

## Mystic Castle Research

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### Description:

I want to create a mansion full of surprises, sort of like a giant fun house with a bit of a spooky element. I have many sources of inspiration, but a few are the “Winchester Mystery House”, the drawings of MC Escher, the online video series “The Backrooms”, and one of my favorite stories “Alice in Wonderland”. I am excited about this idea, because I want to practice creating a quality architectural render on the outside (as I am interested in potentially working in that field someday) while also playing with space and perspective on the inside-using elements of architectural surrealism that are only possible in a simulated environment.

### Timeline:

11/17 – Simple building façade created, internal layout generally mapped

11/21 – Internal layout finalized, external detailed modeling in progress

11/24 – External detailed modeling complete, internal detailed modeling in progress

11/28 – Internal detailed modeling mostly complete, minimum acceptable external environment created

10/1 – MODELING COMPLETE, texturing in earnest

10/5 – Texturing complete or nearly complete, lighting and camera positioning in progress

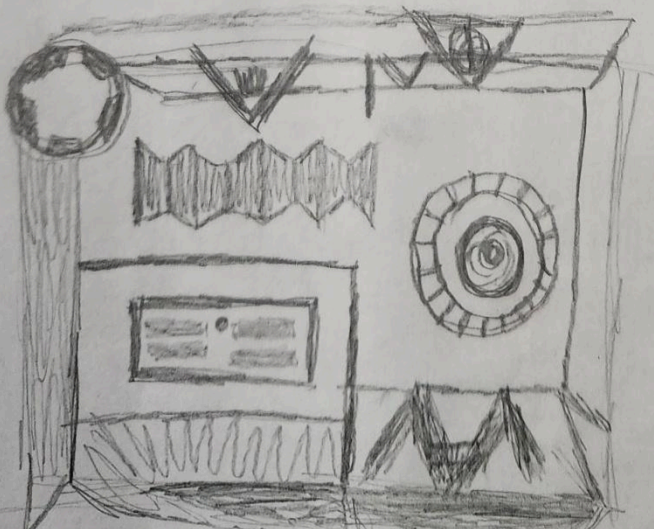
10/8 – RENDER DAY, ideally all renders complete by the end of this day, with some padding in case there are technical issues



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