



The Delivery

Completed: 25-04-2021

On a dark and cold Friday afternoon, just when the owner of a small bakery decides to close his shop, a strange client appears with a remarkable request for a large delivery. It is the beginning of a new

Gothic midwinter adventure that leads the hero of this story to a remote place, where dwellers from a long-forgotten era return to an abandoned palace to celebrate the darkest days of the year.





Characters

The main character of this story is **Tommy**, the new owner of a small bakery, who is struggling to keep his business afloat during difficult times. The winter is unusually long and cold, clients stay away, and there is less demand for luxurious pasties. However, the ever-optimistic baker spends his idle time well, experimenting with new recipes and all sorts of techniques in his small bakery at the back of the shop. When he

receives an unusual request for an exceptionally large delivery, he jumps at the opportunity to earn some well-needed extra money. Tommy is the main character of the story, he's a well-humoured boy-next-door type of guy, hard-working, not very good in doing business, but always hopeful and optimistic. Looking at the first render test I can't help feeling he might somehow be related to Harry.



His partner and mate is **Jerry**, who is specialized in parties and delicate baking techniques, the real craftsman at the back of the small shop. Started as just a secondary figure for the ope-

ning of the series, but I'm thinking about giving him a more permanent role in the story. I think they make a nice couple (Tom and Jerry) and would be nice to make it an adventure for two.





Counting House

The Bakery

The shop is a classic late Victorian, old school bakery with traditional, local and home-made products. Not much has changed since the opening in 1872 and most of the interior is still original at the time of this story, somewhere at the end of



Country Kitchen

the roaring twenties of last century. I used a model called the *Counting House* and I stuffed the shelves with all sorts of objects that I plundered from various free 3D model websites. I mainly used the *Country Kitchen* and the *Pioneer Kitchen* to compile the bakery, with many additions from other sources as well to fill the tables and cupboards. I think it's the perfect stage for Tommy to do some experimental baking exercises, before heading north with his Delivery Sedan.



Some render tests for the shop and bakery Rendering





The Kitchen

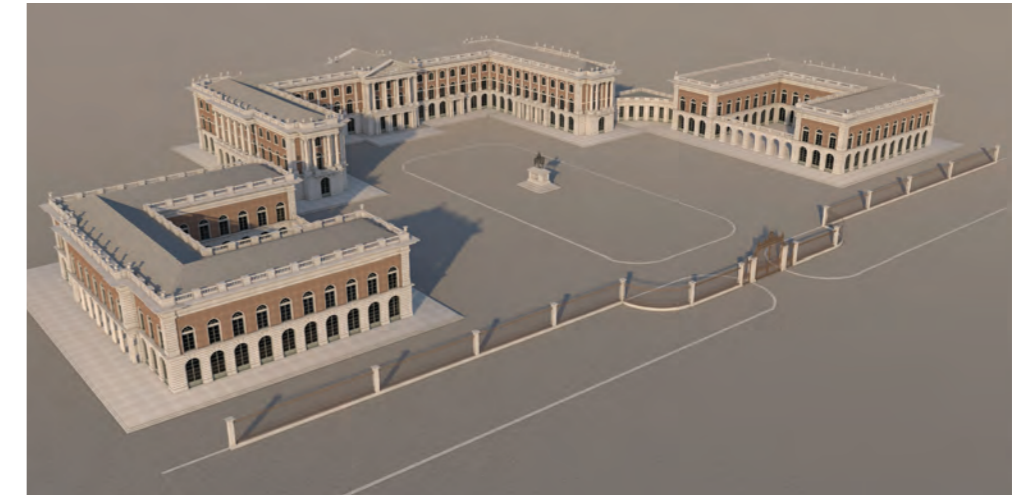


The Palace

After a hazardous journey, the two heroes of the story arrive at the destination for their delivery. It turns out to be a huge abandoned palace in a remote area of the country and there seems to be no one to receive them, there's only a letter on a small table in the great hall with further instruction.

I based the palace on a model that I found on **CGTrader**(*), a 3d model marketplace. *The Royal Place* is made by an artist called *Tim Simpson*, a

"Senior Environment Artis", who crates mainly classic architectural models. I could have bought it but thought it more interesting to create my own version based on large images provided on the website of the vendor. It took a while to complete the whole thing, but I guess a prolonged lockdown combined with a curfew has its advantages at times. It actually looks more impressive than it really is; one only needs to repeat a basic element of the building and keep an eye on the proportions.



(*)
[www.cgtrader.com/
3d-models/
architectural](http://www.cgtrader.com/3d-models/architectural)



Render Tests
Palace Interior



The "Small" Dining
Room



The Guest Room



The Hall of Mirrors
(below)



The Baroque Carriage



The valets (left)
the orchestra (below)
and some of
the courtiers
and their ghosts
(on the facing page)

