

VMD 105



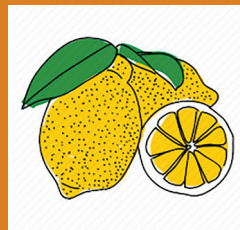
KATHRYNE BAGAYBAGAYAN

My name is Kathryne. I took VMD 105, because I wanted to broaden my knowledge in art based computer softwares. My career goal is to become a digital illustrator. The typefaces I used were chalkboard, papyrus, and bodoni 72 smallcaps. I picked a orange for the background, and light green as a accent color for the body text.



About Me

Twitter: @TetsuChu



RASTER PROJECT

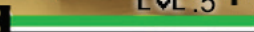
TENDER
♀ LVL:5

HP:



BLEU
♂ LVL:5

HP:



BLEU USE PECK!
NOT VERY EFFECTIVE.

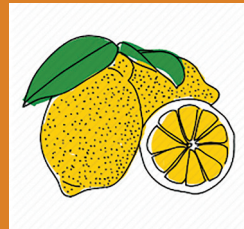
▶ FIGHT BAG
CHICK RUN

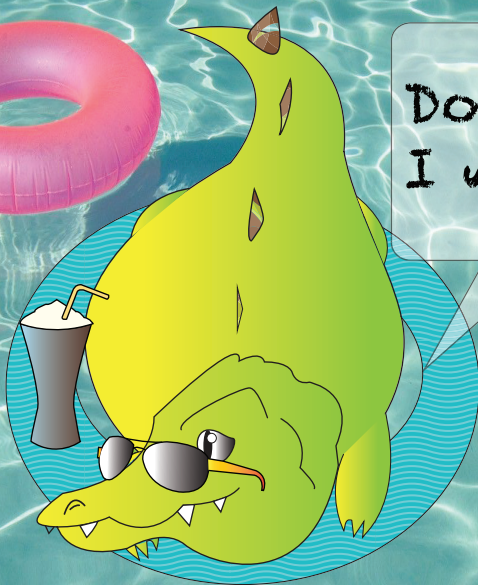
The concept of my photoshop project was to incorporate my two pet chickens. This project was a lot of fun and a bit difficult. Using the lasso tool on the health bars was an inconvenience. At the same time, this helped me to navigate photoshop easily. Also adding all those special effects like the shadow, and shine on the beak made my characters pop out more.



Adobe Photoshop

Final Raster Project





Don't leave,
I won't bite!

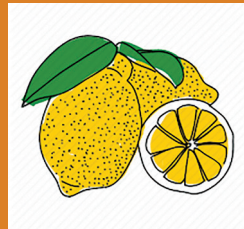
VECTOR PROJECT

As I creating my character for this vector project, I was thinking about fat animals. What I decided was to mix that idea with my love of crocodiles and created this lovable animal. Who is a harmless creature that only wants to make friends, and drink pina coladas.



Adobe Illustrator

Final Vector Project



TIME-BASED MEDIA PROJECT



I would say Adobe Animate was the hardest program for me to learn. Because within the program I had difficulties recreating my character from the vector program. Also how items move in this program felt less smooth than what I'm used with. So I decided to use my own program called TVPaint, which I was more used to animating on. I tired importing my animation into animate, but it didn't want to import. I finished my animation with premiere pro instead.



Adobe Animate

Final Animation Project

