Building a Modular 3D Human Model using Game Engine

Work-let Name: Building Modular 3D Human Model using Game Engine



Worklet Details

- 1. Worklet ID: RSG26IIITK
- 2. College Name: IIITDM, Kurnool

KPIs achieved till now

- I. Imported a 3D models and explored by adding lights to the surface and by rotating in various directions and different views.
- II. Observed the variations in skin colour and clothes they wear

Any Challenges/Issues faced

While adding the light on the surface the size of the light should be larger than the model that is present on the surface.

Next Steps

We will try to improve the camera visuals dynamically.

Key Achievements/ Outcome till now

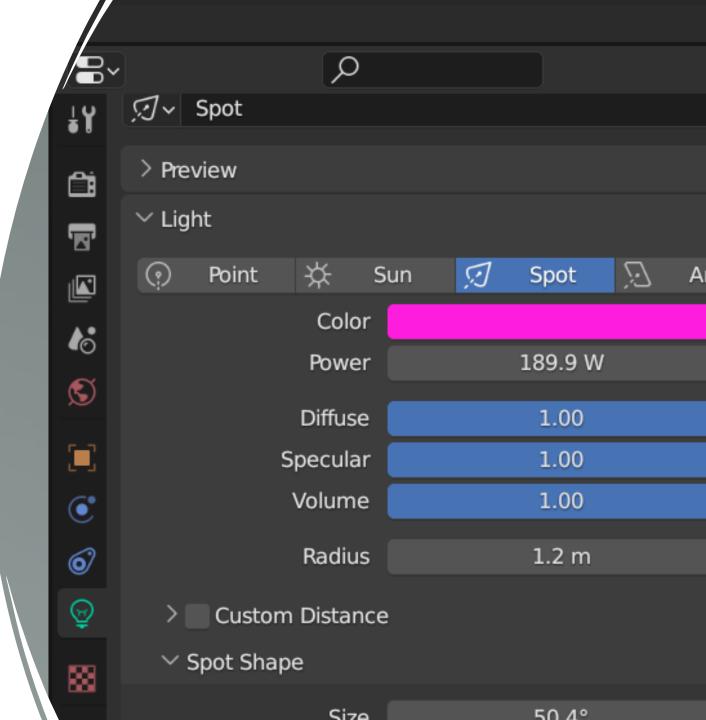
Explored about the software
Imported a various 3D human models
and observed the variations in facial structures
Hair styles, skin colour, and clothes they used.

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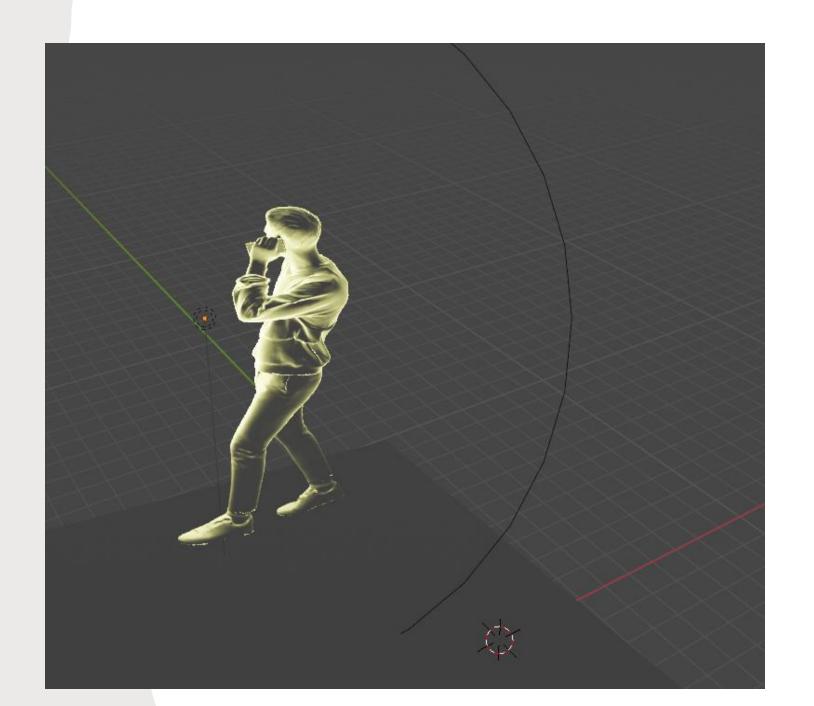


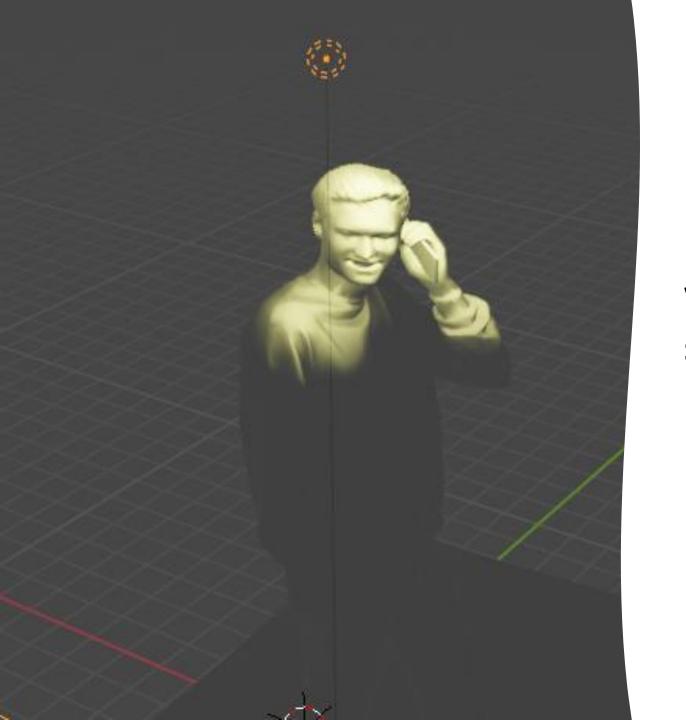
- Month 3 Mianly Concentrate on the
- Import the 3D model into the software.
- Select the modelling mode and start adding light effects to the model and observe the effects of the light on the 3D model (Hair Facial style, clothes and skin textures) in different perspectives

- Now By using light we can vary the hair style and entire body by changing with light focus like
- Spot light
- Sun light
- Point Light
- Area Light



Variation of model under point light:

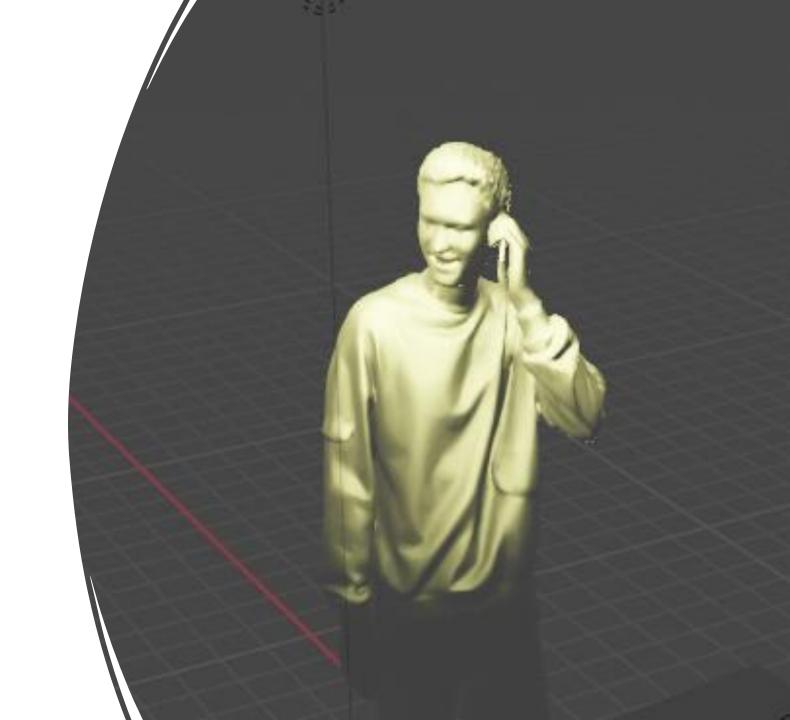


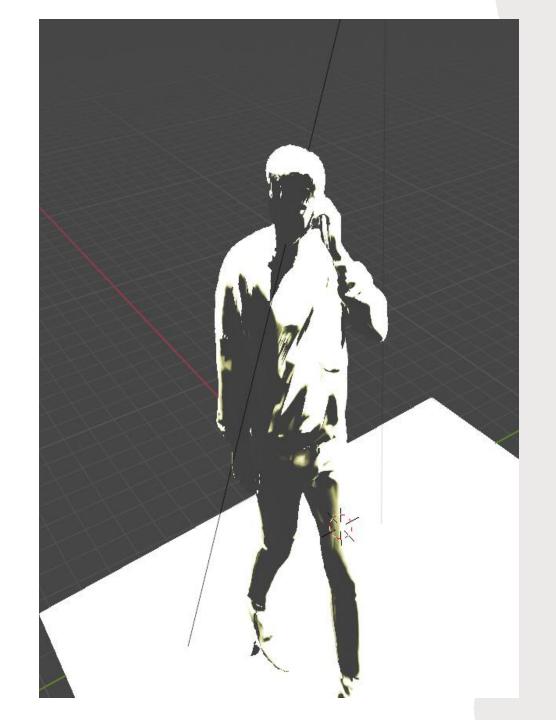


Variation of the facial structures

Variation of the Both facial and clothes with the light at different angles

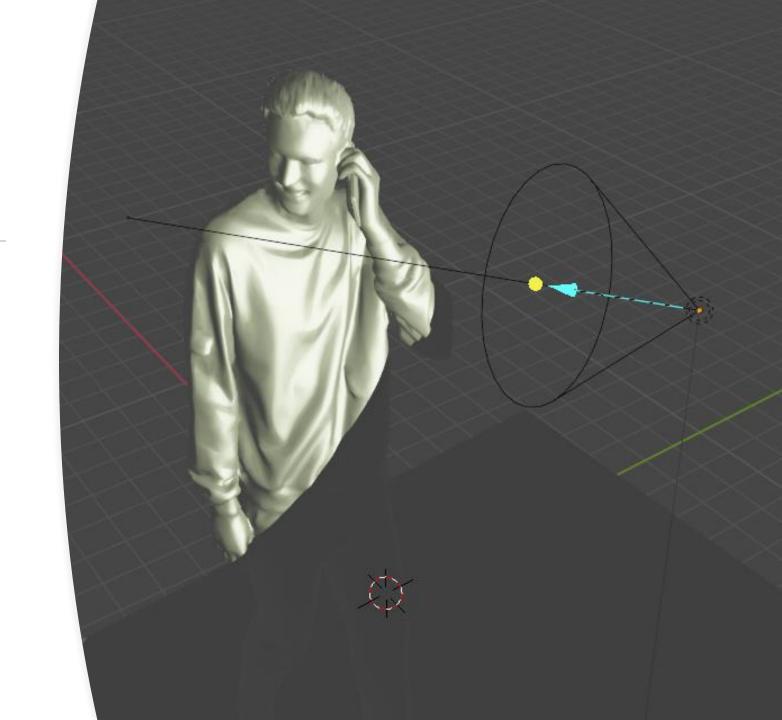
Ex: 69.8 degrees

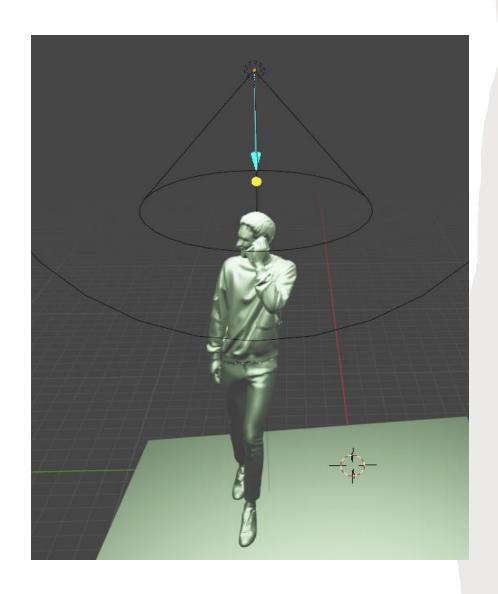




Variations that can be observed under the sun light when light is at back view

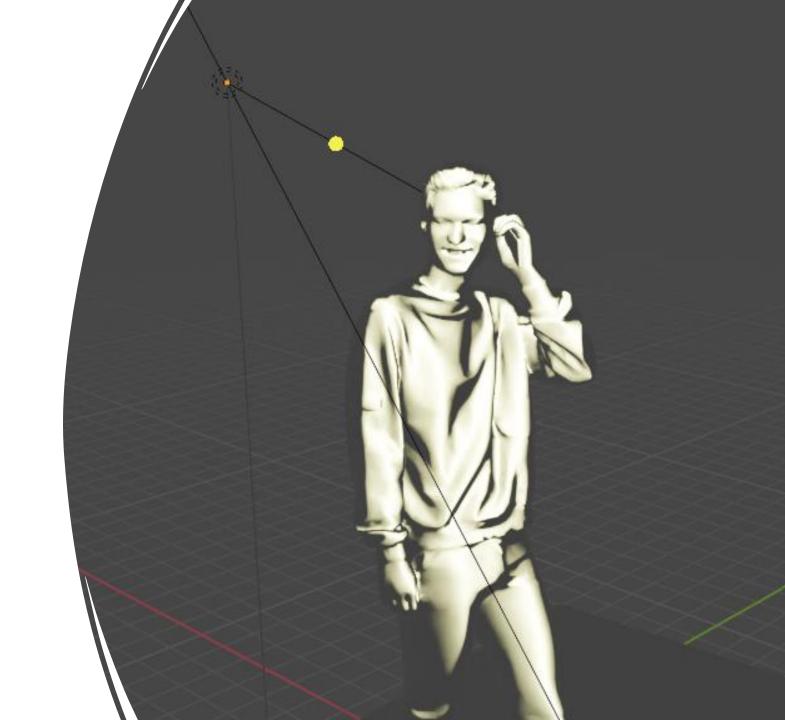
• In terms of spot light we can observe the image in different views on adjusting with different angles





When we are using spot light we have to increase the cone size to focus on the entire model

Variations under the Area Light (Rectangle)



Thank You

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