**Design Masterclass**

**Meeting with Dave Pimm – 25/04/2019**

I set up my scene in Unreal Engine for Dave to test with the Oculus Rift headset to offer me some feedback. I decided on a time of day for the scene which is just after sunset with stars visible in the sky, which Dave thought worked well in the scene. He suggested that I could try adding in some shooting stars, which I would like to try if I have time after finishing the rest of my assets. Dave was unsure about the straight river I had running through the scene, so I’ll be making the river bank look more organic by curving the edges. I told him about the concept/backstory of the scene and the details I would be adding into the geometry to subtly illustrate this, such as glowing wall carvings of the creature that once lived there. Dave was happy with this concept and thought it would be nice to see extra details in the entrance structure as well as the walls. He also suggested that I focus a lot more on lighting, making sure all of the geometry is casting believable shadows, as well as having light hit the top of the trees and other objects in the scene. He liked the idea of being in the shadows of the bridge area, so I will be enhancing this and as well as adding more glowing parts to some of the geometry.