

# Concept Art

## *Mini Project 2*

### *Concept Art Document*

**Deadline: 11:58pm Friday 18th November**

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## *Guidelines*

Use Unity and C# to create this project. Once you are done, build the project and push it on a git repository of your own. The project name should be in the following format MiniProject2\_TeamNo.

This project is of maximum groups of 2. Please Register your team [here](#).

Choose a concept art from the different concept arts presented in this document and create it in Unity. Use <http://tf3dm.com> to get your 3D models and <http://mixamo.com> to get your character animation.

## *Concept Art*

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### **What is Concept Art?**

Concept art is a form of illustration used to convey an idea for use in films, video games, animation, comic books or other media before it is put into the final product. Concept art is also referred to as visual development and/or concept design. This term can also be applied to retail, set, fashion, architectural and industrial design.

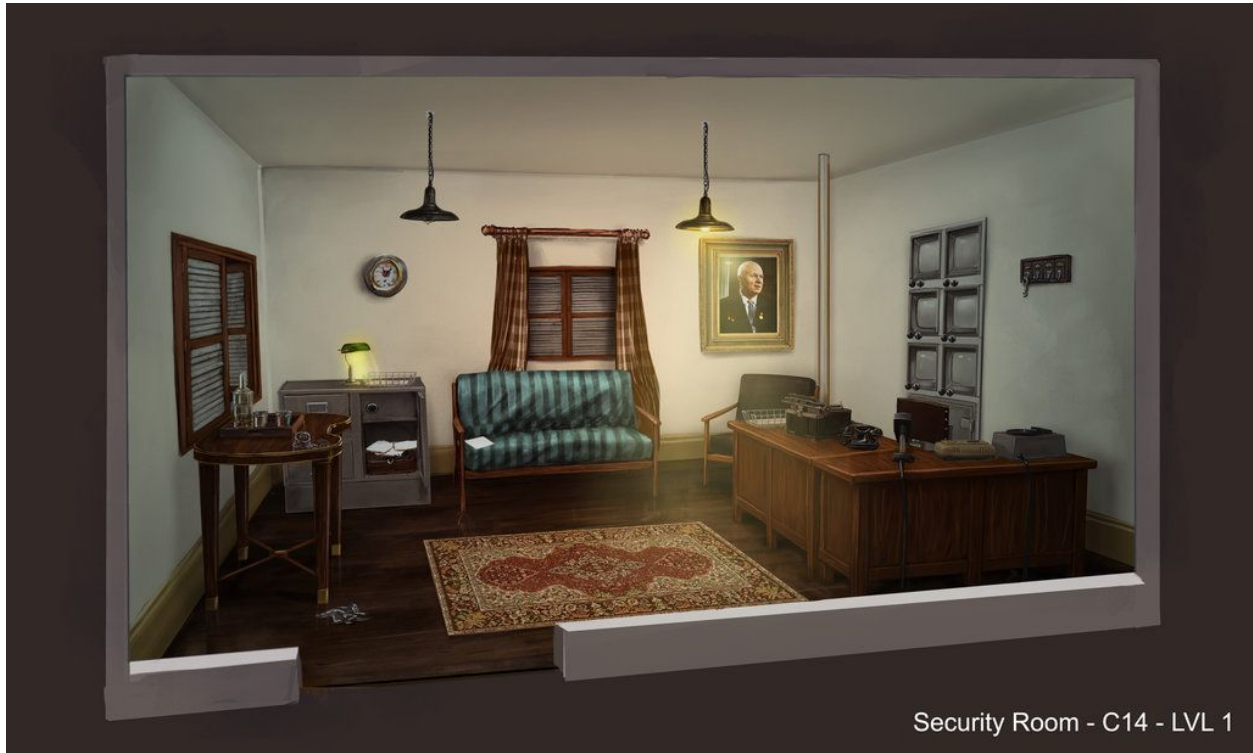
# *Pick a Concept Art*

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## **Baby Room and Bathroom**



## Security Room



Security Room - C14 - LVL 1

## Living Room



## Living Room 2



## Graphics

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### Graphics Needed

Make sure that you will get a similar furniture or item from your chosen graphic. You can get every single element from <http://tf3dm.com>. Make sure to add colliders to every element. They don't have to be perfect but logical.

You will also need a character that will animate (walk) around the room. You can use mixamo to download an already rigged and modeled character and make animate them to walk.

The user can control the character using ASDW with a third person point of view (Camera following character)

Third Person examples:



