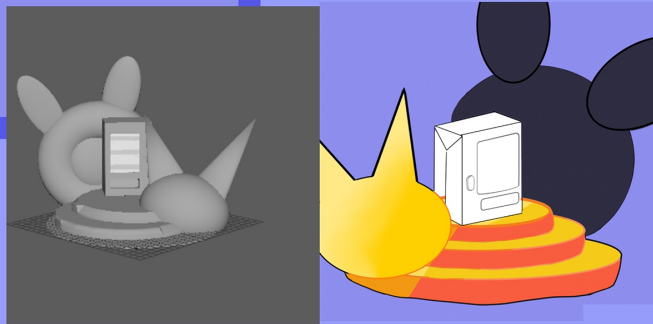


The most difficult part of the modelling was the start, when I was thinking about the scene design I actually had no clear ideas, and the poor understanding of the modelling software also spent some time.

The first edition of the modeling I want to build a cat's nest, which should be furry and soft, but when I started modelling I was not familiar with how to use maya to make rounded shapes so I gave up. For the second and final version I chose the theme park vending machine and added some cute shapes to the sides of the vending machine and made the vending machine into a milk carton.



I tried to use as many rounded as possible to create a lovely shape, but when I rounded all the angles it didn't turn out very well. So I made the black edges in the front sharp. You may notice that the colours in the two images are different because when I exported the final result I found that the colours didn't fit together very well, so I changed to a different colour to make the whole thing more balanced.

