

CGT 34500 FINAL PROCESSBOOK

Final Remarks

Overall I really enjoyed this class, It was one of the few classes I took within the CGT program that I looked forward to going to and learning about the subject of the class. Now there were issues with the class, but it mainly boiled down to pacing issues and trying to cram so much material in a single semester class.

Also, there was a very high expectation in the very beginning of what should be expected out of us for the class which I don't think is a bad thing, but when is only one other modeling class before this one, and realistically most people won't go out of there a way to learn more about outside that one class, it a bit overwhelming.

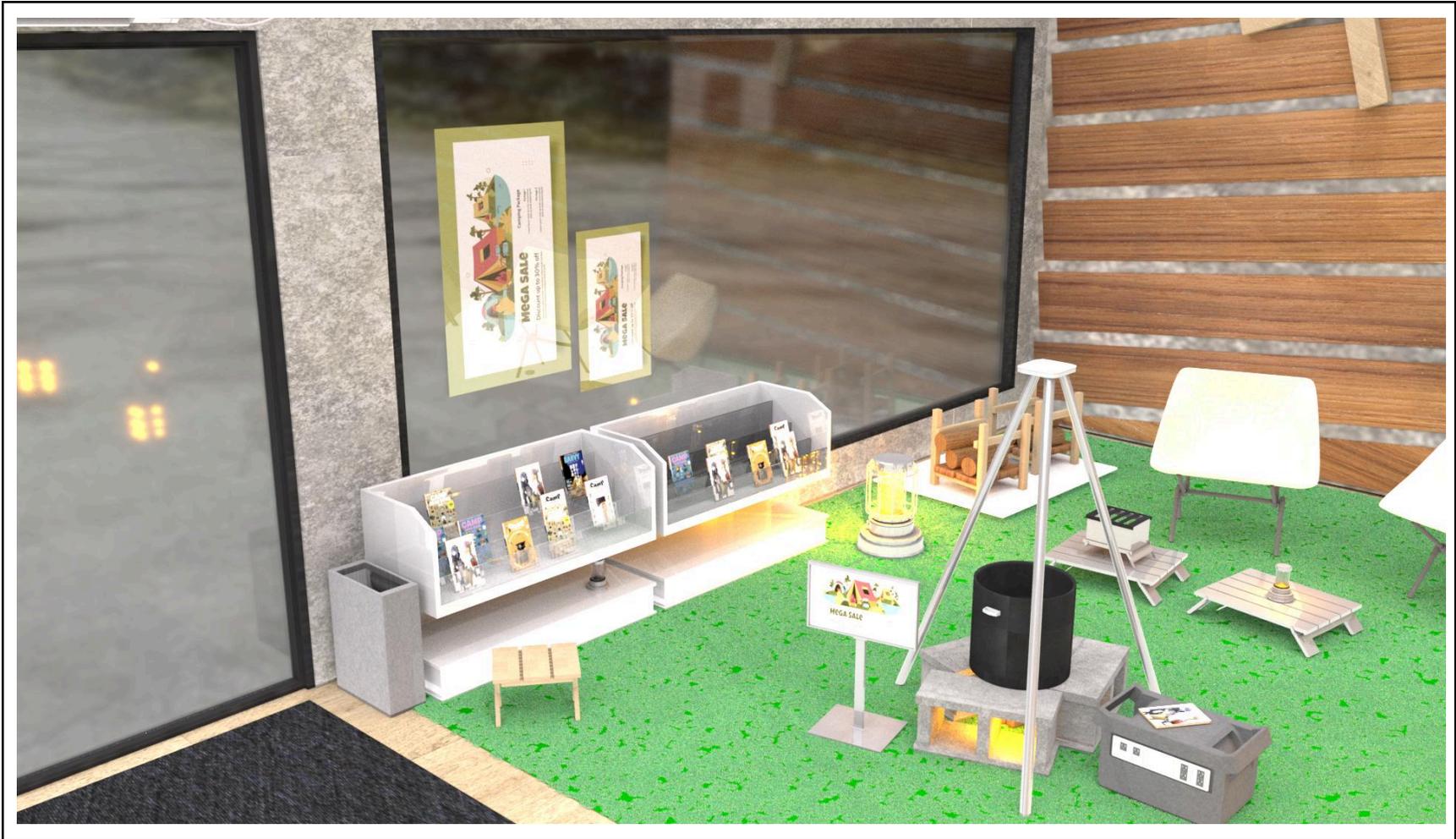
This is also one of the main struggles I went through in the class where within the first few weeks, the class was moving along at such a fast rate. And since I basically had to relearn how to do modeling again since it had been nearly a whole year since I took a modeling class. I was worried that I wouldn't be able to keep up. And another thing I somewhat struggled with is materials but that's mostly because I never put that much time into learning how to actually do them.

But despite all of this I do believe this class did a very good job in actually teaching us good modeling practices and how to do a good job at modeling. And I do believe that I did succeed in creating something where I can say "Damn I made that." and feel good.

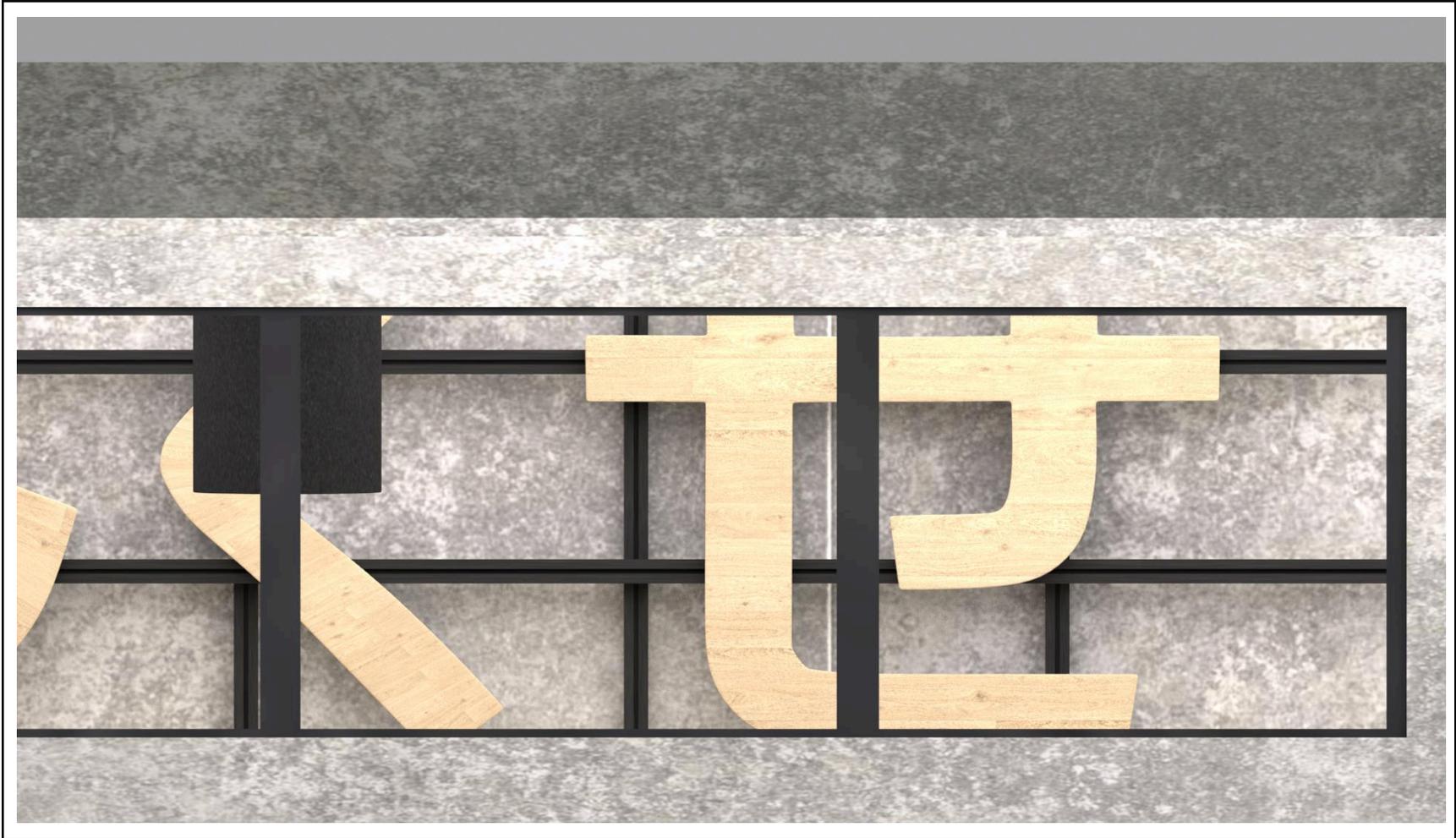
Final Renders



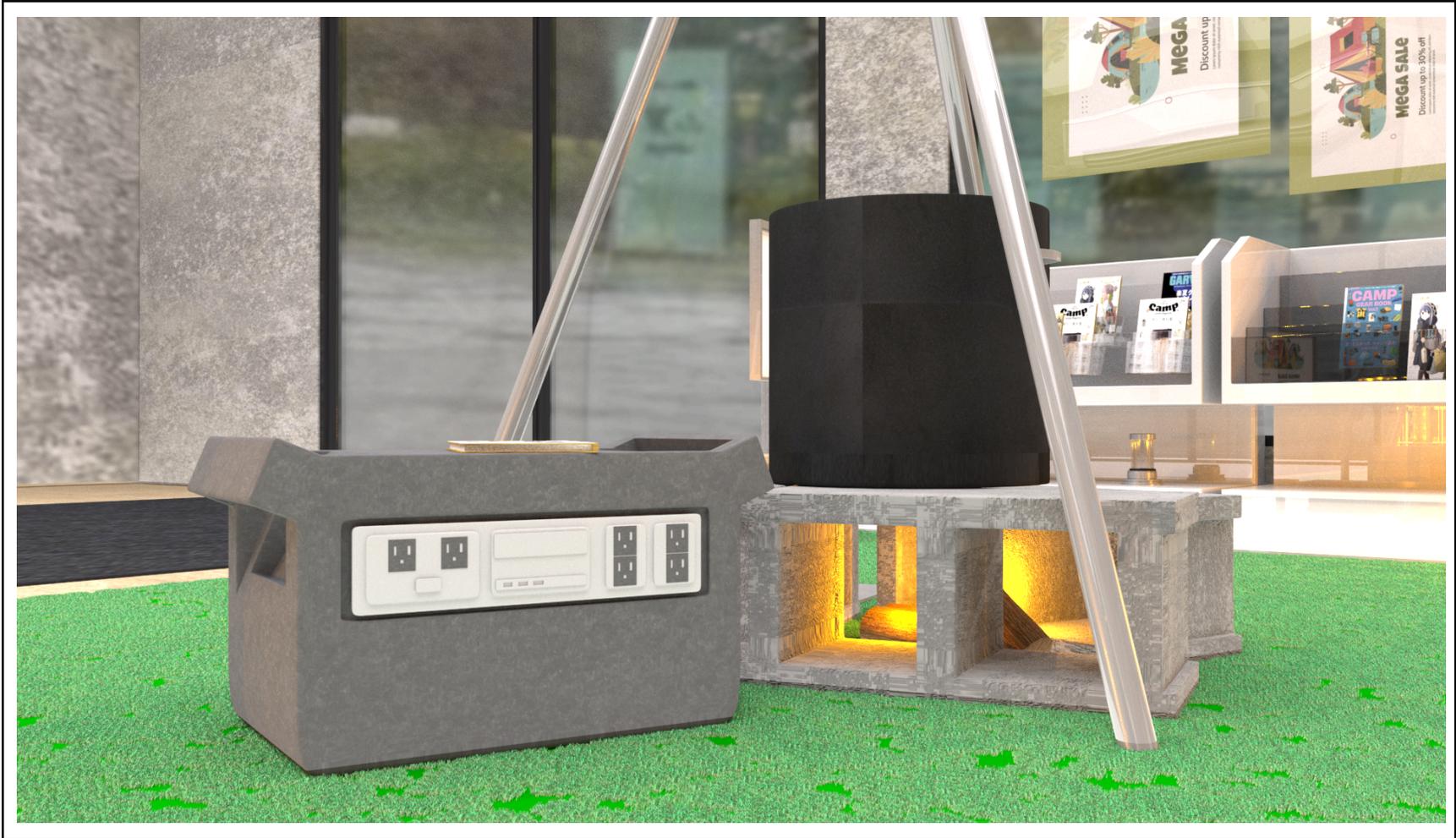


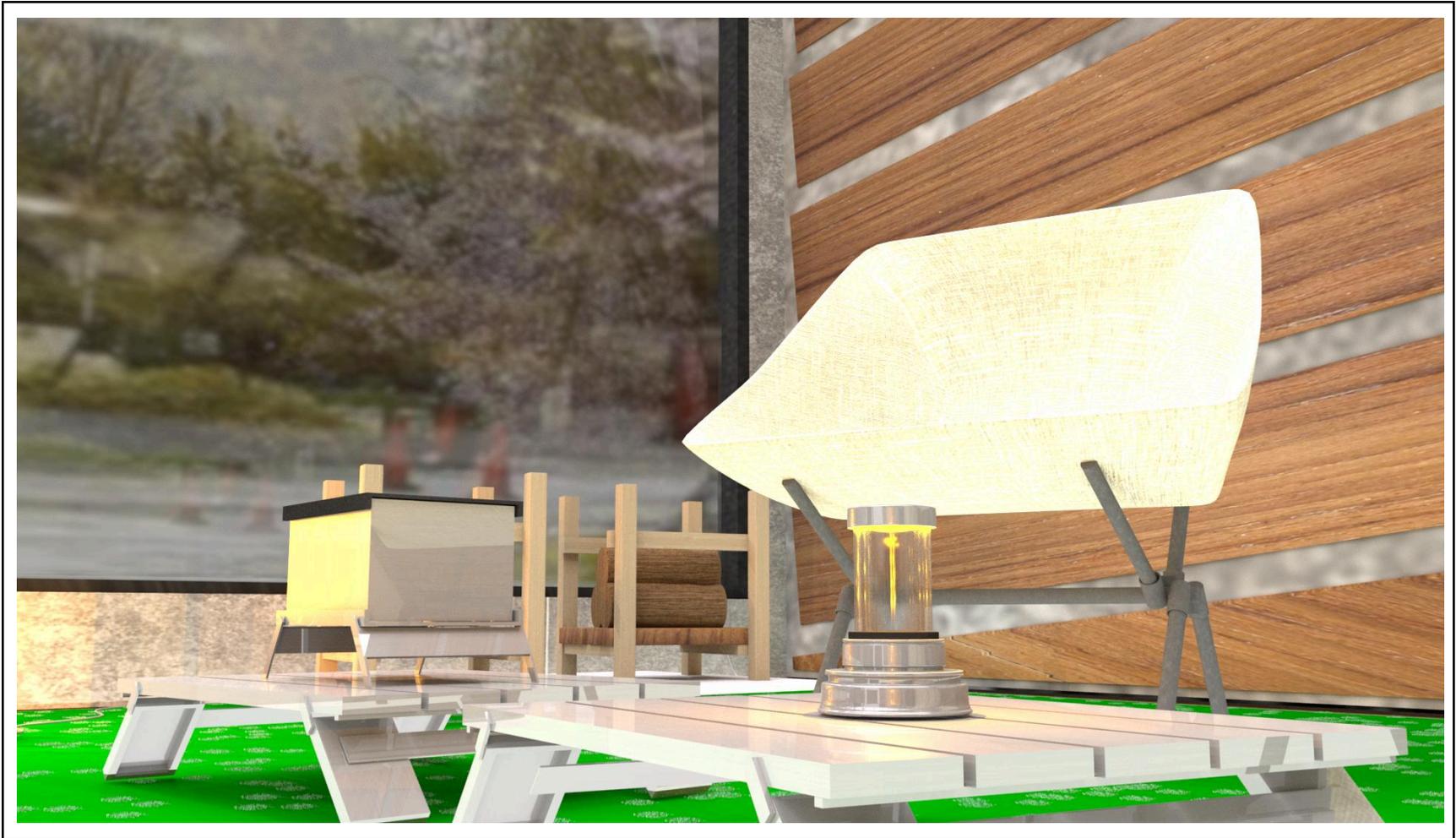


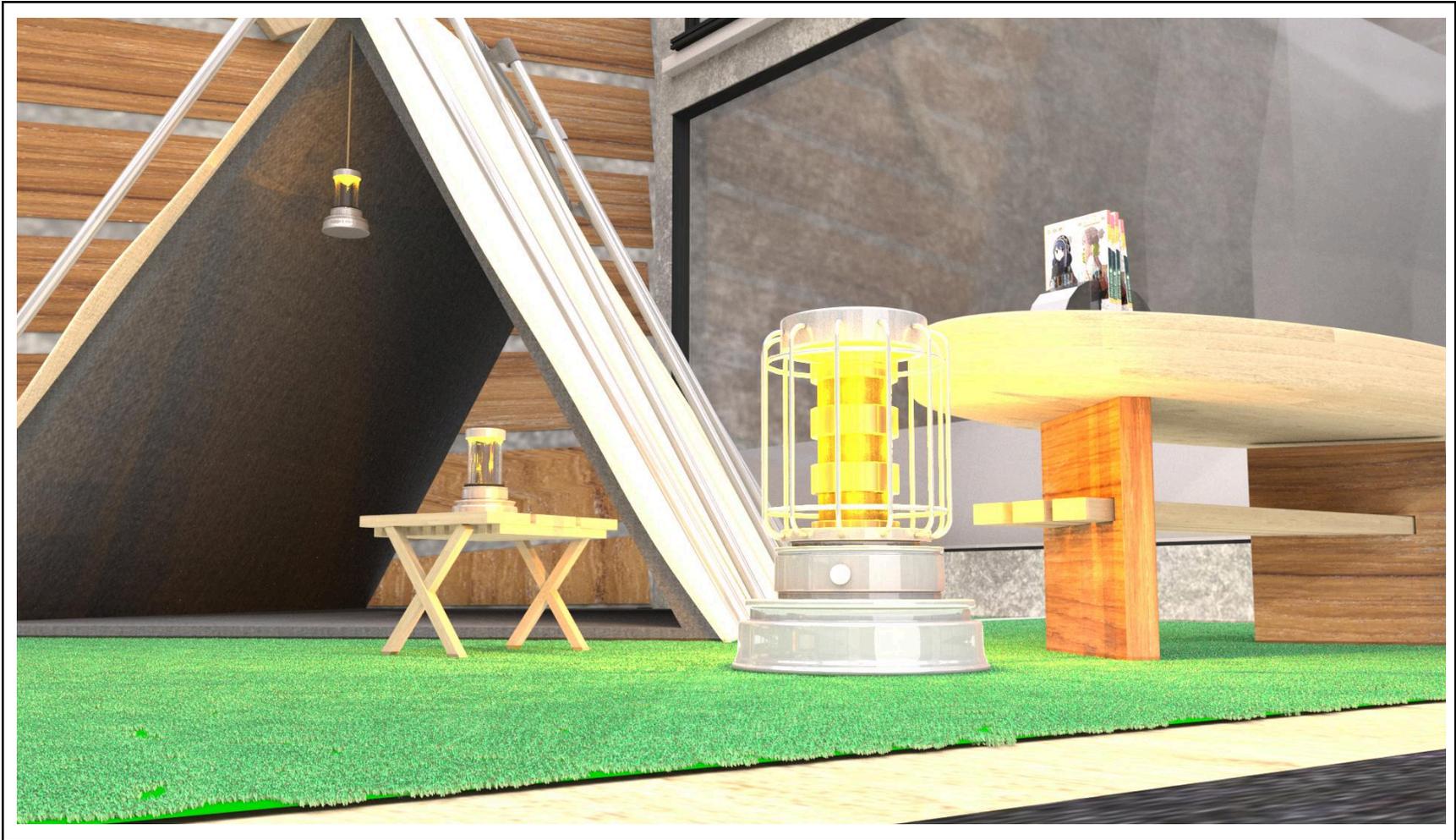




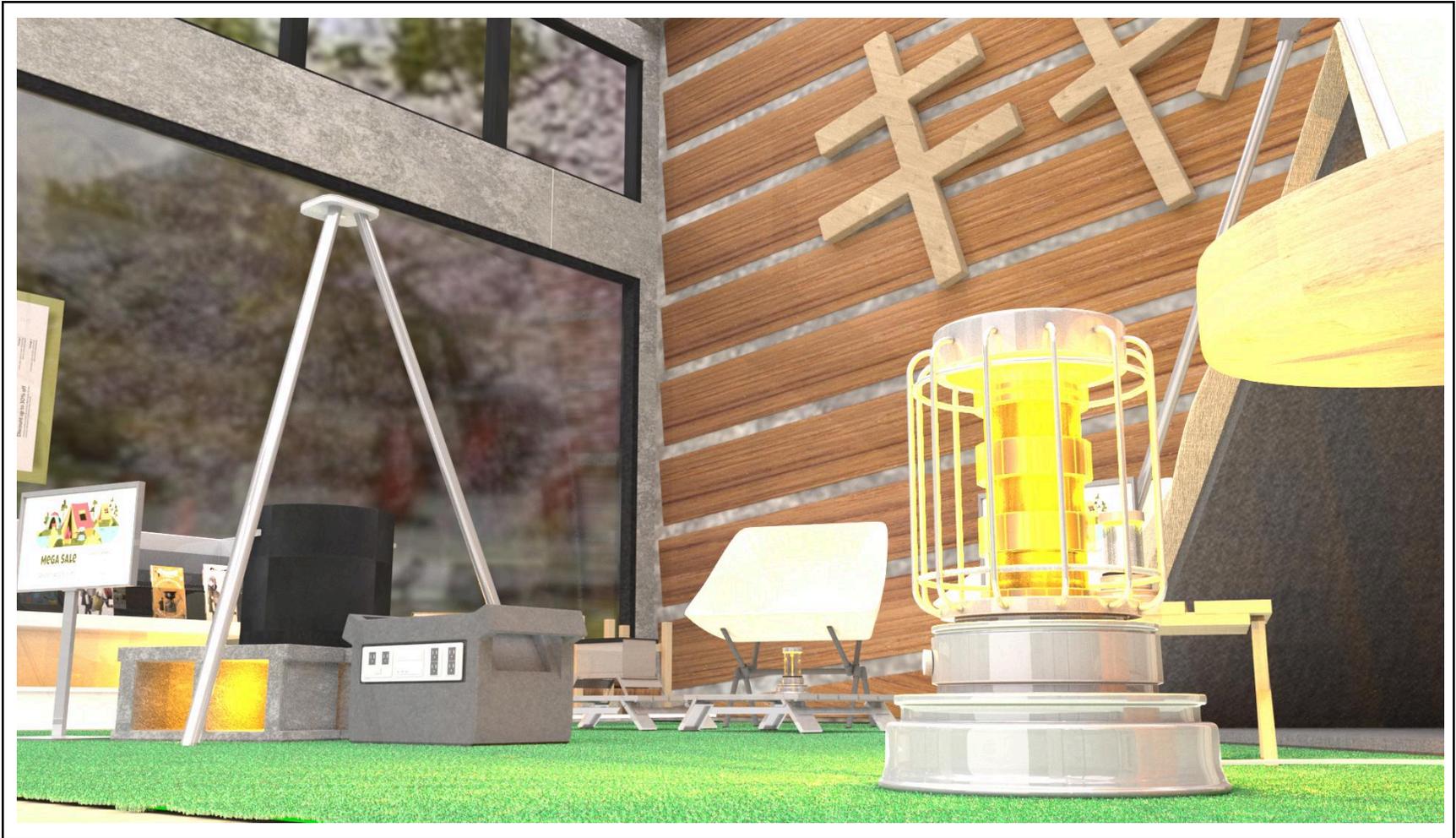








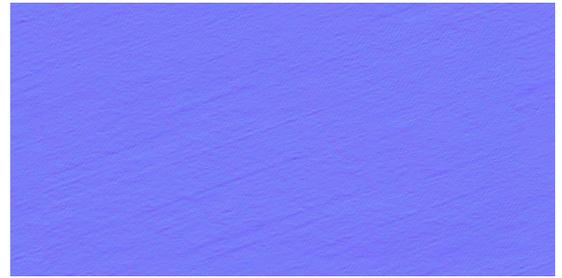
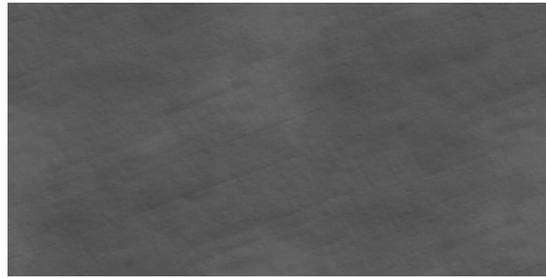






Materials

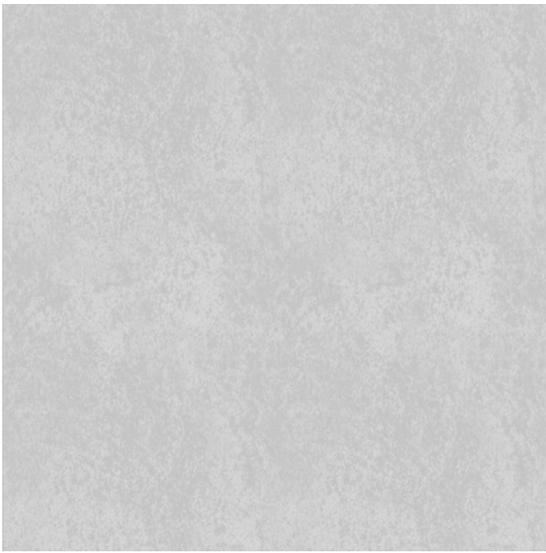
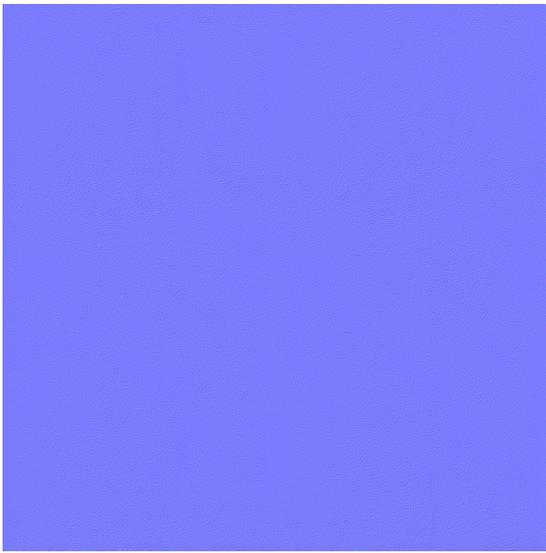
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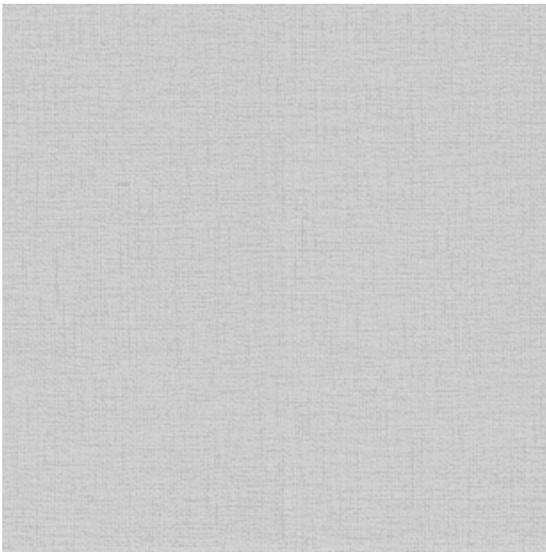
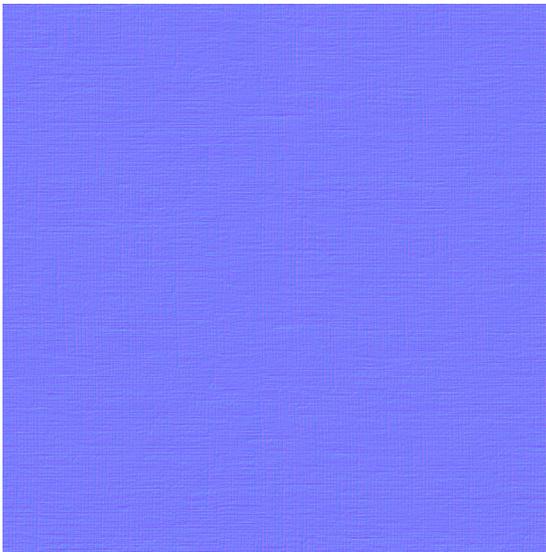
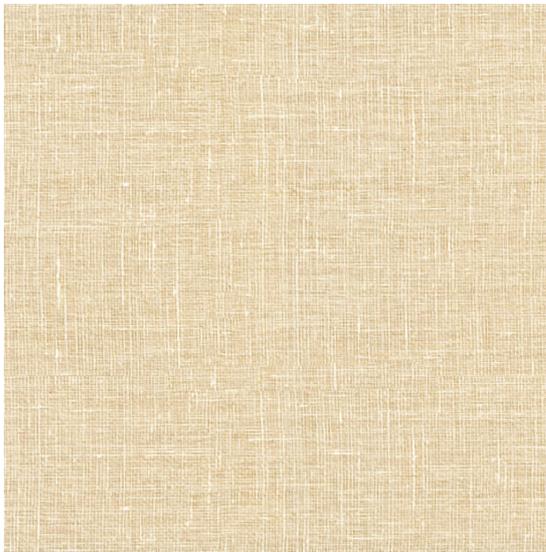
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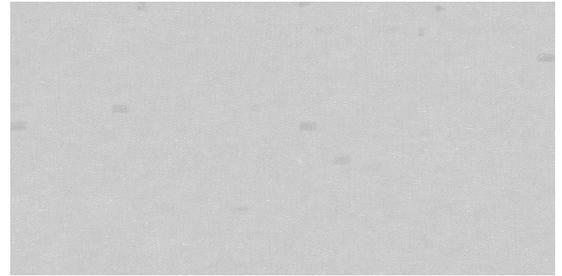
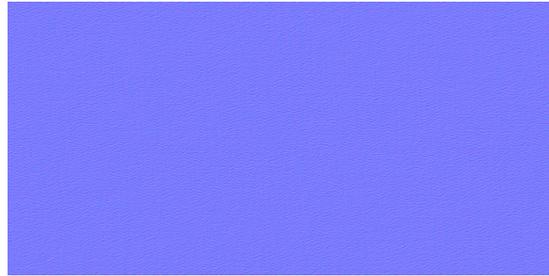
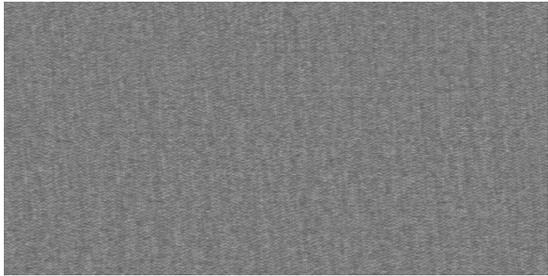
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Fabric_1



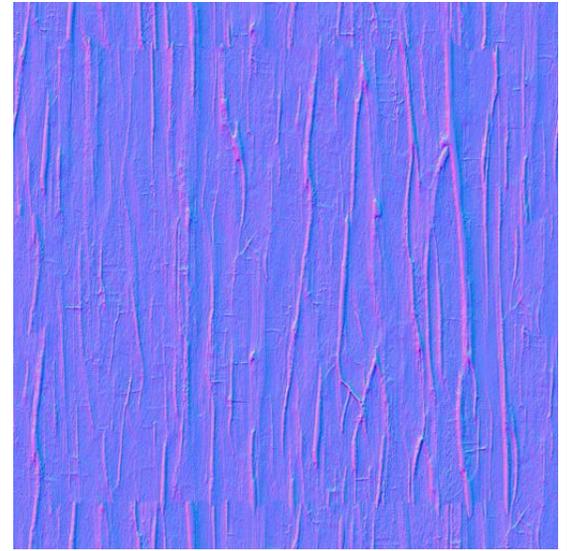
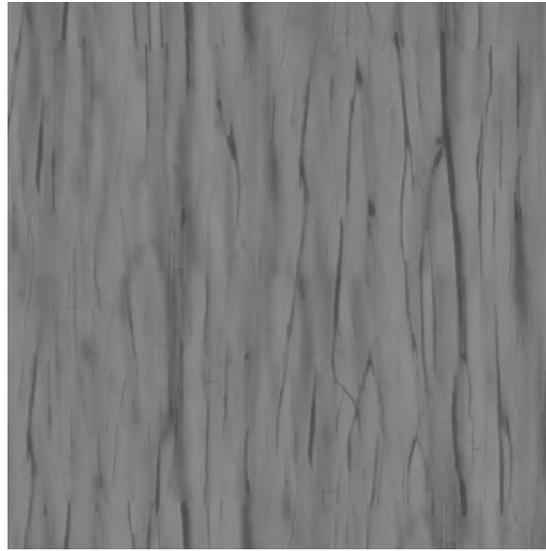
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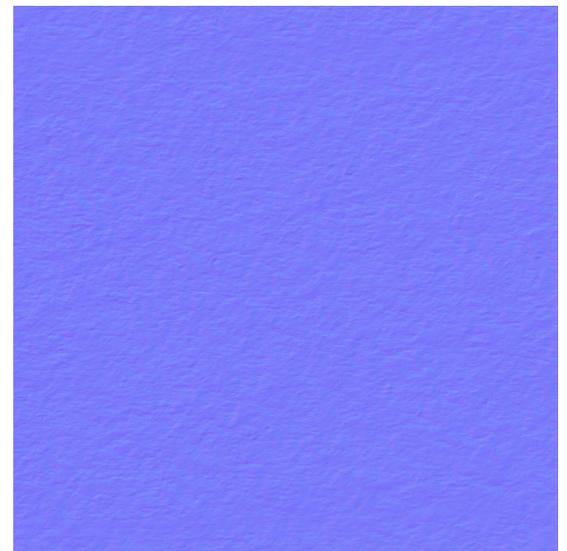
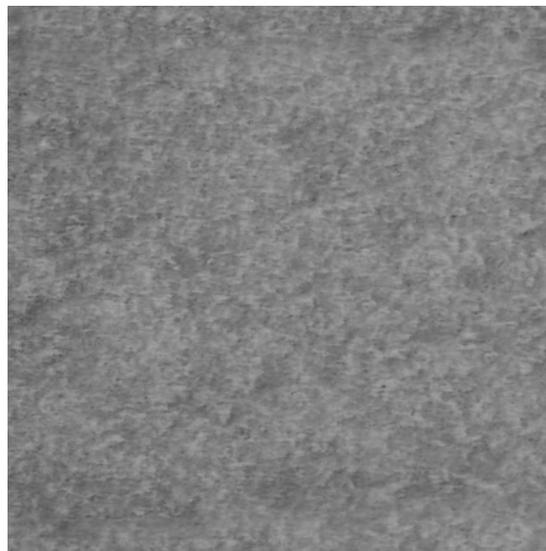
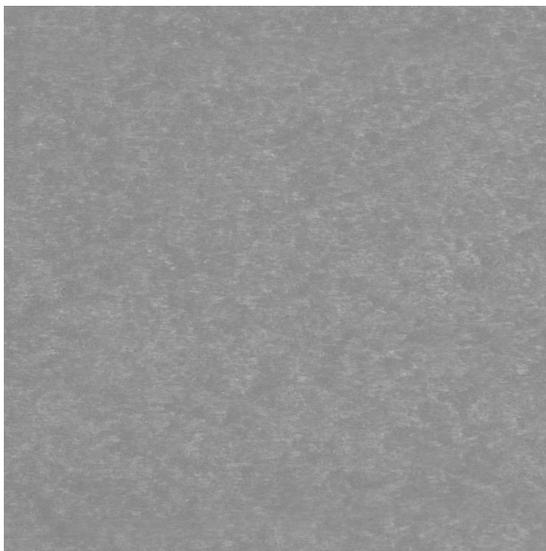
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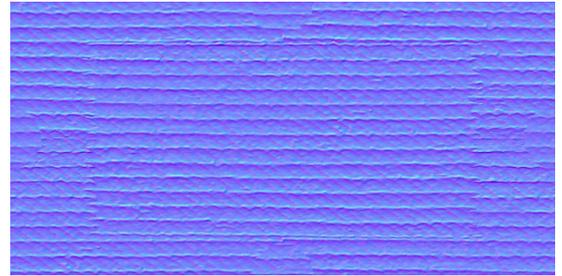
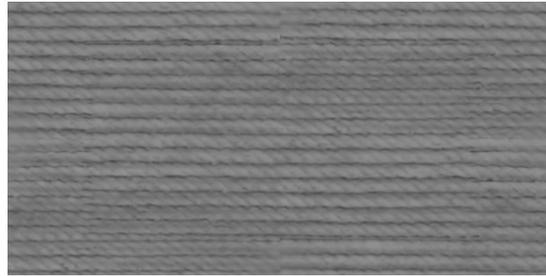
Wood_log



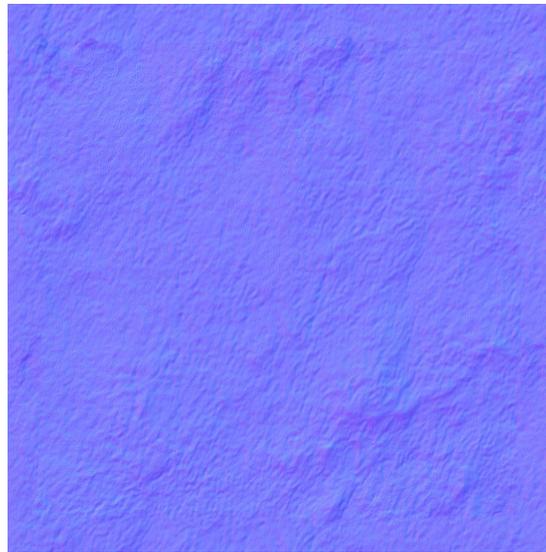
Stone_1



Rope



Stone_2



CGT 34500 Project References

Notes: The main idea is to create a showcase room with outdoor/camping equipment for an outdoor goods store. Instead of having to model an entire store, I decided to focus on a storefront to show the main ticket items people would buy for a camping trip.

The main inspiration behind this was when I recently watched an Anime show called Yuru Camp, and that led me to focus on camping items that are often used in Japan





[link](#)

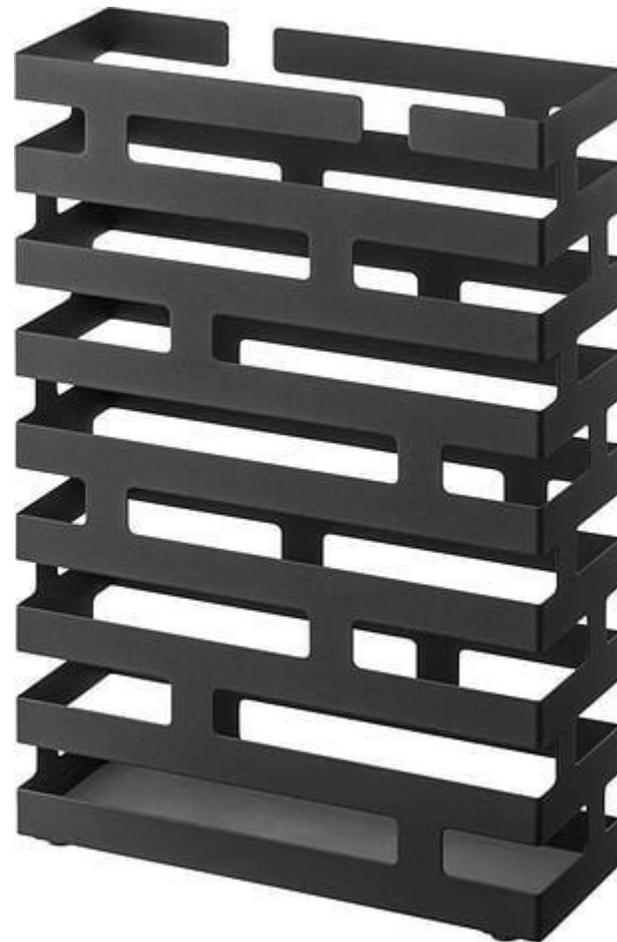




※画像は複製を出力したものに彩色を施した作例です。



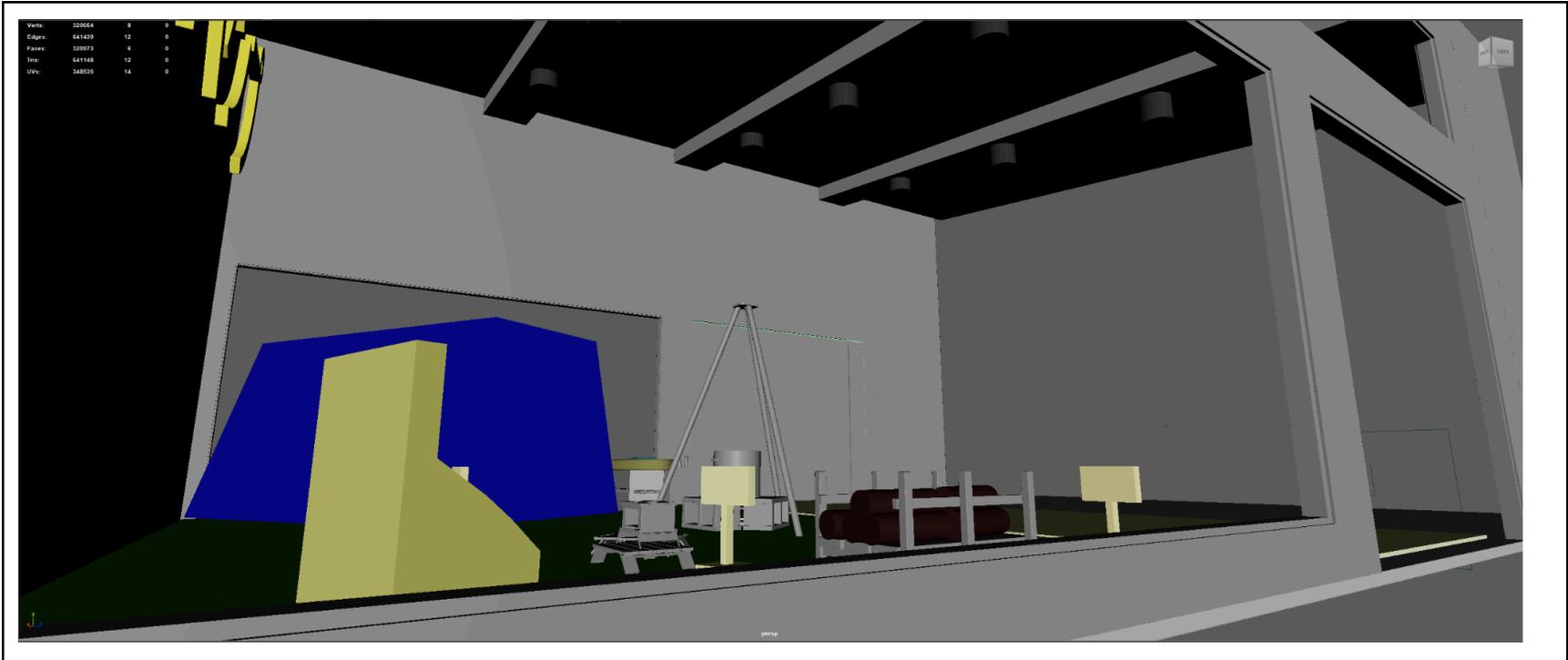


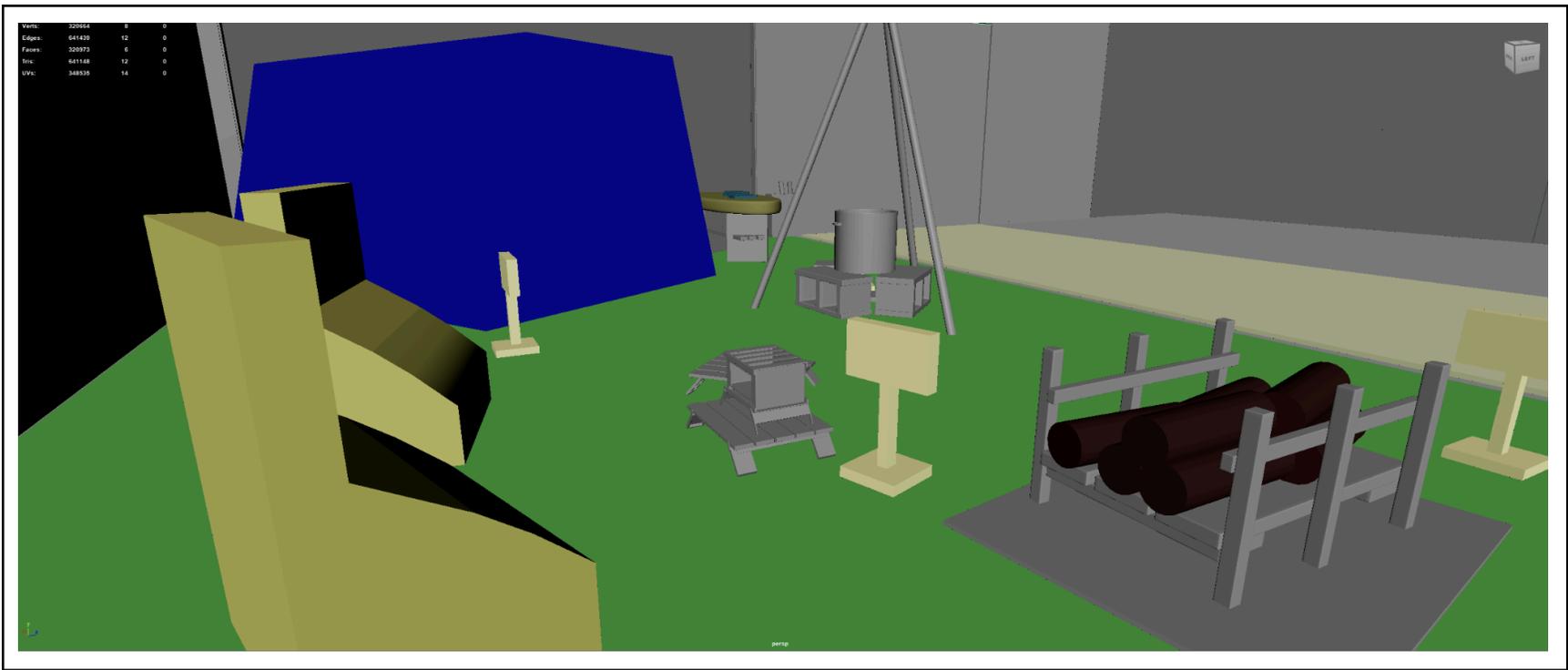


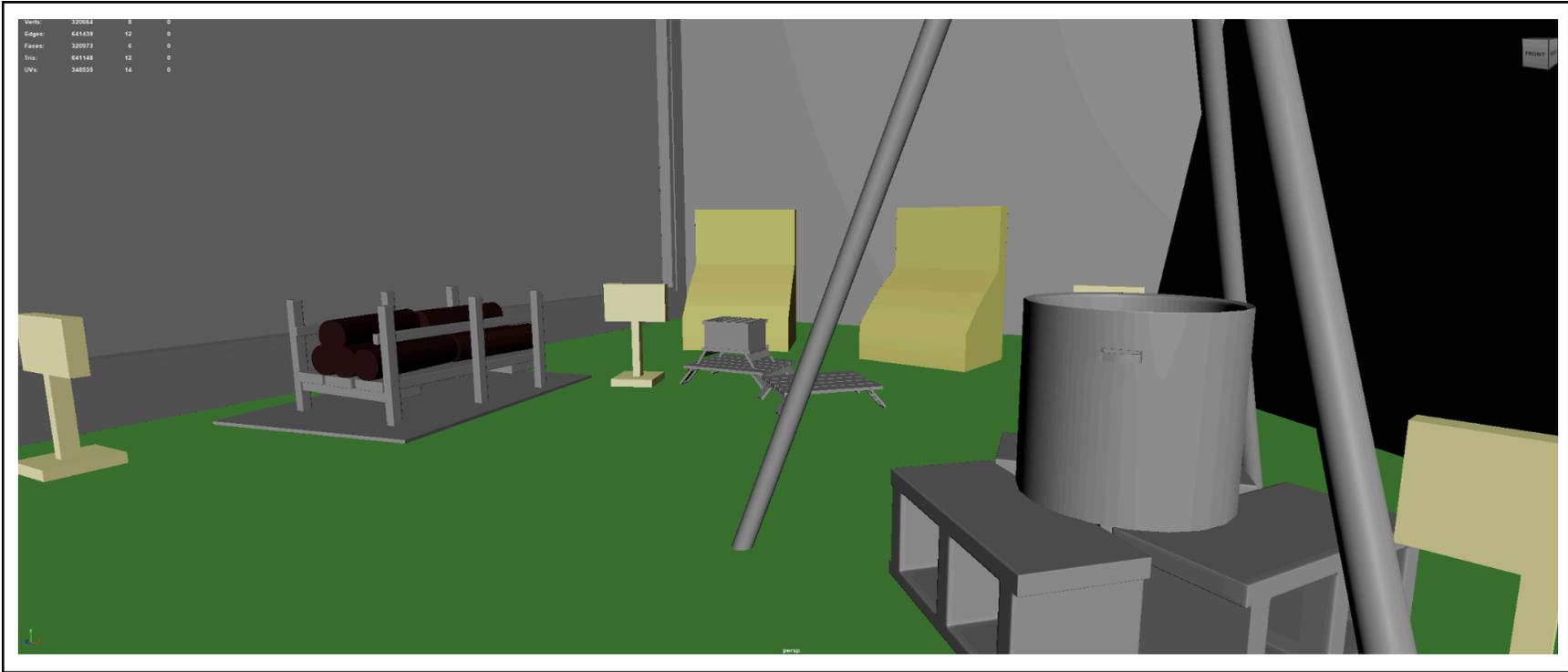
Blockout State (OLD)

Notes: The room is the entryway of the outdoor goods store and inside of the room is a showcase of items that are being sold inside of the store.





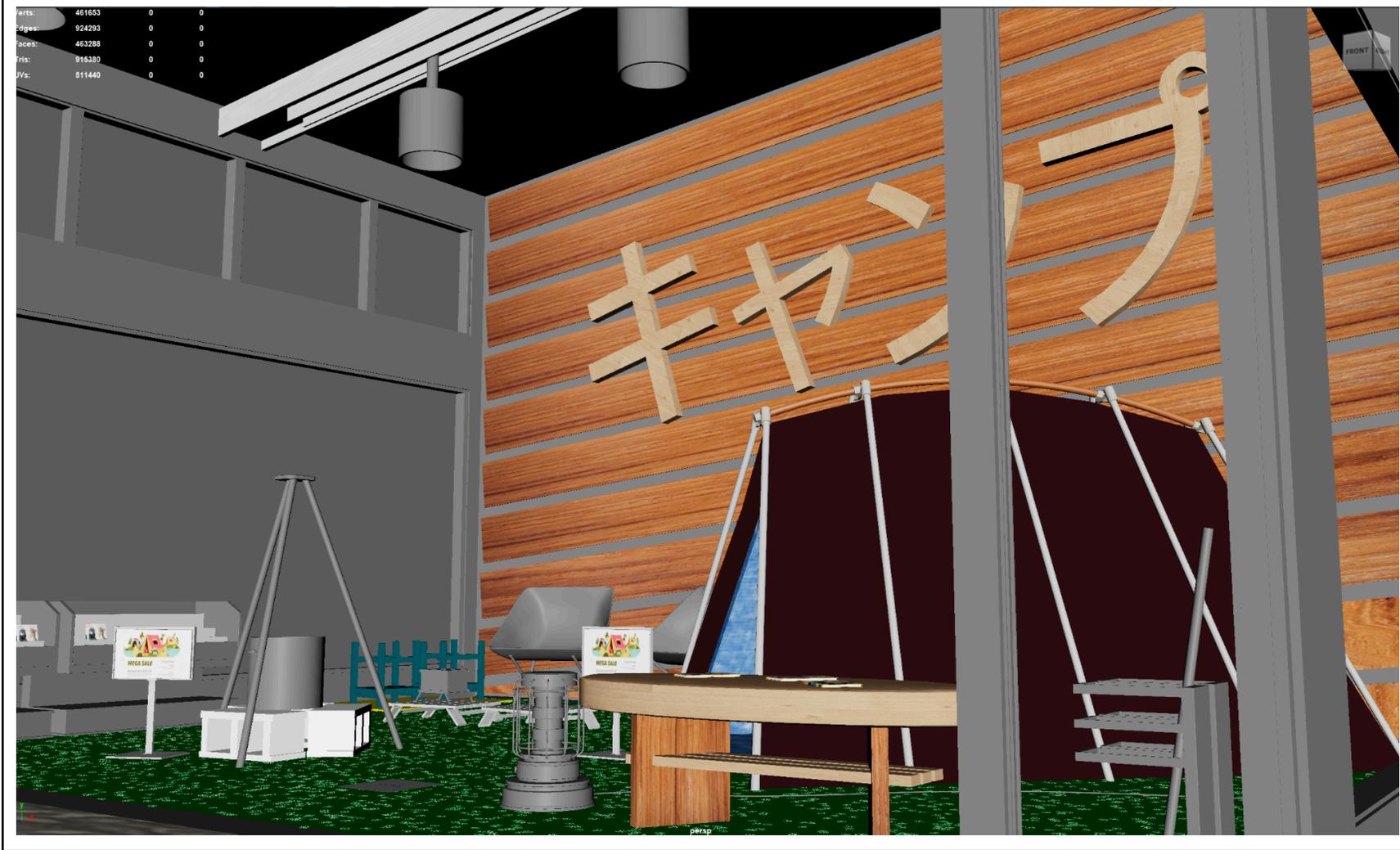




Current State (Midterm)





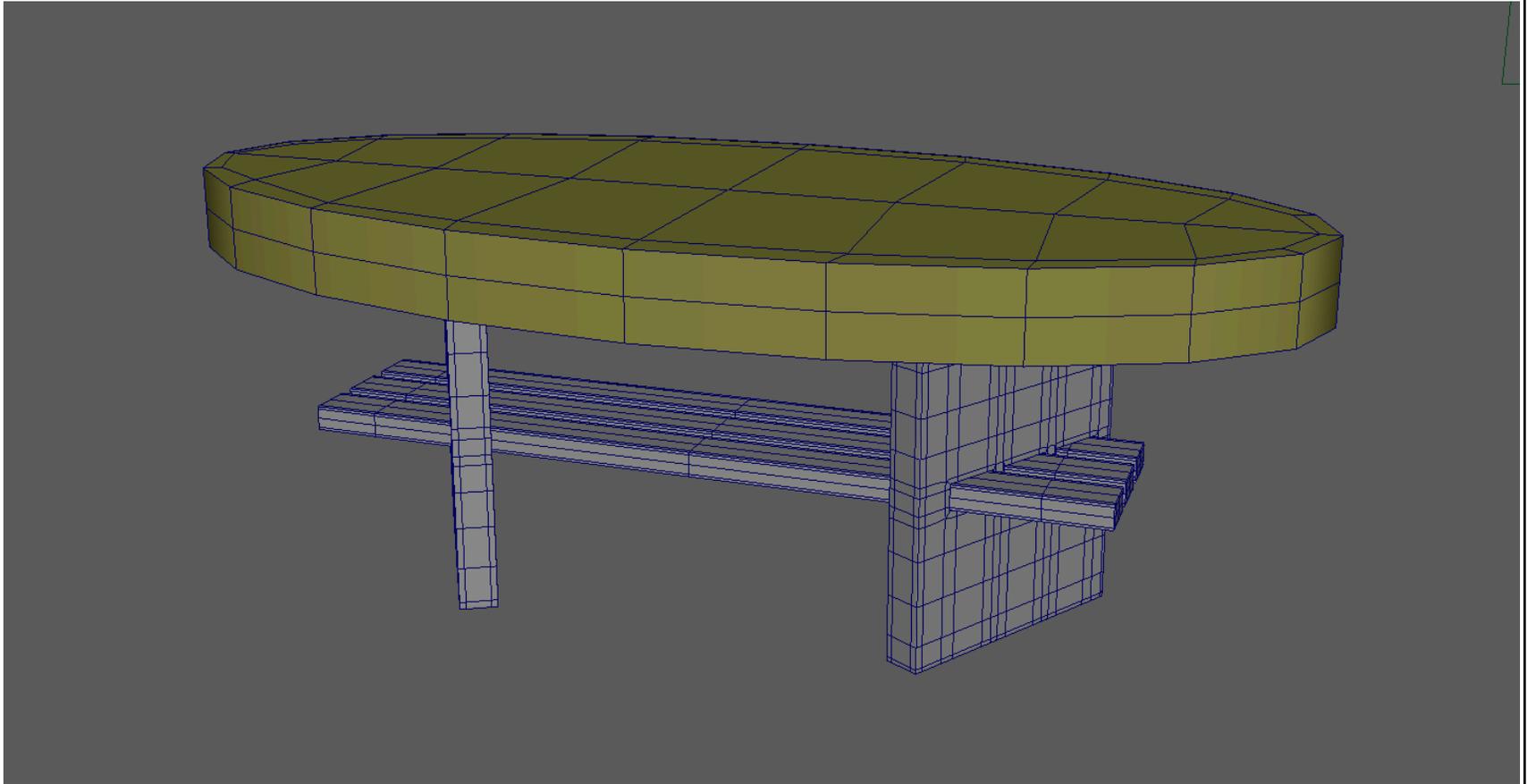


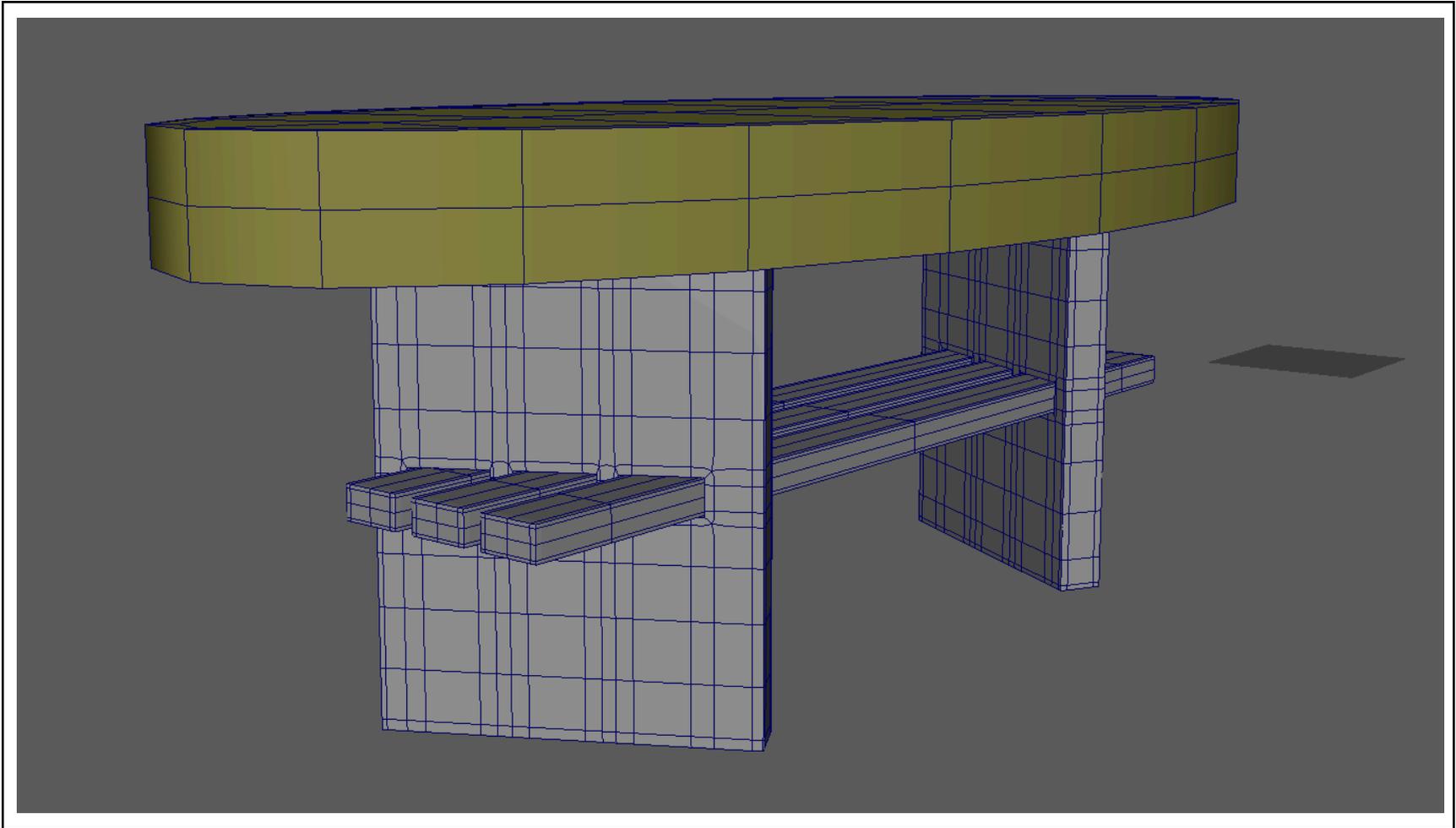
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FRONT VIEW

pbrap

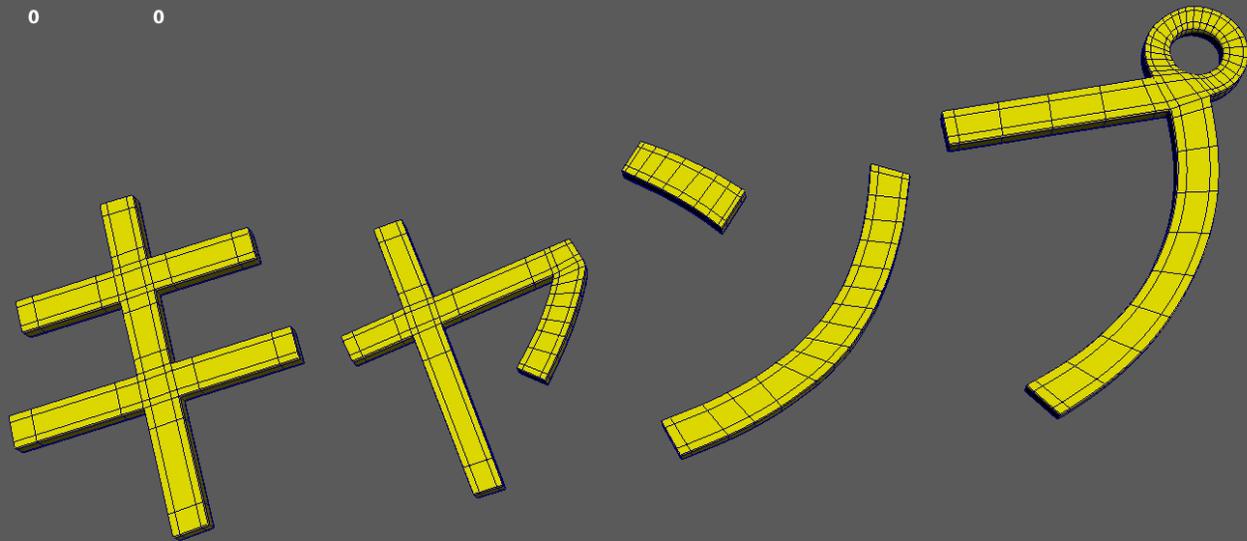
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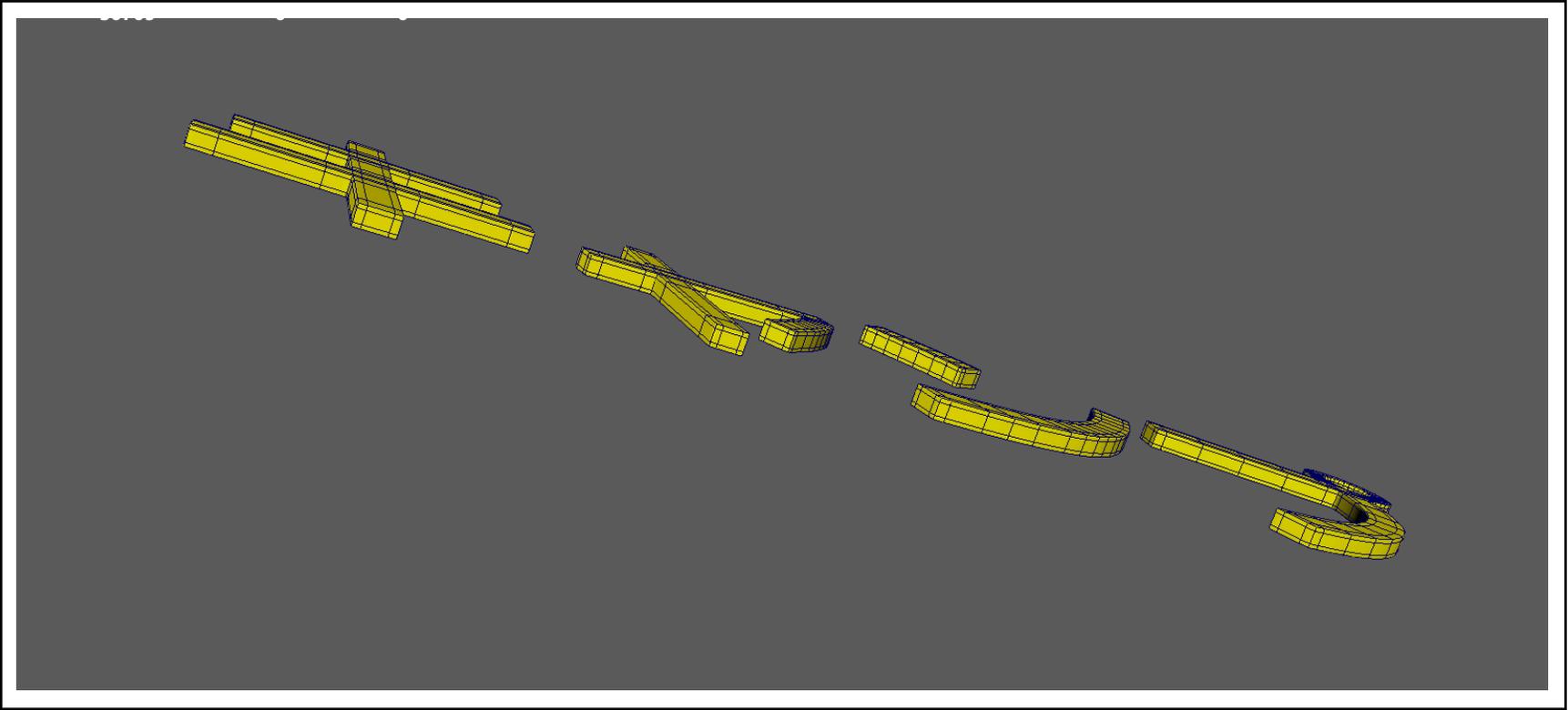




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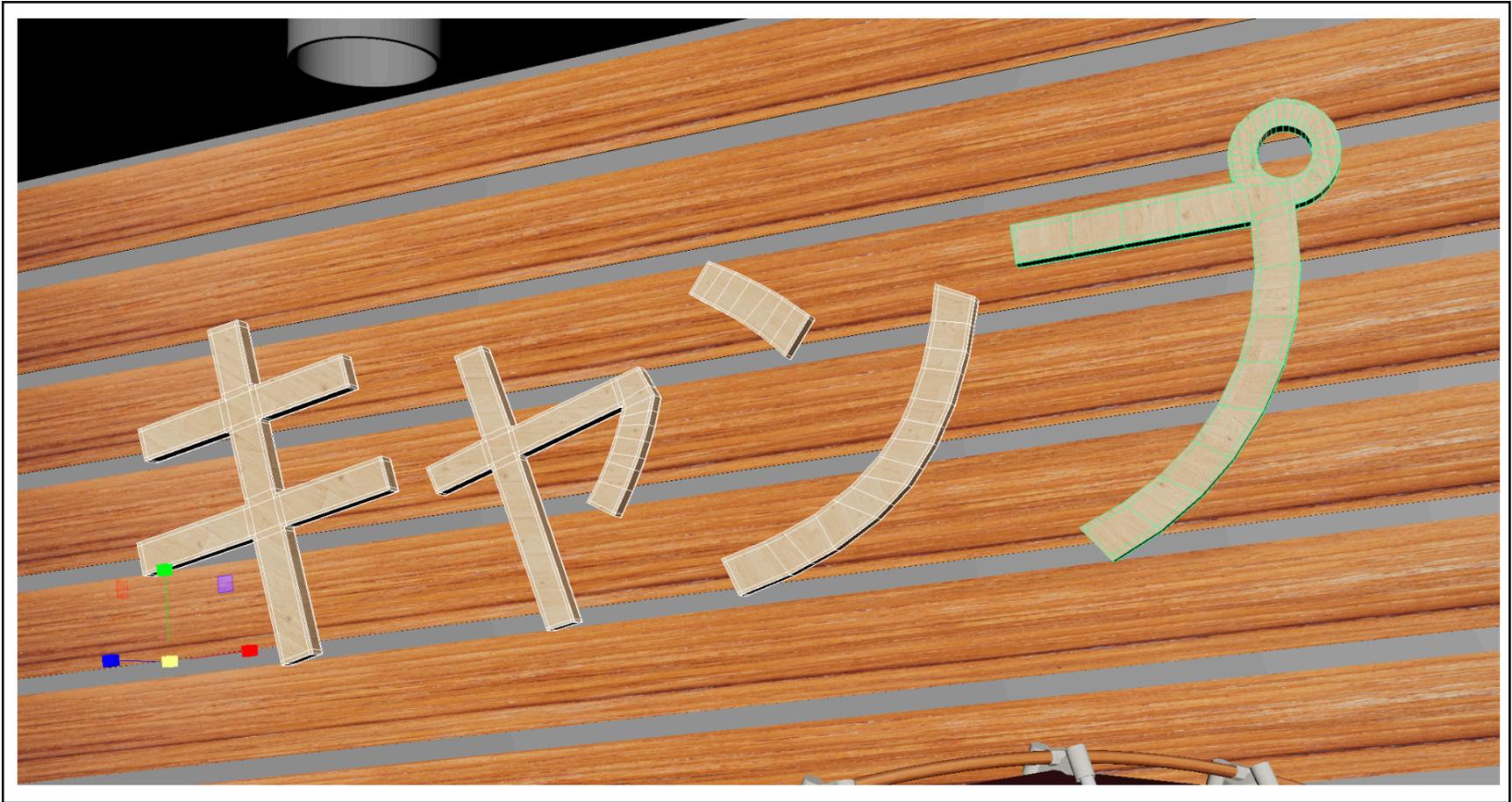
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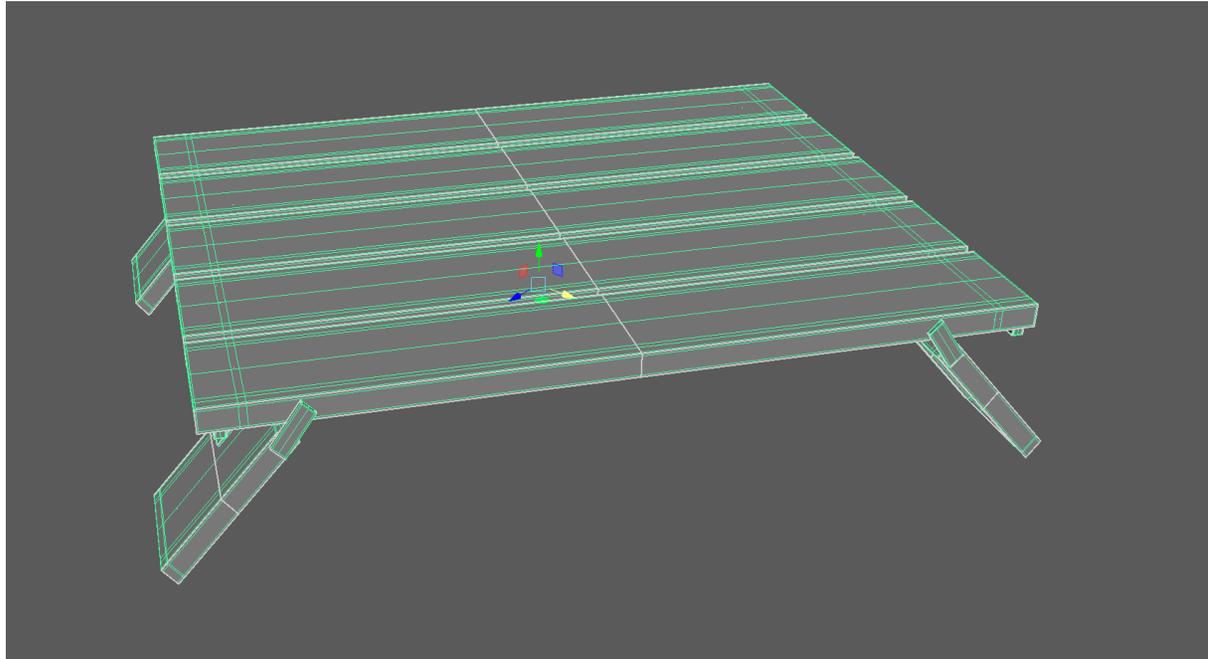


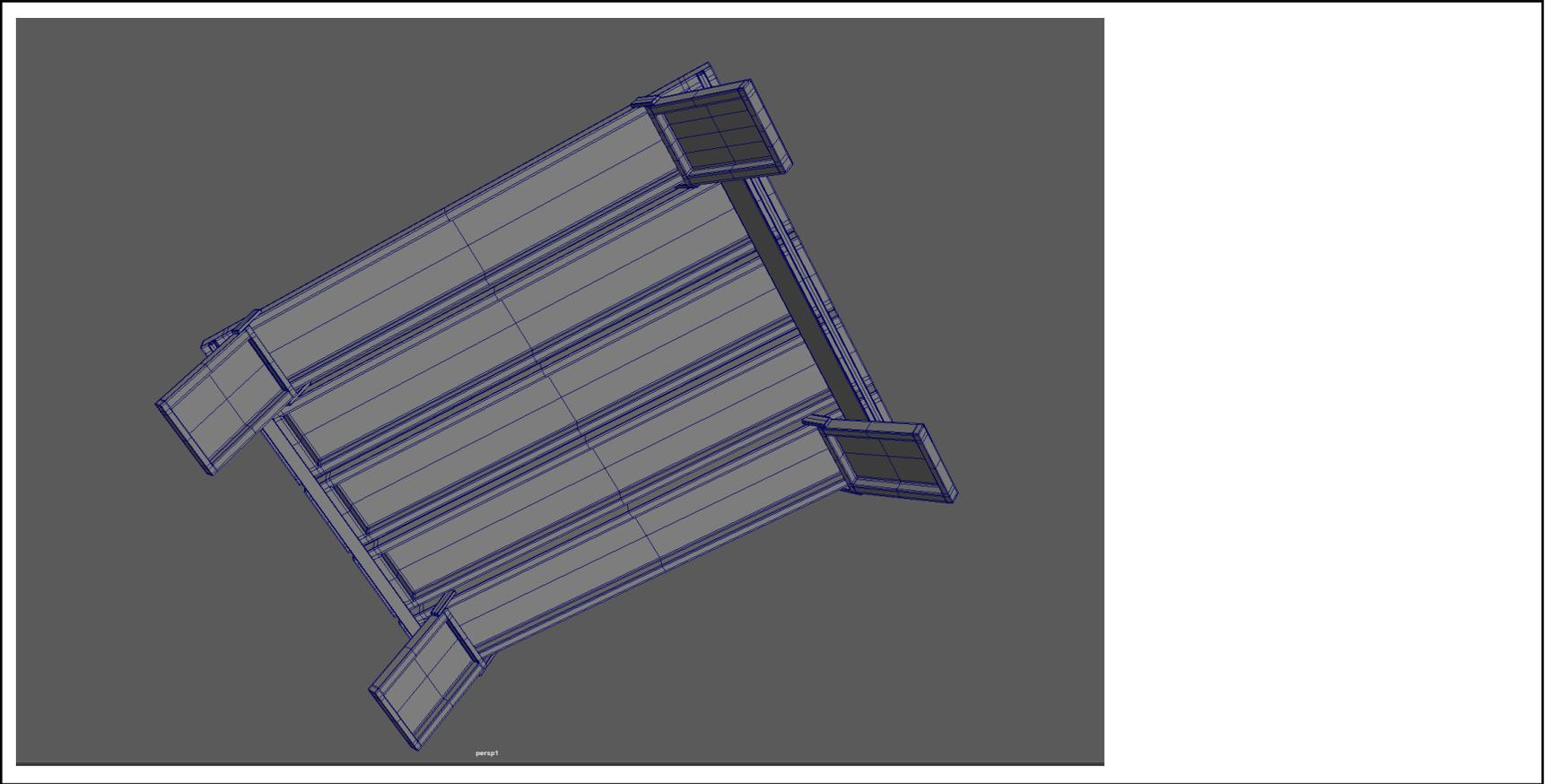
Text(NEW)



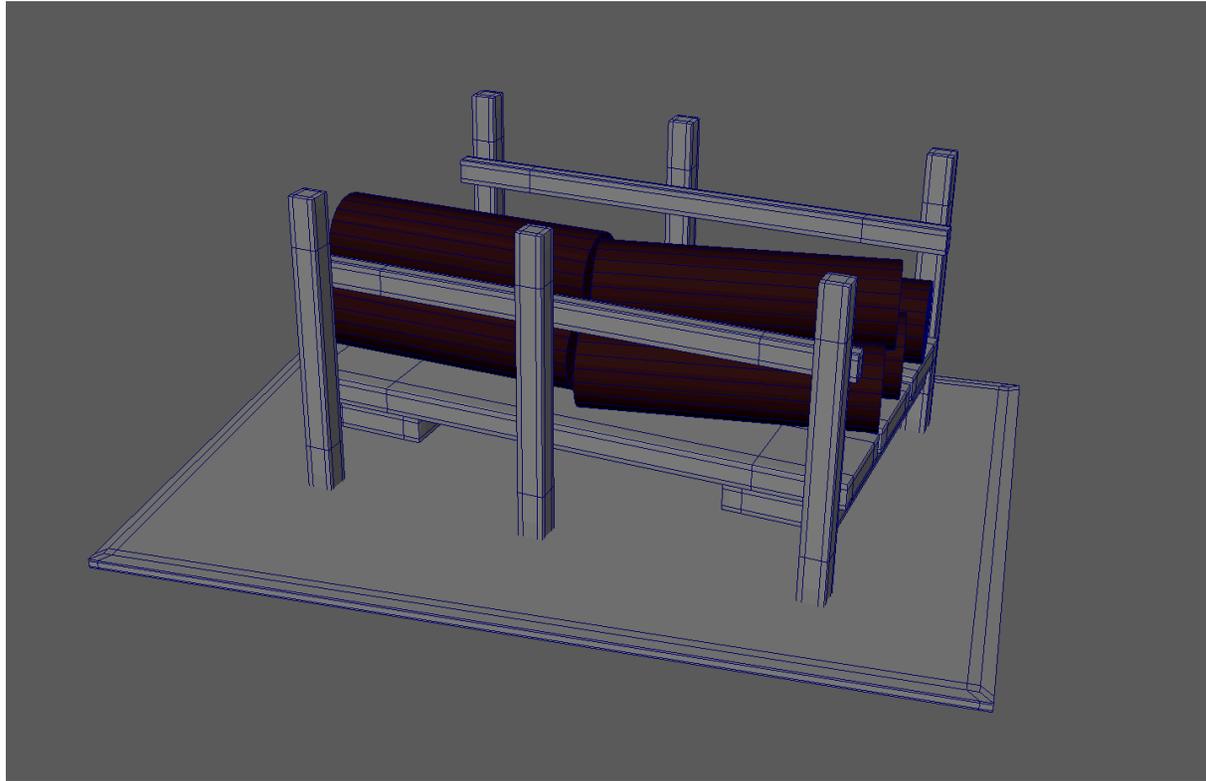


Mini Camping Table

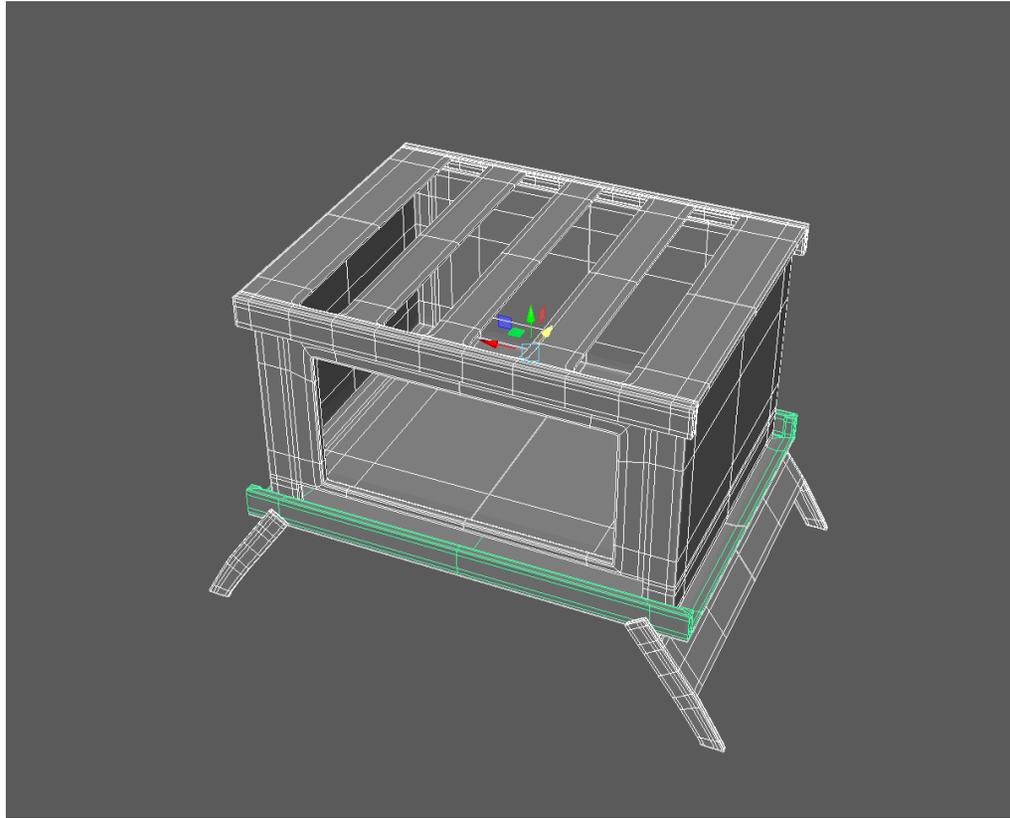


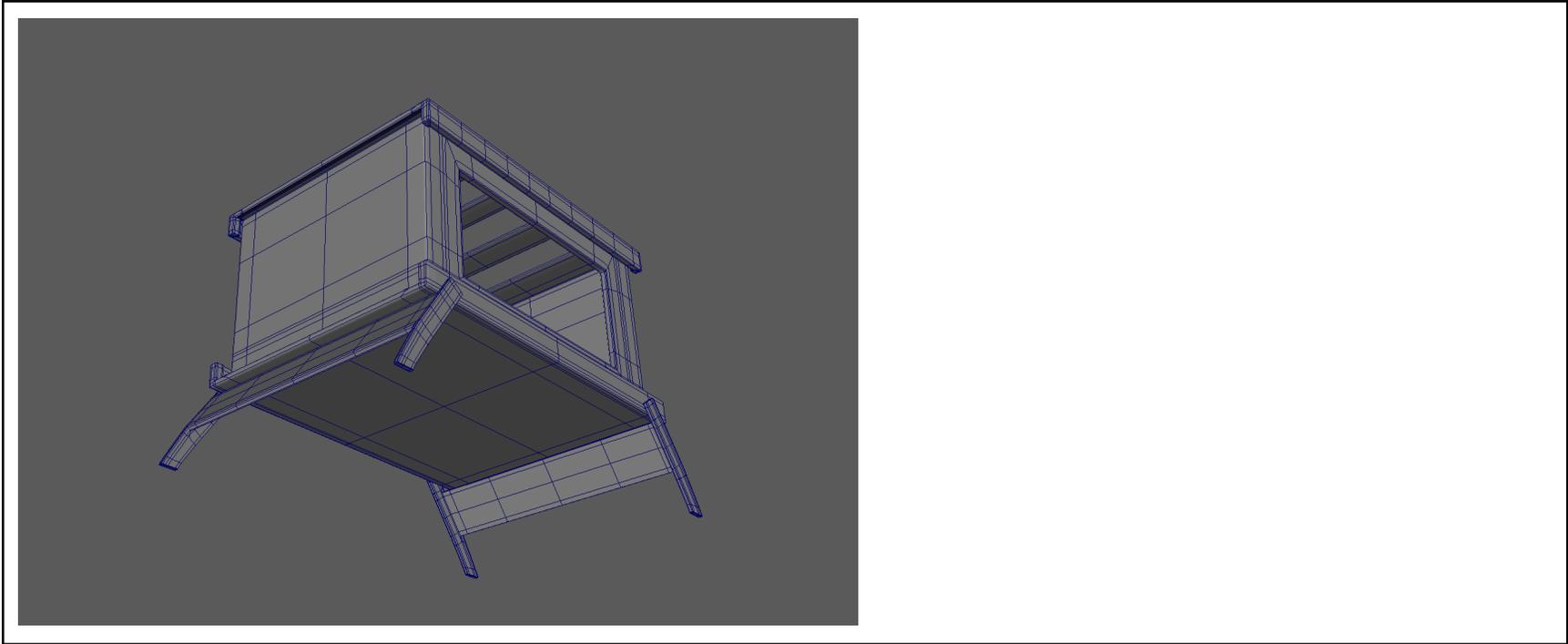


Log Holder

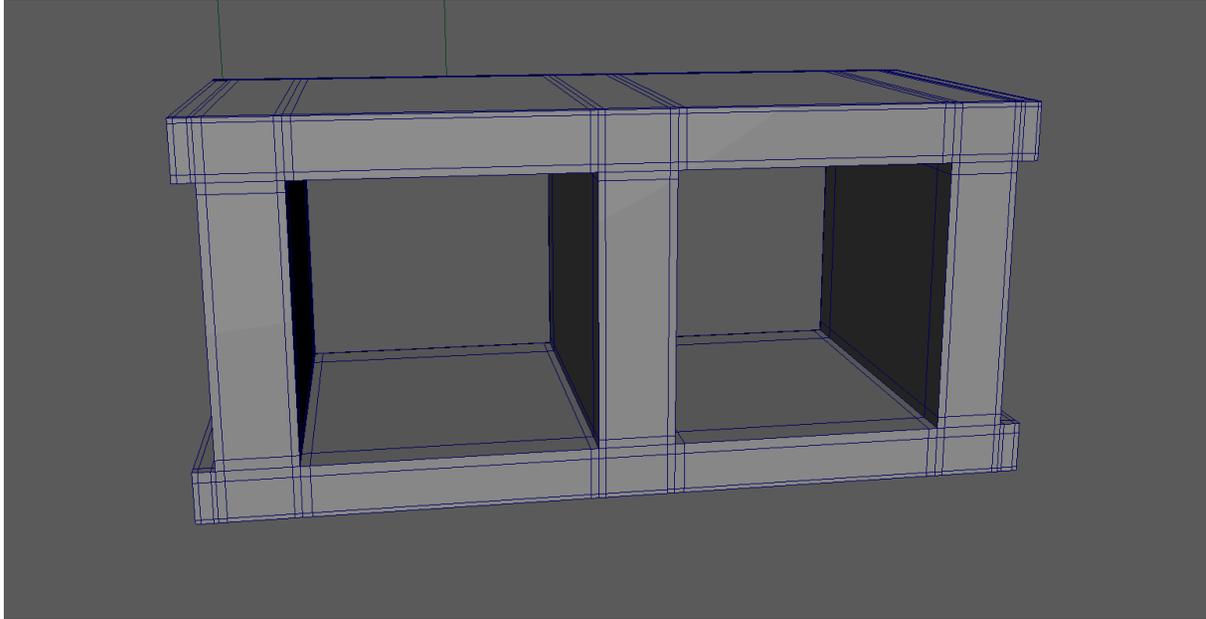


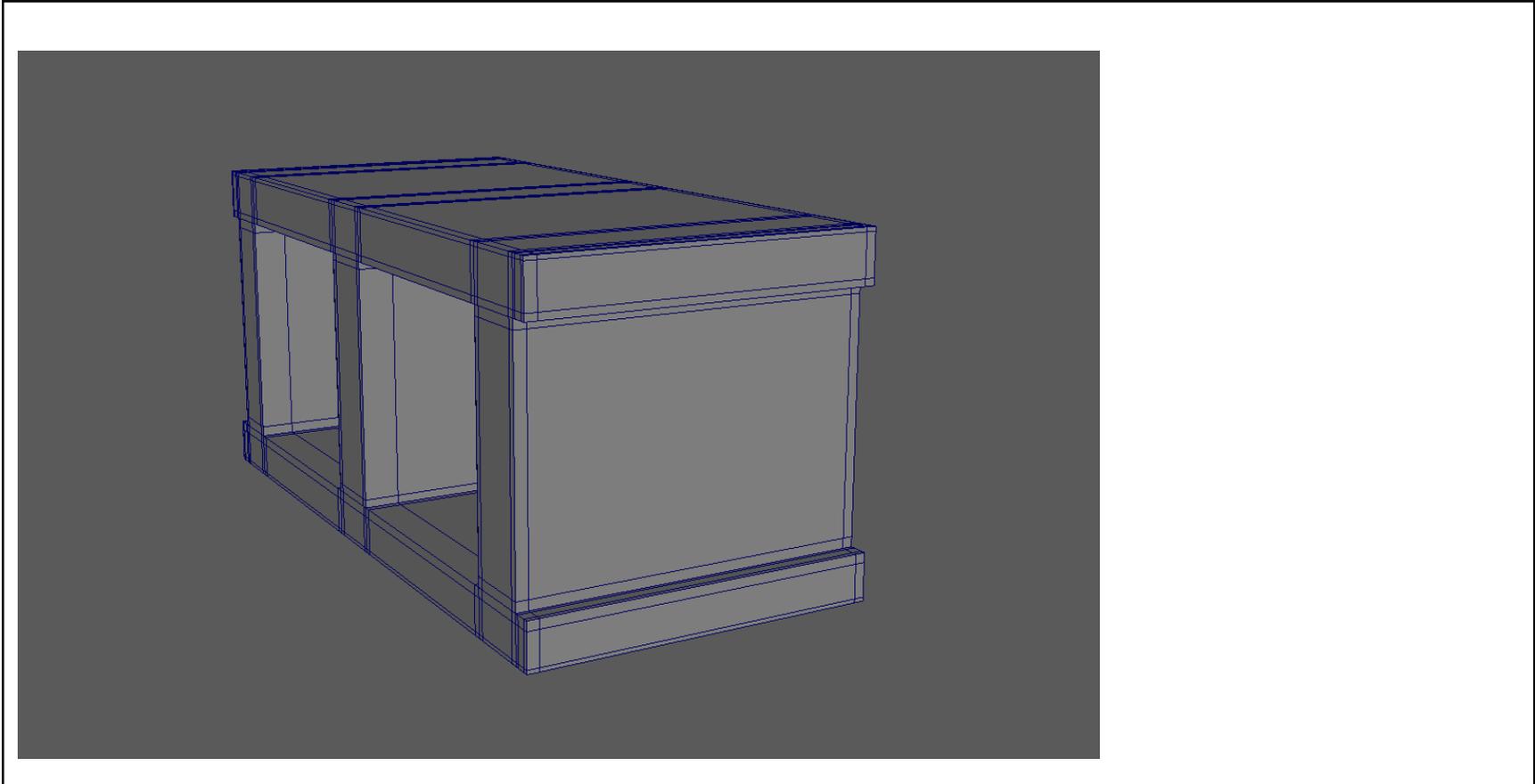
Mini Grill



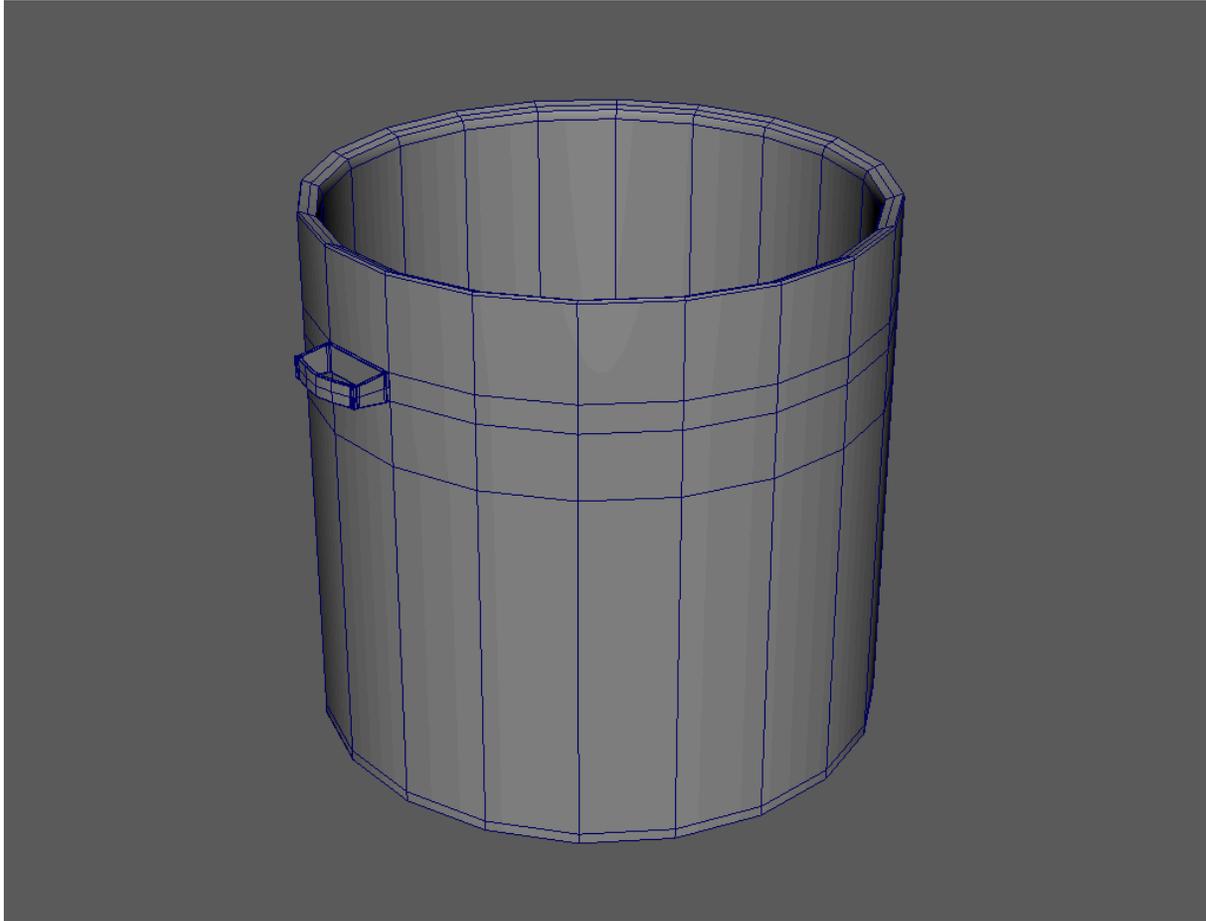


Cynder Block

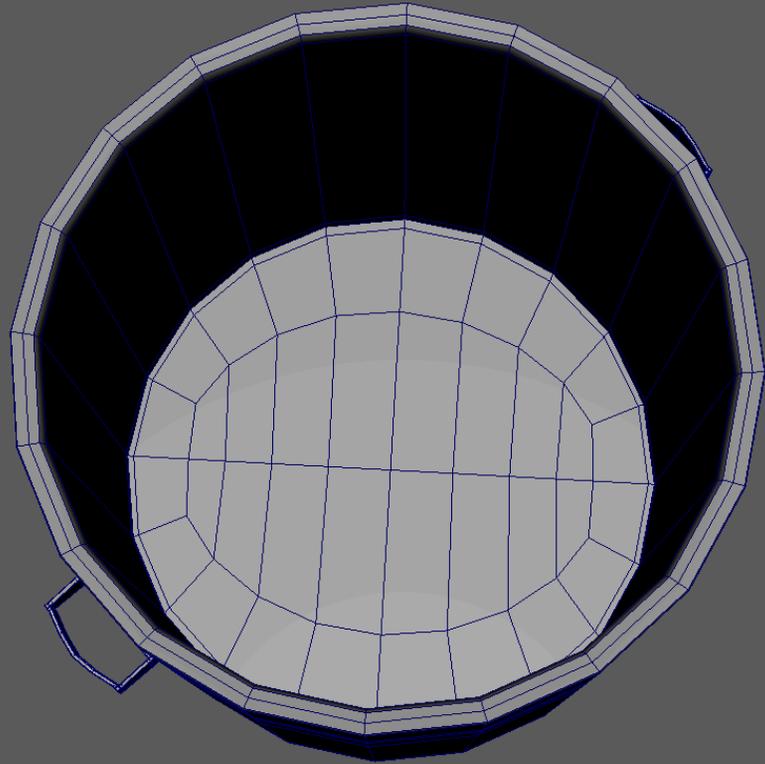




Pot

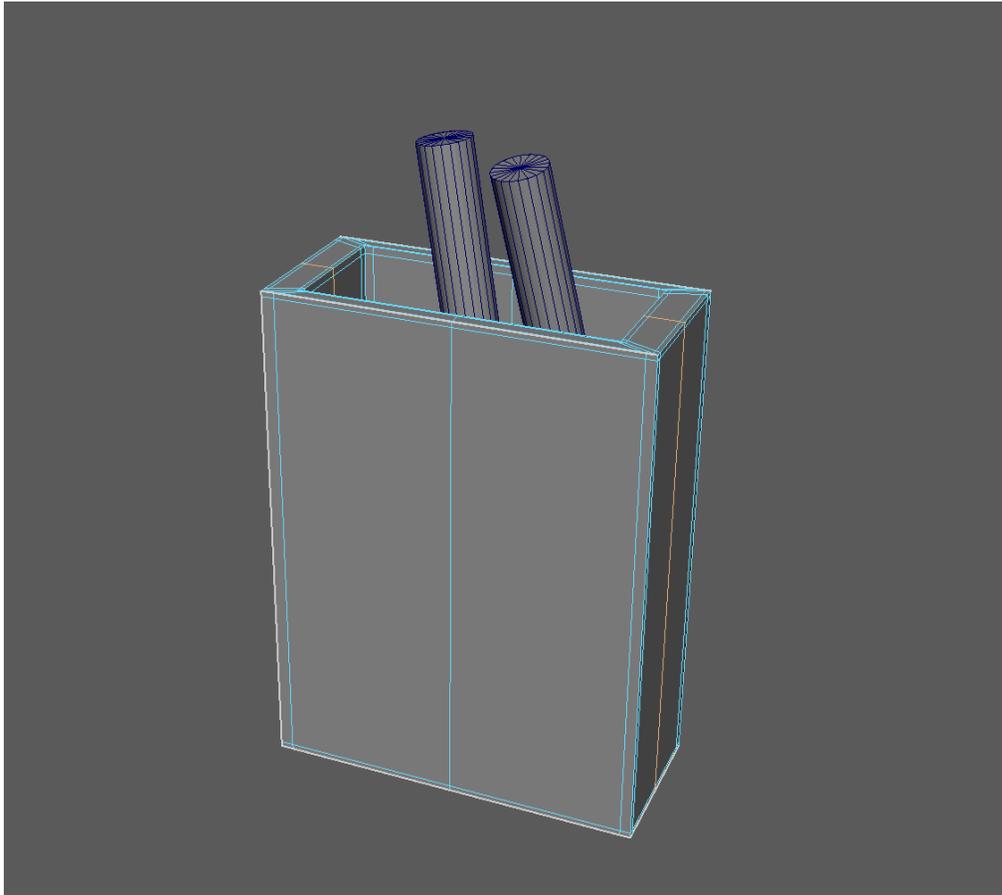


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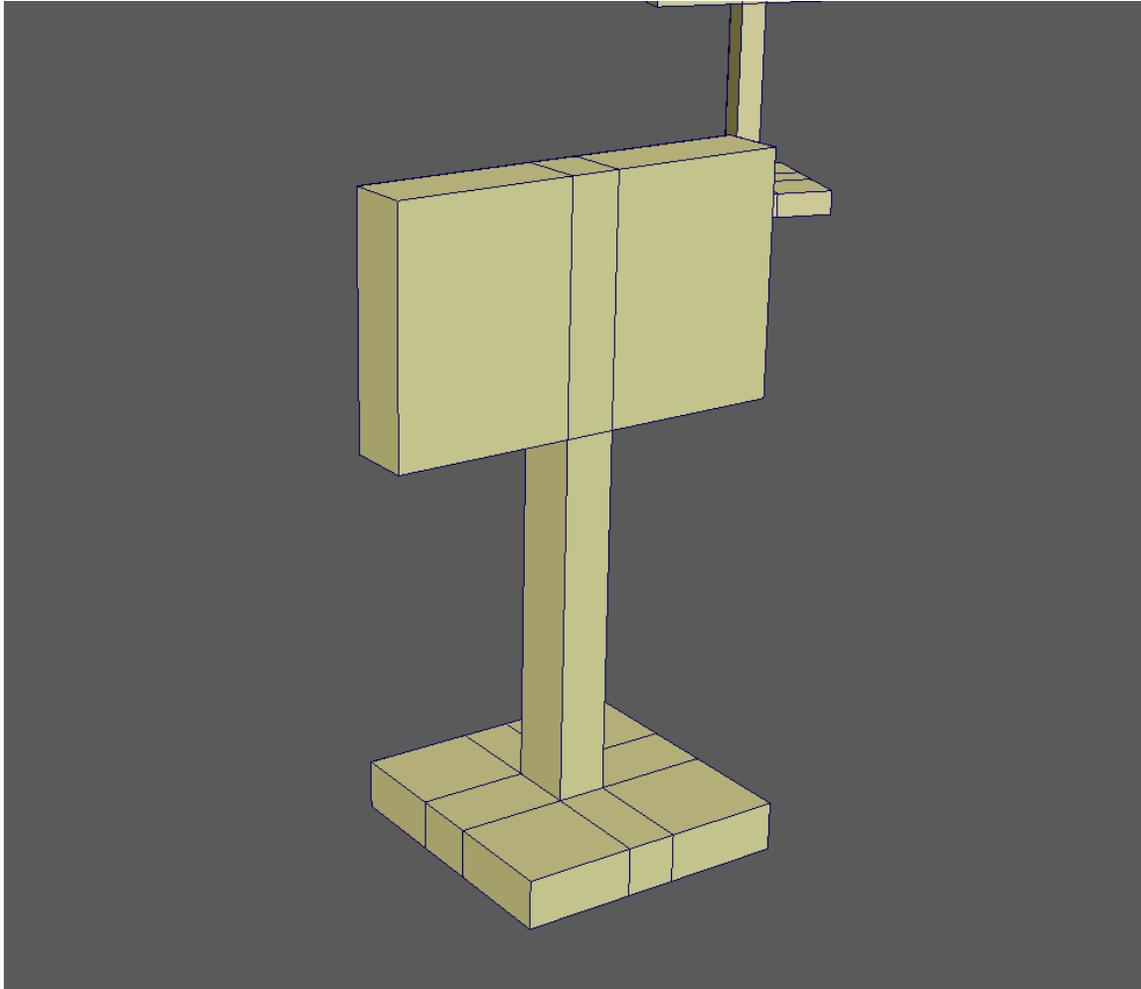


WIP

Umbrella Holder

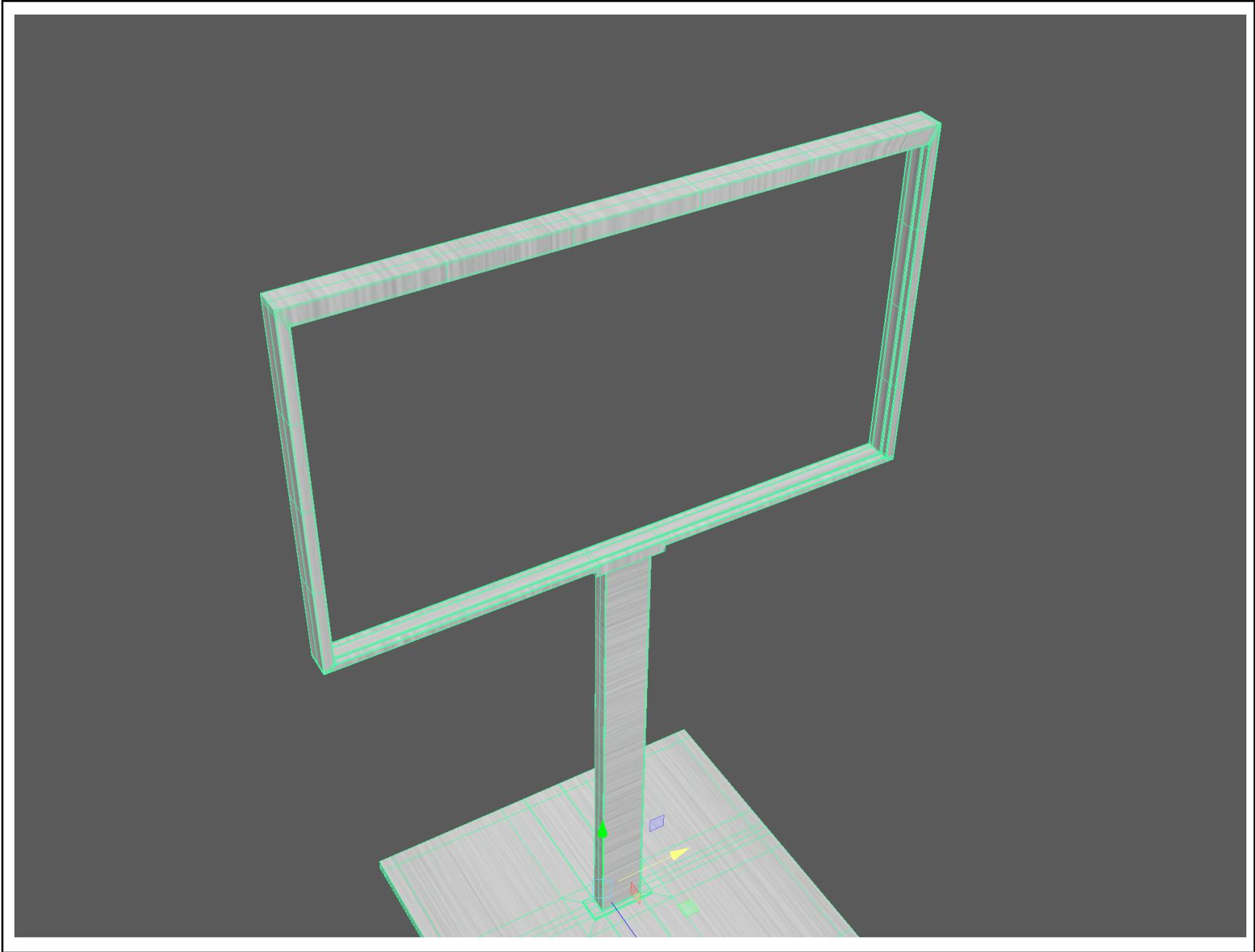


Sign (OLD)

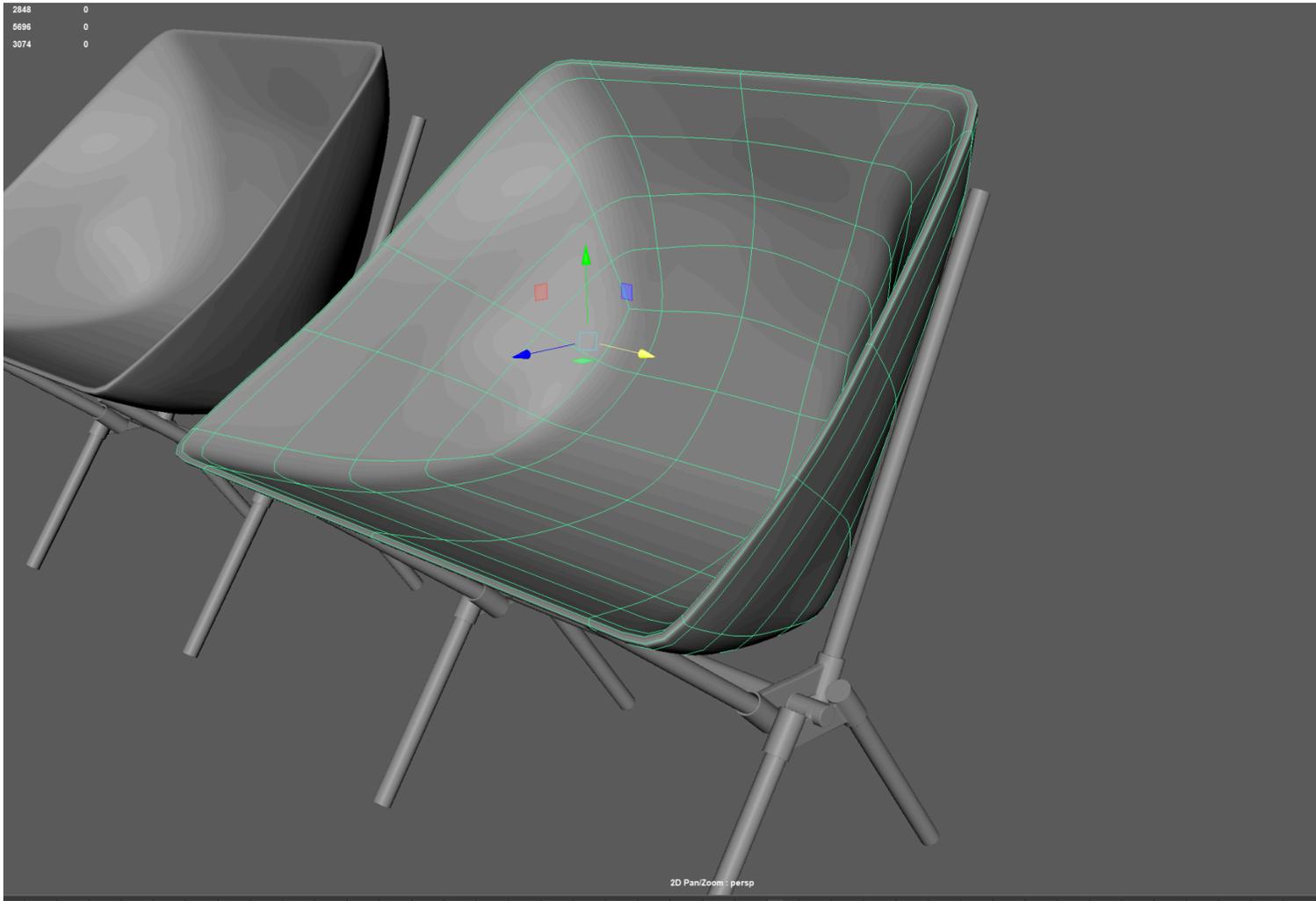


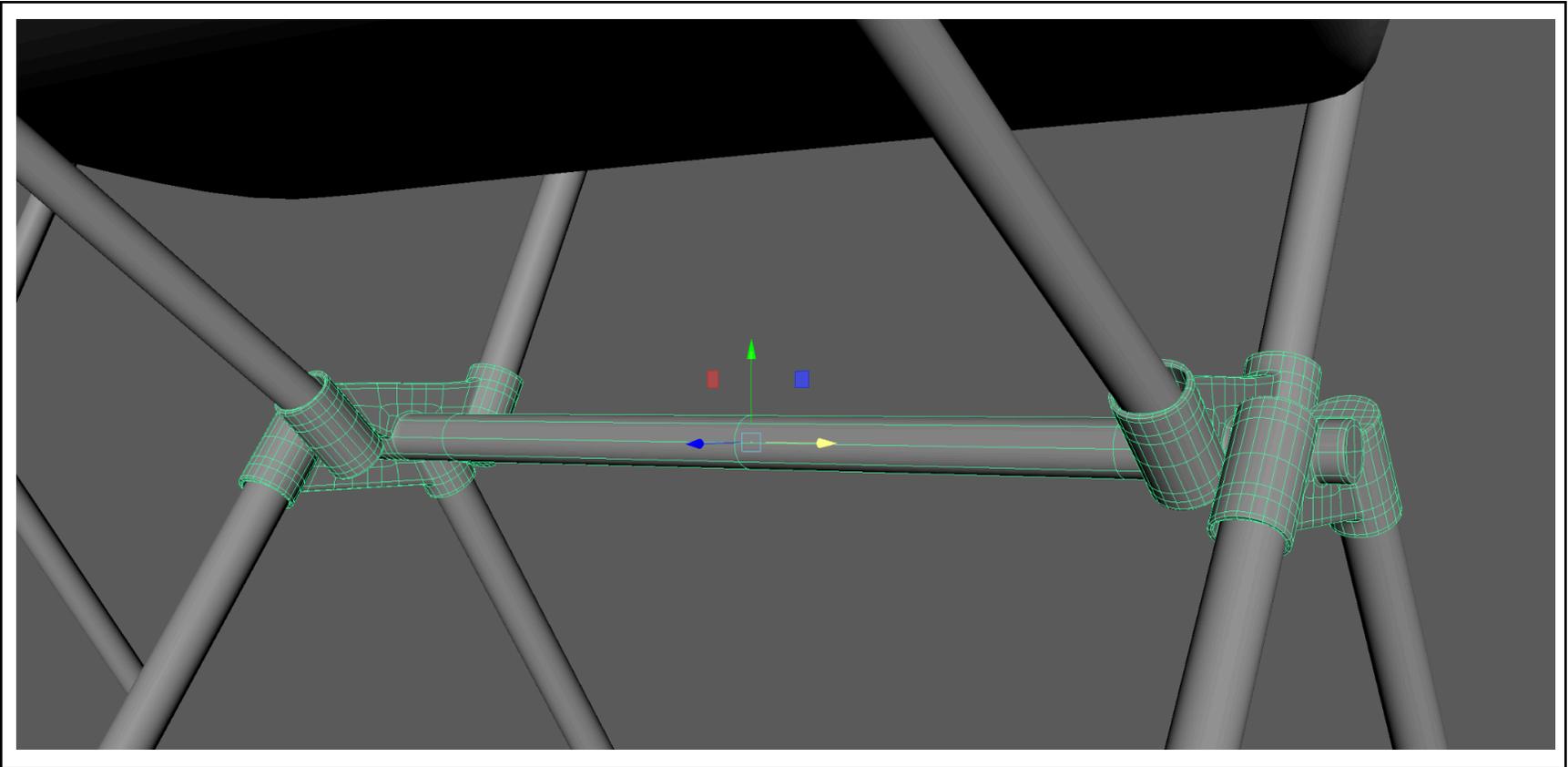
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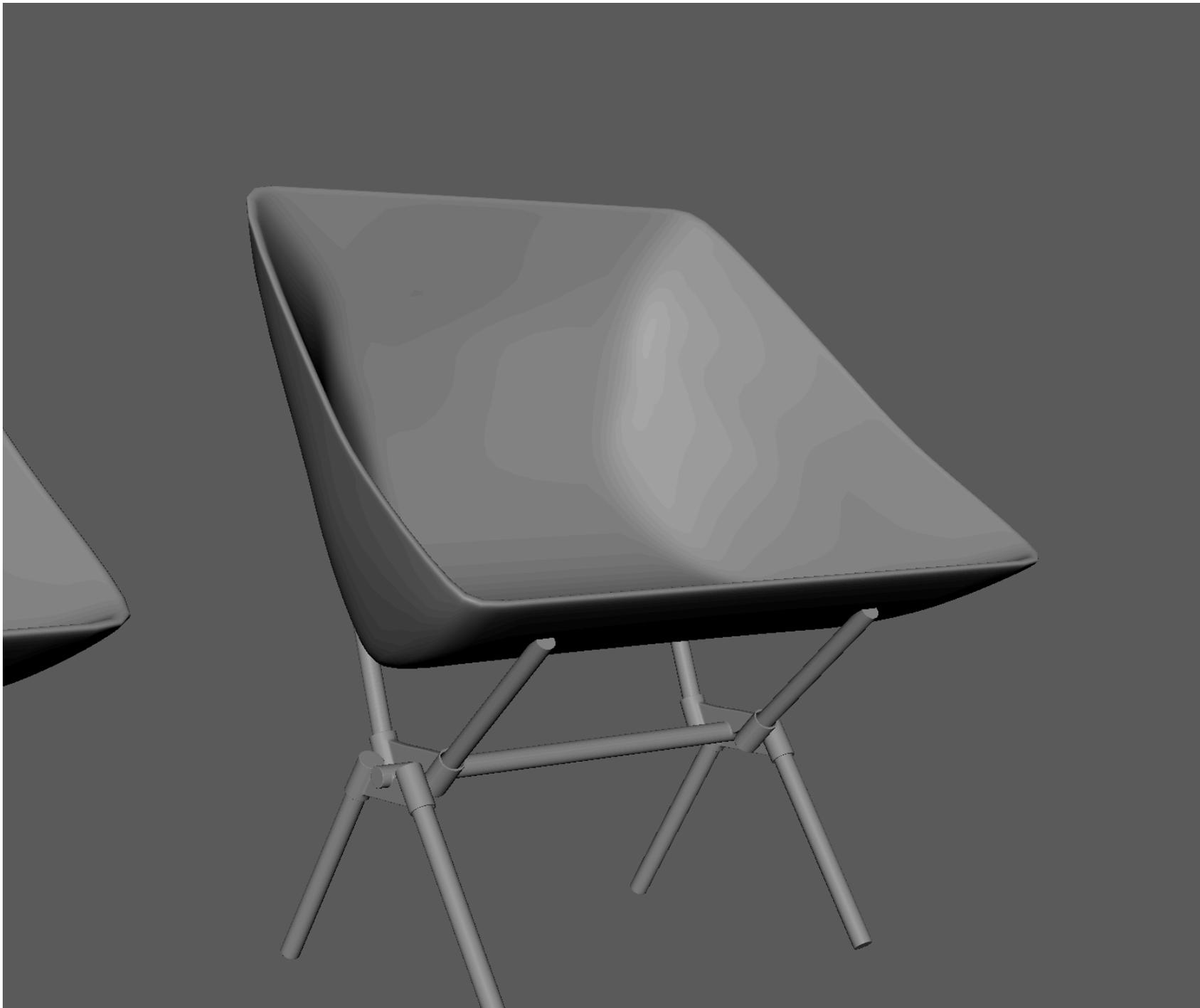


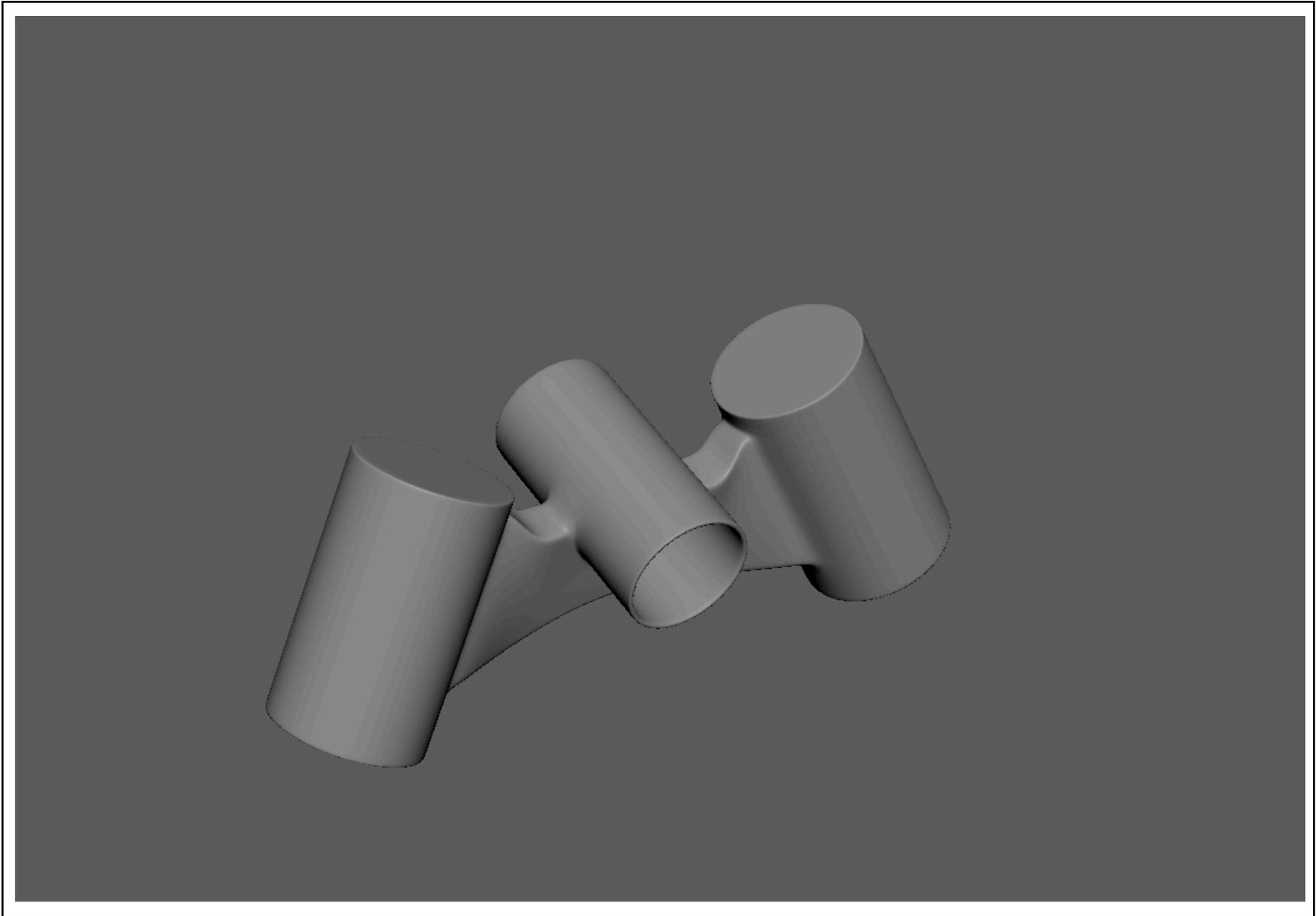


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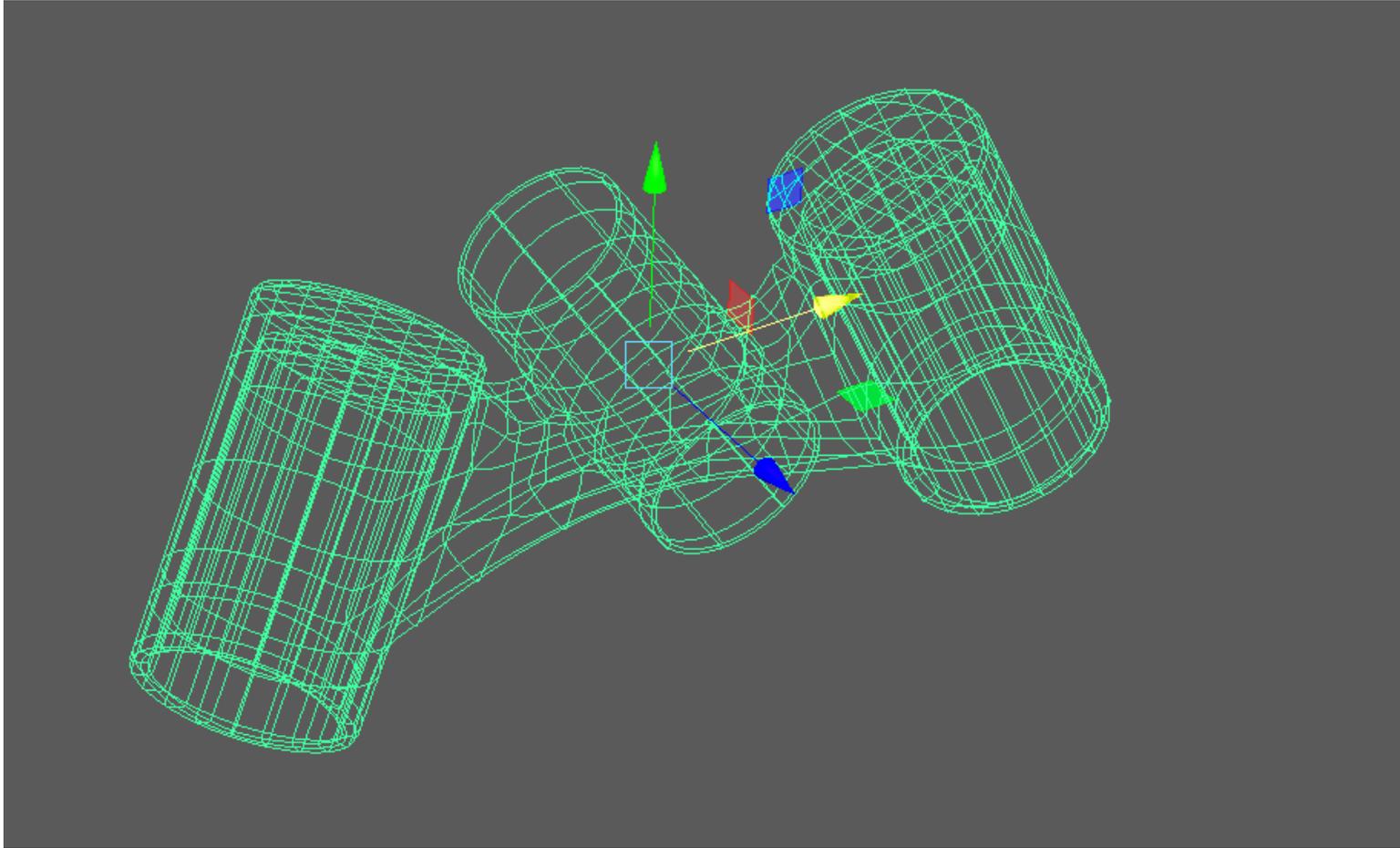


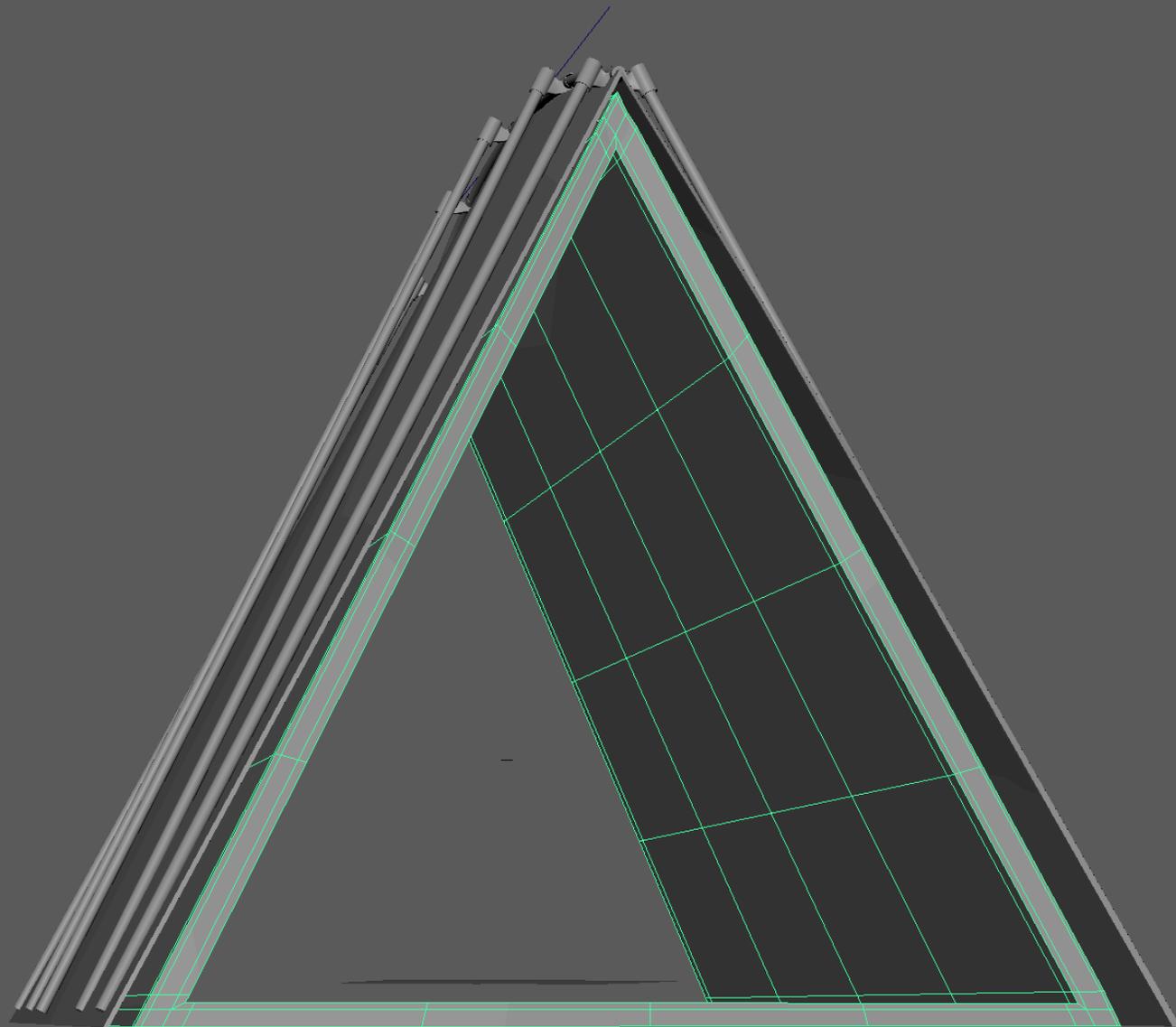


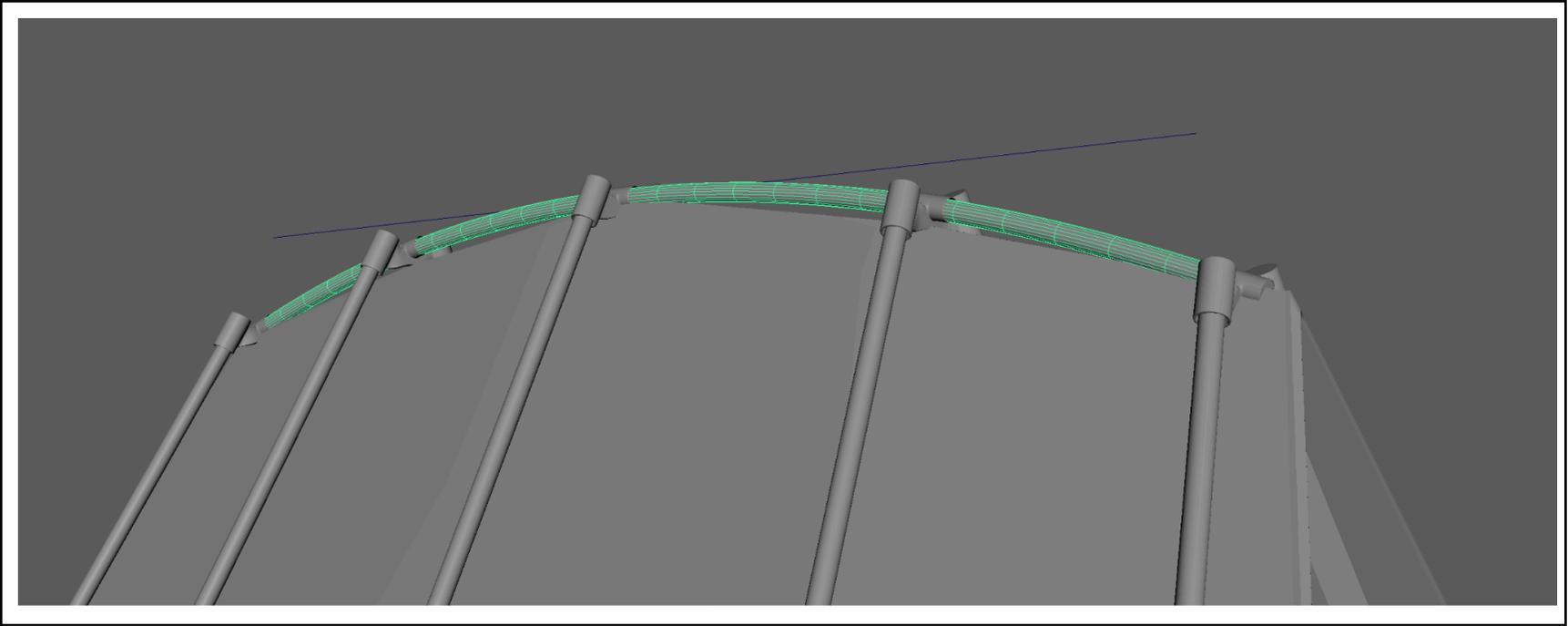


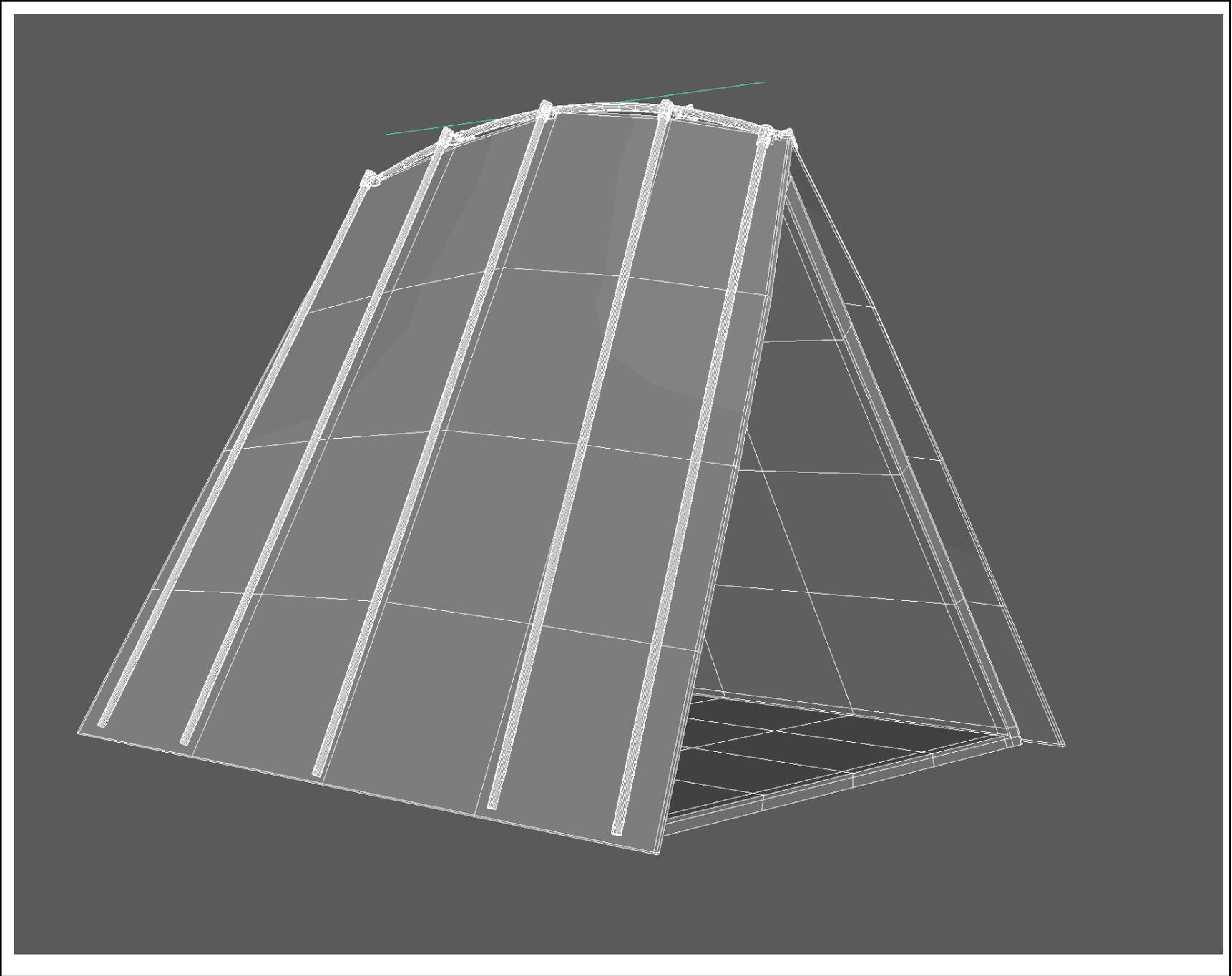


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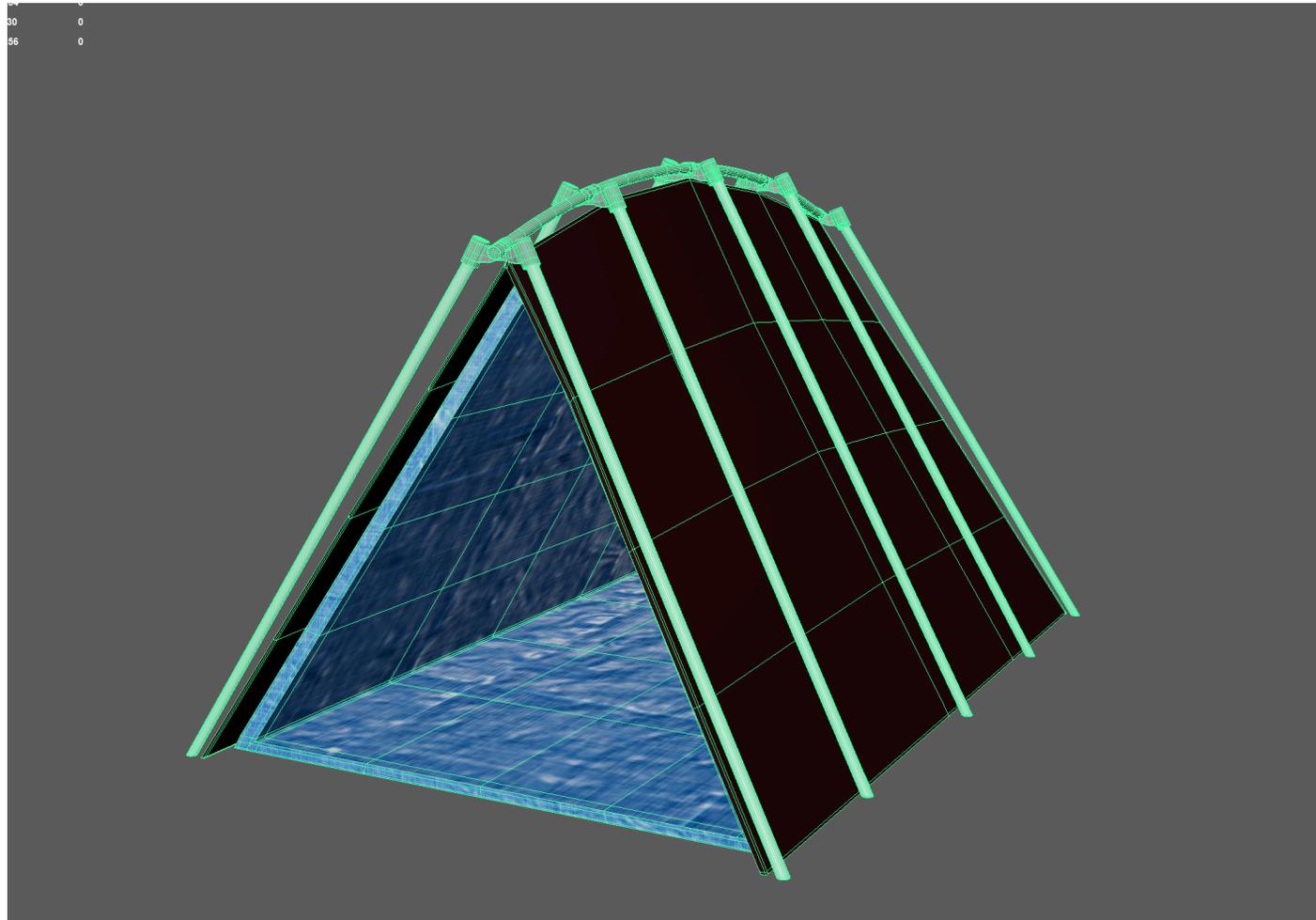


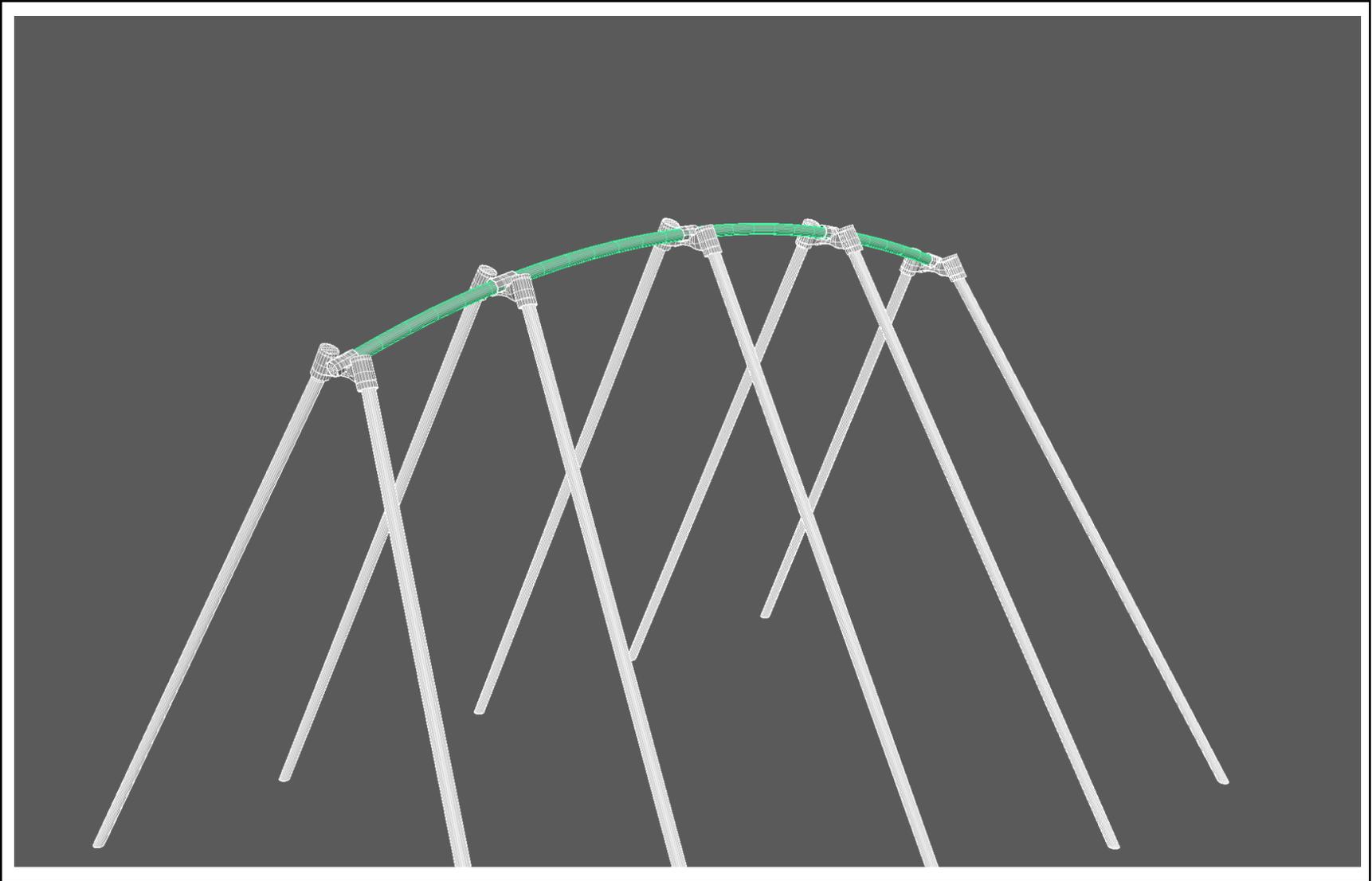




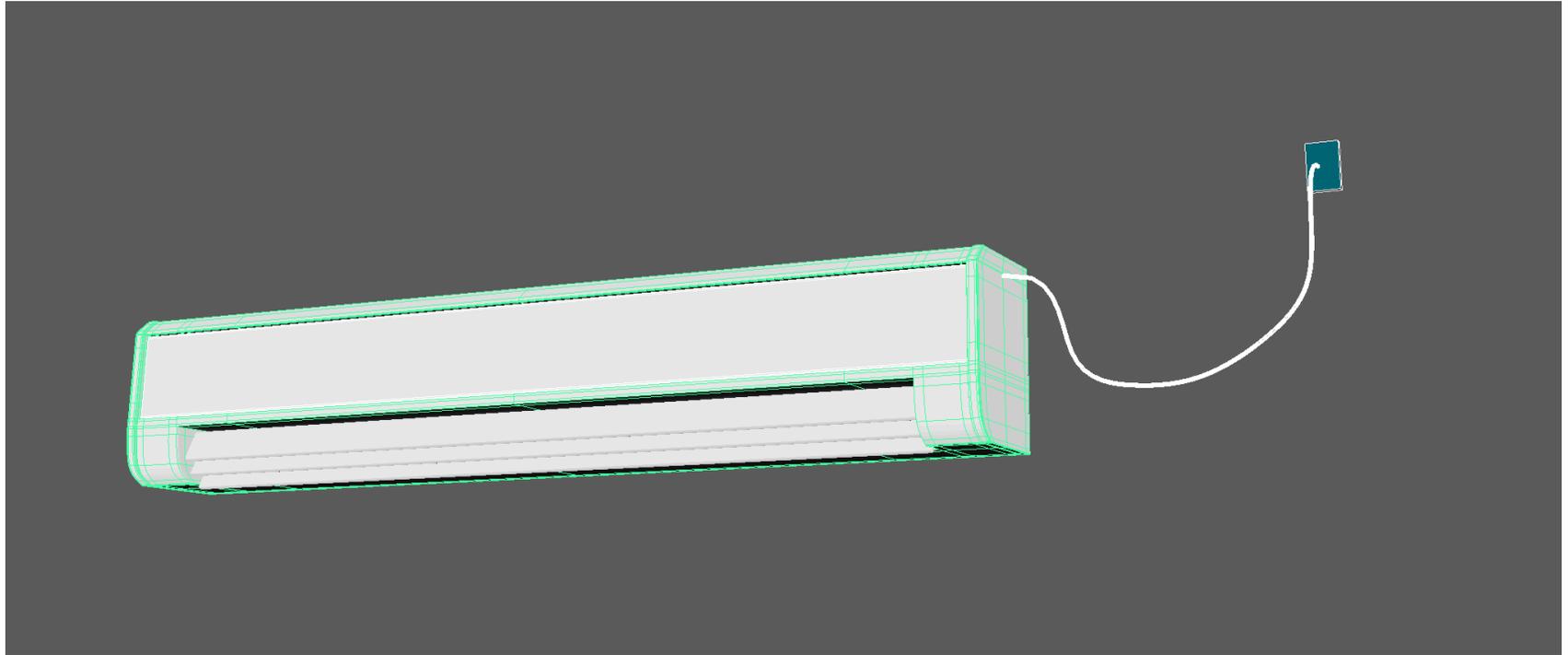


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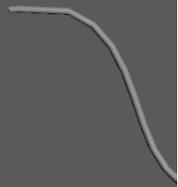
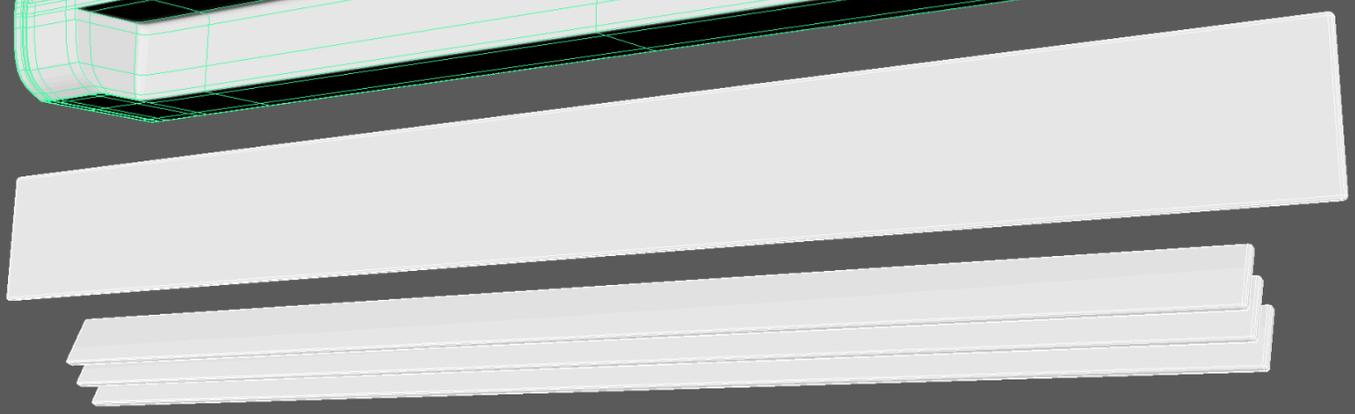
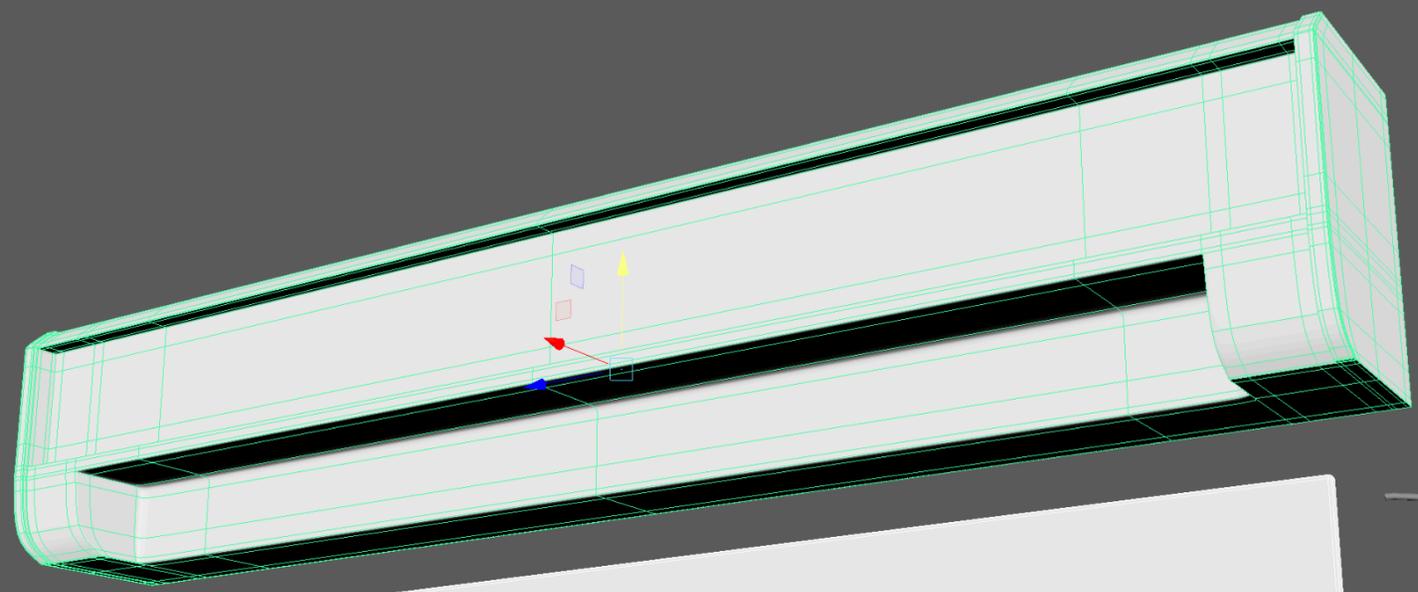




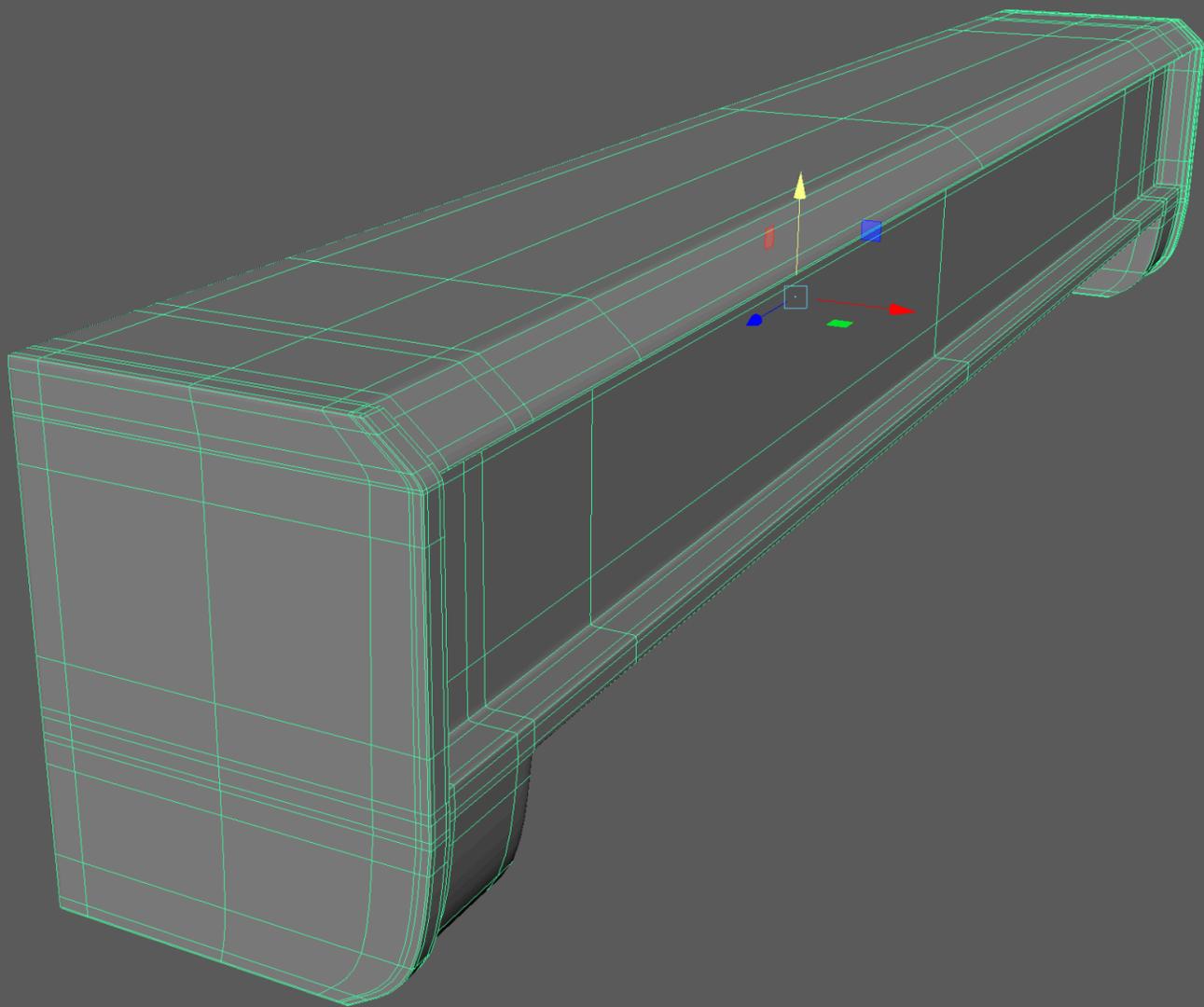
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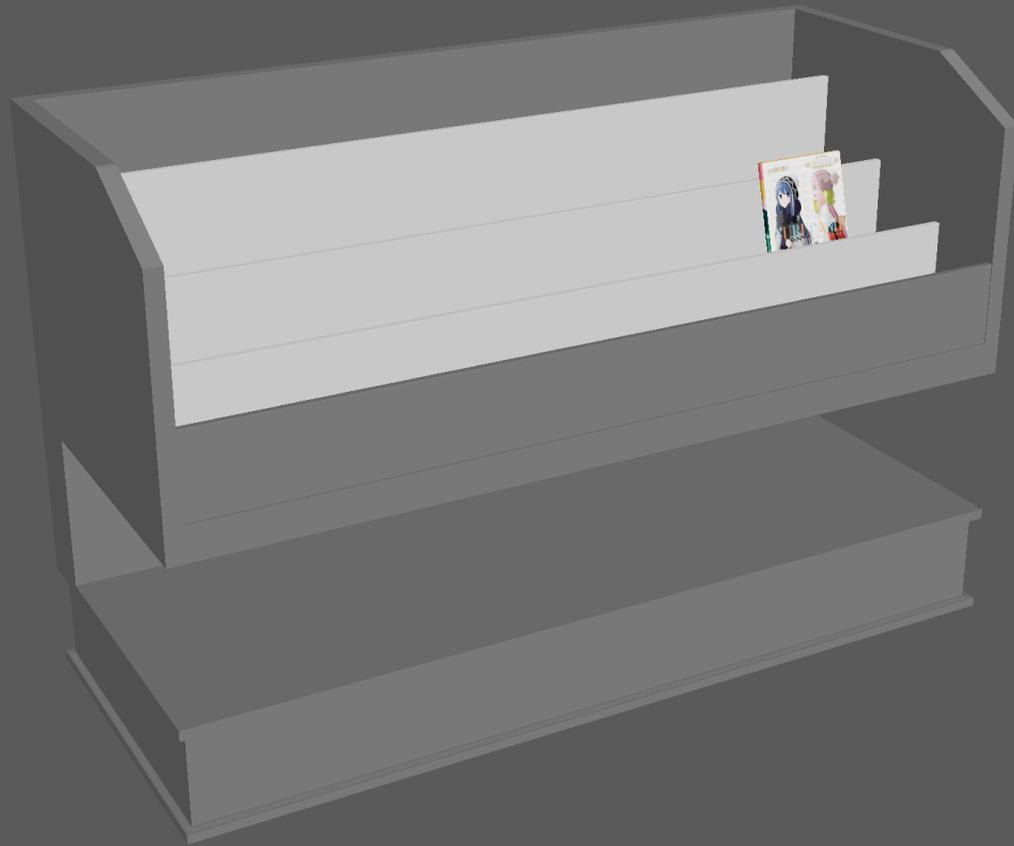


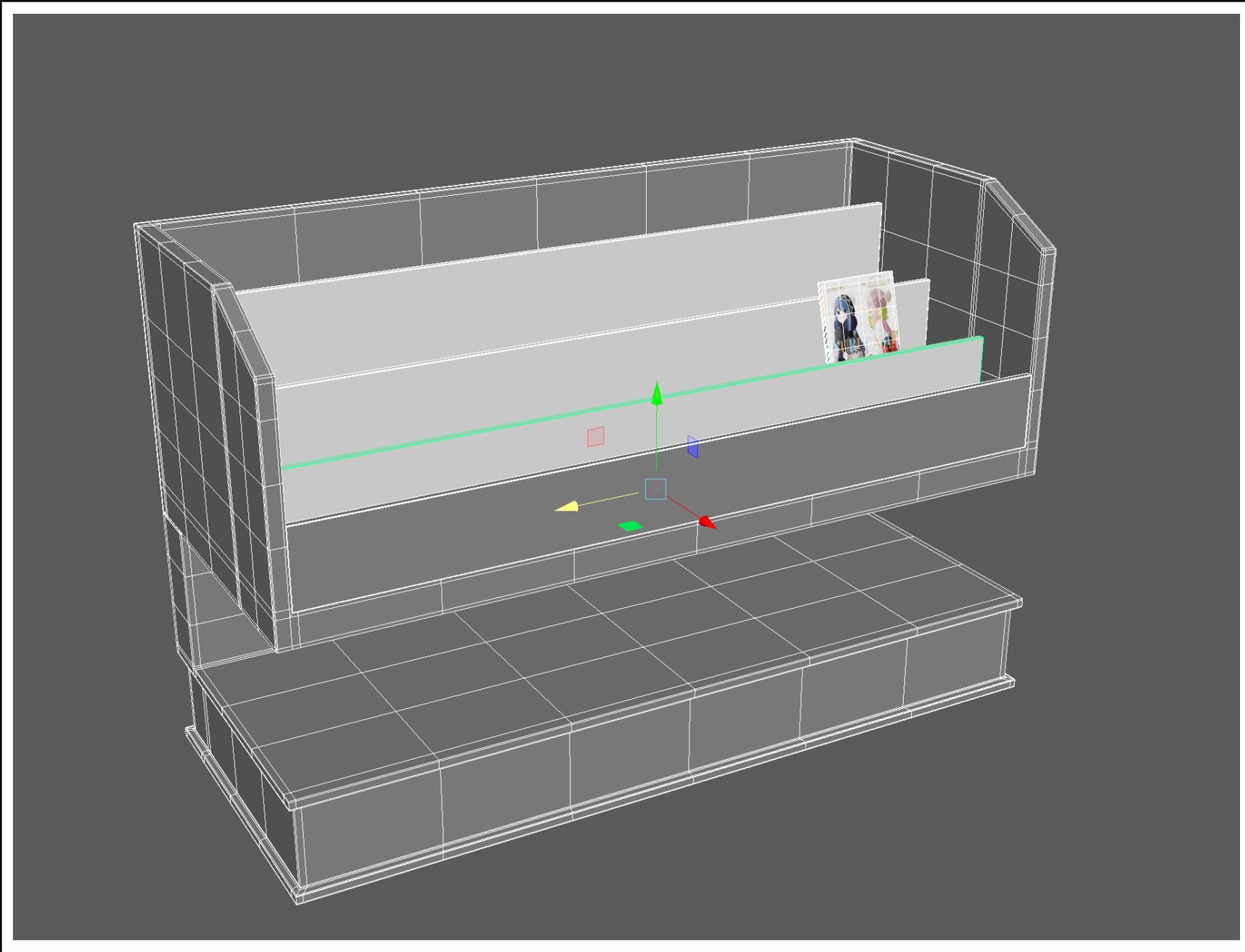
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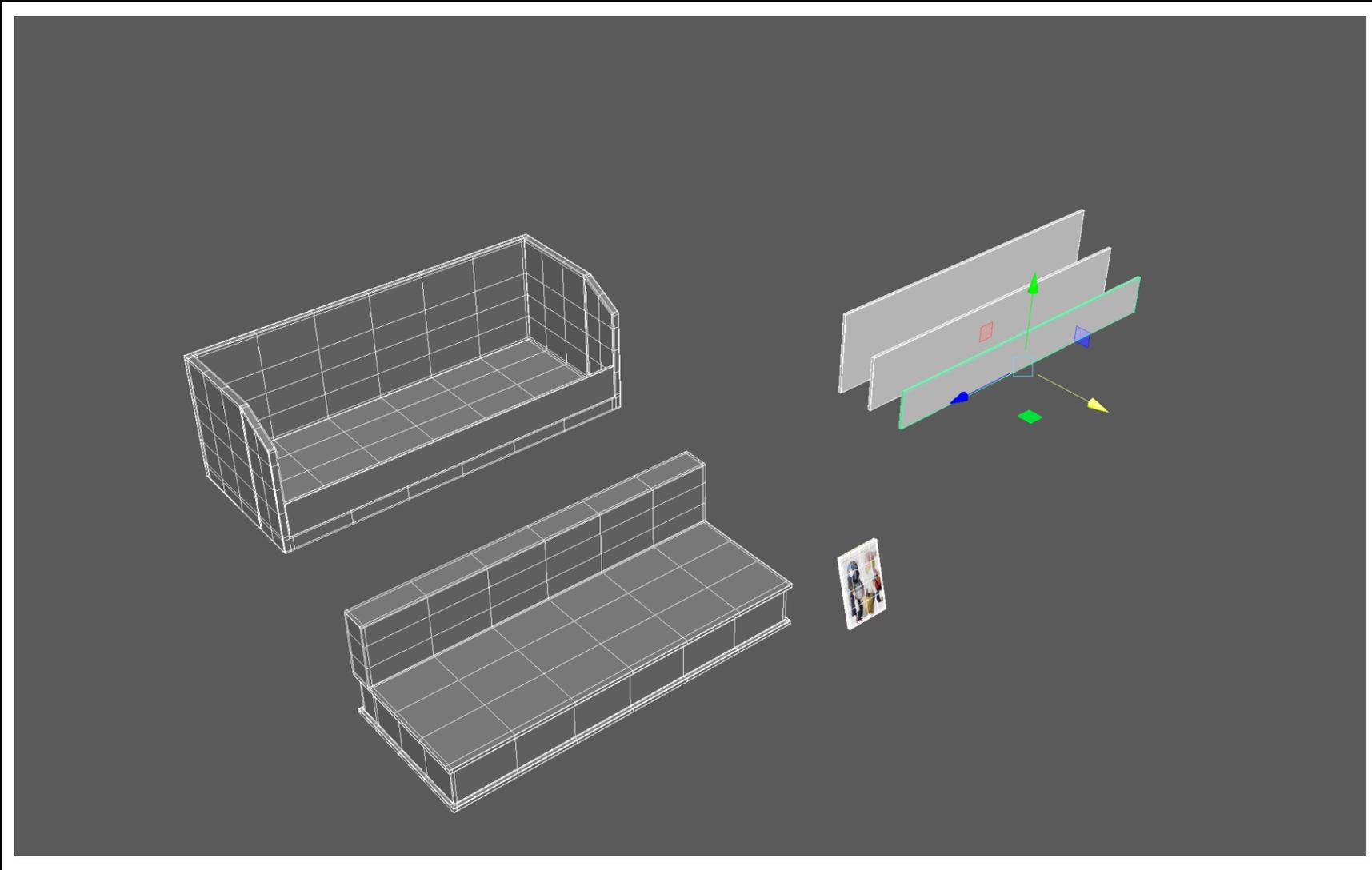


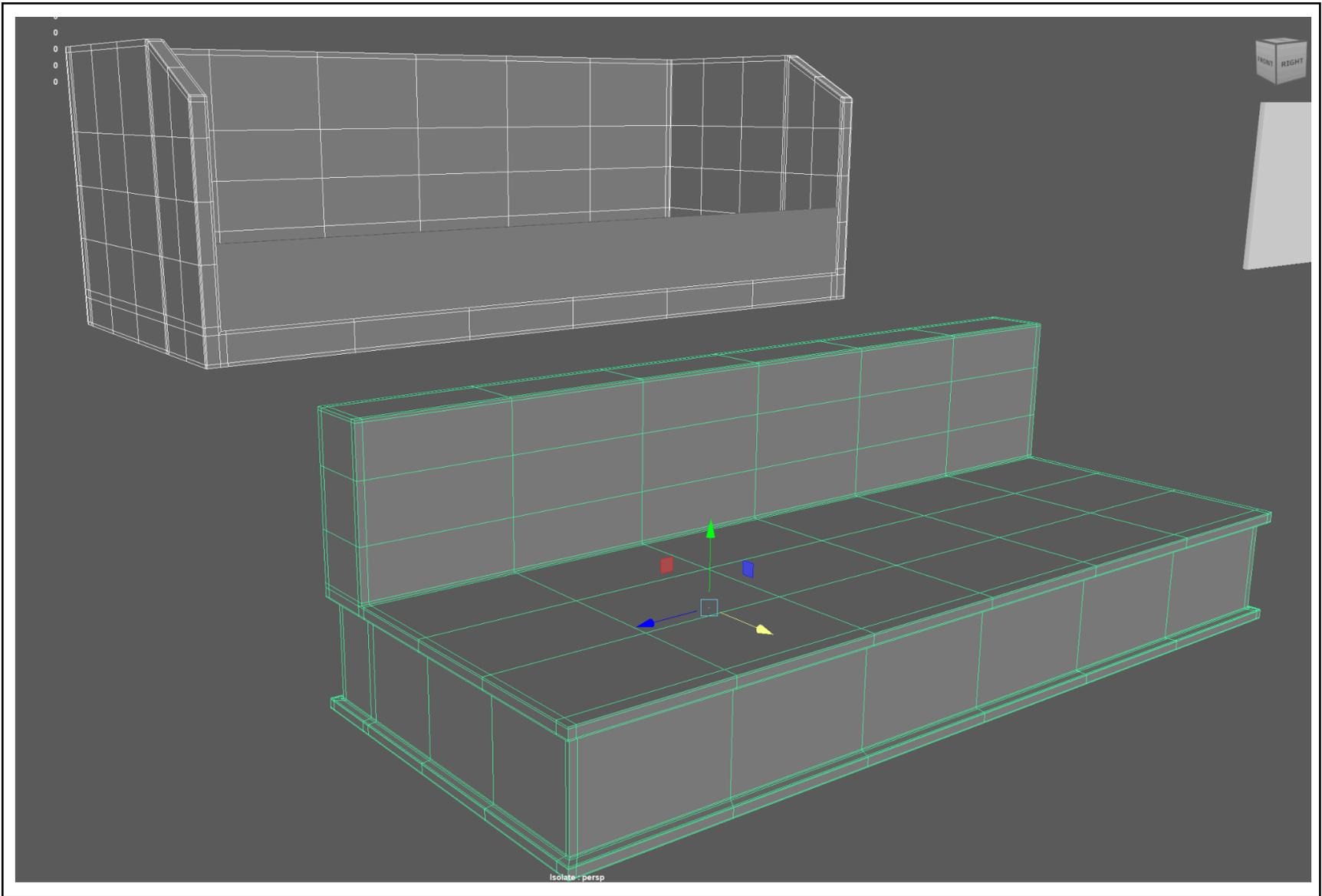
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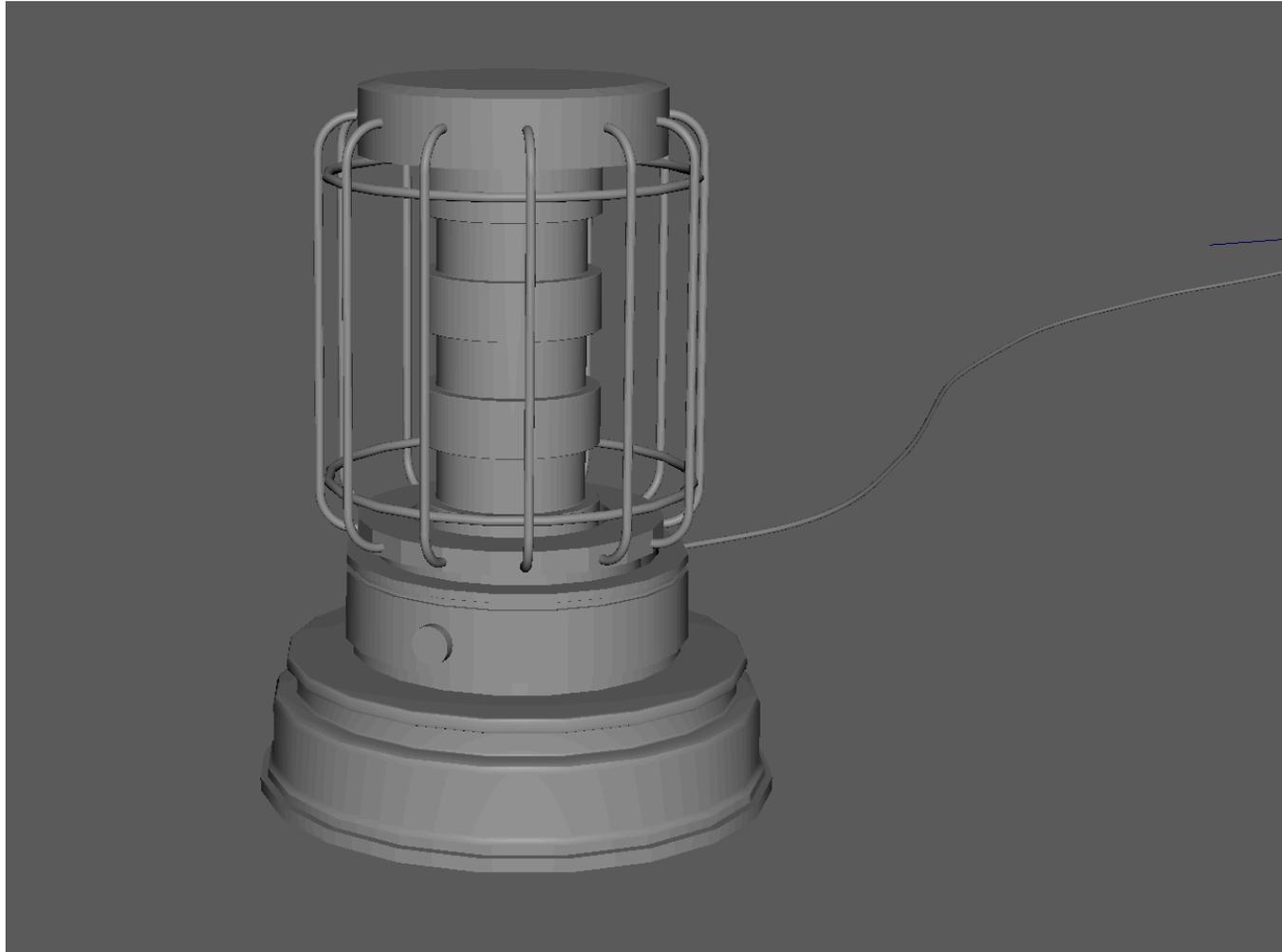




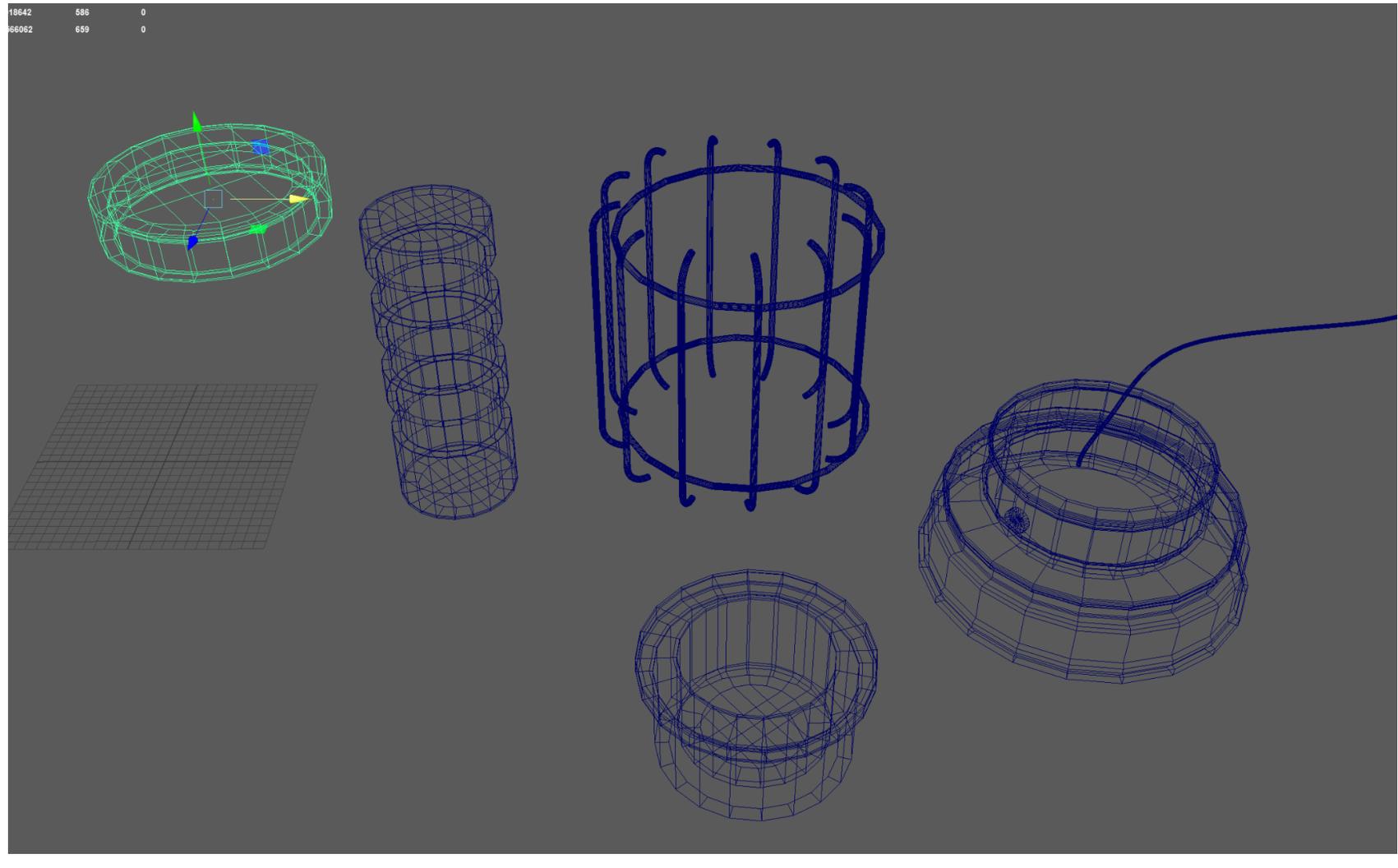


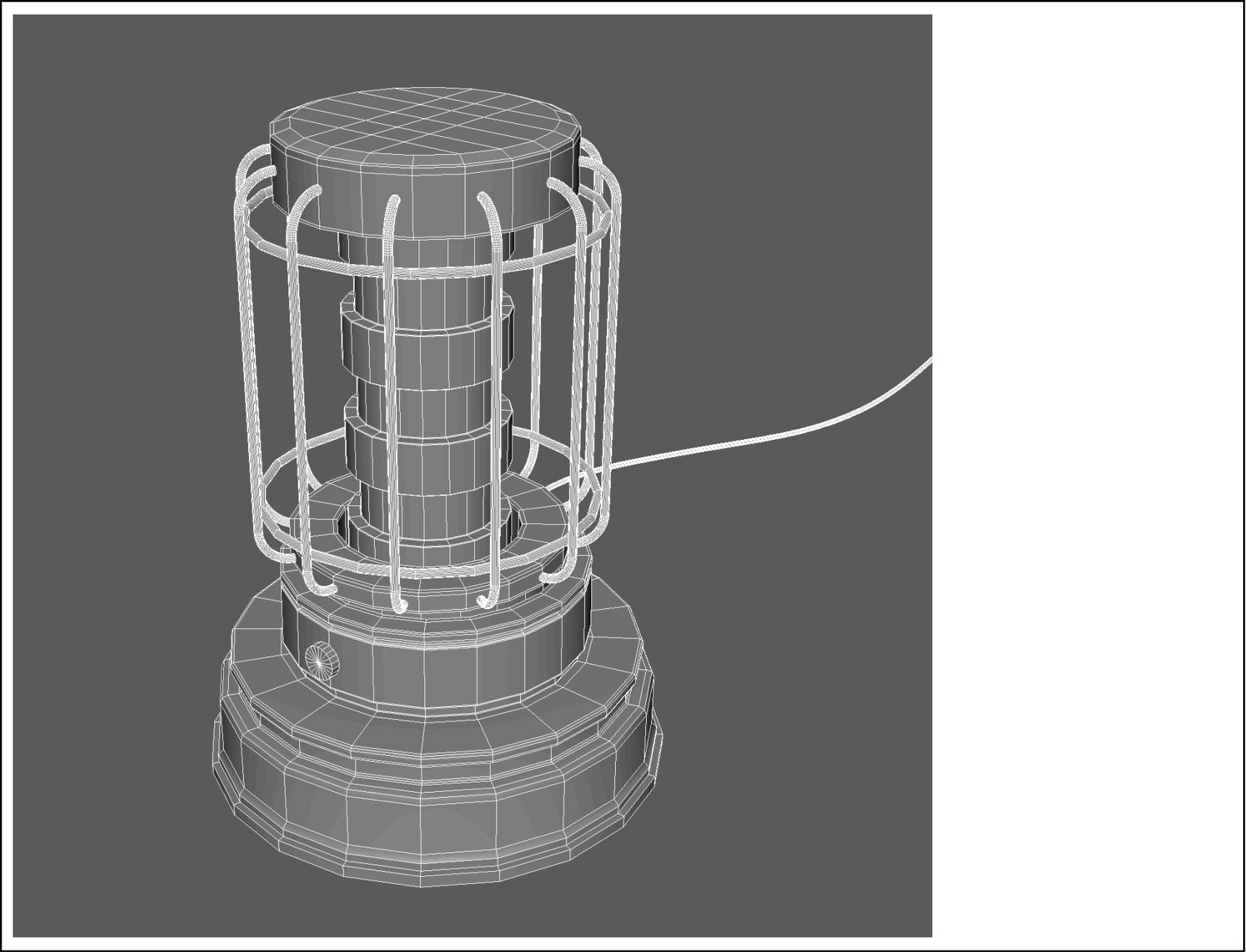


Heater

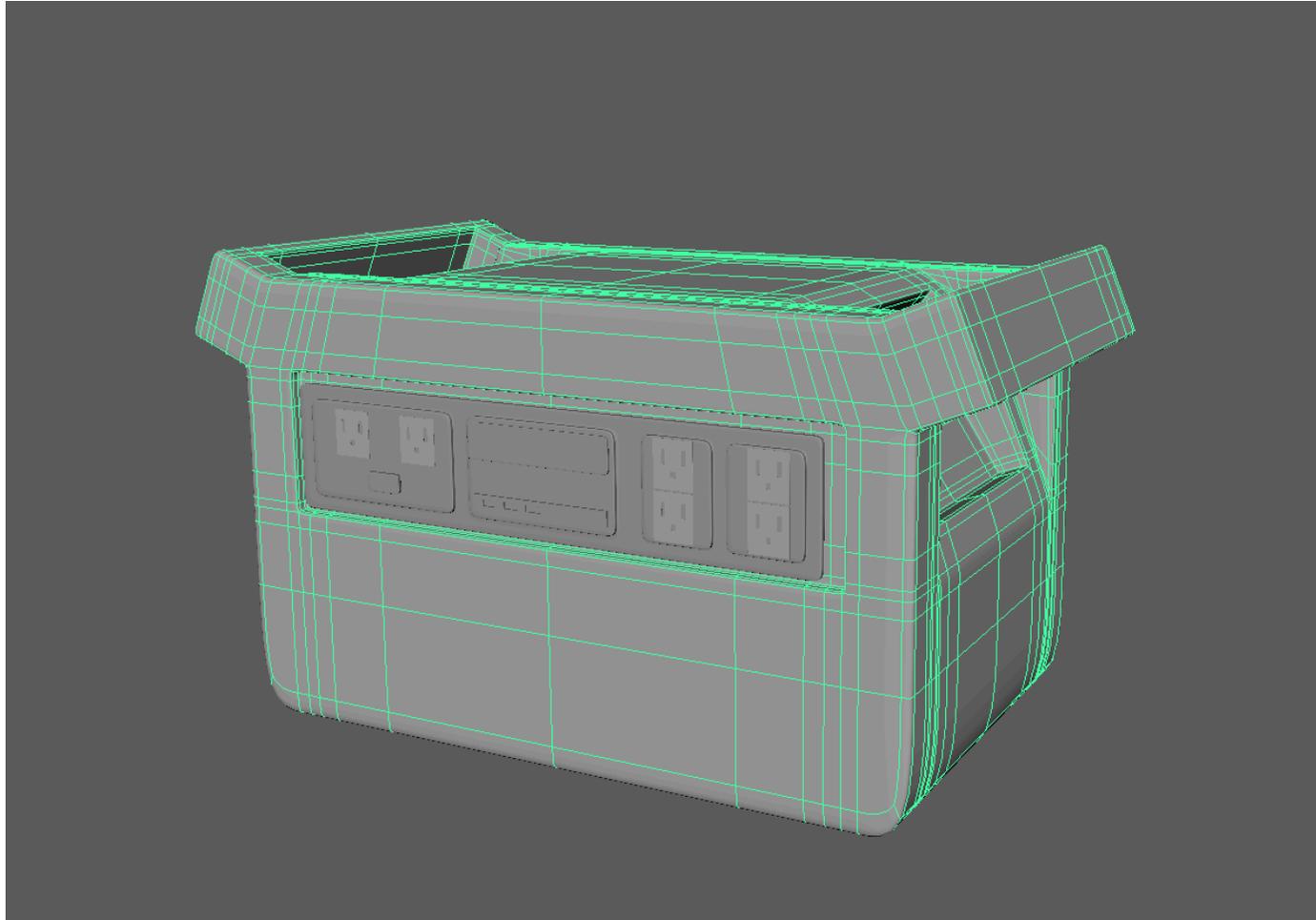


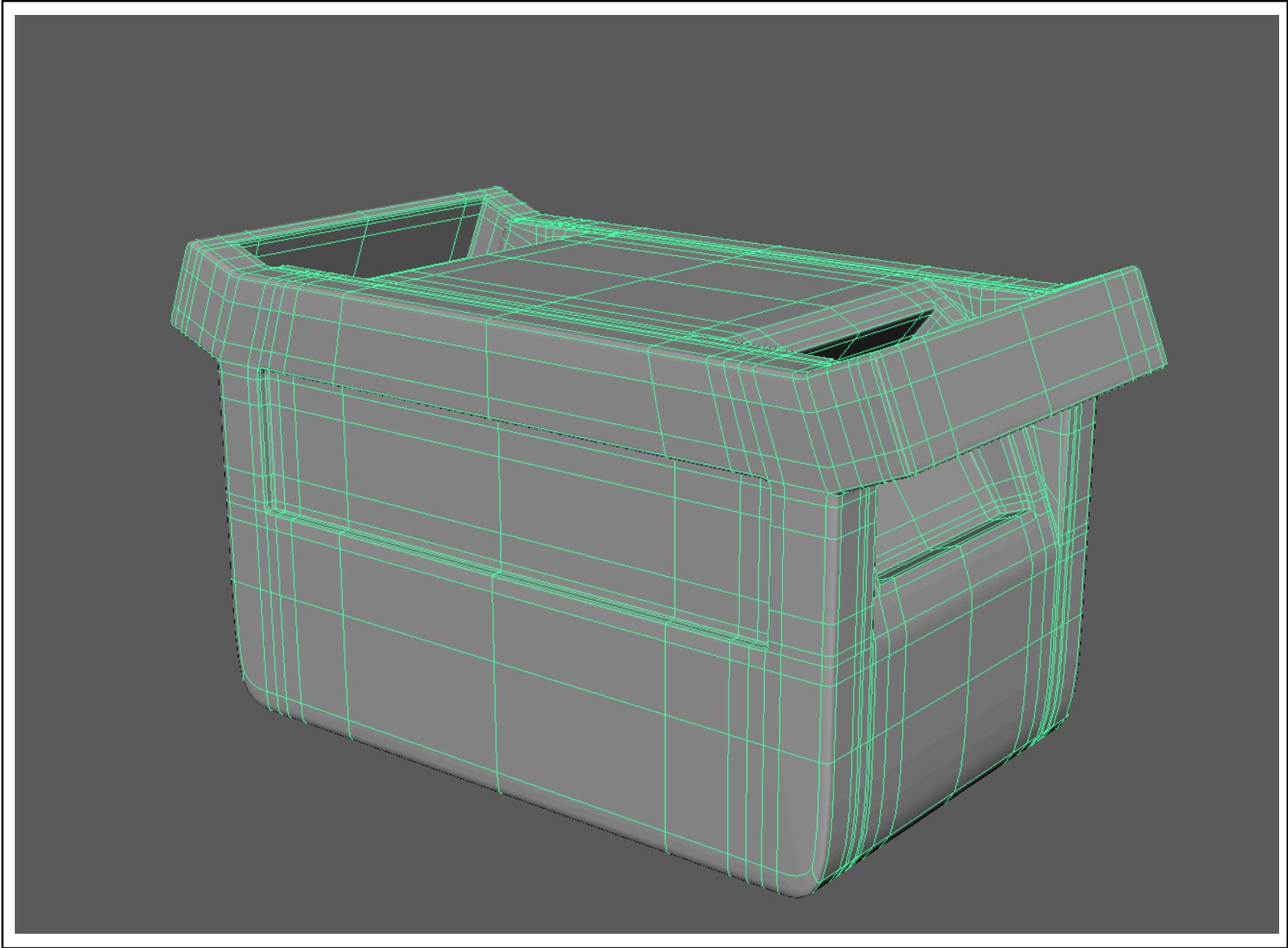
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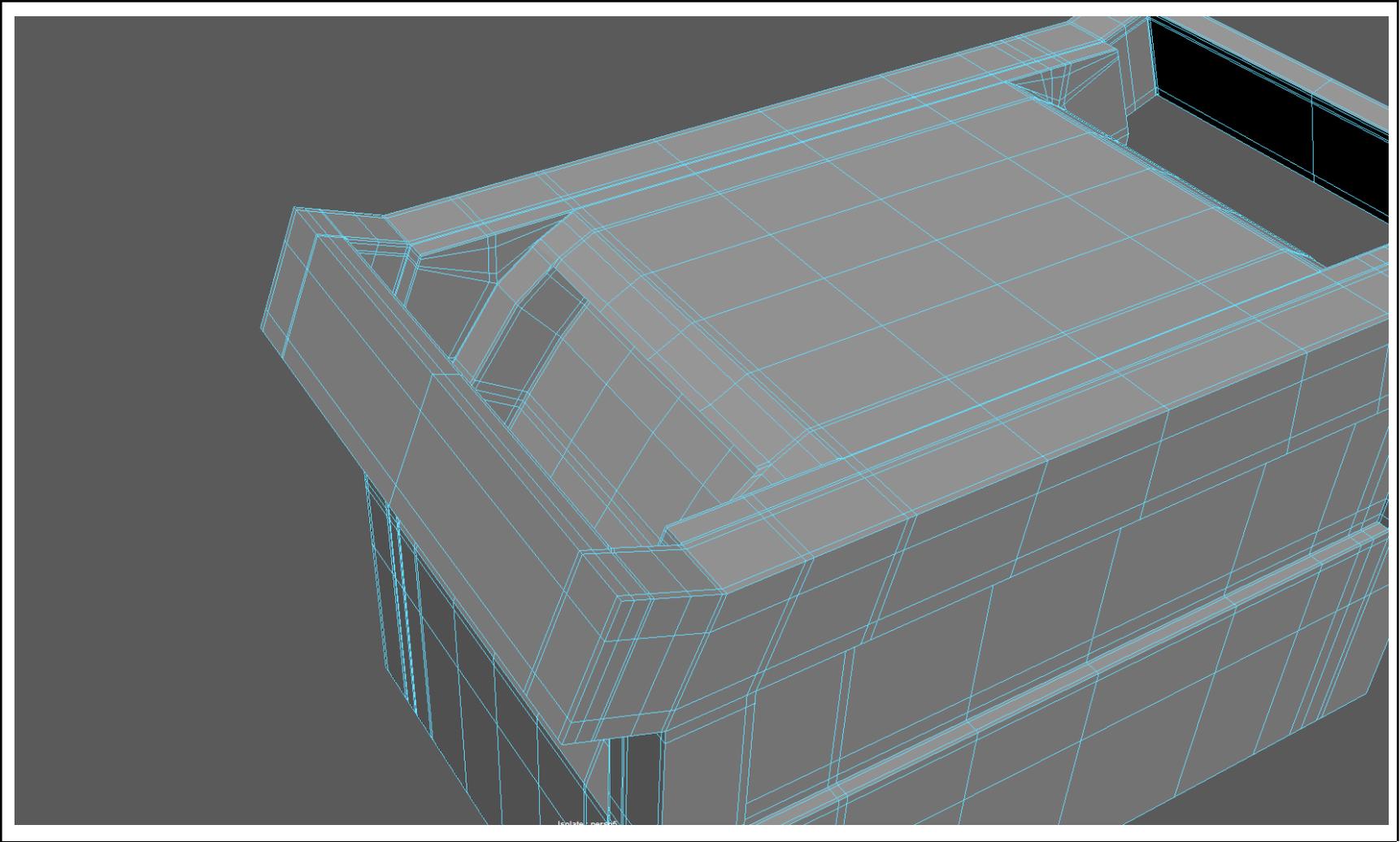


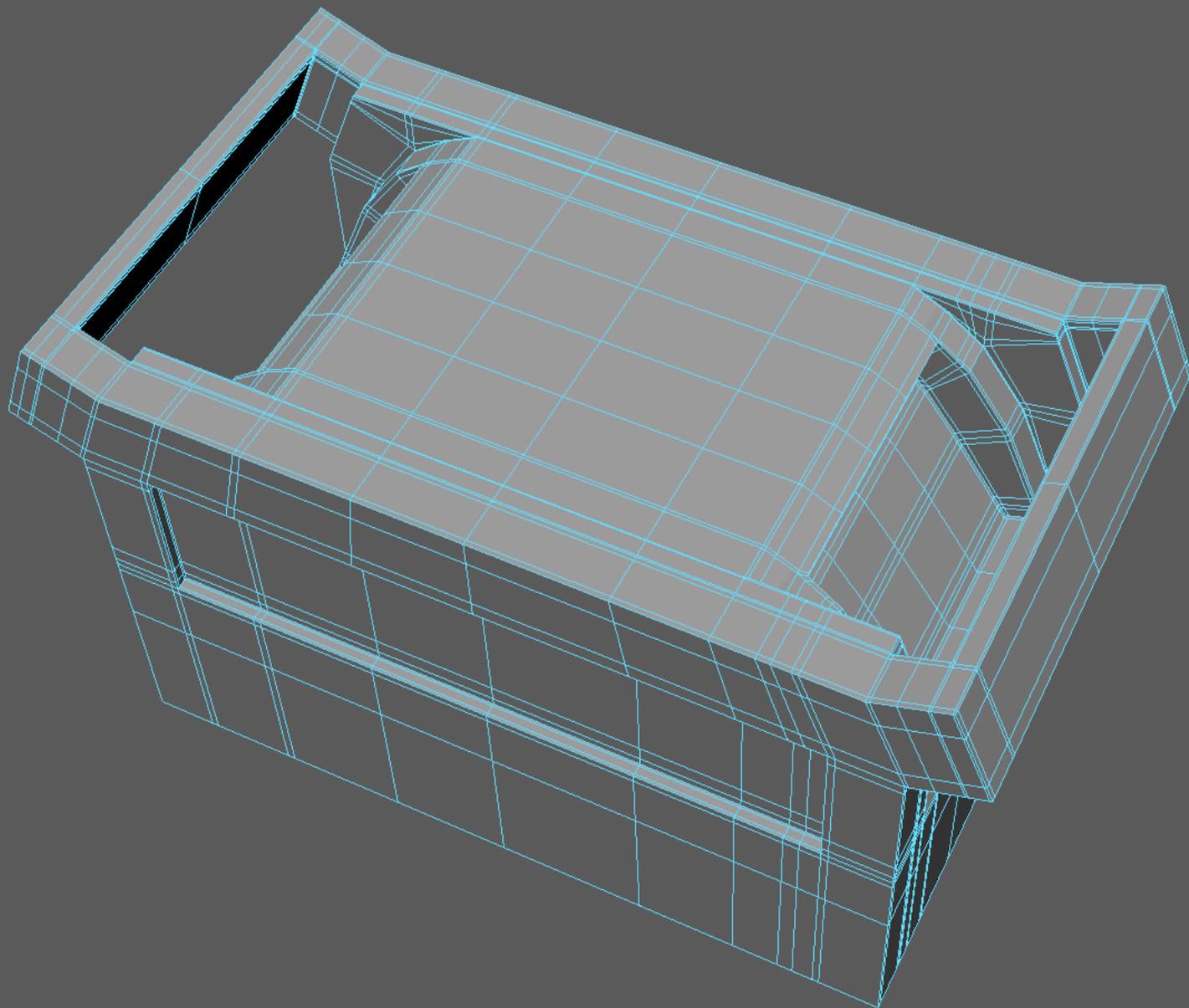


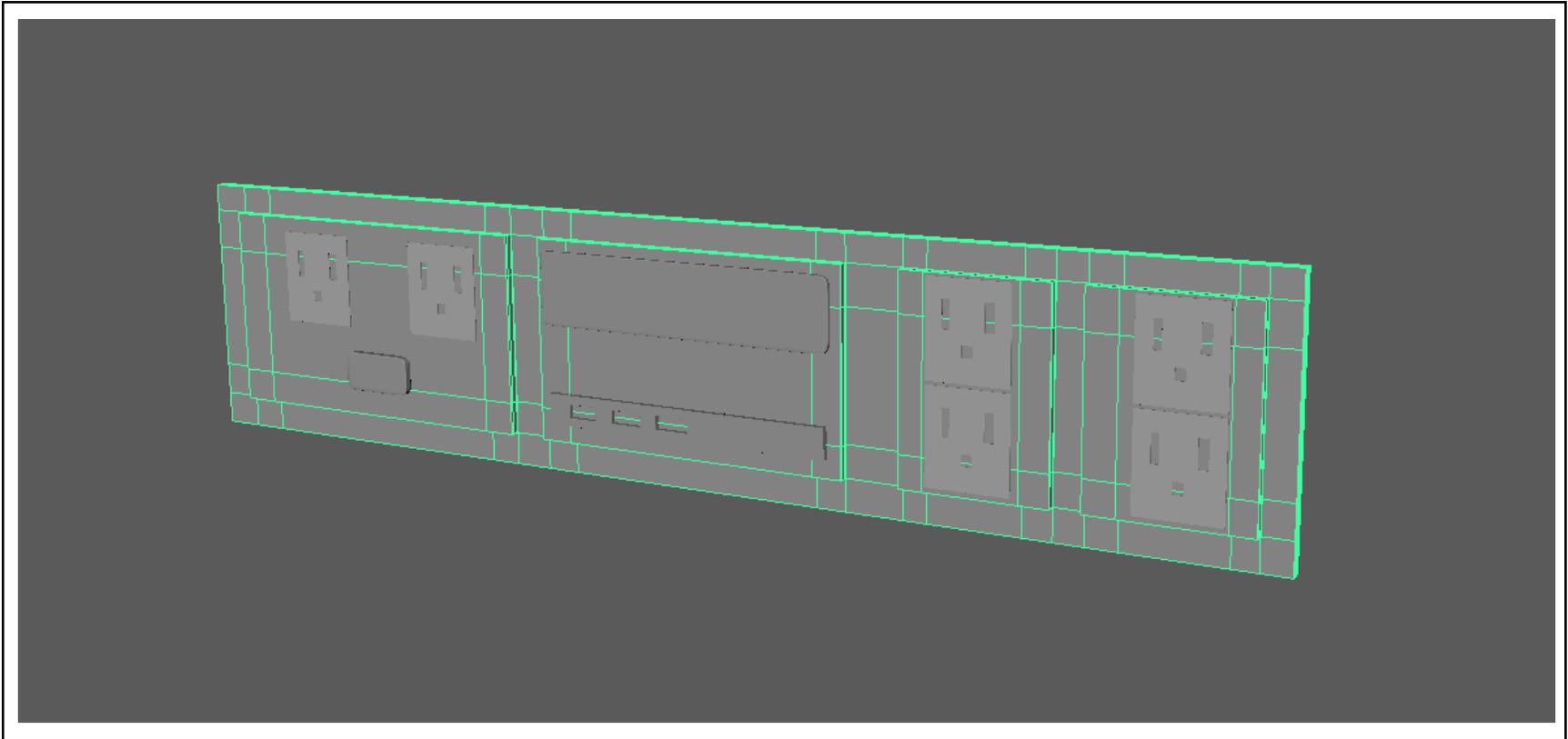
PowerStation

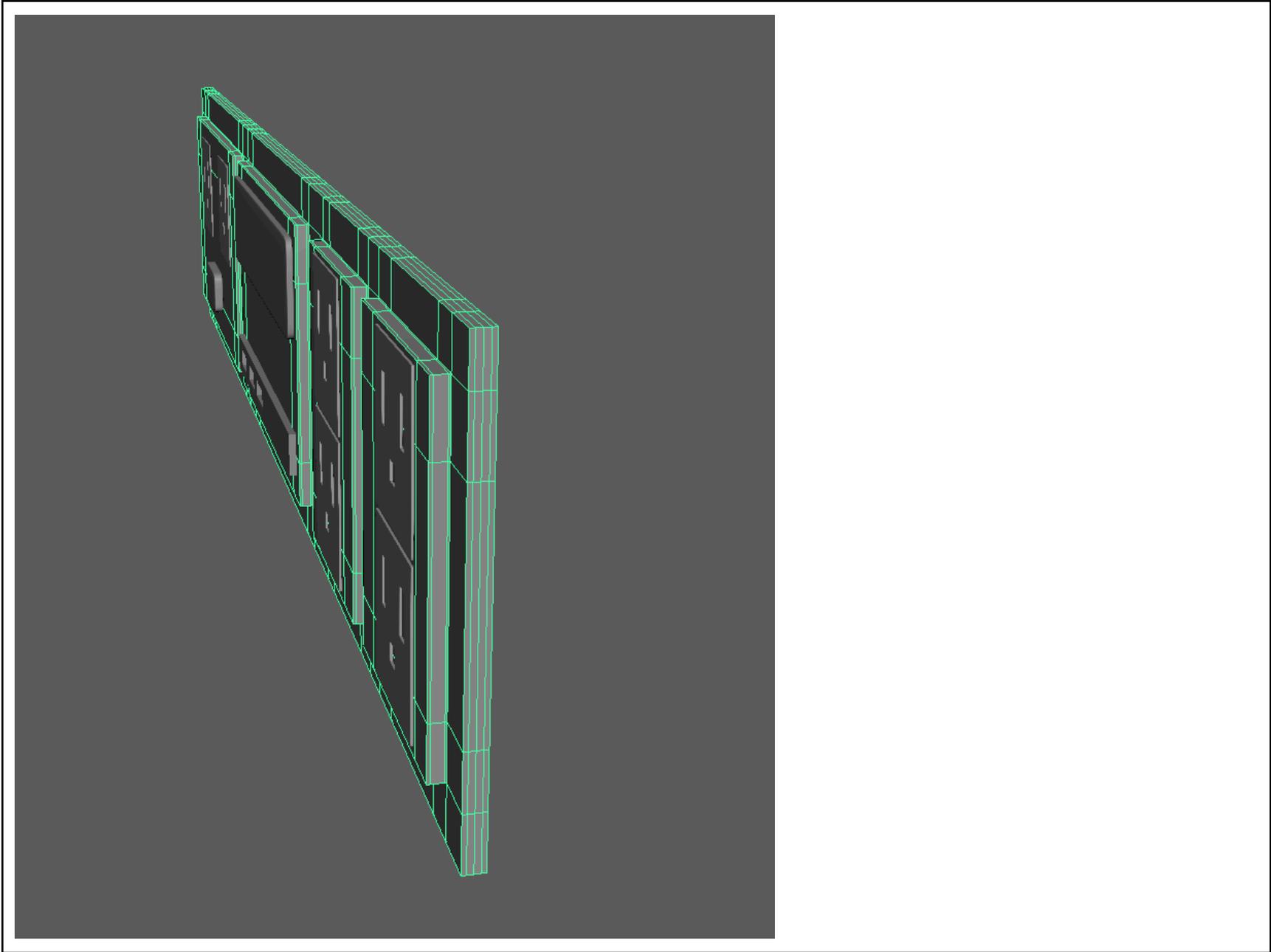


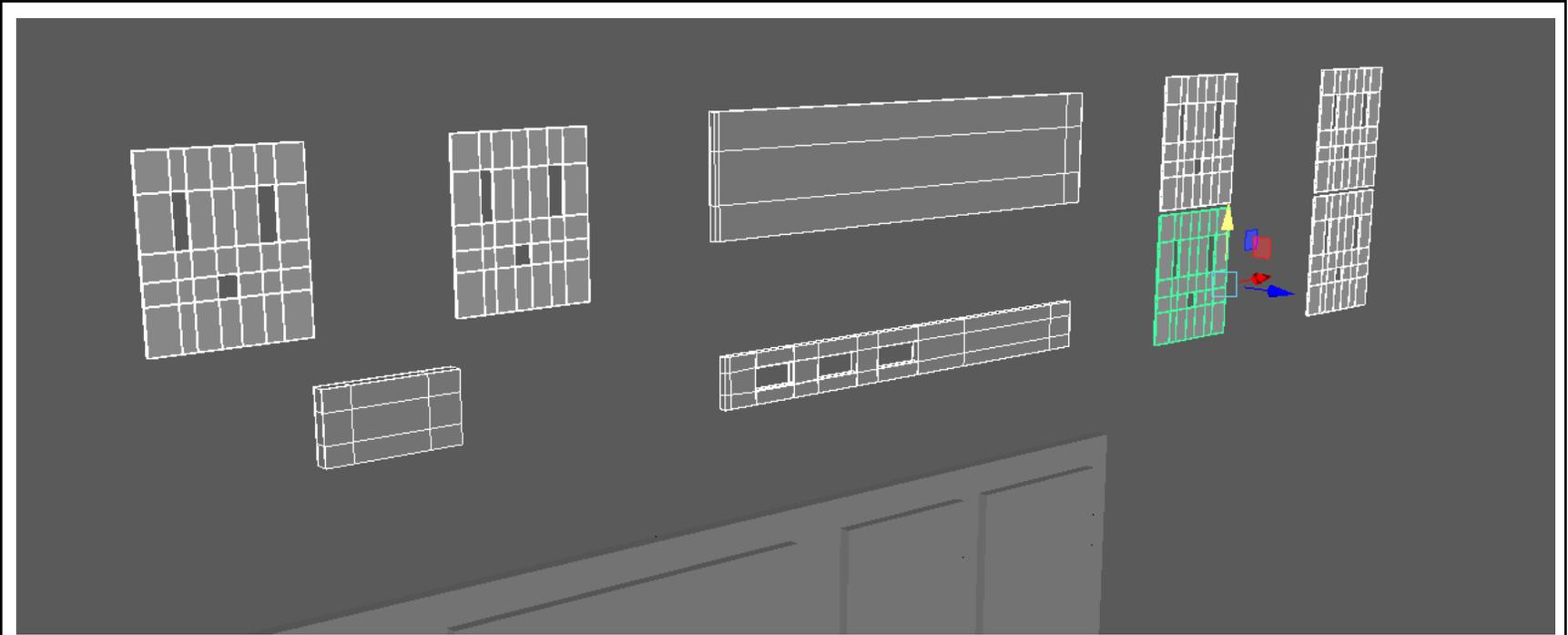




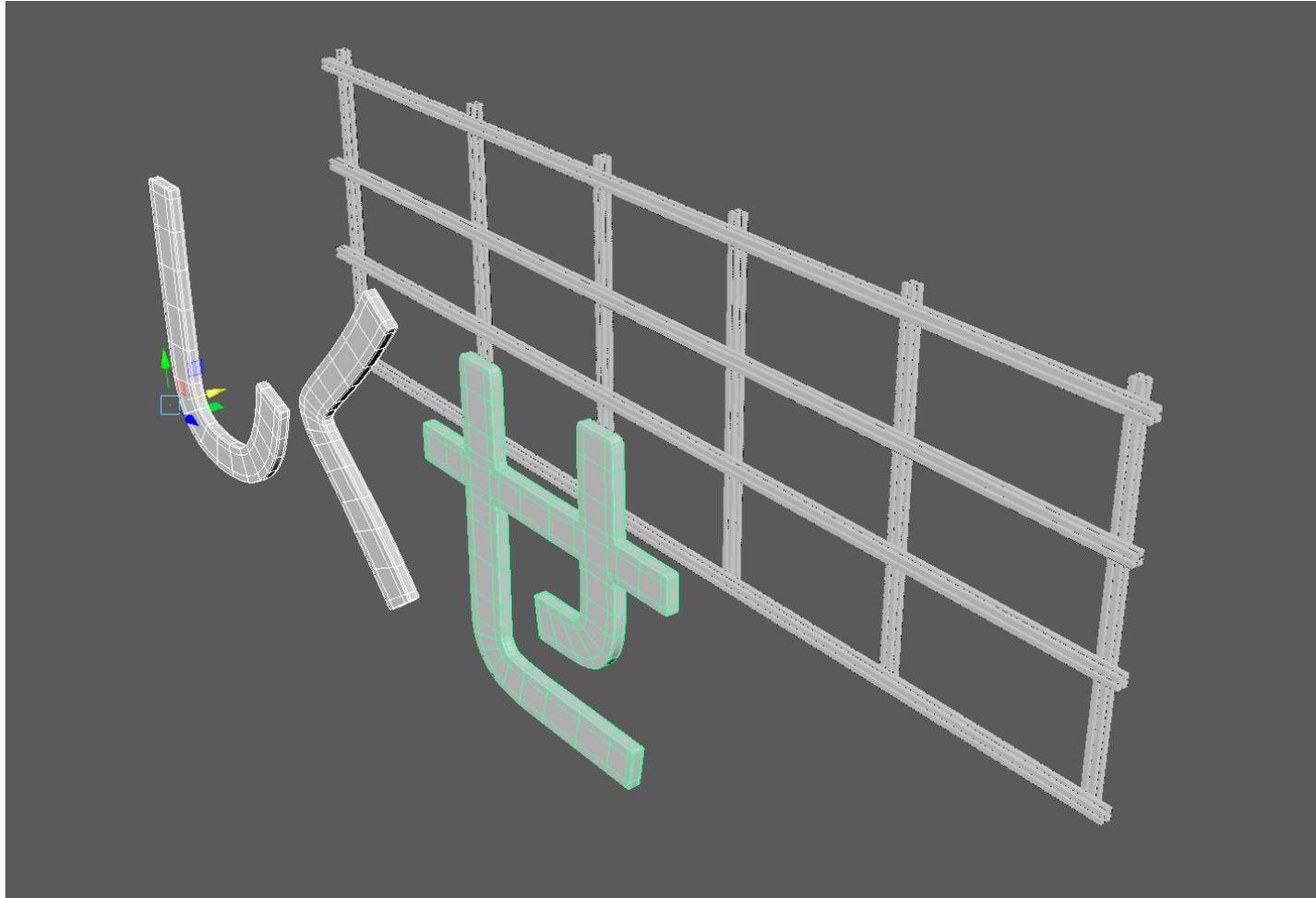


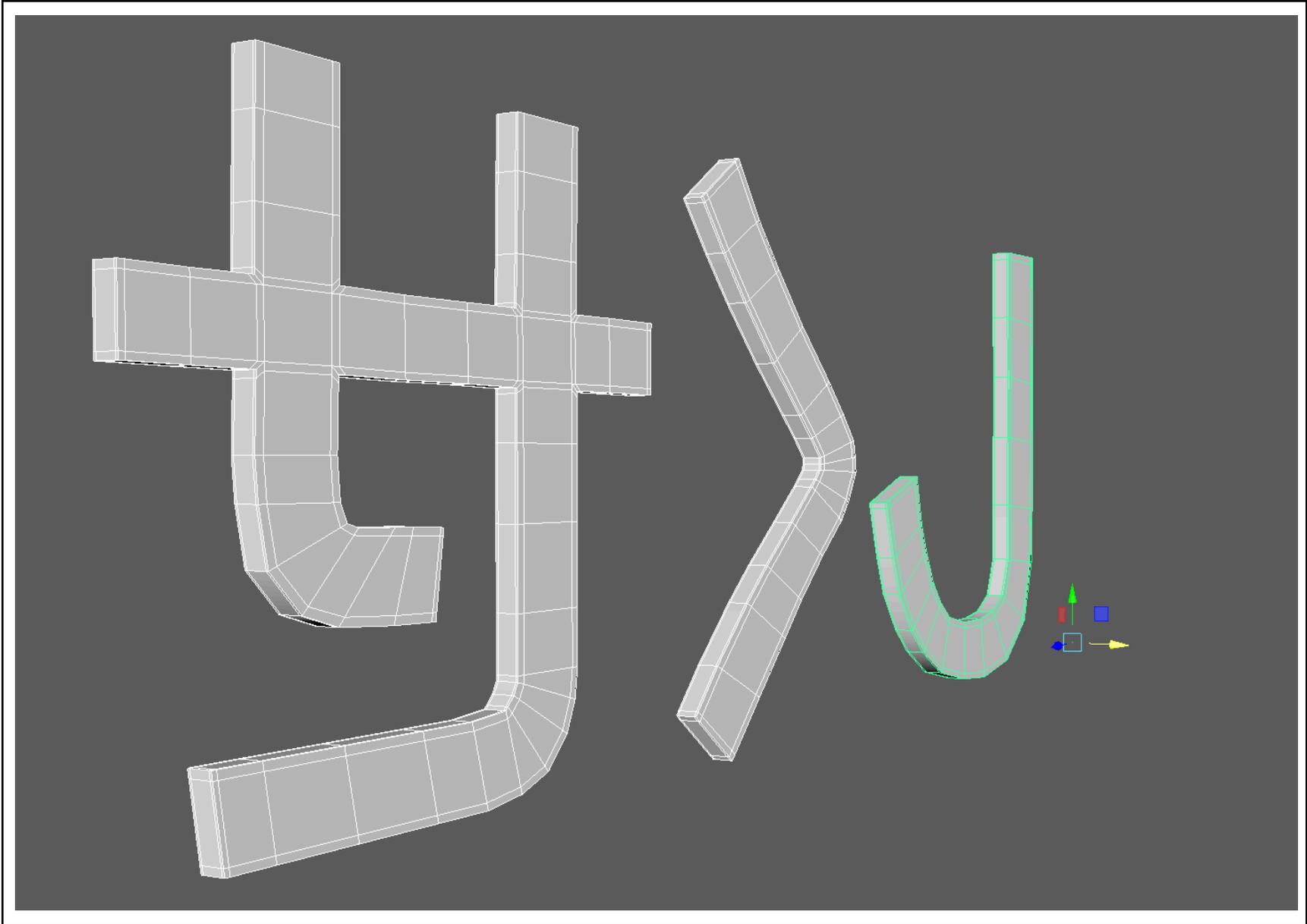


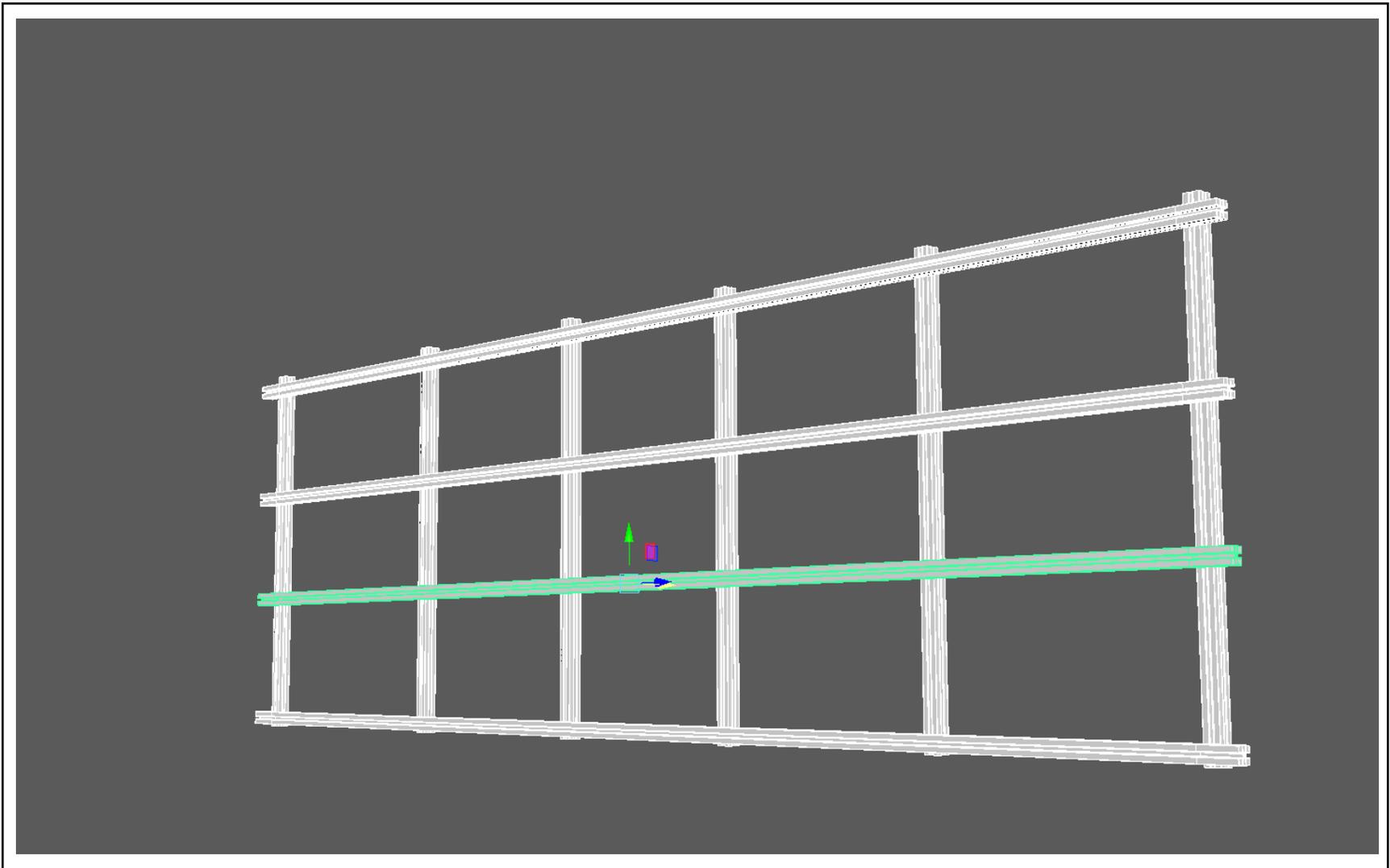


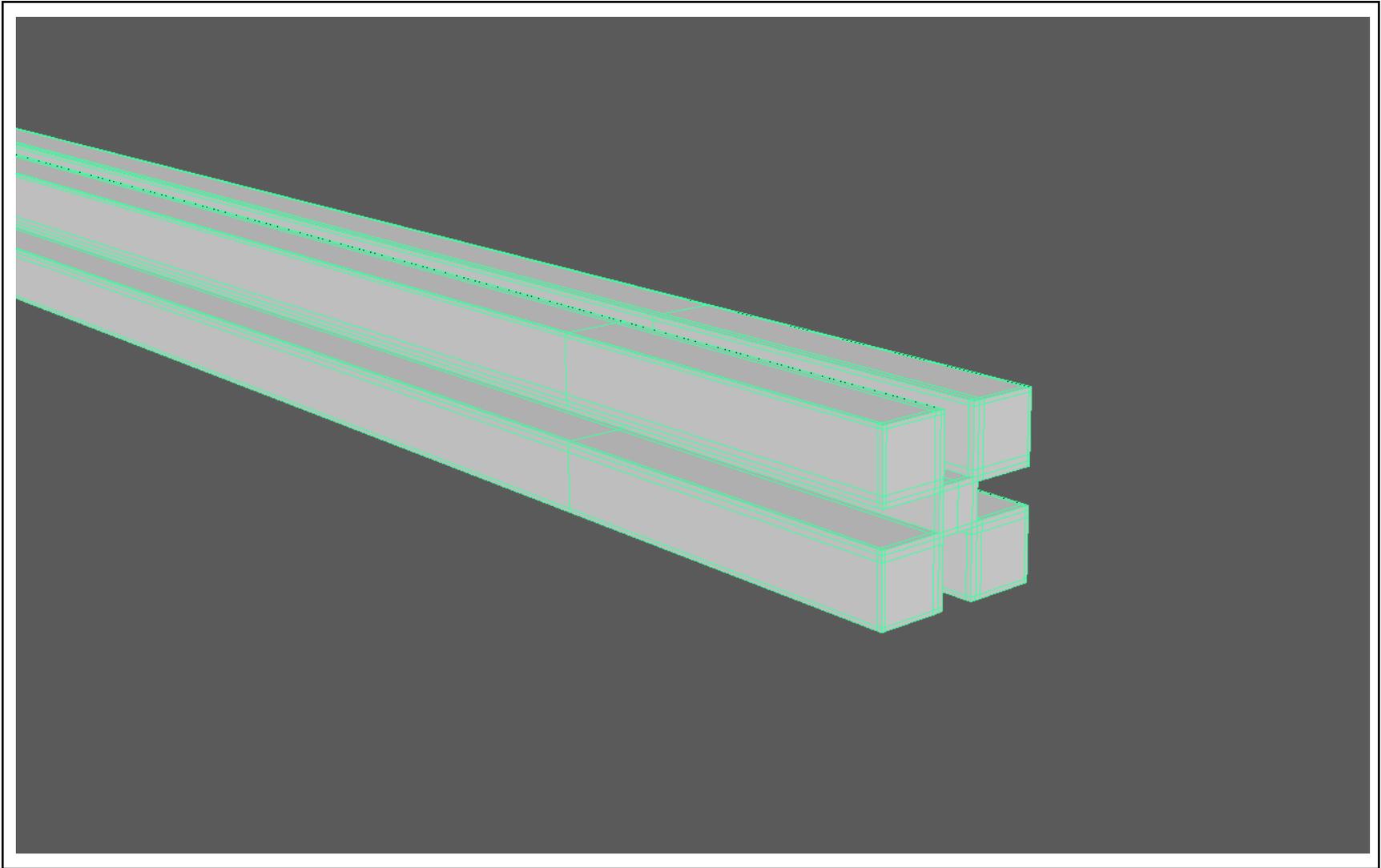


Store Sign

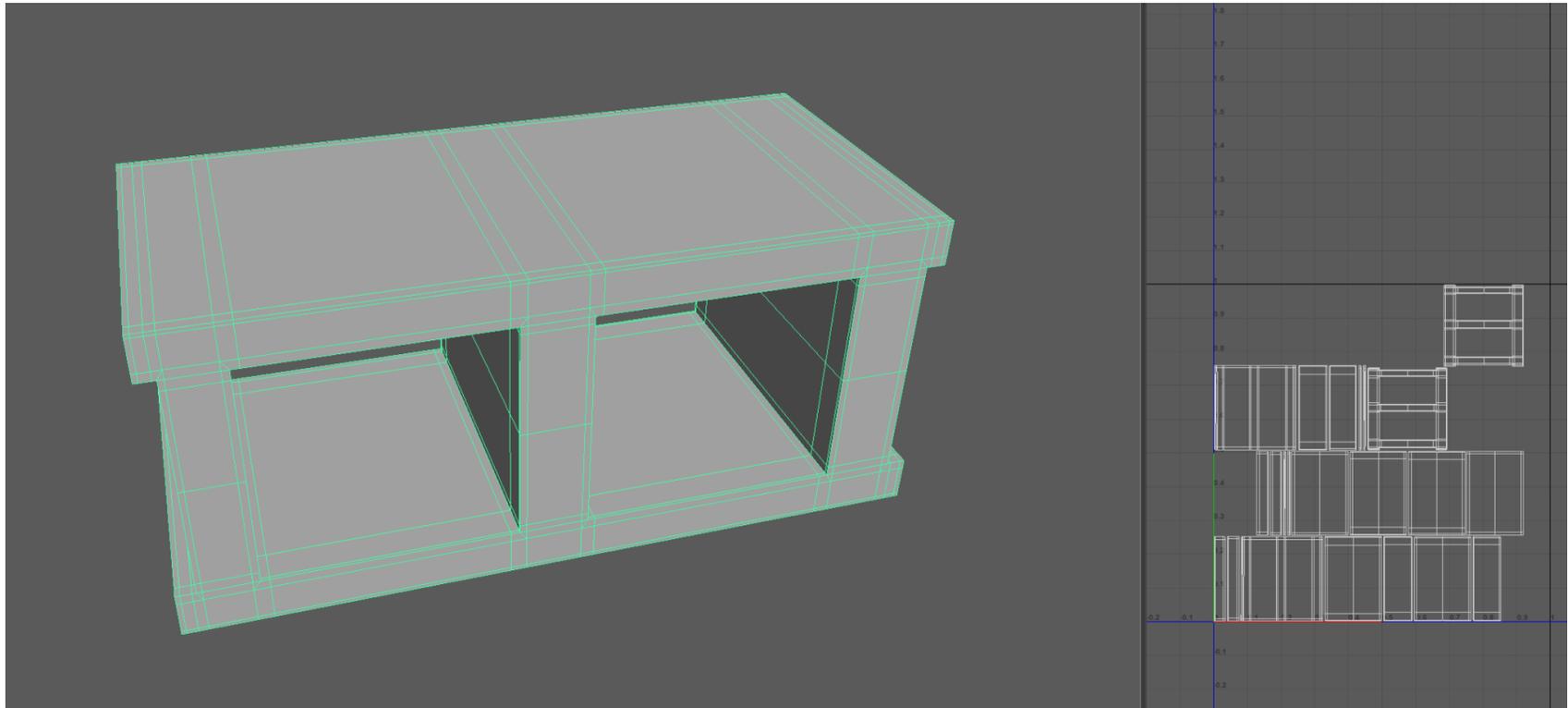


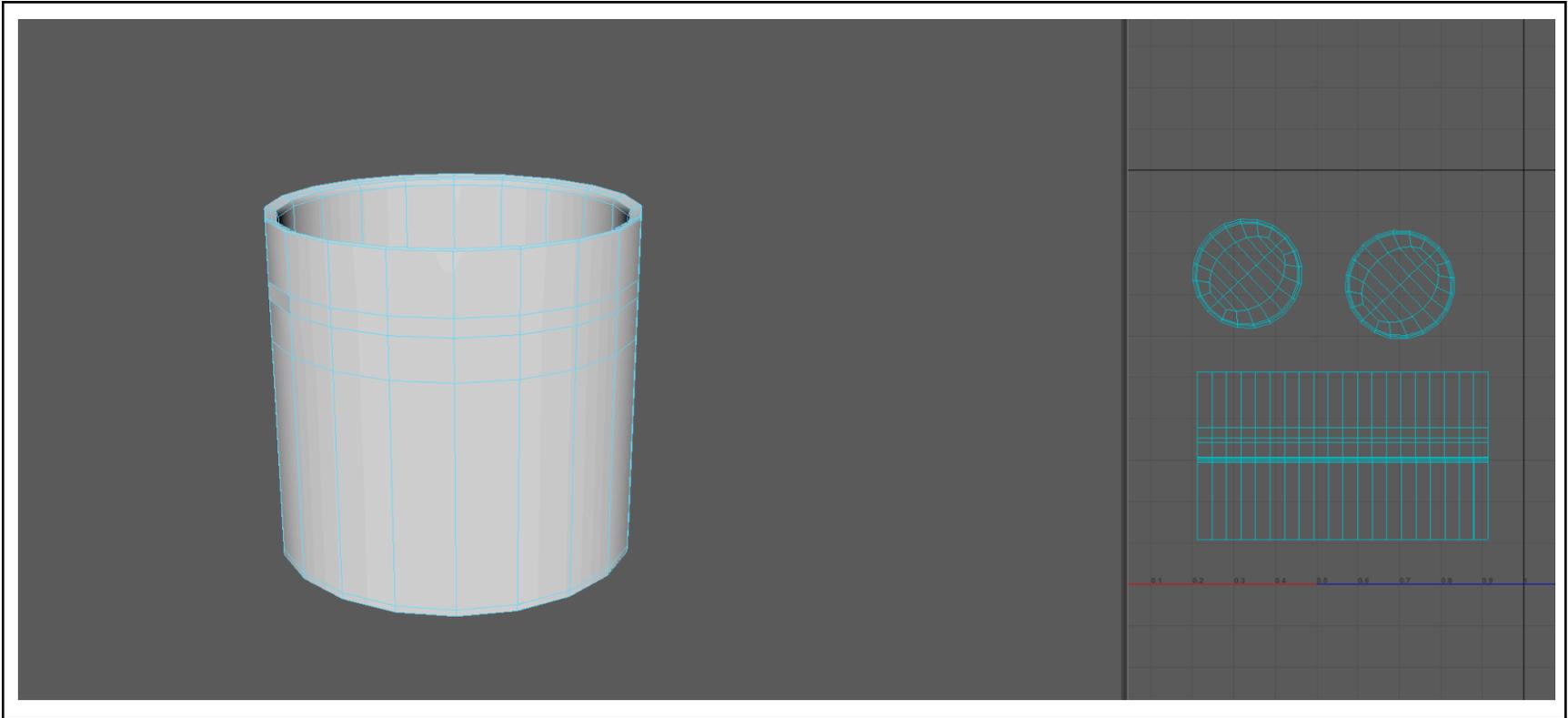


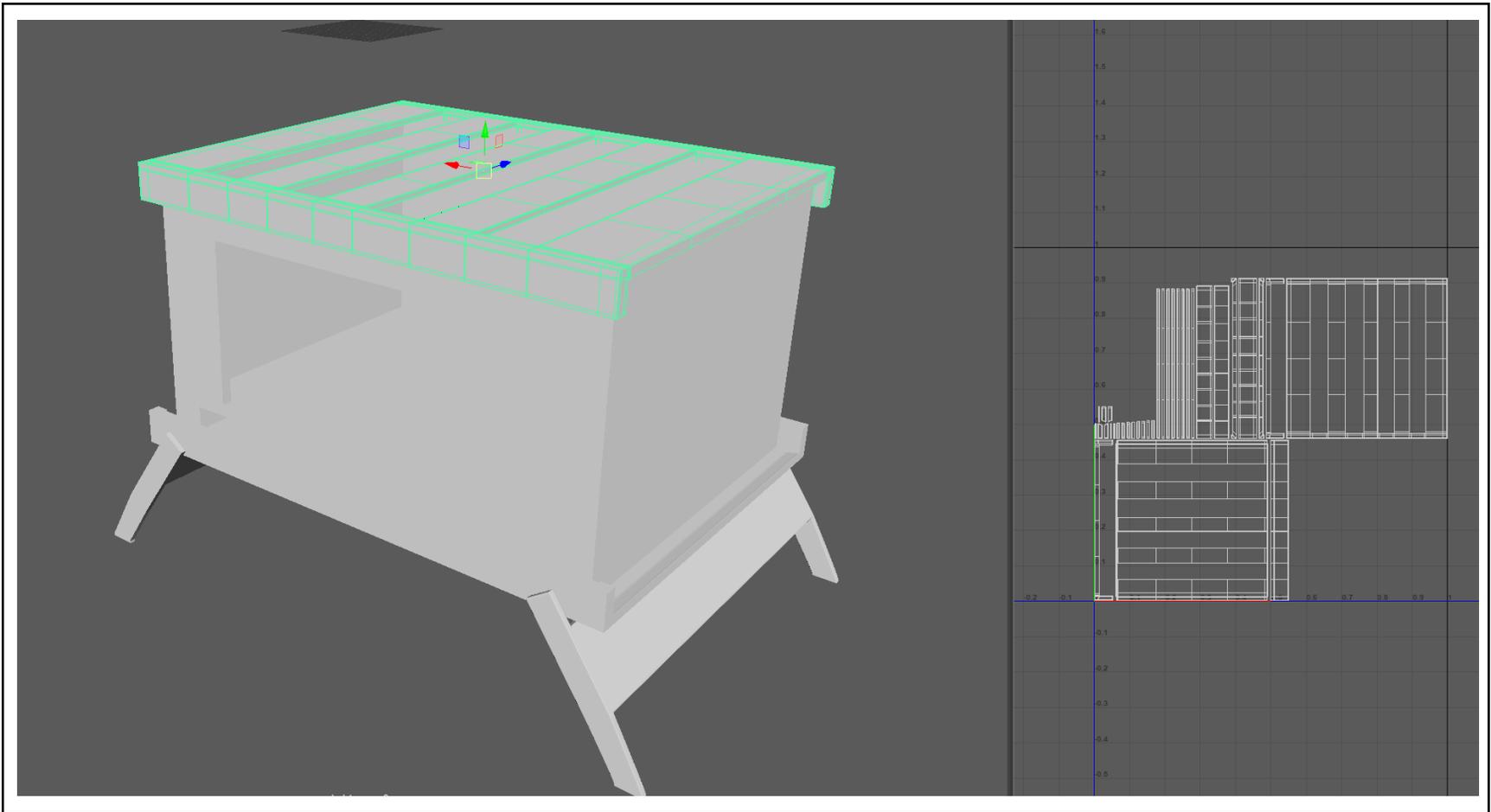


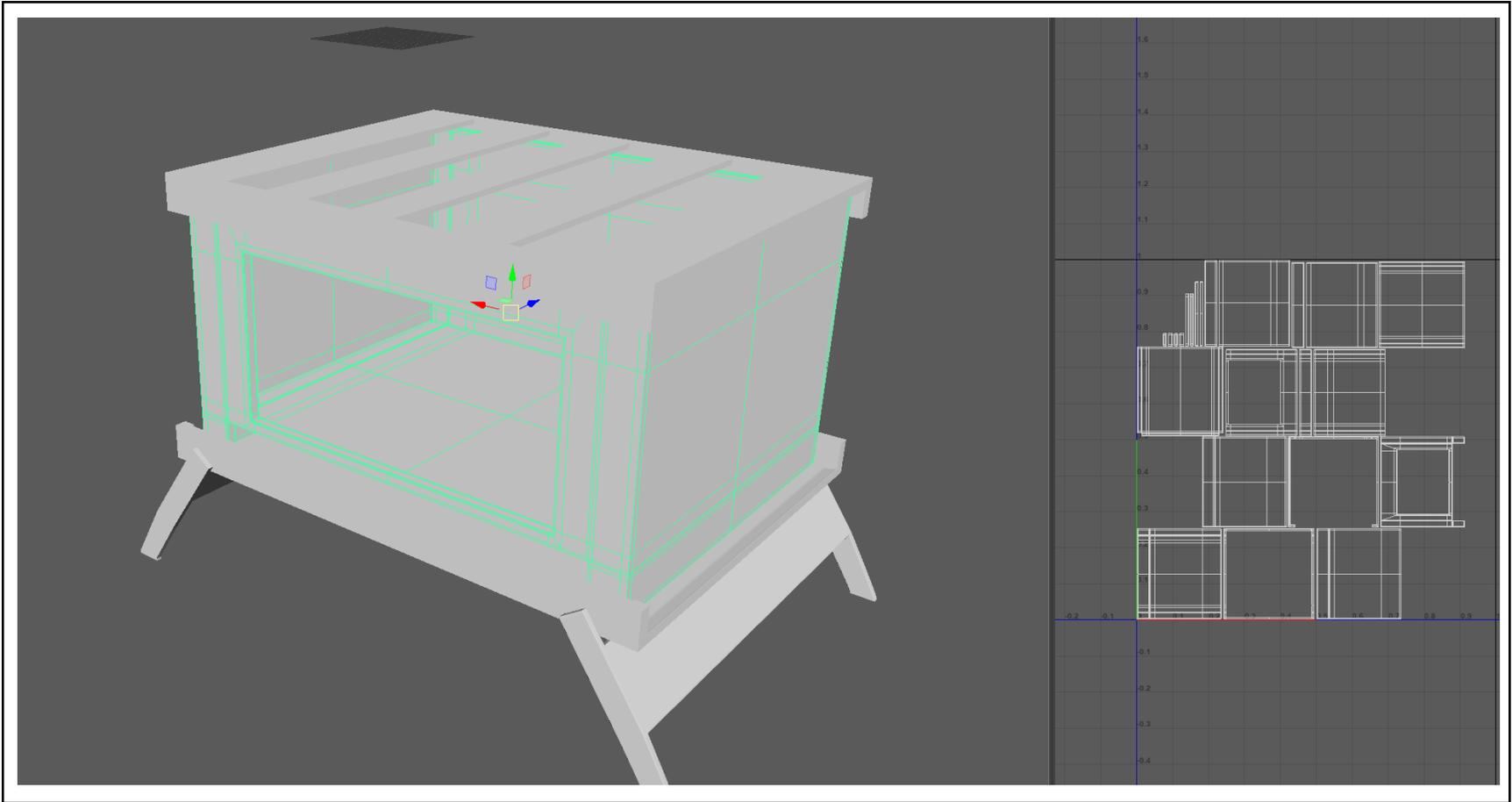


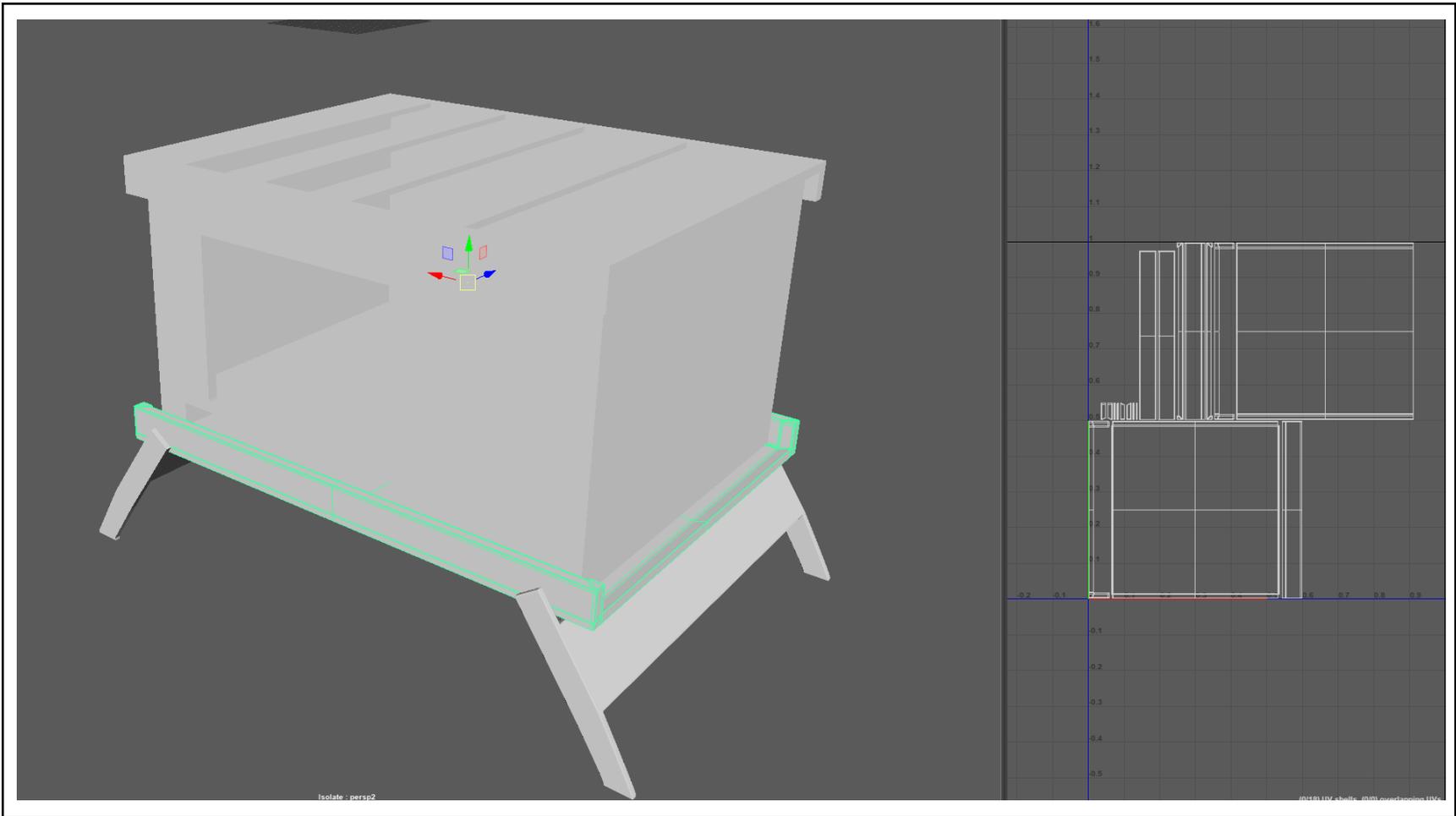
UV's

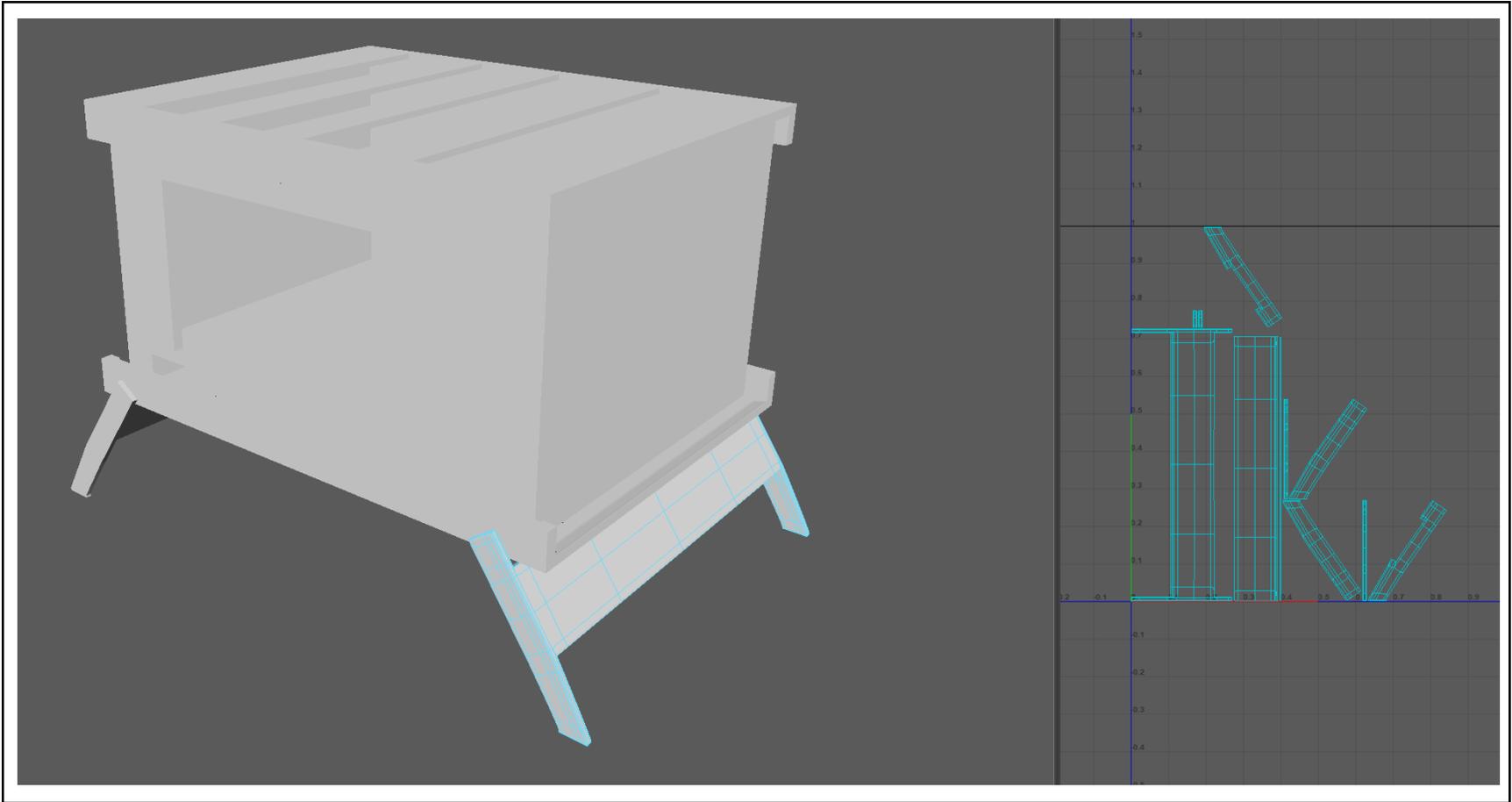












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