Create a scene out of primitives and curved surfaces. The subject matter should be nature. Focus on the simplicity of form in nature. Build objects with a minimum number of control vertices. Your scene should have at least 5 unique models on a "stage". 

Also, develop your models and your scene in at least 5 thumbnail sketches, experimenting with composition and design. Actually go out and sketch from nature.

Both your sketches and your scene files will be graded.