

Background

My concept is inspired by retro tech and eco-brutalist aesthetics. It is set in a post-apocalyptic world of a 90s-themed study room with overgrown nature taking over.

I chose this concept because I have always wanted to model retro technology such as old-fashioned computers and TVs, CD/cassette players, and geek memorabilia. The overgrown nature concept will also pair well as a contrast to all the retro technology present in the environment.

The environment, as mentioned, will include various 90s retro tech along with foliage and green debris around the room. It is meant to look abandoned.



Mood board and Inspiration

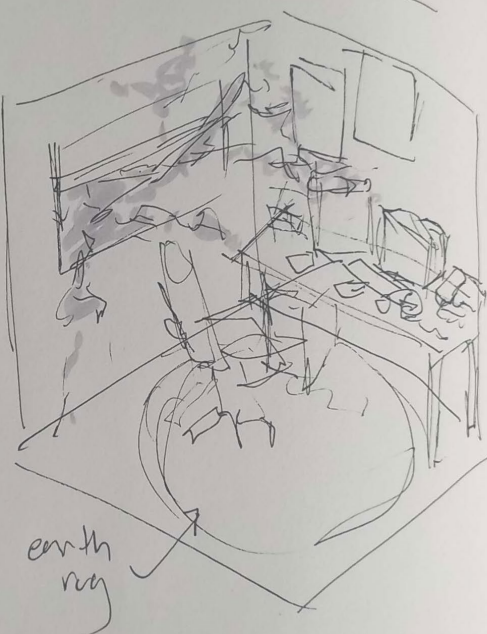
<https://pin.it/5acbY8SGf>

Interior Environment

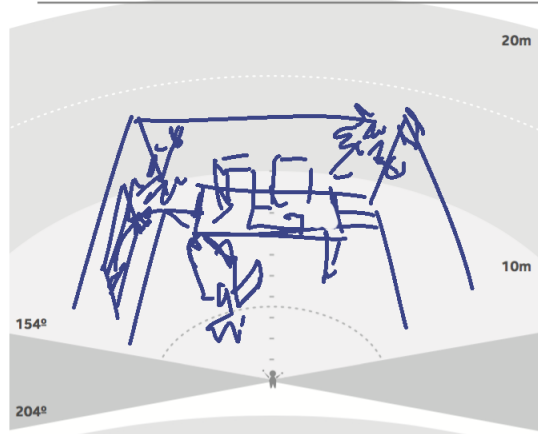




- dusty
- leaves everywhere
- bugs??
- '60s style
- abandoned, post-apocalyptic
- fluorescent lights



CONCEPT NAME: RE_CYCLE

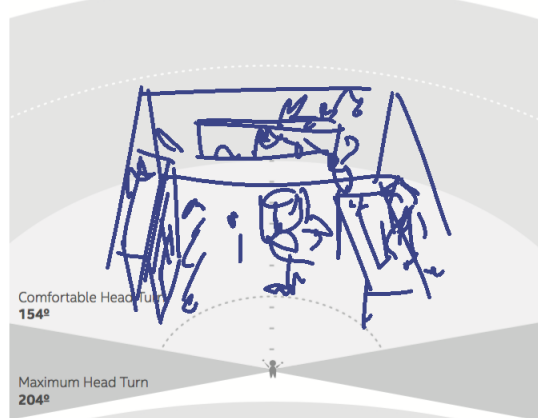


20m

10m

154°

204°

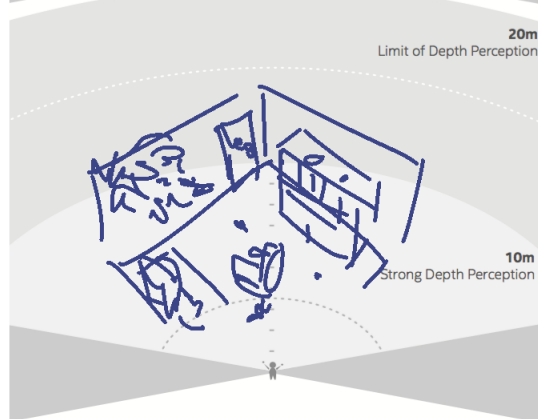


Comfortable Head Turn

154°

Maximum Head Turn

204°



20m

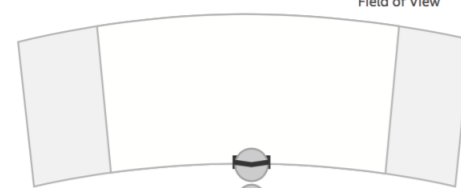
Limit of Depth Perception

10m

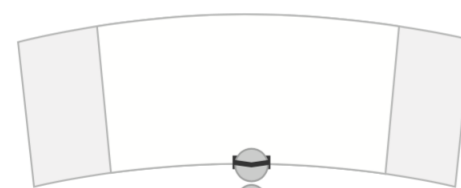
Strong Depth Perception

94°

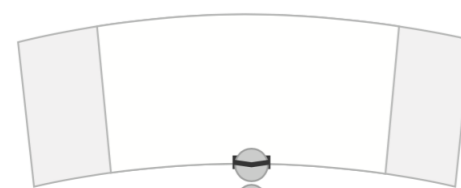
Field of View



View of desktop

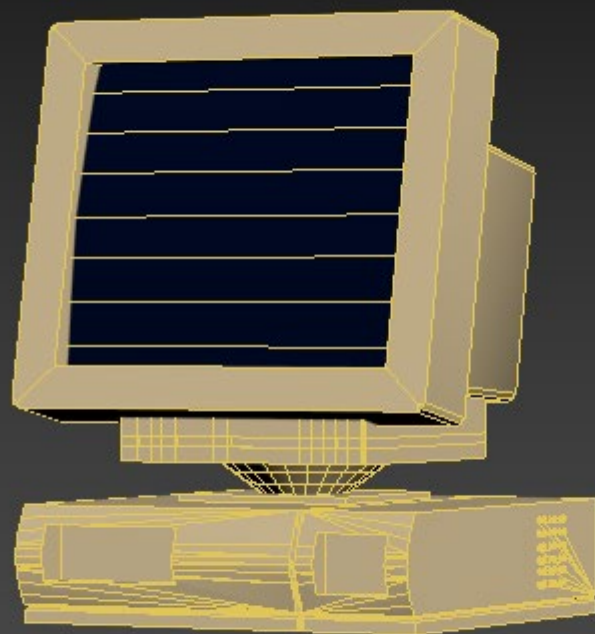


View of foliage taking over room from outside

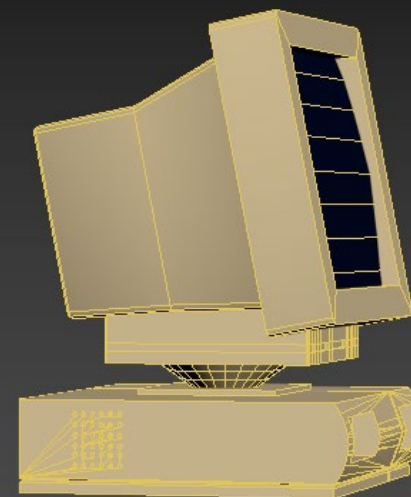


View of more foliage from ceiling hole/shelf

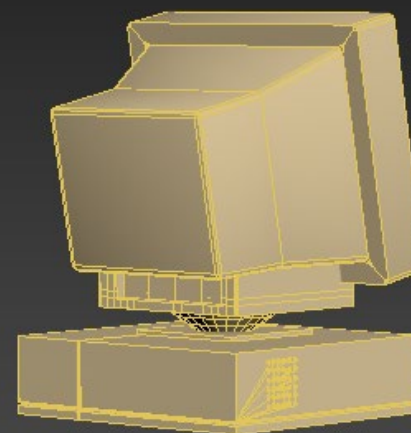
[+] [Perspective] [Standard] [Edged Faces] ▼

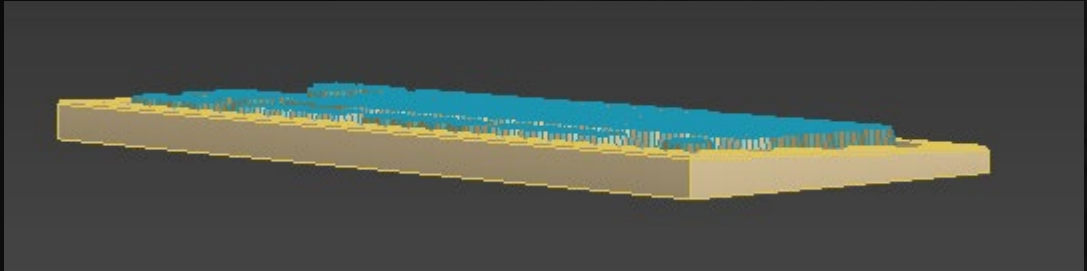
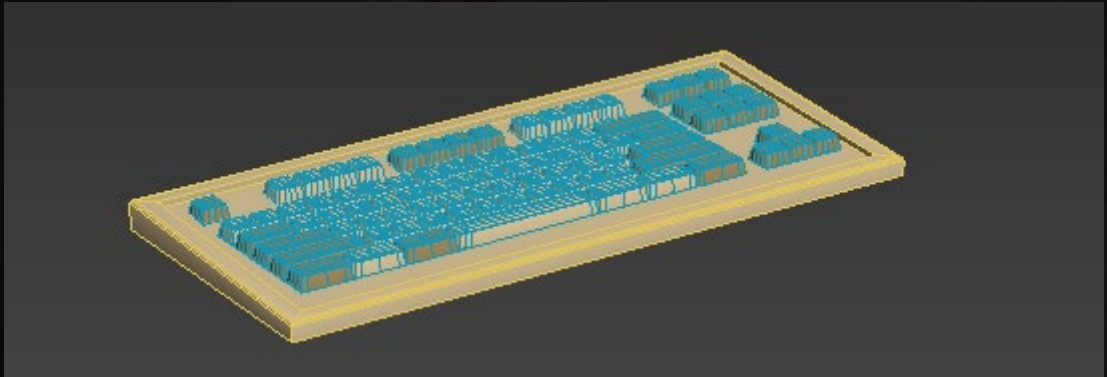
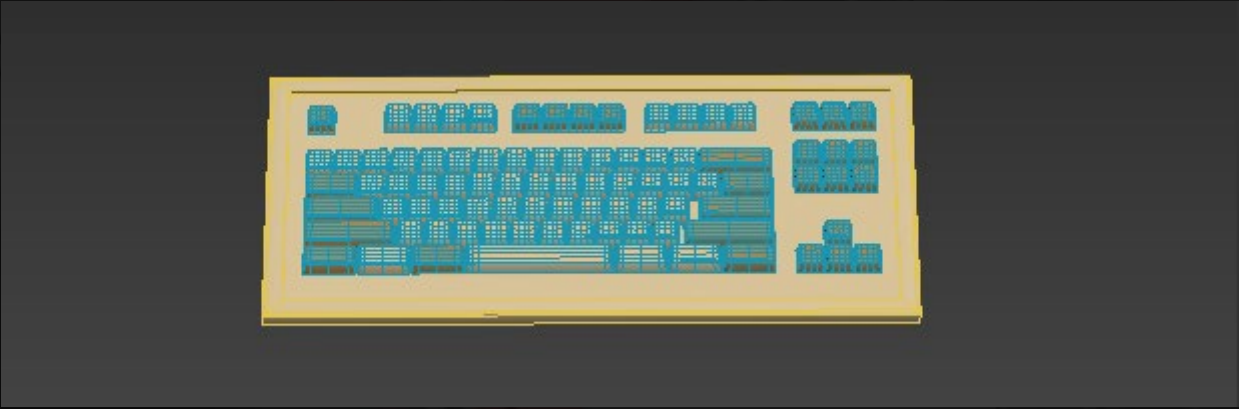


[+] [Perspective] [Standard] [Edged Faces] ▼

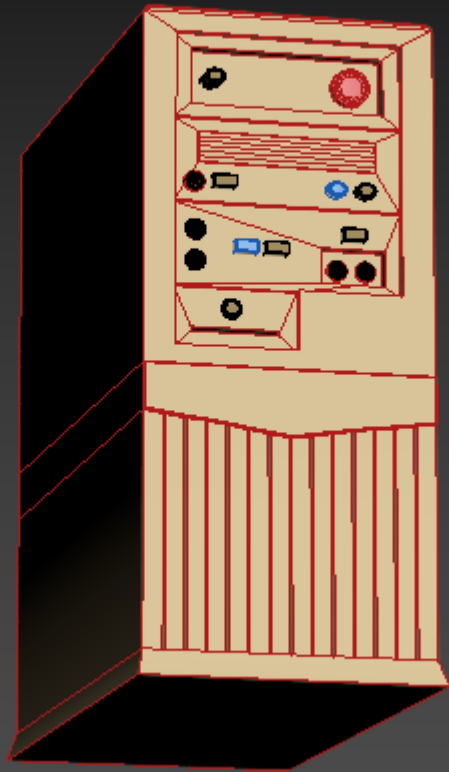


[+] [Perspective] [Standard] [Edged Faces] ▼





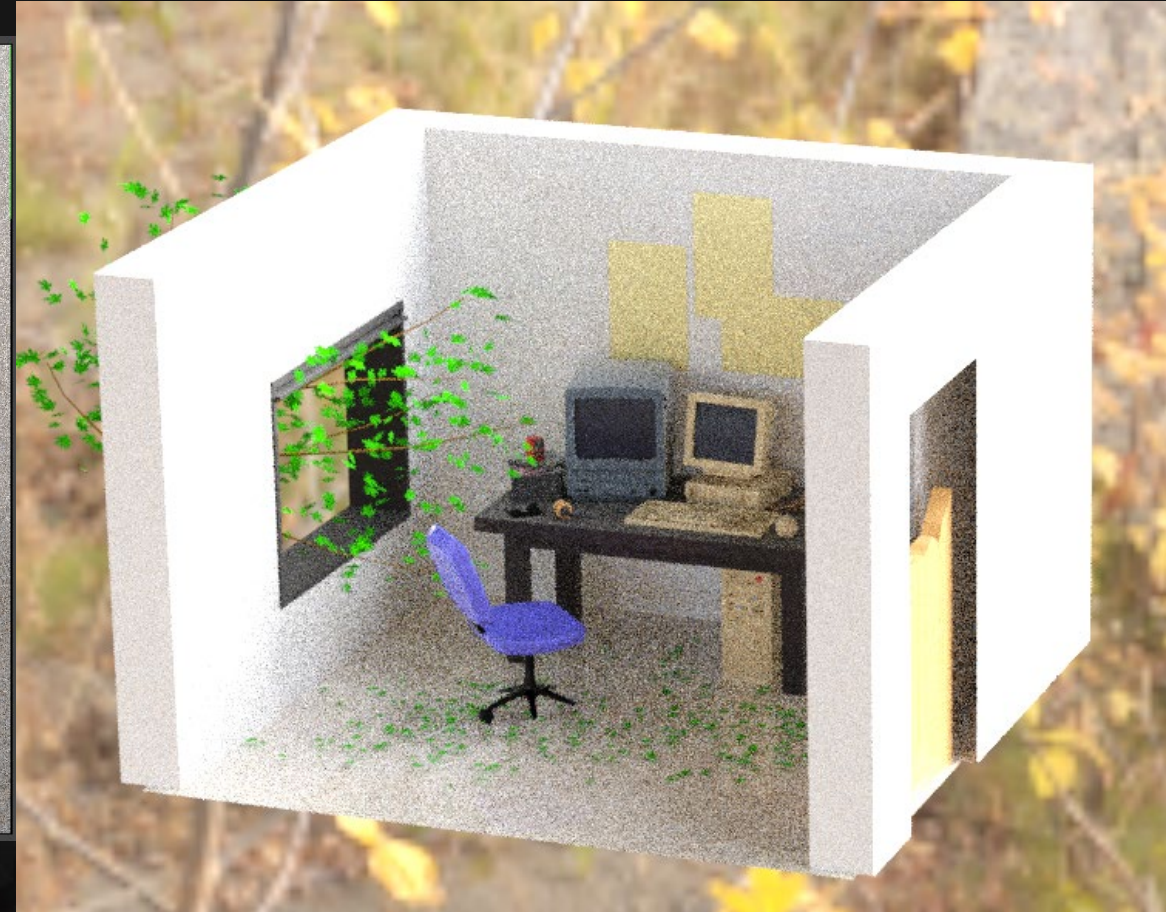
[+] [Perspective] [Standard] [Edged Faces] ▼



[+] [Perspective] [Standard] [Edged Faces] ▼



Working Progress

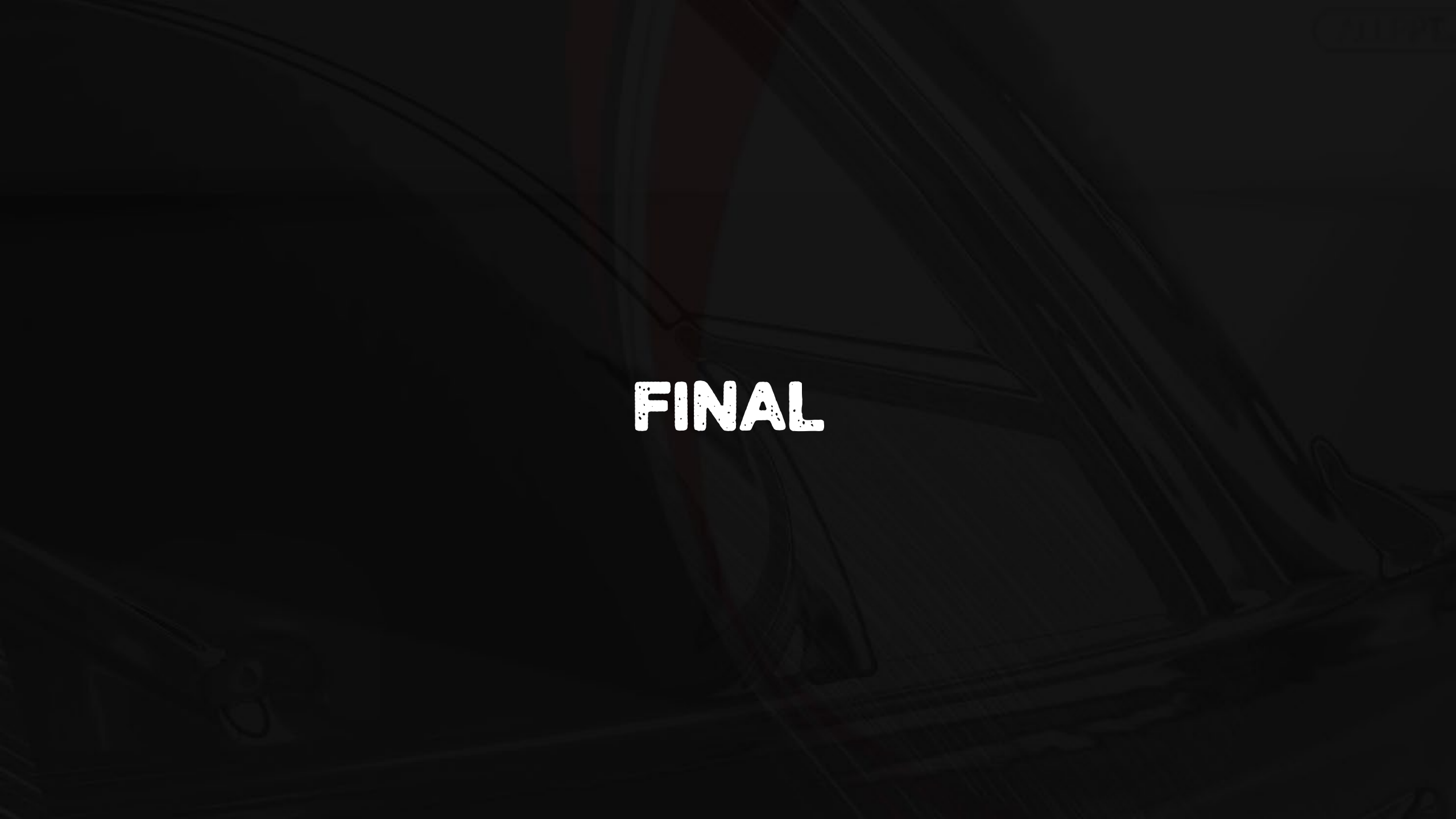


Everything is modeled by scratch except for the tree and window, which were customizable objects from 3DS Max.

Working Progress



Will need minor corrections to materials and texturing, along with more details to fit the theme of the concept better.



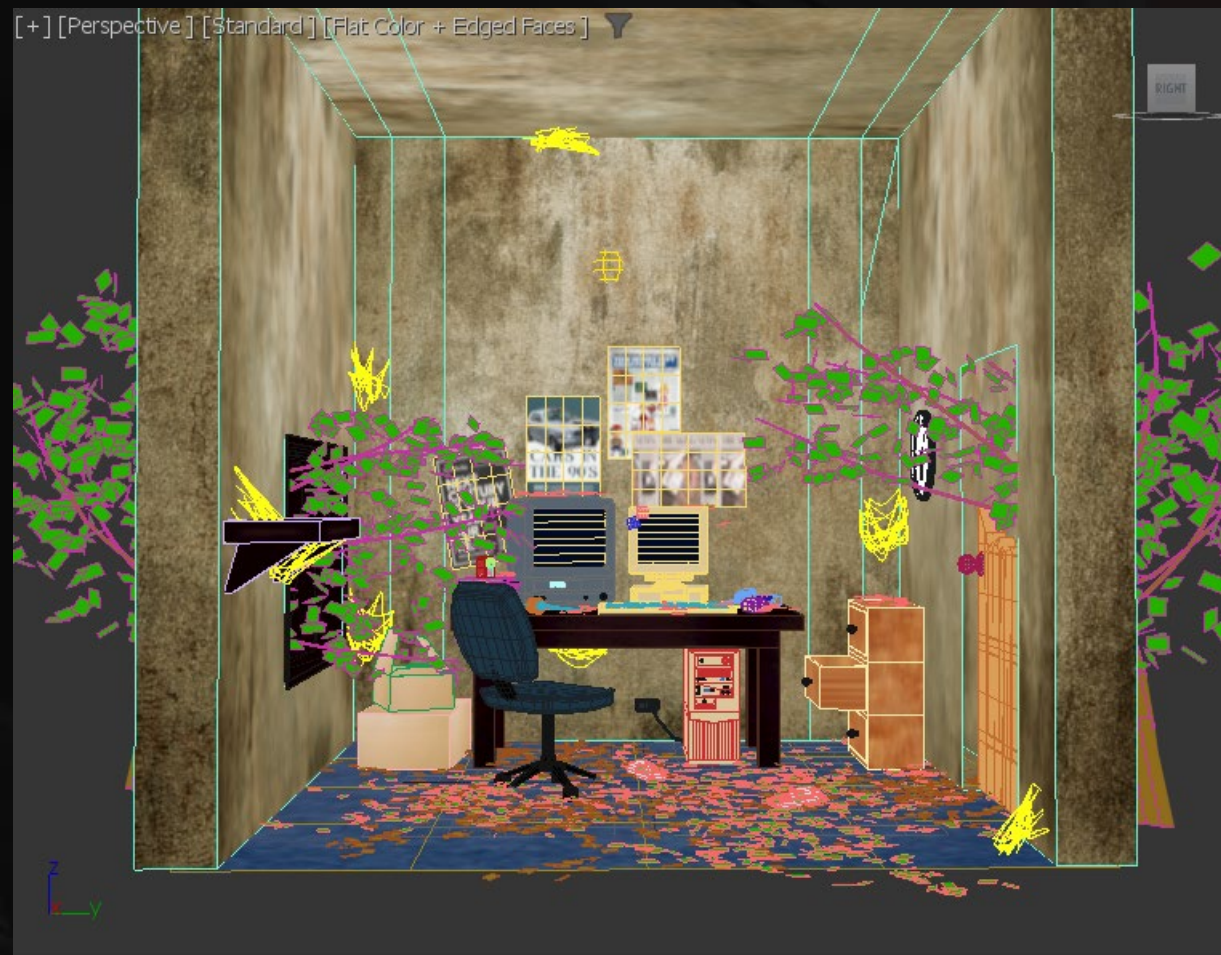
FINAL





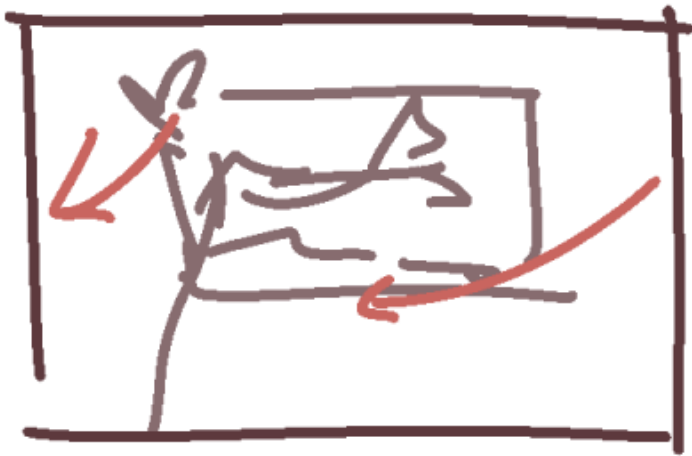




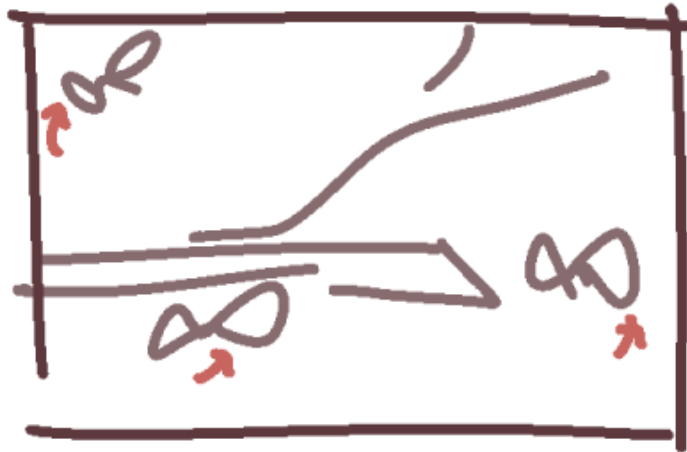




INTERIOR WALKTHROUGH AND MILD HERO ASSET ANIMATION



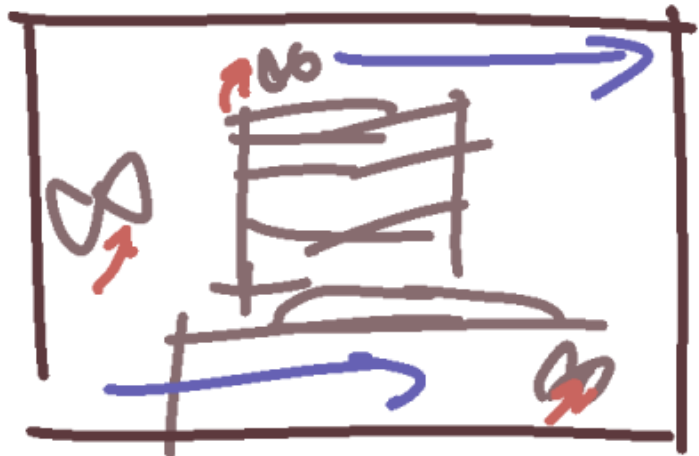
From outside, wind blowing the leaves/branches



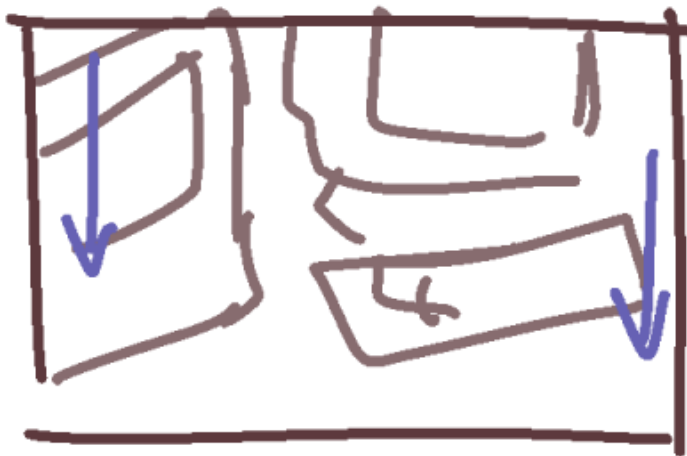
Inside, flies flying around



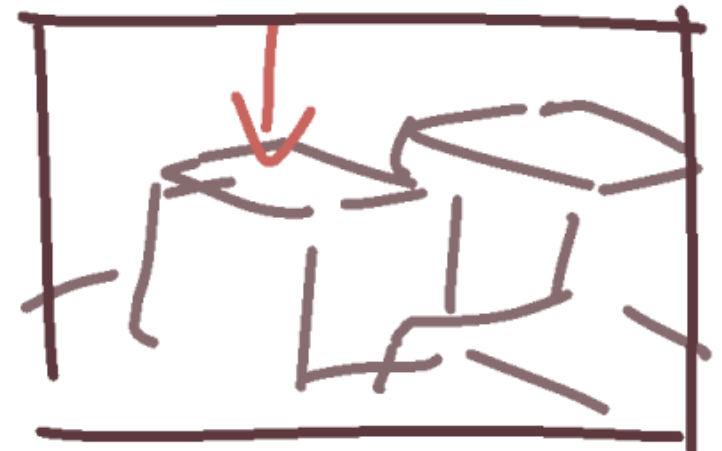
Slow pan from the left under the table



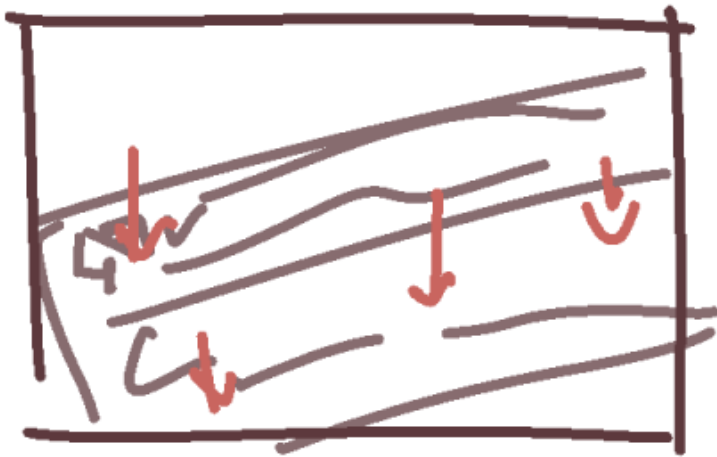
Slow pan from left side of the table, with flies animation



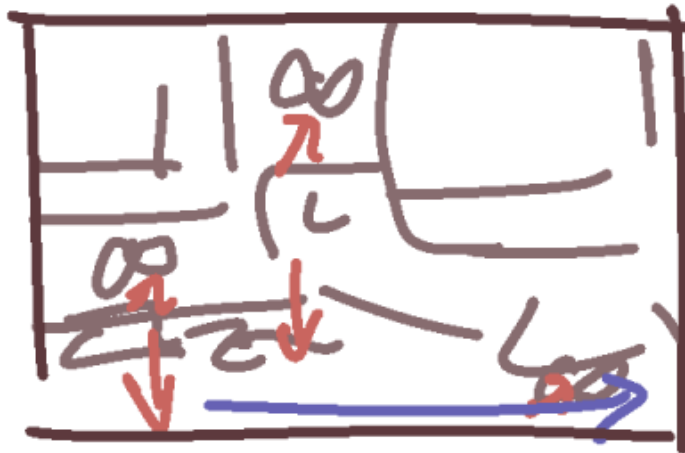
Slow pan down on the desk



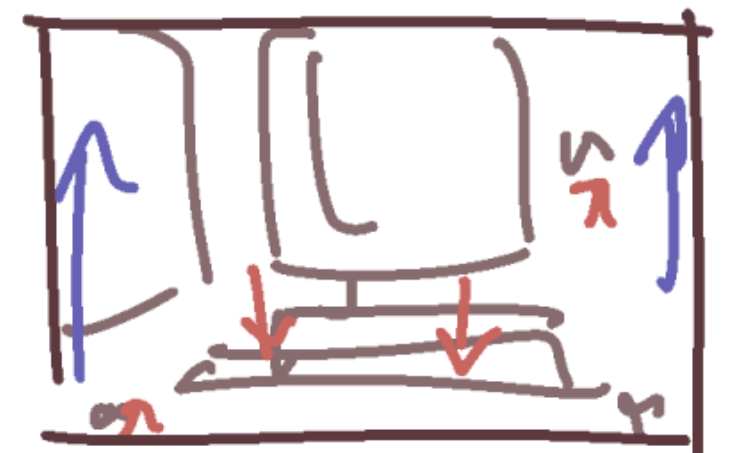
Keyboard suddenly starts typing



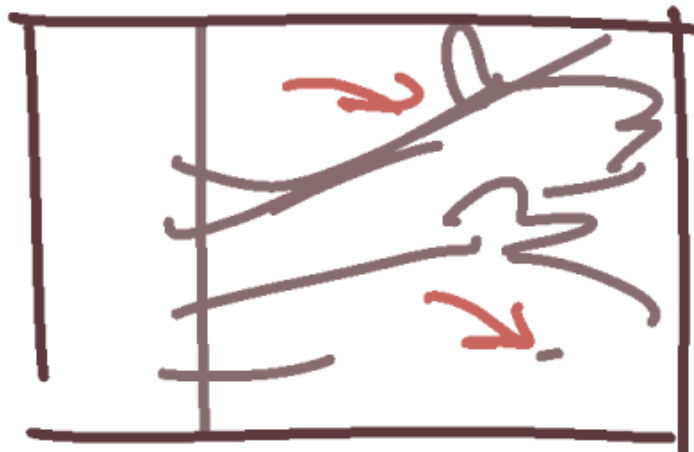
Continue more keys being typed



Slow pan around PC as both keyboard + flies animation



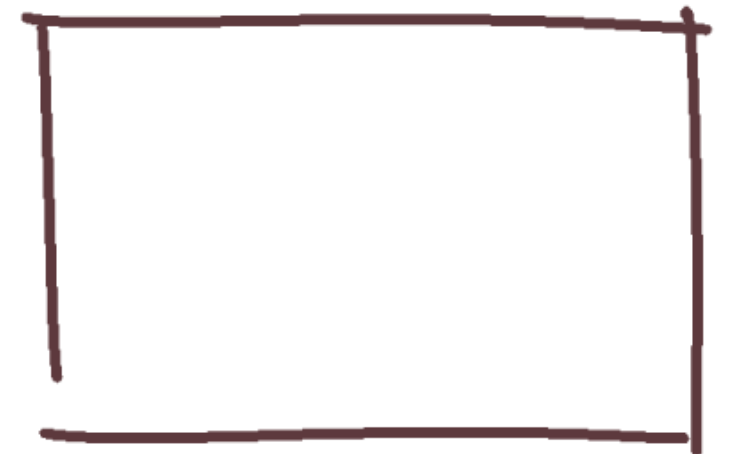
Panning up of PC with the same ongoing animation



Wind blows from outside

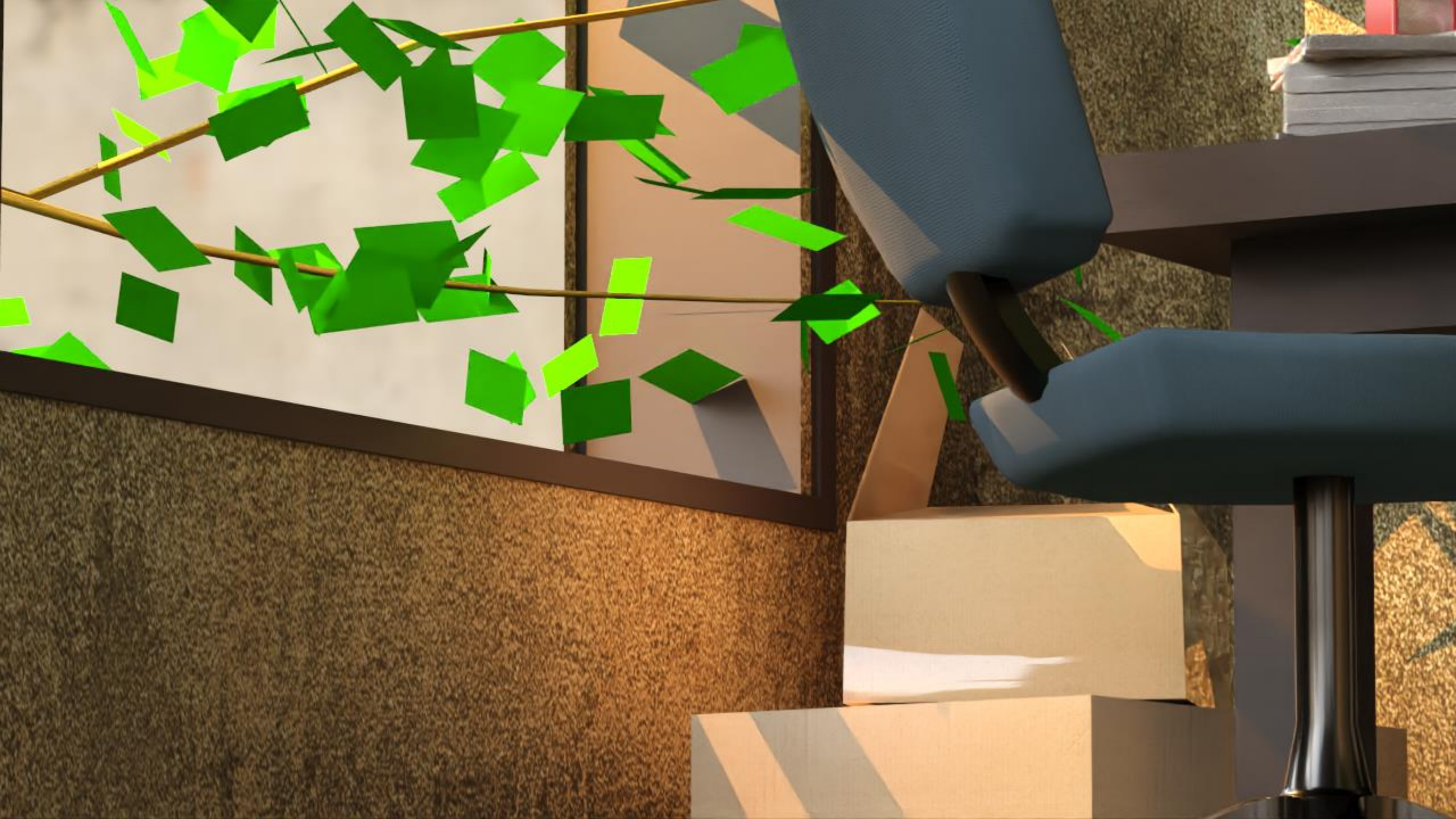


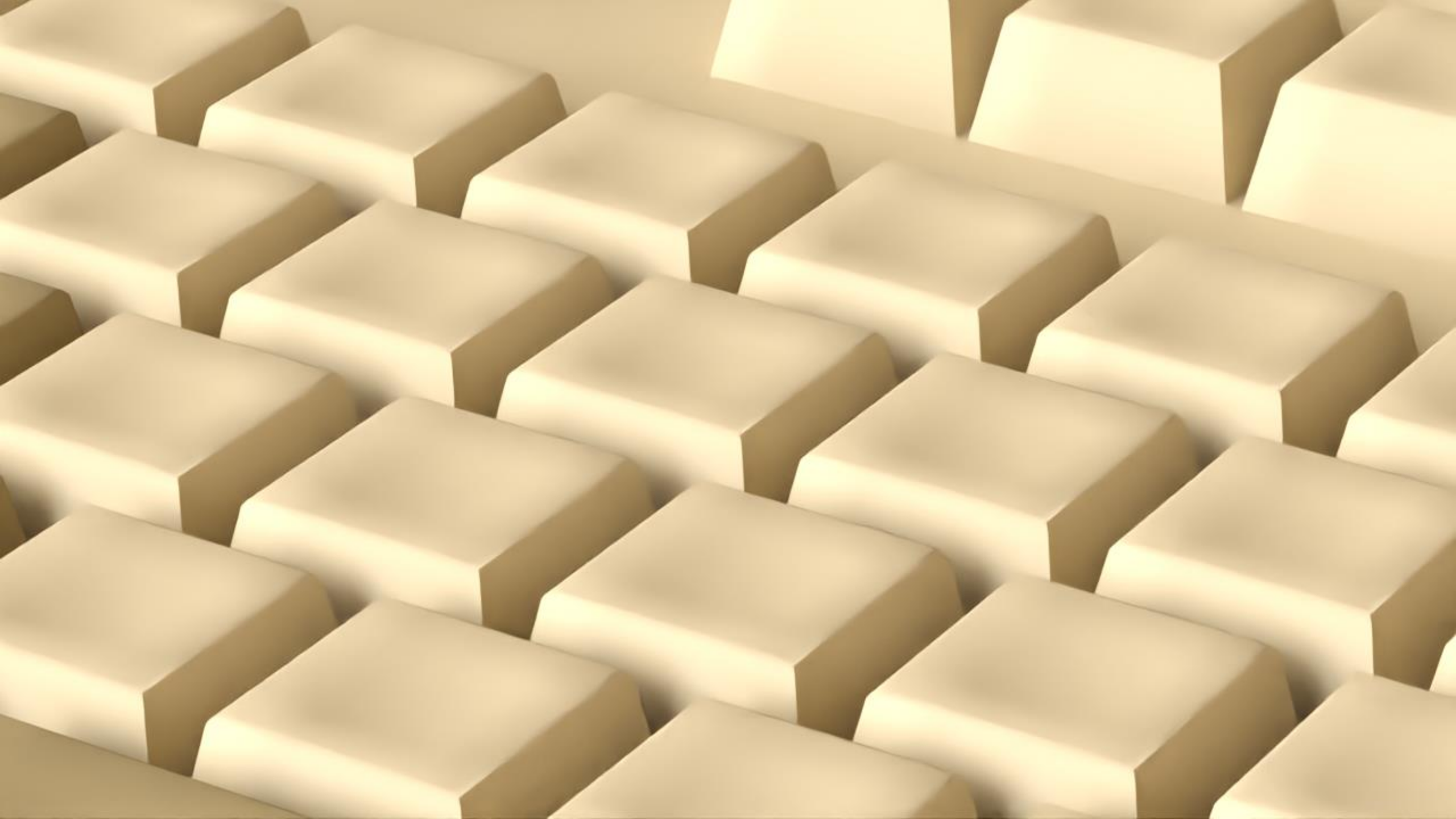
Zoom out of whole scene with wind, flies, and keyboard animation





STILLS











RENDER SETTINGS

▼ Sampling and Ray Depth

General

		Min	Max
Total Rays Per Pixel (no lights)		368	480
	Samples		Ray Depth
☒ Preview (AA):	-3		
Camera (AA):	4	16	
Diffuse:	3	1	144
Specular:	3	1	144
Transmission:	2	8	64
SSS:	1		
Volume Indirect:	1	0	

(with Denoiser Optix)

References

- Adobe Stock
- https://polyhaven.com/a/reinforced_concrete_01