3D Story Worlds - Luc-John Raubenheimer	**Email** - l.lo0520211@arts.ac.uk

For this task, we were briefed to do a small diorama of any type of environment we could think of, in Maya. My idea was to make a primitive-looking area with a hidden subterranean office/control room. I quickly realised that it would be rather difficult to show a transparent ground so as to reveal the hidden compartment underneath, so I decided to add the rockets to get rid of the need of a bulky ground section, don't really know how I came to that conclusion, but it seems to work.

I started the work in Maya, made the ground, the stone path and the house, but then realised I was working way too slowly to meet Friday's deadline, since I was completely new to Maya. So, I exported the assets and started making it in Blender, a software I have a bit of experience in. I reckon my plan for Maya is just to slowly chip away at it and gain proficiency over the next couple of years.

Link to this task -	https://rlucjohnssite.myblog.arts.ac.uk/2021/11/19/3d-story-worlds-submission/
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