# Project Plan – Blender Conch Str.



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# 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

| 1 | 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? |
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| 2 | What design choices are used in spongebob animations; 3D movies; games that could be seen as insightful to the 3D models you could create? |
| 3 | What are the most efficient beginner-friendly modeling techniques in Blender for creating organic and stylized shapes? |
| 4 | How can I animate simple objects, such as jellyfish, to move realistically in an underwater scene? |
| 5 | What visual effects and lighting setups are effective in simulating an underwater environment in Blender? |
| 6 | What challenges do beginners typically face when learning Blender, and how can they be overcome through structured project work? |

# Risk analysis

🦈 Insufficient time to finish the project by the deadline.

🦈 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)

🪸 Create mood boards and sketches for houses and the street layout

🪸 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)

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🐚 **Sprint 2: June 5 – June 11**

**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

🏝️ 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

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## 🐚 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

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## 🦞 June 20 – Final Day

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



Fin.