

Project 1: Tree Hourglass

Scene Design-Brainstorming & Research

In this project I designed a hourglass, but the glass was replaced by trees and the sand was replaced by water. People can reach their destination by utilizing the technical branch. The Hourglass upsides down every 12 hours. And the upside with less water enjoys day time, downside with more water has night time.

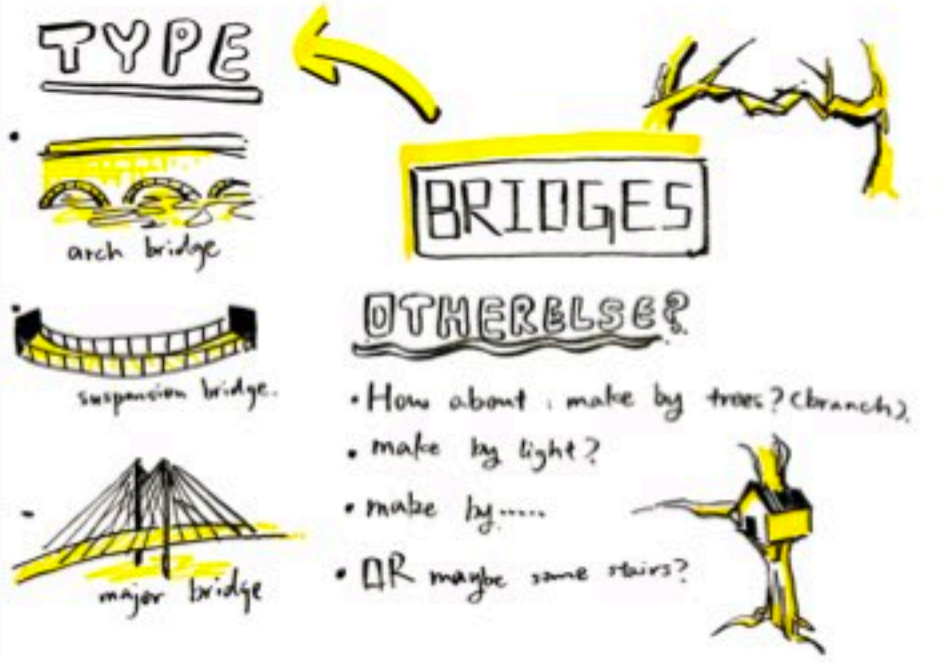
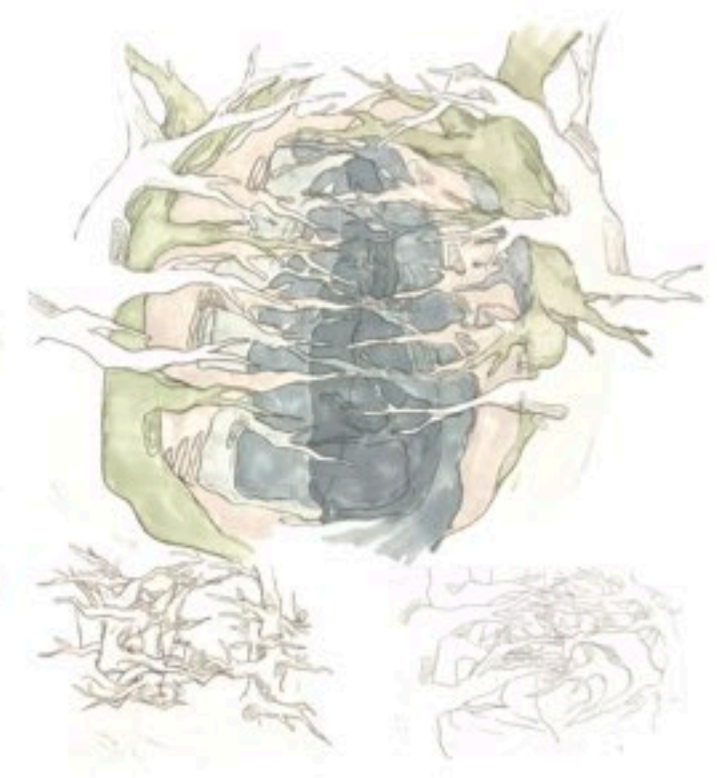
I went to Huangbian village first week with my classmate for finding the inspiration.

Advertisements

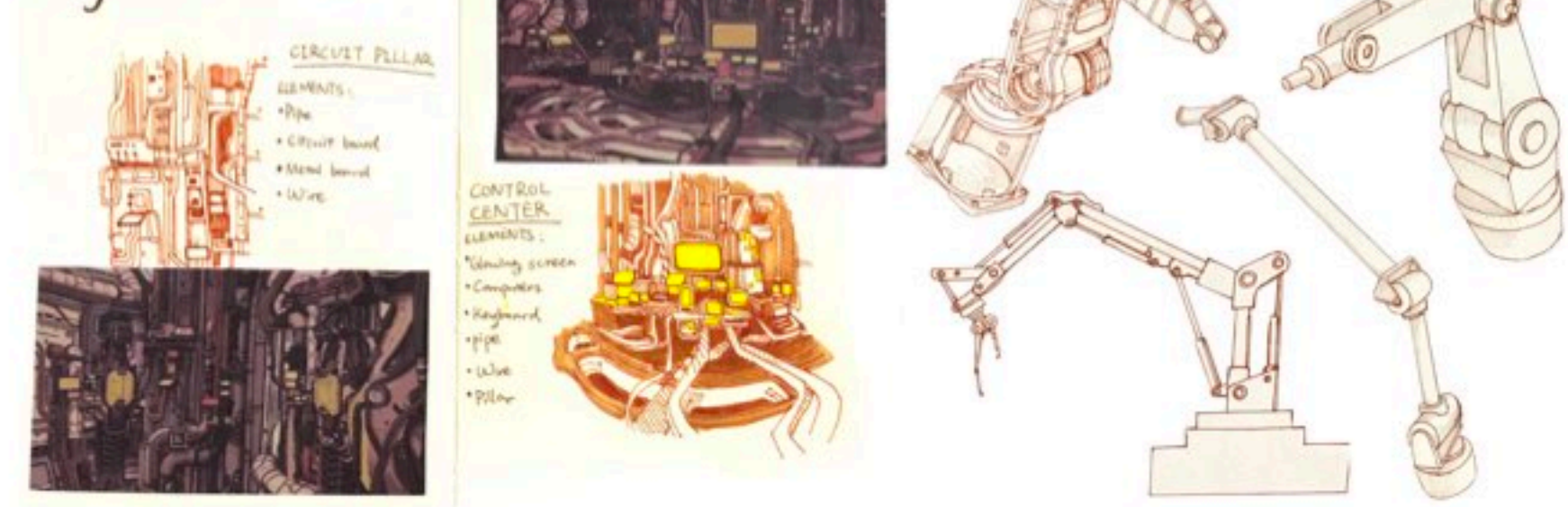
Some light board can help people see the information easily in the dark place.

Some paper on the wall (advertisements)

I got my inspiration from some crazy ideas in my daily life. And did some research about it.



Elijah McNeal



Some artists research.

Hyunsu Cha

Sunlight

Old building concept makes this artwork become referable. But she will not place any beautiful painting.

like the old buildings Asia but including European elements.

Colors in RED & GREEN look really like some Chinese traditional buildings or clothes.

Style like some old buildings from the past.

I found that this make the door of the building more mysterious. The building would be more "HIGH-LEVEL" just like a castle.

To make the wall look like more older, more and dirty, do something like this! Put some symbols on the wall.

I FOUND THAT: To make the world give mysterious, the root structure, the building people a sense of just for the work's house.

By contrast, this artwork does look like the ruins and so due in short.

Marat Zakirov

This artwork comes with a lot of cyberpunk's subject elements. And I draw some details and imagine how could this artist used different colors of lights to produce different atmosphere.

Light is blue

inside would make warm atmosphere for people to live.

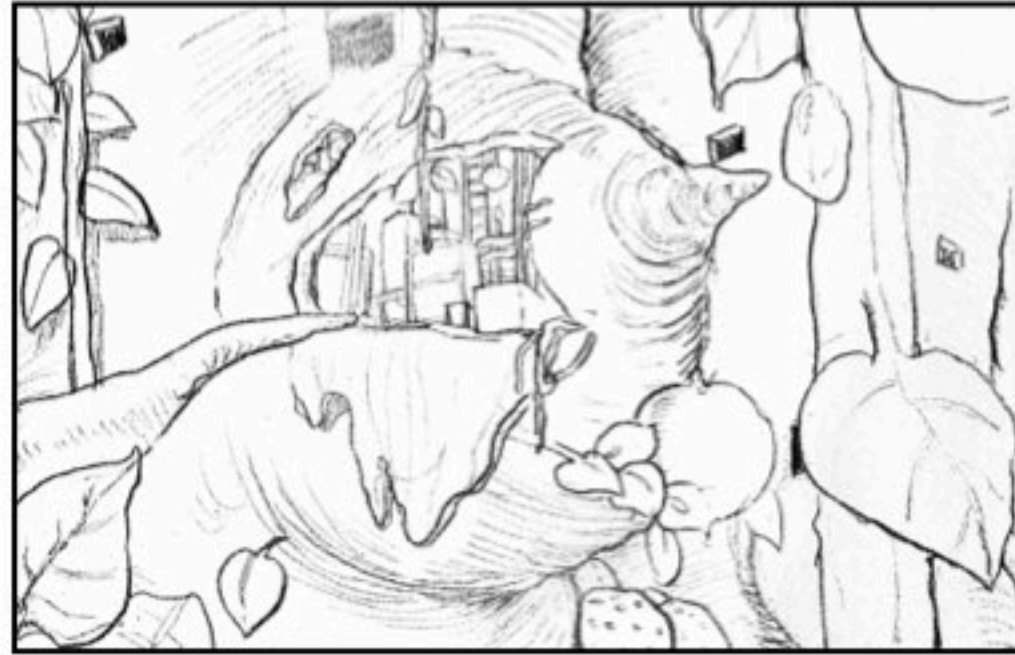
Light is yellow

inside would make cold atmosphere for people to live.

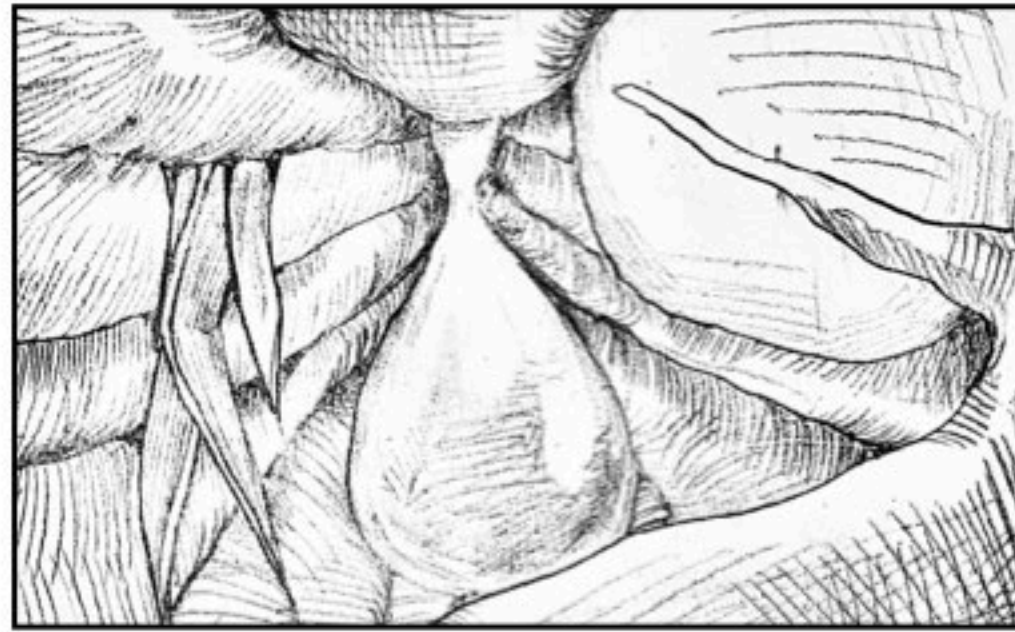
Tree Hourglass

Scene Design-process

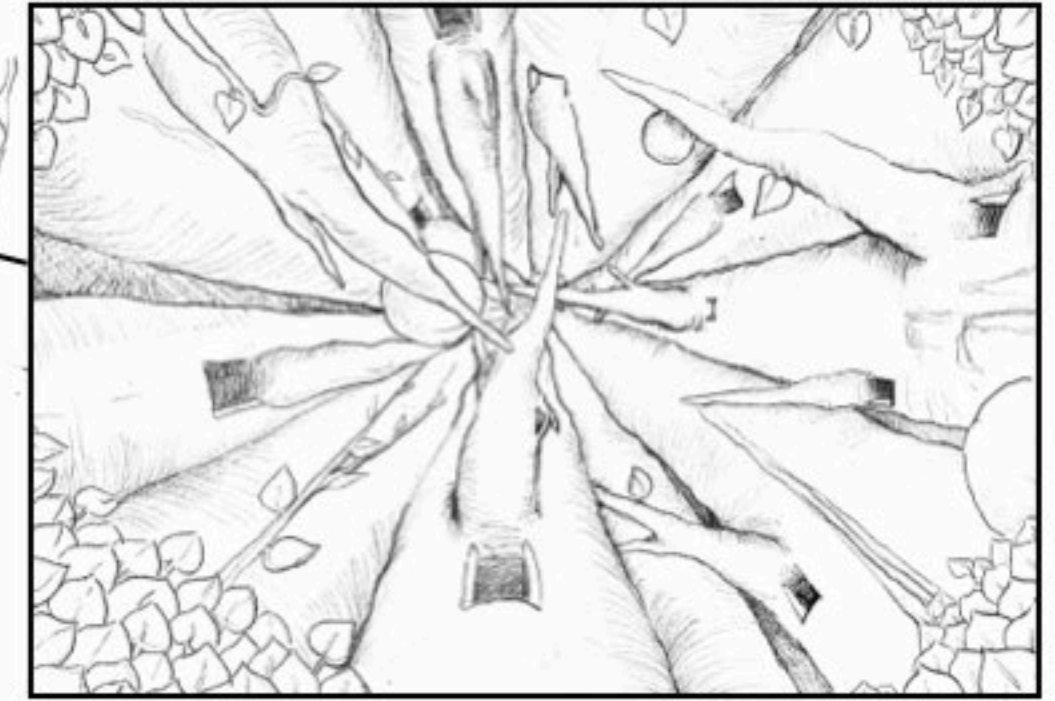
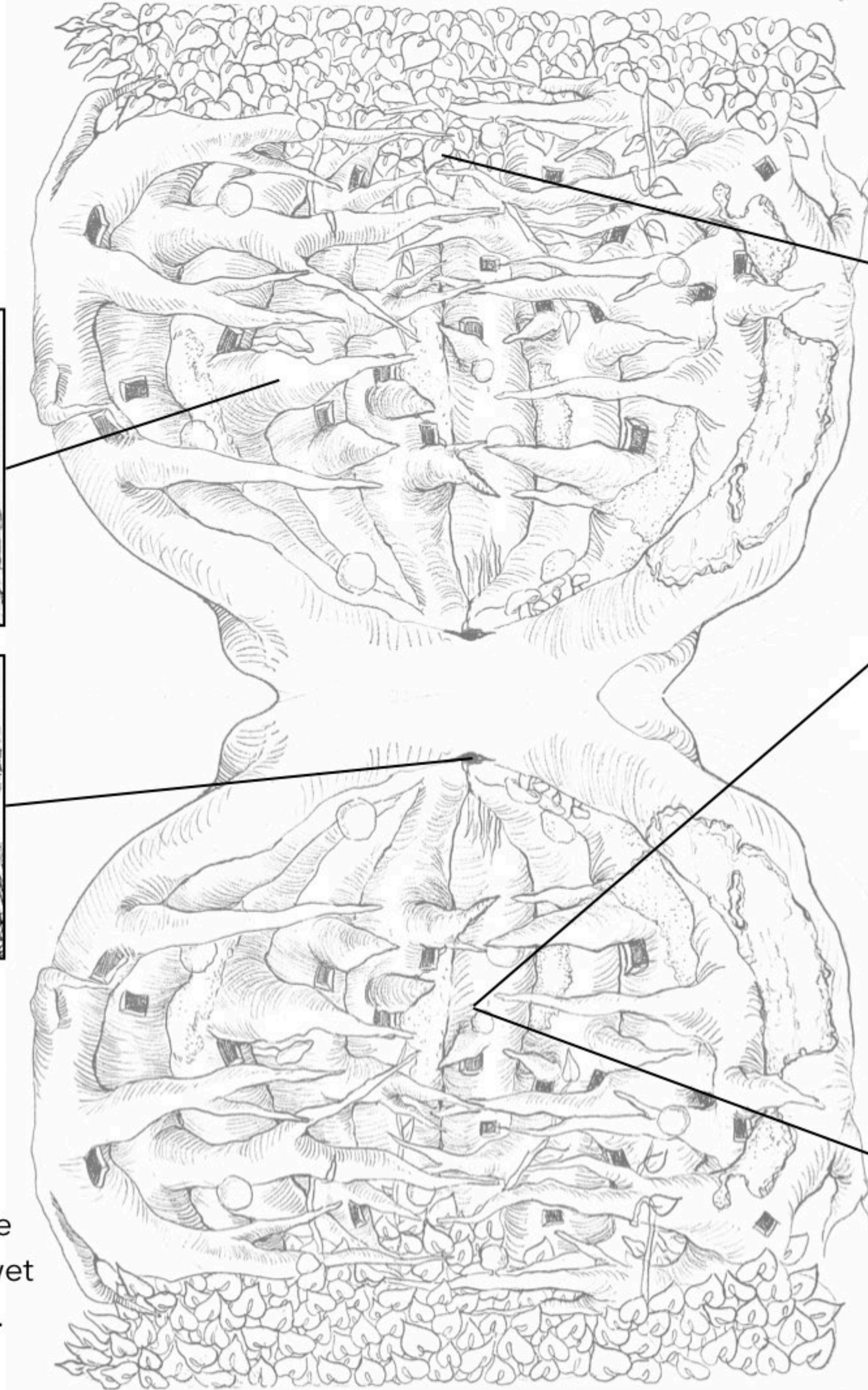
The branch is being prepared.



A drop of water from the upside is going to drop down to the downside.



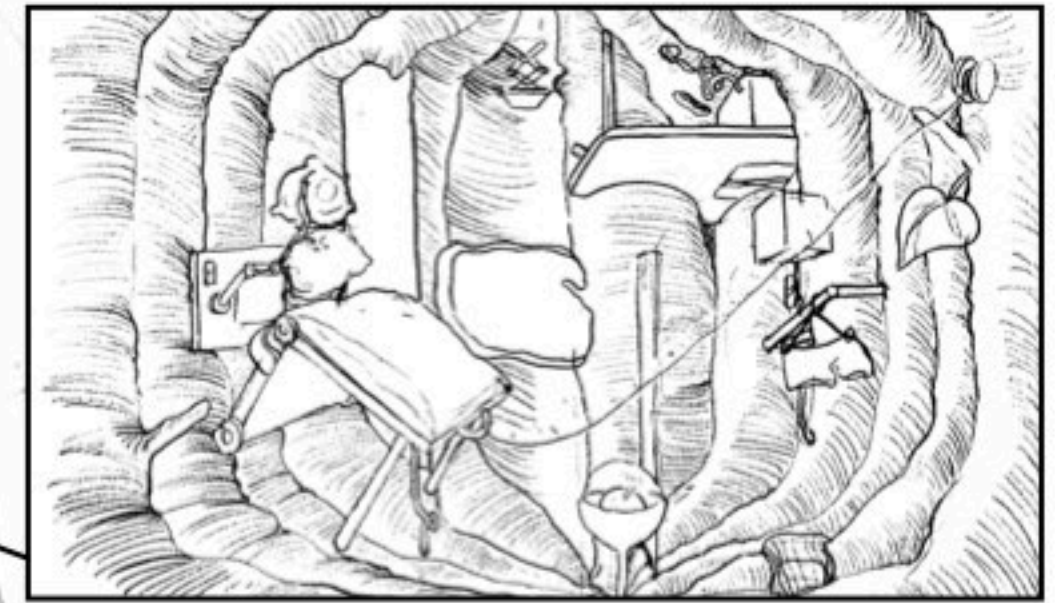
Cutaway view of half of the tree hourglass. The fruits are the light of this world. It is also really wet inside, so there are many misses on the trunk.



Top view of the tree hourglass.



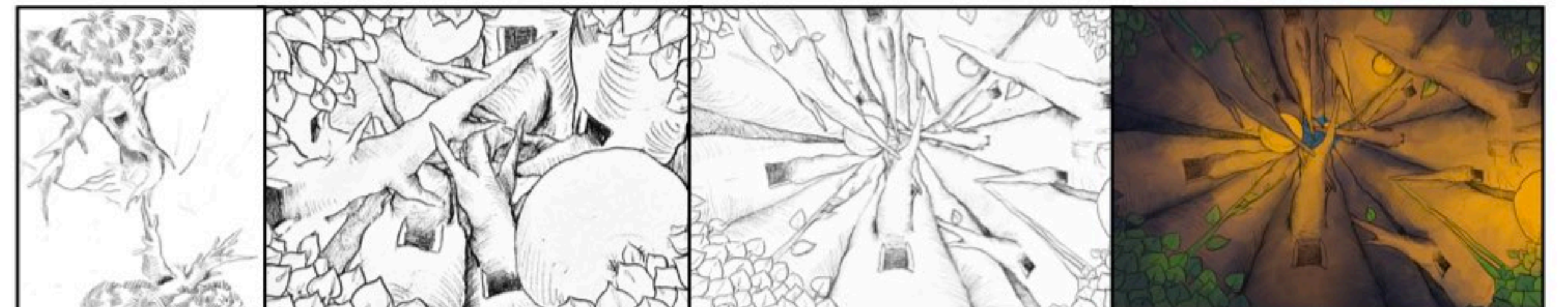
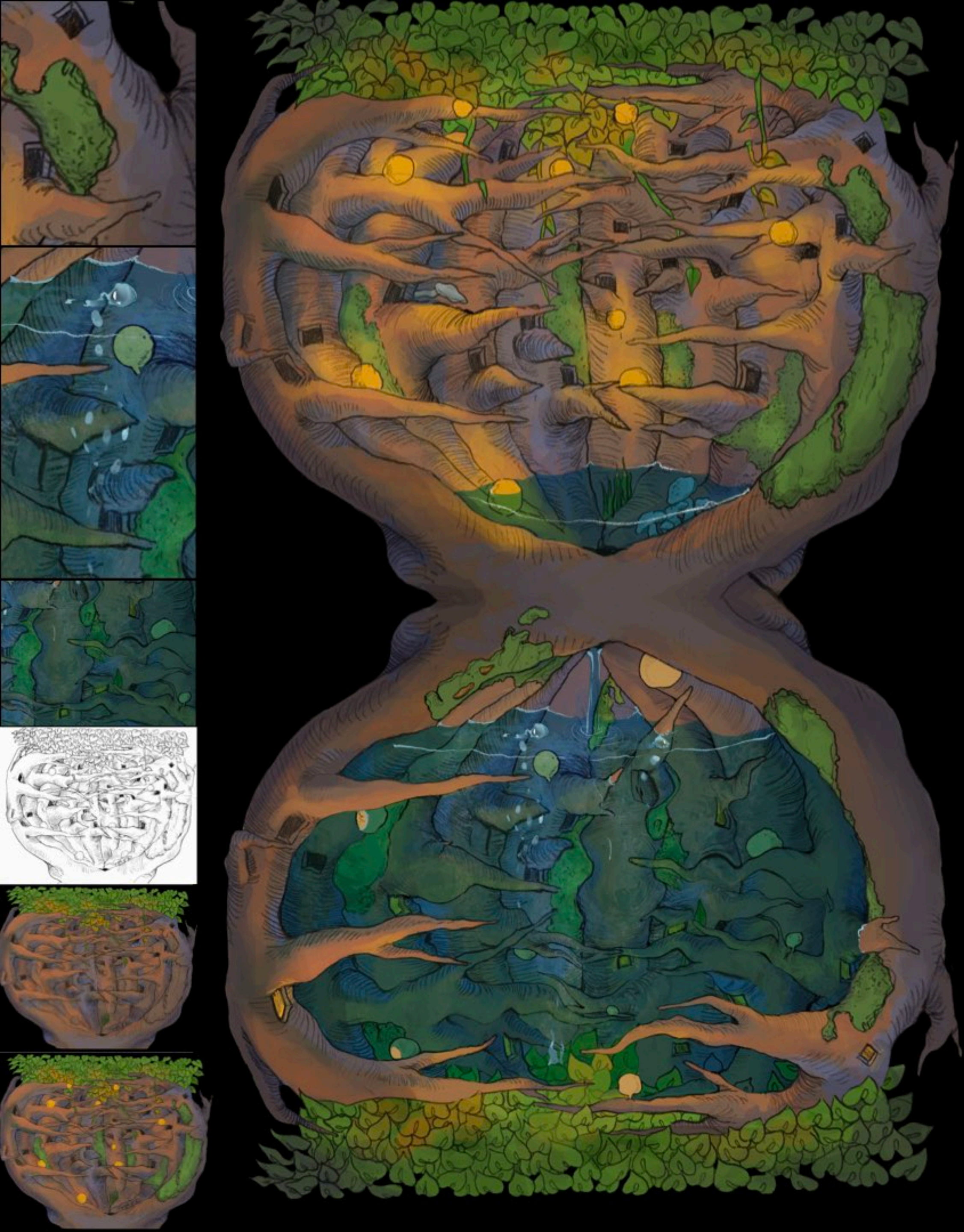
Inside the trunk, there are many little houses. People can get their home by climbing vines.



Interior design of the houses. There are a lot of high-tech furnitures. Cause the tree hourglass is turned upside down every 12 hours, the daily furnitures are installed on the ceiling and the bed is on the ground.

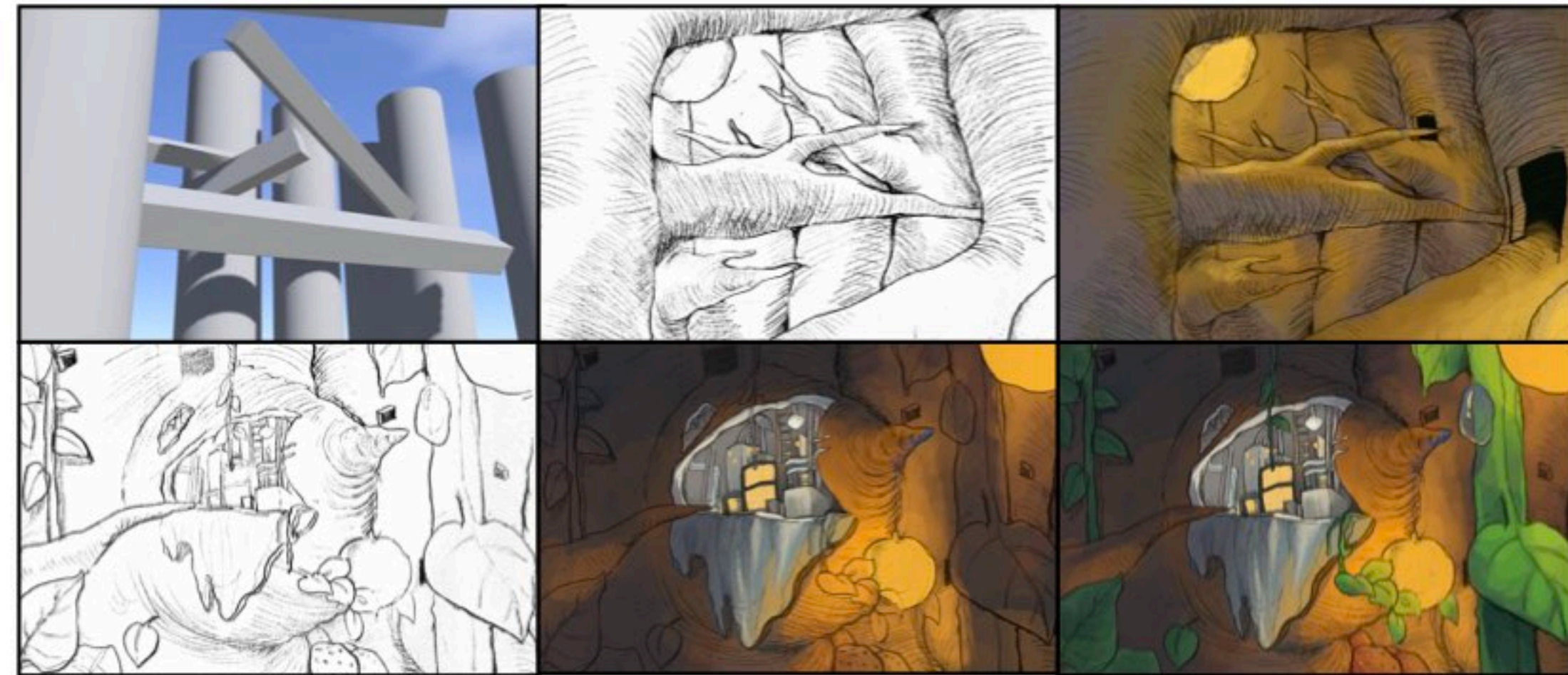
Tree Hourglass

Scene Design-process&outcome



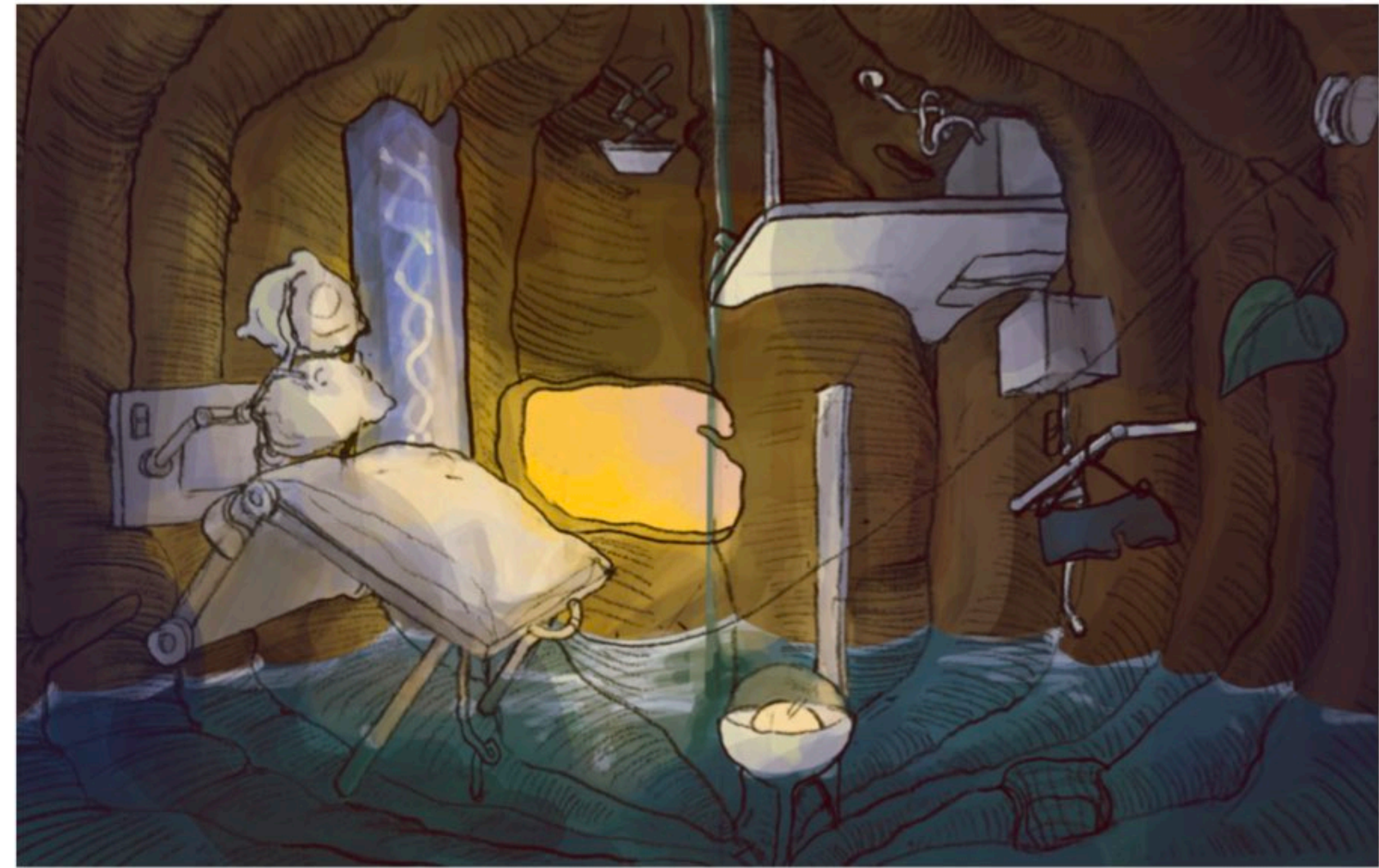
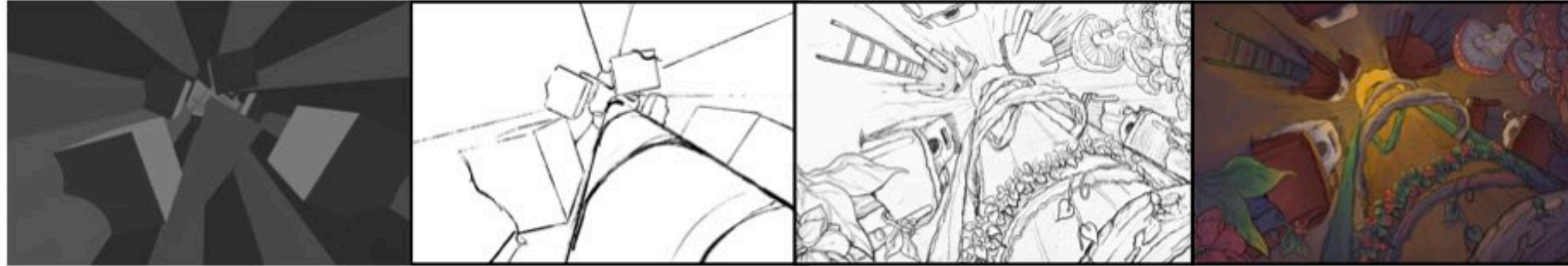
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Scene Design-process&outcome



Tree Hourglass

Scene Design-process&outcome



Self-evaluation

During this project I got a lot of chances to practicing my scenes drawing. Before this project I'm not good at anything about scenes, but now I'm really confident and having more interest about it.