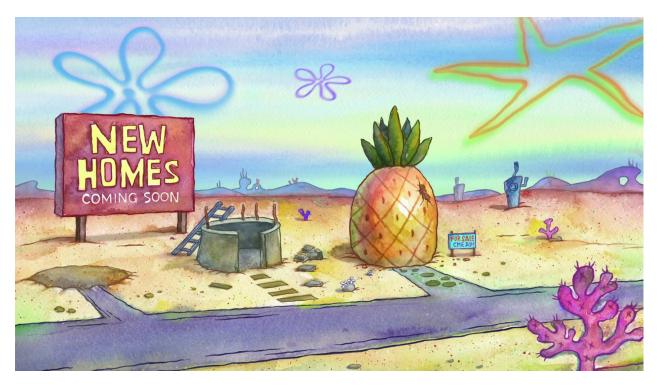
Project Plan – Blender Conch Str.



Tina Shingrani

Coach: Chris Brunne

About

We get to choose our project this time and I want to take a different approach from the things I have learnt. In this project I want to dive a bit deeper in learning Blender. I find this a creative tool that will help me in my education/career. As a total beginner it is a challenge for me but to spice things up I wanted to make sure I added the fun part. This won't be just any blender project, rather a fun to make and exciting one. I will model Conch Street, which includes the iconic houses of SpongeBob, Squidward, and Patrick from the show Spongebob SquarePants. The house models will be on a nice sand platform with a right amount of lighting to see enough textures and details. If I spare the time, I will try to add more effects to make the scene pop up: jelly fish; underwater look, etc. All throughout I will ask for feedback from peers and my project coach and there will be documentation of the whole process. This project will be presented on the 20th of june.



Project goal

successfully create a nicely detailed spongebob's patricks and squidwards house on the conch street with blender.

Project duration

+/- 3 weeks

Main Research Questions

- What are the key visual and architectural elements of SpongeBob's, Squidward's, and Patrick's houses, and how can they be translated into 3D models?
- What design choices are used in spongebob animations; 3D movies; games that could be seen as insightful to the 3D models you could create?
 What are the most efficient beginner-friendly modeling techniques in Blender for creating organic and stylized shapes?
 How can I animate simple objects, such as jellyfish, to move realistically in an underwater scene?
 What visual effects and lighting setups are effective in simulating an underwater environment in Blender?

Risk analysis

can they be overcome through structured project work?

What challenges do beginners typically face when learning Blender, and how

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Insufficient time to finish the project by the deadline.

The Blender crashes without saving the project and all progress is lost

Learning Outcomes

Lo 1 (interactive design), 3 (iterative design) and lo 4 (professional standard) will come forward in this project. This is because there will be research done on the design and styles, together with research on blender techniques to eventually self-educate and design this myself in blender. On top of that constant feedback will make sure there's iteration and reasoning for the result.

Planning

Sprint 1: May 29 - June 4

Goal: Research, Concept Art, and Blender Basics

- Create and hand in project plan
- Research visual references from SpongeBob (Conch Street, houses, jellyfish, underwater look)
- undersized in the street layout the street layout was and the street layout in the street lay
- 峰 Learn the Blender interface: navigation, modeling tools, materials, lighting
- Try simple modeling exercises (e.g. cube-to-pineapple)
- Set up project folder with categories (references, Blender files, renders, feedback, notes)

Deliverables of sprint 1:

- Sketches of the houses and layout plan
- Simple Blender practice files
- Research doc with image references
 - Feedback Moment 1: Present sketches, research & initial modeling trials to peers/mentor (by June 3 or 4)

Goal: Modeling Conch Street (houses and environment)

- Start modeling SpongeBob's house (pineapple)
- Continue with Squidward's house (Easter Island head)
- Model Patrick's rock home
- $\stackrel{\triangle}{=}$ Model the base platform (sand + path + grass/rocks)
- Optional if time: environment/background (sky, ocean floor)

Deliverables of sprint 2:

- Complete base 3D models of all three houses
- Scene layout with basic composition
- Screenshots for documentation
 - **Feedback Moment 2**: June 7 on house modeling progress
 - **Feedback Moment 3**: June 10 or 11 full street layout and modeling stage

Sprint 3: June 12 – June 19

Goal: Animation, Materials, Rendering, and Final Documentation

- Model and animate floating jellyfish
- Add simple materials and lighting to the scene
- If time allows: add underwater effect (light rays, fog, bubbles)
- Render images and short animation/flythrough
- Prepare final documentation (PDF or blog-style): research, process, feedback, screenshots, outcomes
- Create presentation (slides or video)

Deliverables of sprint 3:

• Animated scene or still renders

• Documentation (PDF or slide deck)

★ Feedback Moment 4: June 17 – complete scene with animation and effects, ready for polish

₩ June 20 – Final Day

- Final tweaks
- Pressentation prep rehearsal
- Deliver presentation with documentation and render/animation



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