

Final Project

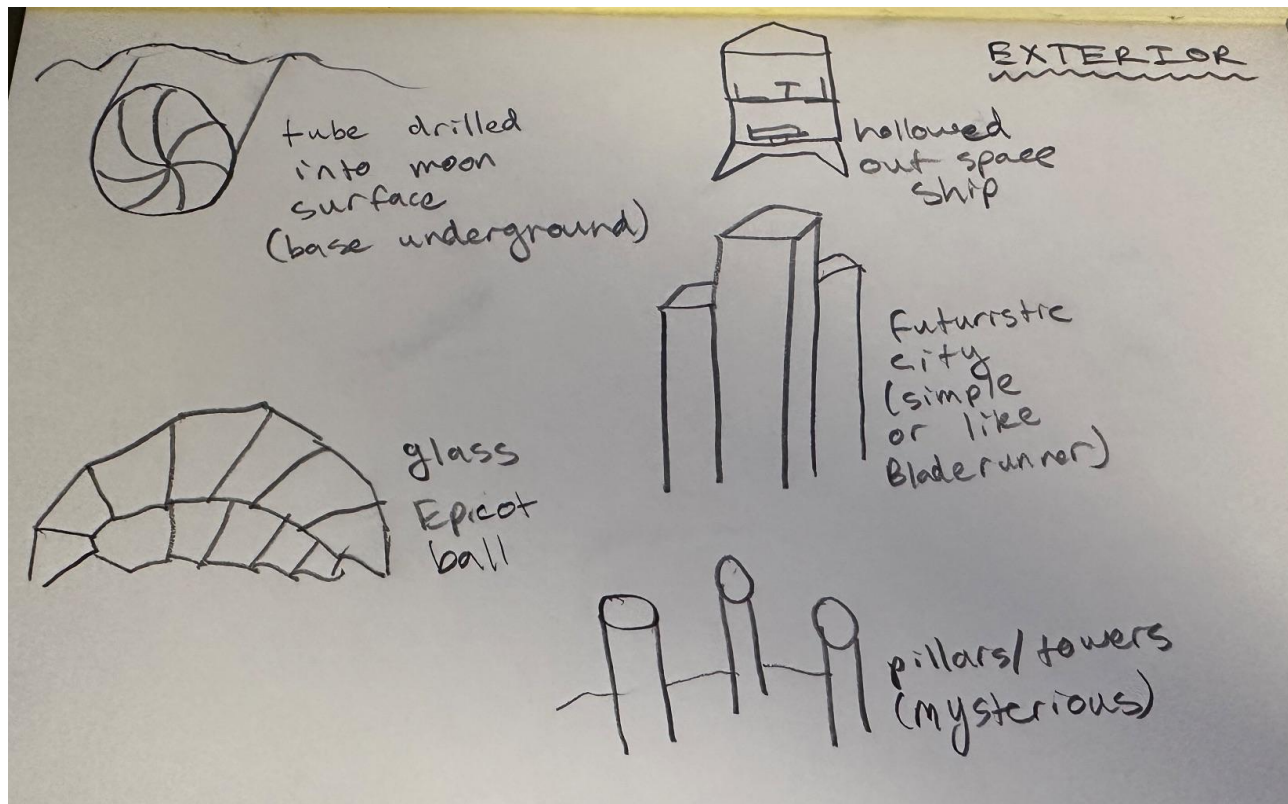
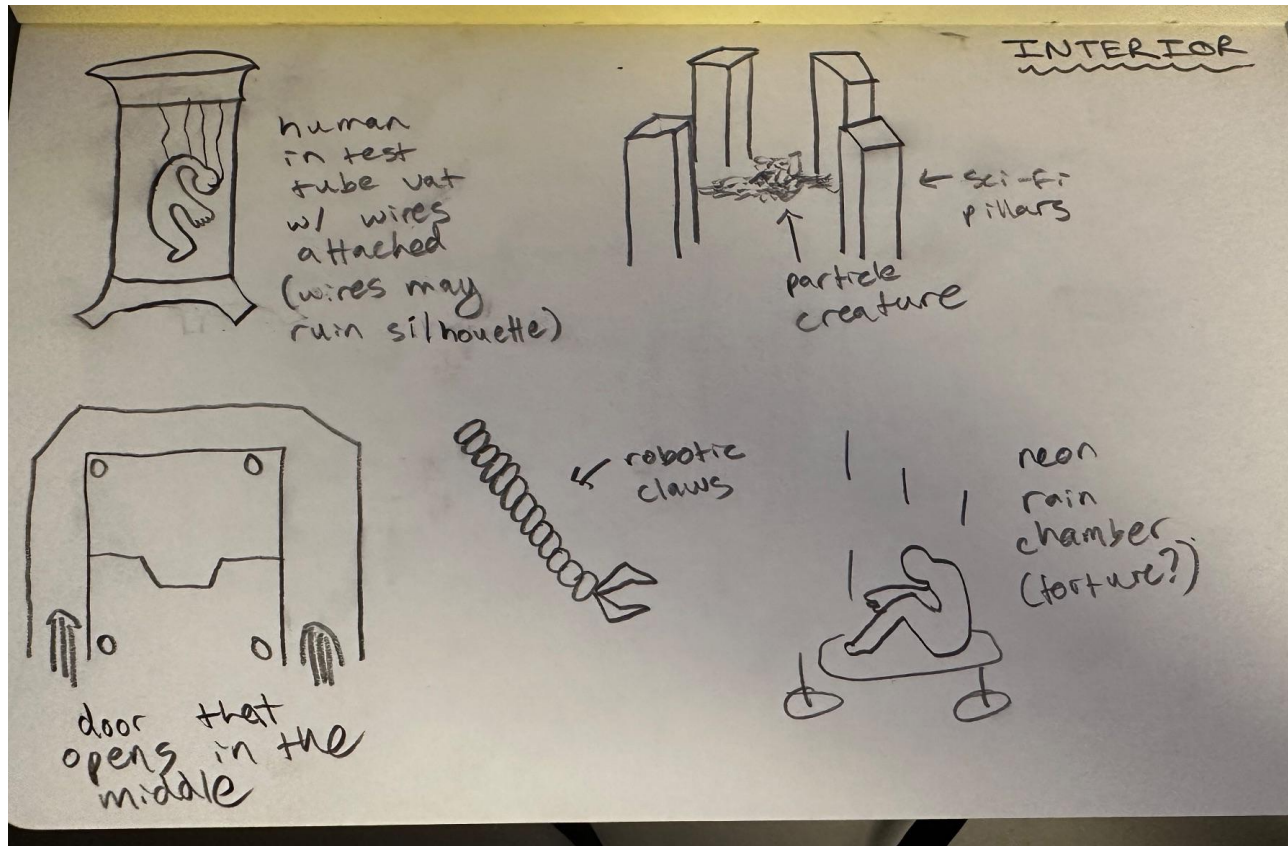
Moon Base

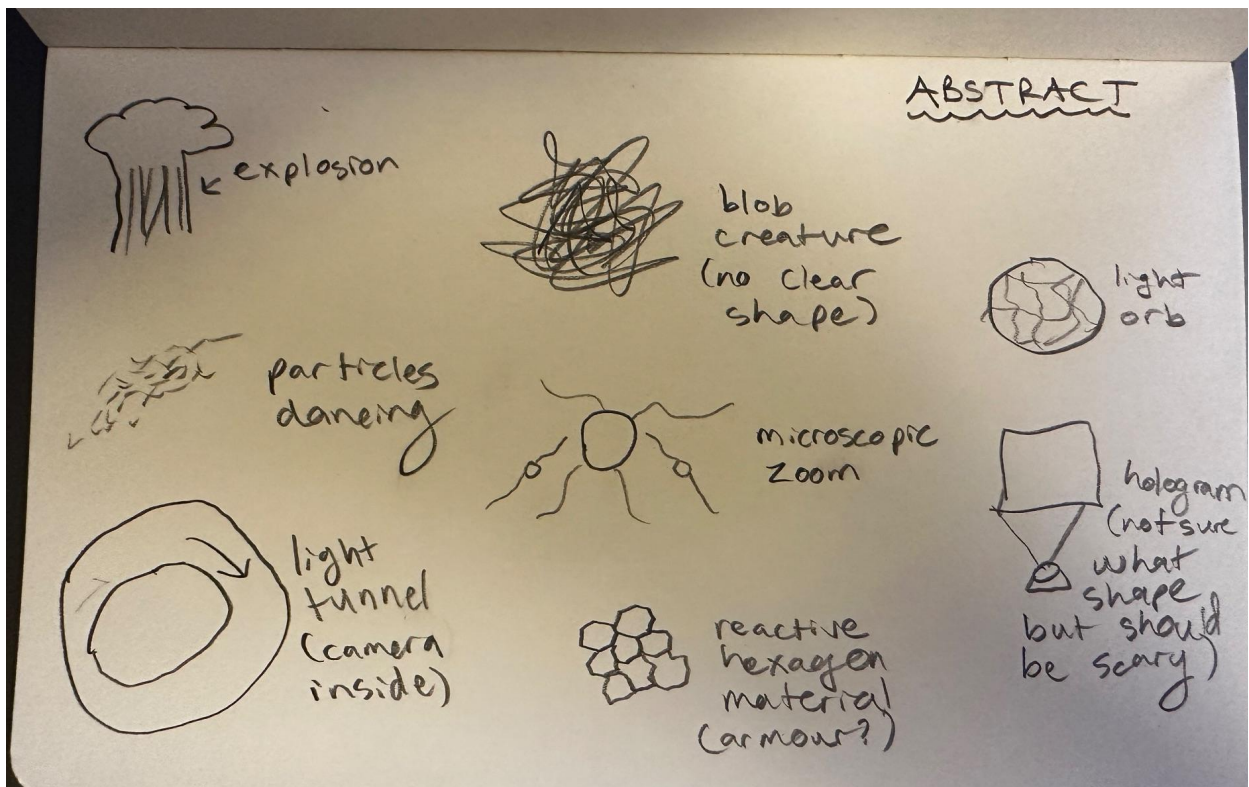
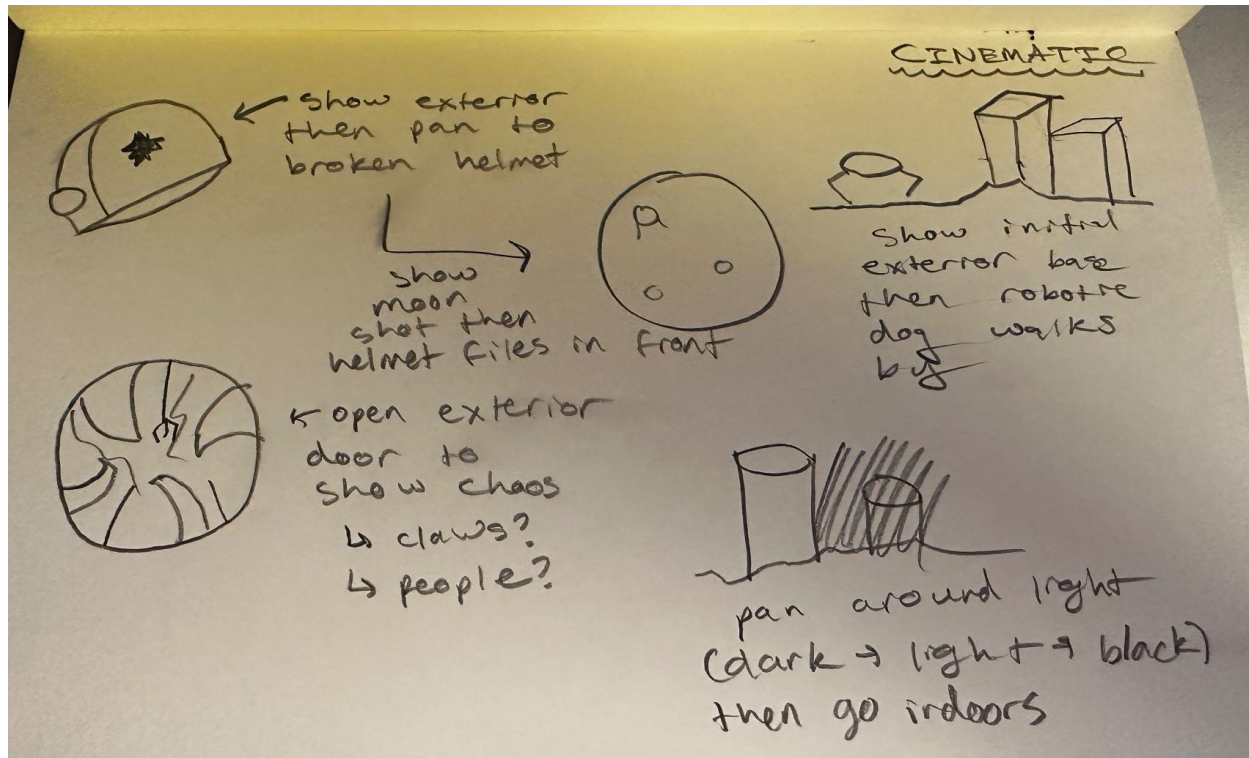
Gabe Butler

Form

5/9/2023

Sketches & References





THE TOWERS





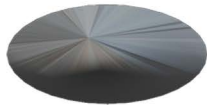
FRONT



SIDE



BACK



TOP

Towers | Ortho

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:50**



Towers | Iso

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **Not to scale**



Towers | Front

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:25**



scrap metal

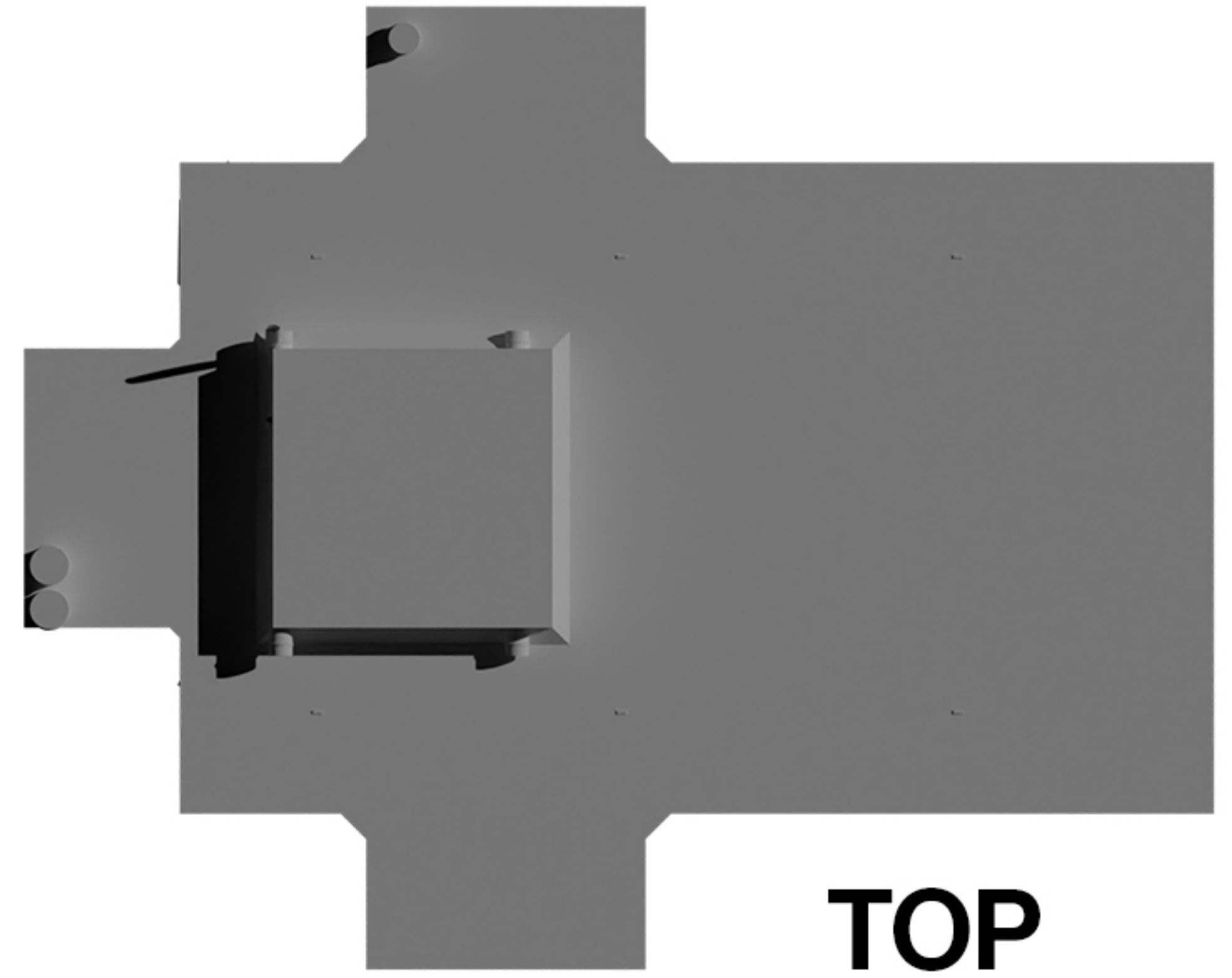
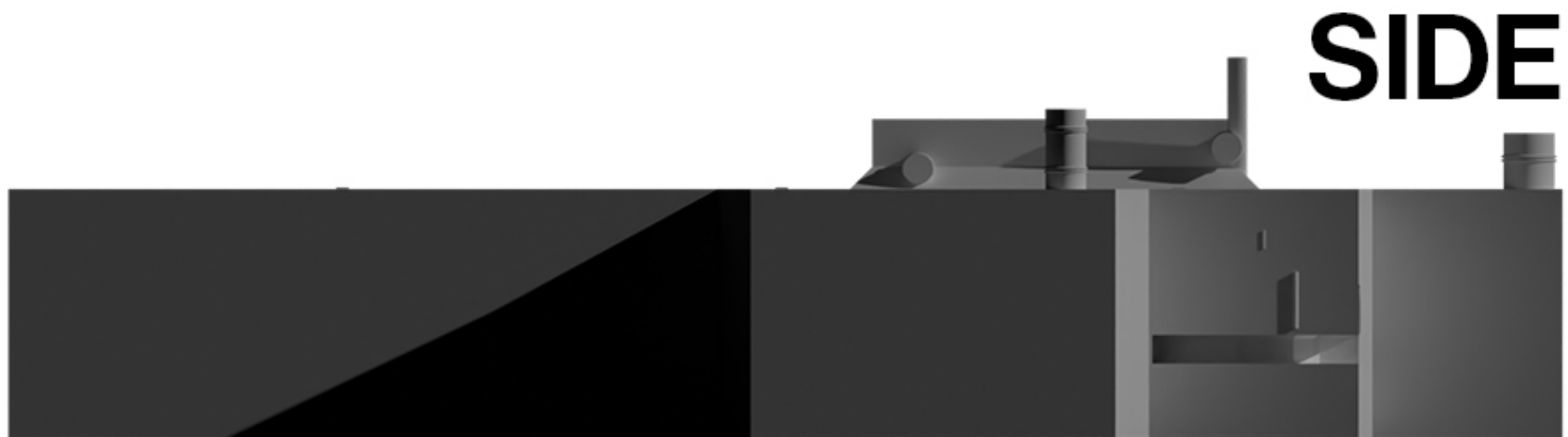
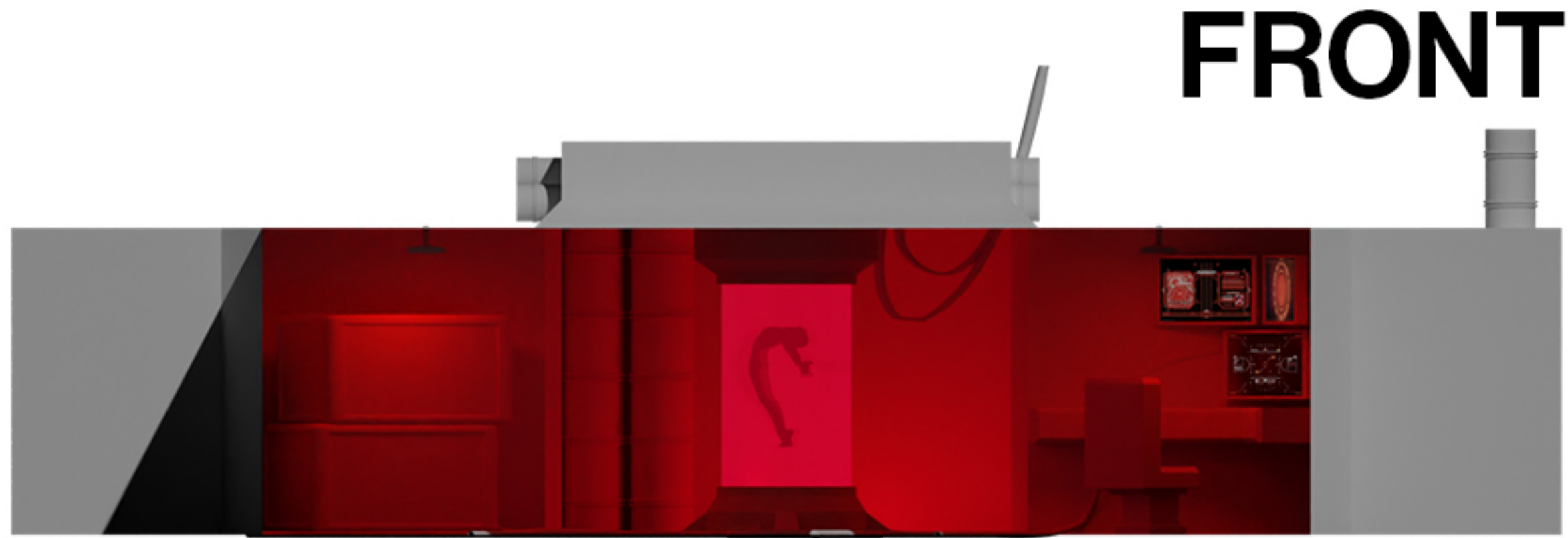
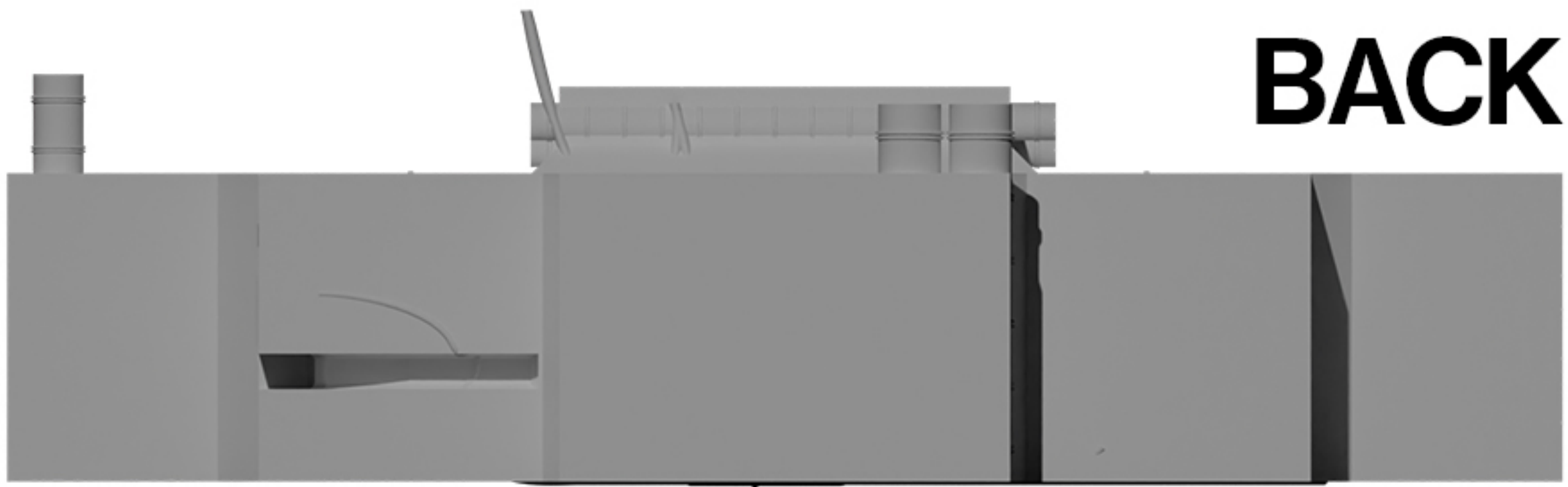
underground
entrance (not visible
from exterior)

Towers | Pers

Client: Aidan Chopra
Designer: Gabe Butler
May 9, 2023 | Revision 1
Scale: **Not to scale**



THE LAB



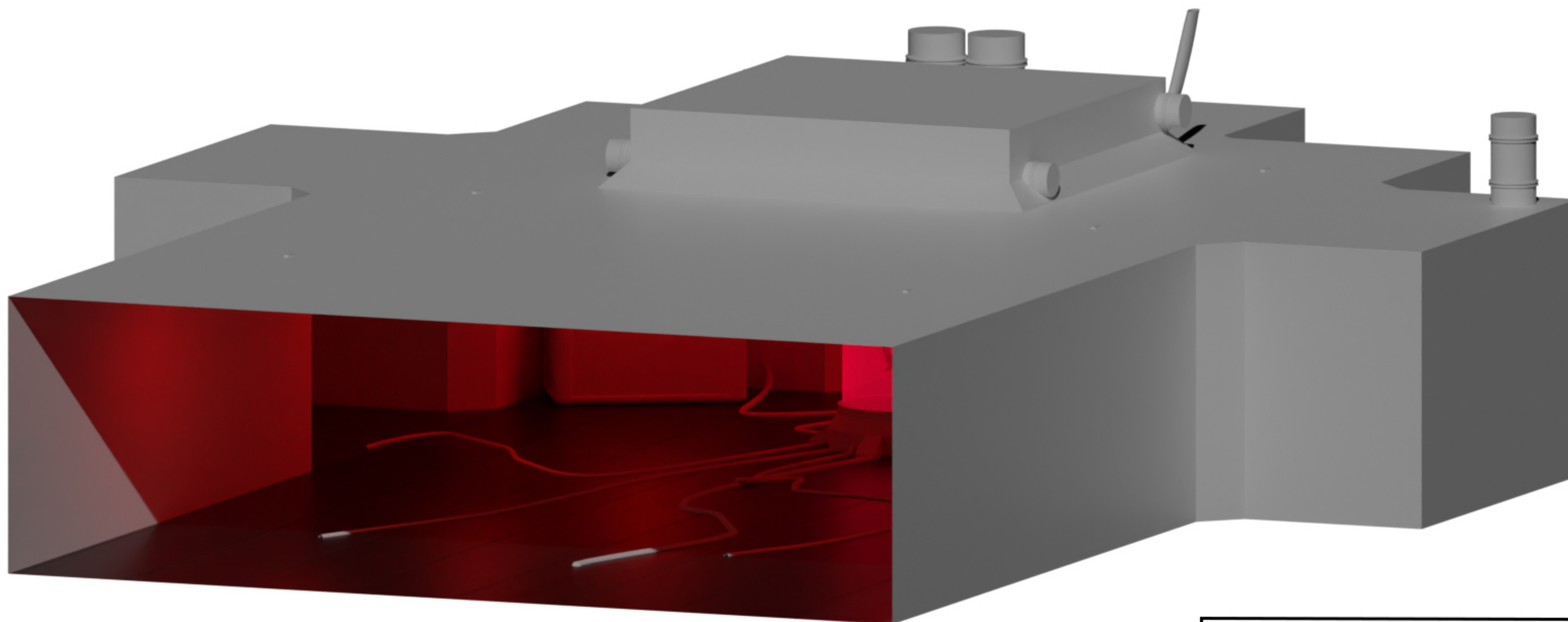
Lab | Ortho

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:100**



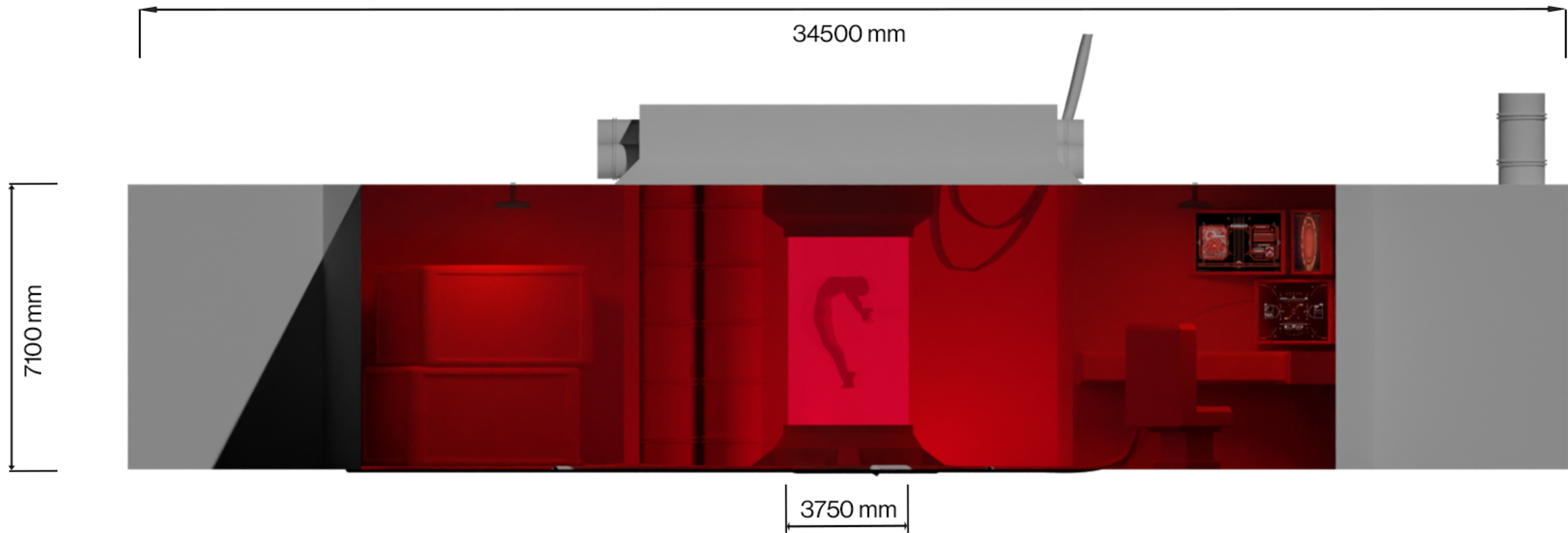
Lab | Iso

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **Not to scale**



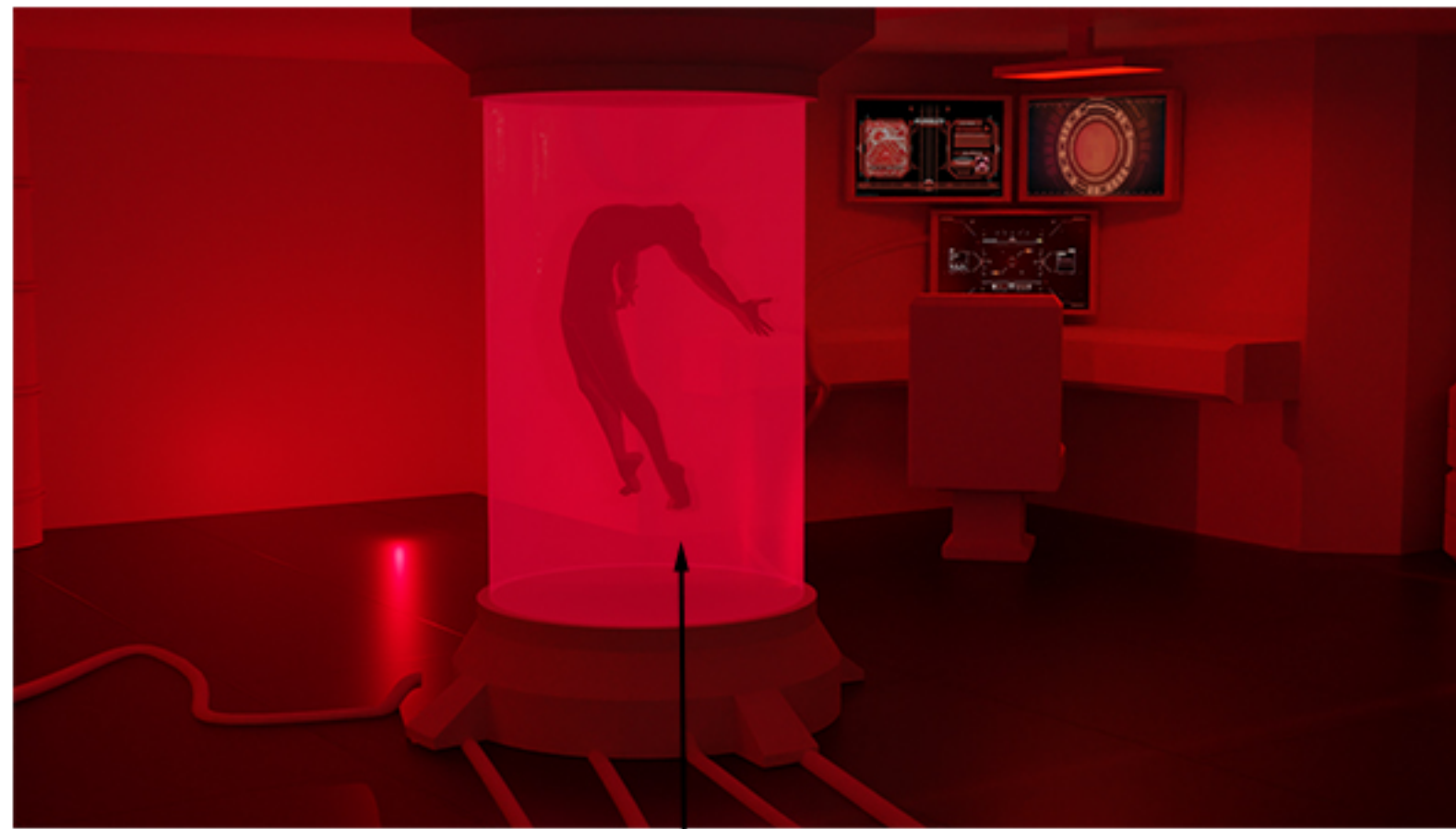
Lab | Front

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:50**

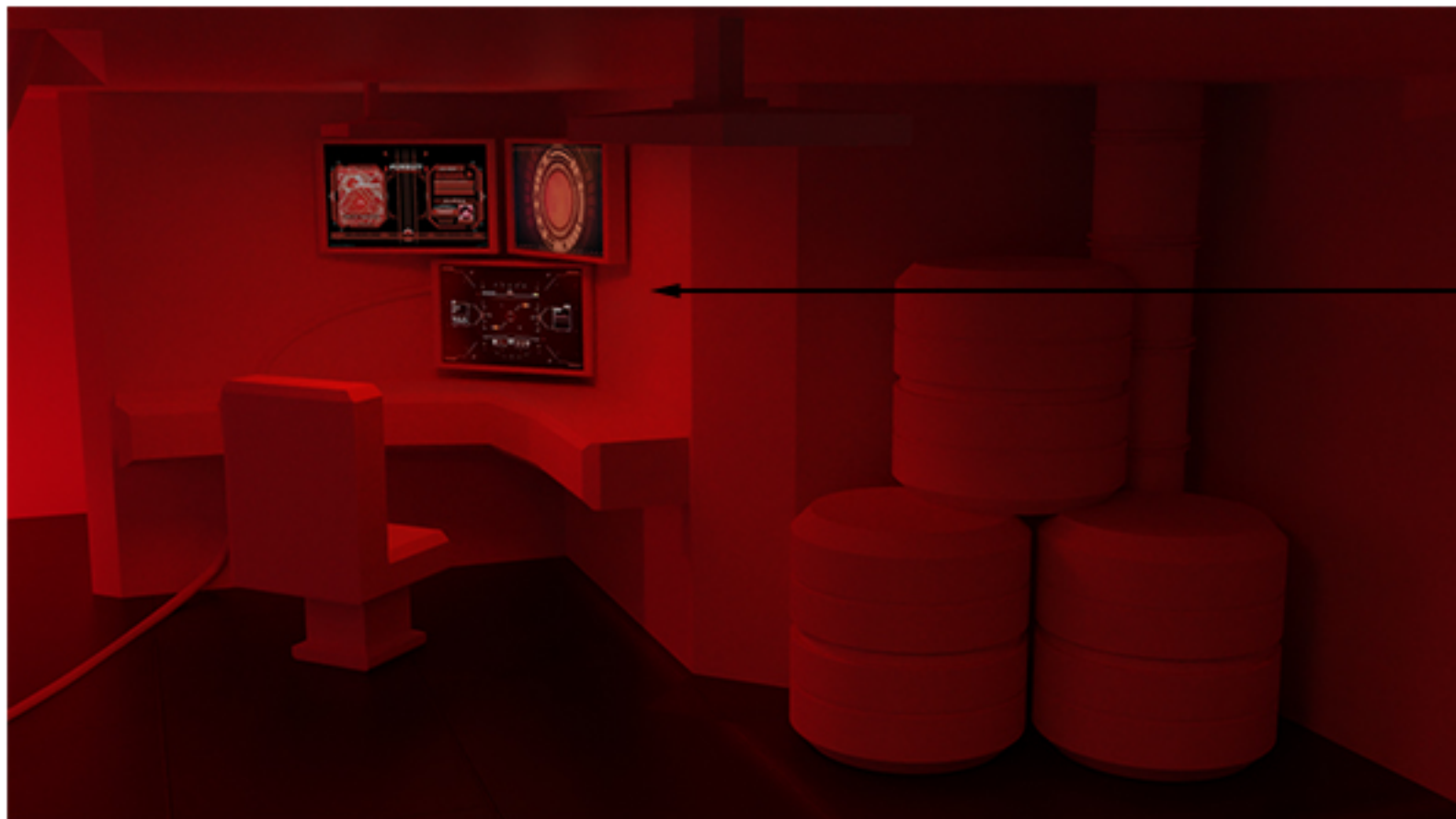


storage boxes



human test subject

wires & ventilation



monitor station

Lab | Pers

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **Not to scale**

THE LAIR





BACK

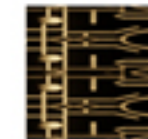


FRONT



SIDE

TOP



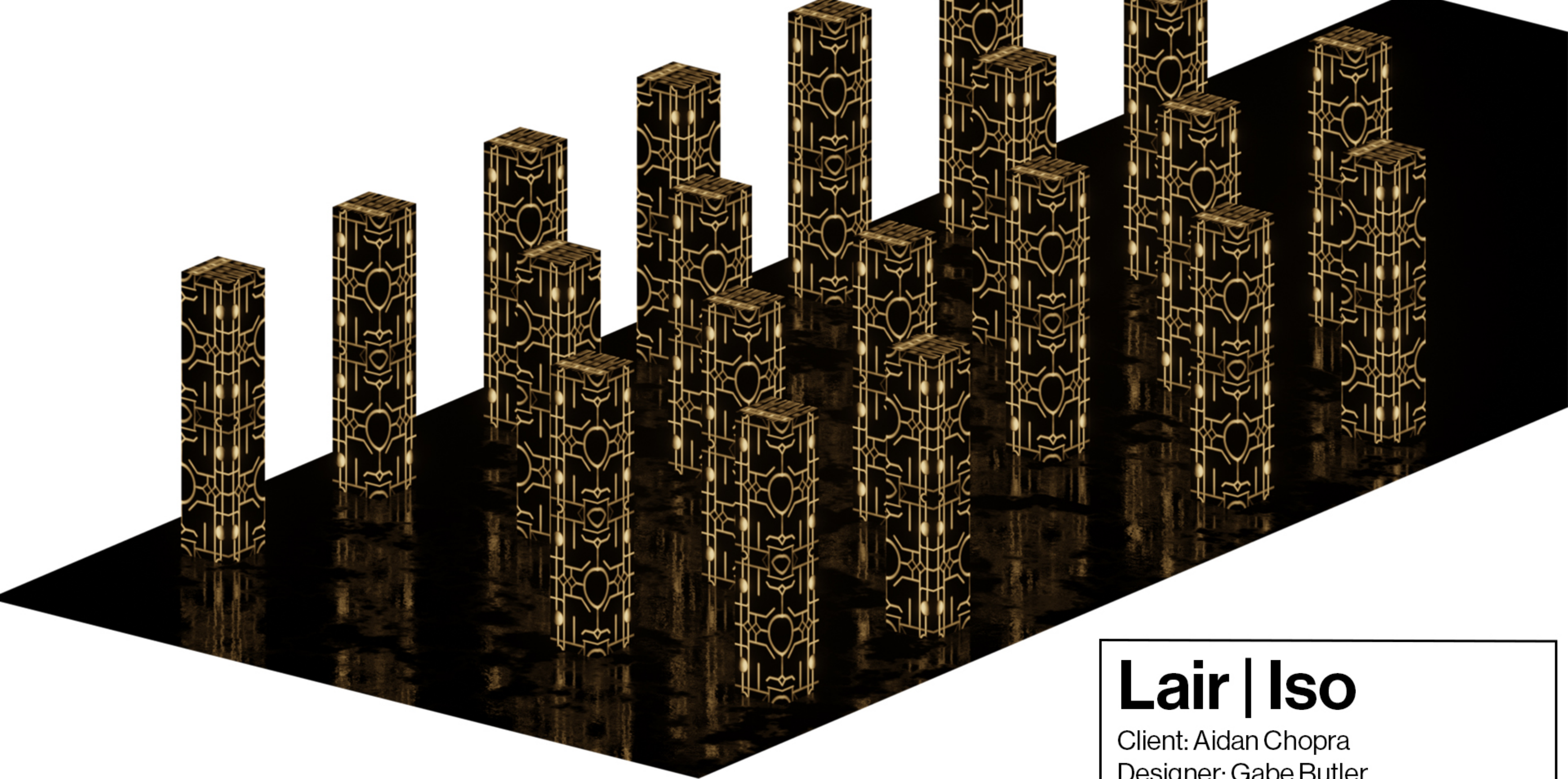
Lair | Ortho

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:75**



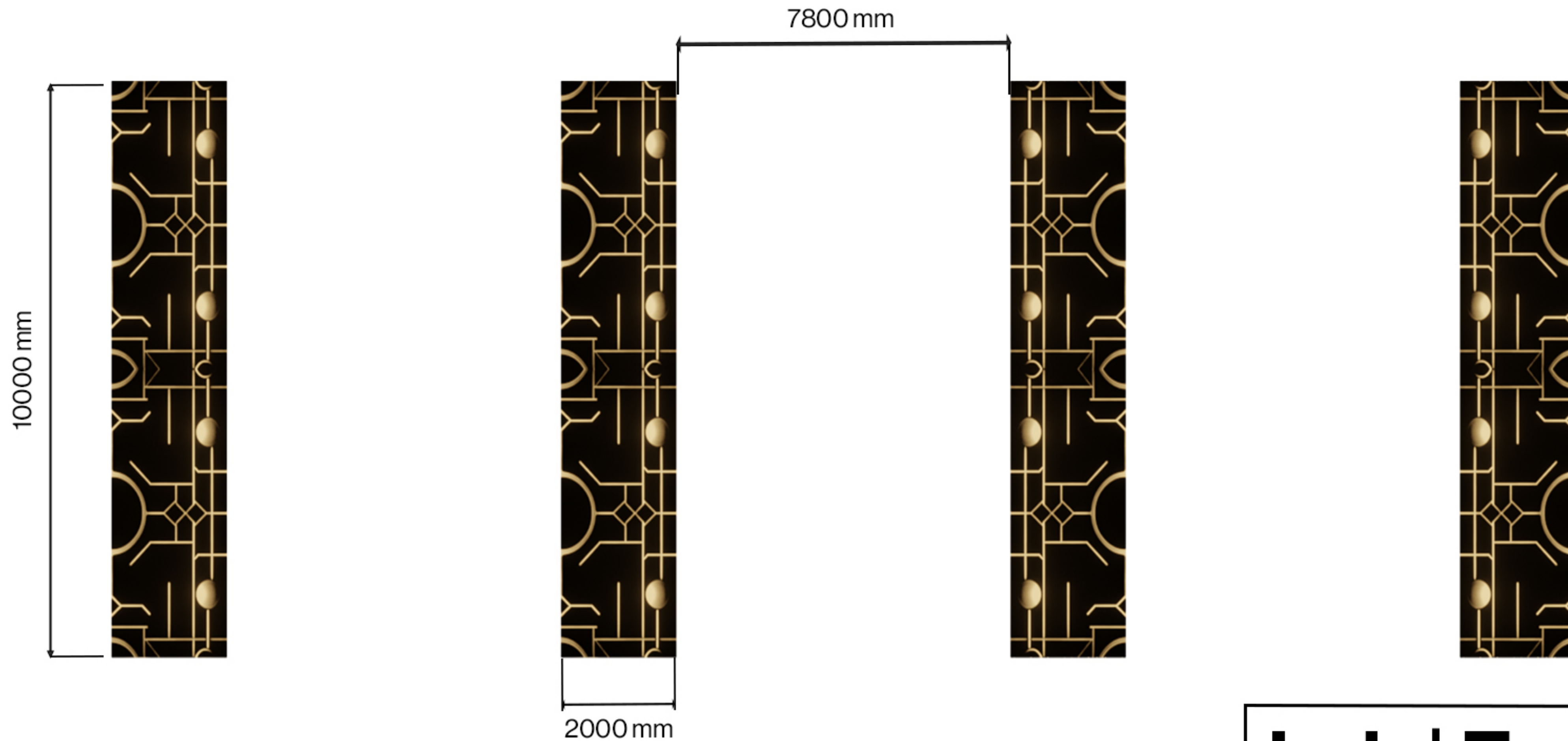
Lair | Iso

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **Not to scale**



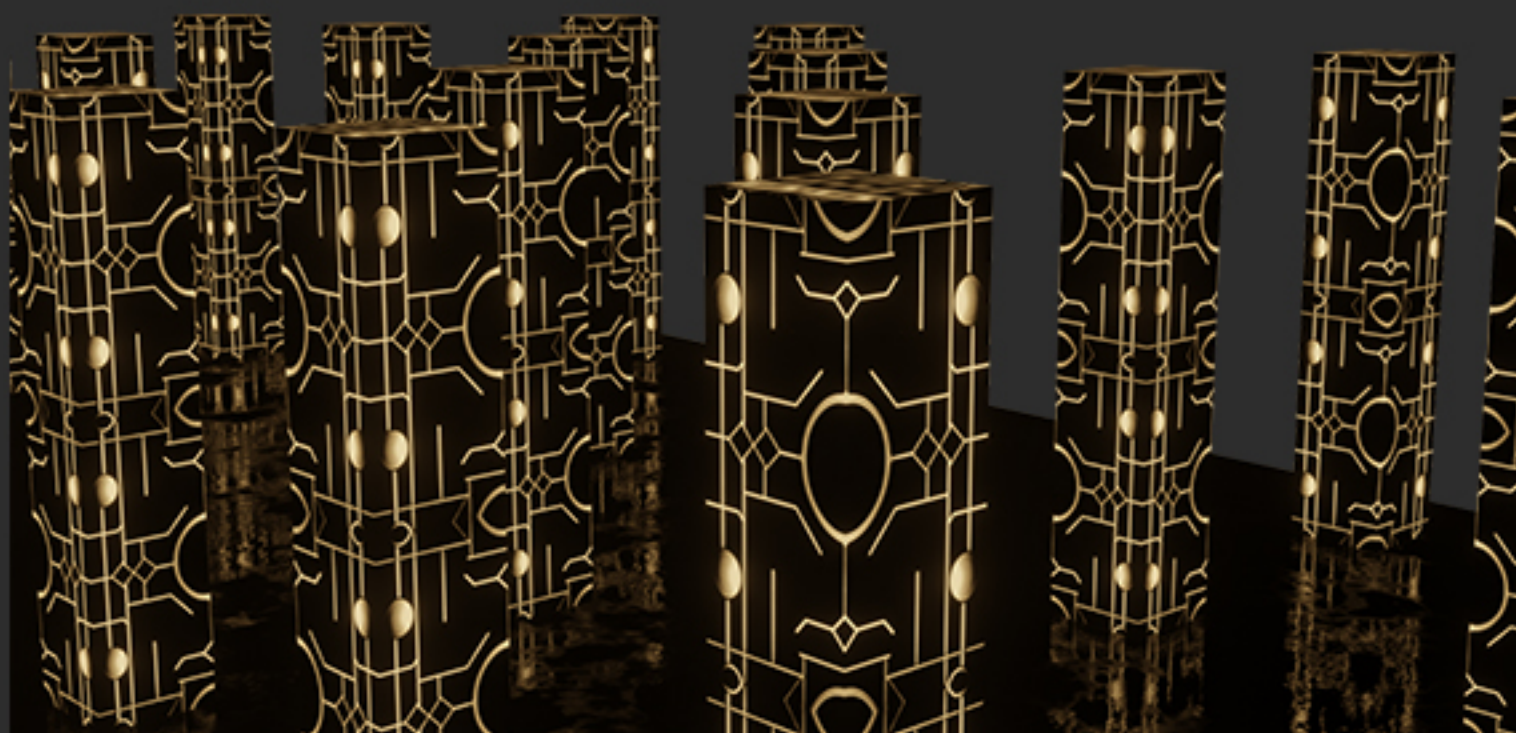
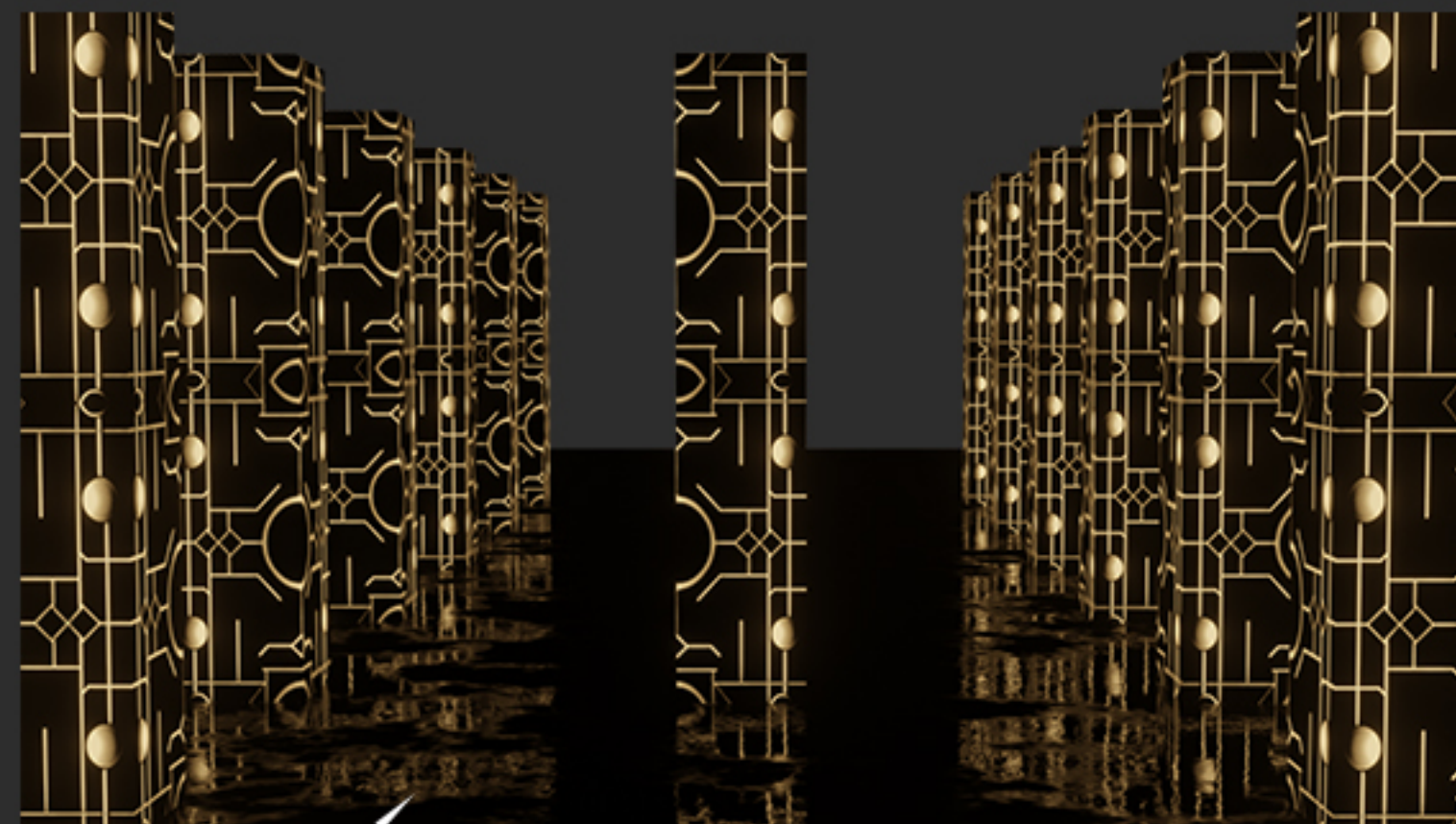
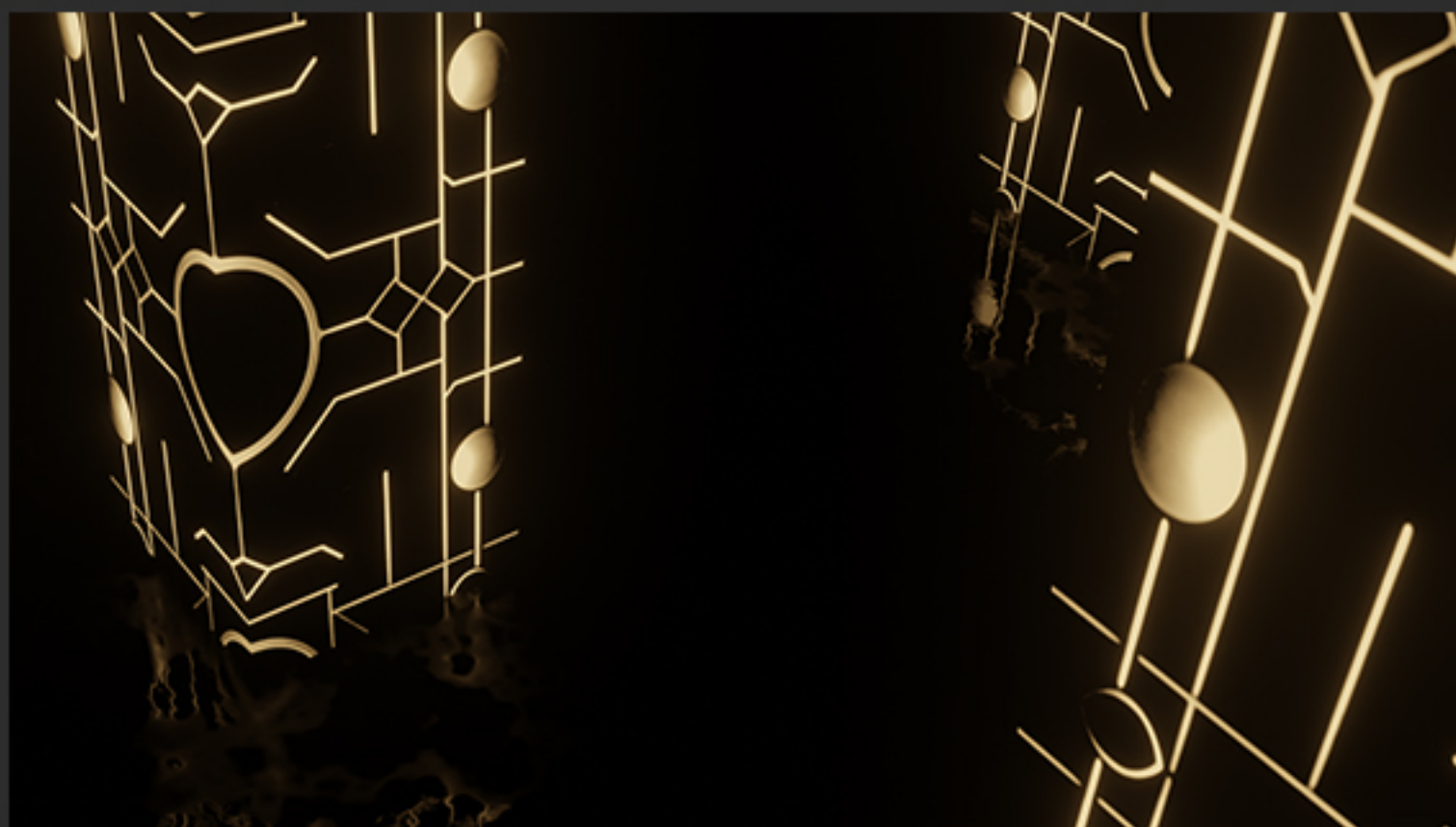
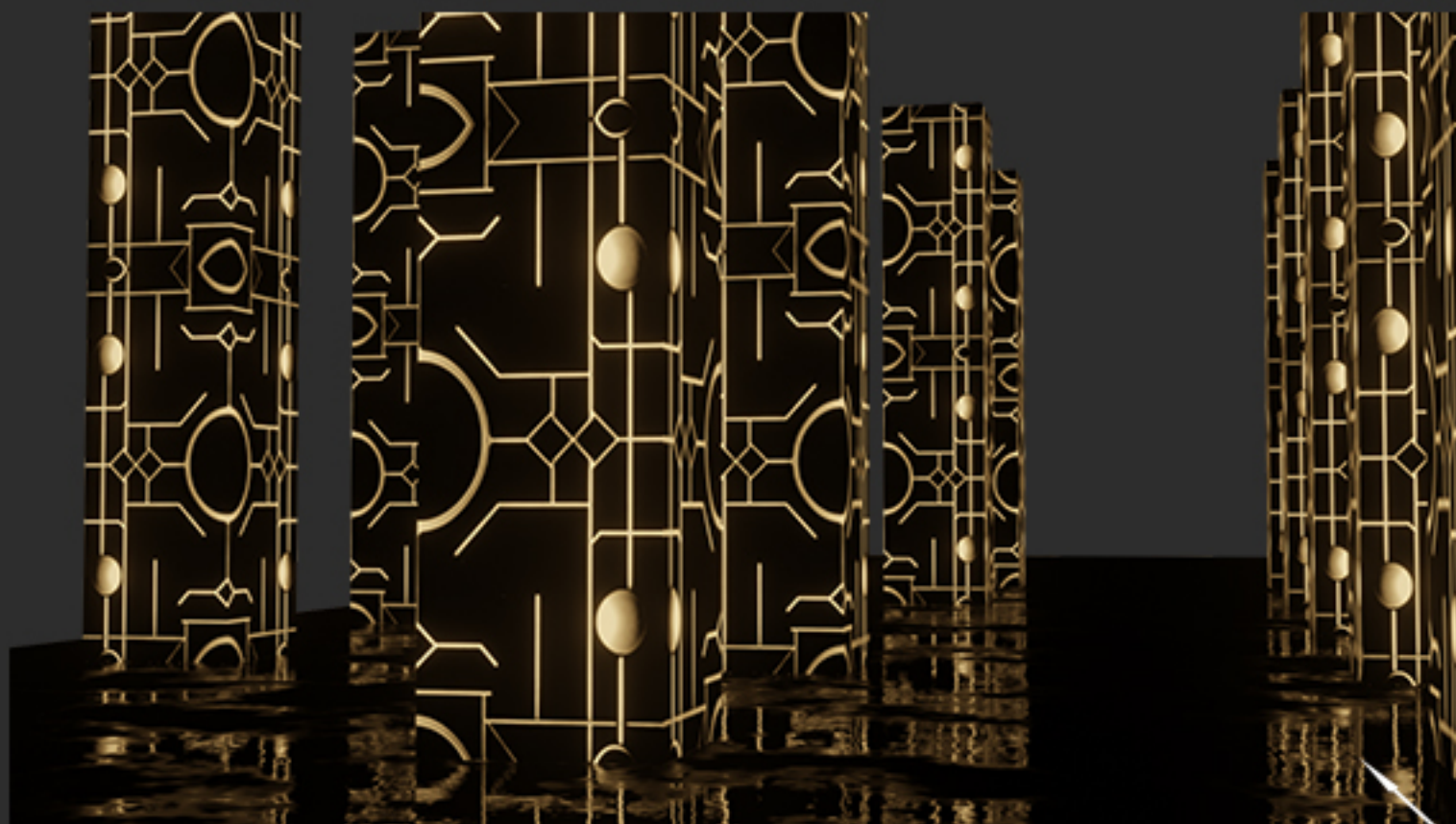
Lair | Front

Client: Aidan Chopra

Designer: Gabe Butler

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Scale: **1:25**



light-up columns

wet floor

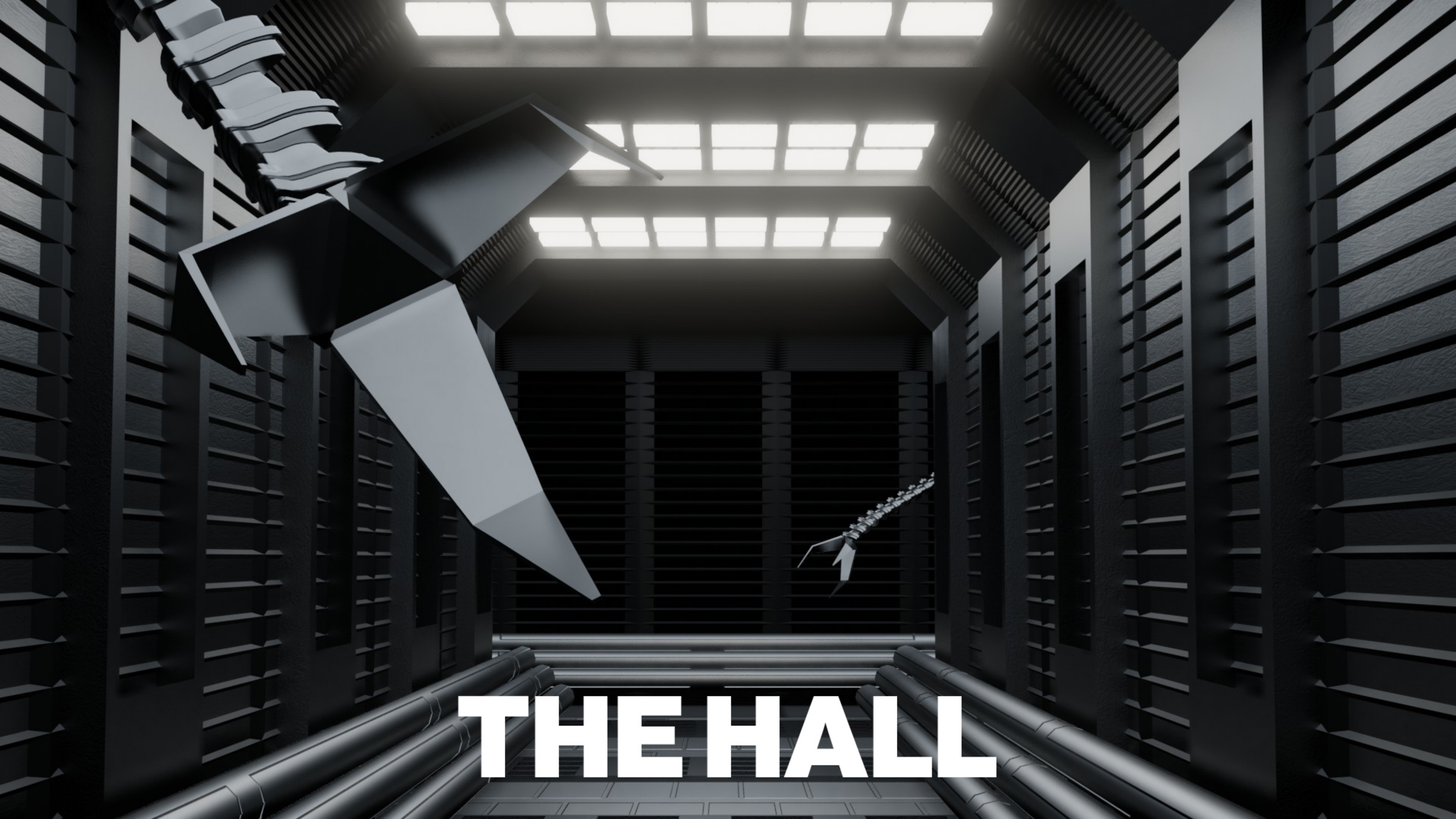
Lair | Pers

Client: Aidan Chopra

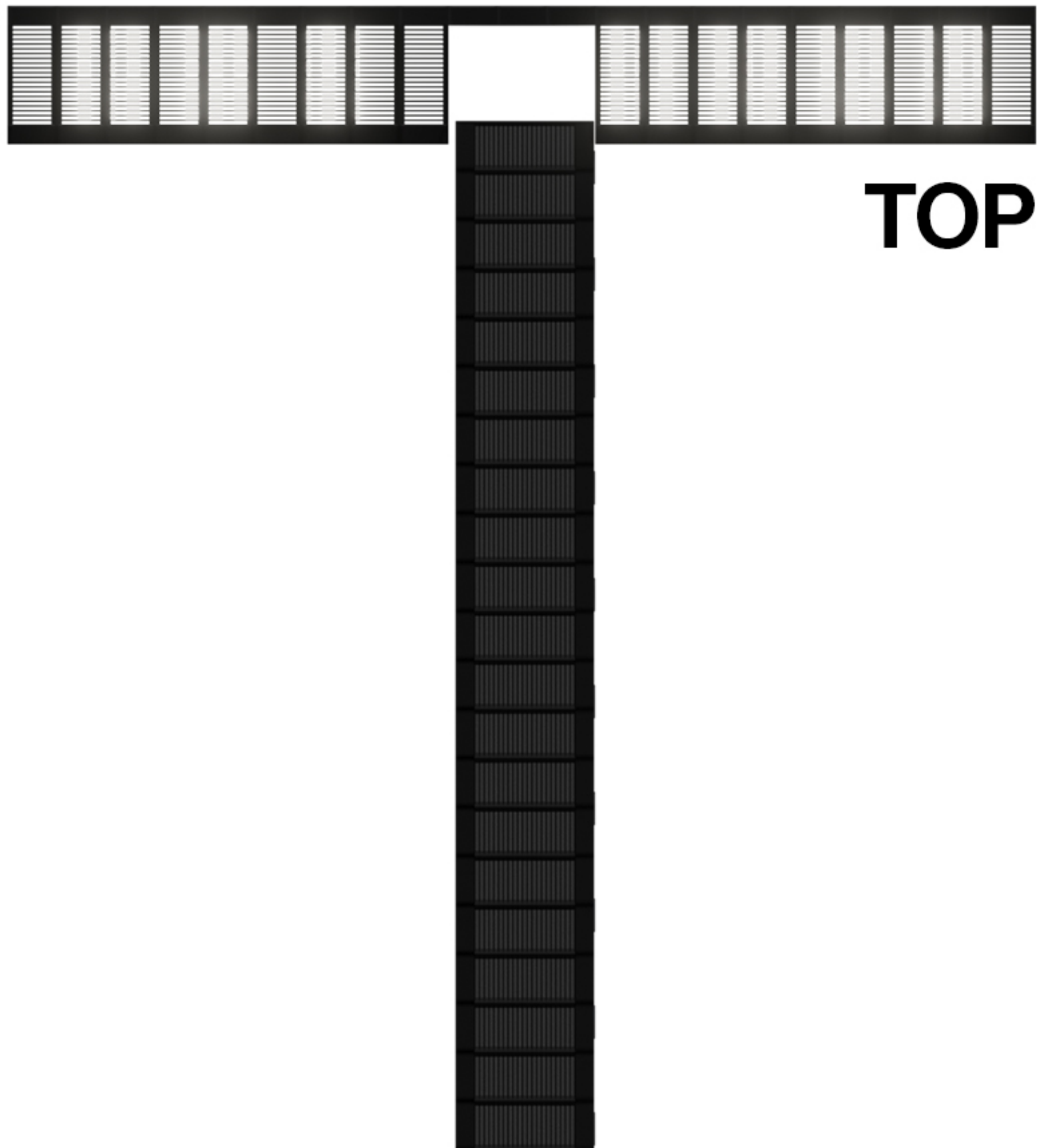
Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **Not to scale**



THE HALL



BACK

FRONT

SIDE

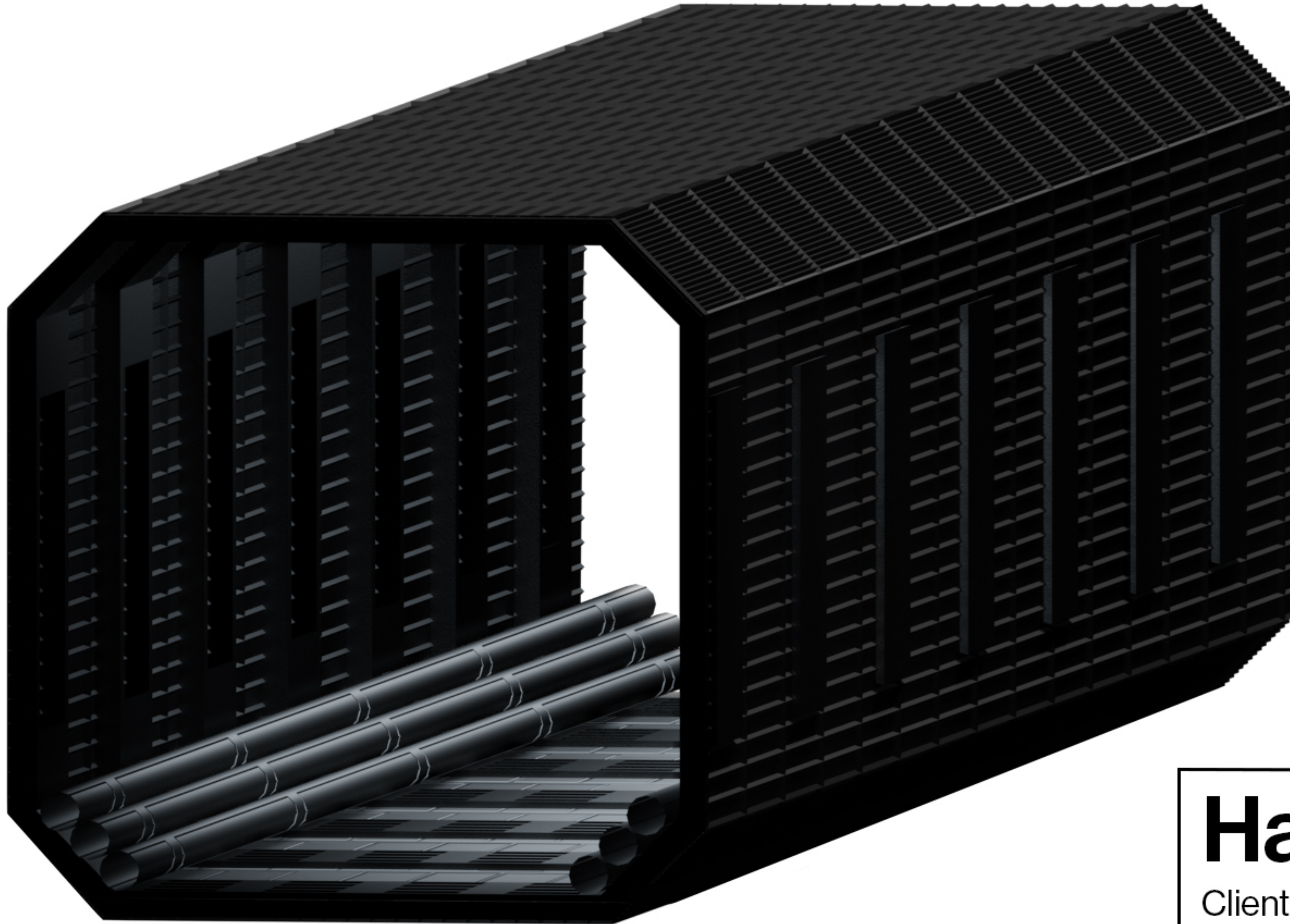
Hall | Ortho

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:50**



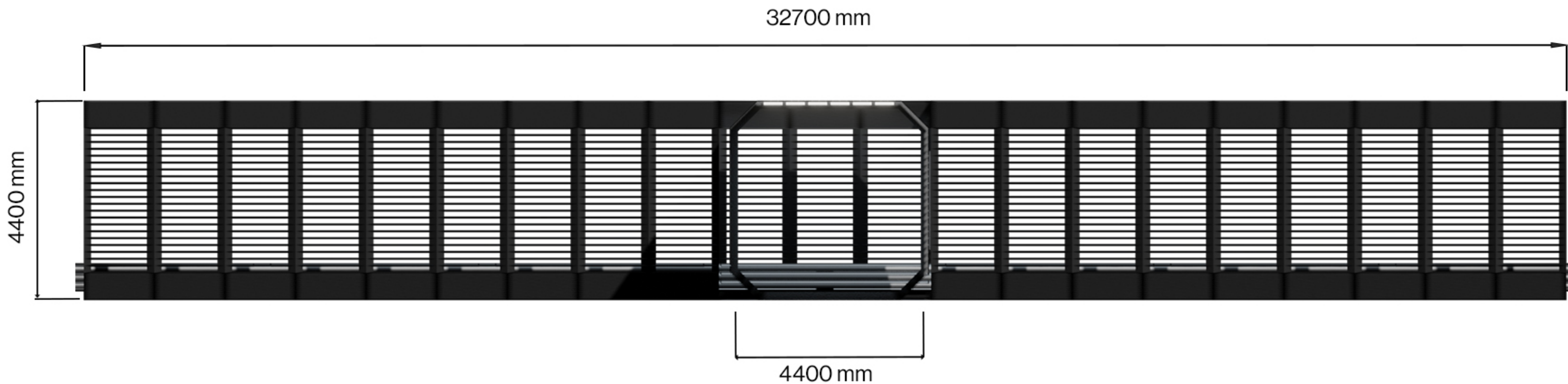
Hall | Iso

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **Not to scale**



Hall | Front

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:10**



metal claw

solar powered lights

metal tubes

Hall | Pers

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **Not to scale**

THE DOOR

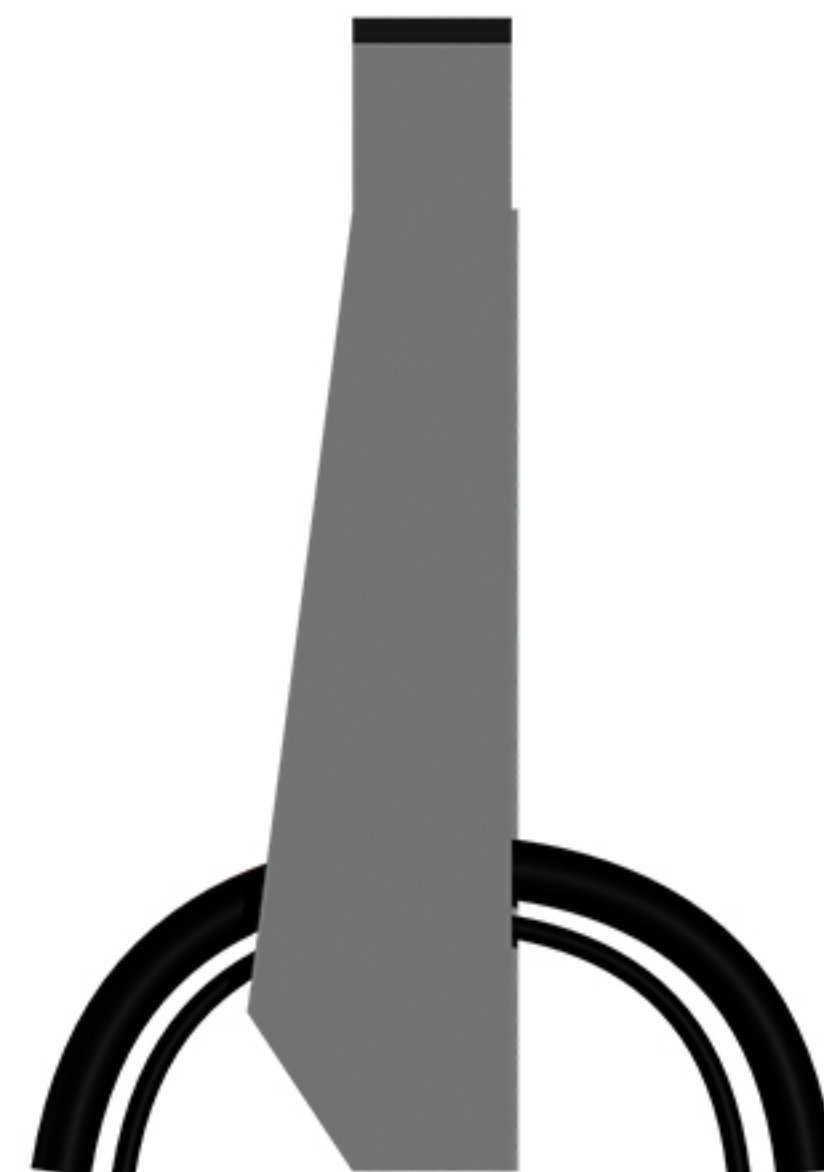




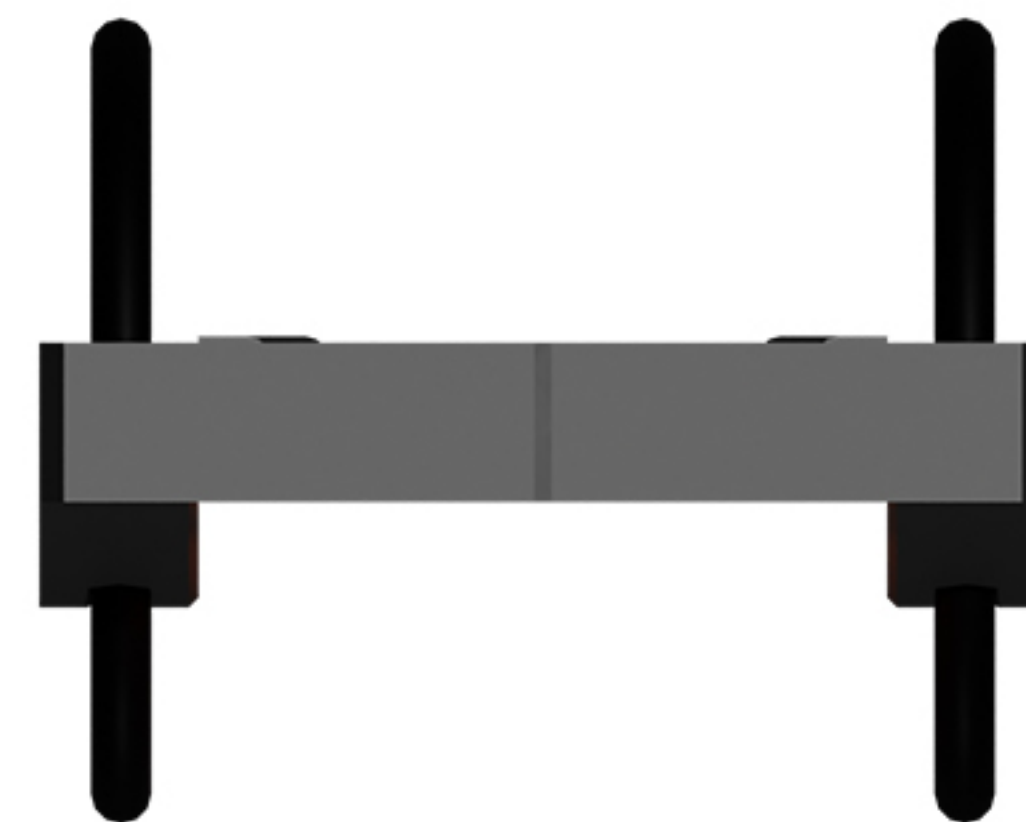
FRONT



BACK



SIDE



TOP

Door | Ortho

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:25**



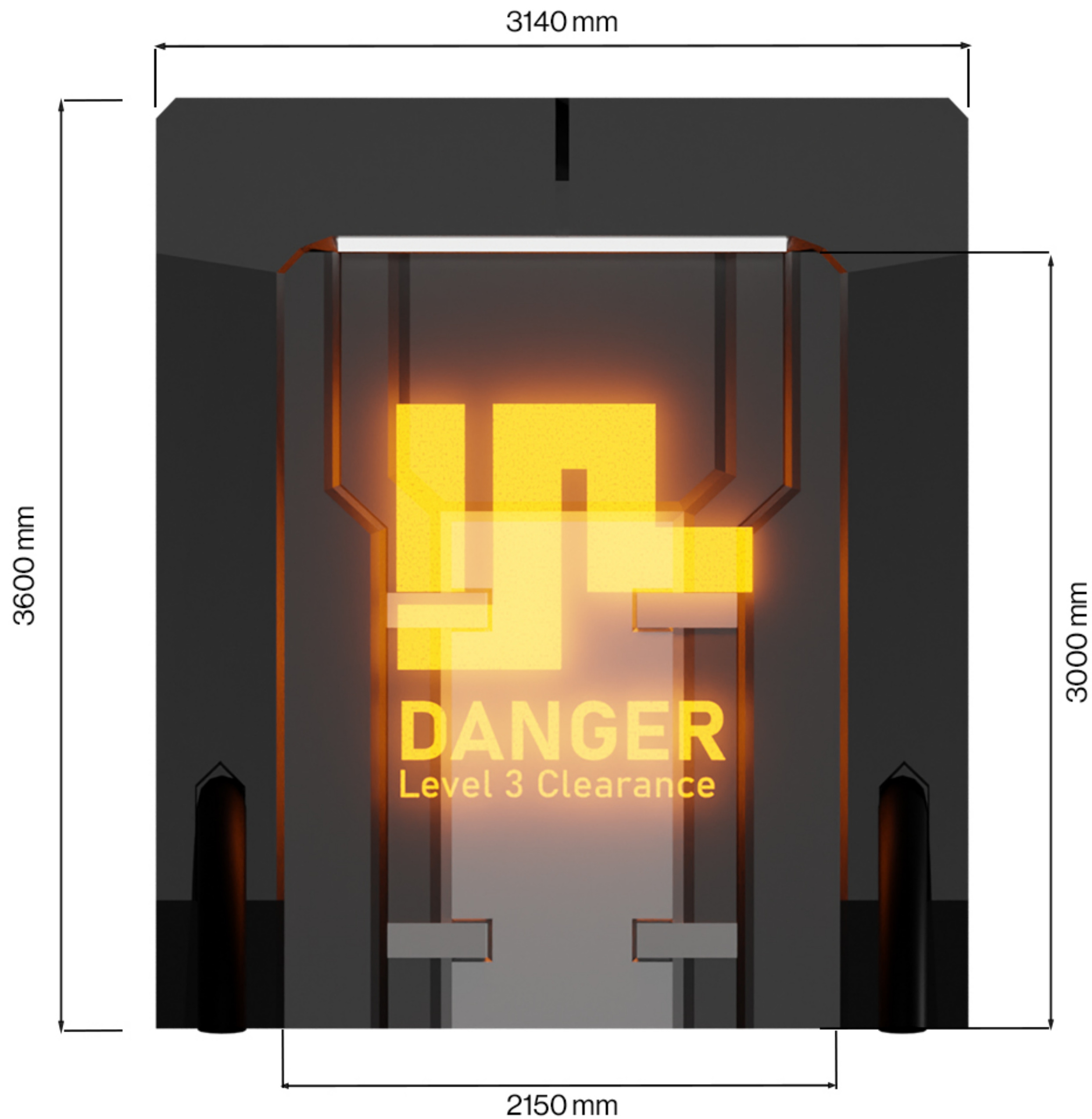
Door | Iso

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **Not to scale**



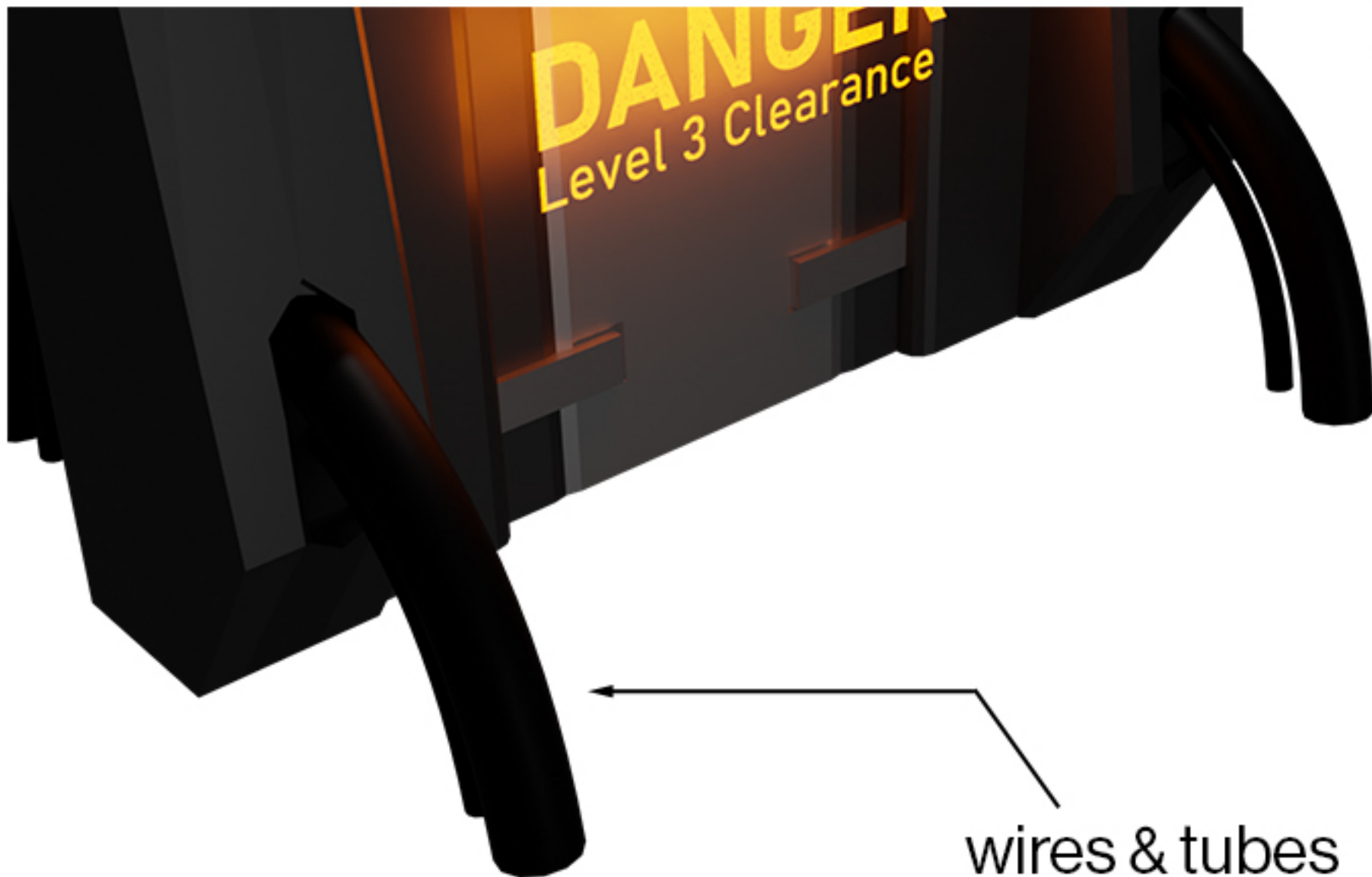
Door | Front

Client: Aidan Chopra

Designer: Gabe Butler

May 9, 2023 | Revision 1

Scale: **1:10**



hologram sign

wires & tubes

light bulb

Door | Pers

Client: Aidan Chopra

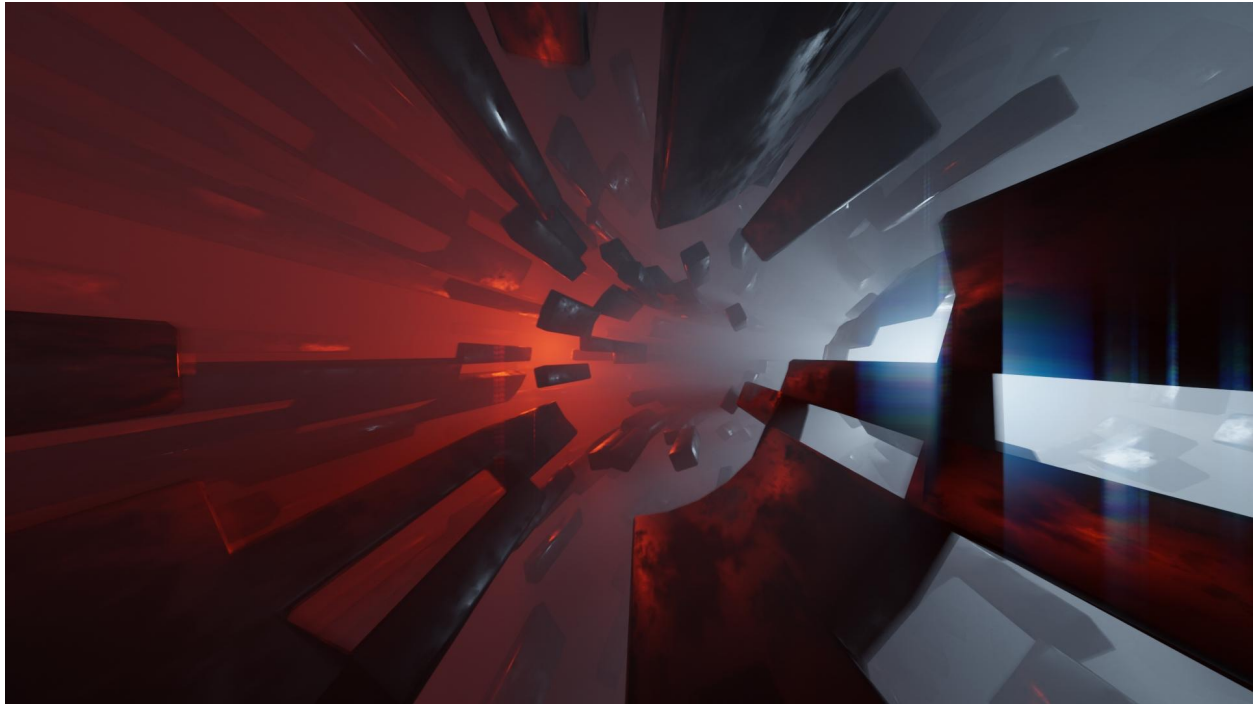
Designer: Gabe Butler

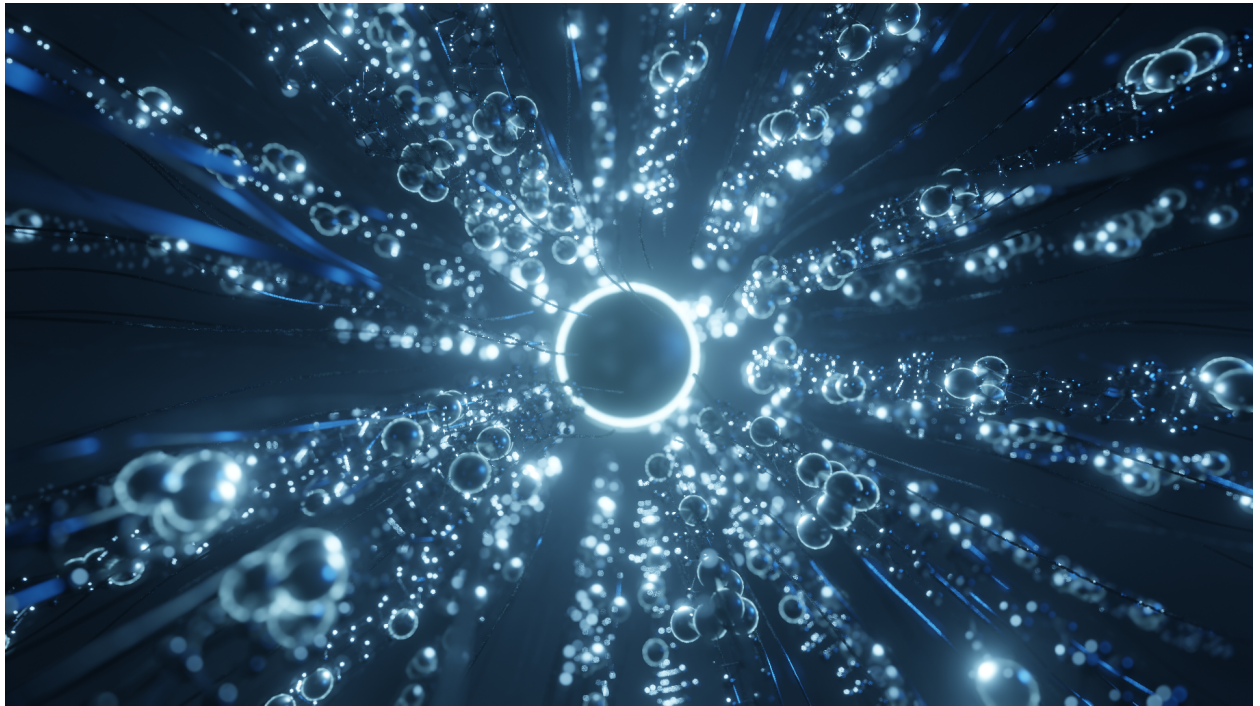
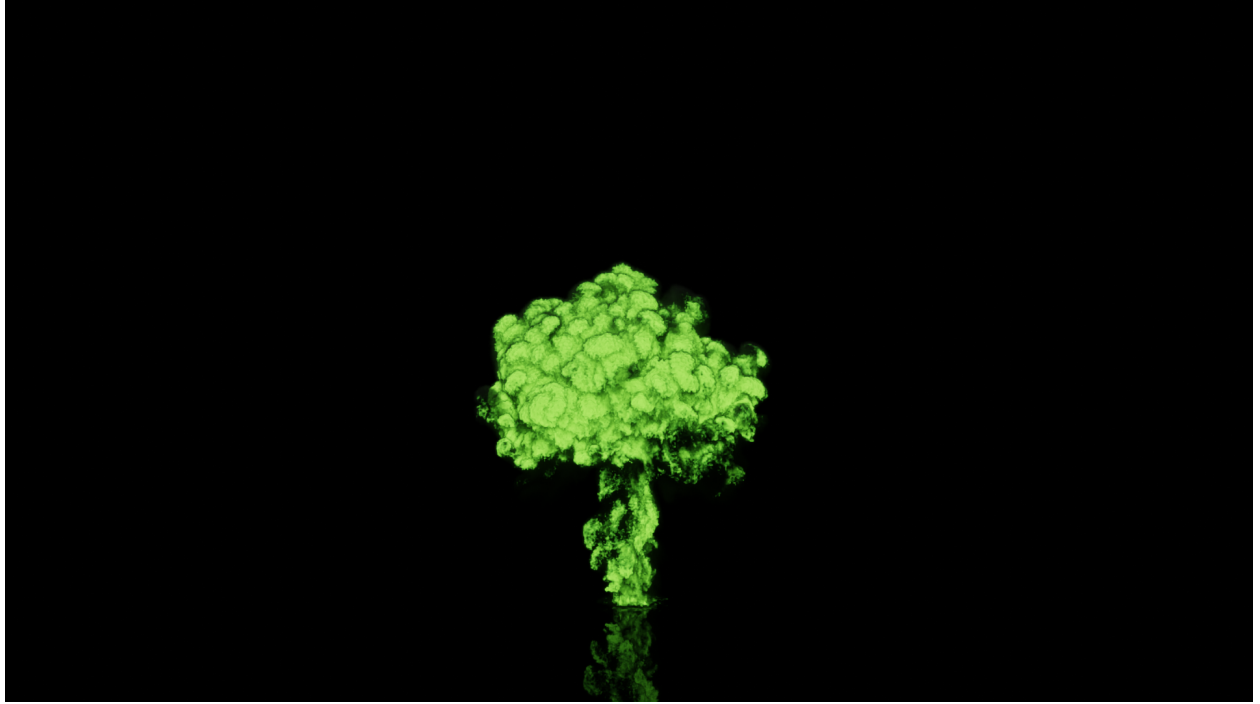
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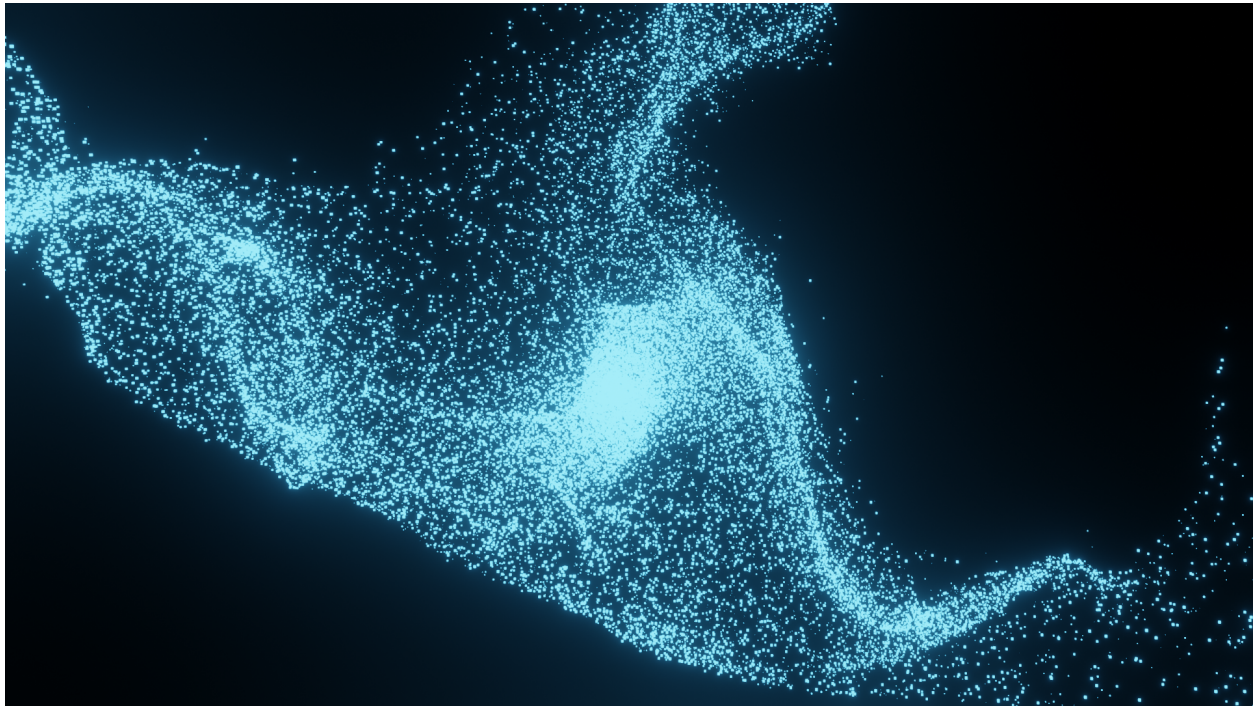
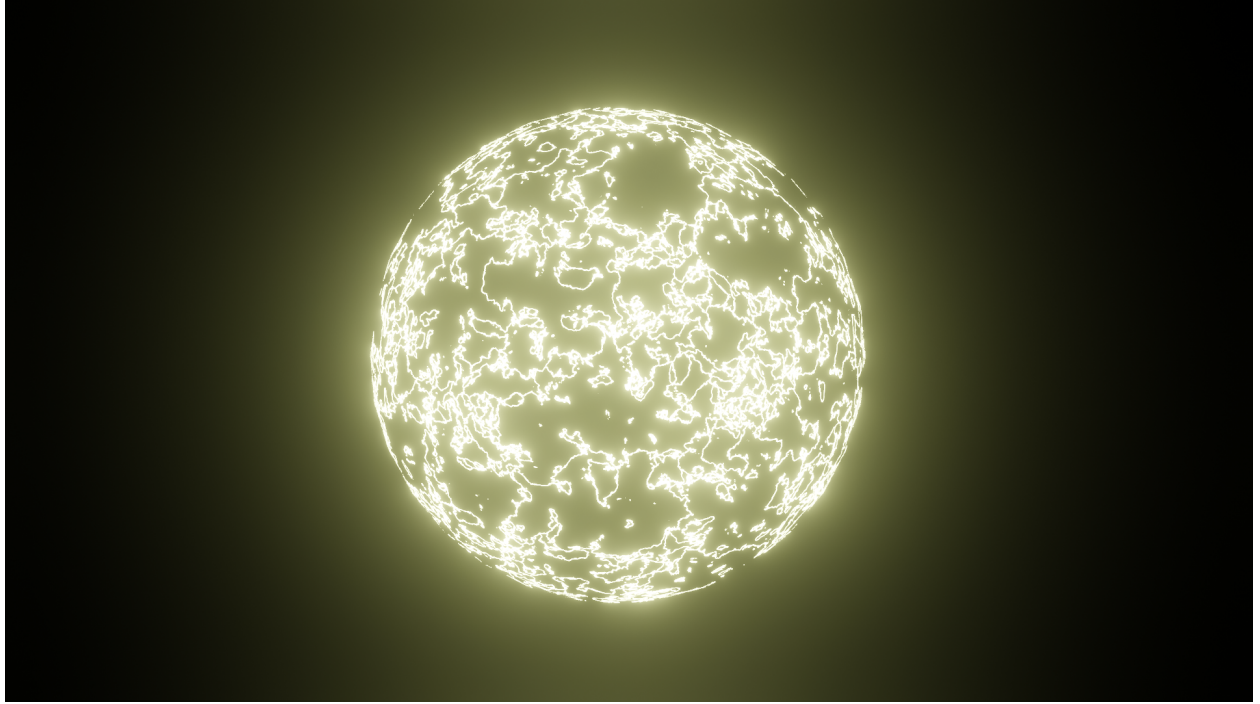
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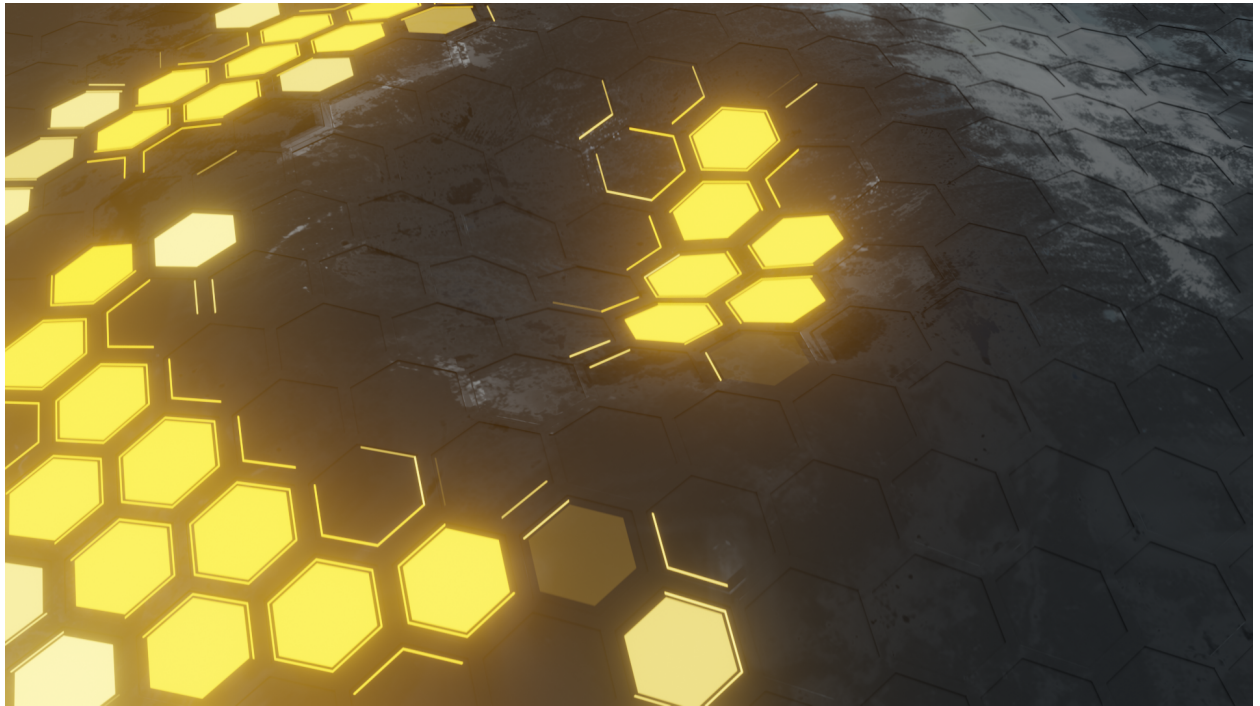
Abstract Models

While I created all the pieces below, their artistic nature makes them so that they should only be seen from the perspective put in the final animation. Going into detail like the models above would not really make sense.





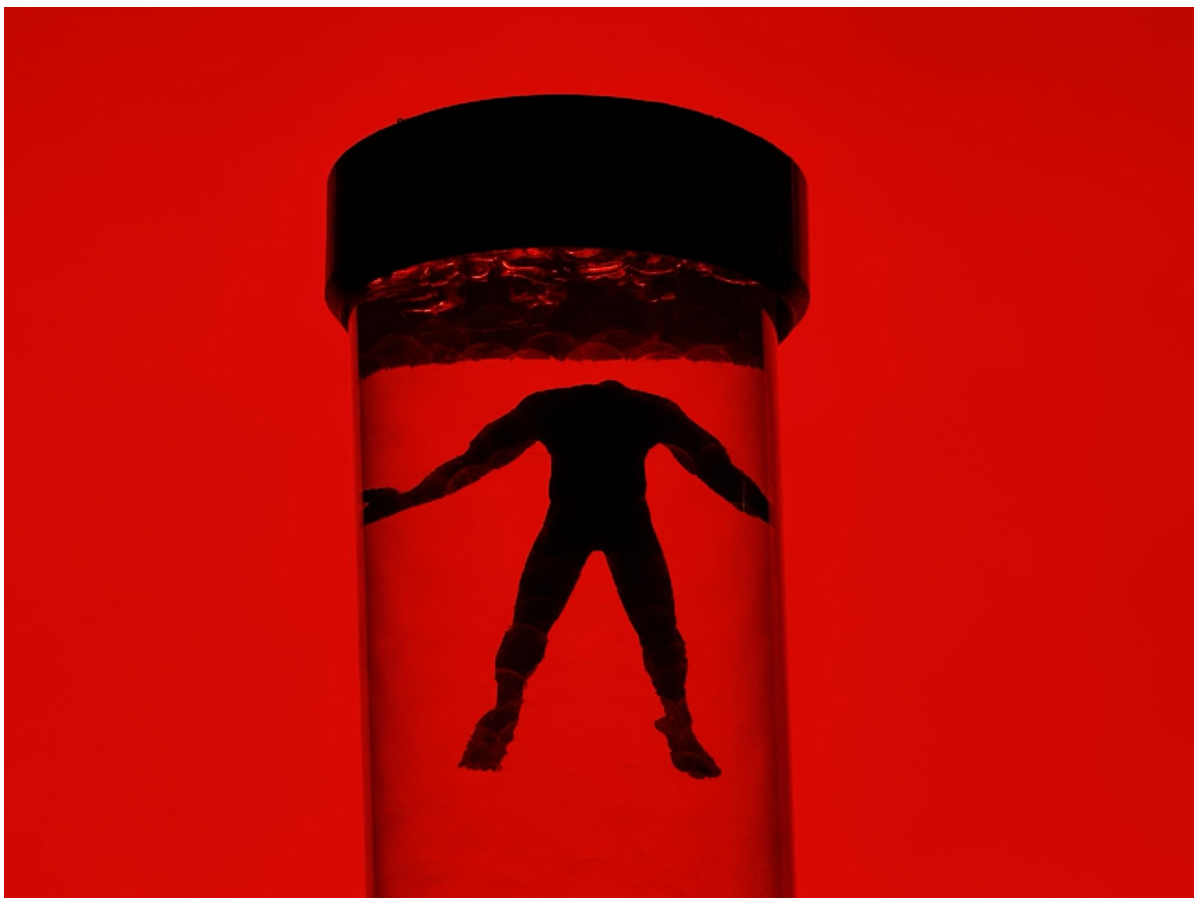
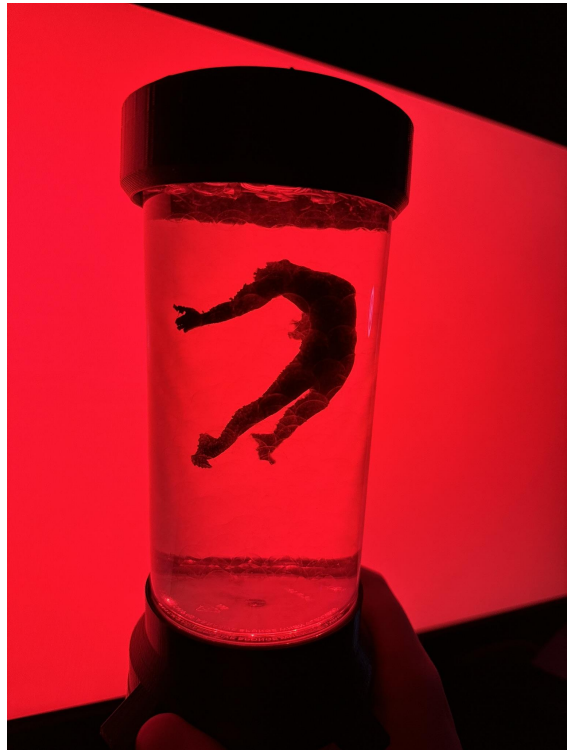






Physical Object





Process Journal

So to begin this project I just want to create a very simple establishing shot of the Moon. Looking online it seems like NASA has a moon texture so I literally just have to put that onto a sphere and make the world environment dark.

For this video I want to have several abstract scenes to give off a mysterious feeling that leaves people with more questions and answers (since the idea of a trailer is to not give away too much). Also I want to create more artsy shots which I feel like will have a cooler effect than making very technical architectural views of every scene.

I have this idea for this lit-up pillar room that can act like a creature's lair. I want it to have a different tone from everything else to give off the feeling that this was here before any humans arrived. I think that most scenes will be made of metallic textures, so going for a more ancient feeling is the way to go.

I tried actually adding some kind of creature but I didn't like any of the things that I added so I think the room is going to stay empty.

As I mentioned in my preview of this project, I want to imply a story without necessarily world building too much. I want any humans that appear to act almost as props instead of characters. I think it would be cool to create a laboratory with a human test subject as the focal point. Were people experimenting on each other? Did aliens start testing on people? Or did human's technology start taking over? I'll have signs of machines outlasting the people on this moon base and again want to not give a clear answer as to why a person would be in a vat.

For the lab, I am very happy with how it turned out. Adding some smoke/steam really adds depth and with the lighting I didn't have to do too much work on the object materials.

Going off of the technology taking over, I created some fully rigged claws and am trying to figure out a scene that I want to put them in. I tried putting those in the lair, but it doesn't feel quite right. Coincidentally, the claw and camera lined up at a perfect time that I think can create a really cool transition.

I've had quite a few ideas about the exterior of this moon base and feel really stumped. I thought that creating some interior scenes would help but it's actually made it even more difficult because now those have to make sense with the exterior I choose. The lab feels too advanced to have it be in a small moon colony, but also why would a lab like that exist in a huge society (plus if it's a large moon city then a threat that would wipe out humans would have to be apocalypse sized). I've started modeling something based on something that NASA has thought about doing, which is burying part of a rocket in moon dust. That way it would imply that the moon base is underground and can be as big or small as the scale of the rest of the scenes. I made a door that looks like a camera shutter but something isn't quite right.

I've been messing around for a while with this exterior and don't like it. I want to try something else.

I think I again am going to go with a less is more approach but instead make some vague towers. These feel like a good middle ground that don't give away too much.

I think I've completed the more technical modeling scenes and now need to make a few more artistic ones that will fill in the gaps of the trailer. Looking for music online, I found a song that I really like but I'm going to need to make a lot more scenes to sync it with that music. I looked at Fiverr and kind of want to commission someone to make music to sync up to the scenes that I already have.

I've been wanting to incorporate a hologram of some kind into this project for a while now, but I haven't been able to think of a good object to turn into a hologram. I ended up deciding to create a universal moon language and make the signage for this project out of a hologram. If this project were to be a videogame, this would act as the sign indicating that you need to get higher security clearance.

I commissioned someone for music but they never responded so I'm just going to go with the original music that I found and make some more abstract scenes.

I am very happy with the final video product! As I mentioned in the 3D model assignment submission, most of these files exported to a .dae do not look like anything because they are generated by Blender so they don't work outside of it. Attaching the Blender files to Canvas is taking over an hour so I hope that you'll actually be able to

look through those. If there is anything that I can provide to make grading that a little more straightforward, I'll be happy to send anything over.

I won't lie, doing the documentation for this project is really frustrating. A lot of these models were set up with the animation in mind and were not necessarily meant to be seen from every angle. Also, Blender does not have an equivalent of LayOut so everything has to be done manually. There are several scenes that are abstract and don't really make sense to be seen from several angles and I plan to make a page compiling all those scenes together and mentioning that there too. I hope that's ok since I am making 6 pages of documentation for scenes like The Towers and The Lab, it would take a very long time and not be that interesting to have that much detail for every single thing that I made for this project.