



SIRENA

BRANDON CASTILLO AND 3D MODELER

Department of Entertainment Technology

Introduction

Our culmination project including Edgar, Isaias, Jonathan, Jordin, and I will be a puzzle/exploration game built around a world and character we create. The over all purpose of this project for me is to practice my 3D modeling skills.

The project will help learn new skills. Such as character modeling and different 3D modeling techniques.

Skills include:

1. 3D modeling
2. Character modeling
3. Character Rigging
4. Character Animation

Production

The production process will be broken down into different processes. In pre-production we will iron out the plot, environment setting, mechanics, art-style, etc. In production phase we will put everything into action. We will work on our individual task, but if time warrants it. We will assist each other. Post Production we will make polish the game.

Budget Estimate		
Name	Description	Price
Computers	Personal Computers	\$0
Game EGINE	Unity	\$0
Assets	Unity Asset Store, Turbo Squid, etc	\$500
3D Software	Maya 3D	\$0
Adobe Suite	Adobe Software	\$0

Acknowledgements

1. Technical Advisor: Hosni

Images of Game:



Communication

1. Use discord to have meetings.
2. Github in order to store and share work.
3. Use Exel and Google docs so we stay on track. While making sure we don't deviate from what we intended.

Results

The results of this project will be a portfolio piece. That will show that I am capable of 3d modeling and producing assets outside of my comfort zone. While also, exposing me to different parts of 3d modeling such as rigging and animation.

What I expect to gain from this?

What I want to gain from this project is better experience in 3D modeling and a better understanding on character design. This is so I can pursue my career as a 3D modeler.