ABSTRACT

CREATIVE PROJECT: The Exalted Encounter

STUDENT: Jacob E. Baxter

DEGREE: Master of Arts

COLLEGE: Fine Arts

DATE: May, 2011

PAGES: 14

This creative project is an exploration of digital sculpture and its applications to the development of a modern game style cinematic. The project focuses on the processes required to develop 3-dimensional characters for a game level quality output. Digital sculptures were created using ZBrush and pushed through a pipeline of high to low levels of detail. The project content is loosely based on the concepts drawn by Jimmy Xu. These concepts include: “Jump,” “Suit Up,” and “Katie’s Rage.” Software used includes: ZBrush 4.0, Maya 2011, Adobe Photoshop CS5, After Effects CS5, Premiere CS5, and Crazy Bump. The goal was to develop my own personal skill set for use in a studio setting.