

3D Environment Demo Reel

Keyon Gray – 3D Environmental Artist

Department of Entertainment Technology

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:

- 1. 3D modeling
- 2. 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

- 1. Blender (Free)
- 2. Adobe Premiere Pro (Provide by school)
- 3. Adobe Animate (Provide by School)







Acknowledgement:

- Professor David Smith (Advisor)
- Professor Ryoya Terao
- Professor Saad Farooqi
- Professor Hosni Auji
- Professor Carlos Viera
- Professor Nikki D'Agostino
- New York City College of Technology
- **Staff and Students**

Work Breakdown:

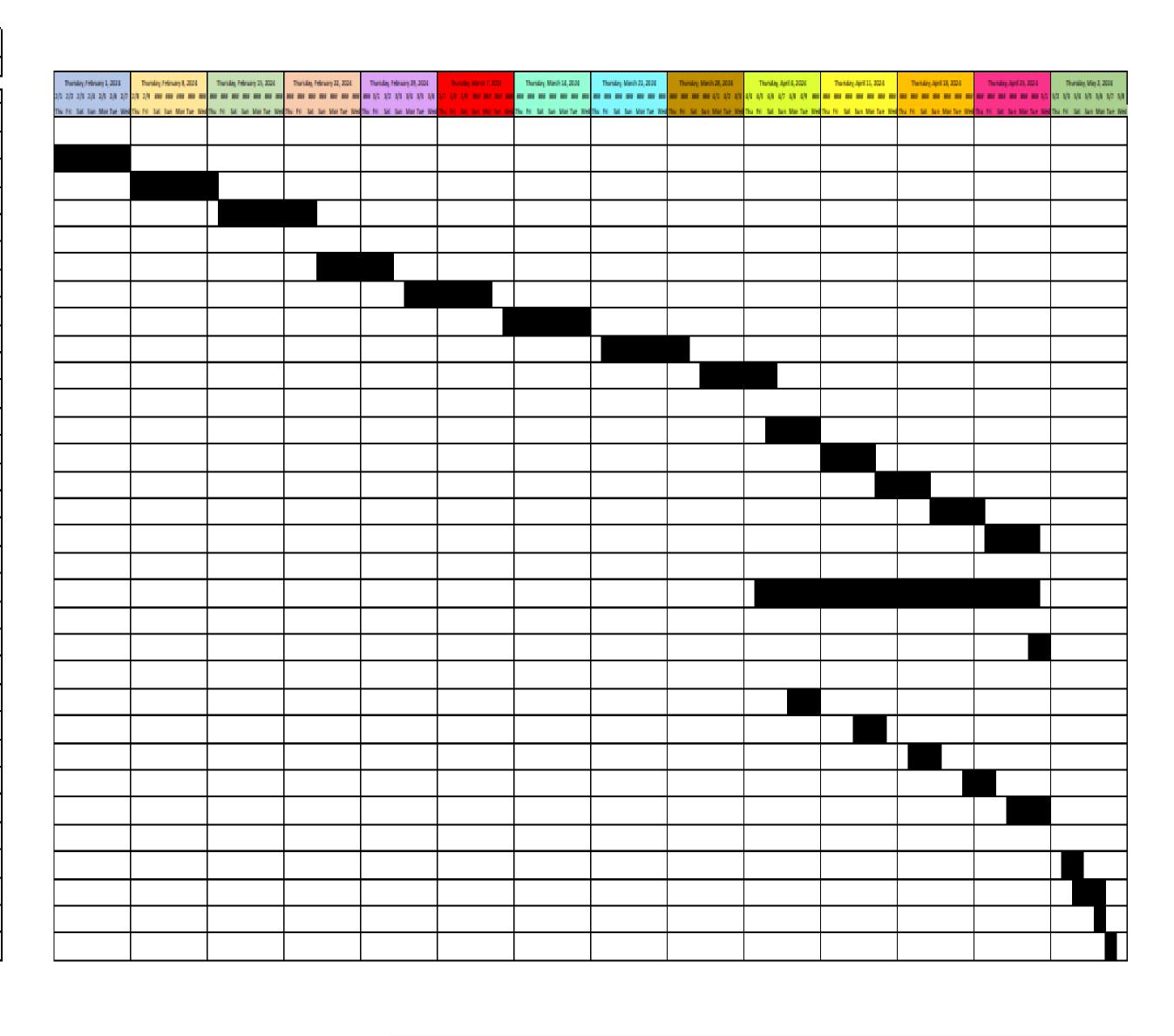
- a.Concept
- b.Environmental Design

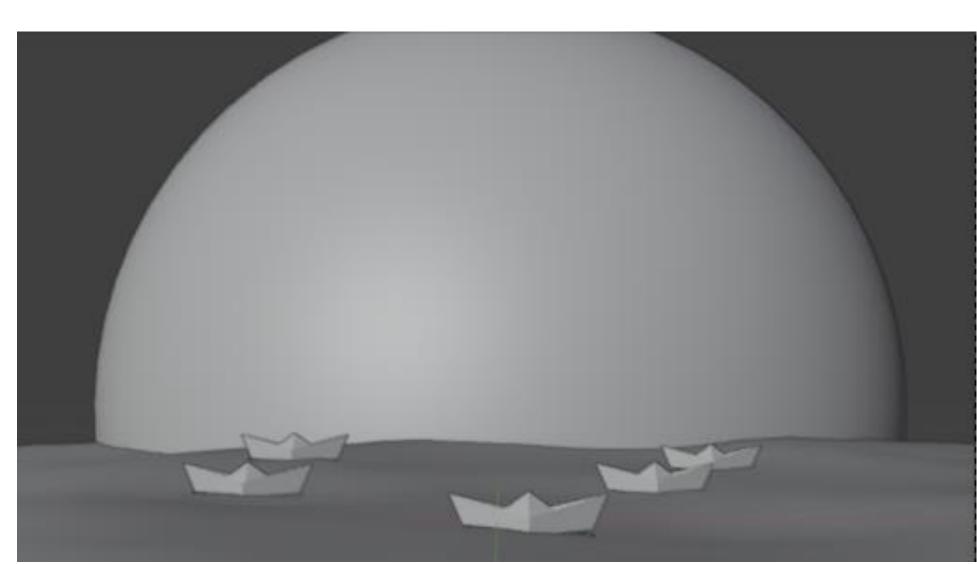
2. 3D Modeling

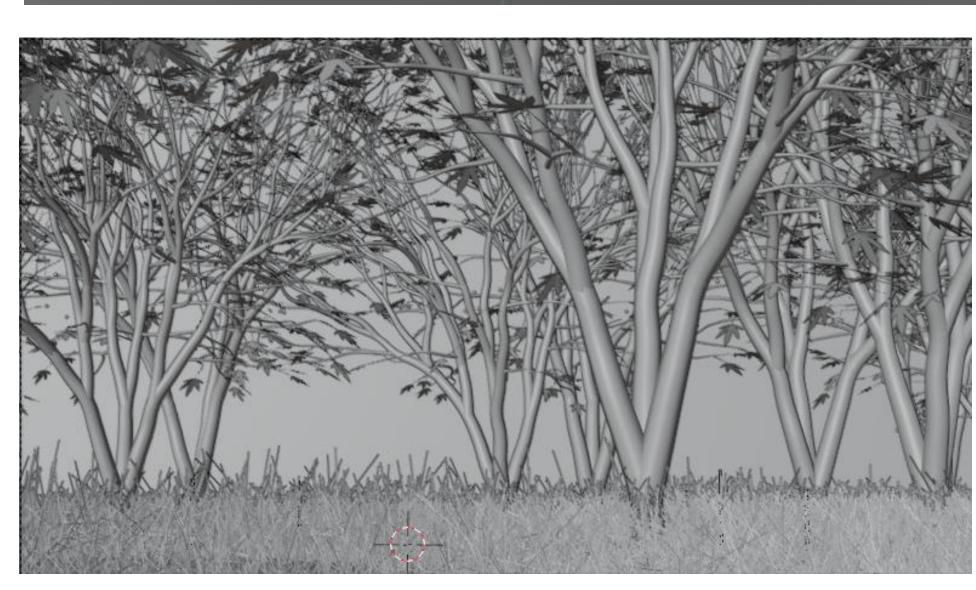
a.3D model and texture the environment

- a. Animate the scenes from the storyboard
- 4. Lighting
 - a. Properly light the scenes in the software
- 5. Sound Design
 - a. Get appropriate sounds for reel
- 7. Rendering
 - a. Rendering each scene
- 8. Video Editing
 - a. Putting each rendered scene together
 - b. Adding sound effects
 - c. Adding credits
 - d. Review reel

Project Start: February 1, 2024	Gantt Chart By: Keyon Gray			
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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.