THE WITCH'S ROOM

ADRIANA LATZKO
ALYSSA HUNT
CHRISTIANA GAGER
KRISTINA REYES

INTRODUCTION

PROJECT GOAL

create a fully rotating environment for games/animation

OUTCOME

Fully rotating environment viewable in Sketchfab and design process PDF

SCOPE

one room or setting (e.g., a witch’s room)

Visual Reference

Theme

Level of Realism

DESIGN PROCESS

Research & Moodboard Creation – gathered visual and thematic references.

Initial Sketches & Composition Planning – rough layout of room and key props.

Modeling Phase – detailed individual models (walls, furniture, props).

Texturing & Material Setup – added base colors and surface materials.

Lighting Setup – tested candlelight, window light, and environmental glow.

Final Rendering & Export to Sketchfab – adjusted composition, camera angle, and fixed import issues

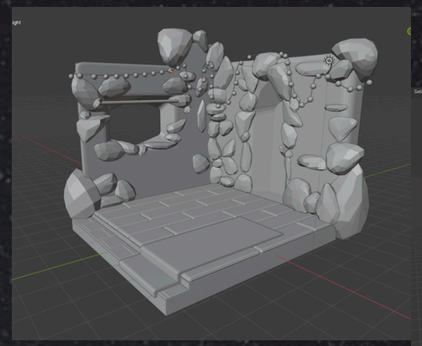
CONCEPT ART

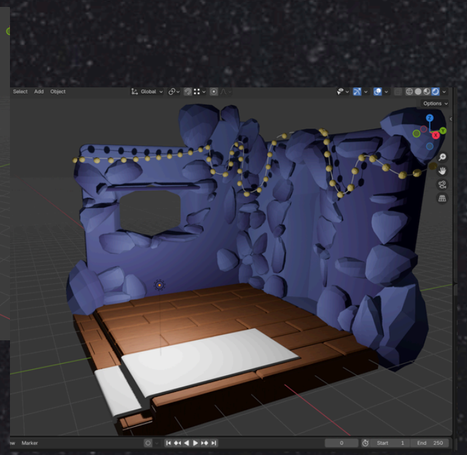
ALYSSA

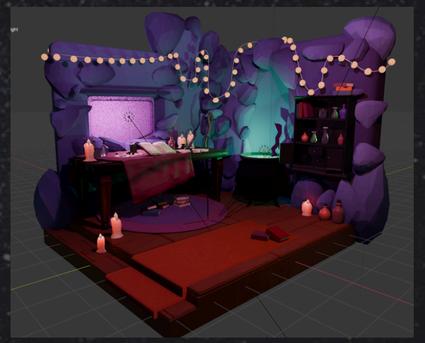
GROUP CONTRIBUTIONS

ALYSSA

Base Room, Composition,
Lighting, Rendering

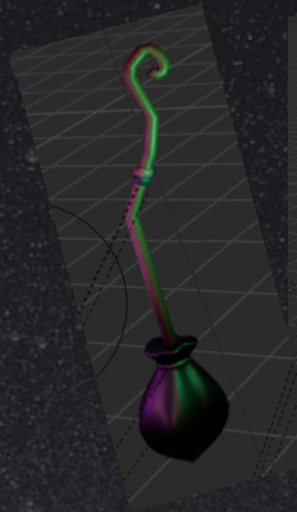


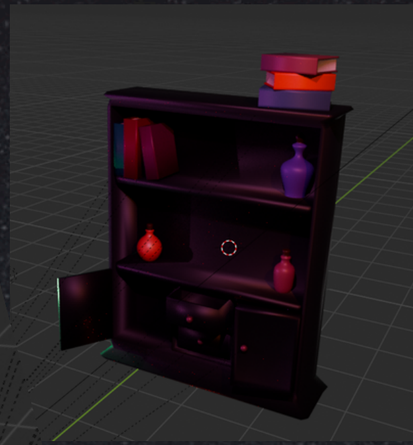




ADRIANA

Broom, Bookshelf,
Powerpoint

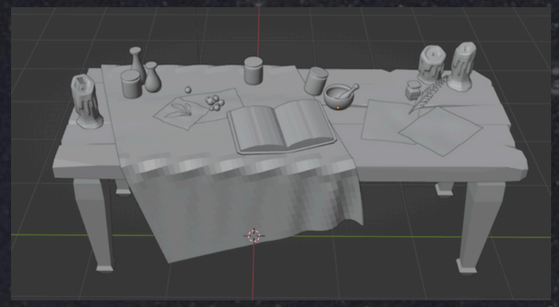


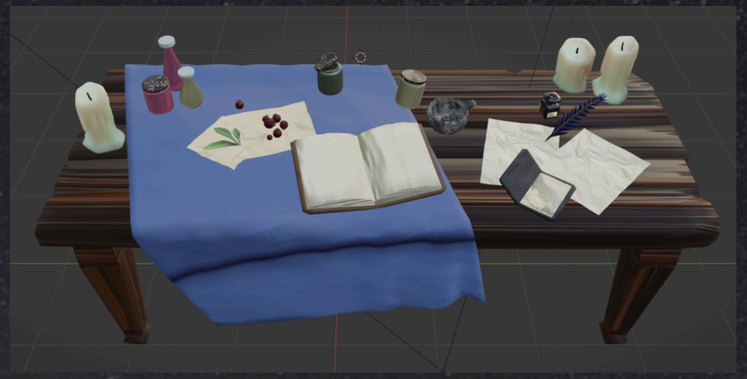


GROUP CONTRIBUTIONS

CHRISTIANA

Cauldron, Lighting





KRISTINA

Table, Props,
Sketchfab texturing/model

SHOWCASE

SKETCHFAB MODEL