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Art 102

Blanton

# Platform of Trife

       I call this project the Platform of Trife, which is made in Unity, this semester has gone by very fast and I feel like this project was a complex one to achieve. I was inspired by an altar walkway I have seen in many movies in the past. Learning Maya for the first time was not an easy task for the first time, after learning a few tricks here and there helped me a lot in my following projects. Cura was another software that I have learned minimally, due to the time given to us, but 3D printing was a nice software to learn to gain experience in the class. Sculptris was another software, which was shared to me by a colleague, resulting in my final project, this software was used to create my objects that are now in Unity. Unity was another software, we have been informed about to use, being incorporated with virtual reality.
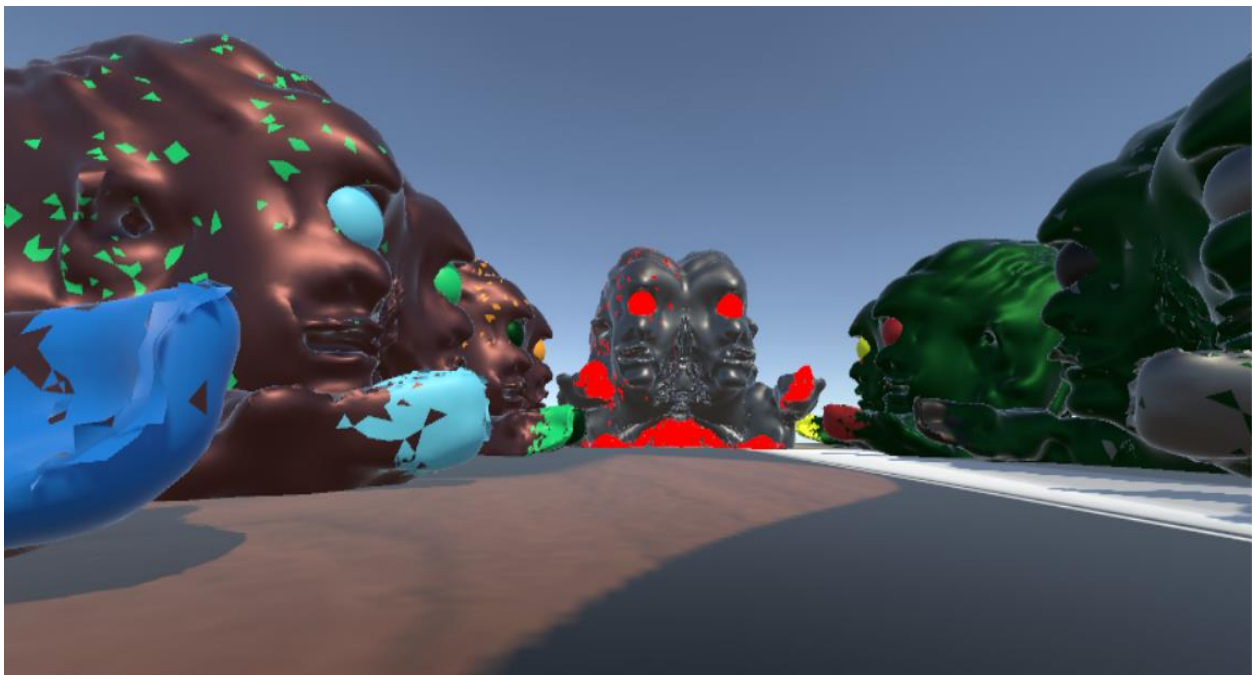
       The objects from Sculptris and Maya converted into OBJ file, helped translate the sculpture into Unity. I created series of head sculpture lined up expecting the user to just walk across to the main object. The main object is created in Maya modified, to be transferred into the space. My main point for this project is the series of space and the number of objects I can input around this empty world. These abnormal objects are there to create the feeling being watched while trying to reach the main area. The main object shows an altar of a playful ball pit with a stump in the middle for people to interact with. It is to show the feeling of isolation and the feel of being monitored in a public space. This year has been great and the experience it has brought me will forever be embedded in my mind.

       Learning from trials and error helped me better understand some of the process it takes to finish a breathtaking artwork. In the future these 3D software will continue to innovate and I am just grateful to learn some of these things.

**"The playful stump"**
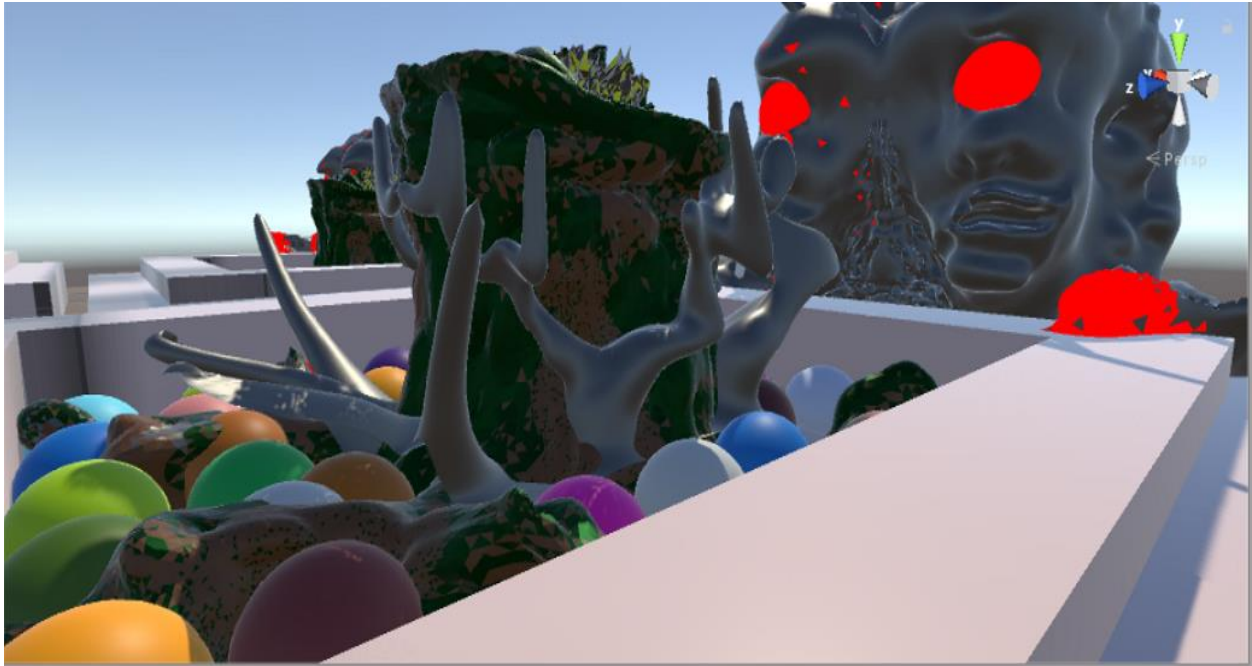


"Walk way of Biclops"

**Several other views**