Name Zahra Ahmadi

Date 1/22/2021

Professor Dr. Santo Romano

Class DART 456

Assignment 2: Projects 100-word conceptual description + material Description

# P**roject 1 – Invictus gloves 3D loop video**

Project date**:** April – August 2020

Materials/Tools/Media: Blender Software, Adobe Photoshop, Adobe Premiere Pro

Video duration: 10 seconds

Description:

Invictus Gloves is a Canadian company that produces its own brand, and custom sports gloves for athletes. To showcase their custom products on their social media, they required a mesmerizing and memorable loop video. Large close-ups, warm tones, minimalist, and high contrast images are the four main features of this video that was asked by my client to be considered. The second issue I took into consideration was taking advantage of Invictus gloves' original colors (Black, silver, gold) to texture paint the scene components. Through this animation loop, three different custom gloves are demonstrated to show the variety of colors and patterns that Invictus Gloves can produce.

# Project 2 – Aguman 3D Animation Character

Project date: September – November 2018

Materials/Tools/Media: Blender Software, Adobe photoshop

Description:

Aguman was a school project done in the fall of 2018. The original idea of this monster was given to us by our professor and we had the right to apply changes to the monster's appearance. The changes I made were adding horns and ivory, replacing the single eye with two stretched eyes and reshaping the tail. Currently, Aguman can fly, blink, and move his tail. Modeling, texture painting, rigging, and animating are the four main actions I learned through creating this character. I would like to work more on this character and make a short animation video of it in the future.

# Project 3 – Jigsaw Puzzle Game

Project date: Date 04/11/2020

Materials/Tools/Media: Adobe photoshop, Adobe Illustrator, Atom

Programming Languages: Html, CSS, JavaScript, jQuery, JSON

Description:

The jigsaw puzzle game was a project in which I could enhance my knowledge of JavaScript and jQuery languages, and I learned JSON. This game contains two different levels and has its own original, unique rules. To win each level, the user needs to find out the little tricks considered for winning.

One of the main challenges I faced in programming the game's first level was creating the carousel slideshow that holds the puzzle pieces. However, I could eventually resolve the problem through testing various methods and getting help from my teachers.

# Project 4 – CRAFT Organization Logo

Project date: September – October 2019

Materials/Tools/Media: Adobe Illustrator

Description:

CRAFT - a center for Research and Applications in Fluidic Technologies — is managed by the Toronto University and NRC institution. In fall 2019, a logo competition was held by this organization. I considered three elements to design a logo that would greatly represent CRAFT properties. The logo specific navy-blue color shows that this organization belongs to NRC and Toronto University. Microfluidic channels made out of the CRAFT letters demonstrate the CRAFT organization's field of work. Finally, the maple leaf placed in the red “C” letter center highlights that CRAFT is a Canadian organization.

# Project 5 – Loyola Committee Logo

Project date: August 2019

Materials/Tools/Media: Adobe Illustrator

Description:

"The Loyola Committee is a subsidiary of the ASFA organization. Its main goal is to make students discover the Loyola Campus and facilitate socialization between students on their campus" (Victoria Videira). The committee's goal was my principal inspiration to design their logo. Using Concordia University’s logo, I presented that the Loyola committee is a Concordia organization. To picture the socialization occurring between students, I transformed the letter "C" middle part to individuals who have gathered together. To show the support and help that the Loyola committee provides its students with, I kept the letter “C” upper and lower parts as they were.