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Ent 4499 - culmination project
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Reflection: VR Character Gallery

In this project I can win with the idea of creating an experience where I can display my talents as a 3D artist. I received the idea semester before this one while looking at a friend's artwork in a virtual museum experience called the museum of other realities through his VR headset. My version of the same space but with only my works seemed like an interesting idea at the time so Began making plans to move forward with the idea for my senior project. I began work designing the different characters that would reside in my virtual gallery and came up with the four you see now. The original character designs were hero, cartoon, cyborg , and monster. But I later changed it to hero, cartoon, robot, and monster as change was needed for progress to advance. As I started the project each character took on a method of its own. I used a different modeling techniques on each model. The hero used low poly modeling using extruding from a single polygon, the robot used hard surface modeling to give the appearance of a metal surface. The cartoon character I worked with stylized proportions and for the monster I used high res 3D sculpting with baked normals later on. The environment was made with a classic roman sculpture garden in mind. A very simple concept at first but what was kept in mind when making the environment would be how it would amplify the experience of seeing the models up close in VR. I at first thought of making the models human size would allow for a more intimate setting but as I realized that would not be using VR to its fullest potential so made them larger in stature. Now they seem to have more of a presence and allow for a better experience overall.

In conclusion, I feel I achieved what I set out to do during this project for the most part. I feel that as an experience it accomplishes what I wished for it to do, which was to display my 3D models in a context that would bring out their best qualities. I did so with great excitement and passion and I enjoyed the experience of creating the work as a whole. The process of making the models each took on a different process of its own as well as the environment around them. As I finished the experience and ported it into my VR headset, the combination of all my work and techniques used came together as an immersive experience that I hope others will enjoy as I intended. What I would do differently the next go around would be to implement bases that would pertain to each character's qualities such as a swamp marsh for the monster and a dive bar setting for the cartoon model. It is mostly changes in the design and visual language of the experience I would alter otherwise I am happy with the overall result. I feel as a portfolio piece it accomplishes what it intended to do with a great deal of simplicity.