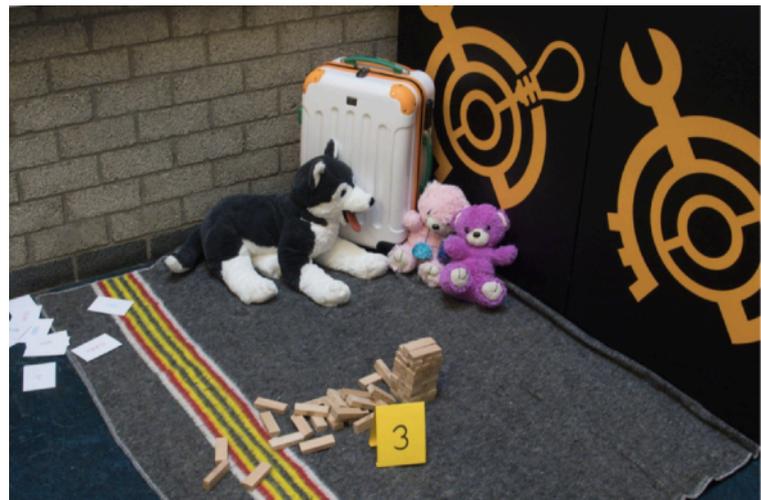
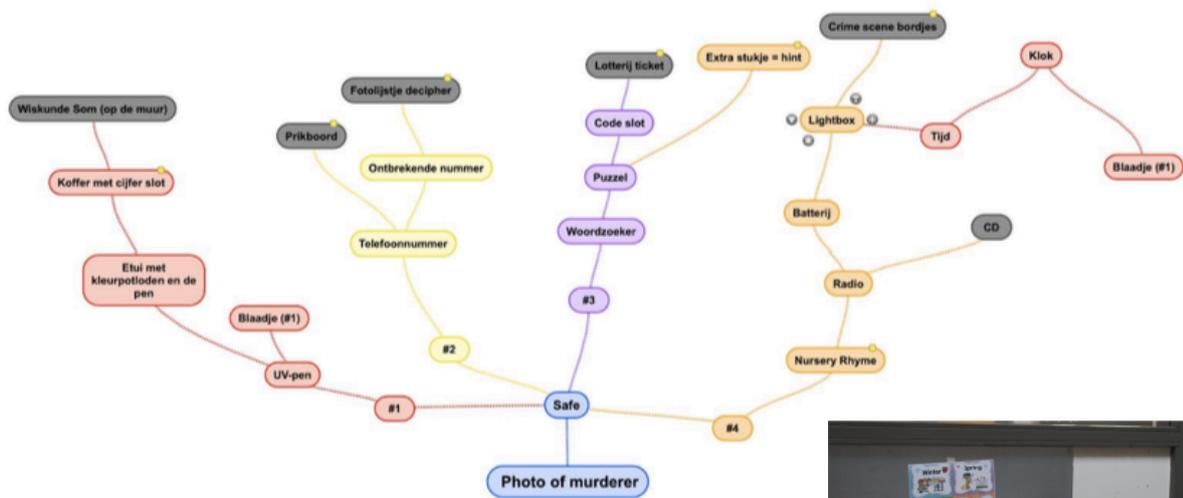


# Portfolio

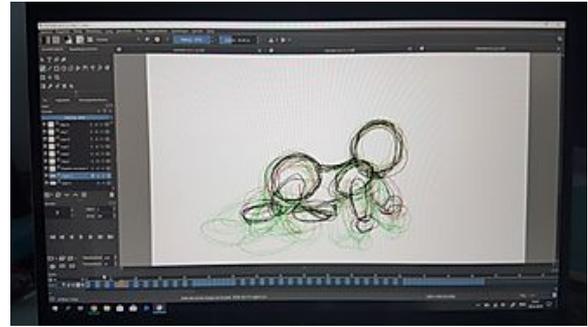
Michelle Gommers

Most of the things in this portfolio are projects from school or related to school. For example for my extended essay I made and designed an escape room with three other students. I took the lead with the design of this escape room, but it was a team effort. We used it to test the most efficient traits of a detective team. The escape room has a lot of puzzles we designed that are intricately weaved together.



One of the subjects I follow is art, with art I have done multiple projects. All the projects from the last three years can be seen on a site I have designed myself: <https://1250170.wixsite.com/mijnkunstportfolio> .

One of my projects was an animation, it can be found on the site. I have used a lot of sketch lines because for this project I chose to focus on the story and on how to make an animation. I learned a lot from this regarding animation software. The story is about a cycle of reincarnation, this story is not at all true or what I believe to be true.



Another project was character designs. I started out thinking I want to make a comic, but ended up designing multiple superhero characters of which their powers fit in to the four elements. These can be found on my site under the name PO1.

Another project I have done is origami, this does not fit in with Creative Technology but can also be found on the site.

In the earlier years of art I have made a short film with a group, I did most of the editing and this started my interest in design. We made the script, acted in it and finalised it for the class to see. <https://drive.google.com/file/d/19ja5nL5bdbj8ZXJEza5r7sgnbV5MgOVw/view?usp=sharing>

An hobby of mine is foto editing, I use this app on my phone sometimes or preview on my macbook. I have cut objects and people out and placed them in a different context. For example just for fun or for someone's birthday. I play with a different background and different light sources and colours. It has only been amateur so far but I would like to learn more about photoshop some time.



At school we also have this project that does not fit into a subject, we have the freedom to choose what to do. I chose to design and make a game and linked it to the subject maths. The game unfortunately got lost because I used an online programme that stopped working. On the left is the main character, this is one of the frames when he is running. In the game you could walk, run and jump over platforms. All of his actions were animated and therefore make the game more interesting.

Speaking of games, one of the games I used to play a lot is minecraft. I would not think this is of importance but it is at the start of my interests for technology, design, and programming. It is mostly a building game, here I have made lots of projects which I can't seem to find anymore. In addition to this the game also had world edit, this is a child version of programming. There are also a lot of commands in the game which are also a version of programming.

I was born in to a High-Tech family, my father's work has to do with computers. I am not an expert or very well informed, however I did build my first computer when I was four. I have grown up with new technology, from this I have learned to be able to use a lot of softwares.

One thing I believe is typical creative technology is the 'slimme stekker': <https://www.coolblue.nl/advies/wat-kan-ik-allemaal-met-een-slimme-stekker.html>