TIGERS – ART BIBLE

Name:

PROJECT OVERVIEW

- Ball in hoop arcade/carnival game targeted towards teens and young adults.

- Using trick shots to build up the score.

- Hand painted textures.

- Only Albedo.

- Target platform – VR.

- Engine – Unity.

SCHEDULE

Task	Software	Milestone
Pre-Production	Powerpoint	15/06
Blockout	Maya/Unity	16/06
Modeling Assets	Maya	24/06
Texturing Assets	Maya	24/06
Lighting	Unity	24/06
Polish/Post Production	Unity	24/06

FOLDER STRUCTURE/NAMING CONVENTIONS

●_EXPORTS

- ○Mesh
  - ■SM_meshName.fbx
- ○Textures
  - ■assetName_BC.tga
  - ■assetName_M.tga
  - ■assetName_R.tga

●Maya

- ○Modelling
  - ■assetName_i001.ma

●Texturing

- ■assetName_texture_i001.spp
- ■assetName_texture_i001.psd

ASSET LIST

| Asset	Polycount (Max.)	Designated Material	Texture Size	Tileable Texture	Assigned	Mesh Done	Texture Done
SM_Ball	50	M_Machine	2048 x 2048	No	Tiana	✓	✓
SM_Hoop	300	M_Misc	1024 x 1024	No	Jack	✓	✓
SM_Scoreboard	100	M_Machine	2048 x 2048	No	Mackenzie	✓	✓
SM_Targets	200	M_Misc	1024 x 1024	No	Mika	✓	✓
SM_ArcadeMachine	400	M_Machine	2048 x 2048	No	Mika	✓	✓
SM_Wall	100	M_Machine	2048 x 2048	No	Mackenzie	✓	✓
SM_Floor	20	M_Machine	2048 x 2048	No	Tiana	✓	✓
SM_Pillar	100	M_Misc	1024 x 1024	No	Jack	✓	✓
SM_Lightbulb	50	M_Misc	1024 x 1024	No	Jack	✓	✓
SM_Pole	50	M_Misc	1024 x 1024	No	Mackenzie	✓	✓
SM_Flags	20	M_Misc	1024 x 1024	No	Tiana	✓	✓
SM_ResetButton	10	M_Misc	1024 x 1024	No	Mika	✓	✓
SM_Controller	200	M_Machine	2048 x 2048	No	Mika	✓	✓
SM_Balloons	50	M_Misc	1024 x 1024	No	Jack	✓	✓
SM_Sign	60	M_Machine	2048 x 2048	No	Tiana	✓	✓
SM_TeddyBear	100	M_Misc	1024 x 1024	No	Jack	✓	✓

MOODBOARD

CONCEPT

❖ Chosen Concept – Bottom Right

❖ Adding two hoops and making the area of the machine wider

❖ Making the side wood cubic instead of triangular for more area to bounce off
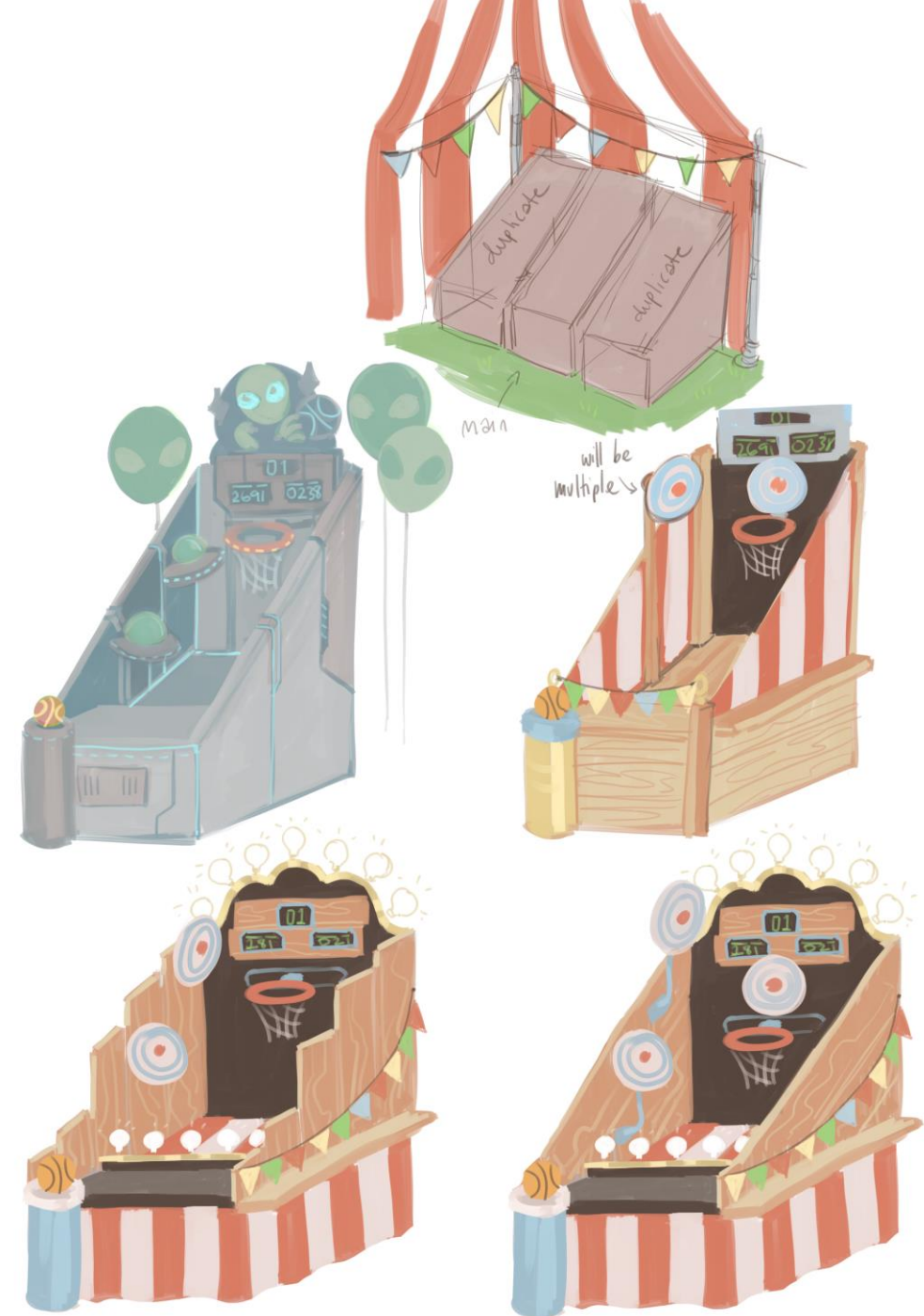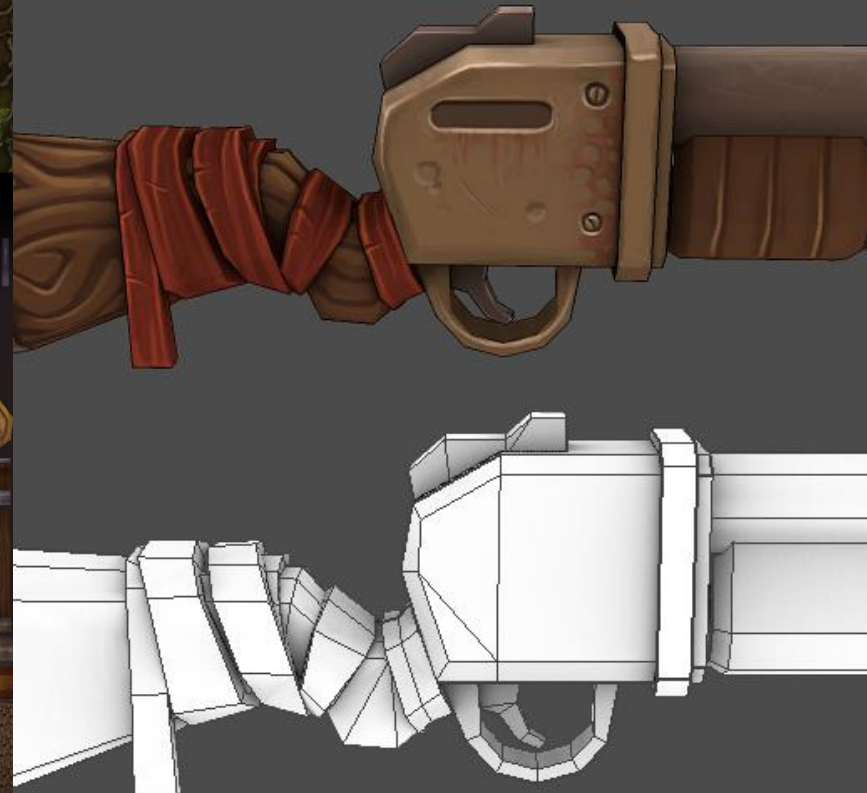
ART STYLE - TEXTURING

❖ Handpainted textures on a simplistic mesh.
❖ Gathering textures of multiple assets to be on one texture map for optimization.

REFERENCES - PROPS

❖ Surrounding environment – Carnival Tent

❖ Wooden scoreboard and target

❖ General props – Final references

COLOUR PALETTE