

HOUSEHOLD MONSTERS, Maya Process

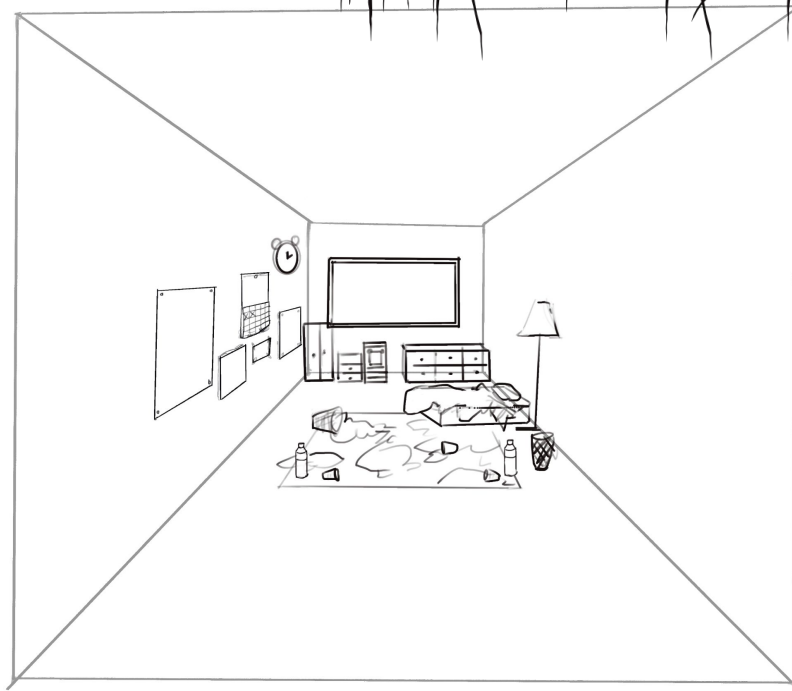
3D Storyworlds Rotation 2022



At this stage, I was trying out and playing around with the different material options and Arnold shaders, etc. I was really working to achieve a certain style I wanted for the rendering.



INITIAL IDEAS AND SKETCHES



Experimenting with textures for my “window wall” material

I was not aware of how the mesh topology would affect the Auto-UV wrapping at first so I had to figure out how textures would work on the model better. I redid my window wall many times with different topologies while trying to understand which method of modelling the window into the wall was the most effective for a clean mesh so that my texture could work seamlessly onto the material of the whole wall with the window frame.









