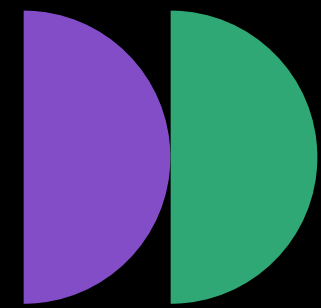
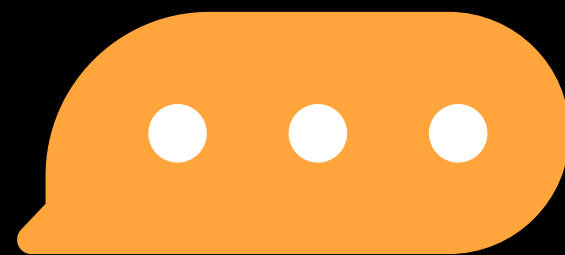


Fireside Chat: December 2021

# Creating 3D assets



# for VR: from inspiration to final



# product



Edify 3D Content Team talks about their creative process

Fireside Chat: December 2021



# Meet our 3D content team



Edify 3D Content Team talks about their creative process

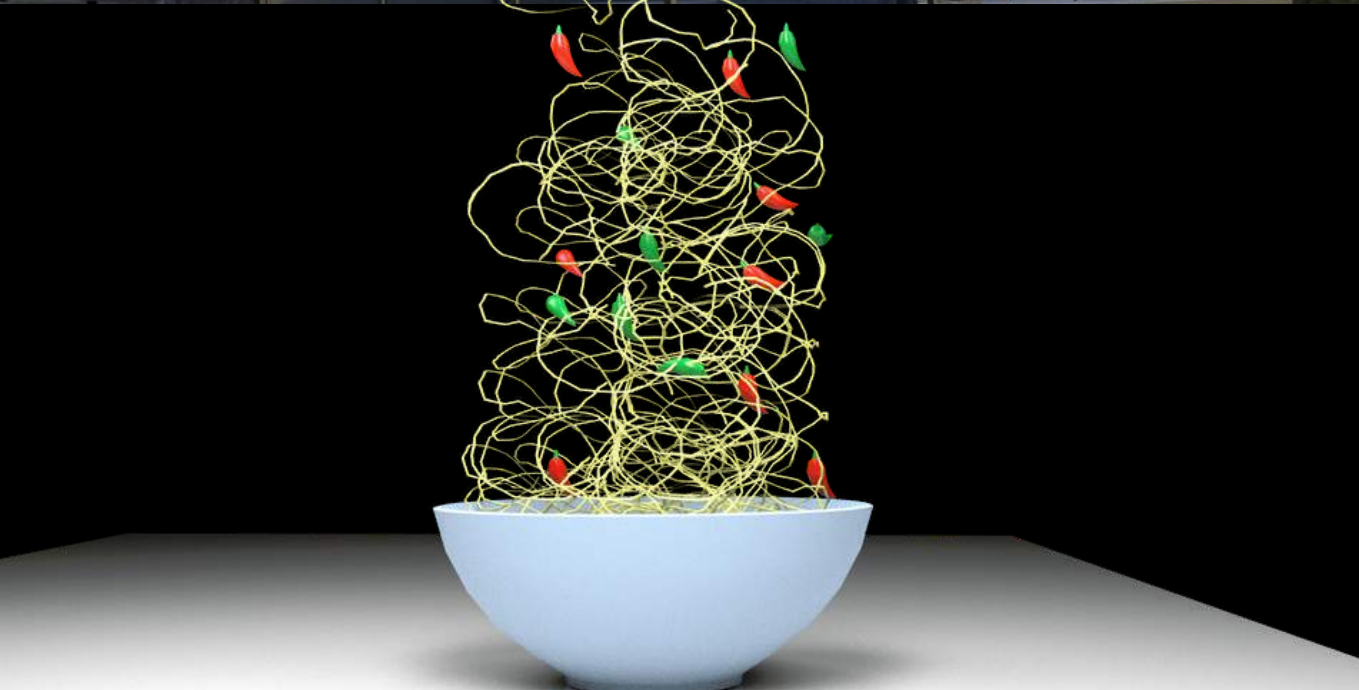




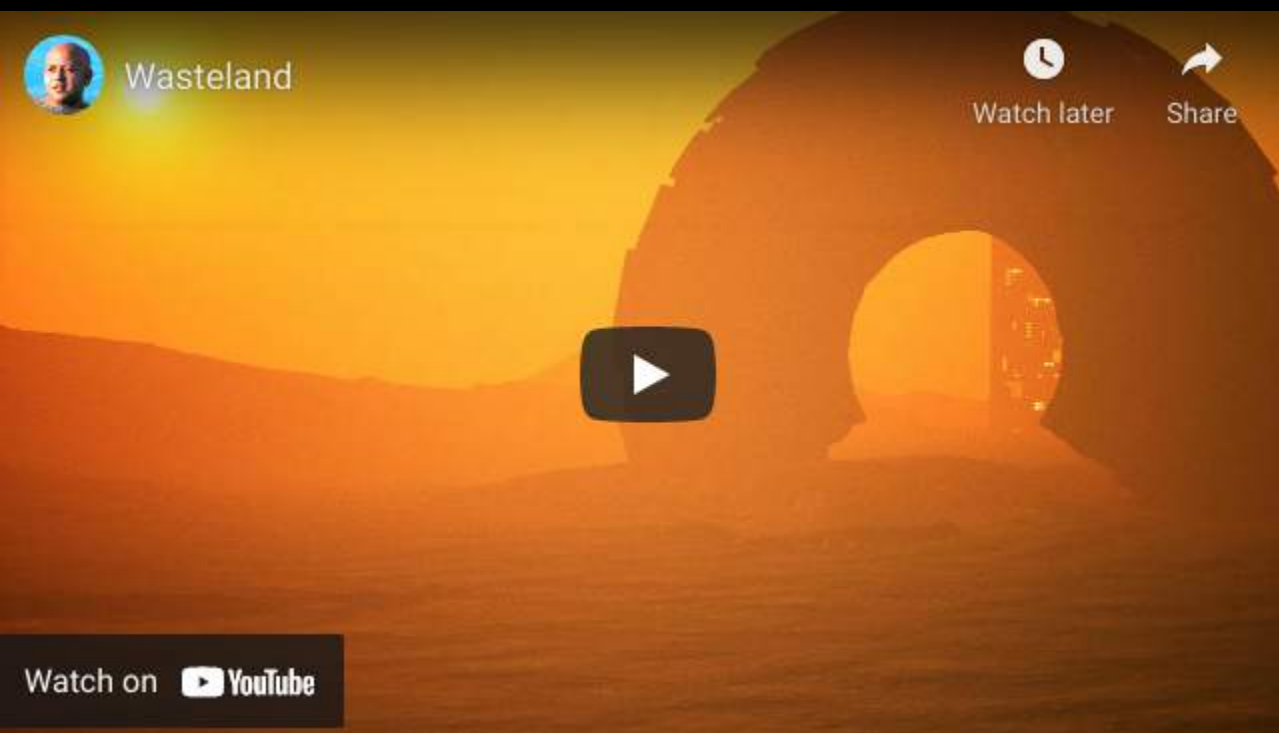
Hi! My name is Sarah.



I am from Scotland and have worked for Edify for over 2 years.





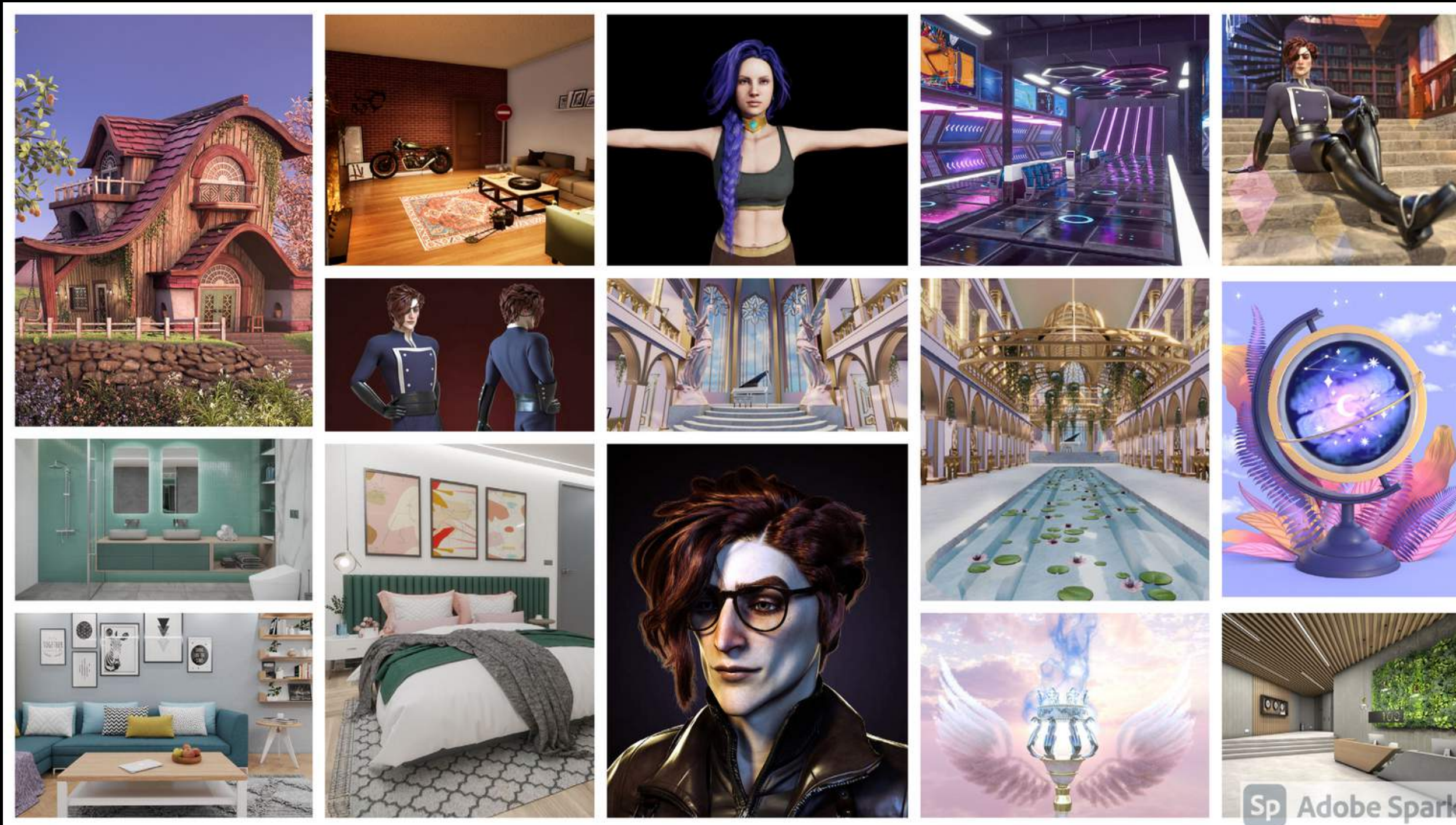


**Hi! My name is  
Ahmed**



**I am 3D Artist from Egypt  
and a Mechatronics Engineer**





Hi! My name is  
Katerina



- 3D Artist at Edify
- From Bulgaria
- Guinea pig mom



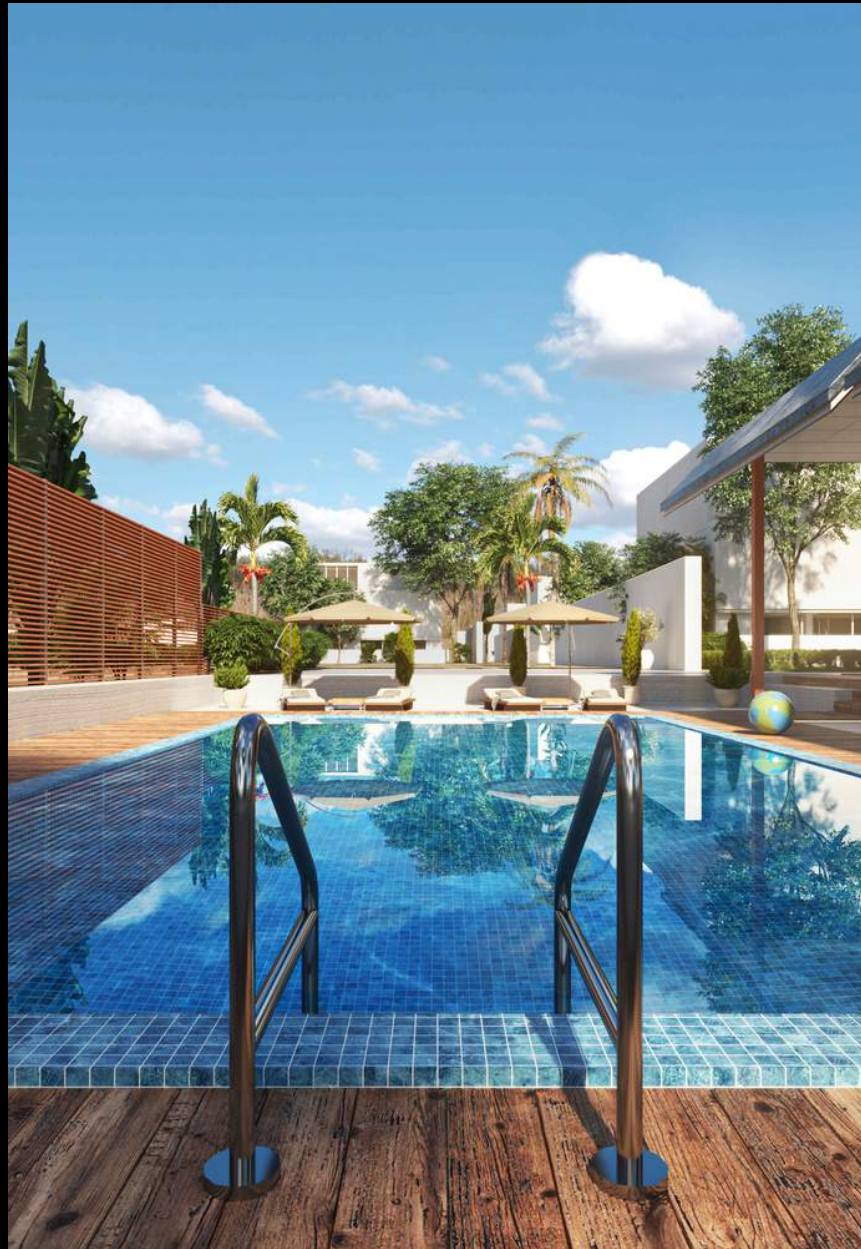


Hi! My name is  
Maria.

Graphic Design Bachelor  
3D arts Master  
Architecture enthusiast







Hi! My name is  
Quynh Anh

- I am 3D Artist from Vietnam
- Working at Edify for almost 2 months
- More than 4 years of experience in interior architectural design / visualization







Hi! My name is  
Quynh Anh

- In addition to my professional work, I and my team have been doing charity work by applying VR / AR technology to bring interesting experiences to children.
- From remote mountainous areas to pediatric patients with blood cancer, or simply at preschools or events for young children,...

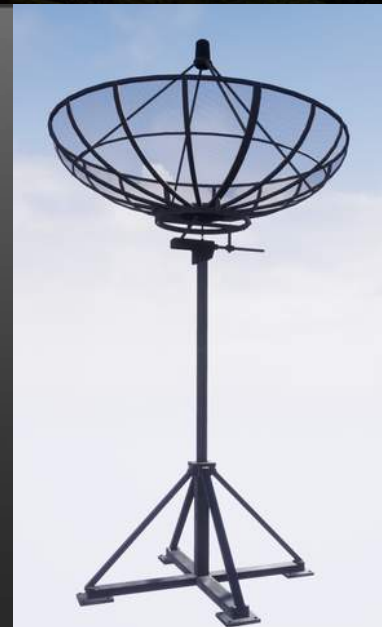




Hi! My name is  
Ingrida.



I am 3D Artist  
from Lithuania.  
MA & BA for Games Art and  
Design completed in the UK  
and South Korea.







Hi! My name is  
Ingrida.

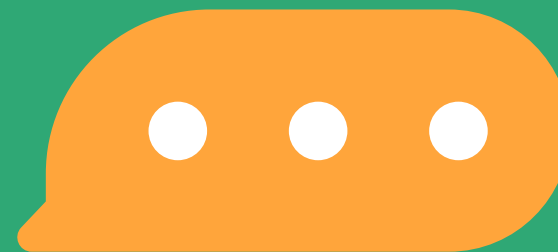
As my background comes mostly from games art I am very passionate about creating 3D assets and environments which not only look realistic but as well as are optimized for the environment to run smoothly.





Fireside Chat: December 2021

# Let's see some projects



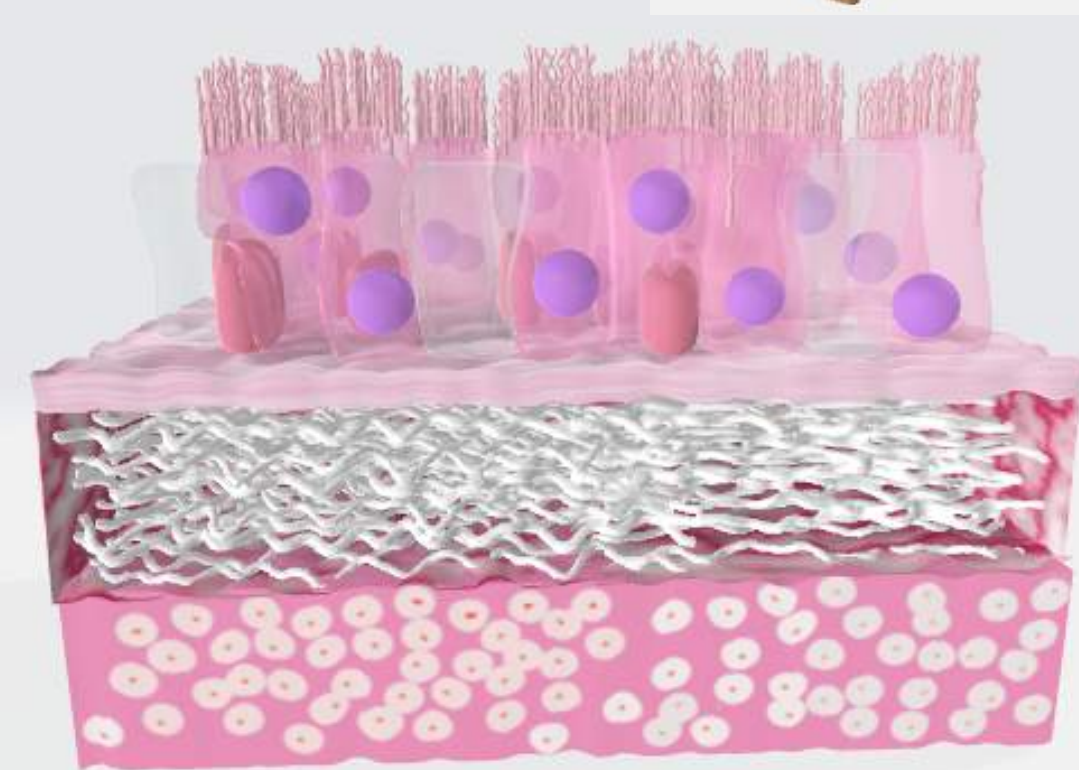
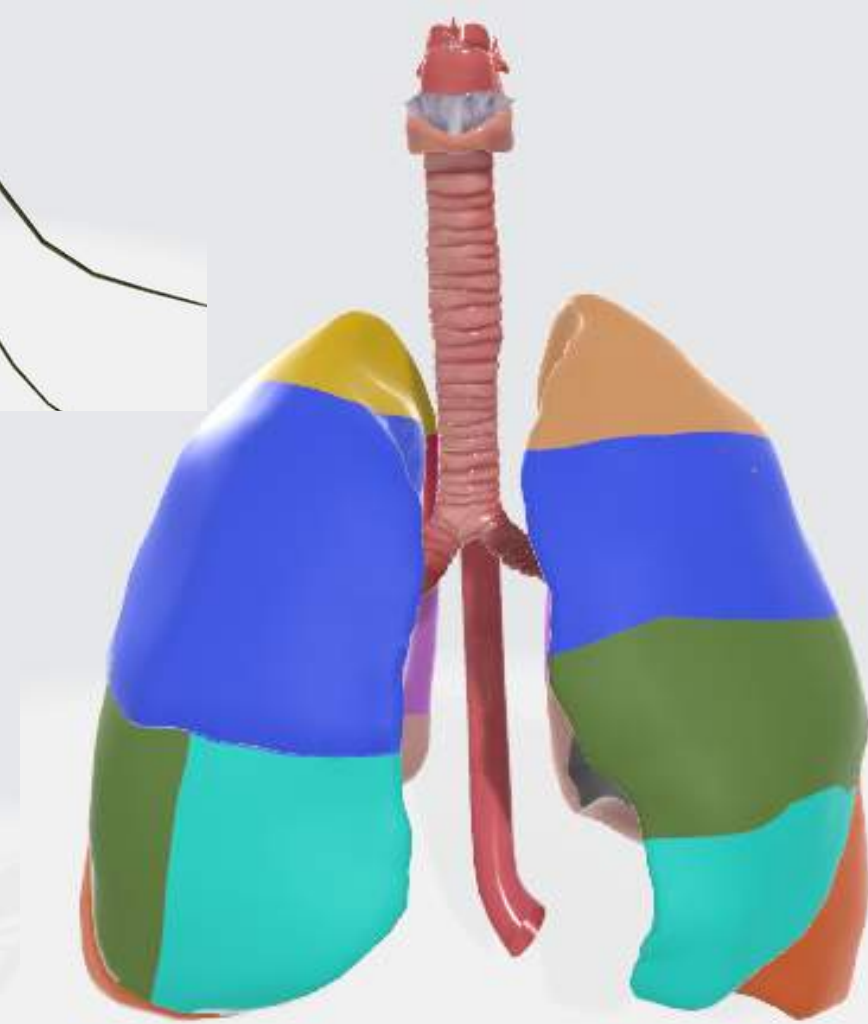
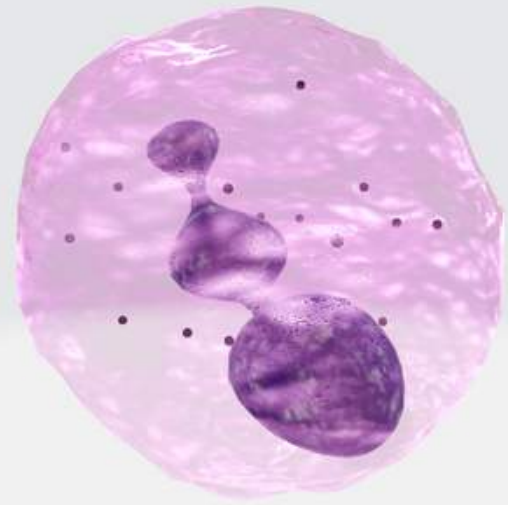
Edify 3D Content Team talks about their creative process



# Creating 3D Models for Edify

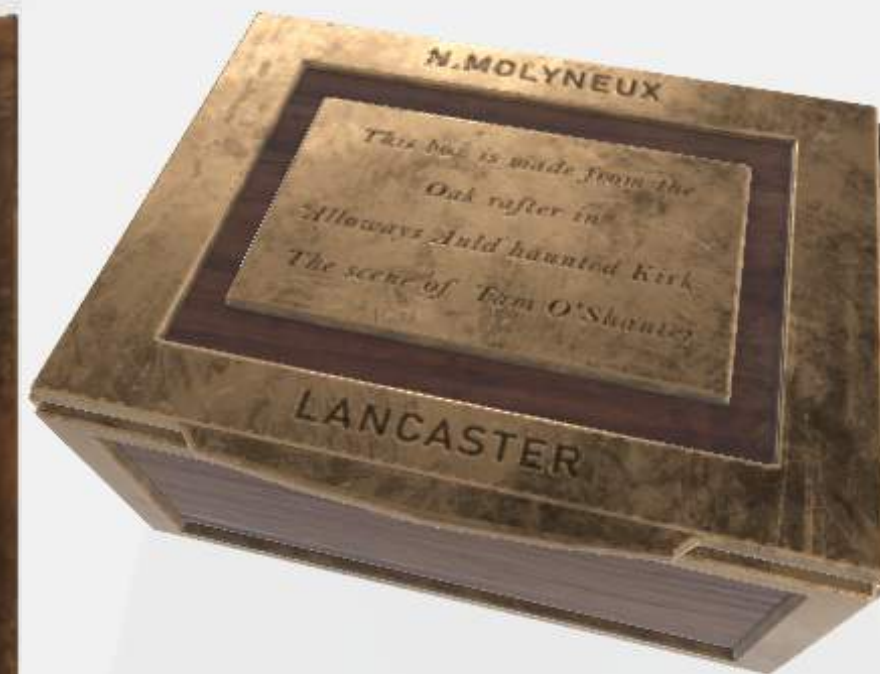
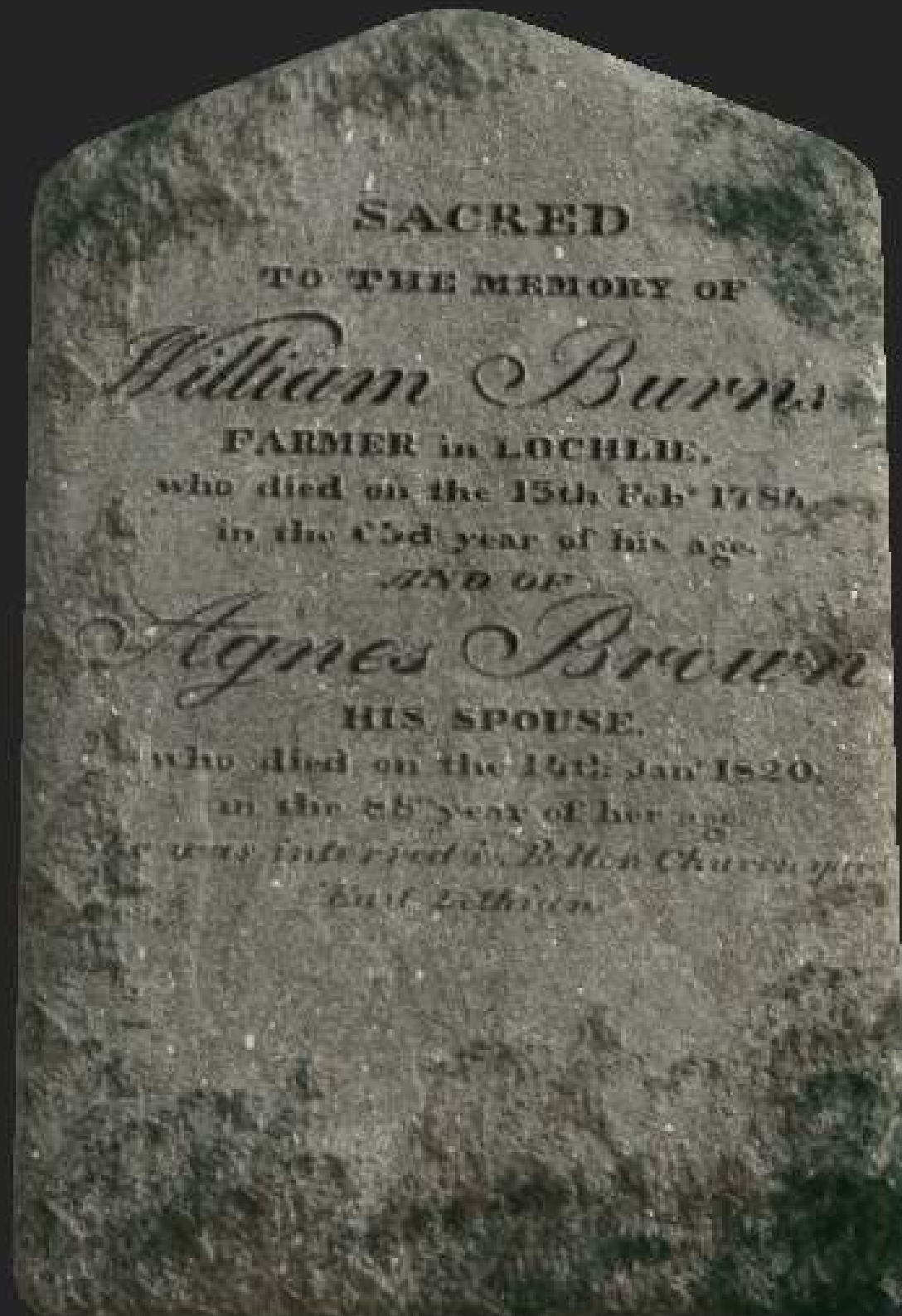
- Brief
- References
- Online content
- .Glb's

*Sarah*





# Burns Project

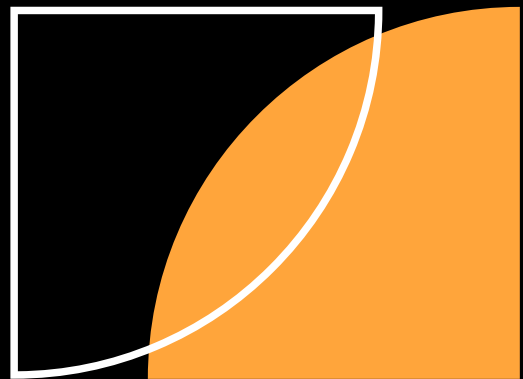






# Case Study Burns

- Reference Images
- 3D Scans/ Photogrammetry
- Retexturing







# Case Study : Burns







# Burns : Tobacco Box



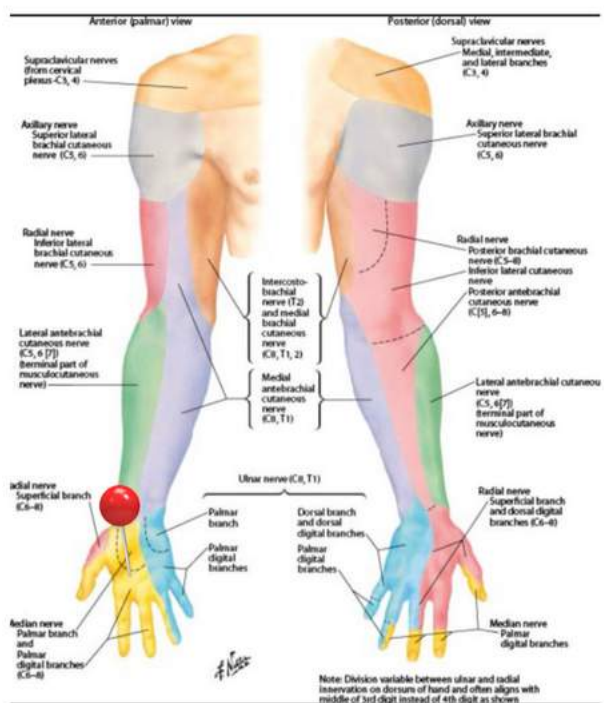
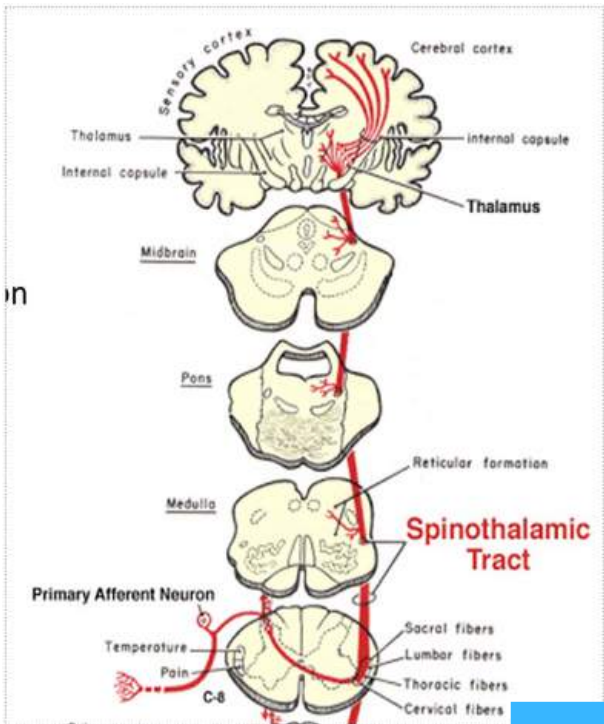
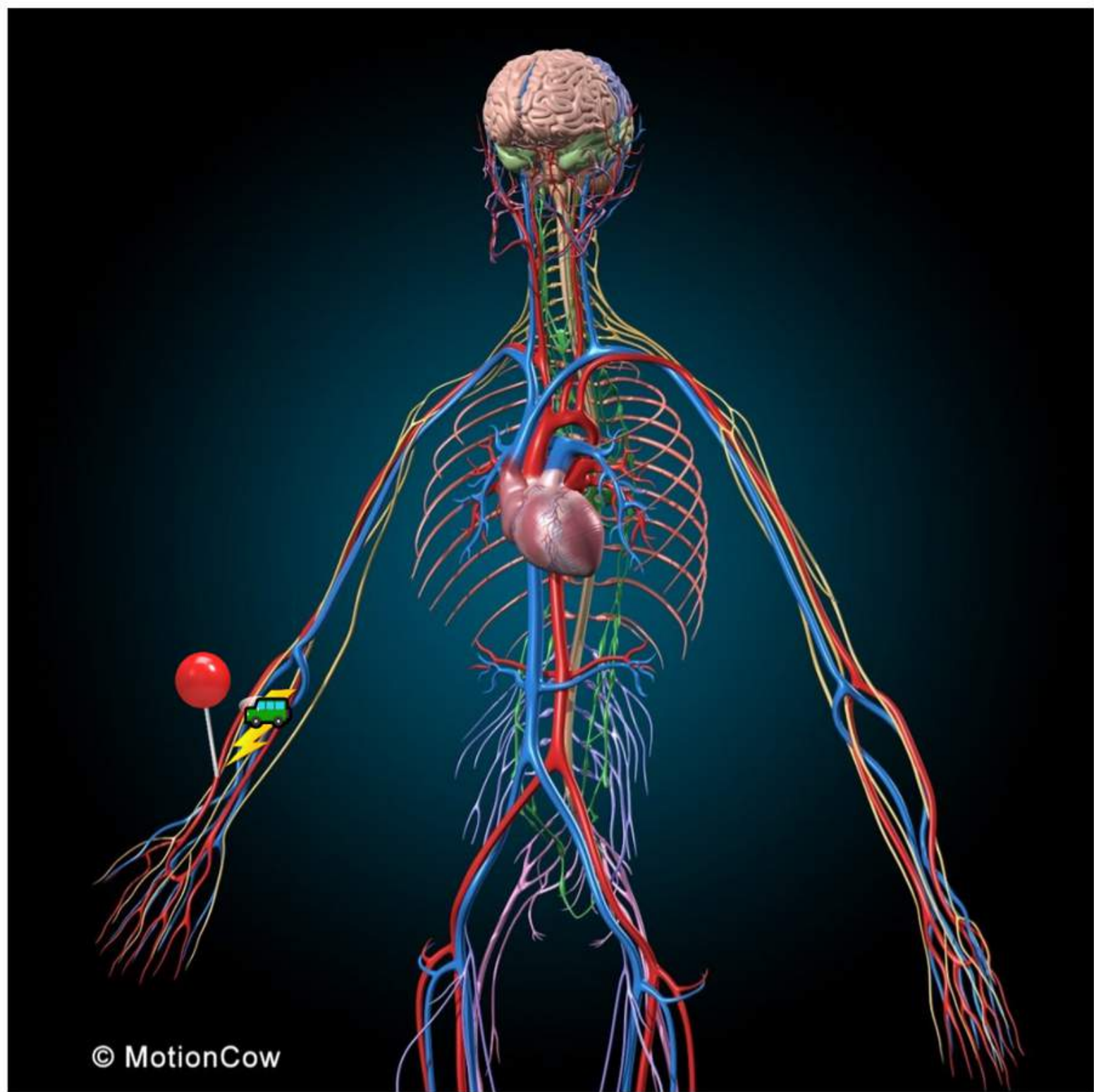




**Other Projects**



# Understanding a project



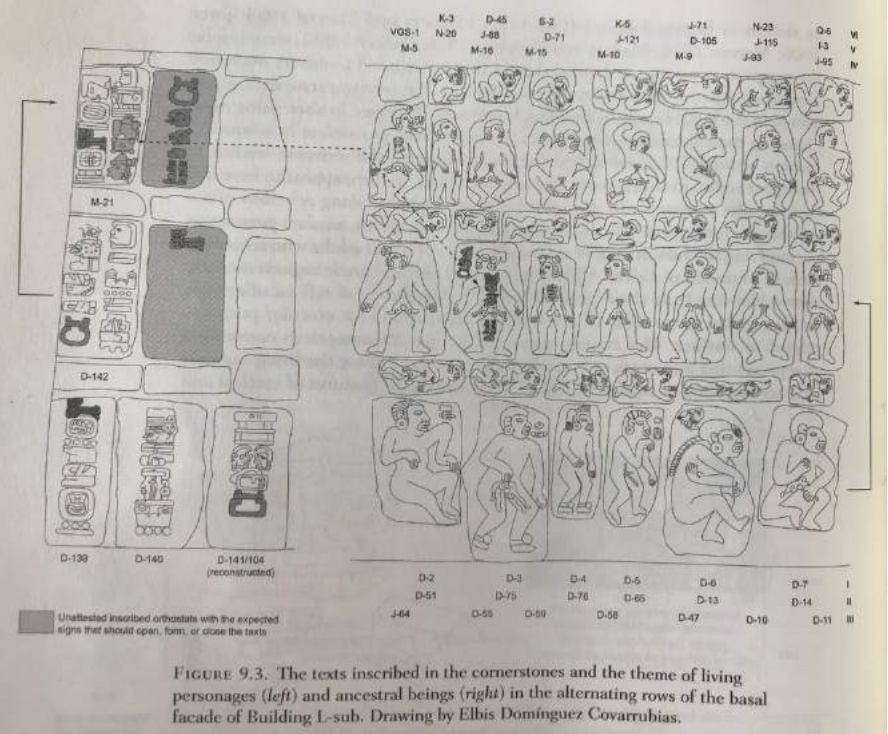
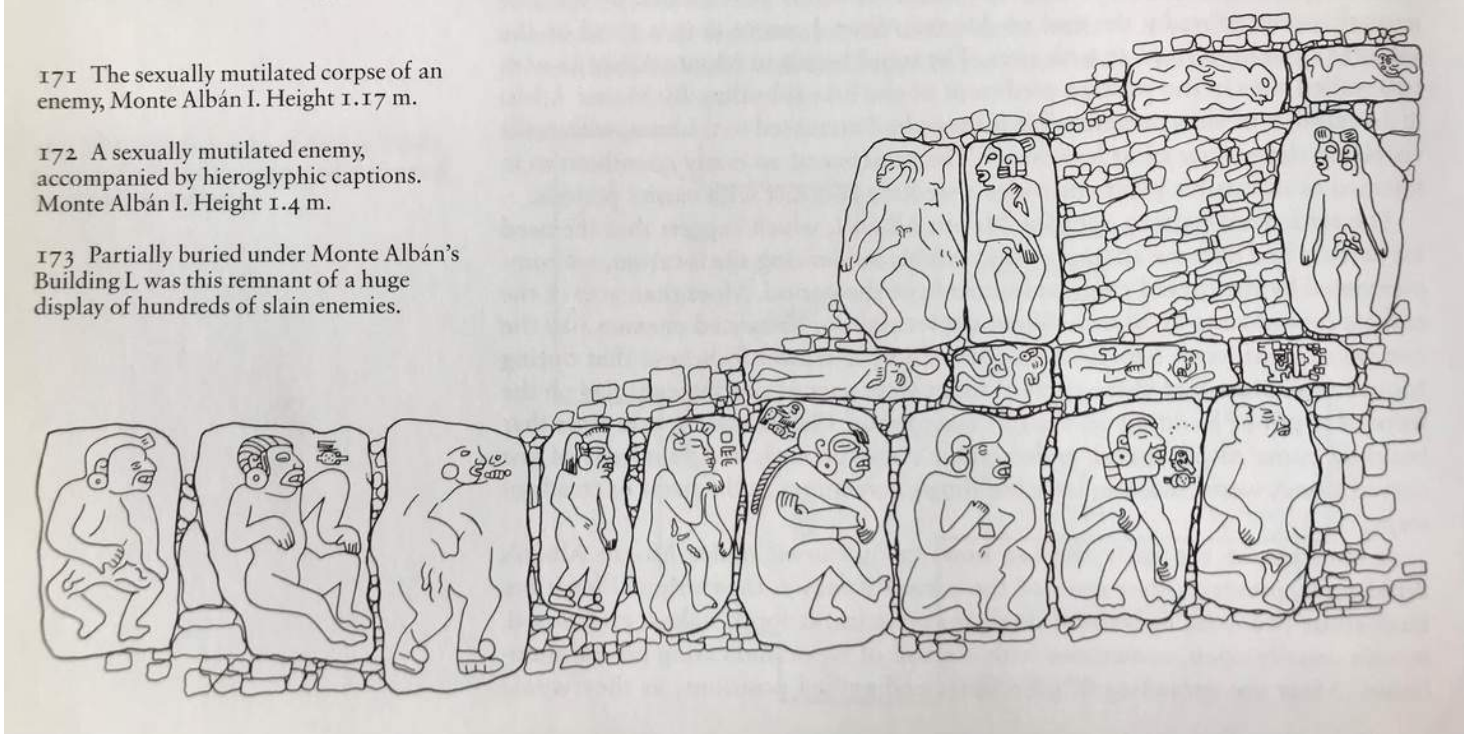
Nerve signals visualised



# Understanding a project

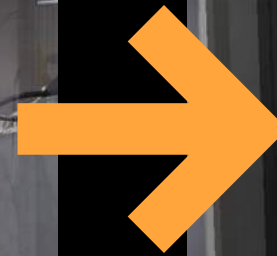


Frontispiece: Wall of the Danzantes, Mound L, Monte Albán (after Batres 1902: Pl. V).

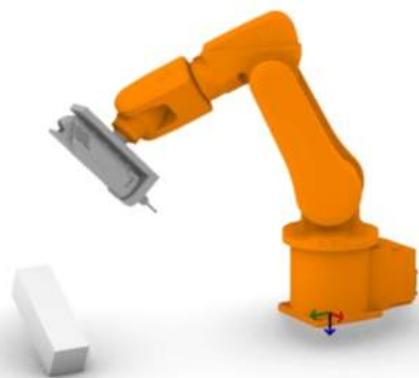




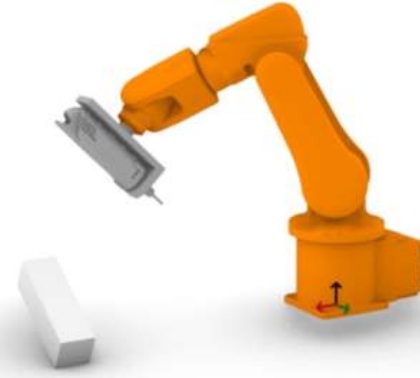
# Creative process and technical skill



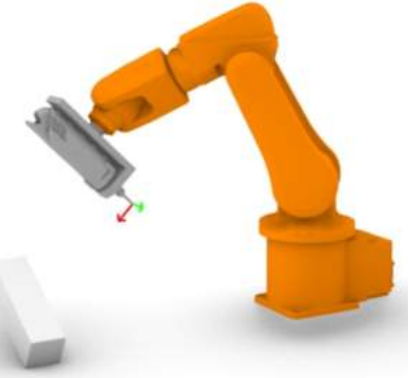
workobject coordinate system



base coordinate system



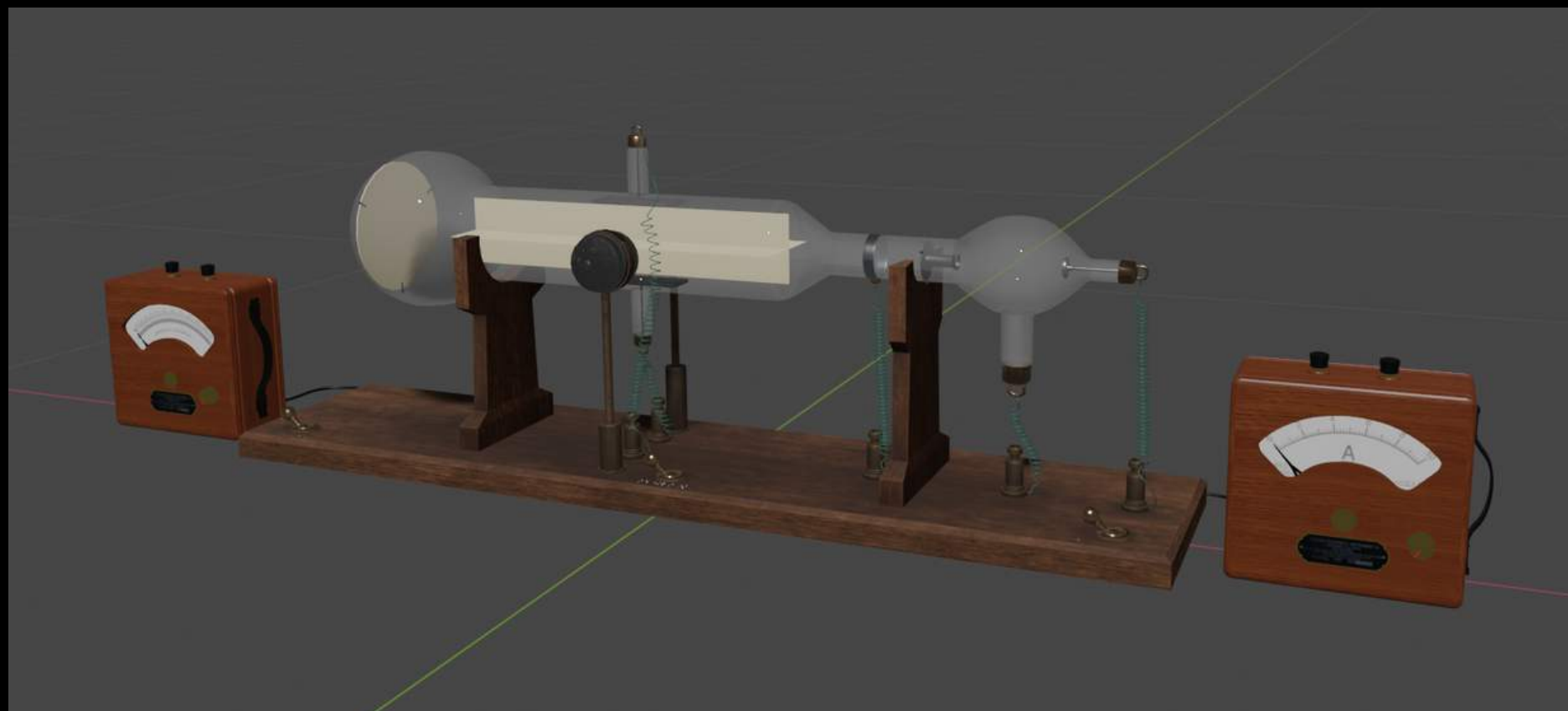
world coordinate system



tool coordinate system



# Creative process and technical skill



Atomic Experiments



# Creative process and technical skill



Rutherford Lab



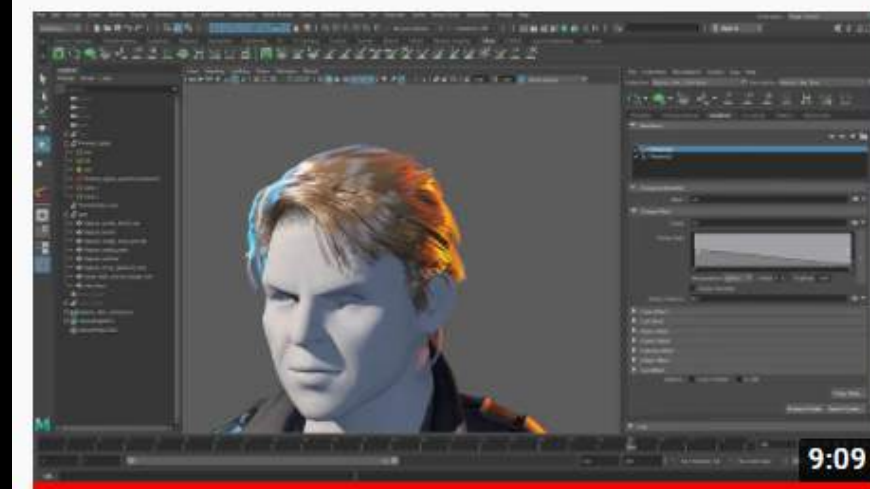
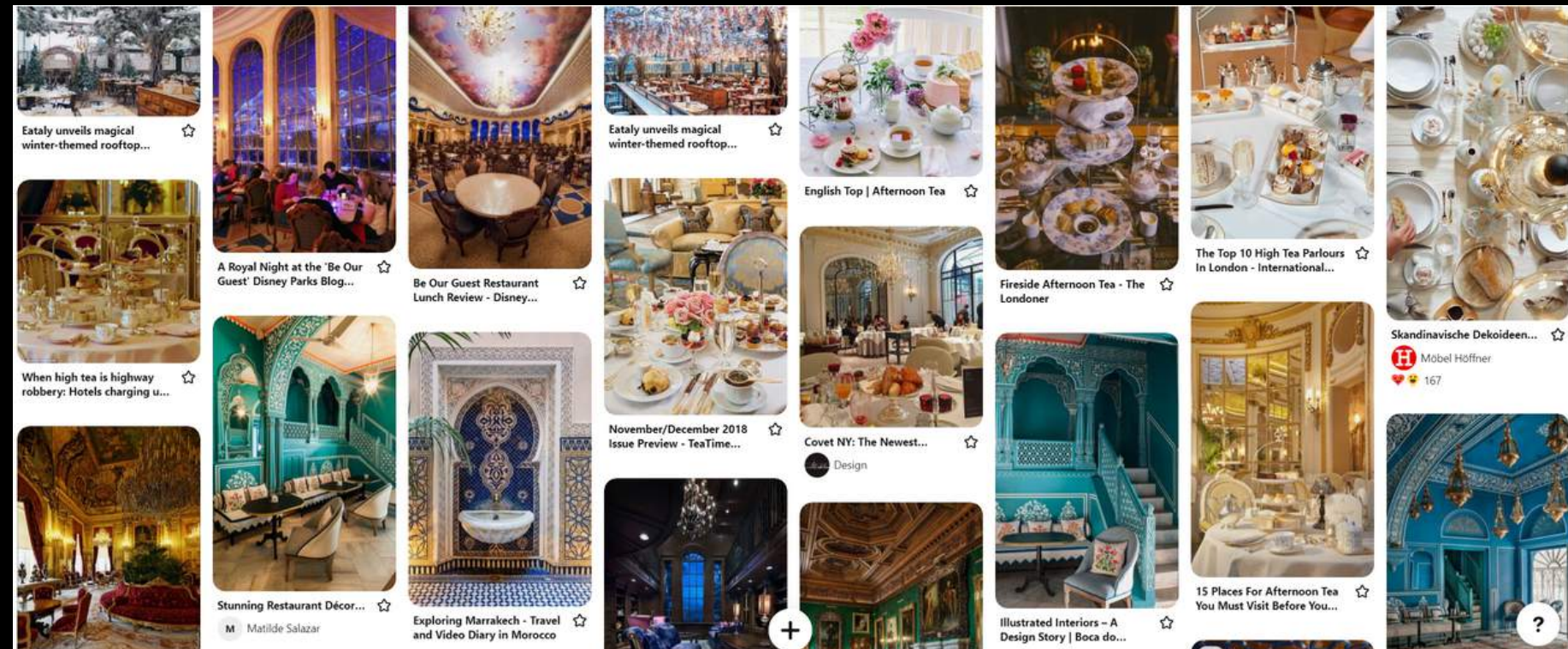
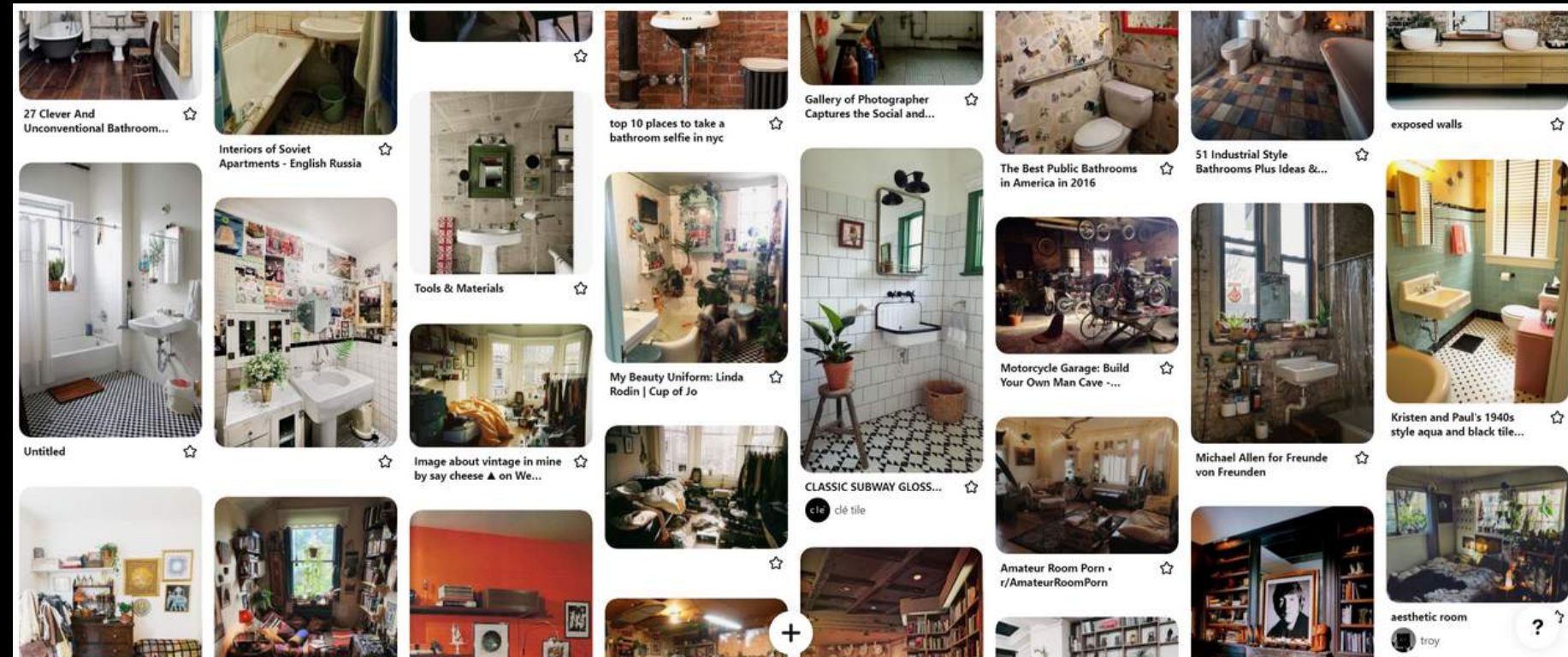
# Creative process and technical skill



Alloway Auld Kirk



# Personal projects - Reference





# Personal projects



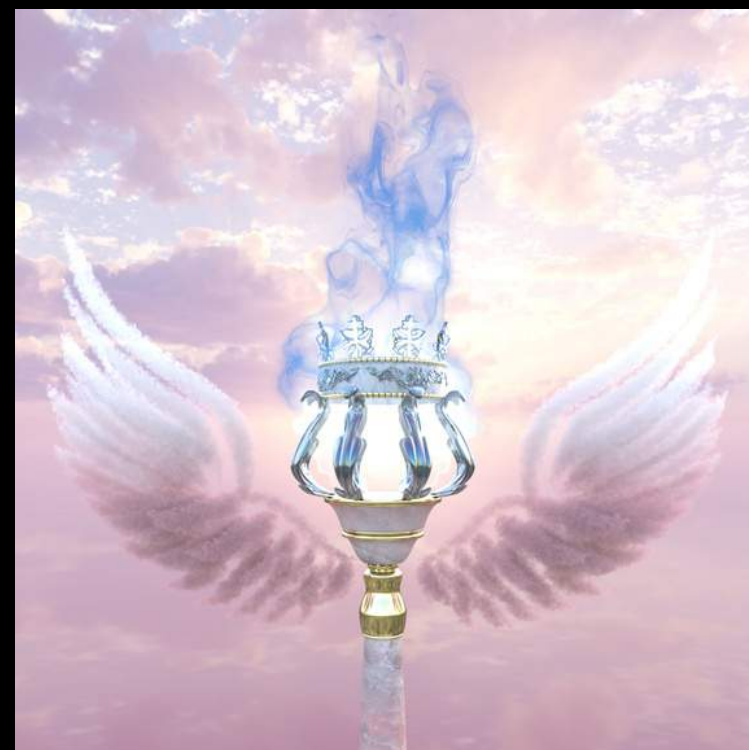


# Personal projects - Bloopers





# Personal projects





# Personal projects





# Understanding the **essence**

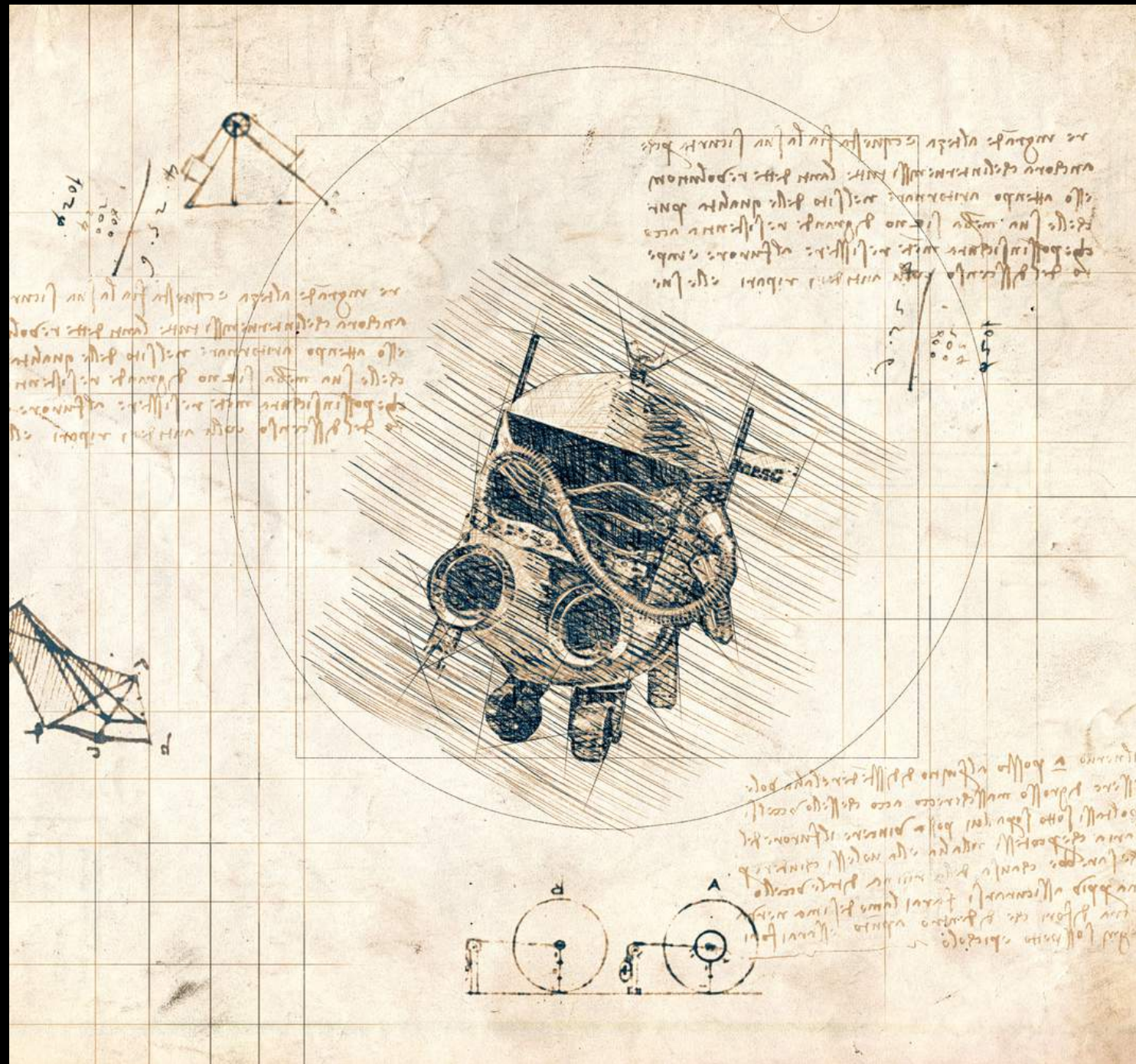
what gives an object or character  
it's own nature or unique quality.





# Asking the right questions

Getting to know the backstory and purpose.





# Just start **small**









# Every detail counts







ممکن یغیر



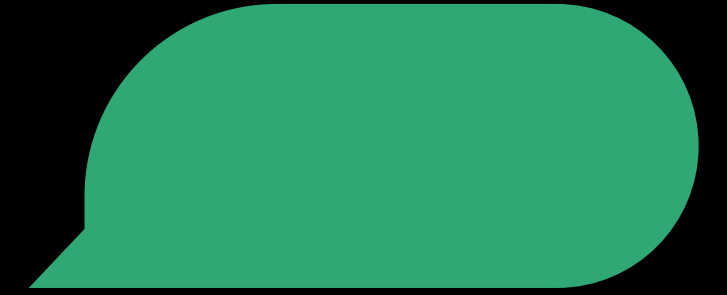
و لیه حساباته



Reference







# Questions?

Recording of the talk and slides will be shared on our page  
[edify.ac](https://edify.ac) and other social media