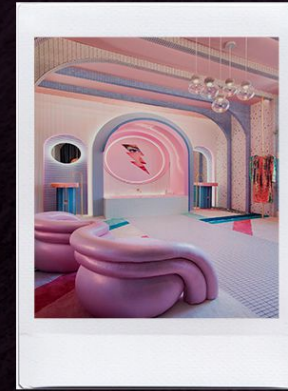
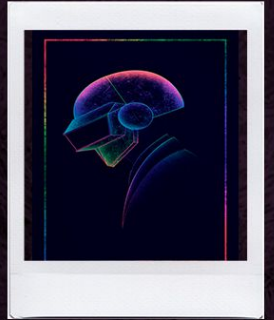


Elegance



Vintage



Future
Colour



References

Verner Panton



I think what is interesting about Panton is the way he mixes elegant structures with psychedelic colours and shapes. This combination results in a design style that is extravagant but appealing. Panton is capable to create a whole mood by playing with space, geometry and lighting.

Patricia Bustos



Bustos uses a smart combination of materials that initially may not seem related to each other. However, once these materials are implemented in her compositions, we can see there is a funky correlation that works pretty well on a general perspective.

Sketches



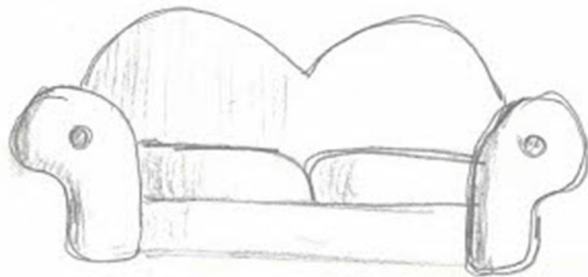
Lava Lamp

- Blob
- Glass
- Metal



Funky Table

- Glass
- Guitar material
- Metal



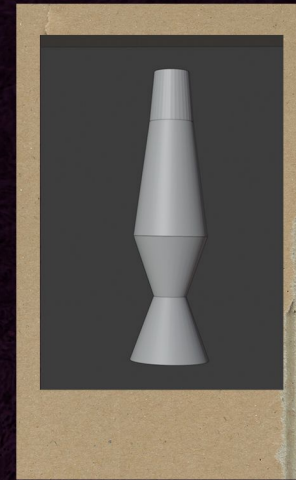
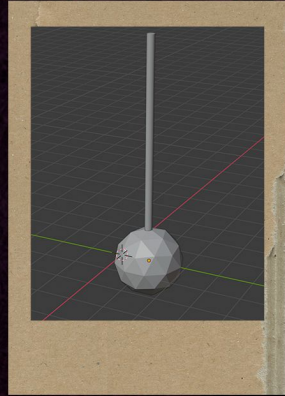
Old Sofa

- Fabric
- Curves
- Softness

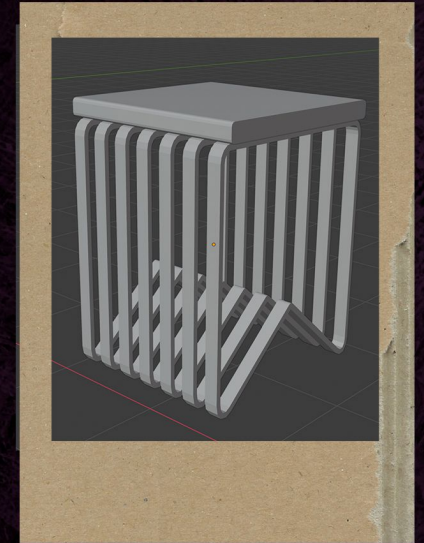
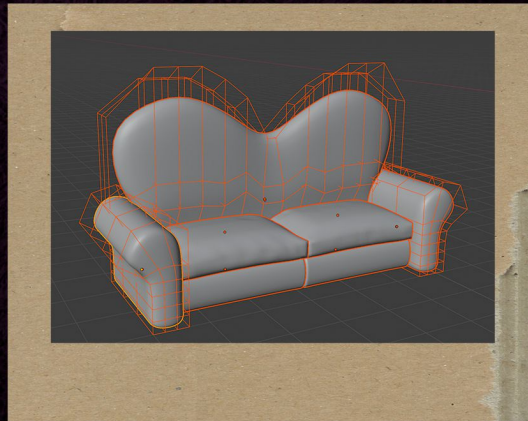
These sketches were made in class. The only thing that I could think about at the time was the three main objects that I wanted to have in my scene. Next to them I listed the material characteristics that I wanted to highlight from each object.

Following my references, I also knew that I wanted to have a scene that was funky, with neon lights and a colour palette with a considerable amount of saturation.

Early Modelling



Basic 3D Models

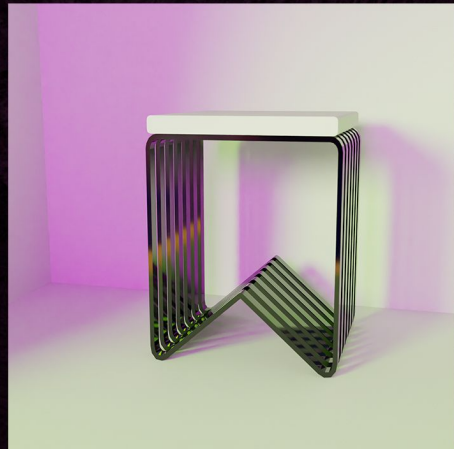


These are my first attempts on modelling in Blender. All of these models are based on modifying basic geometry. At this stage of the development is where I learnt how to use the basic modifiers.

Late Modelling

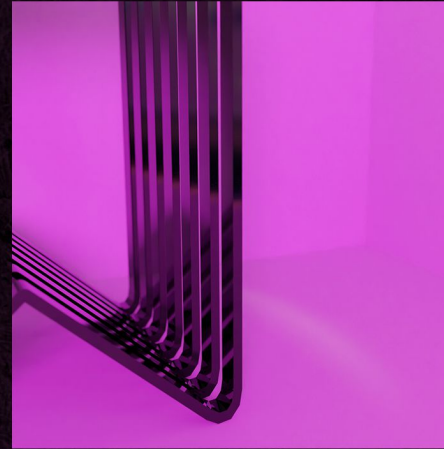
Later on, when I got more confident using the software. I was able to model different elements that were similar to the objects that I wanted on my scene. I made these mixing basic modifiers with curves and lattices.

Lighting Experiments



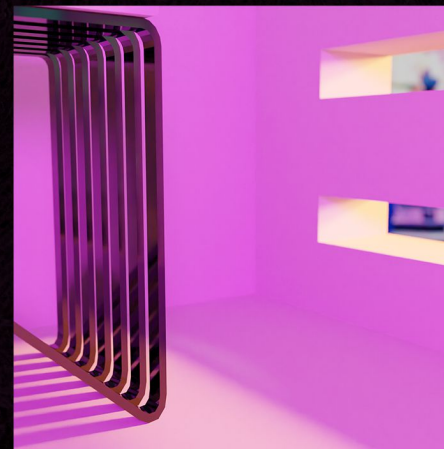
Mixing Lights

I wanted to explore the effects of combining two lights of two different colours and see how it would affect the materials. It turned out pretty well but I noticed that I had to be careful with the noise on the background.



Colour Light

I wanted to see how the material of my table would look if I put a colour light into the scene. I was scared that the colour was not going to be accurate or maybe it would be too saturated. At the end of the day it worked fine.



Holes in a Wall

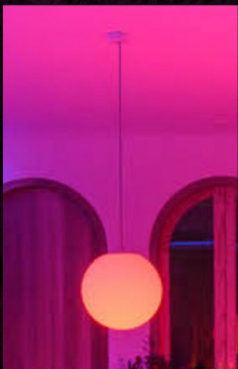
I also wanted to try how it would look if I put a sun light behind a wall with holes. I was excited by seeing the reflections on both the material and the floor.

Lighting Experiments



Soft Light

I put an emissive material and a gradient on a hanging lamp just to see if I could create a light that was soft and simple at the same time.



(Inspiration for the soft light.)



Lava Lamp

I needed to experiment with how I was going to achieve the lighting of a lava lamp, where the solid shaped on the inside are visible but there is few reflections going out the glass. I thought the best way to achieve this was putting two spot lights on the lamp, one pointing upwards and one pointing downwards. I made a scene with almost no textures just to try out this effect and it worked, but I needed to adjust the intensity of the lights inside the lamp because they were reaching both the roof and the floor.

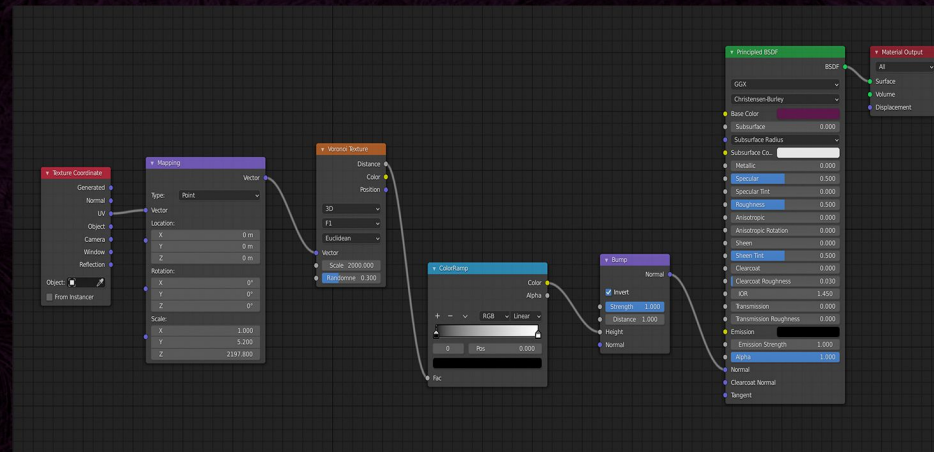


Neon

Since the first moment I pictured my scene, I knew I wanted to have neon lights but I was not sure how they were going to turn out. I got a decent effect by applying a simple emissive material. However, I found out that the emission was too bright and saturated, but still adjustable.

Material Experiments

Sofa Fabric

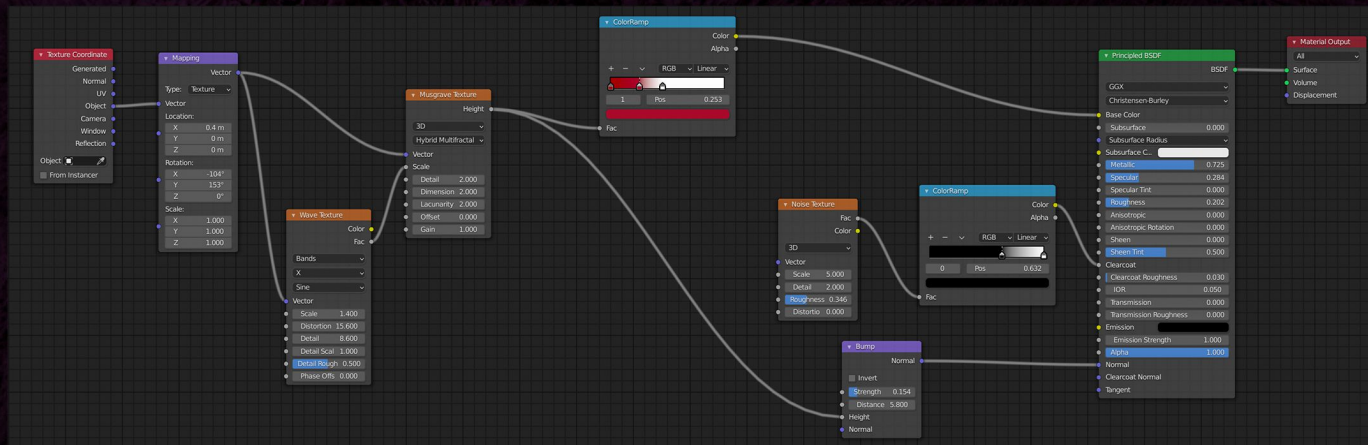


I wanted to have a vintage couch in my scene because I thought it would look great in combination with the colour palette that I chose for the whole composition. I definitely wanted to recreate a material that would show the seams of couches made out of fabric. I was watching some tutorials online and realised that the vornoi texture is what achieves this effect in the best way.

Table Texture



Material Experiments

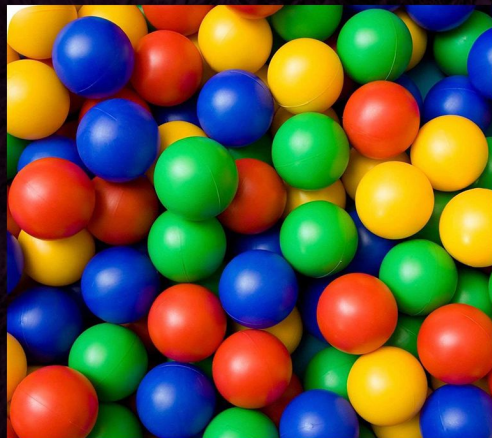
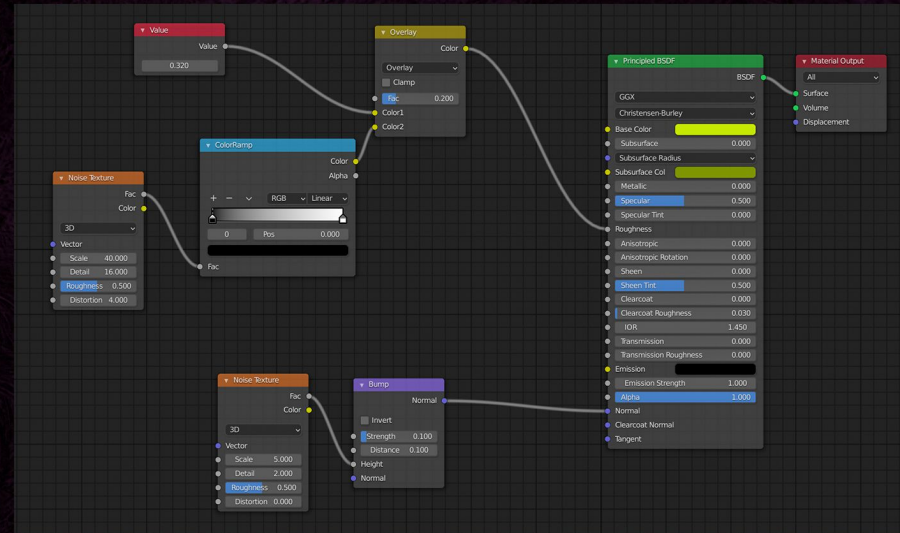


Because my scene has a funky style that somehow reminds to the 80's style, I thought it would be cool to have a material that combined two popular elements from the 80's, rock and bowling. I used the colours on the guitar of Eddie Van Halen as a colour reference and the texture of a bowling ball as a material reference.

Plastic Balls



Material Experiments



After watching the music visualiser of a disco song, a detail that caught my attention was the plastic balls. I wanted to recreate that material because I was sure that it was going to be easy to achieve in blender . Furthermore, these plastic balls would add more colour to my whole scene.

Render Experiments



This render looks very similar to one of the final renders. However, I did not like how the light of the sun was blending on the couch, making it look almost polygonal. This render also looks considerably blurry due to the incorrect use of the depth of field. Although, I think the composition was very interesting because it shows all the objects of the scene.



This render was an attempt for capturing the contrast between the neon sign and the brick wall. Although, there is a weird shade on the couch and on top of the lava lamp. The lava lamp also seems like it is disturbing the general composition.

Render Experiments



Despite I like this composition a lot, I think there is something off about it. All the elements are on the screen at the same time, but none of them seem to be highlighting anything in particular. I think the viewer has a lot to look at in this scene but nothing to focus on.



In this render, I was trying to give protagonism to the couch and the plastic balls. However, I think both the angle and the perspective are incorrect. I tried to rotate the camera several times but none of the elements would align horizontally. I think that this render also looks boring, and this may caused by the angle of the source of light.

Render Experiments



In this render, I was trying to have a general plane of the whole scene. I was trying to get creative with the perspective and the depth of field. While I was creating the renders I thought this was a successful image. After analysing it for hours I just realised that everything is wrong in this scene. The lighting is plane, there is no clear diffusion of the sun light and of course, there is a lot of distortion.

Final Renders



Fresh.



Funky.



Fresh & Funky.

Acknowledgements

**Wall Stone Greece
by Blender Kit**

**Vines Wall 02
by Max_21 in Turbo Squid**