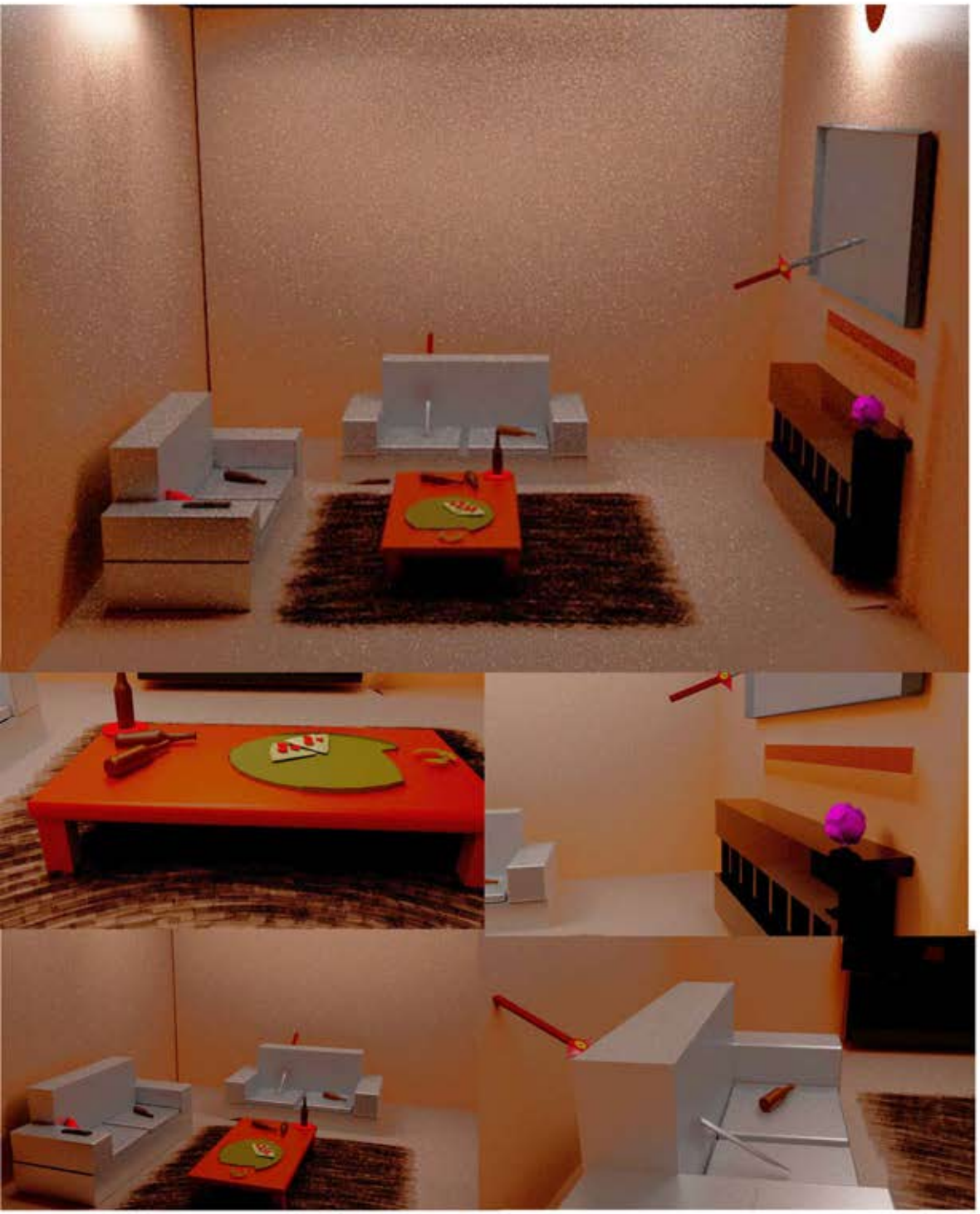

During this project I had no plan going forward. I wanted to use assassins creed and resident evil as my research and to use them as approach .
I wanted to capture chaos and and messiness . I wanted swords and weapons to also be involved , more so like a murder scene.

Using colour was difficult , since I didn't have any ideas on how to use colour to my advantage, I also wanted the very dull colours , not that bright but if I were to use primary colours I would use them to juxtapose the scene.

Maya crashed on me twice , and I lost my progress once , Maya was very difficult to run and figure out but when I got there in the end I knew what I wanted to create .

I chose a house as my setting to compare it with resident evil , I decided to add swords being stabbed into the sofa and into the TV , that way it can emphasise that a battle or a war was going on before everything got abandoned.

My story was based on using fantasy and assassins as saviour . Assasins saving society from the government .
But it now kind of looks like a massacre in a house with people who knew how to defend themselves.