# ***Design document for:***

# ***The Future Is Here:***

***Property for Sale with some Rare Antiquities***

## Design (What I tried and what I actually did and why)

Now what I tried to do, using DirectX C++, modelled a property in a desert island that the previous owner wants to sell because he’s dying and wants to spend the rest of his life with civilisation. The property was meant to be either a mansion type house or a castle, meaning something with grandeur. However due to the model website (that I was using) not having that many of those types of buildings and the ones that are there, don’t work with the model converter (from OBJ to TXT files), that means that I had to change my approach with the main focus for this model engine.

The second plan was to see if I could put a villa or a holiday house and same outcome with the mansion or castle came to pass. The third plan was to try anything from Hotels to apartments and finally after months of downloading and searching for these architecture pieces of models and using the convertor to see if the models worked, I finally found a model that worked which was an apartment. However that might sound like a step down of excitement and you may be right but this apartment is from the future!

The reason why I have chosen an estate agent model was because of the template that I have used which was a sandy type of a terrain with some water and the first thing that comes to mind with this terrain is an tropical paradise and that really continues with my first plan which was to put palm tree/s in the model and possibly like a Yacht on the water. However as the palm tree plan worked, the Yacht (like the mansion or Castle) didn’t. The next plan was to put a cruise ship however I could only find 1 in the OBJ section of the model website and that didn’t work. So I used the boat from Andrew’s engine because I wanted at least one object for each part (i.e. Land, Water and the Air) in terms of Transport.

The story behind the plane model that I used was that, I was watching one day a Top gear episode where they went to America (the latest episode with Clarkson and Co. (as they done in TG 3 of them)) and saw what most people would probably thought was some type of bird just gliding away in the sky. However if you zoom into the air, you could actually see a Stealth X47 plane and in the model website, I found someone who made this model and uploaded it to the website and with the link of the Mystery bit of theme, I thought that I would put it in. Although unlike most of the models that I found on the T3fdm, actually worked as I used the convertor. I thought I would use the Animation code from Andrew’s project which used the same terrain.

The other two models are modelling cars which are going to be owned by the fortunate soul who will buy this property. One is a Lamborghini which is the ultimate boyhood bedroom poster (if of course you like cars) and the other car is of the majestic Aston Martin Rapide, which is a saloon car, so if you got a family, that’s the car you would be using the most. These don’t move when you open the game engine.

Now that’s the serious stuff of the model, now here comes the special somethings which I like to call Antiquities. These objects are (in real life) really valuable. The first model is the actual Stargate used in the series Stargate SG-1 which is one of my favourite Sci-Fi series of all time however at the moment of the model, the ring doesn’t work as the event horizon has been solidified in the metal that the ring is made of. However it still has value, as there is only one of these on this planet and it’s in this place that I have modelled. Another antiquity is a statue of the most powerful Yu-gi-oh card ever, the Blue Eyes Ultimate Dragon which also moves like the plane however unlike the plane, it only rotates (which is taken from the 45 project which is the model tester) and it also rotates in the air like a dragon. Then I thought why not have a tank added to the list of the many interesting things that I have managed to put on this model. Using the models from Andrews as the tank is made up of 4 bits of model.

However after all that coding and conversions being transferred to the project, it turns out that only the boat which moves works, the tank and the extra water.

## Future design

If I was to continue with this, I would try to get all my models into the engine and maybe change the apartment to what I originally wanted by asking someone to model either a mansion/castle and then convert it and put it in. The other thing that I thought I would have done but didn’t which would be putting some sound effect such as a Caribbean Sea sound which also follows my theme. Another thing would be adding another terrain which look like a City island such as a Caribbean New York (part Tropical, part Majestic) which will connect with the Original terrain by a bridge, so that the owner could be more tempted at buying the property. This is because the city would have shops, schools, parks etc. and that means that there is no seclusion which can be a problem.

## Conclusion

The hardest bit was getting the models ready to be converted because some reason most of the models that I choose, had either no UV’s or normals or even both and also getting the code to work was a pain, as I had to go through many of the templates before the one that I have sent worked, this was due to freezes when you open the engine or either when the first original idea was to use the other terrain which was a snowy mountain and my idea was similar to the one that I have come up with the sand terrain, which was sort of snowy mountain house secluded, perfect for a holiday at Christmas. However this time it would be rented accommodation rather than out right.