

Chavito Allen
chavitoallen@proton.me
<https://chavitoallen.artstation.com/>

April 2026

Dear Viewer,

Imagine a world you can see that feels so close to reality that you could touch it: Here, you have departed from your reality to entertain another for some time. While in this new world— this new experience— you've gained perspective and a deeper understanding that you can now utilize returning to your own.

This is the potency that narrative games and film provide through utilizing well-curated environments, props, and special effects: Byproducts of a beautiful intersectionality between Arts, Culture, and Technology. We live in an age where we now have the capability of visualizing speculative versions of our own reality that begin to present interpretations of fantasy, apocalypse, the past, the future — with endless possibility.

The skeleton that drives the capability to create these immersive experiences is 3D Environment Design. This is the same capability that is my aspiration to work within the industry as, thus born my thesis, *Where The Sky Fell Quiet*.

Our built environments are a complex combination of ecological systems, both natural and human-made, that reveal hidden unspoken storytelling elements. 3D Environment Design too, then, aims to parallel this intricate relationship between architecture, biology, and history to deliver subtle details about a nation, a people, a place that begins to live through our visual imagination.

I am thankful to PCAD's Animation and Game Art Department for giving me a year and a half to participate in an independent study framework to learn more about the specialized workflow of Computer Graphics, Art, and 3D Modeling that work as the hidden actors of digital environment making. My thesis serves as a starting point for a lifelong journey in honing my craft and knowledge in this specialty.

Thank you for your time and attention.

Kind Regards,

Chavito Allen
Pennsylvania College of Art and Design, Animation and Game Art ('26)
Vice Chair, PCAD SIGGRAPH Student Chapter

