

While I have made great strides since I first began modeling about a year ago, looking back on my finished products, I know that I have much room to grow. Specifically, the Electrowoman, Mummy Man, and Davy Jones pieces demonstrate some of my greatest weaknesses. My processes for creating Electrowoman and Mummy Man were similar. I began by sculpting a generic human form in Maya using box modeling, and then importing that figure into Mudbox to sculpt in the details and give each character a unique personality. Mummy Man was actually inspired by the cover of a Young Thug album that I listened to back in high school, and I combined bits of that character with pieces of some of my favorite characters from the show *Naruto*, because it felt like that would be a world this character could live in. Technically, the piece's greatest strengths would be the face and the limbs. I diversified the reflectiveness in the face, and that helped to sell the change in textures between the blood on the eyes, which was water-like, the metallic piercings, the skin texture, and the cloth which was very dead, texture-wise. I also think that the randomness I added into the arm and leg wrapping sculptings gave it a more realistic feel as opposed to if I had just copied the same patterns onto both arms and made them more symmetrical. In terms of technical weaknesses, I would say that the level of detail present in the face and arms aren't uniform throughout the piece and there are areas like the chest and back that suffer from comparison to the face and limbs. It would have taken me more time to complete the piece, but adding in more discolorations and muscle features in the chest and back would have made the model look much more uniform. Texture-wise, the hair doesn't quite capture the frizzy texture I was going for. I like the way I altered the color, but it still lacks the frizzy nature of hair. Hair is something I haven't had much experience in, and something I would like to learn how to improve on at the graduate level, so I wasn't too disappointed with how it turned out. Overall, creatively, I was quite pleased with the character's overall feel, I thought he reflected the spacey feel that I got from listening to the album and it incorporated some of my favorite elements from other characters to add a bit of my personality into it. For one of my first character models I thought it was successful.

Electrowoman was my first attempt at 3D modeling and although I refer to her as Debi, for clarity in what piece I am referring to, I will call her Electrowoman for this critique. The process was the same as Mummy Man. Our assignment was to model a female character, and she was originally supposed to be modeled after a mix of Cersei Lannister, and my mom's friend Debi. Once I accidentally added a spritz of blue though, my mind took over and soon she was electrified and became a whole new woman. She kept Debi's emotionless face though. Something about Debi has always bothered me. Technically, she is more well-rounded than Mummy Man. I thought I did a much better job of adding in little details like the veins on the spine, or the crater in the stomach to make each individual part of her body feel unique. While the body as a whole feels more cohesive, the clothing seems a bit out of place. Thinking back, I could have made it into something that fit the aesthetic of the character better, like a translucent dress that glimmered, or something that gave her more of a radiant feel. The underwear just comes across as very generic. I also think the skin texture could have been done better. It has a very pottery-glazed look to it and giving it more reflectivity would have gone a long way in selling her as a living being. As a whole I was very surprised that I was capable of this for my first try in character modeling, but if I had to do it now, I would think a lot more on adding another clothing layer to pull the piece together. I did capture Debi's emotionless stare though, which is something I am quite proud of.

The Davy Jones piece is a lot less personal, which is one of my biggest critiques of it, but I thought technically it is one of my strongest works. I spent a lot more time in Maya with this one because sculpting the tentacles in Mudbox would have been nearly impossible. I mostly used Mudbox for texture and painting work, not as much sculpting, which I did for Mummy Man and Electrowoman. This project was from a class, where we were given two weeks to model a character from a movie or show for our final projects, so I chose Davy Jones. I thought the slimy texture of the tentacles and his face would provide a strong challenge for me, and I believe I executed it well. I added in a layer of white translucence along with a gloss layer on top of that to give it a slimy feel and it made the tentacles seem very real. On the negative side, the eyes are very cross eyed, and don't have the same glassy texture that real eyes do. A lack of reflectivity in the eyes is something that I see in a lot of video games, which makes characters appear very artificial. That was something I was cognizant of and tried very hard to overcome but ended up failing at. I also wish that I had added some of my own touches to the piece. If I had to go back, I would add some light ginger hair, and a scar or two like the one on my chin to make it my own.

My short film *Crustaceans* was different in that it was 2D and narrative, but I think it captures a small bit of what I eventually want to do in my career, which is to create an animated comedy tv show. My style was heavily influenced by *Spongebob*, because Gary the Snail was the first thing I thought of when I thought of snail races. In a way I was testing myself to see if I could draw in the style of the show, because I know one of the jobs of modelers is to create in the style of the show or game they are working on, but I do think this is another piece where I could have added some of my own personal flair to it. Creating my own style is something that I have been working towards and is an area that I want to grow in graduate school. I also thought there were portions of the animation where the snail's seemed to be floating above the ground. Adding in a drop shadow would have helped with that deficiency. There were portions of the animation where the snail's eyes looked as though they were looping (they were), so going back in and adding more alterations would greatly improve the overall feel of the snails. Narratively though, I was pleased with the composition. I only had 30 seconds to create comedy in the piece and I thought I achieved that goal. This was a proof of concept short film for me, because it allowed me to prove to myself that I was capable of creating a short comedy and I thought to that ends it was successful. It wasn't the most complex film ever, and the art was rather basic, but I am proud of it.