Me as an Artist

During my senior year at UNCW, I undertook CSC 370, Computer Graphics, and CSC 320, Computer Animation, which ignited my interest in pursuing graduate school and enhancing my skills beyond my undergraduate studies. I'd like to critique two of my projects and discuss potential improvements.

Lightsaber Ignition Animation (CSC 320):

For this assignment, I used Maya and After Effects to create a lightsaber ignition animation. The process involved creating a lightsaber model and using hand models from the Maya library. I focused on achieving a metallic texture, proper Phong lighting for accurate shine, and applying a Maya skin texture to the hands. The animation featured a roundtable with a point-and-aim camera aimed at the lightsaber hilt, igniting as the table rotated.

While I successfully resolved rendering issues like fireflies/noise using Adaptive Sampling and Clamping, I identified areas for improvement. The animation's length, limited to ten seconds, deviated from my initial intention to tell a story, resulting in more of a showcase. This challenge taught me valuable lessons in time management and meeting deadlines without compromising project quality.

The significance of this work lies in bringing life to a previously static lightsaber, which held personal importance as it was inspired by my passion for Star Wars, a major influence on my choice to work in the digital art field.

3D Cube in a 2D Space (CSC 370):

In my Computer Graphics class, I tackled the creation of a 3D cube in a 2D space with various transformations. The assignment required implementing rotations, translations, skewing/shearing, scaling, and different view matrices. Using matrices, I built the cube from triangles, dividing each face into two triangles. The project involved adjustment matrices activated by key presses.

While I found great satisfaction in solving problems and creating the code, the assignment remained unfinished due to challenges with implementing keybound view matrices. Despite this, it stands as one of my favorite creations, and I aspire to improve on the incomplete aspect.

In conclusion, both projects showcase my growth as an artist and student. The lightsaber animation taught me important lessons in time management, while the 3D cube project reflects my dedication to overcoming challenges. Moving forward, I aim to refine my storytelling skills and address the technical aspects left unfinished in the cube project.

trace@Trace_Envy MINGW64 ~/370
$ ./test7
Renderer: AMD Radeon(TM) Graphics
OpenGL version supported 4.6.14830 Compatibility Profile Context 21.10.20.04 27.20.21020.4003
here
scaleZ: 0.9
angDegY: 5
angDegY: 10
angDegY: 15
angDegY: 20
angDegY: 25
angDegY: 30
angDegX: -5
angDegX: -10
angDegX: -15
angDegX: -20
angDegX: -25
angDegX: -30
angDegX: -35
angDegX: -40
angDegX: -45
angDegY: 35
scaleZ: 0.8
scaleZ: 0.7
angDegY: 40
angDegY: 35
angDegY: 30
angDegY: 25
angDegY: 20
angDegY: 15
angDegY: 10
tY: 0.1
tY: 0.2
tY: 0.3
tY: 0.4
tY: 0.5
tY: 0.6

Hello Triangle