Research Project Proposal

1. **Project Title**

Prop and Environment Modeling

1. **Student’s Name**

Christopher Ramzi

1. **Statement of Interest**

State your proposal using layman’s terms to describe the subject matter, area of interest or topic that you choose to pursue. The subject is required to be an area of design development that relates to Video Game production or a related field.

I will be focusing on modeling small(ish) props that can be used to make a cohesive scene with all the props that I will make.

1. **Background**

Briefly describe the subject and its relevance to the Video Game industry or related field.

This subject relates to the Video Game Industry because it is what brings a scene to life and makes everything work together.

1. **Project Scope**

* **Pre-project:**

Briefly describe the extent of your pre-project skills/knowledge of the subject.

I know how you use tools such as Maya, Blender, and Substance Painter.

* **Research Phase:**

Briefly describe your research plan for acquiring information/skills on the subject.

I will be gathering reference images and other items that will help me get the idea of what I would like to model. I will also find 2 jobs that I will work to meeting and passing the requirements for the job

* **Design Phase**:

Briefly describe your plan to implement your research and to practice/refine the

new skills.

During each week I will work on 1 big prop or a few smaller props that will all work together to make a scene. I will Work toward mastering my skill with Maya and how I can increase my modeling skills.

* **Presentation:**
  + Briefly describe your presentation plan at the end of the project.

At the end of the project I will have a portfolio showing off all the props I have made and a scene that shows them all together making the scene whole.

1. **Analysis**

Briefly describe your criteria for analysis and evaluation of your project.

For my models I will want them to be low poly with a nice high poly normal map on top of it. They will all match in the style of models.

1. **Mentor:**

Please list your mentor for the project and your reasons for requesting their guidance.

James McClure

1. **Attachment:**

Provide a Weekly Plan/Burndown list of your ten week project plan.

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| **Week:** | **Day:** | **To Be Done:** | **Notes:** | **Complete Date:** |
| Week 1: | Tuesday | Meet with James |  |  |
|  | Wednesday | Research Project Proposal | Make new sheet in Excel | 27-Mar |
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|  |  |  |  |  |
| Week 2: | Tuesday | Meet with James/ have prop 1 done |  |  |
|  | Wednesday | Start work on 2nd prop |  | 3-Apr |
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| Week 3: | Tuesday | Meet with James/have prop 2 done |  |  |
|  | Wednesday | Start work on 3rd prop |  | 10-Apr |
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| Week 4: | Tuesday | Meet with James/ have prop 3 done |  |  |
|  | Wednesday | Start work on 4th prop |  | 17-Apr |
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| Week 5: | Tuesday | Meet with James/ have prop 4 done |  |  |
|  | Wednesday | Start work on 5th prop |  | 24-Apr |
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| Week 6: | Tuesday | Meet with James/ have prop 5 done |  |  |
|  | Wednesday | Start work on 6th prop |  | 1-May |
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| Week 7: | Tuesday | Meet with James/ have prop 6 done |  |  |
|  | Wednesday | Start work on 7th prop |  | 8-May |
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| Week 8: | Tuesday | Meet with James/ have prop 7 done |  |  |
|  | Wednesday | Start work on 8th prop |  | 15-May |
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| Week 9: | Tuesday | Meet with James/ have prop 8 done |  |  |
|  | Wednesday | Start work on 9th prop |  | 22-May |
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| Week 10: | Tuesday | Meet with James/ have prop 9 done |  |  |
|  |  | Put eveything together in one scene |  |  |