# GAM 495 Course Artifact Metadata Sheet

**Part I: Original Artifact**

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| Artifact Name: | Rifle | | |
| Original Course or Origin: | GRA 202 | Date Completed: | 12/22/17 |
| Artifact Description: | | | |
| A 3D model of a rifle with three variants; low poly stylized, low poly photorealistic, and high poly photorealistic. Additionally, one of the copies of the rifle has keyframes set for a short firing animation. The models are not single objects however, they are in fact six disparate objects clipping into each other. | | | |
| Keywords: | 3d model, Game prop, Rifle | | |
| Tool(s) Used: | 3ds Max, Adobe Photoshop | | |
| Skills You Hope to Highlight: | | | |
| Creating and painting 3D models | | | |

**Part II: Refinement Plan**

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| Proposed change(s) to create a polished artifact: | | |
| Join the disparate pieces of the low poly model, remove unnecessary polygons, create a new UV unwrap, repaint the models using the same or similar paint job for the photorealistic model and a radical redesign for the stylized model, subdivide the new low poly model to make a new high poly model. | | |
| Format of your original artifact (include link or zipped attachment for artifact files) | 3ds Max model | |
| Indicate which components your revised artifact will demonstrate. | | |
| ☐ Game Engine Mastery | | ☐ Game AI |
| ☐ 2D Graphics | | ☐ Game Physics |
| ☐ 3D Graphics | | ☐ Complex Logic Problem Solution |
| ☐ Graphic Interface Design | | ☐ Other |
| Indicate how your proposed changes will showcase your relevant knowledge, skills, and abilities. | | |
| Leaving the pieces separated was a rookie mistake. There are a lot of polys that do not need to exist, a lot of clipping geometry, and a lackluster paintjob on the stylized model. The proposed changes will showcase my ability to create and paint game props. | | |
| Instructor Feedback: | | |
| *This area for use by the instructor.* | | |