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Overview:

Hello I'm Isabella Perrino. I'm currently majoring in the Entertainment Arts and Engineering program at the University of Utah.

I'm a traditional and digital artist and aspiring 3d modeler. Before I going into this program I've made some games here and there though I used engines that didn't need any programming since I'm heavily focused on the aesthetics and visualizations of games which made me realize what I really want to do.

Overall I've been working on the Crowstone team and there were a lot of nifty tricks I learned about. But what this class and semester taught me and most of our team is communication on many parts for our art team and programming team. And it gave me a glimpse of how the real work experience is like. I learned how unity works and its particle system. On top of that I also learned how to use tricks with maya and Adobe Illustrator, and the usage of 3d painting softwares which was difficult to figure out. I mostly did the creation of our chess pieced characters and horse, helped with the aesthetics of the game (mostly fillers), particle system, and ending scenes (which I got the idea off of Dragon Age's endings and how they do it.)