

Wonderland

Digital Design Studio I focuses on three-dimensional design in a digital milieu. The course includes project-based applications focusing on the design and digital representation of architectural or environmental settings for games, theater, advertisements, books, or similar contexts. The course includes modeling with different geometries (e.g. NURBS, polygonal) and advanced techniques in rendering with lighting and materials as well as issues of production design. Overall, the semester focuses on narrative and graphic design with still images.

PROJECT:

The fourth project of the semester is a three-week (including the Thanksgiving holiday) design of “Wonderland” based on Lewis Carroll’s classic stories of *Alice’s Adventures in Wonderland* and *Through the Looking Glass*; albeit one that allows for considerable (re)interpretation.

REQUIREMENTS:

Students are required to select two locations/scenes from *Alice’s Adventures in Wonderland* and then design, model, and render one three-dimensional set and one highly detailed prop/artifact/relic for each location or scene. Two different perspectives (minimum) of each scene and prop are required. The designs must exist within a well-researched historical period and geographical/cultural location (which provides the outlet for interpretation).