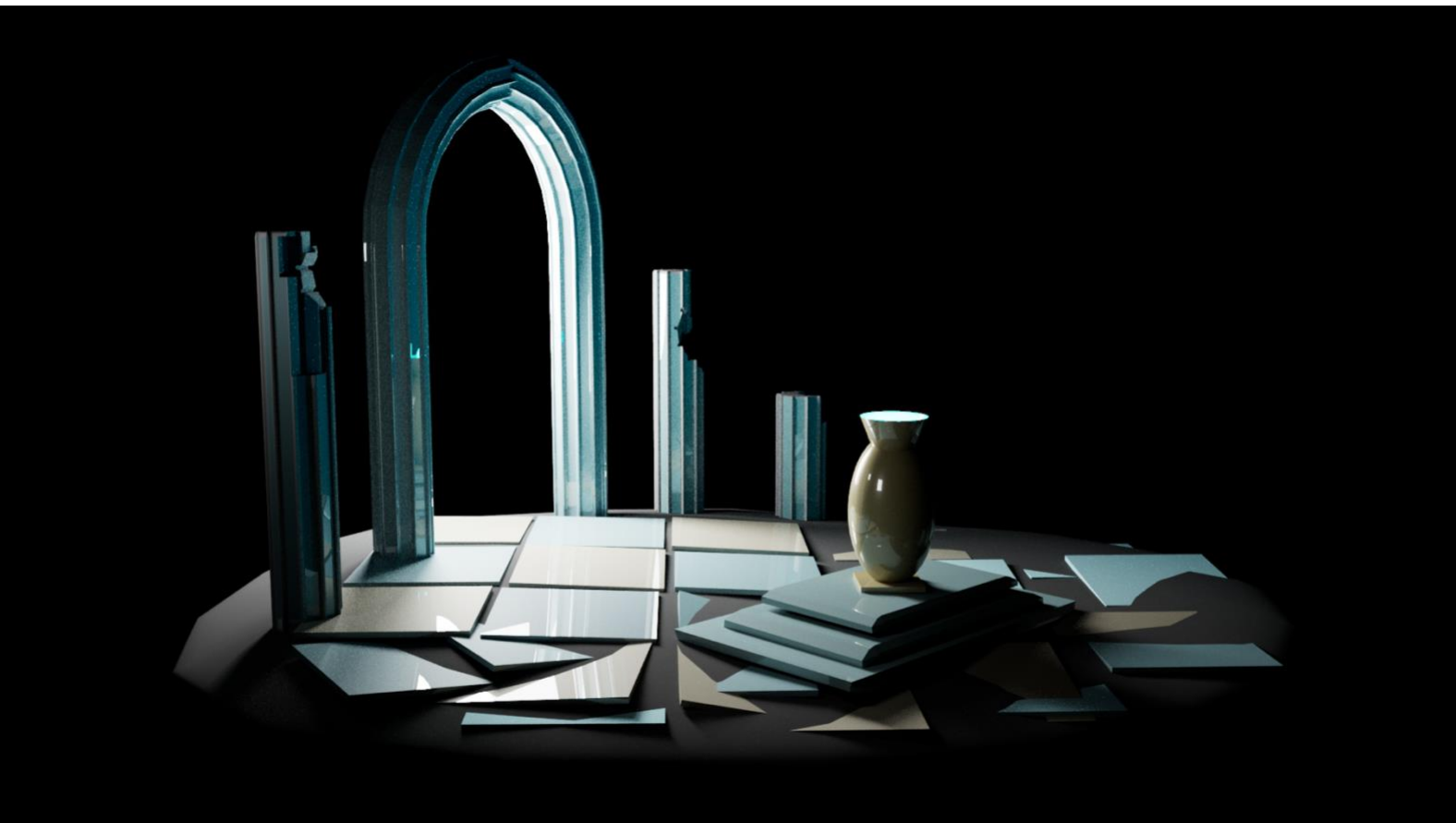# 3D story-worlds rotation

Link to myblog:

Reflection: The aim of this weeks rotation was to create a 3d story world with character and atmosphere using maya. The challenging aspect of this week was trying to create an accurate representation of the ideas I had in a completely new programme but I really enjoyed the learning process and problem solving involved. It was really interesting exploring a different medium and has inspired me to try more 3d modelling to bring a true sense of life to ideas and concepts. My aim was to create part of a landscape reminiscent of ancient greek ruins but with a slightly more clinical and clean feel to them, to give the notion that the people that once lived there took great pride and put a lot of effort into the upkeep of the area. I approached it with the thought that perhaps they were elitist, aristocratic and a little bit magic (suggested by the perfectly preserved vase with a slight glow coming from inside). I wanted lighting and reflection to be the main focus and main tool in creating atmosphere so chose to only use area and mesh lights so the unlit areas are enveloped in darkness.