

For my zenith project, I decided to create a digital sculpture using Zbrush. In animation, we've used Zbrush on a few different occasions for 3D modeling, but I never got the opportunity to really dive into the program and create something I'm proud of. Despite that (and its nightmarish UI), Zbrush was a program that I found particularly compelling, and I wanted to explore and create with it more. Particularly, I was really drawn to the opportunity to essentially bring characters to life and depict them in a more interactive way. I've always been very interested in storytelling, which eventually became an interest in illustration and character design, and these led me to my decision. I didn't have any inspirations, and wasn't sure what to make at first, so I started out practicing by sculpting a face and experimenting with making hair. This helped me learn a lot, and I felt a lot more comfortable starting what would be the final sculpture, which I chose to make of a character of mine. Throughout the process, I used online resources, which helped me learn a lot, and I continued to utilize those when I started on the actual sculpture. Since I still wasn't at all confident in my Zbrush abilities, I decided to sculpt a bust (rather than a full body), and continued to use online resources. Of the 21st century skills, I think I improved most in my technological literacy. Though, in the grand scheme of things, I've barely begun to learn how to use Zbrush, for such a difficult program, I feel much more confident in it and am proud of my progress. I think I've also developed better self-direction skills, as I've had to seek out information and techniques myself and learn how to use them. Though I'm not sure I'll continue

to use Zbrush, I am interested in continuing practicing digital sculpting, and I've been glad to develop the skills needed for that over the course of my zenith project. As far as the project representing a culmination of the skills I've developed at Freestyle or being my "ultimate" Freestyle project, though, I wouldn't entirely say I succeeded in that. There are no projects I've made in Freestyle that I can fully, confidently say I love, and that also applies to my zenith project. Though I'm proud of it, and it's definitely one of the best things I think I've made in Freestyle, there are too many errors I see in it to call it an actual "zenith". Still, I believe this project helped me develop a lot of helpful and important skills I can use in the future, and I'm glad I got to experience that while making something I enjoy.