**Project Proposal IDAD CW268 4TH YEAR**

Name - Ross Walker Burke

Student No. - C00249184

**Working title:** concept art and 3D modeling

**Description:**

To concept and 3d model a character or creature that can fit into or be used in a game or an animation. There will be a journal/ diary of the art work the end piece will be a digital display of the 3d model standing on an environment base. The display will rotate the piece. The piece will be interactable by an animation plays by clicking on the piece or a button effects and lighting will be done with coding. Along side the end piece will be a journal of the process ideas and overall the work preformed on the project. A 3d printed model can be display as well to help with the interaction of the presentation of the project.

**Reasons for selecting project:**

I would like to combine skills learned through the course (art, programming, design) into a presentable piece that can be shown to an art/animation studio or game company/studio, for I’m driven to try get a career in those fields and doing something I’m passionate about for I like creating and giving life to my ideas/creations.

**Proposed research content:**

Combining programming design and art into a concept piece to build upon skills learned and to learn new skills from the work to be performed through the project. The research will take me into idea/concept creation, presentation of ideas/concept,2D digital & tradition art, 3D modeling, animation(2D/3D), programming effects & lighting, integration of programing into art, creation of an interactable display of end piece.

**External links (if applicable):**

**Hardware requirements:**

PC display with mouse and keyboard, 3D print,

**Software requirements:**

Z brush, Maya, Blender, Photoshop, Adobe Animate,

**Other requirements:**

Modeling