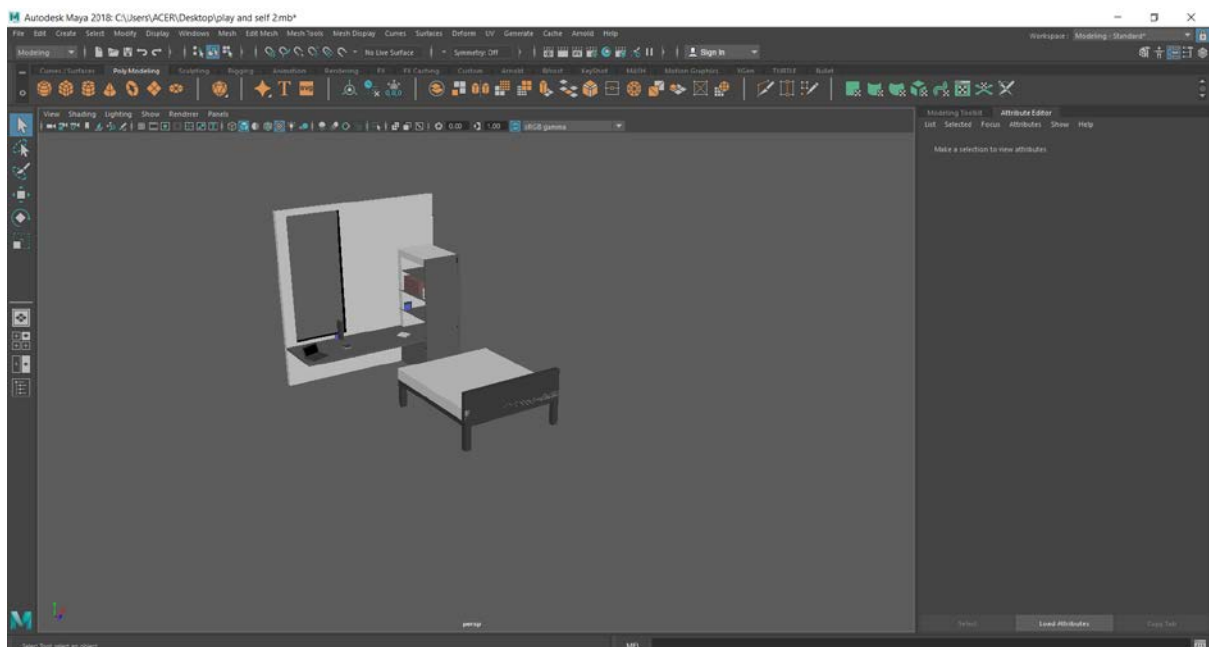
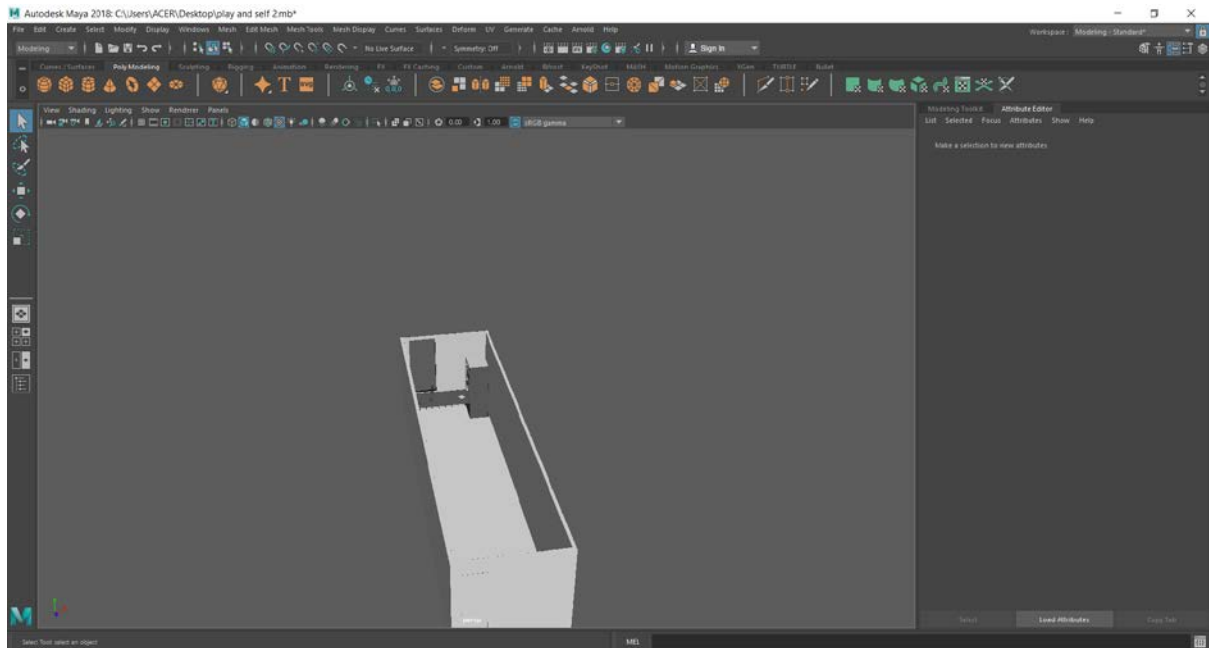


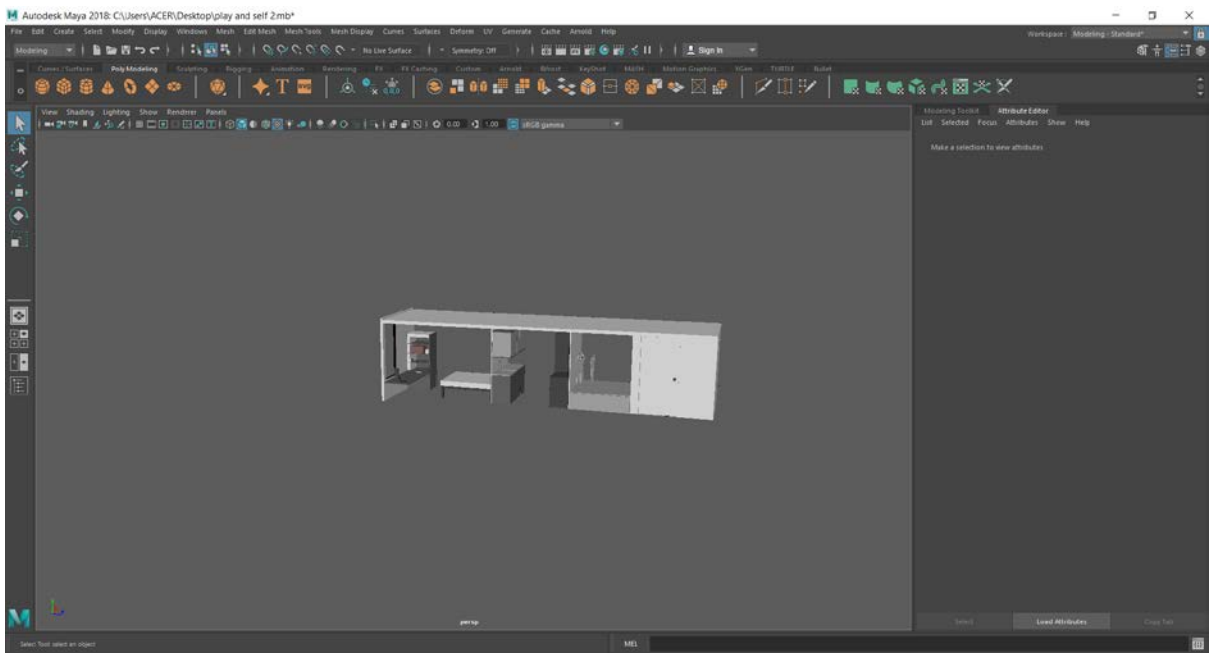
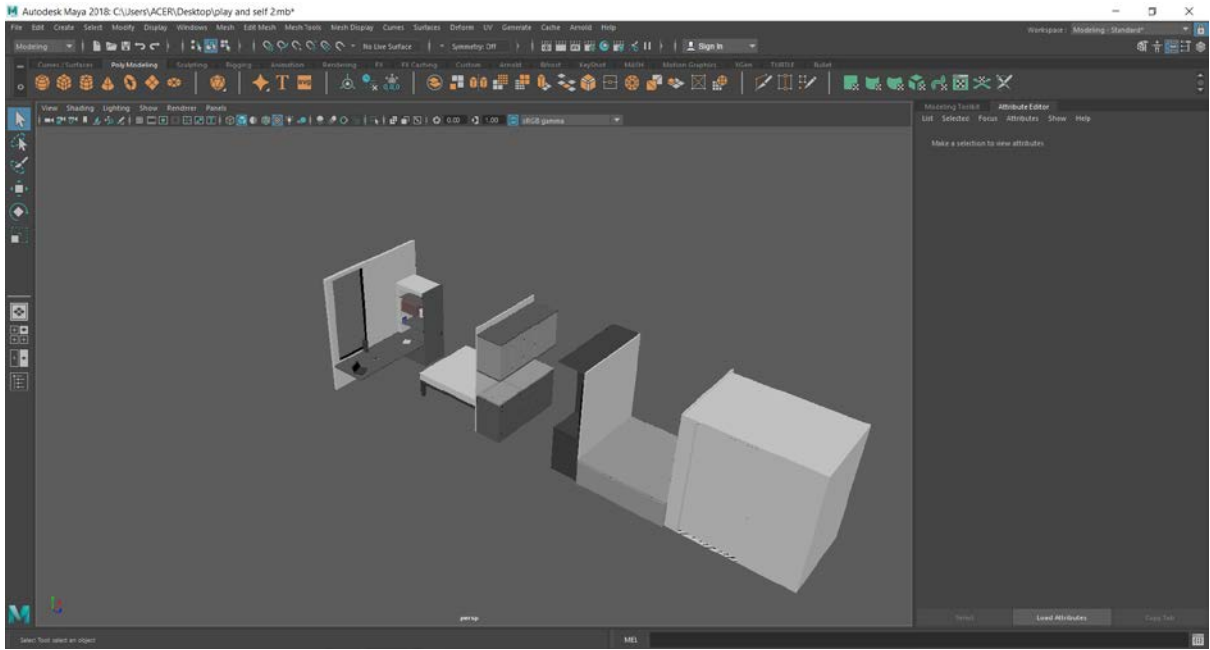
Advanced Play Design

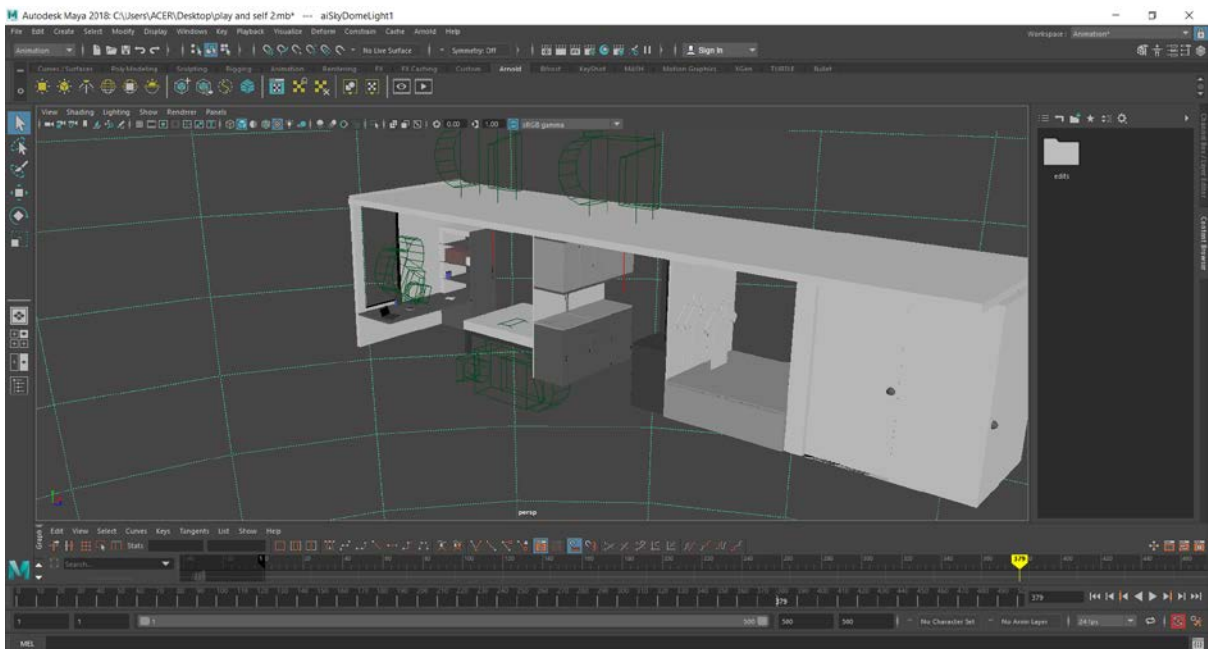
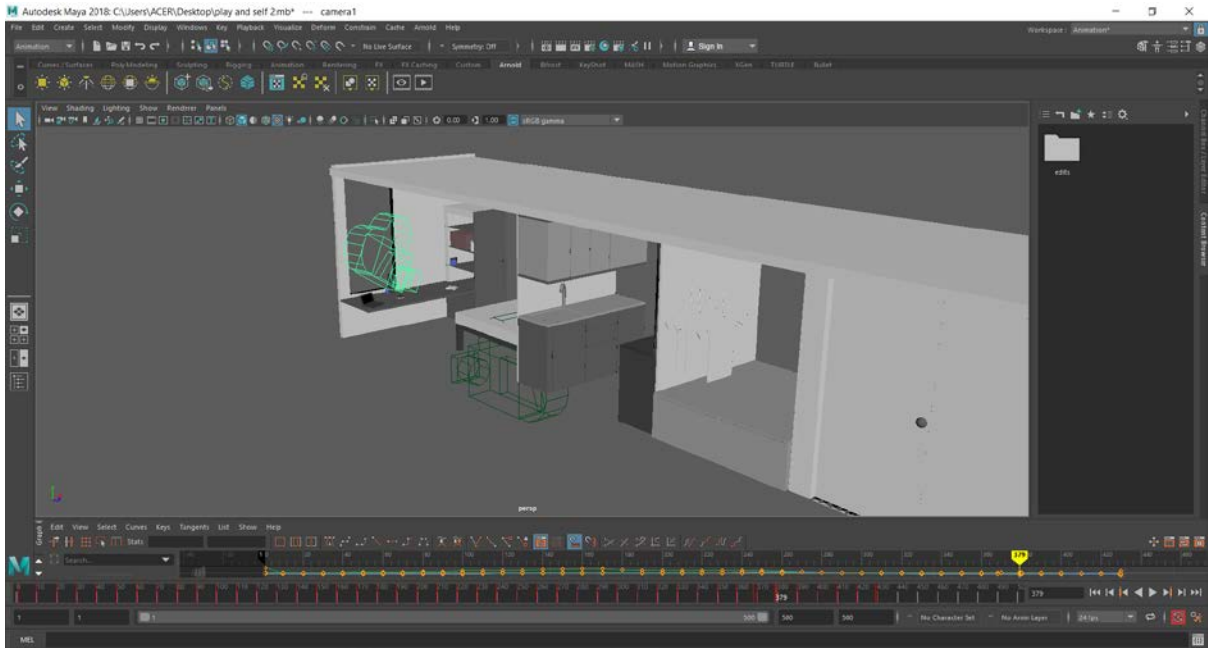
Week 1: Play and self

Documentation of work

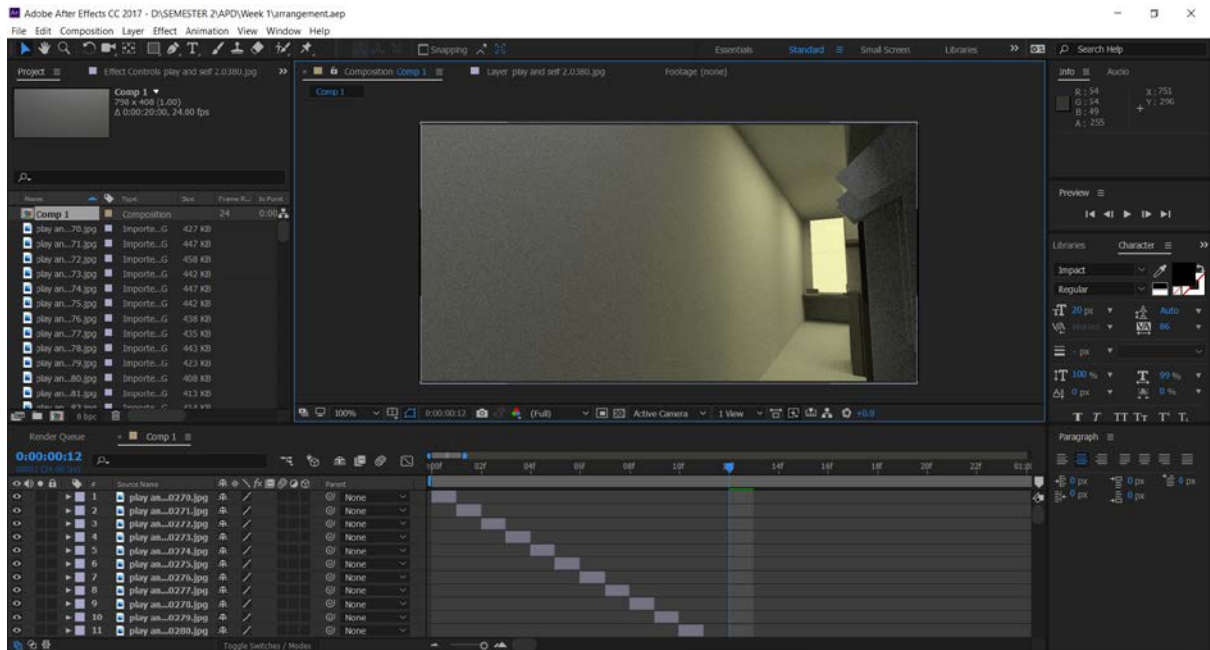
I wanted to represent myself playfully with the weekly theme, so I started off by creating my own house in Maya. I photographed and observed my own house and started creating the 3d model.



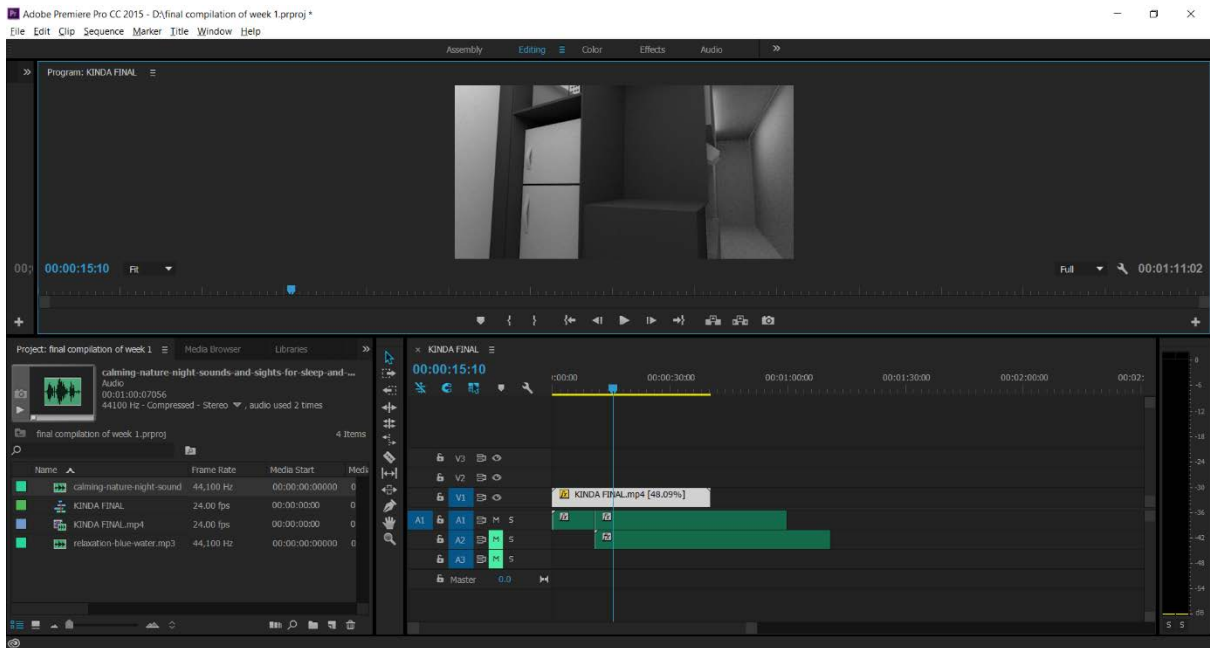


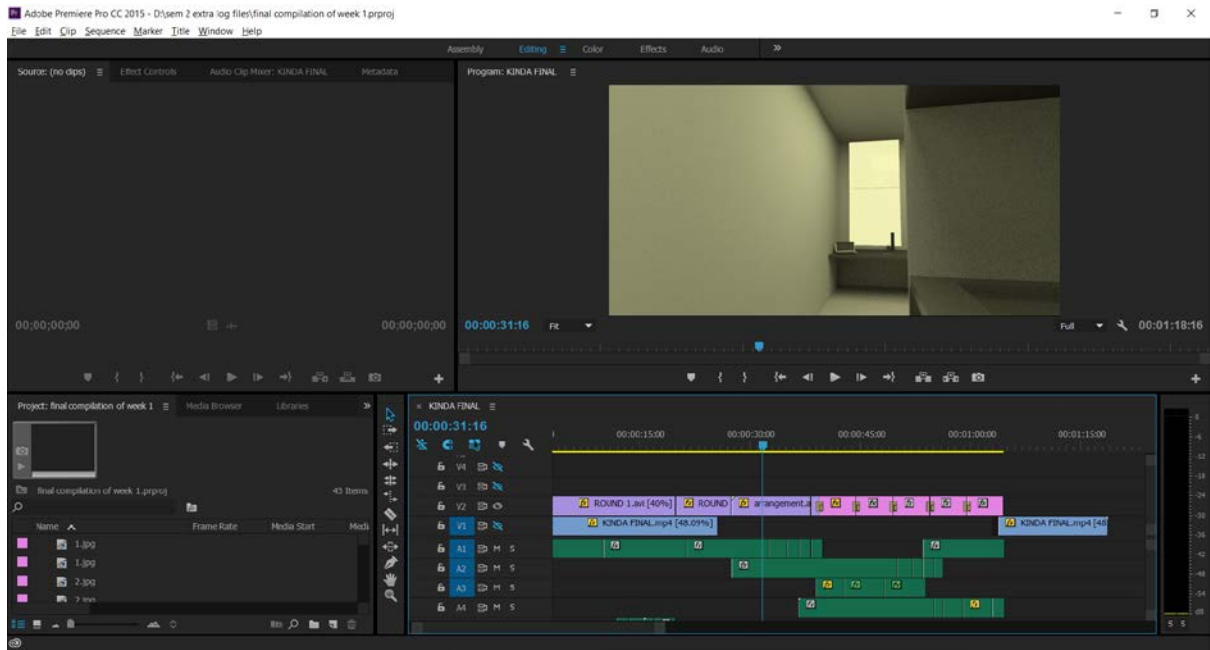


After rendering the frames, I arranged and edited in after effects:

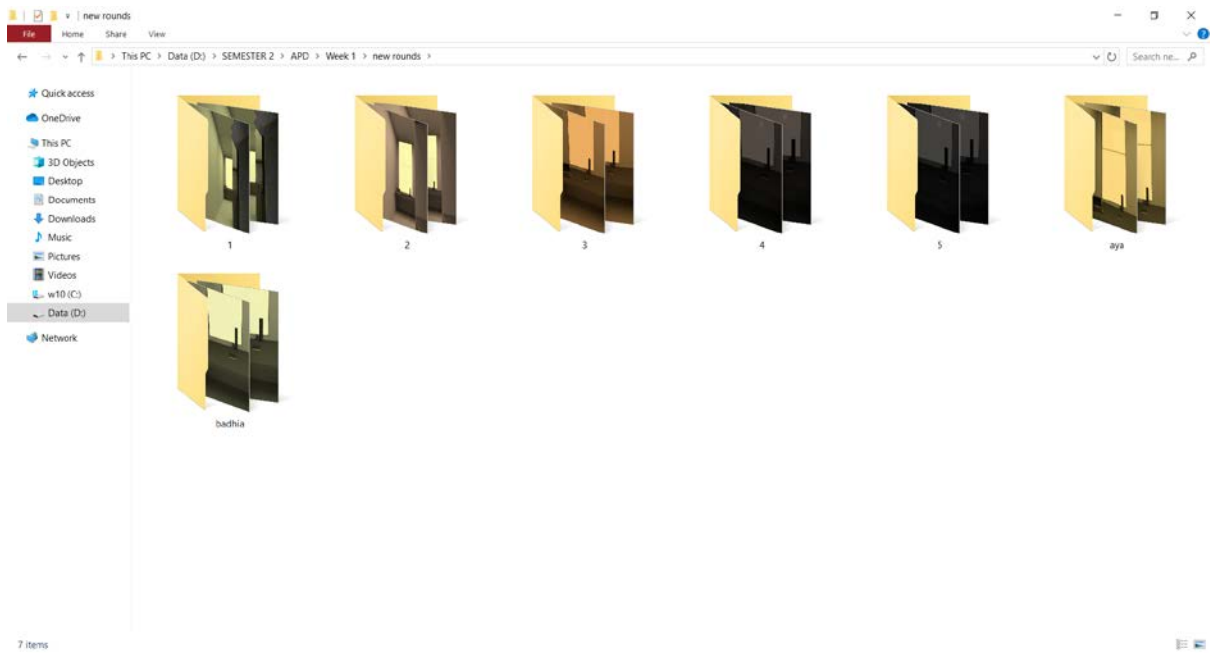


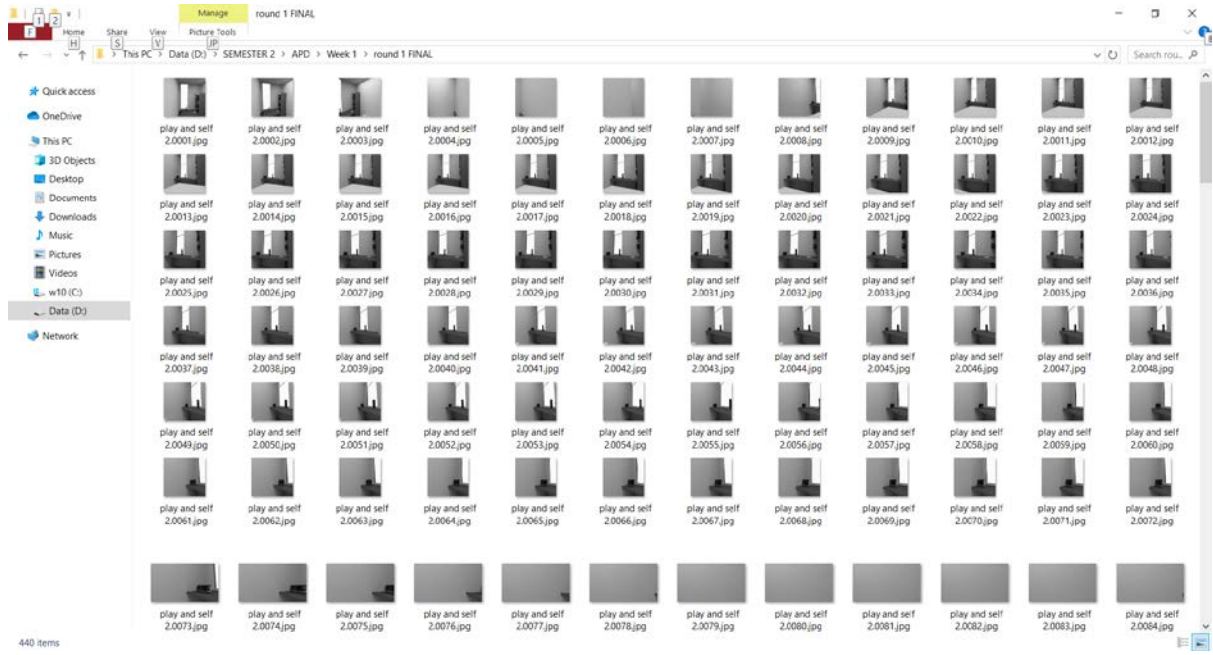
I did the final cuts, edits and sound work in Premiere pro:





Multiple walkthrough renders with different lighting setups:





Multiple video tests:

