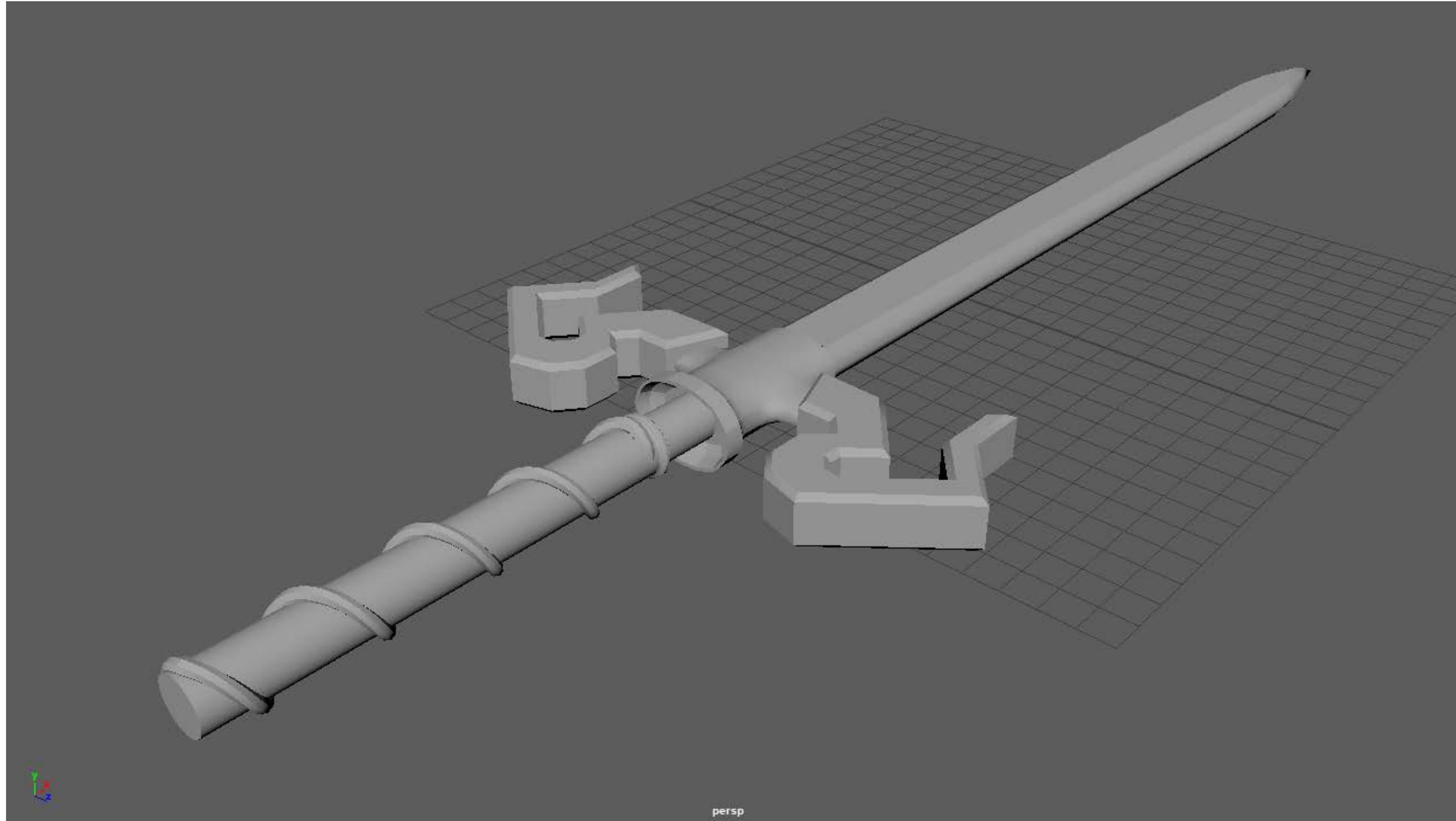


Project A - 3D Model

Autodesk Maya



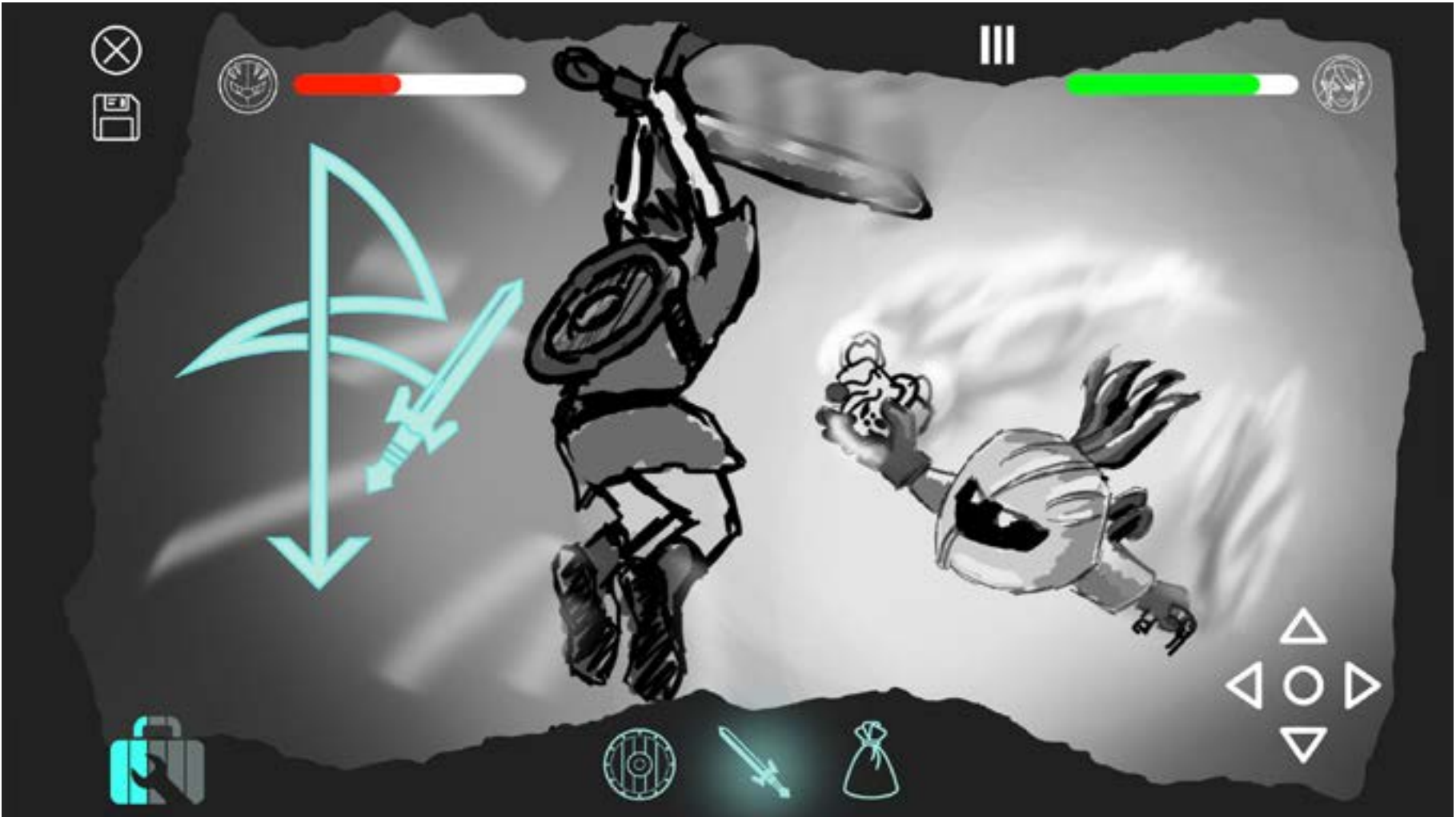
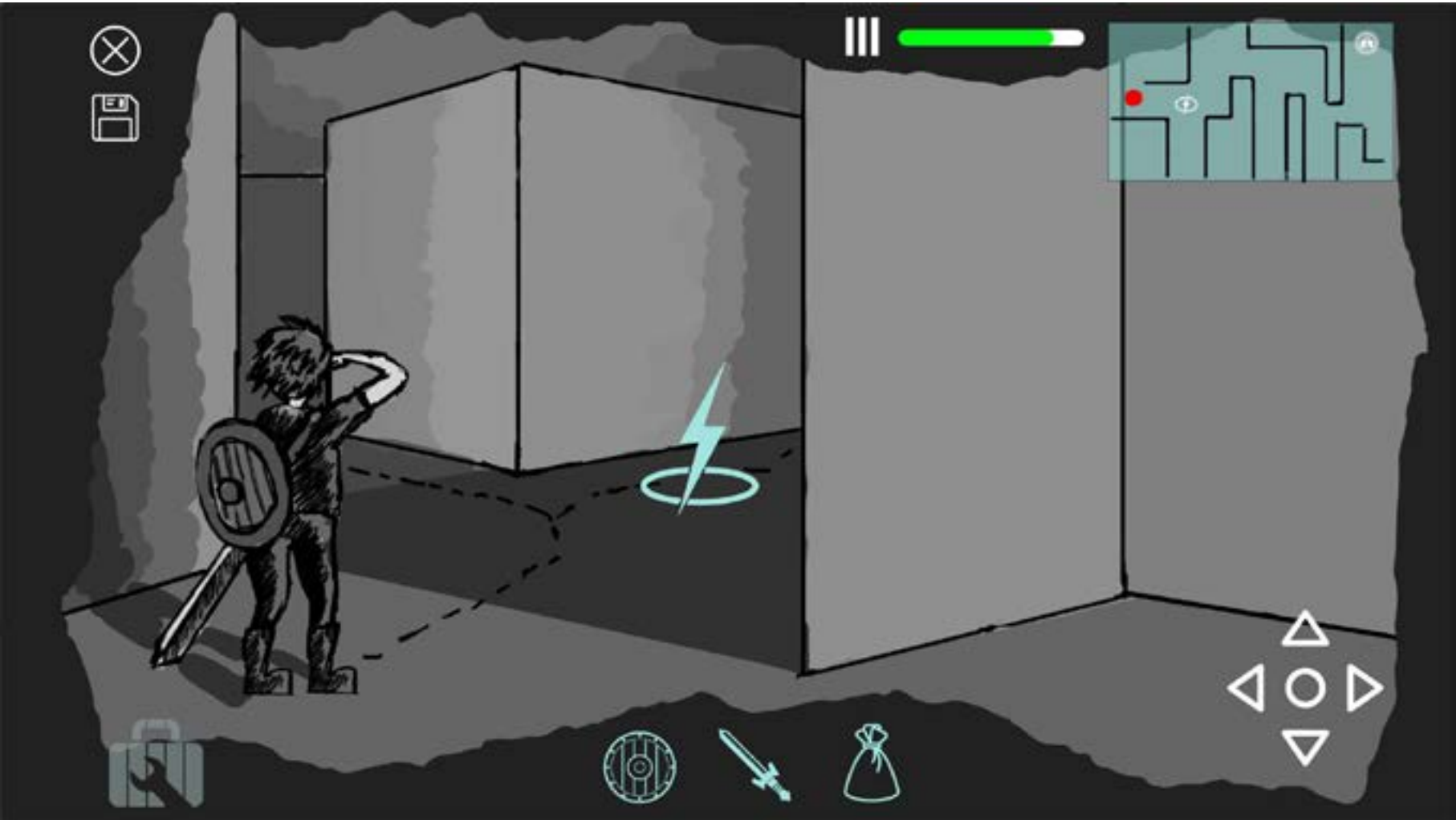
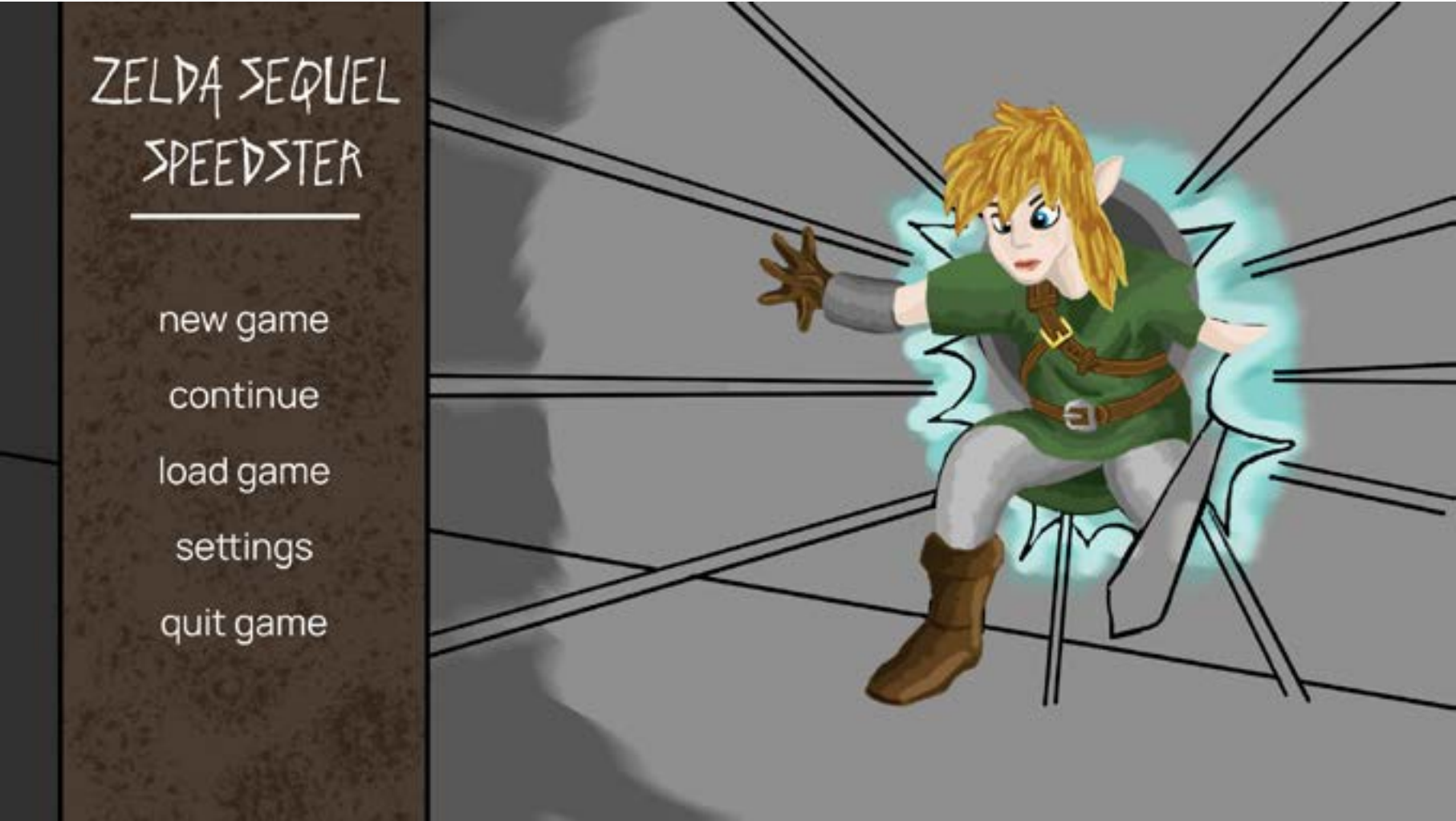
Project B - Concept Art

Adobe Photoshop



Project C - Game User Interface

Adobe Photoshop



Reflection Statement

The fact that I already had experience with 3D modeling upon entering and starting this course made things super beneficial when it came to the actual 3D modeling process during Project A because that allowed me to create more freely and independently. What I found most interesting throughout this process was the fact that my model did not have to be super detailed to the point where I would have to apply textures or render my object using Autodesk Maya's built-in Arnold renderer. Another reason why this was beneficial was because my brain usually tends to visualize in 3D perspective with an intense eye for detail. Therefore, this exercise allowed me to work on new skills where I could focus more greatly on the forest instead of each individual tree.

It was interesting when it came to creating a sketch of any scene, knowing that I would have to consider incorporating principles like the Fibonacci spiral, rule of thirds and spatial depth into my design by determining how much positive and negative space should be activated throughout areas of the picture plane. Creating this work of art allowed me to further improve on my ability to emphasize value contrast between dark and light areas while experimenting with various color tones and hues. It was very challenging but worthwhile to construct a composition that was full of energy and visually pleasing at the same time, along with drawing viewers to a central focal point, which in this case was the sun and hawk.

I was completely inexperienced with designing user interfaces. At first I went into designing the user interfaces for my game by laying out all my thoughts - incorporating blackletter typefaces for the main menu navigation, subheader and body text to create a medieval-like visual aesthetic. Little did I know that despite my intentions here, this would not be a smart move because I soon learned that my initial typeface choice would not be so legible, plus it would be best to have a delineation between the text sizing, style, and placement for the header, subheader and body text to create a sense of visual hierarchy. Therefore, I switched to a sans serif typeface for my subheader and body text. Another crucial thing I learned, which turned out to be a real game changer, was the importance of stepping out of my own head with the way I viewed certain things like how to design the sword strike combos when fighting boss battles, and stepping into the view from the players' perspective. I also liked adding post-it notes to label certain interactive features throughout my Miro boards so that my viewers could better understand the functions of each interface.

In terms of areas I could further improve upon and/or continue to develop my skills in which I gained throughout taking this course, I would like to keep developing my skill as a digital artist by incorporating design principles (i.e. rule of thirds, Fibonacci spiral, etc.) into my digital creations. I am also motivated to explore expanded features within the realms of Adobe Photoshop and other software products that are beyond my realms of expertise, such as the all-new object finder tool and neural filters. Learning these technical skillsets now is essential for when I earn myself a position at a job someday, so that I am not a novice upon when I first walk in through the company doors. I would also like to further improve upon my 3D modeling and user interface design and development skills, both of which are very demanding skillsets in this day and age.