Capstone Celebration & MASTER’S SHOWCASE

Project Program

bass.utdallas.edu/events
Goldfish in a koi pond                      Amie Taylor
This project is an animated short, created using live environments through footage and combining it with 2D animation to create dynamic scenes. It tells the story of a girl named Tiffany, who is finding her way in a new environment surrounded by what seems to be strangers. Once she finally sheds the shell, she's created for herself and accepts who she is and others around her she is no longer a lonesome fish in the pond anymore.

Bridging the Gap: Child-centric Design                      Yadira Anguiano
"Ringo is a monthly Dyslexia tutoring box that aims to engage children and parents in language learning outside of the classroom. Through interactive activities, new experiences, and parent learning resources, Ringo provides support for families who may feel frustrated by traditional learning methods."

IOSCAPE                               Xavier Brown
IOSCAPE is a 2D mobile reverse-bullet hell game made in Godot. The first level features five unique weapons the player can acquire and individually upgrade. Enemies are constantly swarming and growing stronger over time, so the player must move around the map strategically and plan their upgrades wisely.

Heading 2 Obscurity                                            Hannah Bursley
Heading 2 Obscurity, music composition

Forever I'll Cherish                      Caitlin Carter
"Forever I'll Cherish" is a heartwarming 2D animated short that explores three different perspectives on the importance of cherished memories. It emphasizes the significance of capturing and holding onto moments shared with loved ones, whether they are still present or not. It's important to capture special moments through photos or videos, so they can be cherished in the future regardless of how quickly time passes.

Neon Eye                                 Taylor Champ
This is a 3D diorama based on a piece called Neon Eye by Natalia Chroma. The exterior is fully modeled, textured, lit, and rendered, with the intent of closely following the source material and bringing 2D reference to life in 3D space. Made with Maya, Substance Painter, Photoshop and Unreal Engine 5.
**Starlight Sculptor**  
*Martin Cho*  
An animated teaser trailer about two characters on adventure inside the abandoned underground base to search for a mechanical tablet.

**The Indie Game Big Band - Live!**  
*Andrew Clark*  
An ensemble composed of over 25 student musicians, The Indie Game Big Band performed Andrew Clarke's jazz-inspired arrangements of indie video game music from the 2010s.

**Robot Garage**  
*Colin Phillips & Yessica Cruz*  
“Robot Garage” is a 3D Unreal environment piece highlighting a well-used mechanic’s lair. It showcases the story of a robot’s creation in the humble garage. Modeled and Textured by Colin Philips; Lit and Rendered by Yessica Cruz.

**Physicality as an Expression of Sanctity in Vijayanagara-Period Parvati Bronzes**  
*Ketaki Devani*  
Physicality as an Expression of Sanctity in Vijayanagara-Period Parvati Bronzes.

**Beetle Ball**  
*Jalyn English*  
A single-player survival game where you, a beetle, must eliminate enemies with a dodgeball. You must be careful of dash attacks, and of your own ricocheting ball.

**Who’s There?**  
*Beverly Estrada*  
Who's There? This short 3D animation film portrays the nighttime awakening of a boy to discover something strange.

The second part delves into the meticulous process of creating a narrative artwork inspired by Persepolis's Persian art, blending traditional techniques with contemporary storytelling. "Seven Shades of Strength" stands as a vibrant testament to the resilience of Iranian women, offering a nuanced exploration of their cultural tapestry.
Persian Femme Epic  
Mina Forouzandeh

Seven Shades of Strength: Crafting a Feminist Narrative Inspired by Persian Mythology and Art. This capstone project amalgamates the ancient tales of Persian mythology with contemporary feminist discourse, reimagining the epic journey of Rostam through a seven-panel sculpture and painting. Each panel reflects the enduring struggles and aspirations of Iranian women, challenging traditional narratives and highlighting their timeless strength. Contextualized within historical and modern feminist movements in Iran, the project explores the evolving role of women, weaving a narrative that mirrors the complexities of feminism in Iranian culture.

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Illusive Cities  
Lida Foung

Illusive Cities is a collection of travel posters inspired by the writing of Italo Calvino from his 1972 novel Invisible Cities. This project interprets three of the imaginary and abstract cities vividly described within the book in illustrated form: Eudoxia, Irene, and Trude.

Vivfy  
Nassar Gholmieh

Vivify is a wellness application focused on the mind, body, and sleep. It will help users reduce stress and improve their health by providing features they can customize according to their schedules, preferences, and daily needs. It will empower users to maintain a healthy lifestyle by reducing stress and building healthier habits. Vivify provides different features, such as self-care and customized schedules, to create a routine that encourages users to reach and track their wellness goals.

Lunar Temple  
Ryan Gurley

A 3D virtual environment.

Skating Stars  
Ocarina Harrison

Skating Stars is a music video dedicated to the Roller-Skating Scene at the University, to Warm Summer Evenings to Cool Autumn Nights, produced inside DaVinci Resolve over the course of the Semester.

Environment Model: Fantasy Interior  
Elijah Reyes

A 3D virtual environment.
Can Anyone Hear Me?      Alyson Henderson
This is an 11-minute audio project. Humanity has been driven underground after a monster of unknown origin wiped out most of the population. The story is about 2 explorers who set out into the above-ground wilderness to find any remnants of humanity during the early days of the apocalypse. Along the way the explorers find recordings of a person who documented their journey as a survivor. Emboldened by their discovery, the 2 explorers work to follow the trail this survivor left behind and answer the question of what happened to the person in the recordings.

This project is written, directed, recorded, and mixed by me. With voice acting by Joshua Cooks and Toby Lee. The display art for the project is done by Daniel Beck.

Subject 377      Brendan Hoberer
Subject 377 is a first-person movement puzzle game, where you are tasked with traversing through various rooms filled with state-of-the-art automated turrets. Move fast and think quickly to make it through to the end!

Mystery of Elderspire     Jonathan Holt
A sculpture and creative writing project.

Public Water Advocacy     Jacob Hunwick
This project is an educational website where learners can take courses on how to preserve public control of water systems. Currently on offer is a course for Dallas-Fort Worth residents that details the history of water access in the region, the present-day issues, and future considerations. Upon completing the course learners can download a certificate.

This site went through a usability testing phase to ensure the best experience for learners. In addition, the content was curated for and marketed to homeowners in Dallas-Fort Worth. This is due to the leverage that homeowners in the region have over local political entities, and by extension decisions made by the Fort Worth and Dallas city governments.

Three core values listed at the bottom of the home page represent the intersection of homeowner and the course creator's interests. These values include equitable access to water, no crisis price-gouging, and preventing fixed contracts that incentivize equity mining.
Orb Rogue-like
Idris Johnson
Orl is a top-down dungeon rogue-like where in you explore various rooms, fight monsters, and solve puzzles to obtain the treasure at the end. If you die you start a brand new run so use your wits and skills to find your way to the end!

School Sux, Drake Feng!
Danny Laboda
An animated title sequence for a show that doesn’t exist.

Drake Feng is a teenage vampire in a world full of fearmongering and false information about his kind. He has the task of grappling with the two most difficult burdens a person can face, learning to love yourself... and Highschool. Joined by his best friends Stephanie and Raven, and his teacher Mr. Fritz, we get to watch his exploits navigating such a volatile time in his life. Will Drake ever be open about his Vampiric heritage? Who knows...

Silly Dragons
Leah Makepeace
A 2D animation project.

Pearson Darkroom Creative Photography
Alex Nguyen
Pearson Darkroom Creative Photography is a rebranding project that focuses on the concept of unique aesthetic photography design that specializes in black and white imagery. The goal of this project is to create a brand design that represents an identity that mixes with the modern subculture that speaks for today’s generation’s style of the New Romantic and glam rock.

Kola: A Bridge to Community
Eberechukwu Ojinnaka
This is an insightful case study that delves into the experiences of first-generation American children of African descent as they navigate the complex challenge of preserving their cultural identity in the Western world. Centered on the upliftment of Nigerian culture, the envisioned solution is Kola, a mobile application serving as a cultural bridge. Kola’s primary objective is to reconnect the younger generation with their heritage, fostering a sense of unity with traditions and fortifying community bonds.
Mentally Ill, Mentally Well  Marissa Paredez
This is a multimedia project centered around the subject of mental illness and mental health. This project is inspired from my desire to help those who struggle with a mental illness and their mental health as well as trying to make the people around them and the general public understand mental illnesses.

3D Natural History Museum  Katelyn Paul
A 3D environment of the interior of a fictional natural history museum built in Unreal Engine.

Vietnamese Toy Restaurant Diorama  Angel Pham
The diorama is inspired by various cultural influences by my experience growing up as a Vietnamese-American. The diorama blends both modernism and traditional Vietnamese beliefs to bridge a connection towards childhood, comfort, and culture.

Ultra Maiden  Andrew Peters
Ultra Maiden is a 2D animated short with some 3D elements done in the style of a movie trailer.

A city has lost their superhero, Ultra Mascule. Now without a Champion for the Oppressed, crime has expanded its grasp onto more and more innocent people. But there is hope. the fallen hero’s young daughter has decided to answer the call. Maddie Matilda has now taken on the mantle of “Ultra Maiden.”

Butter Flow  Erin Popovich
It is a project with the main goal to create a 3D model that is a concept of a video game enemy character that a player character, a rogue mouse, would have fun looking out for as a hidden danger that would be hard to ignore. As the playable character explores forested and grassy environments searching for items, they will need to keep an eye open for this enemy. What makes the enemy difficult to detect amidst the foliage is that its body resembles the surrounding flora itself. It is a bird-like creature with a plant-based form and a butterfly face, which allows it to blend into the surroundings unnoticed as it hunts for prey, primarily mice.

Tiger Jungle Jump  Srikanth Ramprasad
Tiger Jungle Run is a 2D animation where Photoshop was used to create the character and environment and Harmony Premium to animate the entire thing. This project is a serve as test to create drawings and bring them to life in digital format.
The Dance of Religion and Politics  
Kathryn Rauscher
This past year, my research for my senior capstone has been focused on an Armenian Menologium from 1348 created in Sis, Cilicia. I expounded on the spread of hagiographical information between the West (i.e., the Crusaders and Holy Roman Empire) and Eastern Christian states, mapping the region-to-region influence of the Lives of Saints book. In addition to this, other elements such as the enumeral images of female saints in the 1348 Menologium and the Church and State politics contemporary to the manuscript—create a narrative explanation for the visual depiction of St. Agnes in this Menologium.

Environment Model  
Elijah Reyes
Environment Model: Fantasy Interior, a 3D modeling and art animation using Autodesk, Maya, Adobe Photoshop and Substance 3D Sampler.

Let's Each Cake  
Patricia Rios
Let's Eat Cake is a 3D animated environment where I incorporated dynamic motion graphics using Cinema4D. This Capstone project serves as a testament to both my 3D modeling and my ability to bring designs to life through animations.

Wallace and his farm  
Scott Rogers
Wallace and His Farm is a short point-and-click adventure game in which you help Wallace resolve the chaos across his farm after a terrible storm sent everything into disarray! You can download the game from its itch.io page, which can be accessed through the link in my portfolio.

Mala Fide  
Jade Villanueva
The project is influenced by horror games such as The Witch’s House and lb, as well as the 999 Nonary games and works discussed in youtuber Wendigoon’s channel. All of these have affected me deeply in some way, shaping how I want to explore concepts of psychology, the paranormal, and the mystery/thriller sub genre. Within my project, I draw particularly from the mentioned games for artistic direction, and from 999 and the Wendigoon channel for narrative inspiration.
Meal App
Roma Vipparthy
A user-friendly application that generates practical and accessible meal ideas tailored to the ingredients available in students' homes. This initiative seeks to streamline the culinary decision-making process, empowering students to optimize their time, reduce financial strain, and conserve energy by making efficient use of existing resources.

Batta
Christian Vongkaseum
A limited horror animation in which a soldier is chased by a monster.

B-TEAM
Grace Vu
B TEAM presents a 1988 fantasy adventure story as a webcomic, with its first chapter presenting Bell Tinner, a young, runaway artificer trying his luck as an adventurer. But these are modern times, and no guild wants a high school dropout.

The Burn(out) Book
KK White
In the chaotic realm of university life, where deadlines loom and stress seems never-ending, 'The Burn(out) Book' emerges as a beacon of humor, camaraderie, and practical wisdom. Tailored for students grappling with academic burnout, this activity book is more than just a guide; it's a lifeline. Through a blend of witty exercises, relatable affirmations, free expression of creativity, and a comforting sense of solidarity, it assures students that they're not alone in the struggle. 'The Burn(out) Book' not only equips you with an outlet to release the frustrations of college's challenges but also assures you that there's nothing wrong with feeling overwhelmed. Let humor be your guide, and let this book be your companion in realizing that countless others share the journey through academia's ups and downs. You're not alone, and the Burn(out) Book will light your way. So, forget about those 5 midterms, 3 quizzes, 7 assignments, and 2 major projects, and sit down and color with me for a while.

Mice & Murder
Annie Wu
Mice & Murder is a visual development project based on Dropout's Dimension 20 show, exploring the characters and world of a Merrie England and Sherlock Holmes-style murder mystery with woodland animals. After the crew is invited to a birthday party in an English countryside manor, things go awry when the host is murdered, and a mystery appears. This project shapes the look of Mice & Murder as if it were being developed as a 2D animated show.
Strings Attached Style Guide

Lyn Zhang (she/he) designed a new style guide for the UTD student organization Strings Attached, a club that provides a space for students to collaborate with others to make music and community. This branding booklet includes a new logo suite and guidelines for design concepts such as typography, color usage, and photography. In addition, Lyn created multiple marketing campaigns, a promotional motion graphic utilizing this new branding suite, and produced multiple items of merchandise that adheres to the style guide. She is very excited to usher in this new era of Strings Attached and can't wait to see where future designers go with her work!
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or visit tinyurl.com/BassCapstoneFall23 to vote for your favorite project!
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