PERSONAL PROJECT PROPOSAL

Nira Gonzalez

3D Modelling & Texturing an Environment

My main interest is focused on developing my skills and knowledge for the Environment Artist position. This is why I have decided to recreate a small environment scene by modelling and texturing the assets in Maya, to then add a simple lighting set in Nuke for presentation.

Scene

The scene would be based on the ancient pyramids found in the middle of the jungle in Mexico and Guatemala. The shot would have a simple camera movement showing the scene composed with a pyramid surrounded by the jungle. I could also add simple animations or VFX, such as, trees leaves and branches moving with the wind blow, or changing lighting from daylight to nightlight showing the pass of time.

MOODBOARD
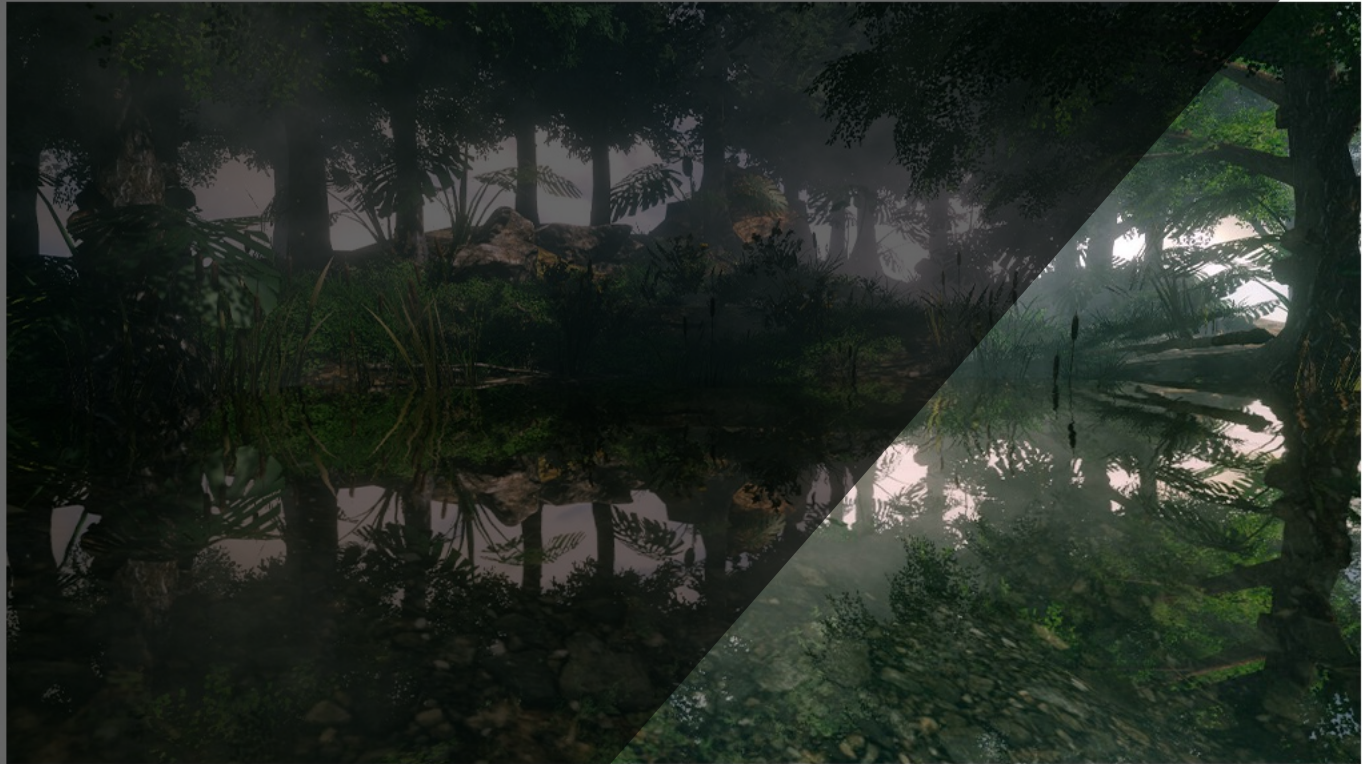
Possible Challenges

- Realistic textures with accurate UV maps

- Trees foliage modelling and animation

- Timeframe needed to achieve a good result