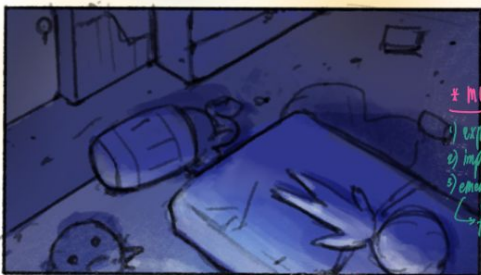
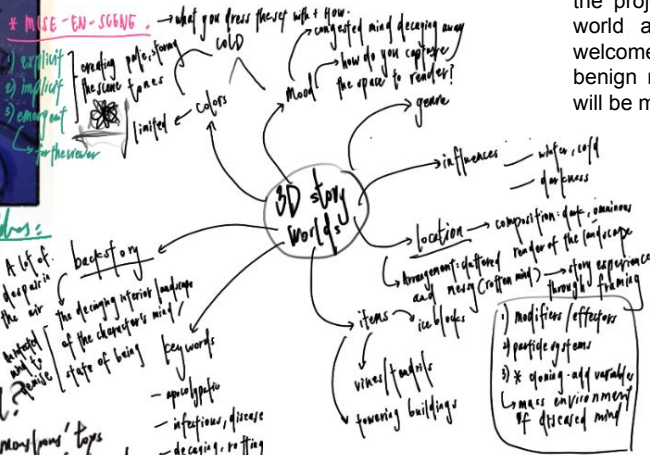


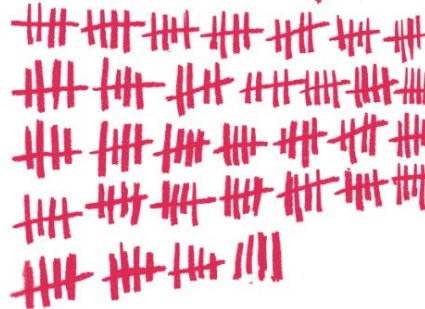
20023121



By using the universal childhood concept of 'monsters under the bed' at night as a frame of reference, I want to create a themed bedroom in an isometric perspective or technique that has plushies/ soft toys sprawled and scattered all over the bedroom, ones with tangible 'monstrous' qualities to them in nature. The room will be fairly dark lit to infer our humane instincts to be scared of the dark and unknown. I want to 3D model many of these monster-like but friendly and harmless creatures all around the messy bedroom to show them existing in plain sight with us in the same room. I plan for quirky, whimsical or colorful designs for the project to show a person's understanding of the world around them in a way that embraces and welcomes one's fears and such in a compassionately benign manner. As such, HOUSEHOLD MONSTERS will be my 3D world and project. (Isometric Bedroom)



WHEN I'M GONE



Example of texture to be applied onto one of the walls as a graffiti overlay →

* • Monster Draft sketches:

→ Monster living in plain sight in the Red Room with $\frac{1}{2}$ as a form of looming presence = Doom!

A bit of
the air
through
my
nose

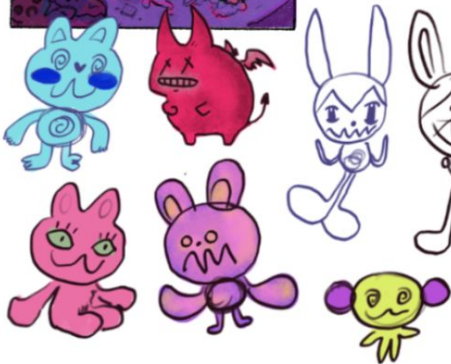
backstory
The decaying interior landscape
of the character's mind
state of being

keywords
- apocalyptic
- infectious, disease
- decaying, rotting

'Money' and 'Tops'

→ Rough sketches of 'moss/pans' tops
to be modelled into the dark moss/dust and
musical representations of 2 FEAR.

- **Chaotic** - Maximised mood (no overlapping objects)
- **Minimises** the intensity of FEAR in the mind rapidly.



Moodboard

20023121



Bedroom, central window that's completely open



*Design Board:

→ Palette:

- 1) shades of blue
- 2) Reddish off white
- 3) Purple Diner
- 4) Pinkish / Tans
- 5) Bottle / color
- 6) Orange / Bed
- 7) Maroon / (light)
- 8) Dark blue
- 9) Greenish / Cas
- 10) Brown / Cas
- 11) Table Lamp
- 12) Floor Mats!!

→ color palette

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue

→ light blue



MOODBOARD

20023121



→ Eyes of the wall posters



MOODBOARD

MOODBOARD

MOODBOARD

MOODBOARD

MOODBOARD

3/6



* Anna Molodt
→ learn how to include checkerboard/patterned textures maps into the Maya materials.



Room Decor
challenges:
- experiment with
with many different
shades / colors / O.A.C.

→ Textured on
the Room walls:
- dead slow legs
- stripes / spikes
- colorful patterns

