INTERMEDIARY PRESENTATION

YEAR PROJECT

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STRUCTURE

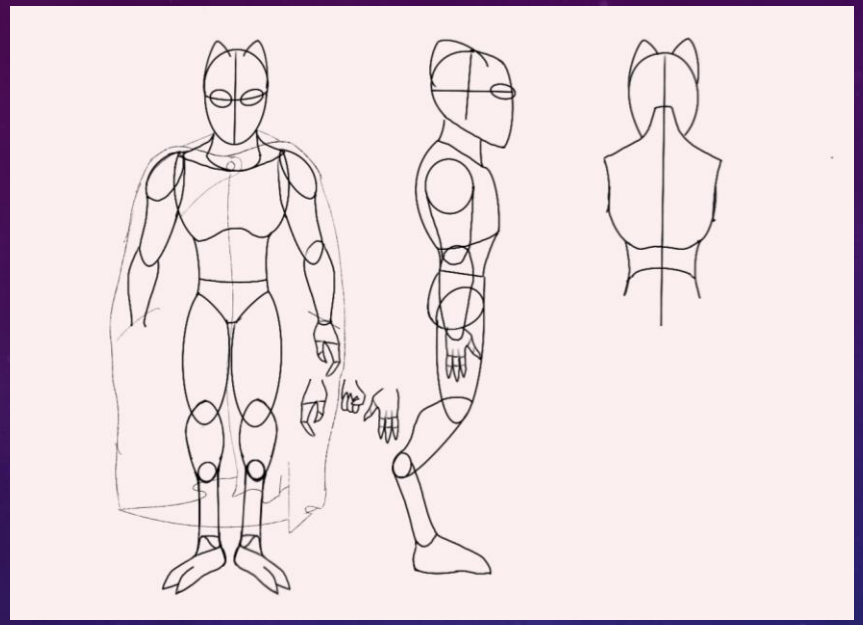
- The project
- Work done
- Work to be done
- Resources, Tools, and Equipment
- Art elements
- Design elements
- Programming elements
- Questions

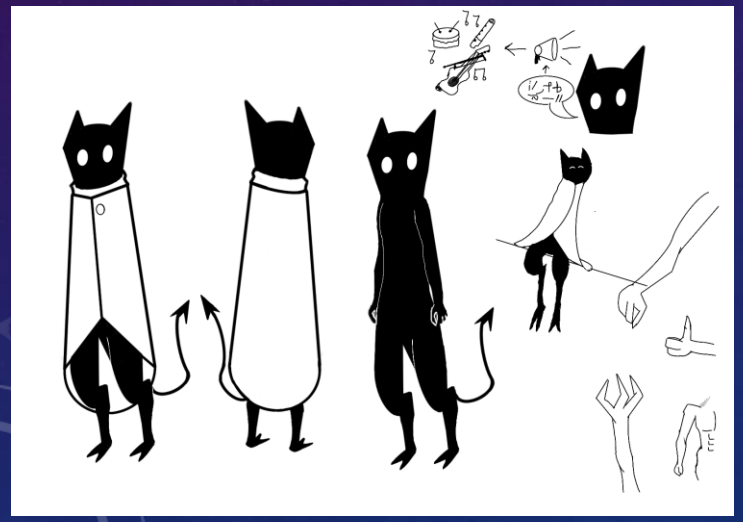
THE PROJECT

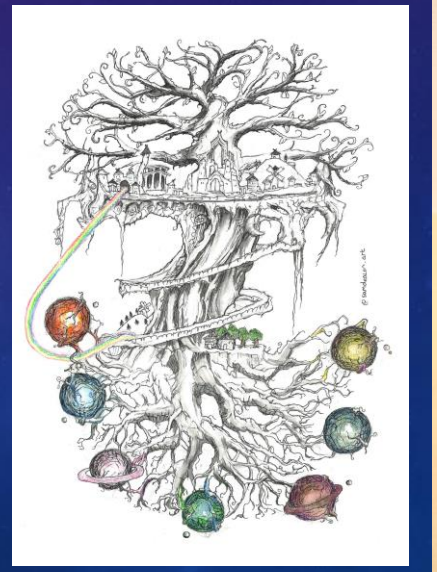
- To Concept, Create, Design, animate and Programme a 3D Character and its interactable space.
- To create a presentable piece of interactable animated 3D Character.
- Uses python.
- The finished piece can be used in a Cartoon/ animated medium or a video game medium.

WORK DONE

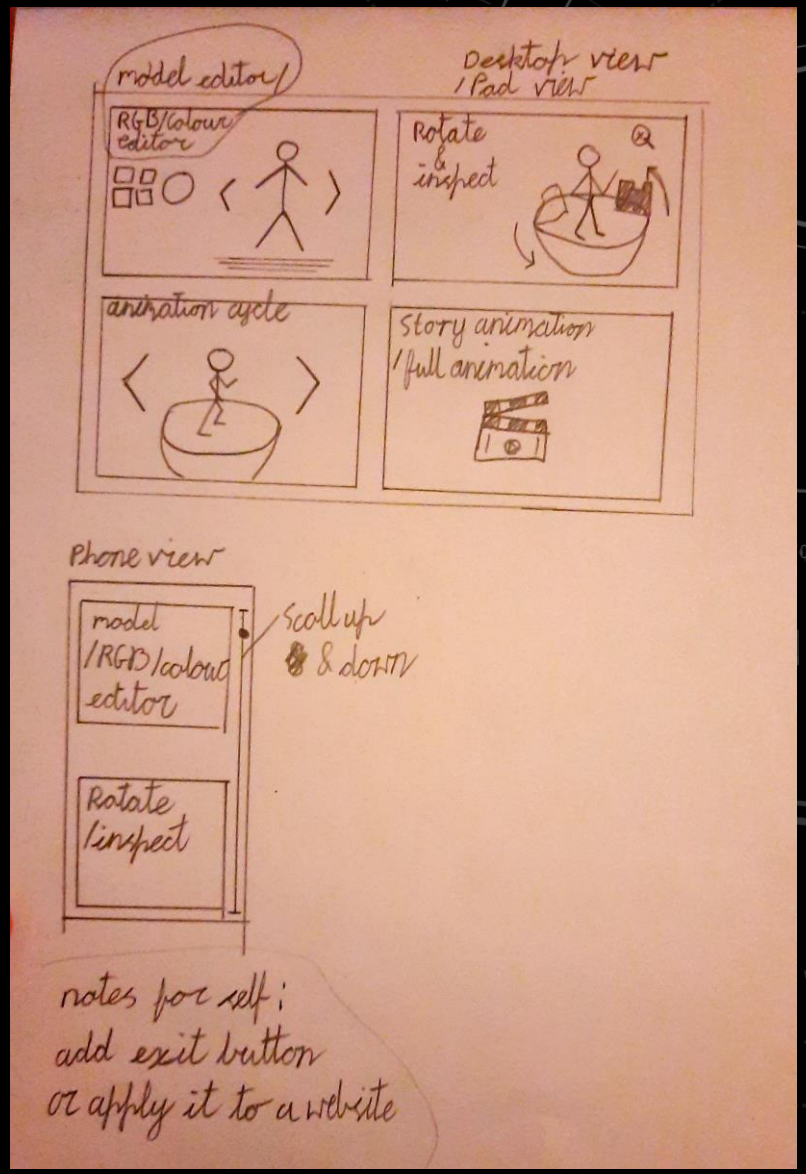
- Concepted and designed a character for smooth low poly.
- Made a character background
- Began designs on how my project implements programming and design parts to the project.
- Researching programme libraries of python as well as watching and researching videos.
- Just began 3D modelling of the character and its environment.
- Key frames/ started storyboarding animation
- Plans made of how I want the piece to be interactable and displayed
- Work on documents in the area of the project.

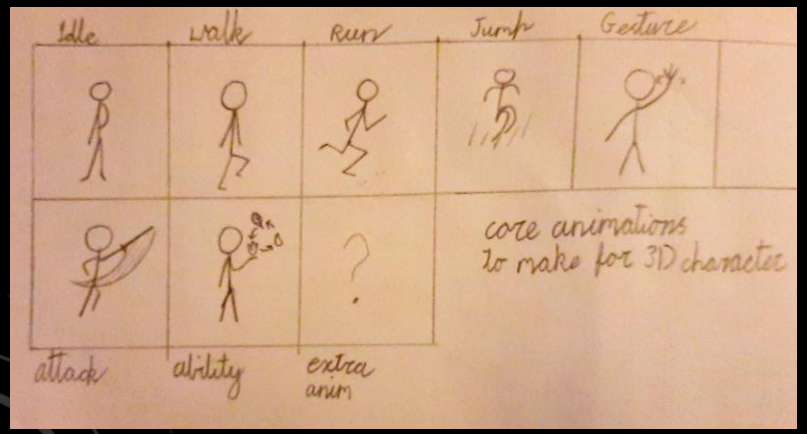


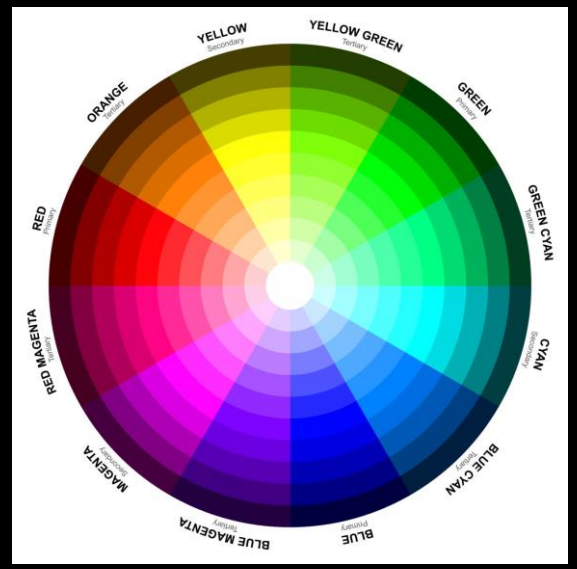

Yggdrasil
Reino de Aesir
ASGARD
Puente del Arco Iris
ALFHEIM
Reino de los Elfen
MIDGARD
Tierra Central
VANAHEIM
Reino de Vanir
VERALFHEIM
Reino de los Duendes
JOTUNHEIM
Reino de Gigantes Reales
NIFLHEIM
Tierra de Hielos y Neblinas
Infierno
Reino de Los Muertos



CHARACTER CREATOR
PANTS
COLORS
OPTION
CANCEL
SAVE


model editor
Desktop view
/Pad view
RGB/colour editor
Rotate & inspect
animation cycle
Story animation /full animation
Phone view
model /RGB/colour editor
scroll up & down
Rotate /inspect
notes for self:
add exit button
or apply it to a website


Idle
Walk
Run
Jump
Gesture
core animations to make for 3D character
attack
ability
extra anim


YELLOW
YELLOW GREEN
GREEN
GREEN CYAN
CYAN
BLUE CYAN
BLUE
BLUE MAGENTA
MAGENTA
RED MAGENTA
RED
ORANGE

WORK TO BE DONE

- Figure out if a downloadable app or a website is best to present the project.
- Programme and input designs to the app or website
- Get more python library work done
- Create and texture the 3D Character
- Animate the 3D Character
- Find tools to be used to design the app or website. (e.g. WordPress)
- Continue work diary
- Continue Work on and clean up documents

RESOURCES, TOOLS, AND EQUIPMENT

“It’s better to have and not need, than a need but not have “

- Art – May, Z brush, Blender, Procreate, Photoshop, Substance
- Programming – python, visual studio code
- Design – illustrator, Balsamiq, Invision
- Presentation equipment- keyboard and mouse, Large screen or monitor, audio outputs and a pc

ART ELEMENTS

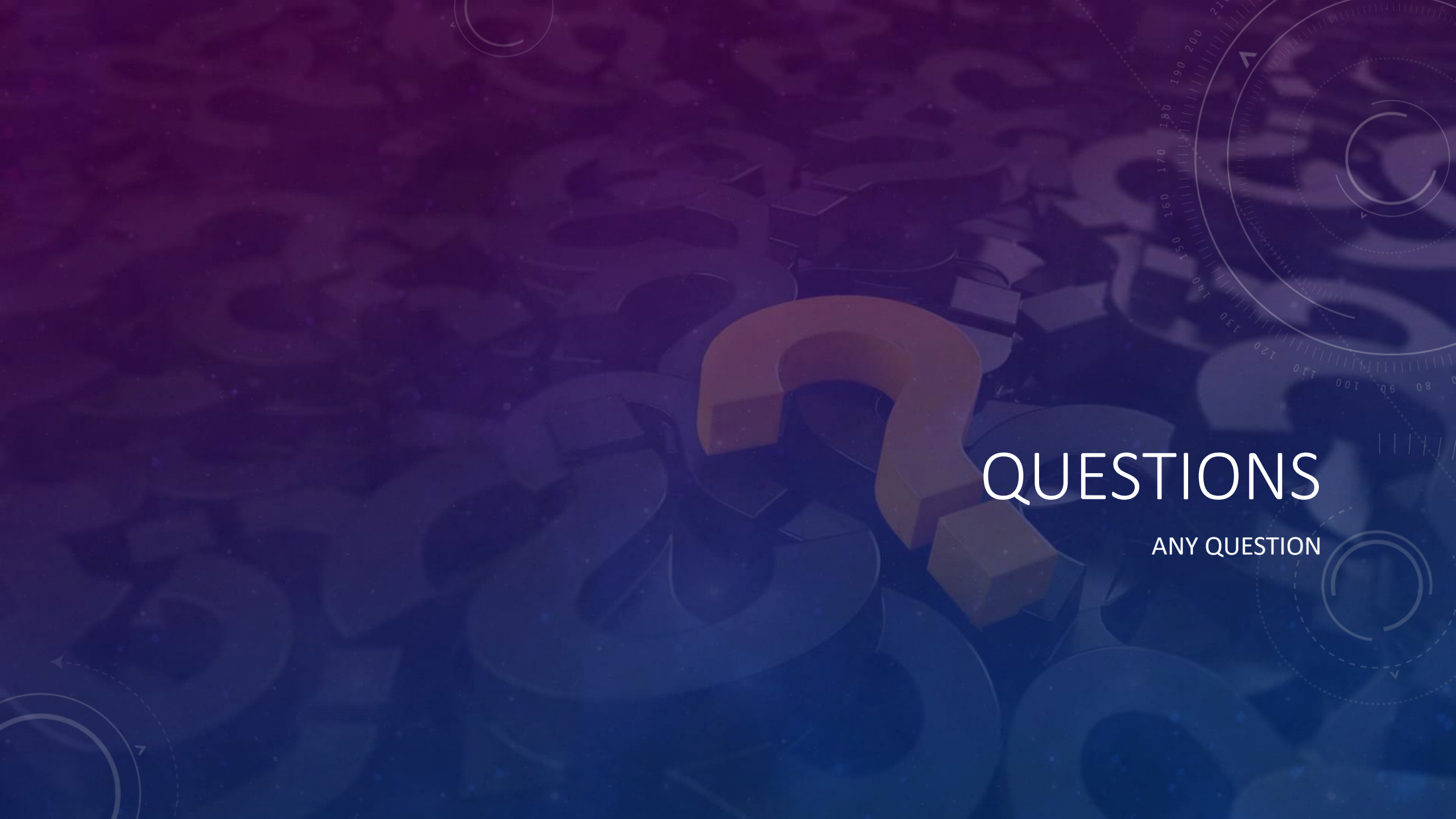
- Concept character
- Concept environment
- Prepare drawings
- 3D model character
- 3D model environment
- texture
- animate

DESIGN ELEMENTS

- Design character
- Design and create a story of the world of the character
- Design how it will be presented
- Design how it will be interactable
- Design a storyboard for the animation
- Design how the app or website will work

PROGRAMMING ELEMENTS

- Use a python library for programming
- Programme visual effects used in animation
- Programme interactions the interactions of the presentable endpiece
- Programme the app or website.
- Programme a way to select parts of the finished character to change RGB values



QUESTIONS

ANY QUESTION