

Game Island Modelling project:

Research/Brief (TG)

Brief

For my project, the aim is to create a 3D detailed and visually engaging game scene model that can show the modelling techniques and the environment design.

Wooden Lamp

Materials and Design Considerations

The design of the wooden lamp draws inspiration from classic street lamps often found in historical towns. The main material that will be used on the lamp is wood.

Wood: Commonly used woods for such structures include oak, pine, and teak due to their durability and workability. For the model, these materials were simulated to study the textural and visual impact on the final design.

3D Modelling Techniques

Extrude Along a Line: This technique was essential for creating the chain and the main wooden beam. By using a path for extrusion, it ensured the model retained uniform cross-sectional shapes, crucial for achieving a realistic representation of cylindrical and curved wooden components.

Loft Technique: The loft technique was utilized for the lamp component to transition smoothly between different shapes and profiles. This method allowed for the creation of complex geometries that would be challenging to achieve with basic extrusions alone.

Extrude: Simple extrusions were used to form the base and additional structural elements, providing a sturdy foundation for the overall design.

Challenges

Detailing the Chain and Lamp Parts: The small scale and intricate details of the chain and lamp were challenging to model accurately. By using the 'extrude along a line' technique and refining the geometry, these components were modelled to maintain both visual appeal and structural integrity.

The images that I used as references :



Wooden Barrel

Materials and Design Considerations

Wood: Traditionally, oak is used for barrels due to its strength and ability to impart flavors to stored liquids. For the 3D model, a wood texture was applied that mimics the grain and color variations found in real oak barrels.

3D Modelling Techniques

The lamp will use **lofting** and **extrude** these two techniques in the model.

Lofting: This technique is essential for creating the sides of the barrel. By using this, we can create the side naturally with the slide on the side.

Challenges

Creating the Rounded Shape: Achieving the precise curvature and proportions of the staves was challenging. To solve this, reference images and blueprints of real barrels were used to guide the modelling process. The lathe modifier was adjusted iteratively to ensure the correct shape.

The images that I used as references :



Wooden Railing

Materials and Design Considerations

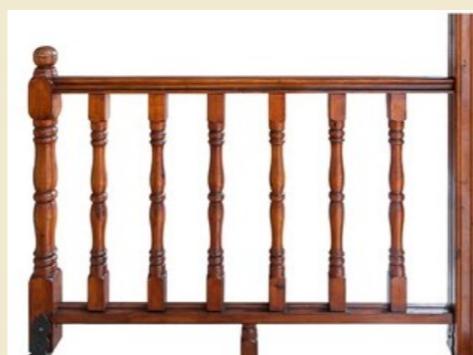
With the same materials that are used on the other two objects, this railing will also use wood for it.

3D Modelling Techniques

The railing will use **helix** and **extrude** for it.

Helix: Because of making a normal railing is too boring, I have used helix to create a spiral baluster of the railing.

The images that I used as references :



Wooden Ship

Materials and Design Considerations

The design of the wooden ship is inspired by the old pirate ship that is from the old stories. Wood is the main material applied to the ship.

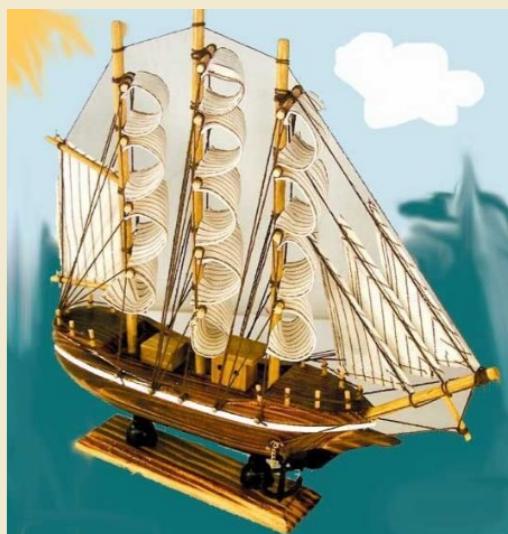
3D Modelling Techniques

Surface modelling and **extrude** is used in the model.

Surface modelling: This technique will be used to create the curve of the ship's body. Surface modelling can make a more smooth and curved body of the ship.

Extrude: Extrude is used to create the ladder and doors etc. on the ship.

The images that I used as references :



Memo :
Last techniques
Fantasy library building



Game Island Modelling project:

Research/Brief (CVMG)

Game Island Modelling project:

Graphic Specifications

TG spec.

Scene description

The scene will be setting in a medieval time era, and the scene will have some fantasy setting in it.

The main key element of the scene is the detail of the small object in the scene and the detail of the buildings.

Technical spec.

The software tools will be used :

- blender
- Inventor

File types

The file types that will be used in the technical graphic :

- Autodesk Inventor Part (.ipt)
- .STEP

Artistic goal

The game scene I want to make it in a low-poly style, that the scene will keep simple. The scene will have a calm, chill and relax mood and atmosphere.

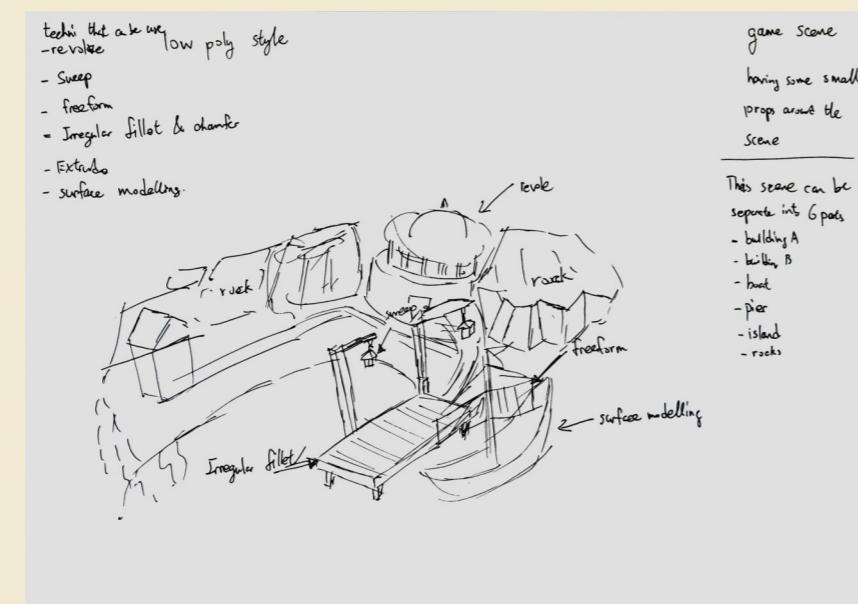
Target audience

There will be intent about 1-2 player in the scene, so the scene won't be too large. The purpose of the scene is for the main lobby of the game, most time the player will be preparing for their next game. The target audience is mostly for teenager like 10-18, so the model of the scene won't be too complex this can let all audience enjoy.

Potential challenge

The potential technical difficulty may be the small detail of the texture of the building, for example the uneven surface of a stone brick.

The style inspiration is from :



CVMG spec.

Brief

For my Commercial and Visual Media Graphics (CVMG) project, I aim to create graphics related to the gaming industry and my technical graphic. Specifically, for the paper print graphics component, I will develop game advertisement poster. For the digital graphics component, I will design a social media post image and User Interface (UI) for my game model.

File types

The file types that will be used in the CVMG :

- Publisher (.pub)
- .JPG / .PNG

Technical spec.

The software tools will be used :

- Publisher
- Photoshop (maybe)

Artistic goal

For the three CVMG I will keep using the low-poly style, that's this style will use some simple geometric shapes to capture the view, while maintaining the detail. The project aims to create the sense of wonder and fantasy through out the simple design, this style can emphasizing the strong colour palettes, clean lines, and the light and shadowing.

Target audience

The target audience is mostly for teenager like 10-18, and also some art lovers that's likes the modern arts forms. Other than the art lovers gamers is another target audience group, I hopes the CVMG can attract some gamers that is appreciate to some indie games or simple artistic style games.

Potential challenge

One of the potential challenge is that can the three CVMG has the information needed in it and also keep it clean and simple. The other challenge is that how to apply the low-poly style in the works.

Social Media (Digital)

The social media post image will be still using the low-poly style, but it will use to sale a product or service that's about gaming, for example, selling a service that let you voice call with friends.

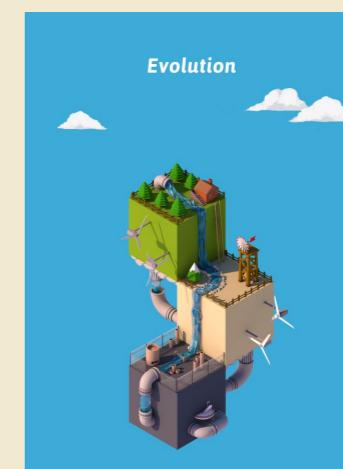
User Interface (Digital)

The User interface will be implement in to the final product of the game, the Interface will use some simple shape to present the button and the other information.

Game Advertisement Printables (Paper Based Graphic)

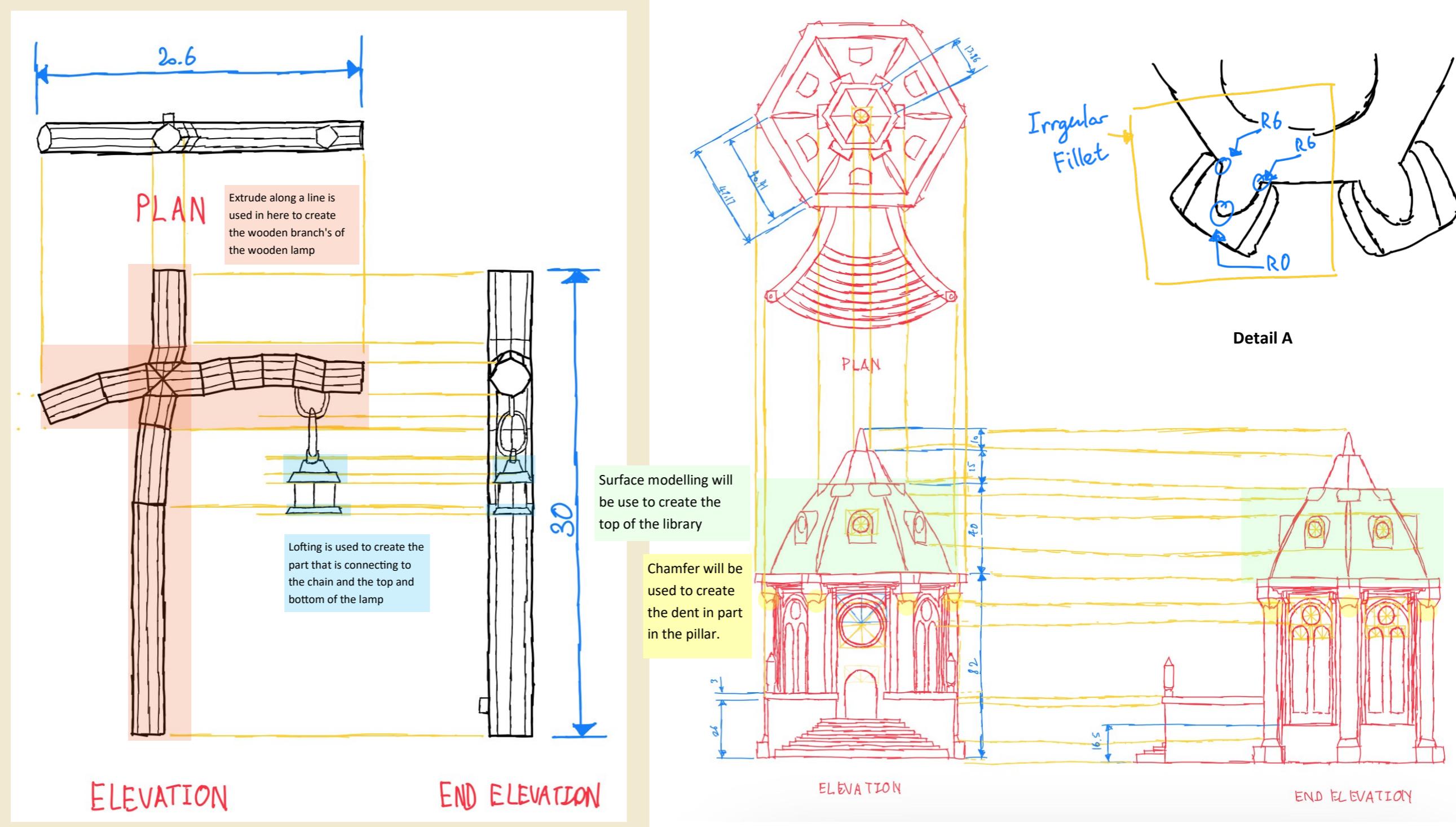
The game advertisement poster will mainly use the low-poly style and combined some modern style to it. It mainly will be used to promote the game .

The style inspiration is from :

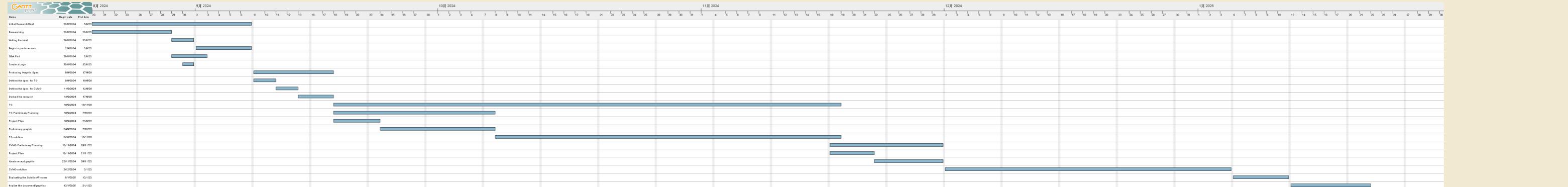


Game Island Modelling project:

Draft Drawing

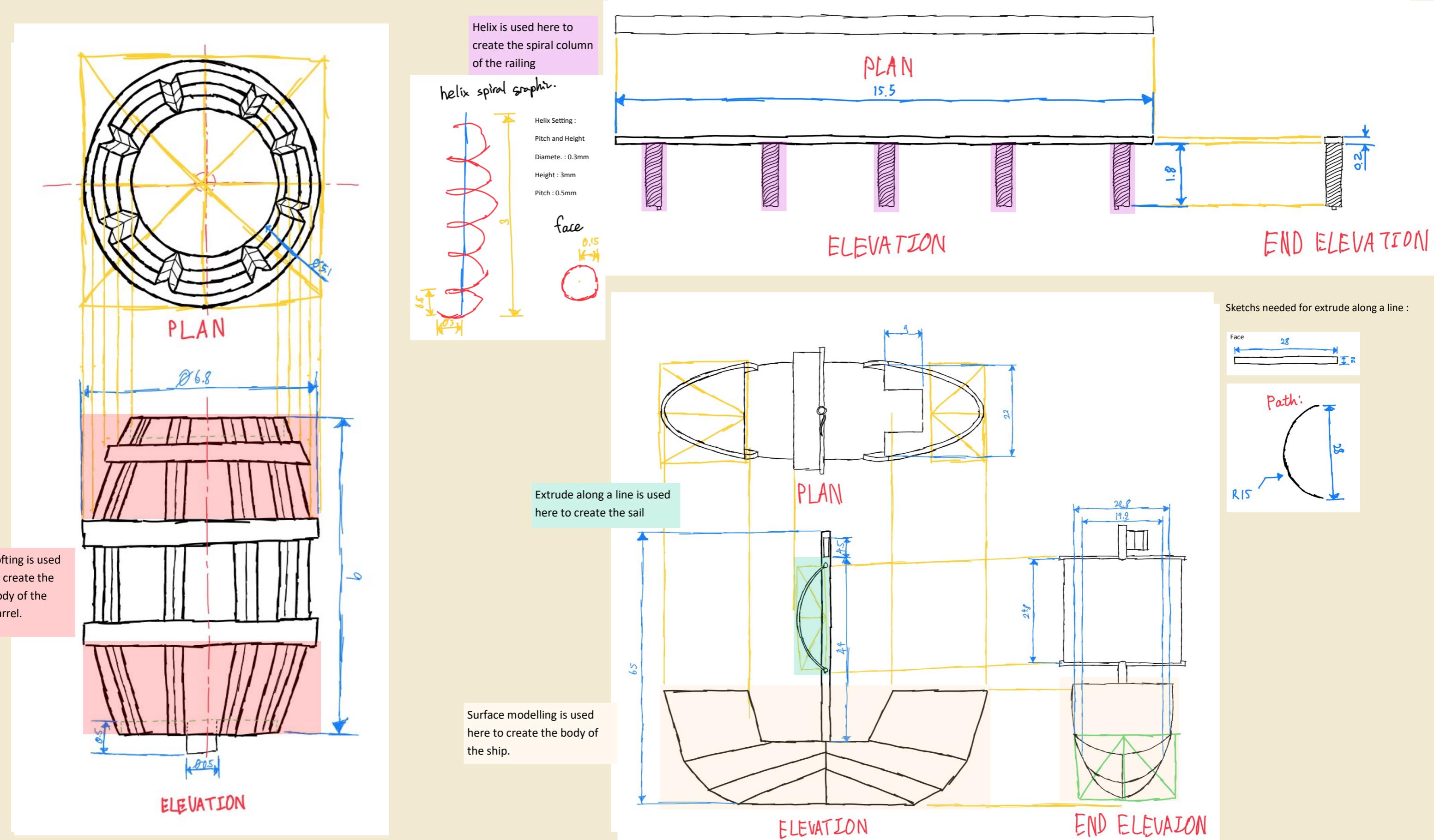


Gantt Chart:



Game Island Modelling project:

Draft Drawing



Game Island Modelling project:

Component Drawing

WOODEN LAMP

techniques used:
- extrude along a line (chain, main wooden part)
- loft (used on the lamp part)
- extrude

DESIGNED BY
230725217

The wooden lamp I have used extrude along a line at the chain and the main wooden part. Loft is applied at the lamp part. Also Extrude is used at some of the main wooden part.

Techniques used in the design:

Extrude along a line: This technique is used to create linear elements, such as the main wooden part of the lamp and the chain. By following a path or line, the material is extruded into the desired shape.

Lofting: This method is applied to shape the lamp body itself, allowing for smooth transitions between different cross-sectional profiles, providing the curved and complex shapes seen in the lamp.

WOODEN BARREL

Techniques used:
- Lofting
- extrude

DESIGNED BY
230725217

CHECKED BY

APPROVED BY

DATE

DATE
26/08/2024

wooden barrel drawings

ISSUE
1 / 1

SHEET
1 / 1

This technical drawing represents a wooden barrel design, showing various detailed views including the plan, elevation, and cross-section (D-D) to illustrate the construction and measurements.

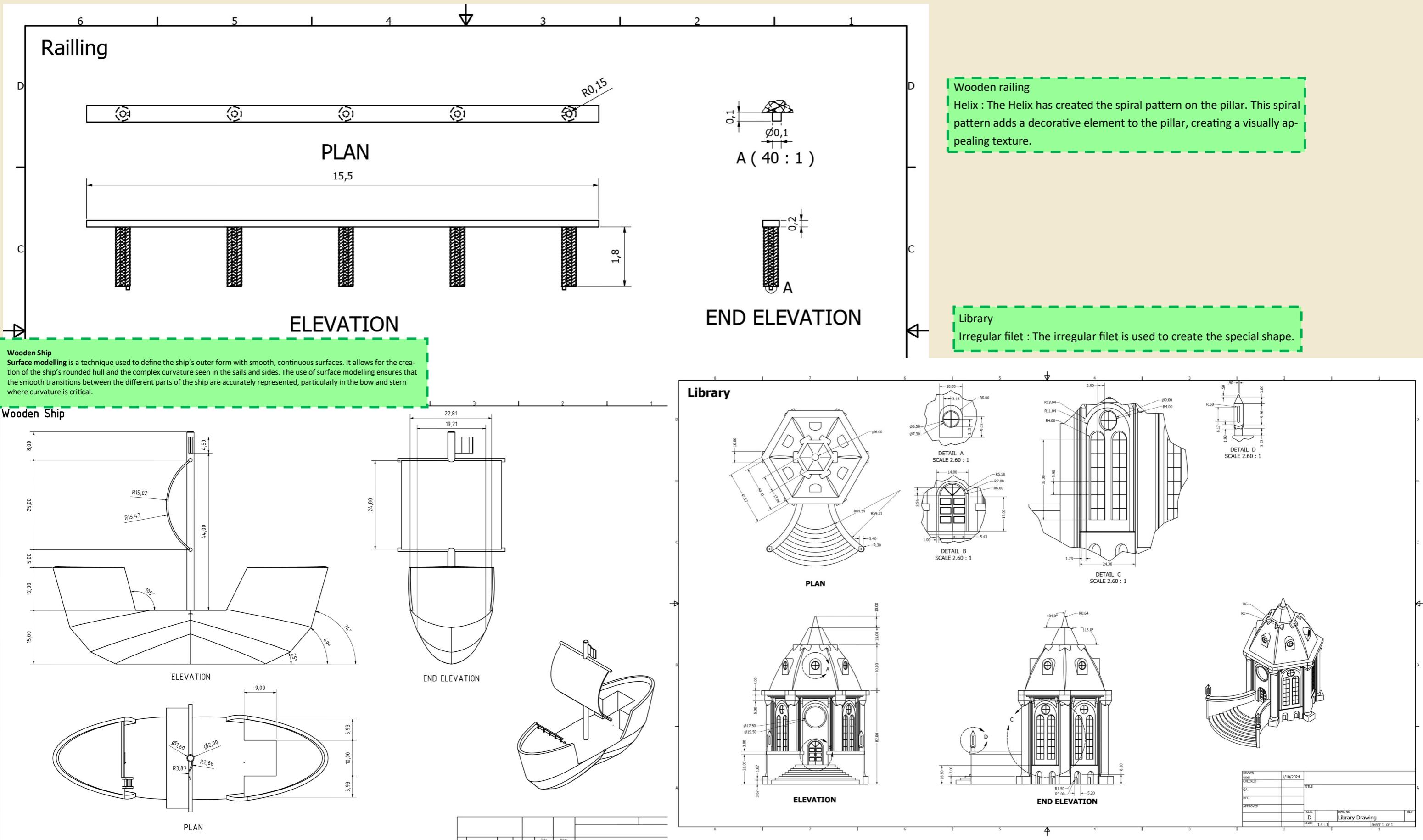
Techniques used in the design:

Lofting: Lofting is used to form the curved shape of the barrel. This technique allows smooth transitions between different cross-sections, which is essential for creating the traditional bulging form of a barrel.

Extrude: This method is used for certain linear features, such as the rings and other cylindrical components of the barrel, allowing consistent thickness and detail along straight or curved paths.

Game Island Modelling project:

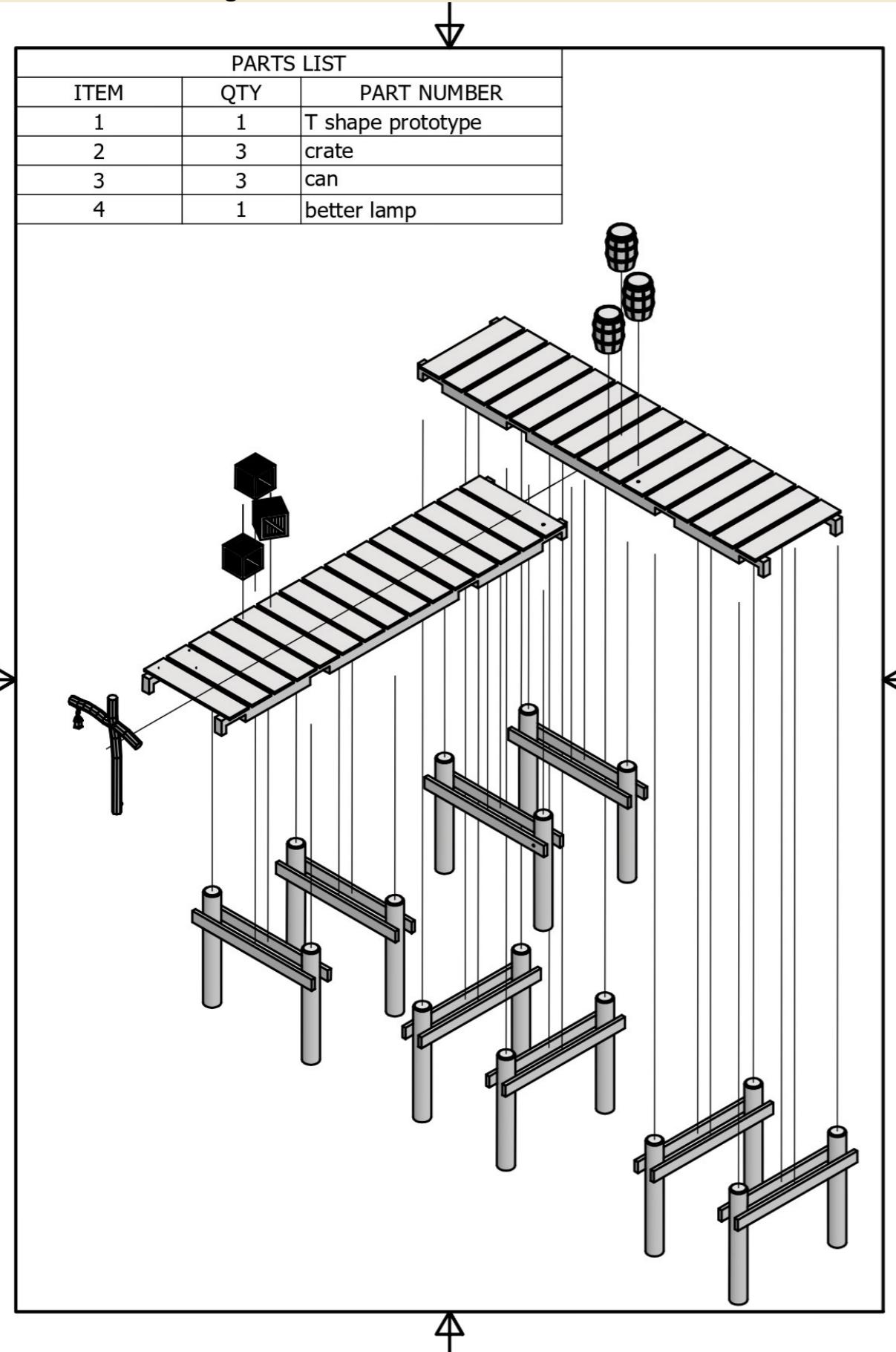
Component Drawing



Game Island Modelling project:

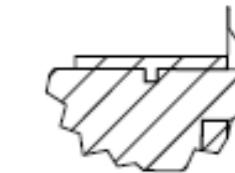
Assemble

Pier Assemble drawing :



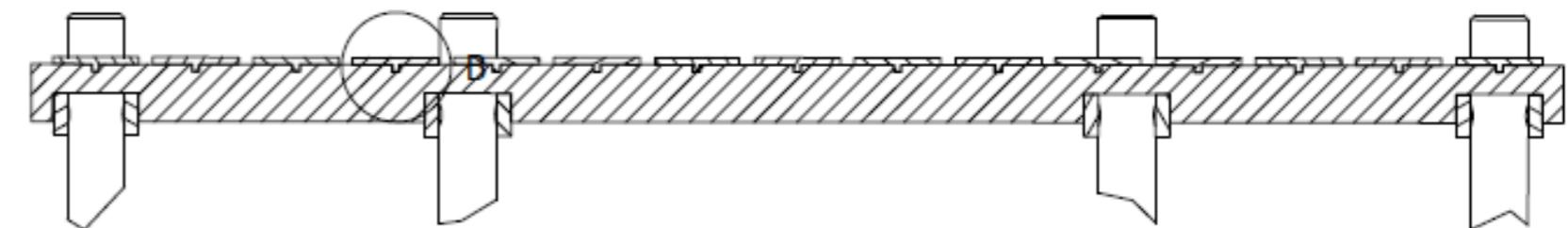
Wooden Plank Assemble Enlarge detail View :

B (5 : 1)



Wooden Plank Assemble Sectional drawing :

A-A (3 : 1)



Assembly Process: Add step-by-step annotations explaining the assembly of the pier, such as:

- Step 1: Align the support posts as shown in the lower section.
- Step 2: Attach the wooden planks to the posts following the sectional drawing.
- Step 3: Add the lamp and other decorative items like the crate and can.

Enlarged Section Details: Provide a detailed explanation for the sectional views (A-A and B):

- Section A-A shows the alignment of the wooden planks with support beams at a 3:1 scale."
- Detail B provides a magnified view of the plank connections at a 5:1 scale, showing the precise placement for stability."

Game Island Modelling project:

Simulation

Game Island Modelling project:

Technical render

Game Island Modelling project:

Initial Research/Brief

Game Island Modelling project:

Initial Research/Brief (CVMG)

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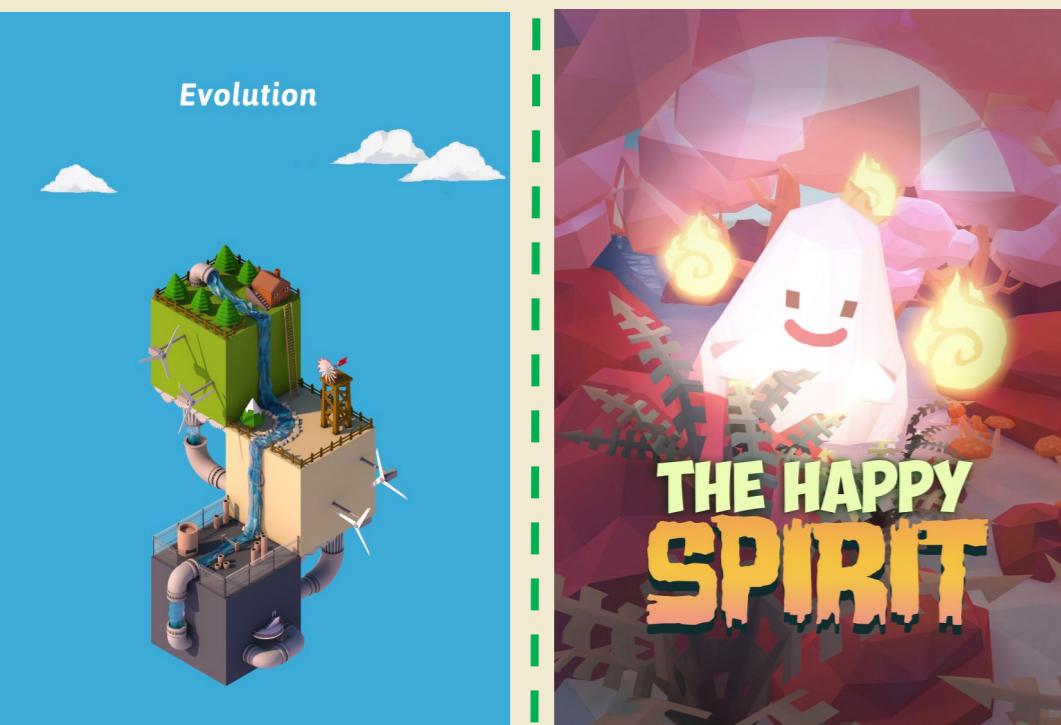
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Game Advertisement Printables (Paper Based Graphic)

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Question and Answer (Q&A)

Mainly will be the question about the CVMG :

Q1 : Can you explain how the simple geometric shapes in the UI will enhance the user experience in your game?

A1 : This can help the user to Focus on Content by using simple shapes, the UI avoids unnecessary visual clutter, allowing the player to focus on the content and gameplay itself. And also can Clarity and Ease of Use by the simple geometric shapes like circles, squares, and triangles are universally recognized and easy to understand. By using these shapes for buttons, icons, and other interactive elements, the UI becomes more intuitive, allowing players to quickly grasp how to navigate the game without confusion.

Q2 :

Memo :
Add one more QA question

Tasks

Initial Research/Brief

Researching

Writing the brief

Begin to produce some idea sketches

Create a Logo

Q&A part in the brief

Week 1

Week 2

Week 3

Week 4

Game Island Modelling project:

Initial Research/Brief (Technical Graphics)

Brief

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Scene description

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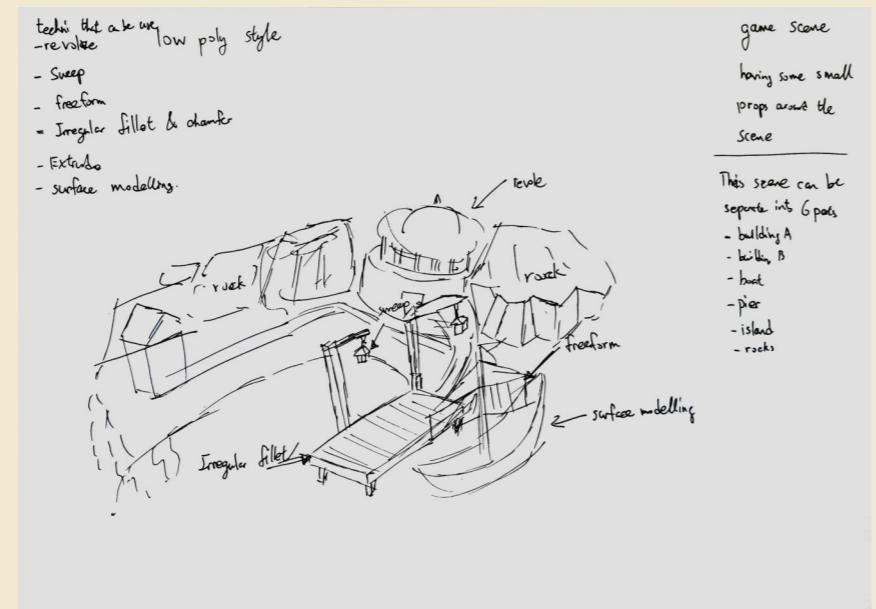
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A simple sketch of how the scene looks:



The model can be separate into few parts :

- Building A (library)
- Building B (Blacksmith)
- Pier
- Boat
- The environment

Pier

For the pier in the scene, it will be made out of some wood planks and having 2 lamps that is on the pier sides



Wooden Boat

For the wooden boat, It mostly will be a sail boat, it will be a simple small boat that may fill in 2-3 people, and with a white canvas.



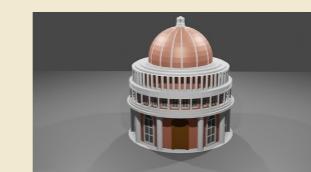
The environment (rocks, the island)

The island will a L-shape, that's will have stone surround it in the outer side of the island. For all the trees and stone will use low-poly to make them.



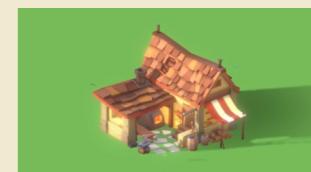
Building A (library)

The library will be a place for the player to read again the setting and the story of the game, it will be a cylinder building.



Building B (Blacksmith)

The blacksmith is a place for the player to organize their equipment, it will be looks like some normal house but with some smithing equipment inside.



Memo :

Change these two building ^

Question and Answer (Q&A)

Mainly will be the question about the Technical graphics :

Q1 : Can you explain how the low-poly style contributes to the mood and atmosphere of the game scene?

A1 : For my game scene I want to create a relax and chill mood to the player, and the low-poly style models will have a more simple tone of colour and shape so this can create a relaxing mood

Q2 : How does the L-shaped island design contribute to the gameplay or visual experience?

A2 : The L-shape island design can guiding the player movement by the L-shape naturally guides the player's movement along a defined path, creating a sense of direction and progression within the game.

And for the Visual graphic, is that the L-shape island can frame the environment by the L-shape can effectively frame parts of the environment, such as the surrounding water or distant landscapes, making the scene more dynamic and visually appealing.

Q3 : What inspired the style of the buildings and environment in your game scene?

A3 : The style is mostly inspired by the games I have played lastly, for example "Final Fantasy 14", "Albion online", "Octopath Traveler". And for the low poly style is inspired by games that are made by Dani the indie game creator and "superhot".

Game Island Modelling project:

Initial Research/Brief