Halfling Hideout

4150 Thesis Book

Kaci Daigle

Artist Biography

Kaci Daigle is an artist from the musical city of New Orleans, Louisiana. She began studying art in high school, where she was awarded a Local Artist's scholarship to continue making art at a higher education. Kaci attended Tennessee Technological University where she studied Graphic Design for two year until she eventually transferred to Austin Peay, where she graduated with a BFA in Animation and Visual Effects. Her personal works consist of 3D modeling, animation, and the composition of virtual scenes. Many of Kaci's works can be found on her website.

Resume

KACI DAIGLE

3D ASSET DESIGNER

kaci.daigle@yahoo.com (615) 618-6589

SUMMARY

Skilled 3D Designer knowledgeable in a wide array of modelling and texturing solutions.

Portfolio contains range of innovative and successful projects that contain modeling, animation, and world-building.

AWARDS

DEANS LIST 2018-2020
Maintained 3.5 GPA or above.

ART SCHOLARSHIP 2013
Scholarship from Cheatham County Central High School

FOLLOW ME

Website
kacidaigle.wixsite.com/mysite

Discord
discord.gg/6edabwX

Instagram
instagram.com/emrakul_the_aeons/

EDUCATION

2013 - 2020 BFA ANIMATION AND VISUAL EFFECTS
Austin Peay State University
Magna Cum Laude

EXHIBITION HISTORY

2019 STUDENT SHOWCASE
Austin Peay State University | Clarksville | TN
Annual student show were a select few are chosen to display their work created throughout the school year.

2020 LIVING GALLERY EXHIBITION
Austin Peay State University | Clarksville | TN
Ten students selected by committee are given personal studio space to create and showcase their work

2020 THESIS SHOWCASE
Austin Peay State University | Clarksville | TN
Graduating BFA students feature their personal work in a gallery

PROJECTS

2020 UFO MOVIE TRAILER
Austin Peay State University | Clarksville | TN
Screened at the faculty/student submitted works exhibition at Siggraph 2020

2020 HALLOWEEN SPECIAL (SPOOKY)
Austin Peay State University | Clarksville | TN
Animation 3 student project

Demo Reel

Reel Breakdown: Modeling

Reel Breakdown: Texturing

https://kacidaigle.wixsite.com/mysite

APSU SENIOR THESIS

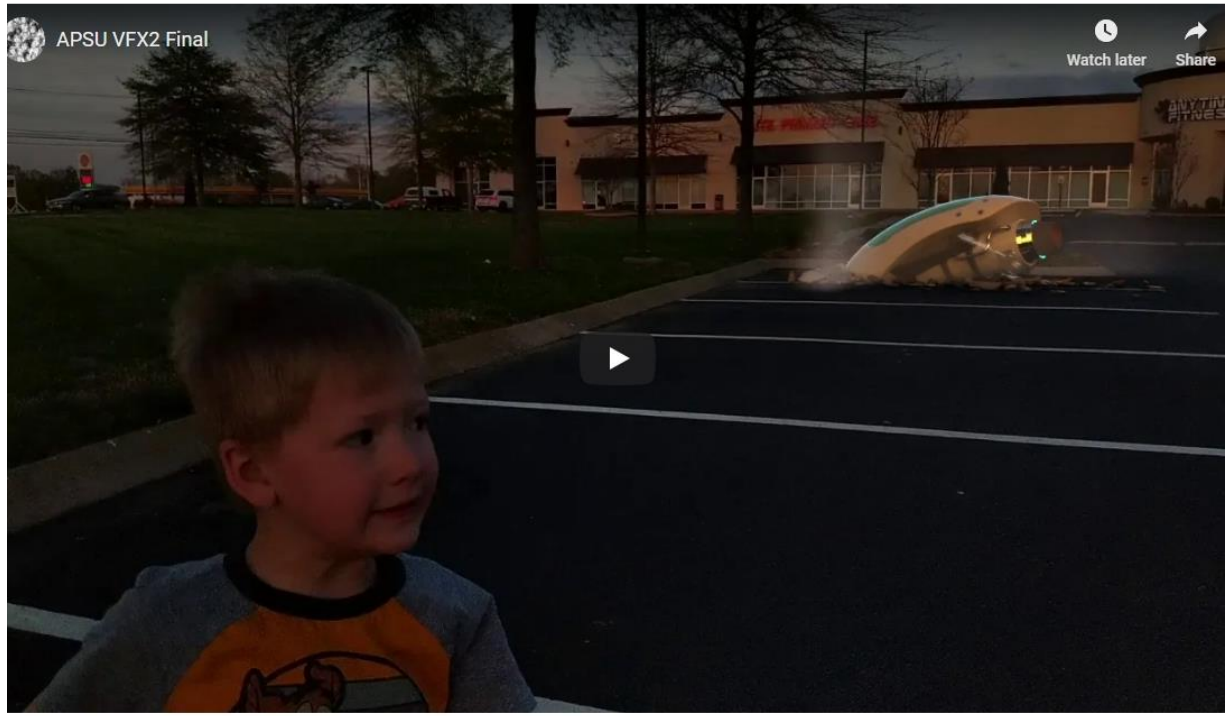
Kaci Lee

HOME PORTFOLIO RESUME

DEMO REEL

https://kacidaigle.wixsite.com/mysite

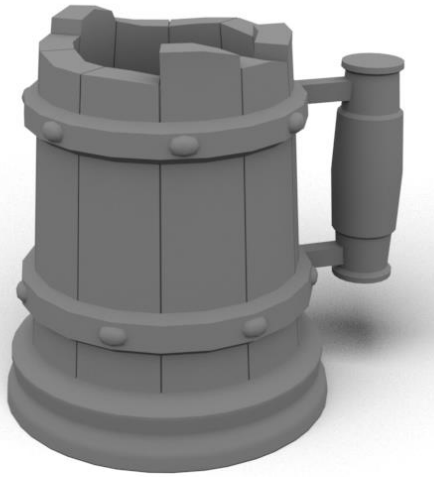
VFX COMPOSITE

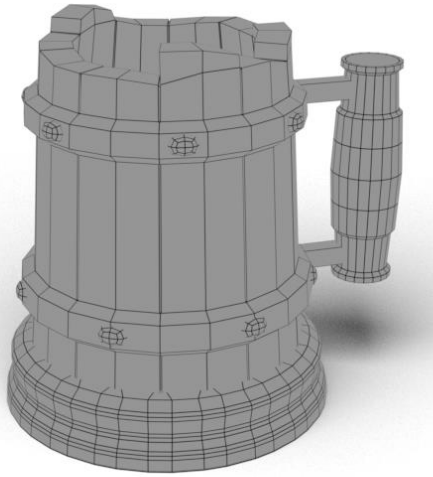


COLLECTIVE ENVIRONMENT

Thesis Statement:

To create a highly stylized environment that conveys a story through style, lighting, and emotional tone utilizing skills in 3D software.





Thesis Proposal:

The goal for my thesis is to channel my knowledge of concepting, modeling, and texturing skills to help tell stories through visually compelling props and environments. The process of meticulously analyzing each step in animation will help me explore all facets so that I can better understand where I belong in the vast world of studio animations. My intentions are not *just* to make a highlight reel of the things I have learned, but to test my abilities in creating a consistent body of works that are uniform in theme, style and content. I will focus my research into Maya, Zbrush, and Substance Painter; I also plan to focus on my work flow while creating each object, ranging from the initial 2D concept art, through 3D modeling, sculpting, texturing, lighting, rendering and of course, animating. The end product will consist of an animated camera run-through of an outdoor / indoor stylized location, containing around 30 unique models and textures.

Conceptual Research:

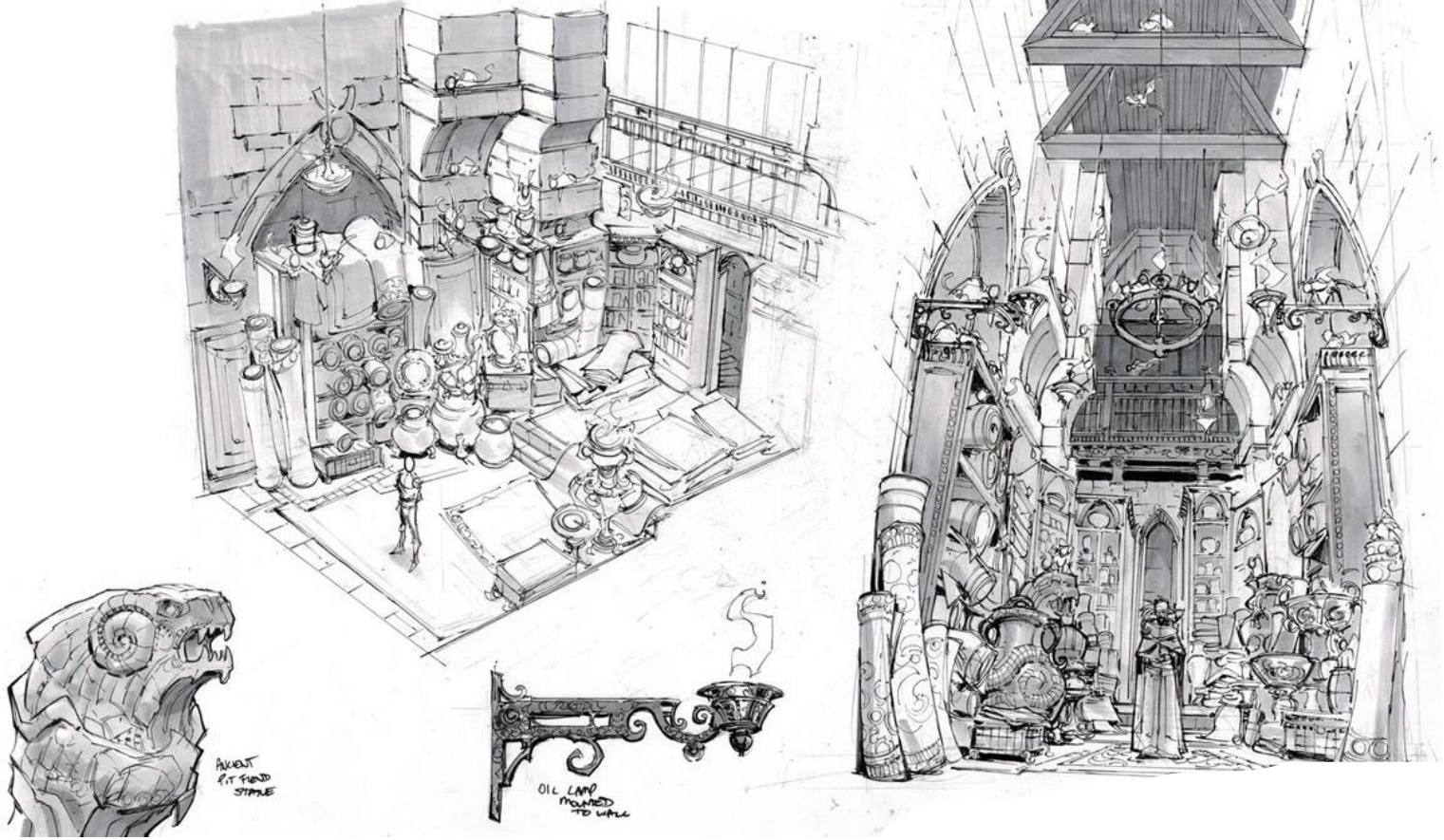
- *Rules of Play*, Eric Zimmerman
- *Forgotten Realms*, D&D handbook
- *Vertex* (book 1, 2 and 3), Ryan Hawkins

Technical Research

- Maya Modeling Tutorials
  - Helped make navigating Maya more comfortable
  - Tips and tricks for poly modeling
- Substance Painter Tutorials
  - https://academy.substance3d.com
  - Helped learn new software from ground up
- Aaron Blaise Tutorials
  - https://creatureartteacher.com/product/sculpting-in-zbrush-with-tony-cipriano/
  - Learn how to use Zbrush basics

Influential Artists:

- Svetlin Velinov, *Magic: The Gathering* artist
- Trent Kaniuga, concept/environmental artist
- R.A Salvatore, author *of Forgotten Realms*
- Gregory Crewdson, photographer

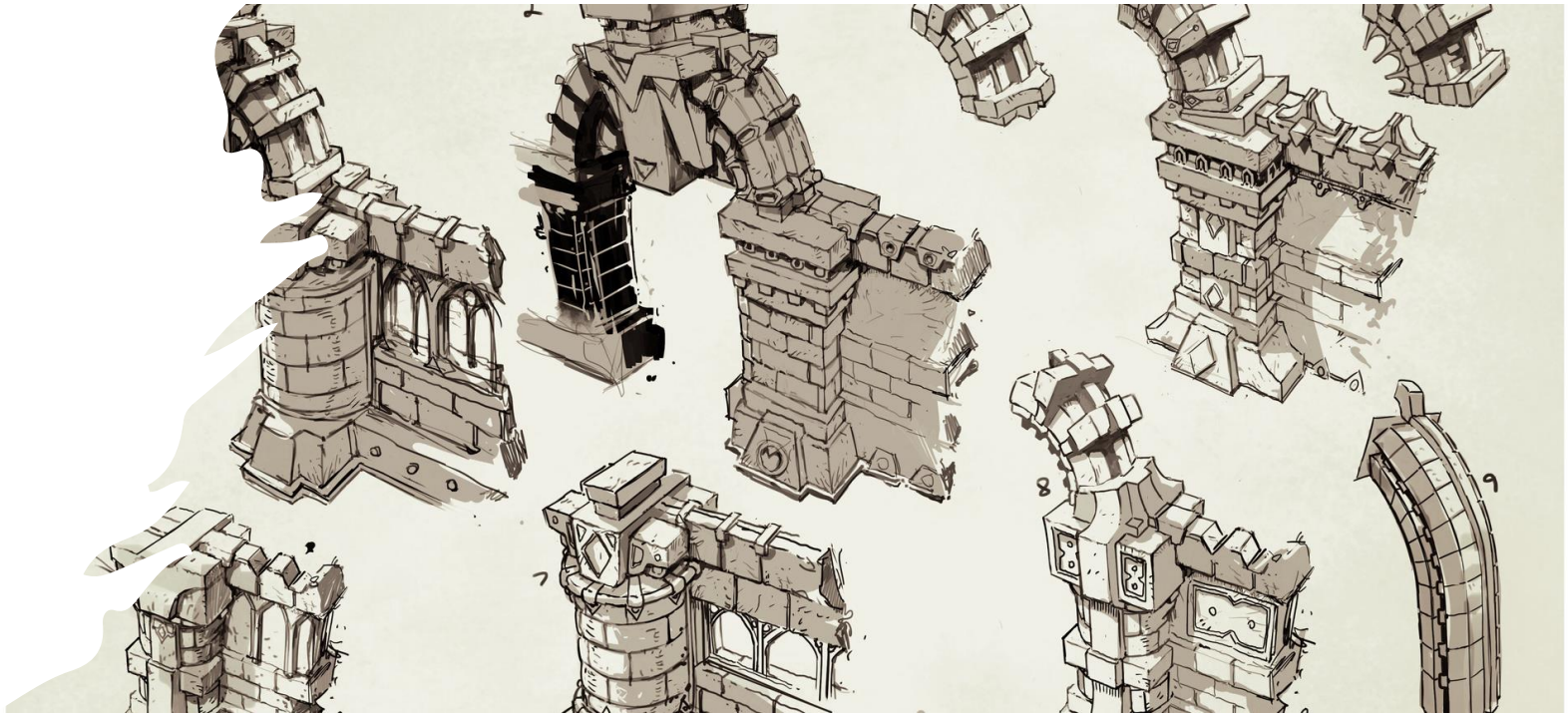


Visual Research:

D&D Player’s Handbook illustrations

Visual Research:

Trent Kaniuga, sketches for environmental 3D assets



Visual Research:

Gregory Crewdson

Untitled (Birth)

Photography, 2007

Visual Research:

Gregory Crewdson

Untitled (Twin Beds)

Photography, 2007

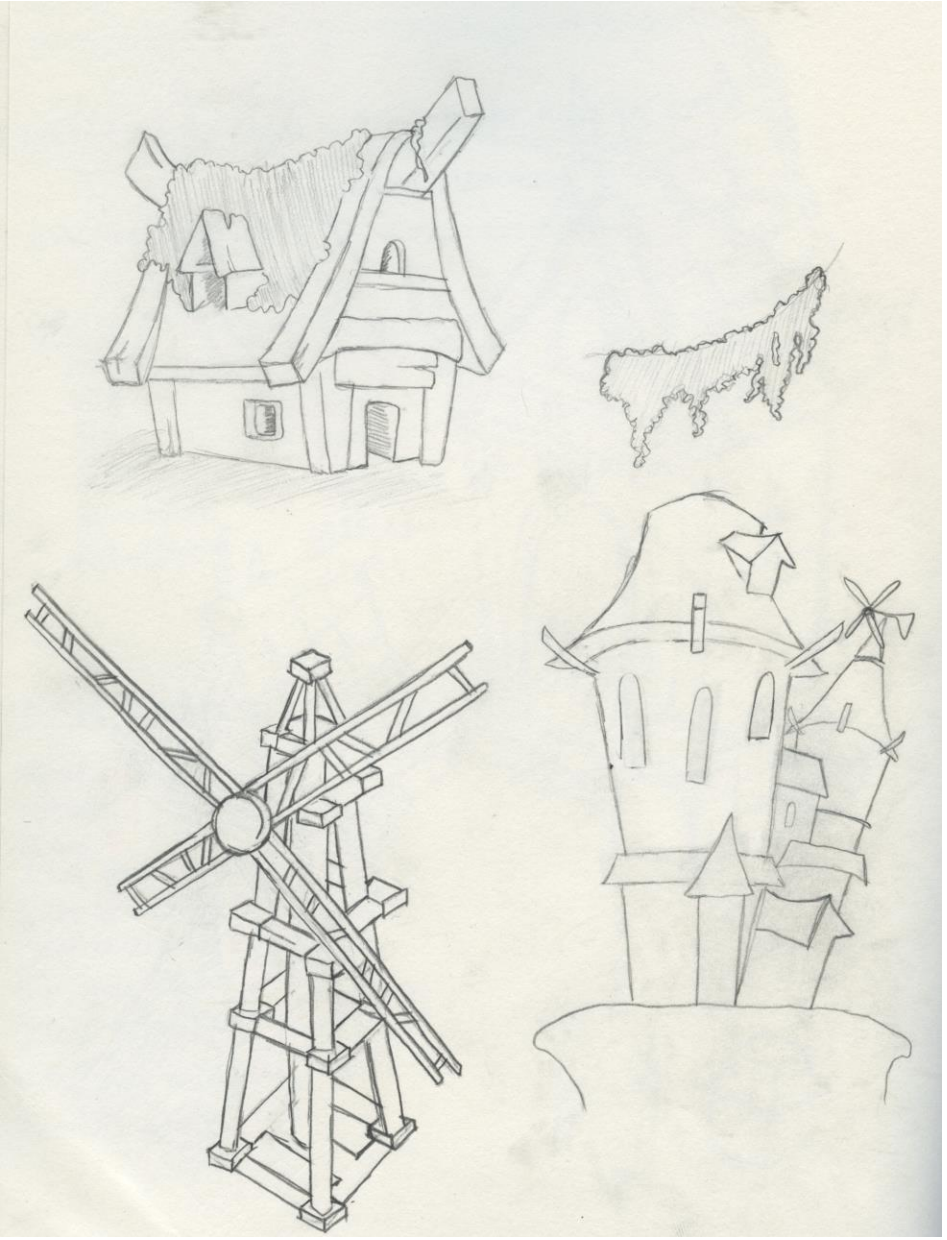
Semester Schedule:

January		February				March				April					May				June					July				Aug	
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20	Week 21	Week 22	Week 23	Week 24	Week 25	Week 26	Week 27	Week 28	Week 29	Week 30
21st - 26th	27th - 2nd	3rd - 9th	10th - 16th	17th - 23rd	24th - 1st	2nd - 8th	9th - 15th	16th - 22nd	23rd - 29th	30th - 5th	6th - 12th	13th - 19th	20th - 26th	27th - 3rd	4th - 10th	11th - 17th	18th - 24th	25th - 31st	1st - 7th	8th - 14th	15th - 21st	22nd - 28th	29th - 5th	6th - 12th	13th - 19th	20th - 26th	27th - 2nd	3rd - 9th	10th - 16th
Research ideas/themes																													
				Meet with Scott						Meet with Scott					Meet with Scott														
	Purchase software																												
						Begin modeling																			End modeling				
	Finalize all props & environments																												
				3D Model rough layout of final composite				Plug models into layout			Plug models into layout			Plug models into layout		Plug models into layout							Plug models into layout						
				Rough animate camera movements / path		Model prop 1	Model prop 2	Model prop 3	Model prop 4	Model prop 5	Model prop 6	Model prop 7	Model prop 8	Model prop 9	Model prop 10	Model prop 11	Model prop 13	Model prop 15	Model prop 17	Model prop 19	Model prop 21	Family Vacation	Model prop 23	Model prop 25	Model prop 27	Render scenes with all models		Finalize camera movement / path	
						Texture prop 1	Texture prop 2	Texture prop 3	Texture prop 4	Texture prop 5	Texture prop 6	Texture prop 7	Texture prop 8	Texture prop 9	Texture prop 10	Texture prop 11	Texture prop 13	Texture prop 15	Texture prop 17	Texture prop 19	Texture prop 21		Texture prop 23	Texture prop 25	Texture prop 27	Edit lighting for all scenes			
						360 Turntable prop 1	360 Turntable prop 2	360 Turntable prop 3	360 Turntable prop 4	360 Turntable prop 5	360 Turntable prop 6	360 Turntable prop 7	360 Turntable prop 8	360 Turntable prop 9	360 Turntable prop 10	360 Turntable prop 11	360 Turntable prop 13	360 Turntable prop 15	360 Turntable prop 17	360 Turntable prop 19	360 Turntable prop 21		360 Turntable prop 23	360 Turntable prop 25	360 Turntable prop 27				
																Model prop 12	Model prop 14	Model prop 16	Model prop 18	Model prop 20	Model prop 22		Model prop 24	Model prop 26	Model prop 28				
																Texture prop 12	Texture prop 14	Texture prop 16	Texture prop 18	Texture prop 20	Texture prop 22		Texture prop 24	Texture prop 26	Texture prop 28				
																360 Turntable prop 12	360 Turntable prop 14	360 Turntable prop 16	360 Turntable prop 18	360 Turntable prop 20	360 Turntable prop 22		360 Turntable prop 24	360 Turntable prop 26	360 Turntable prop 28				

Things to do	Date
Setup outside scene with refrences - Finalize outdoor layout - Texture tree	Week 1 - 20t
Complete every model found within the indoor layout (roughly 7 more)	Week 2 - 27t
Start texture of indoor models - Create 360 Turntables videos of select assets	Week 3 - 4tl
Complete outdoor models and reference them in (roughly 7 more)	Week 4 - 11t
Finish texture of indoor models - Finalize indoor scene	Week 5 - 18t
exture outdoor models - Finalize outdoor scene	Week 6 - 25t
Set up lighting of indoor and outdoor - Complete all 360 turntables	Week 7 - 1st
Start rendering - address any issues in models, textures, camera, etc	Week 8 - 8th
Composite renders - Finalize Thesis	Week 9 - 15t

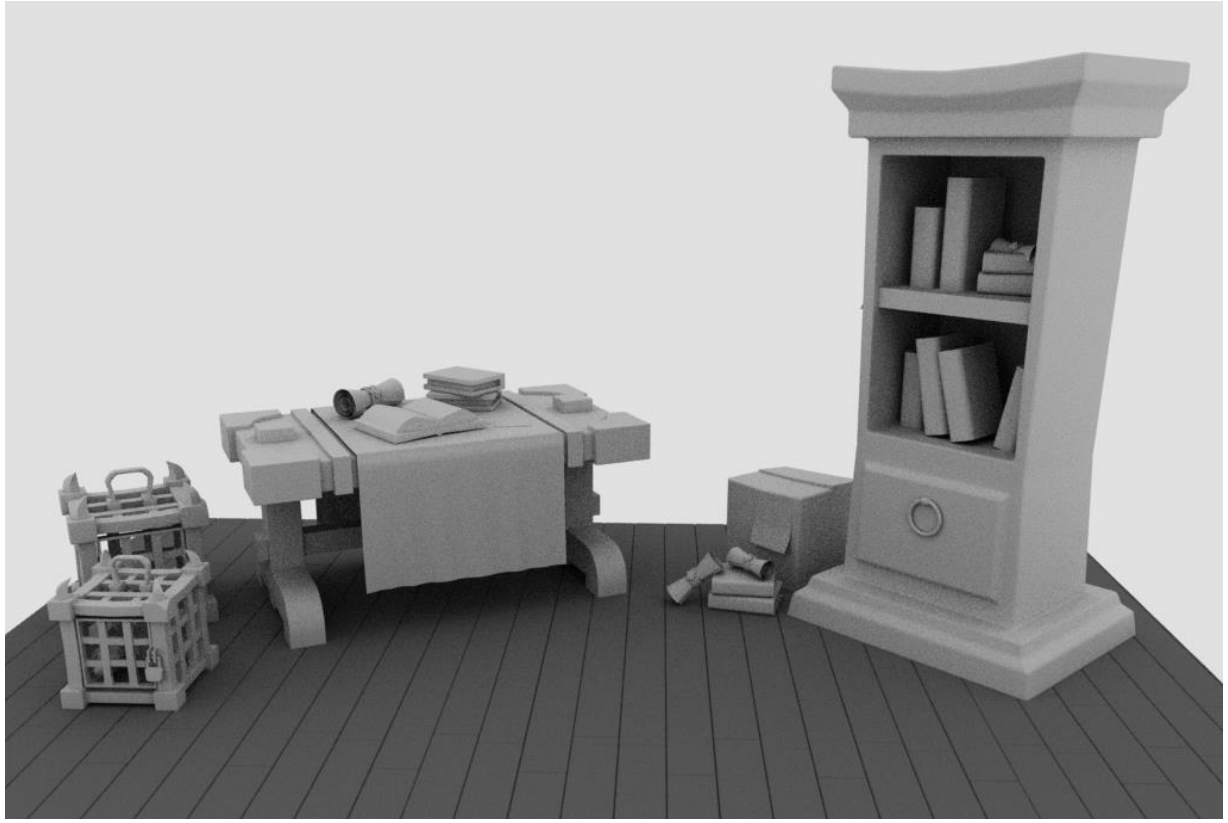
Alt schedule for the second semester

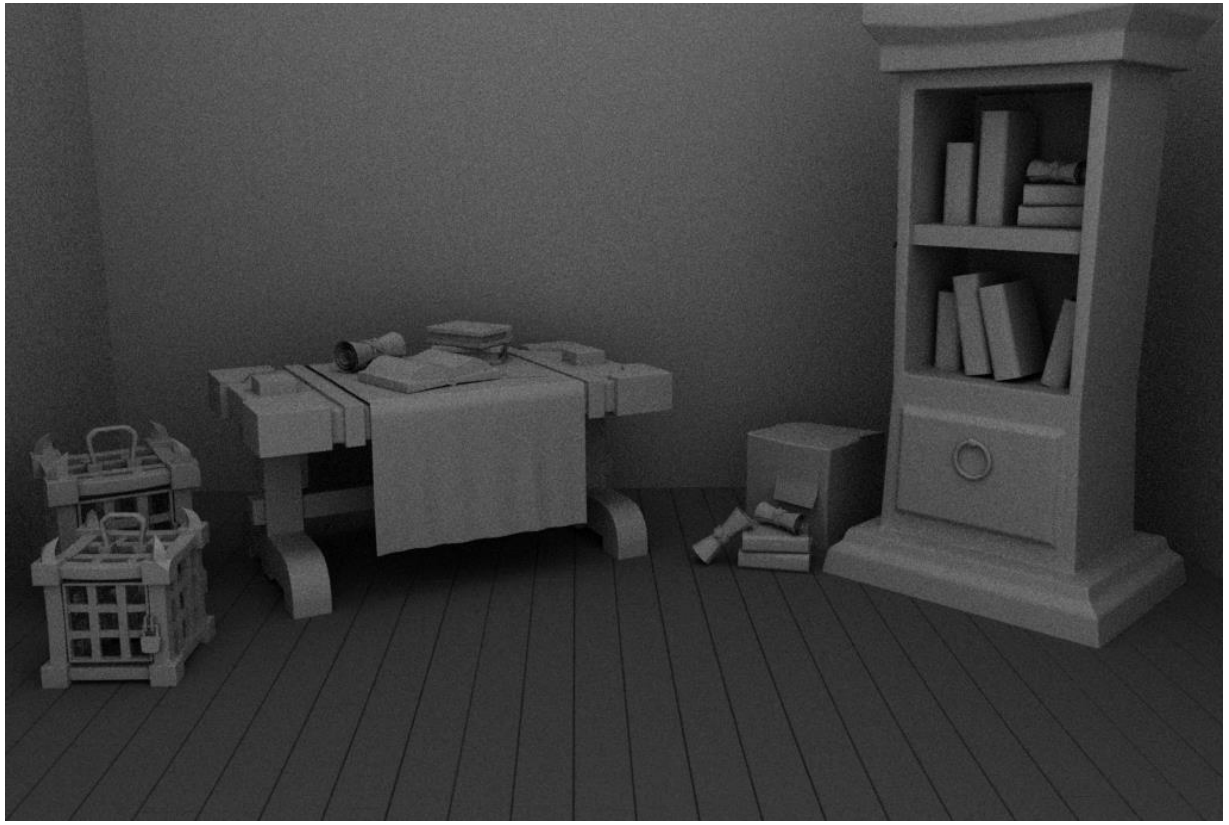
Work-in-Progress: Concept



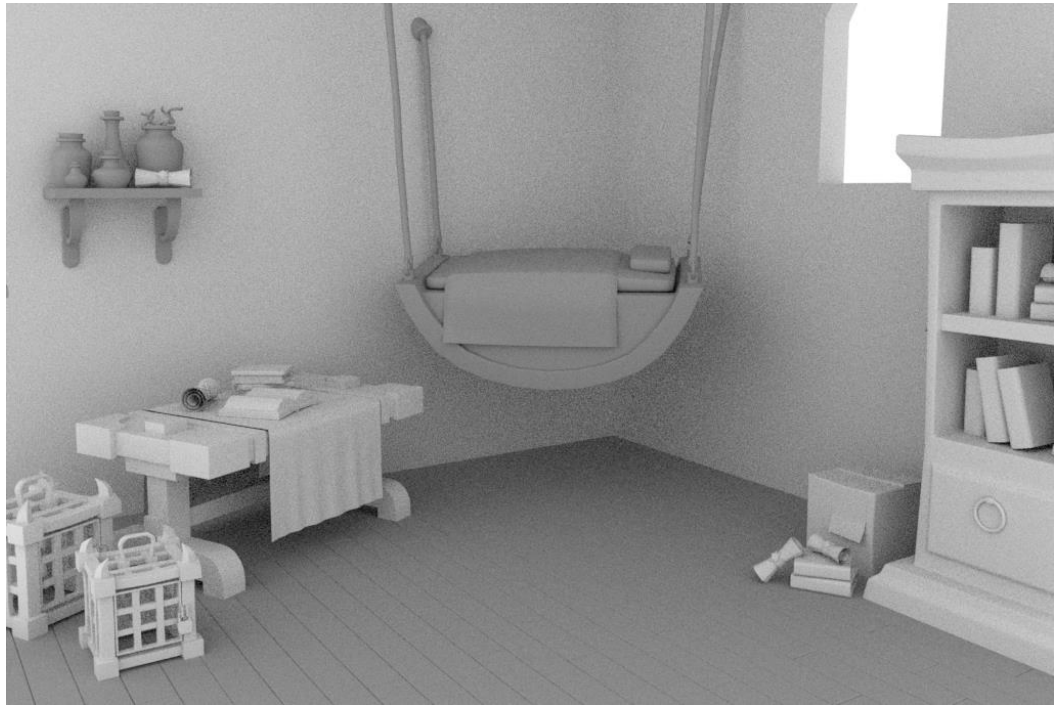
Work-in-Progress: Concept

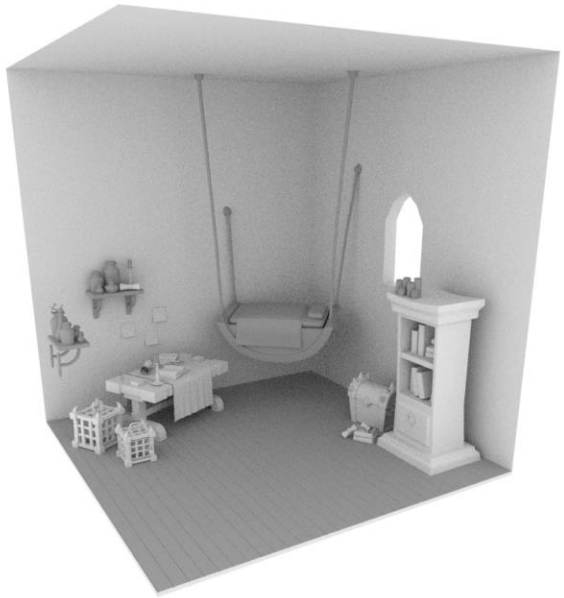
Work-in-Progress: Models





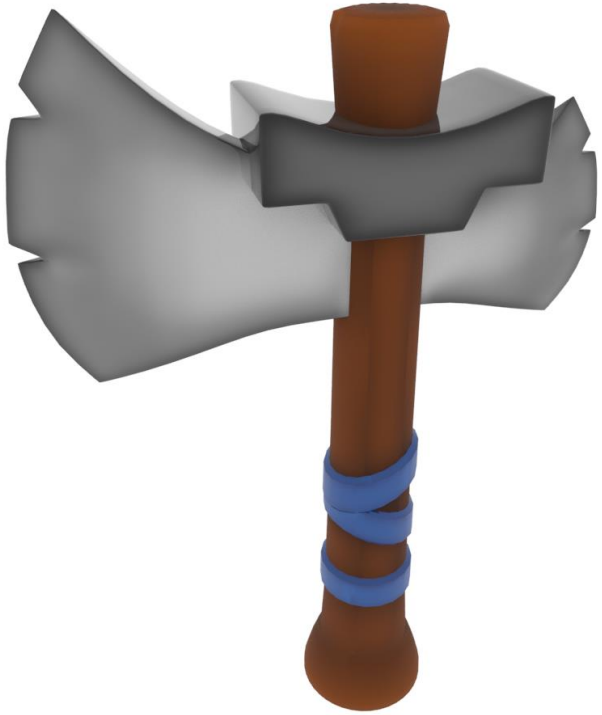
Work-in-Progress: Models



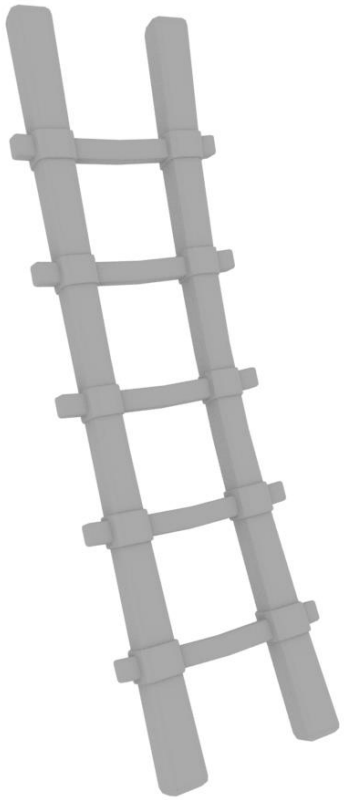


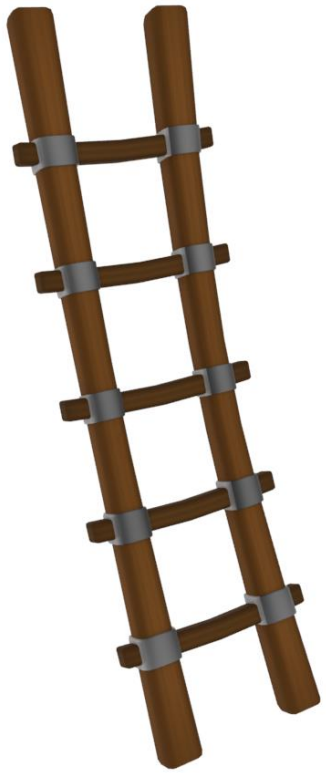
Work-in-Progress: Models

Work-in-Progress: Textures

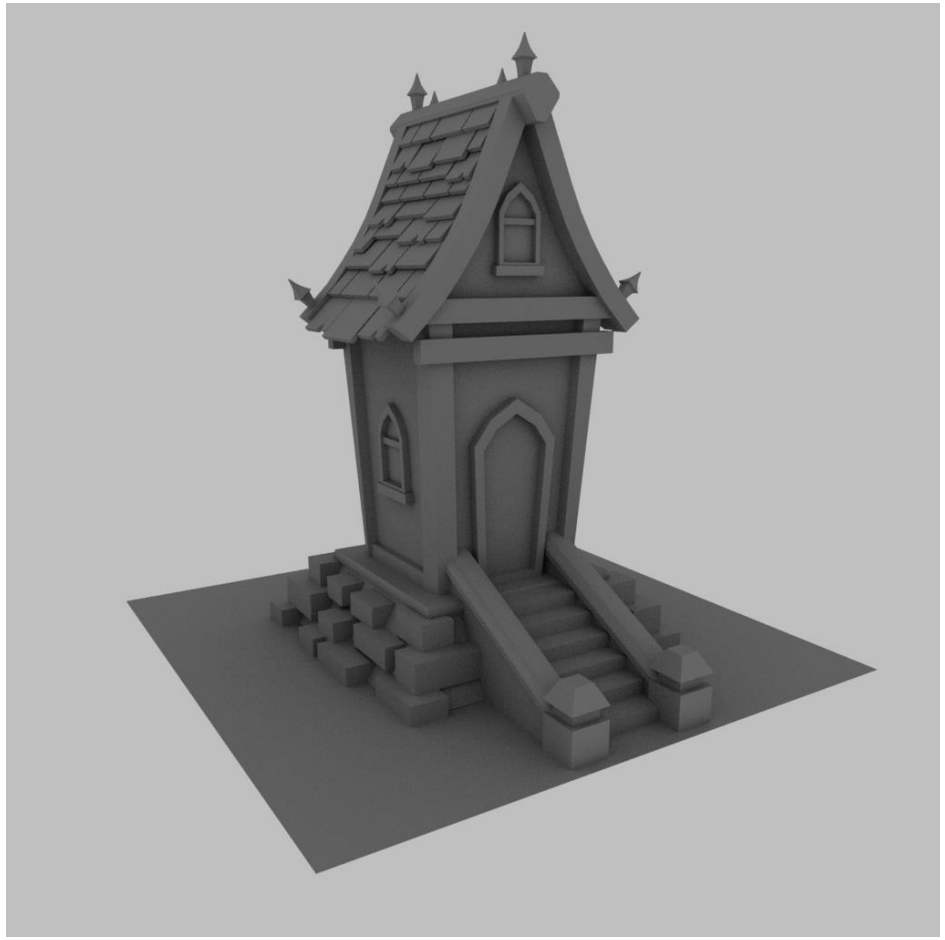


Work-in-Progress: Textures

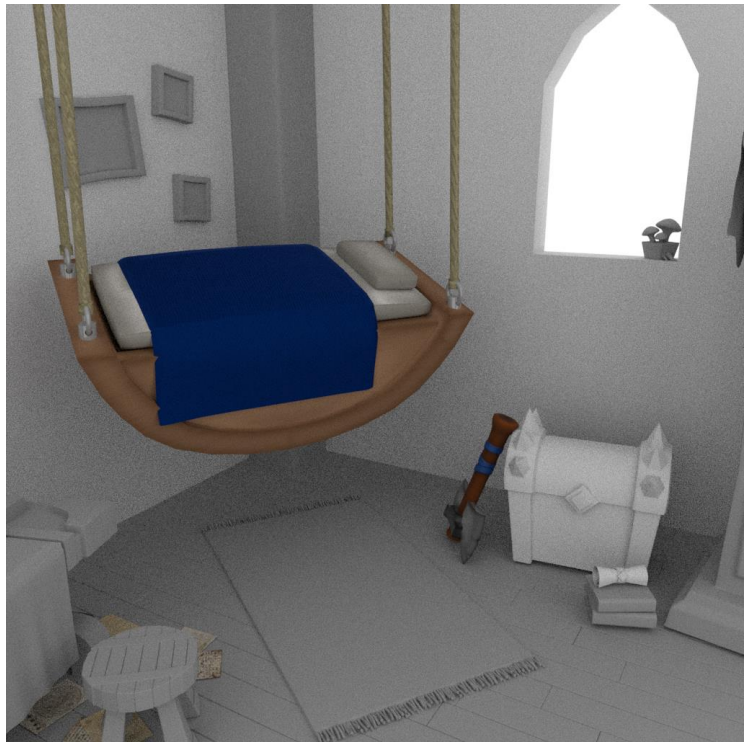


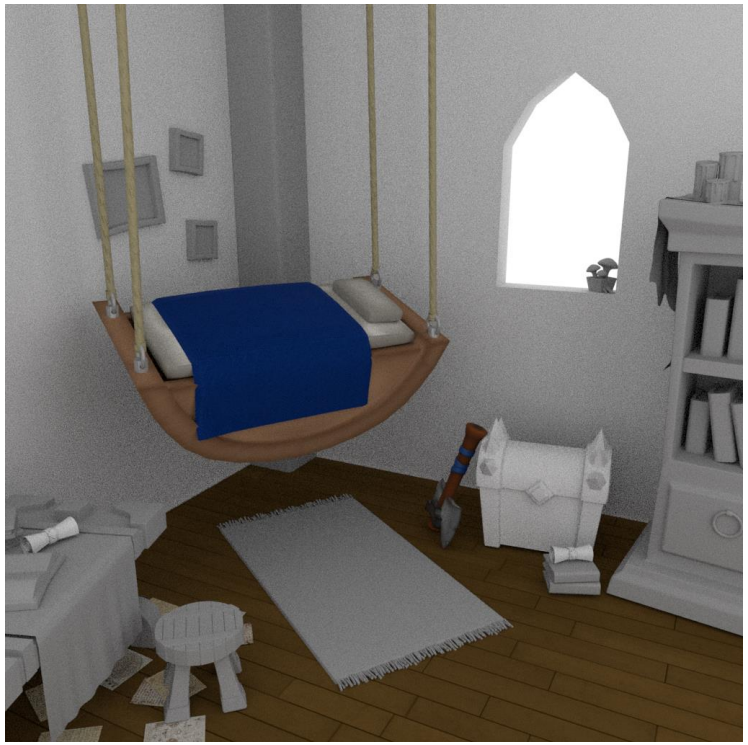


Work-in-Progress: Textures



Work-in-Progress: Textures





Final Thesis Video

Video Breakdown

- Intro
- Outdoor Scene 360
- Indoor Scene 360
- Model Vignettes
- Model Breakdowns
  - Wireframe > Ambient Occlusion > Texture
- End

Summary:

I knew I wanted to use my thsis project to learn more about Maya and Substance Painter in prepertion for getting a job in the industry. Looking back, I realize I had an idea of what I wanted to focus on for my thesis, but the concept was not fully developed until later in the second semester. It was hard to communicate the goal of my thesis to my peers and I ended up wasting a lot of time figuring out ways to portray a theme. Now I realize that I shouldn't have focused so much time in how non-digital media users understood my thesis and worked more on getting early content made so they can visualize my project instead.