

VIVIENNE LAM

PORTFOLIO

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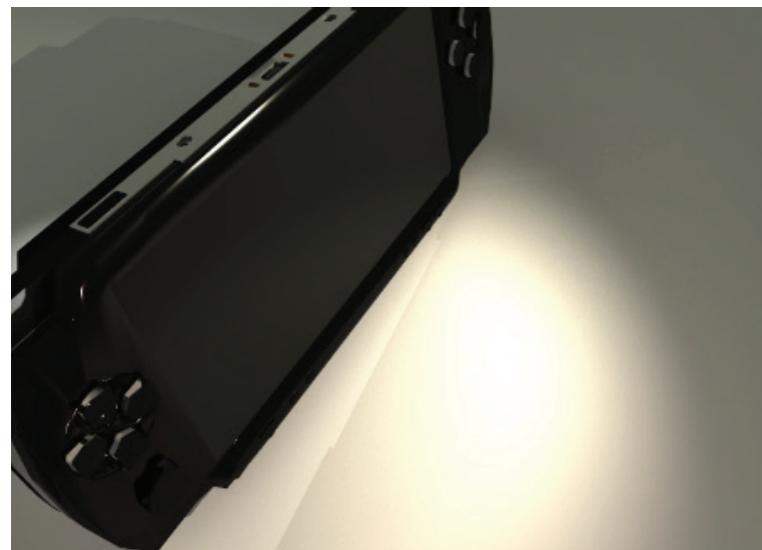
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3D Object

My first 3D project began with choosing an item to create within the 3D field. I chose to a PSP console which I physically owned and was able to study all sides and surfaces of it to then model within the 3D program, Maya.



This first project introduced me to building from shapes and learning to view things from different angles. I learnt about bevelled edges, edge loops and extrusions which are all methods to shape an object further.

The final model was then textured and captured within a scene with lighting that was all self implemented. Being my first building of a scene, there was a lot to be learnt from the intensity and colour of the light as well as the softness/hardness of the shadows.

3D Character Animation

The following year, I completed the 3D character animation unit which allowed us to create an original character. This was one of the most fun I had during a unit as it pushed the expression of creativity within your own original character design and modelling it to then see it come alive towards the end of the project was an amazing feeling.



The character I chose to design was inspired by Six from Little Nightmares who is a minature character in a grotesque and dark setting. I chose to implement these themes in my own ways in creating a miniature doll-like character that is roughly patched together. The programs used included Maya, MudBox, Substance Painter and Unity.

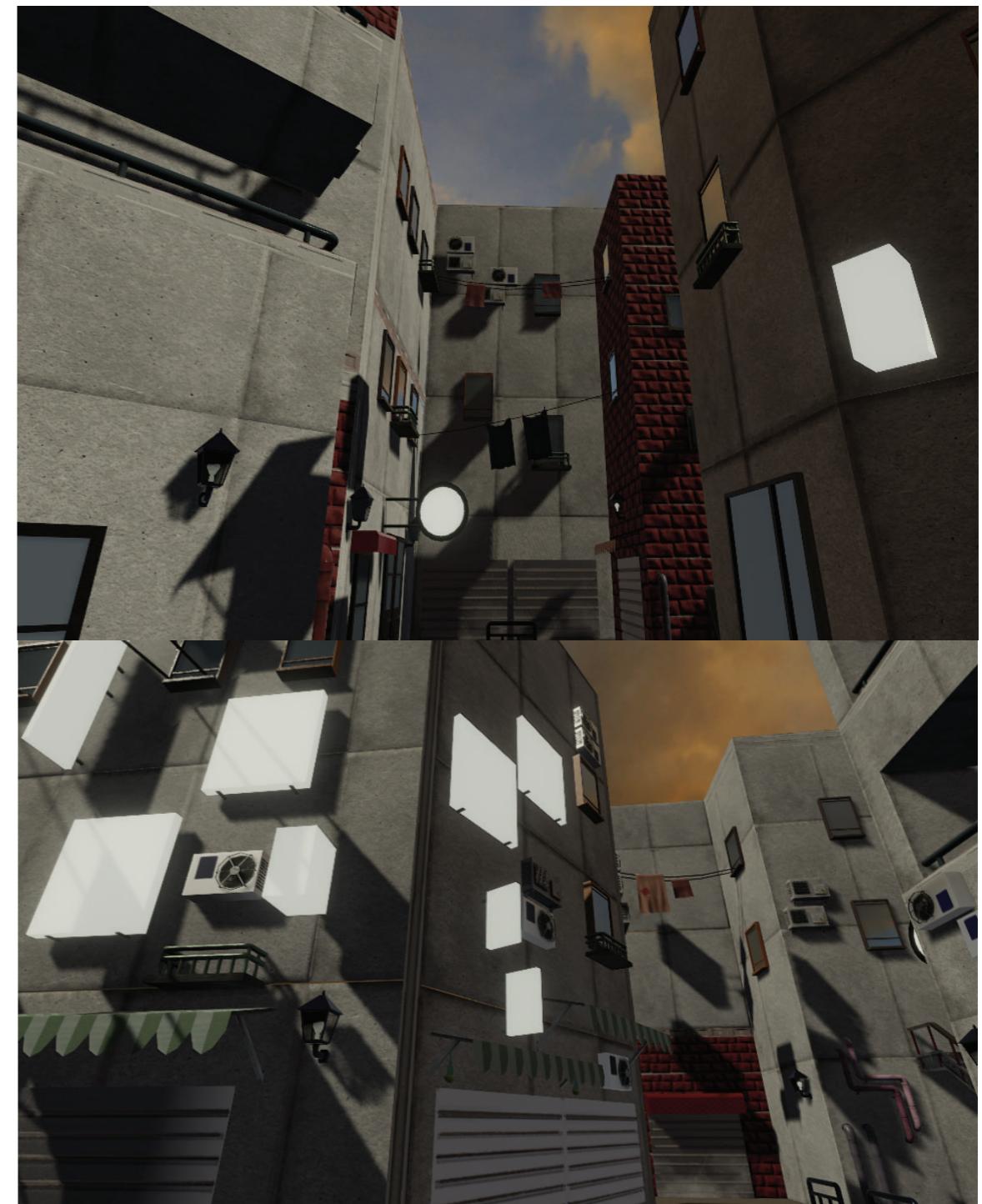




3D Environments

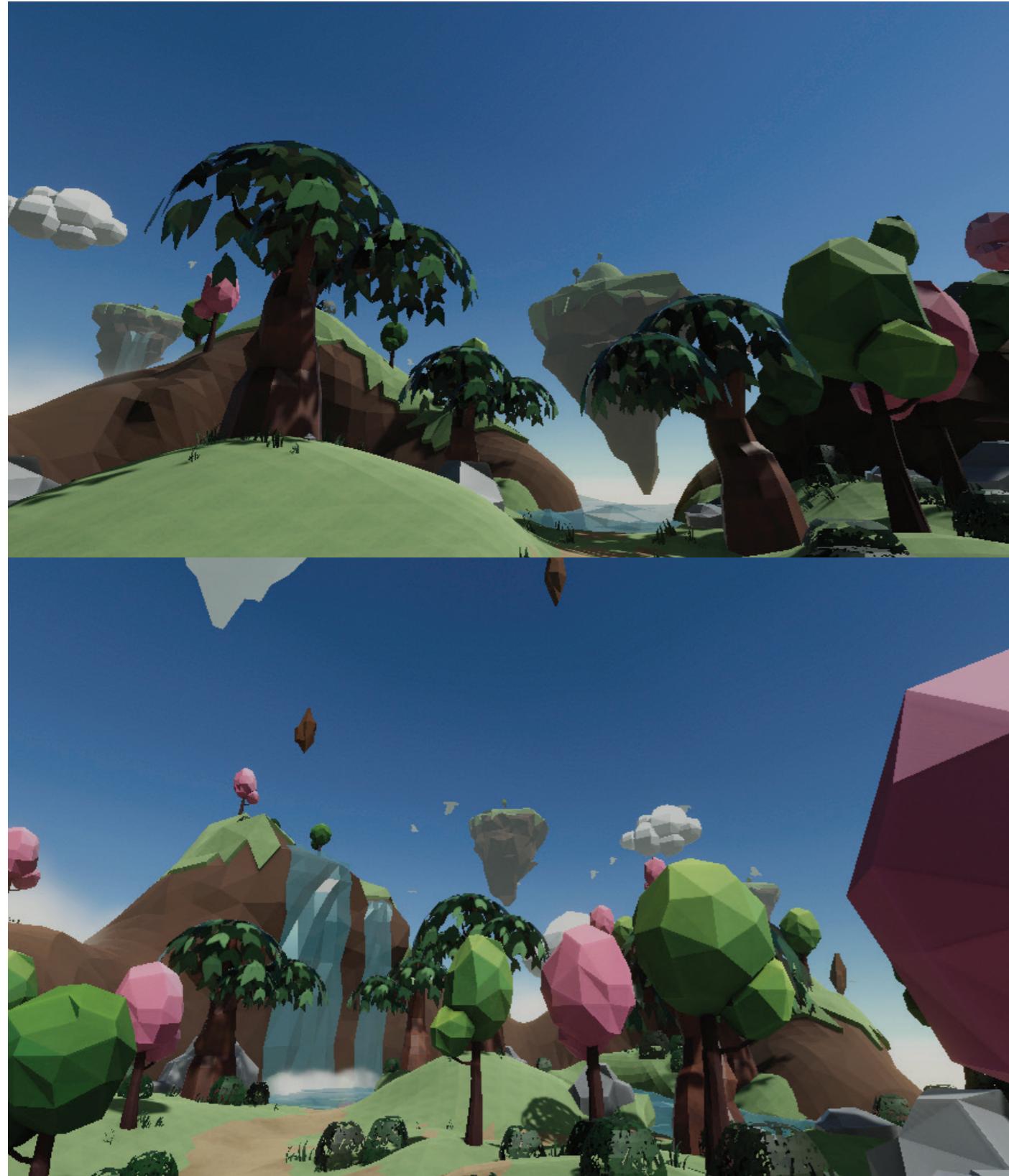
Following the 3D character animation unit, I did 3D environments. This involved creating a closed off urban scene as well as a open, nature-focused environment.

For my Urban environment, I was inspired by the Splatoon 3 teasers and the very populated yet rural vibes of the city. This incorporated modern elements like the LED panels for store names or ads as well as including more traditional features like clothing lines.



The nature inspired environment I chose to do was a floating island. This project focused more on building the scene with a limit of around 10-12 unique assets we could use where we were encouraged to use one asset with different materials applied to it to give variety.

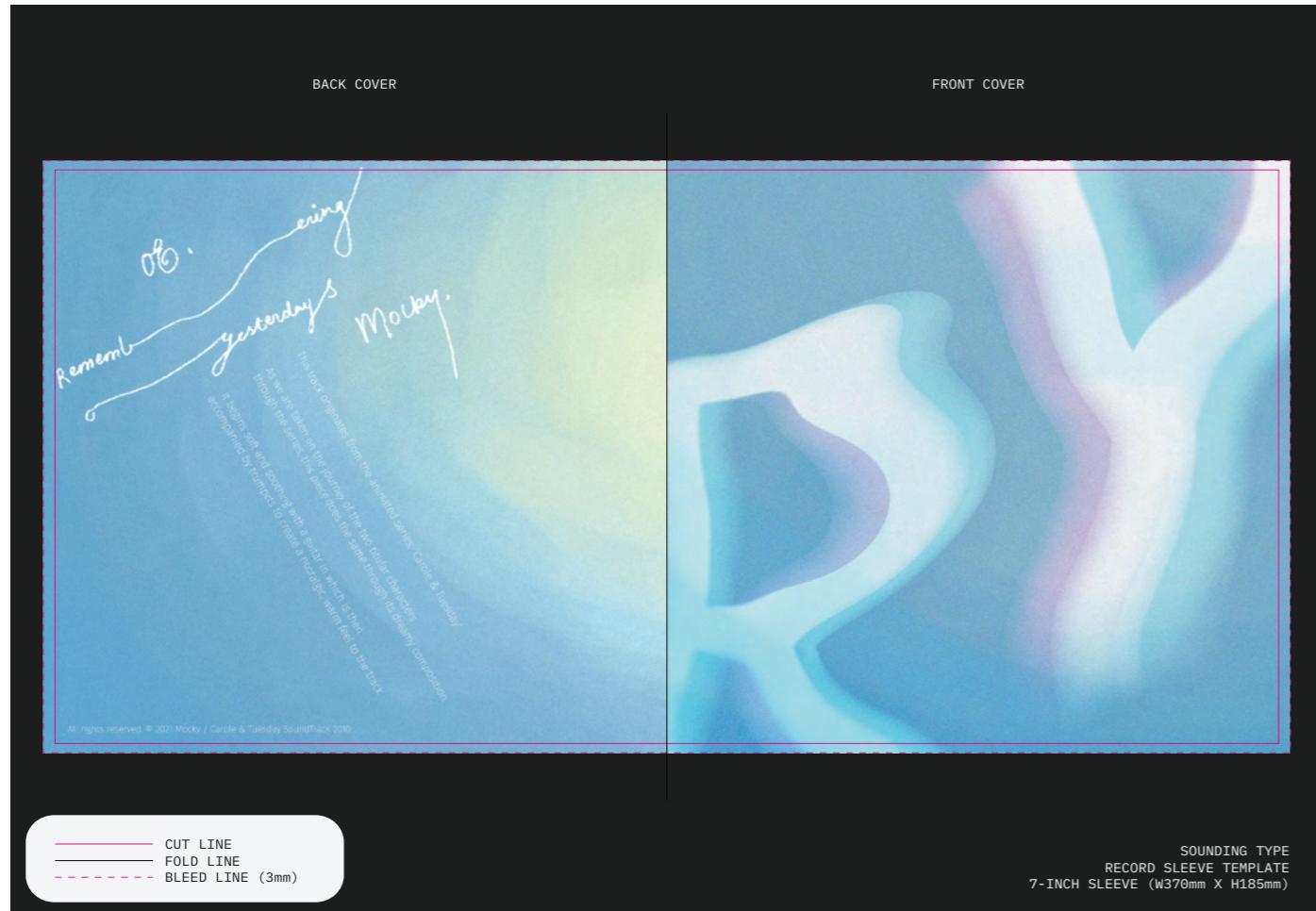
Majority of this assignment focused on the texturing in Substance Painter and creating the scene in Unity.



Communication Design

Sounding Type

This project involved choosing an instrumental track (majority of the song had to be lyricless) to then depict that sound into design where we created an different forms of media for.



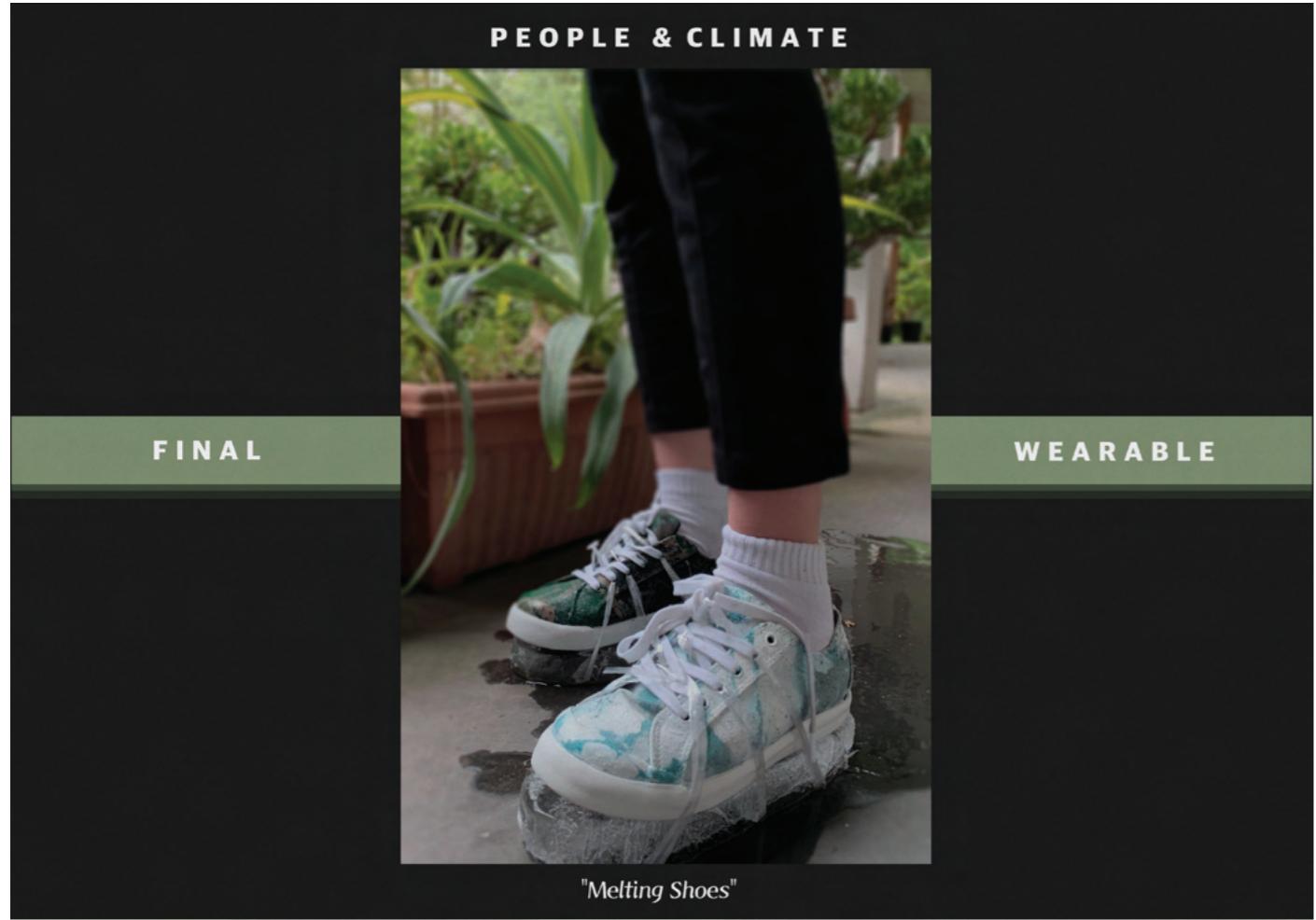
The track I chose was called 'Remembering Yesterdays' by Mocky which is from the show Carole & Tuesday.



This is a design I did above was for a potential Spotify cover for the track and the image below is an animated advertisement banner where the font flows to simulate the effect of being in water.



People & Climate



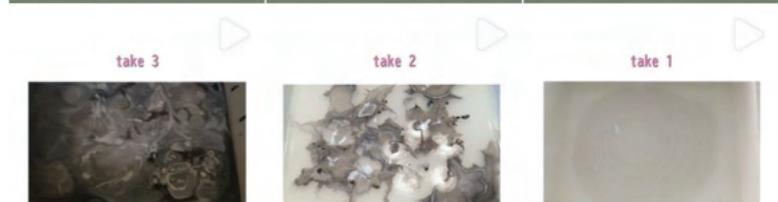
An original illustrated and designed poster to display the social issue I was addressing within this project.



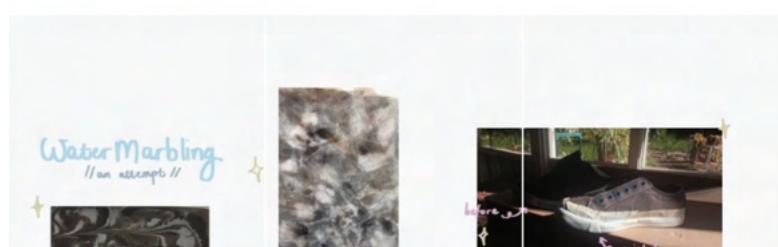
Within the design process, we were required to document it all on Instagram where I learned to design for a feed and maintain an aesthetic throughout the posts.

This project was done within a communication design unit which required us to design a 'wearable' to address a social issue focused around climate and people.

I chose to do 'melting shoes' to display global warming. The sole of these shoes would be made from ice which would melt to foreshadow the possible future of our glaciers if we continue to disregard our negative impact on the environment.



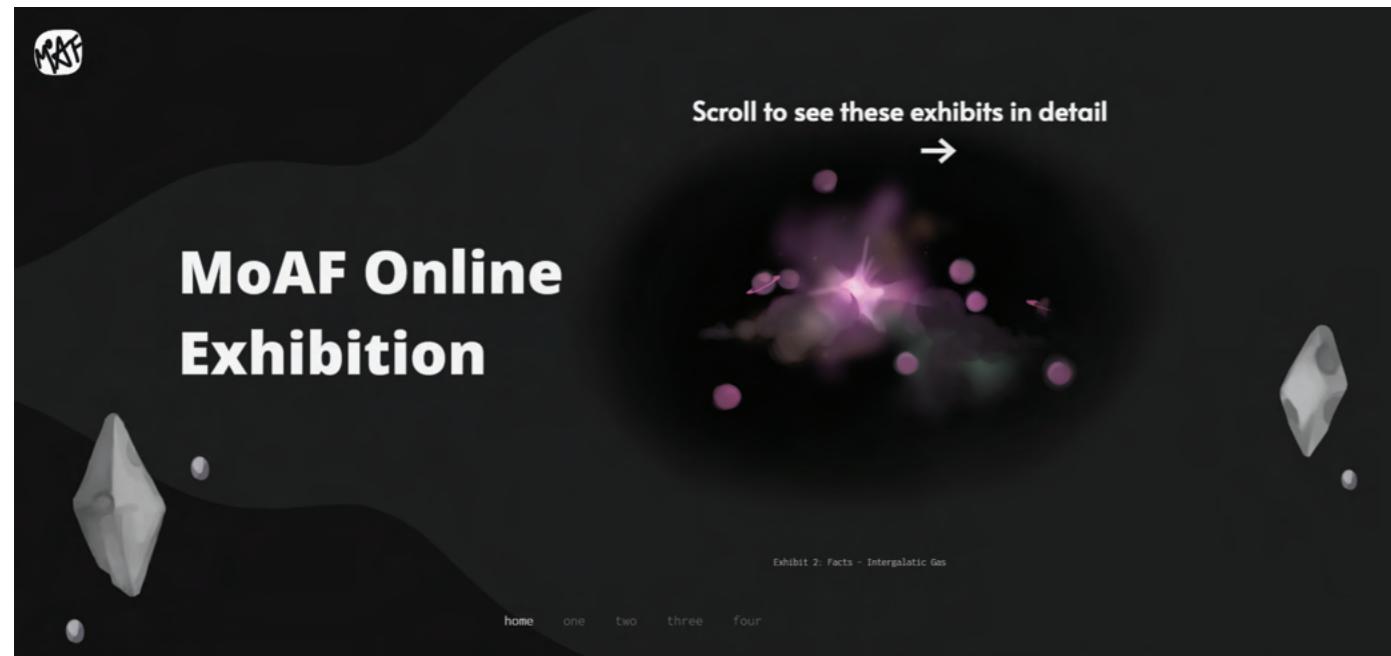
I used Photoshop a lot to create the imagery and worked with different apps to split an image to then display certain images larger on the feed to give more attention to these main design works.



Web Design

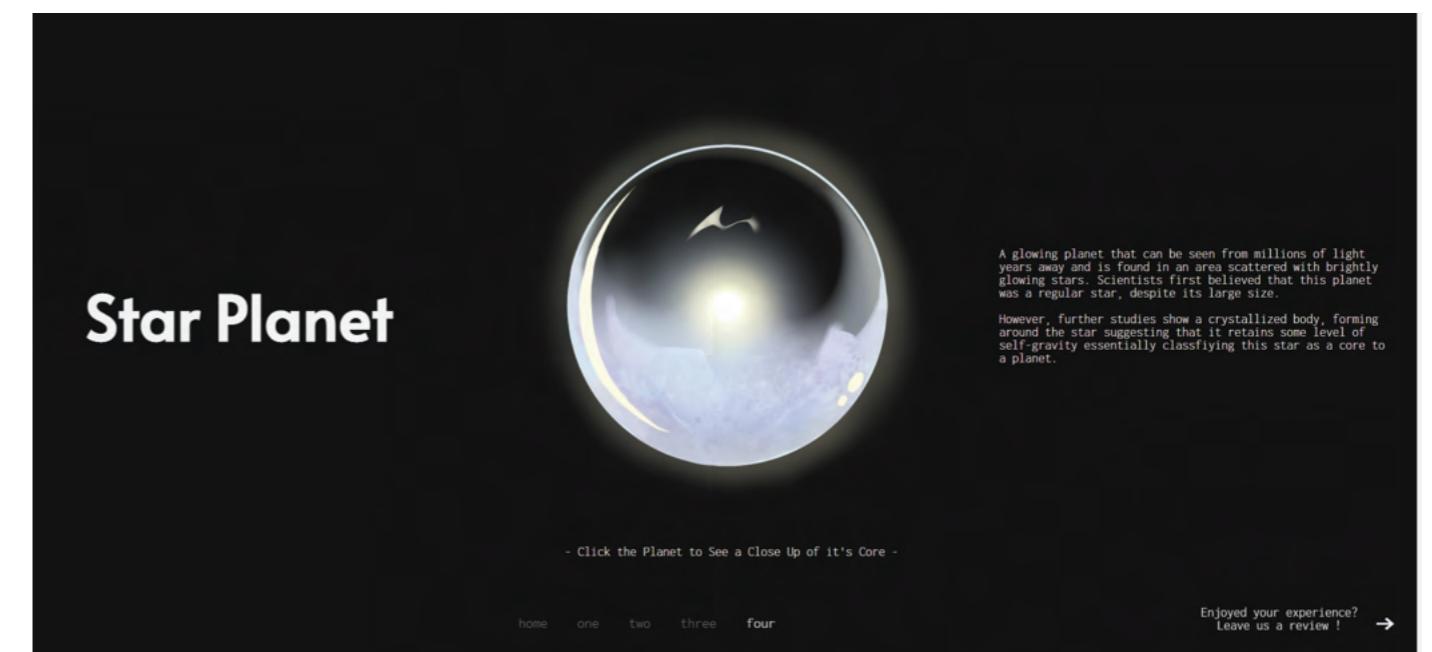
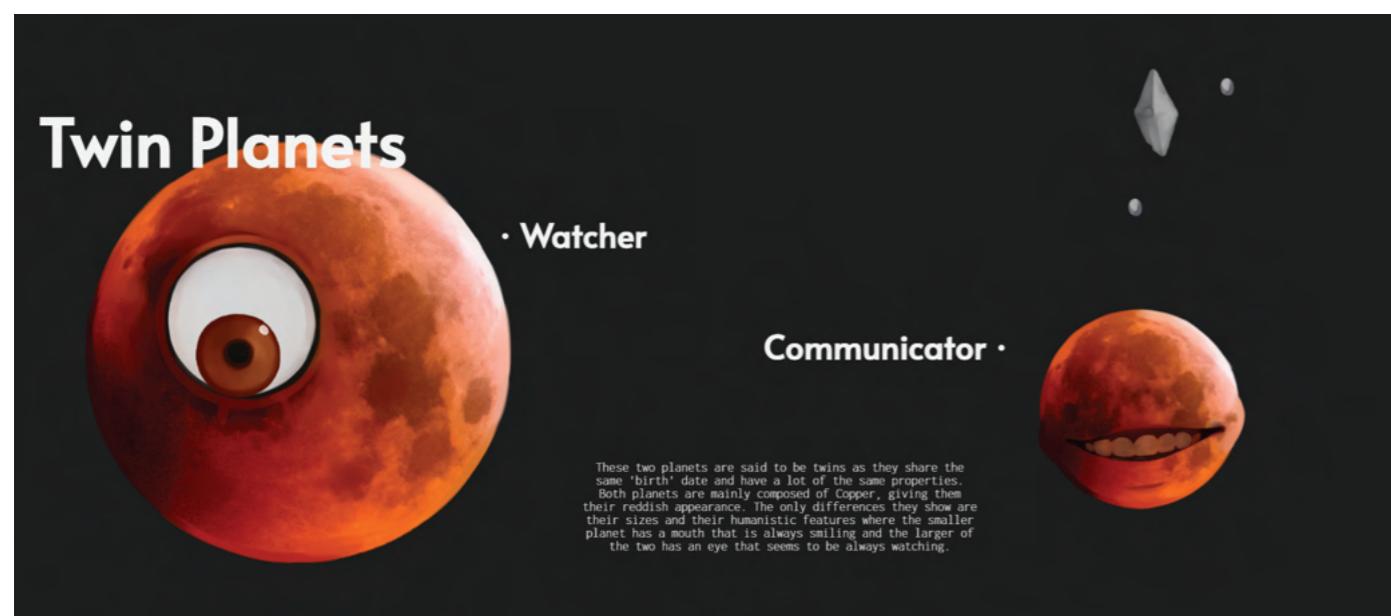
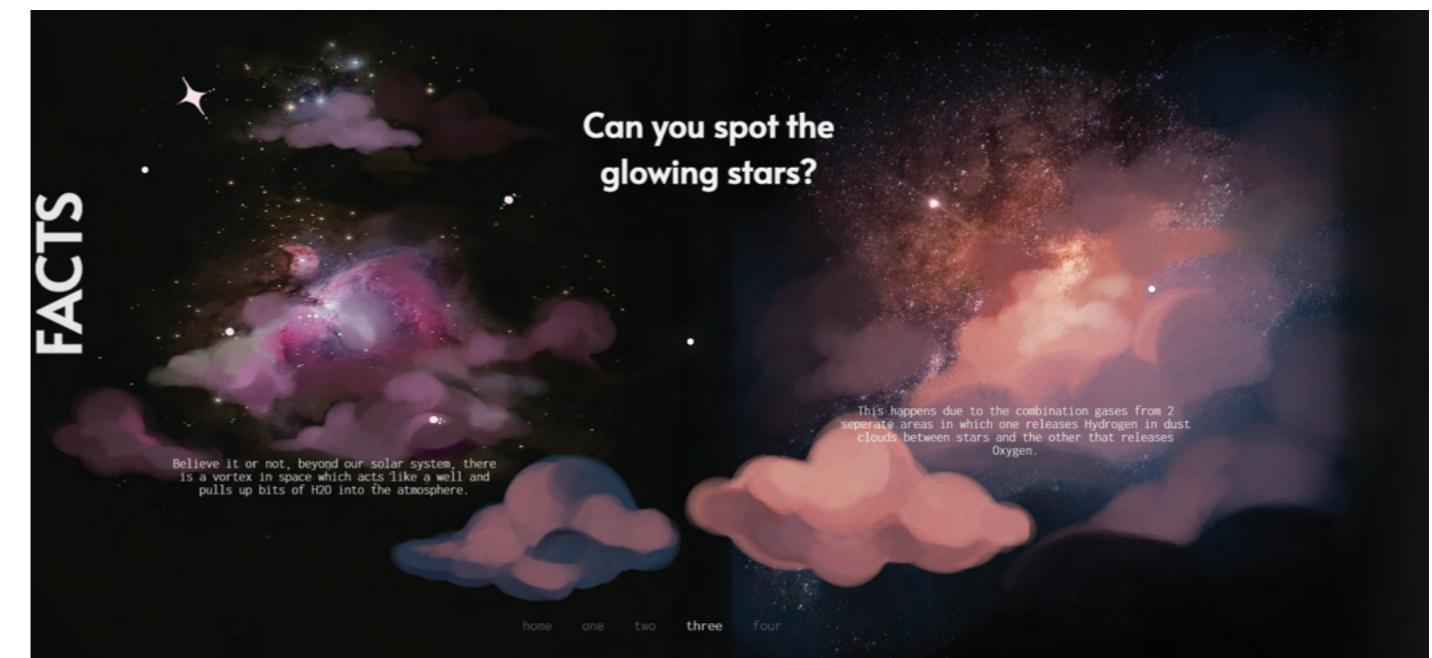
Within an Interactive Design unit, I had the opportunity to create a website focused around the theme of an online Exhibition. I chose to focus on the topic 'Beyond our Solar System' from several exhibit choices we were given.

Within this topic I chose to exhibit planets outside of our solar system and was required to design and create a fictional description of these planets.



I implemented a horizontal scrolling site and a navigational bar to navigate to each of the pages if the horizontal scrolling wasn't suited to the user. Within each section of the web page, we had to include some kind of interaction which I was able to include through Javascript, HTML and CSS within Brackets.

Majority of the design of the planets were edited free resource images which I would illustrate over or apply filters and effect within Photoshop.



Digital Illustrations

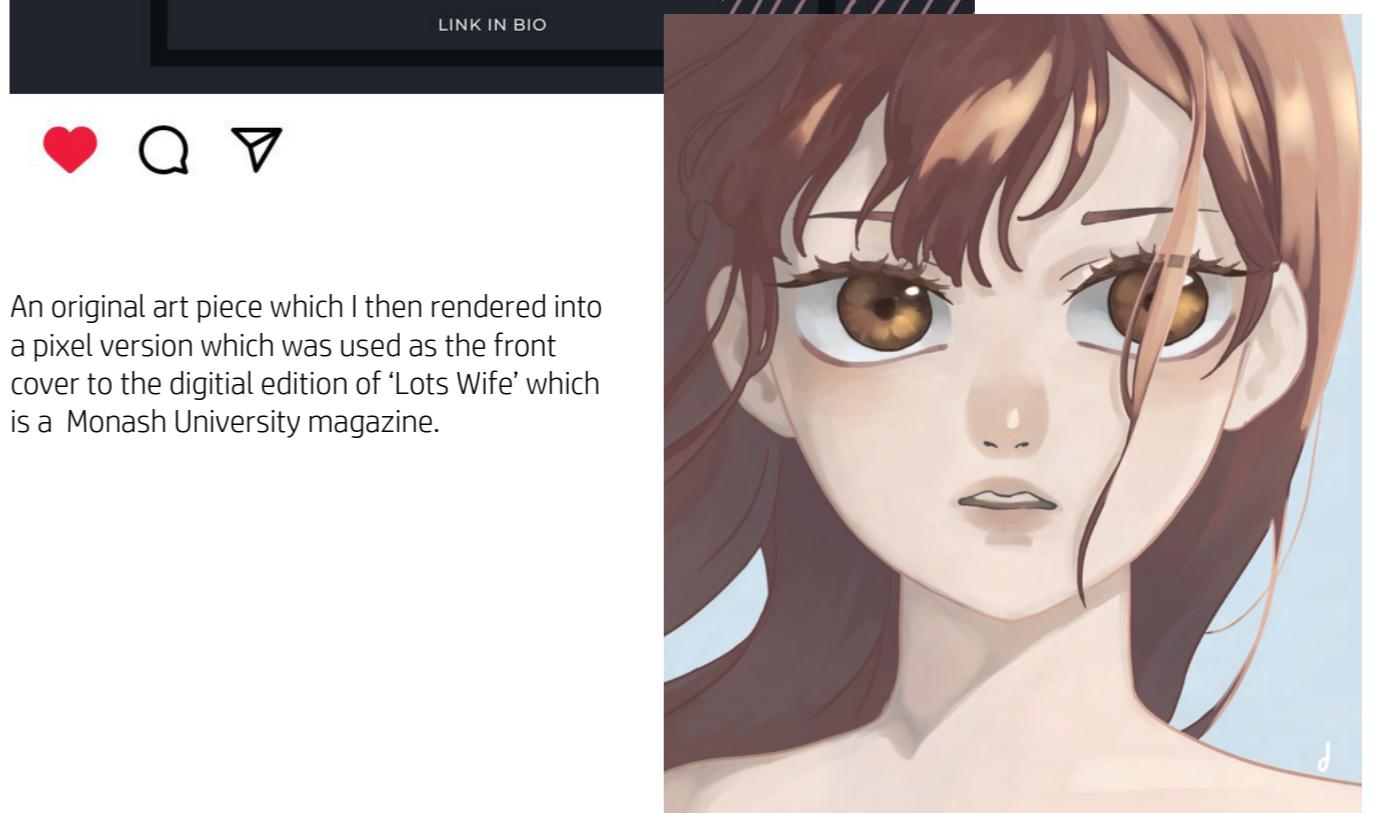
Starting as a hobby, I've always loved to draw and as a result, picked up digital illustration a couple of years ago. I've had the opportunity within this field to complete commissioned works as well as sell my art within conventions.

Original Illustrations



lotswifemag

...



An original art piece which I then rendered into a pixel version which was used as the front cover to the digital edition of 'Lots Wife' which is a Monash University magazine.





Fan Art Illustrations

I draw a lot of Fan art from games or shows that I am playing as I am constantly inspired by the stories, characters, music and game play.



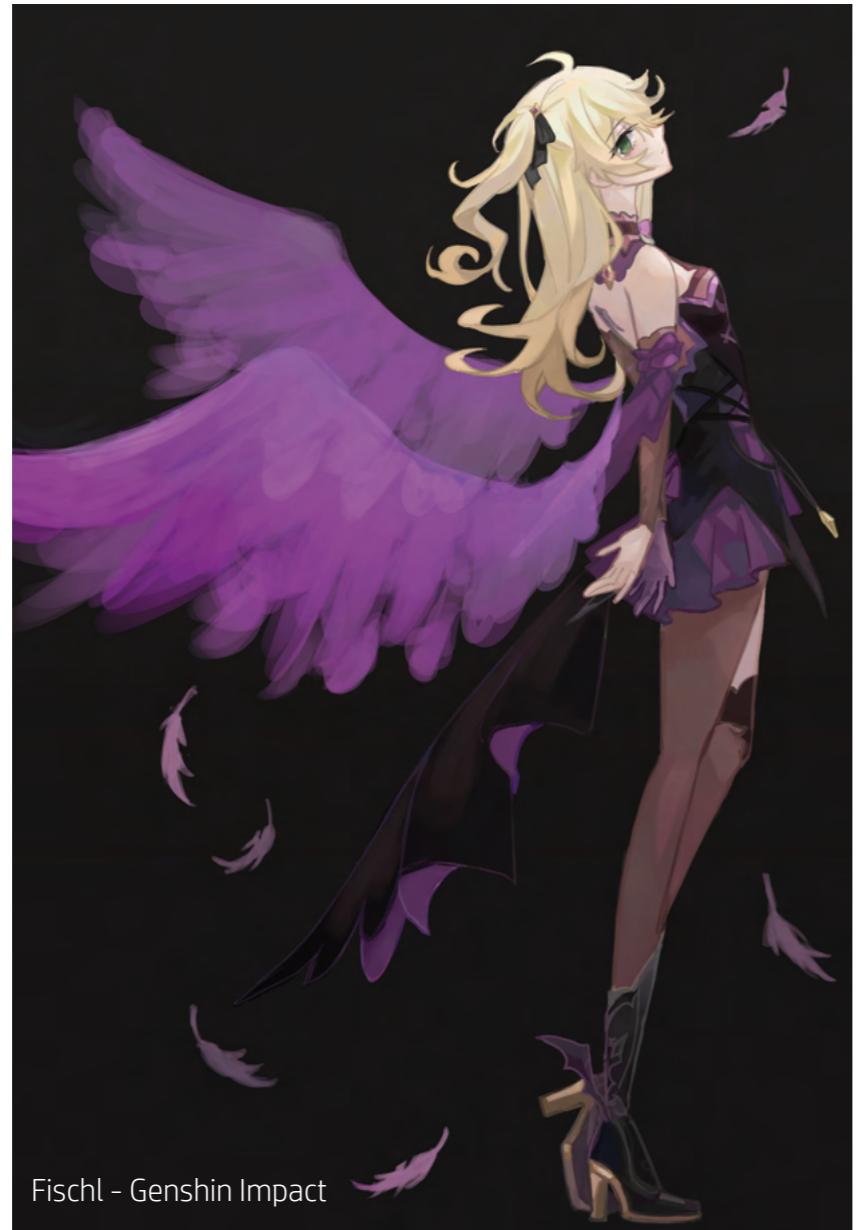
Nene Kusanagi - Project Sekai: Colourful Stage!



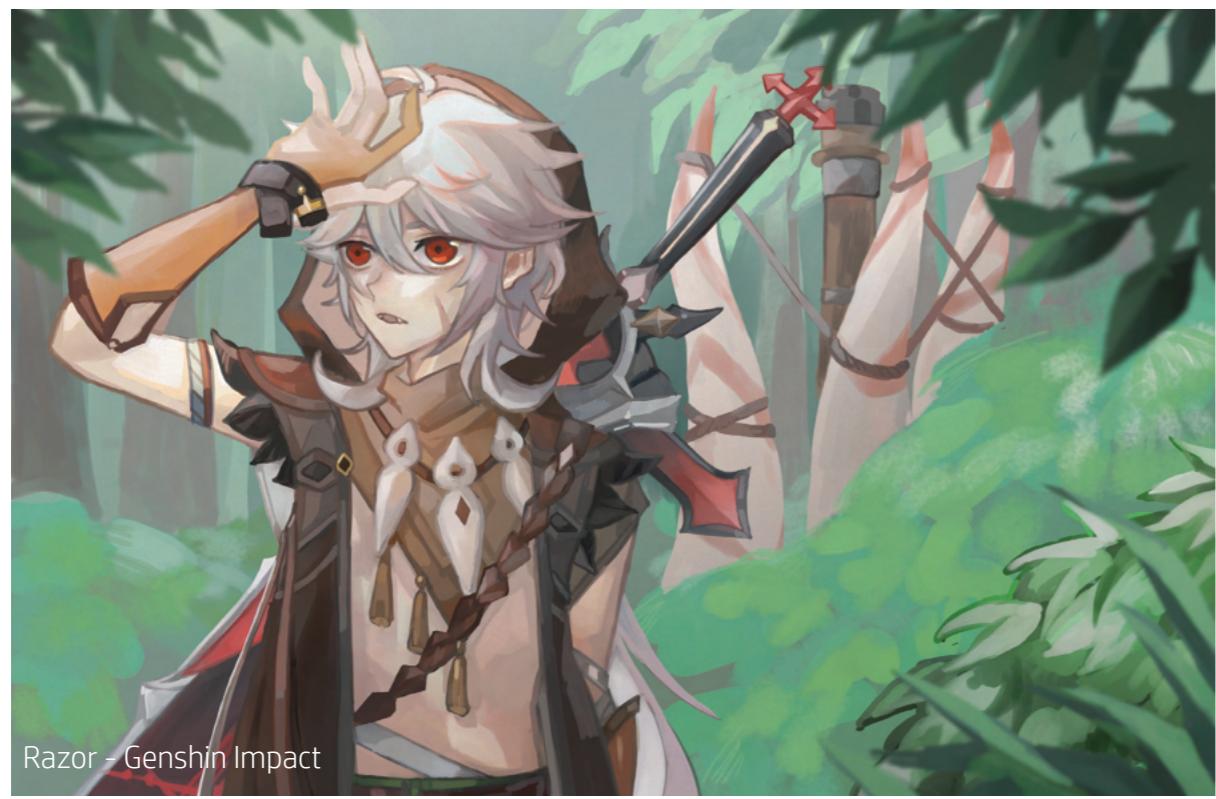
Nightcord at 25 Hatsune Miku - Project Sekai: Colourful Stage!



Sangonomiya Kokomi - Genshin Impact



Fischl - Genshin Impact



Razor - Genshin Impact



Ponyo - Studio Ghibli

The End.

(For now at least)

Thank you for taking the time to
browse my portfolio!

Things currently in the process:

- Animations
- Website Portfolio