



For this rotation, I have chosen a Chinese style building which I always wanted to create. I am extremely intrigued by this interior design style because it generally has a harmonic and relaxing vibe. Most part of the interior design such as furniture and windows are consisted of darker colour woods to bring the contrast to white wall. The window design has been designed by myself after researching for references from Chinese ancient building. The texture images used in the rendering are mostly found on website while the light setting is from Poly Haven.

At beginning I thought learning Maya would be an extremely complicated process, however, starting the modeling process directly with the tutorial has been an effective way of learning. This is my first time making 3D models and the experience is completely new, I consider it challenging but very enjoyable after getting to work with it. I may try to explore more functions, modeling tips and short cuts of Maya in the future.