Name: Kiera Solomon

Would you consider yourself to be more technical, or more aesthetic?

 It’s easier for me to take time and learn the basics of technical because I don’t expect myself to know any of that. Unlike the aesthetic, I try to jump into more advanced things because I feel I should know the basics already. So I’m a pretty good generalist when I take the time to learn the basics.

Would you prefer to develop interactive games, or animated short films?

Animated Short films

For those that consider yourself to be more technical, what would you like to pursue as a career?

Modeling or Rigging

For those that consider yourself to be more artistic, what would you like to pursue as a career?

Character/Set Development or Layout or Animation

If you could choose the projects you will complete as a 3rdand 4thyear student, which would you choose? If you choose more than one, indicate a first choice, second choice, third choice, etc.

1. An Interactive Game -- third choice
2. A 3D Animated short film –First choice
3. A 2D Animated short film —second choice
4. A Visual Effects short film –fourth choice

(producing visual effects that might be seen in today’s live-action films)