

SCHOOL OF ARTS, TECHNOLOGY,
AND EMERGING COMMUNICATION

Capstone Celebration

VIRTUAL SHOWCASE — FALL 2021

Brett Austin*Project Terminus*

Games

Project Terminus is a Source Engine map created for the PC game known as Garry's Mod. The map is inspired by the cyberpunk genre and aims to create an immersive, dreary environment through the setting of a small apartment.

[Project link](#)**Shajia Awan***My Dupatta My Pardah*

Critical Media Studies

A handcrafted Dupatta, a South Asian traditional Veil, that outlines and visualizes my journey into womanhood and Identity. [Project link](#)

Donovan Bailey*Defy Media*

Design and Production

Defy Media is an amalgamation of automotive photography and interviews. Telling you the story of the owner and their cars. [Project link](#)

Emily Barry*Borrowers Bungalow*

Games

Mini Mansion is a 3D virtual environment in the Unity engine that shows the home of a "Scrapper", a race of tiny people who live among the remnants left behind by the Giants. The object is to change the scale and proportion of a room to show viewers what life would be like if you were miniature.

[Project link](#)**Jory Black***"Late Night" Lyric Video*

Animation

Text and illustrations animated to the song "Late Night" by Tennis. [Project link](#)

Simon Brown*Matthias the Warrior*

Design and Production

Matthias the Warrior is a 3D Model and Sculpture aiming to capture the excitement and emotion of the character Matthias from the young adult novel Redwall. The piece aims to bring a unique vision to a character that has had a cultural impact and bring that character to life in a new way for the audience.

[Project link](#)**Sydney Calvert***Corrosyve*

Games

Corrosyve is a 2D dungeon crawler and settlement management game based in the nuclear wasteland of northwest America. The main conflict is between the average survivors and those who have been "altered" by the fallout.

[Project link](#)**Kristen Camp***Receipt Please*

Animation

After being asked to see their receipt the customer toss his receipt down to the floor with a smirk. After picking up the receipt and checking it the customer reach for his receipt and the greeter purposely dropped it to the floor and walked out of the shot smiling. [Project link](#)

Mayleen Cantu*Braum's À La Mode*

Design and Production

Braum's À La Mode covers the exploration and redesign of Braum's visual identity. Design research findings help propel the company's brand toward a modern direction, helping it stand out in the ice cream industry. [Project link](#)

Chaynen Casas*Kage*

Games

Kage is a modification to the leveling and class system of Dungeons and Dragons 5th Edition. Rather than gaining new features upon level up, the players gain Action Points that they can spend in Enhancement Trees that allows for more personal and custom character builds. [Project link](#)

Donte Castillo*Descent To Olukun*

Games

A exploratory suspense game based in a submarine diving into the ocean in search of the power of a god. [Project link](#)

Eric Chapa*No One Can Hear You Scream In Space*

Games

No One Can Hear You Scream In Space is a 3D environment inspired by the dark and eerie environment scenes in the Dead Space game. The 3D environment shows a dark hallway with evidence of what happened to the people that used to be there. [Project link](#)

Stephanie Chuang*Snapdragon Academy*

Animation

Snapdragon Academy is a virtual environment in which the viewer can interact with the program to see the animation and modeling used to convey a snippet of two witches' daily lives in a fictional school called Snapdragon Academy.

[Project link](#)**Alec Cowley***Well-Side Inn*

Games

Well-Side Inn is a first person adventure game about a mobster trying to retrieve lost money from a deal gone wrong. The goal is to create an engaging world and story for the player to explore and interact in. [Project link](#)

Emma Delight*Lost in the Fading Night*

Design and Production

Stars are as old as time but each of us lives a life all our own under their beauty. The stars have been guiding lights, the greatest storytellers, or even just a pinnacle of being alive and existing. The pressure of being something can be hard but it's okay to sometimes just stare at the sky. Explore multiple branching paths and find one of the twenty endings in this short text-based adventure. [Project link](#)

Sofia Diaz Martinez*Homemade Vegan*

Design and Production

Homemade Vegan is an app that aims to provide vegans with recipes and other tools to make their life easier when preparing their meals. [Project link](#)

James Dollar*Elemental Aura*

Games

The player explores around the galaxy on the “Elemental Aura,” on their mission to obtain all the secret documents that were stolen by the enemy coalition. The player will use their advanced mobility to vanquish the enemy coalition, in the pursuit of obtaining the stolen secret documents from the enemy’s bases on alien worlds. [Project link](#)

Jessica Dressler*Fish of the Freshwater Aquarium*

Design and Production

Fish of the Freshwater Aquarium is a book that illustrates various freshwater fish in the aquarium hobby. Each personalized illustration playfully captures the natural qualities of specific fish while supporting text provides readers with details about the required care and common misconceptions behind these creatures. [Project link](#)

Paul Dubberley*Attack of the Killer Shapes*

Games

Attack of the Killer Shapes is a tower defense game with a first-person shooter aspect. Switch between top-down and first-person perspectives at will while you battle the evil Geometry Army. Defend your home using different types of turrets and guns all with different upgrades. [Project link](#)

Shaun Earhart*Tresgord*

Games

Tresgord is a game level set in the small medieval city of Tresgord. The player is a knight who is reporting back to his lord’s keep after a three-month trip to the capital city. He arrives at the castle gates to find the town similar to when he left except everyone is missing. Explore the city and try to uncover what’s going on. [Project link](#)

Erin Estep*Folio on the Two Opposing*

Design and Production

“Folio on the Two Opposing” is primarily a design-based project that revisits two old characters from my childhood, incorporating skills and perspectives I’ve gained in my time at UTD. It’s loosely inspired by works like the “Dragonology” series, and includes a lit and textured digital model of one character. [Project link](#)

Aaron Friesenhahn*Echo*

Games

Echo is a side scrolling, platforming and action game with puzzle elements, inspired by the Mega Man series. Echo can swap their arm and legs for enemy pieces to customize their own attack and movement. [Project link](#)

Gissel Gatton*HelloPaws*

Design and Production

Mobile app that will benefit the user in searching for pets that are available for adoption near the user, find where the pet is located, see information to contact the shelter, see pets background and traits, and can search for specific traits users want in a pet. [Project link](#)

RaiLei Girard*Welcome to Dogbook*

Design and Production

A video and pamphlet covering the world of canine sporting, working, and conformation. [Project link](#)

Emma Gulitti*Root: Social Media App*

Design and Production

Root is a photo-sharing social media app designed for plant lovers. Users would utilize this platform to interact with each other by sharing photos of their plants and giving advice on plant care. The deliverable for this project is an interactive prototype created using Figma. [Project link](#)

Monica Hernandez*Where We Begin*

Design and Production

Where We Begin is a song about the overwhelming feeling of aging and the already existing fear of dying, exasperated by a pandemic. Plus all the other terrible things happening in the world. I composed and wrote this song to combat those dreaded feelings with thoughts of love and enlightenment that instead of dreading the end and things out of our control, we can instead embrace our existence now and feel ok. Where We Begin is written/composed, performed, recorded, mixed/mastered by me. Album cover art is done by me as well. [Project link](#)

Mitchell Janek*Descent To Olukun*

Games

A horror game based in a submarine deep into the ocean searching for a great power that belongs to a god. [Project link](#)

Zian Jiang*Simplicity vs Over-packaging*

Design and Production

Over-packaging isn't just a problem for the environment, but it also adding more costs for the merchandise. While the packaging company adding layers after layers of wrapping paper to the product, why not take a step back and design it a different way? [Project link](#)

Humberto Juarez*Godzilla vs The World: How Two Nations Portray Nuclear Energy*

Critical Media Studies

Godzilla is a monster movie film franchise where the titular character is a metaphor for nuclear energy. This project will look at the differences between the Japanese and U.S. versions exploring the geopolitics of nuclear energy. In addition, the cultural, social, and national differences of the films will be explored. [Project link](#)

Soren Ker*Little Death*

Animation

"Little Death" is an animatic music video that portrays an unrequited, sapphic love story, showcasing the adrenaline and excitement of a first love. The animatic tells a story of a girl who has a crush on her friend and doesn't know how to approach it, due to the barriers of potentially destroying their friendship and fear of rejection and ridicule for liking another girl. It isn't until she learns that her friend is moving away that she decides to do something about it. [Project link](#)

Brandom Komplin*Darwin's Island — A traditional turn-based rogue-like about evolution*

Games

Darwin's Island is a game inspired by many of the older rogue-likes such as Nethack and Angband. The player starts as a small, weak creature and through a very loose interpretation of evolution, evolves to become stronger and stronger until they're able to escape Darwin's Island or die trying. [Project link](#)

Brittany Kopel*Press E to Interact*

Critical Media Studies

Press E to Interact is a video essay series that has the goal of reading, analyzing, and contextualizing collectible lore artifacts in video games in order to explore and discuss the thesis that video games are inherently paratextual in a way other media isn't. [Project link](#)

Holly Krey*Descent To Olukun*

Games

A horror game based in a submarine deep into the ocean searching for a great power that belongs to a god. [Project link](#)

Amanda LaPorte*Truth is in the Eye of the Beholder*

Games

"Truth is in the Eye of the Beholder" is an interactive story that takes the viewers through a murder mystery, complete with artwork, animatics, and music that I created myself. It uses a program called Twine and has some simple coding to make it an interactive story-game. [Project link](#)

Keegan Larimer*Tower of Thieves*

Games

Tower of Thieves is a tabletop game that pits 2-4 players against one another, as they attempt to reach the treasure at the top of the tower. Players will trigger events as they progress up the tower, using item cards to make the climb more treacherous for their competitors. [Project link](#)

Julie Le*Catatonic*

Critical Media Studies

Catatonic is a visual and auditory experience that explores anxieties manifest into deep, paralyzing fear. [Project link](#)

Vanessa Le*Good Day*

Design and Production

A feel-good and aesthetically pleasing lyric video for the song "Good Day" by Surfaces. [Project link](#)

Sam Leeke*Canicular*

Games

Canicular is a "lost" in-development video game from the late 90's inspired by RPGs like Earthbound, Links Awakening, and Breath of Fire. You traverse seven regions trying to disrupt an evil mega-corp that is changing the idyllic way of life on Canicular. [Project link](#)

Marie Levit*RUMPUS*

Design and Production

RUMPUS is a war-like pirate themed card game. The game gives players the classic card game of war with a twist of strategy. [Project link](#)

Sam Lopez*Food Magnet*

Design and Production

Food Magnet is a high-fidelity prototype for a mobile application that connects local food trucks with hungry customers. Customers can view menus, pre-order food, and request trucks for events, while truck owners can reliably find new customers. [Project link](#)

Isabella Maldonado*Bella's Mini Moho Academy*

Design and Production

Bella's Mini Moho Academy is a YouTube channel that provides accessible beginner tutorials for the animation program Moho Debut 13.5. [Project link](#)

Branson McCown*D&D: Warhammer Fantasy*

Games

A D&D 5E campaign module based upon the world of Warhammer Fantasy. Ranging from levels 1-3, This module is used as an introduction into Warhammer fantasy, with the D&D tabletop system. This will include new subclasses, new spells, and a daring adventure to stop the mighty Skaven, a race of ratmen that live underground and plan to overthrow the above world. [Project link](#)

Alejandro Mercado*GGFGC — A Fighting Game Companion App*

Design and Production

GGFGC is an app mock-up that centers around the connecting players in the fighting game community to locate tournaments, interact with the community, and improve their skills through matchmaking. [Project link](#)

Aleena Mir*Float*

Design and Production

Float is a 2D Motion Graphics story brought to life. Use the touch of your phone to unravel the journey. [Project link](#)

Hitarth Mistry*I Wanna Be The Gauntlet*

Games

I Wanna be the Gauntlet is a 2D platform fan game based on the game I Wanna be the Guy by Michael "Kayin" O'Reilly. The game includes difficult platforming where the goal is to get through each level while trying not to die. [Project link](#)

Muna Mohamed*Step*

Design and Production

Step is a motion graphic short film that aims to encourage young high school graduates that being afraid is nothing to be ashamed of, it's the act of not trying that is holding them back. [Project link](#)

Sammi Moore*The Wonder Genie*

Design and Production

The Wonder Genie is the latest mobile application/product used to track your parked vehicle. Through Bluetooth connection between your mobile phone and the portable USB car charger, searching for your parked vehicle in a crowded parking lot will no longer be a hassle. [Project link](#)

Julian Moreno*The Bathhouse*

Games

This project is a 3D virtual recreation of the exterior of the bathhouse from the movie Spirited Away. [Project link](#)

Melanie Mounthachak*Portfolio Website*

Design and Production

I am creating a website that offers content creators an opportunity to showcase their work online. Users can focus on displaying their digital portfolios via profiles and share with a community of artists. [Project link](#)

Elizabeth Nguyen*Othard Travel Guide*

Design and Production

The Othard Travel Guide is a cute and simple travel guide inspired by Final Fantasy 14's Stormblood continent expansion, Othard. The guide itself is to help new travelers easily navigate through the new continent without having to feel overwhelmed by the various rich cultures that reside in the Far East. [Project link](#)

Nguyen Nguyen*The Loop*

Design and Production

The Loop is a motion graphics video. It tells the story of a family of robots facing a strange virus and the threat of the robot community because they suspect robots like them are the cause of the epidemic. [Project link](#)

Ashley Pena*Self-love Wins*

Design and Production

Self-love Wins is a digitally illustrated short story of the insecurities that we live with shown from another perspective. Wanting to fit society's beauty standard, our main character, Lola, will embark on the struggles of this journey, in hopes of finding the empowerment she deserves and her version of self-love.

[Project link](#)**Dean Phillips***Familial Tree*

Design and Production

Emotions of a Family Tree is a set of 3D busts modeled after three members of a direct family. Each bust aims to represent a different emotion that we as humans experience frequently throughout life: Curiosity, Sadness, and Joy.

[Project link](#)**Ellen Pu***Case 09*

Animation

An actor was going about his typical day on set when suddenly someone hacked into one of the robot crew members. From there he discovered he's been kidnapped and brainwashed. [Project link](#)

Cami Rettinger*Stuck Together*

Design and Production

This short film is a repetitive and emotional piece between a couple going through the beginning of the COVID-19 lockdown. While they struggle to discuss their emotions and feelings with each other they are physically and emotionally “stuck together” in their small apartment. [Project link](#)

Tori Robinson*I'll Always Be There*

Design and Production

I'll Always Be There is a children's book highlighting the everlasting love between a dog and a child. I was inspired by the immediate bond formed between my nephew, Easton and his dog, Piper. This book shows readers that animals are not just our pets, but our family. They stick by our side through thick and thin. They love us no matter what. This story truly captures the bond between a pet and their person, showing the long life journey they go on with each other. [Project link](#)

Dany Rocha*The Short Bot*

Design and Production

This project will be a construction of a rig for a 3D model of a robot. It will include stretch able limbs as well as facial controls to show expressions. Multiple switches will be implemented to dismember the robot. [Project link](#)

Nella Saastamoinen*Mushrooms to the Moon*

Design and Production

Mushrooms to the Moon is a project that creates a walkable digital 3D environment from an original 2D illustration. It is inspired by nature and fantasy and explores the differences in the experience and creation of 2D versus 3D projects. [Project link](#)

Jane Shaw*The Witch's Adventure*

Design and Production

The Witch's Adventure, inspired by The Legend of Zelda series, aims to teach users about the basics of witchcraft. This is done through using crystals to fight enemies, and explore the game world. [Project link](#)

Marcello Sochacki*Duel Ducati Design*

Design and Production

Duel Ducati Design is a project focused on creating detailed 3D renders of two Ducati motorcycles: the Sport Classic 1000 and MONSTER 796. Both bikes will have their retro design and modern hardware brought to life using Maya for 3D modeling and Photoshop/Substance Painter for texturing. [Project link](#)

Nicholas Stitten*Jam Sessions*

Games

Jam Sessions is a 2.5d Rhythm-Fighting game set in a universe where Music is Magic and fighters compete in a competition for a record deal. It combines the fast-paced, free-flowing combat of fighting games, with a fun music aesthetic that changes gameplay with the beat of the music. [Project link](#)

Kevin Su*The Room of Alchemist*

Games

The Room of Alchemist is a 2D point-and-click escape game with simple puzzles inspired by alchemy ideas. [Project link](#)

Majeda Sultana*The Messy Attic*

Games

The messy attic is a realistic 3d environment, with boxes, books, and unwanted old stuff, and toys. During the evening time, someone comes here and takes a seat looking at toys and old stuff and recalls old memories.

[Project link](#)**Huyen Tran***Untitled*

Design and Production

The project is about the pressure women these days feel. Because of the standard of beauty, they are not happy about their appearance. To get to that standard of beauty, they are forcing themselves on strict diets. Women are beautiful in their own way. Because they are unique, and nobody can compare them. [Project link](#)

Kelsi Tresko*Nerdygirl Network*

Critical Media Studies

Nerdygirl Network is a series created to showcase the feminist perspective in gaming, pop culture, and all things nerdy. Each episode offers a visual representation and analysis of how misogynistic ideas have impacted women in gaming as well as reclaiming justice for marginalized groups on and offline.

[Project link](#)**Autumn Trimmier***Little One*

Animation

Little One is a storyboard of what will eventually become a full 2D animation. The story is of a young girl, Max, getting her first pet and the antics that ensue. This story is meant to be heartwarming and informative on how a pet can be a great to your family as a friend. [Project link](#)

Conner Vaeth*Kall — The Mist Judicator*

Games

Kall is a fighting game character created from the ground up to be functional in a game called “Rivals of Aether”. The character will provide a unique resource called mist that he can place around the map, in which Kall can command to attack enemies. [Project link](#)

Marisa Wetterskog*Dimokre Chronicles Book Trailer*

Animation

The Dimokre Chronicles Book Trailer is a short video about the fantasy series I’ve been working on since I was ten years old. The trailer starts with the guidebook opening to reveal “living doodles” of the main characters and villains. The end screen shows the book covers, the book title, and my name as I am the author and the trailer maker. [Project link](#)

Sterling Whitaker*Dr. Duppl*

Animation

“Dr. Duppl” which will be a story about a mad scientist who tries to impress the ‘ethics inspector’ by using alternate reality clones!! Its an Animatic with mixed media elements! [Project link](#)

Austin Whittle*Are You Still Watching?*

Animation

A story about a kid who binge-watches too much TV. [Project link](#)

Kristen Williams*Snapdragon Academy*

Animation

Snapdragon Academy is a virtual environment in which the viewer can interact with the program to see the animation and modeling used to convey a snippet of two witches’ daily lives in a fictional school called Snapdragon Academy.

[Project link](#)**Xamin Xarim***Empathy: Who Is Your Neighbor?*

Design and Production

“Empathy: Who Is Your Neighbor?” is a series of personas, fictional characters made to be incredibly believable. Personas are based on real data on demographics, constructed to make you empathize with them. This project aims to make use of that, and create empathy on some often misunderstood or vilified demographics. [Project link](#)

Mason Zibulewsky*One Step at a Time*

Design and Production

“One Step at a Time” is a 2D-animatic public service announcement about social anxiety awareness. Through a combination of vivid design and music, this video shows how we can help each other overcome our distortions about social situations. [Project link](#)

Zachary Zibulewsky*One Step at a Time*

Design and Production

“One Step at a Time” is a 2D-animatic public service announcement about social anxiety awareness. Through a combination of vivid design and music, this video shows how we can help each other overcome our distortions about social situations. [Project link](#)

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