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Introduction



Gyon Arrendell

Student number: 549459

Team: Tera

Coach: Woody

Link for the Portfolio itself:

[My Portfolio](#)

Abstract

Hello , my name is Gyon Arrendell and welcome to my reading guide
I'm currently in semester 3 studying media creation and I decided to
make my portfolio into a website and my project of choice is Zandloper
and I'm in the Tera group.

Within this reading guide I will show you my best work for each learning
outcome and its link to the actual evidence.

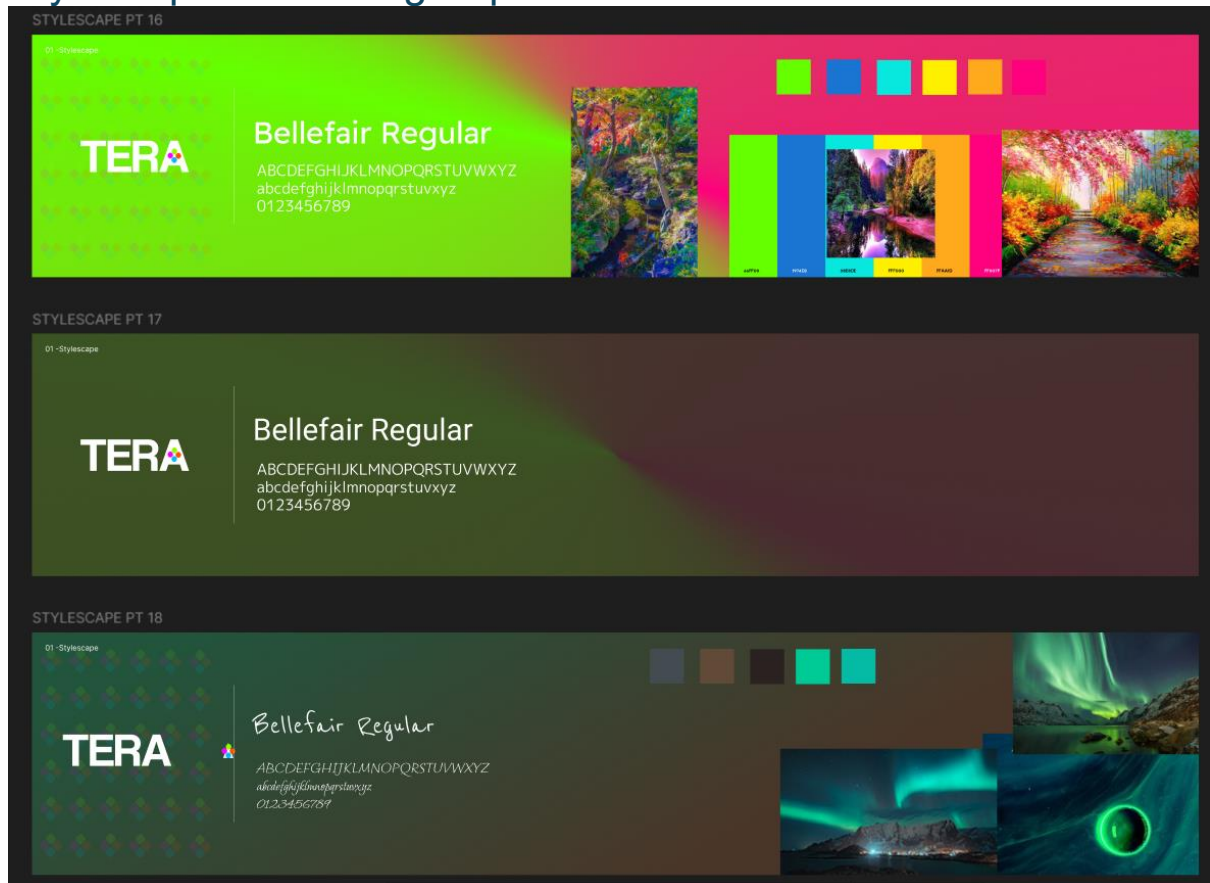
If you want to look more in details of my portfolio you can check my

portfolio out on this link : [My Portfolio](#)

NOTE: every picture you see in my website you can click to go fullscreen
and also zoom in for a better view.

Learning Outcome 1: Conceptualize, Design & Develop Media Products

Stylescapes me and group made



Me and my group made several stylescape to try to match and find the vibe that we were looking for for our brandguide.

Link : [Conceptualize Design & Develop Media Products](#)

Self assessment: proficient

Learning outcome 2: Transferable production

Photoshoot in pixel playground



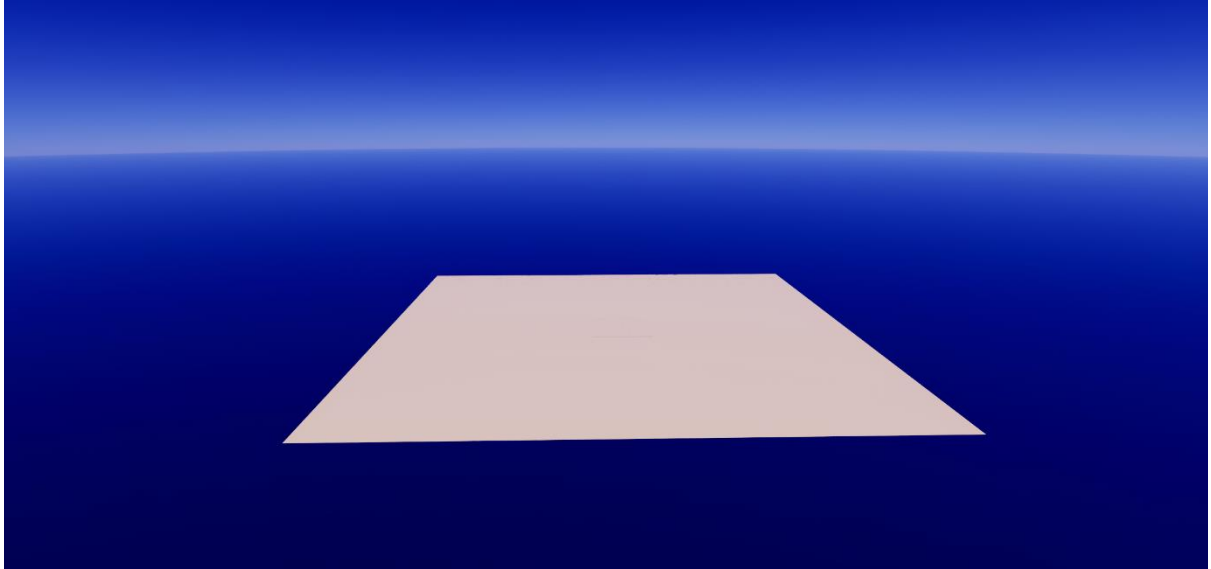
Me and my group did photoshoot for our brand guide in pixel playground (which is a lab for photo or video production).

Link : [Transferable productions](#)

Self assessment: proficient

Learning outcome 3: Creative iterations

Unreal Engine Desert Area



I made a desert area from scratch and eventually make it really good looking.

Link : [Creative Iterations](#)

Self assessment: proficient

Learning Outcome 4: Professional Standards

Trying out Pixel playground



Me and my group try to match the desert scene with the pixel playground lighting.

Link : [Professional Standard](#)

Self assessment: Beginning

Learning Outcome 5: Personal Leadership

What I want to achieve with this project



I want to make a good looking desert scene realistic enough to record a videoclip in with our client.

Link : [Personal leadership](#)

Self assessment: Beginning

Reflections

Working on the brand guide and Zandloper project was a great experience because it let me learn to work better as a team and collectively working on the project and for the unreal engine it was a though experience at first due to having no prior experience before but it let me get out my comfort zone and try something new and it felt refreshing and cool to make such an project come to life like this.

In the future I would like to tackle more on 3D software projects and experiment more with designing and cool innovative projects.