



3D Environment 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 show off props and objects I make.

The skills include:

- 3D modeling
- Video Editing

The Process / Method:

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 5 scenes in the demo reel. I will use Blender for modeling, texturing and lighting. Adobe After Effects for compositing and Adobe Animate to edit the reel.

Materials / Methods:

Equipment

- Laptop (Personal)
- Hard drive (Personal)

Software

- Blender (Free)
- Adobe Premiere Pro (Provide by school)
- Adobe Animate (Provide by School)



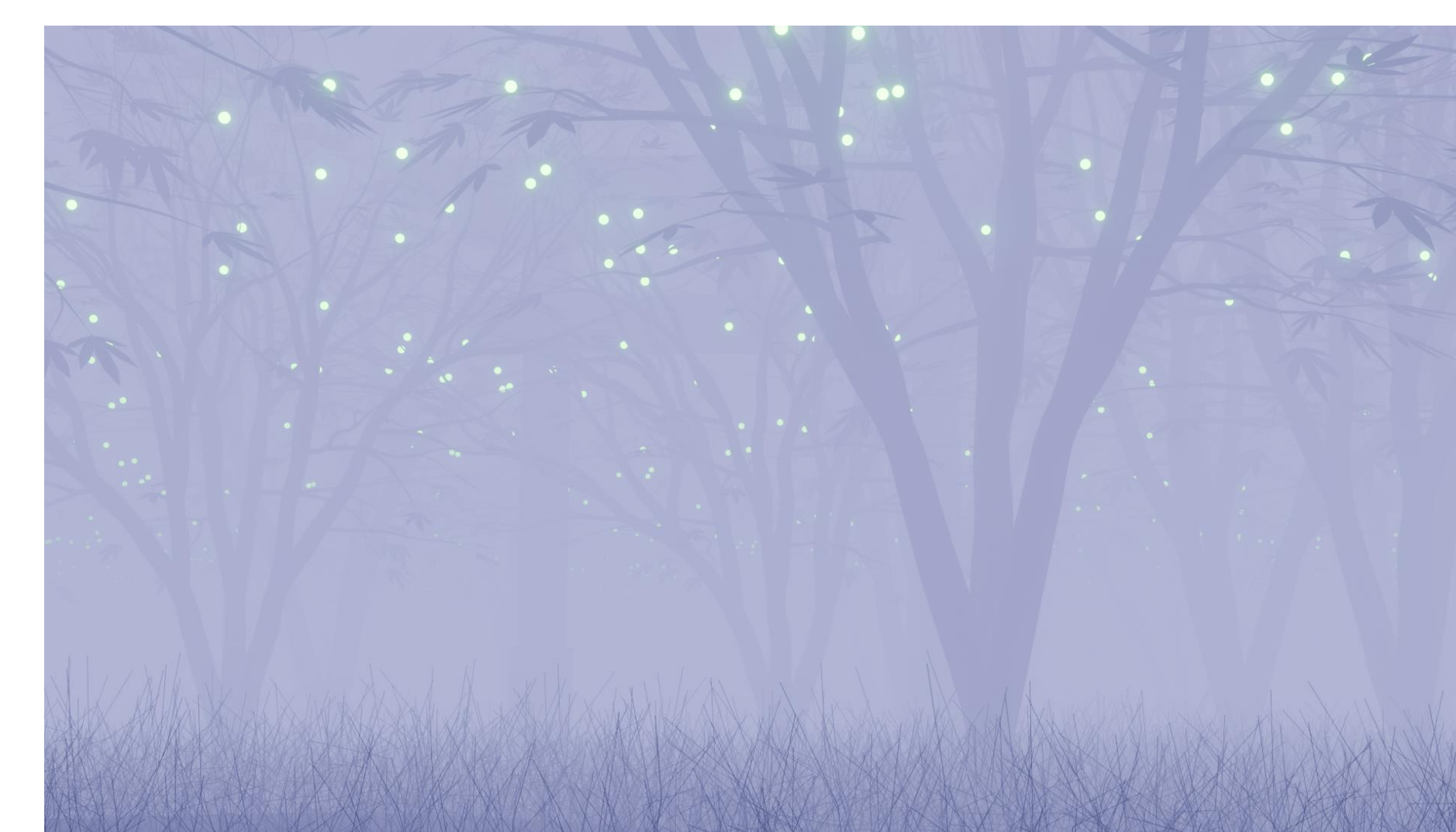
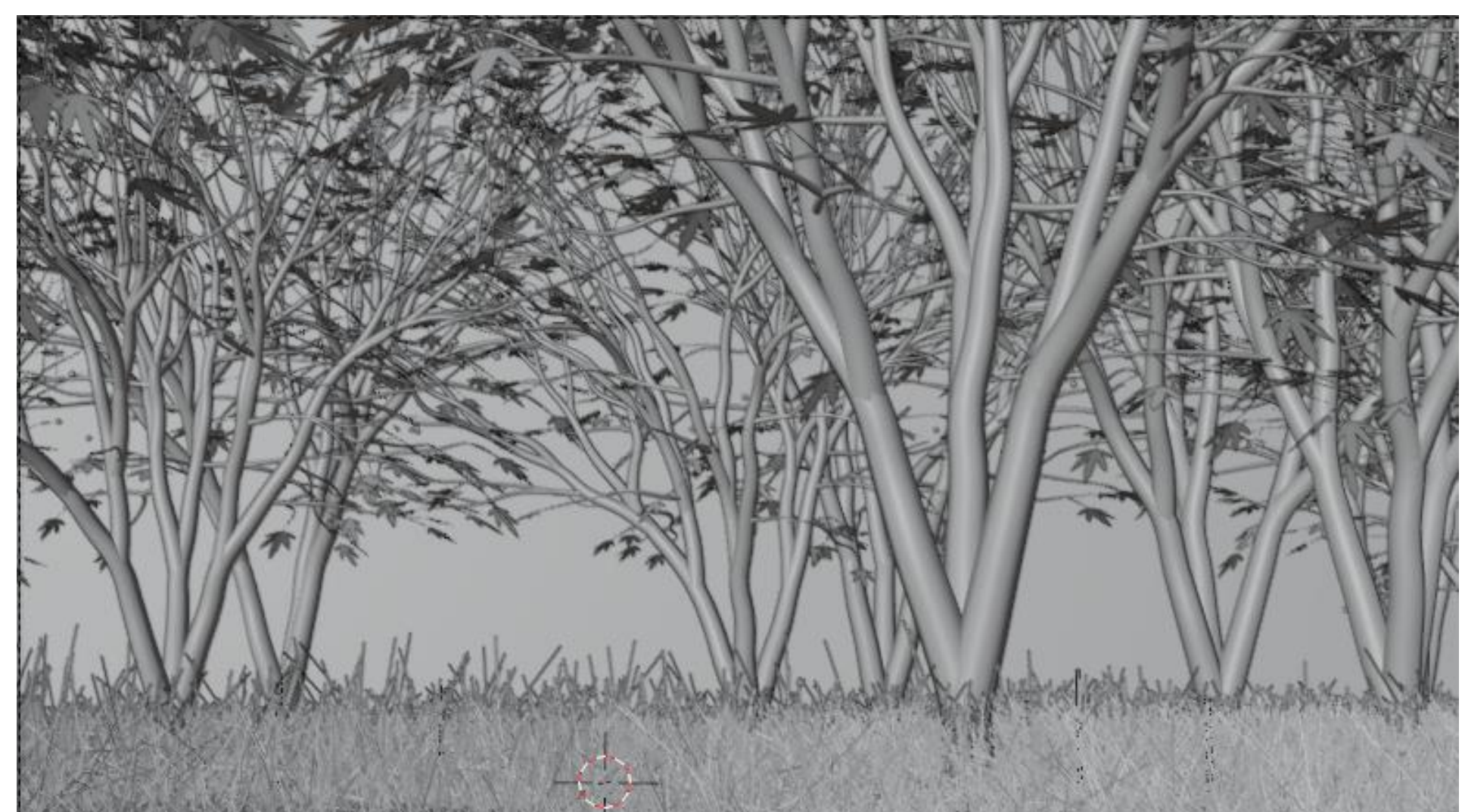
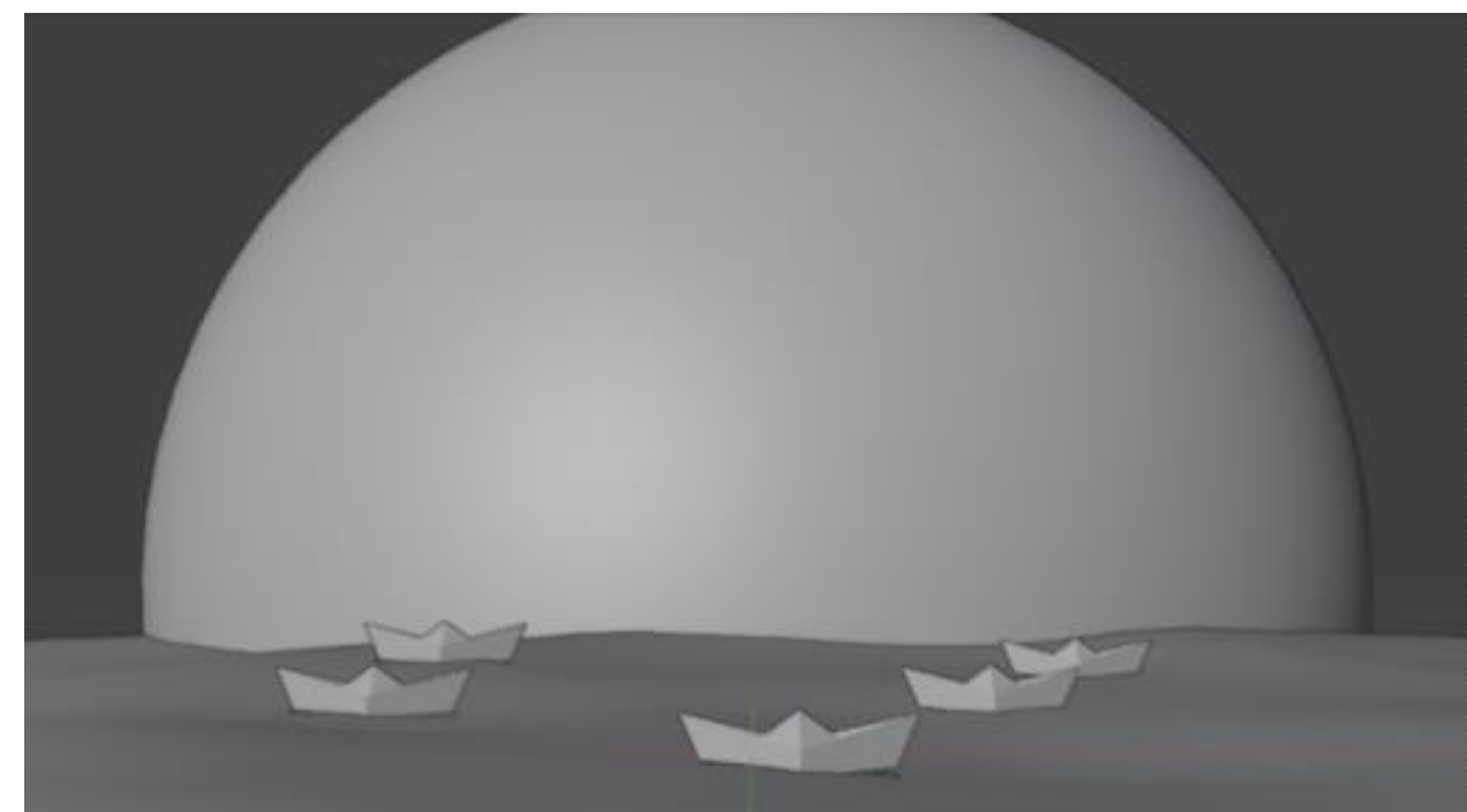
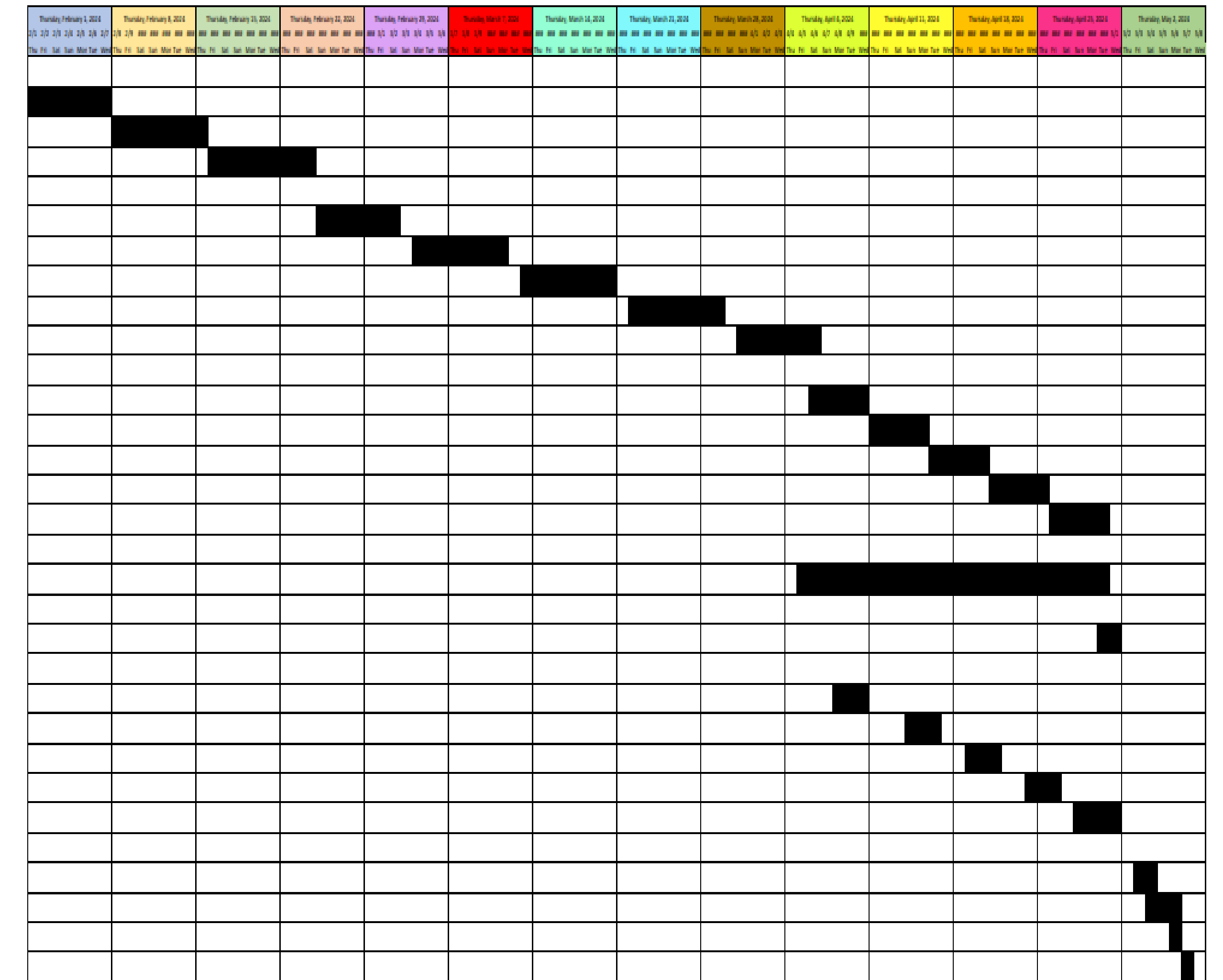
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Work Breakdown:

- Planning**
 - Concept
 - Environmental Design
- 3D Modeling**
 - 3D model and texture the environment
- Animating**
 - Animate the scenes from the storyboard
- Lighting**
 - Properly light the scenes in the software
- Sound Design**
 - Get appropriate sounds for reel
- Rendering**
 - Rendering each scene
- Video Editing**
 - Putting each rendered scene together
 - Adding sound effects
 - Adding credits
 - Review reel

Gantt Chart by: Keyon Gray		
Project Start: February 1, 2024		
Task	Start	End
1. Planning		
1.1 Concept Planning 1-3	2/1/2024	2/7/2024
1.2 Concept Planning 3-5	2/8/2024	2/15/2024
1.2 Environment Design	2/16/2024	2/24/2024
2. 3D Modeling		
2.1 Model & texture environment 1	2/25/2024	3/2/2024
2.2 Model & texture environment 2	3/4/2024	3/11/2024
2.3 Model & texture environment 3	3/13/2024	3/20/2024
2.4 Model & texture environment 4	3/22/2024	3/29/2024
2.5 Model & texture environment 5	3/31/2024	4/6/2024
3. Animating / Camera		
3.1 Animating scene 1	4/6/2024	4/10/2024
3.2 Animating scene 2	4/11/2024	4/15/2024
3.3 Animating scene 3	4/16/2024	4/20/2024
3.4 Animating scene 4	4/21/2024	4/25/2024
3.5 Animating scene 5	4/26/2024	4/30/2024
4. Lighting		
4.1 Lighting the environments	4/5/2024	4/30/2024
5. Sound		
5.1 Find music for the scenes	4/30/2024	5/1/2024
6. Rendering		
6.1 Render scene 1	4/8/2024	4/10/2024
6.2 Render scene 2	4/14/2024	4/16/2024
6.3 Render scene 3	4/19/2024	4/21/2024
6.4 Render scene 4	4/24/2024	4/26/2024
6.5 Render scene 5	4/28/2024	5/1/2024
7. Video Editing		
7.1 Putting rendered scenes together	5/3/2024	5/4/2024
7.2 Edit reel	5/4/2024	5/6/2024
7.3 Text (Credits)	5/6/2024	5/6/2024
7.4 Preview	5/7/2024	5/7/2024



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.