

Research and Creative Experience for Undergraduates Program (RCEU) Summer 2017

Projection Development for *Neighborhood 3: Requisition of Doom*

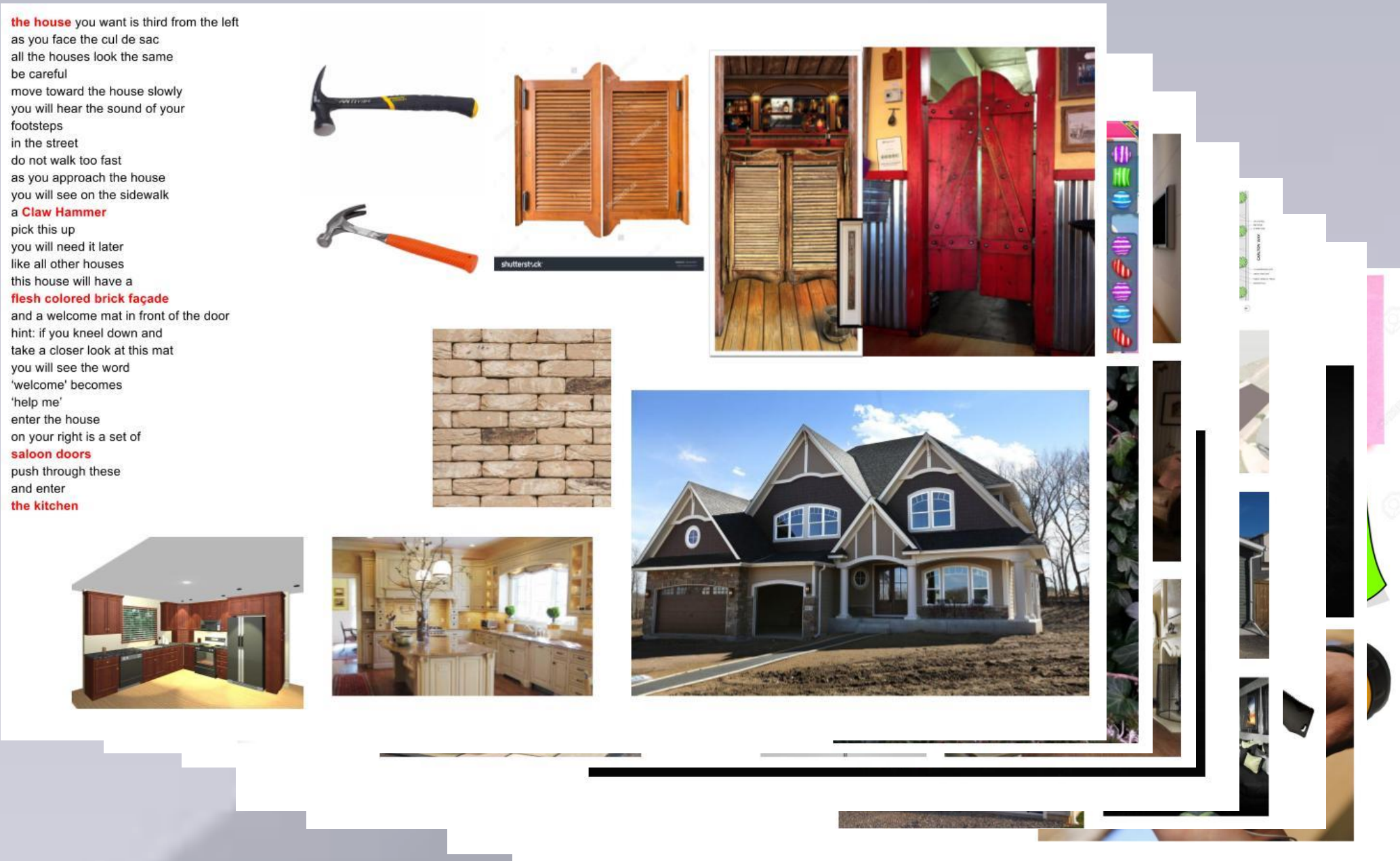
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Overview

In this collaborative project, we conceptualized and produced video projections for UAH’s Spring 2018 theatre production of *Neighborhood 3: Requisition of Doom (N3RD)*. The play blurs the lines between reality and the virtual world, and the video projections produced through this grant help further immerse the audience into this blurred world.

Creative Process

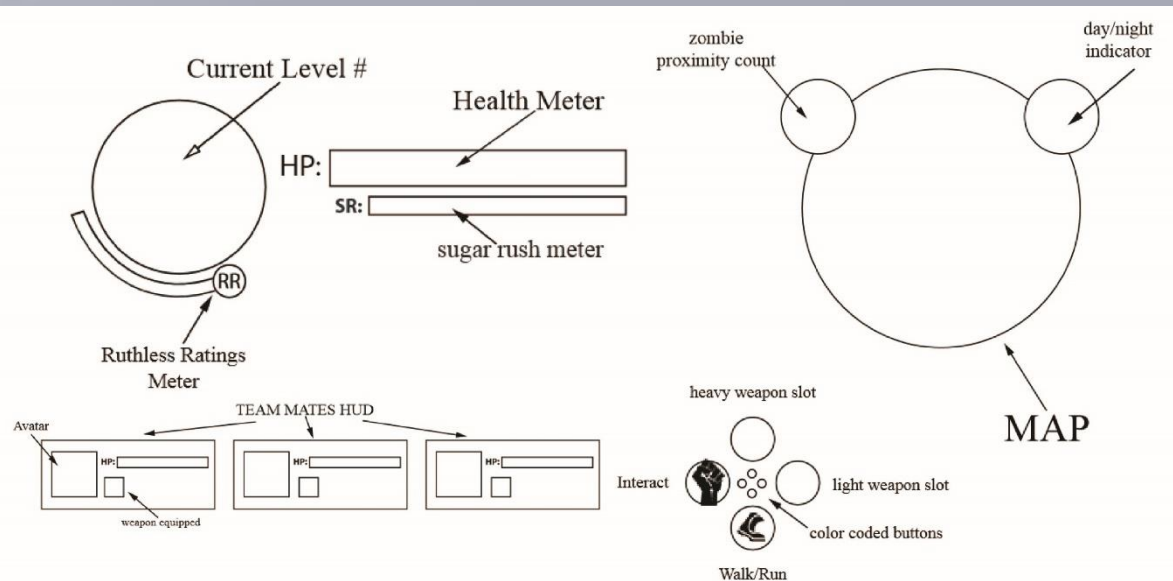
We researched and collected ideas to present to the director and production designer based on our full script analysis. After the projection elements were agreed upon, we modeled the needed 3D assets and designed the 2D elements for N3RD’s game user interface (UI) overlay. 3D models were then textured and placed into a game engine where the scene was set dressed, lit, animated, and rendered for the final video projections to be used in the production.



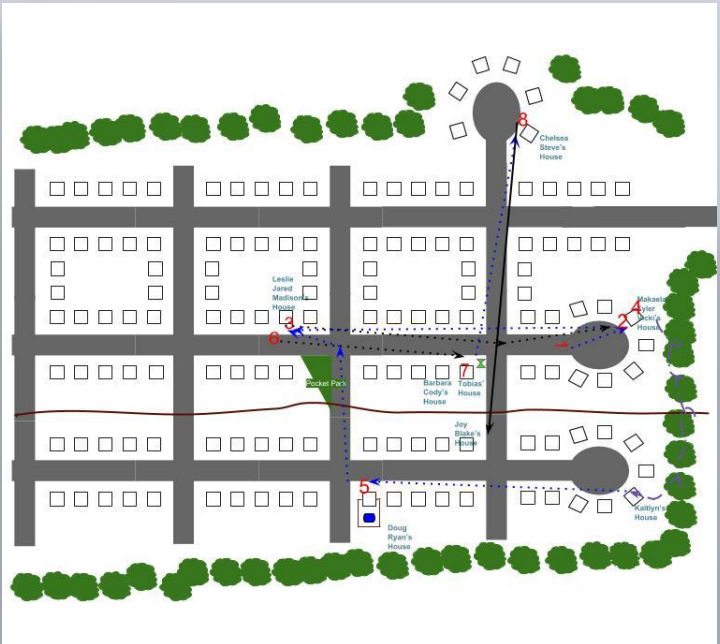
Script analysis with reference images



Ambient occlusion render of 3D house model in Autodesk Maya



UI wireframe overlay



General map configuration of the environment and movement of the characters



Final walkthrough projection render with UI overlay inside of Unreal Engine

Acknowledgements

Thank you to the RCEU 2017 program for providing the funding and opportunity for me to broaden my knowledge-base and to grow in my field. To Amy Guerin and David Harwell, thank you for your insight and willingness to collaborate. And to the UAH Department of Art, Art History, & Design for the education and for affording me a quiet place to work.