Grim's Eye
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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.
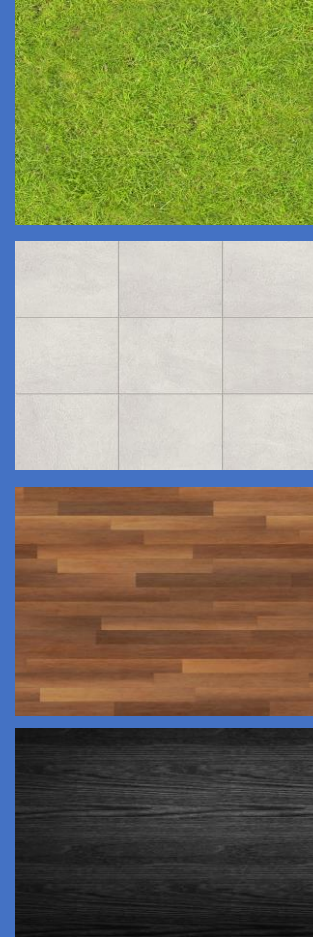
Process

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.

3D Assets

Textures

Calendar

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.