

## **Solitude by Kazuki Mogi and Krishnan Nair**

This piece was inspired by Himeji Castle in Japan. Our goal was to produce a sense of solitude within an apocalyptic ambience. The dirty, old boat is floating alone down a river with cherry blossoms in the blossoms lining the fences. The wind is relatively still and no one is to be found. The sky is dreary, reflecting on the abandonment of the castle. Rather than overloading the image, we focused on sparseness to give off the feeling of loneliness.

### **Blender File**

<https://drive.google.com/file/d/15m6g4ERVpi-TyadpjoZ2tXzLKzc8UXQY/view?usp=sharing>

### **What each person in your group did**

- For this project Kazuki worked on the bridge, fence and stonewall.
- Krishnan focused on the water texture and the boat model.
- We collaborated on the placement of the trees and the temple and the aesthetic of the colors (pink/purple).

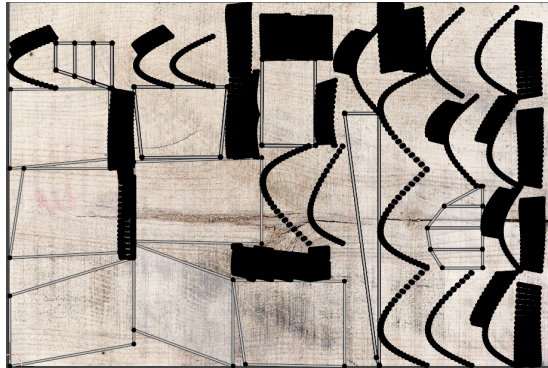
### **What assets you got online, what assets you made yourself**

- Assets made by ourselves
  - Water surface of river (object and texture)
  - Bridge (object)
  - Fence (object)
  - Boat (object and texture)
  - Stonewall (object and texture)
  - Sky (background)
- Assets we got online
  - Temple (object and texture)
  - Trees (object and texture)
  - Bridge (texture)
  - Fence (texture)
  - Stonewall (base images for texture)
  - Boat (base images for texture)



## How you met the project requirements

- Main geometry from scratch
  - The main pieces of geometry that we modeled from scratch were the boat, bridge, stonewalls, and fences.
- UV mapping



- The boat that we modeled from scratch was UV unwrapped in order to add a dirty wood texture to its surface.
- Texturing from scratch
  - The water texture (bump map and noise texture) and the stone wall textures were created from scratch.
- Create a custom/procedural material
  - To create the texture for the stonewalls, we used non-shader nodes including Color Ramp Node, Separate Node (SeparateXYZ), Normal Map Node, and Texture Coordinate Node.
  - Color Ramp Node, Separate Node (SeparateXYZ), and Texture Coordinate Node were used to generate random patterns on the surface of the stones.
  - Normal Map Node and Texture Coordinate Node were used to apply the texture images to Principle BSDF.
- Blender/cycle features
  - We used depth of field such that the camera focuses on the front of the boat while blurring objects in the background such as the bridge and the temple.

## Document/video you referenced

- For the row boat, we referenced the following video. We did not have the reference images that they used, so we freely modeled the shape of the boat.  
<https://www.youtube.com/watch?v=jkXo3fHL67Q&t=113s>
- For creating the objects for the stonewalls, we used the following video  
<https://www.youtube.com/watch?v=8La7Ytto8k4>
- For creating the material for the stonewalls, we used the following video  
<https://www.youtube.com/watch?v=9f-B8xk0peA>
- For the water texture, we used the following video  
<https://www.youtube.com/watch?v=S58SimngdHc>