



Grand Prix: APEX

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Introduction

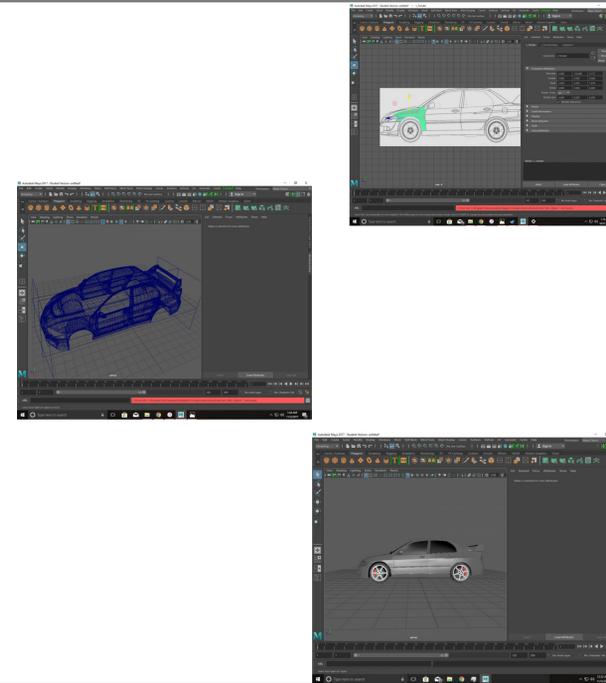
In my 5 years at City Tech, I have learned many things. From soldering components onto an Arduino to learning how to edit video and sounds. My last 2 semesters I enrolled in a 3D modelling class, which I enjoyed a lot and wished I had focused on that from beginning. For my culmination project I would like to make my own 3D racing game that I've named it GRAND PRIX: APEX. My goal is to challenge myself and model my own little cars and later on, animate them. I don't have a lot of experience 3D modeling but just enough to make a cube look at least like a Flintstone car. I also don't have any experience in working with engines that are used to make games.



Method

I split all the sections into weeks and assigned one part of each section into different days with deadlines.

- Reference Images
- Assets Gathering
- Model Vehicles
- Model Rims & Tires
- Model Props for Tracks
- Start Building In Unity
- Start Writing Scripts
 - AI Behavior Script
 - Player Control Script
 - Scene Management Scripts
 - Test Scripts



Conclusions

In conclusion, I had a lot of fun making this game. I really wished I had more time and experience to fully flush out my ideas. I ran into many problems. Overall I'm satisfied with my work because of the time limit I had being a full time student and full time employee. I also learned that no matter how small a project might seem, it's a handful for one person to tackle it on.

Programs



Maya 2017
• 3D Modelling



Visual Studios 2017
• Coding Scripts



Photoshop CC 2017
• Split Reference Images
• Textures

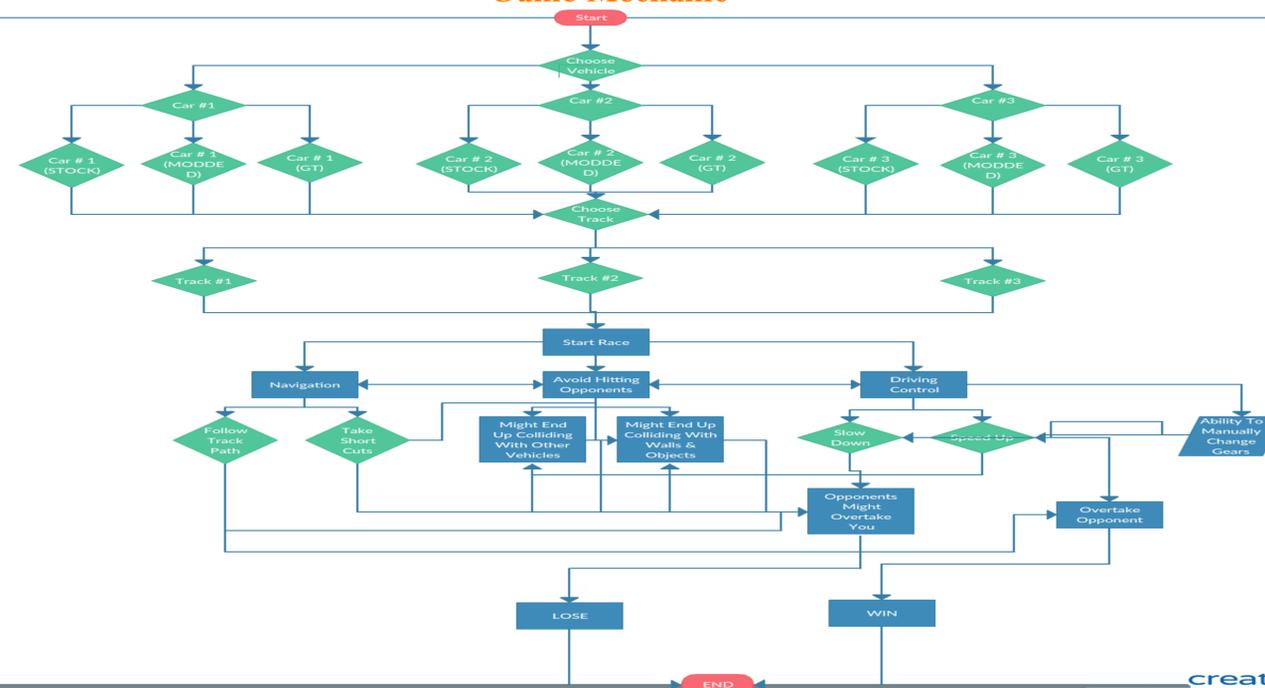


Audition CC 2017
• Edit Vehicle Sounds



Unity 2017
• Game Engine

Game Mechanic



Acknowledgments

- Professor Boisvert
- Brackeys
- Online Maya Community

For further information

Please contact
gino2229@live.com More information on this projects can be obtained at <https://openlab.citytech.cuny.edu/gvargas-eportfoliocuny/>