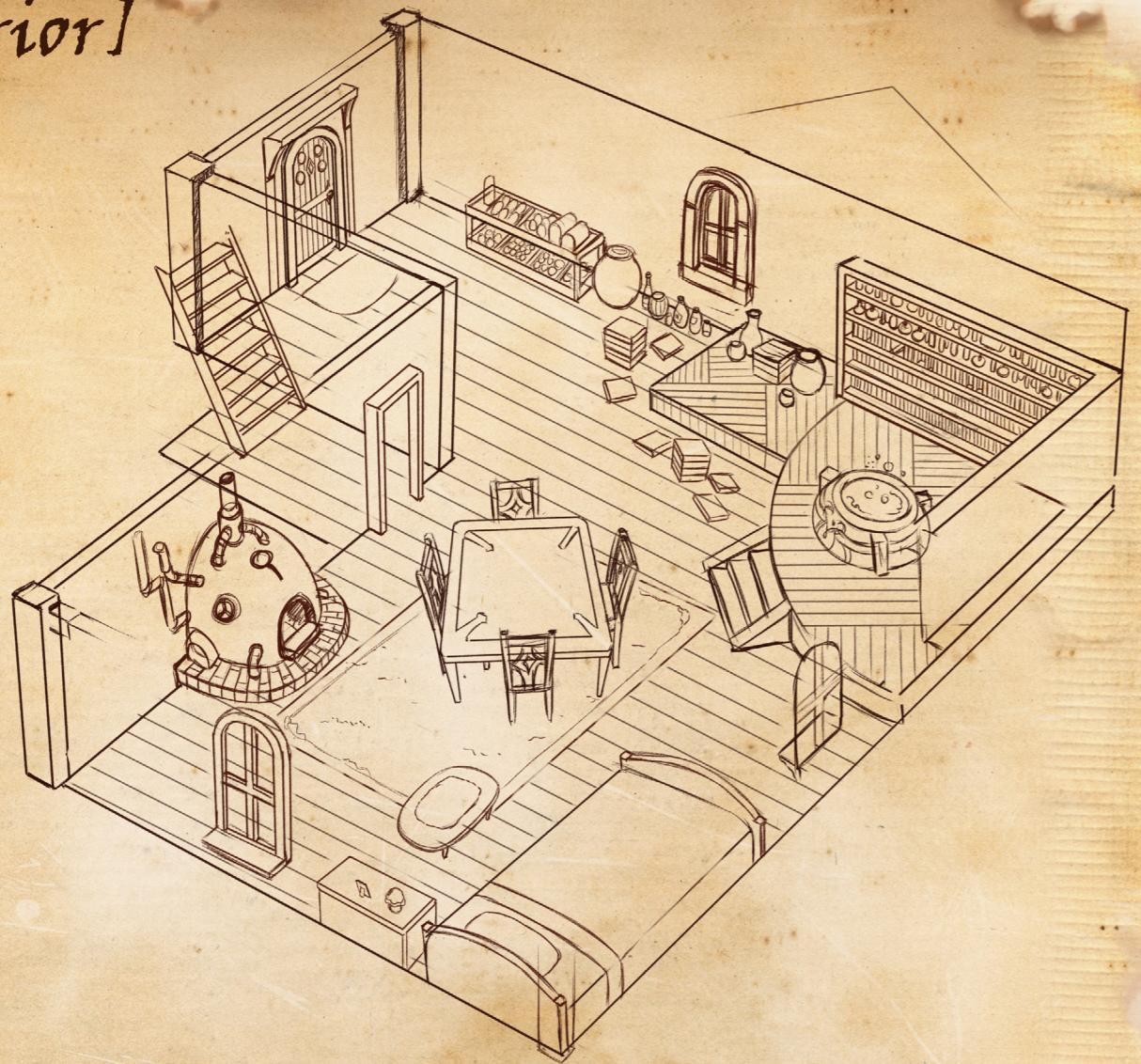
Other than that, I have plans to model a character (that I have sketched on the right) if time permits.



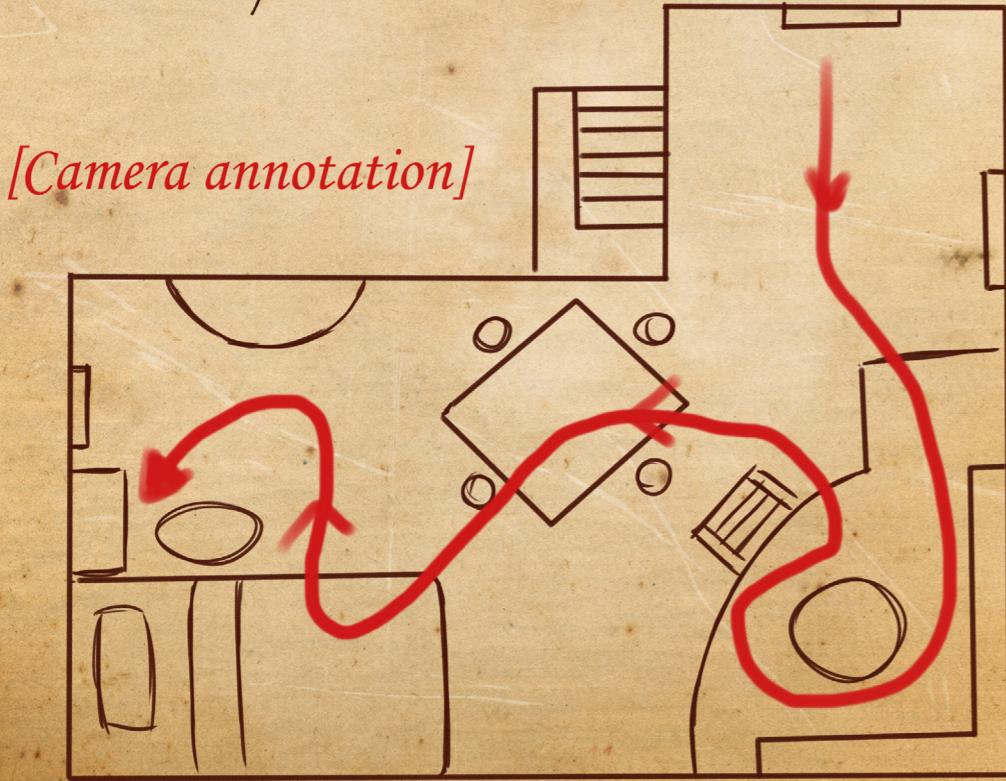
[Prop designs]



[Interior]



[Floor plan]

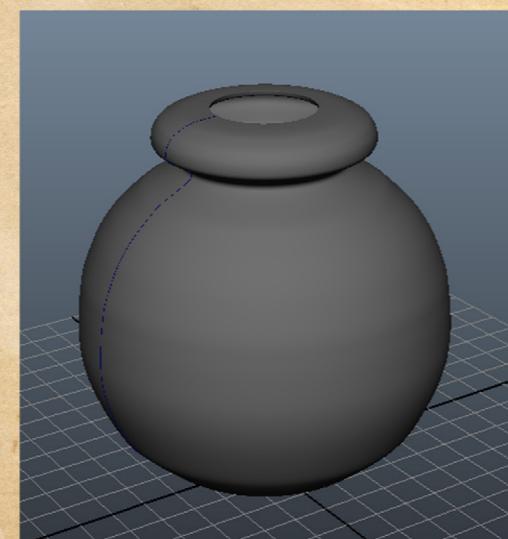
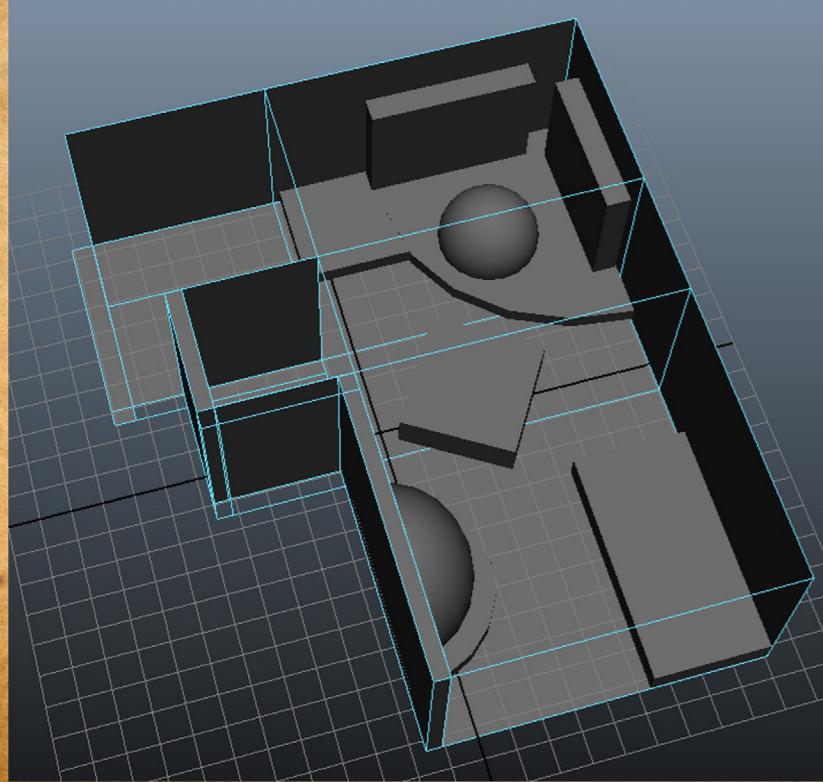
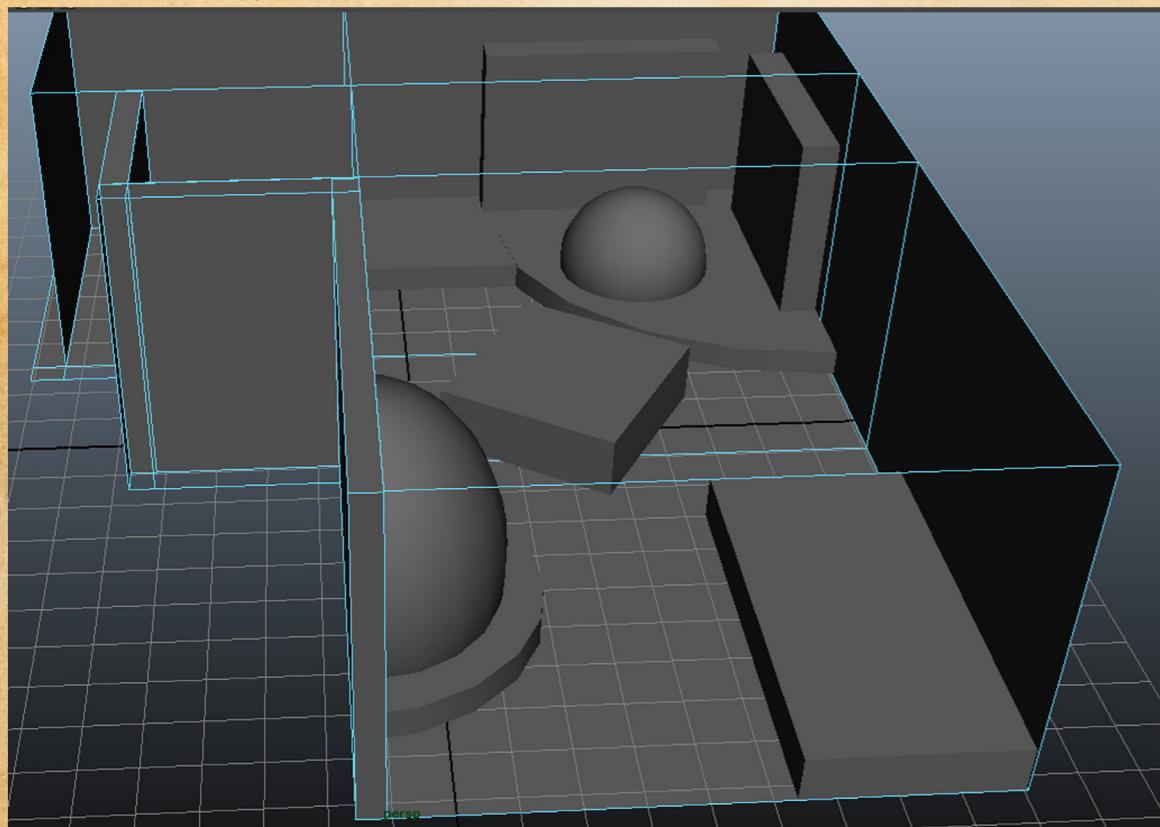


[Camera annotation]

[Color mood Illustration]



[Maya Screenshots]



[Image reference]

source: Atelier Ayesha

