

Story worlds | Fruzsina Huszar

This week was full of challenges which I enjoy. The most challenging was to use maya. Although I have some experience in blender. Maya still uses different keys and interface which I had to learn.

I really wanted to do something that I find a happy place therefore the work also reflects me and I will show a little bit of myself. Therefore I chose to do a beach house scene.

I really wanted to get the textures right therefore I bended the the support wood beam to make them look older and effected by the beach weather. I also used a reflective texture on the windows to make them shiny/glossy and more window looking.

As for the roof I have just scaled a cube to the right size and mad 4 different ones then placed them next to each other. To make my life easier I then copy pasted them. Then I placed them in the right place.

I also spent a long time creating the palm tree leaves. I really wanted them to look somewhere realistic. And also I love the waters texture and how the sand looks very smooth.

Finally I am happy with the outcome. Although if I would have had more time I would add more details to the house and the beach. I would also play around with light more just to see how it would look in the final render.

<https://fruzsinahuszar.myblog.arts.ac.uk/2021/10/02/hello-world/>

