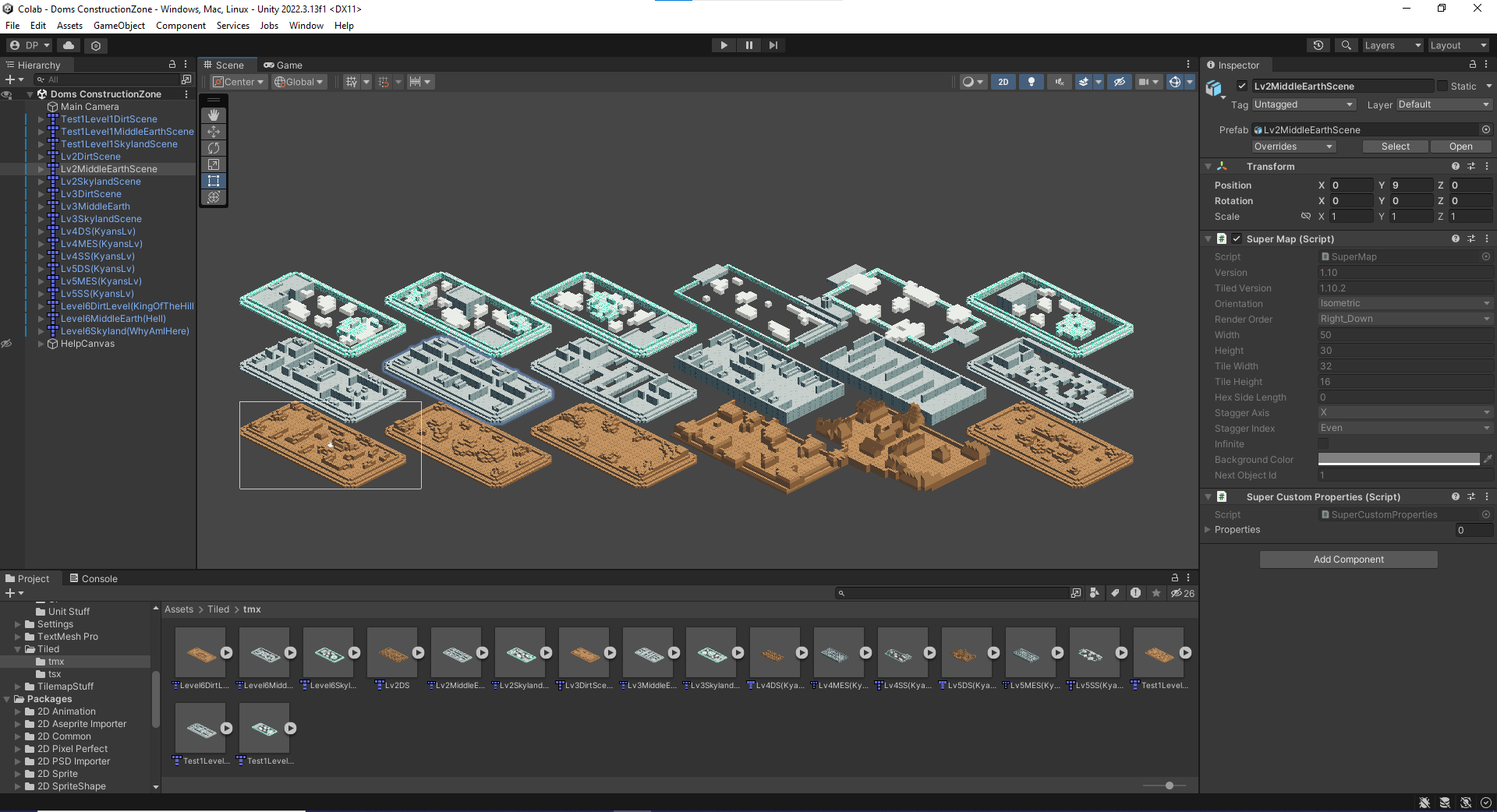
Object for NeonVr my first Vr game.

 A screenshot of a computer game

Description automatically generated I included these blender pieces from my first Vr game NeonVr because it took me awhile to figure out how to get the curves and thickness of the objects correct without them becoming distorted or out of proportion, but they turned out pretty neat, but I do wish I did something better for the backboard of the neon signs other than that I think I did well making these objects.

Trying to figure out how to get the levels from Tiled into Unity for AstroTactica. 

I included this because it was a pain to figure out how I was supposed to import the tmx and tsx but in the end I figure out that the tsx which is just the tile palette I used need to have the same path set it did going in to files for Tiled and Unity and the tmx which were the map layouts that save the placements of the tiles need to be next to each other it was also a pain when another level designer couldn’t get them imported also made a new tile palette but this show I was able to get them imported and switch to the correct tsx tile palette.

The Levels I made for Sylvan Larceny.

A screenshot of a video game

Description automatically generatedI included this because the programmers gave me a task to make a level with a bunch of obstacles and collectables without making it to long since it was a turn base movement game and trying to plan where the coins should be as well as putting the traps in smart and strategic places was pretty tuff but in the end I got to a point were I was almost satisfied with the levels and how the turned out.

First time learning howe to make Isometric levels.

A computer screen shot of a rectangular object

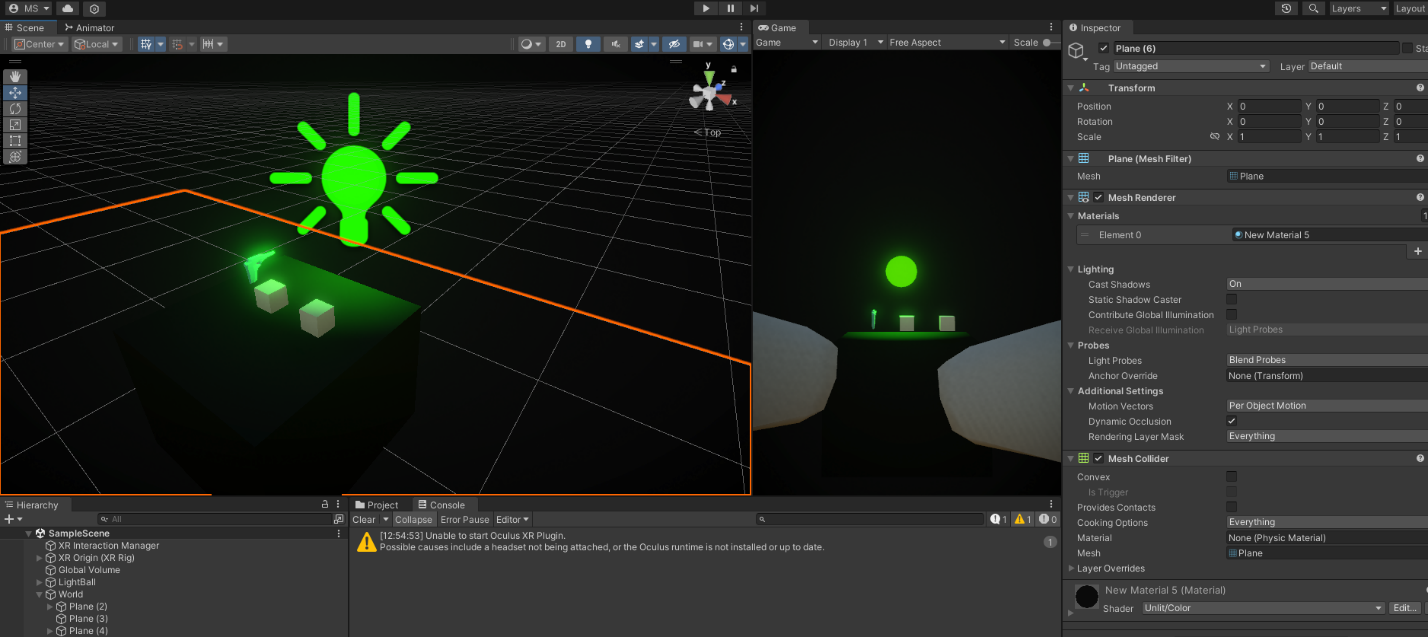
Description automatically generatedI included the first time I ever used Tiled to make Isometric levels for a game called AstroTactica because I really enjoy learning the way of tiled and all the things you can so with it also trying to figure out how to get the Isometric levels to look connected and proper without it looking like there were missing areas I don’t think I did a horrible job at making the levels look natural.

Characters I made to get a better feel with blender.

A group of cartoon characters

Description automatically generated

In included these little guys because I used them to get better at blender and learn the shortcuts better as well to see if I could get the color similar since I have a hard time with art and getting the colors right for texturing and stuff, but these were pretty similar to the real crossy road characters and I was impressed I was able to get the colors so close to the original

Levels for the Vr game NeonVr. 

This is a level from my Vr game called NeonVr an Included this because it was a rather fun learning how to get things to work in Vr and as well to see the difference to 3D, but it was, I also enjoy getting lost in making object for this game then being able to see them in the Vr headset like my creation as come alive.