

CHAPTER 3

EXECUTION OF INTERNSHIP WORK

3.1 Position and Coordination

As the author entered the internship as a single artist, assigned work by the producer. The project does not rely in multiple artists as it is a short project. The role of an individual artist is to be able to be an allrounder doing each of the responsibilities for example modelling, texturing, and general animating. They're capable of working in an individual project of creating the models, color, and texture.

In an individual artist contract the work pipeline starts from the producer creating a project theme for the 3D artist. The artist proceeds to start the project under supervision of the supervisor. Exchanging the work for revisions on each step, the artist gives the supervisor the rough idea of the project. Onward to each of the steps the artist complete is to be delivered to the supervisor to check and revised. The revisions are communicated through WhatsApp alongside Google Drive while the meetings are usually through discord and WhatsApp.

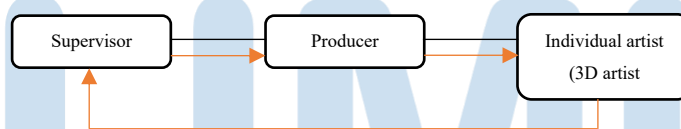


Figure 3.1 Example of a workflow chart. Source: Author's Observation (2025)

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M U L T I M E D I A
N U S A N T A R A

3.2 Internship Tasks and Job Description

Under chapter 3.2 is listed what the author has performed their tasks throughout the internship term. As a 3D artist the author's responsibility is to create 3D models for the project, texture, and animate the objects in Blender.

3.2.1 Tasks Performed

This section contains the table of the most notable assignments done during the internship program.

Figure 3.2 Example of Company Structure

Week	Date	Assignment
1	September 1 st 2025	Brainstorming concepts for company 3D department identity
2	September 8 th 2025 – September 12 th 2025	Creating 3D text from company logo
3	September 15 th 2025 – September 19 th 2025	Modelling tiny low poly cities and roads
4-5	September 22 nd 2025 – October 3 rd 2025	Arranging the buildings and roads

6	October 6 th 2025 – October 10 th 2025	Traffic animation
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Source: writer personal analysis (2025)

3.2.2 Internship Job Description

Starting with 3D modelling the typography of the company logo. Using the company logo they slowly modelling the individual letters.



Figure 3.2 Typography modelling. Source: Writer (2025)

Next step of the typography is to extend from a plane to 3D meshes. Extrusion method is used to extrude the upward facing faces to create volume. After extruding the author rotate the faces 90 degrees from upward facing to front facing. Therefore the author then arranges the logo into an isometric view.

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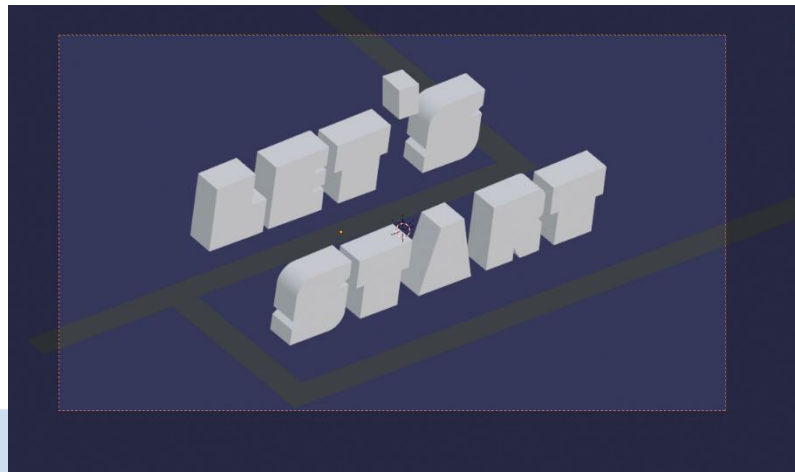


Figure 3.3 Blocking model. Source: Writer (2025)

Revising the layout from the supervisor and producer it appears the layout of the city is not quite aesthetically pleasing. Then changes are made to accommodate the visual style that is trying to be achieved. The city layout before was too shallow and lacking the human scale in the urban environment but the layout already fits to the vehicular dominant city. Hence, more smaller roads are added to create the pedestrian space in the city by creating small pockets.

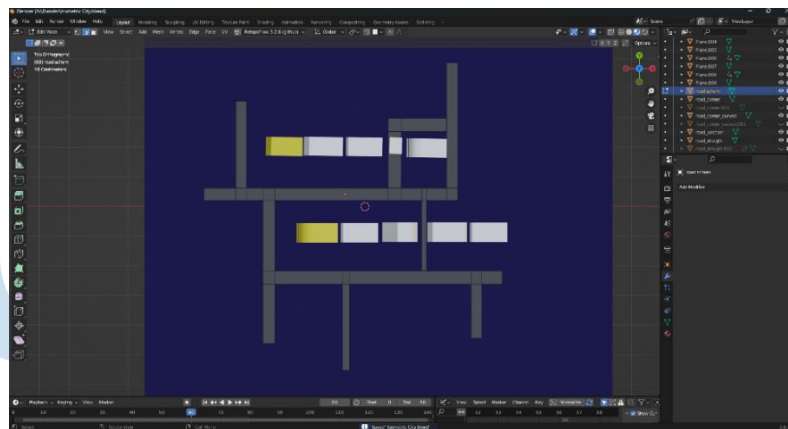


Figure 3.4 Layout revision. Source: Writer (2025)

Third is to model the buildings that will be used in the scenes. The author used polygonal modelling to create the meshes to create a building. In the figure below it showcases the window but also the trims, door, and rooftops are modelled in a simple method.

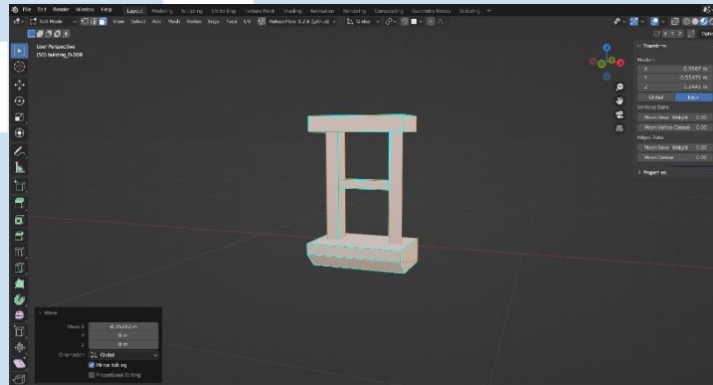


Figure 3.5 Modelling. Source: Writer (2025)

Creating multiple buildings instead of one to create some variety in the scene. In the figure below is one of the buildings created for the scene. There are 6 types of buildings the author made to ensure the variety in the scene, randomizing the buildings.

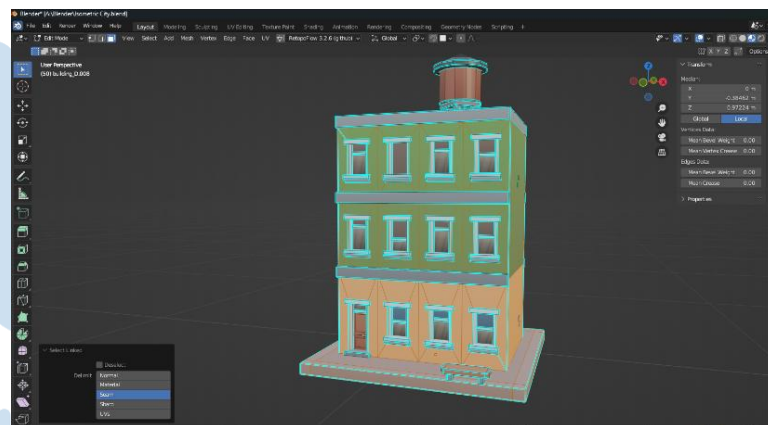


Figure 3.6 Building modelling. Source: Writer (2025)

Then the next step is to arrange the buildings with the roads. Road hierarchy will affect on how the buildings are arranged. From a large arterial road down to commercial then neighborhoods. But also, the human scale will take place and a strip development will appear in the roads as well.

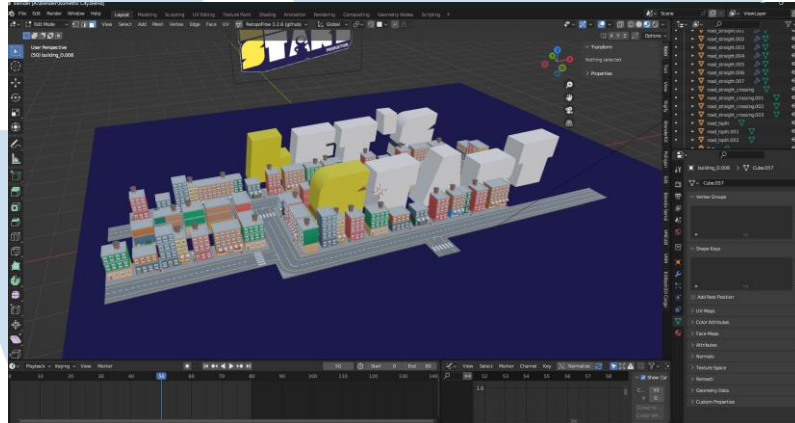


Figure 3.7 Arrangement. Source: Writer (2025)

Last but not least is animating the cars in the city creating vehicular traffic. Turning a static environment into an established human presence. Picking up a habit of using empty meshes as a pin point for 3D animating helps tremendously to have a clean workspace. The cars animated will eventually loops around as the animation end to give the satisfying loop feeling as a part of the visual style.



Figure 3.8 Traffic animating. Source: Writer (2025)

3.2.3 Encountered obstacles

There were two obstacles found during the internship work by the author. These issues are:

- 1) Demanding work labor
- 2) Creating 3D assets for the project

Being a solo artist on a project means there is a lot on the plate. While having the advantage of file consistency sometimes the job desk has a lot of demand from modelling and animating the scene.

Creating 3D assets for the project means creating the assets one by one. A time-consuming project will further move the deadline and usually results in unfinished projects. Timelines are critical in large group projects as usually the work is split between other people.

3.2.4 Solutions to the Obstacles

In this section there will be analysis and solutions to the constraints found in the internship. Solutions down below are:

- 1) Dividing the work for two or three 3D artists
- 2) Buying 3D assets

Whilst working as an individual artist may have some benefit, often times taking longer than working with multiple artists. Unlike the previous experience with multiple artists on the work might interfere with data versions, its best to align all the applications to one another or working in an office computer instead of using a personal device.

Another solution is to buy commercially listed 3D assets on recurrent assets. Some examples are like vegetation, or buildings for the background and small props to bash. There are many small props that would make a scene alive but would take extraordinary time and effort to model and texture everything manually. Therefore is the perfect time to use some premade assets.