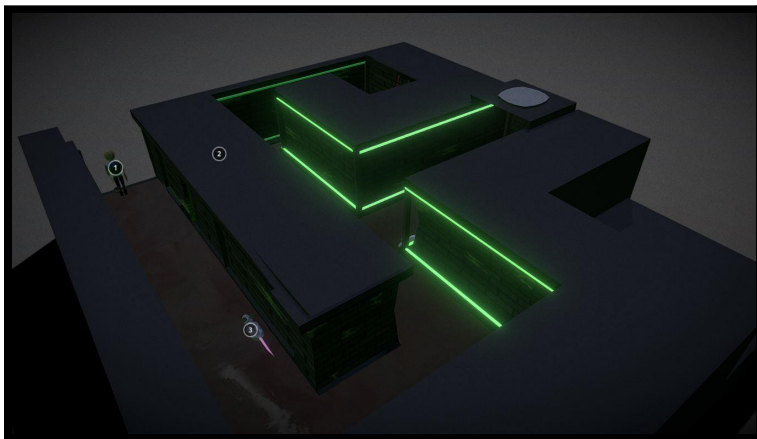

3D level design with Guac.

By Connor East

For SkillsUSA I partner with Duangkamol Khongphat, also known as Guac, to create a low poly game environment. Personally, I am proud of this project because it taught me about texture creation while also allowing me to see to it that my idea came to fruition. This is a model of a futuristic sewer. In it, you can see a low poly character holding a lantern, a rat, and an interesting labyrinth in which you must find a ladder to escape. it uses in simple terms a green luminosity in order to make it seem like a toxic environment as well as odd colored water. Our teacher was hoping to teach us good teamwork and the ability to communicate what we needed from one another. To meet the objectives for this



project we had to have a model with under 1.7k vertices, if I remember correctly. Overall we were able to meet the project goals but, it was difficult because me and my partner worked at different paces, and as such, I had to wait for them to finish before moving onto the next

aspect of the project. To do this project we enlisted the help of two programs being Blender, and Photoshop. This project, while it may seem small, needed a lot of skills to complete. It needed us to measure the length of each wall to properly apply texture as well as it needed us to work in close proximity with each other. It needed us to be able to create an object with a specific amount of vertex points which took a secondary part of Blender that we didn't know was there. If I were to redo this project I would make the water clearer as well as make the environment

less blocky. I learned better communication skills as well as how to access secondary aspects of Blender that I didn't know were there. I also learned how to create semi-realistic wall textures in Photoshop and how to properly add said texture in Blender.