A Desert
By Hannah Hagans

A Thesis Book 2021-2020

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Bio

Hannah likes nature, she always has and it's been at the focus of all her middle school career dreams. From ecologist, to park ranger, to forest dwelling hermit and beyond. All thats in the past now because there is no better career path than art, the path that lets you make nature, no better path than video game art, that lets you make nature that people get immersed in it lets you walk around in. That's Hannah's goal to make fascinating and beautiful nature that people want to get immersed in.

Resume

HANNAH HAGANS

3-D Generalist

Contact:

Email:
hkhagans@gmail.com
Website:
hkhagans.com

Skills

Modeling
Texturing
3D/2D Animation
Rigging
VFX

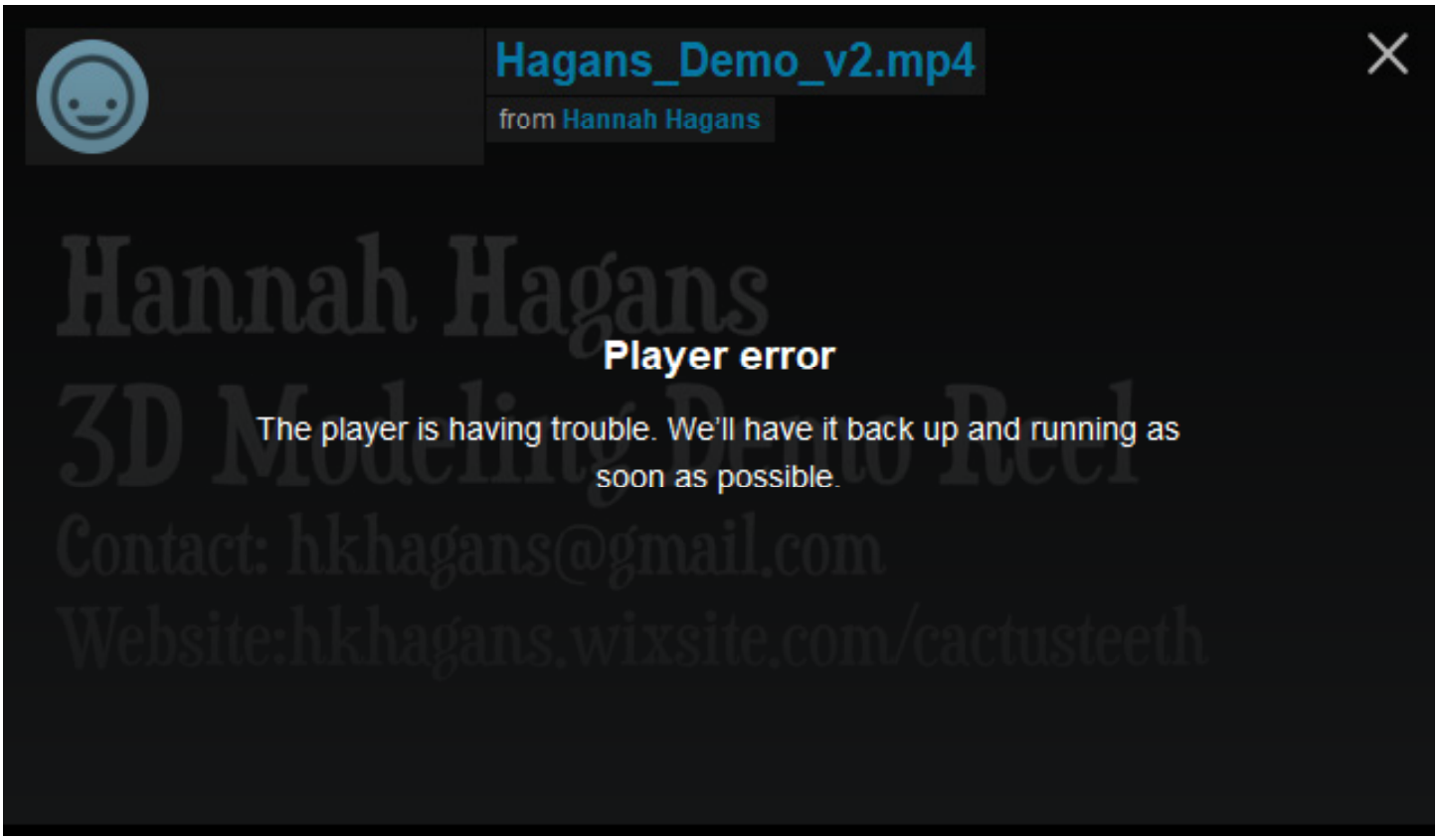
Software

Maya
Photoshop
Substance Painter
Toon Boom
Nuke
After Effects

Education

Austin Peay State University BFA 2022

Demo



Alternative Link

https://vimeo.com/705447829

Pitch

Create an environment showing a knowledge of organic and hard surface modeling and a working knowledge of a range of programs.

Proposal

Create a desert scene using Maya,Substance Painter. I will model all assets in the scenes, then uv and texture them in semi-real style. I want you to look at them and clearly see it's like a painting but one where if you were in said painting you'd expect to have to follow the same type of physics you would in the real world.

Outcomes/Goals

The Goals for this project is to exercise and strengthen my modeling and texturing skills in general as well as get a feel for the process of setting up a scene like these in Maya.

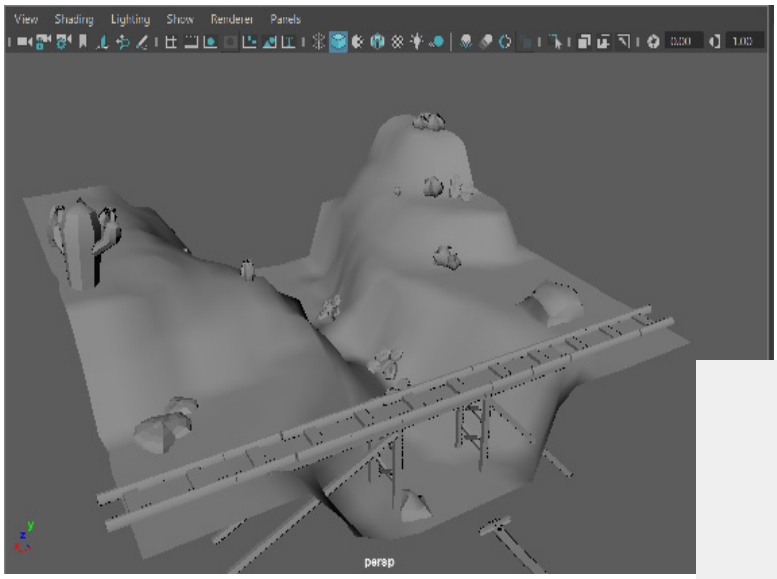
Backstory

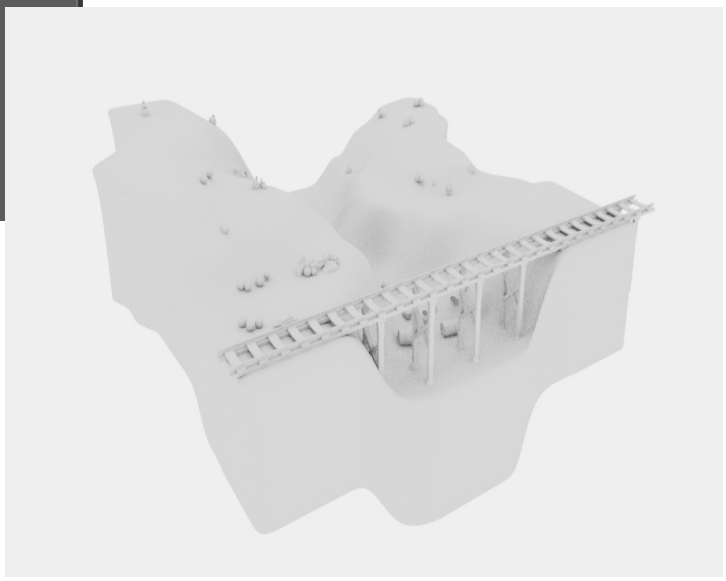
Desert

Improperly secured barrels if toxic waste have fallen off a train and into a dry creek bed far out in the desert, local flora feel the effects.

Desert

The concept for the desert was inspired directly by the fact that the Department of Energy has buried tons of plutonium waste out in the salt beds of New Mexico. Originally the concept was miners dug to deep and unearthed some of this radiation although this changed in favor of the railway and barrel idea as I thought it was a more interesting use of space. The idea of mutated cacti had always been present.





Cinematic Shots

https://vimeo.com/643359347

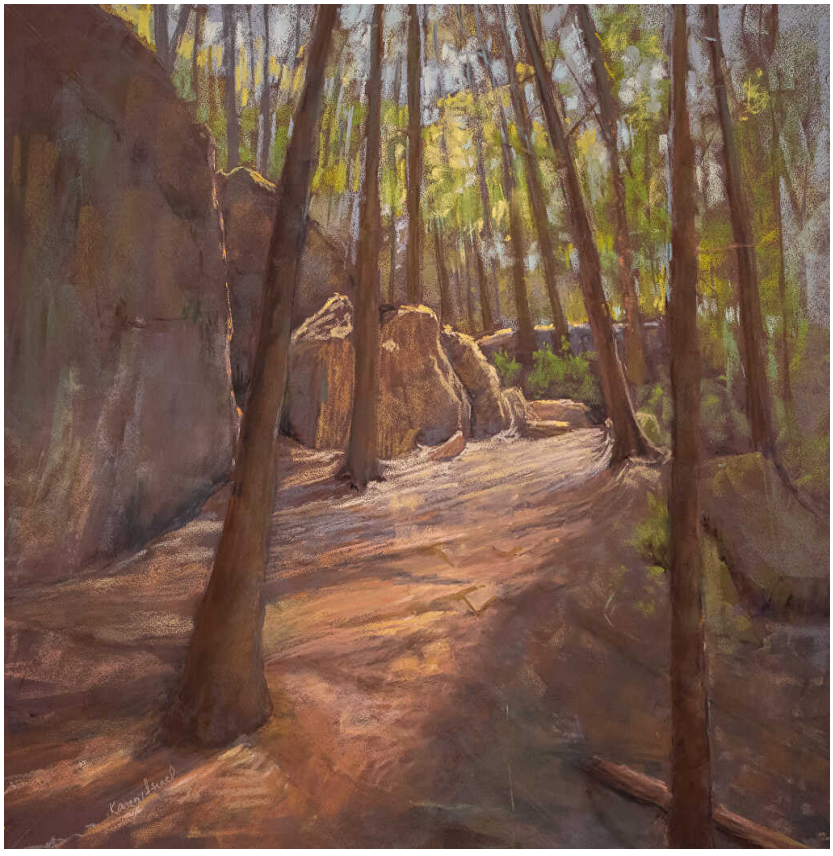
Research and Reference

Fish Hook Barrel

Most of my cactus research was looking at the orientation and structure of cactus flowers. Fish Hook Barrel is the breed of cactus all the cacti in the scene are as they can have flowers and come in a variety of shapes. Also they're native to the region I set the scene in.

Artistic Refs

Karen Isreal



Moh Mano

Vipin A

Melody Spears

Tom Calcoen

Anna Lisa Leal

Ahmad Kuddoura

Cacti

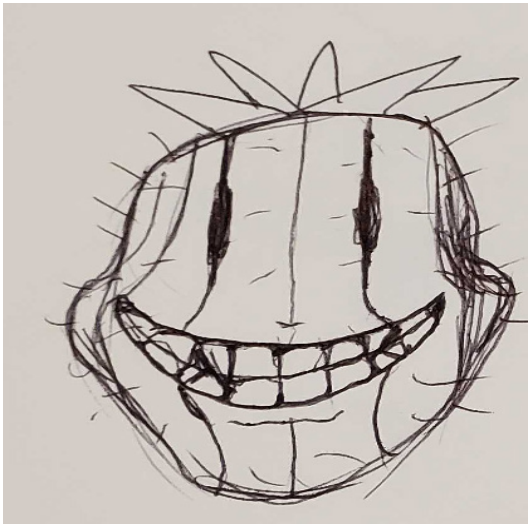
The King, Gregg, Stephanie, and Lindsey

The ‘character’ cacti, these are the cacti that have been affected by the radiation, they have developed teeth and sapience. When designing them the idea was that they’d all have a distinct shape expression and tooth style.

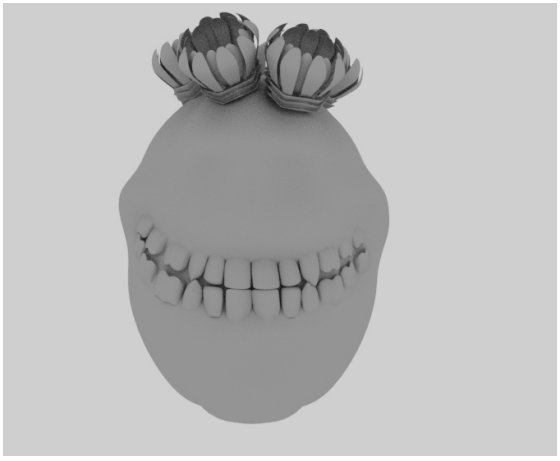
King

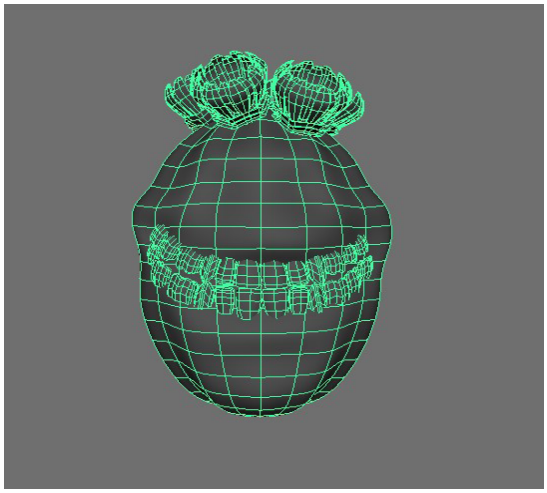
The king cactus, he's the most mutated, you can see he's starting to develop eyes, of all the cacti so he has become the leader of them. When designing him I wanted his shape to resemble a human head, as well as more human teeth

First Sketch



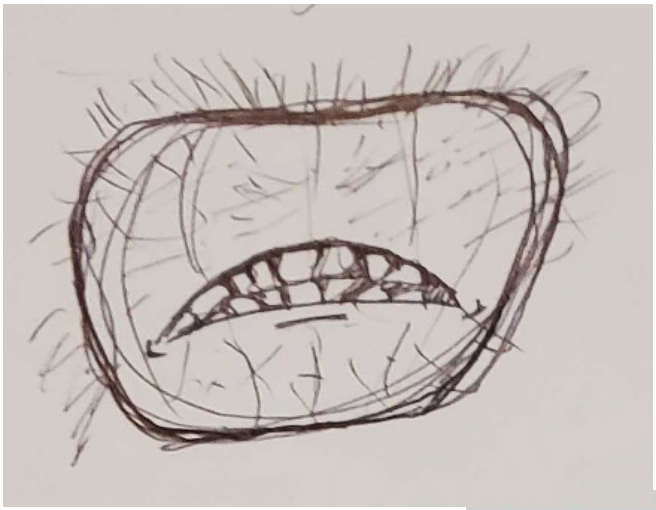
Unshaded





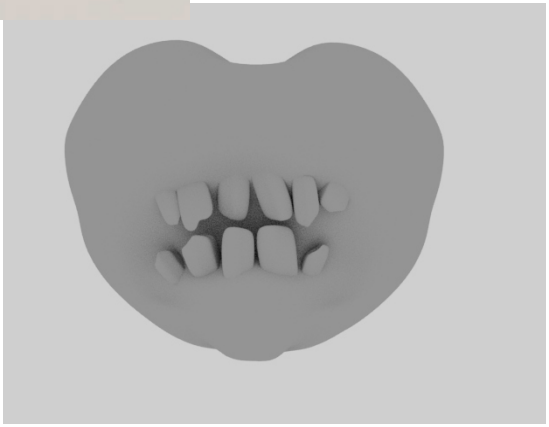
Gregg

The shape of this cactus is supposed to resemble a heart as well as have less human and more crooked teeth.



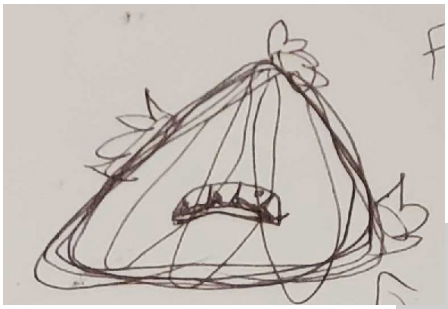
First Sketch

Current



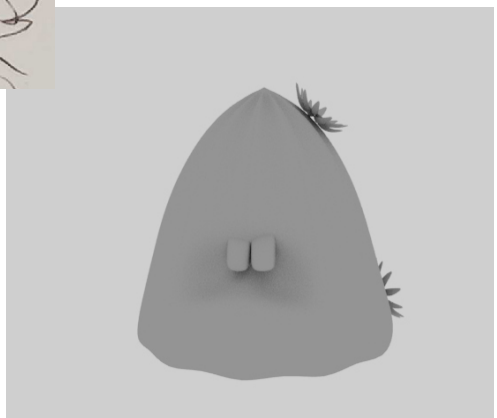
Stephanie

This one is a triangle shape with two buck teeth



First Sketch

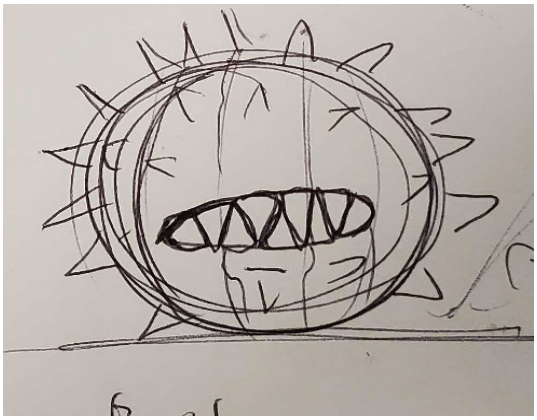
Current



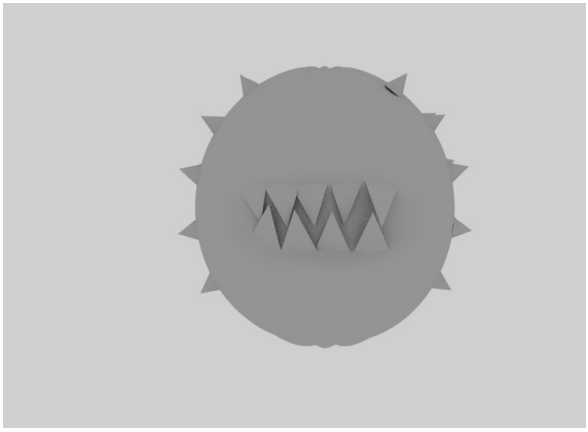
Lindsey

My favorite! She's spiky with a round silhouette and comically sharp teeth.

First Sketch

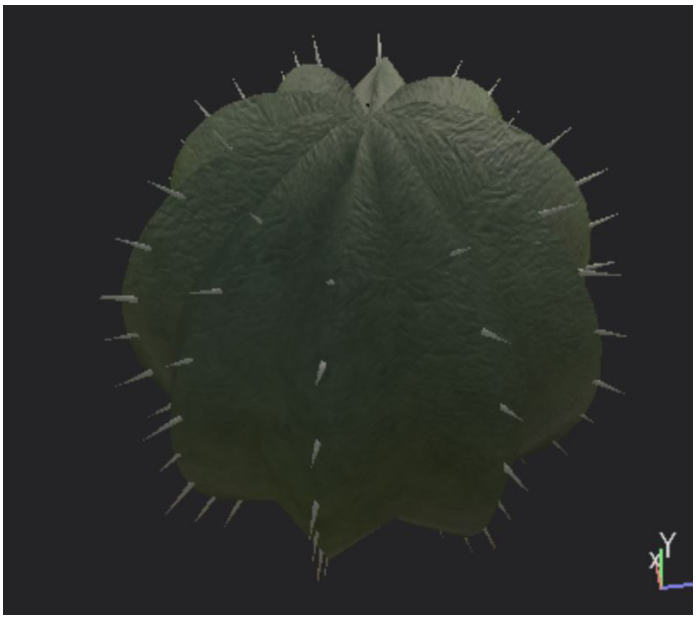


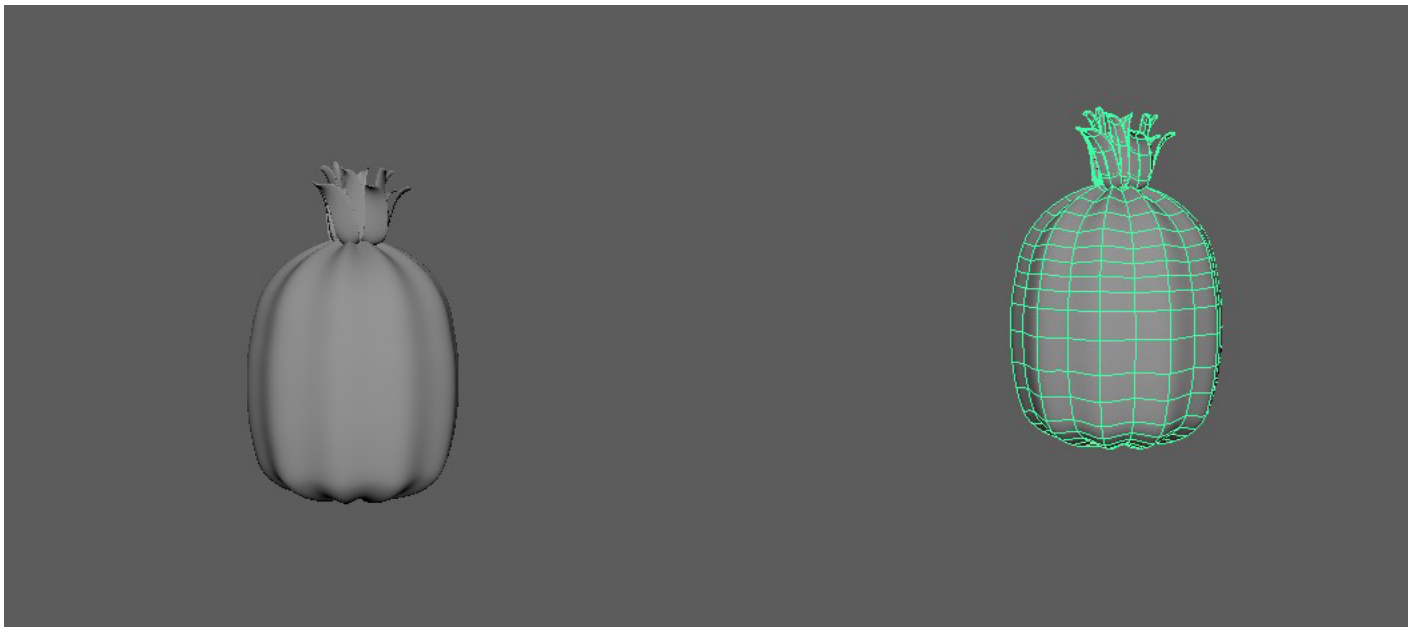
Current

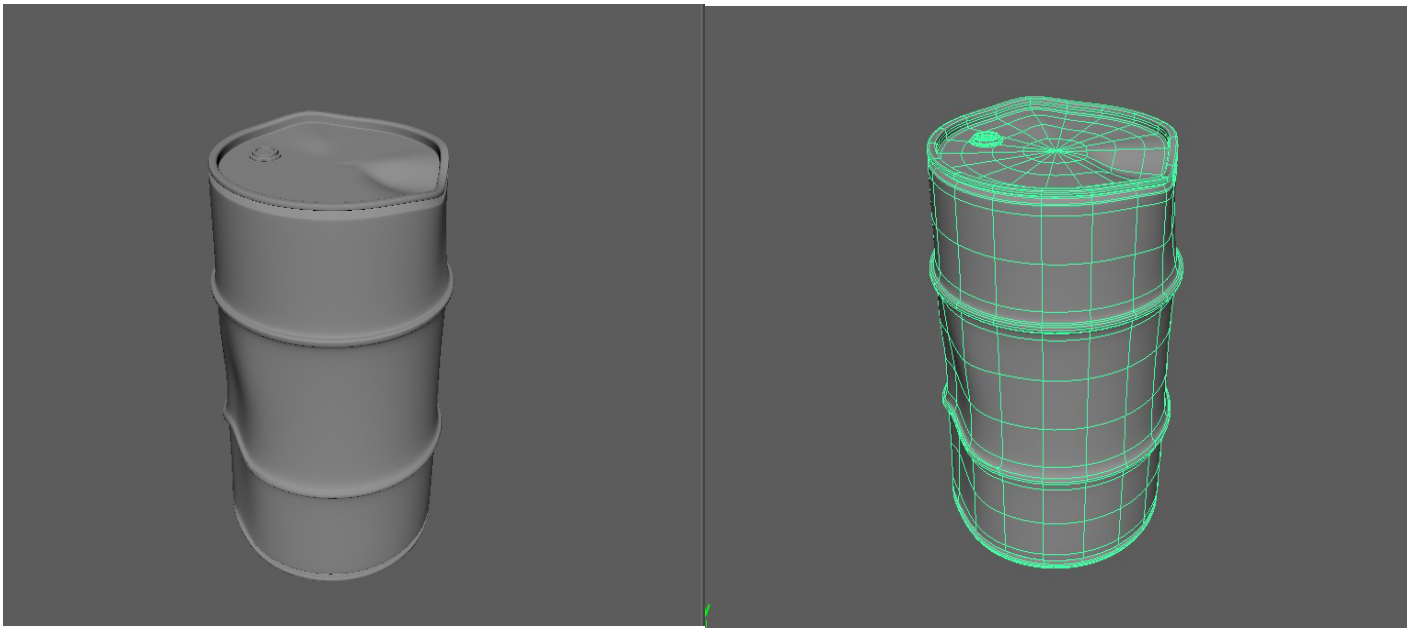


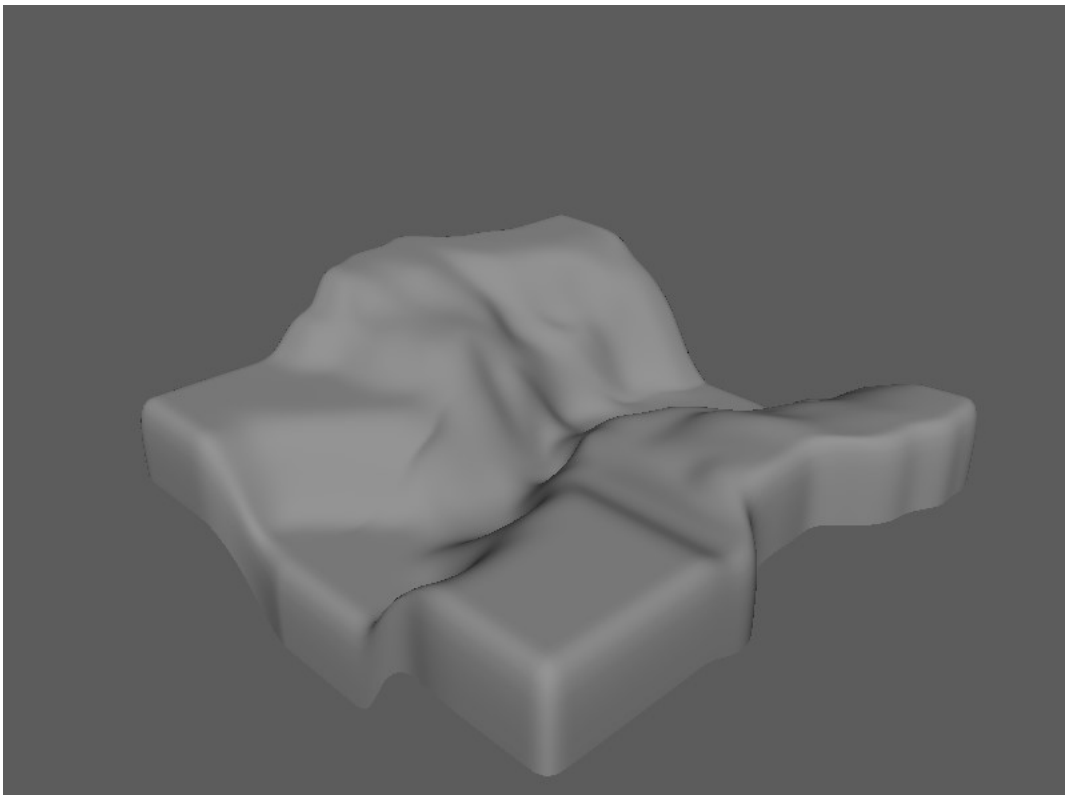
In Maya (no bump map yet)

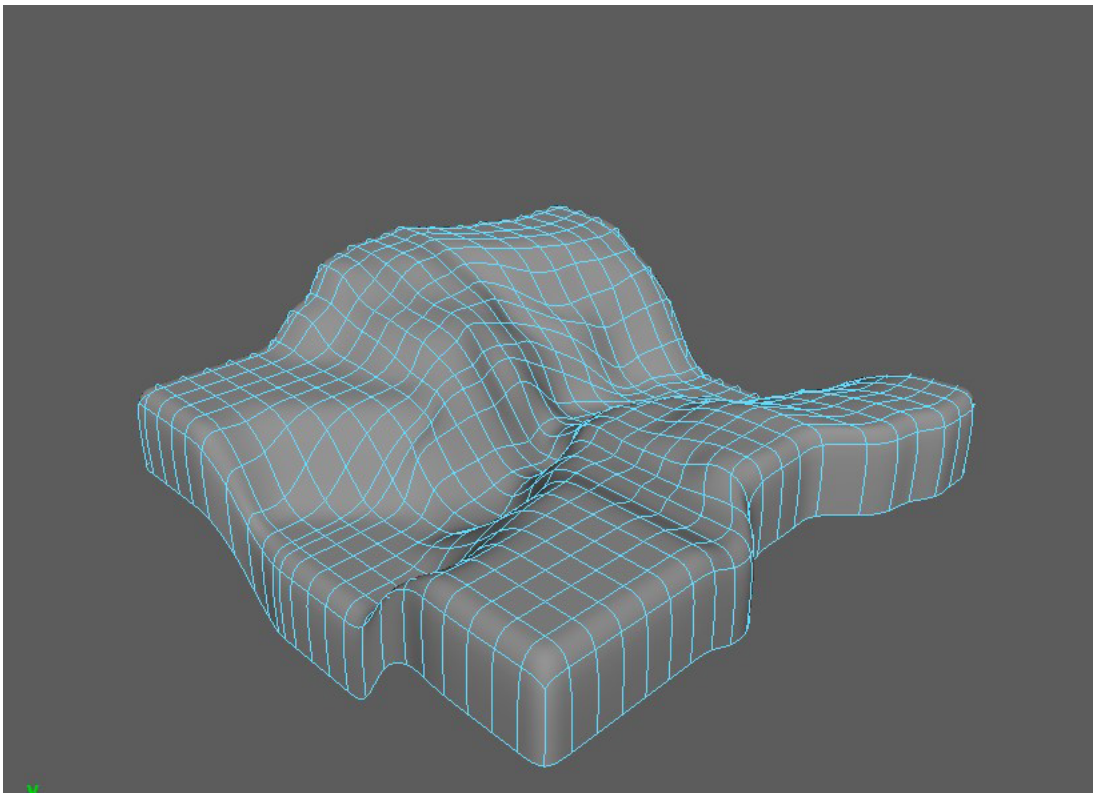
In Substance

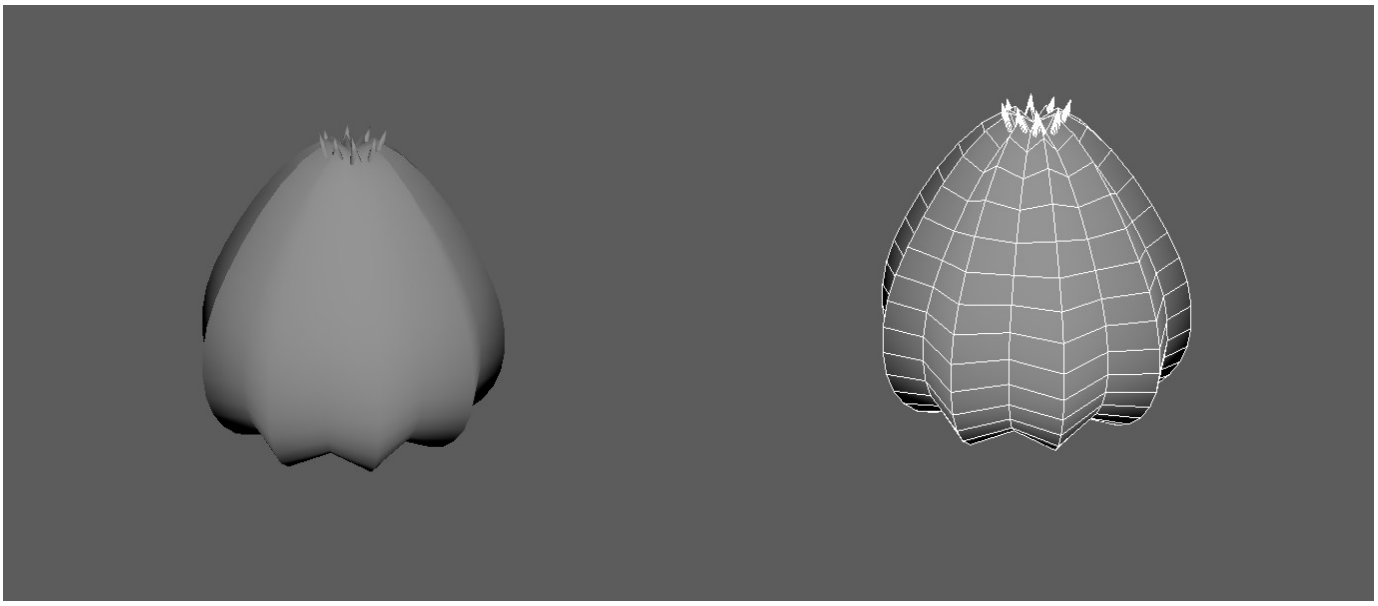


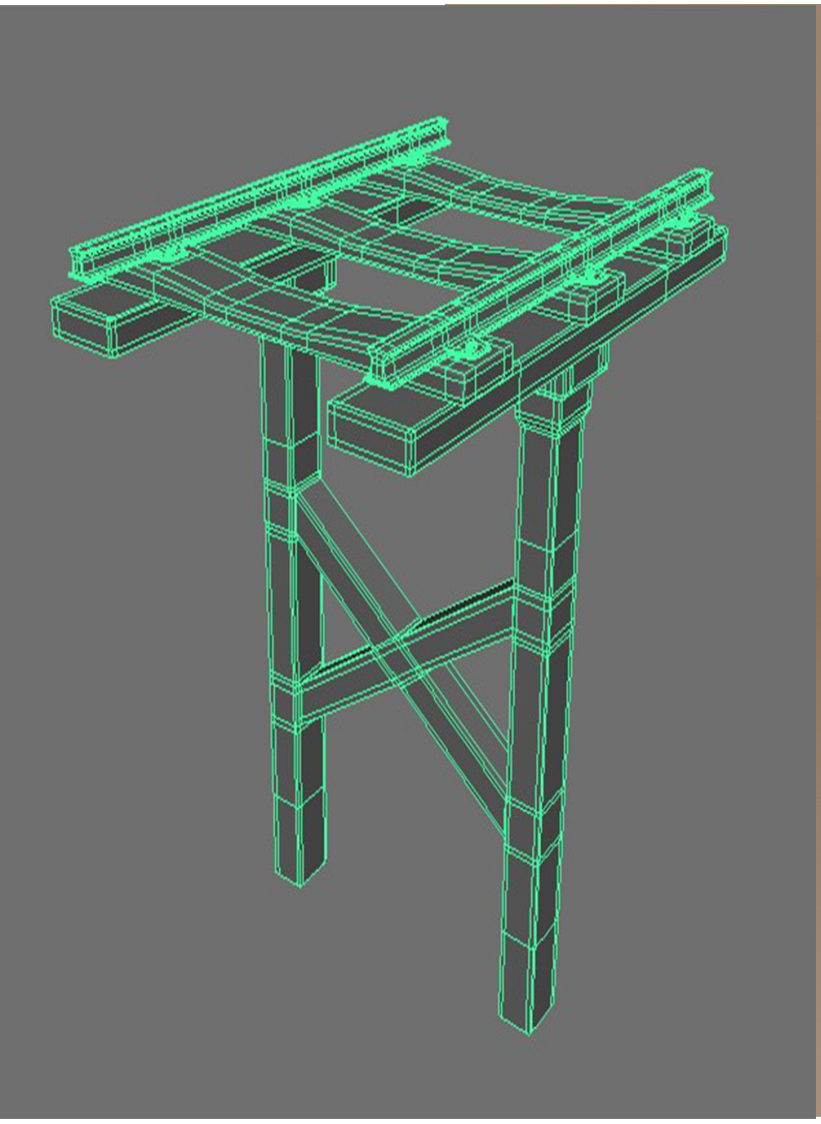








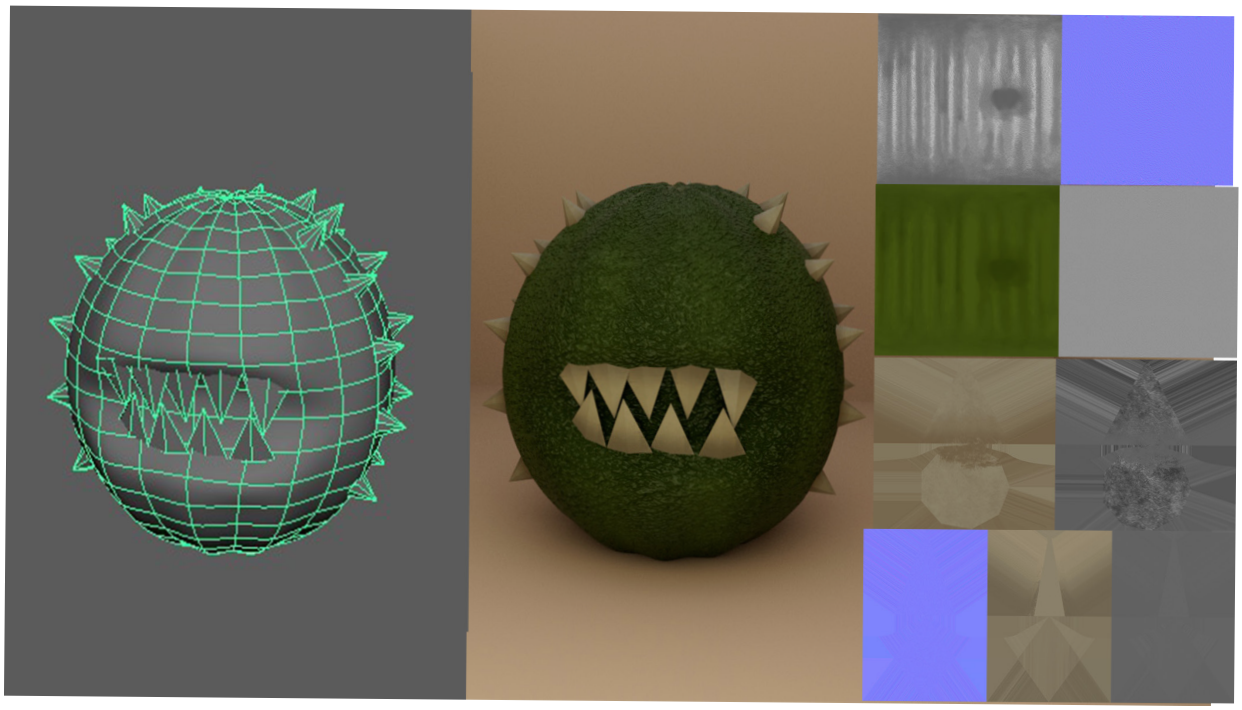




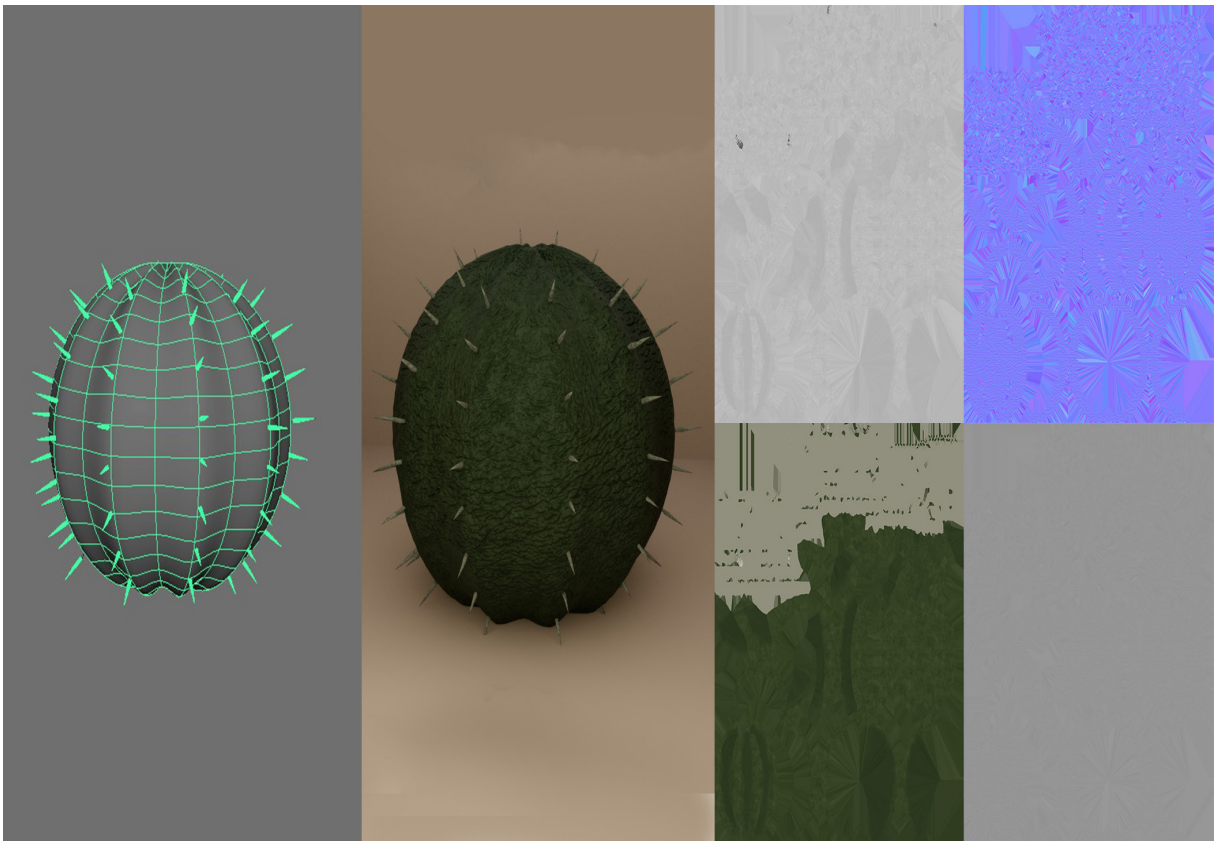
Final Textures

These are some breakdowns of the textures that I used in the final video

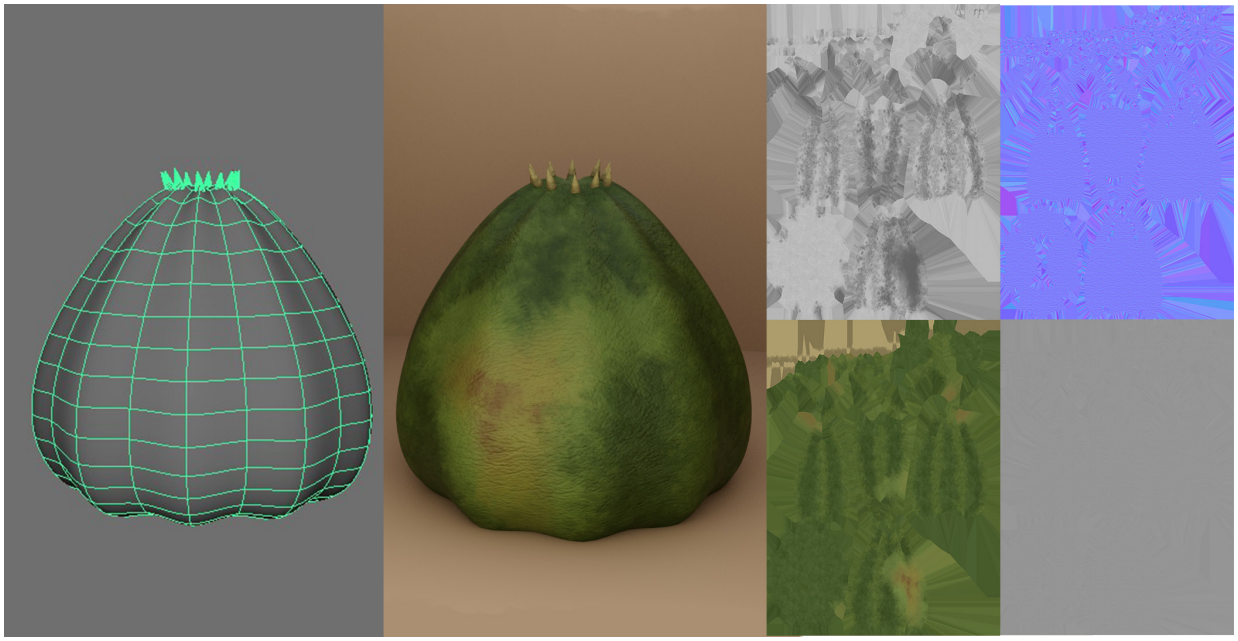
I kept this guys flowers and teeth as separate objects so it'd be easier to paint in substance painter

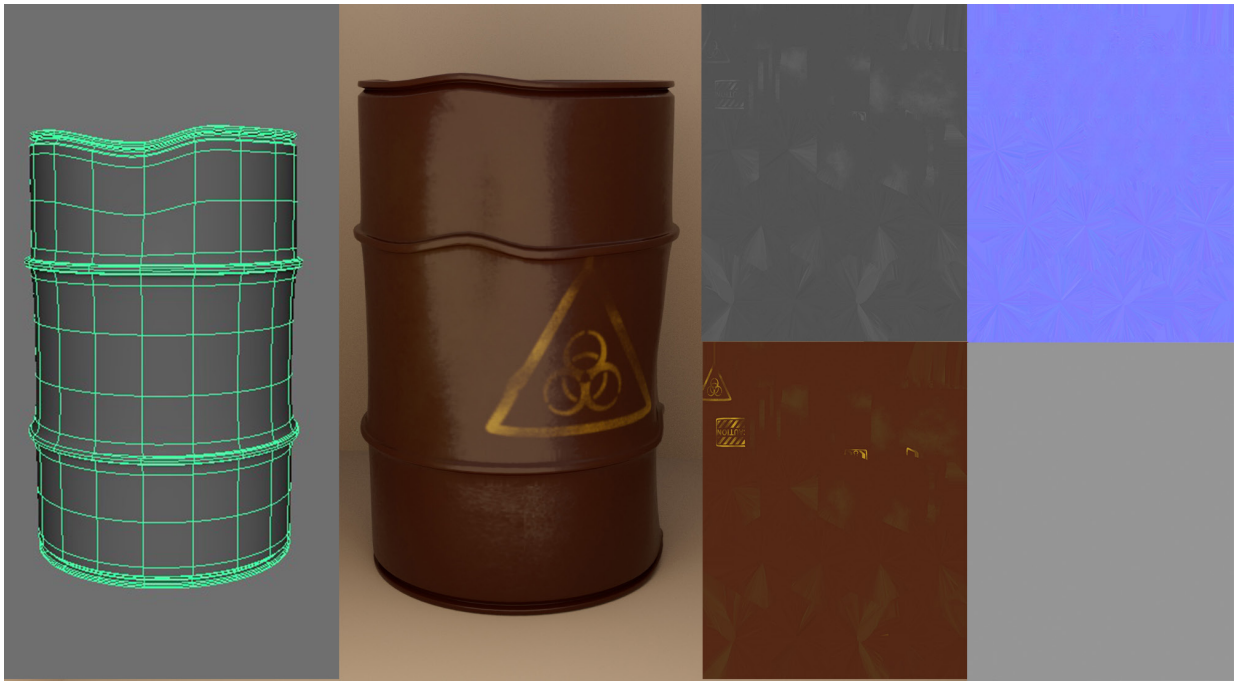


Same as previous cactus teeth and spikes separate.



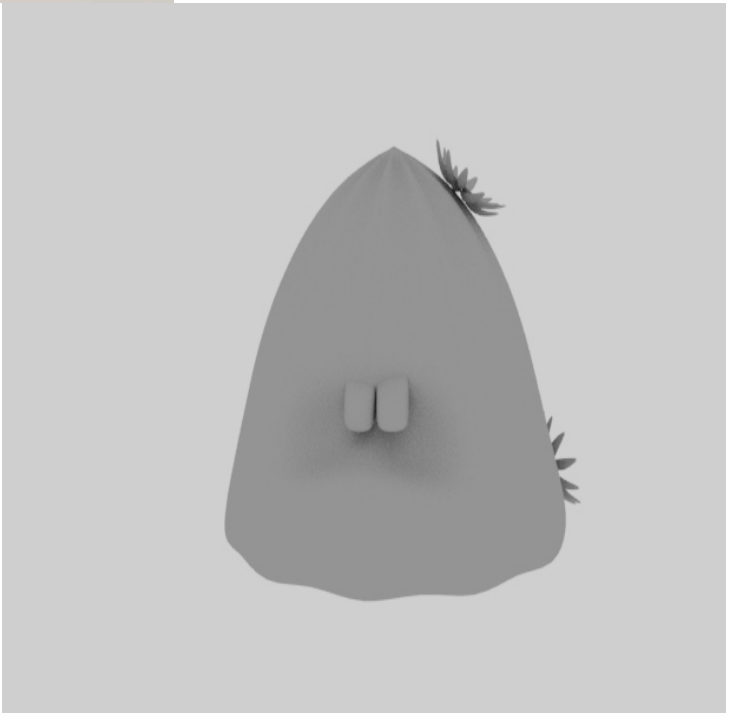
I used substance painters ‘human skin’ texture for all the cacti





Cut Assets

Stephanie didn't make to the final cut. I had weird technical difficulties with her and soon I just preferred the vibe without her



Failures

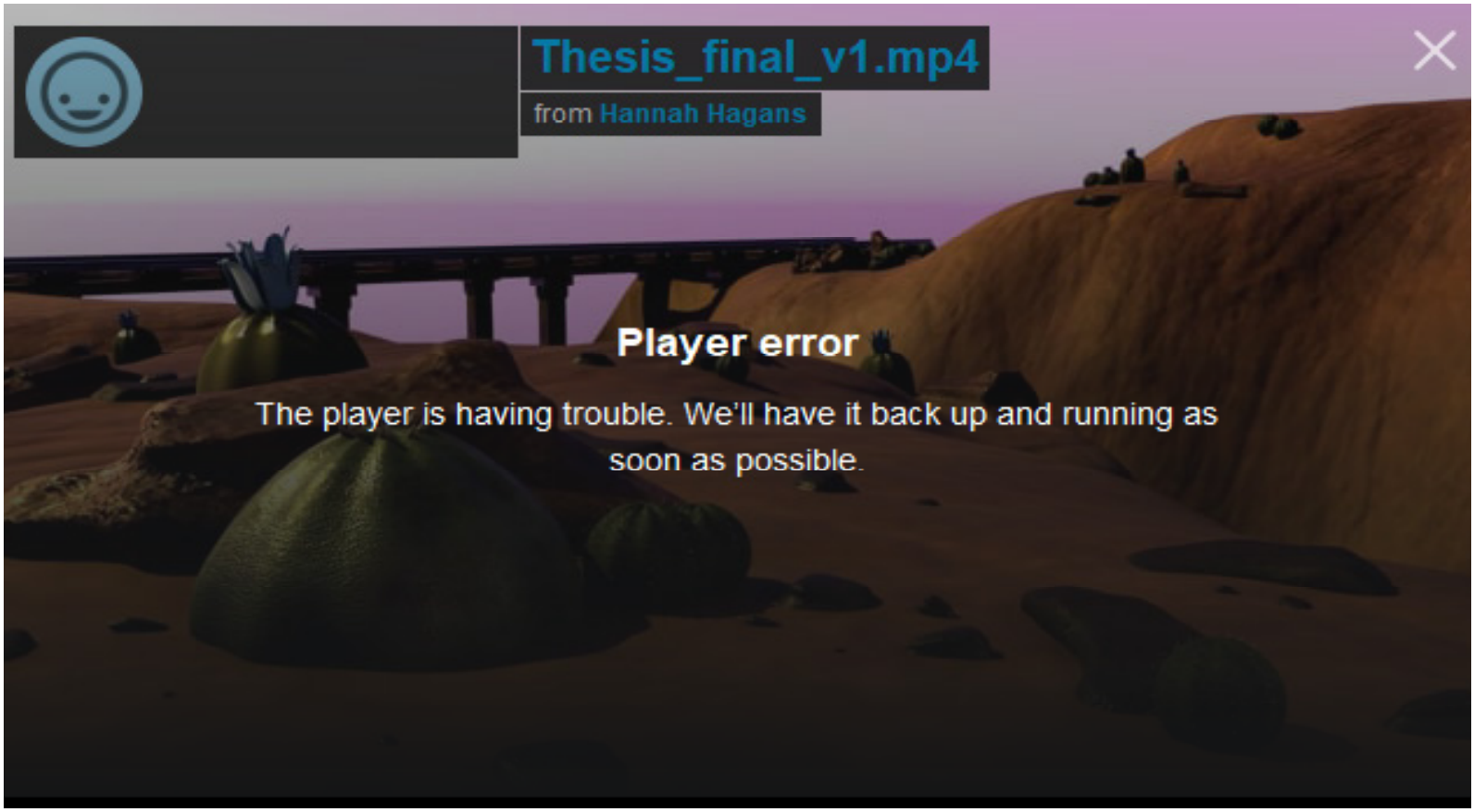
Not many.

I had a problem with Stephanie, I load her into the scene just fine but as I moved her and other things around for some reason she merged into a single point. None of the other models did this . I couldn't figure out what was wrong so I dropped her.

I couldn't figure out how to change the renderable camera. Render settings looked fine but it just wouldn't render the right camera. Scott told me how to fix that eventually.

When I was rendering out the third camera move I forgot to hit start render on one of the computers.

Final



Alternative Link

https://vimeo.com/703505916

Final Words

Any advice I have you would be to pick a process you like rather than a subject.

I don't like talking about myself all I can say is I had fun and I'd do it again.

What am I gonna do next? I'm going to start working on some of my own projects mostly video games and some 3-D models I think would look cool. I'm going to practice other aspects of modelling like rigging and UV-ing and start trying to find a job.