For this writing sample, I will be describing 2 technical works and providing samples of both a creative and interpretative work.

Technical:

The first work I will describe is my personal website. It serves both as a portfolio and a stand-alone project. I coded the website from scratch. This was a deliberate decision in order for me to demonstrate my proficiency with web development and programming. This was a completely personal project that I work on in my free time, and I believe it does well to show my technical skills and my ability to create user-friendly experiences.

Initially, I opted to use a template for my portfolio. While it was easy to implement, it lacked the personal touch that I wanted. I saw this as an opportunity to embark on a more ambitious endeavor, so I decided to make my own website.

I started the planning phase with paper prototypes to decide on the layout. Once I had an idea of what I wanted, I began coding. Serving as the foundation for the entire site, the homepage received meticulous attention. I spent months perfecting it using HTML and CSS, resulting in a clean, professional, and responsive design. I ensured that the content seamlessly adjusts to different screen sizes through the implementation of media queries

During this process, I collaborated with Wes Modes regularly during their office hours. We discussed design, functionality, and user experience. Their expertise and feedback was invaluable in the overall success of the website and my own understanding of web development.

In conclusion, this website is more than a representation of my programming and web development skills – it's a testament to my dedication to a long-term project that encompasses both creativity and technical ability. My website can be viewed at: https://dacevedo11.github.io

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The second work I will describe is my original character concept. Although it is art and could be considered more creative, the process of creating it was very technical. This project was done over the course of a 10 week period for ARTG 118 Character Creation for Video Games at UC Santa Cruz with Ed Gregor.

I started by creating some concept sketches on my iPad using Procreate. I didn't really have an idea of what I wanted to do at first, so I just kept drawing and trying different things. Inspired by different types of media like Yakuza, Kill Bill, and Chainsaw Man, I decided to draw a katana-wielding character wearing a suit. Once that was done, I had to digitally paint a colored version of the character. Again, this was done in Procreate using multiple layers and blending modes.

I used Blender to create the 3D model. This was done in several parts. First, I modeled the torso, arms, legs. The second part consisted of feet, hands, and clothes. The third part was

sculpting the head. The sculpt of the head is then used to create a template for a better designed topology of polygons to ensure the character looks and moves correctly in a game. This is done by having good loops around the face, eyes, nose, mouth, as well as a "raccoon" mask of faces and a loop around the "muzzle" (nose and mouth). Once that was done, I created the hair, then created seams on the character to unwrap the UVs in order to create a basic texture in Adobe Substance 3D.

After the textures were done, I created a skeleton armature for the character and rigged it using IK (inversed kinetics) on the arms and legs. This makes it possible to move the character in order to create animations. Finally, the final step was to breathe life into the character by creating a full cycle of a fluid running animation.

Overall, this project served as a valuable learning experience, providing me with a solid foundation in the fundamentals of 3D modeling and rigging. The technical skills required were challenging but immensely rewarding, contributing to my growth as an artist. Images of the process can be viewed at:

https://www.deviantart.com/dacevedo11/gallery/89772426/character-design-concept

Creative

For a sample of a creative work, I am submitting a visual novel game called, La Lechuza, which can be found here: https://dacevedo11.itch.io/la-lechuza

Interpretive

For a sample of an interpretive work, I am providing a game analysis of Hades that I wrote as a personal project because of how much I enjoyed the game. The pdf can be found here:
https://dacevedo11.github.io/pdf/hades.pdf