

Sasha Lorow

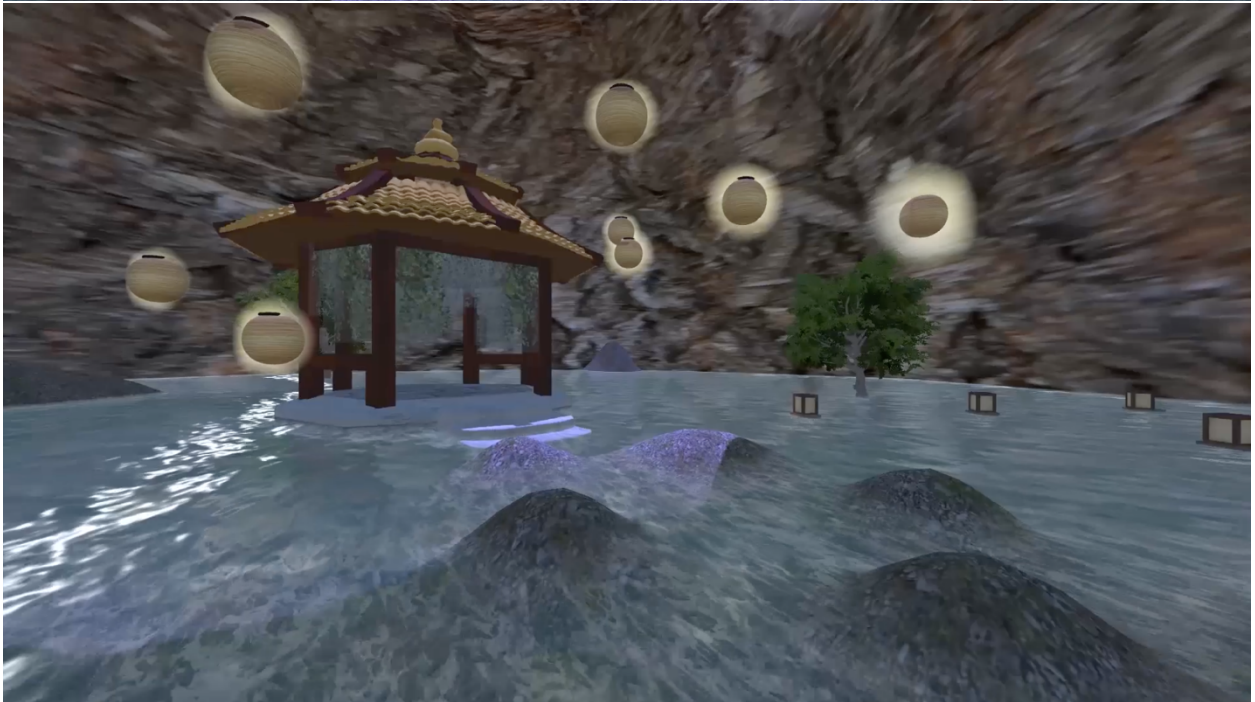
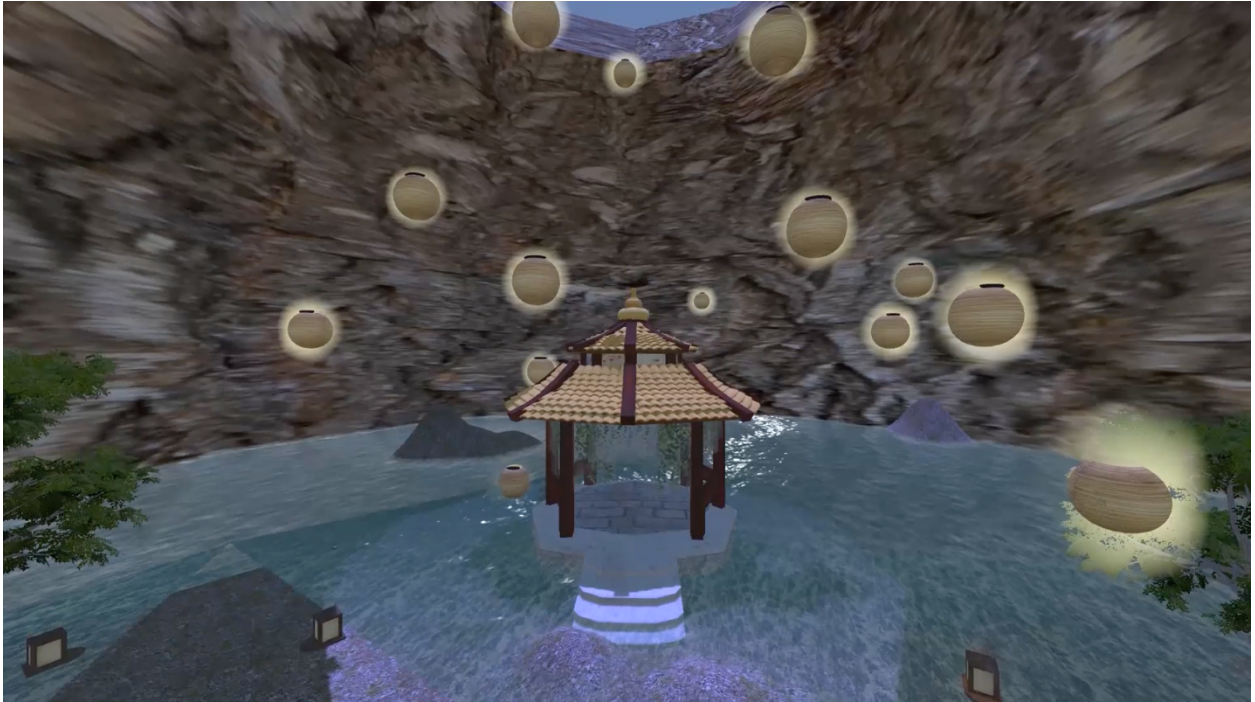
FMX 499

Senior Project

This project is dedicated to my father.

My senior project is a game environment. For this environment, I envisioned a hidden grotto with mini islands inside of it. In the center of the grotto is an aged pagoda. The pagoda has vines growing on it to show its age, but with gold roof tiles to show it's something valuable. The red and gold colors I chose for the pagoda point to the lucky and valuable colors in Asian culture. The light sources in the environment would be from a hole on the top of the cave, paper lanterns floating all around the cave, and paper lantern boats floating on top of the water. To give it a mysterious, mystical feel, I changed the color of the light to be a shade of purple, so that it still gives the idea of being night. There will be water all inside of the grotto, but it will be moving like a calm ocean. A sign will be near the pagoda that says "You will not be forgotten" in Japanese. My idea for this environment is a place where you can remember your loved ones. It is a reminder that they are always with you, even if they are not there physically.

Most of the main objects and assets were made in the program Maya, such as the pagoda, vines, floating lanterns, and water lanterns. They were then imported into a game engine called Unity. The terrain, trees, and water were created in Unity. It was also able to supply different effects, such as allowing my floating lanterns to glow.







EDUCATION

University of tampa
BAC: Digital Arts
Graduation Date: May 2018
Trident Technical College
AS: Animation
Graduation Date: May 2016

EXPERIENCE

Mission City Church

- Live production assistant
 - Working with ProPresenter, live streaming software, staging and queing lights, sound board, and filming live productions.

December 2017 - Present

Pointe North Church

- Intern to the Creative suite
 - Worked in the Adobe Suite, collaborated and created designs for promotions, assisted in recording B-roll and audio
- Assistant to Photographer
 - Captured photos of live events

August 2015 - June 2016

SOFTWARE

- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Adobe Dreamweaver
- Autodesk Maya
- Autodesk Mudbox
- Unreal Engine

