

# Grim's Eye William Cantor, Kiara Wright, Edwin Bishop Technical Advisor: Christopher Chung



### Introduction

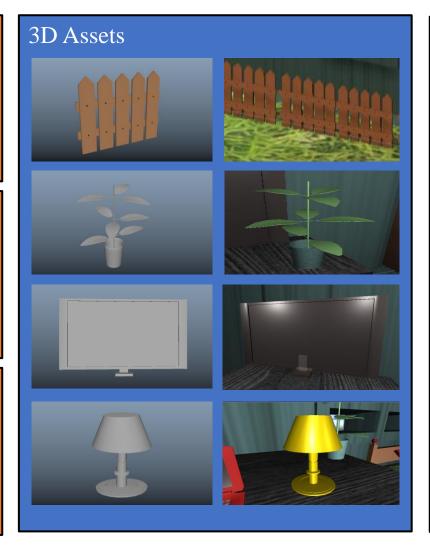
For my project, I worked on a 3D anime puzzle game with Kiara and Edwin. The game is called Grim's Eye. The game is about a boy named Kasuki Fukushima finds a mysterious journal and three pages are missing. The goal is to find the missing pages to find out the truth on what his parents are hiding.

## Role

My role in this project is the Environmental Designer. I make the 3D assets for the game and to create the lighting in the game. The technical aspects I used for this project is a program called Unity and a 3D modeling program called Maya.

#### **Process**

When Kiara sent me a model of the house, I went on to make all the furniture and other assets for the house in Maya. After that I put them into Unity and started putting the furniture and assets in the right places. When it was finished, I send my progress to Kiara and Edwin so they can give me feedback.





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#### Conclusion

Working on this project was a challenge for me. There were times that we had trouble with getting the game to work, but we were all there to help. In the end, we made a working demo of the game.