**GART250 Specialist Brief Date 29/01/20**

Name **Elliot Griffiths**

**Outline of project**

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| **Project Outline:**  For this project I am planning to create a fully complete game environment, to be implemented into UE4, that shall also be used within the GAM240 module. In the team I’m tasked with creating the environment. Our game consists of three areas, however for this module I will only be creating two of said environments. The scene will be a Science Institutions office, and the connected corridor, set in the year of 2043 after being abandoned for a couple of months after a breakout from one of the experiments. The office will hold 4 scientists, therefore 4 desks all with the scientist’s personalities coming through in their workspace. All assets will be of my own design using existing objects as inspiration.  **Project specifics:**  Maya: Office walls (Broken down into pieces, textured via tillables from Designer), Scientists desks, environmental assets. All to be modelled and unwrapped.  Substance Painter: Texturing Assets  Substance Designer: Creating Tillables  UE4: Compiling environment, creating lighting  **Stretch goals:**  Since I am using this scene in GAM240 I will have twice as much time to work on it, when I’m working on the game environment I’m also working on this module. Therefore, I want this to be my best portfolio piece to date, having all assets and most textures be of my own creation. |

**Key indicators**

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| Create 2/3 main areas to be assessed on, assigning a percentage to indicate your primary focus   * **Modelling – 50%** * **Texturing – 20%** * **Lighting and Composition in UE4 – 20%** * **Environmental Storytelling – 10%** |

**Further Notes**

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| **Style and reference:**  The style I’m aiming for is like Uncharted 4. This is a game I shall reference heavily throughout development as the scenes are always rich with clutter and minute details. This is something I want to achieve in my environment; the plan is to bring environmental storytelling into the scene I create. Having small details where the viewer and player can become immersed in my environment is something I want to strive for.  **Rationale:**  I reason why I have chosen to create this environment is primarily because I have become very passionate about messy and cluttered environments, also because I have been working closely with my writer in the team to create an immersive environment. Working on something I am passionate about will lead me to success. Due to the fact that the environment is used in the Game it also allows for twice as much time to be dedicated to the environment enabling a greater, denser and more immersive environment. The final reason is that in the future I’d love to work for a company like Ubisoft, their environments always amaze me with how dense and detailed they are, I shall also be looking at games like For Honor and the recent Assassin Creed games as inspiration. The dream is to work for them one day therefore I want my portfolio ready and creating projects that follow their style will aid me in my journey there. |