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FMX 499

Prof. Goncalves

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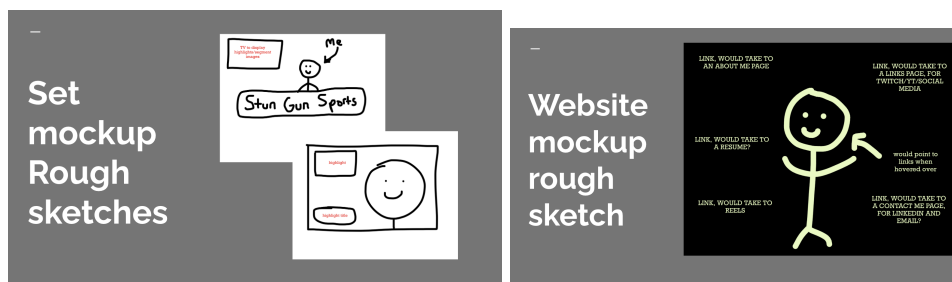
Senior Project Statement: Stun Gun Sports

When it came to my senior project, I had a few ideas in my head, but very quickly I remembered something I had been taught throughout my time at UT. Shameless self-promotion. With that in my mind, I set about creating my idea, two ways I could shamelessly promote myself and my potential social media brand, Stun Gun Sports.

The first way I did this was to create a brand-new website resume. This concept is based on a project I had done in a previous Santi class but was able to take my experience and create something brand new for it.

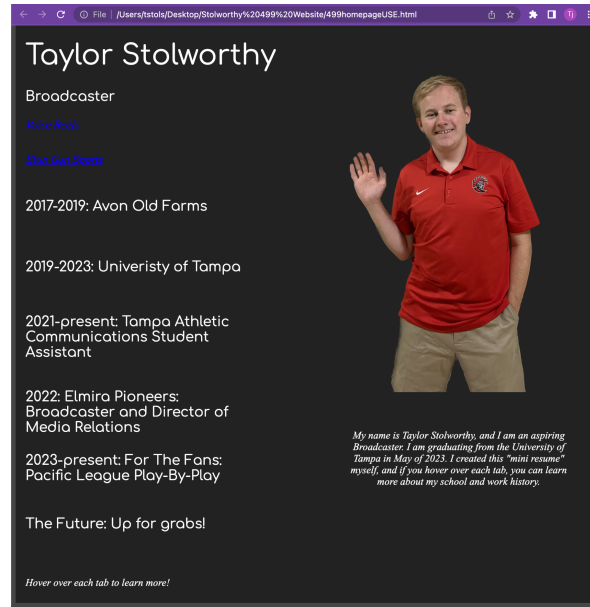
The second way I did this was to create a mini “SportsCenter” style segment using an environment in the Unreal Engine shot at the Virtual Production studio. It’s a video I can also publish as a little introduction to the Stun Gun Sports Youtube Channel I’ve created as well.

Below are the original mockups I made for the project.

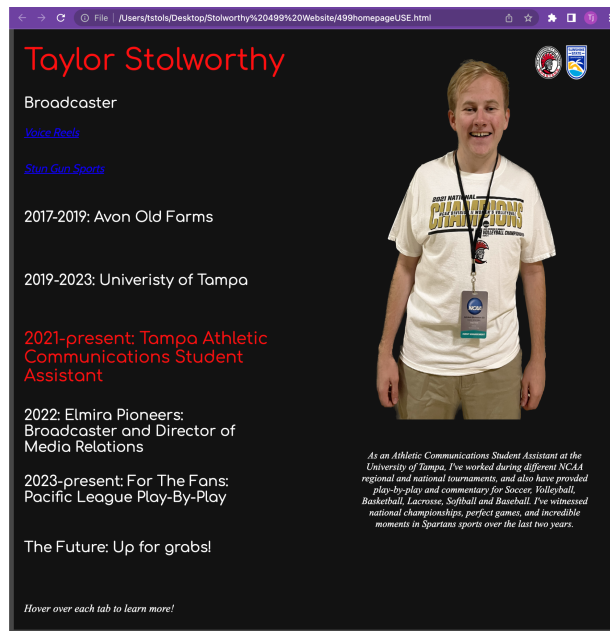


The website is an interactive website with links and different objects that change the background, images, and text that appears, showing proficiency when it comes to making

non-time-based interactive digital imaging content. It also shows my ability in the development of content, with web development from the HTML that I used for the project.



Website when idle (above), website when hovering over Athletic Comm. Assistant (below)



It features a thought-out user interface too, the hard part naturally being that it's harder to code when it comes to users who may browse a website on a phone. More often than not, my sharing this website with a potential employer would likely have them look on a computer. It's a regret that I wasn't able to fully work with.

I also thought of how different colors interact with each other on the website, making sure they didn't clash too poorly either, and I think I did a rather strong job in that form of visual communication.

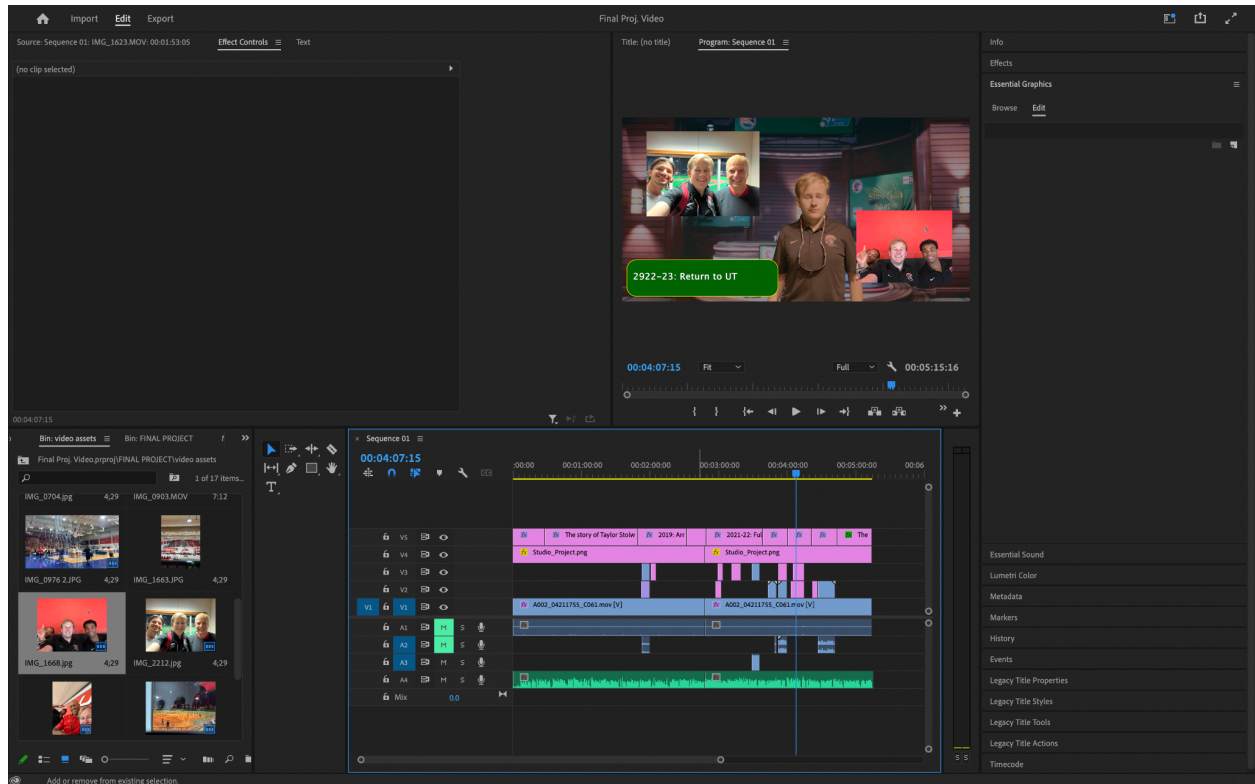
The segment was a harder thing to do, unsurprisingly. Firstly, I need to thank Gregg Perkins for his help. I was part of the Virtual Production class that existed before the VPS was created, so I never had a chance to bring any of the projects from that class onto the set, so in a way it was almost a delayed lesson from that FMX class from two years ago.

The first half of the work was getting the set to work. I first began by remembering something I had found with that FMX class from two years ago. I found a free broadcast studio level that had level templates and assets to build a set from. I utilized one of the templates for my project and made some changes to it. I added some graphics to the set, while Gregg helped me out by resolving some of the lighting issues.

After one setup session, and one failed session where the VPS didn't work, we got the set to life, and it looked great! After that, I was able to film the segment with Gregg helping behind the camera. Once filming was wrapped up, post-production began.

I took the raw footage into Premiere Pro and edited to make it look more like a complete segment in after effects. Unfortunately, I wasn't able to fully showcase too many visual effects,

since this was a professional-style video. However, it still showcases my ability to develop time-based media, and also proficiency in digital manipulation.



Timeline of Video Segment

I'm proud of how both projects turned out, and while it was a bumpy road to get from my original ideas on my senior project, it ended well and showcases the skills I've gained throughout my time at UT.