**Evaluation**

My final major project is a dossier on a creature I created based on a Norse mythological creature called Jormungandr, I decided on the idea because of a game called Ark and in the game it has a dossier on every creature in the game, It is a fantasy style game in which you survive in a world with dinosaurs and other creatures and this was my biggest inspiration, I thought that a mythological creature could be turned into a semi-realistic creature while still keeping that fantasy aspect, In just 1 image I tried to add as much information on my creature while not breaking the 4th wall.

**Obstacles I encountered**

During this project, I encountered an average amount of obstacles, these were all of different variety and some of the obstacles were even self-inflicted, things like poor time management set me back in the production of my project but were not caused by outside interference but by my own lethargic tendencies, other obstacles I encountered however were completely out of my control like Digital Space continuously having problems and the computers on campus being extremely unreliable, also at times certain tutors were unavailable which did not help if I needed assistance in production of my project, other than that I encountered very little problems and as stated above the most pressing issues were the ones that I inflicted on myself.

**What went well**

I think my creatures design turned out well while still keeping that base template there, I built upon the template to create my creature.

My information on the creature ended up being better than I had expected. I had also surprised myself with my photoshop abilities with my understanding and use of it increasing as I used it more and more.

**What could have gone better**

I should have started my main piece earlier because I would have like to add more smaller details and blended the sections of the body together better and I could have done more research beforehand because I couldn’t find too much on the artists who inspired my piece as there was no definitive answer to who created the dossier from the game. I could have also managed my time a lot better as I spent too much time trying to find the artist who made the inspiration and not enough time on researching other artists who had designed the same style of dossier or dossier in general.

**Conclusion**

In conclusion my creation turned out great but if I had managed my time better it could have turned out even better. My research was okay but I should have delved deeper into other artists rather than trying to find 1 or 2 specific artists. As for managing my time I should have made a schedule to be able to spend a set amount of time on set things each week.

Action

If I have chance to do this again, I would set a planner to manage my time, divide my research between multiple different artists and I would add more detail to my creature blending and detailing better than I did.