

DUNGEON

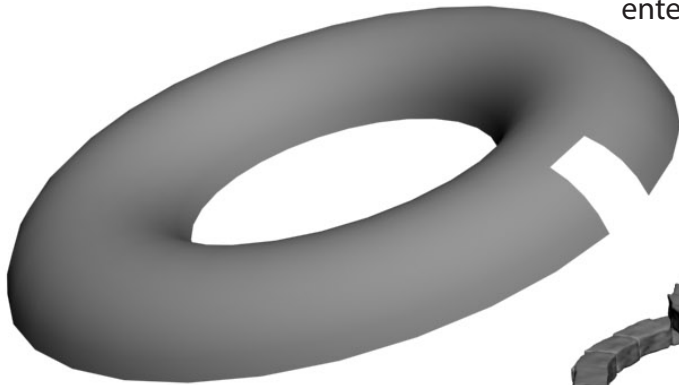
Advanced Level
(Point Value - 1 to 15 points)



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The Dungeon project provides a good showcase for many of your skills. The modeling is not very complex but the lighting and materials create a very strong image.

1. The roof of the dungeon is a Torus that is cut in half.

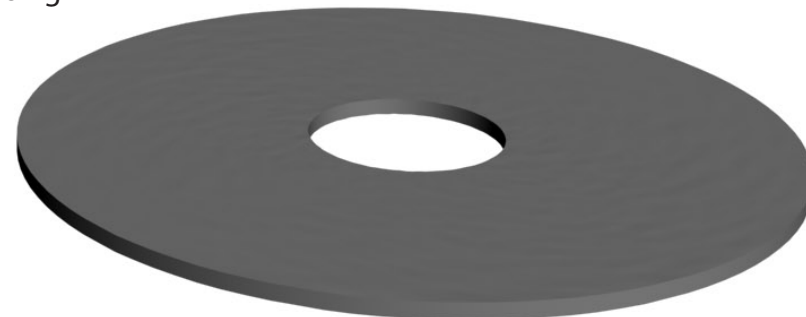


2. A few polys are removed for an entrance.



3. Keytones and edgestones line the dungeon. They are simple chamfered boxes with noise modifiers to add roughness.

4. The circles of stones are set using the "Array" tool.



5. The dungeon floor is a flat tube.

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The stuff inside the dungeon exercises your modeling skills more than the dungeon itself.

The misty lighting is created by setting a target light with a "Volume Lighting" effect.



The chains are rectangles with a radius that are set to render.