

APPENDIX A – Technical Design Document Template for Visual Effects

GDFUNDA S11	Date: 9/21/2021
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SCREENSHOTS

Add at least 3 – 10 screenshots of your scene that highlights various techniques used.

Directional Light / Lens Flare (small flare) and Skybox (NightSky)



Pointlight (torches)



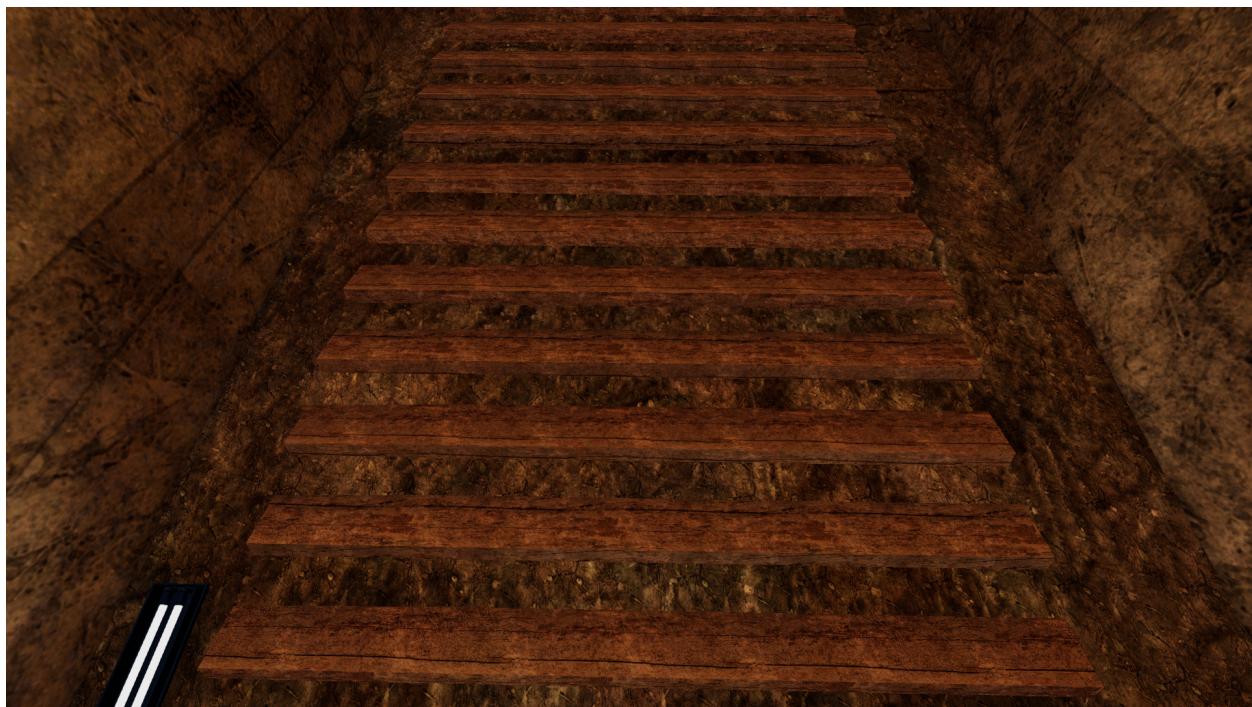
Spotlight (fluorescent lamp)



Particle Effects (dust storm, fireparticles)



Physically Based Shading (Grand Gallery Steps)



Reflection Probes (Queen Base)



LIGHT SOURCES

Indicate light sources you have used and its type.

Game Object Name	Light Source Type	Has Cookie (Yes/No)	Has Halo (Yes/No)	Has Lens Flare (Yes/No)	Purpose in Scene
Directional Light	Directional Light	No	No	Yes	<ul style="list-style-type: none">- To light the entire area. Adding a lens flare gives the source light a shimmering effect.

fluorescentLamp (and its duplicates)	Spot light	No	No	No	<ul style="list-style-type: none"> - Lights up the grand gallery and queen's tunnel. Projects a cone-shaped light to the area.
SphereLight	Point light	No	No	No	<ul style="list-style-type: none"> - Lights up the queen's base room. Completely cover up the entire room giving light to the objects inside.
Torch	Point light	No	No	No	<ul style="list-style-type: none"> - Used as a light source aside from fluorescent lights in order to have an ancient feel to the area
Wall-Mount Light (and its duplicates)	Spot light	No	No	No	<ul style="list-style-type: none"> - To provide minimal lighting in the King's Chamber Entrance

Lamp (and its duplicates)	Point light, Spot light	No	No	No	- To provide ambient lighting to a room
FirePitTotem	Point light	No	Yes	No	- Used as an alternative light source for the torches
CandleStand, CandleCup, Candle Full Lit	Point light	No	No	No	- To provide ambient lighting aside from the lamps in the Queen's Chamber.

MATERIALS

Indicate materials you have applied to your game objects.

Material Name	Game Object Applied To (you may indicate a group of game objects or only its parent name)	Description and Purpose
QUEEN'S CHAMBER		
Brick Wall queenbase	QueensBase	- A material with a moderate roughness in its property.

Brick Floor 1	QueensBase	<ul style="list-style-type: none"> - A material with a high roughness value in its property.
Brick 18	QueensBase	<ul style="list-style-type: none"> - A material with a high roughness value in its property.
Decal_hieroglyphics	Decal_writing	<ul style="list-style-type: none"> - An ancient Egyptian writing.
Stone 3	Tunnel	<ul style="list-style-type: none"> - A material with moderate roughness in its property
Dirt 8	Tunnel, Grand Gallery	Primarily used to simulate a dirty stone wall that has decayed due to time but still has its original design visible behind the dirt.
Brick Wall	Tunnel's Ceiling and Wall	<ul style="list-style-type: none"> - A brick base texture combined with dirt texture(secondary map) to show the eroded quality of the structure.
Brick 17	Tunnel Floor	<ul style="list-style-type: none"> - A brick base texture combined with a different type of dirt texture that creates a crack detail on the flooring.

KING'S CHAMBER

Floor	PlaneLayout	<ul style="list-style-type: none"> - Used for flooring in the King's Chamber entrance
Floor 1	PlaneLayout	<ul style="list-style-type: none"> - Used for flooring in the King's Chamber room
Wall 1x1	Walls	<ul style="list-style-type: none"> - Used as Wall Material for 1x1 size walls in the King's Chamber

Wall 1x2	Walls, Roof	<ul style="list-style-type: none"> - Used as Wall Material for 1x2 size walls in the King's Chamber
Wall 6	Walls	<ul style="list-style-type: none"> - Used as Wall Material for size walls in the King's Chamber
Wall 5	Walls	<ul style="list-style-type: none"> - Used as Wall Material for size walls in the King's Chamber
Ceiling	Ceiling, Roof	<ul style="list-style-type: none"> - Used as a Ceiling Material in the King's Chamber

GRAND GALLERY

Floor 2	Grand Gallery	A variation of the floor material used in the King's Chamber in order to show the cohesiveness of design as well as adding more environmental decay to the rocks surrounding the area.
Dirt 9, Dirt 13	Grand Gallery	A variation of the Dirt 8 material that has modified tiling values in order to accommodate the model that it is being put on.
Wooden Board 7	Grand Gallery, Tunnel w stair	Used in order to represent the wooden and worn-out-due-to-time look of the stairs in the Grand Gallery and other areas of the pyramid in the modern times

ENTRANCE

Brick 7	Entrance	Used on the walls of entrances in order to represent the big bricks/rocks that are used in the entrance of the pyramid, paired with environmental decay and spiderwebs on the walls.
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Brick 12	Entrance	A variation of the Brick 7 material, it has modified tiling settings as well as normal maps and the like, in order to accommodate the lighting of the area as well as its appearance when baked.
Brick 11	Entrance	A variation of the Brick 7 material, it has modified tiling settings as well as normal maps and the like, in order to accommodate the lighting of the area as well as its appearance when baked.
Brick 8	Entrance	A variation of the Brick 7 material, it has modified tiling settings as well as normal maps and the like, in order to accommodate the lighting of the area as well as its appearance when baked.
Brick 15	Entrance	A variation of the Brick 7 material, it has modified tiling settings as well as normal maps and the like, in order to accommodate the lighting of the area as well as its appearance when baked.
Brick 21	Entrance	A variation of the Brick 7 material, it has modified tiling settings as well as normal maps and the like, in order to accommodate the lighting of the area as well as its appearance when baked.
Brick 13	Entrance	A variation of the Brick 7 material, it has modified tiling settings as well as normal maps and the like, in order to accommodate the lighting of the area as well as its appearance when baked
Dirt 10, Dirt 19	Tunnel w stair	A variation of the Dirt 8 material that has modified tiling values in order to accommodate the model that it is being put on.
Dirt 18	Entrance	A variation of the Dirt 8 material that has modified tiling values in order to accommodate the model that it is being put on.
Metal16	Metal rails for the sphereLight	- A cutout type of material.

OBJECTS		
Akhenatencoffin.1 001	Mummy Coffin	- An Egyptian image of the queen's coffin.
EgyptianTableMat	Egyptian Table	- An Egyptian table design.
GlassCubeMat	glassCube	- A transparent glass obj used to cover the small Egyptian artifacts on the table.
KhafreMat	KhafreStatue	- A rock-like material of the ancient Egyptian statue.
RamssesTex	RamssesStatue	- A rock-like material of the ancient Egyptian statue.
Cinder Debris 6, Cinder Debris 6_LOD01, Cinder Debris 6_LOD2	cinderDebris6 (and its duplicates)	Used for giving texture to a cinder block debris mimicked as rock debris of the pyramid as a result of degradation over time
Broken Brick 3, Broken Brick 3_LOD01, Broken Brick 3_LOD02	brokenBrick3 (and its duplicates)	Used for giving texture to a broken brick debris mimicked as rock debris of the pyramid as a result of degradation over time
Trn_Table Round_M	TableRound	Used for giving texture and an authentic look to a small wooden round table.
Trn_Cup Ceramic	Cup Ceramic	Used for giving texture and proper lighting to a ceramic cup

Trn_Barrel	trn_Barrel , trn_BarrelTap, Barrel Small	Used for wooden barrels that are present in the entrance, as well as in the King's Chamber
Trn_Barrel Stand	trn_BarrelStand	Used for holding wooden barrels to give it that authentic medieval look
Trn_Bottles	Bottle Short, Bottle Long	Bottles were used to give an authentic look to the King's chamber so as to set the mood that people were there in the present as well as in the past
Gold_coin_color	Coins	Coins were also used in the King's Chamber in order to give authenticity to the area as well as referencing how the pyramid's interior looks in AC: Origins.
Gold_Bar_color	Gold_Ignots	Gold bars were also used in the King's Chamber in order to give authenticity to the area as well as referencing how the pyramid's interior looks in AC: Origins.
Trn_Bench	Bench	A wooden bench is present on the ascending tunnel before the Grand Gallery.
Dirt 17	Tomb	Used to represent the pyramid's sand/rock-brick texture to the tomb using a reference photo as well as keeping in mind the cohesive design.

PARTICLE SYSTEMS

Indicate particle systems you have in your scene.

Particle System Name	Description and Purpose
FireParticleSystem	A particle system that simulates an ongoing fire. Used to simulate torches inside the area as light sources.
FireParticleSystem2	A particle system that simulates a fire for the fire Pit Totem object.
Dust Storm	Creates a rapid storm effect outside the entrance. This simulates the setting of the structure where it is located on a desert.

LIGHT AND REFLECTION PROBES

Indicate light and/or reflection probes you have applied in the scene.

Probe	Type	Description and Purpose
Outside Probe	Reflection Probe	- Used to create reflection on the metal objects found outside the structure.
Entrance Tunnel	Reflection Probe	- Used to give reflection image to the objects with moderate metallic and smoothness property value.

Entrance Tunnel2	Reflection Probe	<ul style="list-style-type: none"> - Used to give reflection image to the objects with moderate metallic and smoothness property value.
Grand Gallery	Reflection Probe	<ul style="list-style-type: none"> - Used to give reflection image to the objects with moderate metallic and smoothness property value.
Queen Base Tunnel	Reflection Probe	<ul style="list-style-type: none"> - Used to give reflection image to the objects with moderate metallic and smoothness property value.
Queen Base	Reflection Probe	<ul style="list-style-type: none"> - Used to give a reflection image on the glass cubes that were used in the said structure.
King's Chamber	Reflection Probe	<ul style="list-style-type: none"> - Used to give reflection image to the objects with moderate metallic and smoothness property value.