CGI Tools Maya Animation and Modelling Self Reflection

Jennifer Moorehead

January 15, 2016

1 What do you think was the best thing you did in work you handed in?

I think that the best thing in my hand in is a still image of my scene. I think I did a good job recreating the style I chose, and I like that my model looks original. I think the colours and lighting all add to the atmosphere of my piece. I feel that I learnt more about modelling in the process.

2 What was the hardest part?

I found the animation very difficult. I feel that I did achieve something that I am happy with, but I could definitely improve it. Progress seemed a lot slower while I was working on the animation section and I found that very frustrating. I felt I didn't learn as much as I did about modelling. It was definitely not my strongest area,

3 What would you do differently?

I would try to spend more time on the animation section. I tried to split my time equally, but in hindsight I think I needed more time for the animation as it is such an intricate art and to get something believeable more time is necessary and I would often playback something I did the day before and realise something wrong that I had not previously noticed.

4 How difficult or easy did you find it?

I felt that the modelling and lighting and shading was what I was more interested in, and therefore I enjoyed working on those areas and felt like I could see myself

getting better at them. I didn't feel like my animation skills improved very much, when I could see that something did not look right I didn't necessarily know how to fix it.

5 What was the most important thing you learnt about yourself?

I come from having enjoyed art in high school, and computer science for my undergraduate. I feel like this combination worked in my favour for this assignment, and I learned that I still really enjoy making art, even if it's not supposed to be my specialty

6 What do you think are the most important things the marker is looking for in this assignment?

I think the marker is looking for evidence of research, and commitment to producing something of good quality. I think they're looking for effort being put in, even when the student might not think they have the skills to do it. I think the marker is looking for indications that the student has understood some animation and modelling principles.

7 How has doing this project changed your opinion of the animation process?

I have a greater appreciation for the patience required to be an animator. I have also learnt a lot about the pipeline and which areas I find interesting.

8 What advice would you give your fellow students when tackling this project?

Make the bare bones of your model first. Only create the surface required to do the animation, because you may need to spend more time on the animation than the model. Poly extrude and component selection are very important to master for modelling.

9 Which student has helped you the most?

George and Fanner were very helpful when I needed help navigating and controlling Maya. Ewan helped a lot with improving my animation.