NAME: Martin Garcia AM / PM

Sintel Video

1. What most impressed you about the Sintel video?

The models and animations were most impressive. The models were very detailed, and the animations were very smooth.

1. What part of the video did you think needed more polish?

I think the part where she was escaping the cave needed to be more polished because the scene kept cutting to different angles and the location at each angle didn’t really match with the previous angle

1. What models did you see that you felt you could create? Be specific.

I felt that I could create the buildings in the town and felt I could create the human models with all the armor pieces and all the texturing on the materials for the buildings.