



3rd year

Advisor/Instructor: **Mike Tully**
School of Art and Design
 Technical and Information Illustration

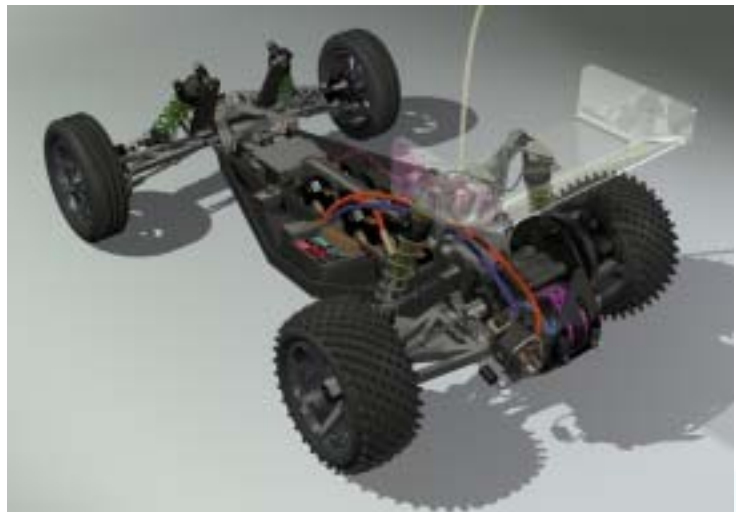
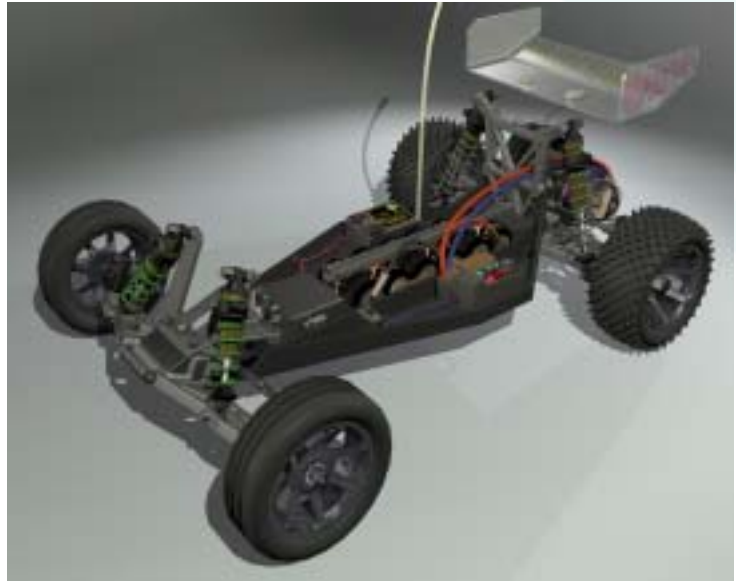
RC 10 Racing Buggy

The brief for this final year personal project was to design and produce an interactive CD to be used as an "out of the box" support package for RC10 Model Racing Buggy.

Reasons for the nomination:

Tim constructed the model of the buggy from the actual car, as no original drawings were available. Many detailed orthographic drawings of various parts of the car were produced prior to the construction of the 3D model. Thorough research and attention to detail has enabled him to create an exceptionally detailed model of the buggy, many test textures and renders were done prior to transferring the data to Lightwave for final animation and rendering. Completion of the project was done using Macromedia Director.

Despite only starting to use **form•Z** in his third year, this student mastered the modeling process, his highly effective use of texture mapping, subtle lighting can be seen in many aspects of model from which highly detailed and visually stunning renders have been produced, both in **form•Z** and Lightwave. The student has produced a final multimedia presentation that incorporates the best aspects of information illustration and using a dynamic animation, supports the model assembly process through an interactive user experience. He has built upon his experience with the "Buggy" and **form•Z** and has worked on a number of other projects using **form•Z** as his main design tool.



Jury Comments:

This project manages to be both elegantly simple in its overall presentation and complex in its details. The auxiliary materials are quite strong also, with the slow sequencing of the assembly of the parts being particularly well handled.

- *Marcos Novak*

The RC 10 Racing Buggy is an excellent professional level project. It is this reviewer's opinion that this student's animation was the most impressive and best animation submitted from the entire Joint Studies Program competition. The fact that the student constructed the 3D model from the actual car is most noteworthy as many detailed orthographic drawings were first produced prior to the start of the 3D model. Highly detailed modeling and texture mapping, integrated with subtle lighting, enabled this student to produce stunning renderings and animations. A truly exemplary project.

- *Dan Shear*

My main criticism of submissions in this category is the failure to take advantage of photorealism and animation for the presentation and communication of design ideas. This project is a notable exception, which is hence nominated for an award. - *Alexander Koutamanis*

A visualization that extends into a simulation of the assembly process - with a realistic understanding and representation of components and materials. - *Jerry Laiserin*