Research – Blender projectx

INTRO:

In this document you will find my process on how I make my final project: SpongeBob's conch street on blender. I will take you through the research which includes YouTube videos, games/movies that used different designs on SpongeBob both animated and in 3D but also what mood boards I made and a sketch on how I want the final work to look like (but of course in paper). Follow along!

YOUTUBE VIDEOS:

To get to know what I am going to make I first must see what has already been created in terms of design, this could be both in animation as well as in 3D. Here are some YouTube videos I watched to research visual references for the SpongeBob design (look and feel)

**"Ranking EVERY Spongebob 3D Platformer (Including Cosmic Shake!) WORST TO BEST"**

SUMMARY:

This video takes a retrospective look at how SpongeBob's 3D platforming games have evolved in terms of mechanics, engagement, and particularly visual presentation. As a Media student, what's compelling is how the 3D styles reflect the technical and artistic constraints of their time. Early titles leaned into polygonal models and limited textures due to hardware limitations, while newer entries like *The Cosmic Shake* showcase a more stylized, toon-shaded aesthetic that bridges the gap between CGI and the series' original 2D charm.

What stands out across the series is the fluctuating fidelity of character animation and environmental depth: some titles opt for realistic 3D environments that feel disconnected from the show's tone, while others creatively reinterpret Bikini Bottom with vibrant, exaggerated geometry and cartoon-like proportions. This tension between technical innovation and stylistic consistency becomes a central theme, especially when assessing which games truly captured the SpongeBob "feel" in a 3D space.

For deeper insight into these visual and gameplay contrasts, you can watch the full video here: [YouTube Link](#).

"How The Design Of SpongeBob Has Changed Over The Years"
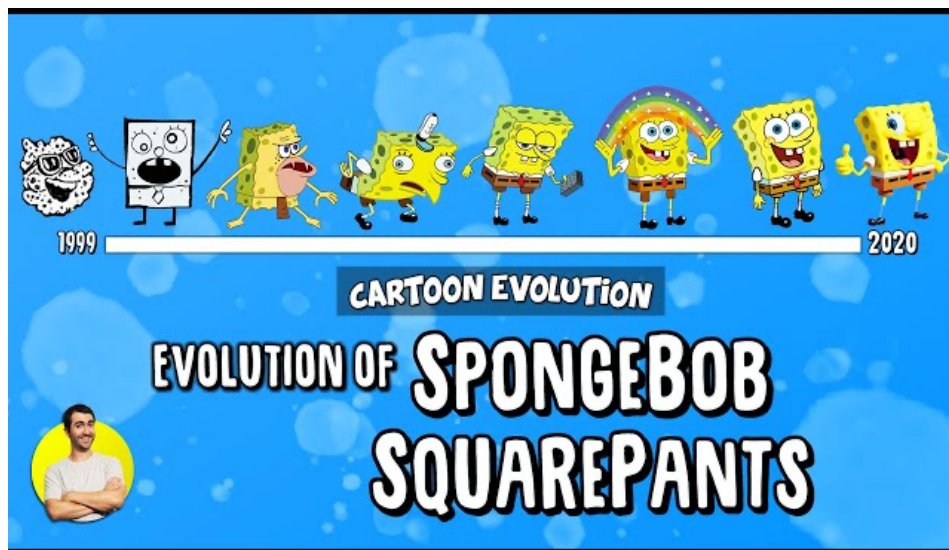
SUMMARY:

This video looks at how SpongeBob's appearance and animation style have changed since the show first began. The creator goes through different versions of the character and explains how his look has been updated over time. It shows how new tools, software, and animation methods helped make SpongeBob smoother, brighter, and more detailed as the years went on.

From a media student point of view, the video is interesting because it shows how technology and creative decisions work together in animation. In the early days, SpongeBob was drawn by hand, but later versions use digital tools that make it easier and faster to animate him. This not only saves time but also gives animators more options for making the character move and express himself with more facial expressions.

The video also explains how changes in SpongeBob's look are connected to what audiences want. As viewers and platforms (like mobile or streaming) change, the design

has to keep up. The more modern and flexible SpongeBob looks, the easier it is for him to stay popular with new generations.

Overall, the video gives a clear and engaging look at how SpongeBob's design has evolved with the help of both technology and audience needs. It shows how important it is for animated characters to change with the times while still keeping their original charm.
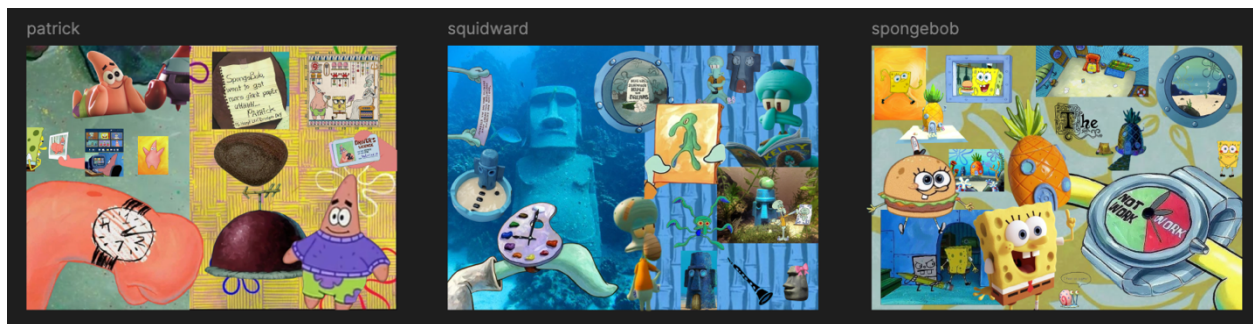
You can watch the video here: [How The Design Of SpongeBob Has Changed Over The Years](#).

MOODBOARDS:

I made 3 moodboards on figma that clearly and visually show what each character represents and kind of parts of their hoem and hobbies and famous parts of the show including them. you can take a look on the link here:

https://www.figma.com/design/DuzEIO8QRJQkpqAOuVB7yB/projectx-moodboards?node-id=1-4&t=9Ro5qiGHHEqSftai-0

in case you can't open the figma here's a quick look on to what it looks like:

SPONGEBOB'S HOUSE:

INFO:

The address: 124 Conch Street , Bikini Bottom , Pacific Ocean

Type of house: Pineapple

Stories: 3

Furnished: yes

Origin: Was grown on land. Fell off a ship navigating above the sea, turning into a house (can be seen in the movie "truth or square")

Lives with: His pet, Gary the snail

DESCRIPTION:

It is a gigantic orange pineapple with blue metal windows, door, green leaves on the top, and chimney.

FEATURES:

There is a garage in the back of the house and two windows in the front. Theres a pathway in front of his front door. The garage along with the backside of spongebobs house is in the first episode of "reef blower". The backyard is closed in by a square of flowers.

VISUAL REFERENCES:

SPONGEBOB: NOT THE FORKS!! OF COURSE I'LL HELP! BUT WAIT...I'M SUPPOSED TO COLLECT A WHOLE LOT OF GOLDEN SPATULAS.

B QUIT   A CONTINUE

SQUIDWARD'S HOUSE:

INFO:

The address: 122 Conch Street , Bikini Bottom , Pacific Ocean

Type of house: volcanic rock- reminiscent of Moai

Stories: 3

Furnished: yes

Origin: The house's exterior styling is reminiscent of a "Moai", giant statues found on easter island (aka easter island heads) meaning it was built of volcanic rock not only adding simplicity but also a modern look. The house is located in a suburban area of bikini bottom.

DESCRIPTION:

a giant Moai face (easter island head). The house is located in a suburban area of bikini bottom.

FEATURES:

has a volcanic rock surface. 2 windows on the top floor with a mouth shaped wooden door. Has no backyard garden. Also includes a wooden simplistic pathway.

VISUAL REFERNCES:

PATRICK'S HOUSE:

INFO:

The address: 120 Conch Street , Bikini Bottom , Pacific Ocean

Type of house: large brown rock

Stories: one-room space with a flat ground below.

Furnished: yes (mostly with sand)

Origin: His house was once his small pet rock who grew up to be a large rock and he puts an arrow on it but sometimes the wooden arrow breaks and falls.

DESCRIPTION:

The house is a large brown, semispherical rock with a tan arrow-shaped weather vane on top.

FEATURES:

the door has hinges to open and close, like a door. Also includes a grey stone pathway to the main road.
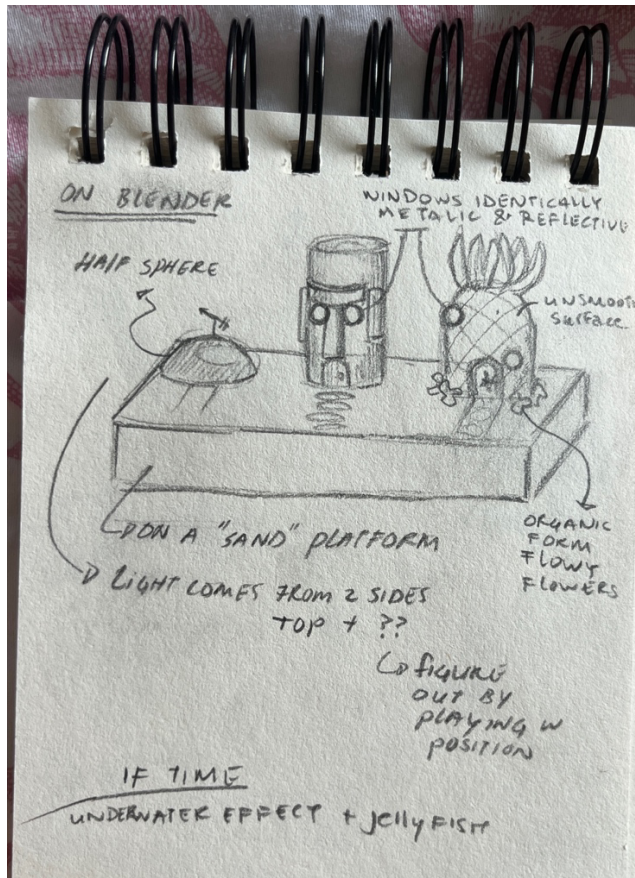
VISUAL REFERENCES:

SKETCHES:

After the research I drew out what I had in mind and how I would want the 3 houses to be displayed. On a nice thick platform of sand so it looks like we took a chunk of bikini bottoms conch street and can observe it on blender. Here are the sketches:
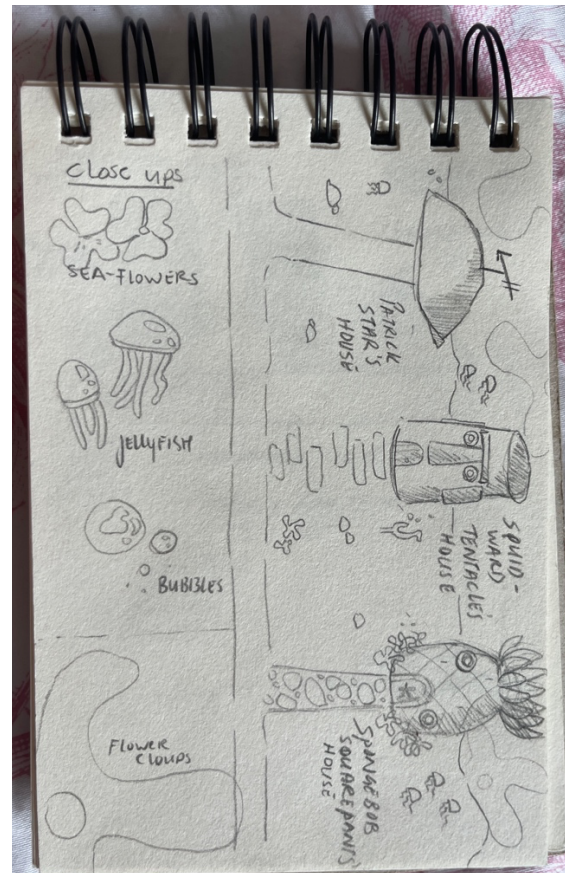
BLENDER PROGRESS:

As someone new to Blender, I had to start by figuring out basic keyboard shortcuts and learning how to move objects around. Patrick's house was simple to model, but Squidward's gave me some trouble. I ended up using a Boolean generator to fix some overlap within the objects. (double click on the video here below)
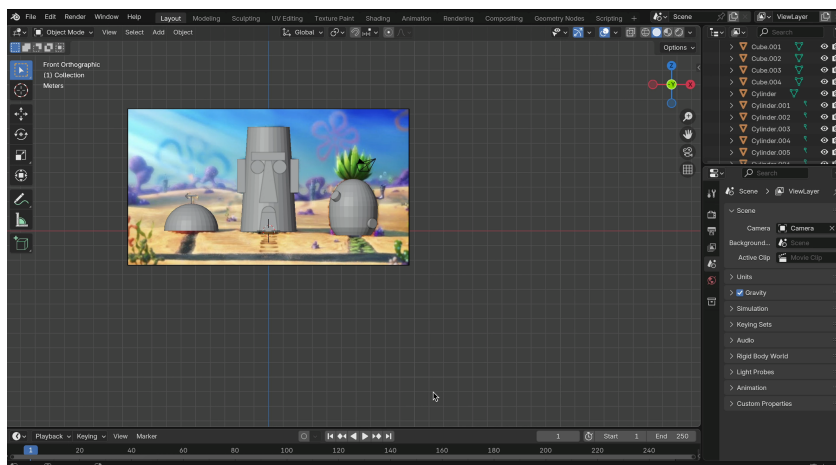
The biggest challenge, though, was SpongeBob's house. It had weird shapes, and I wanted the pineapple leaves to curve naturally. I asked Chris for help, and although he tried, we were both a bit stuck.
Time was tight, so I couldn't

deep dive then ...but later, by messing around with the tools, I discovered that rotating the leaves helped make them curve the way I wanted. Just exploring led to something better. This is the furthest I could get after the blockout:
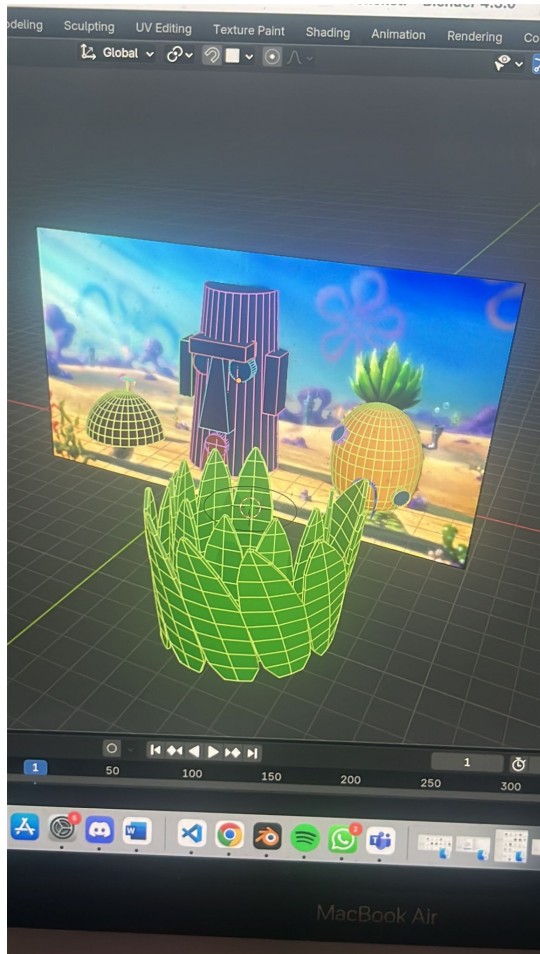
REFLECTION:

was genuinely hyped about this one because, well, it's SpongeBob , something I'll never get tired of. But I ended up putting more time into finishing my portfolio than this project. I still want to keep learning Blender; it's fun when you get into it. That said, I realize I expected too much from myself for a first try. My plan was probably a bit too ambitious for the short time and experience I had.I'm bummed I couldn't finish everything on time, but I'm proud I gave it a real shot and I definitely know more than I did two weeks ago. I do hope that by Friday I can present something much more updated.

Sources APA References (Alphabetical Order):

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