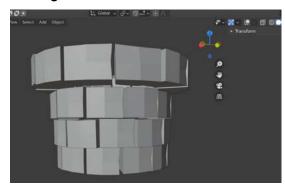
Appendix 1 : My blender examples for movie clips of the examples visit https://www.scahilldesign.co.uk/post/blender-examples

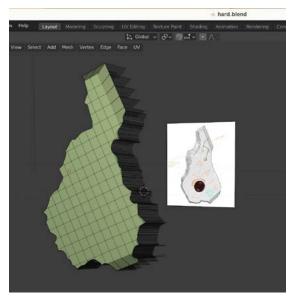
### **Something Natural**



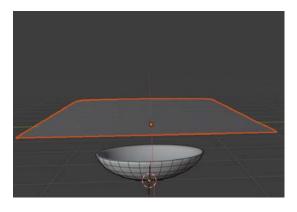
Wishing well



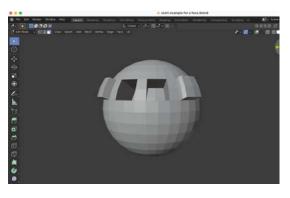
Something hard



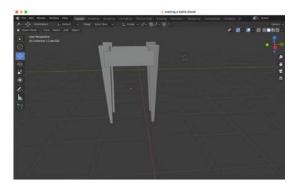
**Bowl and cloth** 



Face



Table



#### Appendix 2

#### **Story world for Anger character:**



Things that make you angry:

- Door slams in face
- Steps in a puddle
- · Trips over
- · Getting out of bed the wrong side

#### Reactions:

- Tearing pages out of a book
- Pulling up flowers
- Making an angry person smile takes the anger away

The landscape off the world the emotions live in:

- The world in which the characters inhabit, is a childlike place, simple colours, simple shapes to not distract from the characters.
- Colours are bright vivid until we approach fear...
- Fear colour is insipid dull... no strength almost entering in the darkness, deciding when to run and when to stay.

**Anger** is the strongest colour, red - full alert but not always full rage, anger can be disapproving, irritated, explosive, mean, cutting, angry, frustrated,

**Sadness** is blue, all shades of sadness can be tearful, sobbing, facially sad, demenure of smallness, ball like. Crushing,

**Happy** is open, light, ready to help, carefree, things will be, static, elated, overjoyed, smiling, laughing,

**Fear** is tight, wound up, jumpy, a little pale incipid, meek timid quiet.

#### Story additions:

Happy, Sad, Fear and Anger all have little friends too.... Happy mouse, sad puppy, fearful cat, angry bear.

Playing on some of the know sterotypes of the animals: scary cat, puppy dog eyes, grumpy growling bear, quick and sweet little mouse.









### Appendix 3

Here are all the various attempts to make the perfect scan.



AR alongside the model mole



Model mole on a turntable

Scanning outside natural light









Substance painter



Best Qlone scan: 9k traingles and 5k vertices



Appendix 4

### children's work on the UNDEREARTH project

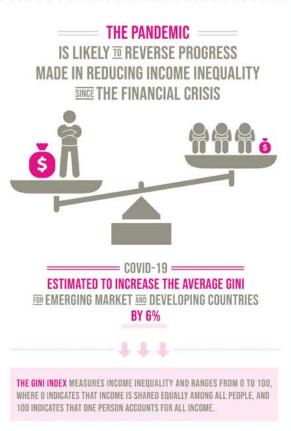


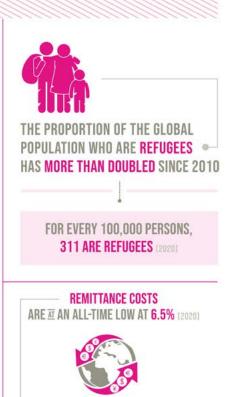


Appendix 5.



# REDUCE INEQUALITY WITHIN AND AMONG COUNTRIES





FURTHER PROGRESS IS NEEDED

TO REACH THE 3% TARGET



IN 2020, **4,186 DEATHS AND DISAPPEARANCES**WERE RECORDED ON MIGRATORY ROUTES WORLDWIDE

THE SUSTAINABLE DEVELOPMENT GOALS REPORT 2021: UNSTATS.UN.ORG/SDGS/REPORT/2021/