This project was the final for an intro to 3D animation course where the goal was simple, create a scene that you model in the software Maya. The scene could be a simple model that was given a short animation to show it off or a more complex model that didn’t need to be animated at all. I decided to take it a step further and do a fairly complex model compared to the content that was covered during the course and also give it a short loop animation and lighting to further push my creation towards something I could be proud of. As an avid gamer, I wanted to recreate something from one of the games I enjoy quite a bit and recreate it as best I could with the limited skills I had from taking an intro course. I took an object from the game Dark Souls 3 that is used as the checkpoint system, a bonfire with a sword embedded in it.

While making the project, I used skills that I learned from the course. Things such as tools in the software Maya that allow for the creation and manipulation of objects in a 3D space. The project was meant to be a culmination of all the skills learned prior to its assignment so there weren’t many things that I was forced to learn during the project. I did however learn how to add a fire effect to the scene for the short video render.

My favorite aspect of the project was seeing the many different pieces of the scene come together. I had to model all of the pieces from scrap in order to replicate the bonfires that are present in Dark Souls, which was a long but rewarding process. All together it came out much better than I had anticipated. The lighting was done well enough to make the scene believable (although it wasn’t perfect) and the 3D assets like the sword and the bones in the ash pile were done to a level that I didn’t know I could achieve with my newfound knowledge of the software.