



3D Generalist Demo Reel

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Introduction:

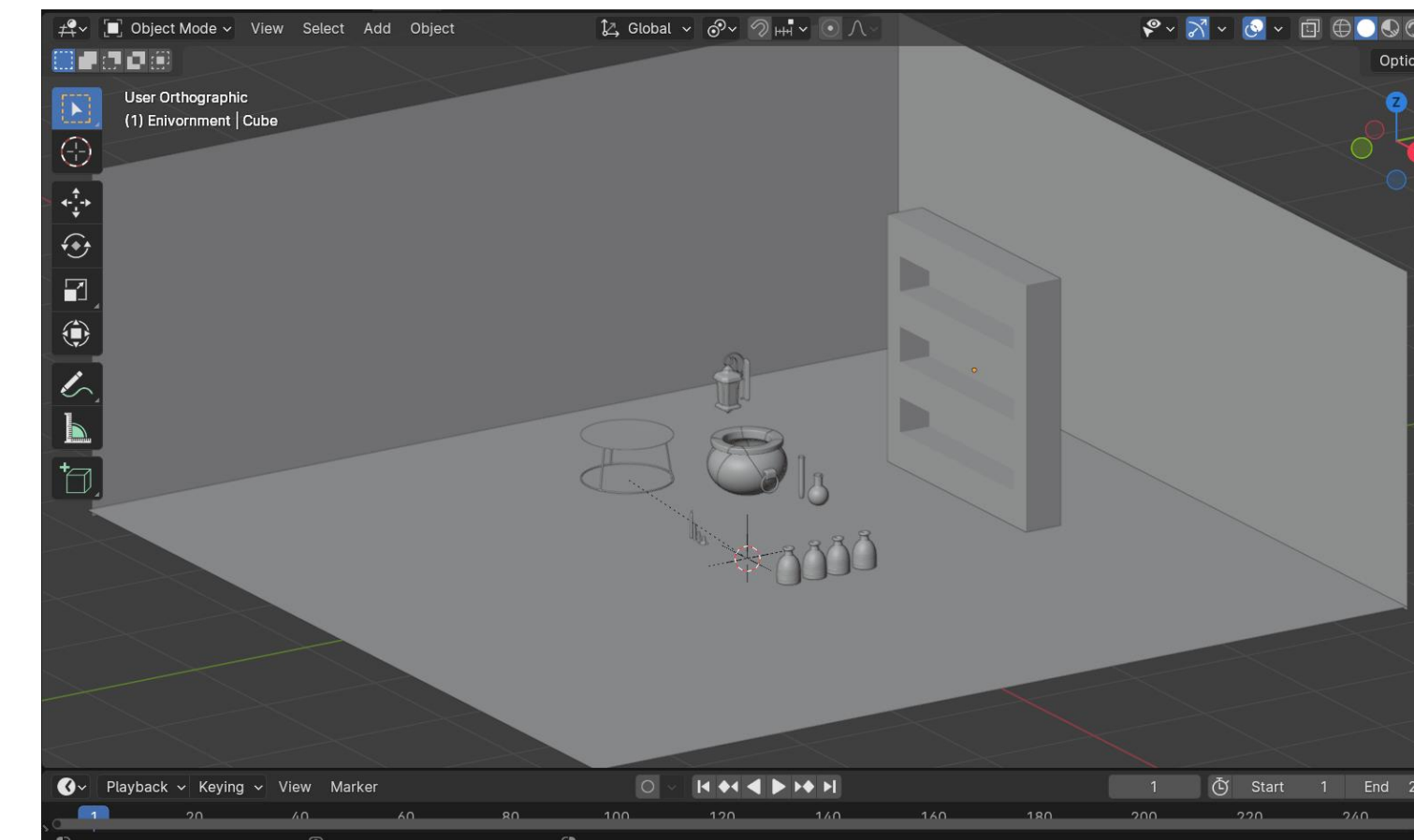
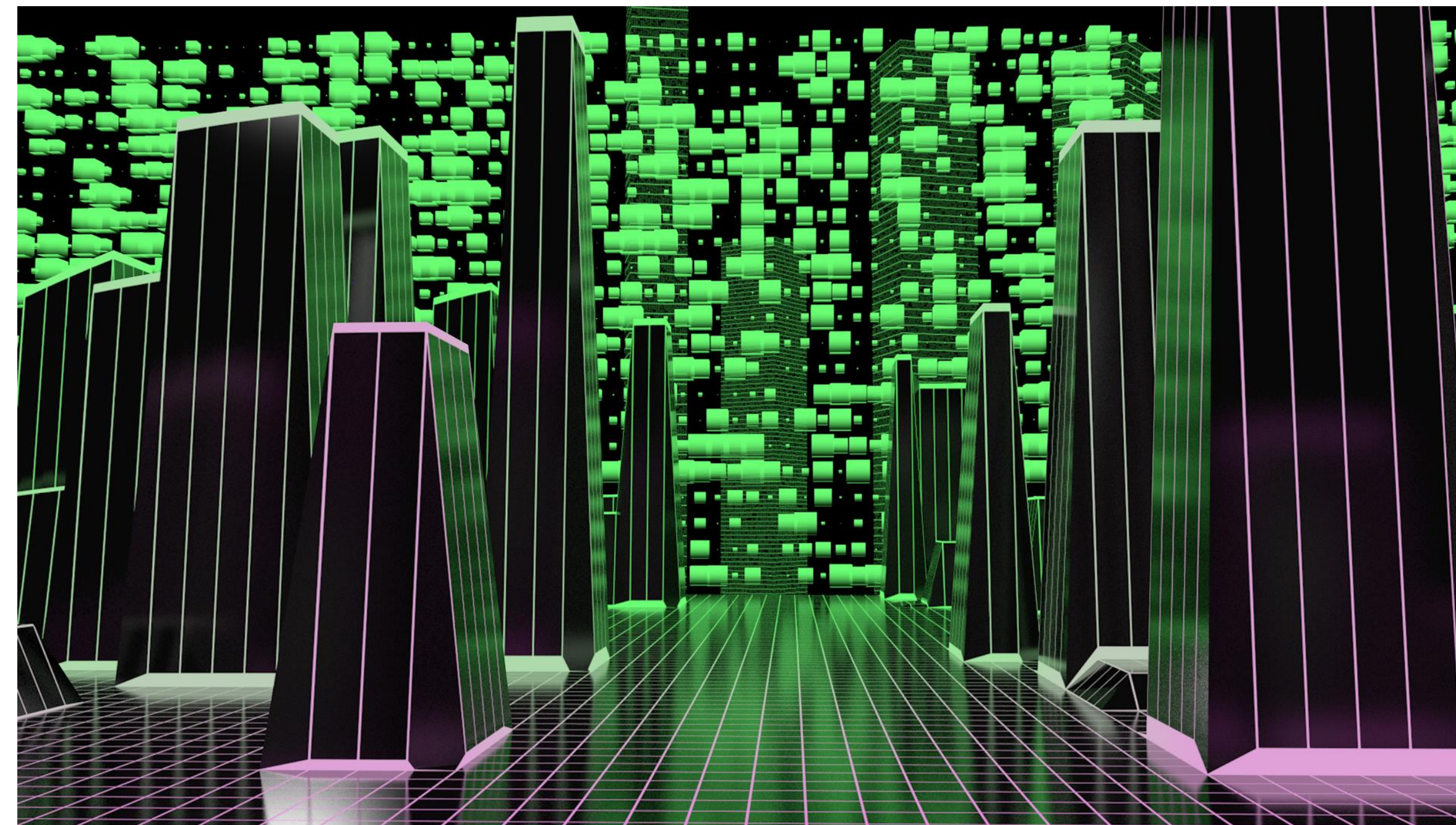
The project that I plan on working on is a demo reel showcasing my skill in 3D modeling and my ability to create a scene and props. The project will be a short video being at most 1 minute and 30 seconds. I plan on showing different environments and level design that I have created and also show off props and objects I make.

The skills include:

1. 3D modeling
2. Video Editing

The Process:

The general timeline of this project will take about 13 weeks. I will be working on this project at home and at school. Because the project will be a short reel of smaller projects I will be working on a different project each week. I plan to have about 7 scenes in the demo reel. I want to give myself enough time to plan and research the environment and props I want to make.



Results:

Have a short demo reel that will showcase my ability to create objects and build a scene in a 3D software.

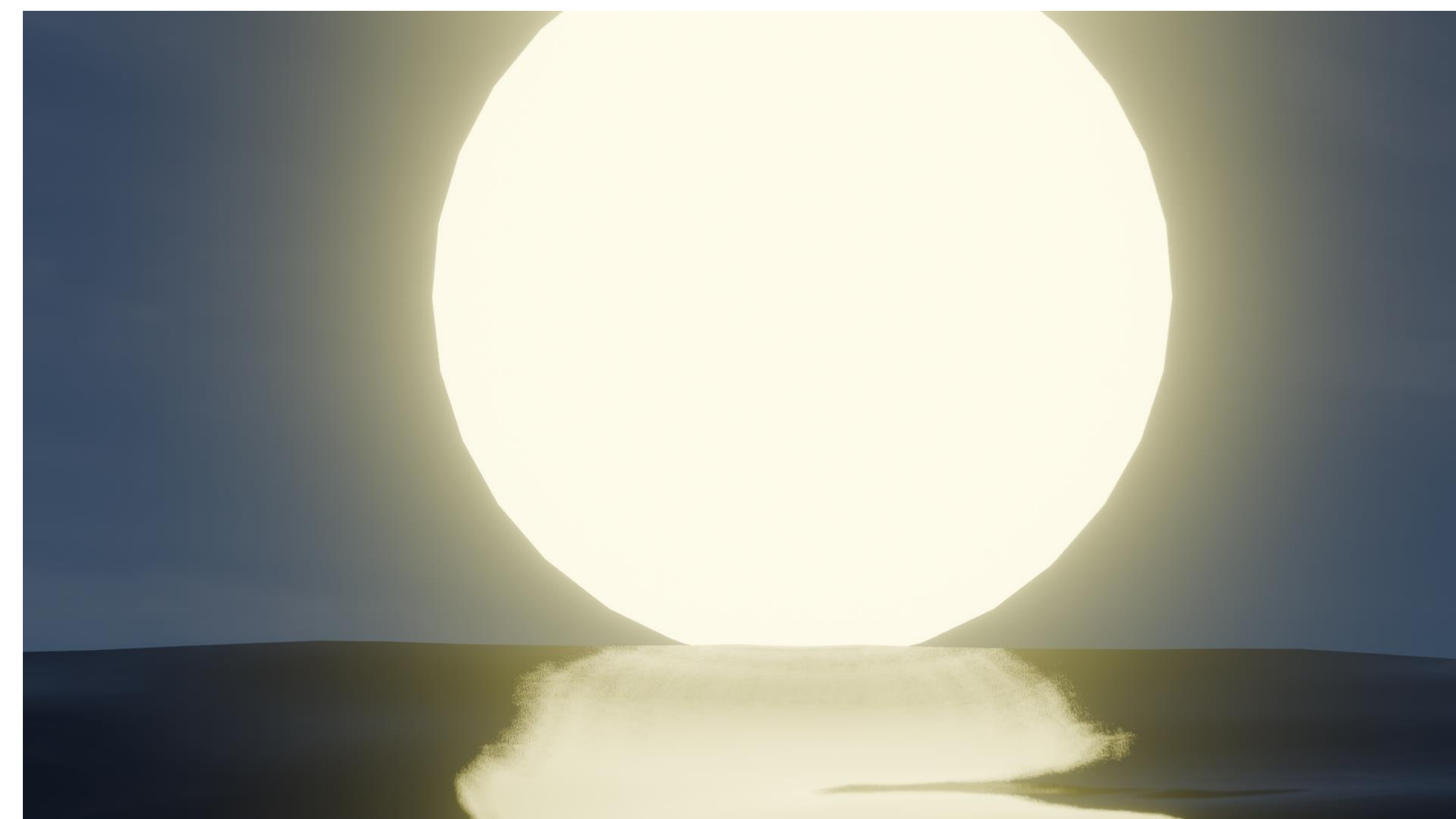
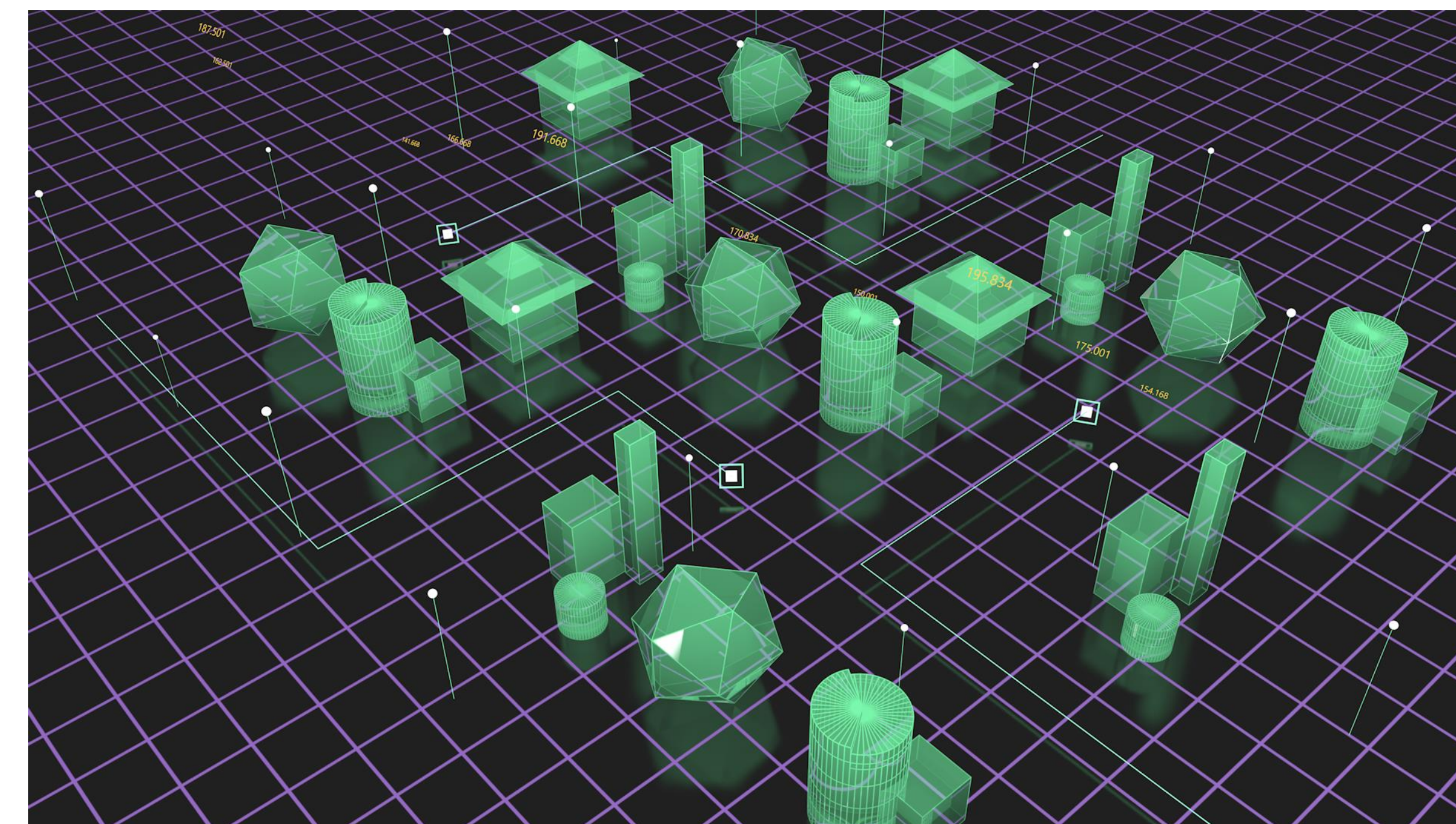
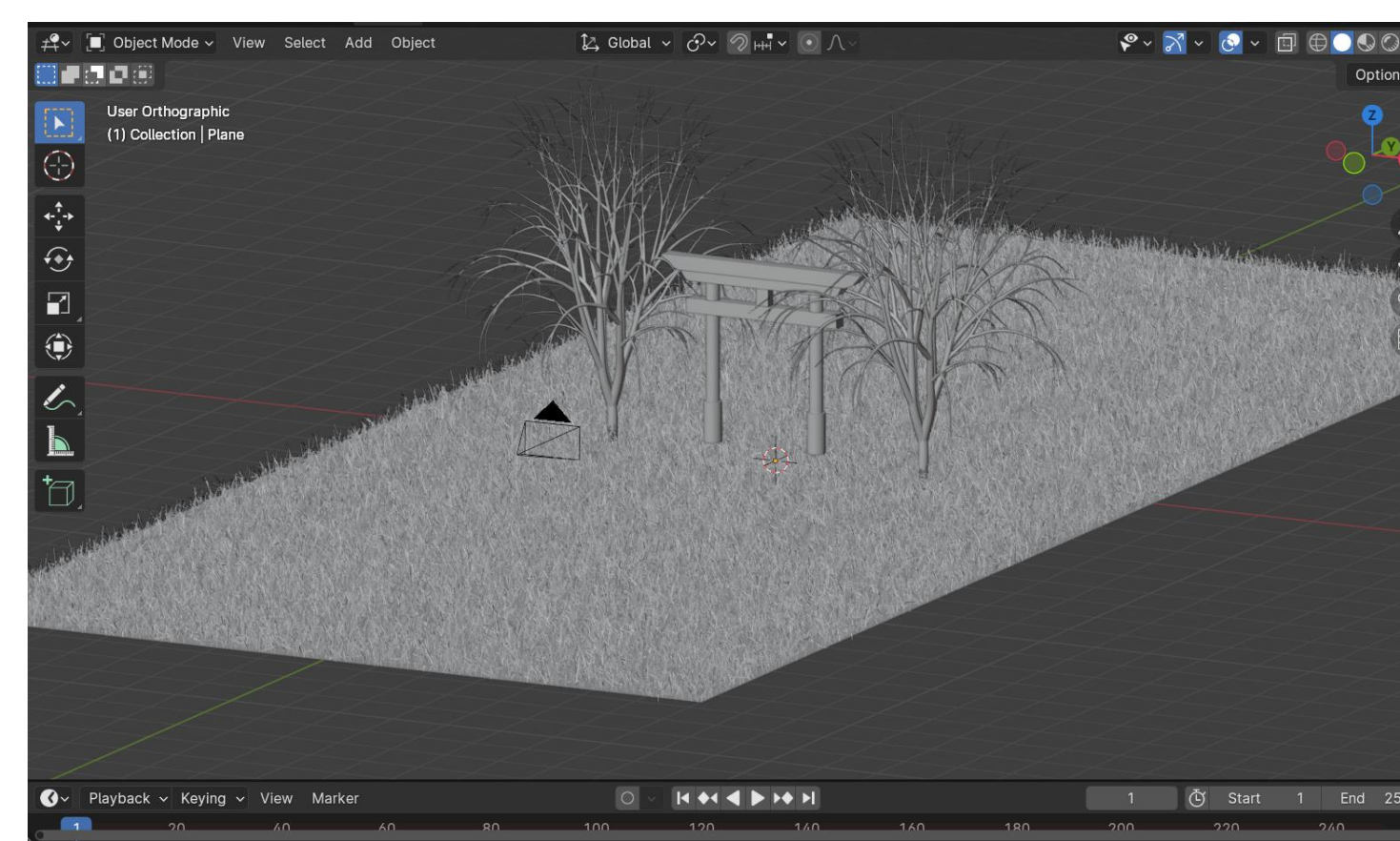
Conclusion:

What I would hope to achieve after this project is a stronger understanding of how-to 3D model. Skills that I hope to gain by the end of this project are modeling, level design and time-management. I hope that by the end of this project and after people see the demo reel, that they will be interested in the things I made.

My findings will affect what I must focus on when I am working on another project because I will understand what parts I struggled on the most. Because of these findings, I will have to practice more on the parts that I struggled on. The experience will change how I do things later because I will have a better understanding of what goes into creating and designing levels and props.

Work Breakdown:

1. **Planning**
 - a. Character Design
 - b. Environment Design
 - c. Storyboarding
2. **3D Modeling**
 - a. 3D model and texture the girl character
 - b. 3D model and texture the monster character
 - c. 3D model and texture the environment
3. **Rigging**
 - a. Rig the character so that her body can be animated
 - b. Rig the monster character so that their body can be animated
4. **Animating**
 - a. Animate the scenes from the storyboard
5. **Lighting**
 - a. Properly light the scenes in the software
6. **Sound Design**
 - a. Get appropriate sounds for the film such as running, heavy breathing, and screams
7. **Rendering**
 - a. Rendering each scene
8. **Video Editing**
 - a. Putting each rendered scene together
 - b. Adding sound effects
 - c. Adding credits



Materials:

Equipment

1. Laptop (Personal)
2. Hard drive (Personal)

Software

1. Blender (Free)
2. Adobe Premiere Pro (Provide by school)

Acknowledgement:

- New York City College of Technology Staff

- Audience

- Critics

Source:

Textures:

<https://www.poliigon.com/textures/free>