

Phoenix Webb // 2310140

Critical Review

Part 1 of 2

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1. PDP

From: 02/02/2024 to: 02/06/2024

Planned outcome:

Where do I want to be by the end of this period? What do I want to be doing?

What do I want to learn or develop	What will I do to achieve this	What resources or support will I need	What will my success criteria be	Target dates for review and completion
(Specific & Relevant)	(Specific)	(Achievable)	(Measurable)	(Timebound)
- Improve my english	- Live in Swansea for 9 months from October until June - Talk and interact with people who only speak English - Get out of my comfort zone and not try to talk only with Spanish-speaking people	- British people or people with a good level of english	- Notice a significant improvement since I arrived in September, both in level and confidence and getting along with the language - Having lived alone for 9 months in the United Kingdom without major communication problems	- In June when the school season ends and I return to Spain

- Specialize in 3D high level Hard-Surface	- Work with many projects such as props o environments - Take a specialized course - Study how to understand topology to work with subdivisions	- YouTube is the source I use the most to watch 3D modeling tutorials or timelapses. - Specialized courses such as, “the element 3D Hard-Surface” [1] - Research and explore works of professionals on Art Station and learn from them. - Book about topology 3D specialized in hard-surface	- Have modeled models in which the geometry is complex and have achieved a clean topology with all possible quads - Internalize through experience ways to clean geometry	- In summer when I make my definitive showreel
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- Learn Unreal Engine 5 - Specifically learn to import assets, add all the textures, light at a good level and render	- Compose, light and render my independent project in UE5. It's going to be my first project in UE5. - See a list that I already have prepared of tutorials. - Use and navigate UE5 and do import and lights tests	- Tutorials of "Just an idea studio" in Youtube - Tutorials of "On mars 3D" on Youtube [2] - ArtStation learn window	- Achieve a realistic and beautiful result in my independent project - Correct all the errors that my independent project pipeline has and understand them - Gain confidence and speed when using and browsing UE5	- May 8 in the delivery of the practical part of the independent project
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- Complete Independent project	- Do a 6000 word research text document on the evolution of racing simulators - Model an interior environment on a Formula 1 garage with a realistic finish - Learn to reference in IEEE	- For the written part I need the internet to search for information such as google scholar or web articles - For the practical part I need Maya Autodesk for 3D modeling and UVs - Substance Painter for 3D texture - Unreal Engine 5 as a rendering and lighting engine with Lumen	- Achieve 6000 words having referenced well in IEEE - Get a result of the environment very detailed and beautiful and upload it to ArtStation and use it in my showreel	- April 24 in the delivery of the written part - May 8 in the delivery of the practical part
- Create list of 3D studio which I like	- Search for 3D artists living in Valencia - Make a list of studies that I really like to have the option of working online - Use a map of video game studios in Spain, Valencia	- ArtStation - Video game studio map (DeVuego[4]) - LinkedIn	- Make a list in order of preference and have it ready for summer to start applying for work	- Summer

- Improve my way of referencing IEEE	- Study the IEEE format Reference guide pdf - Reference in my written part of independent project and obtain feedback from the supervisor	- IEEE Reference Guide - Richard William (supervisor)	- Make correct references in my independent project	- April 24 in the delivery of the written part
- Improve physical condition	- 5 weekly strength training sessions - Calorie deficit - Define a goal of a body fat percentage - Do body recomposition	- The Gym group - FatSecret App	- Have completed all training - Reach a percentage of 18% fat - Weigh between 80 and 90 kg	- 15 June

- Make a showreel	- Modelar props o environments 3D - Texture, light and render my works - Create turntables of the jobs, all in the same rendering engine if possible (UE5) - Create a video showing final render + Wireframe work and add music	- Maya AutoDesk - Substance Painter - Unreal Engine 5 - Marmoset Toolbag - Pure Ref - Adobe Premier	- Set up a showreel with 3 or 4 different projects at a good level	- May
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2. Employment database

Name & Address of company	Position applied for (URL)	Closing date	Applied?	Response?	Interview?
Room 8 Level39, One Canada Square, Canary Wharf, London, United Kingdom, E14 5AB	Realistic 3D Environment & Props Artist Senior		no	no	no
Devilish Games Gran Capitan Street 1 A 03400, Villena (Alicante) Spain	Realistic 3D Props Artist		no	no	no
MR Factory C/ ISAAC NEWTON, 5. 28760 TRES CANTOS (MADRID) .	3D Designer High Poly Props for VFX		no	no	no
Tree House Vantage Way,Poole, England, BH12 4NU,United Kingdom	Unreal Generalist		no	no	no
El ranchito C/ de la Coruña, 29, 28020 Madrid	3D modeler for VFX		no	no	no

Name & Address of company	Company Website	Contact details (phone/email)	Point of contact
Room 8 Level39, One Canada Square, Canary Wharf, London, United Kingdom, E14 5AB	https://room8studio.com/	https://room8group.com/contact-us/	Elena Natsvlishvili (Head of production)
Devilish Games Gran Capitan Street 1 A 03400, Villena (Alicante) Spain	https://www.devilishgames.com/	nfo@devilishgames.com	no info
MR Factory C/ ISAAC NEWTON, 5. 28760 TRES CANTOS (MADRID) .	https://www.mrfactory.tv/	seleccion@mrfactory.es +34 915 930 330	no info
Tree House Vantage Way,Poole, England, BH12 4NU,United Kingdom	https://www.treehousedigital.com/	jointhegang@treehouse.ltd	no info
El ranchito C/ de la Coruña, 29, 28020 Madrid	https://elranchito.es/es/	+34 913103130	no info

3. Cover Letter

Phoenix Webb

17 Brunswick St, Swansea, SA1 4JP, +44 07480 462206, phoowg@gmail.com

February 16, 2024

Elena Natsvlishvili
Head of Production
Level39, One Canada Square, Canary Wharf
London, United Kingdom, E14 5AB

Dear Room 8 Team,

I am pleased to write to you to express my deep interest and admiration for the opportunity to join your talented studio as a "Realistic 3D Environment & Props Artist Senior". Since discovering Room 8's work on ArtStation, I have been following their creative evolution with great enthusiasm, and each project they have shared has been a constant source of inspiration for my artistic development.

My journey into the world of video game design recently culminated with my graduation in "Video Games Design" from Trinity Saint David. During my time at university, I immersed myself in the study of advanced techniques for creating realistic 3D environments and detailed prop design, and I am excited for the opportunity to apply these skills in an environment as stimulating as Room 8.

Although I currently reside in Spain, my determination and passion for digital art motivate me to move to London and be part of its creative

team. I am convinced that my proactive approach to continually learning and improving will allow me to adapt effectively to the challenges of the role and contribute significantly to Room 8's innovative projects.

By immersing myself in his works on ArtStation, I have found a constant source of inspiration in the originality and technical mastery that characterizes each of his projects. The visual storytelling and attention to detail that Room 8 brings to each creation have been fundamental guides in my own pursuit of artistic excellence.

Attached to this letter, you will find my portfolio, a sample of my dedication and skills in creating realistic 3D environments and detailed props. I look forward to the opportunity to discuss how my creative approach and admiration for Room 8's unique vision can complement and enrich your team.

I sincerely appreciate your consideration of my candidacy and look forward to the opportunity to participate in an interview to discuss in detail how I can contribute to Room 8's exceptional creative legacy.

Please feel free to email me at phoowg@gmail.com or call my cell phone at +44 07480 462206.

Thanks for your time and attention.

Sincerely,

Phoenix Webb

References:

- [1] “the element 3D art training,” the element 3D Art Training, <https://elementza.com/> (accessed Feb. 13, 2024).
- [2] “On Mars 3D,” YouTube, <https://www.youtube.com/@OnMars3D> (accessed Feb. 14, 2024).
- [3] C. Waldin Duran, “How to create ONE personal development plan,” LinkedIn, <https://es.linkedin.com/pulse/como-crear-un-plan-de-desarrollo-personal-waldin-duran> (accessed Feb. 16, 2024).
- [4] “Map of Spanish Video Game Studies and Companies by autonomous community,” DeVuego, <https://www.devuego.es/bd/mapa-estudios/> (accessed Feb. 16, 2024).
- [5] Jobs - artstation, <https://www.artstation.com/jobs/all> (accessed Feb. 18, 2024).
- [6] A. Carranza, How to make a cover letter in English? + examples,” <https://www.crehana.com>, <https://www.crehana.com/blog/negocios/como-hacer-cover-letter/> (accessed Feb. 20, 2024).