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Module Title: Evolving Your Creative Craft

Course Name: BA Animation & VFX

Assignment 2:

3D Model / Turnaround

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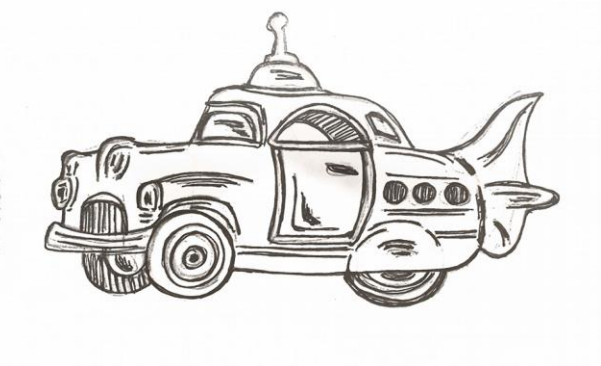
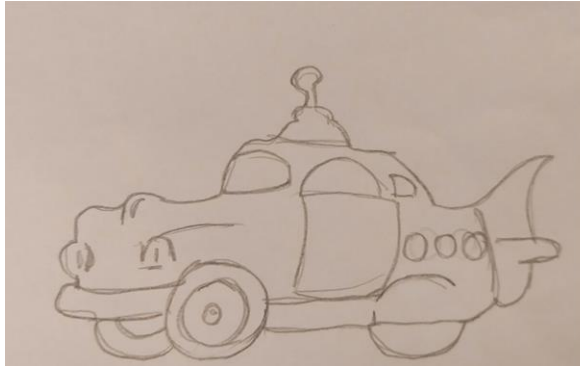
1.TASK D: Iterative Development

2.TASK E: Reference Images / Orthographics

**3.TASK F: Final Design (An Image/Render of
your Completed Artefact – Either Rendered as
a 2D Image or a 3D Model)**

TASK D: ITERATIVE DEVELOPMENT

Designs inspired by external references combining parts of different images and developed through my own drawing and interpretation.



This design (one of the silhouettes) combines elements of a vintage car and a submarine. The main body keeps the classic car shape, while the rear section features fins and circular windows inspired by underwater vehicles. The antenna and dome on top suggest communication or navigation equipment. The concept explores a retro-futuristic vehicle that could travel both on land and underwater.

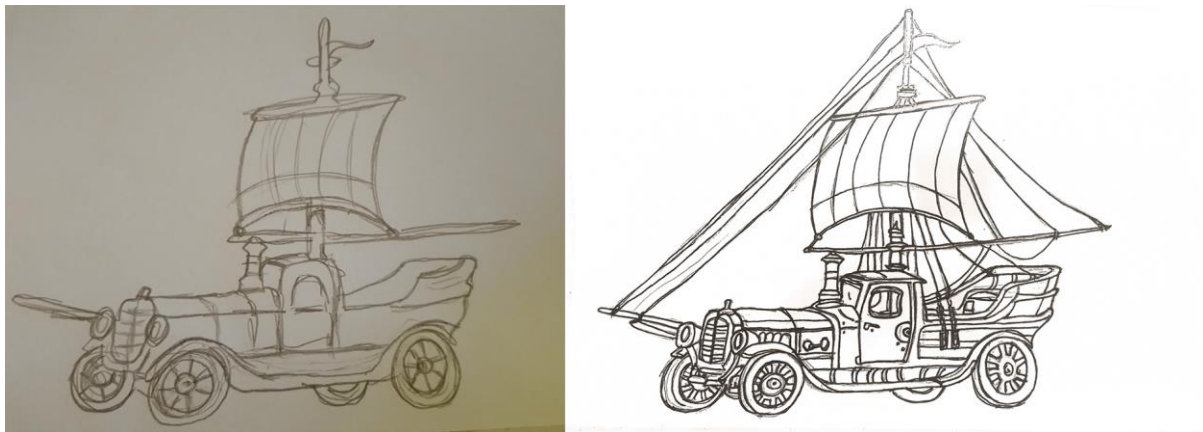
The textures would have, for example, smooth metal texture for the metal panels, rear fins, antenna and dome; glass surface for the windows; rubber wheel texture for the wheels; rough or worn metal for lower details.



This design represents a fantasy vehicle that combines elements of a ship and a car, inspired by nature and organic forms. The front resembles a fish or aquatic creature, while the body includes architectural structures like

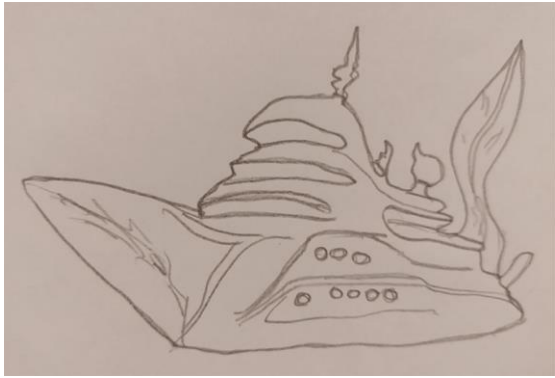
domes and towers. Leaf-shaped details at the back suggest movement and connection with the natural world. The concept explores harmony between machinery and living forms.

Also, the textures would have, for example, smooth skin or scales for the fish head; polished metal or stone for the dome and tower; metal or wood for the wheels; natural leaf texture at the back; painted surface for body panels.



This design merges the structure of an old-fashioned car with the features of a classic sailing ship. The vehicle includes large sails and masts, symbolizing exploration and adventure. The front keeps the mechanical look of a vintage automobile, while the upper part introduces nautical elements. The concept explores a hybrid between land and sea transport, inspired by the age of exploration.

The textures can have metal or painted surface for the car body; fabric texture for the sails; metal or rubber for the wheels; rough rope or wood for the ropes and mast; wood or brass for the cabin details.



This design represents a scientific exploration ship inspired by nature. The front part takes the shape of leaves, symbolising growth and connection with the natural world. The rear section includes a fin-like structure, suggesting movement through water and a marine influence. The concept explores the relationship between technology and nature, imagining a vessel designed for ecological research and discovery.

The texture idea could have a natural leaf texture for the leaf-shaped front; smooth metal for the main body of the ship; flexible organic surface for the rear fin; wood or metal for the deck/structure details; glass or polished metal for the windows or panels.

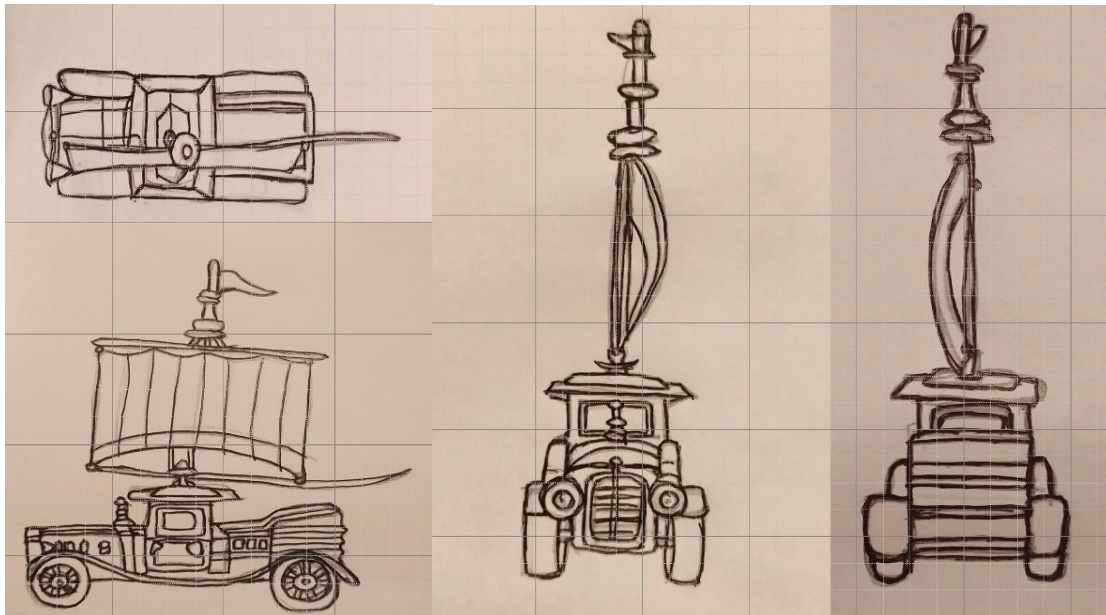


This design is inspired by an eighteenth-century sailing ship, combined with organic forms from nature. The structure follows the shape of a traditional wooden vessel, but the surfaces are covered with leaf-like textures and natural patterns. Decorative details on the hull and sails give

the ship a living, almost growing appearance. The concept explores a connection between historical craftsmanship and the natural environment, creating a fantasy ship that feels alive.

The textures ideas are a leaf-covered surface for the hull and sides; natural texture for the leaf decorations; fabric with organic patterns for the sails; polished metal or glass for the windows/ornaments; wood texture for the masts and structure.

TASK E: REFERENCE IMAGES / ORTOGRAPHICS



TASK F: FINAL DESIGN



