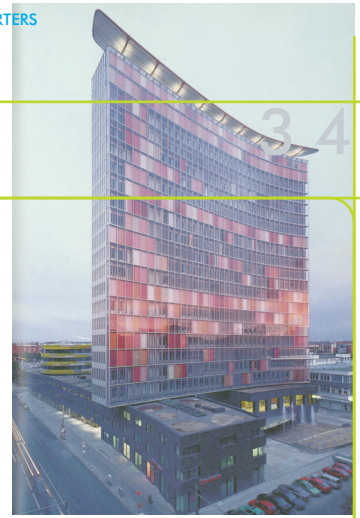


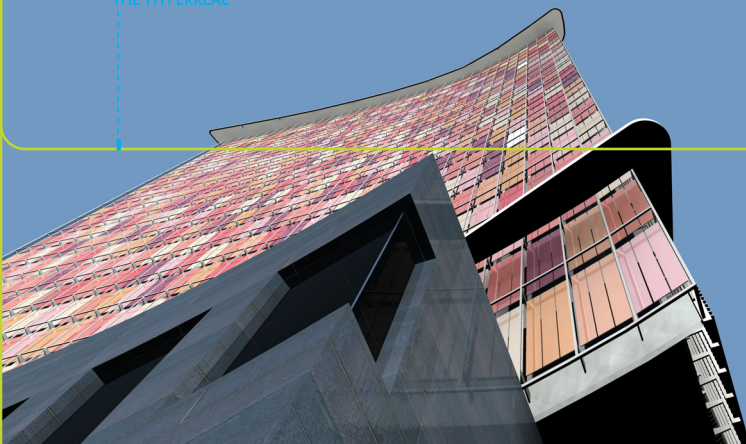
GSW HEADQUARTERS



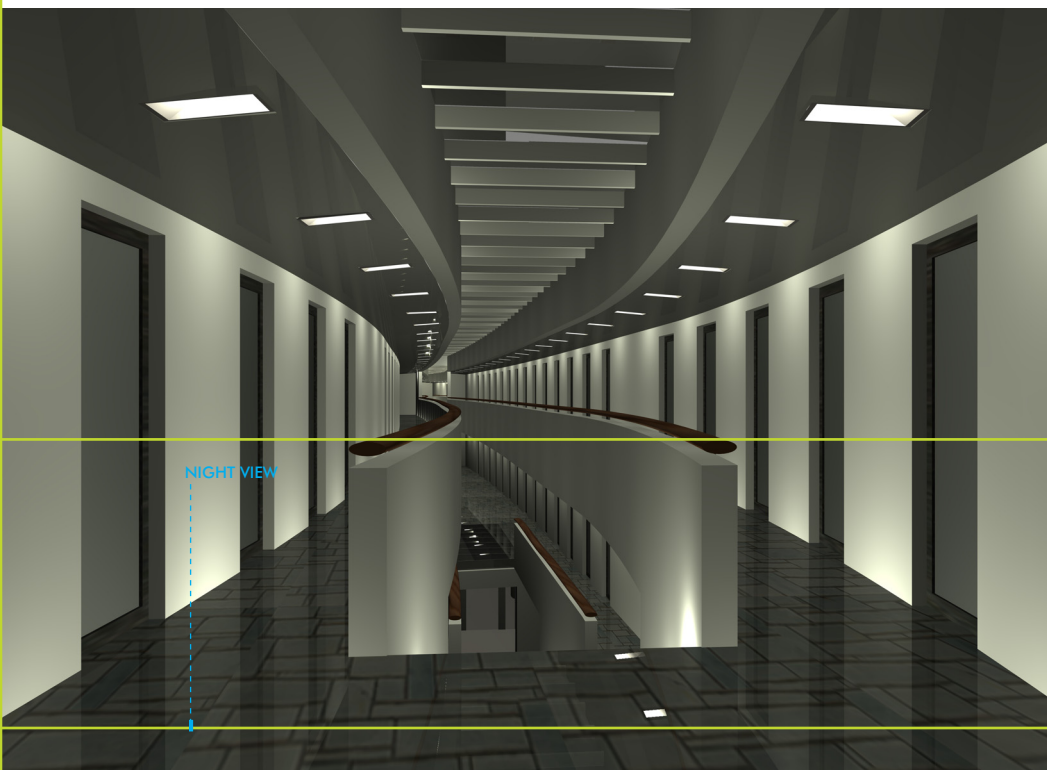
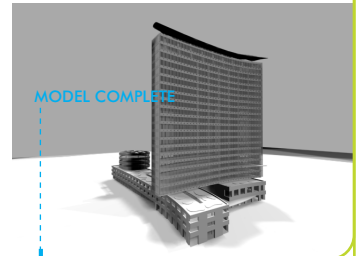
PROJECT DATA

This page consists of work completed during my digital media course which had no less than three objectives: learn to model (I chose 3d Studio), learn to render (also done in 3ds with an emphasis on hyperrealism) and learn to animate (3ds as well, including video compositing). We also had to create and maintain a web presence - a blog - that acted as our intra-class point of exchange. The assignments began by choosing a building to model; I chose the GSW by sauerbruch hutton because of its dynamic presence and impression it made on me during a visit to Berlin. This model was added to over time, eventually completed, and used as the starting point for the remaining animating and rendering assignments. What you see here is a collection of everything. Don't miss the blog before it goes away; see the url at the bottom of the page.

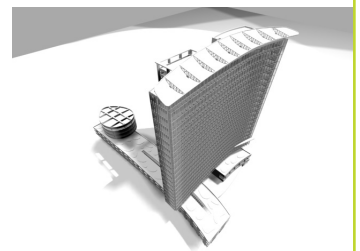
THE HYPERREAL



MODEL COMPLETE



NIGHT VIEW



ORIGINAL PHOTO

