

NIKITA SINEIKO

2020 - 2023

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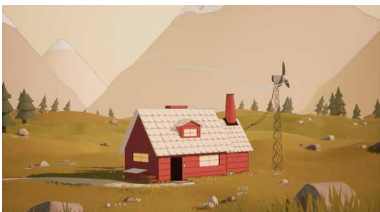


Hilda Project

Personal Project



I really love the stylized art direction, so for my final Year 3 Project I recreated an existing scene from the Tv show 'Hilda' into a still render! It was definitely a challenge figuring out new softwares, UE5 & Substance Painter, and work in a stylized art style, making custom materials, lighting, skybox, and animating in 24 frames per second to really give that cartoon feel. This really was a fun project to work on, seeing the scene come to life!





Virtual Cities Winchester

Client Project



The goal of the project was to reproduce historic landmark buildings in 3D & taken them into Unreal Engine, creating a realistic version of Jane Austen's in Winchester (1775 - 1817). This project used a variety of software, starting with Autodesk Revit for 3D floor plans, Blender to finalise details, Quixel Mixer & Bridge for textures, and Unreal Engine to assemble all buildings within the city.





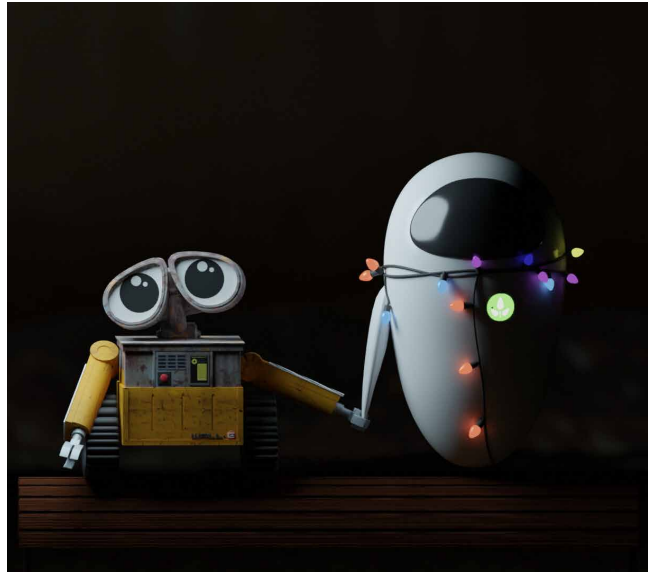
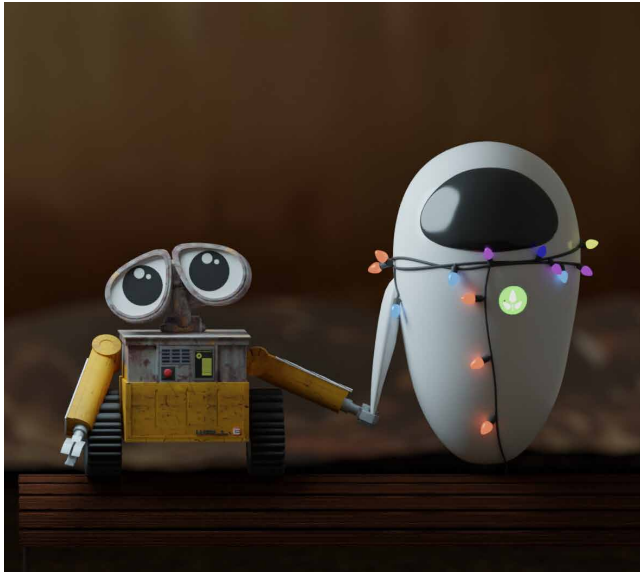
Case Closed

Client Project

A first-person Psychological Thriller Game where the Protagonist has a split personality, being both the Detective & Murderer. You are investigating various supraliminal locations, each containing a monster from your past, in hopes of vengeance. The goal was to create a superliminal experience, never sure where you are and why you're here.





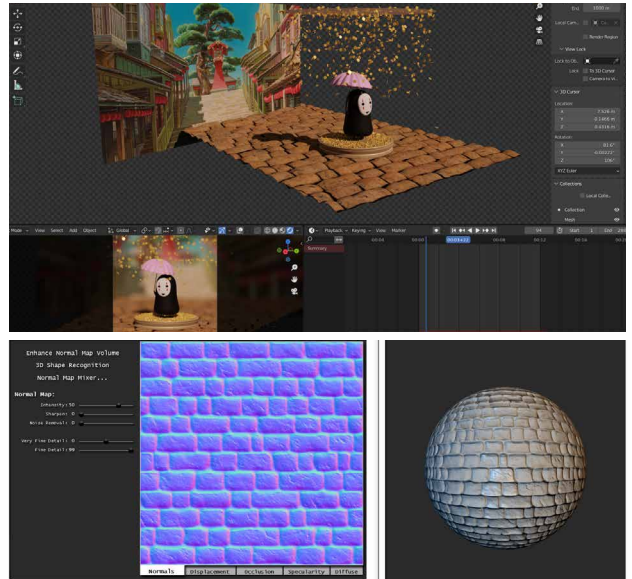


WALL-E & EVE

WALL-E



These two robots are able to communicate and express all known emotions through their unique body language and robotic sounds. WALL-E has always been fascinating to me in how he expresses so many human characteristics with just his eyes, allowing the viewer to emphasise and understand him. This scene is a reference from the movie where WALL-E waits for EVE to wake up, looking after her day and night.



No Face

Spirited Away



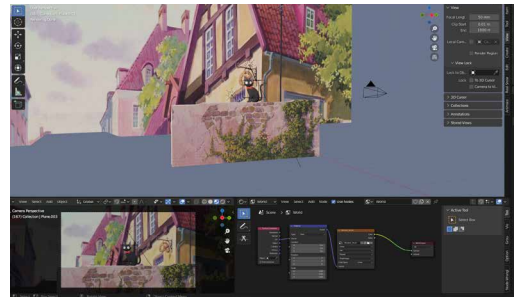
With my love for Ghibli, I decided to make a mini animation of No Face with golden coins raining, a reference to their love for gold. This was where I used a new software known as 'CrazyBump', allowing me to make a 2D texture into 3D by calculating and applying a normal map.



Jiji

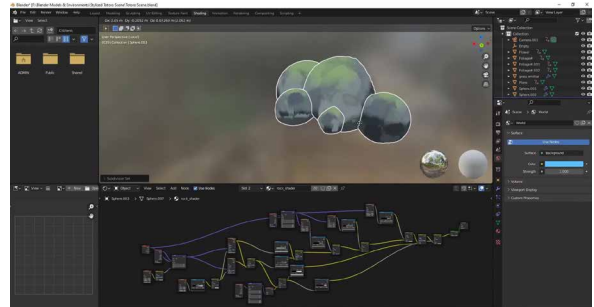
Kiki's Delivery Service

Kiki's Delivery Service is one of my top 3 favourite Ghibli Animes! I love the calm yet packed with-adventure story, whilst being filled with curiosity about what kind of world they live in! After modelling the cat, I applied a texture to an extruded geometry and set up the camera for the render.





Totoro
My Neighbor Totoro



Totoro in a stylized environment was a fun mini-project made in Blender. I learnt new techniques like making stylized procedural boulders and wind affected grass, making a mini-environment.



Daisy Mae

Animal Crossing

The goal of this model was to make a game-ready character, with the max poly count of 2,500. I decided to make an Animal Crossing character, Daisy Mea.



Biophilic Divider

RSA Submission

A 3D Solution towards an RSA brief:

How might we improve the experience for the increasing number of people with hybrid working patterns.

The biophilic divider is a compactable slide-in room divider that aims to improve the well-being of people working from home. The divider will be placed in the room you work in, separating work life from home life. By having real & artificial plants as tiles, and wooden carved nature patterns, I believe the divider will significantly help improve the well-being, focus & productivity due to the feel of being closer to nature!







TRAND Bracelet

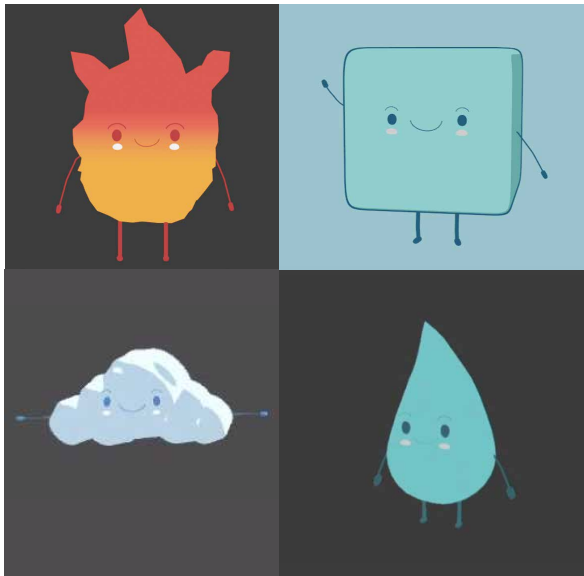
Weable Train Ticket Bracelet

A 3D Product towards the brief:

Create a visual/physical prototype for a wearable device for 'Travelling on public transport'

This bracelet, made from soft rubber silicone, was aimed for daily train passengers, using it as a ticket and train updates. The green light indicates when the train arrives, the amber indicating their stop being being 5 minutes away, and red indicating low battery.





ChemConnect

AR Card Game

ChemConnect is a game that involves an interactive AR experience that helps kids learn about how various elements react with each other! The game consists of 4 different elemental cards: Ice, Water, Fire, and Steam! Using an AR Camera with a phone or tablet, the player can visually see the reactions between the two cards, displaying a fun and creative animations!

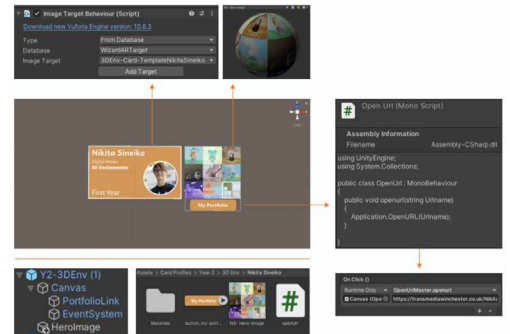
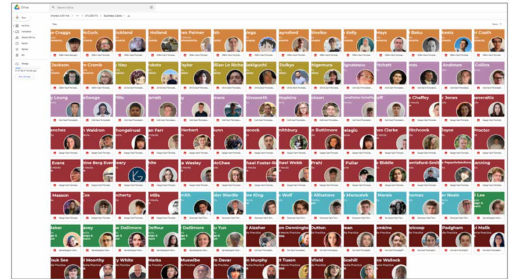
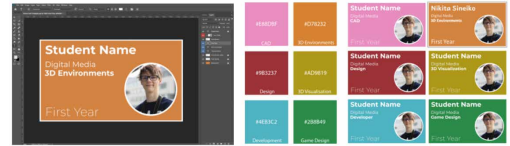


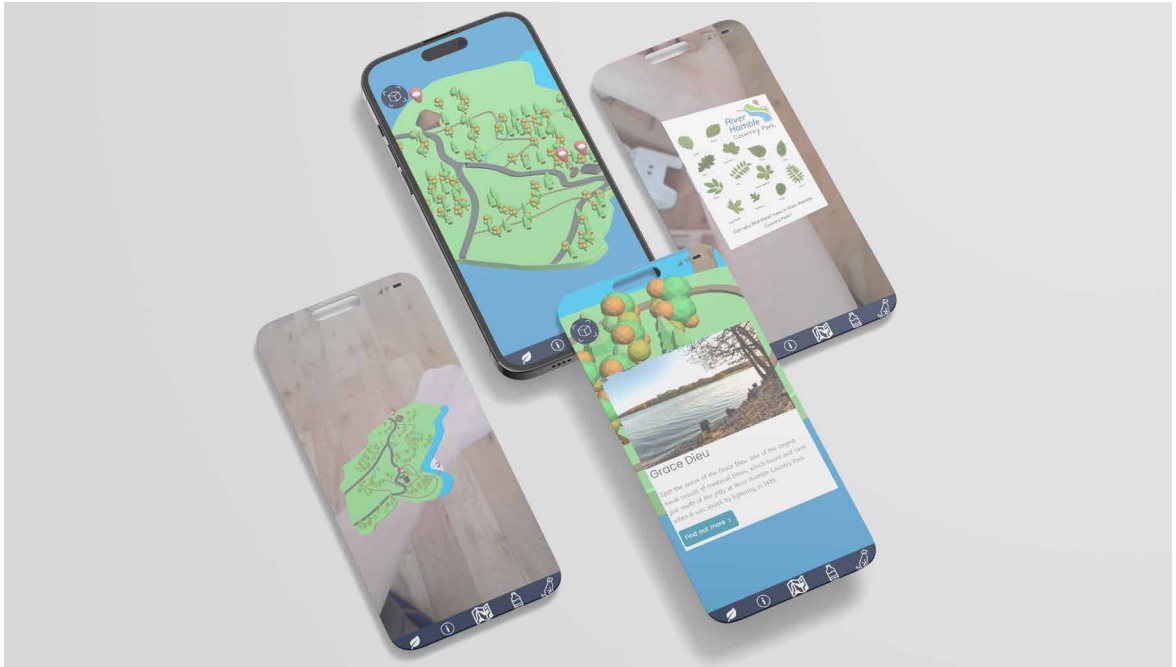
AR Business Cards



Winchester Transmedia Event

For the Transmedia 2022 event, held at the University of Winchester, I've decided to design and develop business cards that sync with a functional & interactive app that uses Augmented Reality to display students' work and direct the user to their portfolio! This has been an exciting project to work on, learning both Vuforia & Unity Engine. All I knew was I wanted to do this, and I try my hardest to make it functional!





AR River Hamble

Client Project



The River Hamble Country Park (RHCP) Adventure App aims to highlight the various projects and management of the park, and educate and inspire our visitors to adapt their own lifestyles to become more climate resilient. The app also contains AR functions to help engage the user even more throughout the trial, tracking a bracelet to have the map appear as a hologram, and leaf tracker on the other side!

