# Professional Portfolio Design

By Ivana Bokova

Explained Idea

For this project I intend to produce a cinematic, 3D animation. Creating a scene in a library next to a window, then creating an animation of a book floating out of the bookshelves and landing in front of the camera (the camera will be representing the viewers), opening itself and flipping through pages until it opens in the middle of the book. Afterwards, using the camera to move the perspective inside the book, creating a new scene of a fantasy like forest surrounding the camera. To continue with the scene, the camera will move forward to imitate walking, with the end scene showing a 3D modeled crystal scepter in the middle of the forest. To finish off with the fantasy scene, a hand will come from the camera to imitate the viewers reaching out to grab the scepter which will make the camera view fade black and the animation will end with the viewers' vision fading back into the library. This whole project will be created using Blender for nearly everything from the 3D modelling to the camera viewpoint and animation, but Adobe Illustrator will also be used for some of the materials such as potential posters in the library, the floating book cover and any other models that will have a more detailed material.

Reasoning

The core reason and aim behind this idea was books, more specifically the fantasy book genre. With fantasy books making the reader feel like they are being transported into another world (in this case scene.) This is more of an artistical representation of how it can feel for readers when they get into a book. Using visual and 3D media to recreate that feeling in a visual form in a short animation. Another reason for this idea is also personal, as someone that reads in their spare time, I understand the feeling of being transported into a book and forgetting the real world. With 3D animation being more popular now than ever before using Blender for this will be perfect to showcase the skills I aim to improve and have learned so far.

Mood Board
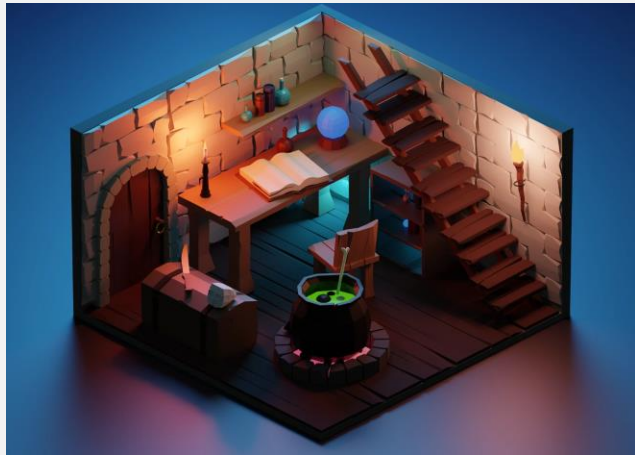
Celadon #6A906C · Forest Green #1C4508 · Chartreuse #95A800 · Green #1C4508

Serenity #B5B3CA · Periwinkle #838BC2 · Teal Green #477158 · Black #000800

Possible professions

- **3D Generalist – Deals with creating models, texture, animation, rendering. The role of a 3D generalist is vast and covers many aspect of 3D, making sure the individual is well skilled and possesses many different skills.**

- **Product designer – Create a functional, aesthetically pleasing products that highly consider the UX to create a visual product, using 3D to bring the designs to life.**

- **3D Modeler - Deals with creating models of characters, environment and objects based on art concept given to them, requires deep knowledge of creating models as well as lighting, texturing and modelling.**

Skills and gaps

3D Modeler

Skills required:

- Creativity – Due to the artistic and visual aspect of the job, having a creative outlook is of great importance to create satisfactionary results.

- Teamwork - Depending on the size and nature of the project it's very well likely for the modelers to work with other departments to bring the vision to life so a good team working spirit is essential.

- Attention to detail – Making sure the details are touched up to perfection, to prevent avoidable issues and create a more aesthetically pleasing result.

Gaps in my current skills:

- Understanding the software – Due to my lack of experience with using Blender and 3D in general, my current skills with using the software and understanding all its capabilities are limited.

- Problem solving – When an unexpected problem occurs when creating a model (which is inevitable with a software like Blender) I struggle with fixing it on my own due to the lack of experience with the software.

- Modelling complex scenes – Currently my skill set is of creating simple models that don't require a lot of stages or components to them, modelling more complex scenes that require multiple different components is a difficulty.

Proposed project help with skills

This whole proposed project is tailored to help me develop my skills even more, to prepare me for the next steps into my career into becoming a 3D modeler. Knowing the gaps in my current skill set, I wanted to challenge my abilities by creating something I have never done before which is an original idea animation with Blender, using multiple components into both scenes as well as creating smooth transitions from one scene to another. Another aspect of this project that is challenging but rewarding towards my improved skills after finishing this project is, the fact that this will be the longest animation I have ever created in Blender, having to do a continues sequence that incorporates a lot of textures, lighting and rendering which will make me more experienced and more comfortable with using these aspects of Blender which I haven't touched up on as much in my previous work. The biggest challenge that I will face that will also improve my skills is time management, which this project being ambitious and requiring a lot of modelling, rendering and creating textures (especially since some of the textures like the book cover will be originally made in Adobe Illustrator.)
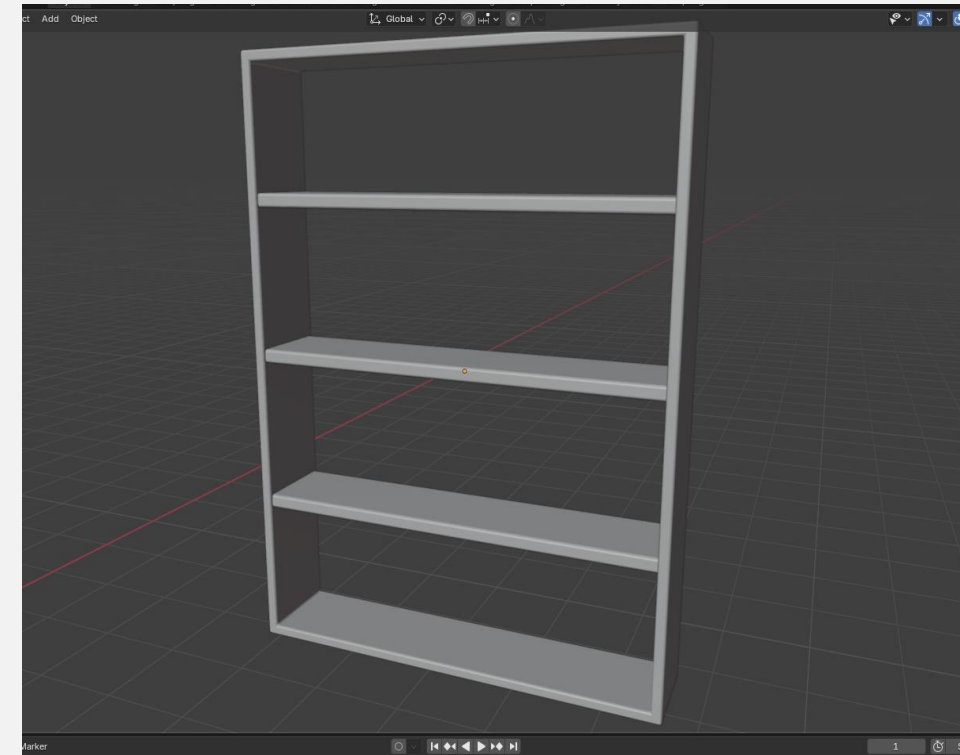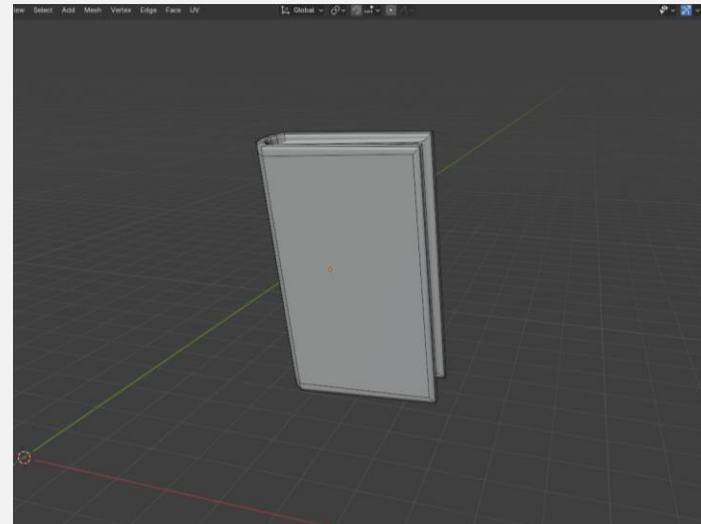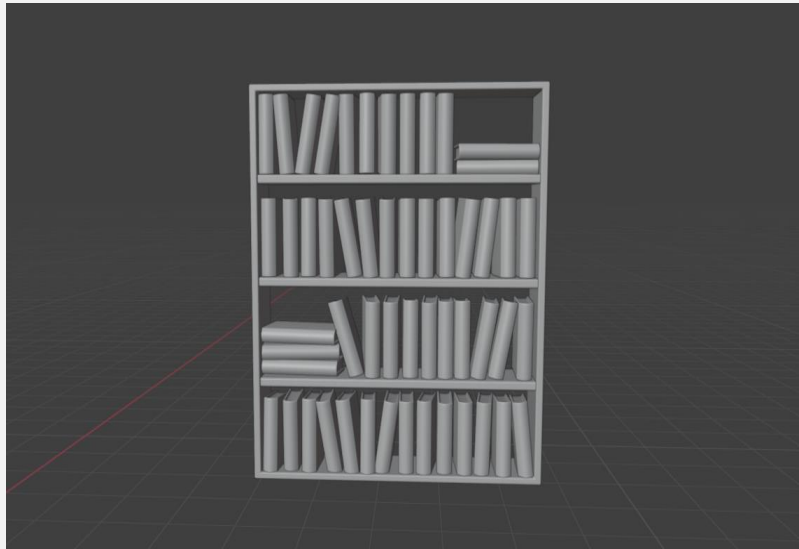
What's already out there

This example of a low poly forest is not as detailed as other works, but it stills works on conveying the idea to the viewers. This inspires me to not go too realistic with my forest scene since the library will be low to medium poly and the two scenes need to be cohesive together, using similar or complimentary colours and similar textures. This example also is good for making the terrain is also textured and making sure to not leave the ground bare and boring while making the trees detailed and interesting.
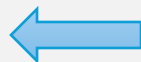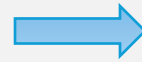
This amazing realistic forest was made by Kshitij_Bhate and it uses textures and lighting so well, creating this beautifully soft feel to the landscape, likewise I want my work to create a relaxing and calm feeling in the viewers. Using textures and lighting is essential to creating this kind of atmosphere and this piece has inspired me to be mindful of my own lighting and textures later in the project, as well as keeping in mind the way the sun is facing due to the forest being an open scene.

Rough/Early sketches and modelling

Storyboard