

# Self-Reflection Report

## CGI Tools: Maya Project

04/01/2021

# 1 Self-Reflection

Overall, I am very pleased with the work submitted, I feel though it is an accurate representation of my skills, and shows what I have learnt about art and Maya this term. Based on the example questions and some of my own, I will now discuss the project as a whole.

## 1.1 What was the best part of the work submitted?

The Python tools I created were both the most interesting and the most useful part of the project. Having tools that could quickly make customised staircases and towers quickly was useful when trying to get the look of my castle correct. These tools could easily be expanded to do even more and creating them has truly revealed to me the power of PyMel and Maya for creating VFX.

## 1.2 How difficult was the assignment? What was the hardest part?

I found the assignment challenging but never felt stuck or out of my depth. It was certainly difficult to get the hang of Maya but coming up with ideas was very easy. Applying and translating the artistic theories taught to my work was straightforward.

As I eluded to, Maya is still relatively new to me, so getting my head around how to use it to do what I wanted took a lot of time. It was very tricky taking an idea - one I had fleshed-out in my head and sketched on paper - and making it look right and work well in Maya. I spent a long time trying to model objects and through trial-and-error I now could do it again but initially it was very hard.

## 1.3 What would you do differently?

Now that I have experience modelling and animating in Maya, I would try to organise my project better - both naming textures/objects and grouping into layers making it easier to look at certain parts of the model.

Another thing I would make is a tool that creates the walls/parapets of the castle. This is due to the hand-modelling being repetitive and easily automatable. I also realise that most of the animation could have been achieved through Python and would take this forward to my next animation project.

## 1.4 What are the most important things the markers are looking for in this assignment?

Being able to transfer taught artistic skills into a final piece is the main thing the markers will be looking at. As art is subjective it is hard to determine whether a piece of art is inherently “good” or “bad”, therefore having theory that can define parts of art and what mood it conveys are important to learn.

As the course is very technology-oriented I believe another important part will be how we automated the process. This is vital in the industry and having repetitive task automated will alleviate artists' time and save a business money.

### **1.5 What advice would you give to other students when tackling this project?**

Learning the key principles of art and Maya are the things to understand first. Once these are learnt, any ideas you come up with can be effectively realised with little issues, resulting in a striking final piece.

### **1.6 Which students helped you most?**

Josh and Ed both provided valuable feedback on the final animation which helped me fine-tune the beautiful animation I submitted.