Production Principles
Week5 3D Story World

Forest Cat House
My 3D scene has two important elements, one is a cat and the other is a forest in nature. The scene I created was a house for some feline orcs. For inspiration, I refer to the cat climbing frame and the tree house. In my original design, there was a square house built on the basis of a big tree, but I thought it lacks of "cat" elements, so I added the structure of cat climbing frame into the design. Considering the cat's habit, I added a loop of rope to the post to sharpen the cat's claws. In order to make a difference from the actual cat climbing frame, I made some props to make the 'cat' living in that house more anthropomorphic.

In the making of the model, I tried two situations which are with and without textures. I wanted to create the house scene just like the video game, so I chose to use large tiles instead of flat paint. For the plants in the scene, such as flowers and grass, I used texture maps.
I found it interesting to use MAYA to make shapes for various materials, like turning hardwood into blankets, or turning springs into ropes. I think the hardest part of making it is importing various textures, sometimes I use the wrong ones because there are too many of them. So I decided to name the textures more neatly next time.