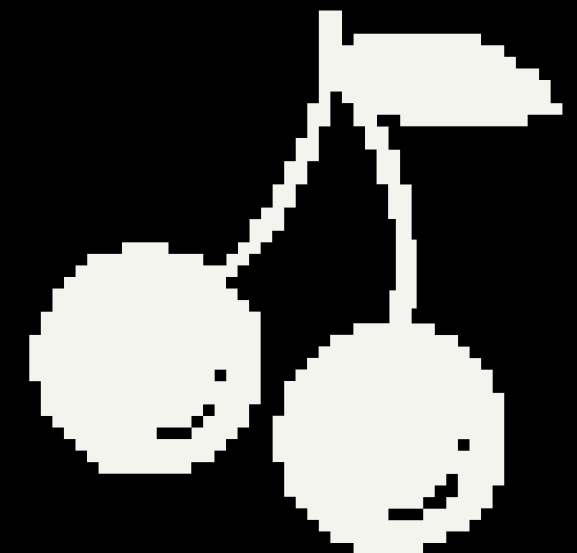
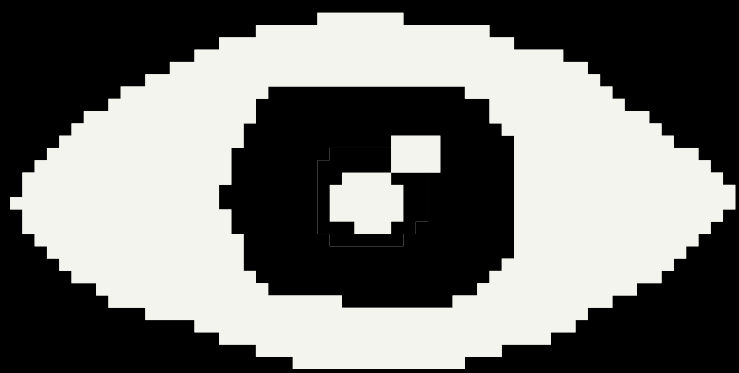


Animal
Concept

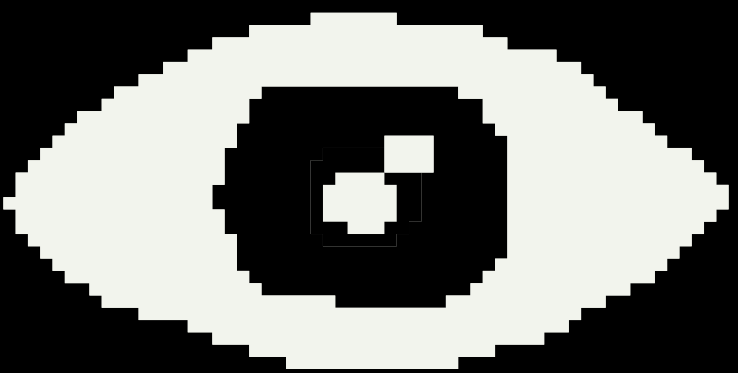
Arelina

1. **Research impactful set designers in the fashion world and fashion shows that show bold set design and how it compliments the clothes itself. Understand the relationship between space and focal point (designer's clothes)**
2. **Chose a collection from a house without looking at the show corresponding too much (cut out models to purely see looks and research what themes the designer was playing with and how I compliment them)**
3. **Sketch out the space in 2D, starting with the extremely large block details like how big the room is (or is it outside), what is the path of the model, where is the audience seated, include color swatches and any focal pieces needed.**
4. **Created a list of models to create in Blender and search the internet for assets that would inspire or free for use (use sparingly)**
5. **Create the major blocking in Blender and include a human model for scale**
6. **Model Toy Assets**
7. **Do second detail pass in modeling and composition**
8. **Create UV Maps for Assets**
9. **Create and Texture Assets (+ Troubleshooting)**
10. **Add Materials**
11. **Final modeling detail pass**
12. **Lighting**
13. **Bring in Animated Walking Model from Mixamo**
14. **Render still shots**
15. **Render Animation**





Thom Browne RTW Fa11 2022



Asset List Based on Concept Sketch

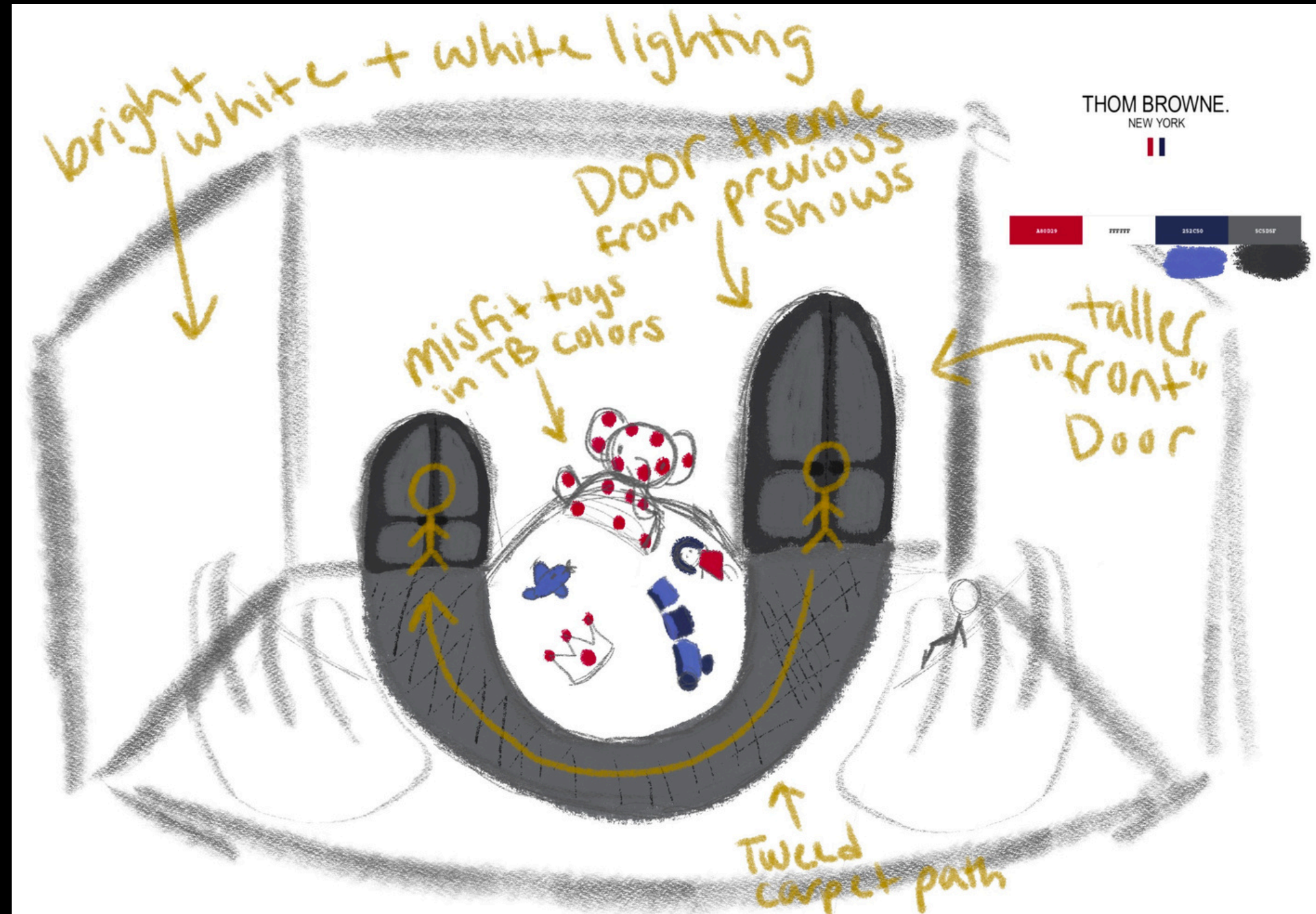
00:24:23

Thom Browne RTW Fall 2022

"I always feel like New York is the city everyone comes to find or create themselves," Browne said during a preview on Wednesday. "Almost in a way, [like] the old Christmas cartoon — the Island of Misfit Toys from Rudolph. It's a place where you can be true to yourself and comfortable. This collection, in a really strong way, I wanted to celebrate that. We are living in a world where people are so much more accepting, and it's an inspiring time we're living in." – Women's Wear Daily

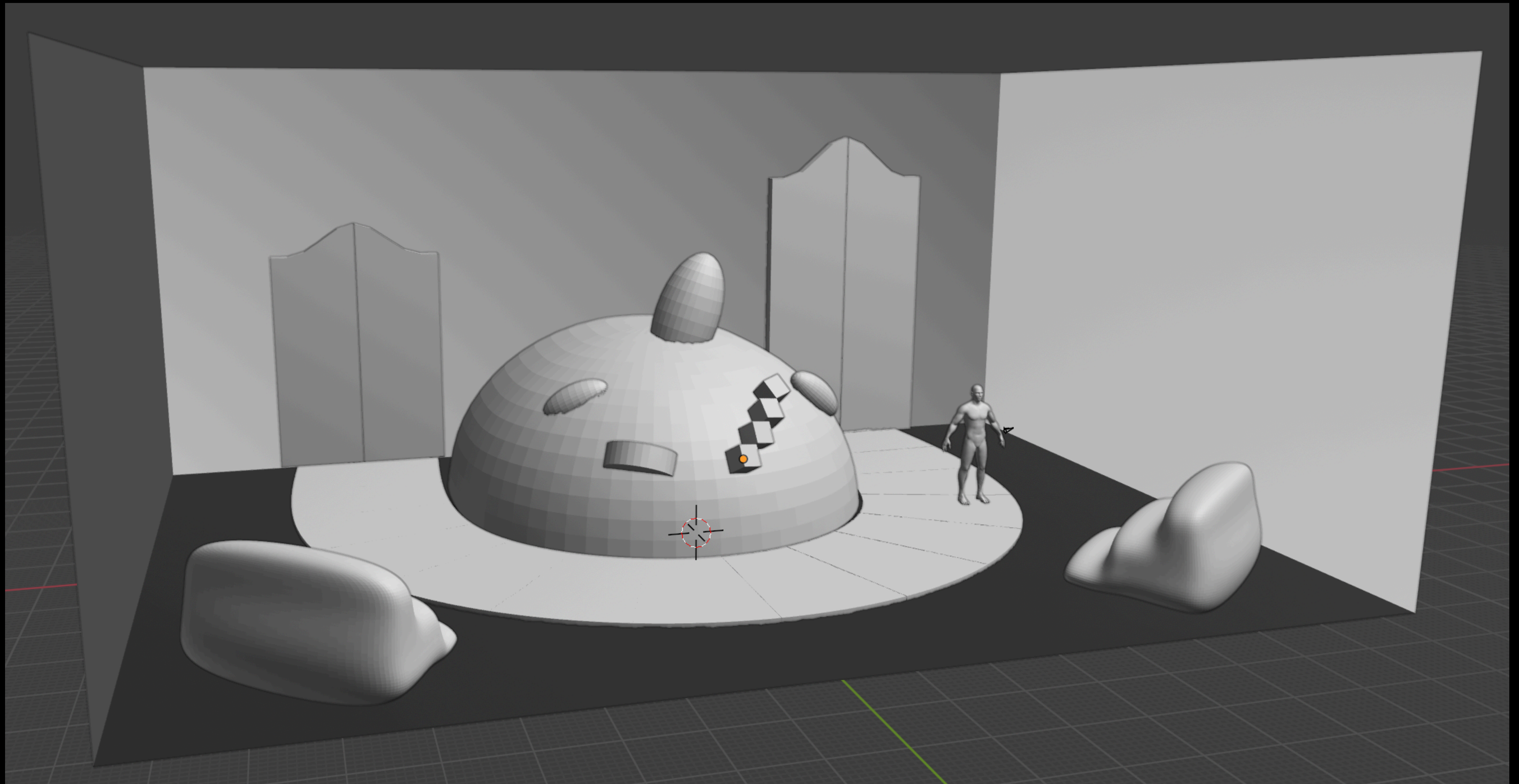
Models Needed:

- Elephant stuffed animal
- Toy plane
- Doll
- Children's Crown
- Toy Train
- Tall Wooden Door
- Normal Wooden Door
- Carpet Path
- Plain Walls
- Soft Modular Multi-Leveled Seating
- Human Scale Model: <https://free3d.com/3d-model/male-base-mesh-6682.html>



Major Blocking Pass & Composition

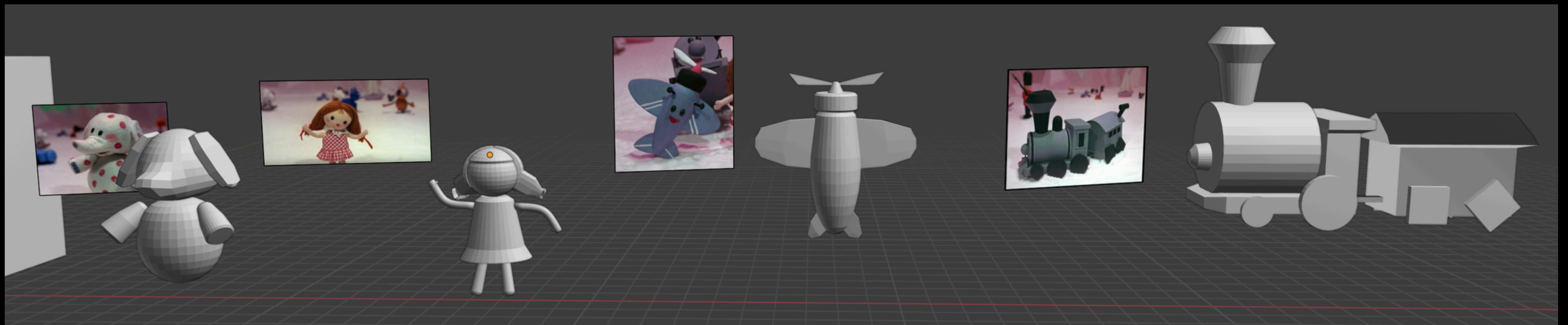
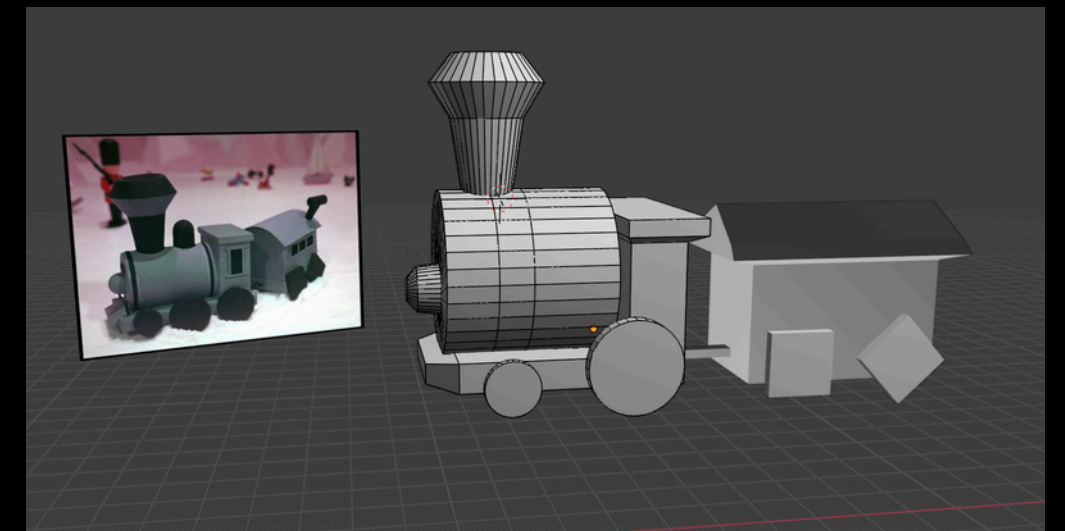
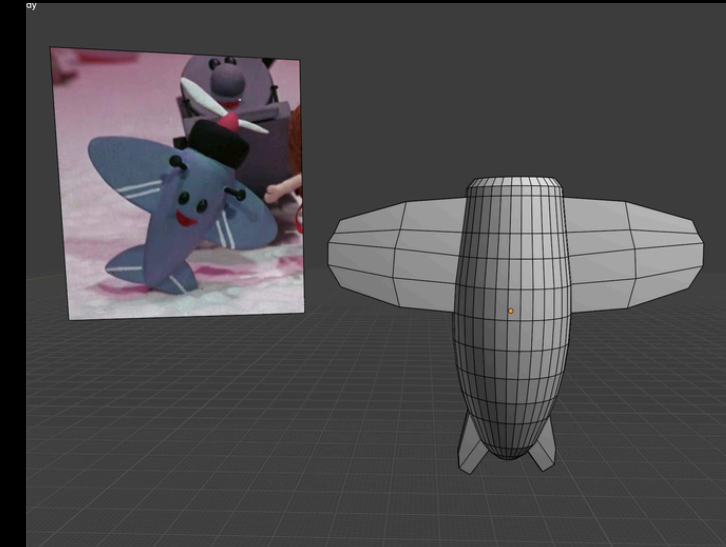
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Modeling Assets

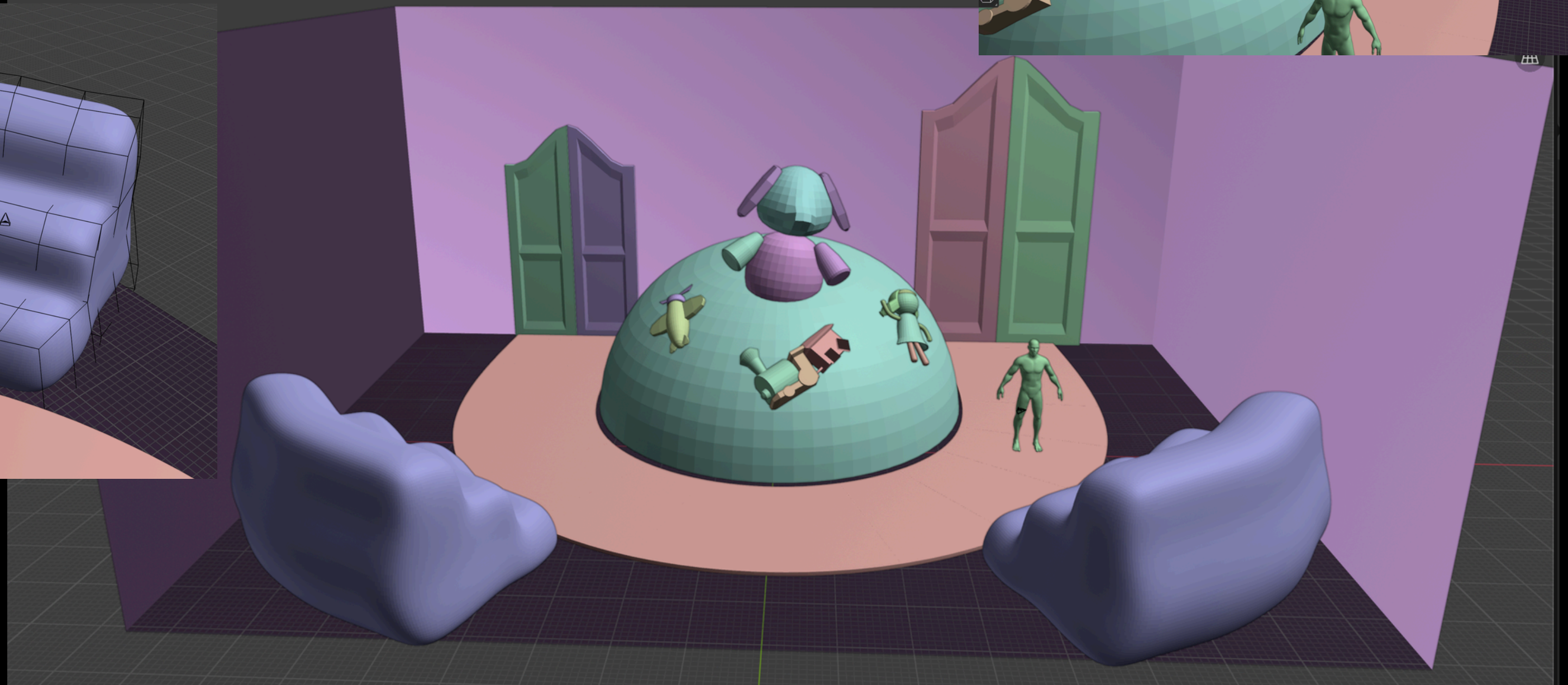
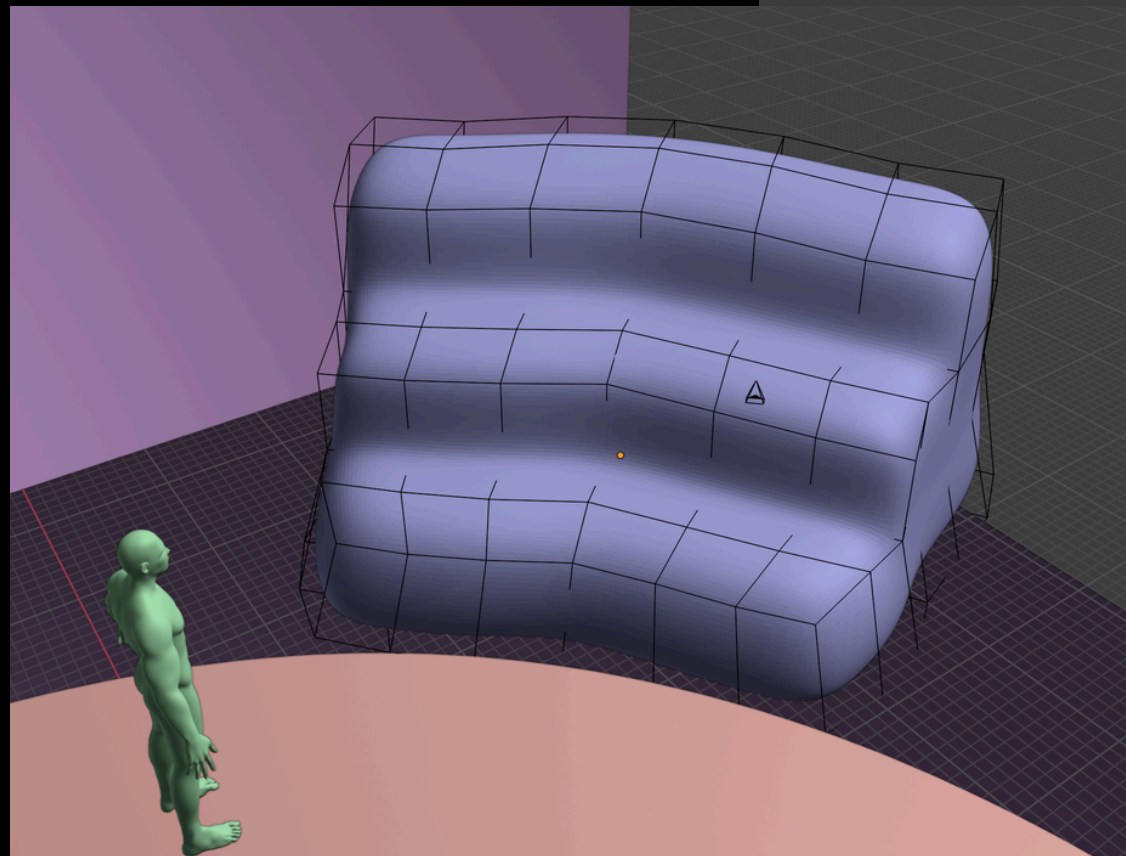
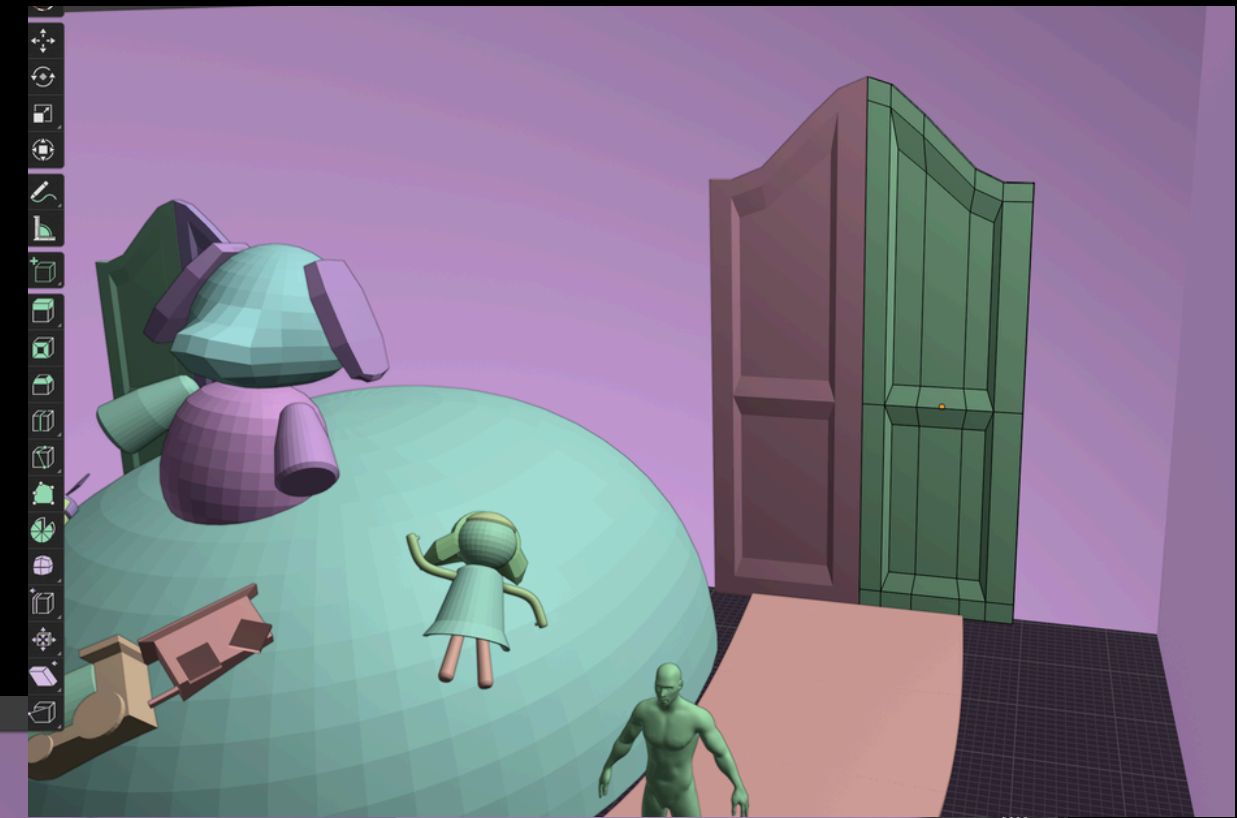
01:27:34

- Decided to make all the models myself.
- Avoided internal geometry and aimed for clean topology.
- First created to the side of the main room and brought them in after to replace original blocking.



Second Detail Pass & Composition

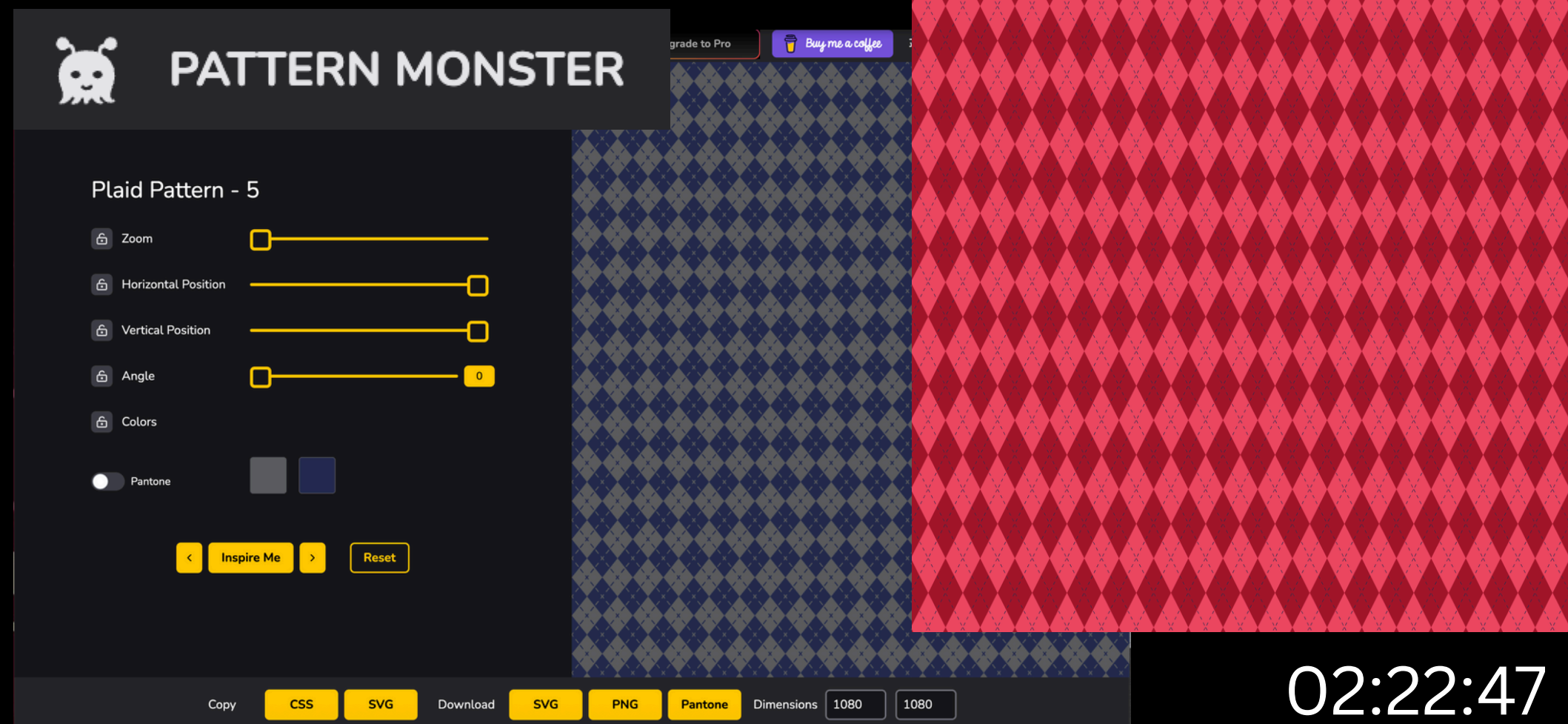
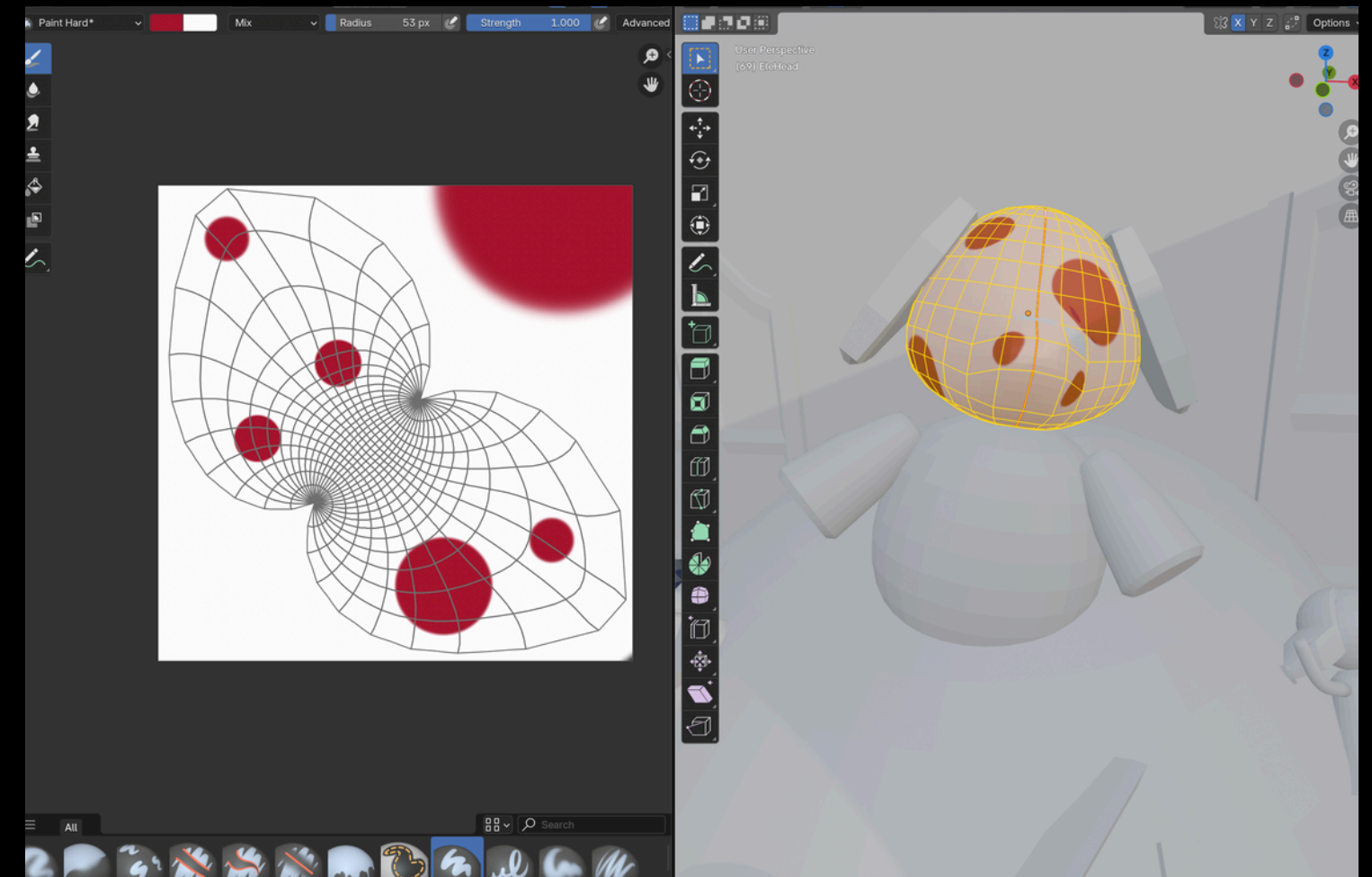
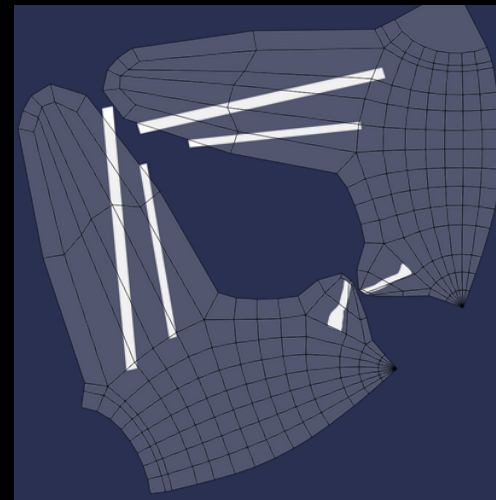
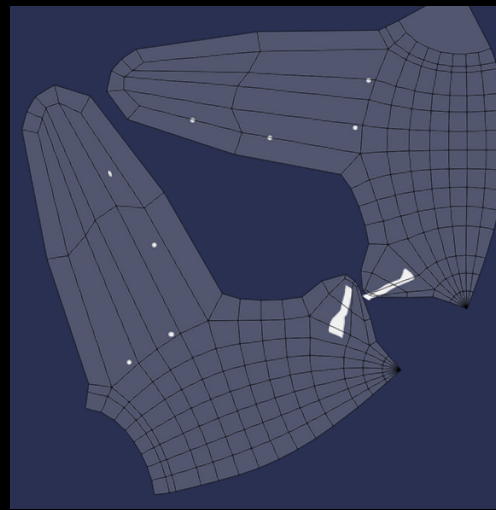
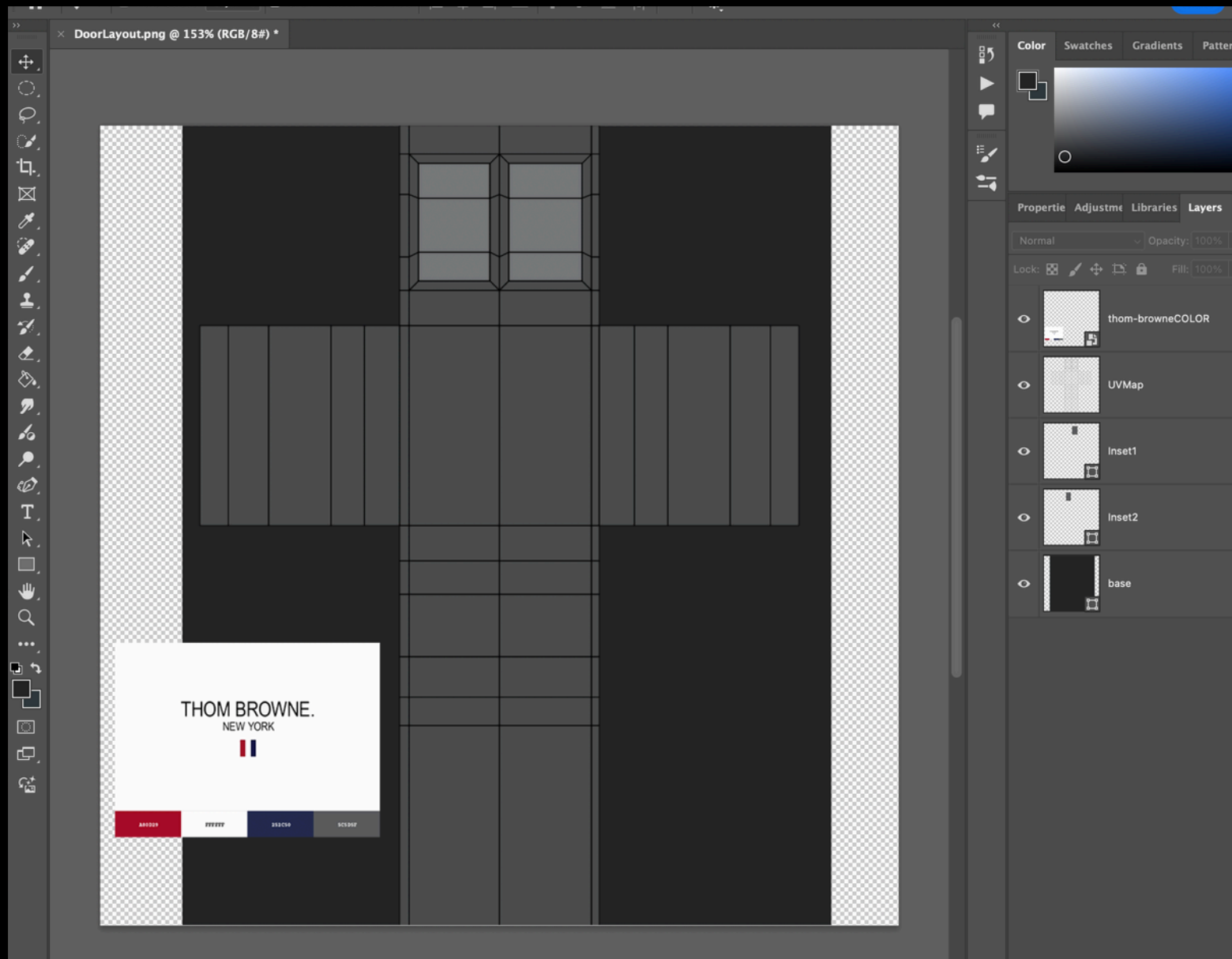
- Added inset detailing the on the doors and refined there shape.
- Enlarged the seating and made it curve with the runway path.
- Added in the modeled toys.



00:31:46

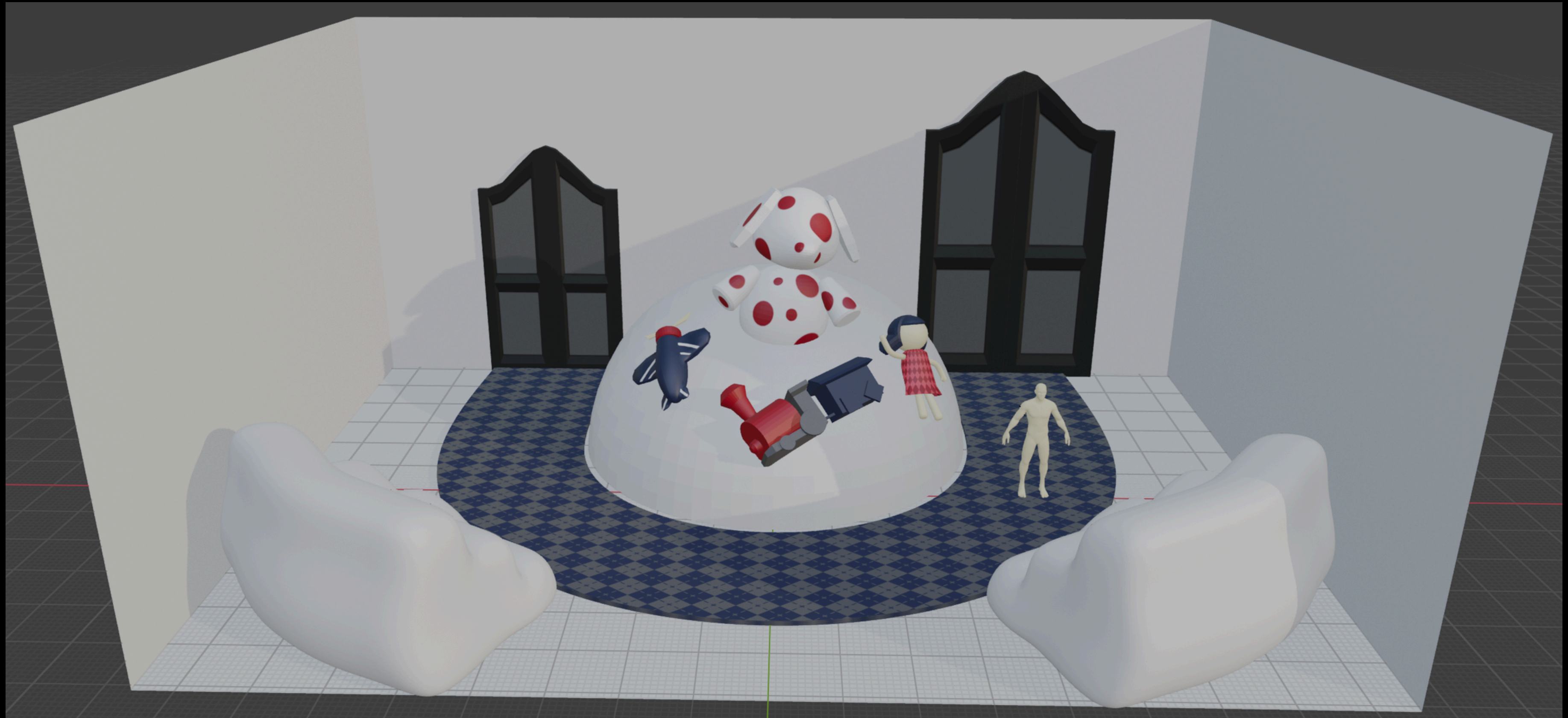
Texturing

- Used Photoshop, Blender's in software texture painting, and Pattern Monster.
- UV unwrapped all the models and colored using the official Thom Browne palette.



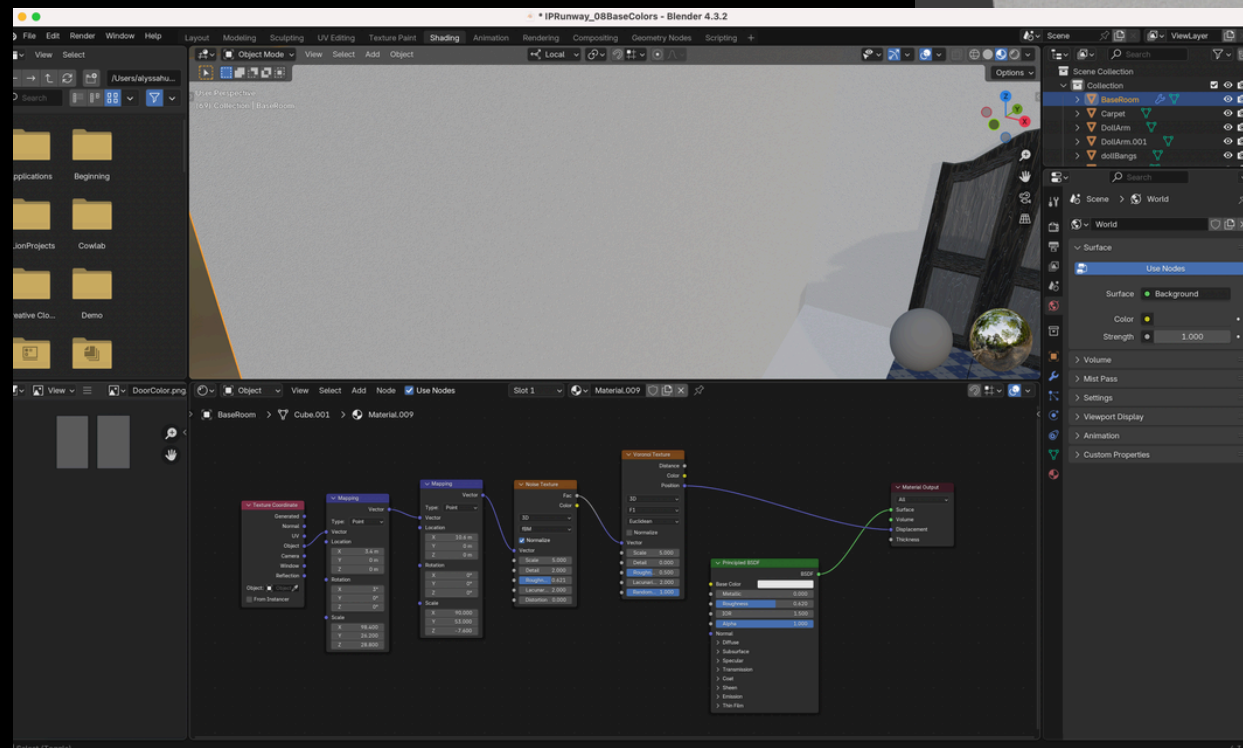
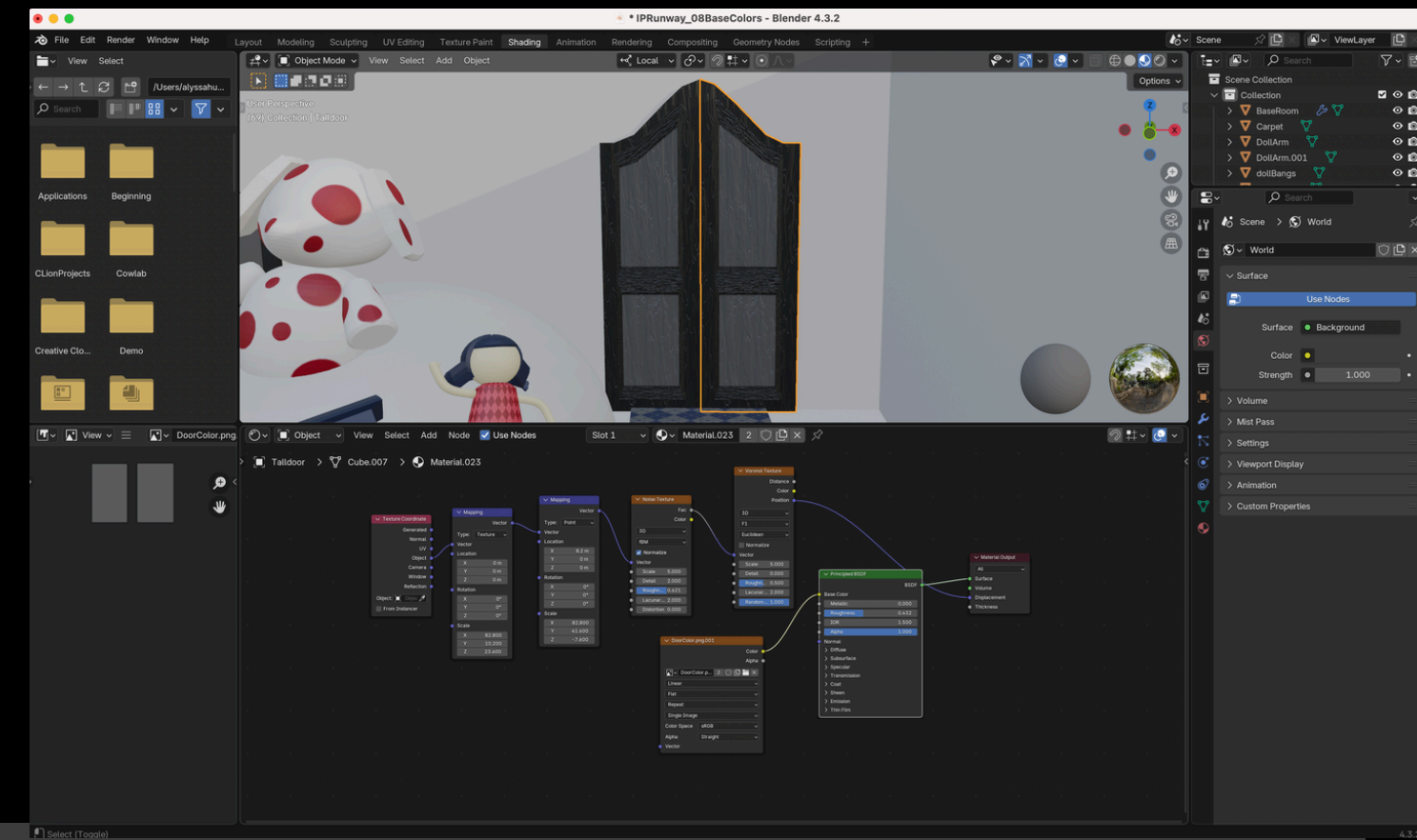
02:22:47

Base Color & continued Composition tweaking



Adding Materials

- Only two main materials added for extra detail:
 - Doors were given a wood veiny material
 - Walls were given a randomized “spackle” look similar to real surfaces.
- Material nodes were made by me, I have a node template for wood I made on a previous project and modified it for both materials.

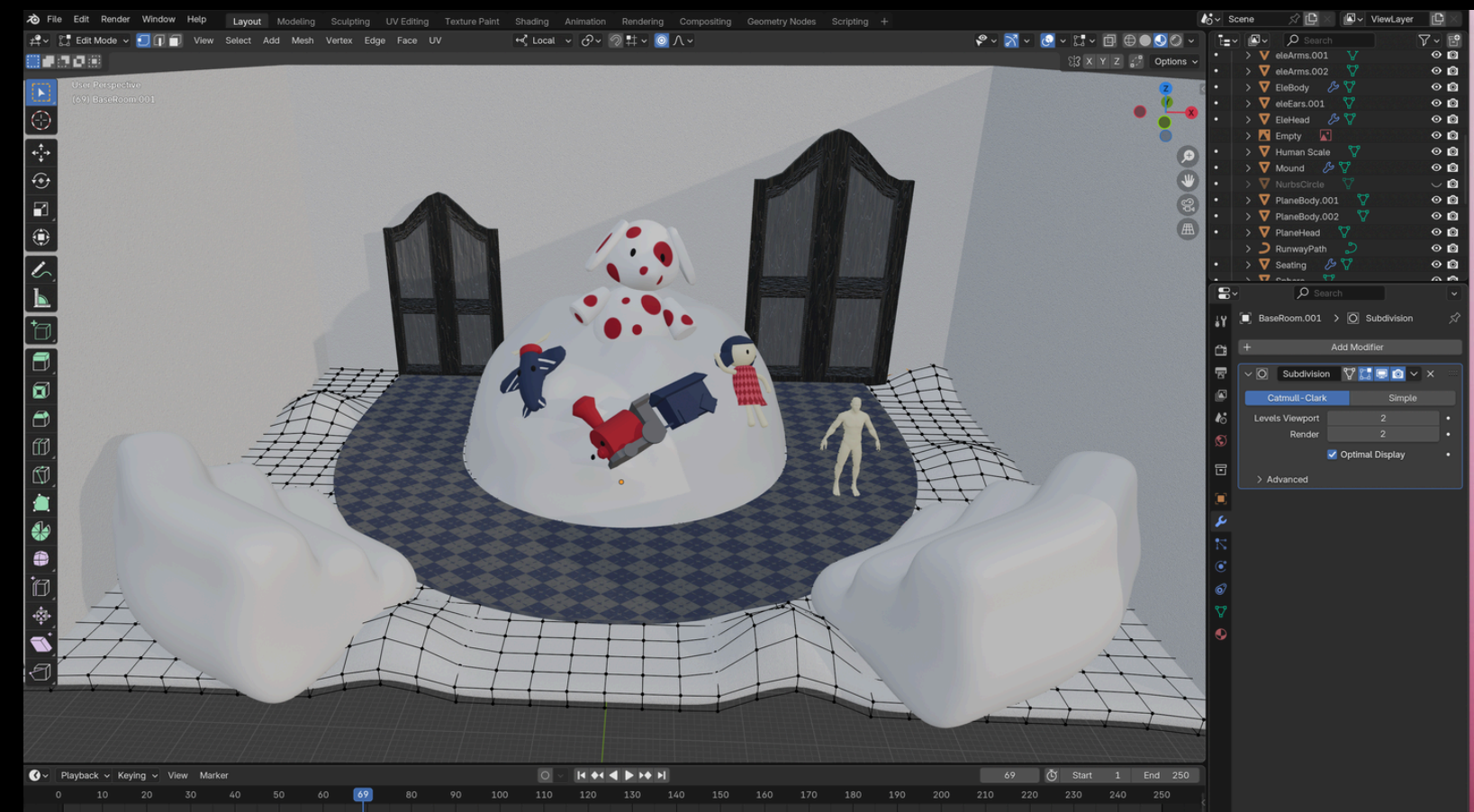
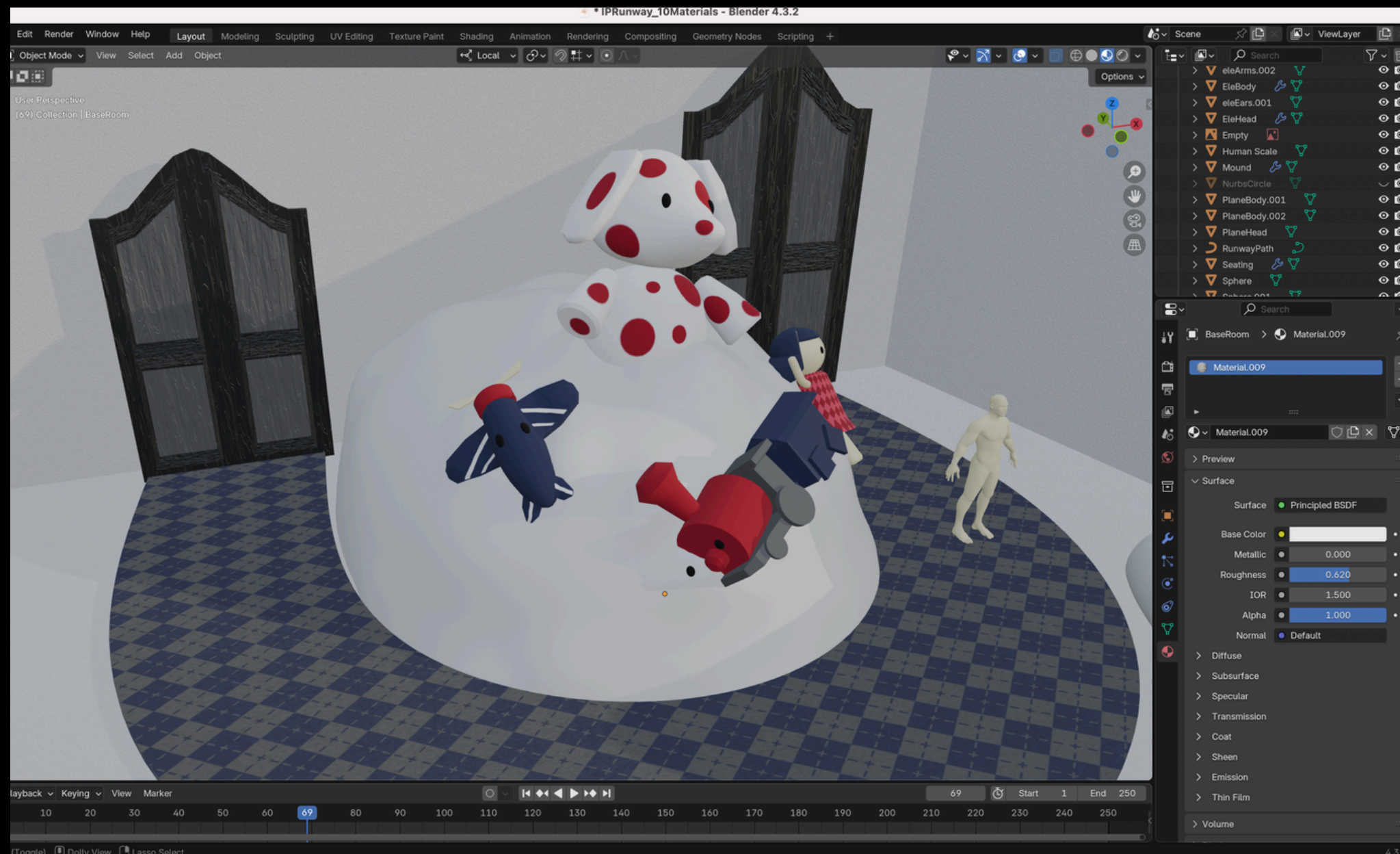
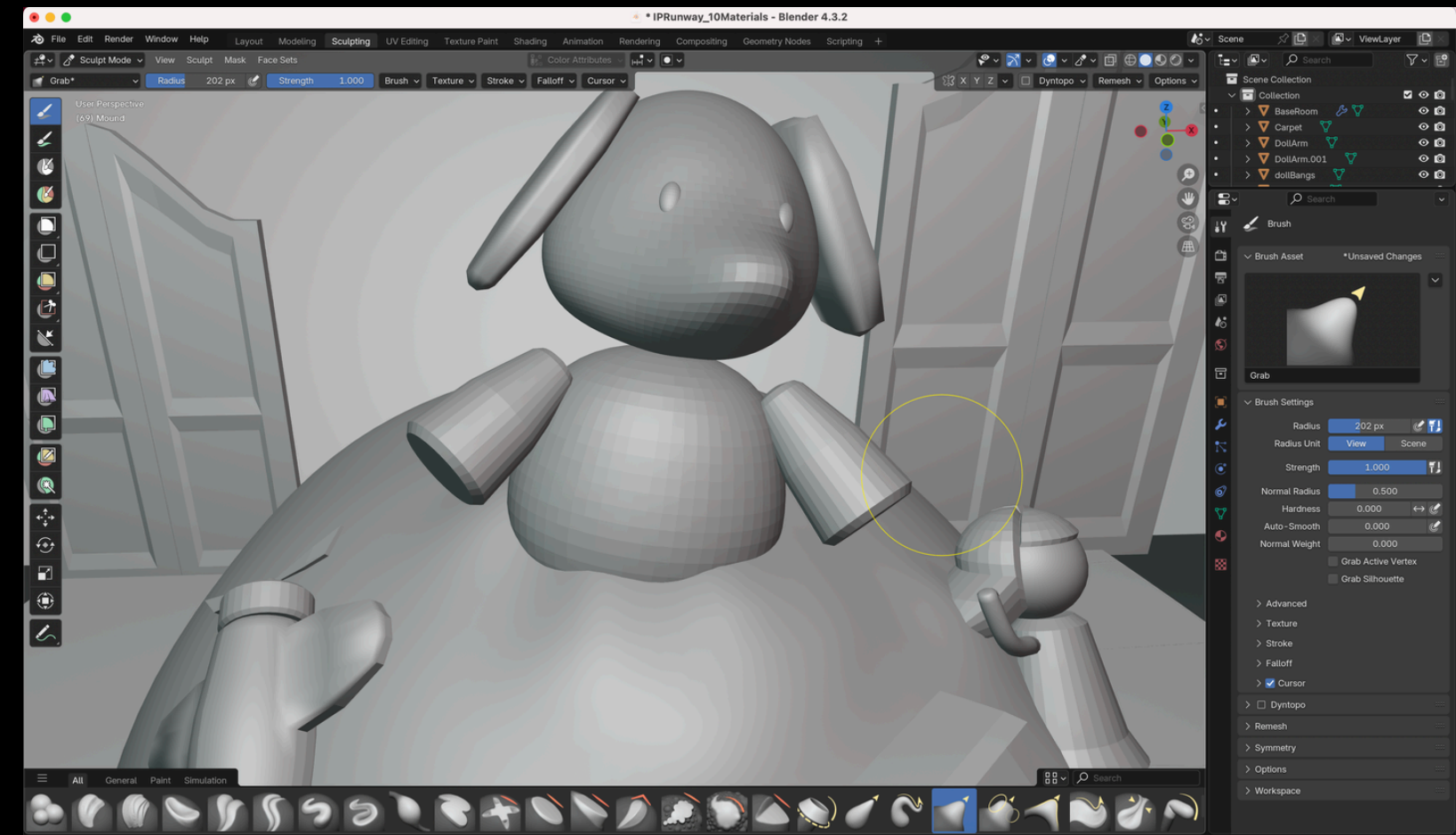


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Final Detail Pass

00:29:06

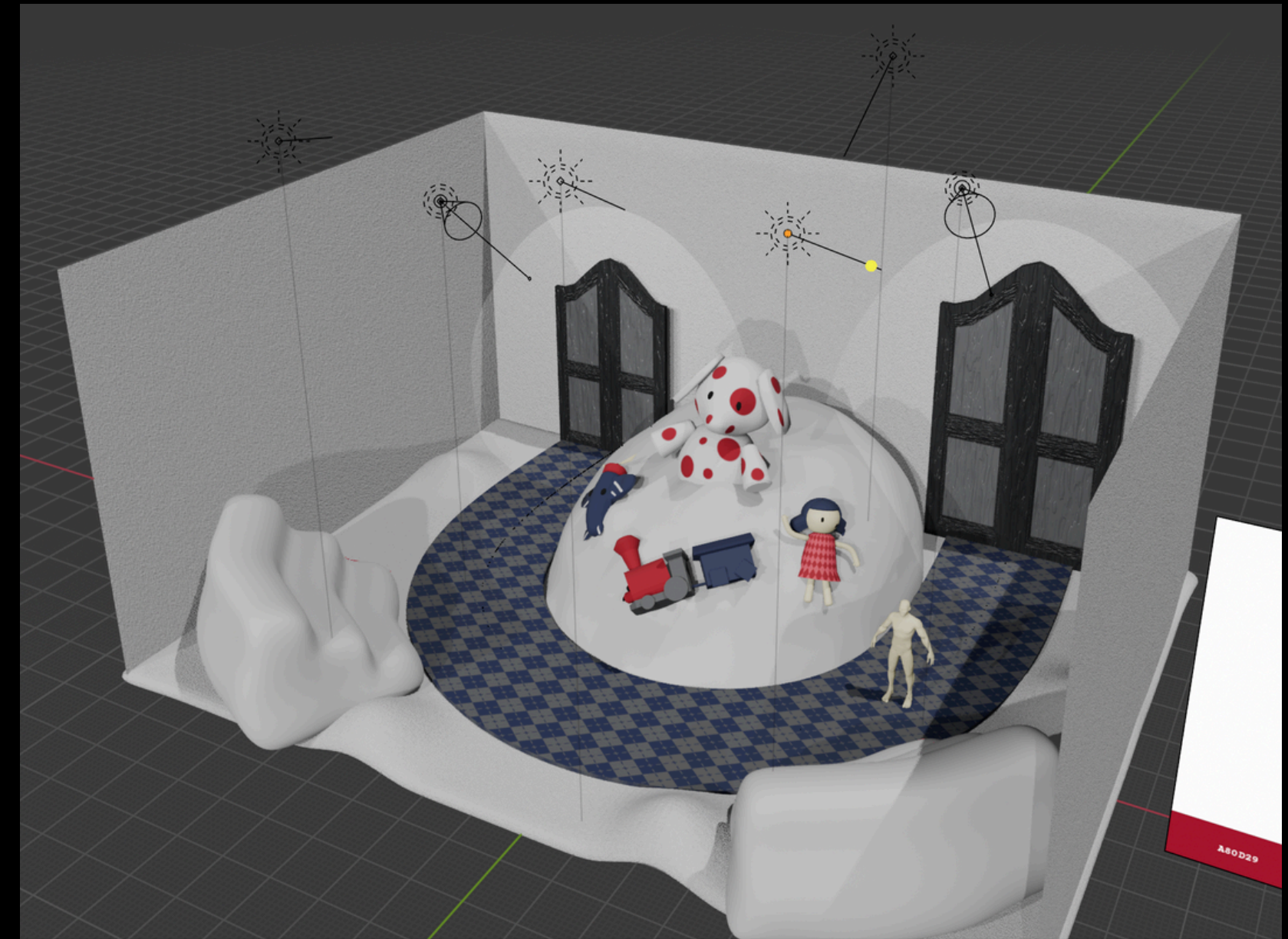
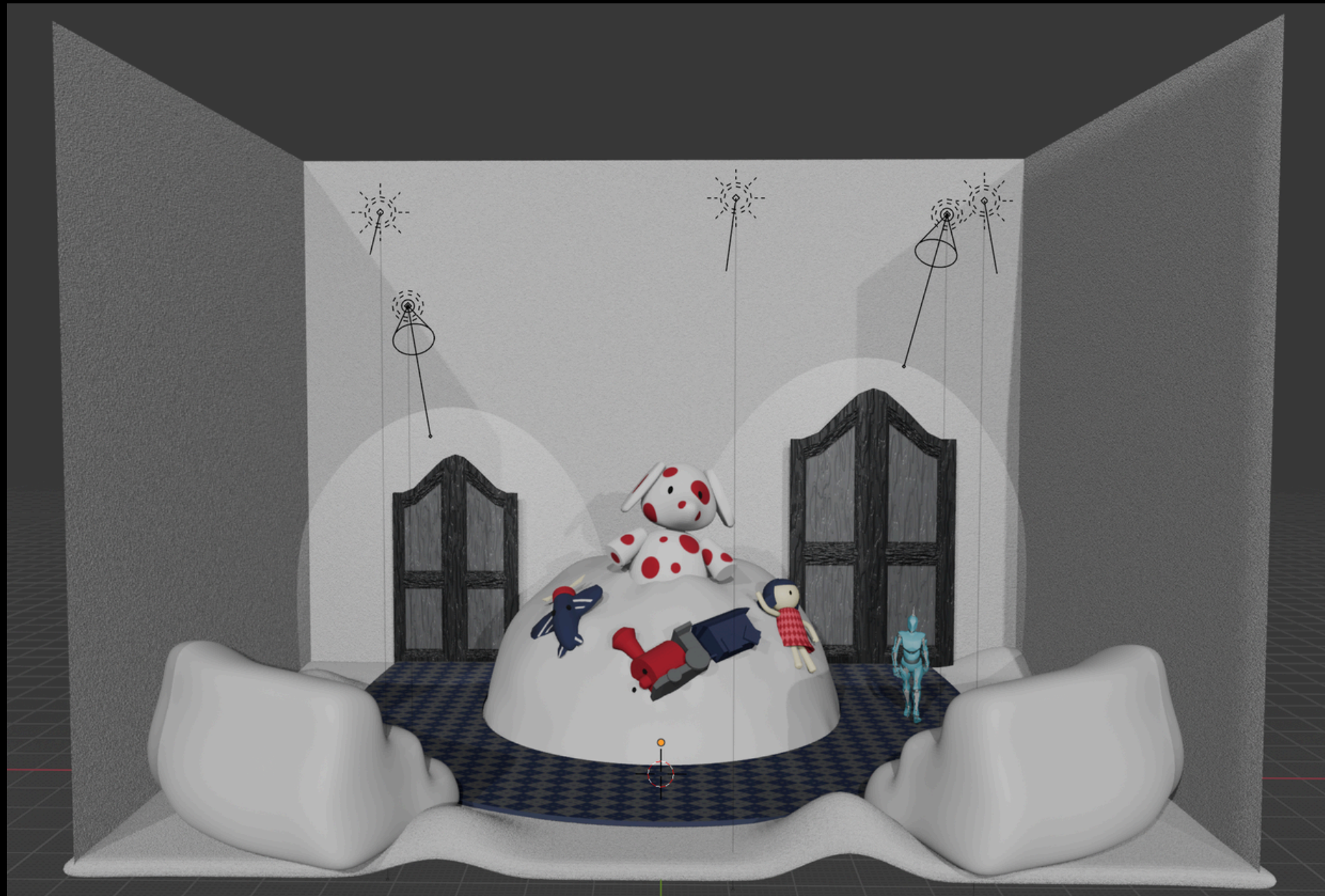
- Made the center mound and floors “bubbly” for a snow pile effect.
- Added small eyes and posed toys.



Lighting

00:10:22

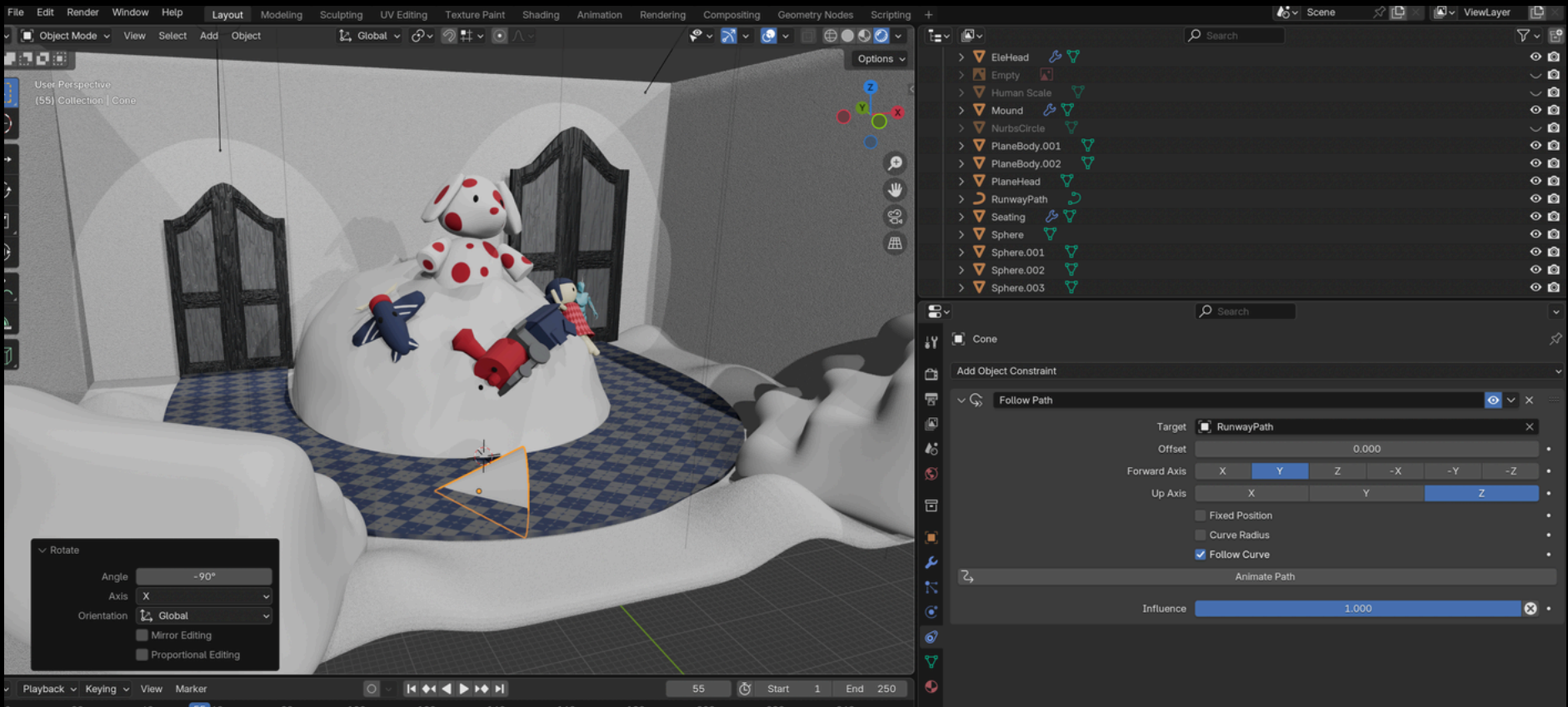
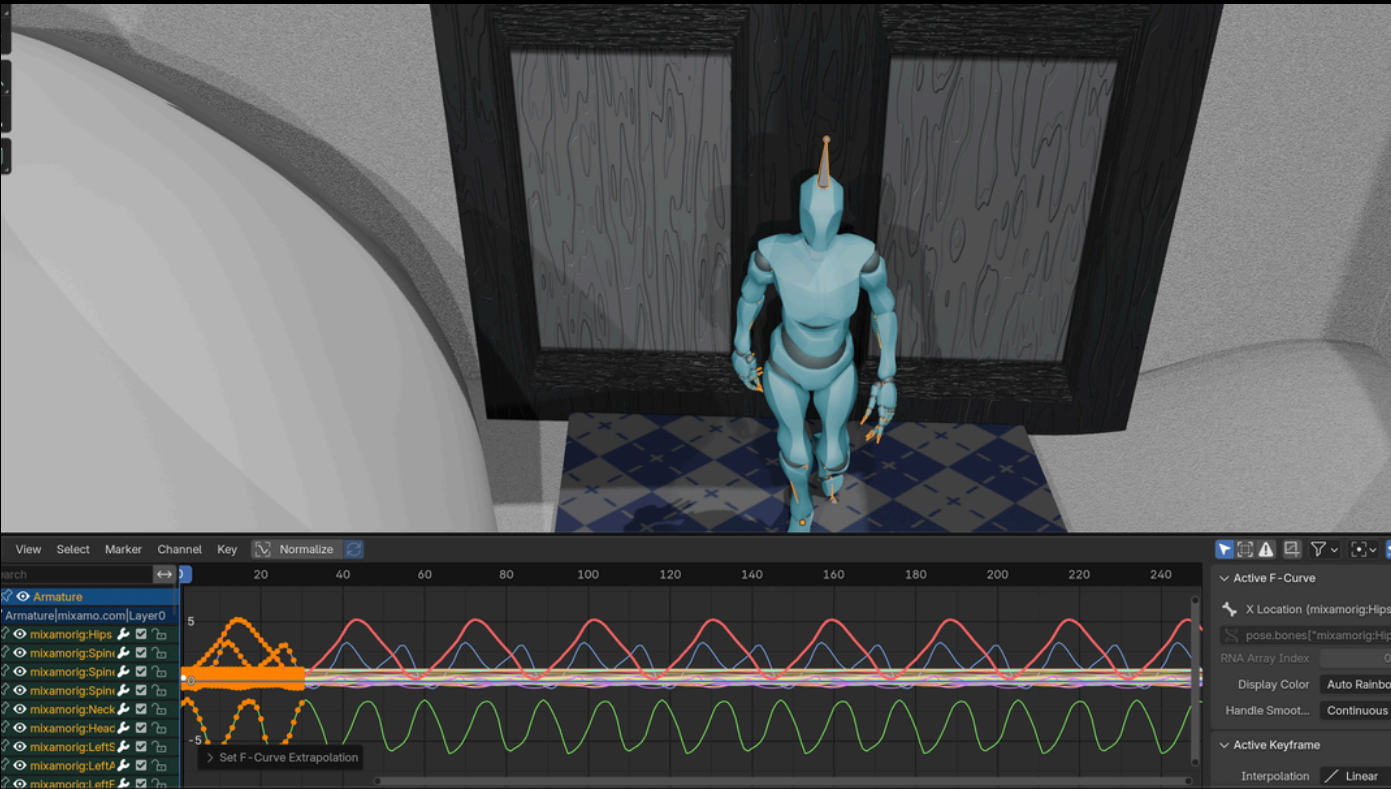
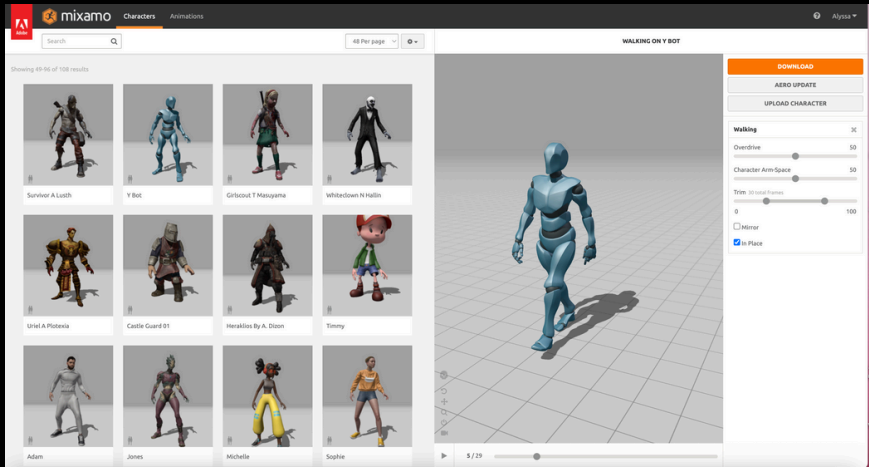
- Simple lighting set up using 3 low Sun lights to fill the space evenly and 2 spot lights to highlight the entrance and exit.
- Also made the walls taller to better contain the light and for imaging purposes.



Animation

00:25:54

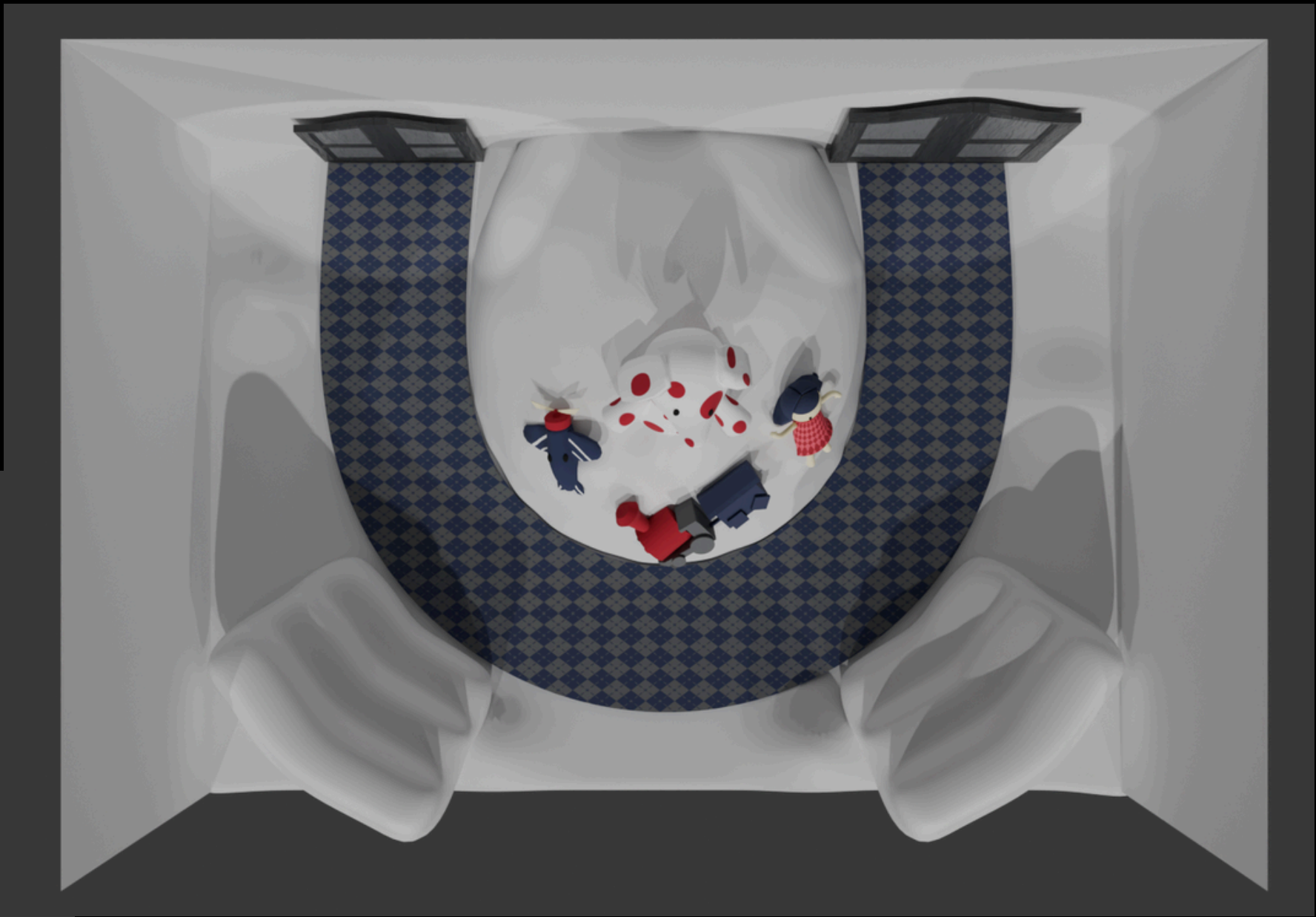
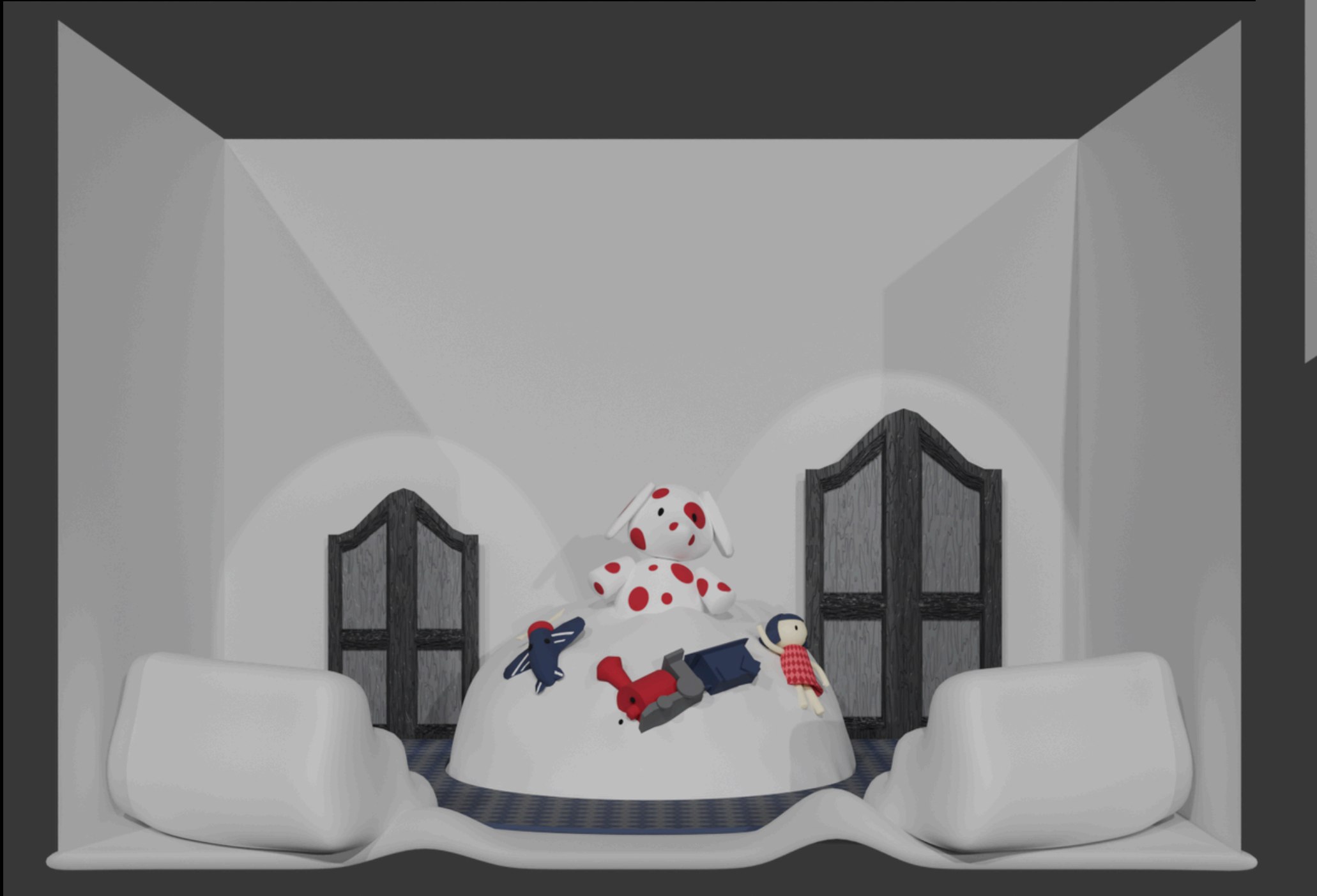
- Brought in an animated model from Mixamo to help the viewer understand the final vision.



Final Renders







Thank
you!

References:

Total Time: 07:58:01

Visual Inspiration:

Mercer, Emily, and Alex Badia. "Thom Browne RTW Fall 2022." WWD, WWD, 1 May 2022, [wwd.com/runway/fall-2022/new-york/thom-browne/review/](https://www.wwd.com/runway/fall-2022/new-york/thom-browne/review/).

Roemer, Larry, director. Rudolph the Red-Nosed Reindeer. Rankin/Bass Productions, 1964.

Texture Creation:

<https://pattern.monster/>

Animation and Animated Model:

mixamo.com

using Feminine Walk Forward on Model Y Bot

