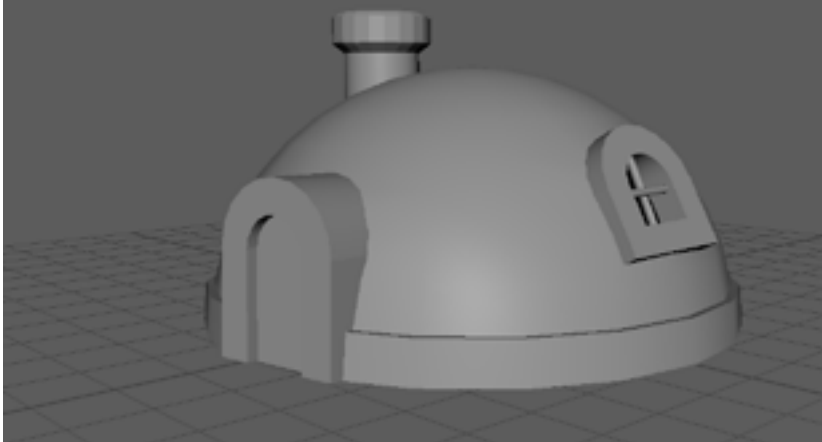
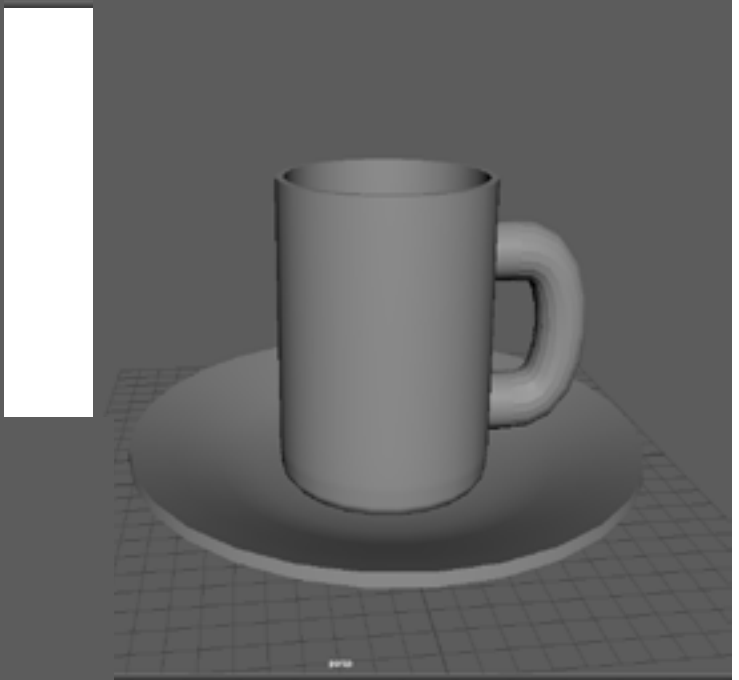
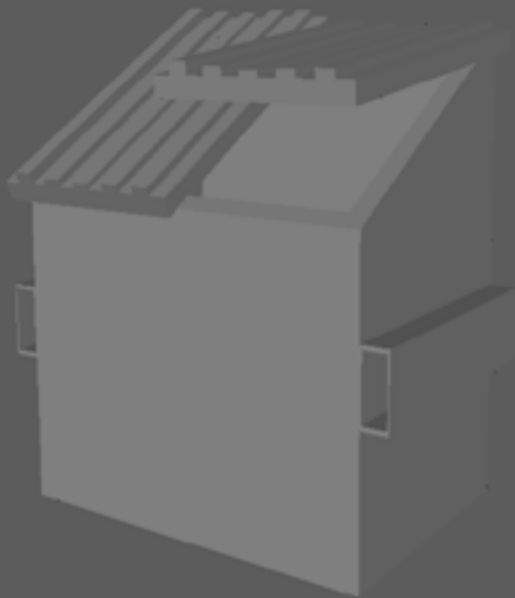
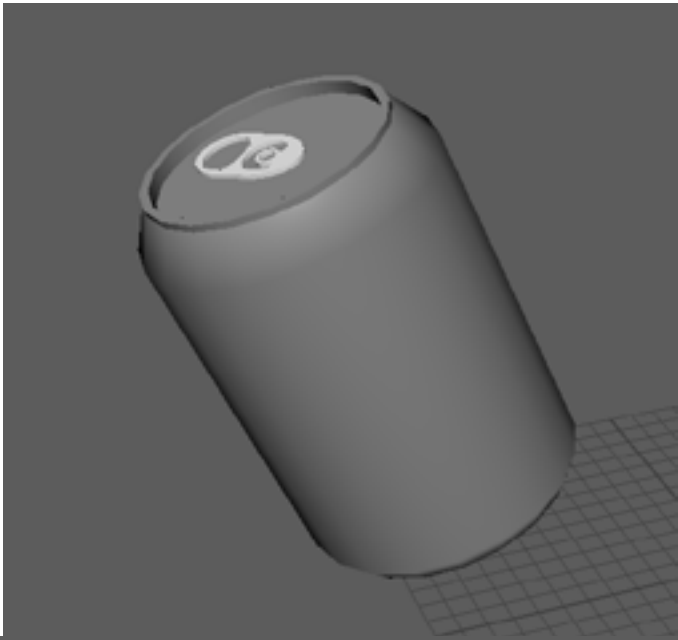
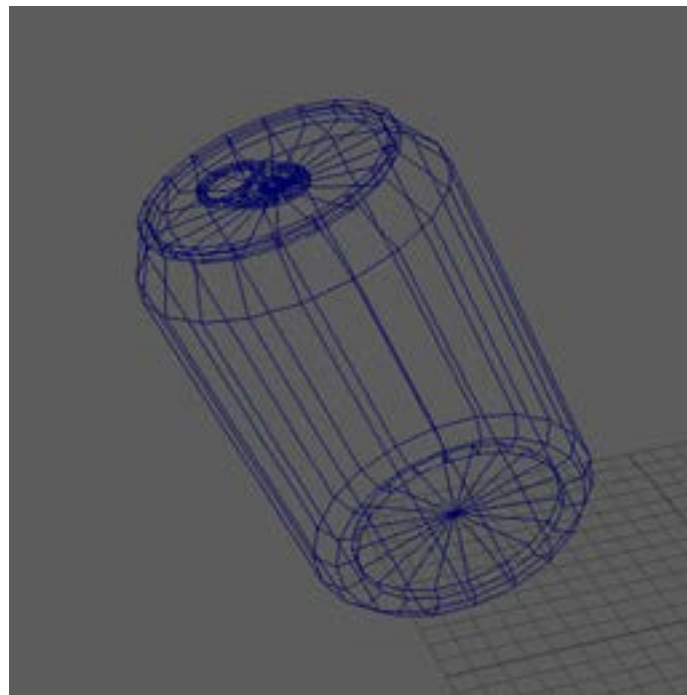
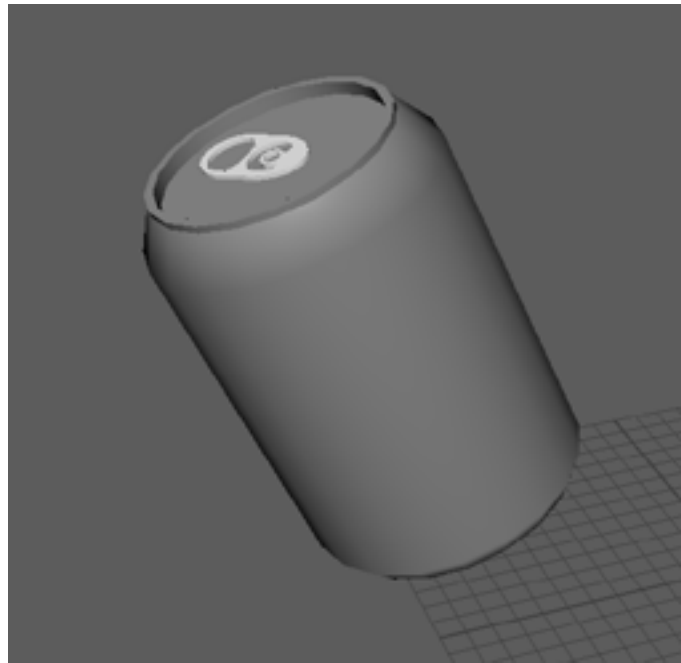
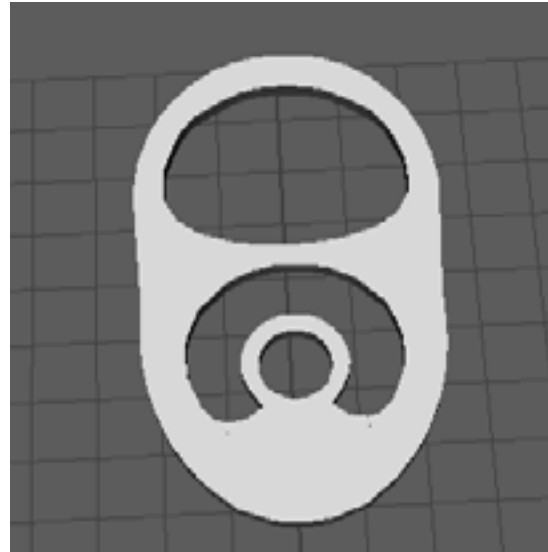
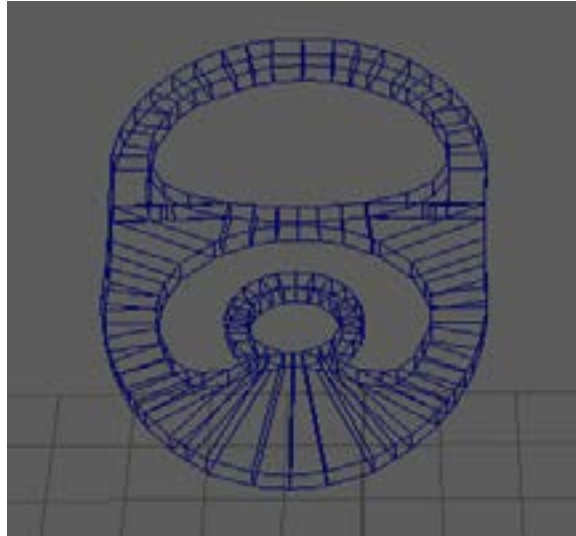


Production Diary



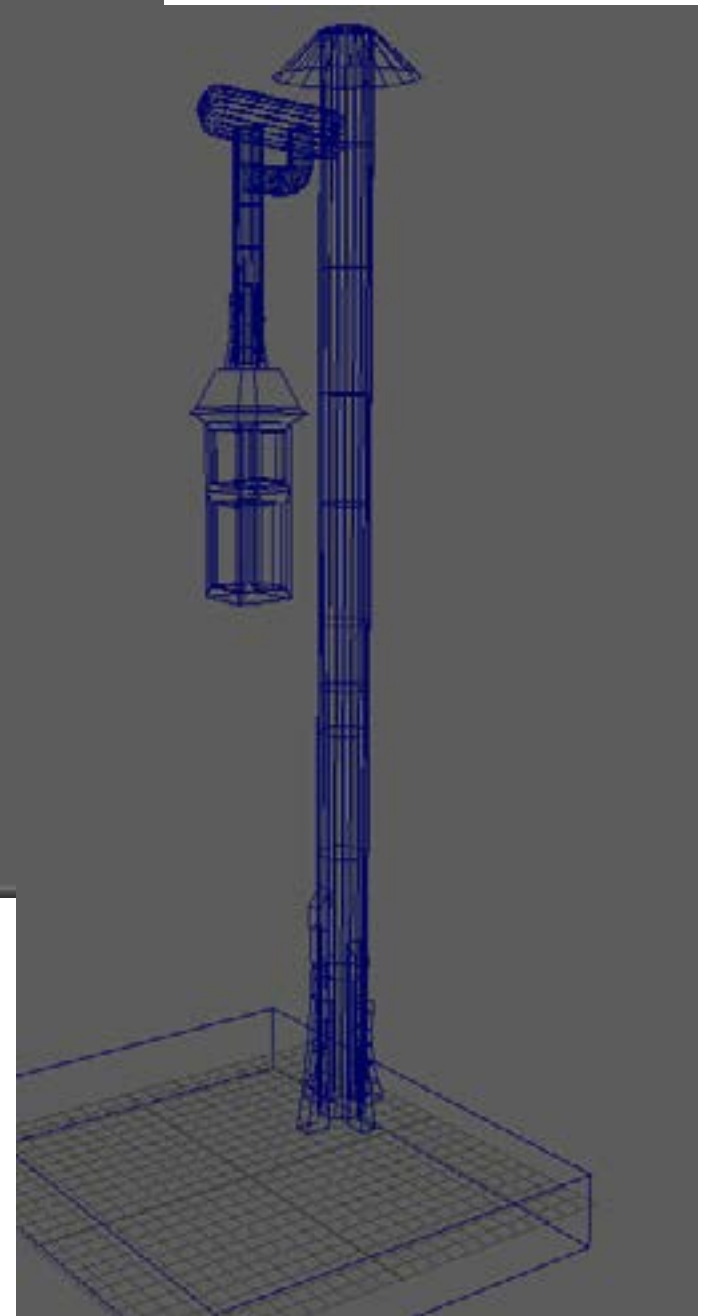
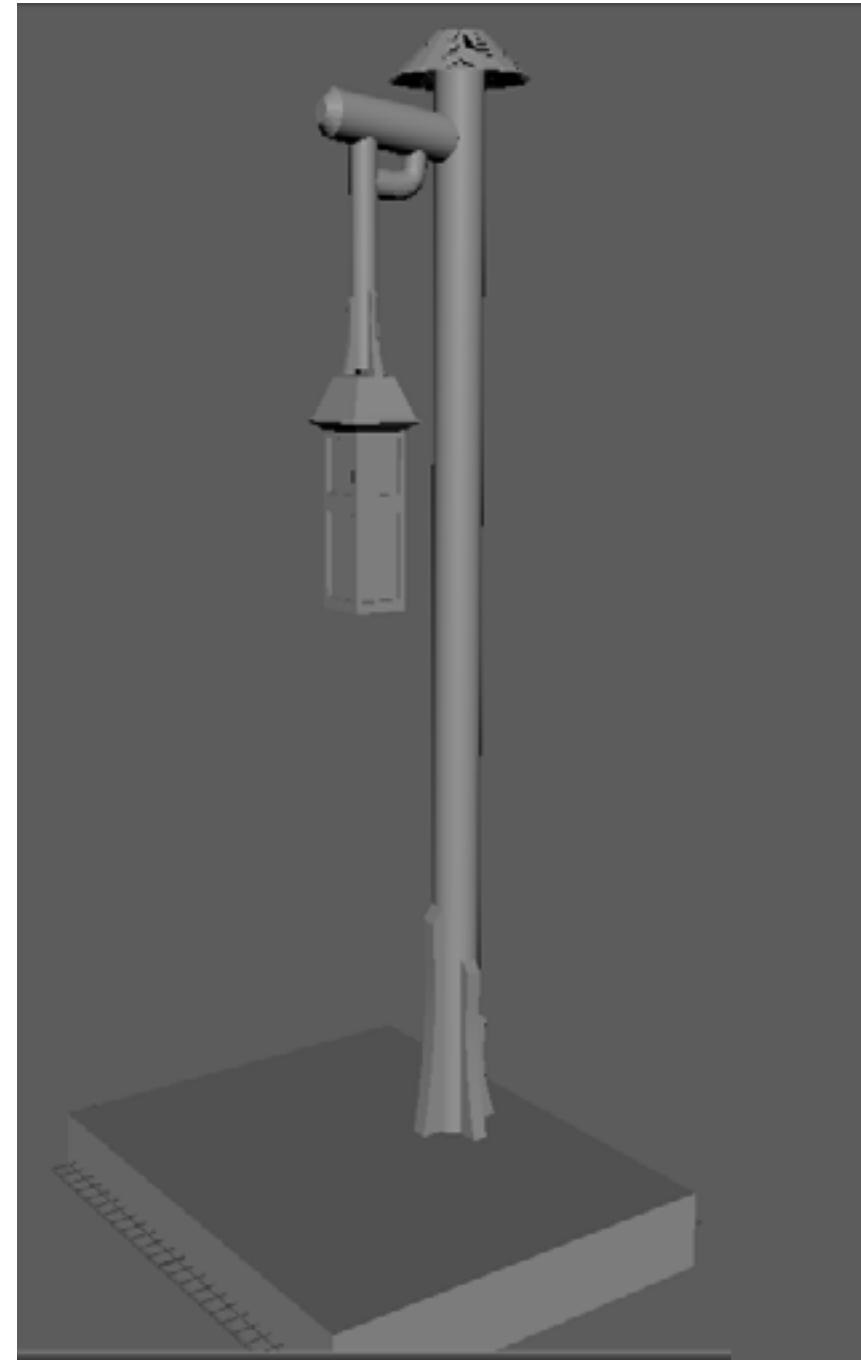
Can model

The tab on the top of the can was made using the quad draw tool, which ended with a few attempts not having all faces connected, creating gaps within the model, which was fixed by just redrawing the quads and locking them together, creating the solid version with no gaps. The can itself was pretty easy since it would be a small object;- going into detail would be a waste of time. Where if I just got the big obvious details on the model, the textures could do most of the work in small details.



lamppost model

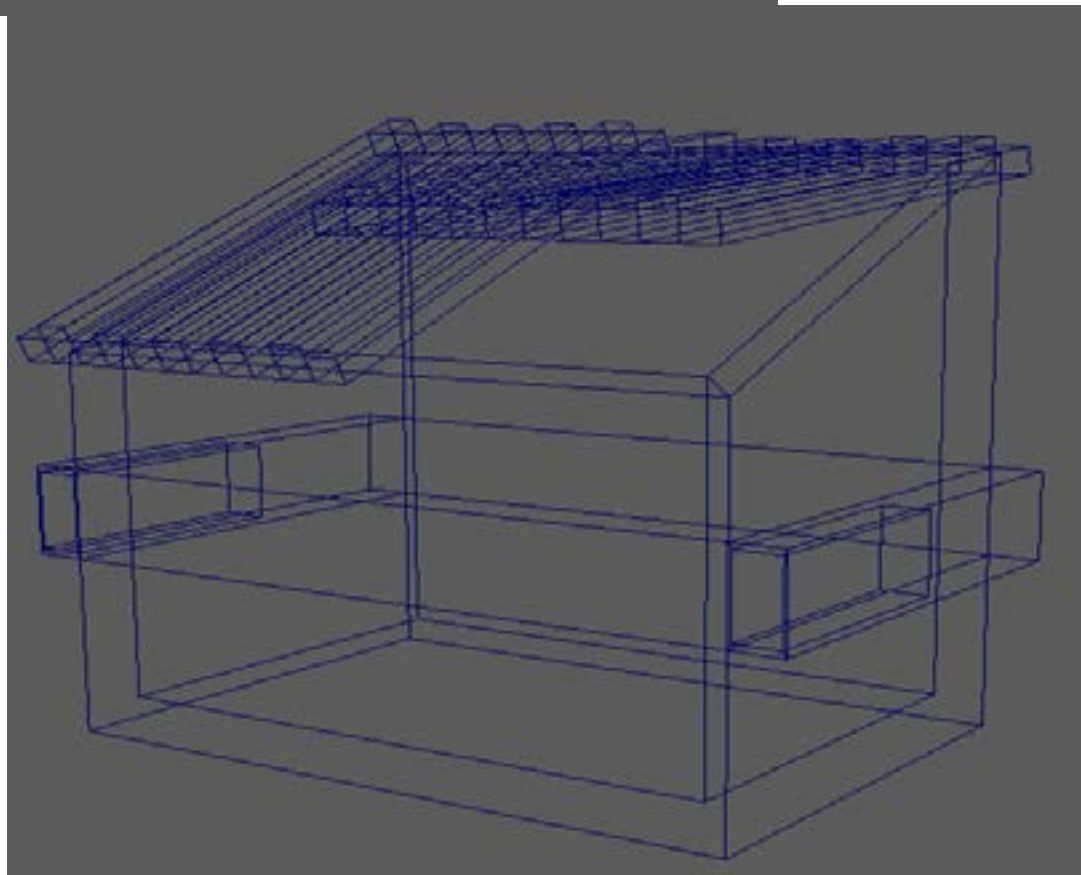
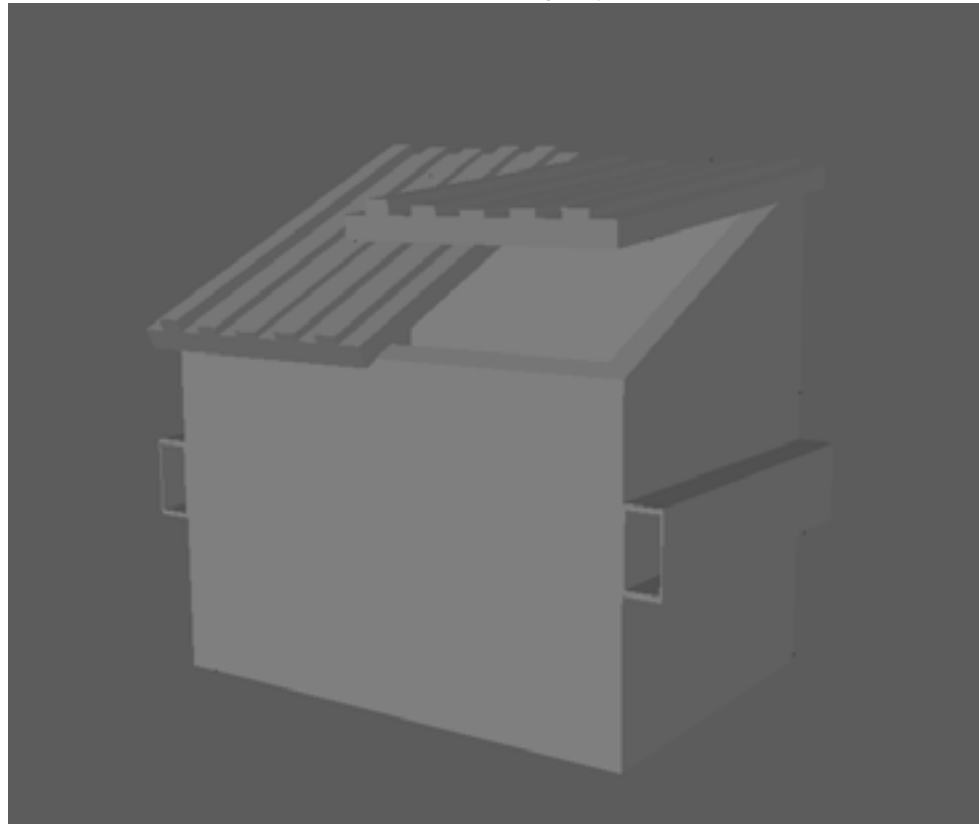
The lamp was originally based on a steampunk lamppost where the lamp part of the final version was the original base, but during creation it made more sense to turn it into the lamp part. The little cap on the top of the model could definitely be extruded to be given some thickness and solve the clipping issue it has. The vast majority of the model is just based on wooden street lamps.



Dumpster model

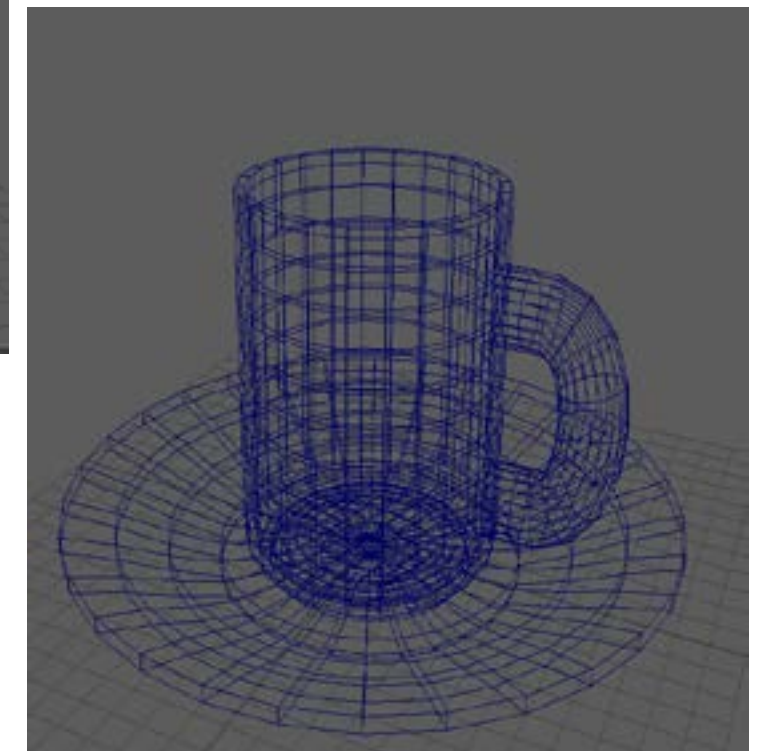
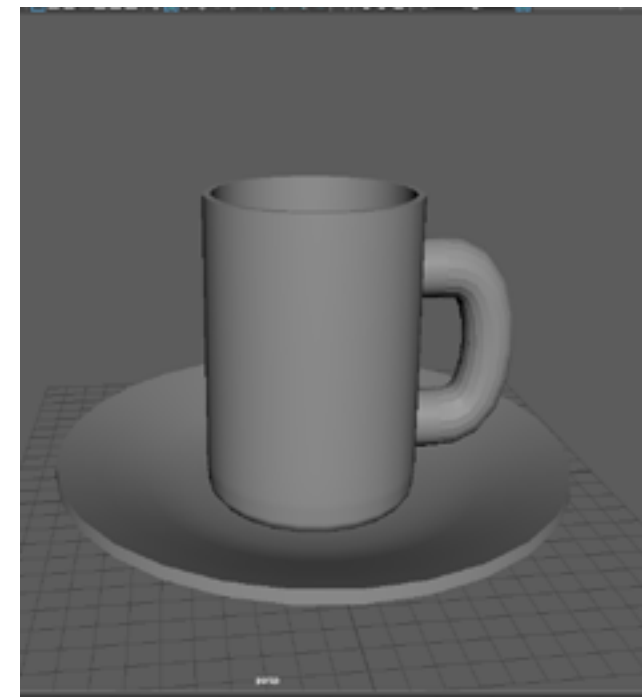
The 3D model was created within Maya to help learn the importance of edge loops, which was the only reason I was able to make the side panels and the grips, and the lids have the little indents between raised portions.

The main challenge of creating the model was the lid and trying to keep it even between the two parts. This was only due to the fact I didn't realise that I could duplicate the first one without causing any issues with its position on the model.



Cup and Saucer

The cup and saucer was pretty easy since it's mostly just a cylinder that needs to be extruded into itself. The hardest part of the entire model was the saucer just because instead of just scaling a cylinder down to make a plate, I was trying to use the premade circle base, which had much harder topology to work with since the faces were based with triangles instead of squares.

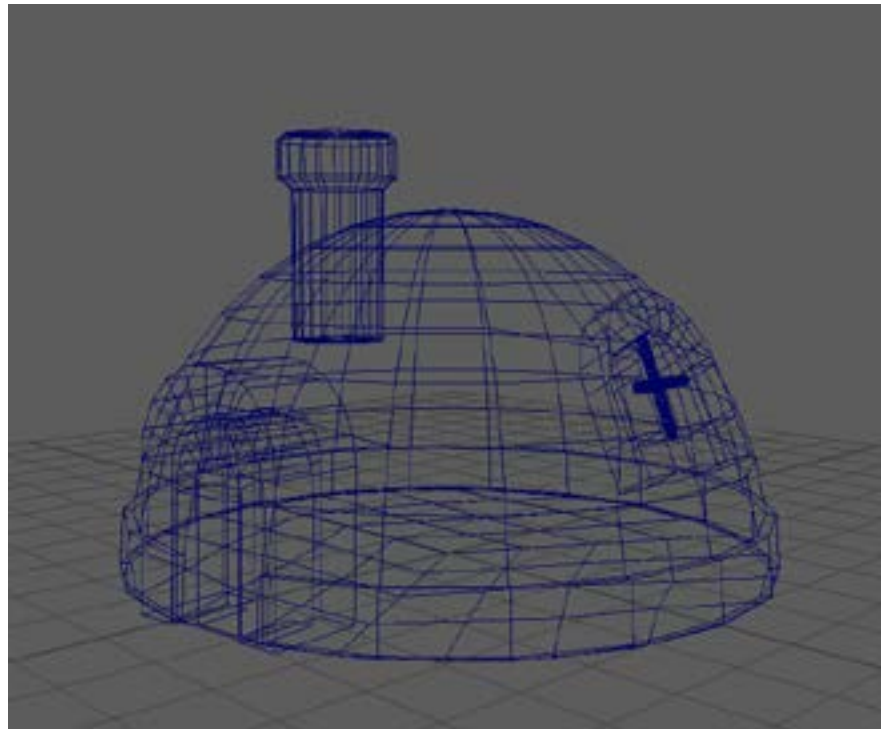


House asset

The house asset was entirely based off Kirby's house from Kirby: Forgotten Land. Using a shaper as a base added a little complication to the entire project but only to the point of the door and window needing to be extended back a bit to fit correctly on the model. The bars, the door, the pipe and the window are all separate models, which could cause problems in a later stage of development; however, for just making the model, it works. Overall, no major problems came up while making the house other than having to figure out the right part to extrude to make the chimney look correct.



Overall, most of the models didn't have many issues during creation, the main one being the chimney of the house stretching when trying to extrude, which was fixed by just undoing the extrude and deselecting faces that I didn't want to extrude, fixing the stretching issue. With all the models, probably the one I learnt the most with was the quad draw tool for the can's top since trying to create topology that wasn't broken and disconnected helped to detriment why you need good topology. When working with models since if I didn't, the final model either wouldn't look how I wanted or would be way too hard to work with in the long run.



Overview

Overall, the project as a whole went pretty well, with only a few issues and most issues ending up with my own error, like with Kirby's house, where I extracted the chimney in the wrong place, causing it to stretch in a weird way, as well as using the wrong shape or just not thinking about what the reference images are showing me and how to turn that into a 3D model, with one main issue being not knowing which tool to use. Despite this, being able to learn to use the tools like edge loops, the bridge tool and quad draw should help with the next models I create.

"Steampunk Street Lamps by andreysc7 on DeviantArt," [www.deviantart.com. https://www.deviantart.com/andreysc7/art/Steampunk-Street-Lamps-428322867](https://www.deviantart.com/andreysc7/art/Steampunk-Street-Lamps-428322867)

"Hoshi no Kirby," IMDb, Sep. 14, 2002. <https://www.imdb.com/title/tt0338621/> (accessed Dec. 1, 2024).

"Maya Tutorial: Model a Coffee Cup," [www.youtube.com. https://www.youtube.com/watch?v=V59XKklgfDE](https://www.youtube.com/watch?v=V59XKklgfDE)

MH Tutorials, the Modeling Hub, "Maya tutorial : How to model a Cup and Saucer," YouTube, Jun. 01, 2015. <https://www.youtube.com/watch?v=VRcGsMY-EtQ4> (accessed Dec. 3, 2024).