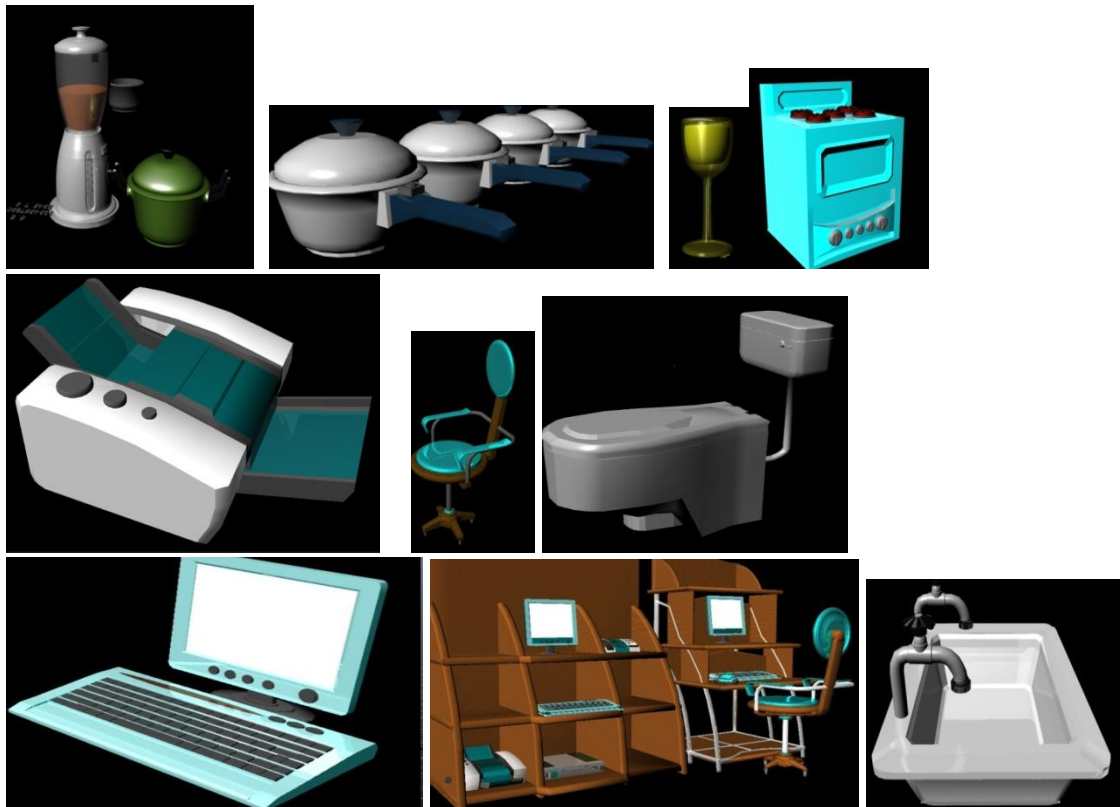


This is product design made in 3D and it shows the interfaces of the program that was used to design it (MAYA) right from the scratch to the finished and branded product.

Below are the other products I designed using Maya software



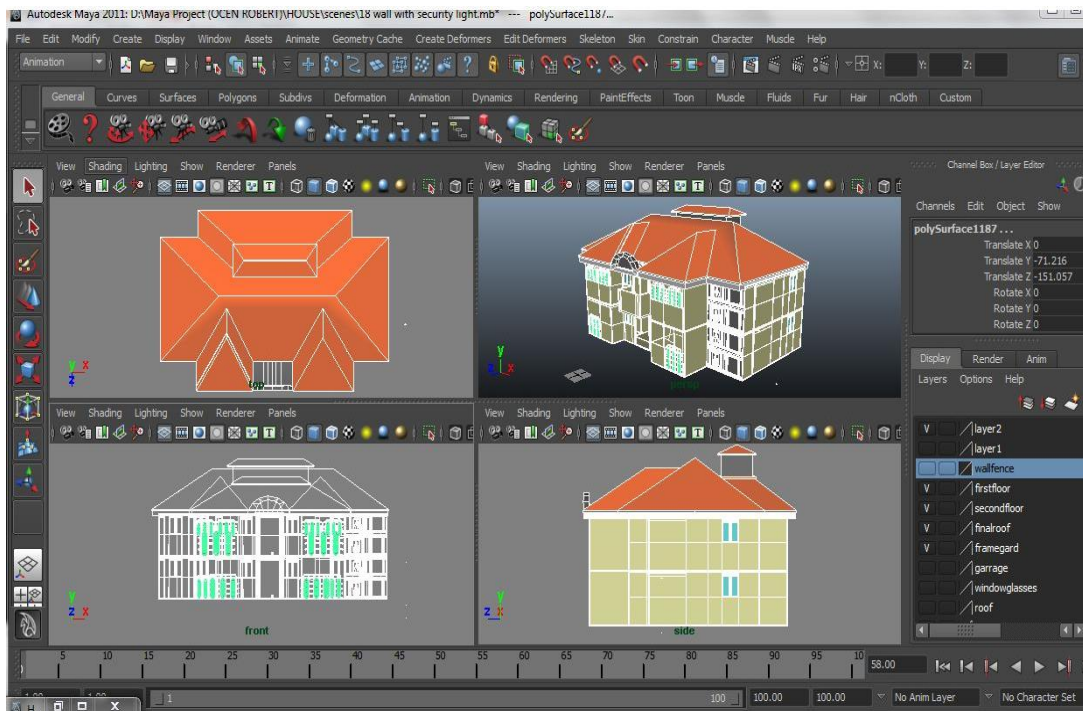
3.2.2 3D ARCHITECTURAL DESIGN

Under this subtopic I will be discussing and showing images of the 3D projects which involve the architectural designs/impression/visualization which covers landscaping, interior and exterior designs, product design and animation.

Top view of the house plan

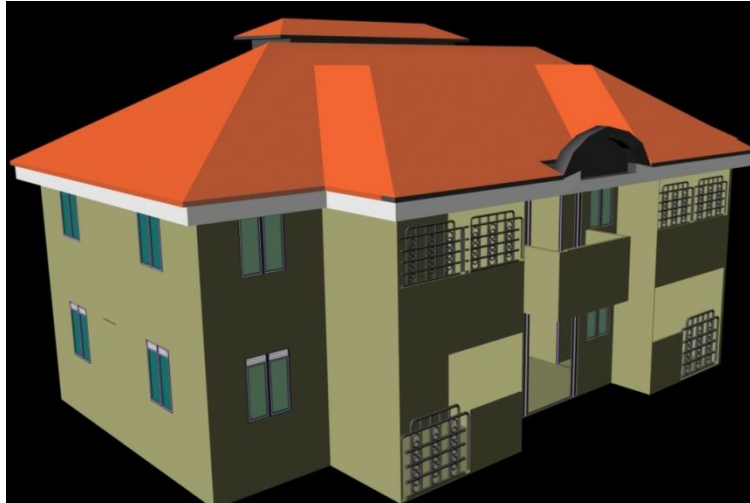


This is the top view of the house showing the plan for the house and some of the interior designs for example the sitting room and the dining room.



The above image shows the top view, front view, side view and perspective view of the house with some colors applied on it.

THE HOUSE



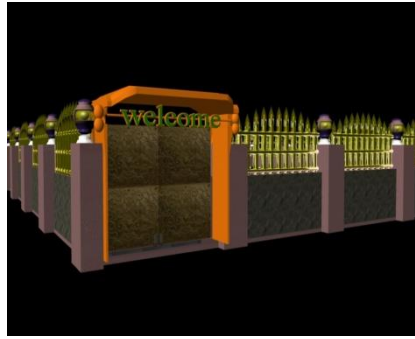
This is an image showing the side view of all the floors of the architectural construction from the scratch to how the house developed.

HOUSE WITH OTHER DEVELOPMENTS



This is another level of development in the house where we can see the development of the compound that is well designed with the introduction of color.

DEVELOPMENT OF THE GATE DESIGN



Under this, the image shows the development of the gates designed to be selected and used. The curves, color was also another thing that was introduced to this stage.

THE FRONT VIEW OF THE WHOLE HOUSE



This is a scratch image showing the front view of the whole house from the first floor to the last floor with the simple designs of the windows

ANOTHER OF THE WHOLE HOUSE IN 3D FORM



VIEW OF THE SITTING ROOM



This is the view of the sitting room without floor carpet



This is the appearance of the sitting room with carpet, photo frames and main light source.



The view of the sitting room with music system, wall light, screen and main light

VIEW OF THE DINING ROOM

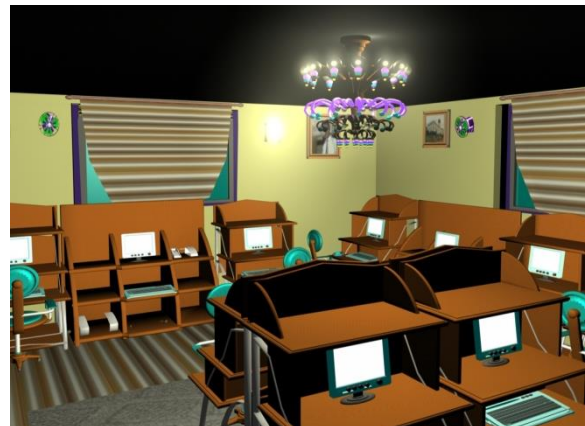


This is the appearance of the dining room at night

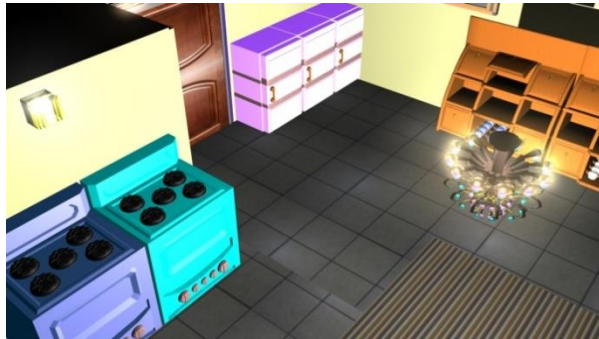
VIEW OF THE BEDROOMS



VIEW OF THE READING ROOM



VIEW OF THE KITCHEN



VIEW OF THE COMPOUND

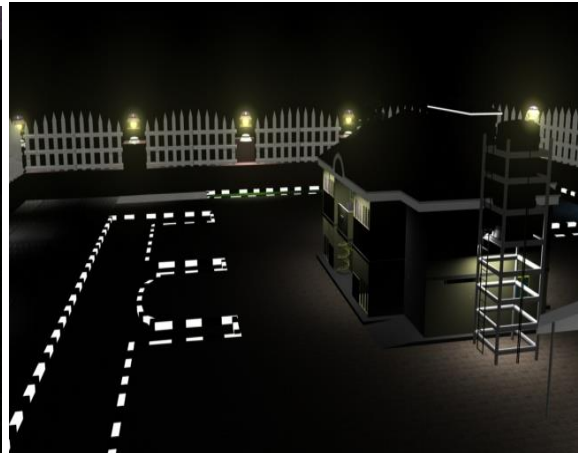


The above are the daylight appearance of the compound with shadow casted as a result of sun light

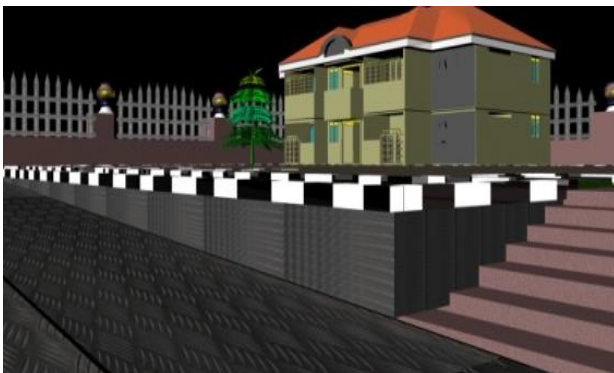


This is the front view of the house at night

Below is the night view of the house from different angles/sides with security light.



Below are the side views of the complete house from various angles/sides



A 3D architectural rendering of a school building. The building is a two-story structure with a red-tiled roof and olive-green walls. It features a central entrance with a yellow door and a small arched window above it. To the right of the building is a tall, silver, cylindrical water tower with a ladder. The building is surrounded by a black-and-white striped fence. In the foreground, there is a large green lawn area with black-and-white striped borders. A small tree is visible near the building. The overall scene is a digital representation of a school campus.

A screenshot of the Autodesk Maya software interface, specifically the Material Editor. The top menu bar includes File, Edit, View, Bookmarks, Create, Tools, Graph, Windows, Options, Help, and Show. Below the menu is a toolbar with icons for creating new materials, deleting, and other functions. The main workspace displays a grid of material preview spheres arranged in rows and columns. Each sphere represents a different material type or setting, such as standard shaders, ray-traced materials, and various textures. To the left of the grid is a sidebar containing several panels: Hierarchy, Outliner, Layer Editor, Attribute Editor, Channel Box, Hypershade, Render Settings, Shader Network, and others. The bottom status bar shows the current time as 12:02 PM on 7/17/2016.

END