Meeting with Dave #2 – 25/04/19

Feedback:

This week, I met with Dave again to show him the progress of my scene in Unreal Engine. This time I was able to show him some completed and textured assets assembled to create an environment.

After showing Dave my environment, he pointed out the tree stump and log I had placed next to the pond and asked whether I had thought about whether I wanted to give the player the feeling that someone has been there before or whether the player was discovering this place themselves. We discussed the idea that it may be better for the ‘wonder’ aspect of the brief if I adjusted elements of the environment to make it appear as if this was a place not many people had seen, that it was new. We decided that it would be best if I remove the log and tree stump and make the grass look slightly more natural and unkempt, as the grass I currently had looked very neat and as if someone had been tending to it. Dave suggested that I look at some of the grass in ‘No Man’s Sky’ as inspiration for this.

Dave also suggested that if I was going to make this place look newly discovered, I should add many more wild flowers, as I currently only had a small amount of flowers around the edge of the pond (the luminous flowers, which I had intended to highlight the pond as a point of interest for the player) and this made it look as if someone had been caring for and looking after this pond area. Dave mentioned that adding lots more flowers would help add more detail to the area surrounding the pond, as it was currently just grassy hills with a few trees, which didn’t give the player much to look at other than the pond and the rest of the area looked quite plain. He also suggested that in order to bring life to the area, I should add wildlife sound effects, such as birds and insects, etc.

At this point in the project, I also didn’t have a water texture for my pond so currently just had a blue poly in place of where the water would be. Dave suggested that I look at natural ponds to see what the appearance of the pond itself should be. He suggested that in order to add more points of interest to the player I could add lotuses in the water.

Moving Forward:

In response to this feedback, I will be creating more variations and colours of flowers than just the one current type I have now. I will be using the scatter tool to distribute them across the entire area to add some more vibrancy to the area surrounding the pond to solve the problem of the player not having much to look at currently. I intend to place these flowers with more being in the distance and less being near the pond, as I still want the current luminous flowers I have around the edge of the pond to be able to stand out without being lost among the other flowers. I will also be making the grass longer and will be taking inspiration from ‘No Man’s Sky’ in order to create grass that isn’t in straight lines as it currently is now as it looks too artificial. I will be collecting images of wild woodland flowers and creating moodboards to use as inspiration when creating these new flowers to try and replicate the colours and types of flowers seen in real life. I will also be looking into different sound effects I can add that will give a feeling of wildlife within the environment.