

# STUDIO FOLIO 1 - FOLIO PLAN

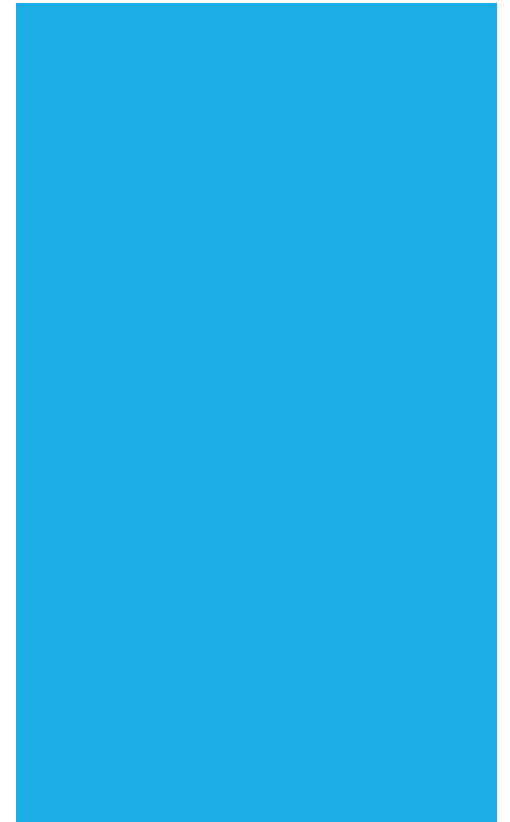
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## (1) Rationale

To improve myself in modelling and texturing, I would like to create a 3D sci-fi scene which depicts a space abandoned city. And I want to apply this scene in my future project. Since I have never use nodes in Blender before, I would like to try procedural modeling in some part of the scene.



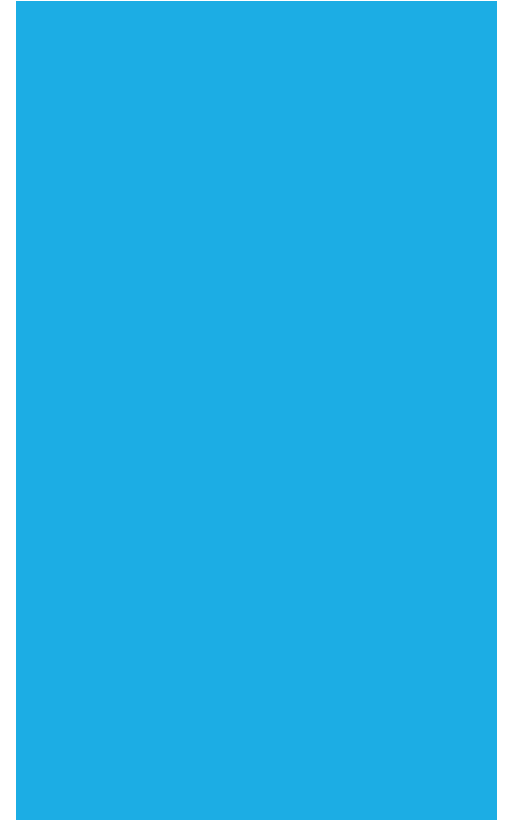


## (2) Context:

The scene includes a dark street and a spaceship. I want this scene to be complex and have realistic textures. A little bit of cyberpunk vibe.

### Example

- Night-Time Alleyway with Neon Signs (Ioana Tanasache)
- Love, Death + Robots : The Witness (Alberto Mielgo)





•Night-Time Alleyway with Neon Signs (Ioana Tanasache)



- Love, Death + Robots : The Witness (Alberto Mielgo)

### (3) Method:

First, I will find references, draw a sketch about what the scene is going to look like and place some cubes in the approximate position. Then start to modelling. Create the basic structure of the city by using Blender nodes, and later model other props such as spaceships. After that, align UV maps, create textures, and finally render as images presenting the scene.

#### (4) Production:

The tools I'd like to use are:

- Procreate: For design and sketch
- Blender: For 3D modelling and render
- Substance Painter: For texture
- After Effect: For compositing

# (4) Production: Timeline



Week 1: find references, sketch, and plan the approximate location of models



Week 2: use Blender nodes to create landscape and some buildings



Week 3: Modelling props and create more details



Week 4: more details and UV Mapping



Week 5: Create texture



Week 6: lighting, render and compositing



# (5) OUTCOME

**A RENDERED 3D SCENE**

