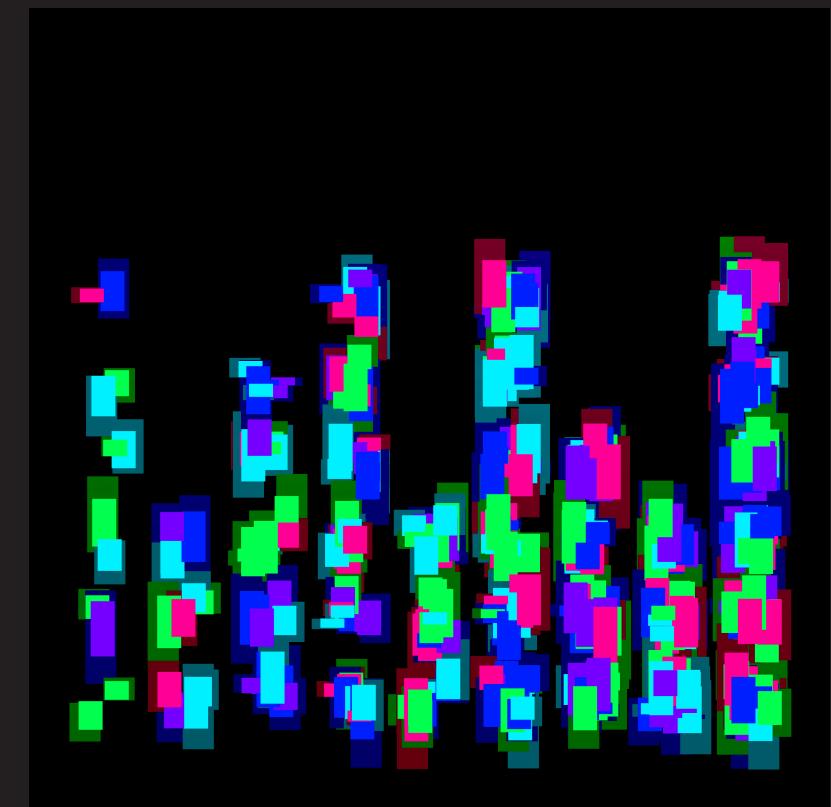
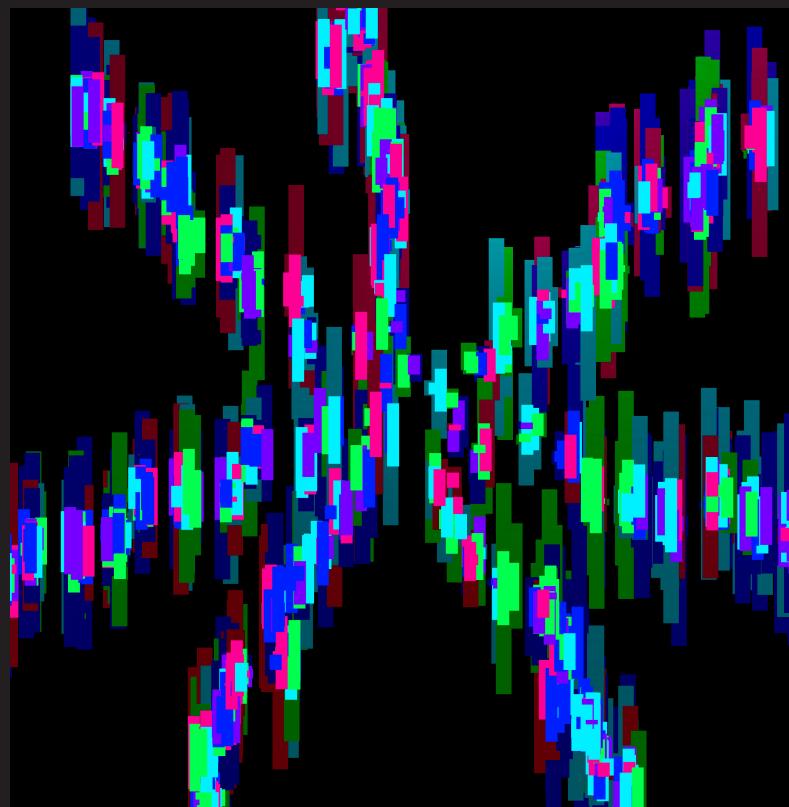
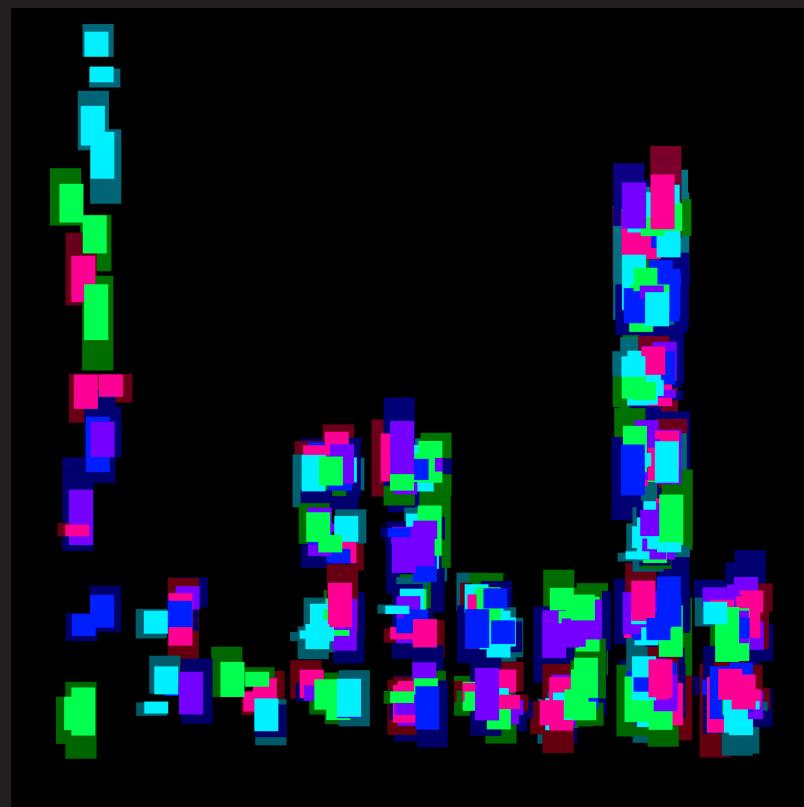
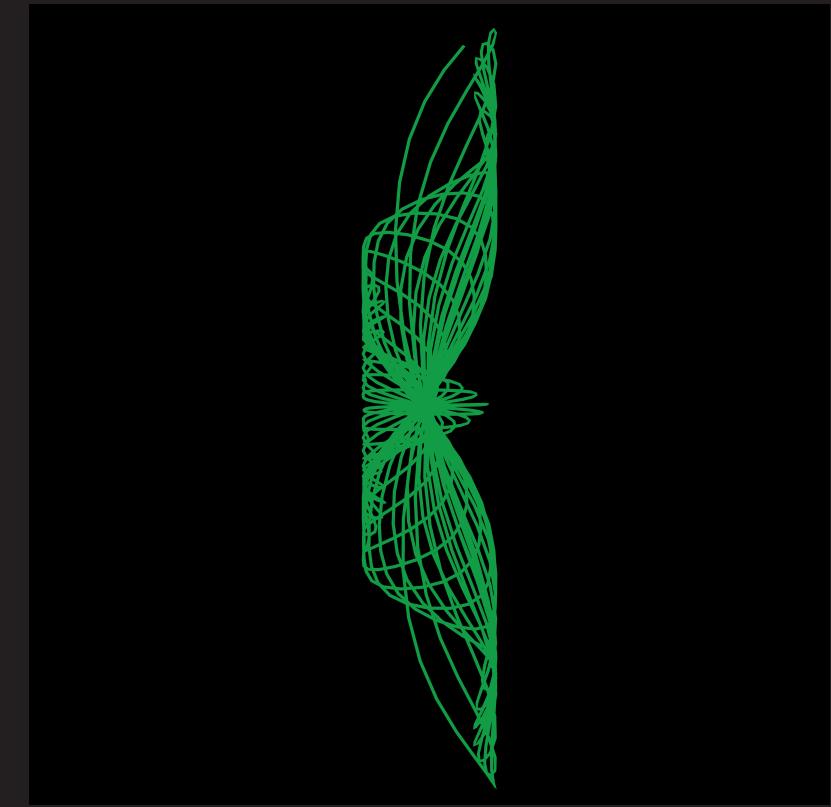
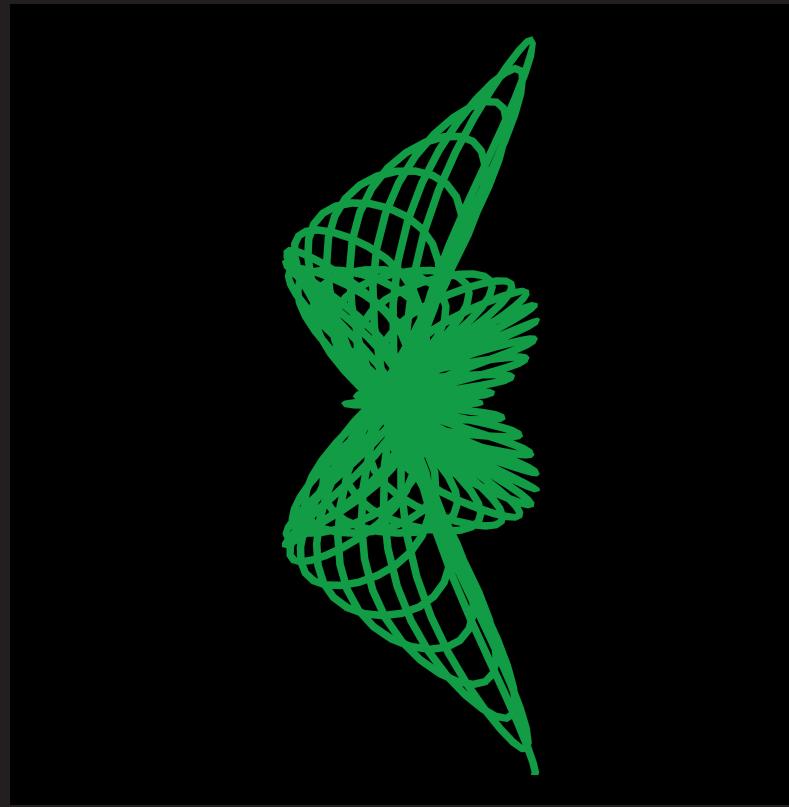
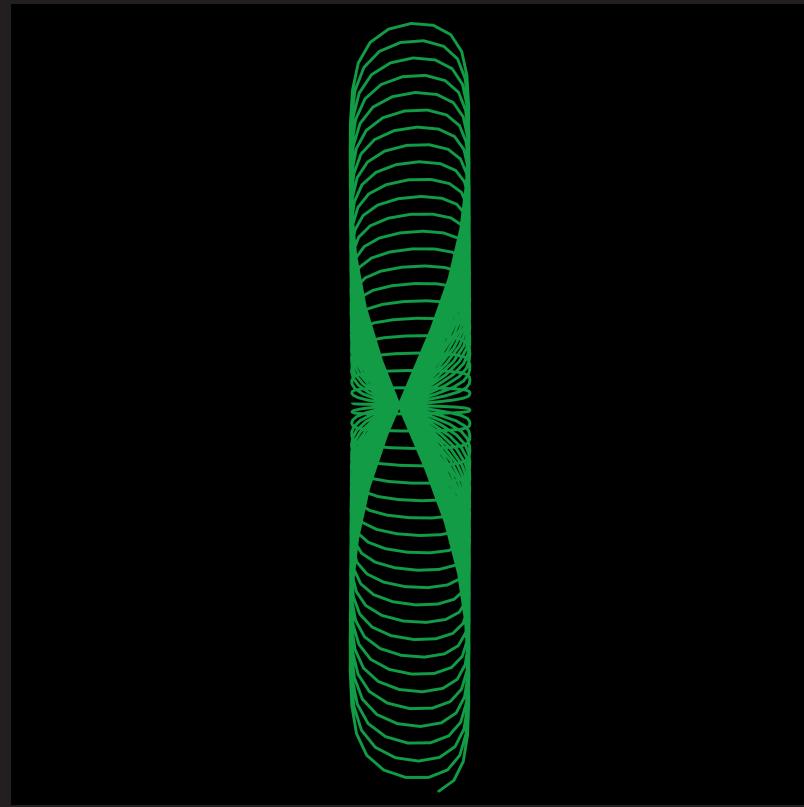
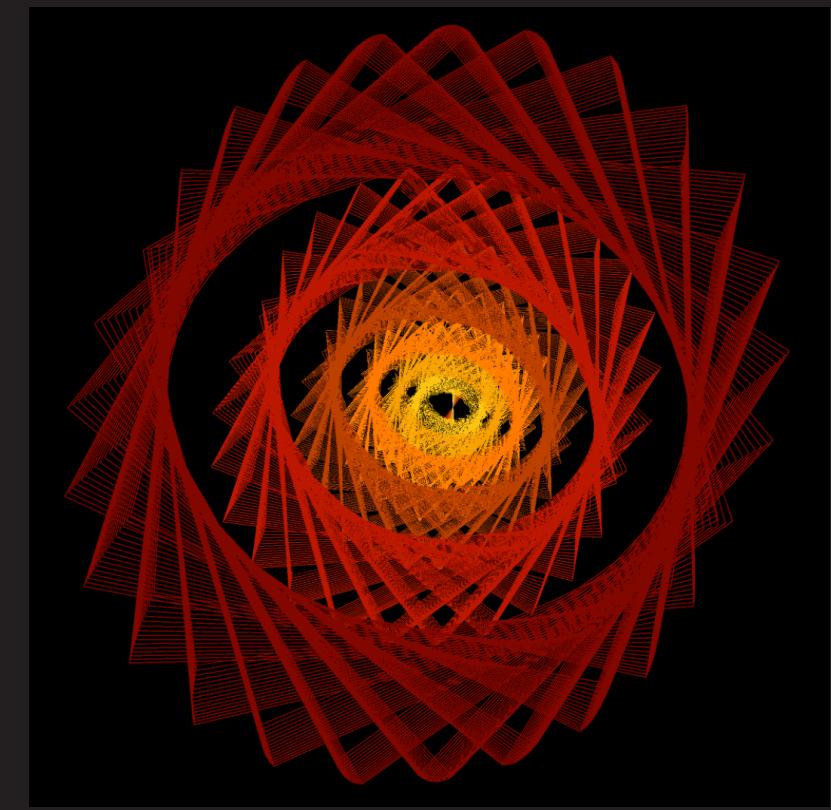
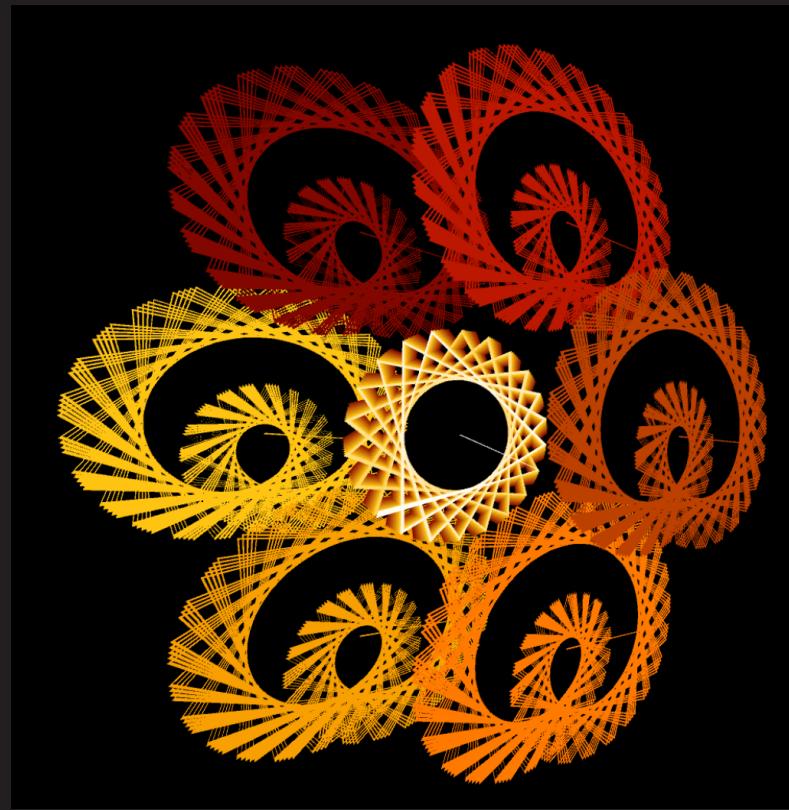
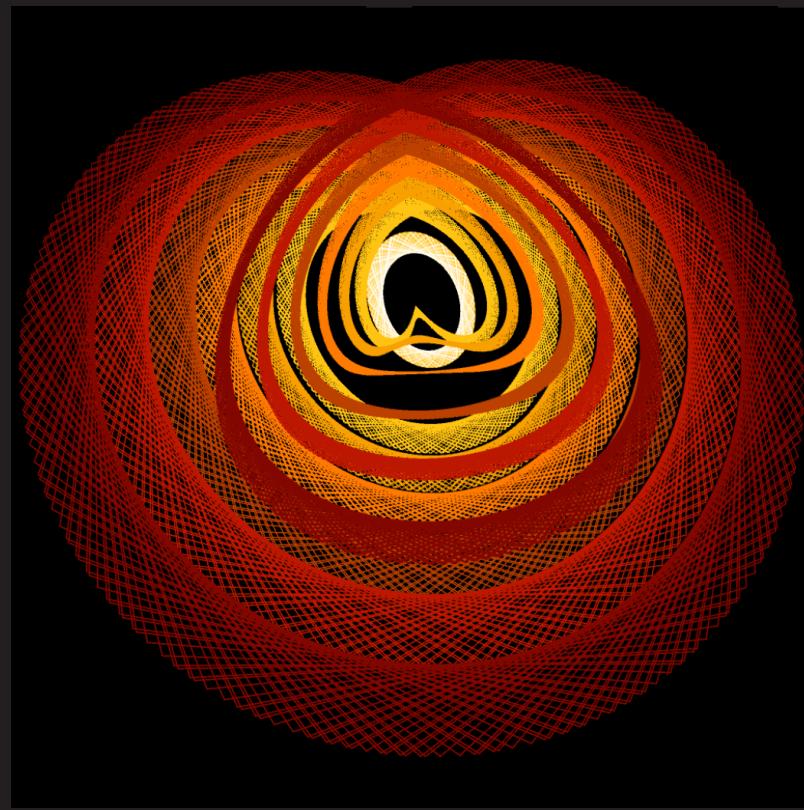
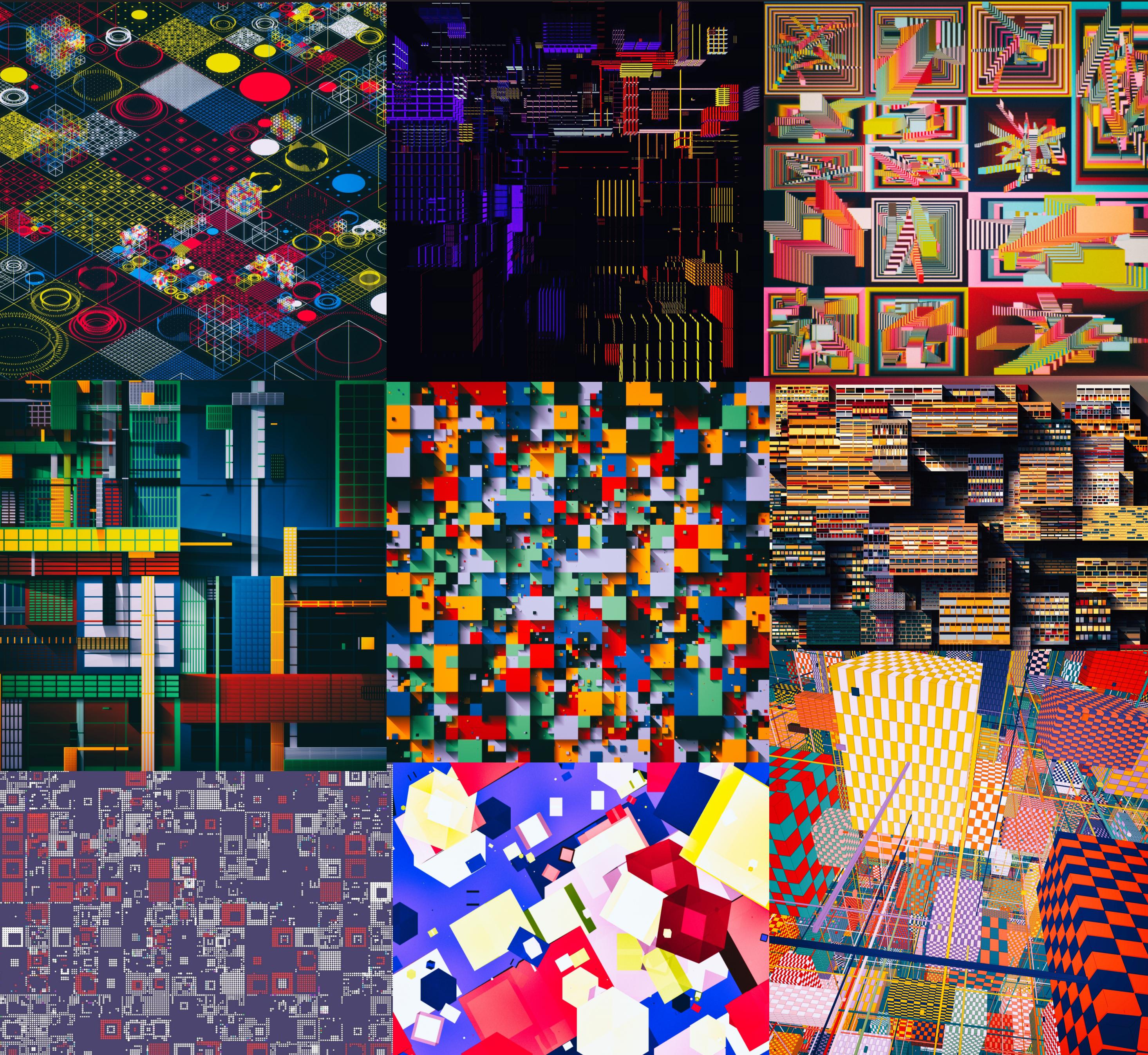


# FAVORITES



# REFERENCES



# DESCRIPTION

## Final Project Idea:

I aim to create a series of images and/or animations (3-5) involving highly saturated objects (primarily cubes, but would involve 2D squares/rectangles/planks/planes). These highly saturated objects would be complemented with high contrast backgrounds and/or harsh shadows. For the animations, I would adjust the position of these objects, change scaling, and experiment with different animation speeds.

## Necessary Skills/Techniques:

### *Skills:*

Instantiation of objects, manager of objects, hierarchies (nested), accessing random elements of an array (color), prefab creation.

### *Tools:*

Orthographic View/Camera, Unity Recording, Art Maker Template/Art Maker Gallery, shaders, animation.

### *Possible Skills/Tools:*

Perlin Noise.

## Output Device:

This is not an interactive piece - just a visual that exists on the screen.

## Presentation:

Behance page to post work, with a sharable link.

**Reference:** <https://www.behance.net/manoloide>