

The background features three vertical bars on the left: a light red bar, a light blue bar, and a light green bar. On the right side, there is a grid of small, light red dots that fades out towards the center.

# GOLF WANG

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**WEISSER**

**3D Studio**

**Week 10 | Wednesday | 12:00 PM**

**"Final Project"**

**6/14/24**

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# PROJECT PROPOSAL

**Golf Wang, the brainchild of Tyler, The Creator, is known for its vibrant and playful designs, featuring bold colors, cartoonish graphics, and unconventional branding. Influenced by skate and streetwear culture, the brand's aesthetic resonates with youth who appreciate its DIY attitude. Limited edition releases and celebrity endorsements add to its following and exclusivity.**

**I wanted to recreate the Fairfax location of this store, as I used to go often and am inspired by the design of it itself. The store has a solid color scheme and design concept, therefore making this both achievable and possible.**



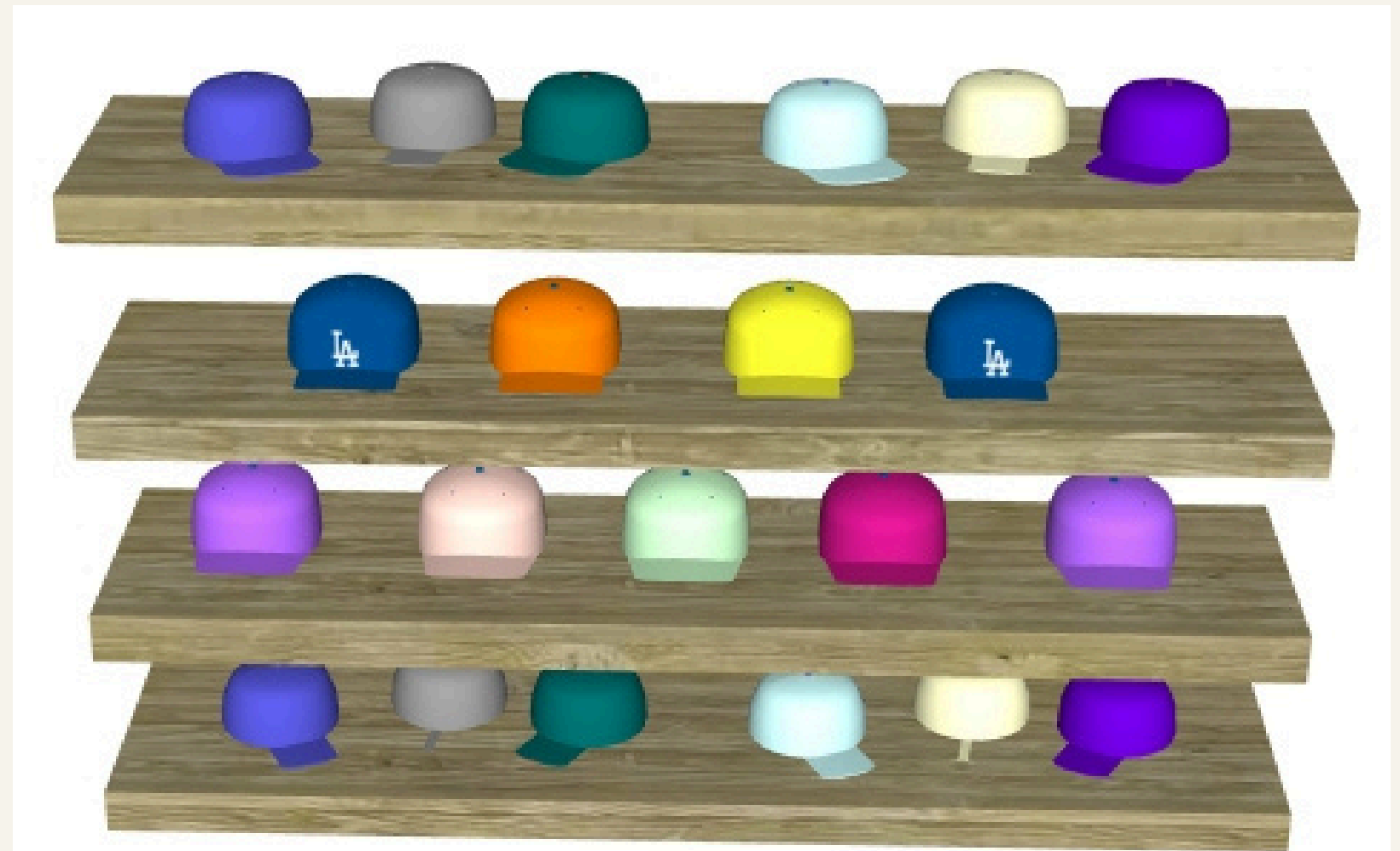
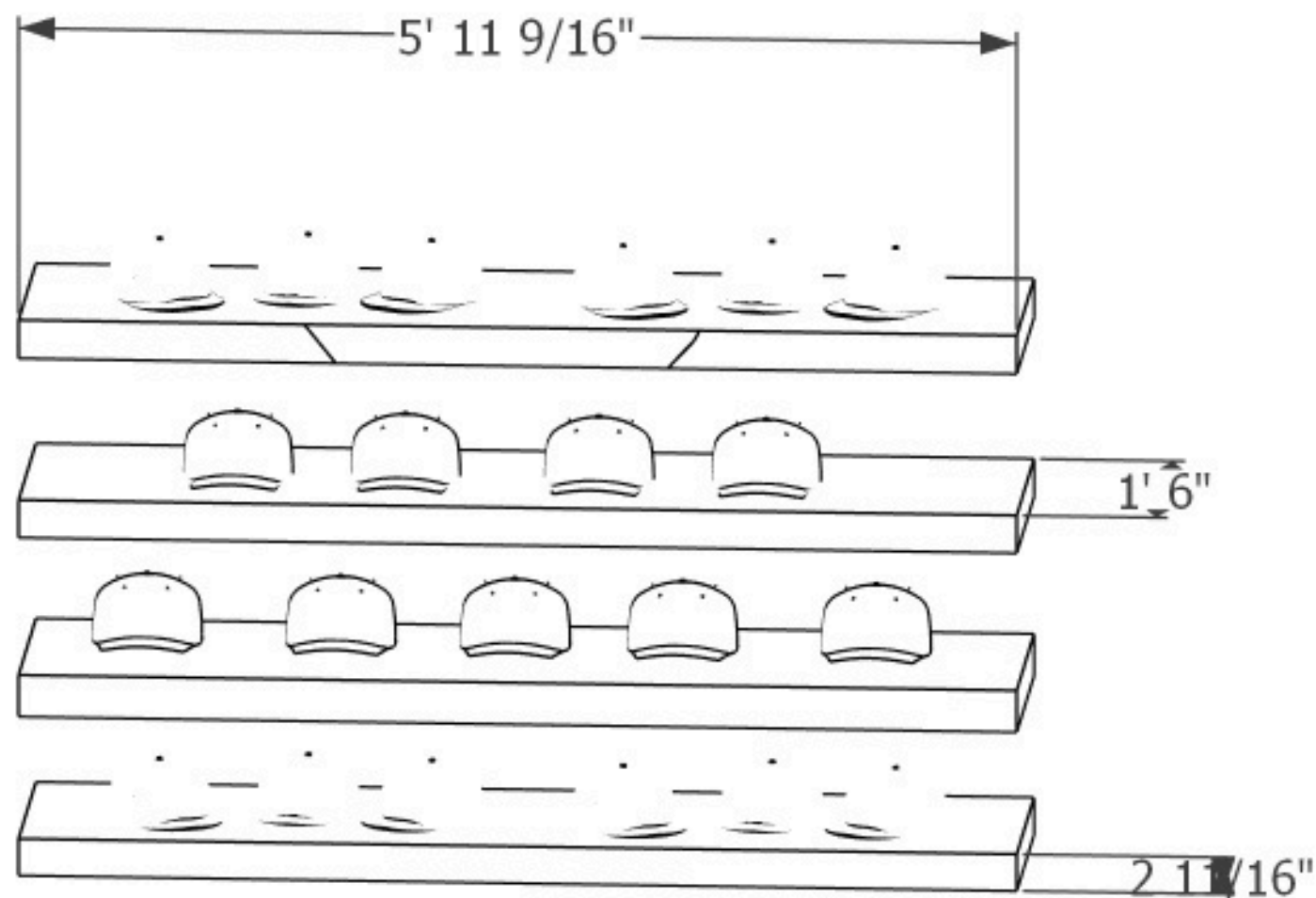
# COLOR SCHEME



# INDIVIDUAL ELEMENTS

1

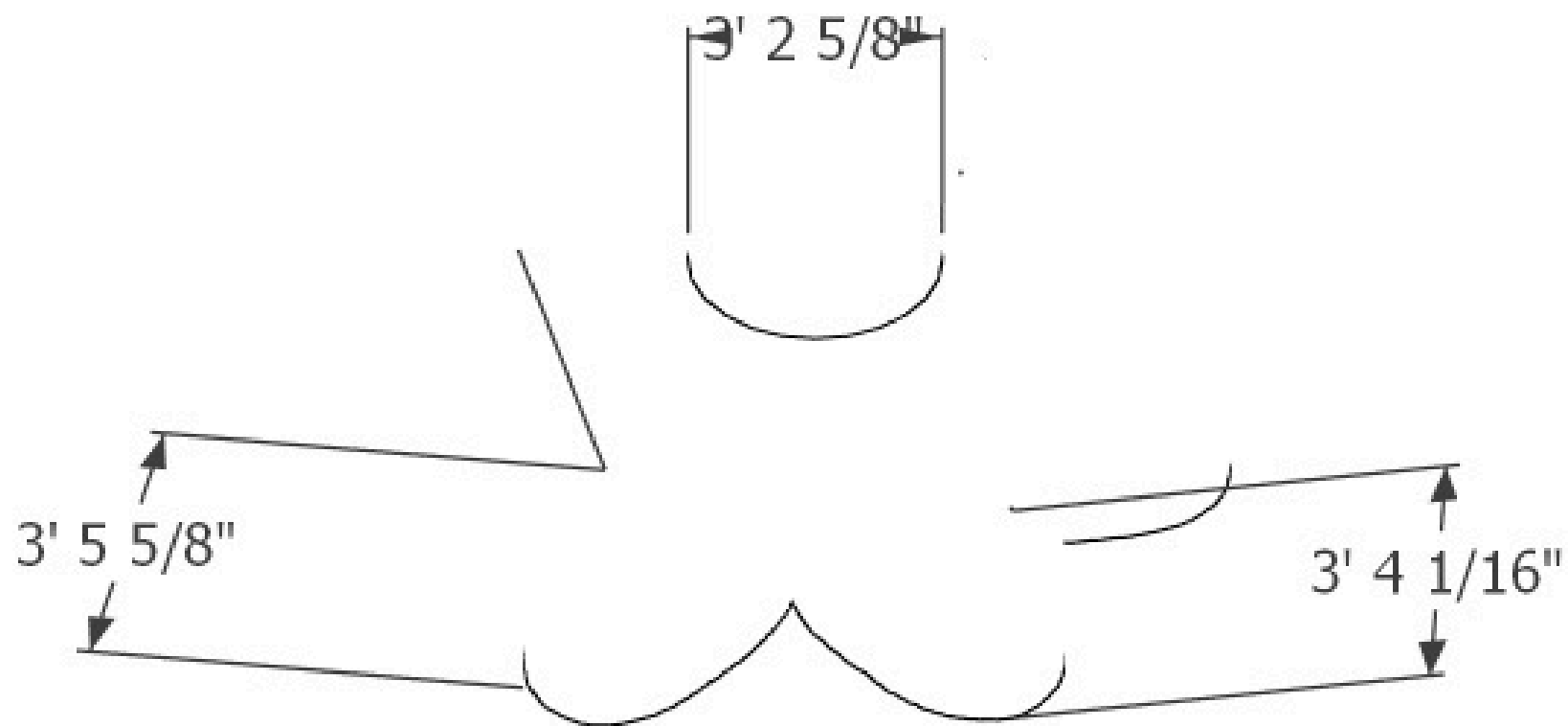
**HAT RACK:** I created this hat rack from scratch, and copied rectangles onto the wall, along with the color and wooden textures, then found hats from the 3D warehouse to add a more personal touch, along with changing the colors of all the hats.



# INDIVIDUAL ELEMENTS

2

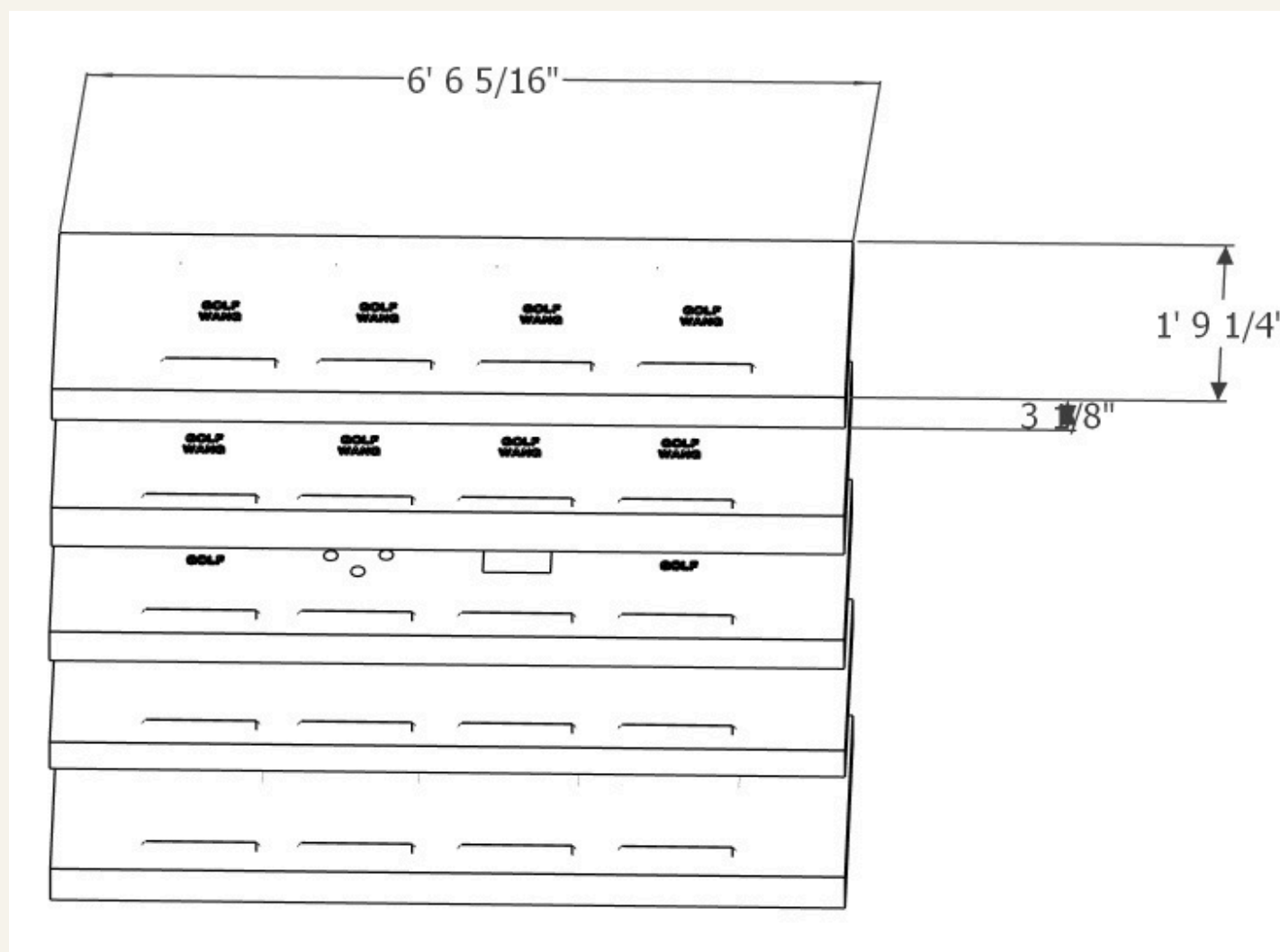
**FLOWER COUCH:** I used the freehand pencil tool to trace my floorplan sketch of this flower, then used the push tool and removed lines from the couch. Afterwards, I used the smooth line tool, and created a circle to add the flower circle with smooth tool. I created a furry texture to tie in the flower couch, and make it more realistic.



# INDIVIDUAL ELEMENTS

3

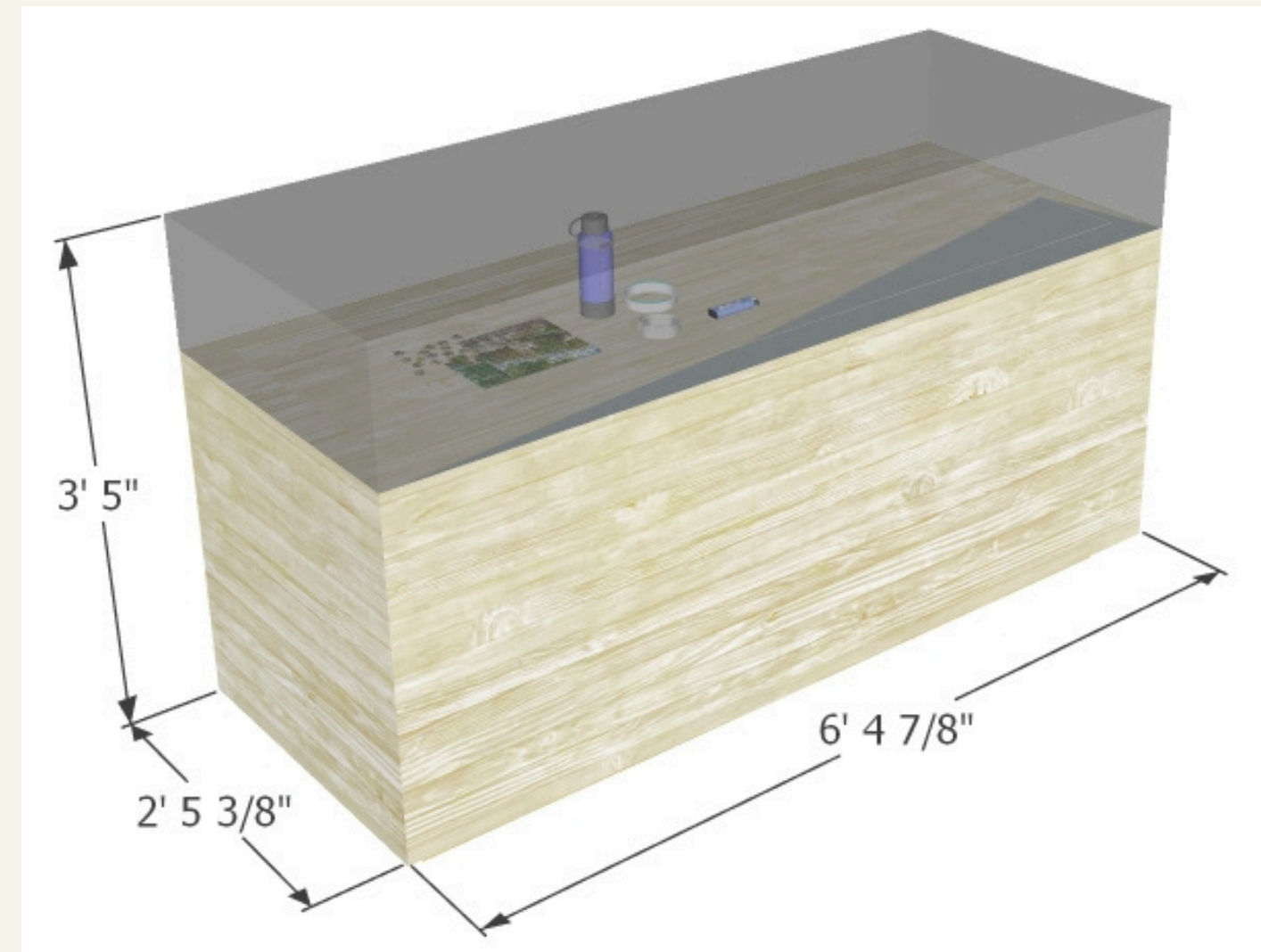
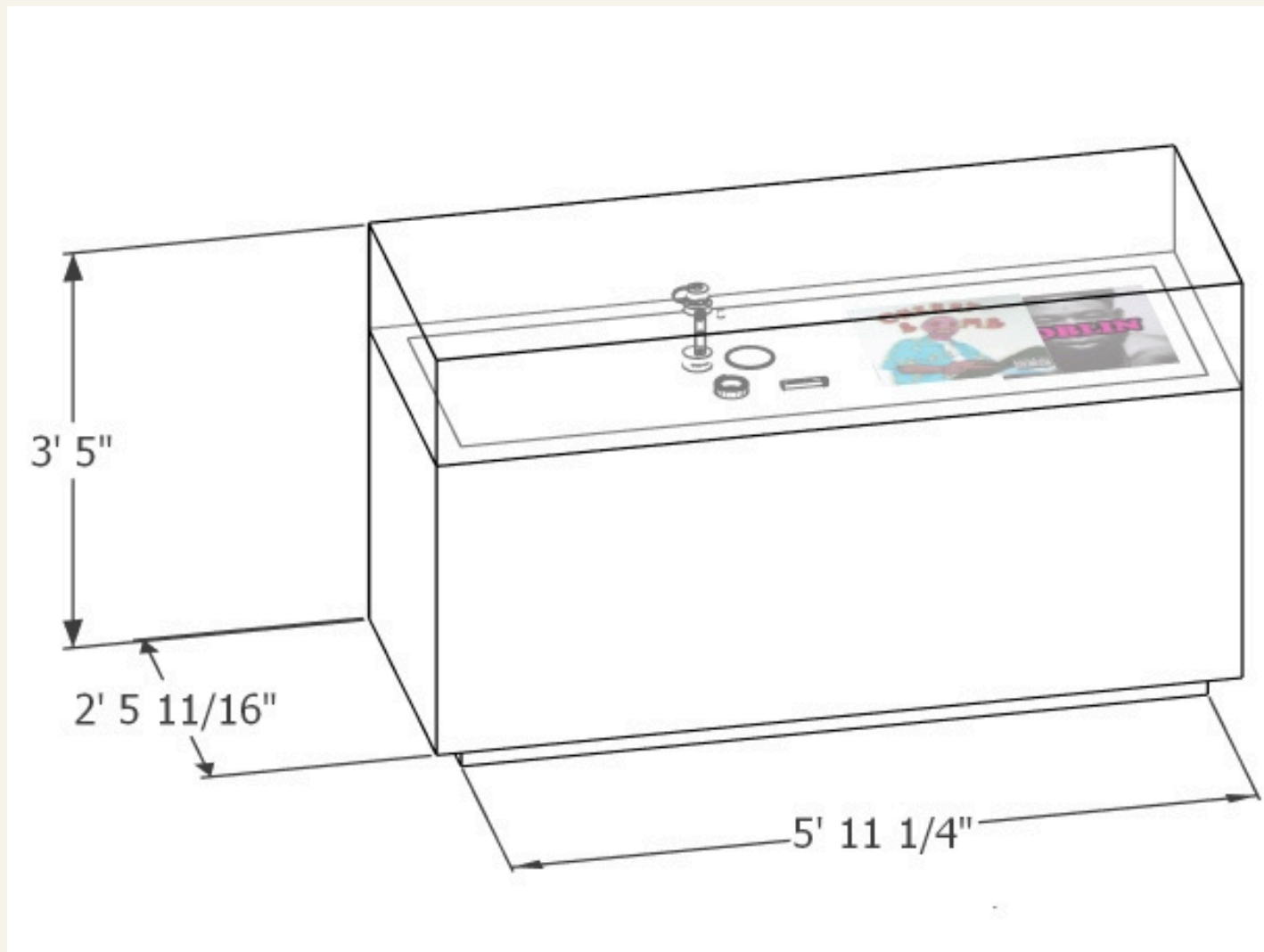
**SHIRT DISPLAY RACKS:** I used the rectangle tool to create 5 rectangles on the wall, then pushed them out, and used the scale tool to angle them down individually. This way, you can see all the shirts. Afterwards, I grabbed T-shirts from 3D warehouse and changed all the colors, along with adding shapes and text to the shirts.



# INDIVIDUAL ELEMENTS

4

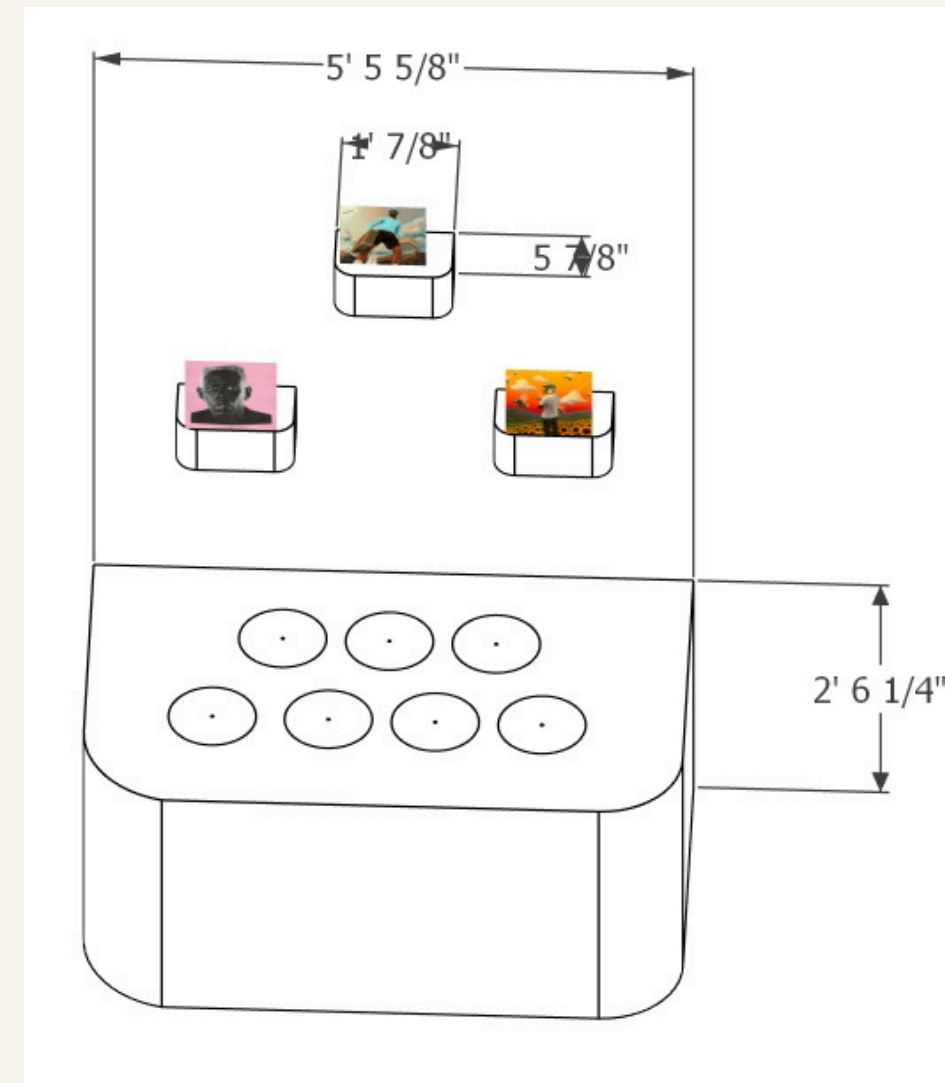
**DISPLAY CASE:** I used the rectangle tool to create the bottom rectangle, and pushed it up, then added another inner rectangle to push up internally. After, I added props from 3D Warehouse, and imported album covers onto the display. Then, I added another rectangle and changed the material to dark glass, making it see-through.



# INDIVIDUAL ELEMENTS

5

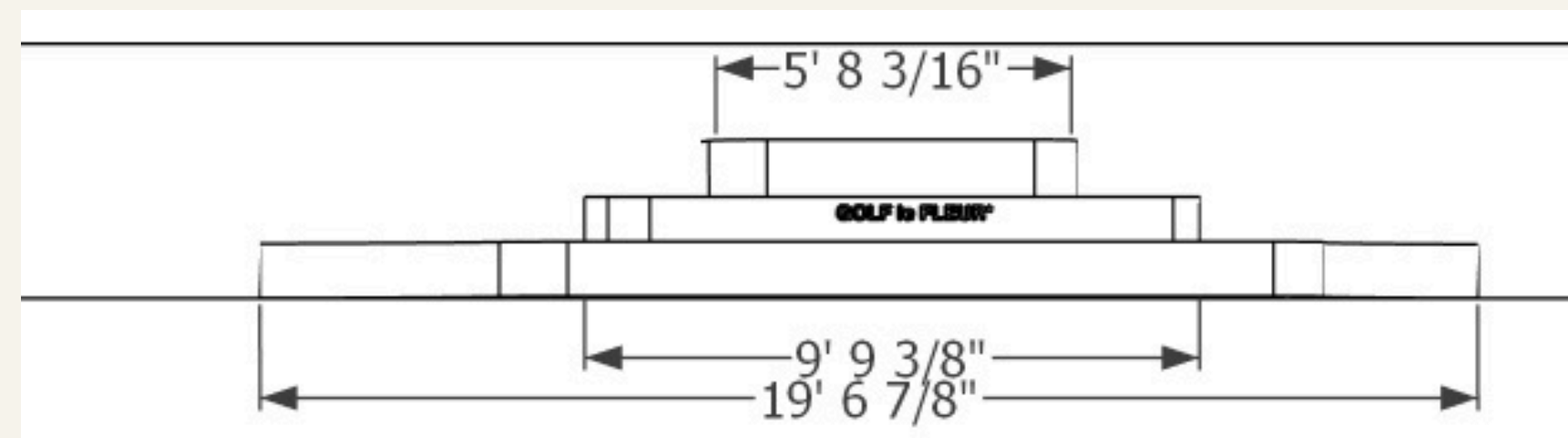
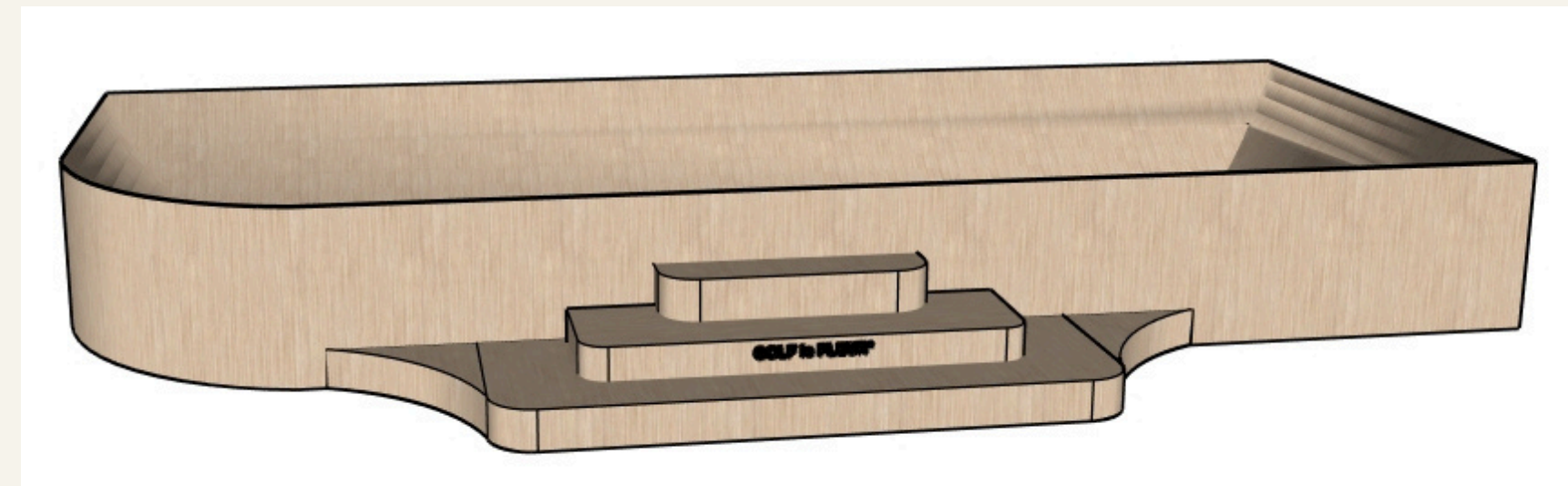
**VINYL DISPLAYS:** I used the rectangle tool to create the bottom rectangle, and used the curve angle to curve the corners. Afterwards, I added a wooden texture and copied the shape outside the building. Then I scaled it down, and made 2 more to place on top. Afterwards, I imported vinyls to match Tyler's music.



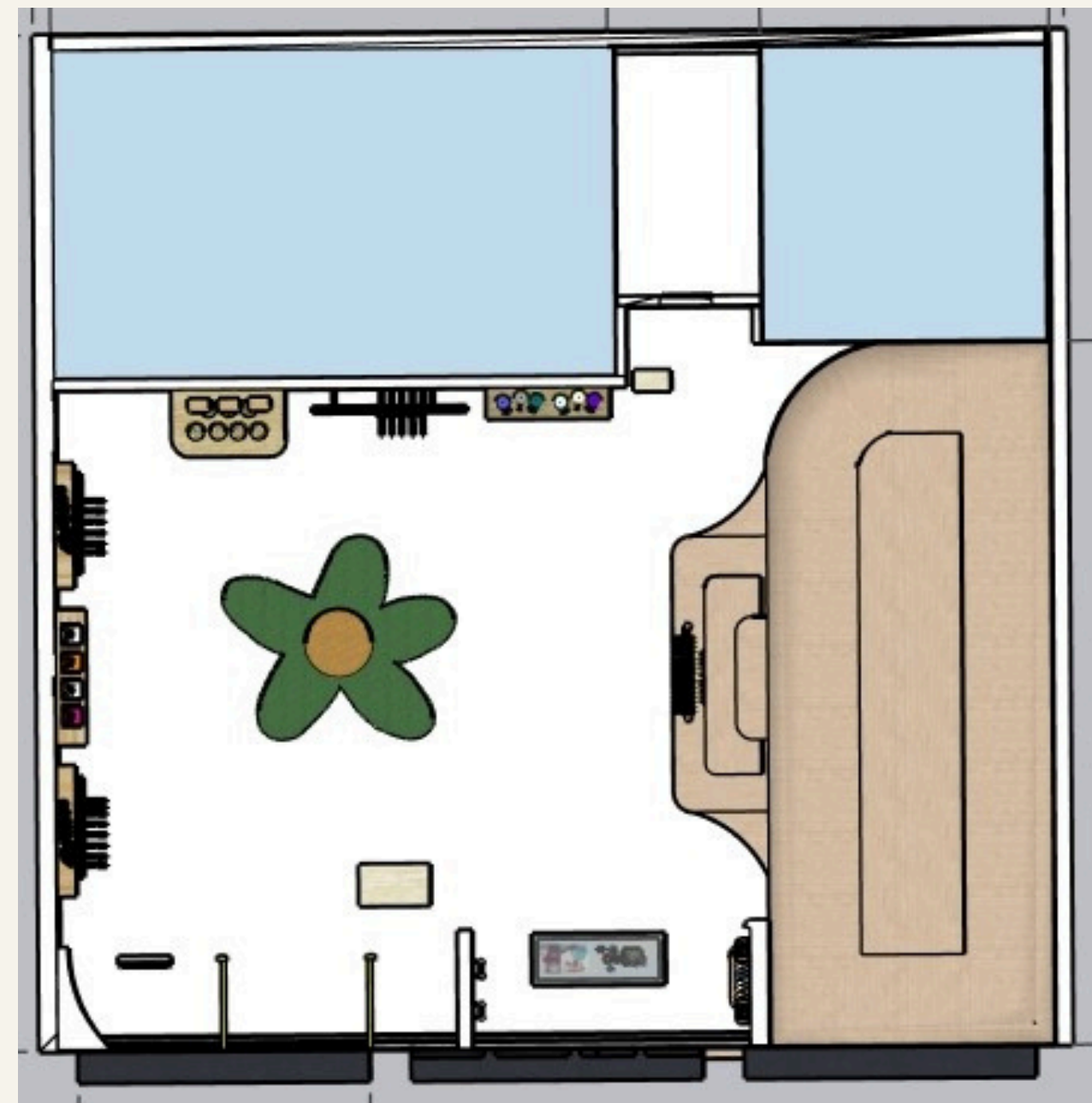
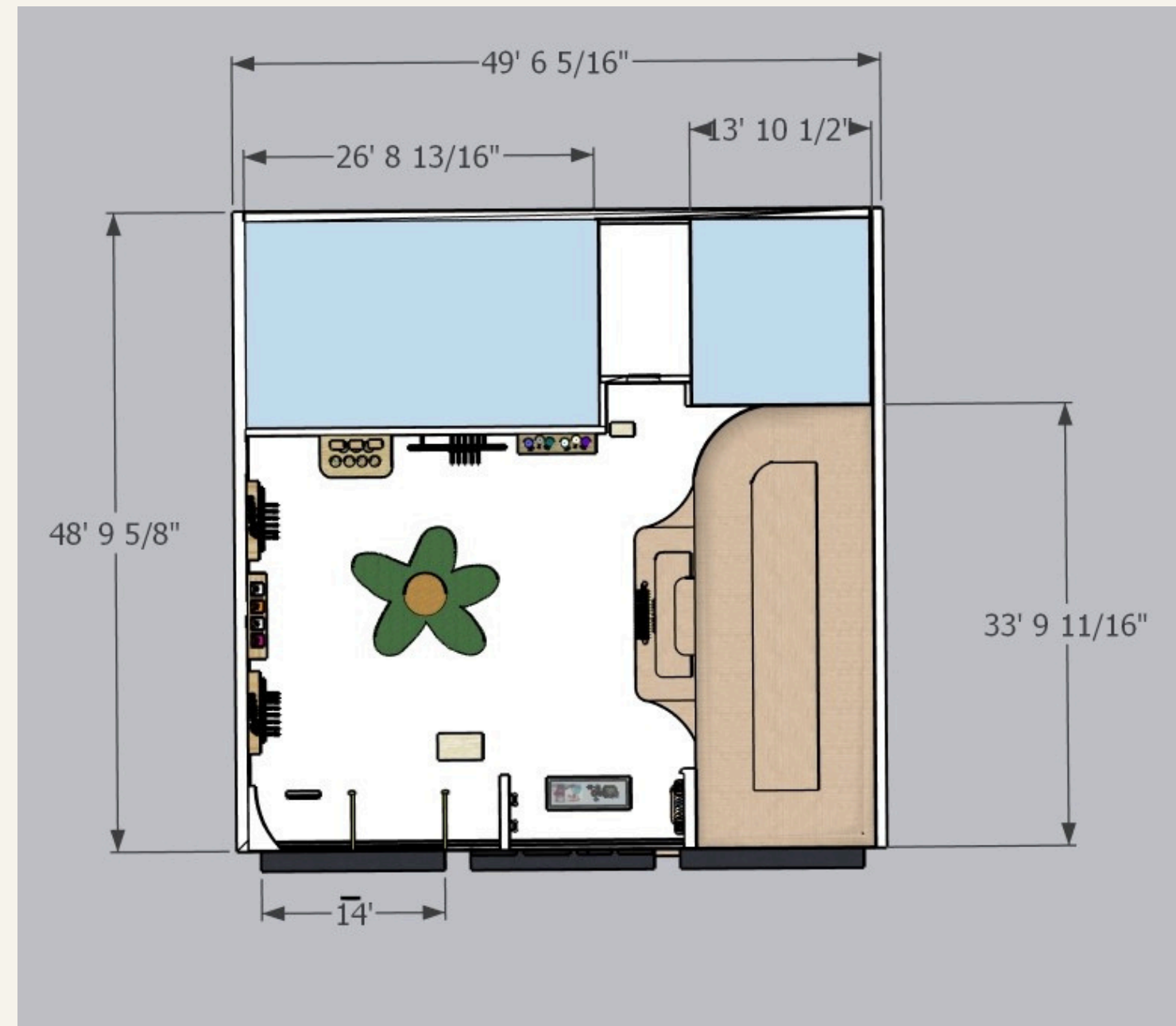
# INDIVIDUAL ELEMENTS

6

**SKATEPOOL:** I used the rectangle tool to create the bottom rectangle, and used a curve tool to make the top corner curved. Then I used the push tool to angle only the outside up, filling the inner pool with another rectangle. For the platforms, I created three rectangles and added the Golf Wang title to the second step and wood texture.



# FLOORPLAN



GOLF WANG RENDERING

# FINAL RENDERING



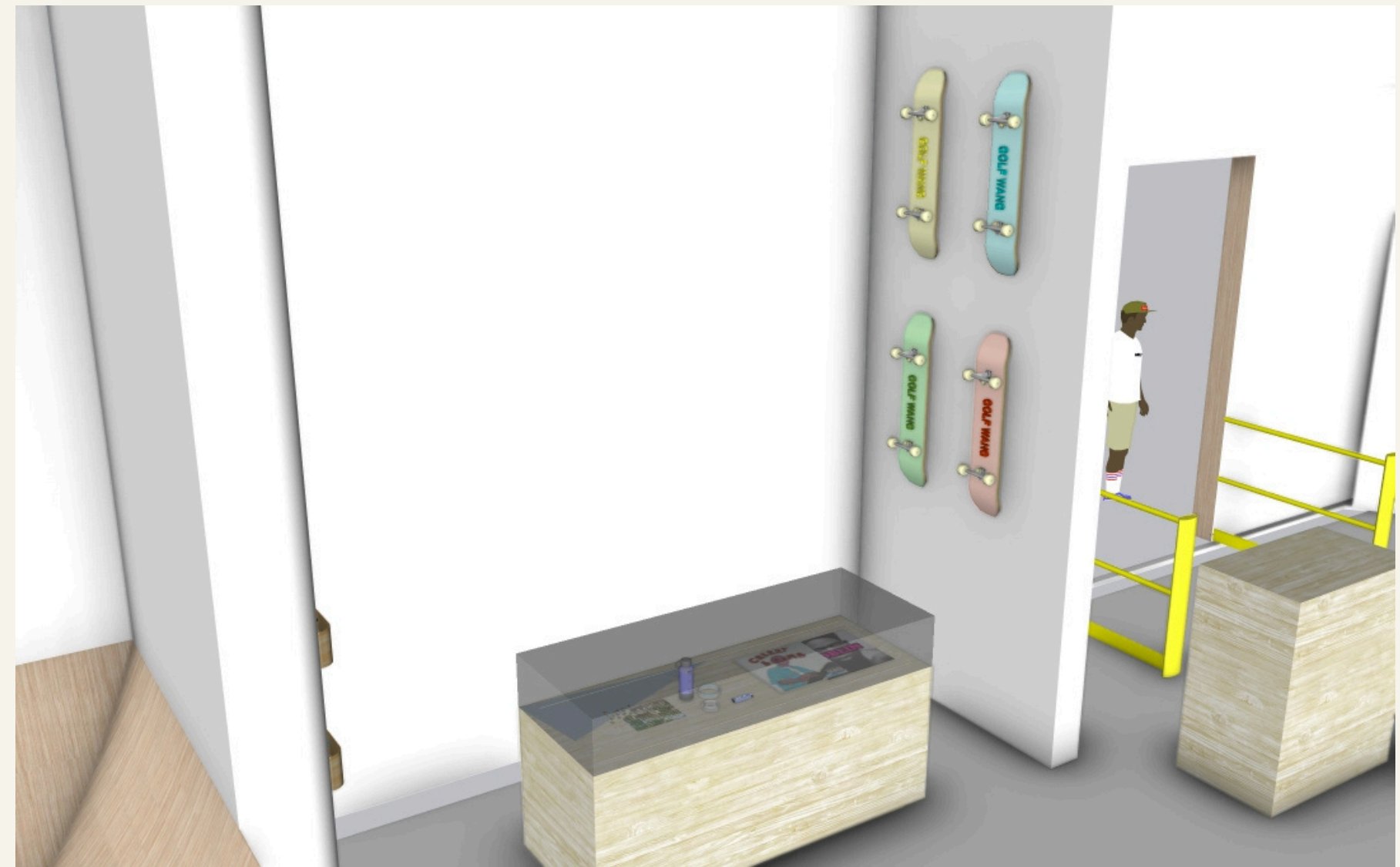
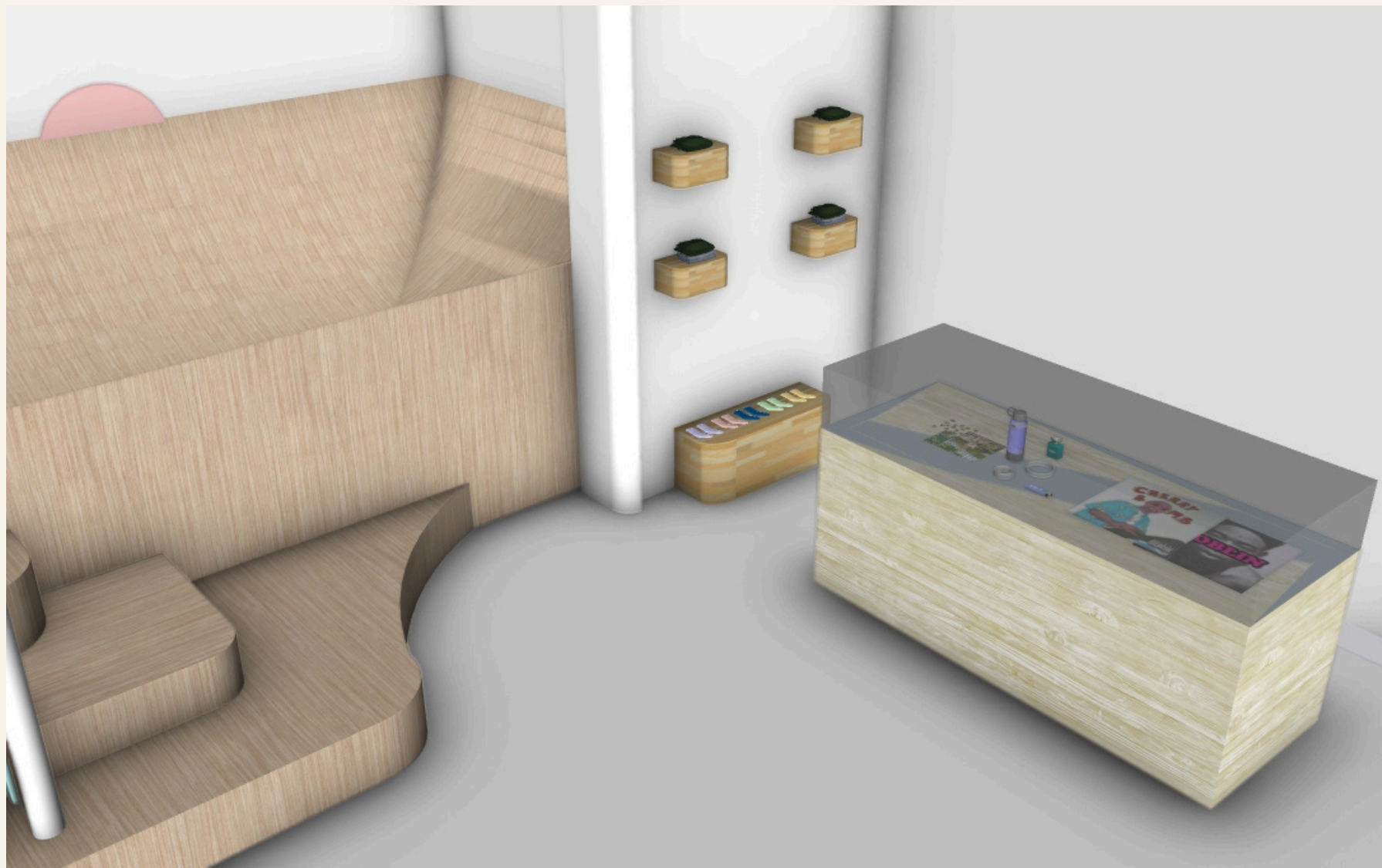
GOLF WANG RENDERING

# FINAL RENDERING



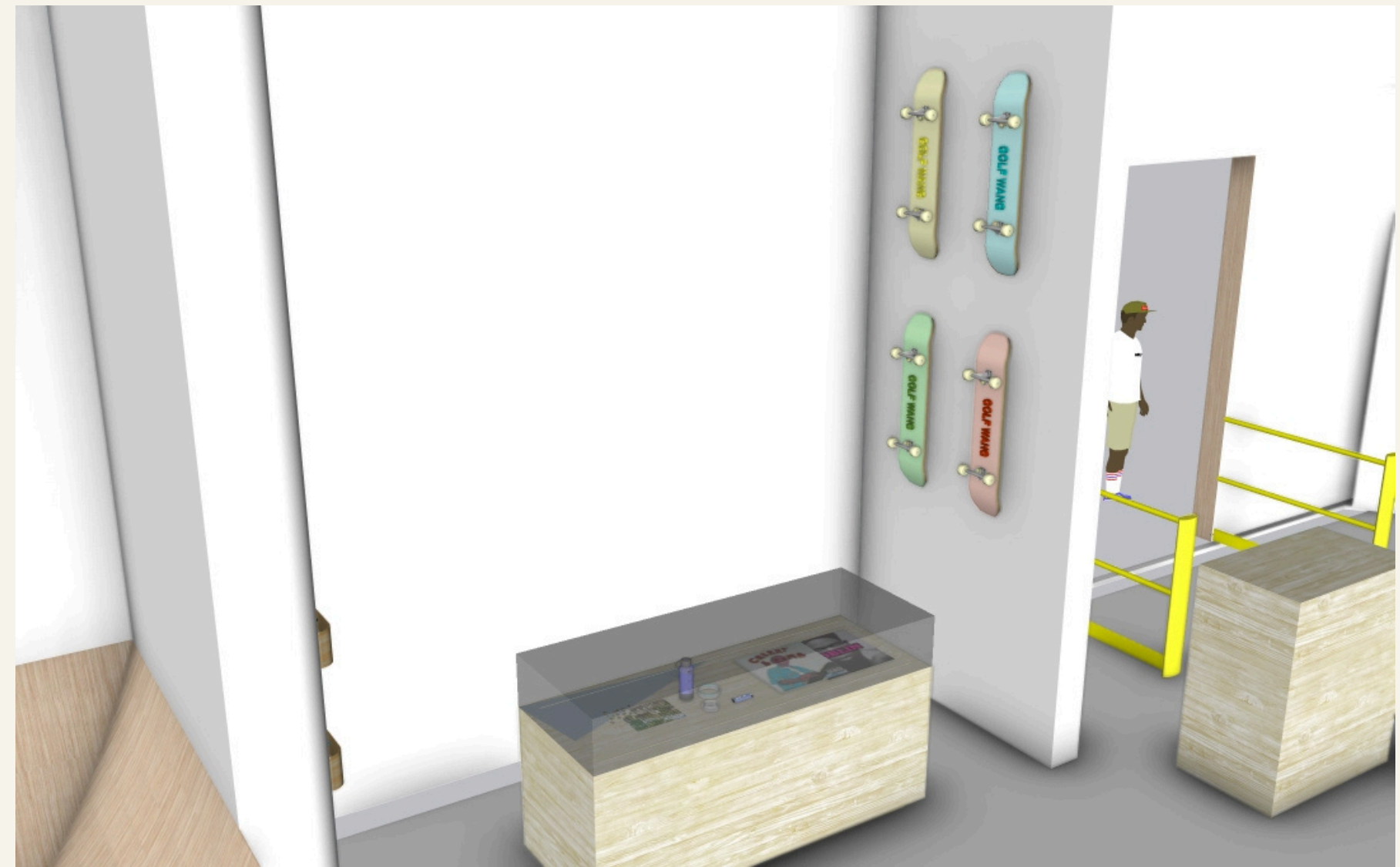
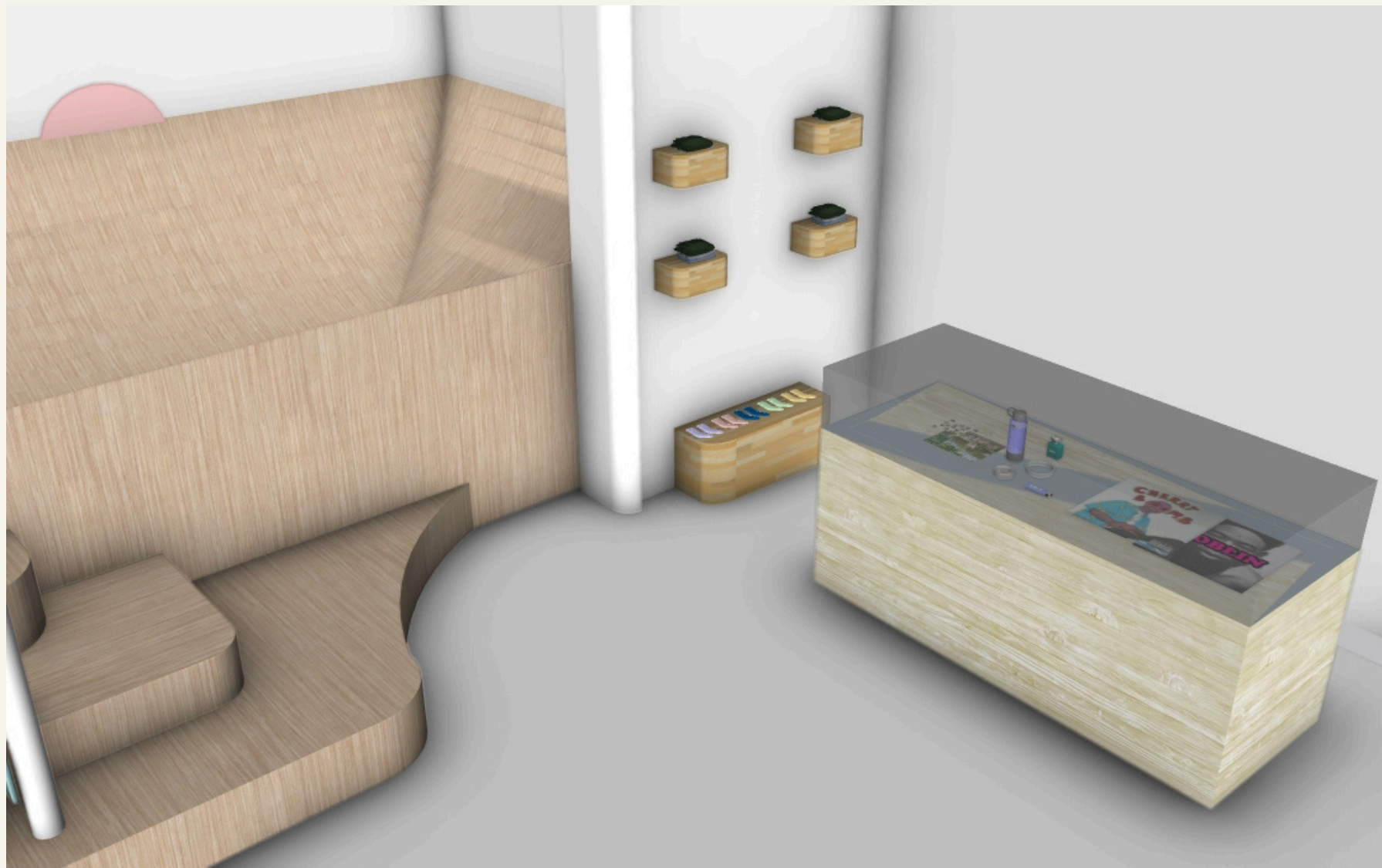
GOLF WANG RENDERING

# FINAL RENDERING



GOLF WANG RENDERING

# FINAL RENDERING



GOLF WANG RENDERING

# FINAL RENDERING



GOLF WANG RENDERING

# FINAL RENDERING



GOLF WANG RENDERING

# CONCLUSION



**Overall, I learned much about using the SketchUp Software, and how to render different objects and settings, and make them myself. I would like to learn how to make the items I got from 3D Warehouse in the future, as that would be a fun skill to have.**

The background features three vertical stripes on the left side: a wide light pink stripe, a narrower light blue stripe, and a narrow light beige stripe. The right side of the background is white with a pattern of small, light pink dots arranged in a grid that tapers towards the right edge.

**GOLF WANG RENDERING**

**THANK YOU**

**Presented By : Natalia Quiroz**