

# FINAL MAJOR PROJECT MYSTERY

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# What Is Mystery

- Defined under the Oxford Dictionary as “something that is difficult to understand or to explain”.
- Must be unsolved
- Examples of Mysteries are Cryptids; Undiscovered places; Unexplainable phenomena.
- Paranormal events can also be technically counted as mystery due to their unexplainable nature.

# RESEARCH FOR AUDIENCE

For my primary research I implemented a couple of research, I used interviews as well as A survey that I carried out and submitted to my course.

|transcript

T – Do you enjoy mystery? If so, why?

N – I suppose so, probably because it is interesting to think about what happened

T – Okay, out of these three choices which one do you prefer – The Mary Celeste; The gardens of Babylon; The wendigo.

N – I don't really know about the gardens of Babylon or the wendigo but I think the Mary celeste is quite an interesting mystery.

T – And finally, with your chosen option why do you prefer that?

N – Because I find it fascinating that a ships crew can disappear with no explanation and the mystery still not be solved after many years.

T – Do you Enjoy Mystery and if you do tell me why?

A – Yes because it is mysterious.

T – out of these three choices which one do you prefer – The Mary Celeste; The gardens of Babylon; The wendigo.

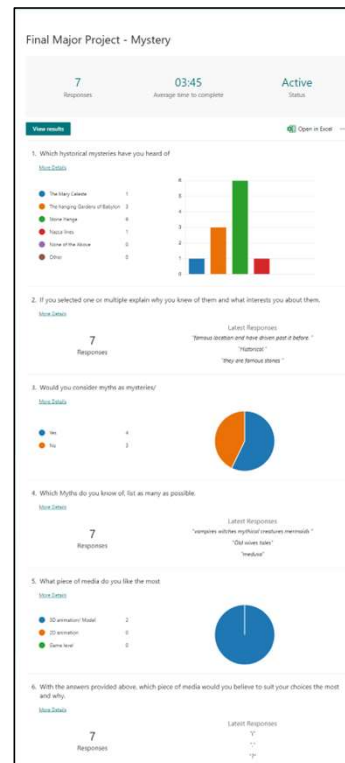
A – The Mary Celeste

T – Finally, why did you choose the Mary celeste?

A – I think the idea of just people on board disappearing from the ship and it turning into the ghost ship is fascinating.

After Interviewing two of my friends outside of college.

- People know more about The Mary Celeste than the other creations which is both a positive and negative result.
- I could either target the Mary Celeste to gain a large audience or go for a different idea to allow for people to experience something they might not have heard of before.



I also released a survey to better understand my audience.

- A large amount know about Stonehenge as shown but not many people know about my other choices.
- Everyone Believes that a 3D animation or Model would be best.
- I will use this information to create a piece of media based on mysteries people are yet to discover.

## AUDIENCE CONCLUSION

- People would prefer a 3D render of some sort
- People are interested in unexplained phenomena such as the Mary celeste and stone henge rather than myths
- People like the history surrounding these mysteries.

# IDEA GENERATION

# THE WENDIGO

- The Wendigo is a mystical creature from north American origin.
- It can move at high speeds without making noise, It can mimic humans and its victims.
- They also contain the ability to shapeshift and blend in with their environment. Inspiration has been used in popular media such as the movie Annihilation.



- 3D animation of the creature
- Have it open mouth and mimic creature
- Create uncanny movements



# THE MARY CELESTE

- The Mary Celeste is an American merchant ship made in 1861.
- It is notorious for the sudden disappearance of all 10 crew members.
- The fate of the crew members are still unknown, and it is possible that it will never be solved.



- 3D animation
- Mary Celeste sailing with crew
- Sudden sinking of ship
- It stays submerged then resurfaces with no crew

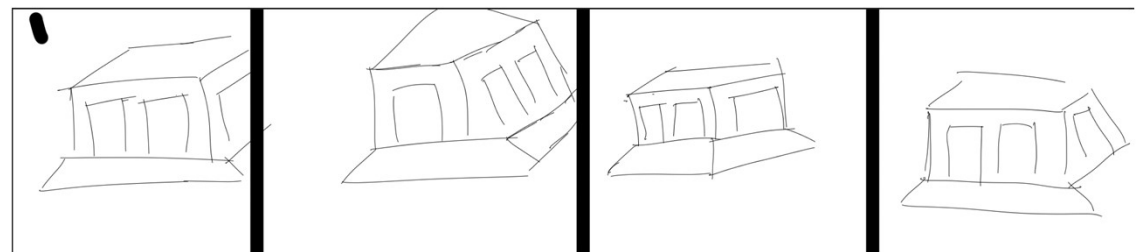


# THE HANGING GARDENS OF BABYLON

- The Hanging Gardens Of Babylon is an ancient building situated somewhere within modern day Iraq.
- It is unknown exactly where it is situated but several accounts have documented its existence as well as its appearance.
- It is a mystery due to its sudden disappearance and how it has confused historians and archaeologists for years in their attempts to discover it.



- Simple 3D animation
- Rotating scene
- Interior scenes
- Fog and lighting such as ray tracing



# CHOSEN IDEA

For my chosen idea I decided to go for the Hanging gardens of Babylon

- It will be high detail.
- It will push my modelling capabilities within Blender.
- It will implement lighting fog and other aspects to improve my skills ready for my visual effects career.
- It will allow for people to gain an understanding of this mystery due to my research proving it isn't very known.

## Skills used

- 3D modelling
- Texturing
- Topology
- UV mapping
- Animation
- Smoke simulation
- Lighting simulation

## Challenges

- I may encounter system limitations with detail and rendering capabilities due to it being High detail and realistic.



# TIME MANAGEMENT

To ensure I am not behind on my progress I will:

- 3 days of research
- 4 days of concept art
- 5 weeks of main idea production
- 1 week of recap, ensuring all my work is completed and finishing final touches

If I have not reached my production before 21st of March I will begin it immediately even if my research and/or concepts haven't been completed.