

Digital model of a living space

# Assignment #2

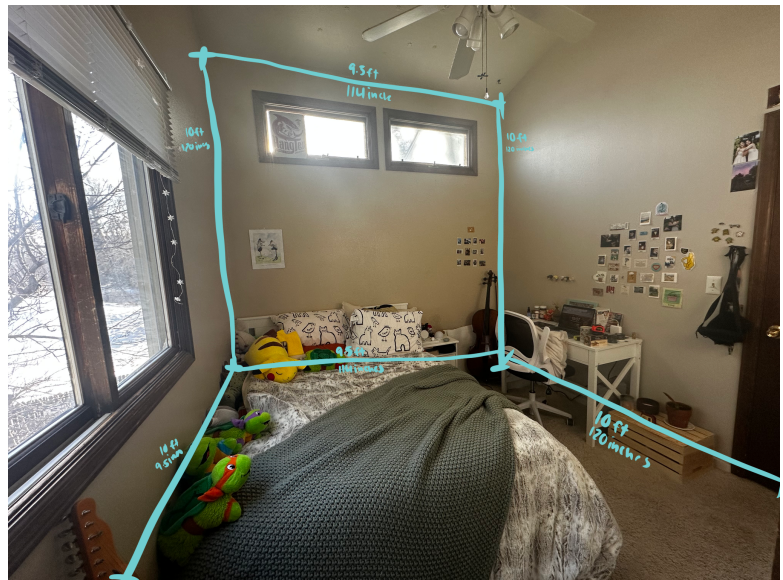
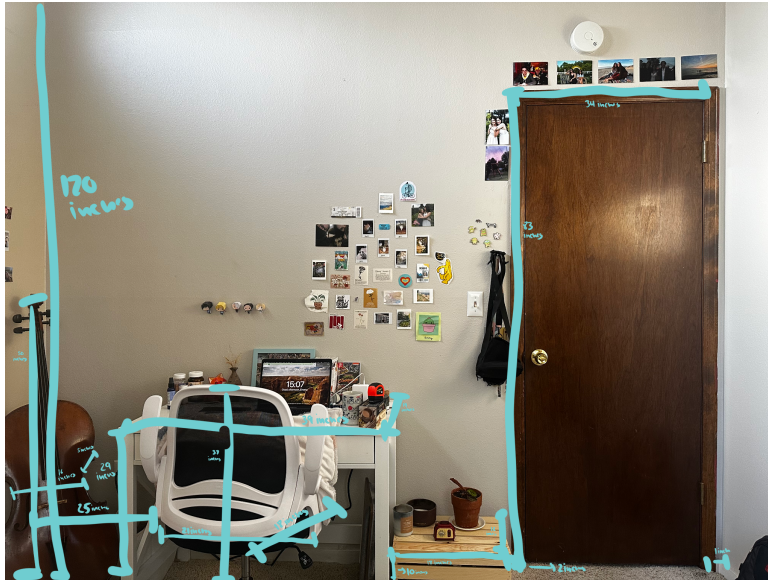
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Emmy Kovalic

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ATLS 3100 - Sound

## Sketches (used same as chipboard, but without scaling)

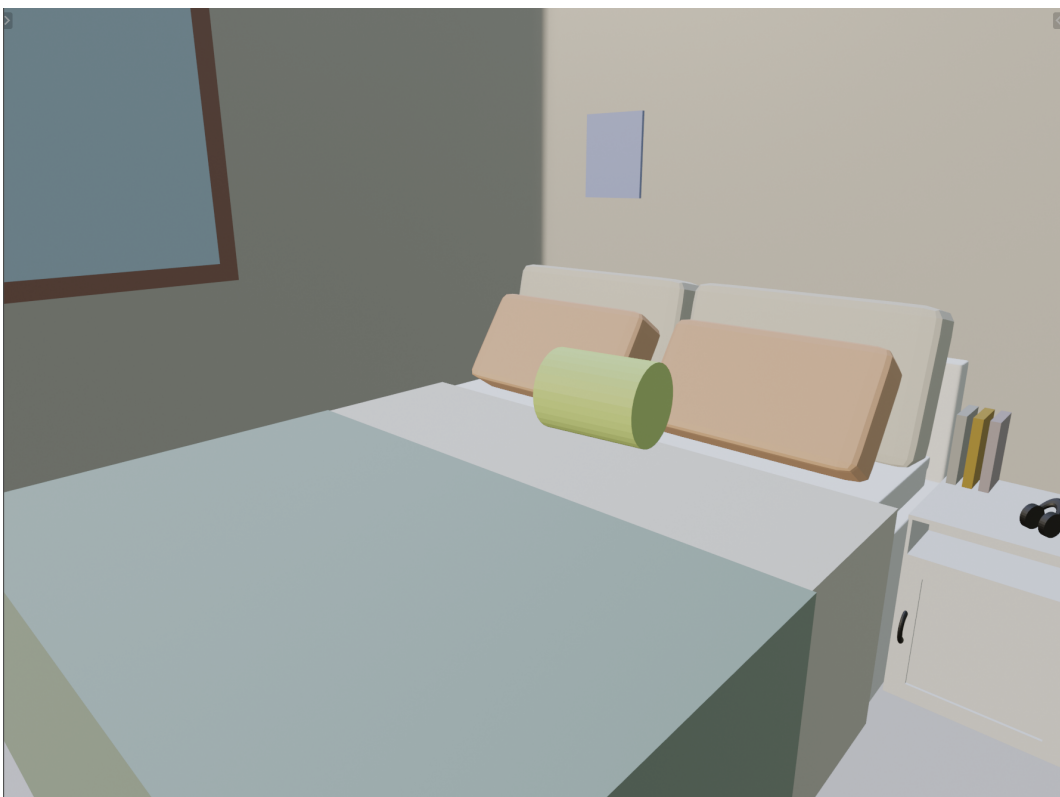


## Overall photos

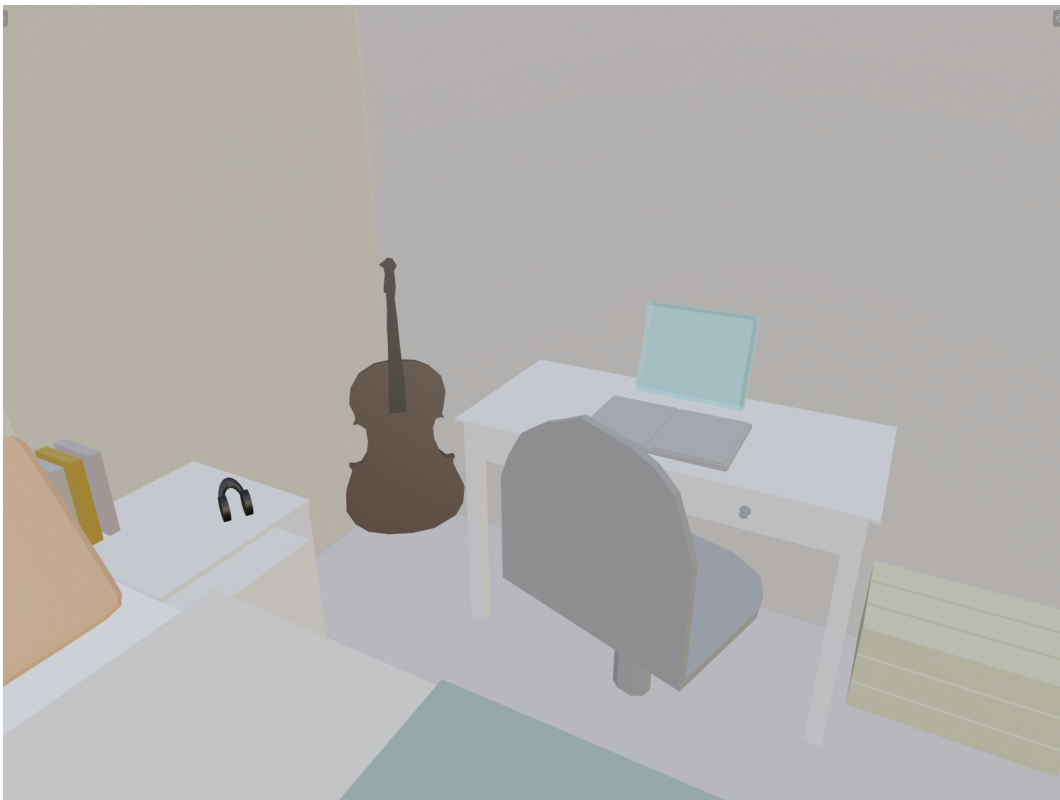


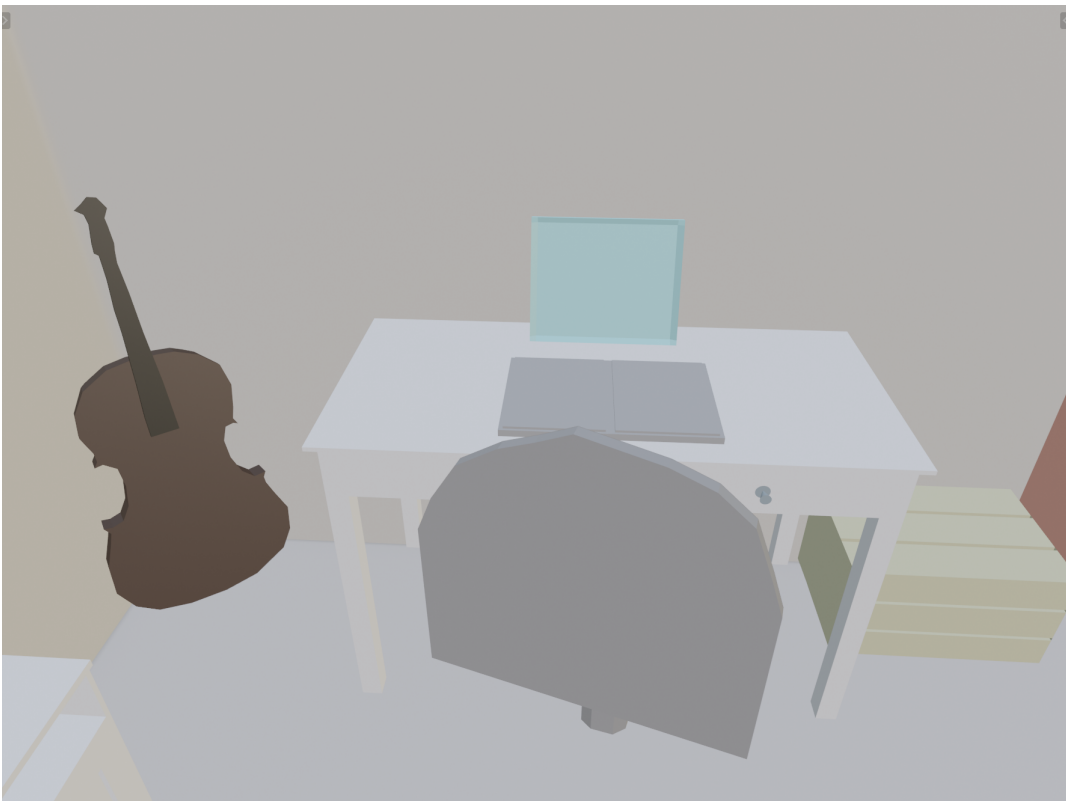


## Close ups











## Reflection

Building the same model I had just built in 3d, it was interesting to notice that I could get somewhat less detail in the 3d model I thought, but I think that is mainly because I am not sure how to use the software yet. I want to learn blender, and I know that it has a big learning curve but I'm glad I started to do some work in it because I can already feel that I am getting a sense of how things work. I think it took me a little less time to do the 3d model, only because I didn't have the wait time for the glue to dry and having to measure and cut out everything. It was also nice taking measurements straight from my room and not having to scale everything. The process of trying to extrude different pieces and shapes from a base shape was interesting as I just made separate pieces to everything (like the legs on the desk) and glued them on rather than forming it from one shape, but I guess that's the nice thing about 3d modeling.