# VMD 105

*Spring 2018*

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# *About Myself*

As an aspiring video game designer, I decided to look for some digital art classes because they were recommended for my major, Computer Science: Computer Game Design. For this particular project, I decided to use typefaces that resemble cursive handwriting for titles because writing in cursive is what I do; It's a part of my personality at this point. Then for these short excerpts, I chose to use Times New Roman because I personally find it to be the easiest to read.

# Raster Project



THIS IS
THE END
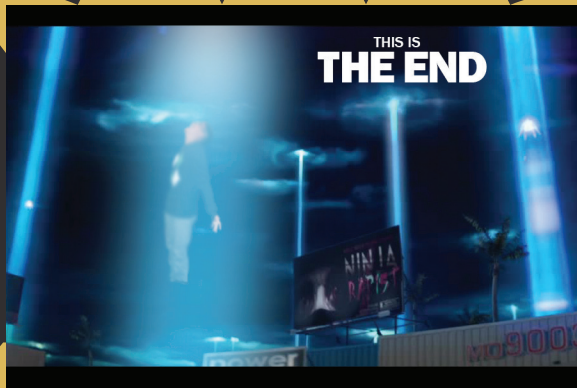
For the raster final project, my initial idea was to photoshop myself with a muscular male model. I thought it would be funny, but when I began the project, I realized that I don't take many pictures of myself in the first place. So I decided to use a photo of myself where I was posing as if I were in the movie, "This is the End." All I had to do was search for a photo of people being sent to heaven in the movie and add myself in it. I wish I added more details to the beam, though.

# Vector Project



WHO DARES AWAKEN THE VOLCANO GENIE!?

The creature that I made was from a sketch I made in 8th grade. It was meant for a creature design contest for a Facebook game, but a different artist won the contest. I must say, however, that as I look back at the sketch, my concept for this creature is very unoriginal. If you look up "Adventure Quest Djinni," you can see the blatant similarities (but mine doesn't look as good). I'd say the toughest part of this project was wrapping the chain links around the creature's arms.

# Time-Based Media Project

With my vector project in mind, I wanted to create a scene that looks like it's from a video game. I've always wanted to make animations with stick figures, so when I figured out how to implement an idle animation for my stick figure, I was very excited. Animating the text of my stick figure frame-by-frame, however, was very frustrating. It's not hard; just tedious. If I were to update this project, I'd probably animate my creature frame-by-frame as well instead of using tweens.