


| | |
|-------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3D STORYWORRLDS ROTATION Xanthe Pollard | x.pollard0120211@arts.ac.uk |
|  | <p>This ended up being my final product for the 3D Storyworld's rotation. My initial concept for this diorama was to build a giant mushroom Forrest with some of the mushrooms being houses for either fairies or fireflies. I then had to learn how to use Maya. This was initially quite difficult at first as there was a lot going on and thus overwhelming. I learnt about polymodeling as well as sculpting to build the basis of my environment. I then learnt about Arnold which aided me with colouring, lighting and rendering. This was hard to navigate, however, once I got the hang of it, I ended up with something I was really happy with. Overall, I really enjoyed this process and although it was difficult to get my head around but was rewarding overall</p> |
| https://xanthePollard.myblog.arts.ac.uk/ | |