

# Final Major Project Proposal

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Title: "Realmscapes:  
A Journey through  
Fantasy and Horror  
Props"

## Project Concept:

- "Realmscapes" will be a collection of 3D modelled props and artefacts inspired by fantasy and survival horror themes. Each prop will represent a unique and essential item from distinct fantasy and horror world concepts. This project aims to showcase my prop design, modelling, and texturing skills using Maya, Nuke, and Substance Painter. The props will be presented in themed digital showcase rooms, one for fantasy and one for survival horror, everything 3D modelled. When the camera approaches each prop, there will be a graphic explaining the lore of the prop, to include some narrative. And the prop will be rotating to show all the details. This is a unique and creative way to showcase modelling, rather than just a turntable.



# Concept inspiration pictures: Horror showcase room



Hydrotherapy Chair  
Lambeth Asylum

# Concept inspiration pictures: Fantasy showcase room





# Project Tasks Part 1:



World Concept Design: I begin by designing two contrasting showcase rooms - one for fantasy and one for survival horror - each with its own distinct visual style, ambiance, and color palette. I will consider elements such as architecture, lighting, textures, and overall atmosphere. These rooms will serve as backdrops for displaying the props.



Prop Selection: I will choose a selection of props and artifacts that represent the key items from the fantasy and survival horror worlds, and ensure that the props are visually captivating and showcase a diverse range of designs and styles within each theme.



Prop Concept Design: I will create concept sketches and artwork for each prop, exploring different designs, shapes, and details. I will then consider the materials, textures, and functionality of each prop within its respective theme.



Prop Modelling: I will use Maya to create highly detailed 3D models of the props based on my concept designs, paying close attention to proportions, intricate details, and realistic textures. I will ensure that the models are optimized for high-quality rendering or showcasing purposes.

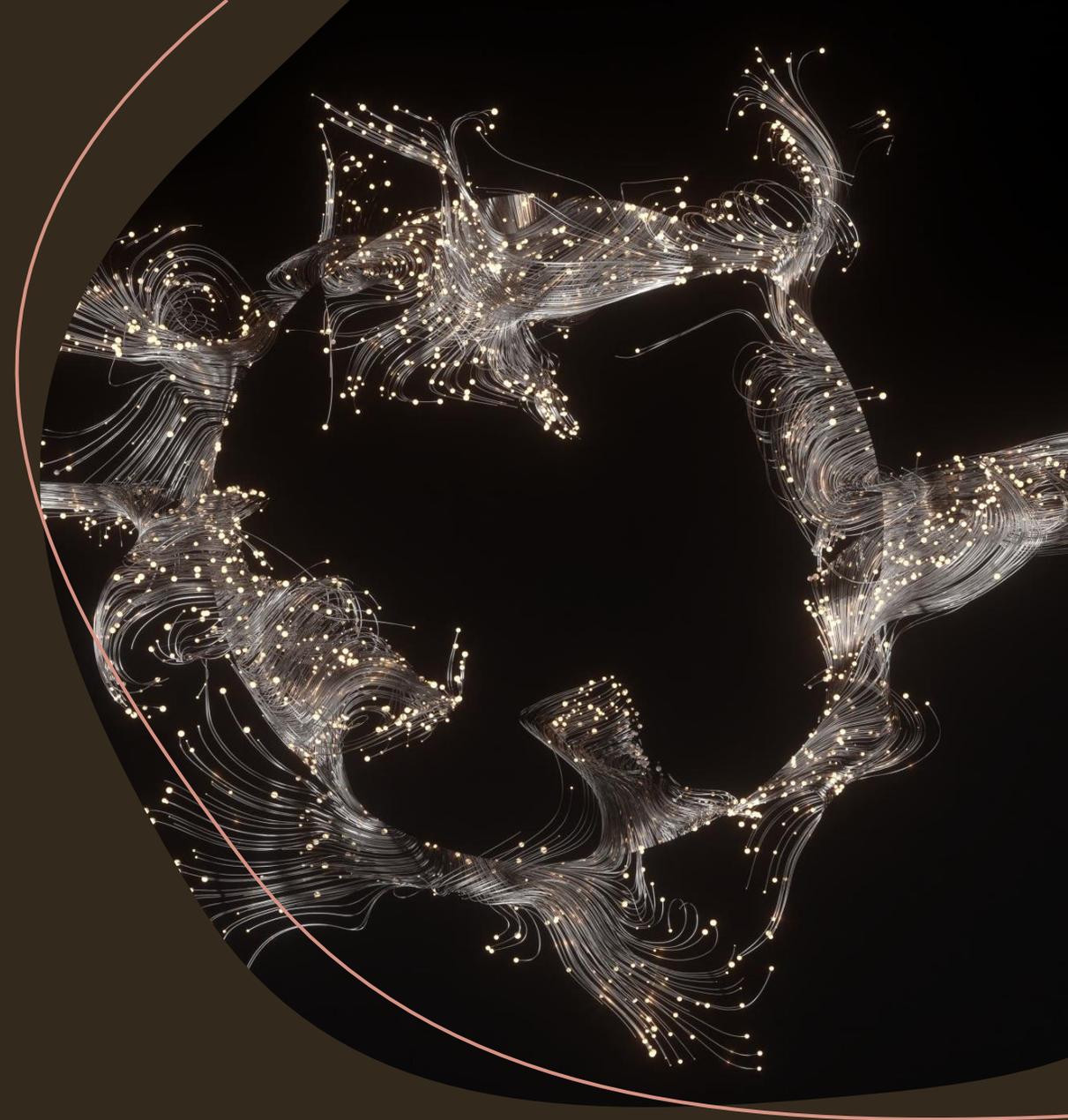
# Survival Horror Prop ideas:

- 1. Blood-stained gun: A rusty and worn gun with dried bloodstains, indicative of brutal encounters in a post-apocalyptic world.
- 2. Ominous ritual book: A weathered, and leather-bound book adorned with arcane symbols for dark rituals and summoning otherworldly entities.
- 3. Creepy porcelain doll: A cracked and unsettling porcelain doll with haunting eyes and a malevolent presence.
- 4. Tattered gas mask: A worn and torn gas mask that offers protection against toxic environments, symbolizing the struggle for survival in a contaminated world.
- 5. Broken flashlight: A damaged flashlight emitting a flickering beam, a vital tool for navigating through dark and foreboding environments.



# Fantasy Prop ideas:

- 1. Enchanted staff: A majestic staff adorned with intricate carvings and a glowing gem at its peak, channelling arcane energies for spellcasting.
- 2. Elven bow and arrows: A sleek and elegant bow crafted by elven artisans, accompanied by a quiver filled with arrows imbued with mystical powers.
- 4. Ancient grimoire: A weathered, and ancient book filled with spells and ancient knowledge, coveted by sorcerers and seekers of forbidden wisdom.
- 5. Magical potion bottles: Assorted vials containing colourful and luminous potions with varying magical effects, from healing elixirs to potent enchantments.
- 6. Death knight blood sword: Incorporated from my personal project.
- 7. Enchanted jewellery.



# Project Tasks

## Part 2

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**Texturing and Materials:** I will utilize Substance Painter to texture and add materials to my prop models. I will experiment with different textures, such as worn surfaces, mystical glow, or sinister finishes, to enhance the visual appeal and bring out the unique qualities of each prop.

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**Fantasy Showcase Room:** Create a fantasy-themed showcase room in Maya, incorporating elements such as ornate architecture, magical lighting, and enchanting atmosphere. I will arrange the fantasy props in visually appealing compositions within this room.

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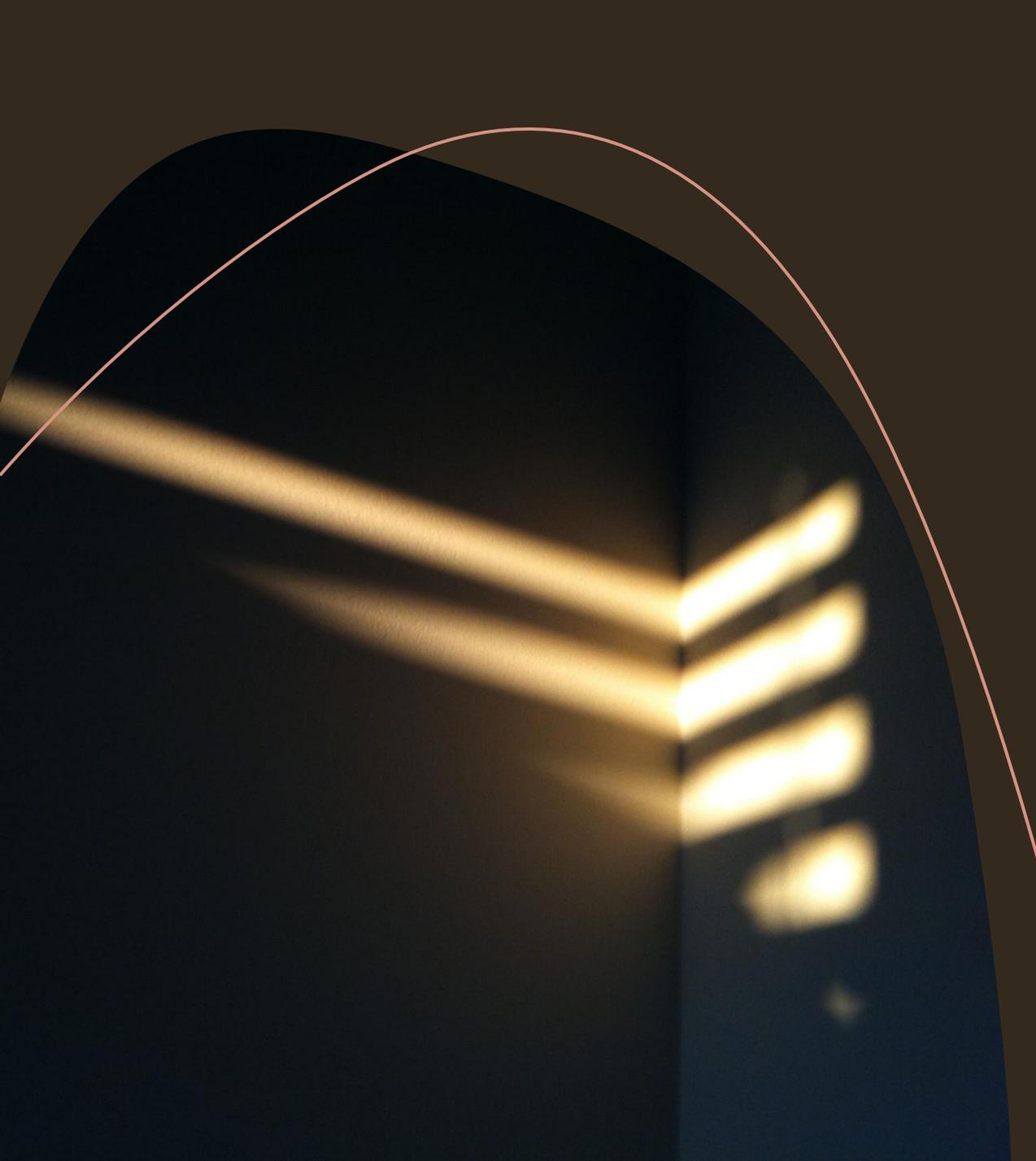
**Survival Horror Showcase Room:** Create a survival horror-themed showcase room in Maya, featuring elements such as dilapidated structures, eerie lighting, and ominous ambiance. I will arrange the survival horror props in visually compelling compositions within this room.

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**Lighting and Rendering:** I will use Nuke to set up lighting and atmospheric effects in each showcase room. I will experiment with different lighting styles and moods to enhance the thematic atmosphere of each room. Render the final images to achieve high-quality results.

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**Presentation:** Prepare a portfolio or presentation that showcases my prop models and the themed showcase rooms. Include rendered images from different angles, wireframe views, and close-up shots to demonstrate the quality and craftsmanship of my work. Then, provide descriptions or stories behind the props and rooms to engage the viewer and create a sense of narrative.



# Obstacles

- Time - I may have to cut down my idea in size slightly. I could do this by limiting the number of props or decreasing the detail of the showcase rooms.
- Skills in certain areas - Some ideas I have for the rooms, I am not trained in how to do these, this will however enable me to learn new skills.

# Conclusion

- By creating highly detailed props inspired by fantasy and survival horror themes and presenting them in dedicated showcase rooms, I will be able to showcase my prop design, narrative skills, modelling, world design and texturing skills while adding an immersive and thematic touch to the overall project. This approach allows me to demonstrate your creativity, attention to detail, and mastery of Maya, Nuke, and Substance Painter while highlighting the individual props within their respective environments.