



Modular 3D Environmental Development for Augmented Reality

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Abstract:

This work used industry standard practices and technologies as a foundation to explore the current and future advancements in 3D environmental production. Outlining how the field is moving towards the inclusion of AI assisted generation, and its role in immersive Augmented Reality environments.

This study will explore modular environmental construction techniques utilized in large scale 3D productions. This will include the reasoning behind this approach to production, the principles in successful development, potential pitfalls and different methodologies for successful implementation of practice in commercial and proprietary interactive engines. A focus will be on the role of the 3D environmental artists in maximizing their productivity in this field, preparedness for changes in this area, and preparation for new challenges faced by evolutions in this field, driven by tandem technological advancements.

With a basis established, the study will utilize data to analyze progression in the field of modular environmental construction, identifying progression available through Artificial Intelligence. This will include implementation within current industry



standard software's, as well as within the field of interactive Augmented Reality environments, to achieve the industry goal of fully immersive A.R. environments, and how this will impact technological engagement.

Biography:

KEVIN TAYLOR is an Assistant Professor in the Computer Animation and Game Development Program in California State University, Chico, USA. He is a veteran video games artist who has created work for publishers such as Bethesda Softworks, SEGA, Activision, Konami and Ubisoft. He teaches upper division courses such as (CAGD 445) Animation/CGI production, and lower division courses such as Digital Modeling and Concept Art and Storyboarding. He is a passionate educator and has taught in Europe, Australia and around America. His research interests include Augmented Reality, 2D/3D animation and comic book development.