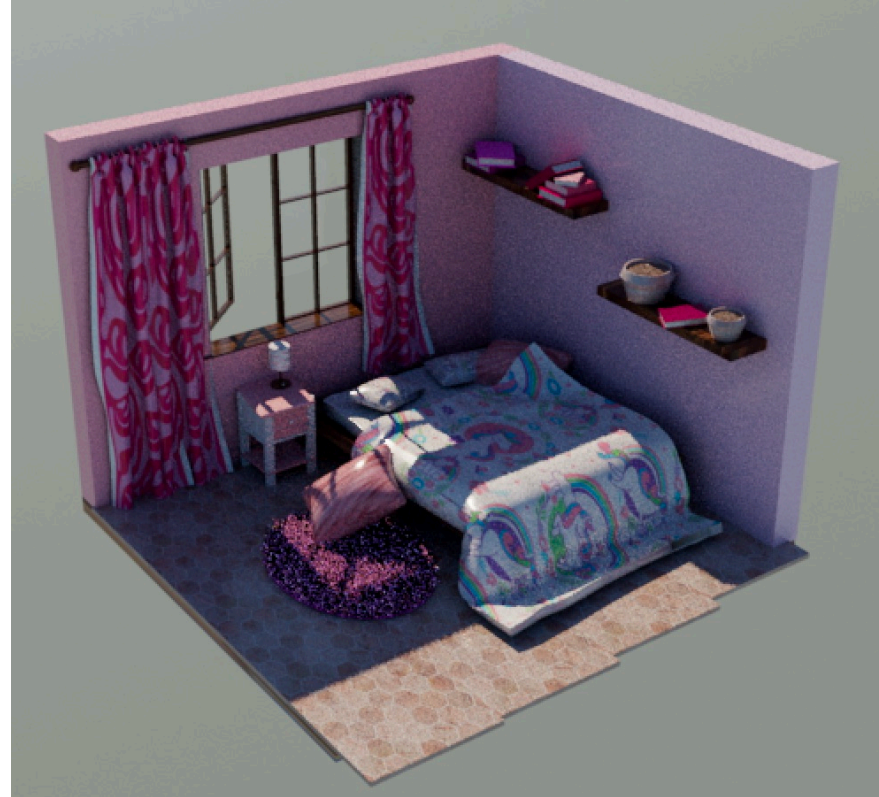# 3D STORY WORLD | ALICJA BRANDT

Analysis:

We were asked to create a story world using the Autodesk Maya 2022. It was my first time using Maya and my first time modelling in 3D. In the beginning, I was experimenting with the program and at first, I wanted to create a world with only heart shapes. However, I have decided to create a room for a young girl. I focused on the details especially on the bed as it is in the centre of the room. I also have added some books and textures to make it look as the theme of my idea. It was a very challenging project, but in the end, I am very pleased with the results and happy to create more in Maya.

https://alicjablog.myblog.arts.ac.uk/2021/10/22/3d-story-worlds/

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