

# mediterranean balcony

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professor lomelino | spring 2016



# mediterranean balcony

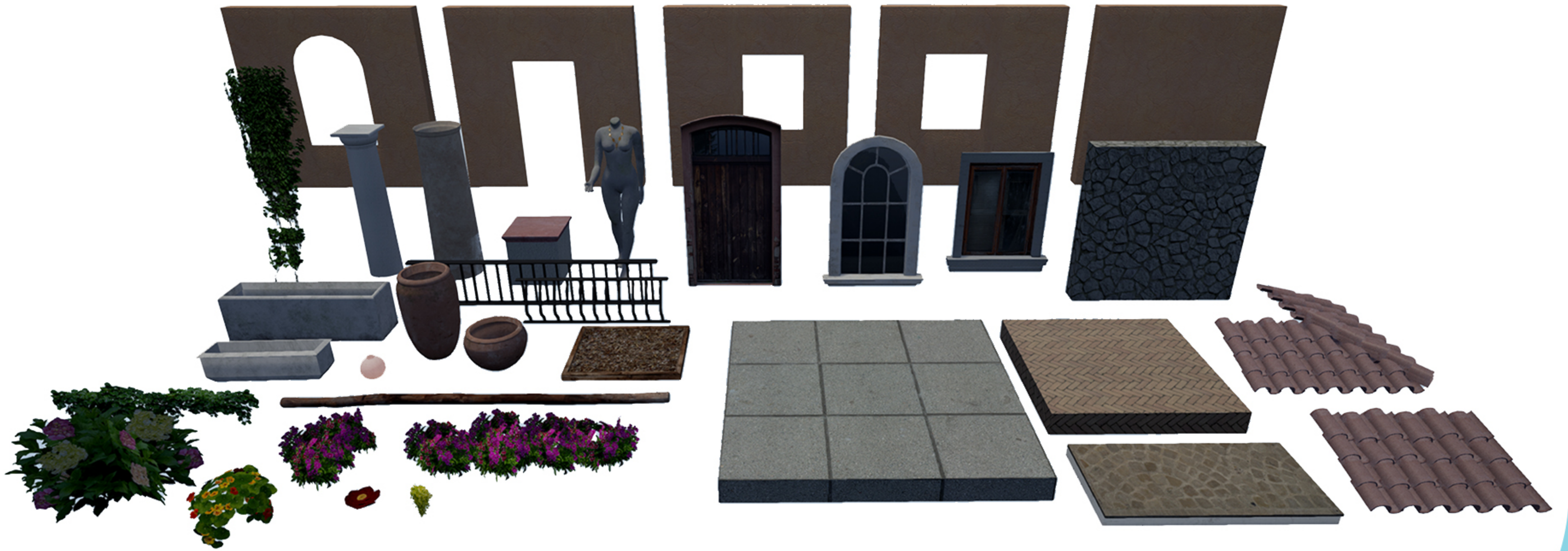
I modeled, textured, and arranged all assets within this scene over the course of 8 weeks. The overarching goal was to create an engaging and believable scene reminiscent of the Mediterranean climate. I continued to practice the techniques and themes taught in ITGM 236, but with the addition of more models and new techniques.

**Successes:** I think I captured the feeling of a coastal mediterranean balcony. I also created many more assets than I would've been able to last quarter. Additionally, and although there are many flaws with it, I'm glad I had the chance to try creating a humanoid model for the statue.

**Reflection:** Overall, I needed to better plan and manage my scene, as well as research more low-poly assets and techniques for foliage. I found that I spent a lot of time experimenting, which is good for the experience, but quickly ate up much of time in a 10-week course. There is still much I would like to fix and add in regard to the textures and models themselves.

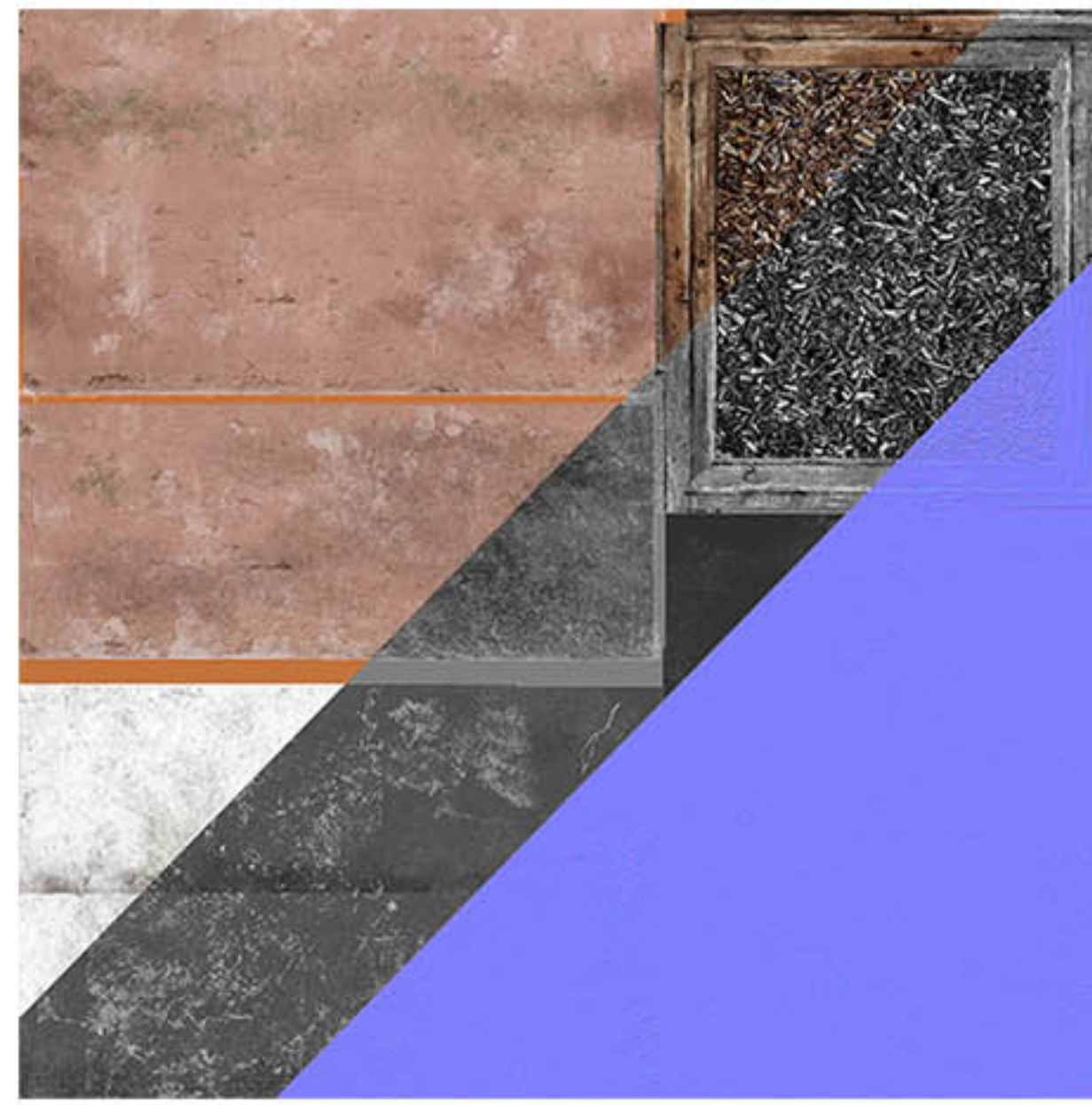


# assets

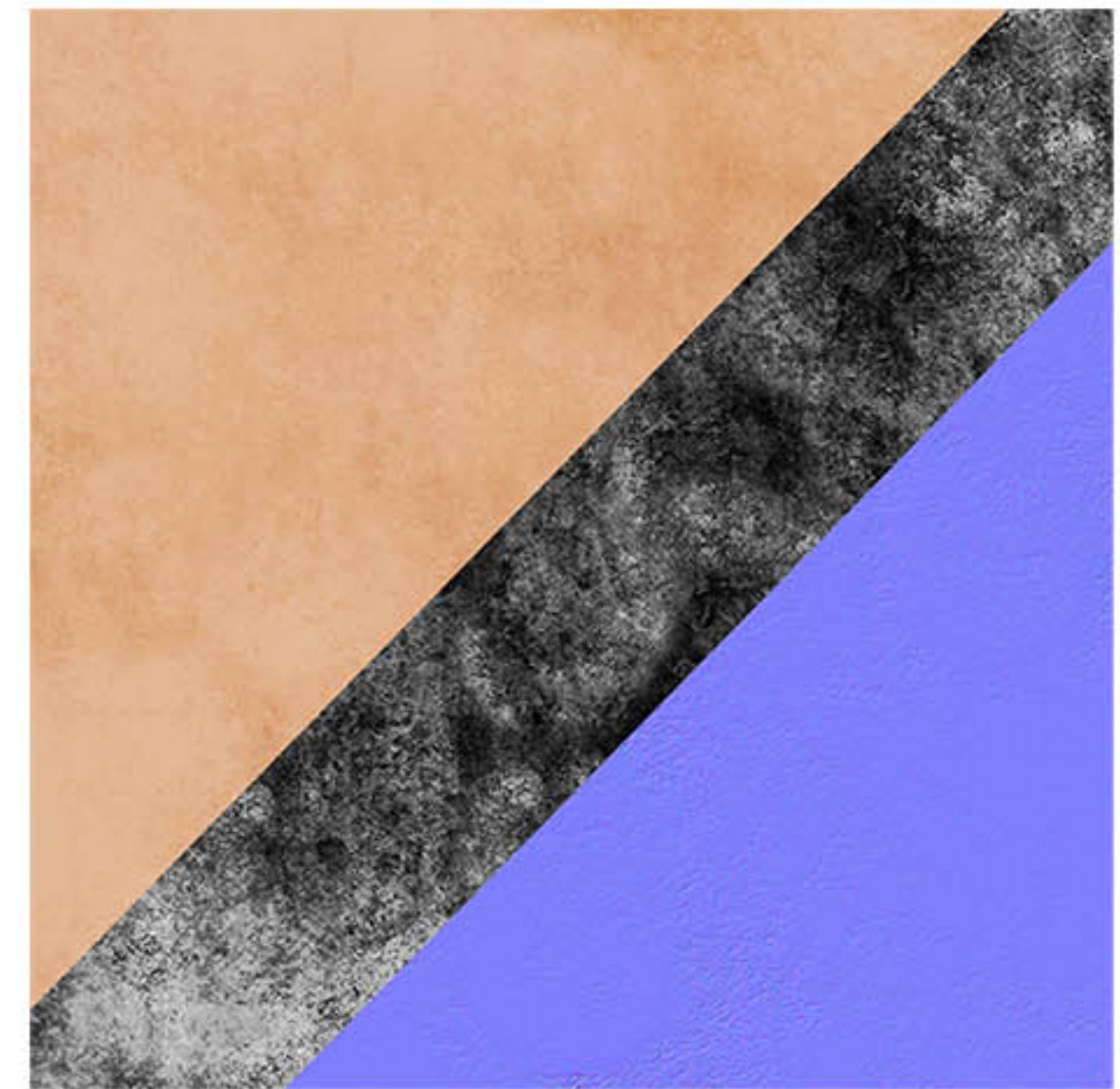




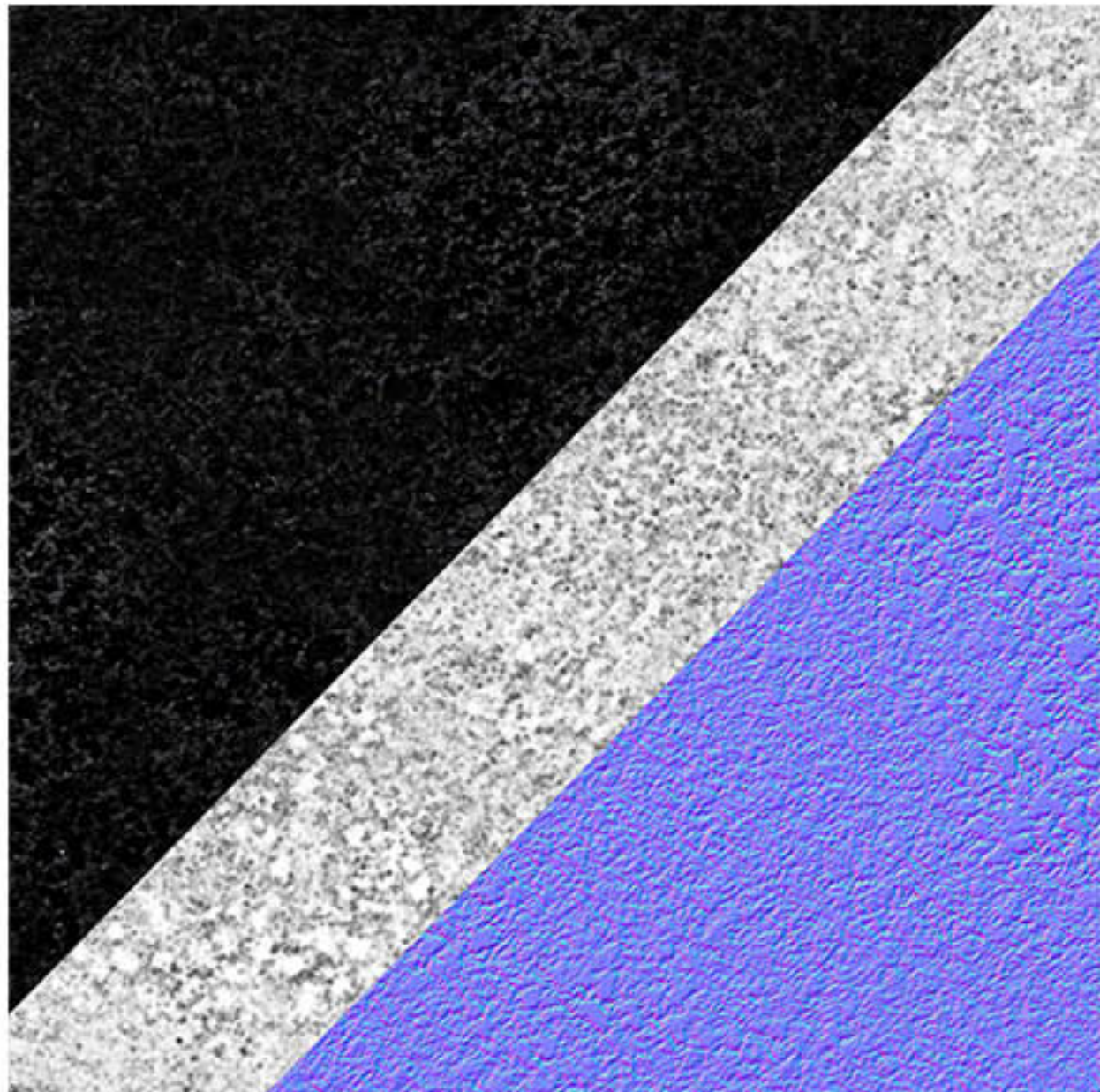
# texture flats



planters & pots



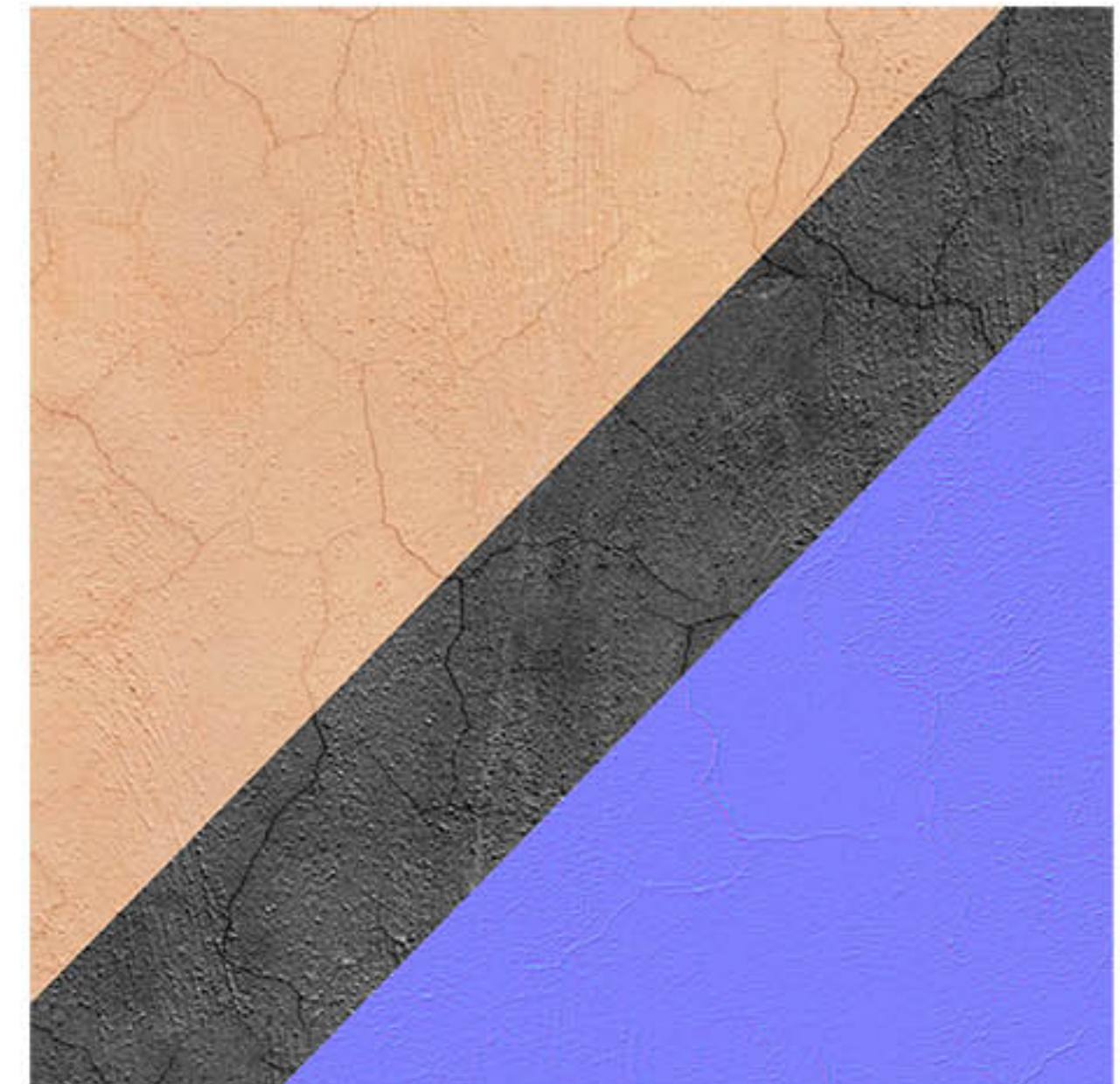
wall\_01



wrought iron



columns, light, pergola



wall\_02

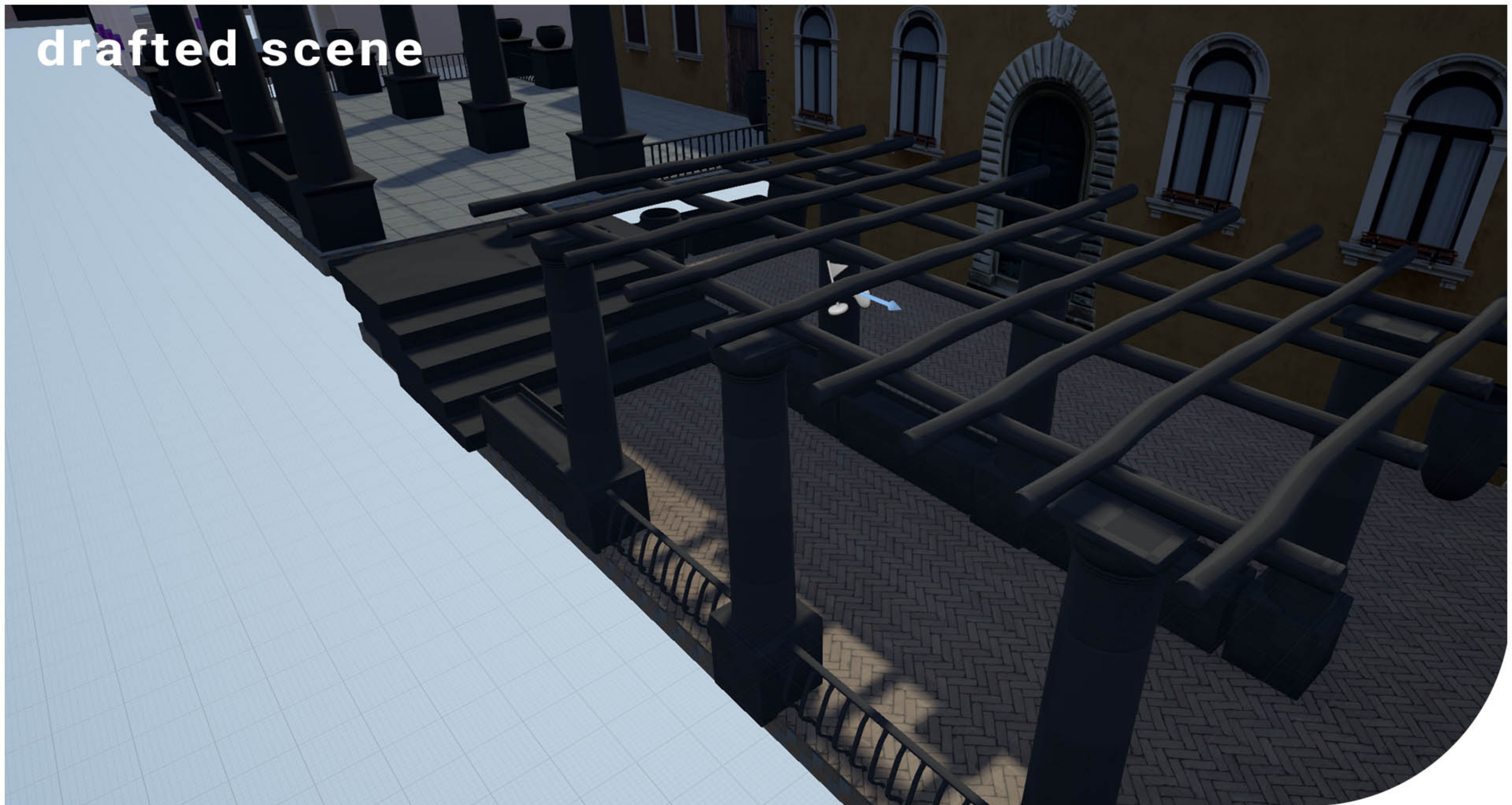


blocked out scene





drafted scene





final scene





# hero asset draft





# hero asset final





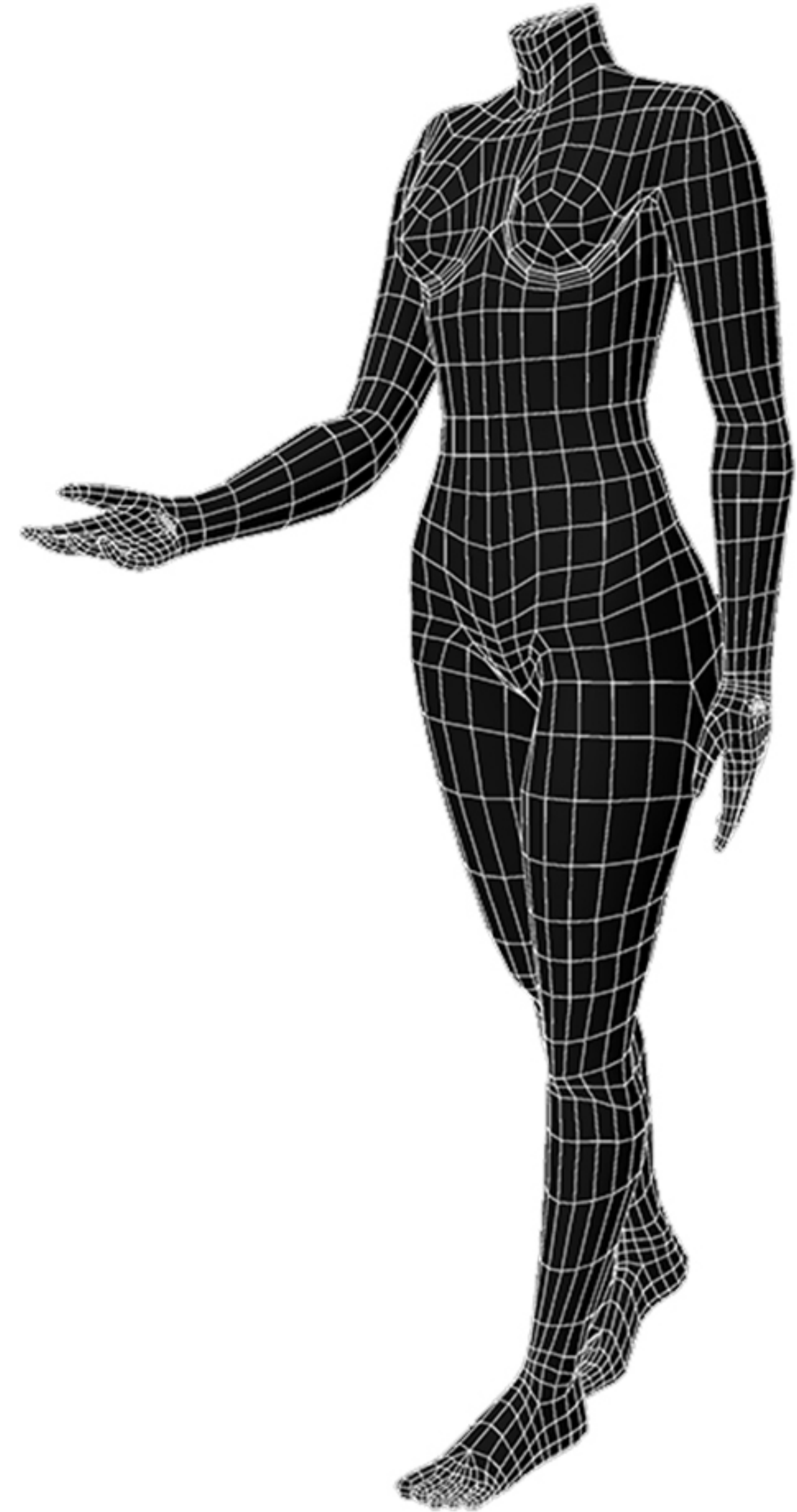
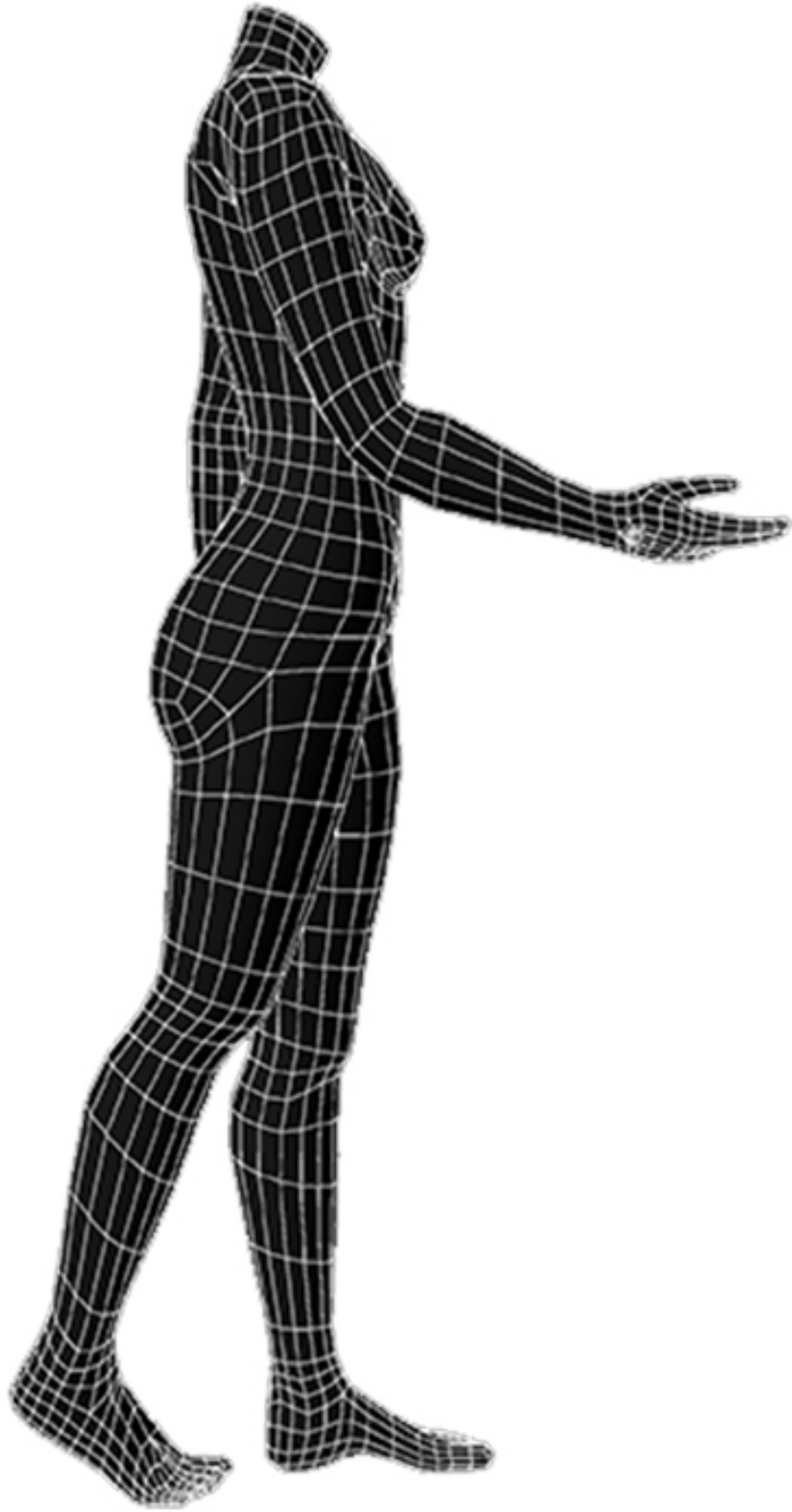
hero asset final





# hero asset wireframe

the hero asset was created based on model references





# walkthrough



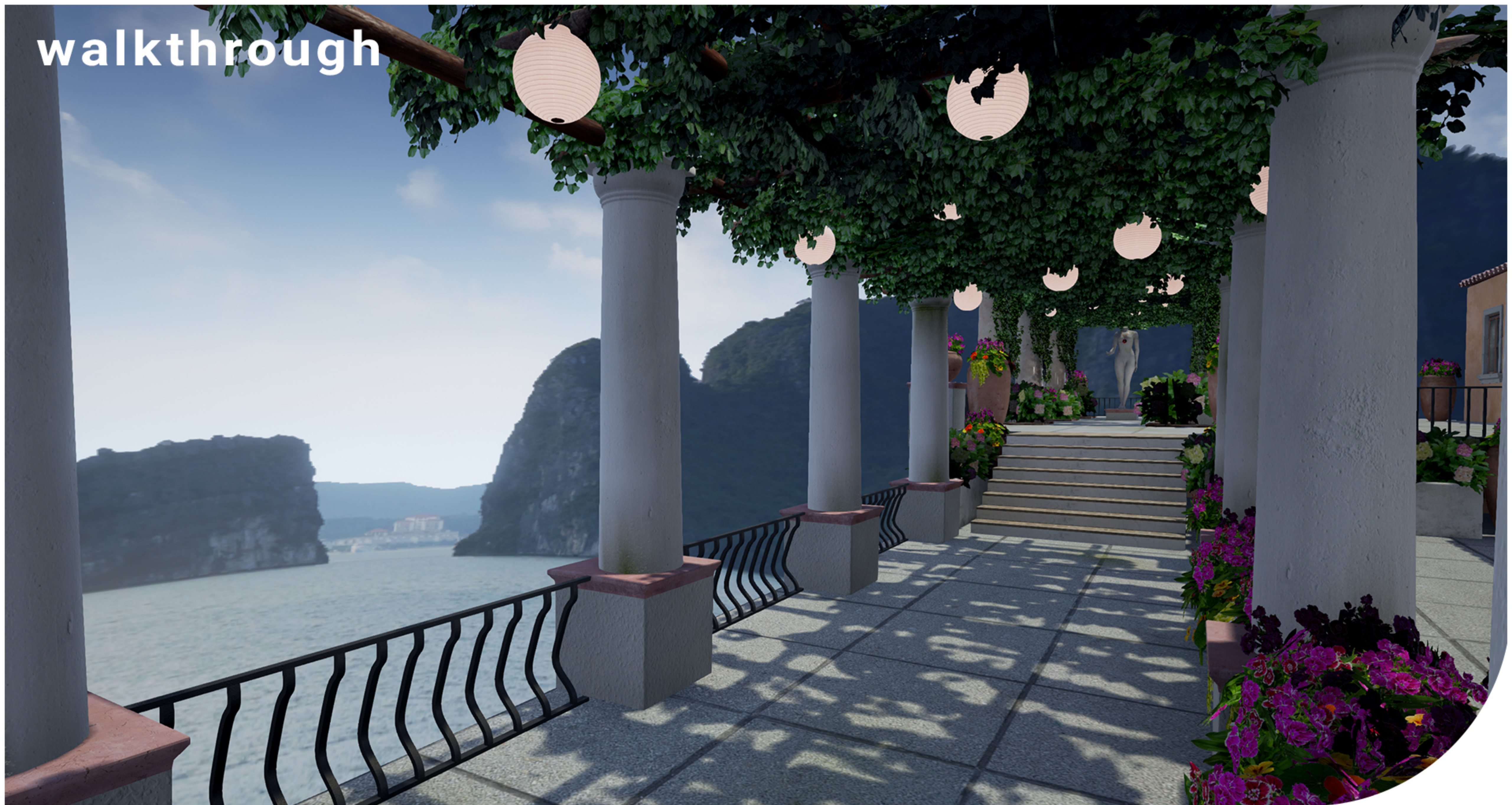


walkthrough





walkthrough





# walkthrough







walkthrough



walkthrough





walkthrough





walkthrough

