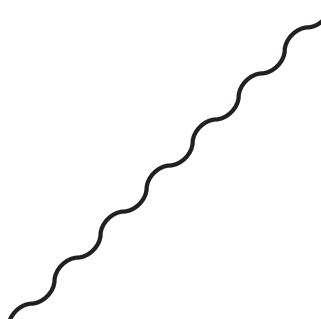


# 3D Projects

*projects by nicole sue lynn leaw  
nicsleaw.github.io*

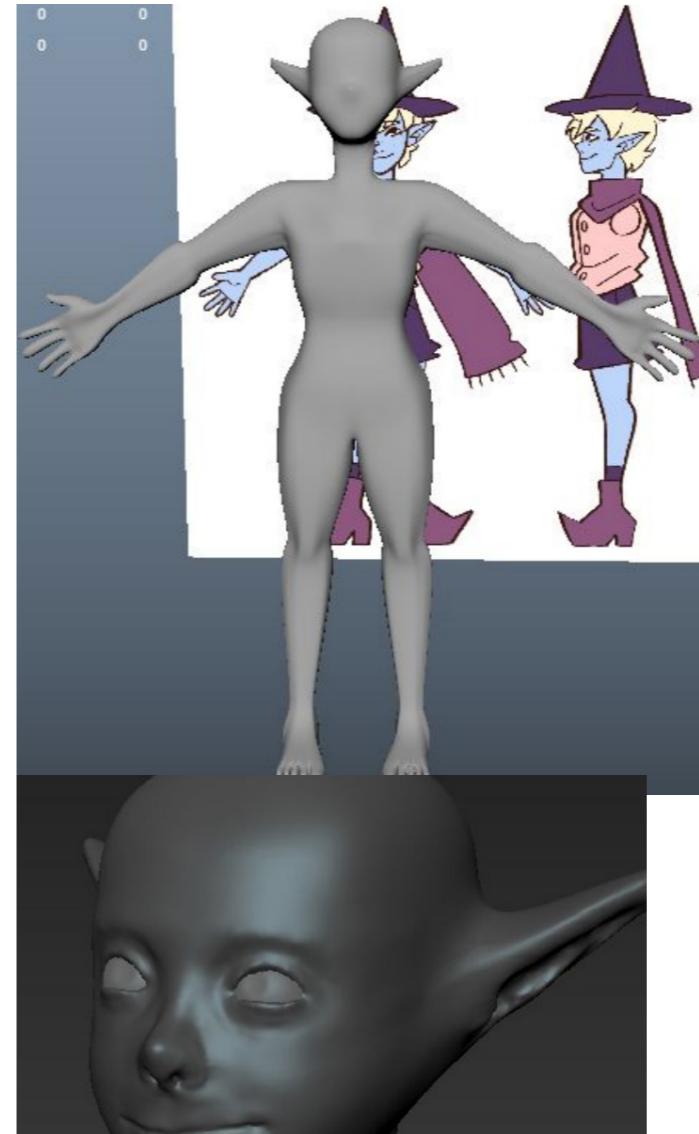
Characters	2
Environments	10
Objects	21



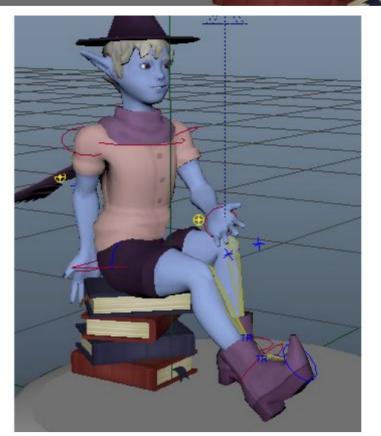
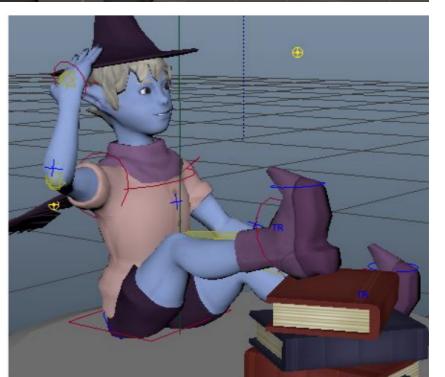
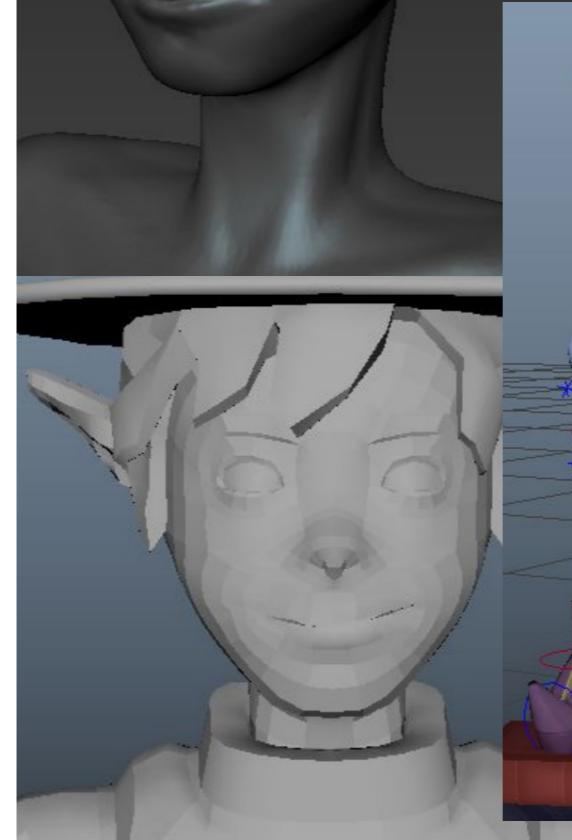
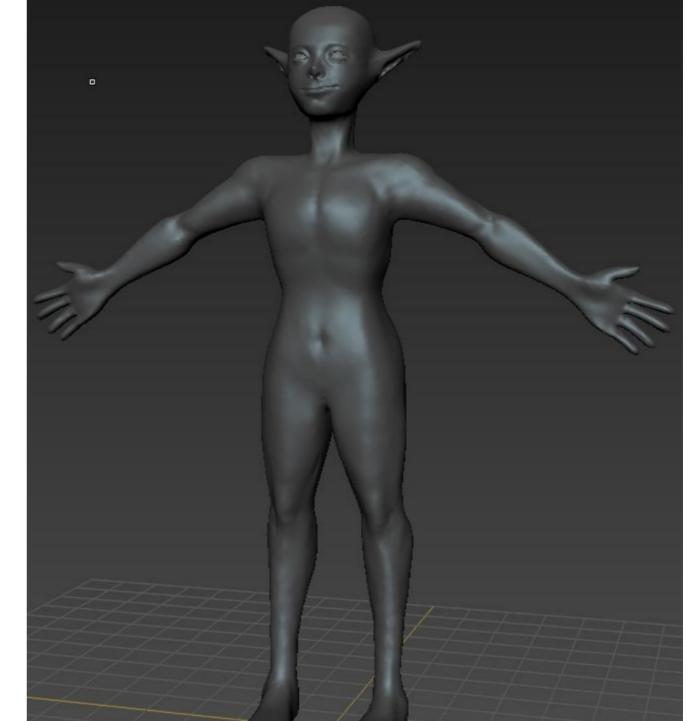
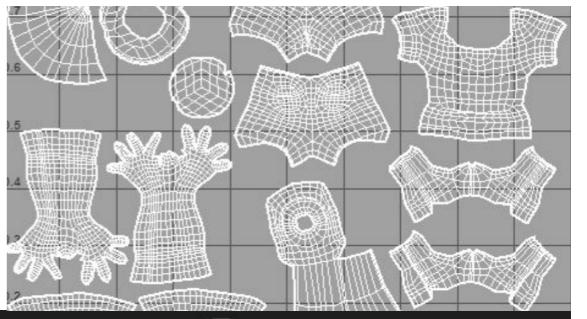
# Character Development: Feyn

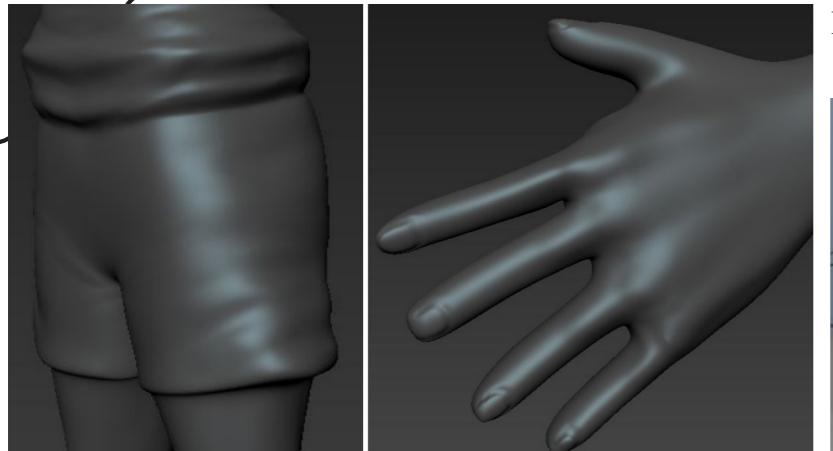


Concept art & Character sheets

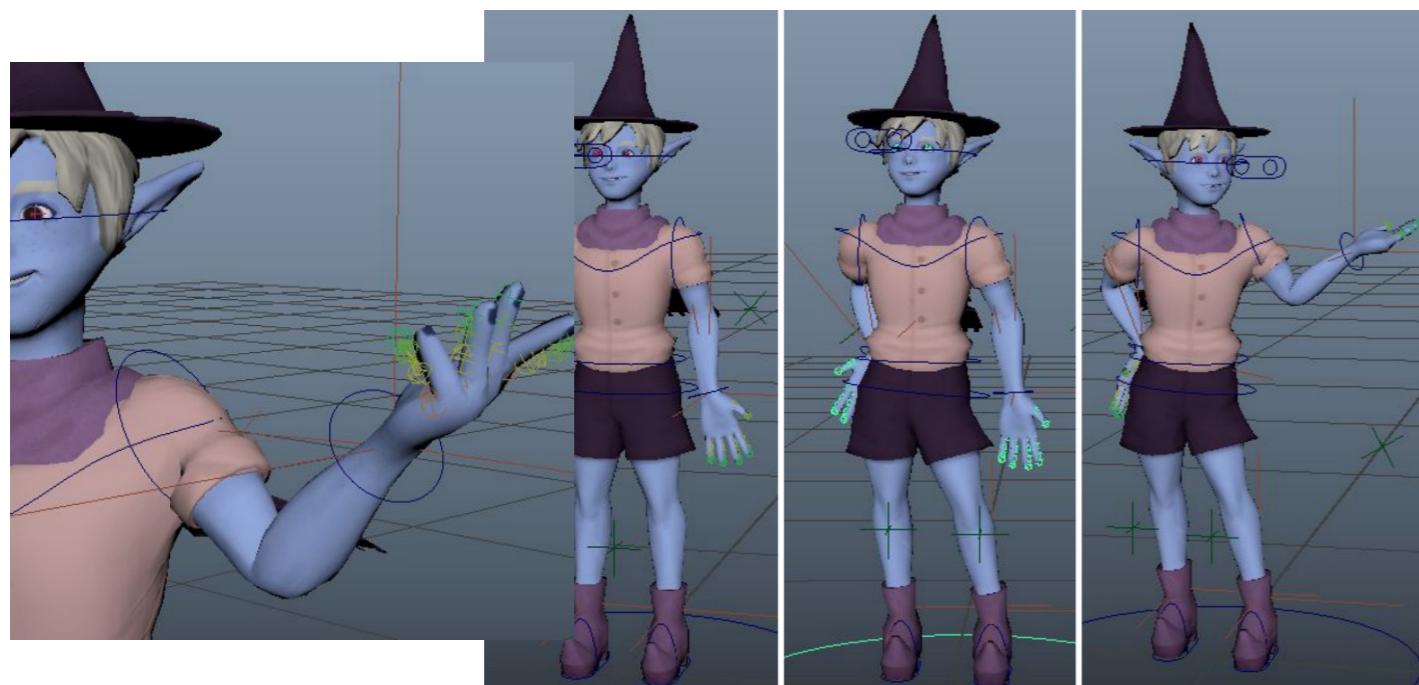
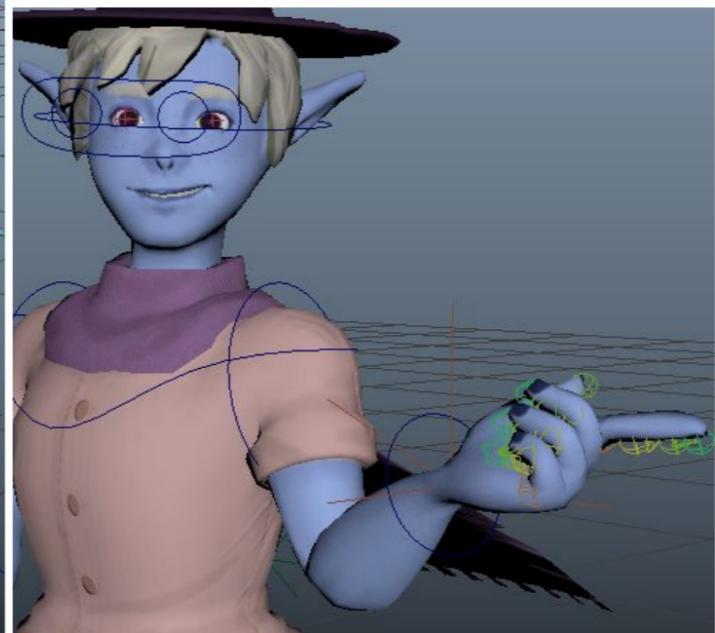
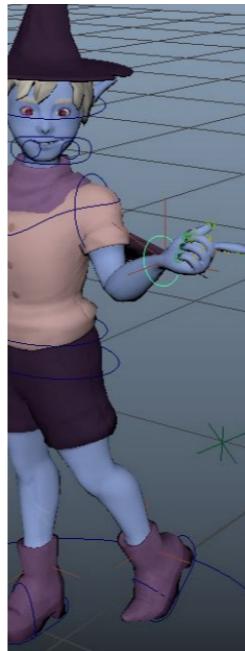
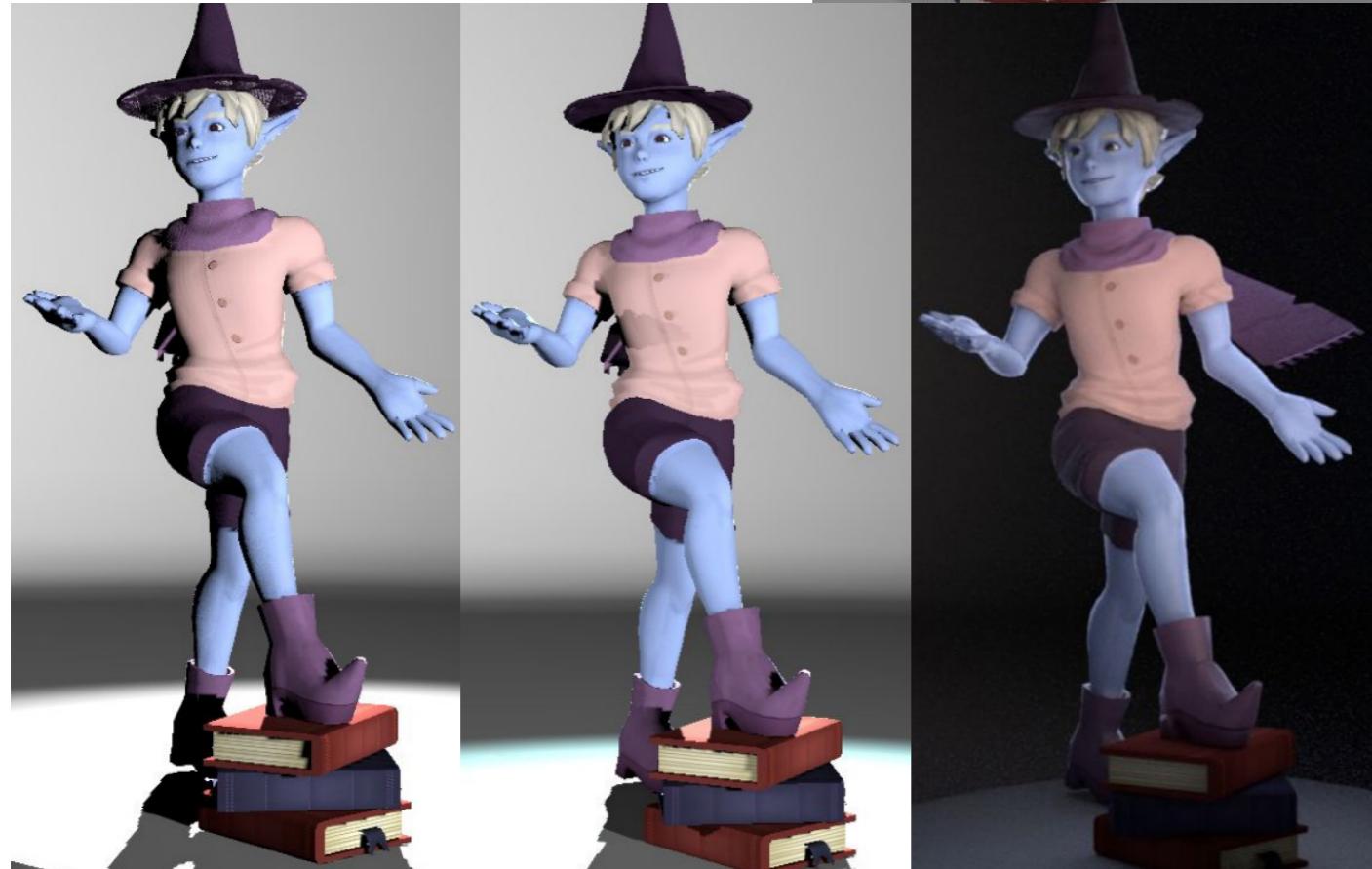
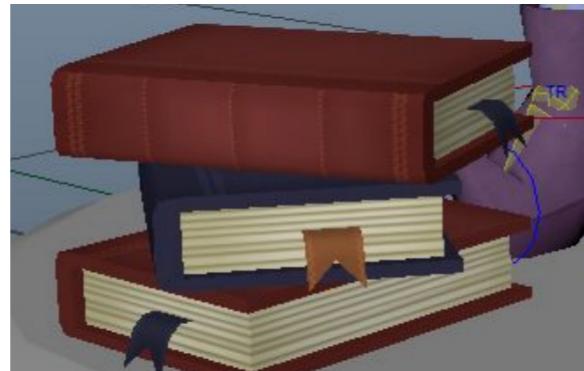


Modelling, UV mapping, sculpting, retopologising and posing.





Prop creation, lighting, rigging, skin weighting and animating.



The development of my character, Feyn. Includes an entire semester of concepts, modelling, texturing, rigging, weight painting and then animating.

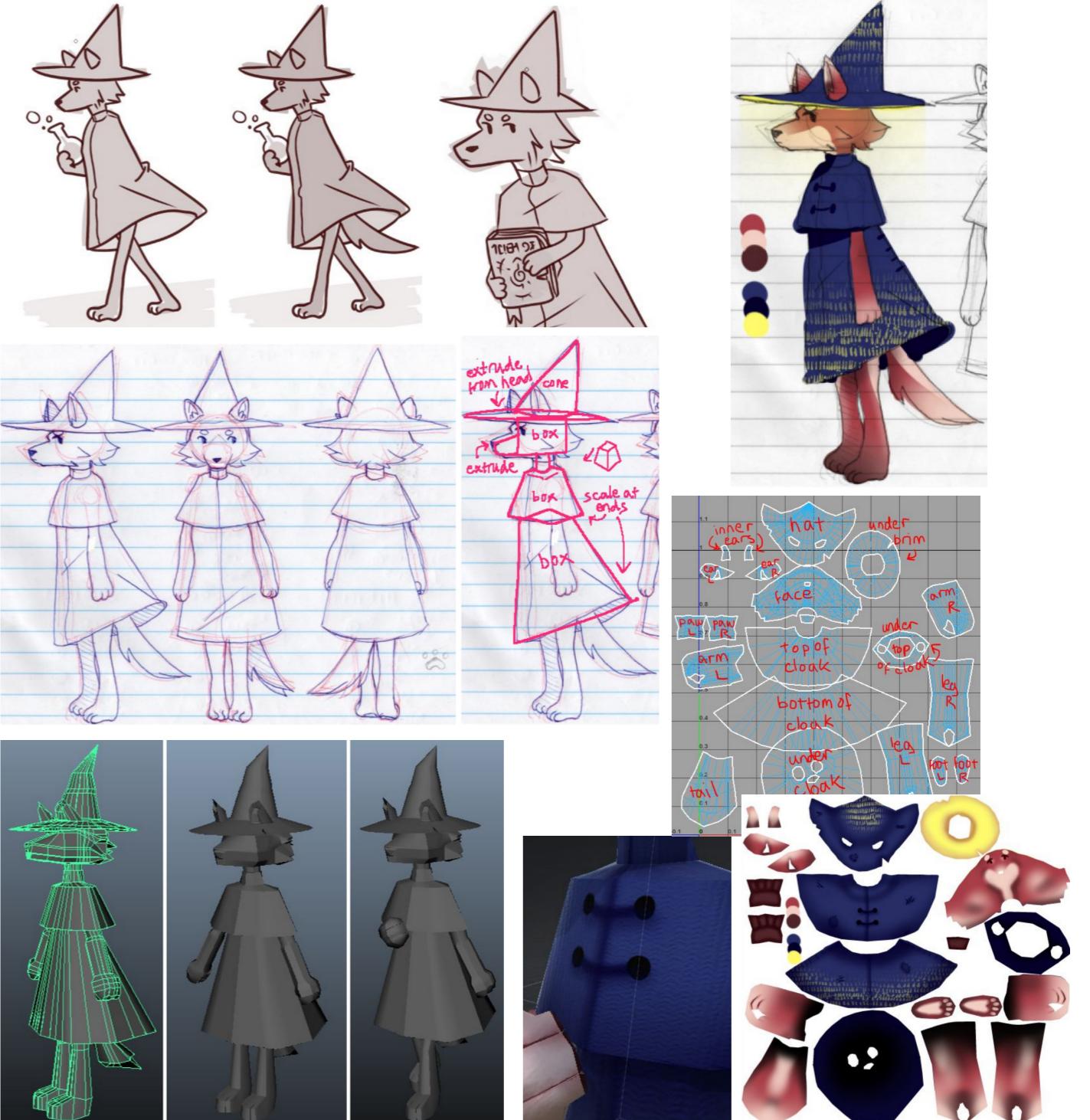
An entire semester of development in creating, modelling, sculpting, texturing, rigging, weight painting, and animating my character Feyn. Over 6 months I:

- Conceptualised my character through Clip Studio Paint
- Modelled, retopologised, rigged, skin weighted, rendered, and animated him through Autodesk Maya
- Sculpted detail and clothing folds in Autodesk Mudbox
- Textured him in Adobe Substance Painter
- Compiled his animations and applied nCloth physics to his scarf in Unity

Feyn was a passion project delivered through much hard work, experimentation, and a lot of love. Animating characters in particular was such a steep learning curve that I ended up having to put tons of time purely into the context and research side of things, but Feyn is one of my favourite projects to date! I'm so incredibly proud of the outcome and the dense information I gained from this singular project alone.

Feyn was recently featured in this unit's tutorial notes as an example of the fine work of previous semester's students!

# Lowpoly: Byrne

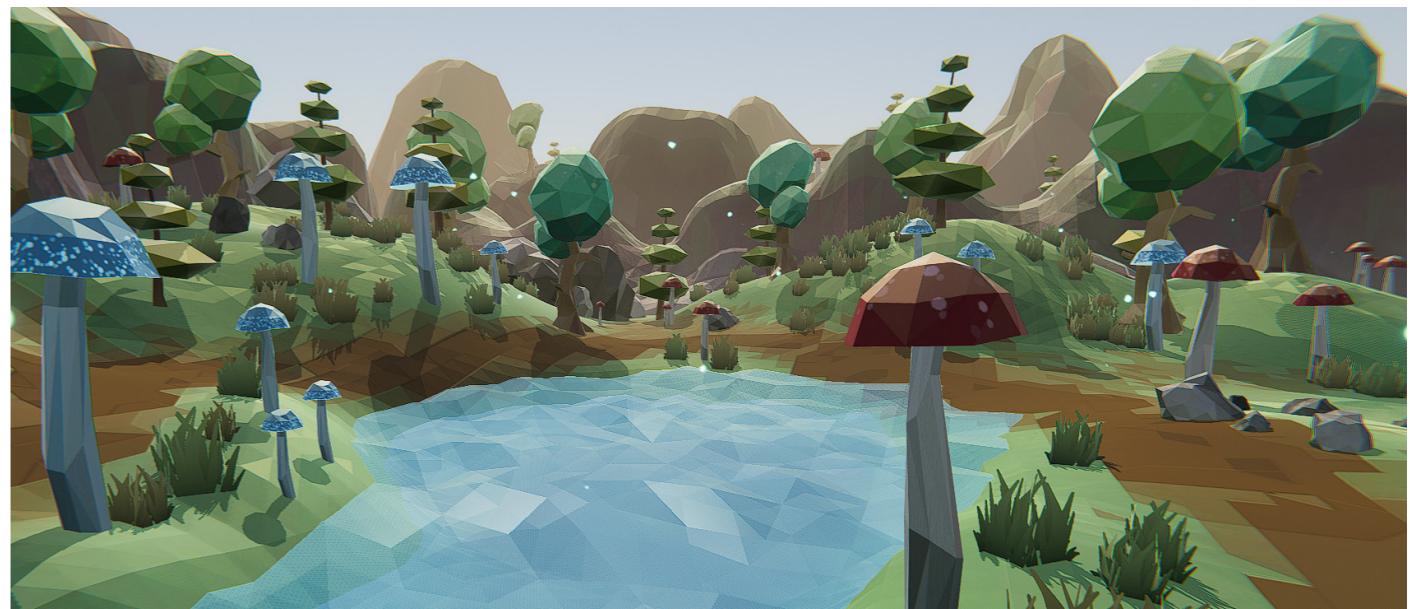
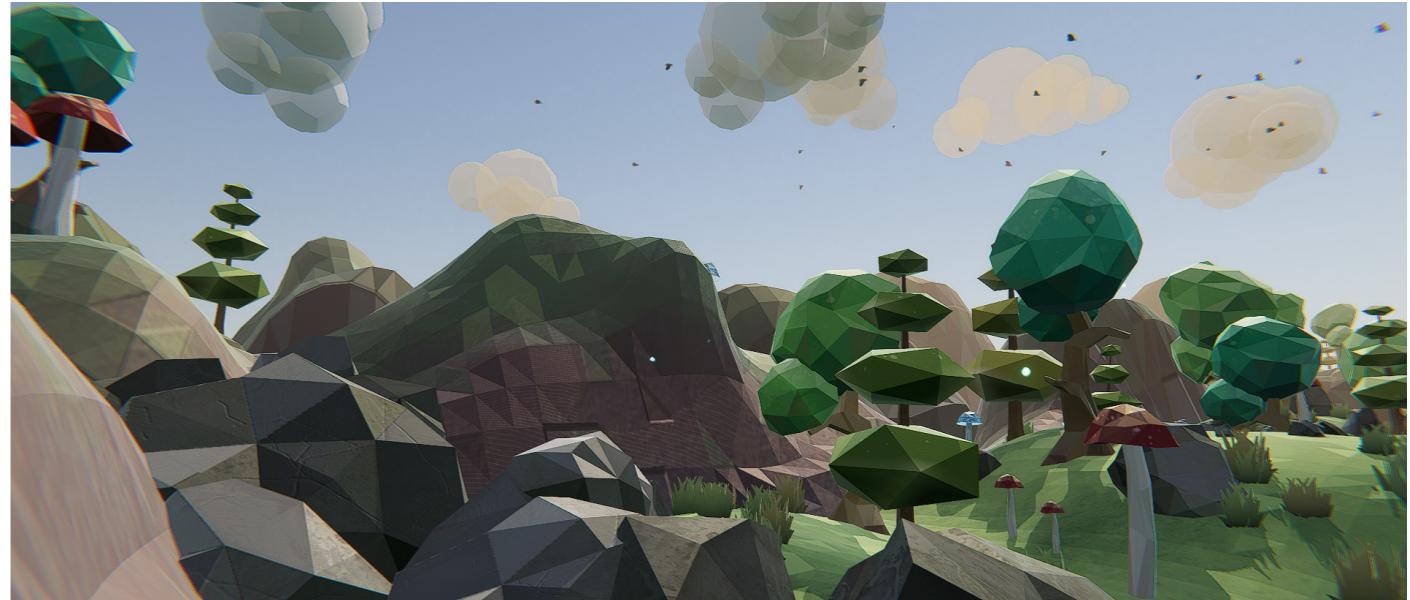


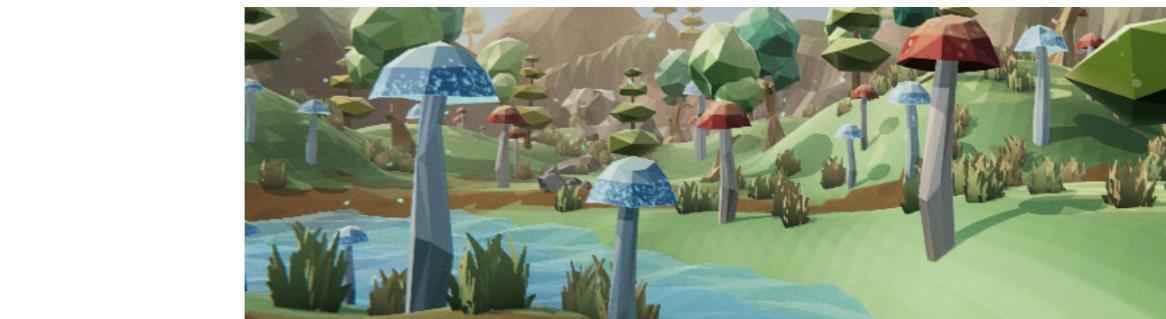
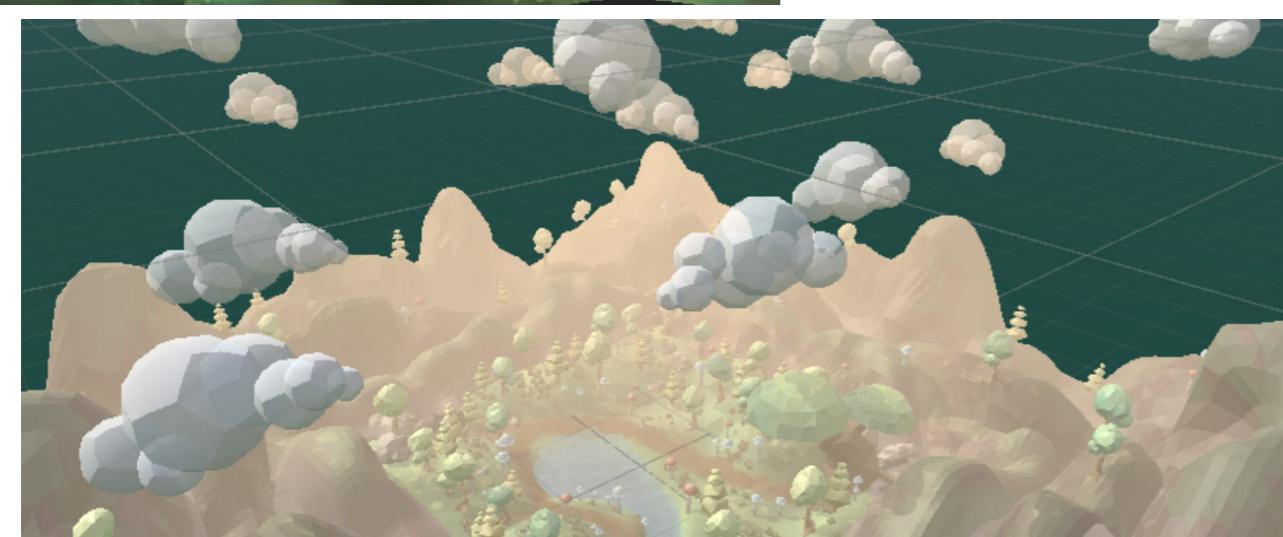
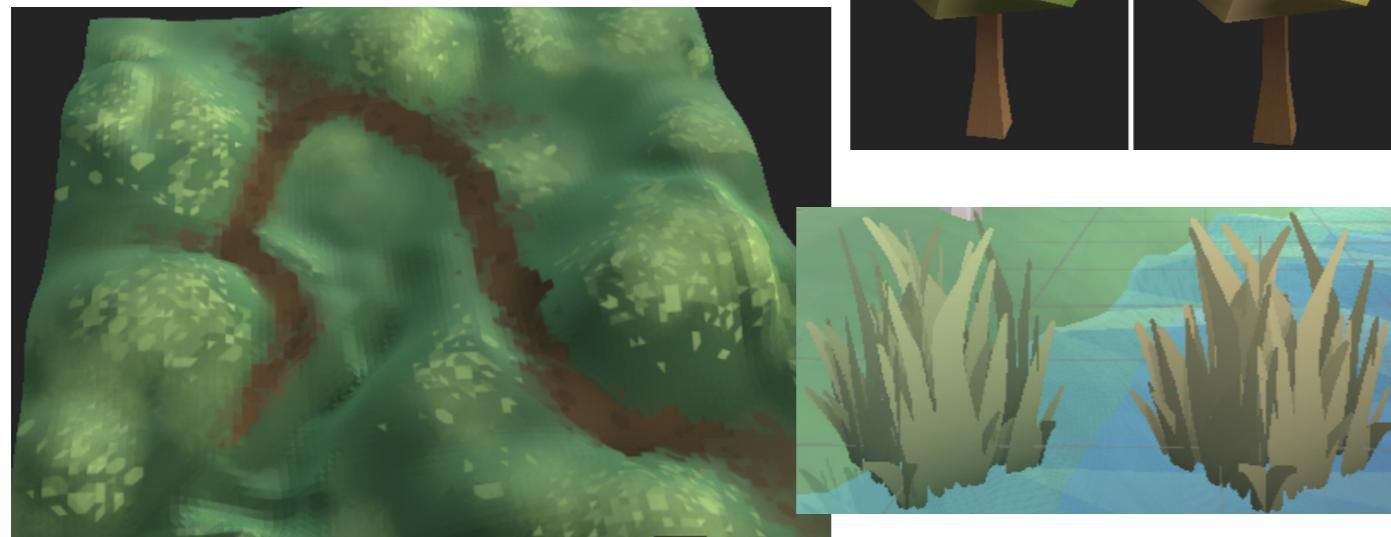
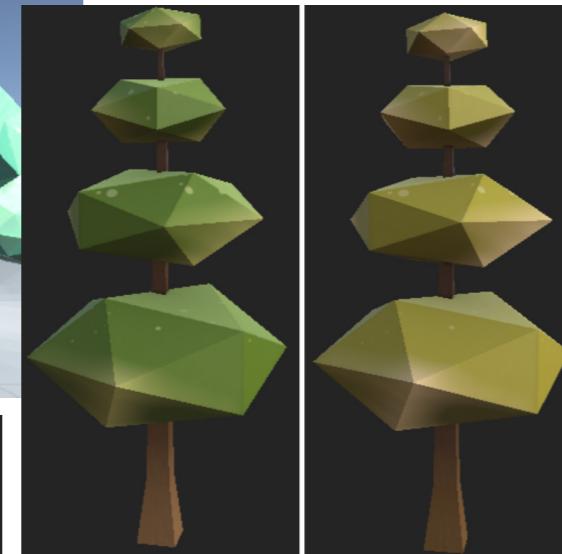
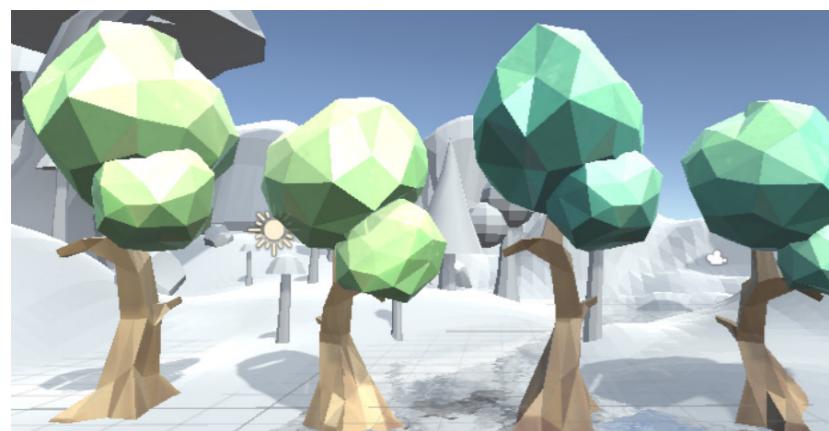
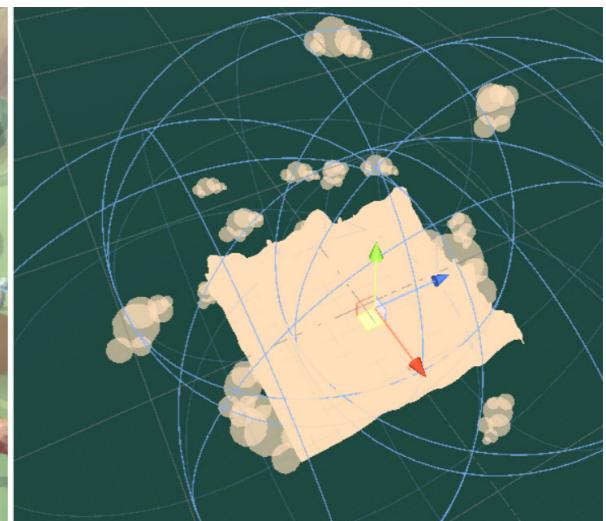
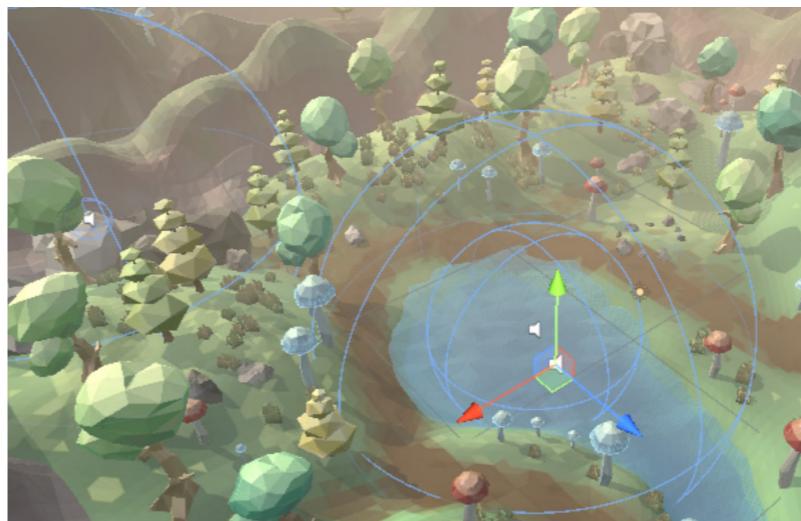
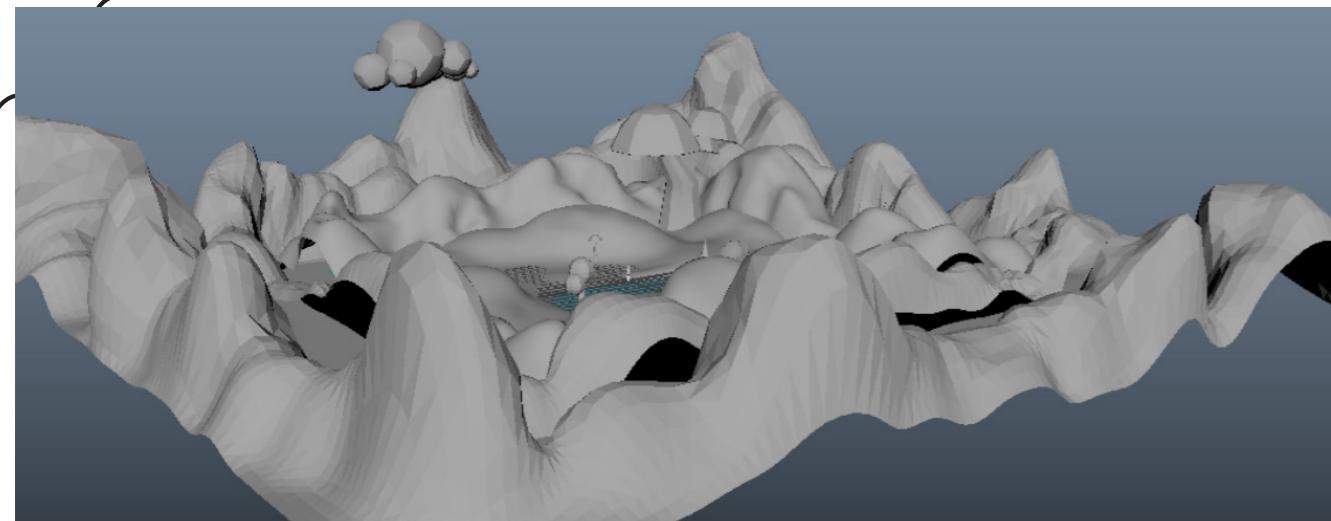
One of my first ever 3D projects, and the first character I ever made, creating a character in a lowpoly, blocky style. A simple project focusing on strong stylisation and shapes.

- Concepts created in Paint Tool Sai
- Modelling and UV unwrapping done in Autodesk Maya
- Textures created in Adobe Photoshop
- Character assembled and rendered in Unity

Byrne was selected by tutors as one of the best 3D characters from FIT1033, and displayed as a 350 hologram display for Monash Open Day in 2019.

# Stylised Immersive Environment

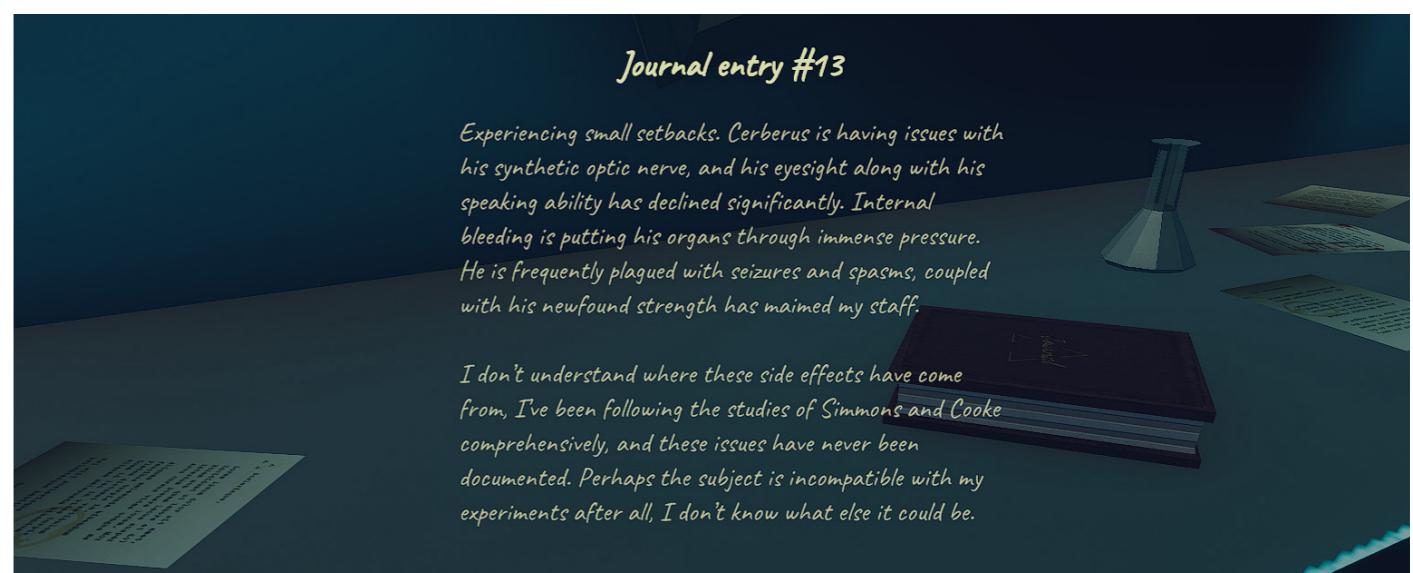
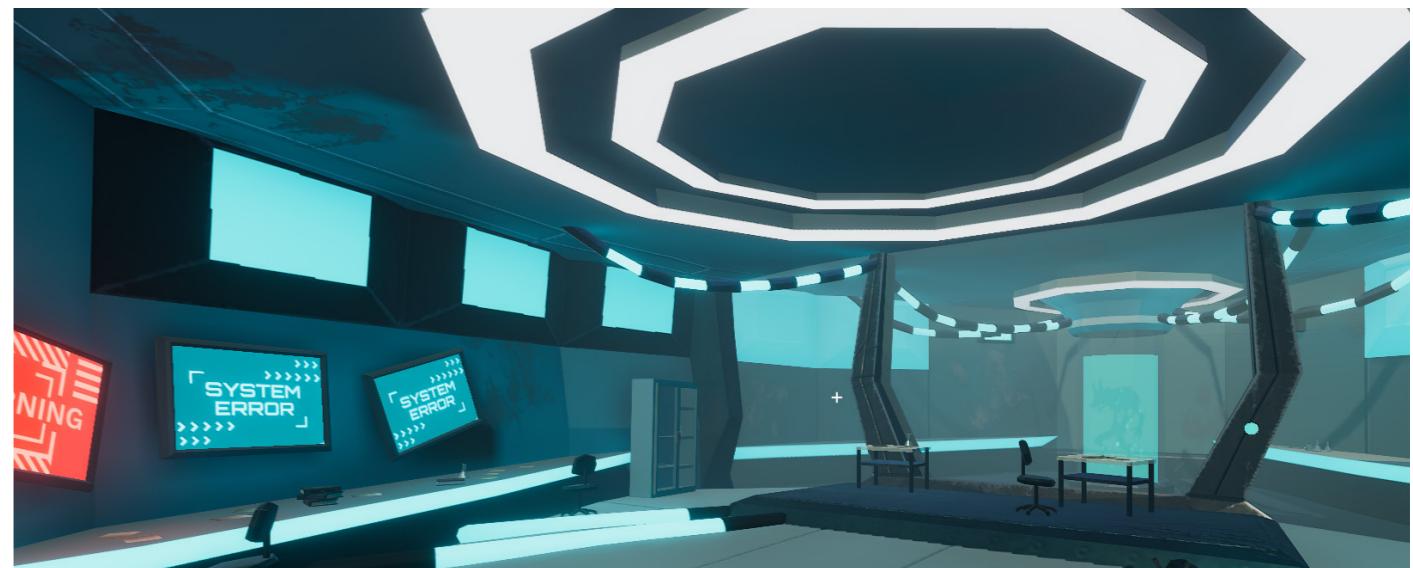


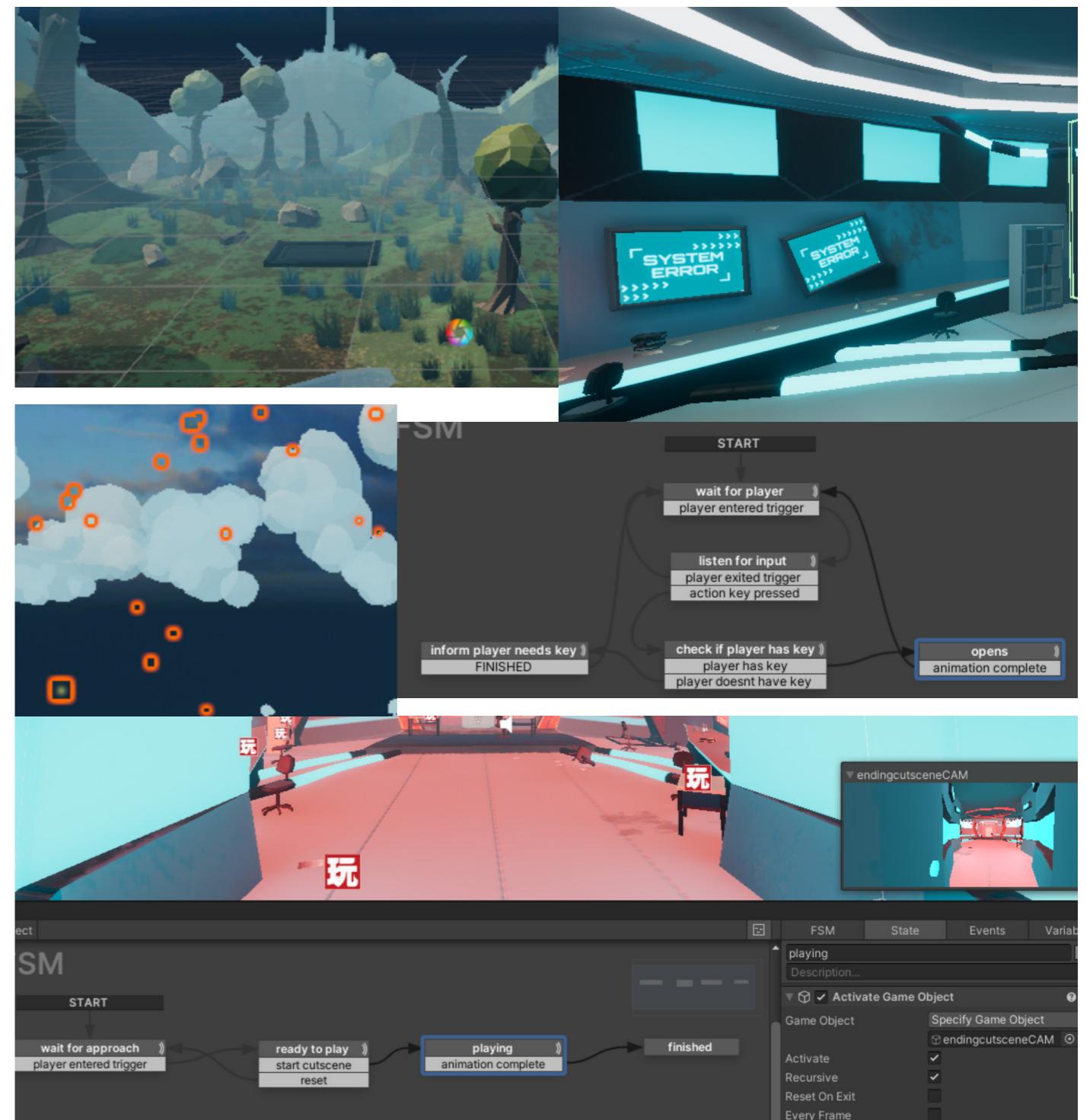


An enclosed enchanted forest, cluttered with greenery, glowing mushrooms, fairy circles, overgrown grass and a large umbrella-like tree. Extremely stylised to make poly and cubist shapes, with detailed textures despite the simple style. Created as an immersive environment, for players to walk around the scene and hear ambient noises with moving particles.

- Utilises the Unity Prefab Painter and Resonance Audio packages for Unity to make the environment reactive and populated.
- Modelling and model deformer used in Autodesk Maya
- Textured and handpainted in Substance Painter
- Environment layout, particle effects, fog, lighting, skybox and post processing created in Unity.
- Audio elements edited through Audacity
- Spatial, and random audio configured through Unity

# Immersive Environment: The Escape

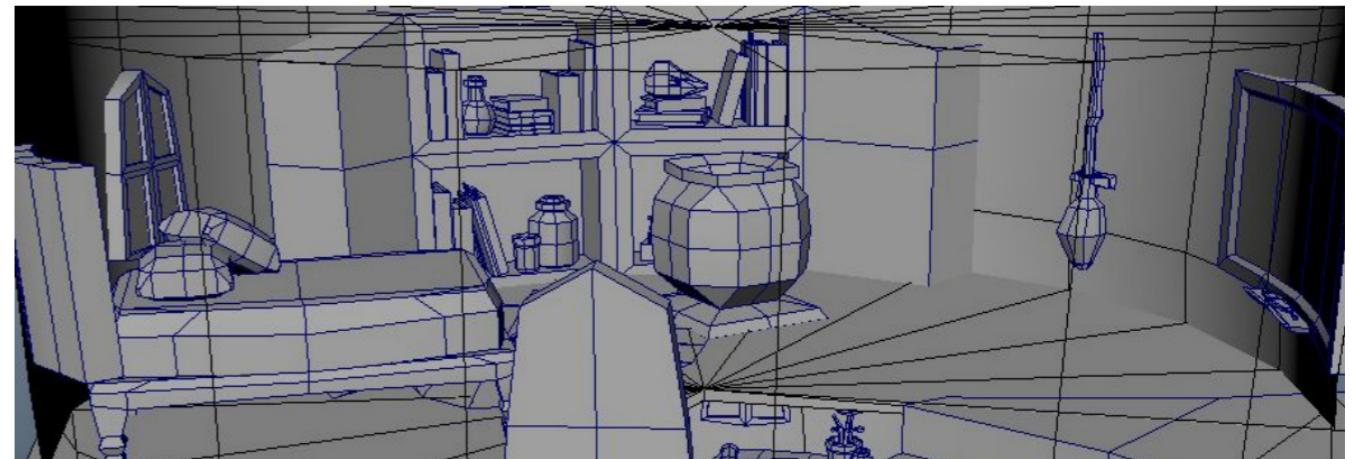
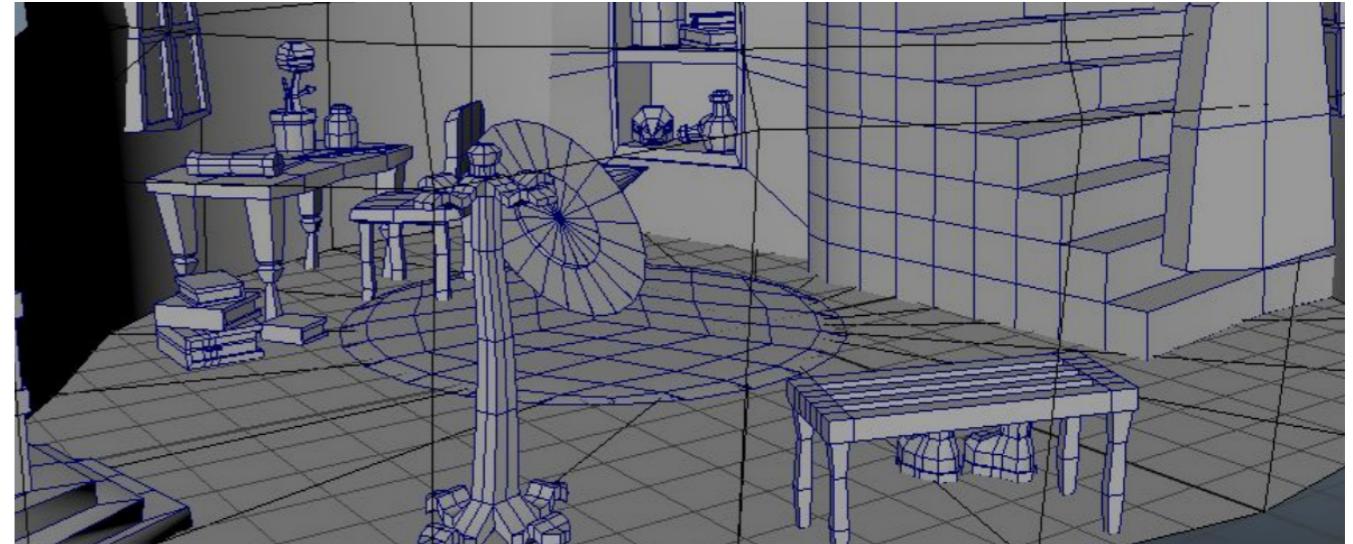
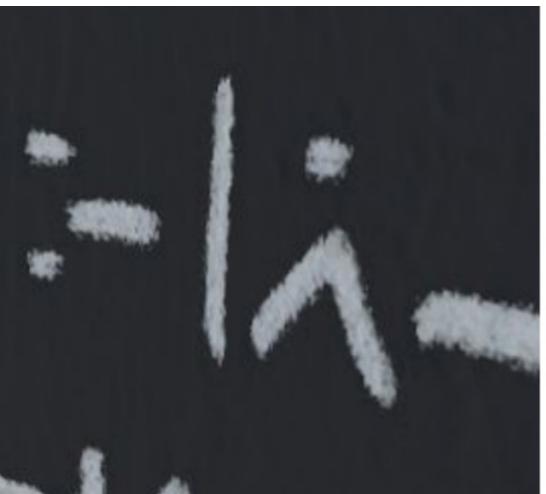




A narrative based immersive experience, where the viewer finds a metal hatch door in a swampland. Finding a nearby key opens a secret laboratory with a dark past and secrets to discover.

- Modelling and deforming done in Autodesk Maya
- Texturing done in Substance Painter
- Includes particles and prefabs using Prefab Painter, with a focus on the PlayMaker plugin for Unity for storytelling and interactivity.
- Environment layout, particles, player events and interactivity done in Unity.

# Lowpoly: Byrne's Tower

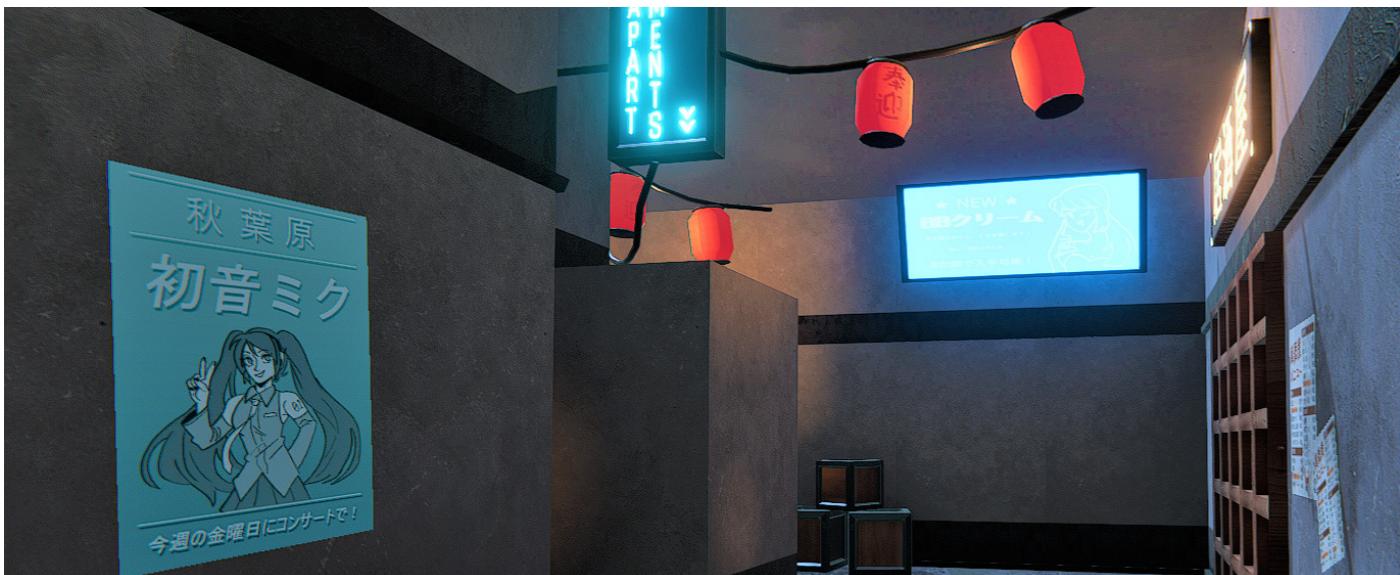


A magic tower created for my character Byrne. This was the first environment I ever made in 3d, and was tasked to make an enclosed, interior space.

Follows a lowpoly style to match Byrne, featuring some of his accessories such as his hat on a coathanger, and boots by a bench. His tower is full of books and potions, with a witch broom and quills beside open scrolls and a blackboard of runes.

- Modelling and UVs done in Autodesk Maya
- Textures, normal and height bump maps created in Adobe Photoshop
- Scene assembled in Unity

# Urban Alleyway



# Object: Camera



The first 3D project I ever made, item modelling of my digital camera. As this was my first time using any 3D software I focused on modelling to scale and maintaining accuracy, with texturing, lighting, and rendering all done within Autodesk Maya using the Arnold renderer.