

Iterations - Diorama

1. Preparation

I chose to make a model of two old concrete blocks commonly found in Eastern Europe for my project. They're a good choice because they're made of simple shapes, which was required for the assignment. Plus, I'm familiar with them since I've seen them a lot in my life. The only challenge was that I needed to learn how to use Blender better, so I watched a tutorial to improve my skills.

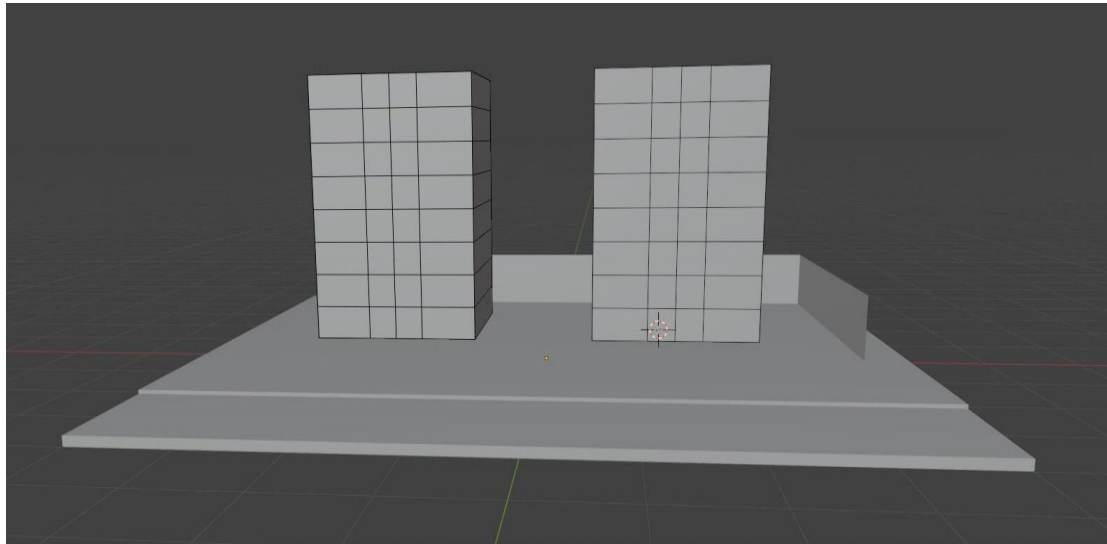


The tutorial: <https://www.youtube.com/watch?v=0TzjpR3pdpk>

2. Process

a) Foundation

First, I began by creating the base or foundation of the diorama. This involved starting with a flat surface, called a plane, in Blender. Then, I shaped it by pulling parts out to create the basic form. I also made cuts along the surface to add more detail using a tool called loop cutting. Once I was happy with how it looked, I added another plane that I would shape into the concrete blocks themselves.



b) Modeling a block

Once I had the foundation set up, I began working on modeling one of the concrete blocks. To ensure symmetry, I created a separate element from the original plane for each block. Then, I started shaping the block by adding features like balconies, windows, and doors. These details were kept simple at first, with the intention of refining them later. Additionally, I applied some basic colors to get an idea of how they would look, although these colors were likely to be adjusted later on.



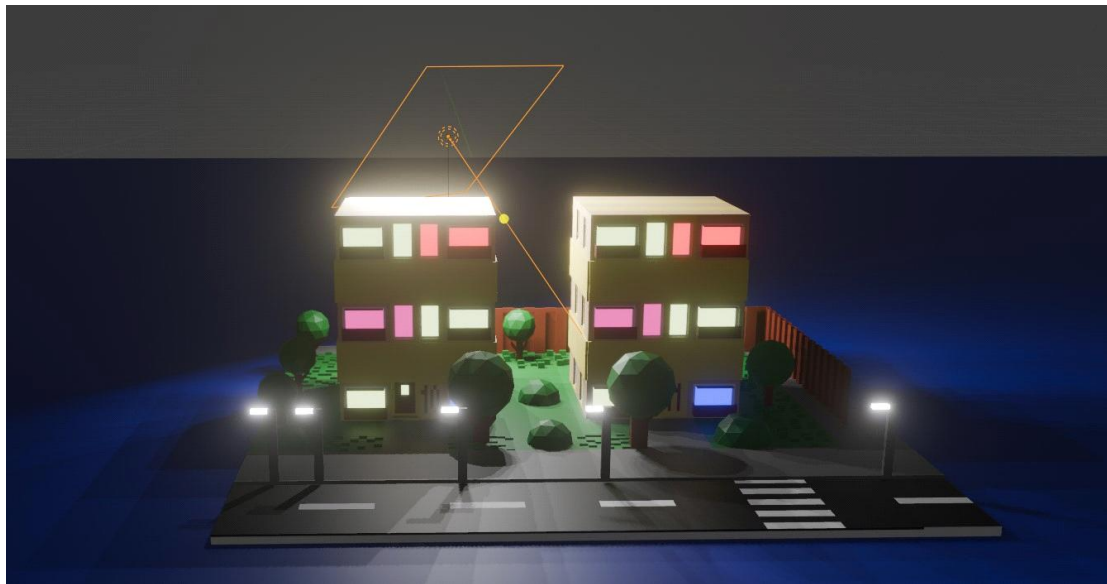
c) Adding details

Once the main modeling was complete, I moved on to adding more intricate details to the project. This involved adding colors to the structures, refining the lighting to create a more realistic atmosphere, and incorporating additional objects into the scene. I also spent time enhancing the details of the fence located near the buildings. Overall, I was pleased with the results of these additions and adjustments.



d) Lighting and camera

Once I had completed the previous steps, it was time to fine-tune the lighting and camera angles to achieve the desired outcome. To enhance the visual appeal, I introduced another plane with a dark navy blue color. This plane served as the background and added depth to the scene when viewed from a higher angle. For the lighting, I utilized multiple area lights and adjusted their angles as demonstrated in the tutorial I followed. With the lighting set up, I proceeded to adjust the camera angle. To simplify this process, I utilized an addon called ISOCAM, which helped me set up the camera almost automatically.



e) The result and final thoughts

I'm really happy with how my first Blender assignment turned out. Even though it was my first time using the software, I feel like I achieved success with the project. Of course, there are areas where I can improve, but overall, I'm satisfied with the outcome. It's exciting to see what I can create with Blender in the future as I continue to learn and grow my skills.

