

Spatial Construct Narrative: Environment

My interest in 3D computer spaces is a result of current design industry trends that can be seen in film and television. As an AutoCAD technician for many years, I wanted to utilize my past drawing experiences with Maya, thus creating a space culminating from the design and animation of objects similar to those seen on Home and Garden Television. Especially when rooms and furnishings are shown not only in 3D but when they come together through animation.

Following another trend of sustainability and eco-friendly design, I wanted to use my residence on the Virgin Island of St. Croix. The residence is nestled into the steep foothills that face the mountains. It is perched on a pedestal base in the lush rain forest region of the island. The main floor of the residence is built into the jungle canopy. It is this indoor / outdoor relationship that I want to represent in my first Maya Project.

The residence is a segmented cylinder of nine sides measuring twelve feet each side. The semi open space leads to panoramic views of the jungle in two hundred seventy degrees. The eco-friendly home has partitions for the few walls allowing for the twenty seven sixteen foot beams to soar over the living spaces allowing for the cool rainforest breezes for comfort. Downstairs is the master bedroom built of concrete block and surfaced with the islands coral rocks from floor to ceiling. The room features three giant windows facing the tributary creek the feeds the salt river. Although the creek is not seen but the sounds of waterfalls are often heard within an earshot.

At the main entrance another small waterfall and stream winds under wood decks with benches and walkways with bridges to guide visitors up the slopes to the main floor. It is this journey that I hope to recreate in Maya I have collected sound recordings of the waterfalls, of the many birds that sing throughout the day, and the rainforest frogs that chirp all night long. I can start to understand how the Maya project maybe forty-nine percent visuals and fifty-one percent sound recordings.