**Logbook**

Block Out Process:

To start with, I decided to set out the floor with a player to get the correct dimensions and size for my room. I will use this player model to make sure all my items in my room are the correct size:

A person standing on a mat

Description automatically generated

I repeated this step with the right wall:

A person standing in a room

Description automatically generated

Again, with the left and back wall, however I inserted a thin block out within the windows for now:A cartoon character standing in a room

Description automatically generated

I then added a front wall with a door and 4 windows on-top. Again, I filled them with a thin block out for now:

A white figure on a grey surface

Description automatically generated

I made a roof but for the time being, it will be hidden throughout the entire logbook:

A computer generated image of a box

Description automatically generated

This will be my Sofa, making sure to leave some gaps on the side to not make it look so compact:

A white figure in a room

Description automatically generated

And this will be my Side Desk, again leaving a gap on either side:

A cartoon figure walking on a building

Description automatically generated

This will be the desk, eventually will be seen with some items on-top of it:

A screenshot of a video game

Description automatically generated

Alongside the desk, I’ve decided to add a Cupboard as this will make the scene feel more like a home:

A greyscale shot of a person standing in a room

Description automatically generated

This will be the Fridge; my aim is to eventually have an item or two leaning against it:

A person sitting in a room

Description automatically generated

This will be the Shotgun leaning against the Fridge:

A video game of a room with a person in it

Description automatically generated

This will be the Door Mat, again making the scene feel more like a home:  
A white figure in a room

Description automatically generated

Same for this Rug:  
A white figure on a platform

Description automatically generated

Items on the Desk:

My first item will the TV:  
A screenshot of a video game

Description automatically generated

Along with a TV remote:

A grey cubes on a white surface

Description automatically generated

I’ve decided to add a Pistol to give the room that apocalyptic feeling:  
A greyscale shot of a cube

Description automatically generated

Another item will be a Ball, this will be a moving object falling off the desk in the final render:

A grey object on a surface

Description automatically generated with medium confidence

Again, to give off that apocalyptic feeling, I’ve decided to add Dirty Plates to the scene:  
A screenshot of a video game

Description automatically generated

Along with the Dirty Plates, I wanted to add empty cans of food on the side:  
A screenshot of a computer game

Description automatically generated

To finish off the desk, I’ve decided to add an old looking Stool to the scene:

A screenshot of a video game

Description automatically generated

Finaly, I want to add a Lightbulb in the middle of the room which will help with lighting in the final render, and this will also be a moving object, making it swing side to side:

A computer generated image of a computer

Description automatically generated