Final Major Project: Grimoire of the Rooted – S.W.O.T Analysis

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An understanding into the *Strengths, Weaknesses, Opportunities and Threats* that I will be presented with throughout *Final Major Project E1 & E2*.

Strengths

In regard to my *strengths* for *E1* of *Final Major Project*, I am confident regarding the scope of my research and the way of which I have structured it. I have done my best to illustrate the clearest pipeline for my choices backed up by my reasoning from my research, as a result everything links together. Alongside the research, my planning and assessment of risk and factors is also quite strong, as I have made use of scales when considering risk and dynamic structuring to plan out my workflow.

When it comes to *E2,* I most definitely feel that my *strengths* lie in the retopology workflow, as well as the initial low poly to sculpting. With *Retopoflow 3* (Orange Turbine, 2014) it has made my retopology process much smoother and relaxing, that paired with my improvement of my low poly and sculpting pipeline over summer, my confidence going into production is high. On top of this, my rigging capabilities will make the ending of production much smoother.

Weaknesses

When it comes to my weaknesses in *E1*, it will be within the initial 2D concepting stage. Whilst there has been a dramatic improvement in my abilities over the past three years since starting this degree, I do also struggle with my rate of production for 2D work, as well as perspective. Considering that my *Proof of Concept* will be a *Rendered 3/4th View* of the three different characters alongside their basic colour mapped front and side views, it may prove tricky to fit that all in, however I am determined to.

E2 has its own major weakness, which surprisingly would be texturing for me. Despite following the full character pipeline a few times now, the concept of texture baking is still confusing and messy to me, whilst in a theoretical matter it does make sense, in a practical situation I tend to find myself quite lost, as result the final product suffers, this is something I desperately need to work on and fast.

Opportunity

One main opportunity that I have been presented that could assist with my *E1* weakness of struggling to draw, is the life drawing classes that my university has offered. Attending these workshops would allow me to draw different angles and perspectives with a direct reference whilst also avoiding any of the perceived awkwardness of publicly drawing someone or something. Services like these may be tight to fit into my schedule, but I want to commit myself to at least attend *one* just to see how it works out, whilst I may not be a traditional medium user, it's good to use as you learn line discipline better than digital mediums.

Alongside this, I'm aware that my some of my course-mates and friends have great knowledge in texture baking sculpted models to re-topologized models, so I will ask to seek their assistance and feedback on the process they use, as I struggle to define a task without a perceived pipeline. Achieving this will make the result of my *E2* significantly better, as being able to apply sculpted detail onto low poly is vital to achieving certain styles and goals.

Threats

Whilst these *opportunities* have arose, the main issue is executing on them. As mentioned in my *Risk Assessment*, my time management struggles due to the difficulties of *executive dysfunction* I experience from my ADHD, typically this is combatted by my medication, however I am on different trial medications with different effects, and this will also potentially be the case throughout *E2*. If I do face issues, I have to wait for new medication, resulting in delays when it comes to managing my project.

This ties in with wanting to understand texture *baking and life-drawing* directly, as if I cannot make it to a class or attend a session as a result of my condition, it could hinder my progress. Currently to combat this, I have been putting in an increasing level of focus into my next steps at all times of the day over the past month and I hope to see a continuing trend of improvement as I have been currently.

Bibliography

Orange Turbine (2014) *RetopoFlow - Retopology Toolkit for Blender - Blender Market*. Available at: https://blendermarket.com/products/retopoflow (Accessed: 25 November 2024).