

Assignment

by Rhys Carter

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Research and design blog on my Project

For my project I looked at many different types of descriptive texts to decide what to base my room on. In the end I decided upon do a room in the submarine the Nautilus from the book '20,000 leagues under the sea' and I chose the passage in the book where the where the cabin in the bow of the ship is described as '...elegant room, with a bed, dressing-table, and several other pieces of excellent furniture'. This is going to be the base of my design. I chose this because it gave me a place to base my room in and how to start the room with some key items like the bed and the dressing table but allows me to add my own ideas to fill up the room.

My Research

To begin my research, I wanted to decide what type of theme I wanted to have for my room. The original scene in the book and images drawn from it use the steampunk art style as the book is from that time period when it was first being used to design fiction. This meant I wanted to choose a different kind of style to base my room on. I also went to research other artists who had designed this subject in the pass, and I also looked at artist who specialise in different art styles to inspire me in my design chose for the room I am creating.

My chosen Time Period

When I was deciding on how my room will be designed with, I researched modern styles to see If it gave me any ideas to design my room. As the original design is based on 1869 thought on design on fantasy submarines, I decided on looking at adding a more modern or futuristic look and my room. After looking at other people art and styles I have decided my style. I have chosen a modern style with a futuristic set for the scene.

My chosen Location

There are many rooms in the submarine that I looked at to design and I chose a simple guest bedroom, in a small room at the front of the submarine on the top deck. This room was chosen because it allows me to design a room in a different style that I have chosen.

My chosen Setting

The setting I have chosen is a guest room on the submarine. The room has a simple layout with just a bed, dressing table and other objects that I can design to fit my room, even if it does not match the original layout it will fit into my design.

My chosen Theme

The theme I have chosen for my scene is that it is set in a science fiction setting in space with the room in the submarine have a modern feel with is future look. I want to design the room with what we see now a future looks/ science fiction looks integrated in it to give it a unique modern look.

Images I took reference from

For the images I looked into different forms of art styles. I looked at modern designers and there thought and ideas on art design. I also looked at other artists and designers' thoughts and designs of the Nautilus and the submarines room.

One set designer I researched was Joe Johnston for his work on the sets and ship in the original trilogy of Star Wars.



These three images are of the interior of the Millennium Falcon. The art direction was to give the ship a futuristic looking ship that was lived in and run down, like a 'sleeper car' is presented. To me it presents the feeling of a old spacecraft that has been through a lot in its life and has many people live in it with its own modifications over the years.

While looking at these designs for rooms inside a spacecraft, I have decided that even though I want the room to have a modern take on the future instead of one from the 70's I still want to capture the lived-in feel with objects that link to the person who lives it to show their personality.

Another designer's art I looked at was Harper Goff, the designer for the Disney adaptation for the movie '20,000 leagues under the sea' and looked and researched his thoughts and design of what the Nautilus should look like. The design that he created was using the steampunk aesthetic as it was represented in the 50's.



This is the exterior of the Nautilus as it is presented in the Disney adaptation of '20,000 leagues under the sea' is a mixture of steampunk and science fiction. This gives it the feeling of what designers of the 18th century though the future of submarines would look like with giving it a touch of science fiction with the fish shape of the Nautilus with the

window representing the eye of the submarine implying that it is a real life creature which is amplified with its dark colour palette which shows its hidden nature, what submarines main focus is in real life. The pointy nose of the Nautilus gives it the look of a shark ready to pounce on its prey with a quick motion. I believe this design feature was picked because it shows the submarines main focus in the book and in the movie adaptation.

While researching different artists and their design techniques and have a look I found some interpretations of the scene that I was going to do for my room. One of those artists was Tom Scherman and his designs of a room in the Nautilus.



His drawing of a room in the Nautilus caught my eyes because of how he has mixed the steampunk surroundings with a lot of browns to represent metal and copper with more colourful items with the colours of red and green and yellow to represent the objects that are not in the structure itself. This is an idea I would like to integrate into my room design. My idea that came from this is to use bright colours on a darker background to make the colour objects stand out. Another idea that has come from this research is to use pop out style colours on the key parts of my room like the bed, dressing table etc. It has also given me an idea to create a shelving unit in the room to put objects on like books and other objects that represent the person who lives in this room.

The artist that I researched and studied

The artist that I researched and studied was the production designer Charles Wood. He is the production designer for the Marvel movies including *Thor: The Dark World* and *Avengers: Infinity War* and *Avengers: Endgame*. He was also the production designer on the first *Guardians of the Galaxy* film, where he was nominated for a Saturn Award for his work on the film.

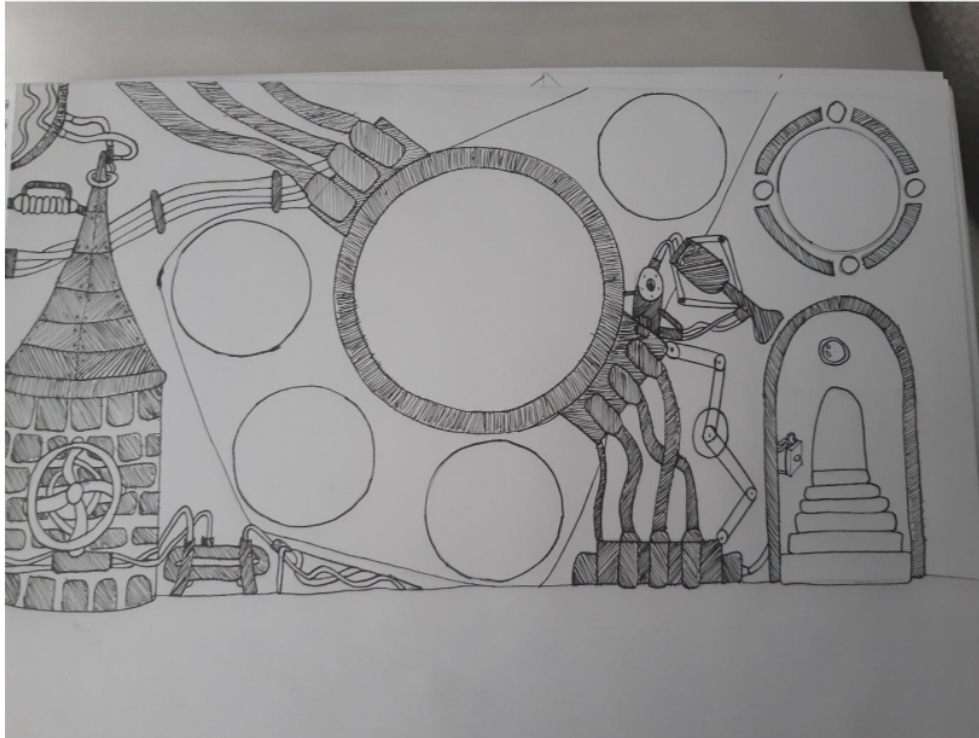
He uses many kinds of theming in the movies where he is the lead production designer, but I decided on looking more into the art direction he took for the film *Guardians of the Galaxy*. I chose to focus on this because it aligns more with the theming that I want to use for my room.



This is the concept art for the film *Guardians of the Galaxy*. When looking at these the first thing I see is darker shades of colours for the background mixed with brighter colours for the objects that the audience of the film are meant to focus on. I want to bring this idea into my design. The designs are a futuristic with a 'alien' feel to it to give it a science fiction feeling with both new and shiny science fiction building for scenes that are happy while darker themes and objects like ships and buildings in a state of disrepair to show the feelings the artist is implying to the audience to show the scene and its personality.

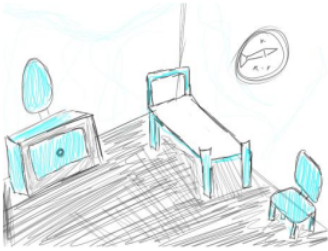
The work on creating to room

For my room I chose to use the bright colours for the objects in the room and have the walls be more darker colours like different shades of grey. To start off I drew some 2D concept art on a sketchpad to brainstorm some ideas.



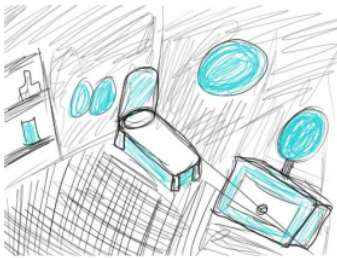
For this earlier sketch when I had just chosen the book passage that I wanted to design for I decided to try a mechanical steampunk look but with more machinery like wires and gears. I also created a window setup where a big circular window was surrounded by smaller windows. I liked the idea of the windows being on different level to each other so that is an idea that I chose to keep for my newer 2D sketches.

Thumbnail that I created



My first thumbnail was a simple layout of the room. This was an early concept to see how I could arrange the room. The two essential objects I needed from the text, this being the bed and the chest of draws but I also added a small window and a chair.

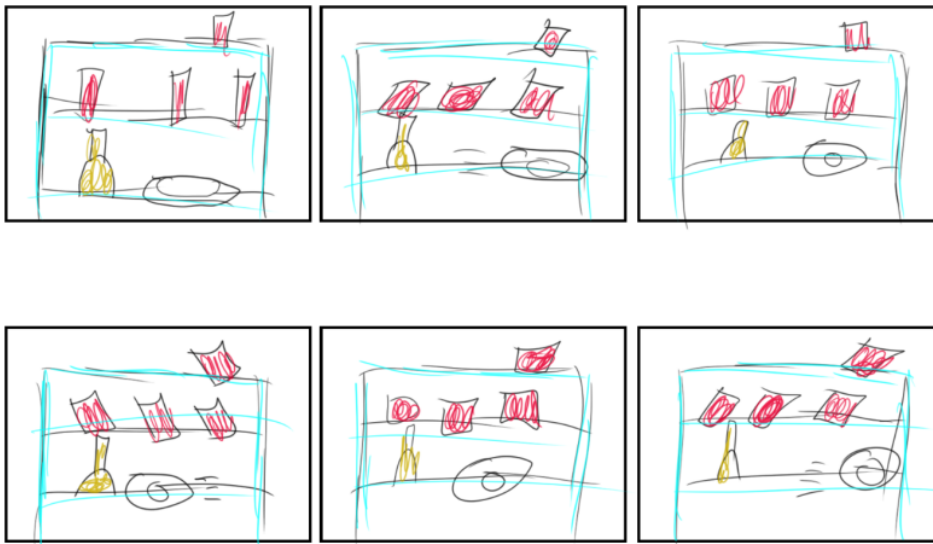
However, I would change the layout of the room when I decided to add a shelving system.



This is an updated thumbnail I switched somethings around and added new objects and took out others. I decided to take out the chair and witch the dressing table to the other side and added a shelving unit in the room which will hold objects for the animation.

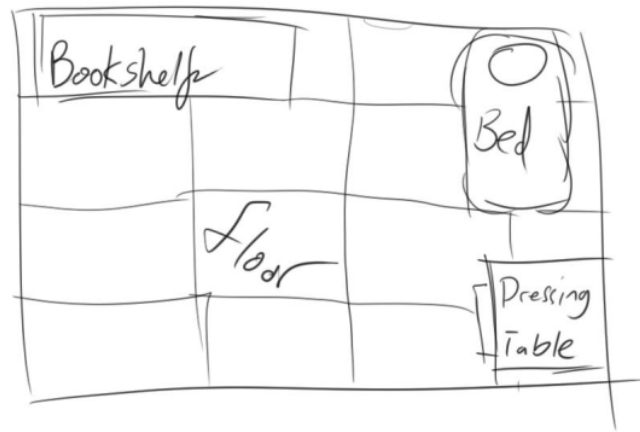
Animation Storyboard

For the animation I wanted to do a simple 'rocking sensation' to make it feel like the room is moving with the submarine. So, these are my animation storyboard. I decided to have the objects on the shelf move around together to show the rocking sensation.



How the space is used

In my room I have this layout.



This layout allowed for the objects in the room to have space and have all the objects in the room seen with the camera location I have chosen.

What does it represent

This room is meant to be a modern/future design put into a basic room that was done quickly for a new guest who has not had much time in the room yet to make it their own. This is implied but the miss matching floor and the basic room design. It is also represented buy the shelf only having a few items on it.

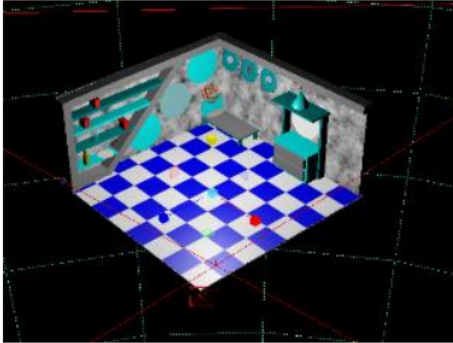
How would it be used in a longer animation

This idea could be expanded in a longer animation by having the swaying get more and more until an object falls off the shelf and interacts with something to cause something to happen.

The Final scene

How I placed the Camera and the Lighting

I placed the camera so that it faces the two walls with the objects on it. I removed the two walls where the camera is to allow it the best view of the room. I way I placed the lighting is by placing one light in the centre where the roof would normally be, and I also placed a light by the camera to get the scene light well so everything that needs to be seen can be seen.



This is the camera and the lights placement in the scene.

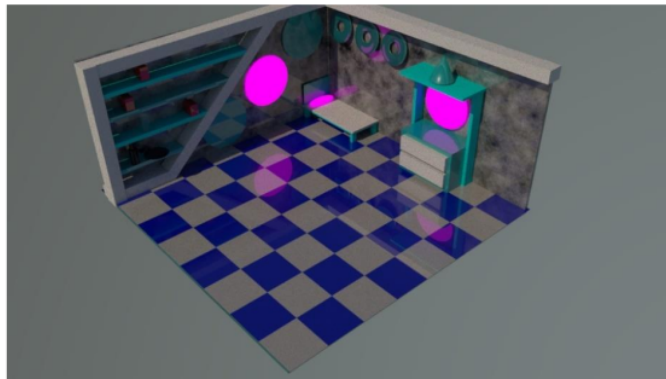
How I used colour

I used colour to make the scene 'pop out' and in a colourful room that is in the middle of change. I used mostly the colour blue as a homage for the scene its is based on form the original book.

What the narrative of this scene is

The narrative of this scene is meant to represent a hobbled together room for a new member of the team who has been there for a short time. Because of this the room is basic and clean with mismatching floor and objects in the room. I also added a few objects on the shelves to show it starting to fill up with personal items.

The animation of the scene is meant to represent the movement of the vessel with the rocking back and fore.



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