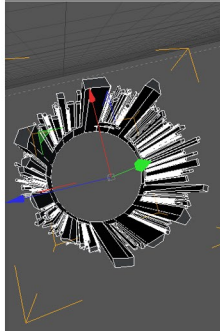
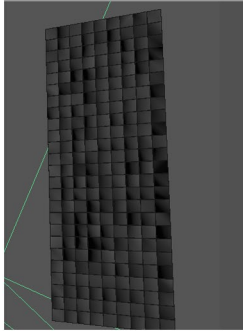
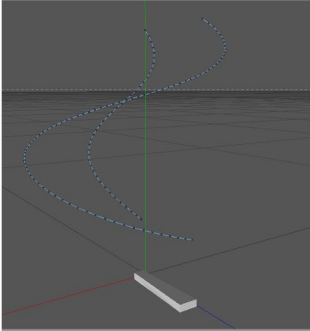
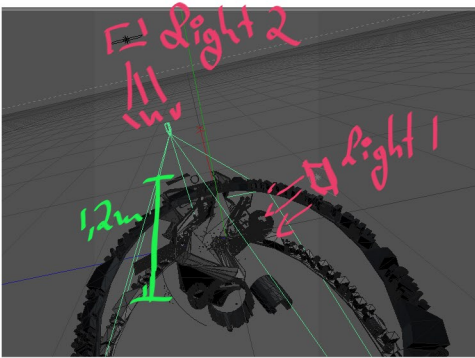


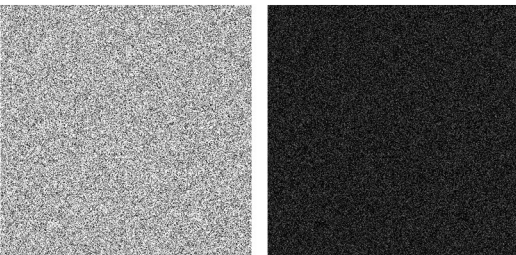
This week's breakdown will fall a bit shorter as the whole process was fairly simple and spontaneous due to the lack of time. I started with a simple shape and wanted to mix it up a bit. I did this by drawing some spline and applied a spline wrap to it, then rotated the spline wrap until I had more of a heart shaped thing I liked which also had a hole so one could look trough. On top there are some glass parts to let more light trough (which I highlighted red).



Overall there are a lot of Cloners in the scene. The spiral stair is done by putting rectangles into a Cloner in Object mode and selecting one of the Helix splines. An other object are flat cubes with a displacement applied cloned. Random shapes and cubes cloned onto a ring. And so on and so forth.



The scene scale is rather small and is aiming a miniature look. The whole scene is 120cm high and around 200cm wide. It's lit by one neutral 6500K light coming from the right throwing some shadows and one warmer 3500K light from the top emitting 20x less light than the right one based on lumen values. Some DOF helped to get some more depth.



The main housing has a glittery look to it by using a strong bump map and an inverted version of it to drive reflections with extreme values. There is pretty much no post except for blending 3 different tone maps together and apply some post sharpening.