

The background is a solid blue color with several large, overlapping, semi-transparent red and purple geometric shapes that resemble elongated, irregular polygons or brushstrokes. These shapes are scattered across the frame, creating a dynamic and modern aesthetic.

SCHOOL OF ARTS, TECHNOLOGY,  
AND EMERGING COMMUNICATION

# CAPSTONE SHOWCASE

— SPRING 2022 —

**Navya Adipudi***Shakti*

Animation

Shakti is a 3D animated short film about an endearing, young Indian girl overcoming her fears during the Indian festival of Diwali. Ahani's charming journey aims to connect with viewers over the beauty of Diwali, the relationship between mother and daughter, and how we all have to face our fears. [Project link](#)

**Jessica Agbigay***Kabayan Cowboys*

Design and Production

Kabayan Cowboys – Filipinos Living in Texas is a mini documentary series exploring the lives of Filipinos who live in the Lone Star State. This series showcases the stories of a community rarely spotlighted in the state.

[Project link](#)**Jonathan Aguayo Rico***Adfectus*

Design and Production

Adfectus is a short EP or mini-album that will contain three songs inspired by or based on the Hip-Hop genre. The EP aims to display different emotions using different audio cues, like tempo, melody, and instrumentation. Therefore, each song will showcase or induce a different feeling. [Project link](#)

**Zane Alberts***I Tira-miss-u App*

Design and Production

This mobile application prototype was developed for a theoretical delivery-only sweets company called "I Tira-miss-u". The goal of the sweet treat delivery service is to provide a way to not only bring delicious treats to your door, but also to send them to others as gifts. [Project link](#)

**Ariah Ashmore***Echoes of the Voice*

Games

"Echoes of the Voice" is a proof of concept for an art book whose assets would be used in a hypothetical setting book for Dungeons & Dragons 5th edition. Below is the whole book that can be scrolled through and read page by page, a high-quality PDF download of the book, as well as an audio reading of the book with subtitles for accessibility purposes. [Project link](#)

**Clara Avila\****The Art of: Work, Love, Crime!*

Design and Production

The Art of: Work, Love, Crime! Is an art book chronicling the artistic development of a fake dating simulator where the player can date criminals. The book will contain the concept art of characters and environments important to the game.

**Lacel Ria Barreda***Jelly*

Animation

"Jelly" is a rigged 2D illustration inspired by anime style. The illustration is separated into several layers of different body parts, then rigged to follow facial expressions and body movements with a camera. Jelly is soft yet clumsy. Their best friend, Cookie the hamster, joins Jelly on their adventures.

[Project link](#)

**Jolyne Baughman\******Comet Challenges***

Design and Production

Comet Challenges is a game show inspired by challenge-based game shows like Minute to Win It and Taskmaster. It aims to give the viewers an experience they've never had in a game show before.

**Paola Bazan*****Stay With Me***

Design and Production

"Stay With Me" is a minute-long motion graphics video that illustrates different types of media that resemble the 80s Japan City Pop aesthetic. While giving the viewers an aesthetically pleasing portrayal of the infamous 80s City Pop song "Stay With Me" by Miki Matsubara, it presents a sense of nostalgia for people who either grew up in this era or are familiar with it. If you are a fan of the 80s and retro content, you should check it out! [Project link](#)

**Andrew Bitar*****Escape Neo***

Games

Escape Neo is a level design capstone for an FPS. It has some horror and exploration elements but is mostly action. Its objectives can be done in any order the player likes. [Project link](#)

**Joe Boudreaux*****Where does the time go***

Design and Production

"Where does the time go" is a narrative story driven primarily through an audio-listening experience. Although supplemented through photographs resembling a storyboard, the goal with the project is to immerse you in the environment using psychoacoustic effects and well-designed spaces entirely through sound. [Project link](#)

*\* Capstone Showcase In-Person Participant***Michael Bryce*****Drifter***

Animation

This animation depicts a fight scene between two original characters in a unique setting. It takes heavy inspiration from Japanese animation and visual aesthetics. [Project link](#)

**Leslie Bui*****The Box Turtle***

Animation

The Box Turtle tells the story of a little turtle that was born without a shell, so his parents give him a cardboard box instead, which he loves dearly. One day, he is teased for being different, he begins to wonder whether there might be a better shell out there. [Project link](#)

**Michelle Cadenas****3S**

Design and Production

3S is an e-commerce app designed for online shoppers. Users would be able to go through the process of shopping by browsing, liking an item, comparing products, and checking out. The deliverable for this project is an interactive prototype that was created using Adobe XD. [Project link](#)

**Marlene Calzada*****Design of Hellish Creatures***

Animation

I will create several character designs of creatures in a fictional Hell. These designs shall be able to show not only the society these creatures live in but also their appearance in relation to their sins and power levels. [Project link](#)

**Christian Carpenter***Help On The Fly App*

Design and Production

Help On The Fly App is an app designed to ease the process of taking care of your children, pets, and plants, as it allows someone to order a “Helper” to act as a caretaker for your duties while you’re gone. Transitioning back from a home-office environment can lead to issues managing your responsibilities that you once had the time to take care of. We aim to help people take care of their children, plants, and pets through a helper app as simply as ordering an Uber Simply order a Helper from anywhere at any time and have them take care of the responsibilities that you were once home to take care of yourself! The deliverable for this project is an interactive prototype created using Marvel.

[Project link](#)**Bryan Cedillo***The Scorching Blitz*

Games

Undertaking is a real-time outdoor Virtual Environment utilizing the Unity Engine. The project aims to highlight my skills in modeling and texturing to create a realistic WW2 environment set in a British military entrenchment camp undergoing a military offensive in Egyptian, North Africa against German forces.

[Project link](#)**Suvi Chen***Memories of Kowloon*

Games

Memories of Kowloon is a 3d rendered environment which uses various referential images, as well as speculation, to approximate the internal visuals of Kowloon Walled City’s golden age. [Project link](#)

*\* Capstone Showcase In-Person Participant***Andrea Choi\****Blooming Spring*

Design and Production

Blooming Spring is an imagined cosmetics company with makeup lines targeted towards teenage girls and young adult women. The company has a theme of spring and youth, with the motto being, “Let your natural beauty bloom”.

**Loren Cisneros***The Undertaking of a Comic*

Design and Production

My Capstone is based around a comic I am developing. The idea for this project was to basically create a concept art book/style guide that can help me create the comic later on. I want to be able to refer back to my Capstone in order to progress with the series as well as update it whenever my style advances. This way I can use this project to show how my art and writing abilities have developed over time. [Project link](#)

**Chelsea Corbin***Demon Dandy*

Design and Production

Demon Dandy is an animated dark comedy series inspired by shows like ‘Gravity Falls’ and ‘BoJack Horseman.’ Its aim is to critique the competitive modern world and examine how capitalism affects creativity, mental health and one’s ability to connect with others. [Project link](#)

**Bailey Crider\****Shakti*

Animation

Shakti is a 3D animated short film about an endearing, young Indian girl overcoming her fears during the Indian festival of Diwali. Ahani’s charming journey aims to connect with viewers over the beauty of Diwali, the relationship between mother and daughter, and how we all have to face our fears. [Project link](#)

**Drew Cunningham*****S.T.A.L.K.E.R.: Storytelling and Sound Design***

Games

This project explores how gameplay, narrative, and sound design can be utilized to encapsulate the gritty and nihilistic themes of the S.T.A.L.K.E.R. game franchise, developed by Ukrainian studio GSC Gameworld, by means of a trailer. All of the audio was stripped from the recorded gameplay and redone entirely by myself from assets obtained mostly from Freesound.org.

[Project link](#)**Khushi Dalal*****Shakti***

Animation

Shakti is a 3D animated short film about an endearing, young Indian girl overcoming her fears during the Indian festival of Diwali. Ahani's charming journey aims to connect with viewers over the beauty of Diwali, the relationship between mother and daughter, and how we all have to face our fears. [Project link](#)

**Jacob De Hoyos*****Galactic Empires***

Games

Galactic Empires is an area control outer space game designed for 2 - 4 players. In the game players settle planets across outer space and harvest resources to build the strongest empire in the galaxy. [Project link](#)

**Michelle Del Angel Peyrano\******Sentimientos***

Design and Production

Sentimientos is a collection of looks that let you express your emotions through fashion. Don't just be happy, wear it!

**Hayden Dillard*****A Frayed Yarn***

Games

A Frayed Yarn is an interactive experience stylized after traditional Choose-Your-Own-Adventure stories, where the story told is up to the reader. Players can travel from the forgotten recesses of history to the depths of the future, all while trying to break free of the maze they're trapped in. [Project link](#)

**Jordan Douglas*****MeloLand***

Games

MeloLand is a place where music lives in everything. Trees, grass, and water dance along to the intensity and tone of any song to give a visual representation of musical elements. [Project link](#)

**Jenna Doyle*****Mandragora Project***

Games

Mandragora Project is a 2.5D experimental game environment. The project consists of all completely hand-drawn 2D sprites placed inside of a 3d game environment. Featured in the game is a character of the titular fictional Mandragora people named Dandelion, who explores a lush rain forest environment. [Project link](#)

**Alex Escobedo\******FAFSA Student Help & Guide Mobile Application***

Design and Production

University students have enough to worry about when it comes to planning their pathways and futures. FAFSA is difficult to navigate and that has not changed. The FAFSA Student Help and Guide Application will provide the necessary information, tools, and answers for students to know what they need before applying and how to approach the process.

**Josue Flores***Bullet Reign*

Games

Bullet Reign is an Action-Adventure FPS game comprised of 2 unique levels, level Alpha and level Omega. In Alpha, the player arrives at a castle set in the mountains, tasked to wipe out Captain Fish. In Omega, the player arrives in a mysterious cave, tasked to recover Comman-toad's critical data disks.

[Project link](#)**Aeros Fung***VR-Aeros*

Games

This VRChat avatar is a custom appearance for myself that I designed, modeled, surfaced, and rigged. Its purpose was to give myself a virtual suit that would be fun to interact with others in while showing some personalized flair. [Project link](#)

**Simon Garcia***Plastic Structures*

Critical Media Studies

A zine meant to be an intro to tools needed to make connections between the carceral state and institutional violence. Attempting to convey the fear from experiencing criminalization by highlighting the communities these systems overpower by force, policy, or social factors. Through links, readers are encouraged to explore updating resources. [Project link](#)

**Sean Gardner***Gardner's Garden*

Design and Production

This web page application is documented on gardening. I picked up gardening during the pandemic and helped me consider the obstacles to growing a garden. Gardening can be difficult without a proper technique but yields the best produce when done right. [Project link](#)

*\* Capstone Showcase In-Person Participant***Krystal Giang***A Girl and Her Dog*

Design and Production

A Girl and Her Dog is a quick motion graphic project that shows how much her dog has an impact on her emotionally. [Project link](#)

**James Grant***Intrepid*

Games

Intrepid is a 2D procedurally generated video game. The goal of the game is to invoke the isolated and eerie feeling of games like Metroid while using roguelite systems to give players a unique environment to explore every time they play. [Project link](#)

**Sheridan Green\****Secrets of the Arboretum*

Games

"Secrets of the Arboretum" is a 3D Virtual Environments project created in Unreal Engine that mimics the artwork of Arkane Studios' Prey and creates a new area within the Arboretum level of Prey. This environment intends to combine hard-surface elements with organic vegetation to reflect the intriguing sci-fi world.

**Adam Hankins***O-O*

Animation

"O-O" is a hilarious and heartfelt story of a pair of glasses that longs for his true owner. Follow along as O-O overcomes life on the shelf and if he will ever find his perfect match. [Project link](#)

**Astrid Hernandez***Devuelveme a Mi Chica*

Animation

Devuelveme a mi Chica is a 2D animated music video about a jealous greaser and his resentment towards the jock responsible for taking his ex-lover from him. [Project link](#)

**Isabella Hernandez-Rouselle***Cruiser*

Design and Production

Cruiser is a motion graphics video featuring a character with the same name. The video shows Cruiser, a cheetah, skateboarding through different environments in time with lo-fi music. The music itself is the centerpiece of the project and acts as Cruiser's theme, representing a different interpretation of lo-fi videos. [Project link](#)

**Emily Hersker***An Assassin's Tail*

Design and Production

First issue of an on going comic placed in a fantasy realm. The story's end goal is to explore how many people have different faces they put on depending on who is around, along with platonic relationships. [Project link](#)

**Ian Hoke\****Monster Defenders*

Games

Monster Defenders is a tabletop roleplaying game geared towards younger players just being introduced to TTRPG's. Acting as a gateway into the genre, this premade adventure encourages players to work as a team, find ways to creatively solve puzzles, and explore who they are through roleplay.

*\* Capstone Showcase In-Person Participant***Chase Horton***Fallen Fate: A Souls-Like Capstone*

Games

A recreation of the area "The Undead Burg" and all of the core game mechanics from Dark Souls in the Unity game engine. Aims to showcase what made the game fun to begin with and how its mechanics can be recreated by aspiring developers. [Project link](#)

**Zhouheng Hu***Taking Root*

Design and Production

Taking root is a documentary that reflects the life of Chinese immigrants and why they decide to come and stay in the United States. [Project link](#)

**Ali Ibarra***Animatic: The Rats way of Life*

Design and Production

Creating an animated storyboard to the Ratatouille musical song "The Rats Way of Life". [Project link](#)

**Jonavon Ignont***Jonavon Talks*

Design and Production

Jonavon Talks is an interview series in which ATEC graduates are interviewed about their time as ATEC students and how it shaped them.

[Project link](#)

**Yuxuan Jie***Taking Root*

Design and Production

Taking Root is a documentary that reflects the life of Chinese immigrants and why they decide to come and stay in the United States [Project link](#)

**Anica John***Ambient Soundscapes*

Design and Production

A collection of soundscapes, each meant to mimic specific places, meant to be played as a background to daily life. [Project link](#)

**Keegan Jones***Hockey Highlights*

Animation

A set of motion graphics designs to be played on the Jumbotron at Ball Arena before replays during Colorado Avalanche hockey games. These designs will represent the play and show on screen between the live feed of the game and the slow-motion replays. [Project link](#)

**Justin Joo\****Voices*

Design and Production

Voices is a dramatic short film that expresses the crisis of finding a career path that college students experience during their finals years. To add to this struggle, the main character has to face schizophrenia and their very strict Asian parents.

\* Capstone Showcase In-Person Participant

**Mario Juarez\****Mars 64*

Games

Mars 64 is a run and gun/platforming game inspired by Contra (1987). The game will be created in 16-bit pixels to match the aesthetics of the games from the 80s and 90s.

**Xochitl Juarez***More Than Meets the Eye*

Animation

More Than Meets the Eye is a short video that combines motion graphics with 3D assets onto a live action background. The goal is to allow illustrated and rendered objects to take the spotlight in an otherwise normal environment. [Project link](#)

**Colin Kelly***Wizards of the Wild West*

Games

Wizards of the Wild West is an action oriented TTRPG based on the LUMEN SRD. It boasts fast paced combat, a custom spell crafting system, and blends high fantasy magic and a classic wild west themes. [Project link](#)

**Daniel Kerber***Wanderlost*

Games

Wanderlost is a 2D Metroidvania where the player explores the environment outside city limits to find their purpose. The game takes the player on a journey where they can traverse an unknown land for an experience that gives them the freedom that is unattainable in normal life. [Project link](#)



**James Kern\****Untold Stories of Spiderman*

Animation

Untold Stories of Spiderman was inspired by the Marvel films and comics that have taken over the entertainment field. It gave me the chance to live out a dream of mine, as well as showcase a good story to the public that I hope will inspire them to do similar works.

**Miriam Khakwani***Cab Call*

Design and Production

Cab call is an accessible design solution catered towards elderly and people with disabilities. Through user research, we developed a system that aims to break down physical and digital barriers through an intuitive interface. The system connects seniors of all abilities with trained drivers to transport them safely to their destination. [Project link](#)

**Yewon Kim***Flowers Personified — A 2023 Calendar*

Design and Production

Flowers Personified is a 2023 Calendar based on the birth flower for each month with a personified version of the month's birth flower. Each illustration depicts the flower's meaning. [Project link](#)

**Aaron Kinnard***Fowl Play*

Animation

[Project link](#)**Zaharah Kybett***Personas of Her*

Design and Production

Personas of Her are a series of narrative self-portraits focusing on my mixed race. Each photo was digitally altered to emphasize the ambiguity of my appearance. Along with a personal narrative, the portraits tell a story of the complexity of personality and personas. [Project link](#)

**Tristan Laliberte***Project Castle Explorer*

Games

Castle Explorer is a 2D puzzle-solver with 3 different characters that have various abilities to allow you to explore through a dangerous castle.

[Project link](#)**Logan Latham***Fowl Play*

Animation

[Project link](#)**Isabelle Le***Bee's Fairy Cakes*

Design and Production

Bee's Fairy Cakes is a small cake decorating and dessert catering business entirely run by a single woman. With the hardworking owner in mind, this branding kit starts from scratch to create a new brand image that enhances the indulgence and celebration that her desserts can bring. [Project link](#)

**Piper LeDoux***Pirates in the Backyard*

Animation

My project will be a Concept Art project, 4 fully painted environments/scenes that center around a central theme: Experiencing the world again through the eyes of a child. The digital paintings will be in pairs of 2, each pair having their own theme. Where once piece showcases reality, the other gives a view into the children's imagination once more. [Project link](#)

**Benny Liang***Bullet Reign*

Games

Bullet Reign is a FPS Action-Adventure game comprised of 2 unique levels, level Alpha and level Omega. In Alpha, the player arrives at a castle set in the mountains, tasked to wipe out Captain Fish. In Omega, the player arrives in a mysterious cave, tasked to recover Comman-toad's critical data disks.

[Project link](#)**Jessica Lim***DFW Desserts*

Design and Production

This project is a motion graphics piece introducing a series of Asian desserts from different cafes in the local Dallas-Fort Worth area. Colorful images and graphics give viewers insight into new desserts to try and places to experience Asian culture. [Project link](#)

**Solvay Linde\****Iglow*

Animation

Iglow is an immersive art installation that allows viewers to individually enter inside a large sphere and be completely surrounded by an interactive light bulb animation display. Within Iglow, viewers become a part of the art of patterns, colors, and light.

*\*Capstone Showcase In-Person Participant***Crystal Liong***Shakti*

Animation

Shakti is a 3D animated short film about an endearing, young Indian girl overcoming her fears during the Indian festival of Diwali. Ahani's charming journey aims to connect with viewers over the beauty of Diwali, the relationship between mother and daughter, and how we all have to face our fears. [Project link](#)

**Han-bi Lowe\****Visual Novel Concept of Strawberry Latte*

Design and Production

Early game concept of strawberry latte, a story of Julie, who in the wake of her parent's death must navigate a world she has never known before; a world without her parents. She grieves alongside one of the four other characters who they themselves suffer with demons of their own.

**Monica Manzanares***The Importance of Friendship*

Design and Production

The Importance of Friendship is an animation showing children how friendship is important to one another. This will remind children why it's important to be kind to their friends and depend on each other. [Project link](#)

**Jessica McLorren***Pure Imagination*

Design and Production

Pure Imagination is a fantasy drama short film that addresses the ingrained societal perceptions of good and evil. The enticing visuals of each character toys with what people associate with good and evil and reveals how it could lead to misconceptions of others. [Project link](#)

## Phil Mena

### *Mirrorbox Online Music Festival*

Design and Production

These are brand guidelines for Mirrorbox, an (imaginary) online music festival with a focus on accessibility and featuring international artists. The glitch design aesthetic aims to emulate persisting through the disruption brought on by the COVID-19 pandemic. [Project link](#)

## Naomi Mills

### *Mimi & Bebe*

Design and Production

Follow Mimi as she visits her cousin Bebe! Together, the two explore Bebe's hometown and blog about the journey, collecting fun souvenirs and memories along the way. [Project link](#)

## Olivia Mitchell

### *Behind The Tattoo Gun*

Design and Production

In this video we follow Stormy, a tattoo artist at an inclusive studio. We accompany her through two tattoos on different clients. After this, we learn more about Stormy's experience tattooing in the past versus now. Motivating young artists to either make room rather than find room in the industry. [Project link](#)

## Nick Mock

### *Honrich Horrors: The Lady of the Lake*

Games

A game modification for The Elder Scrolls V: Skyrim that showcases a broad skill set in the fields of Level Design, Virtual Environments, Lighting, Visual Effects, Sound Design, Quality Assurance, Writing, and Storytelling. (With an Arthurian Twist!) [Project link](#)

## Kaylie Moore

### *MunchBox*

Design and Production

MunchBox is a mobile app concept designed to help users plan packed lunches with a variety of easy recipes and ready-to-eat foods. The goal of the app is to allow users to plan ahead, find inspiration, track nutritional information, and generate a shopping list based on planned meals. [Project link](#)

## Adan Morales

### *She Wants to be a Gamer*

Design and Production

My documentary deals with the toxicity that women in gaming experience regularly. I interviewed multiple people in esports and online streaming to gather insights on the toxic interactions they suffered while pursuing their passion. This was inspired by my younger niece showing interest in online gaming. [Project link](#)

## Jose Moreno

### *Villain Mask*

Animation

I decided to create a 3d mask of a villain character I designed. It takes inspiration from a biker helmet and the anime series Elfen lied. I wanted to utilize modeling, texturing and some animation. [Project link](#)

## Ethan Nelson

### *The Celestial Emissary*

Animation

A boss fight cut-scene depicting an occult ritual. The Divine emissary is summoned into the mortal plane and drifts into an ancient temple where the protagonist witnesses its arrival. [Project link](#)

**Kai Nelson*****Unical : Calendar app for University students***

Design and Production

Design an app for students to see tasks, goals, classes, university events, and more in one app. From interviewing, researching, and designing, I created a prototype that is functional, minimal design with animation.

[Project link](#)**Chi-Quynh Nguyen\******Voices***

Design and Production

Voices is a dramatic short film that expresses the crisis of finding a career path that college students experience during their finals years. To add to this struggle, the main character has to face schizophrenia and their very strict Asian parents.

**Nicolas Nguyen*****Battery Runner***

Games

Battery Runner is an auto side-scroller game where the character will automatically runs in a certain direction and the player will need to dodge obstacles with a press of a spacebar. This game was inspired by Geometry dash and Gravity Guy. [Project link](#)

**Zion Nolan*****Creating OdinSun***

Design and Production

The project is a display of the kind of expertise people might want this type of branding. The designs aim to be clean, unique, and memorable for the viewer.

[Project link](#)**Beto Ochoa*****Midas***

Games

“Midas” is the sculpture of an alien slave that has fused with its battle armor. Its weaponry and worn appearance give the audience some insight into its prolonged servitude. [Project link](#)

**Tatiana Olalde*****Rune Fae***

Games

Rune Fae is a game that mixes both platformer and roguelite elements. The game’s quick style allows players to fit in an extra round into any time slot. With one large level and a boss room, there are many ways to play.

[Project link](#)**Sky Pardieu*****Ocello***

Animation

Ocello is a fantasy character who I have designed, modeled, and textured along with props. This project is tailored towards action-adventure RPGs, which served as its inspiration. [Project link](#)

**Sean Payne\******Early Morning Hours***

Animation

Early Morning Hours is an animated short meant to show the beauty of the time just after sunrise. Those few magical hours where the entire world seems to be waking up all at once.

## **Luis Enrique Perez-Toro**

### *Aldebaran Express*

Games

Aldebaran Express is an experimental, proof-of-concept first person interactive adventure game set in a gas station in outer space. The game is heavily narrative focused with a very distinct art style combining retro futurism, old American western frontier aesthetics, with a fine vintage 60s/70s anime cel shade look. [Project link](#)

## **Kathryn Perrine**

### *Wanderlost*

Games

Wanderlost is a 2D Metroidvania where the player explores the environment outside city limits to find their purpose. The game takes the player on a journey where they can traverse an unknown land for an experience that gives them the freedom that is unattainable in normal life. [Project link](#)

## **Anna Phengsakmueang**

### *Noi Noi's Pi Mai*

Design and Production

Through the curious eyes of Noi Noi in this sentimental children's book, one is introduced to Lao culture in an entertaining and reminiscent way. [Project link](#)

## **Nicolle Ponce**

### *My Heritage*

Design and Production

My Heritage is a children's book about a little boy named Lucas who shows children about his Mexican heritage and family. [Project link](#)

## **Drew Psencik**

### *Arcade Floor Planner*

Games

A digital recreation of the arcade floor that I work at. You are able to plan the layout of all of the arcade games on the floor quickly and without physical labor. [Project link](#)

## **Caethan Raley**

### *Mournwillow: A Set of 3D Miniatures*

Design and Production

This project is a foray into the world of 3D-printing, by providing a group of themed miniatures and a rule booklet that allows them to be used in a tabletop game. These models are intended to be made as a sell-able product and show off an interesting display of imaginative creatures. [Project link](#)

## **Richard Rangel**

### *Stellar Survival*

Games

Stellar Survival is a 3D modeled diorama piece showing a battle between a pair of insectoid aliens in a savanna-inspired landscape. Rendered within Unity, this project aims to bring to life an original concept in a stylized miniature world. [Project link](#)

## **Nicholas Robinson**

### *TinkerBot*

Animation

TinkerBot is a short film about a robot needing to find its' batteries. The short is slapstick and stars a unique character with an expressive personality. [Project link](#)

### **Marcelo Rocha**

#### *A Decree From the Stars*

Animation

A Decree From the Stars is a short film about the end of our world at the hands of a monster that falls from the sky, and the thoughts that are running through the monster's head as the earth reaches its end. [Project link](#)

### **Sihanya Rocha**

#### *Sk8Strapz*

Design and Production

There are a lot more skaters in community colleges and universities due to longer distance students have to travel to get to class and skateboards are used as a faster way to get to class. Yet, a problem skaters face is having nowhere to put their board when their board is not in use, and I'm hoping my capstone can be the solution to that problem. [Project link](#)

### **Fernando Rodriguez**

#### *Project: unreal Fairytale*

Design and Production

A Brief Designing bible Covering the story characters, and basic mechanics of a Game idea I created some semesters prior, and expanding on the base concept. [Project link](#)

### **Daniel Sample**

#### *Campus Appreciation*

Design and Production

Campus Appreciation is a video edit of the most pleasant-looking architectural and physical features of the University of Texas at Dallas. The film aims to capture the beauty and aesthetic in what might seem ordinary. [Project link](#)

### **Andrew Sanchez**

#### *Project Speed*

Games

Project Speed is a first person game of capture the flag. The goal of the project is to create movement that works fluidly with level design. The project uses Unreal Engine 4 to create movement like wall running, sliding, sprinting and jumping off walls to allow the player to gain momentum in the quest to capture the flag. [Project link](#)

### **Twinkle Shah**

#### *Cab Call: An Accessible Ride Sharing Solution*

Design and Production

Cab call is an accessible design solution catered towards elderly and people with disabilities. Through user research, we developed a system that aims to break down physical and digital barriers through an intuitive interface. The system connects seniors of all abilities with trained drivers to transport them safely to their destination. [Project link](#)

### **Athena Shen**

#### *Bloom*

Design and Production

Bloom is a slow-paced dating app aimed to grow relationships. [Project link](#)

### **Quinn Sherer**

#### *What's Next for Tatum Turtle?*

Design and Production

"What's Next for Tatum Turtle" is an illustrated children's book with a sweet story about animal characters finding their passion. [Project link](#)

**Hope Shon***Shakti*

Animation

Shakti is a 3D animated short film about an endearing, young Indian girl overcoming her fears during the Indian festival of Diwali. Ahani's charming journey aims to connect with viewers over the beauty of Diwali, the relationship between mother and daughter, and how we all have to face our fears. [Project link](#)

**Jacob Sills***The Adventurer Training and Evaluation Course*

Games

Adventurer Training and Evaluation Course is a campaign starter/adventure for Dungeons and Dragons 5e. It includes 3 dungeons with a story to start off any campaign. [Project link](#)

**Austen Smail***Moving Forward*

Design and Production

Moving forward is a music video/song I created and recorded myself using a virtual environment of a recording studio for the visuals of the video. I built the virtual environment from the ground up while recording the song outside of school with my friend, and the final product is a completed music video showcasing everything I have learned in my time in school.

[Project link](#)**Cameron Steele***The ATEC Toolbox*

Design and Production

The ATEC Toolbox is a map for future ATEC students to explore emerging technologies and the more technical side of ATEC. The goal is to make scary topics easier to get started with. [Project link](#)

**Cloyce Stetson***Monsters Skip Town*

Games

Monsters Skip Town is an RPG where the health and mana meters are the same. A vampire, werewolf, and a zombie reluctantly team up and try to escape a town of angry villagers by either scaring them off or fighting them in turn-based combat. [Project link](#)

**Kyler Stutzman\****The Wizard's Hut*

Animation

A character model that is fully designed modeled and rigged by me. An environment that is a small shack that is also all designed and modeled by me. The character will also have fully designed and simulated hair and clothing.

**Jamie Sybico***Lucky Encounters*

Animation

Lucky Encounters is a visual development project that follows a young traveler on their journey across beautiful environments. In their travels we see the adventurer befriend new creatures native to the lands. The project focuses on the development of the landscapes and critters. [Project link](#)

**Madison Teeter***Reimagining Animefest*

Design and Production

A look at rebranding the logo and identity of the well-known anime and pop culture convention, Animefest. [Project link](#)

**Cross Thomas***The Experiment*

Animation

“The Experiment is an animatic music video based off a personal story I have been developing. The story involves Arrow, an extinct creature called a thylacine, brought back to life by science. The music video covers the beginnings of their life up until they meet a creature that inspires them to find their true self.” [Project link](#)

**Andy Tran***Shakti*

Animation

Shakti is a 3D animated short film about an endearing, young Indian girl overcoming her fears during the Indian festival of Diwali. Ahani’s charming journey aims to connect with viewers over the beauty of Diwali, the relationship between mother and daughter, and how we all have to face our fears. [Project link](#)

**Nathan Truong\****Voices*

Design and Production

Voices is a dramatic short film that expresses the crisis of finding a career path that college students experience during their finals years. To add to this struggle, the main character has to face schizophrenia and their very strict Asian parents.

**Ruby Tsao***THAT GIRL journey - daily affirmation*

Design and Production

THAT girl journey: Daily affirmation app is a mobile wellness app that motivates users to practice affirmation, create journal entries, measure daily mood changes, and read tips and articles in an attempt to rewire their brains from negative thoughts and build self-esteem. [Project link](#)

**Michael Ursua***WorkHarder*

Design and Production

WorkHarder is a short documentary about the owners of WorkHarder Gym in Little Rock, Arkansas. It is a story of how their partnership is what makes the gym different, and why they’re never going to quit. [Project link](#)

**Char van Zyl***Fae Entomology*

Animation

Welcome to Unira. In a faraway world, hidden in a massive ocean, lies a small island by the name of Unira. It may appear unassuming and ordinary to any creature passing by, but if they were to come closer and appreciate the little details, they’d find this island anything but ordinary. For not only is this island magic, it’s also the homeland for an entire country of fairies.. [Project link](#)

**Sean Waters***Bananas On Sale*

Animation

“Bananas On Sale” is an animated short film about a monkey taking fruits from a fruit stand. The monkey gets caught stealing by the fruit stand owner and tries to run away. The animation aims to be humorous and entertaining. [Project link](#)



## **Julia Welch**

### *Cosmic Curls*

Animation

Cosmic Curls is a groom of a curly space bun hair style created in Maya using xGen. [Project link](#)

## **Alayna Wilson**

### *A Realistic Cave Environment*

Games

My project is an exploration of cave geology and human interaction, specifically how it can be used to create interesting spaces for games. The environment aims to show how humans could potentially affect a natural cave area, and how this habitation can be shown in both large and small details. [Project link](#)

## **Emma Zhang**

### *Shakti*

Animation

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**Nils Roemer**

Interim Dean of the School of the Arts and Humanities and the School of Arts, Technology, and Emerging Communication (ATEC)

Director of the Ackerman Center for Holocaust Studies

Rabin Professor of Holocaust Studies

**Dale MacDonald**

Associate Dean of Research and Creative Technologies

**Christi Nielsen**

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