Inspiration
I aimed to recreate the following image, courtesy of IKEA's bedroom gallery. As the bedroom seemed to extend into another room, I had modified it to fit into a single room, cropping the image at the right curtains.

Variant B

Project Requirement Fulfillment

Geometry
All geometry was created from scratch.

UV Mapping and Texturing
I UV unwrapped the following objects and applied the following textures:

- Flower pot: https://ambientcg.com/view?id=Clay001
- Base of lamp on the far left: https://www.poliigon.com/texture/plain-flat-drapery-fabric-grey/6215
- Plant: https://ambientcg.com/view?id=Bark001
- Cone on the far right on the dresser: https://ambientcg.com/view?id=Fabric034
- Pieces on the wall art: https://ambientcg.com/view?id=Fabric073
- Pages on edges of books: texture download from tutorial

I create a procedural smooth concrete texture for the floor.

Blender/Cycles feature
I used depth of field to make the plant and pot blurry while keeping the main focus on the bed. I had also used the particle system to create the rug and denoising.
Tutorials Referenced

- Curtain: https://www.youtube.com/watch?v=kVvOk_7PoUE&ab_channel=BlenderBox
- Pillow: https://www.youtube.com/watch?v=GnJPD6zeAgA
- Blanket: https://www.youtube.com/watch?v=ZBqBkM7w3ik&t=699s&ab_channel=Bro3D
- Rug: https://www.youtube.com/watch?v=bFV0y2-g1Kk&ab_channel=ThilakanathanStudios
- Books: https://www.youtube.com/watch?v=lZalkmRK5Gc&ab_channel=BlenderStuffs
- Folded book: https://www.youtube.com/watch?v=aDOxTniM0Wg&ab_channel=RigiT
- Tree: https://www.youtube.com/watch?v=MDXB3SDQHYw
- Procedural concrete: https://www.youtube.com/watch?v=UCyUt1Jaufk&t=634s&ab_channel=RyanKingArt