

My Diorama

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Welcome



Hello, my name is Holly. Today I am going to be talking about my diorama. The planning that went into it, the research/inspiration, the software I used, how I created it as well as the problems I faced when creating it.

Planning

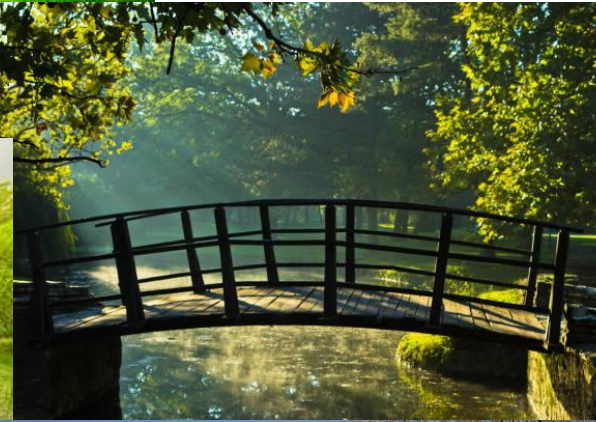
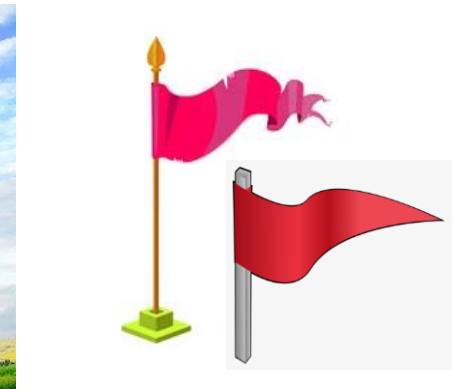


Before starting my Diorama, I did some rough planning of some ideas that I could create. I then picked one that I could create. After that I did some research on that idea. Once I had a plan and an idea on what I wanted to make, I created a white box so that I could roughly see what the final diorama would look like.

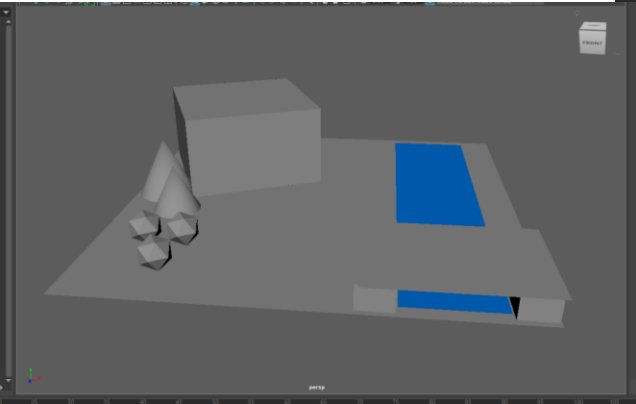
Diorama ideas

- 1 x basic building/structure
 - ↓ Cottage Mini Castle /
 - Camping Tower
 - Space Craft little Shop or Cafe
- 1 x textured floor ✓
 - ↓ Castle stones grass ✓
 - Snow Stone
 - Rock ground
 - Tiles path
- 3 x medium sized objects
 - ↓ Trees Bridge ✓ Tent
 - Street-lights Brushes logs
 - Clouds Campfire Moon
- Smaller objects
 - ↓ leaves plants boxes
 - rocks ✓ washing line Smoke
 - Water - stream/leaf ✓ flags ✓

3D - live objects - leaves - butterflies ...

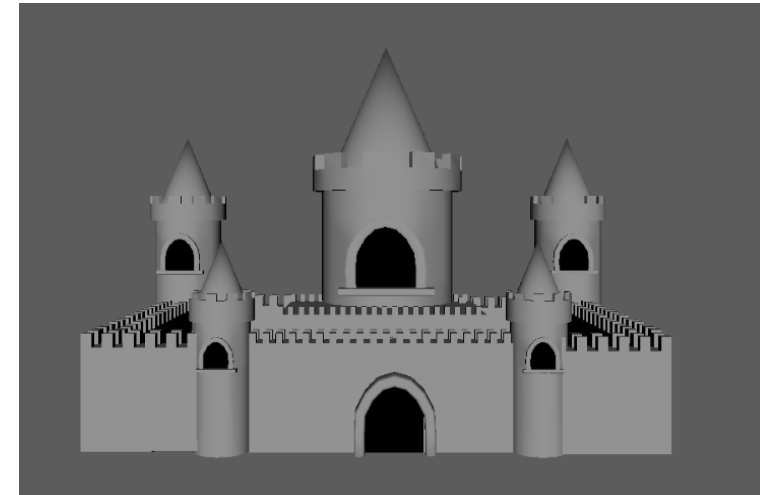
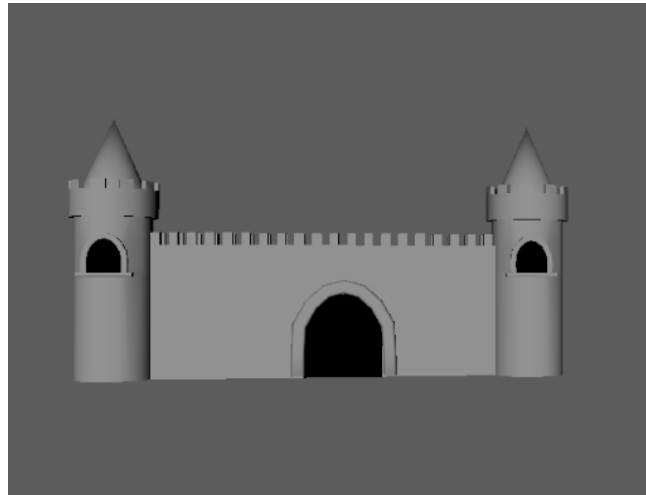
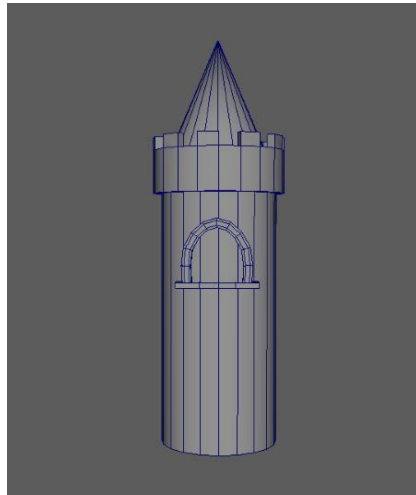
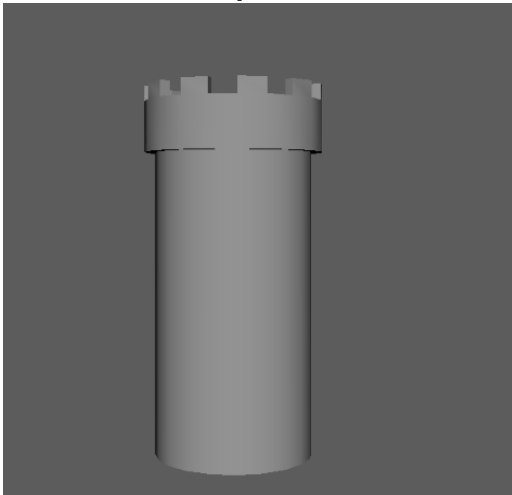


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Creating

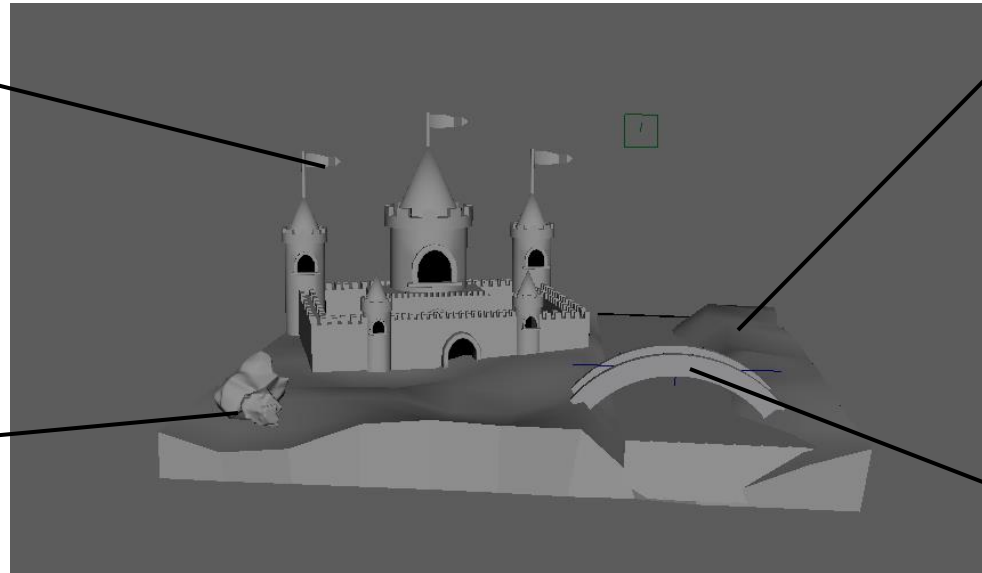
I used Maya to create all the models that I needed for my diorama. I first made the castle so that I knew how big to make the rest of the stuff. I used the cylinder shape to make the turret, then extracted the base and the top to make the crenel and merlons. I then made the window. To create the wall, I did the same but with a rectangle. I then just duplicate each part to make the castle.



Creating

To create the flags, I used a cylinder to create the mast and then extracted some of it to get the flag shape

To create the rocks used the polygon polyhedron and the sculpting tool to make the different shapes



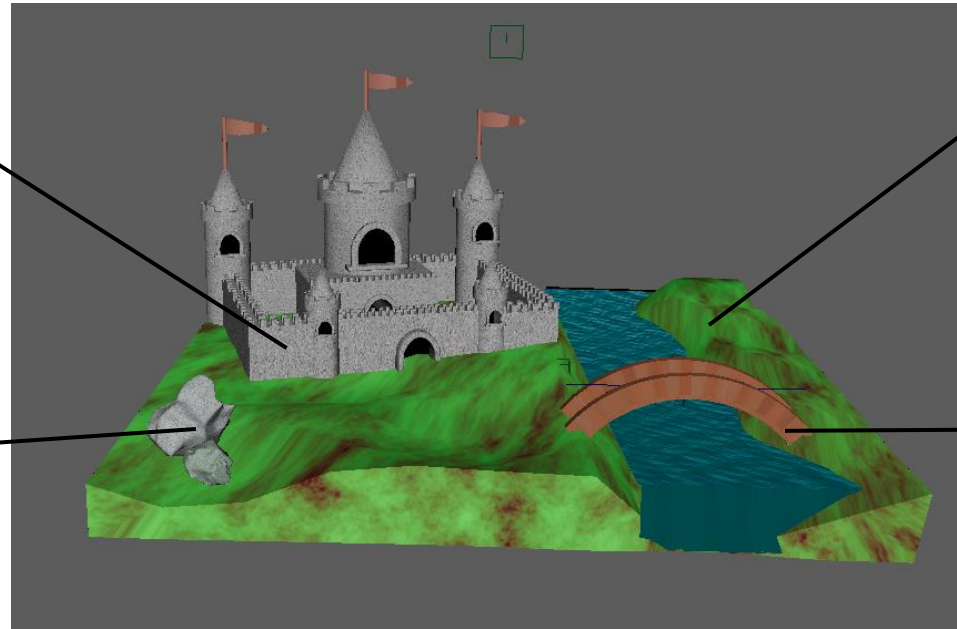
For the floor I made a plane then used the sculpting tool to make the uneven ground. For the river I just added another plane on top to create where the water will go

For the bridge I used the rectangle, flatten it and then bent the shape and then extracted the sides

Adding Colour and Texture

I used the stone texture and changed the colors to dark and light grey

I also used the stone effect on the rocks and changed the colours to dark and light grey as well as grey and green

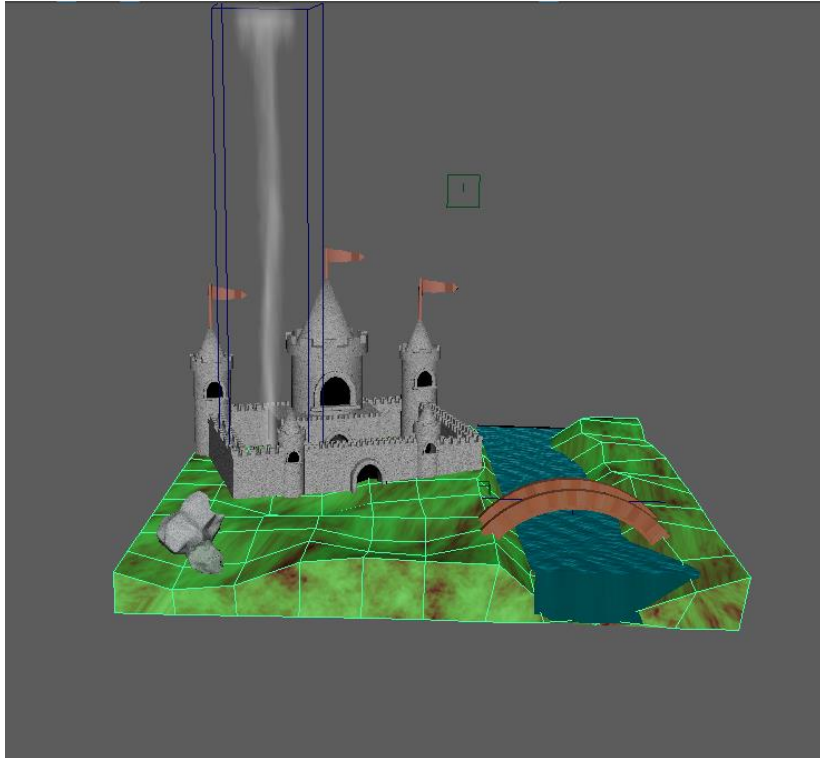


For the grass I used green and brown to make it look like grass and mud. For the water I used the ocean shader

For the bridge I used the wood texture and changed the colors to different shades of brown

Adding movement

I wanted to add something a bit different, so I created smoke come from the castle ground to make it look like there was a campfire or something being used.



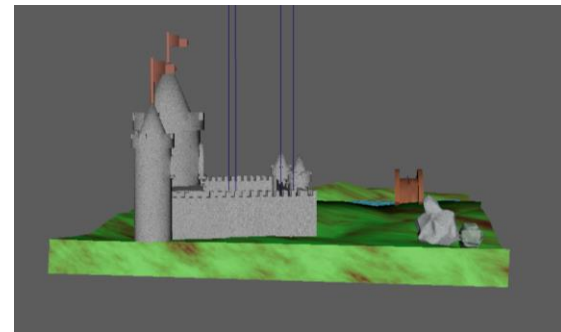
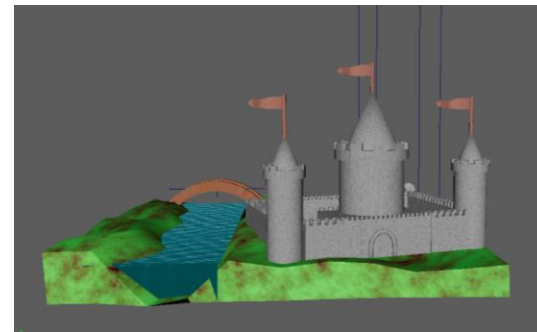
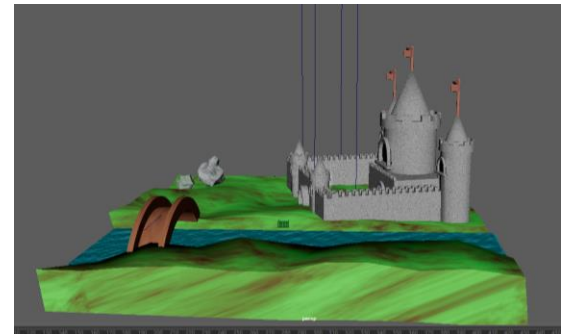
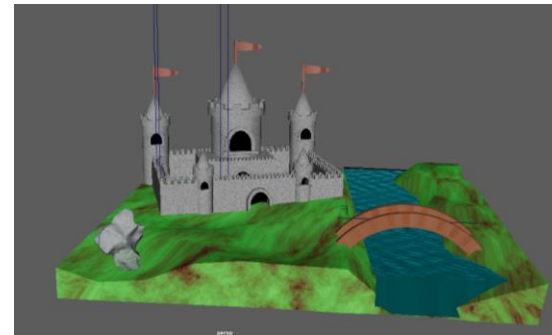
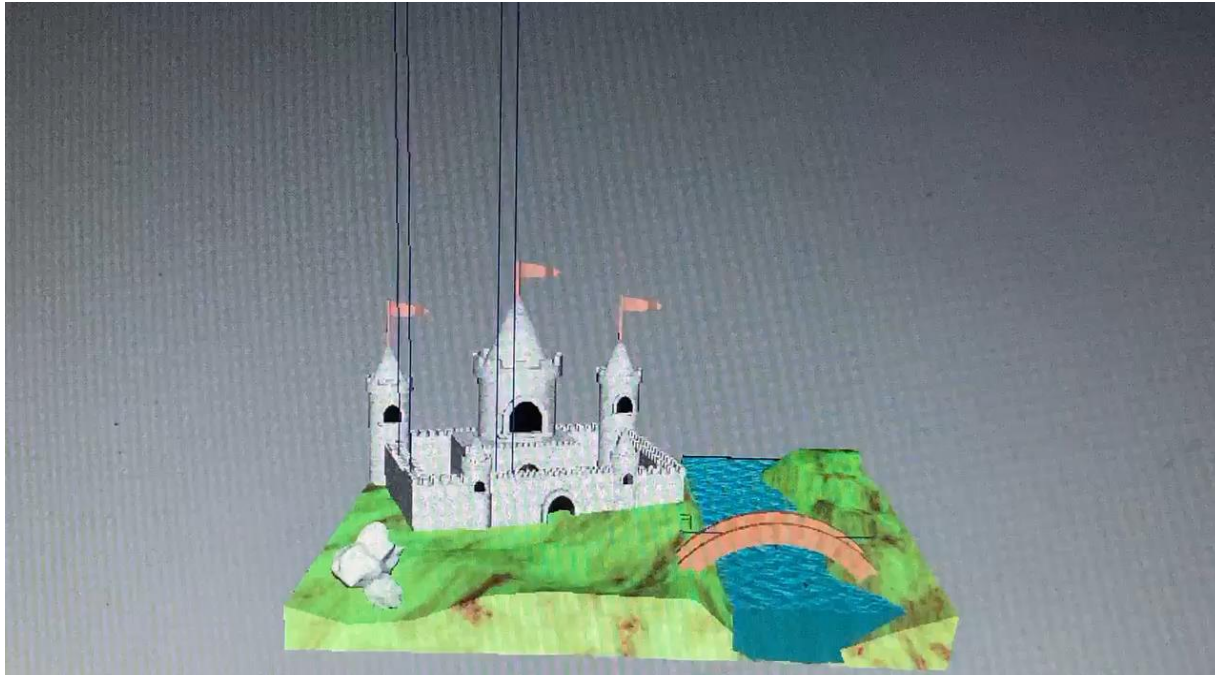
I did this by going onto the FX menu, open the fluids tap and creating a 3D container. I moved the emitter to the bottom and then changed the density, buoyancy and added a swirl and noise to make it as realistic as I could.

Problems I faced

When Creating my diorama, I faced a few problems.

1. The first problem I faced was when I was uv unwrapping my castle, the pieces were not cutting problem and then once I got the right and did the other ones, I added the textures to them in photoshop but when I went to open the texture file to add them back onto the model the file that they were in was corrupted.
2. Another problem I faced was when I was trying to blend the bridge, I couldn't get it right until like the 5th time I tried.
3. I also had trouble with making cobble stones for the floor, so I decided to go with a simple vision of grass.
4. Another problem I faced was when I was making the rocks, the lift tool wasn't working so I had to make the rocks different

My final product



Thank You



Any Questions?

References

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