Guudo

OMNI

The Team

Mitchell Sayer
Designer

Josh Freeman
Environment Artist

Tiana Knobloch
Character/UI Artist

Richard Delamore
Programmer

Nathaniel Dixon
Prop/Generalist Artist

Daniel Iaria
Prop/Technical
Artist

Project Overview

- Theme: One person's trash is another's treasure.

- Play as an Alien looking to invade and blend into human life using found objects under tight time pressure.

- Target Platform: PC

- Engine: Unreal Engine 4

Technical Specifications

Naming Conventions

Models: *(FBX)*
Static Meshes: SM_(AssetName)
Skeletal Meshes: SK_(AssetName)

Animations: *(FBX)*
Anim_(AnimationName)

Bitmaps: *(TGA)*
Albedo: (Assetname)_A
OcclusionRoughnessMetallic:
(Assetname)_ORM
Normal: (Assetname)_N

UI
UI Elements : UI_(AssetName)
Fonts : FT_(Assetname)

Programs to be Used

Modelling:
Maya *(2019)*
ZBrush *(2020)*

Texturing
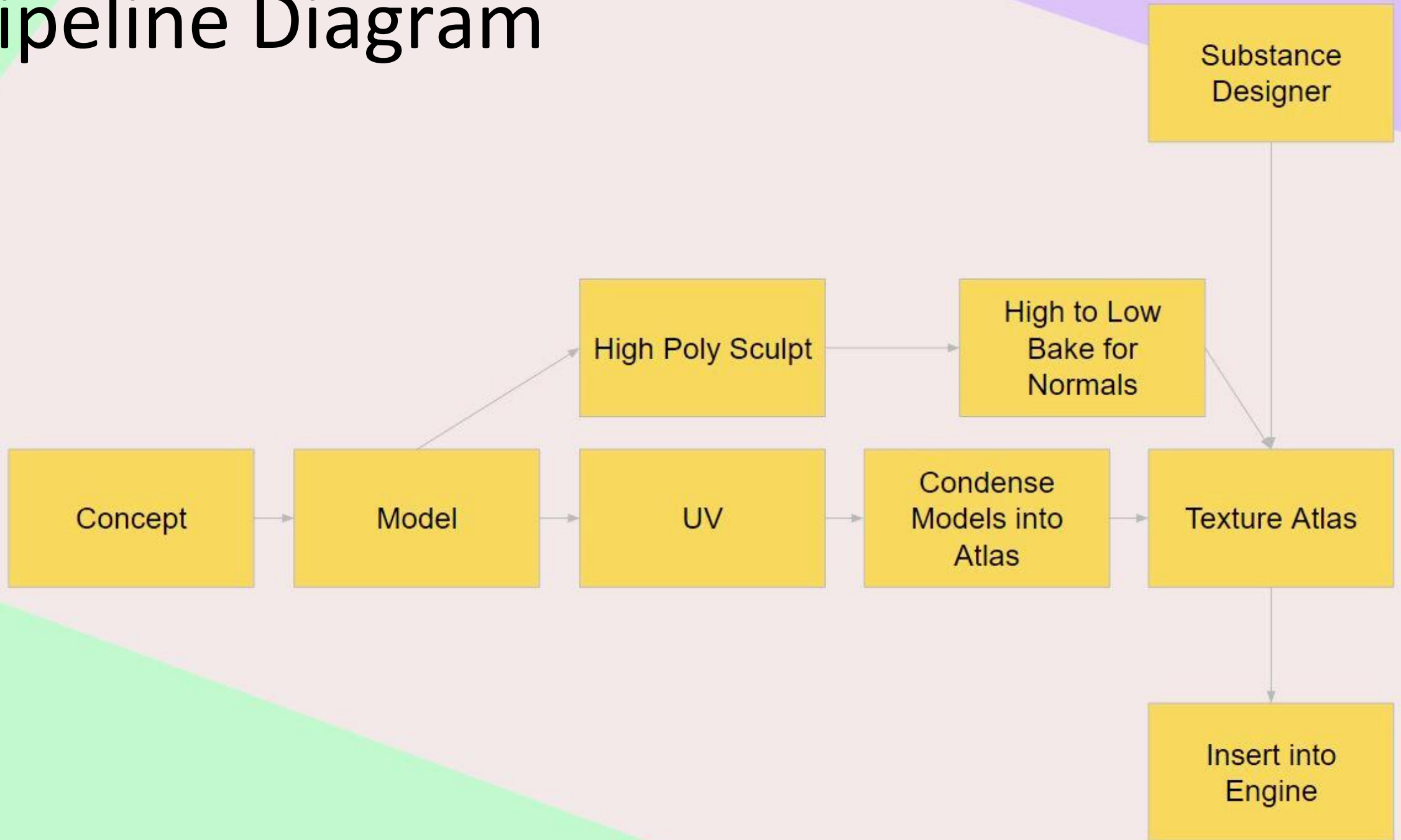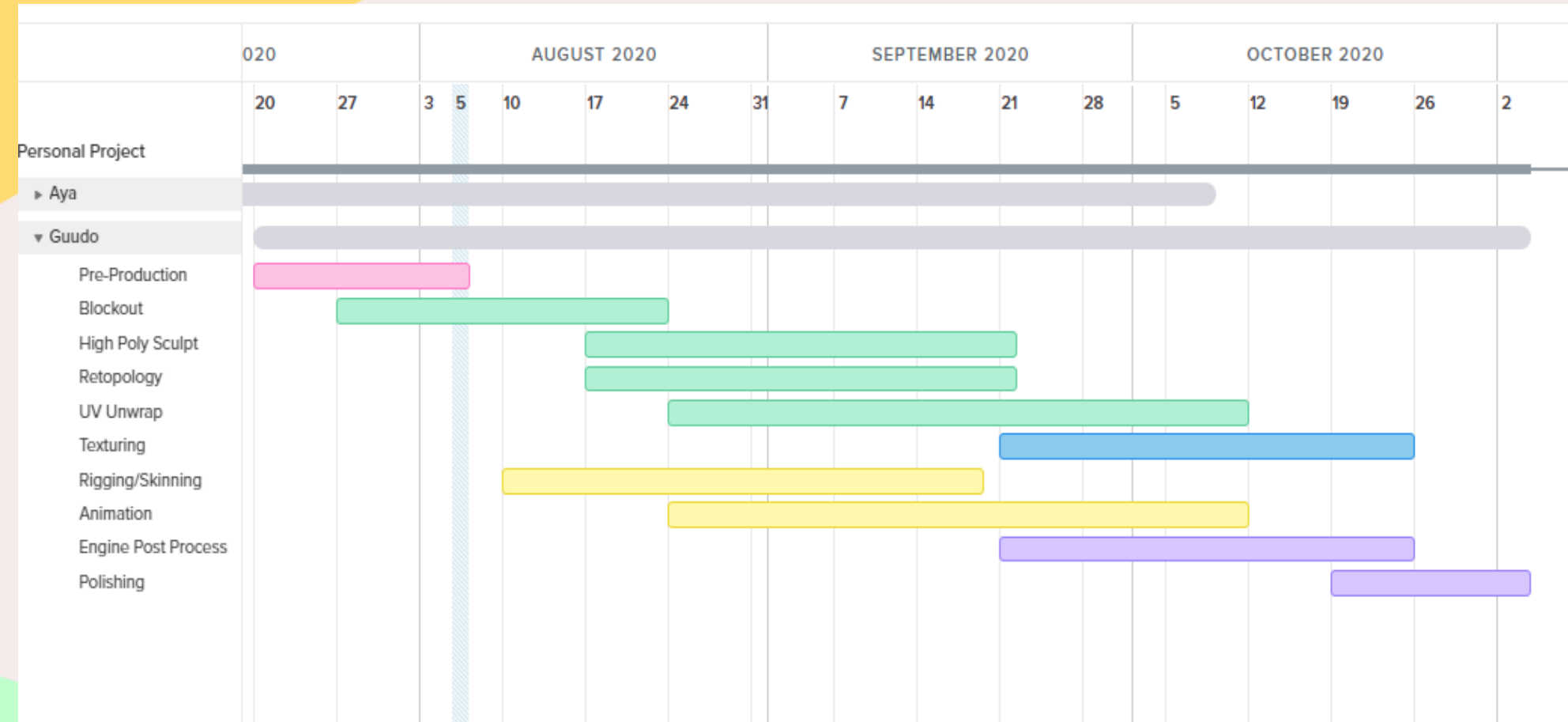Substance Designer *(2019.2.3)*
Substance Painter *(2019.2.3)*

Baking
Marmoset Toolbag 3 *(3.08)*

(NO TEXTURING BEFORE MODEL ATLAS IS COMPLETE)

Pipeline Diagram

Project Schedule

Gantt chart showing project timeline from 2020 through October 2020.

Timeline months: AUGUST 2020, SEPTEMBER 2020, OCTOBER 2020
Week markers: 20, 27, 3, 5, 10, 17, 24, 31, 7, 14, 21, 28, 5, 12, 19, 26, 2

Tasks (Guudo):
- Pre-Production
- Blockout
- High Poly Sculpt
- Retopology
- UV Unwrap
- Texturing
- Rigging/Skinning
- Animation
- Engine Post Process
- Polishing

Projects: Personal Project, Aya, Guudo

Alpha Sprint
- Modelling
- Sculpting/Retopo
- Rigging
- Alpha Cards Foliage

Beta Sprint
- Texturing Atlas
- Set Dressing
- Shaders Foliage
- Character Texture
- Character Anim
- Baking
- Procedural Maps
- Lighting
- Materials/Scenework

Gold
- Polish
- Video Rendering
- Poster Creation

NOTHING TO BE ADDED

(NO TEXTURING BEFORE ENTIRE ATLAS IS COMPLETED)

Asset List - Tiana

UI

Asset	Poly Count	Texture	Complete by
SK_Guudo.fbx	2000	1024 x 1024	19/8/20
SK_GuudoCust.fbx	3000	1024 x 1024	19/8/20
Anim_Idle.fbx	n/a	n/a	30/9/20
Anim_Walk.fbx	n/a	n/a	30/9/20
Anim_JumpStart.fbx	n/a	n/a	30/9/20
Anim_JumpLoop.fbx	n/a	n/a	30/9/20
Anim_JumpEnd.fbx	n/a	n/a	30/9/20
Anim_Pickup.fbx	n/a	n/a	30/9/20
Anim_Sprint.fbx	n/a	n/a	30/9/20
Anim_HjumpStart.fbx	n/a	n/a	30/9/20
Anim_HjumpEnd.fbx	n/a	n/a	30/9/20
SM_Relic.fbx	500	1024 x 1024	21/9/20

Asset	Image Size	Complete by
UI_Background.png	1920 x 1080	9/10/20
UI_BGdeco.png	1920 x 1080	9/10/20
UI_Button.png	200 x 200	9/10/20
UI_Title.png	1920 x 1080	9/10/20
FT_Guudo.TTF	n/a	9/10/20
UI_Energy.png	500 x 500	9/10/20
UI_Timer.png	500 x 500	9/10/20
Customisation Screen	n/a	9/10/20
Menu Screen	n/a	9/10/20
Loading Screen	n/a	9/10/20
Credit Screen	n/a	9/10/20
In Game UI	n/a	9/10/20
Opening Cinematic	n/a	9/10/20

Asset List - Josh

Environment

Foliage

Asset	Poly Count	Texture	Complete by
SM_ScifiWall.fbx	500	1024 x 1024	2/9/20
SM_ScifiWall_Corner .fbx	500	1024 x 1024	2/9/20
SM_ScifiWall_Long .fbx	500	1024 x 1024	2/9/20
SM_ScifiWall_5.fbx	500	1024 x 1024	2/9/20
SM_Stage.fbx	100	1024 x 1024	2/9/20
SM_Scifi_Door.fbx	500	1024 x 1024	2/9/20
SM_Soundbooth.fbx	500	1024 x 1024	21/9/20
SM_Vent.fbx	500	1024 x 1024	2/9/20
SM_VentCorner.fbx	500	1024 x 1024	2/9/20
SM_WallShelf.fbx	100	1024 x 1024	2/9/20
SM_StairCase.fbx	500	1024 x 1024	2/9/20
SM_Rubble.fbx	500	1024 x 1024	21/09/20
SM_SoundproofingWall.fbx	500	1024 x 1024	2/9/20
SM_Column.fbx	100	1024 x 1024	2/9/20
SM_BreakRoomWall .fbx	500	1024 x 1024	2/9/20

Asset	Poly Count	Texture	Complete by
SM_JungleTree.fbx	1000	1024 x 1024	30/9/20
SM_Fern.fbx	500	1024 x 1024	30/9/20
SM_CrystalTree.fbx	1000	1024 x 1024	30/9/20
SM_AlienFern.fbx	500	1024 x 1024	30/9/20
SM_MushroomGrp .fbx	1000	1024 x 1024	30/9/20
SM_AlienGrassClump.fbx	500	1024 x 1024	30/9/20
SM_GroundCloveGrp.fbx	1000	1024 x 1024	30/9/20
SM_Vines.fbx	1000	1024 x 1024	30/9/20
SM_Shrub.fbx	500	1024 x 1024	30/9/20
SM_PalmTree.fbx	1000	1024 x 1024	30/9/20
SM_Coconut.fbx	500	1024 x 1024	30/9/20
A_FoliageAtlas.tga	n/a	n/a	23/10/20
N_FoliageAtlas.tga	n/a	n/a	23/10/20
ORM_FoliageAtlas.tga	n/a	n/a	23/10/20

Asset List - Daniel

Asset	Poly Count	Texture	Complete by	Asset	Poly Count	Texture	Complete by
SM_GuudoUFO.fbx	1000	1024 x 1024	2/9/20	SM_Computer.fbx	500	1024 x 1024	30/9/20
SM_SetUFO.fbx	1000	1024 x 1024	2/9/20	SM_Book.fbx (x3)	100	1024 x 1024	30/9/20
SM_TV.fbx	500	1024 x 1024	2/9/20	SM_Pen.fbx (x3)	100	1024 x 1024	30/9/20
SM_HangLights.fbx	500	1024 x 1024	2/9/20	SM_Mouse.fbx	100	1024 x 1024	30/9/20
SM_Scaffold.fbx	500	1024 x 1024	2/9/20	SM_Keyboard.fbx	500	1024 x 1024	30/9/20
SM_RoundTable.fbx	500	1024 x 1024	2/9/20	SM_Stereo.fbx	500	1024 x 1024	30/9/20
SM_Desk.fbx	500	1024 x 1024	2/9/20	SM_Fan.fbx	500	1024 x 1024	30/9/20
SM_DirectorChair.fbx	500	1024 x 1024	2/9/20	SM_BoatModel.fbx	1000	1024 x 1024	30/9/20
SM_MiniSetBG.fbx	500	1024 x 1024	2/9/20	M_Sand	n/a	n/a	30/9/20
SM_MiniHouse.fbx	500	1024 x 1024	2/9/20	P_Guudo	n/a	n/a	30/9/20
SM_MiniLightPole.fbx	500	1024 x 1024	2/9/20	M_Guudo	n/a	n/a	30/9/20
SM_MiniStreet.fbx	100	1024 x 1024	2/9/20	M_Master	n/a	n/a	30/9/20
SM_ClipBoard.fbx	500	1024 x 1024	21/9/20	BP_GuudoFootPrint	n/a	n/a	30/9/20
SM_Monitor.fbx	500	1024 x 1024	21/9/20	M_PickupOutline	n/a	n/a	30/9/20
SM_BoatTank	100	1024 x 1024	21/9/20	M_Water	n/a	n/a	30/9/20
				M_JungleGround	n/a	n/a	30/9/20

Asset List - Nathaniel

Asset	Poly Count	Texture	Complete by
SM_Camera.fbx	1000	1024 x 1024	2/9/20
SM_LightStand.fbx	1000	1024 x 1024	2/9/20
SM_BoomMic.fbx	1000	1024 x 1024	2/9/20
SM_GreenScreen.fbx	500	1024 x 1024	2/9/20
SM_CameraDolly.fbx	1000	1024 x 1024	2/9/20
SM_FoodTable.fbx	500	1024 x 1024	2/9/20
SM_WorkChair.fbx	500	1024 x 1024	2/9/20
SM_MiniBuilding01.fbx	500	1024 x 1024	2/9/20
SM_MiniBuilding02.fbx	500	1024 x 1024	2/9/20
SM_Sandwich.fbx	100	1024 x 1024	21/9/20
SM_Bowl.fbx	100	1024 x 1024	21/9/20
SM_Plate.fbx	100	1024 x 1024	21/9/20
SM_Cup.fbx	100	1024 x 1024	21/9/20
SM_Bagette.fbx	100	1024 x 1024	21/9/20

Asset	Poly Count	Texture	Complete by
SM_FruitBowl.fbx	1000	1024 x 1024	21/9/20
SM_JuiceJug.fbx	500	1024 x 1024	21/9/20
SM_Pretzel.fbx	500	1024 x 1024	21/9/20
SM_CanteenChair.fbx	500	1024 x 1024	21/9/20
SM_Box01.fbx	100	1024 x 1024	21/9/20
SM_Box02.fbx	100	1024 x 1024	21/9/20
SM_Keg.fbx	500	1024 x 1024	30/9/20
SM_RuinsRock01.fbx	500	1024 x 1024	30/9/20
SM_RuinsRock02.fbx	500	1024 x 1024	30/9/20
SM_RuinsPlinth.fbx	500	1024 x 1024	30/9/20
SM_Dock.fbx	1000	1024 x 1024	30/9/20
SM_PirateLeg.fbx	500	1024 x 1024	30/9/20
SM_PirateSword.fbx	500	1024 x 1024	30/9/20
SM_GreenScrnStage.fbx	500	1024 x 1024	30/9/20

Mood Board

References – Set Dressing

- Setting - Film Studio

- Space Set

- Jungle Set

- Miniature Set

Art Style – Props/Environment
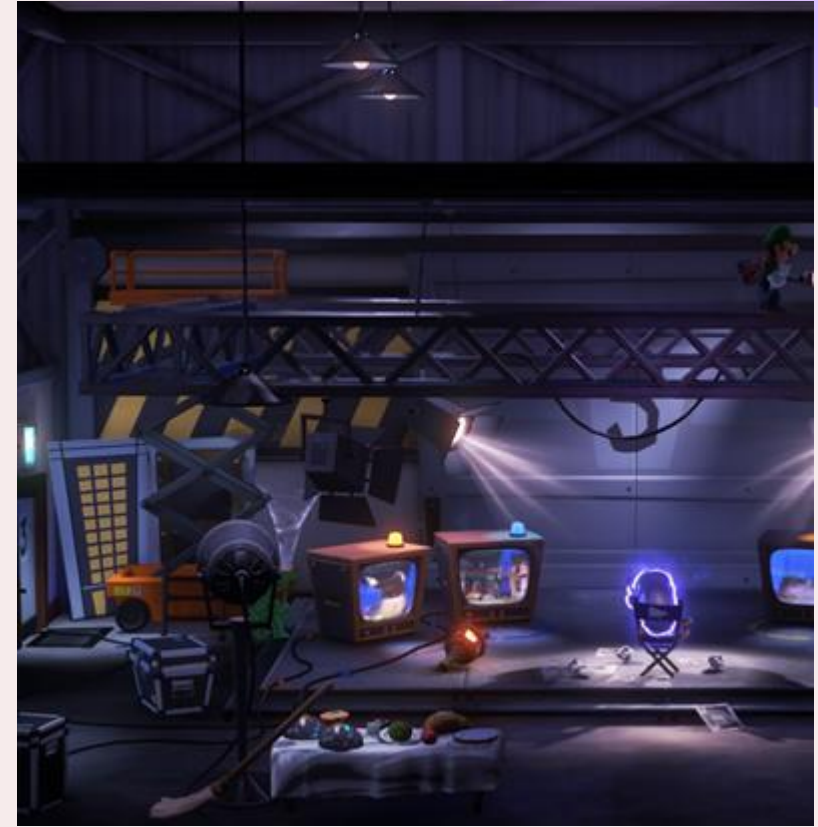
- Luigi's Mansion
  - Showcases style of modelling and detail in meshes.
  - Concept of the prop layout and how the environment works together (3rd image)
- Pokemon SwSh
  - Presented texturing style - Base colour shading, blended with semi-realistic, subtle, noise and detail layer overlayed.

References - Foliage (Space Studio)
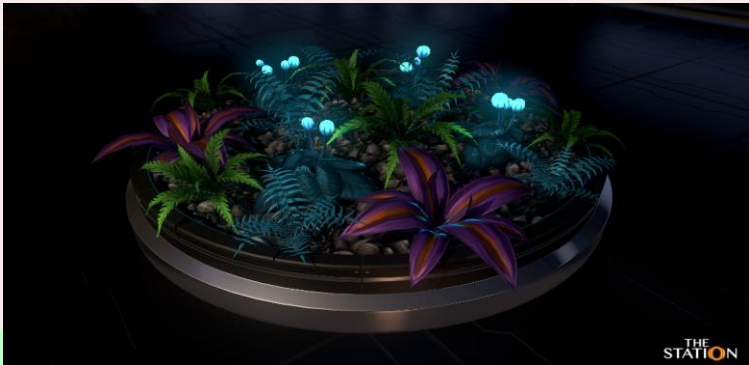
References - Foliage (Jungle Studio)
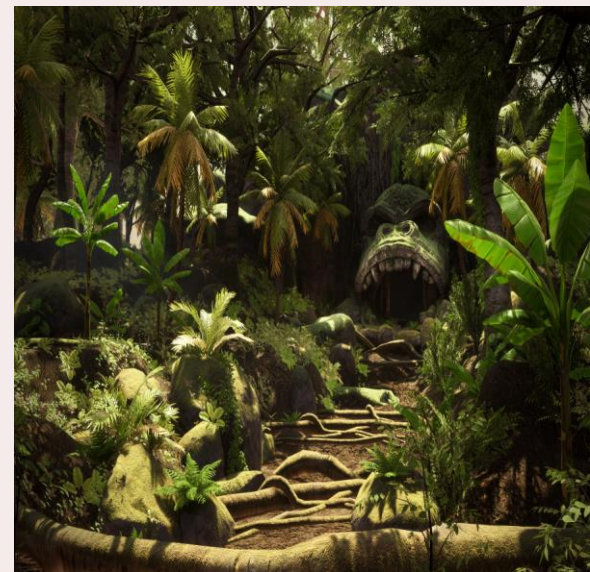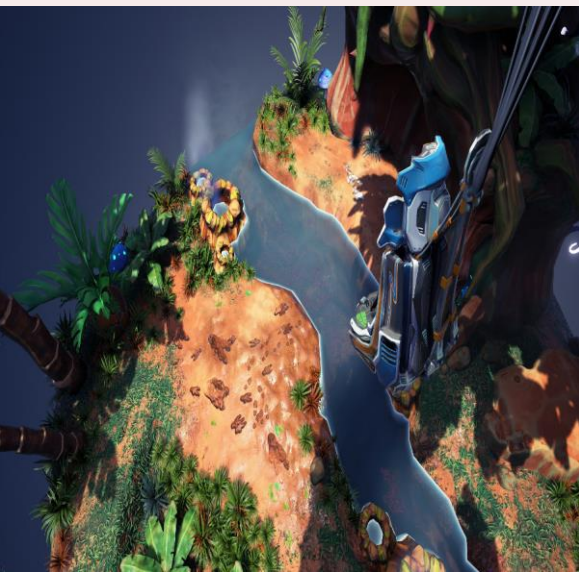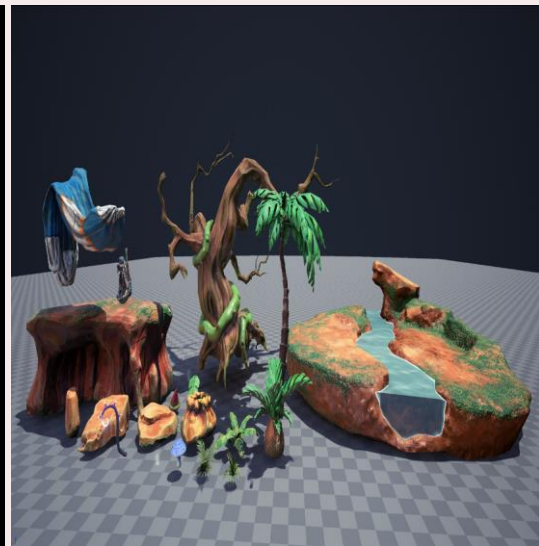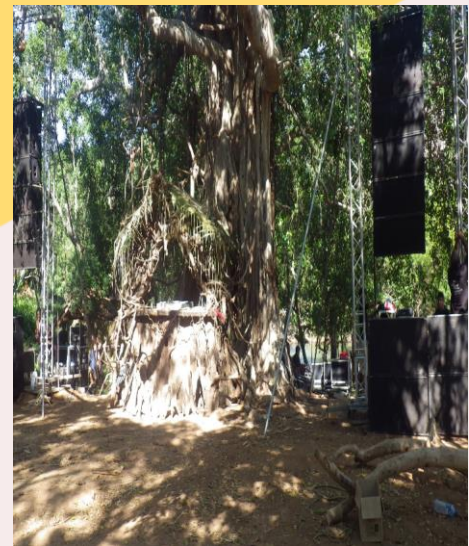
References - Character

Ori is a chosen reference for the angular shape of the inner head and larger stylised eyes.

Using character concepts from Ratchet & Clank to keep that idea of having a strong silhouette for the design.

Reuniclus from Pokemon gave the idea of having a body within the goop of the character to give the design an alien look.
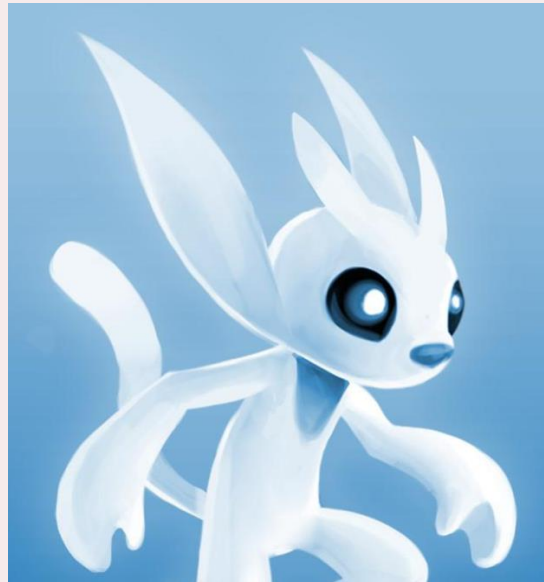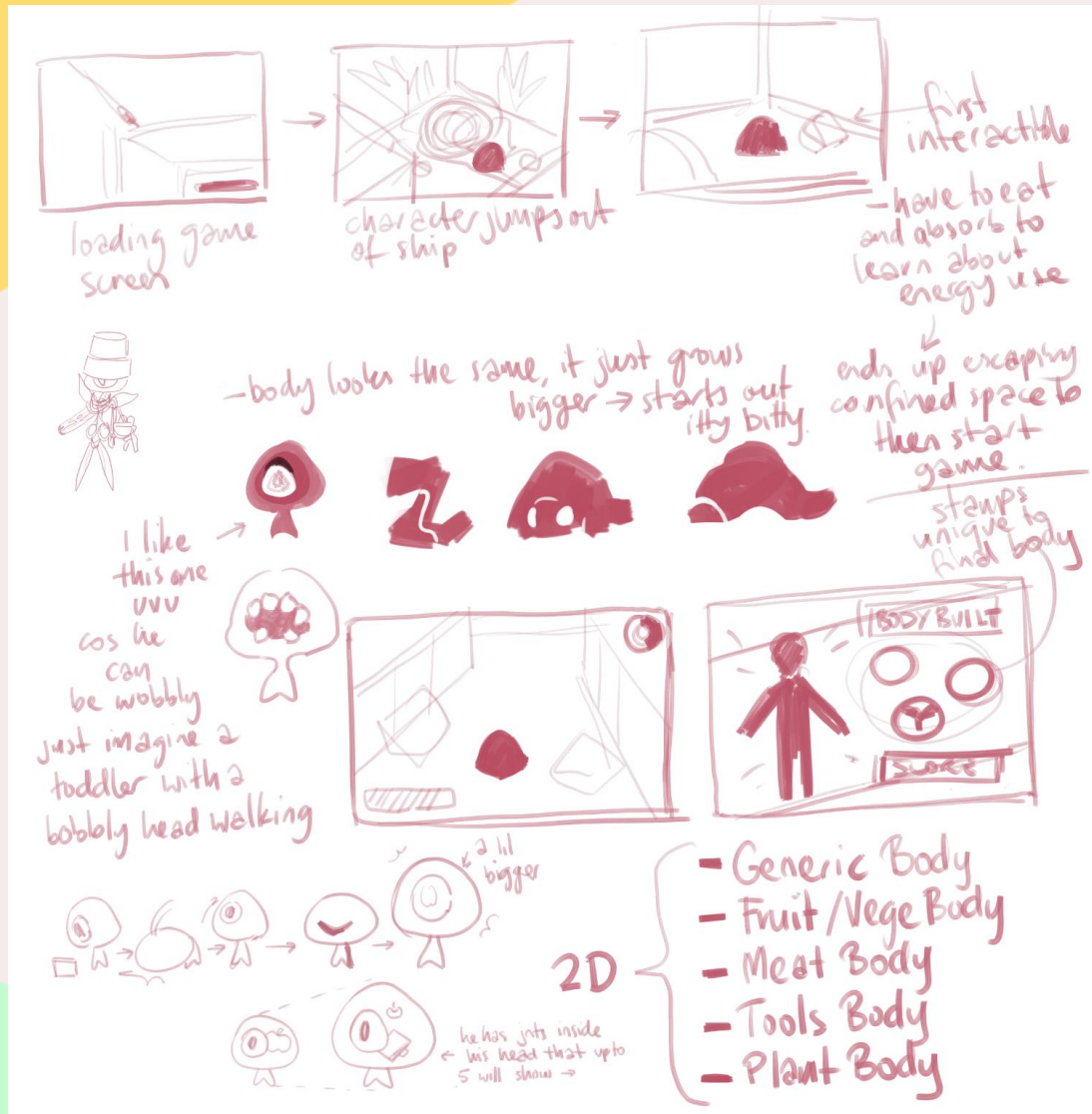
Art Style - Character

- Inner head modelling similar to the 1st image, clean and defined shapes/detail in the head.
- Outer body has its own material shader to create the transparent goop-like substance.
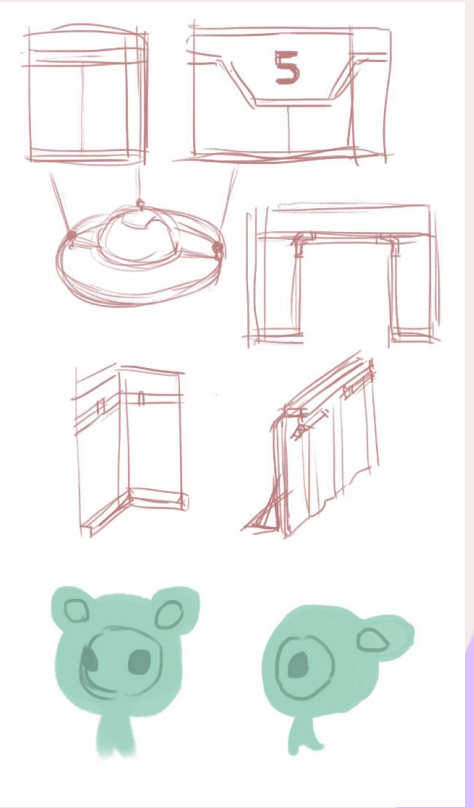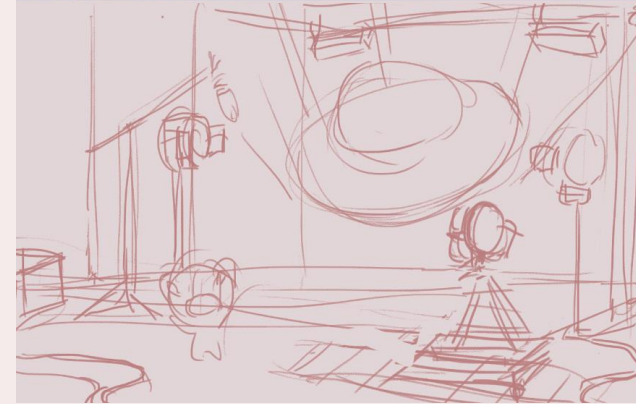
Concept Art - Tiana

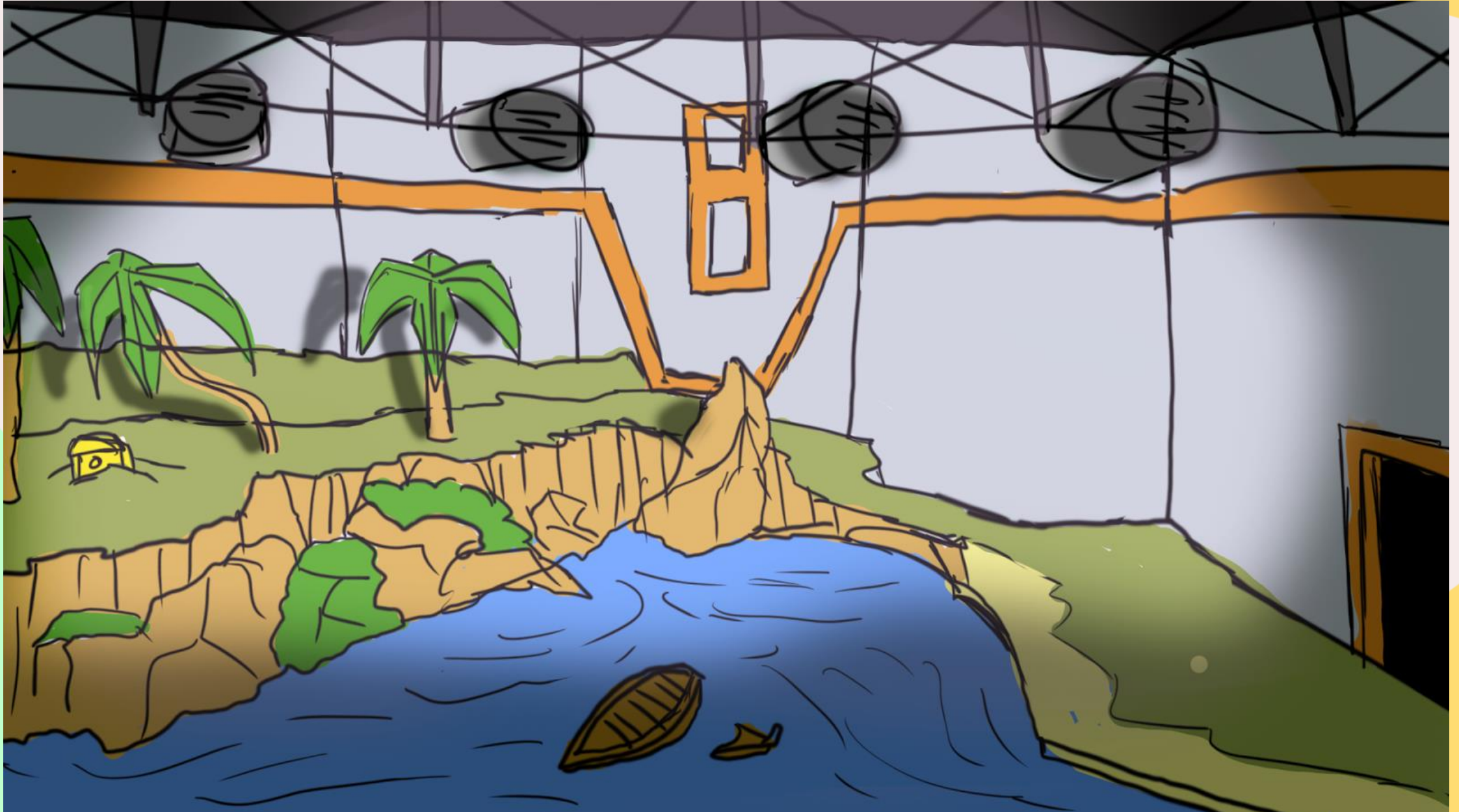# Concept Art - Tiana
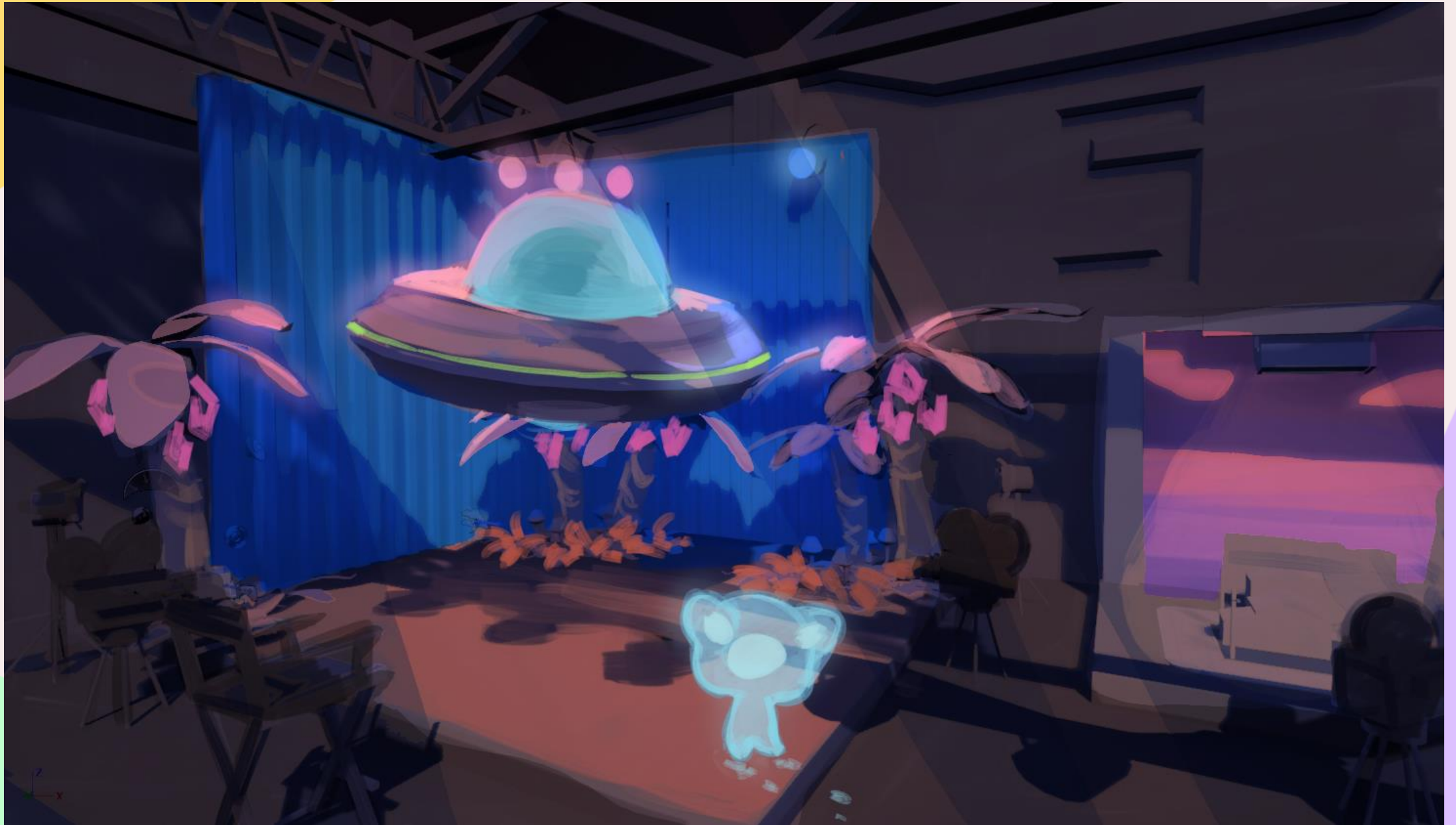
Josh Concept - Space Studio

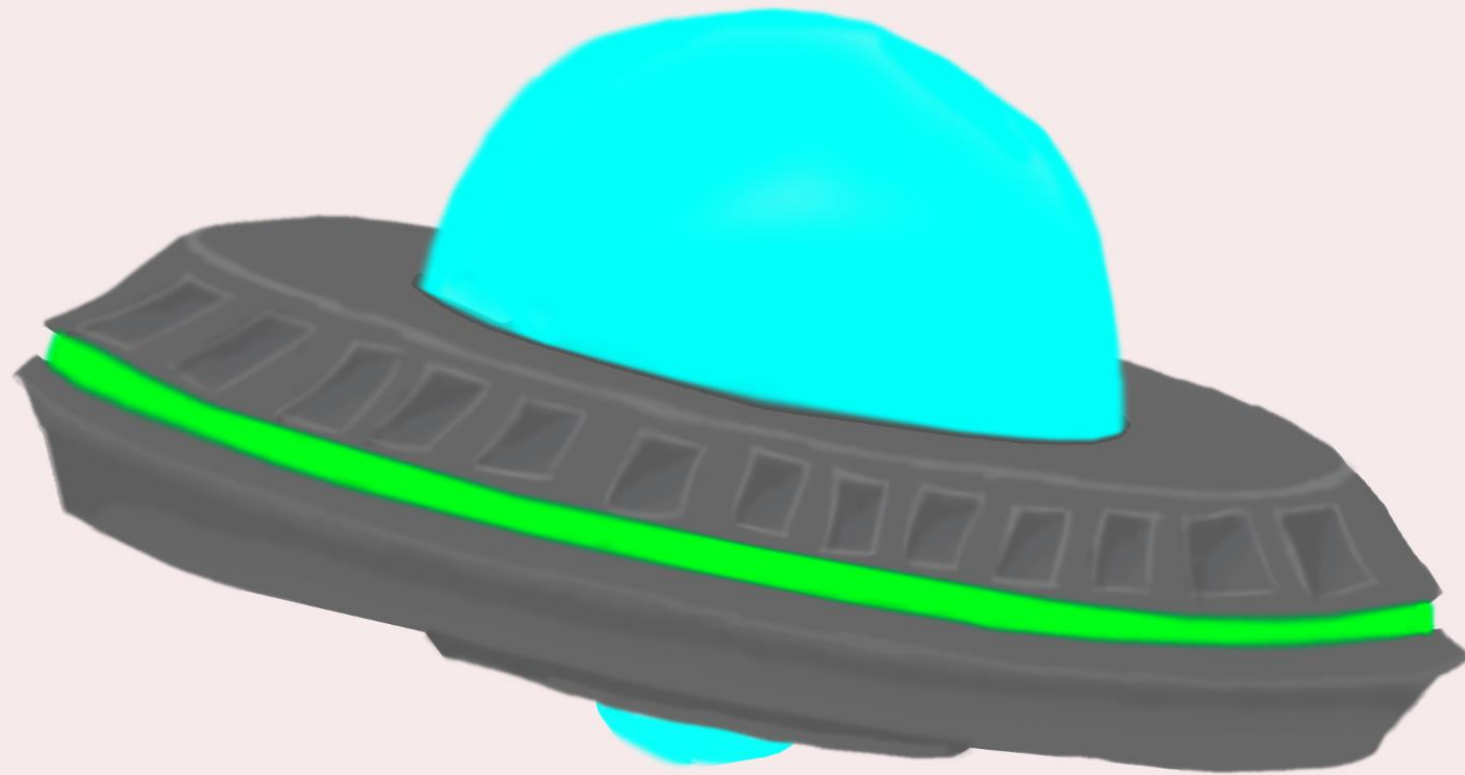# Josh Concept - Jungle Studio

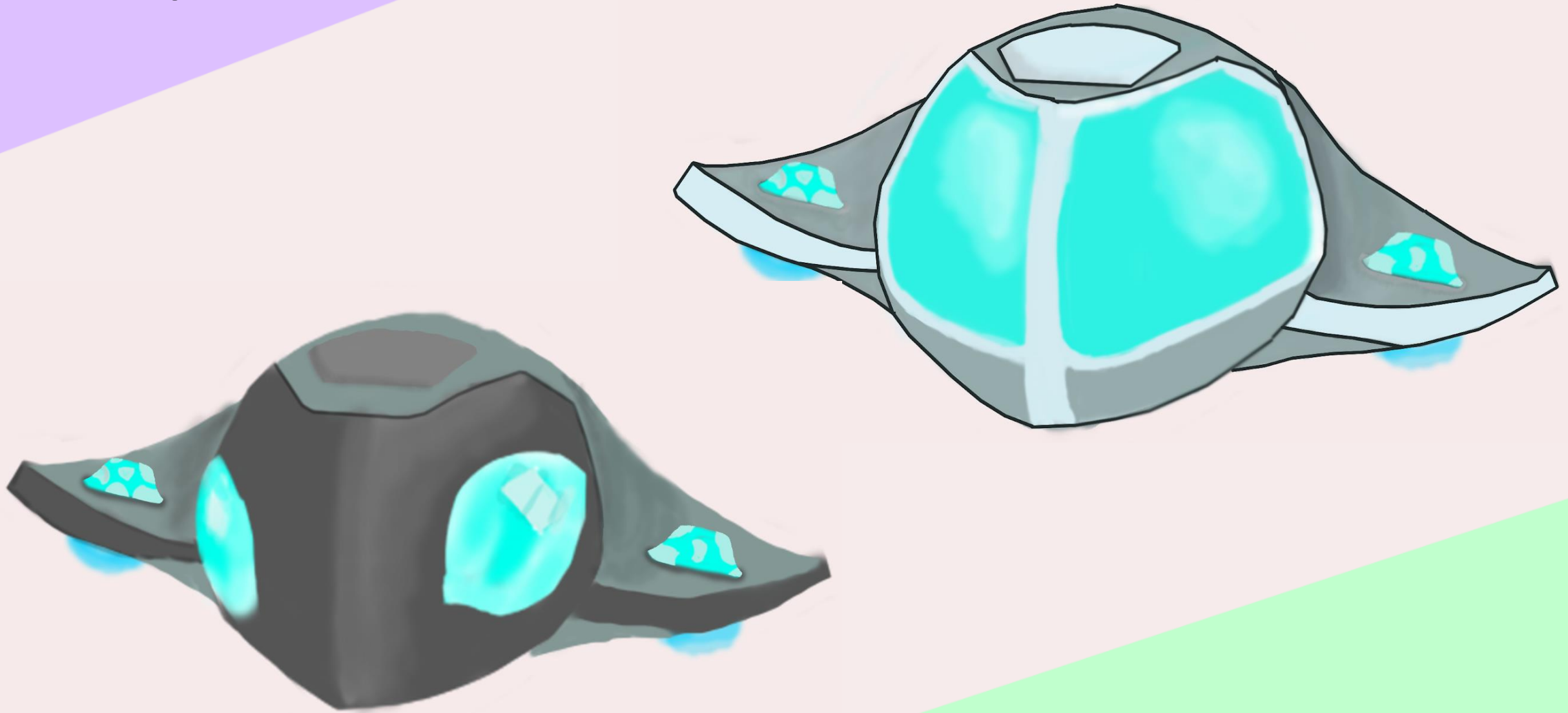# Josh Concept - Jungle Studio

Josh Concept - Caribbean Studio

Concept Art - Daniel

Concept Art - Daniel

Concept Art - Nathaniel