tp
THE PORTFOLIO

CC-VERSE

THE PORTFOLIO 2022

AN INSIGHT TO CREATIVE COMPUTING PROJECTS

AN AUGMENTED REALITY EXPERIENCE EDITION

UTB

SCHOOL OF COMPUTING AND INFORMATICS
CREATIVE COMPUTING

UNIVERSITI TEKNOLOGI BRUNEI

SCI // CC #06 - 2022

ALL PROJECTS ARE A PRODUCT OF UTB

TABLE OF CONTENTS

WELCOME TO
CC-VERSE '22

AN AUGMENTED REALITY EXPERIENCE FOR 'THE PORTFOLIO 2022'

This is the first CC Portfolio Magazine that features a one-of-a-kind digital experience that utilizes Augmented Reality via your smartphone on Instagram.

BEFORE STARTING THE AR EXPERIENCE:

QR Code for @ccverse22 Instagram account.

Follow @ccverse22 on Instagram to use the AR Filters.
(Scan this QR code to go to the Instagram account directly.)

HOW TO KNOW WHICH PAGES HAVE AR FUNCTION:

AR QR Code. (Sample only.)

Only a certain number of pages in this magazine have AR function. To know which pages contain the AR Function, look for this symbol on the page you are currently reading.

The 'AR QR Code' on each page is scannable and links to different AR Filters based on the page you are currently on. For example, scanning the 'AR QR Code' on the 'Opening Remarks' page only opens AR Filter for that specific page only. The filters are accessible only via Instagram on your smartphone.
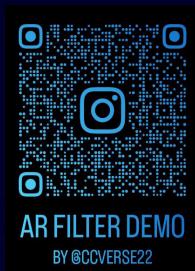
HOW TO USE THE AR FILTERS:

OPTION 1: AR QR CODE.

AR QR DEMO
BY @CCVERSE22

Scan the 'AR QR Code' and click on the link that was generated or scan the 'AR QR DEMO' code to watch a demo.
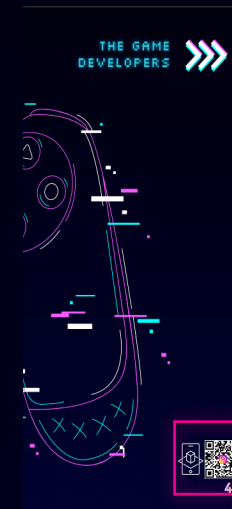
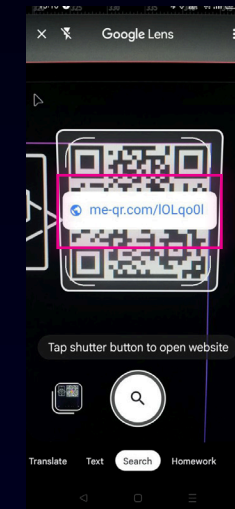**OPTION 2: AR FILTER.**

AR FILTER DEMO
BY @CCVERSE22

Head to @ccverse22's filter panel and select the AR Filter that you want to try or scan the 'AR FILTER DEMO' to watch a demo.
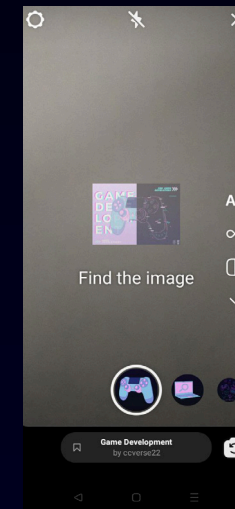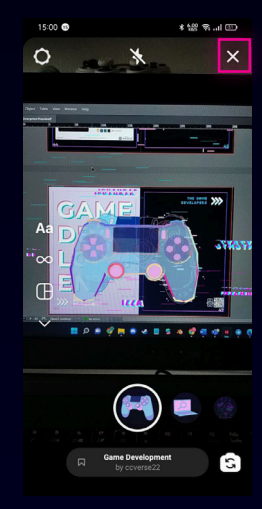
AR MANUAL

OPTION 1: AR QR CODE.

1) Scan the 'AR QR Code' on the page you are currently in.

2) Click the link to open the AR Filter in Instagram for that page.
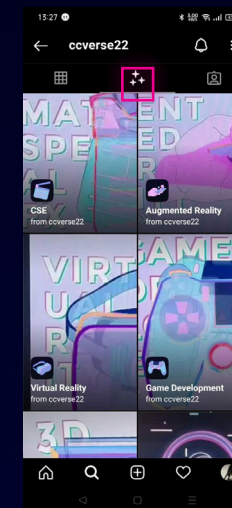
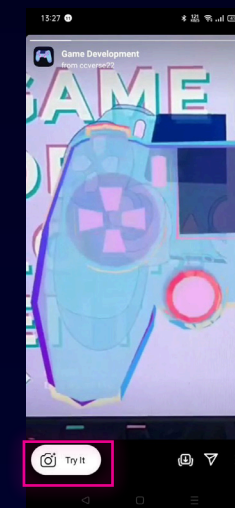*3) Point your camera on the page you are currently in.*

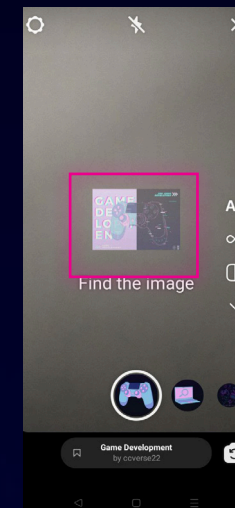*4) After you are done, click the 'X' to exit the AR Filter.*
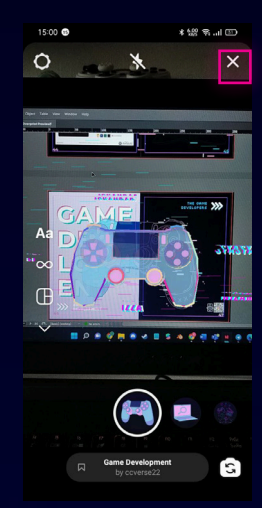
OPTION 2: AR FILTER.

1) Click the filter icon as shown to check available AR Filters.

2) Click "Try it" to try the AR Filter.

3) Follow the instruction shown, and point camera on the page mentioned.

4) After you are done, click the 'X' to exit the AR Filter.

OPENING REMARKS

بسم الله الرحمن الرحيم

السلام عليكم ورحمة الله وبركاته

Alhamdulillah. Firstly congratulations to all of you on achieving another significant milestone in your lives, as well as to your parents and families who are celebrating with you and who will cheer you on whatever comes next. On behalf of the Creative Computing Programme Area, we sincerely appreciate you for your endless efforts throughout your journey with us, even more so during the Covid-19 pandemic.

The Portfolio 2022 is the Sixth Edition of this magazine series, which showcases the Final Year Projects of Creative Computing's Sixth Graduating Intake. All 18 of you had successfully completed and submitted a variety of projects, ranging from 3D Animations, Game Developments, Augmented and Virtual Reality, Cinematics Special Effects, as well as some Research Studies. Although these projects are different in nature, nevertheless all of them faced the same difficulties since the projects had to be conducted during lockdown when the second wave of the pandemic hit the whole country. Each and every one of you managed to pull through, and this shows that you have the determination to do whatever you can dream of and that is amazing! Be proud of this achievement and feel worthy towards it, be confident in your abilities and rise up to your next challenge.

I would also like to acknowledge and honour all the lecturers and supervisors who played a large part in your growth. And lastly, I would like to take this opportunity to express my sincerest thanks to our sponsors, Cyber Security Brunei (CSB) and Brunei Computer Emergency Response Team (BruCERT). Without your most generous contribution, this could not have happened. Thank you.

Awang Ibrahim bin Edris

Programme Leader for Creative Computing
School of Computing & Informatics
Universiti Teknologi Brunei
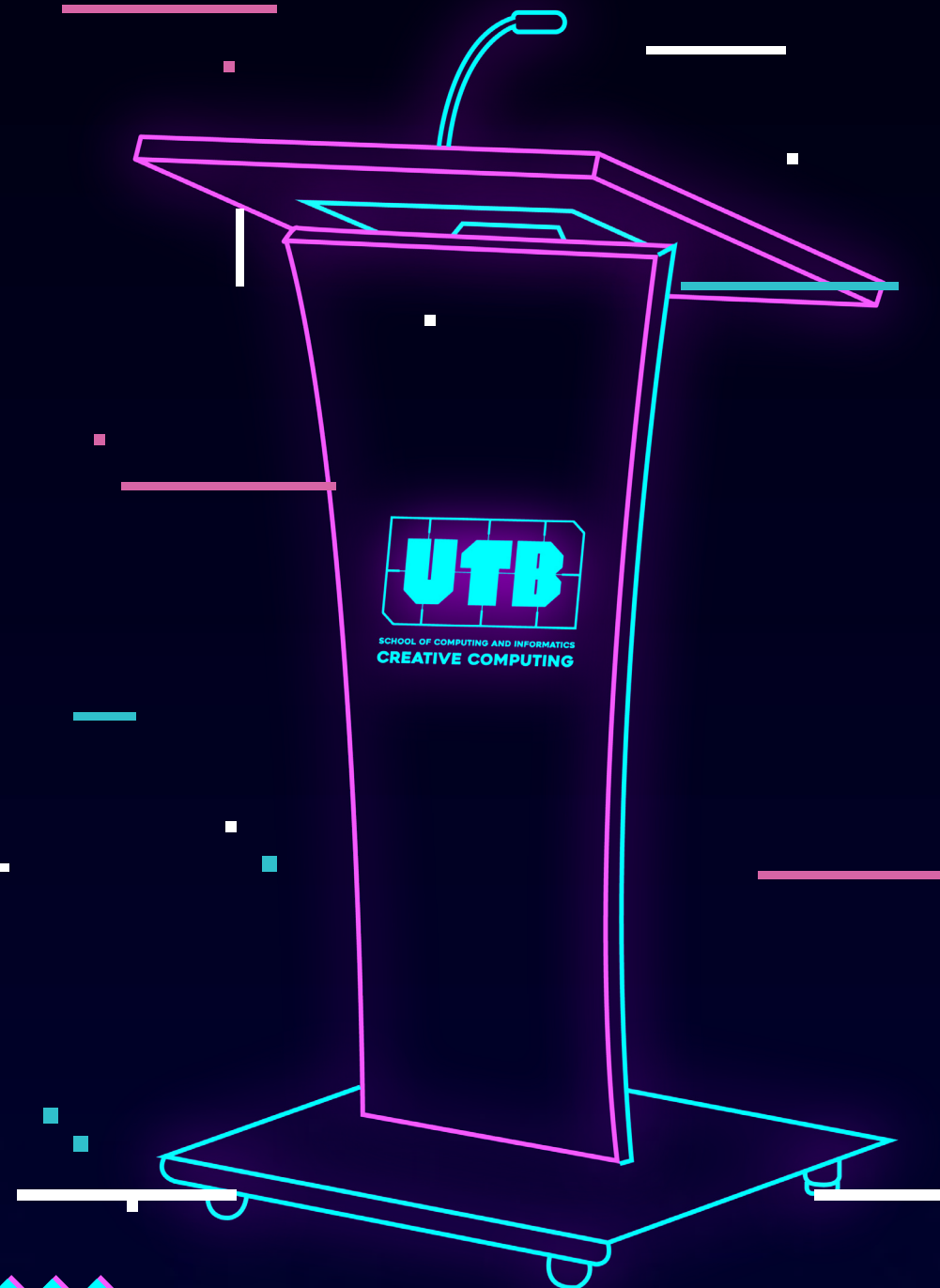
FOREWORD

Welcome to the sixth edition of 'The Portfolio: An Insight to Creative Computing Projects', where the final year projects of graduates from Creative Computing Programme Area, under the School of Computing and Informatics (SCI), Universiti Teknologi Brunei (UTB) are proudly displayed. This annual publication serves as a creative portfolio for graduates to showcase their skills and creative talents to the public as well as to potential employers to reach out to them for any job opportunities.

For the first time, 'The Portfolio 2022' edition offers a unique digital experience within the selected pages of the magazine using Augmented Reality (AR) which can be conveniently accessed via the user's smartphone and social media, specifically Instagram. The use of such technology aims to help boost interest and engagement while going through the magazine.

As 'The Portfolio' continues be part of the graduation tradition since 2017, it hopes to inspire future generations on the possibilities of what can be achieved.

Not only that, but it also aims to help strengthen the Creative Industry in Brunei, adding value to locals who specialize within this niche area.

Rida

Rida Nurdini Bte Awg Hj. Ibrahim

BSc. (HONS) in Creative Multimedia
Creative Computing
School of Computing & Informatics
Universiti Teknologi Brunei

PREFACE

The emergence of the global pandemic negatively impacted the global economy which prompted countries worldwide to adopt digital transformation as a solution to the issue. One of the digital solutions developed is to foster a digital economy which includes transitioning services online and digitally. The pandemic had also driven countries to become more digital literate and creative to support the growth of the digital economy.

The creative industry can play a key role in contributing towards the growth of the digital economy in Brunei as the industry itself has been identified as a potentially dynamic sector for economic growth. Investing within the creative industry as another source of income to contribute to the GDP growth of Brunei also aligns with the strategic measures outlined in the 'Digital Economy Masterplan 2025' which was introduced by the Brunei government. The masterplan also supports the Wawasan 2035 objectives which is to produce a highly educated and skilled workforce, and a dynamic and sustainable economy. These strategies have pushed Universiti Teknologi Brunei (UTB) to continue producing high-quality graduates that will be able to contribute their innovative ideas further to support Brunei's vision to achieve the status of a Smart Nation.

Rida

Rida Nurdini Bte Awg Hj. Ibrahim

BSc. (HONS) in Creative Multimedia
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Syiqin

Dk. Nurul Asyiqin Binti Pg. Norarffin

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School of Computing & Informatics
Universiti Teknologi Brunei

Dell

Adilah 'Izzati Binti Haji Suhaimi

BSc. (HONS) in Digital Media
Creative Computing
School of Computing & Informatics
Universiti Teknologi Brunei

3D ANIMATION
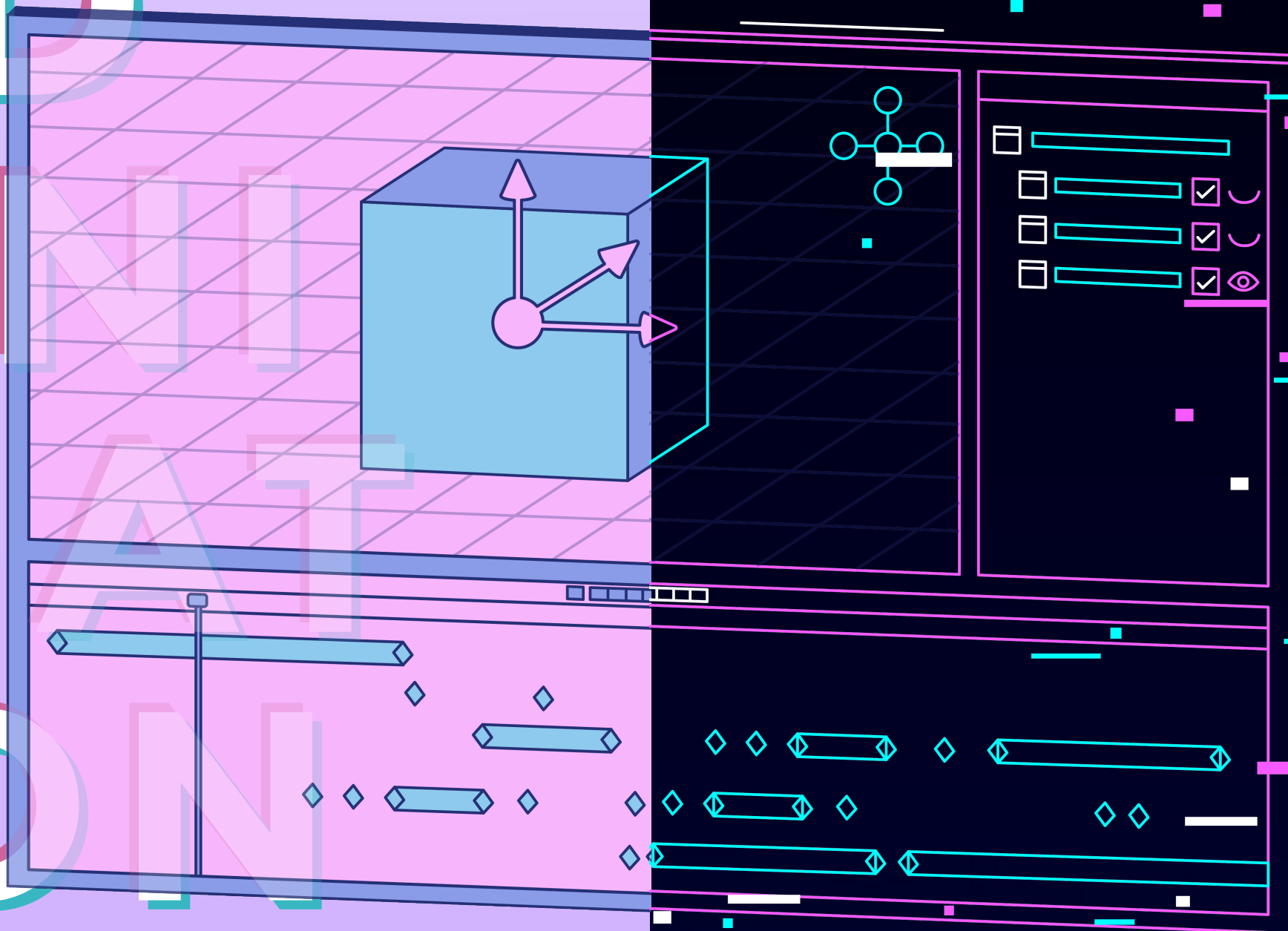
3D ANIMATION

UP IN SMOKE

WAN AZIZI BIN WAN ALI
BSc. (HONS) in Creative Multimedia

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ABOUT ME

I strive to become better in any creative field, especially graphic design, as it has become my passion and what would seem to be the right path for my future, whether it be continuing my studies or any career relating to the creative industry.

PROJECT SYPNOPSIS

A short 3D animation made to create awareness regarding the dangers of smoking, following the life of a character called Toby (short for tobacco), residing inside a person's body.

PROJECT INSPIRATION

From my previous assignments and projects since Semester 1, there seemed to be a common theme revolving around health. So, it made sense to follow the tradition for my Final Year Project. Smoking is also a global pandemic to which all people in different countries can relate to.
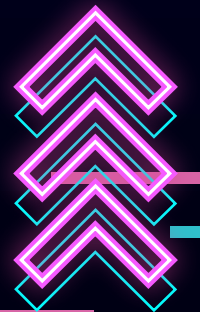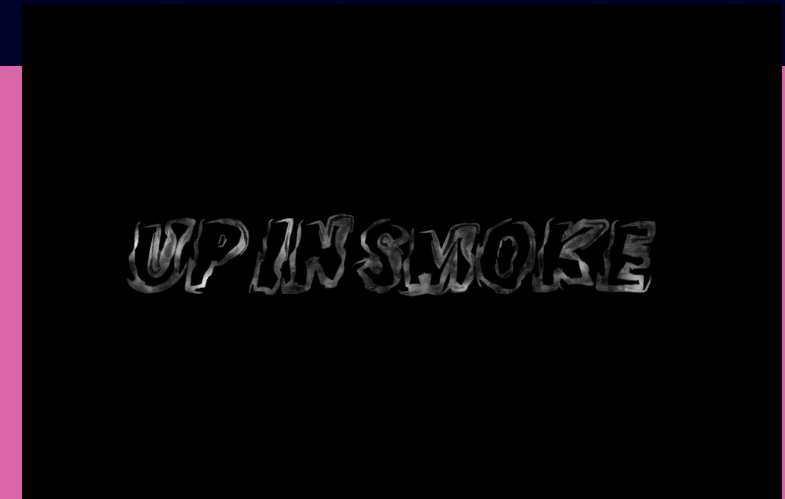
Project Overview

Creating a visually striking 3D animation to appeal the viewers coupled with story regarding the danger of tobacco smoking.

Problem Statement

- Video awareness regarding smoking are getting lesser.
- Smokers are aware of the danger in smoking but continues to do it.

Aims & Objective

- Invoke awareness
- Evaluate the effectiveness of the animation in raising awareness.
- Conduct survey/ questionnaire on the smoking habit towards smokers and non-smokers.

Tools

Ae Pr

Story Overview

Follow the journey of Toby, a small and cute being representing smoke coming from a cigarette that was inhaled and spreads inside a person's body.

Target Audience

Young Adult - Teenager - Working adults

Feedback

More than 90% understood the message
90% Animation satisfication
80% Storyline satisfication

Conclusion

Based on the findings, the 3D animation can be an effetive video for raising awareness with some tweaks / changes.

UP IN SMOKE

A Short 3D Animation
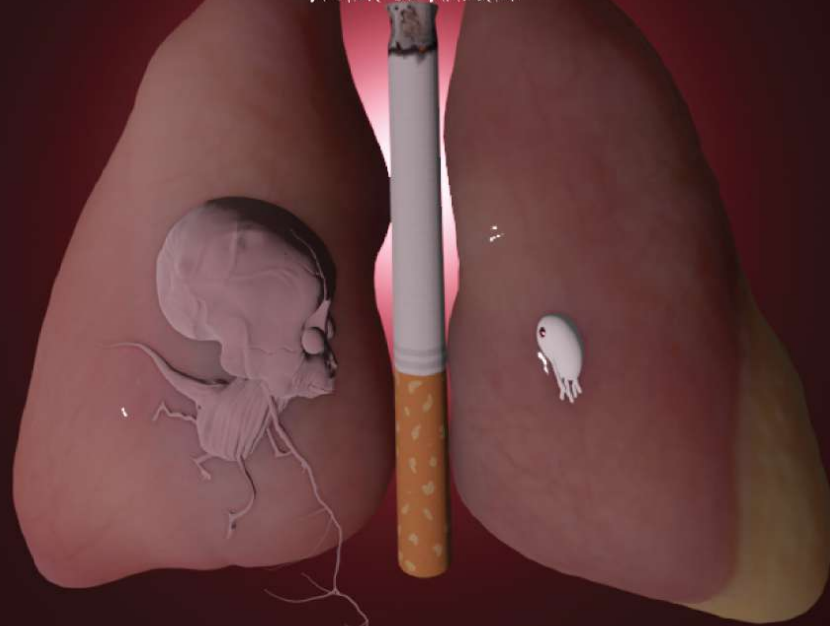
Wan Azizi bin Wan Ali | B20181161 | Bsc in Creative Multimedia

MY FYP JOURNEY

"Diberi betis hendak paha."

- YB Dato' Seri Tuan Guru Haji Abdul Hadi Awang -

My experience of being in UTB for 4 years was stressful, but yet an eye opener and fun at the same time. I met a lot of talented students who were skillful in their own way, as well as lecturers who were all very helpful and were always involved with their students.

SCAN FOR MORE

SAFE SPACE

LENITA HELINA FAUMUINA

BSc. (HONS) in Creative Multimedia

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⌾ @lenitahelina

ABOUT ME

I am a person who always tries to be creative in whatever I do.

PROJECT SYPNOPSIS

The purpose of my project was to raise awareness concerning counselling and the misconceptions as well as its benefits, especially in a university setting during the pandemic. My 3D animation follows a university student who was away from the family and was having a hard time juggling between online classes, as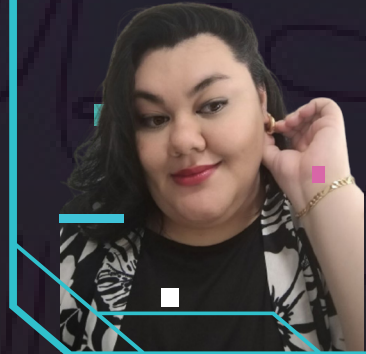signments, being homesick and so forth. An unfortunate event happened within the family that caused her to spiral into grief.

PROJECT INSPIRATION

As a new international student at the beginning of my degree, I struggled a lot with adjusting to a new country and a new university. At one stage it got so bad I found it hard to get up in the morning, I lost sight of why I was there, and I felt really depressed. I never thought about counselling because obviously, I had it in mind that it was only for people living with serious mental health issues. But when I hit rock bottom and had no other alternatives, in my desperation I booked an appointment with the University counsellor. It definitely helped me put things into perspective.

Safe Space
3D ANIMATION

TARGET AUDIENCE
Targeting University Undergraduate student

ABOUT
The goal of this project is to promote awareness of common misunderstandings regarding counseling by using a 3D animated video to capture the interest of university students, who are the target audience.

OBJECTIVES
- Conduct Interview with both student and counselor gain insight into students' perception and experiences.
- Integrate findings from Preliminary investigation into 3D animation video.
- Evaluate the success of the awareness video

AIMS
Investigate the reasons behind students' hesitation to utilize counseling service when they experience stress depression and anxiety. Raise awareness on the misconceptions behind counseling

METHODOLOGY
- Pre-production
  planning, character design, scriptwriting, storyboarding
- Production
  Animation, VFX , Lighting , Rendering, Voice recording,
- Post-production
  Final render, public feedback, correction, SFX, music selection, editing, composition

RESULTS
Students are often hesitant due to the fact some may have had bad experiences in the past, as observed most male respondents tend to prefer to deal these emotions alone or although some respondents has stated they have tried to reach out to counseling but no response.

TOOLS
Ai
Ae

CONCLUSION
It has given me great respect for counseling the more I learn about it. my hope is that students come to utilize counseling. Students should be made aware of the importance of confidentiality.

PROBLEM STATEMENT
College students eventually in their excursion to get their Bachelor's Degree have encountered Stress, Anxiety, wretchedness, or have had overpowering feelings.

LENITA HELINA FAUMUINA
B20181351
Bsc (Hons) Creative Multimedia

MY FYP JOURNEY

"My mission in life is not merely to survive but to thrive and to do so with some passion, some compassion, some humor, and some style."

- Maya Angelou -

It has been very challenging but rewarding at the same time. I have learnt valuable life lessons and I have made some lifetime friends. The 4-year journey has made me a better person, and I'm sad that it's over but also very excited for the future and what lies ahead.

SCAN FOR MORE

IT'S OKAY TO BE DIFFERENT

AFIQAH BINTI HAJI JUDIN

BSc. (HONS) in Creative Multimedia

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in Linked In - Afiqah Judin

ABOUT ME

I have a passion for graphic design and creative media content. I believe I have the necessary skills and abilities to help me pursue my career goals.

PROJECT SYPNOPSIS

The 3D animated video is carried out in three major phases: Pre-Production, Production, and Post-Production. Children who are diagnosed with autism spectrum disorder are often misunderstood, bullied, excluded from many social activities, and rejected for being different.

Parents would find it difficult to raise autistic children and often give up on them easily, not realizing their potential to achieve so many great things when given the chance and right support. As a result, the primary purpose of this project is to develop a short 3D animation story that will raise awareness for Autistic individuals and foster more acceptance for people with Autism.

PROJECT INSPIRATION

I started this project because my aim is to reach out to the public and create awareness for people in need.

3D Animation Short Story
It's Okay to Be Different

Project Overview

Childrens who are diagnosed with ASD are often misunderstood, being bullied, excluded from many social activities and rejected for being different. Parents would find it difficult to raise an autistic children and often give up easily on them while not realizing their potential to achieve so many great things when given the chance and right support.

Objectives

To create a 3D animation video that is lively and engaging to the audience

To convey the message of the story through visuals and emotions of what an autistic individual is going through

To spread awareness and educate to the general public

Problem Statement

Those uninformed often look at them as being weird, rude, lazy and stubborn. They are at times mistreated by friends, relatives or caregivers who do not know how to handle them.

Story Overview

A story through the eyes of young autistic boy in the hope of raising awareness. This is to let audience sees how his unique perspective on the world. His classmates confused with his behaviours, will his class-mates embrace him as a unique individual?

Goal

To produce short 3D animation video of individual with autism as a tool of awareness.

Target Audience

General Public

Project Flow

Pre-production
Research
Scriptwriting
Storyboard

Production
3D Model and Texturing
Animating

Post-produciton
Rendering and Editing
Sound Mixing

Feedback

87.5%
Understand the message

96.9%
Effectiveness of the story

93.8%
Suitable for awareness

Tools

Afiqah Binti Haji Judin | B20171378
Bachelor of Science (Hons) in Creative Multimedia

MY FYP JOURNEY

"Whenever you feel like giving up, think of all the people that would love to see you fail."
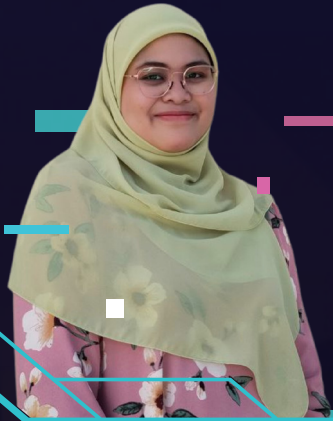
It's a roller-coaster ride, but what a ride!

SCAN FOR MORE

AUTISM: MISOPHONIA

Raising Awareness of Autism Spectrum Disorder with Short Story 3D Animation

DK NURUL ASYIQIN BINTI PG NORARFFIN

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◎ @missa.folio

ABOUT ME

The creative field has been inseparable from me since 2014. I am an enthusiast when I got the opportunity to study especially in animations and motion graphics. I believe that a successful design is when the message is being conveyed to the targeted audience.

PROJECT SYPNOPSIS

The story portrays an autistic child who was having a picnic outdoor with his mother until a little creature snatched his attention away. He began to encounter a big problem. Will he be able to overcome it?

Ministry of Health reported that for the past decade, the number of children with Autism had increased up to 36 cases within the year 2020 and another 38 new cases diagnosed in 2021.

Thus, the purpose of the project was to raise awareness about the existence of Autism Spectrum Disorders (ASD) within Brunei Darussalam. Theawareness project was created to give the target audience a general understanding of what Autism is all about.

PROJECT INSPIRATION

This project is greatly inspired by my dearest cousin, who was diagnosed as autistic. He is the reason why I delve into this subject, and I thought that learning about autism can help me in knowing him better. As I enter, I got to learn more about it. I always thought autism was only about repetitive behaviour, expressionless, nonverbal, hypersensitive to stimuli, and symbolized in blue. I have learnt that they can be 'hyposensitive' too, that they can talk and even stim differently.

Researching deeper into this matter has managed to expand my way of thinking into a bigger picture. Autism is not just the colour blue and portrayed as a puzzle piece; instead, Autism is a canvas of different colours with unique patterns.

RAISING AWARENESS OF AUTISM SPECTRUM DISORDERS WITH SHORT STORY 3D ANIMATION

AUTISM: MISOPHONIA

SYNOPSIS

AN AUTISTIC CHILD IS HAVING A PICNIC OUTDOOR WITH HIS MOTHER UNTIL A LITTLE CREATURE SNATCHED HIS FULL ATTENTION AWAY & BEGAN TO ENCOUNTER A BIG PROBLEM. WILL HE BE ABLE TO OVERCOME IT?

PROJECT OVERVIEW

CREATING A 3D ANIMATION TO INCREASE AWARENESS IN PEOPLE DUE TO THE INCREASE IN NUMBER OF AUTISTIC CHILDREN IN BRUNEI DARUSSALAM.

GOAL

MAKING A SHORT STORY 3D ANIMATION BY DISPLAYING SOME OF THE AUTISTIC TRAITS ENOUGH FOR PEOPLE TO RECOGNIZE AND BE KNOWLEDGEABLE ABOUT THEIR EXISTENCE.

OBJECTIVES

- CREATE QUESTIONNAIRE OF ASD
- PLOT STORY USING THE FINDINGS
- DISPLAYING GENERAL SYMPTOMS & BEHAVIOR OF ASD CHILD IN 3D ANIMATION
- VIDEO FEEDBACK AS PROOF THAT THE ANIMATION IS EFFECTIVE

TARGET AUDIENCE

PUBLIC & PARENTS/GUARDIANS

FEEDBACKS

MAJORITY OF THE PEOPLE VOTED THAT THE ANIMATION HELPED THEM GAIN KNOWLEDGE & INCREASE IN AWARENESS.

TOOL

Pr | Ae

WORKFLOW

PREPRODUCTION: SURVEY, STORY PLANNING, STORY PLOTTING.

PRODUCTION: MODELLING, TEXTURING, RIGGING, ANIMATING, LIGHTING.

POSTPRODUCTION: RENDER, EDITING, AUDIO MIXING, MORE RENDERING, VIDEO FEEDBACK.

SCAN ME

DK NURUL ASYIQIN BTE PG NORARFFIN
B20181112
BACHELOR OF SCIENCE (HONS) IN CREATIVE MULTIMEDIA

UTB
CREATIVE COMPUTING

MY FYP JOURNEY

"My success is only by Allah."

- Qur'an 11:88 -

There were lots of ups and downs that happened within those 4 years of studying in UTB. The hardest part was during Covid-19 where I had to readjust to the sudden change of routine. It was even worse when the second wave came unexpectedly. We were already in our final year so I kept worrying if I can do my finals smoothly. Luckily, I am surrounded by supportive friends and understanding lecturers who have helped me stand on my feet again. It was those interactions that gave us this closeness with each other which made the whole studying worthwhile. The final year was so intense until the very last day. I barely got to relax due to the amount of rendering and fixing of animation issues, but it was worth the struggle because, in the end, the outcome was rewarding! Alhamdulillah~

To summarize the overall journey, UTB helped me polish my creative skills from my previous studies. There is so much room for improvement and new things to explore. I have learnt how to be open-minded with constructive criticism, working in different environments and with different people. I have also learned the hard way that in order to achieve success, I should never depend solely on effort alone. If we take care of our relationship with Allah SWT, then he will ease all affairs. The road will always seem impossible but if we put our trust in Him and keep moving forward, He will show us the way that He knows is best for us.

SCAN FOR MORE

STAYING IN MUTE

NADZIRATUL NADZIRAH BINTI IBRAHIM

BSc. (HONS) in Creative Multimedia

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🌐 https://nadzirahibrahim.wixsite.com/theportfolio

ABOUT ME

I strive on creating functional, timeless designs that are perfectly suited to their intended purpose. I enjoy seeing a project come to life and knowing that it fills a need and is appreciated by those who use it.

PROJECT SYPNOPSIS

My project is titled *Staying in Mute*, and it is based on a 3D short story animation about a child with Selective Mutism. The project's goal is to show a 3D animated Selective Mute character going through various aspects of her daily life, as well as contrasts in her emotions, reactions, and behaviour in various social circumstances.

PROJECT INSPIRATION

Selective Mutism can manifest differently in each child and is frequently misinterpreted as shyness, leaving the child without the necessary treatment and support. The goal of this project is to create an educational video that will raise public awareness of the disorder and foster a better understanding of it.
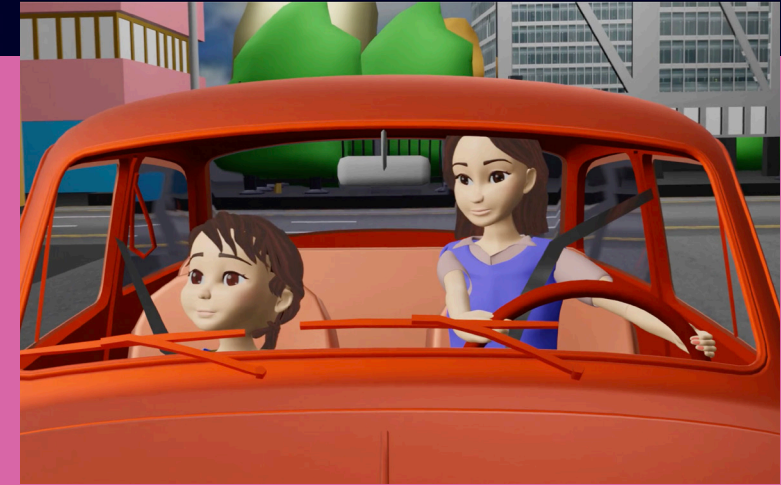
GOALS

1. To create a short 3D animated story that conveys audience awareness of Selective Mutism in a simple and easy-to-understand manner
2. To increase public awareness and promoting greater understanding of the disorder, particularly among those who are close to someone who suffers from Selective Mutism

PROBLEM STATEMENT

1. There has been little exposure to Selective Mutism in Brunei
2. There has not been much use of 3D animation as a tool for raising awareness in Brunei
3. There are numerous misconceptions about Selective Mutism in terms of child behavior

OBJECTIVES

1. To develop a clear and engaging plot that the audience can relate to or that they would most likely encounter in their daily lives, allowing them to process the information presented with ease
2. To include characters who serve as a link between the audience and the storyline, allowing the audience to step into the character's shoes and respond to the awareness

FEEDBACK

The feedback are based on 34 respondents:
- 97.1% find the animation engaging
- 97.1% understands the message of the animation
- 100% believe 3D animation can help raise awareness

TARGET AUDIENCE

Primary
- Parents
- Care takers
- Educators

Secondary
- General public

DEVELOPMENT TOOLS

Pr Ae
Ai (Blender)

STAYING IN MUTE

3D SHORT STORY ANIMATION ON SELECTIVE MUTISM

Nadziratul Nadzirah binti Ibrahim
BSc. Creative Multimedia
B20190316

MY FYP JOURNEY

"Impossible is just an opinion."

- Paulo Coelho -

Working on my Final Year Project is probably the only time in my student life that I get to work on a year-long project on my own, and I'm grateful that I was able to complete it successfully and under the close supervision of my supervisors.

My time at UTB has been incredible. I have learned and experienced so much in such a little amount of time, and it's all gone by so quickly. Time has flown by, and it's difficult to believe that it's already coming to an end.

SCAN FOR MORE

PHYSICALLY CHALLENGED

MOHAMMAD IQBAL SYAFIQ BIN MUSTAPHA

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ABOUT ME

I am a hardworking person who gets the job done within the time limit. I am able to work under pressure and able to work as a team.

PROJECT SYPNOPSIS

My project is a short 3D animation about the physically challenged. It is a story about a girl who has Osteosarcoma (bone cancer) and the things she had to go through almost every day.

PROJECT INSPIRATION

The project was inspired by my wife, who works at Pusat Bahagia and KACA, and I would like help spread awareness about such issues.
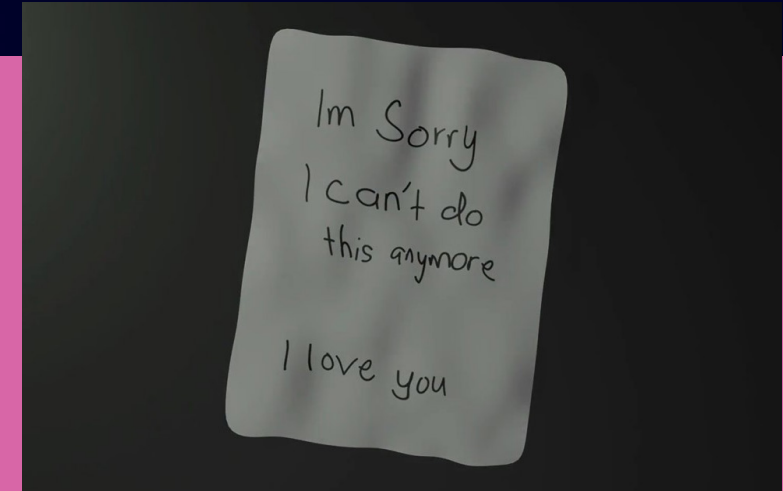
3D ANIMATION SHORT STORY: PHYSICALLY CHALLENGED

Project Overview

Creating a 3D computer-generated animation to show the viewers the problems faced by people with disabilities and tough times never last but tough people do.

Objective

To tell a 3D animation story using 3D characters

Learn different ways to model the characters

Target Audience

Youth and the general public

Story Overview

The narrative is symbolic and influenced by the experiences of disabled persons who have been bullied and ostracized by others.

Goal

To create storytelling with distinctive visual style.

Contribute towards talent pool with 3D skillset in the local industry

Background Study

Physically-challenged person confronts a variety of challenges, including physical, social, communication, educational, and environmental obstacles (O'Sullivan, 2000).

According to Wiman et al. (2002), wheelchair users identified socialisolation, difficulty getting resource information, accommodation, equality, transit, and people's attitudes toward them as environmental barriers.

Vehicle design of the public transportation system made boundaries for wheelchair users as suggested by Venter et al (2002).

A study done by Jinming Zhang (2007) has shown that persons with disabilities tend to be confined to their homes because they are not accepted by the community and are humiliated.

Problem Statement

There is little to no awareness of individuals with impairments in Brunei Darussalam. Brunei also lacks computer-generated animated films.

As a result, this form of medium requires audience awareness, particularly among the younger generation that are enthusiastic about animation.

Tools

Project Workflow

Pre-Production
- Research
- Concept
- Storyboard
- Character Design

Production
- 3D Modelling
- Texturing
- Rigging
- Camera
- Rendering

Post-Production
- Editing
- Compositing
- Sound Effect
- Final product

Result

They all agree that the message was delivered effectively, find itfascinating and unusual to watch.

Supervisors

Noor Deenina binti Hj Mohd Salleh (Supervisor)

Mohd Effendy bin Haji Mohd Jeffery (2nd Supervisor)

Mohammad Iqbal Syafiq bin Mustapha - B2018313 - BSC(Hons) in Creative Multimedia

MY FYP JOURNEY

"The way I see it, if you want the rainbow, you gotta put up with the rain."

It was such a rollercoaster ride. It had ups and downs but in the end, it was all worth it.

SCAN FOR MORE

RAMA-RAMA

Interactive Animation about Body Dysmorphic Disorder

RIDA NURDINI BINTI HAJI IBRAHIM

BSc. (HONS) in Creative Multimedia

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ABOUT ME

I have been very interested in art ever since I was a child and anything that requires the application of creativity, may it be in crafts or even food. Now that I have completed my degree, aside from traditional art, I am now capable of creating digital art as well. Animation is also a big part of my childhood, and it inspired me to create my own animation in the future which is now possible and is within arm's reach.

PROJECT SYPNOPSIS

This project is an Interactive 3D Animation about a girl who suffers from Body Dysmorphic Disorder (BDD) and depending on the audiences' or players' decisions, her conditions may get better or worse as the story progresses.

PROJECT INSPIRATION

The project was inspired by interactive story games such as Detroit: Become Human, and Little misfortune, whilst the idea of making one based on Body Dysmorphic Disorder (BDD) came from how relatable I feel towards it.

RAMA RAMA

AN INTERACTIVE 3D ANIMATION ABOUT BODY DYSMORPHIC DISORDER (BDD)

RIDA NURDINI BINTI AWANG HAJI IBRAHIM
B20181012 | CREATIVE MULTIMEDIA
UNIVERSITI TEKNOLOGI BRUNEI

PROJECT OVERVIEW

INTRODUCTION

BDD is a mental disorder where an individual has excessive concerns over 1 or more flaws in their appearance (imaginary or minor) to the point that it disrupts their daily lives

An interactive 3D animation where viewers' decisions determines the fate of a girl suffering from Body Dysmorphic Disorder (BDD)

PRE-PRODUCTION
Research . Planning . Character design . Storyboarding . UI Design

PRODUCTION
3D modelling . Rigging . Animation . Coding . UI Illustration

POST-PRODUCTION
Compositing . Editing . Sound editing . Implementation

TARGET AUDIENCE
The public aged 13 and above

AIM
AWARENESS
This project aims to let the public know about the existence of BDD

OBJECTIVES
• Finding out about Bruneians' awareness on BDD.
• Create a form of media to portray a general idea of BDD
• Use interactive stories to teach audience that every action has consequences

There is a lack of understanding and exposure of BDD amongst the public with it being misdiagnosed and also generally poorly understood.

RESULTS
Most respondents find that using interactive animation is an innovative way to raise awareness on BDD
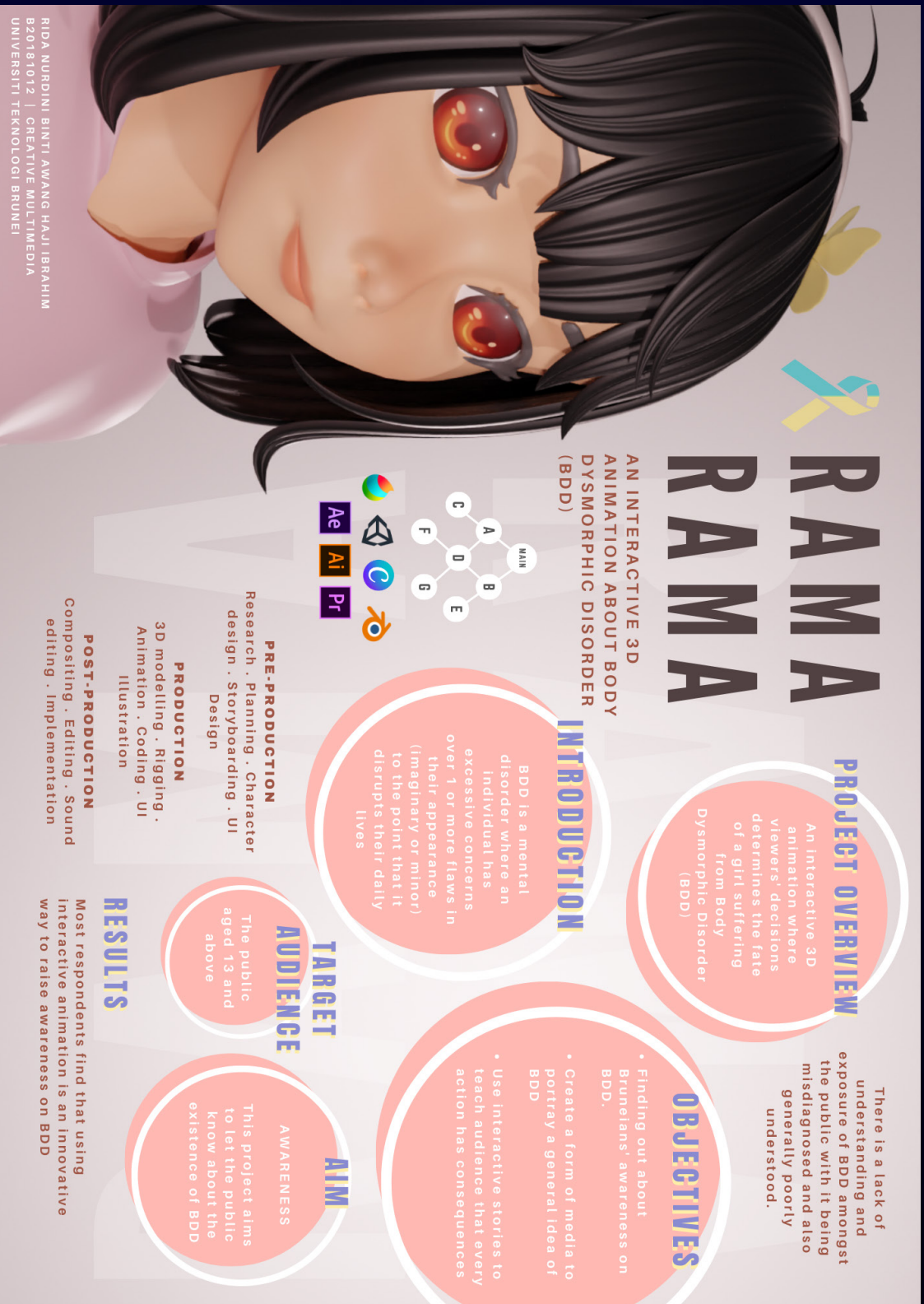
MY FYP JOURNEY

"It's the friends we meet along the way that help us appreciate the journey."

It was an overall roller coaster of emotions for me as I had times when I thought I wasn't able to progress, but I never gave up. I tried my best and thankfully I was able to go through everything with the help of my lecturers and of course, my friends and family.

SCAN FOR MORE

THE ART OF COFFEE

MUHAMMAD ASYRAF YAZID BIN HAJI SUHAILI

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⊙ @define.seni

ABOUT ME

Despite still venturing into the world of creativity, I always strive for an opportunity to create unordinary ideas that will benefit myself and my clients. Talent is as close to nothing without passion.

PROJECT SYPNOPSIS

Brewing coffee is one of the many popular lists on a food-making process and it has gained attention in the past few decades due to its versatility and flexibility in making it. The creative industry has yet to fully tap into this opportunity as they are not aware of how this situation could revolutionize the entire industry itself. A 3D cinematic experience is a gem, rarely to be seen on food-making shows or advertisements.

Due to the limited amount of work that has been showcased, this study will take one step forward in creating its series. The audience would experience watching the video from a different perspective while enjoying the therapeutic sensation upon experiencing an Autonomous Sensory Meridian Response (ASMR) sound quality.

Experimenting with such concept can help promote the uniqueness of the series even further to the public, in hope of gaining more exposure on the various possibilities it may have.

PROJECT INSPIRATION

Animation has always been around for quite sometime, and it is capable of combining creative concepts with technological advancements. Even so, it is still underappreciated by most industries.

Animation is not only used for making films and games, but it can also be part of education. A younger audience would feel the thrill and excitement just by learning and watching how things work using animation. Besides, it is more entertaining to watch a show rather than learn it theoretically. This project aims to promote 3D animation as such; be it in visual informatics, concept demonstration, or even a DIY tutorial. Students and lecturers could enjoy the training and learning experience in an unorthodox way.

With a greater understanding on the possibilities of using animation, this approach can be implemented in industries other than the creative ones.

the art of coffee
SESABAN'KU

OTTER COMPANY

overview

Brewing coffee is one of the many popular list on a food making process and it has grown popular in the past few decades due to its versatility and flexibility in making it. For creative industry, they're not aware of how this situation could revolutionized the entire industry. A 3D cinematic experience is a gem, rarely to be seen on food making shows or advertisement. Due to limited amount of work that has been showcased, this study will take one step forward into creating its own series. The audience would experience watching the video in a different way, while enjoying the therapeutically sensation upon experiencing an ASMR sound quality. This will be sufficient enough for the creative industries to promote their work and provide a good exposure to the common society.

problem statement

Lack of visual animation content on food making process is one of the creative industries primary concern.

Creative industry are not fully exposed into this kind of method. Food making are usually done in live shows and filming but rarely in animation department.

Most people are unaware that ASMR video, which stands for autonomous sensory meridian response, can have a therapeutic benefits into their health and lifestyle.

aims & objective

To Attract audience into watching more online content on the go.

Provide knowledge that would spark their interest in learning more about coffee in general.

To encourage more creative industry into creating more content on food/ drink making process in a creative and unconventional way.

Create a 3D Animation video with cinematic experience .

Do a Collaboration with an Industry for easier networking partnership and access to more resources and facilities.

Apply ASMR technique to enhance user sound experience.
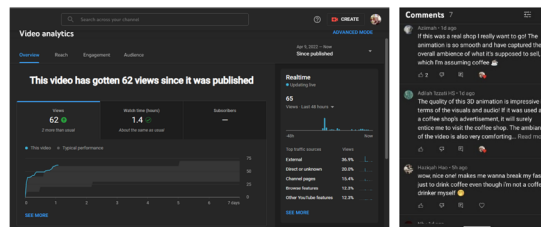
results & analysis

Results:

Create a 3D Animation video with cinematic experience.

Do a Collaboration with an Industry for easier networking partnership and access to more resources and facilities.

Apply ASMR technique to enhance user sound experience.

Analysis:

Based on the last 48 hours. The 3d Animation has reached more than 65 views. Quite a tremendous improvements over the least video uploaded which only received 36 views. All the seven comments stated positive feedback, meets the expectation that the animation is very smooth and have capture the overall ambiance, therefore the vision of the project has been achieved. Whereas the audio is well balanced and quite soothing.

challenges

Resources limitation.
Getting resource was quite difficult to obtain. Even some item took few weeks or month just to be delivered home Most of the initial plan had to be scrapped or postponed due to safety concern.

Limitation of hardware accessibly.
The only resources that can be use at home was the personal laptop which was not powerful enough to get the quality render as fast as it can.

Struggle of learning advanced 3d animation technique
Some techniques are quite new to the version of blender and has yet to be learned. Few animations technique have to be experimented with few trials and error that needs to be mastered in order to complete a certain animation.

future work

Polish more Human animation
Add Voice Acting for reaction sounds
Improve Camera Placement
Add Surroundings
Balance out Pacing
Invest on Facilities

software tools

Blender | Pr | Au | Cakewalk | soundstripe

MY FYP JOURNEY

"Creativity involves breaking out of expected patterns in order to look at things in a different way."
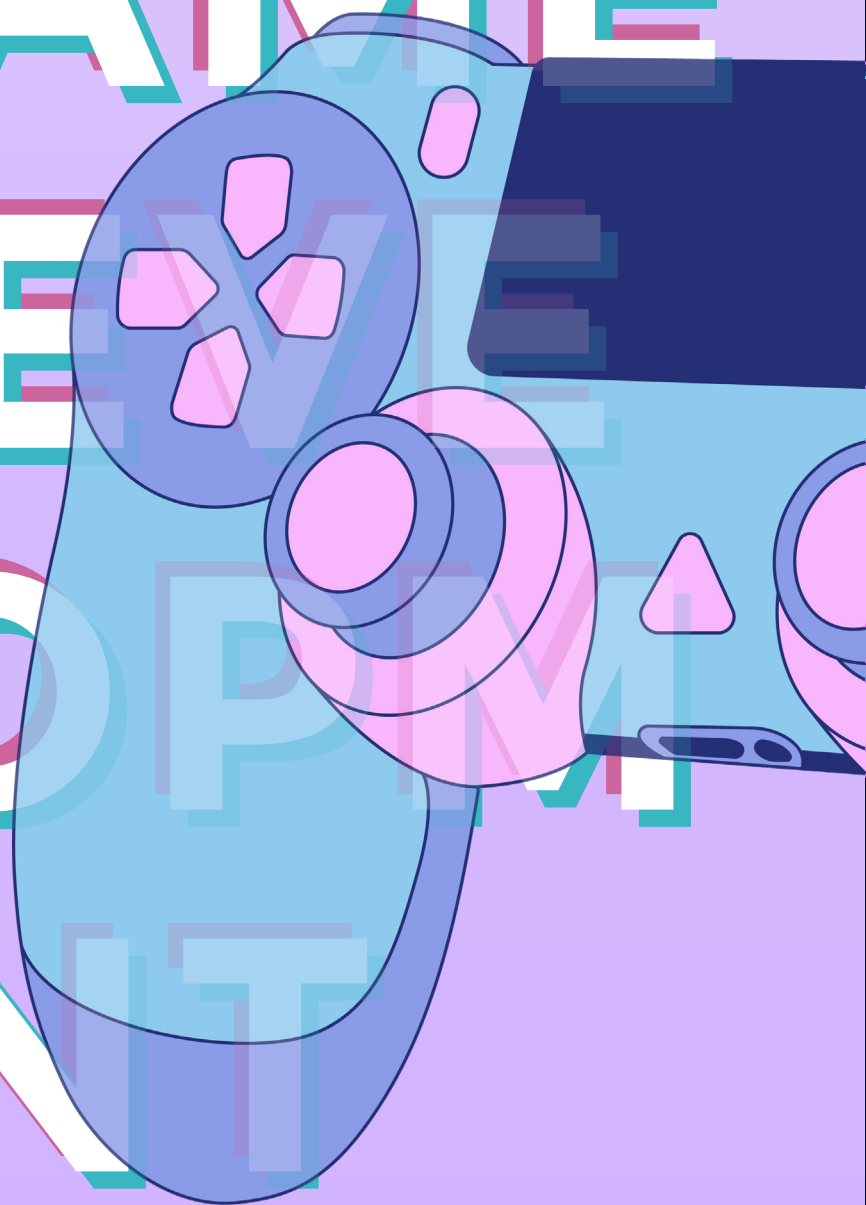
- Edward de Bono -

Always make yourself different from others and don't be scared of being called extra. Creativity defies normality and goes beyond the limit, so don't settle for less. Be brave to push your boundaries towards a greater height.
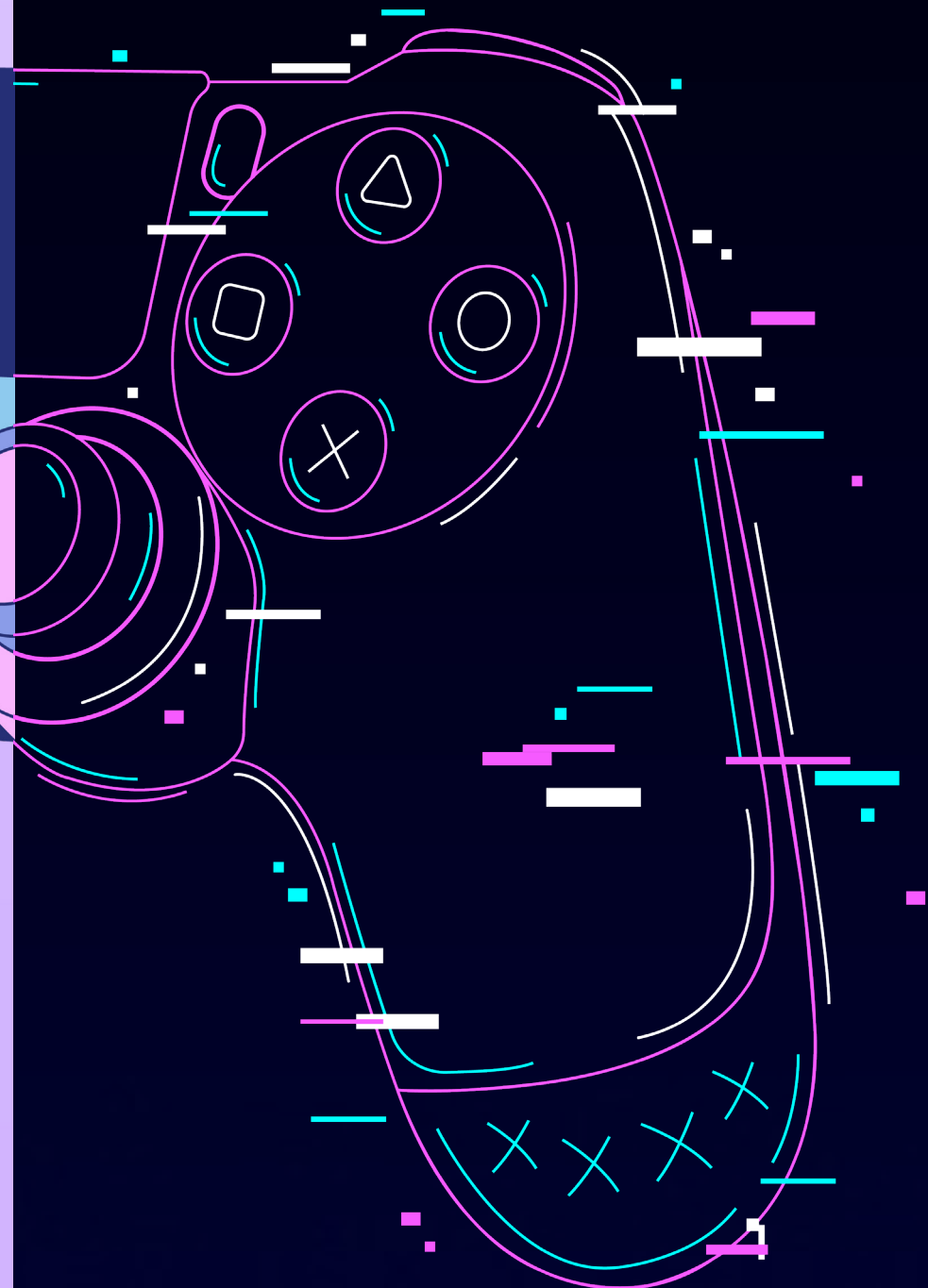
SCAN FOR MORE

GAME
DEVE
LO
PM
ENT

GAME
DEVELOPMENT

ZEAL

A 3D Adventure Game on Environmental Issues

LI ZHEN RU
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in Linked In - Zhen Ru

◎ @zhnru

ABOUT ME

From my perspective, proper sound design should be appreciated more than the quality of the video. Even captions and subtitle placements is significant than what most people think; and the use of the Rule of Thirds could be applied to everything in life. Yes, I do enjoy and immerse myself in the world of audio-visuals, and a bit of programming too.
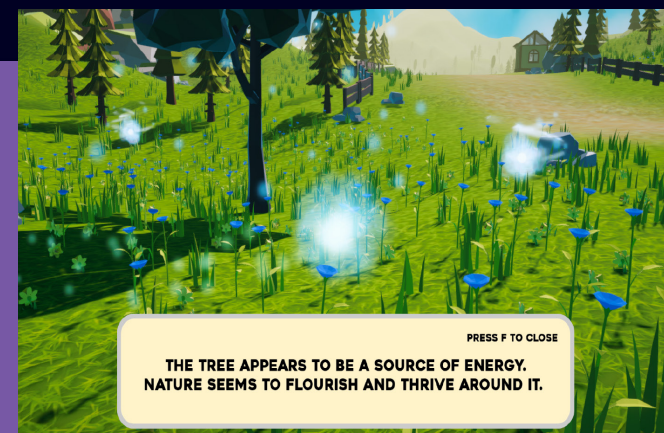
PROJECT SYPNOPSIS

Zeal is a 3D adventure game, where the character is an energy orb summoned by Mother Earth to bring back the balance of nature. The game focuses more on the narrative storyline rather than action-packed.

As the player plays the game, they should be able to perceive that not only is the world suffering

from pollution, but also the people living within the environment. The world itself is losing its balance due to industrialization and pollution; nature is suffering as a consequence of human actions, and climate change is the result.

THE TREE APPEARS TO BE A SOURCE OF ENERGY. NATURE SEEMS TO FLOURISH AND THRIVE AROUND IT.

PRESS F TO CLOSE

PROJECT INSPIRATION

A story can be told in many ways, but narrating a story through an interactive medium can be exciting, especially a computer game. The player can freely explore and make their own decisions, giving them the power to control the outcome.

Zeal aims to raise awareness on the effects of climate change

through gameplay and this experience can help make the player be aware of the seriousness of this problem in real life. Sure, educational videos and posters can also be used to raise awareness but lets make it interactable and fun to play at the same time.

ZEAL
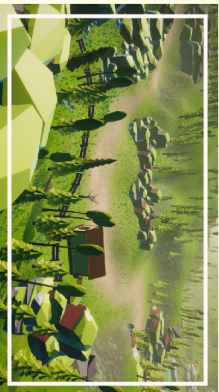## A 3D ADVENTURE GAME ON ENVIRONMENTAL ISSUES

OVERVIEW
Zeal is a 3D adventure game, playing as a wisp, a nature spirit orb, you are summoned by mother Earth to bring back the balance of nature.

The environment is being exploited for its natural resources by industry giants, releasing toxic waste and pollution. You will get to follow and learn the fate of a family as they try to survive in this decimated world.
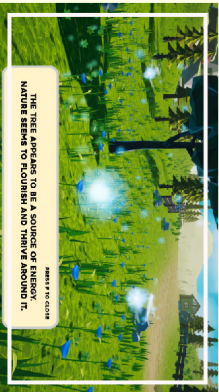
TOOLS

GAME FEATURES

3D WORLD EXPLORATION

OBJECT INTERACTIONS

STORY AND DIALOGUES

THE TREE APPEARS TO BE A SOURCE OF ENERGY, NATURE SEEMS TO FLOURISH AND THRIVE AROUND IT.

OBJECTIVES
To raise awareness of the ongoing climate change issues and its effect through playing a computer game.

Design in a way that is enjoyable to play while learning on this topic.

To explore the effectiveness of spreading awareness message through a video game.

TARGET AUDIENCE
Younger audience, teenagers to young adults, those who are familiar with computer games.

METHODOLOGY
- 4 Main Design Process:
  - Game Storywriting
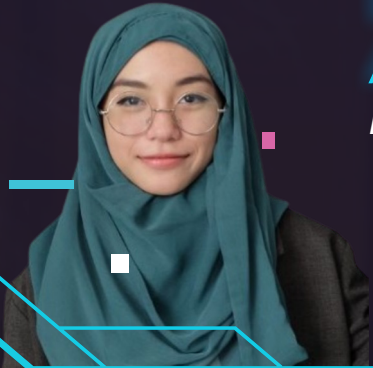 - Character Design
  - World Design
  - Gameplay Mechanic

- Playtest
- Findings and Analysis

RESULTS
Ratings for overall visuals: **4.3/5**
Ratings for overall audio: **3.5/5**
Ratings for game controls: **4.2/5**

Over **80%** of the participants understood the game story

LI ZHEN RU (B20171203)
BSC IN DIGITAL MEDIA

MY FYP JOURNEY

"Don't cry because it's over, smile because it happened."

- Dr. Seuss -

Creating a game from scratch is most definitely challenging, especially a 3D adventure game where the player gets to decide their own actions. World design is a very manual process and it is possible to sink in hours upon hours just to design and hand place every element in an area of the game world. Either that or just get the barebones and basics to work, leaving the area unpolished and stale. This all depends on the game developer, and how much small details and object placements in a scene matter to them. Personally, I enjoyed creating the game environment and I can easily get sidetracked by focusing too much on a certain area.

Having the game run and function as you would like is much more difficult as bugs and glitches tend to become a huge issue. The more interactions added into the game, the more probable of things going wrong. The story of the game requires proper planning and it can be difficult to have someone else play a game and experience the story the way you have written it.

My university years will be ending here, and it has been a great run. Though it may not be sunshine and rainbows all the time, I will definitely miss it as I have learnt a lot and I have grown as a person too. I truly appreciate the friends that I have made along the way and I dedicate my utmost respect to all my lecturers and supervisors.

SCAN FOR MORE

DELUGE DEMO

A 2D Adventure Game To Raise Awareness on Stress and it's Symptoms

DAYANG SITI NURUL RAHWANIE SYASYA BINTI A. HAJI ROSLI

BSc. (HONS) in Creative Multimedia

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ABOUT ME

I am a person who is always eager to learn new things, and I see challenges as a medium for my self-growth and development.

PROJECT SYPNOPSIS

A demo version of a larger game, Deluge, is a psychological 2D side-scrolling adventure game, aiming to effectively use the procedural rhetoric concept in order to raise awareness on stress and its symptoms. The player controls a distressed university student, Noah Lee, through which he/she can explore different symptoms of stress, with the desired outcome that he/she, by means of the game mechanics as well as overall narrative, can resonate with the character and simultaneously learn from the gameplay experience.

PROJECT INSPIRATION

The inspiration behind developing this project was from my personal experience with stress, as well as seeing how my friends and peers were affected by their own experiences. I believe that the stress students face always goes unnoticed and its symptoms taken lightly, where in actuality, it can really be detrimental to their mental and physical health if it is not managed properly. By developing a game to raise awareness of stress and its symptoms, I hope those who play it will give these matters more thought and consideration.
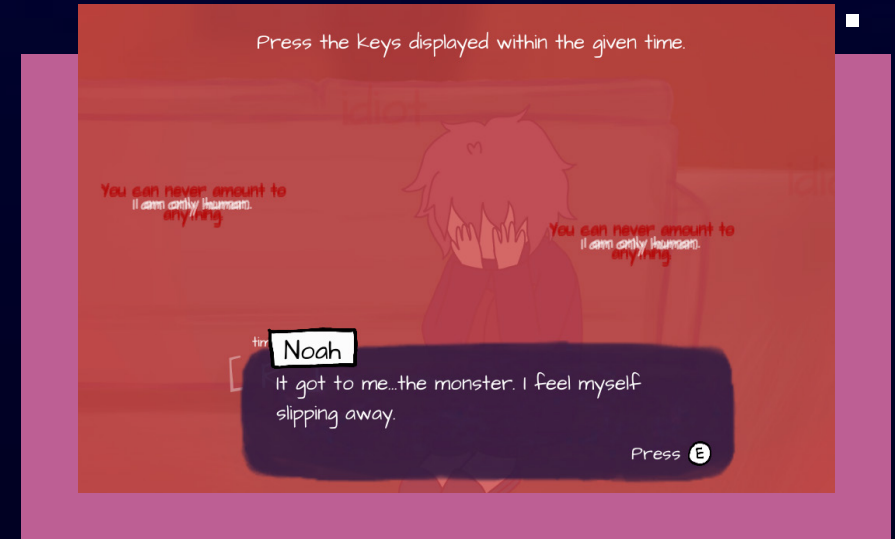
DELUGE

A 2D adventure game to raise awareness on stress and its symptoms

PROJECT OVERVIEW

A computer game that puts the players in the shoes of a struggling university student. 'Deluge' acts as a medium to explore the student's psyche, overwhelmed with stress and anxiety, where players can relate as well as learn from the experience.

PROBLEM STATEMENT

☐ Stress-related disorders are prevalent in university students

☐ Lack of accessible games that raise awareness on stress and its symptoms

☐ Most students' understanding of stress are at surface level, making it difficult for them to cope

☐ If not managed, stress can lead to problems such as anxiety, burnout and depression

FEATURES

A compelling story to narrate game character's inner thoughts and worries

Appealing visuals to accompany narrative as the game progresses

Game mechanics that highlight concept of stress and anxiety

GAME SCREENSHOTS

OBJECTIVES

Create a game to provide insight on stress and its symptoms

Teach a complex but extremely important topic in a practical way

Provide a platform for visuals that would cater to the interests of the targeted users in order to encourage them to learn more about stress

Equip targeted users with necessary information so they can act before their symptoms, if present, become more serious

AIMS

To raise awareness about stress and its symptoms

To provide players a better understanding of stress in order to manage symptoms more effectively

To evoke empathy so players can support people who they know who are experiencing stress

TARGETED USERS

University students
Youth
Those under a lot of stress

SOFTWARE

Siti Nurul Rahwanie Syasya binti A. Haji Rosli
B20181004
BSc. (Hons.) in Digital Media

MY FYP JOURNEY

2:185

My journey as a UTB student surely was not a smooth one. I have experienced so many ups and downs, and even moments where moving forward felt impossible. However, this meant that achieving my goals and completing my FYP, became all the more rewarding, and all the hardships I have faced led up to this feeling of accomplishment.

I am thankful to my supervisors and the lecturers that have taught me during my time here, and to my friends and family for their never-ending encouragement and support. Lastly, I am forever indebted to my parents for always believing in me to follow my dreams, and never doubting my decision to study and pursue game development.

SCAN FOR MORE

UNCERTAIN TIMES

An Interactive Visual Narrative (IVN) stress related game on mental health awareness

AHMAD NIZAMUDDIN BIN JIPLI

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ABOUT ME

I am a highly motivated visual learner who is very passionate in doing character design, particularly 2D characters. Other than that, I also like to create games using Unity.

PROJECT SYPNOPSIS

My project is a Mental Health Awareness game (PC format) that revolves around stress and is targeted towards university students.

The character, Eric/Erica, is a university student who is currently studying overseas, away from the family and living in a rented apartment just a few miles away from the university. Living an independent life was enjoyable at first, but when the world was hit by the COVID-19 pandemic, the character is forced to be under lockdown.

As the character transitioned into this sudden change of restricted movement, from doing physical classes to online classes and staying home most times, things become repetitive and starts to affect the character's mental health. The stress became unbearable to a point where the character felt uncertain on what to do.
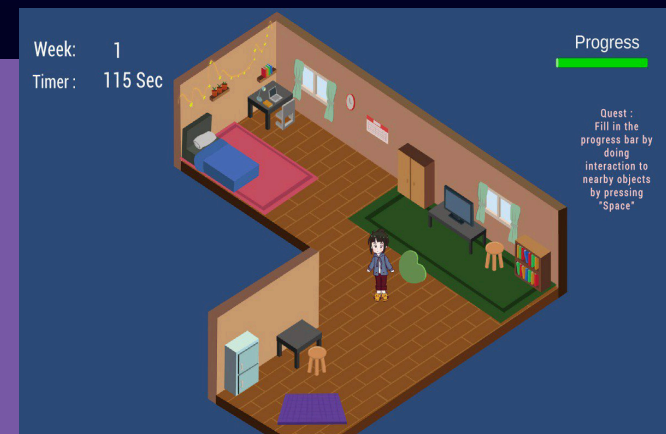
PROJECT INSPIRATION

The inspiration behind my project started since I did my internship in 2021, under Pixelated Enterprise, where me and the other interns were being assigned a task by our site supervisor to illustrate an isometric room using Adobe Illustrator and to make games out of it by implementing the interactive features. In addition to that, during the internship period itself, I mostly got involved in designing characters.

But what drives me more to do this project was due to the Covid-19 pandemic situation where most of us had to do our work at home as it was before the endemic phase, and it affected my mental health in some ways. Hence, by combining the skills I have developed during my internship and from the personal experiences, I was able to develop an interactive visual narrative that revolves around stress. Hopefully, the Mental Health Awareness game can be improved further in the future.

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UNCERTAIN TIMES :
An Interactive Visual Narrative (IVN) stress related game on Mental Health Awareness

AIMS
To help promote and raise awareness by conveying messages towards the audience regarding stress issues on Mental Health using Interactive Visual Narrative (IVN) game.

OBJECTIVES
- To create an interactive 2D game on Mental Health Awareness related to stress
- To help raise awareness in Mental Health particularly in stress of the university students
- To highlight the importance of maintaining stress via narrative features.

GDLC
Story/idea → Conceptual Analysis → Game Planning → Team building → Concept Design → Development → Testing → Pre-production (Alpha/Beta)

TARGET AUDIENCE
University students

PROBLEM STATEMENT
- Some people tend to see students having stress as a stigma.
- Too much stress can contribute to serious Mental Health problems (Psychological effects).
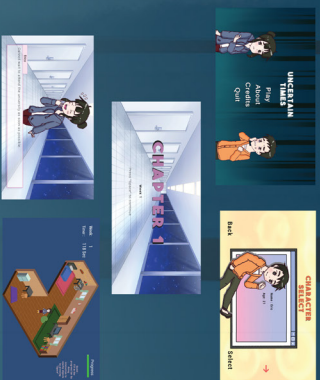- There are lacking games tackling these issues in Brunei

SYNOPSIS
"Eric/Erica is a university student who is currently studying overseas, away from his/her family. He/ She is living on a rented apartment, only a few miles away from his/her university. He/she seems to enjoy at first trying to live independently in his/her own rented apartment. Then, unexpected events occur. There's a global pandemic called "Covid-19 " happening in which led him/her to stay and do most of the chores at home. He/she had to transition from doing physical classes to online learning. As days goes by, things become repetitive every day and Eric/Erica mental health's become unstable and suffered from stress... He/she becomes uncertain on what to do. "

TOOLS USED

GAME SCREENSHOTS

By: Ahmad Nizamuddin bin Jipli
B20181055
Bsc (Hons) in Digital Media

MY FYP JOURNEY

"The lesser you expect, the happier you'll become."

I can say that my Final Year Project journey was filled with its ups and downs. There were times where I felt motivated and there were times I felt otherwise.

During my final year, we only had our physical classes for two weeks prior to the occurrence of the second wave of Covid-19 in Brunei last year. This was my second time experiencing online learning; the first experience was back in 2020. Some of the challenges faced was that everything needs to be done digitally, including meetings with our supervisors.

Fortunately, I am very grateful to have supervisors who were understanding and who believed in the progress of my work. Alhamdulillah, with the support from them as well as my family and friends, I was able to do the best as I could without any regrets and survived my final year. I can definitely say that my four years of university life was a worthwhile experience to be proud of and to be grateful for!

SCAN FOR MORE

JALAN TIKUS

A Horror Story Game

MUHAMMAD ISKANDAR BIN MUSTAFA

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Bē behance.net/ismstfa84c14

ABOUT ME

I love creative design in all fields. Ever since high school, I am constantly learning new styles and form of art. I am meticulous in my work and always seek to improve my skills further.

PROJECT SYPNOPSIS

The project is a study about using horror game elements and developing a suitable narrative into a playable game. The game also helps to convey the message to players that doing illegal activities can impact their life negatively.

PROJECT INSPIRATION

The inspiration for this project came to me when I was on my way home and listening to the radio news about the transnational crime activities happening in Brunei. I then had the idea of creating a similar storyline regarding illegal activities and incorporate it with a horror game genre to make things interesting.
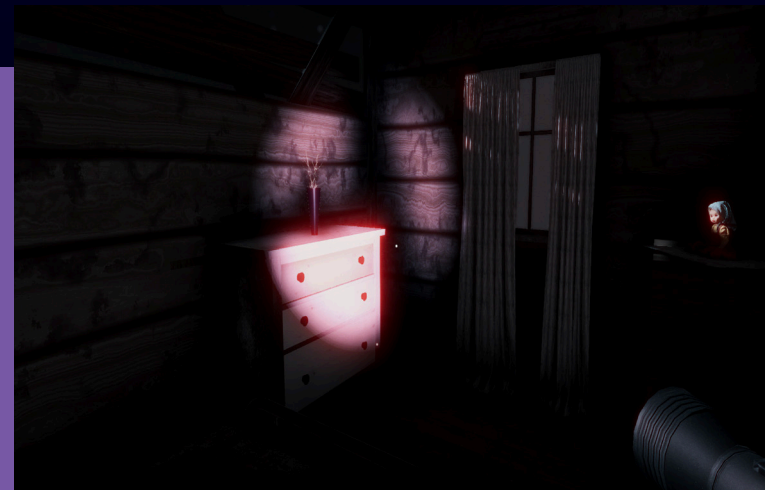
JALAN TIKUS

PLAY

QUIT

JALAN TIKUS: HORROR STORY GAME

GAME SYPNOSIS:

Aiman have to go through his hardship with his family and in order to have a financially stable. He desperately needed money and he sacrifice himself to do an illegal activity to earn money

PROJECT OVERIVEW:
Study about a horror game elements and develop a story into a playable game. Also make the player to understand the message and motive of the story in the game.

TARGET AUDIENCE:
☒UTB students.
☒18 - 35 years old
*anyone who has medical issues such as heart attack or asthma needs to take extra caution.

AIMS:
Make the player understand the message of the story and motive of the game.

Lorem Ipsum

OBJECTIVE:
☒ Improve and promoting young game developers and game designers in this country.
☒ To learn to be honest of way gainingn money by not involve ourself into a crime.
☒ To develop a horror game based on storytelling and add horror elements in it.
☒ Analyze the success rate of horror elements that has been implemented in the game.

PROBLEM STATEMENT:
☒ Transnational Crime is increasing.
☒ Lack of game developer in Brunei.

GOALS:
☒ Develop a horror game and make the player to understand the motive of the game story.
☒ Analyze success rate of the horror game elements, story and visuals.

TOOLS:
Unity
C
Ps
Sketchfab
Visual Studio

MUHAMMAD ISKANDAR BIN MUSTAFFA
B20171279
BSc IN DIGITAL MEDIA

MY FYP JOURNEY

"Create something today even if it sucks."

- stefankunz -

Throughout my years in UTB, it was a learning curve as I was exposed to a lot of various works in Digital Media, where this set of skills was new to me, and I was struggling especially in programming. Alhamdulillah, with the assist from my lectures and friends, I was able to cope with my studies.

SCAN FOR MORE

DESTINARE:PROLOGUE

Promoting Culture with Video Games

NOR IZZATUL AFIQAH BINTI YUSOF

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🌐 https://izzatulyusof.weebly.com/

ABOUT ME

I have always been told that I'm quiet, which I'm already used to it! I'm the type of person who just likes to observe my surroundings more, see the beauty in the little things in life, and listen to people talk about their passions or tell stories that they find interesting. I think the simple conversations shared among friends will become something that I will remember fondly. Perhaps I just like to take note of the little details. If someone offhandedly said they have a lack of purple items in their home décor or they enjoy collecting stationaries, you can bet that I will get those items for their birthday presents next year, hehe.

PROJECT SYPNOPSIS

Destinare: The Prologue is a 3D open-world fantasy game that aims to promote the local culture by considering the preferences and trends observed from the younger generation such as video games. By incorporating elements of the Malay culture within the game design, it hopes to showcase the aesthetic of the culture and appeal to the younger audience.

The player will take on the role of the main character, Destinare, a wandering Constellation who have been summoned by a strange creature in the peculiar world of Orbis Terrae. Here, the player will go on a quest to retrieve ancient artefacts found in the different regions in order to save the world from an impending disaster.
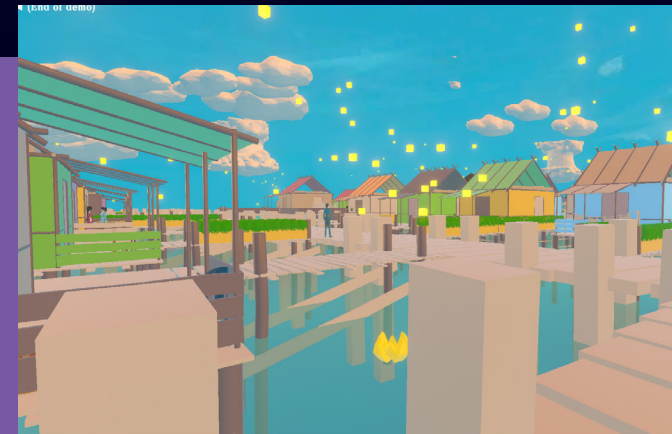
PROJECT INSPIRATION

One day I was playing a game that does so well in creating a fantasy world that took inspiration from different countries, referencing to its history, folklore, customs and such, so I thought to myself, why don't I try to make a game inspired by my own culture?

I've always been interested in learning about cultures ever since I was young, often watching media from various countries to know the beauty, the appeal, as well as the difference in each culture and what makes them distinct from one another.

Promoting Culture with Video Games

❈ Overview

Destinaire: The Prologue is a 3D role-playing game where the player will take on the role of a constellation summoned by a peculiar creature in the world of *Orbis Terrae*. Here, the player will go on a long journey to retrieve ancient artefacts in order to save this mysterious world from an impending disaster.

❈ Objectives

> To analyze the Malay traditional culture and incorporating its defining elements into a fantasy game design.

> To create a different approach to promote culture by analyzing trends and interests of the younger generation.

> To investigate the effectiveness of entertainment games to promote culture for the younger generation.

❈ Aim & Vision

Aim: To find an alternative way to promote the local culture using video games.

Vision: To raise appreciation towards the local culture and allowing the younger generation to use the game as a framework and inspiration in finding ways to make the local culture stand out in the global media.

❈ Tools

UNIVERSITI TEKNOLOGI BRUNEI

Destinaire
✦ The Prologue

❈ Target Audience

The younger generation or specifically Generation Z (mid 1990 to the early 2000).

❈ Features

Mini game inspired by traditional Malay children games

Open world exploration

Story quests

❈ Methodology

This project adopted the AGILE methodology with a total of 7 sprints:

- Sprint #1 - Preliminary Investigation
- Sprint #2 - Narrative Writing
- Sprint #3 - Character Design
- Sprint #4 - World Building
- Sprint #5 - Game Puzzle
- Sprint #6 - Story Progression
- Sprint #6 - User Testing

Nor Izzatul Afiqah Binti Yusof | B20181276 | Bsc (Hons) in Digital Media

MY FYP JOURNEY

"La vie en Rose.
It is the French way of saying, 'I am looking at the world through rose-coloured glasses.'"

- Sabrina, 1954 -

It was without a doubt a challenge for me while developing my project as the scope is quite big for one person. However, I tried to do it to the best of my capabilities.

I am very grateful for my colleagues and my lecturers for providing help where they can, especially in giving me mental support. As for my journey throughout my four years in UTB, I think I have grown as a person and I have also gained quite a few experiences, both academically and socially.

SCAN FOR MORE

VIRTUAL REALITY

»» VIRTUAL REALITY

VIRTUAL REALITY (VR) OF ROUNDABOUT SIMULATION

MUHAMMAD SYARIFFUDDIN @BUNTAR BIN HJ MD SUPRI

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ABOUT ME

I am very passionate in creating/developing projects that benefits others.

PROJECT SYPNOPSIS

This project is a Virtual Reality (VR) simulation where the user can learn the proper way to enter and exit a roundabout. The user can mount their phone onto a headset, and they can move within a 360-degree view of the environment, which is a digital recreation of the Gadong roundabout.

PROJECT INSPIRATION

I've encountered a lot of drivers who did not know which lane they should enter and exit, which may lead to road accidents. By developing this VR simulation, it can serve as an additional platform for drivers to learn the proper way to use a roundabout in general.

TRAFFIC LIGHT IS NOT WORKING

LOOK AT DIAMOND TO MOVE

VIRTUAL REALITY (VR) OF ROUNDABOUT SIMULATION

PROJECT OVERVIEW

AN APPLICATION WHERE USERS CAN LEARN AND EXPERIENCE A ROUNDABOUT SIMULATION.

THE APP SERVES AS AN ADDITIONAL PLATFORM FOR DRIVERS WHO ARE NOT COMFORTABLE BEING ON THE ROAD.

PROBLEM STATEMENT

NEW DRIVERS AND EXPERIENCE DRIVERS STILL HAVING PROBLEMS ENTERING AND EXITING A ROUNDABOUT THAT MAY LEAD TO ROAD ACCIDENT.

TOOLS

AIMS

TO ASSIST DRIVER AND RAISE AWARENESS ON THE IMPORTANCE OF RULES AND REGULATION ON THE ROAD.

OBJECTIVES

1. TO RAISE AWARENESS.

2. TO CREATE A VIRTUAL ENVIRONMENT OF ROAD TRAFFIC.

3. TO ASSIST DRIVERS AND GIVE A BETTER UNDERSTANDING OF ROAD RULES.

SOLUTIONS

1. CREATING A VR APP WHERE IT CAN TEACH USERS ON THE RULES OF USING A ROUNDABOUT.

2. CREATING ONE OF BRUNEI ROAD LAYOUT AS A DIGITAL ENVIRONMENT IN THE APP TO TO FAMILIARISE THEM.

MD SYARIFUDDIN BIN HJ MD SUPRI

B20181166

BSC IN DIGITAL MEDIA

MY FYP JOURNEY

"Give a man a fish, you feed him for a day.
Teach a man to fish, you feed him for a lifetime."

It was a good experience overall and such an eye opener on how to really plan and develop a working prototype.

SCAN FOR MORE

AUGM ENT ED RE AL ITY

REALITY

»» AUGMENTED REALITY

ARSEMBLY APP

Furniture Instructions via Augmented Reality

ADILAH 'IZZATI HJ SUHAIMI

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ABOUT ME

I am someone who is ambition-driven, communicative, and a passionate worker who always puts 200% into her work. I enjoy exploring new opportunities and tend to challenge myself to do better in order to achieve greatness. I also look forward to contributing my knowledge and skills to help improve our country, Brunei Darussalam.

PROJECT SYPNOPSIS

Visualizing furniture assembly instructions via paper is difficult as each individual understands it differently. Therefore with my project, I created an Android mobile application that displays the furniture assembly in real-time 3D via Augmented Reality.

PROJECT INSPIRATION

The inspiration behind my project stems from my interest in virtual reality and how they can help solve issues, particularly in the visualization of complex data and information. I wanted to also help solve the issue that furniture assembly consumers face when trying to build their product.
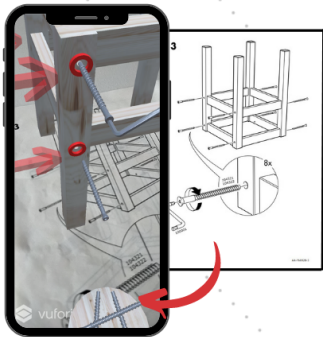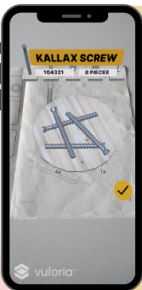
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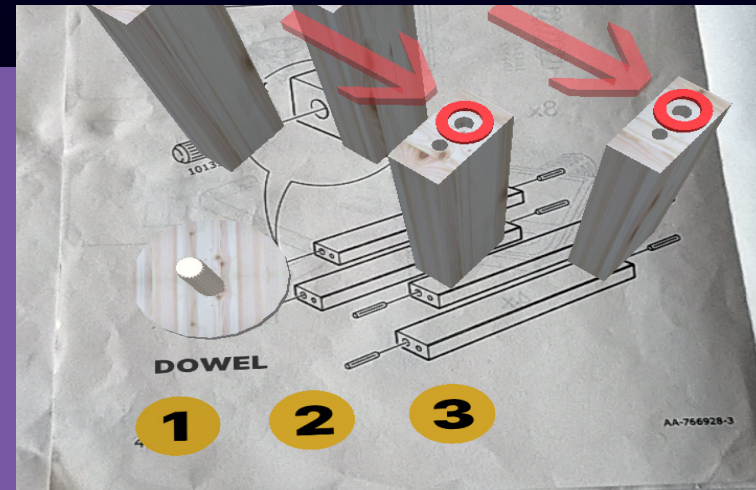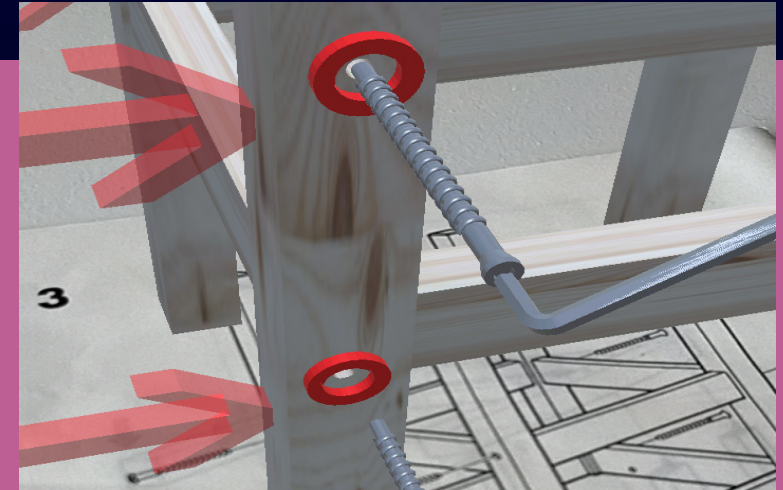
Project By: Adilah 'Izzati Binti Haji Suhaimi (B20181007)
BSc. (HONS) in Digital Media

Welcome to **AR-SEMBLY** !
Instruction Manual via Mobile Augmented Reality System

Project Overview

ARSEMBLY is an android mobile application which utilizes Mobile Augmented Reality (MAR) technology to project augmented assembly instruction via Image Tracking. The project overlays the augmented content over the paper instructions for the furniture assembly.

Project Features

Display and interact with augmented content.

Zoom in 3D parts using your device.

View assembly animations & listen to instructional voice-overs.

Problem Statement

Consumers often face difficulty in the assembly of product when using paper-based instructions as it is difficult to visualize the steps. This difficult often cause consumers experience a negative experience in their product assembly.

Target Audience

Consumers of self-assembly products aged 18 and above.

Methodology

Agile SDLC Methodology

Tools Used

unity
vuforia
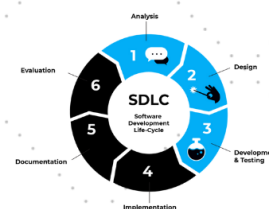
Project Objectives

- Conduct fact-finding techniques on the use of interactive self-assembly product via mobile augmented reality (MAR).
- Integrate findings into MAR.
- Understand framework how to develop mobile augmented reality application using Unity and Vuforia SDK

Audience Response

100%,
of respondents would want to use the AR-based instruction compared to paper-based instructions.

80%,
of respondents agreed that the interactions with augmented content were sufficient.

Confusion,
was the majority feeling that respondents felt when they viewed the paper based instructions.

MY FYP JOURNEY

"When you feel like quitting, remember the reason why you started."

Firstly I would like to thank Allah the Almighty for lending me the strength to complete my final year project, to my parents for their never-ending support and prayers, to my supervisors and lecturers for their wisdom and advice, and to my UTB peers and friends for their encouragement.

My FYP journey began during the second wave of Covid-19 in Brunei which meant that we were doing online study at home, which proved to be both advantageous and disadvantageous. I ran into many issues and challenges during my project but the most difficult challenge for me was to find motivation to finish my FYP and be confident in myself. I pushed myself to get back on track and I worked endlessly and tirelessly to complete my FYP.

Alhamdulilah, my hard-work paid off as I was eventually awarded an excellent grade in my FYP and was even nominated to showcase it in the Brunei MYCE 2022 Digital Week convention as well as the VR/AR Workshop. The results showed to me that despite my self-doubts about my project, I actually created a beneficial project which I was proud to call my own.

I am also proud to be a student of UTB as the four year journey has helped me grow into the individual I am today, being someone who is ambitious and committed. I also gained numerous skills from joining various co-curriculum activities as well as invaluable knowledge from my lecturers. I will also not forget the endless memories created with my SCI and CC friends who are all uniquely amazing in their own way.
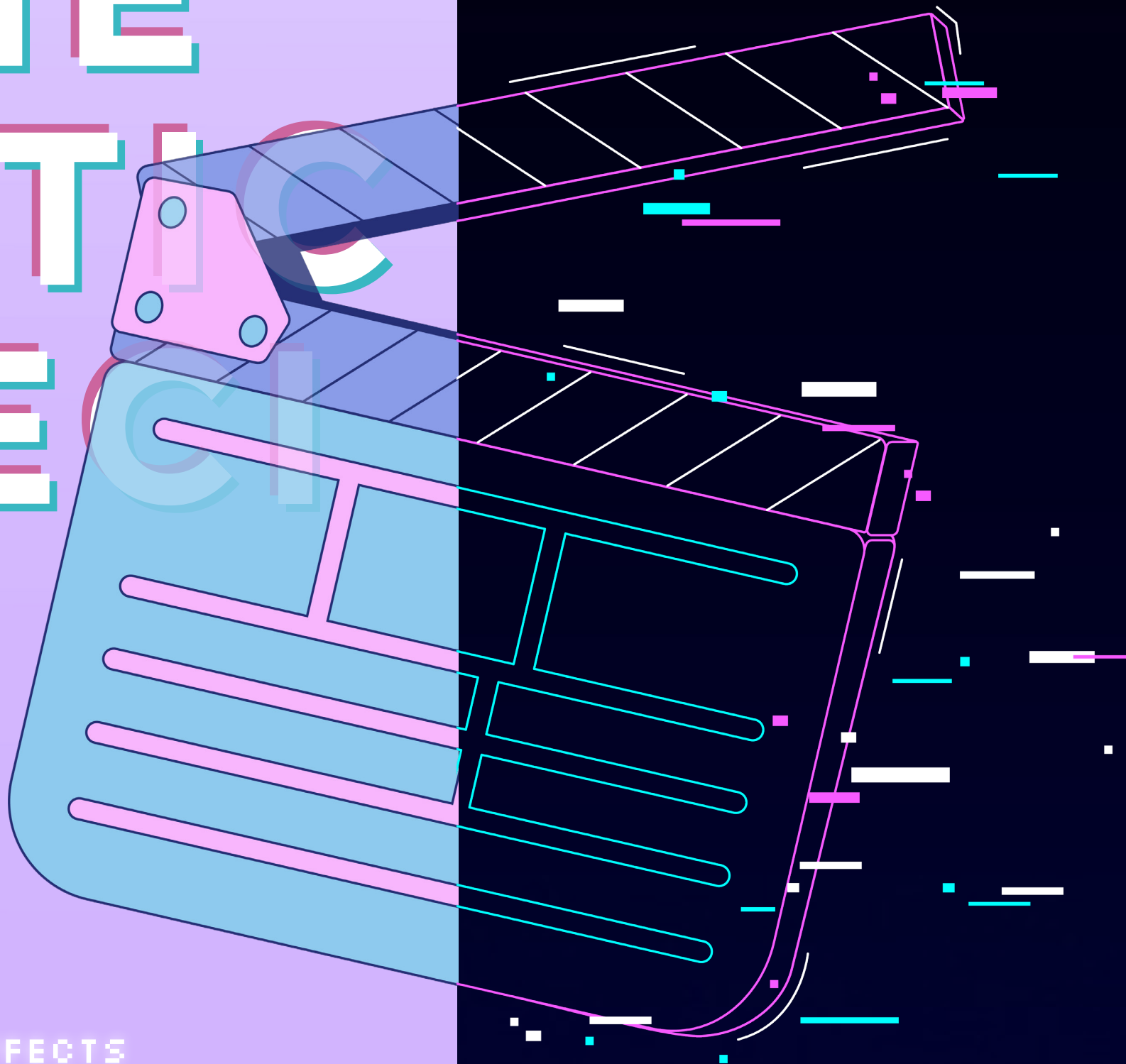
SCAN FOR MORE

CINE
MATIC
SPECI
AL
FX

CINEMATIC
SPECIAL EFFECTS

TRANSIT BRUNEI 2035

A Visual Effects Concept Video

AK MOHAMMAD A'SRI YAZZIE PUTRA BIN PG YAHYA

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ABOUT ME

My passion is in the creative works as well as in business and I am always eager to polish up my interests and hobbies. I strongly believe in turning problems into challenges and embracing mistakes by taking them as an opportunity to learn and grow.
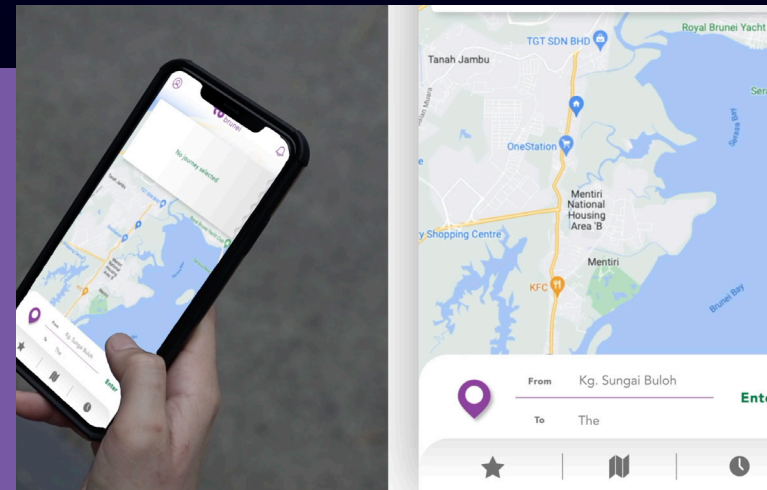
PROJECT SYPNOPSIS

Public transportation is an essential city component that is lacking in Brunei or lacks its use of it. My project investigates the downsides of our current public bus transport system and how it can be improved by developing a coherent branding and marketing strategy to attract bus ridership in Brunei.

PROJECT INSPIRATION

The project is greatly inspired by the public transport system in Japan as well as in Moscow that's extremely reliable and efficient.

transit brunei 2035

Visual Effects Concept Video

Ak Md Asri Yazzie Putra Bin Pg Hj Yahya
Bsc(Hons) in Creative Multimedia

UNIVERSITI TEKNOLOGI BRUNEI

PROJECT OVERVIEW

The 'Purple Bus' has been around from 1993 when it first introduced to provide locals a viable option for a mode of transportation. However, the majority of locals have avoided taking the bus for the longest time even after the rebrand in 2013. Hence, this project studied the flaws and limitations of our current public bus franchise and created a concept visual of the future of the public bus transport service in a form of a visual effects video.

PROBLEM STATEMENT

Most people in Brunei prefer to use their private vehicless their main mode of transportation. The option for a car alternative is currently limited in the country. Although, the public bus transport service has very cheap fares, it lacks reliability, safety, and comfort. More significantly, the service lacks in their information system which is important amongst the new generation. According to our survey, (of 39 respondents) 29 respondents were unfamiliar or all with the service. Fortunately, 20 respondents willing to consider using the public bus as their mode of transport despite the shortcomings.

TARGET AUDICENCE

General public aged 18 and above

AIM

A concept video is largely used to showcase future products in order to attract investors and customers to a brand. In this case, the visual effects concept video will entice people to consider using the public bus as well as attract third party vendors into helping the Ministry 2035 vision of making a smarter public bus system for the country into a reality.

OBJECTIVES

Raise awareness on the flows of our existing public bus system.

Provide solutions that is proven successful by other countries such as Japan.

Design a mockup of technologies to be implemented into the current public bus system.

Write a short concept video about a bruneian lifestyle on a commute using the newly revamped public bus.

Model, animate and compose a photorealistic 3D environments of the improved bus system concept.

RESULT & FINDINGS

From 137 respondents, 136 stated that they are willing to consider using the concept public bus transport service and 73 of them said they would definitely use it

"" Very good implementation to improve Brunei public transportation in the future. ""

"" Make this to reality n i'd ditch my ride. It delivers the pitching kind of video to showcase it to gov sectors n public friendly ""

"" The mockup video is excellently made. Visuals and audio are impressive, I would love if Brunei could realize the potential for a digitalized public bus transport. Many positive benefits are highlighted in this video such as the ease of booking public transport. ""

73 Respondents
53.3%
46%
63 Respondents
1 Respondent

Definitely
Probably
Probably Not
Definitely Not

PROJECT DEVELOPMENT

Research and Analysis
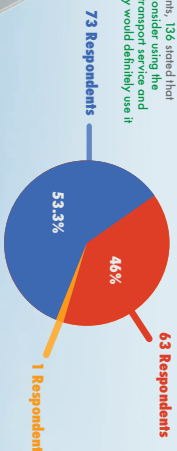Survey and Experience Map

Software used

Pre Production
Screenplay · Storyboard · Procure 3D assets

Production
Video production · 3D & 2D animation

Post Production
Compositing · Editing

MY FYP JOURNEY

"Discipline over motivation. It is better to get things done rather than do things perfectly."

My journey in pursuing a degree at UTB was extremely difficult in terms of time management and focus, but it ultimately taught me that discipline is what we essentially need in order to be successful in anything.

SCAN FOR MORE

RESE
ARCH
STUD
IES

>> RESEARCH
STUDIES

THE SANDWICH

The Investigation of Audience Retention Towards Cinematography

AK MOHD AKMAL MUAZZAM BIN PG MOHD ADAM NOR-ISLAM

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ABOUT ME

Azam Adam, also known as Azam BK, is a filmmaker based in Brunei Darussalam. Azam works full-time as a photographer and videographer for weddings, commercials, and corporate events. He also sometimes works as a freelancer in different local production houses as the Director of Photography.

It has always been one of his dreams of becoming a director of photography as he has been hooked in making films ever since he started photography/videography in early 2009. His ambition is to become a cinematographer for any international film one day.

PROJECT SYPNOPSIS

This project aims to investigate the difference between cinematography and videography. From this study, it is found that by applying good cinematography techniques to a film, it is able to affect the audience's retention further than videography as well as evoking certain emotions from these audience.

The short film is a horror-suspense genre titled, "The Sandwich". The story revolves around Adam, a university student living on his own in a rented apartment, who tries to finish his final report that needs to be submitted the next day, but something spooky happened.

PROJECT INSPIRATION

Most people know the word videography and they tend to see that every video they watch is just a "video". But what they do not realize is that some videos may be considered as cinematography instead. This project helps narrowing the gap between the two. The interest and retention of the audience may also differ when watching between videography and cinematography concept videos.

For this project, I was inspired by Brendan Uegama, a cinematographer from Los Angeles, who shoots feature films and series. He is best known for his work on Child's Play, Riverdale, and Chilling Adventures of Sabrina on Netflix. I like his film style, with the lighting and camera works for all the films he made.

THE INVESTIGATION OF AUDIENCE RETENTION TOWARDS CINEMATOGRAPHY

AK MOHD ANIMAL MUAZZAM, B20190350, BSC(HONS) IN CREATIVE MULTIMEDIA

UTB CREATIVE COMPUTING

AIMS & OBJECTIVE
- To publish a cinematic film that affects the audiences' retention
- To make those who want to make films that cinematography is important to retain audiences' retention
- To show that there is a difference between cinematography and videography
- To add more to the film industry in Brunei.

PROBLEM STATEMENT
- Most people know the term videography and assume that it is cinematic, but there is a difference between videography and cinematography.
- The public is not aware that cinematography is important and that it would affect the interest and retention of the audience.

PROJECT OVERVIEW
Creating two horror shortfilms entitled "The Sandwich". Both have a same storyline, one is with basic videography and one is with the principles of cinematography applied.

TARGET AUDIENCE
- The Local Youth
- The Local Filmmakers
- The General Public

RESULTS
The total for both short films is 3 minutes. The average view duration and percentage:

Videography: 1:16 minutes (34.6%)
Cinematography: 1:52 minutes (50.9%)

The cinematography concept shortfilm received a higher audience's retention than the videography concept.

STORY OVERVIEW
Just before turning in his school report the next day. Burning the midnight oil trying to finish it at midnight, Adam soon finds his evening a bit eerie.

VIDEOGRAPHY

CINEMATOGRAPHY

MY FYP JOURNEY

"Always have the passion for cinematography."

One of the biggest challenges encountered during this project was basically during the production process. This was the time when Brunei was hit by the second and third wave of the Covid-19 pandemic. As this project required mostly shooting on location and having to physically meet with the crew on set along with the actors, changes had to be made to the initial storyline to ensure that the standard operating procedures from the MOH were followed; the involvement of characters within the film were reduced as well as the location.

SCAN FOR MORE

HEAD OF MAGAZINE

Noor Deenina Binti Hj Md Salleh

CHIEF EDITOR

Rida Nurdini Binti Awang Haji Ibrahim

MAGAZINE DESIGN

**Dayangku Nurul Asyiqin Binti Pengiran Norarffin
Rida Nurdini Binti Awang Haji Ibrahim
Adilah 'Izzati Binti Haji Suhaimi**

MAGAZINE LAYOUT

**Adilah 'Izzati Binti Haji Suhaimi
Rida Nurdini Binti Awang Haji Ibrahim**

MAGAZINE INFO

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AR DEVELOPER

Adilah 'Izzati Binti Haji Suhaimi

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CREATIVE COMPUTING

SCHOOL OF COMPUTING AND INFORMATICS
UNIVERSITI TEKNOLOGI BRUNEI