

AINT253 Coursework 1 Reflective Document

Part 1:

After reflecting on my coursework and what I have done, I feel like the three areas of which I have succeeded at developing on is the planning of the design challenges since I always had a concise plan of what I wanted to do for each challenge with design documents, moodboards, rough sketches of the document. However I do feel like some of the documentation lacks in some areas so next time, i'll try to flesh it out a bit more.

Another area that I felt like I was good in is the lighting and ambience of the scenes. For example, in the design challenge 1 scene, I very much enjoyed the lighting of the hallway as it's very dark but not too dark that you can't see.

And finally, I feel like I did well was the texturing of the models. I used a mixture of textures, some found on google while some I made myself (either by taking photos or creating the texture myself). However, I feel like some of the textures are a bit too stretched out in some cases so next time, i'll try and make them more smaller so that they don't appear as stretched as they are in some cases.

However despite some good things, I didn't do quite well with adding details to the models. Some of the models (such as the chair, bed frame and door in the 2nd design challenge) lack the detail and depth that a model would have is just the main blocky model (however, i did chamfer the corners to appear less blocky).

Another area I need to improve in is time management. While there have been instances where things outside of my control that delayed me, there has been other things that I chose to focus on rather than just this project. And finally, the last area I need to improve in is realizing my talents. During the first 2 weeks of the first design challenge, I made a door that was way out of my control but however I realized that if I continued to work on the door, it would set me back loads so I decided to scrap the door and make a new one.

Part 2:

"Time Management"

One of the biggest problems that I had faced during this coursework was the time management of the project. I simply didn't have enough time to add any extra details on the project and didn't have enough time to polish the scenes unfortunately. In order to improve this, I need to allocate

times in the day where I would 100% work on the project and nothing else to help me progress faster. I would also try to make sure that i'm not easily distracted when working so that I can get more done than I usually would do.

"Adding details to models"

Another issue I had was not adding enough details to the models, this was mainly due to time constraints but however some of them lacked the detail because I didn't follow the reference closely enough so only the main blocky model came out. In order to improve this, I need to follow the reference more closely to include things such as whether something has depth or not and/or extra things like cracks in the wood or smoother corners.

"Don't go past your talents"

One of the biggest things that set me back at the beginning of the module was me doing too much than what I currently know. For example, for my door I made it into an arch but however I was unable to figure out how to add extra details to it and/or made it too complicated for me to spend time on it. To improve in this area, I would need to realize what I can comfortably do in terms of my modelling skills and slowly improve on them as time goes on. I would also use tutorials to help know what to do in order to make what I want to make (i.e. arch doors, more complex models, etc).