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Subject: Final Year Project

Posted by [Halo38](#) on Mon, 29 May 2006 20:41:27 GMT

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Thought some of you might be interested...

Here are some renders from my final year project at uni, the project was about environment creation based on inspiration I had from nature, man made objects and various ideas about growth.

I havn't had a chance to put them up on my site properly yet so you guys are getting the first one of the first peeks

[http://www.chettle1.com/preview/aesir\\_A3\\_02\\_sml.jpg](http://www.chettle1.com/preview/aesir_A3_02_sml.jpg)

[http://www.chettle1.com/preview/aesir\\_A3\\_01\\_sml.jpg](http://www.chettle1.com/preview/aesir_A3_01_sml.jpg)

[http://www.chettle1.com/preview/aesir\\_A3\\_04\\_sml.jpg](http://www.chettle1.com/preview/aesir_A3_04_sml.jpg)

[http://www.chettle1.com/preview/aesir\\_A3\\_05\\_sml.jpg](http://www.chettle1.com/preview/aesir_A3_05_sml.jpg)

[http://www.chettle1.com/preview/aesir\\_A3\\_06\\_sml.jpg](http://www.chettle1.com/preview/aesir_A3_06_sml.jpg)

I did do an animation too but it's 300Mb haven't had a chance to compress it yet.

Edit: Yes, the construction robot is fully animatable and mechanically sound

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Subject: Re: Final Year Project

Posted by [warranto](#) on Mon, 29 May 2006 20:57:17 GMT

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Obligatory Renegade Community comment:  
Those look like plastic!

Now that the obligations are out of the way, nicely done. Find a way to incorporate those things into Renegade (in the same, or better quality), and you will be set!

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Subject: Re: Final Year Project

Posted by [icedog90](#) on Mon, 29 May 2006 21:23:20 GMT

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those are really interesting. They inspire me in certain ways.

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Subject: Re: Final Year Project

Posted by [Dave Mason](#) on Tue, 30 May 2006 00:46:50 GMT

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They look absolutely brilliant!

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Subject: Re: Final Year Project

Posted by [PlastoJoe](#) on Tue, 30 May 2006 04:10:27 GMT

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Y'know, they remind me of Myst or one of those other puzzle games. You could make one with those, I bet.

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Subject: Re: Final Year Project

Posted by [Halo38](#) on Tue, 30 May 2006 04:18:06 GMT

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SpyGuy246 wrote on Tue, 30 May 2006 00:10Y'know, they remind me of Myst or one of those other puzzle games. You could make one with those, I bet.

Many other people have said it reminds them of myst too but i've never even seen a screen shot of the game in my life lol.

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Subject: Re: Final Year Project

Posted by [light](#) on Tue, 30 May 2006 09:52:12 GMT

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Very nice work there. How long did each take roughly?

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Subject: Re: Final Year Project

Posted by [mision08](#) on Tue, 30 May 2006 15:38:29 GMT

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That's sharp, I like 01 and 04 the best. Plenty of eye candy.

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Subject: Re: Final Year Project

Posted by [PlastoJoe](#) on Tue, 30 May 2006 15:43:38 GMT

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<http://www.pilban.com/images/Gallery/Myst.jpg>

[http://pspceramicwhite.blogstation.fr/images/medium\\_myst2.jp g](http://pspceramicwhite.blogstation.fr/images/medium_myst2.jp g)

Couple links for comparison, both from Myst.

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Subject: Re: Final Year Project  
Posted by [Majiin Vegeta](#) on Wed, 31 May 2006 14:30:59 GMT  
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wow.. excellent renders

wish i had talent to do things like that

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Subject: Re: Final Year Project  
Posted by [icedog90](#) on Wed, 31 May 2006 14:36:54 GMT  
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How can you not know about Myst?

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Subject: Re: Final Year Project  
Posted by [z310](#) on Wed, 31 May 2006 15:01:35 GMT  
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I don't know about Myst either. : ((

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Subject: Re: Final Year Project  
Posted by [Halo38](#) on Wed, 31 May 2006 16:28:18 GMT  
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light wrote on Tue, 30 May 2006 05:52Very nice work there. How long did each take roughly?

The project lasted for 22 weeks (and that was on top of many other stupidly demanding assignments) the whole project was a 5 minute fly through animation these are just stills from it. I know for certain the construction robot took about 100 hours to model about 12 to rig and 12 to texture (very rushed).

Myst does look quite interesting I see what people mean now.

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Subject: Re: Final Year Project  
Posted by [Halo38](#) on Tue, 13 Jun 2006 18:51:21 GMT  
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For those of you in the UK, this project just got printed in this months Computer Arts Magazine's Graduate showcase suppliment! ;D

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[http://www.chettle1.com/preview/computerarts\\_sml.jpg](http://www.chettle1.com/preview/computerarts_sml.jpg)

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Subject: Re: Final Year Project  
Posted by [Jecht](#) on Tue, 13 Jun 2006 23:04:56 GMT  
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Congratulations.

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Subject: Re: Final Year Project  
Posted by [SuperFlyingEngi](#) on Wed, 14 Jun 2006 02:58:55 GMT  
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Very exceptional.

But the obligatory high-poly comment would be: More global illumination!

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Subject: Re: Final Year Project  
Posted by [M1Garand8](#) on Wed, 14 Jun 2006 04:04:31 GMT  
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Omg, nice!

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