

Deakin University

Capstone Team Project (A)

OnTrack Submission

Update Your Company Mentor (V)

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SUMMARY OF MY RECENT ACTIVITIES IN WEEK 9

Week 9 of the capstone project was focused on creating a 3D portal object in blender to be used by the user to interact with. The portal in its final product would have a reflective opaque or transparent material where when the user looks through the portal they can see where their location is.

1. Learning Blender

- a. I spent the next 4 hours trying to figure out how to pan the camera and tilt the camera so that I could see the angles of the object before I got into sculpting the portal.

2. Blender Exploration

- a. At first I wanted to create a basic generic portal that looked like it came out from like a fantasy game such as Baldur's gate or the Witcher 3 for reference but I recalled

that the material used was going to be reflective and was very light in colour. With that in mind I went into research for how portals are portrayed in other games before I got sculpting.

Figure 1 The Witcher 3 Portal scene

Figure 2 Baldur's Gate 3 Portal

- b. I looked at destiny 2s designs for scenery because I liked how realistic and immersive the environment looked for objected they created in the game and discovered this scene in figure 3.

Figure 3 Destiny 2 Vaulted glass game scene

3. The Development process
 - a. I began creating the portal with different designs in mind.

The team liked this one

- b. I am still in the process of learning how to add a hollow effect to create definition in the portal as well as adding broken shards on the side to complement the glass kind of material we have already made.