The Process Journal

Juan Ignacio de Vicente Ojeda. Heritage Visualisation

The main concept of my project was to recreate a historical/archaeological/cultural scene. The process to develop it was from an ‘abstract’ to a real/physical idea, firstly because I did not have a clear idea more than it should be related with Roman times. Second, I elaborated a methodology of ‘try and error’ with the conception of what I can do and which are my resources to do it, and as a consequence I try to adapt my concept. Even though the physical result is utterly distinct to the original idea, I truly believe that my elementary concept of a cultural and educational scene is there.

I have tried to do a first person game with an enjoyable learning intention and easy to play. To move around the scene, we have to use the Arrows Key, with the mouse we are going to do two actions, if we move it we can change our view of the landscape and with the left click the player could activate four different buttons and four fires over the small temples that represented the Enlightenment.

To be honest, if I only should give a name to the development process it would be ‘failure after failure’. In my case, since I opened Unity every stage was a challenged. I learnt how to create a terrain in 3DMax and import it because I had difficulties to understand how it worked in Unity. Unfortunately, I had more problems that I expected with scripts, and although I tried to create my own I had to use the ‘Standard Assets’ and asked you for help. In addition, I had some issues with the texture of my imported 3D model statue and, also, when I have tried to modify the high of the first person camera I experimented an error in the function of the fire. I have tried to resolve my challenges through asked you, video-tutorials and asked my colleagues or the easiest way of change elements of the scene, like I replaced the original bowls as containers of the fire to small temples. In fact, I think that temples are more related as holders of fire/light that represented the Enlightenment.

My critique to my own project is based in two notions, on one hand I asked me What I have done, and on the other hand the question has been what I have done in relation with my colleagues. Due to my background, Historian and a total lack of any IT skills, I am happy with my work in general terms, as I said before I have created my own landscape, I have used diverse resources like photogrammetry model and the ‘Standard Assets’ or change the skybox from the initial background to an image downloaded from internet. However, I understand that my diorama could be considered less interesting or quality even too simple when it is compared with some of my colleagues’ dioramas for a variety of causes like, I only have used one scene without any introduction, I forgot to place some buttons like “about” or “play”, I did not use some resources as music or sounds in general or animation, finally, I consider that the point of view of the first person camera is low.

In conclusion, I am satisfied with my first diorama but I know I have a lot of things to improve my skills and my future projects.

Appendix

I used a photogrammetry model, it is a statue of Hume from the city of Edinburgh and modelled by an archaeologist-illustrator that gave me the rights to do it. In addition, I used the package of Standard Assets from Unity Assets Store in relation with the first person camera, fire and scripts and another about Temples, also I changed sky through an image from internet(http://www.1zoom.net/Nature/wallpaper/425489/z1184.6/).