

This rotation is by far the most difficult one, mainly due to my unfamiliarity with the software. Initially, I wanted to develop another idea but that would include me having to sculpting very complicated shapes such as florals which was proven to be too advanced. I ended up wasting a significant amount of time in the beginning trying to figure that out. But I felt like if I carried on with that idea it would just have resulted in me not finishing in time or I would not have liked the final product, so I settled with a more beginner friendly concept.

This scene is inspired by a previous piece of animation I did for the sound rotation, a continuation of that world. I imagine this to be a bit more metaphorical, maybe it is an interior representation of someone's mental state when they are very overwhelmed or stressed. When you feel like nothing is going the way you imagined, reflected through the non-functioning stairs and everything is floating away.

https://ouolivia.myblog.arts.ac.uk/2021/11/19/3d-world-design/