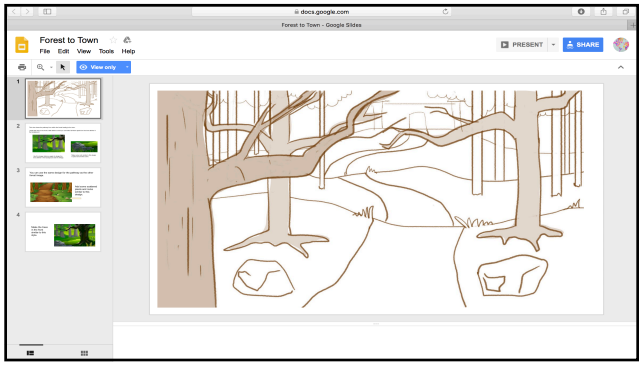
Adobe Illustrator : **"Moon Phases"**

This portion of my project is about my Illustrator project entitled, "Moon Phases." This was my first project working with a client, and it has taught me a lot.

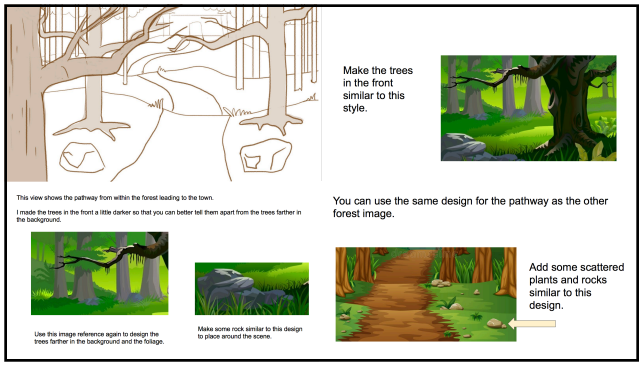
Collaboration

- Designing for a client
- The necessity to iterate design when creative choices change
  - Practicing new styles

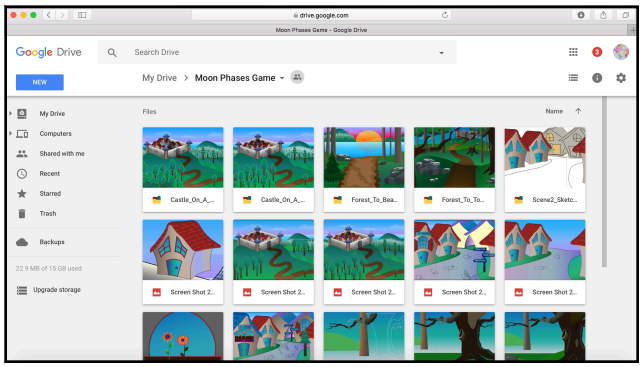
When working with a client, collaboration is very important. As the project progresses, it may be necessary to iterate a design. In my creative process, iteration has played a large part. I have experimented with a multitude of different color palettes, design techniques, and styles.



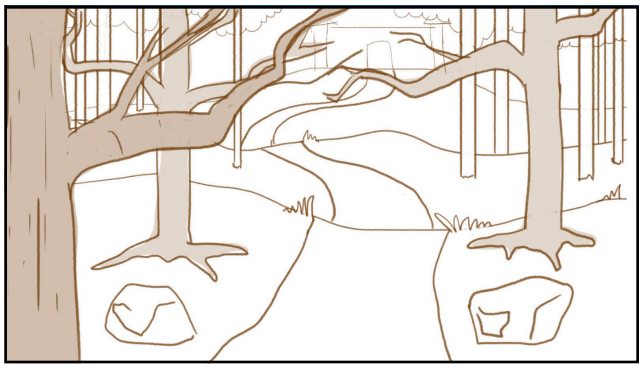
The beginning of the collaboration process for this project always began with a power-point from the client.



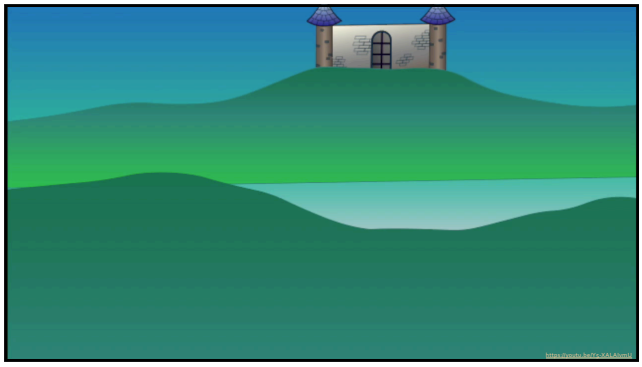
These are some of the slides I was sent. Each details different aspects that the client wanted included. I made sure to incorporate each of those elements and the color-scheme, and also to think of some unique assets to add that were not in the prsentation.



After I start to make progress with the scenes, I put screenshots in the dropbox we created. The client tells me if there is anything they want me to add or change. Sometimes, I put a few different options for styles of assets, and tell her to choose what she likes best.



Here is the sketch that my client made me. I based the structure of my scene off of it. I loved the way the branches framed the wall in the back, so that that was one of the major elements I wanted to keep the same.

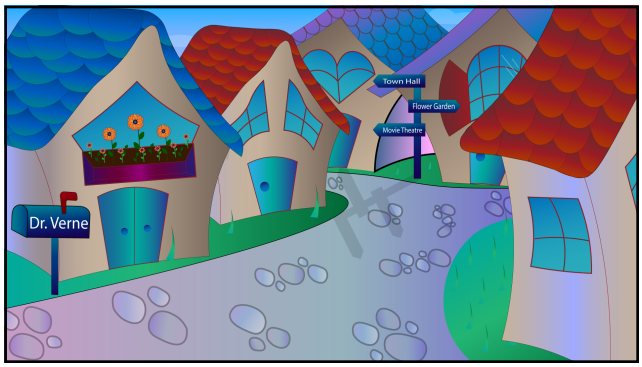


This is a compilation of screenshots of the scene being created. This video can be found in my Senior Portfolio under the “Illustration Project” section.

This is the completed scene. I added Spanish moss, a large rock formation, and clouds in order to give the scene more of a “fantasy” feel like the client wanted.

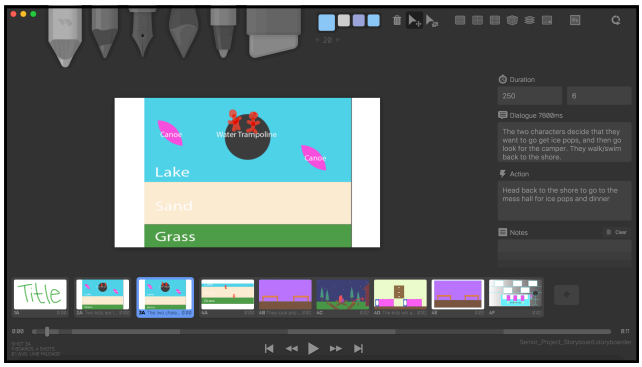
Other Scenes:

Here are some screenshots of the rest of my images for this series. Note the color schemes and drawing styles that are varied due to iteration.

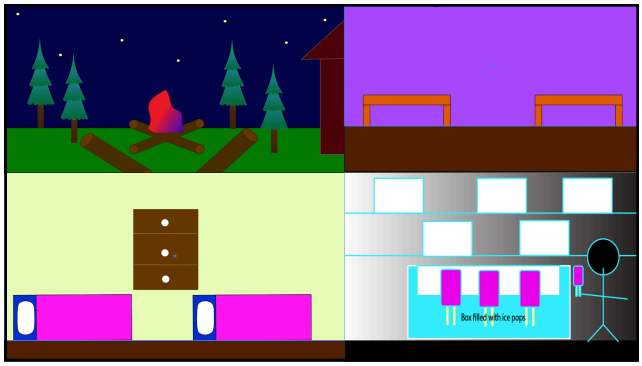


Unity 3D:
"Camp"

My Senior Project is entitled, "Camp." This project was inspired by my own experiences at summer camp because it has been such a large part of my life and who I am.



When I began planning out my project, I started by creating a storyboard using "Storyboarder."

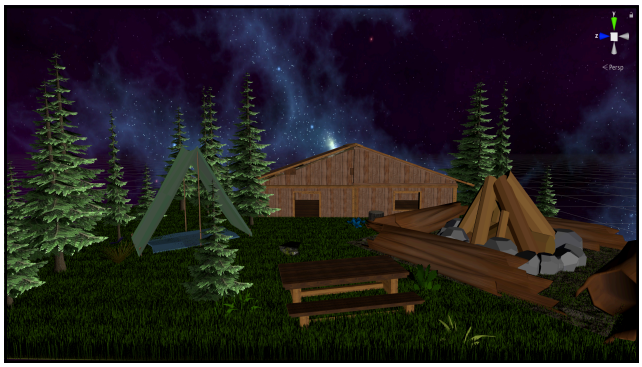


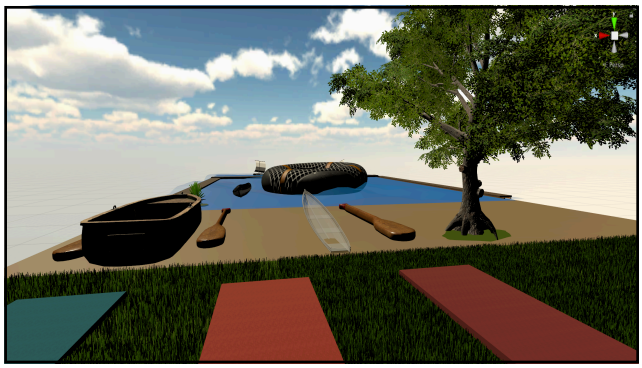
Here are some screenshots of some of my storyboards.

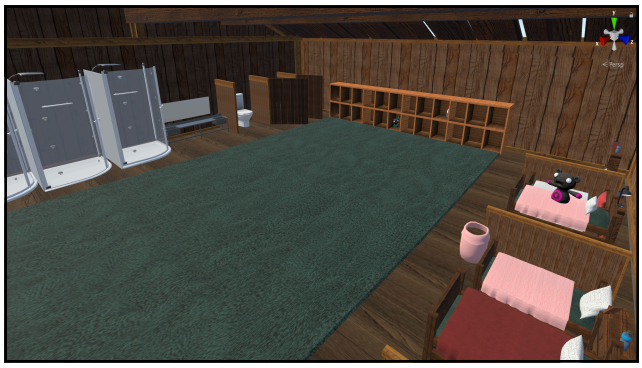
Unity 3D

- Used as 3D visualization tool
- Learning process
- Adapting when something goes wrong
  - No set method

Before this project, I had never used, or even heard of “Unity 3d” before. I have decided to use it as a 3D visualization tool in order to tell my story through a virtual world the viewer could immerse themselves in. The learning process for this program was a challenge for me. I watched a multitude of “Youtube” videos, learned through trial and error, and was also helped by Gregg Perkins. One of the big things that this project has taught me is to go with the flow, If something doesn’t turn out exactly how I want it, I have learned to create something different, and to make it work instead. I look forward to experimenting more with this program, and adding in more animation in the future.







This is a time-lapse video of the creation of one of my scenes. It can be found in the “Senior Project” section of my portfoio.