David Roman

Culmination Project

Reflection

Project Redemption

 Look back at what Jose and I made, I feel as though the project didn’t really come out the way we envisioned it. I feel as though the project could’ve been improved upon if we were given more time, but most of issues just came from being inexperienced with certain aspects of my role in the project.

 In terms of the design aspects of the project, I know I could’ve done better but due to my lack of knowledge in rigging, animations, and motion capture it caused problems. The problem I had with motion capture was that room we were recording animations in had a lot of interference to the point that I had to move all the desks to one side of the room in order to get some sort of connection. The situation in the room ultimately set us back, because we had 3 weeks’ worth of records that were not really usable. I took some animations from the recordings and manually tried to edit them on blender, but for specific animations I used from Maximo. Modeling, texturing, and animation is not an easy task, it was very challenging because of my limited knowledge, but thanks to

 For the character, I know I could’ve designed him a little bit better because he’s not exactly what I envisioned for him to look like. We had a lot of sizing issues when transferring the character over too Unreal. I had to constantly resize the character and the bone structure for the rigging until it just right. When transferring over the character it caused small bugs in the game but they weren’t noticeable, but I see that as a success.

 Essentially, I want to be able to do more in terms of 3d modeling and animation because although there clearly issues I enjoyed working on it. We got a good amount of feedback from testing the character with the level.

 So now looking into the future of Project Redemption, we plan on fixing the code and have it working smoothly before we can get to the other stuff because overall most of the issues in the project came from the code. We also want to improve on a good amount of design choices we made.