

Create a 3D Diorama

Assessment 4

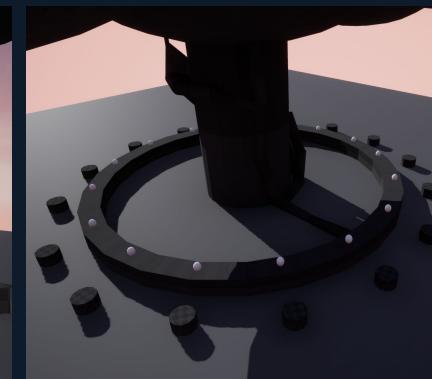
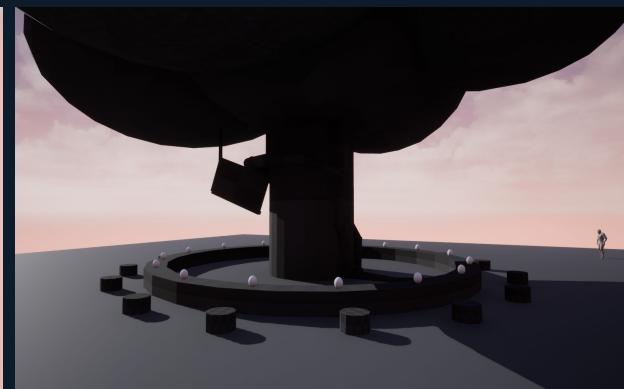
Joshua Ryan

CUAANM303 Create 3D digital models

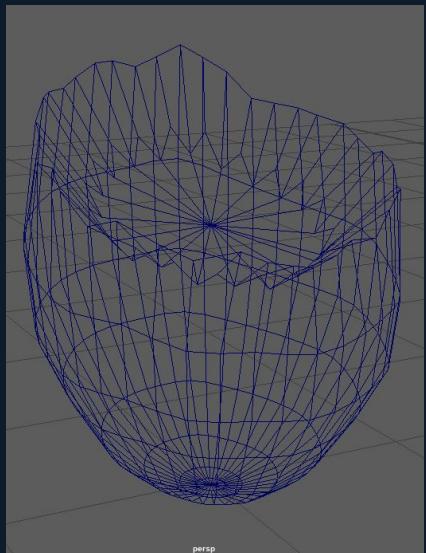
Review and Reflect Table

To Review	Yes/No	What changes would you like to make?
Do you have enough references? Have you considered colour palette, specific clothing details or materials?	Yes	N/A
Are you satisfied with your asset list?	Yes	N/A
Are you satisfied with the software you're planning to use?	Yes	N/A
Have you thought or made not of the changes based on your feedback?	Yes	N/A

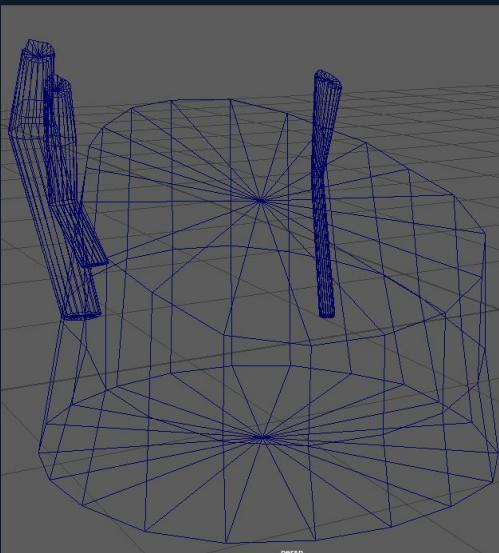
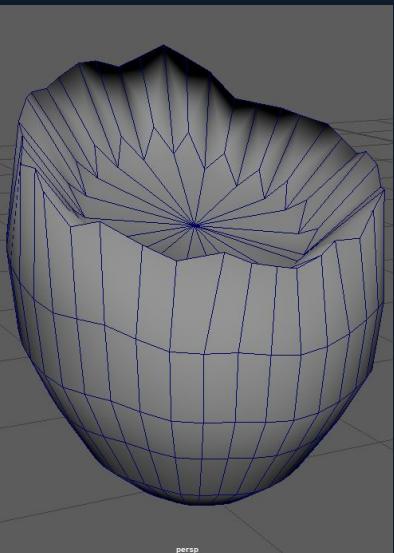
Greyboxing Screenshots



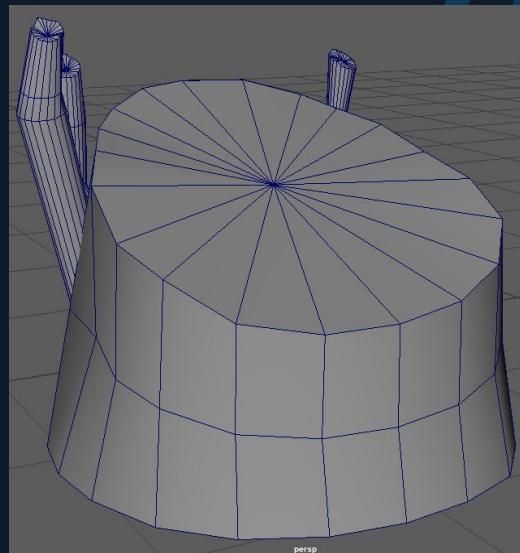
Shaded Models



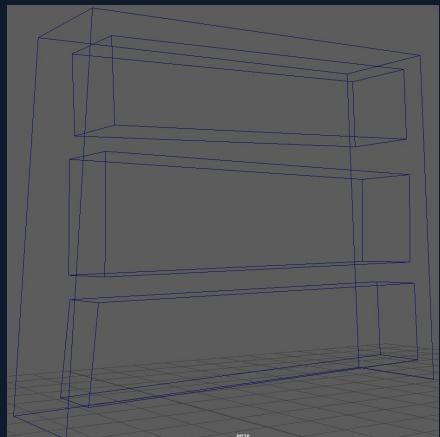
Cracked Egg Cup



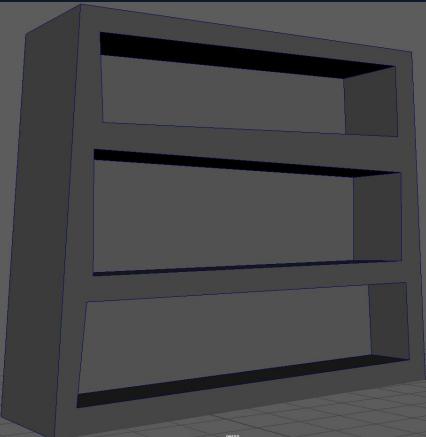
Tree Log Stool



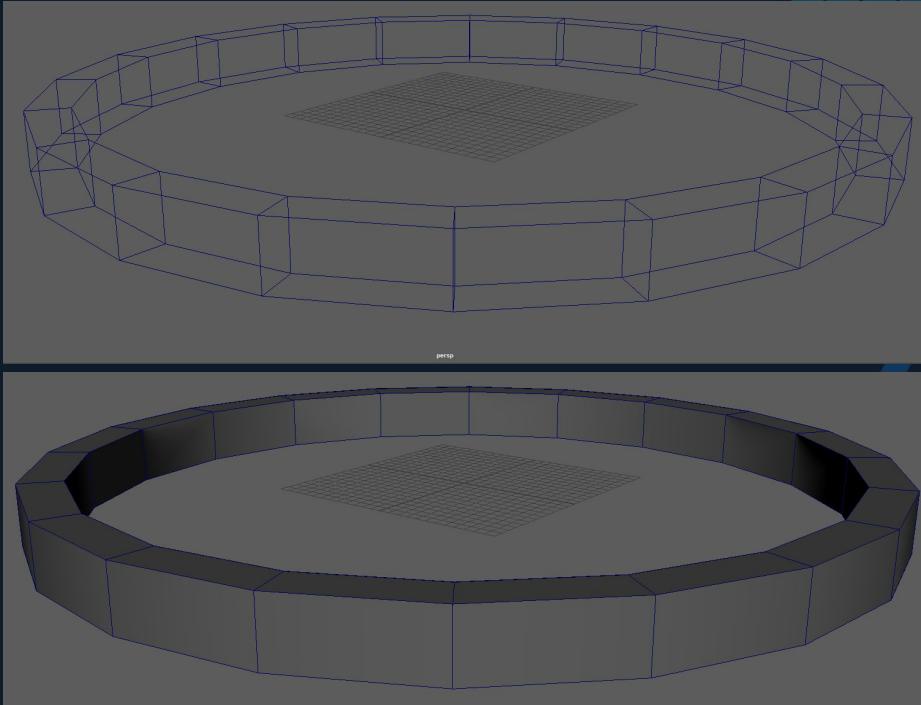
Shaded Models



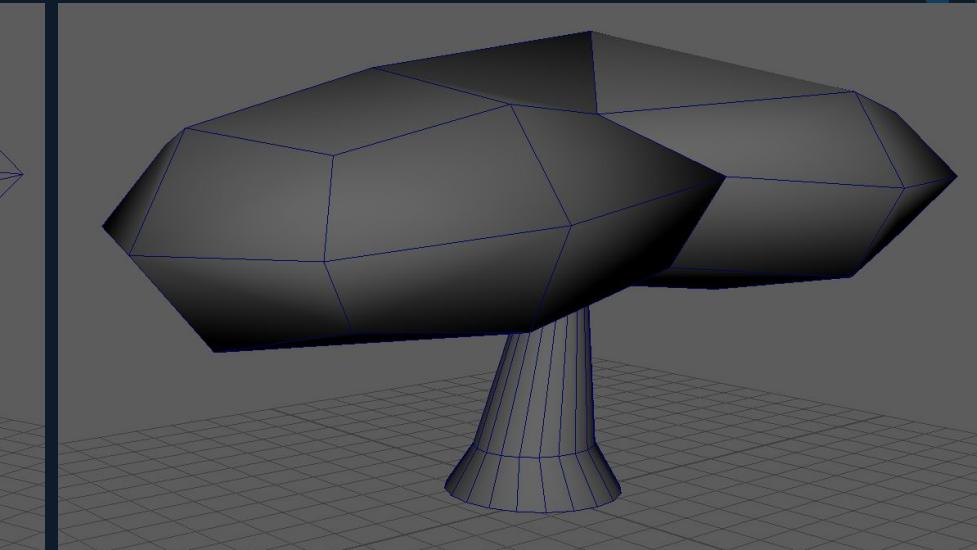
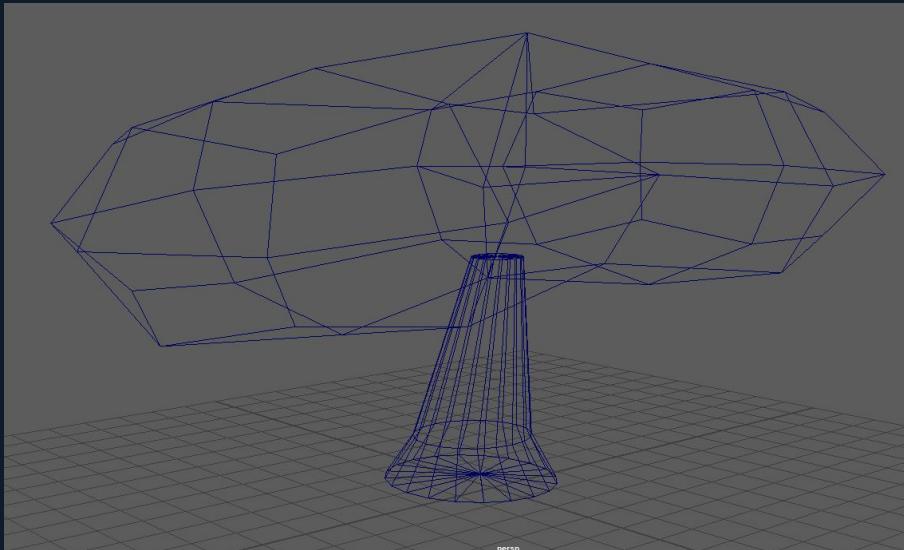
Bar Shelf



Bar Counter

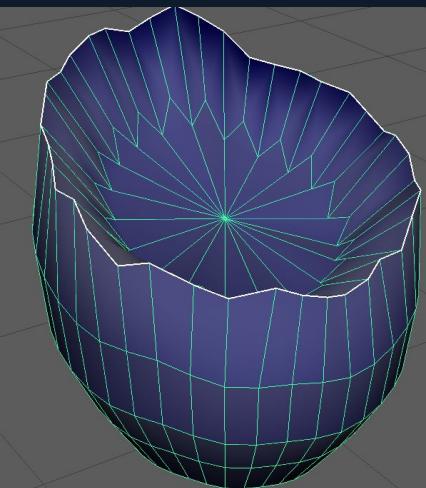


Shaded Models

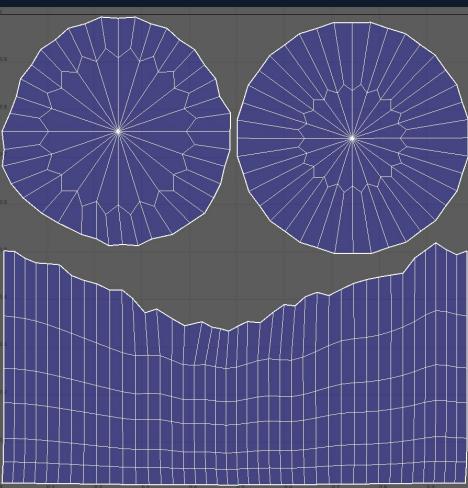


Bar Tree

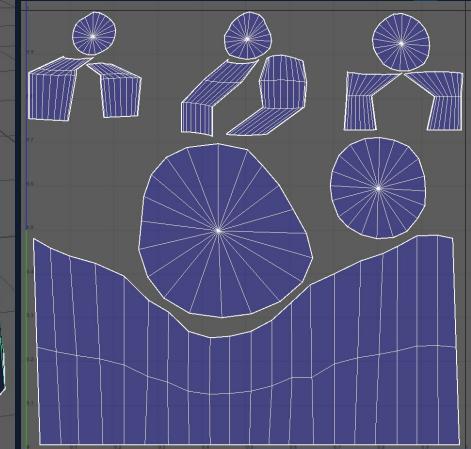
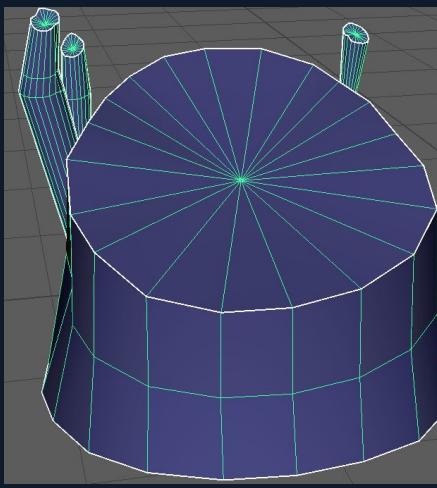
UV Unwrapping



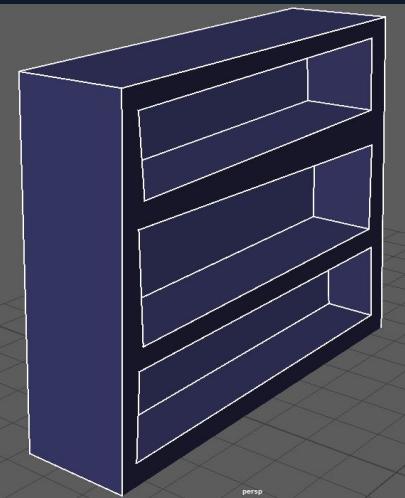
Cracked Egg Cup



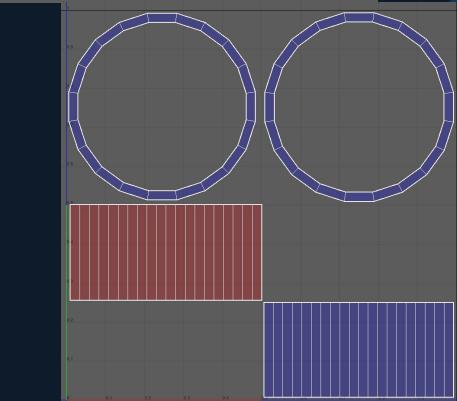
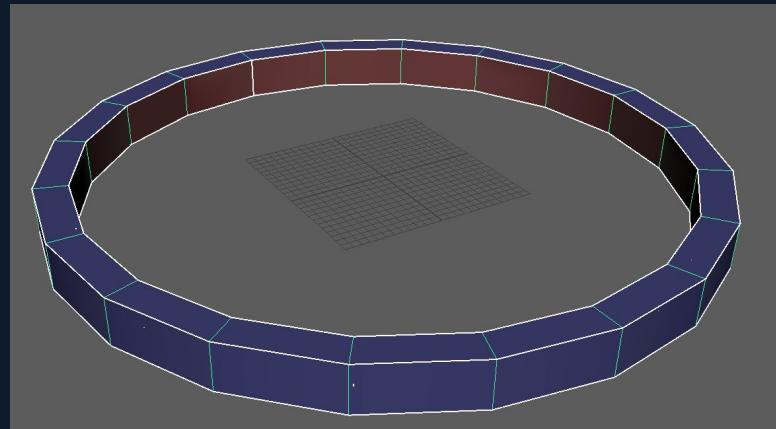
Tree Log Stool



UV Unwrapping

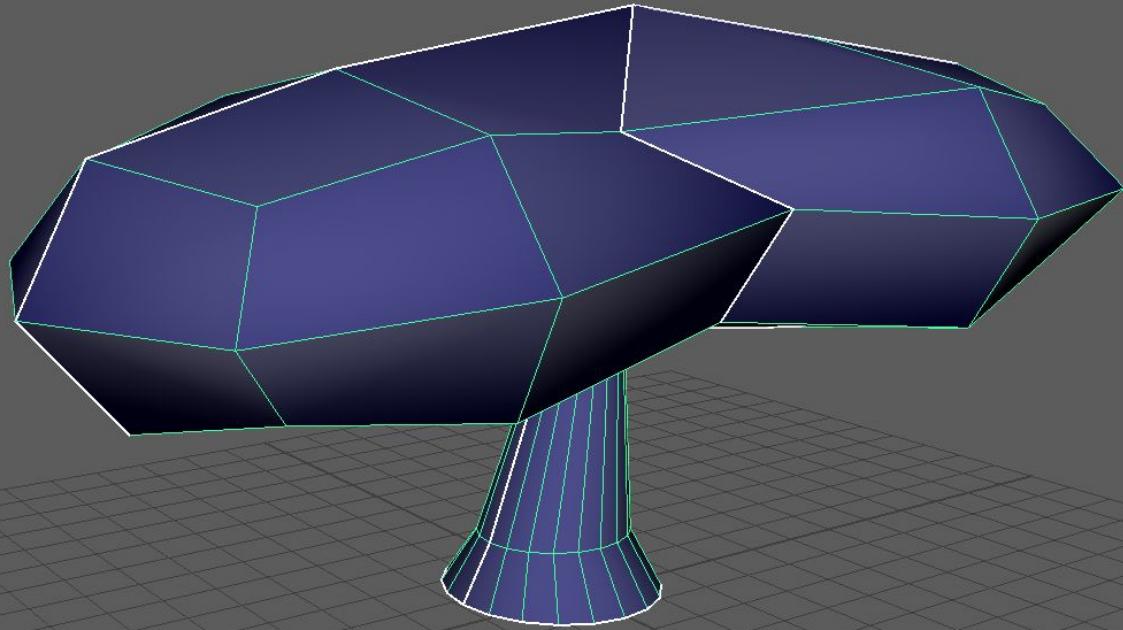


Bar Shelf

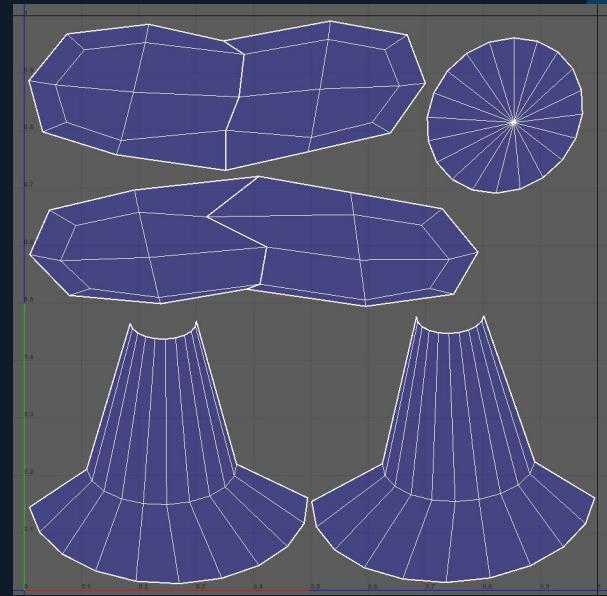


Tree Log Stool

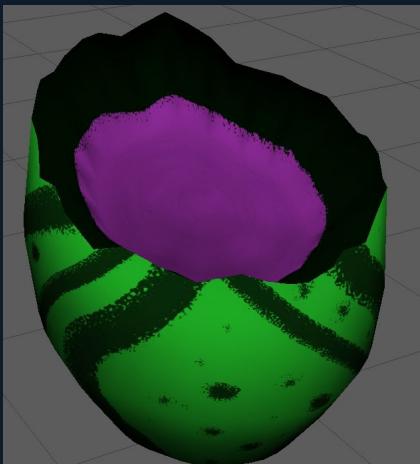
UV Unwrapping



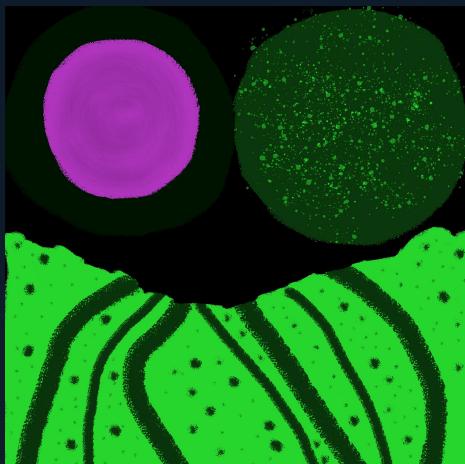
Bar Tree



Texturing & Materials



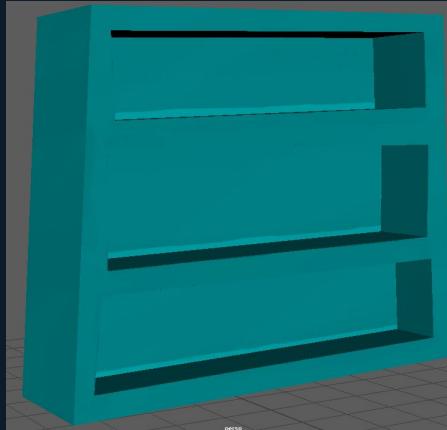
Cracked Egg Cup



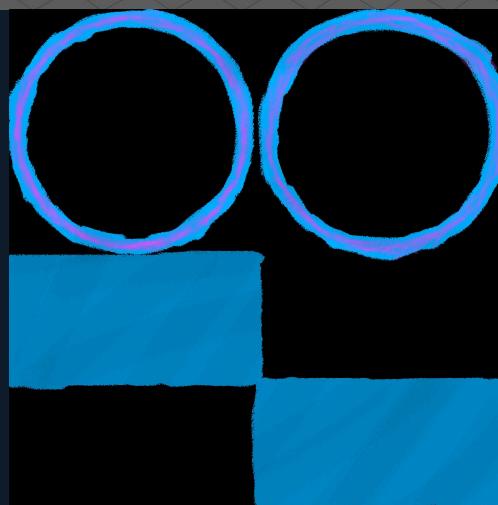
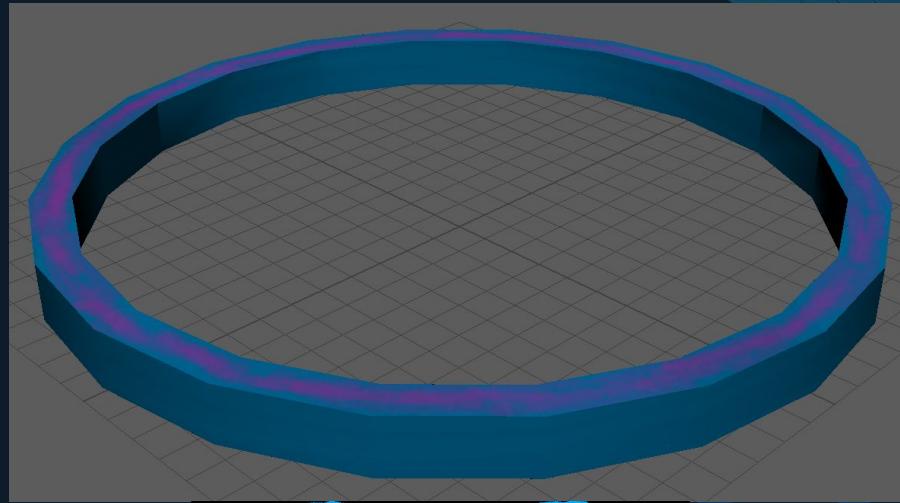
Tree Log Stool



Texturing & Materials



Bar Shelf

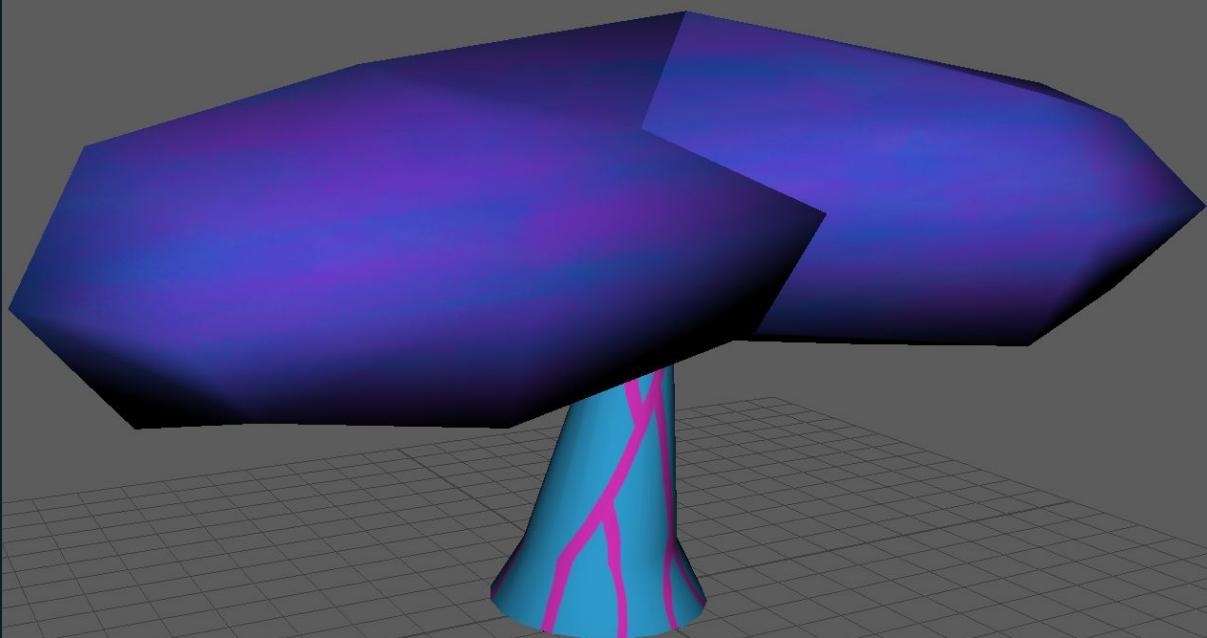


Tree Log Stool

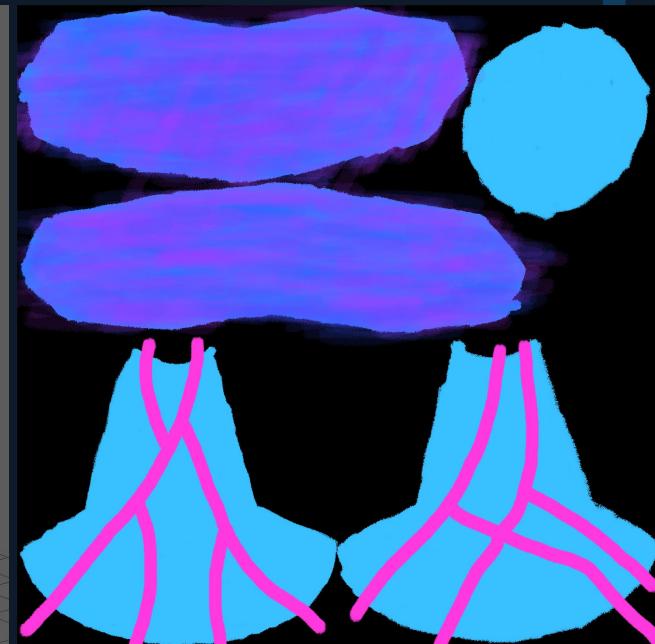


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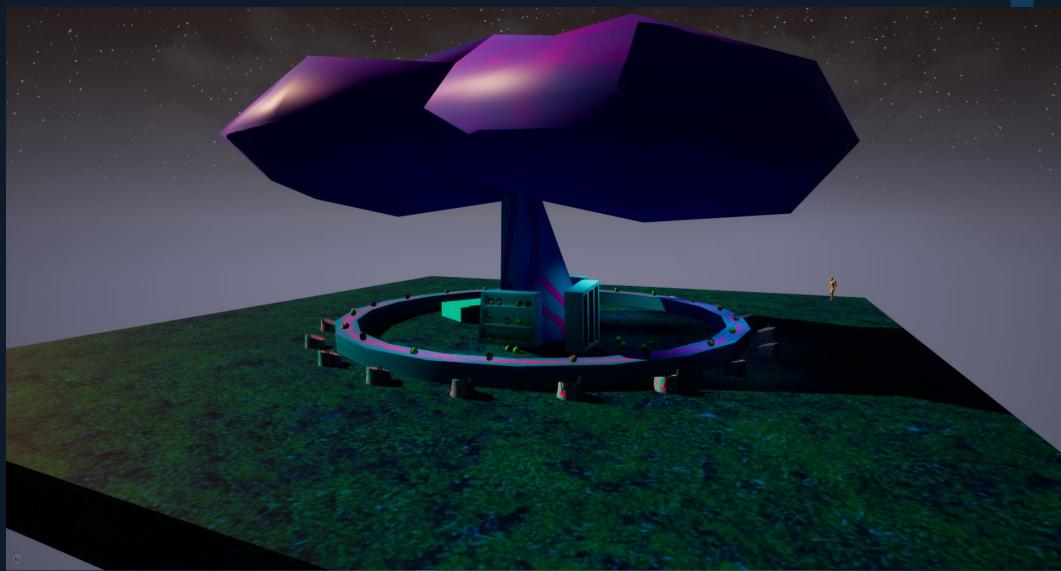
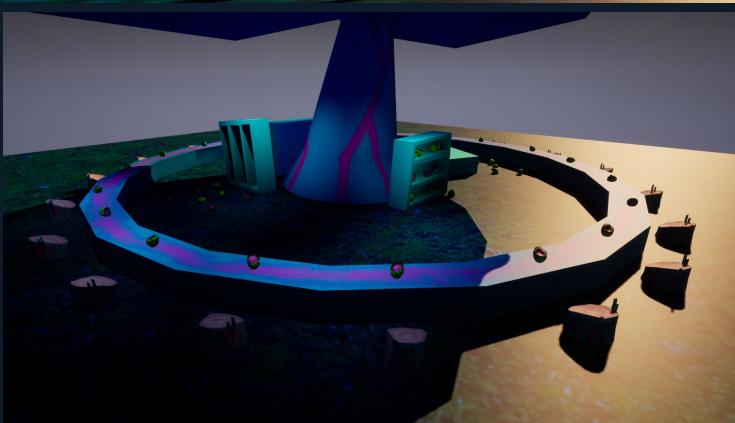
Texturing & Materials



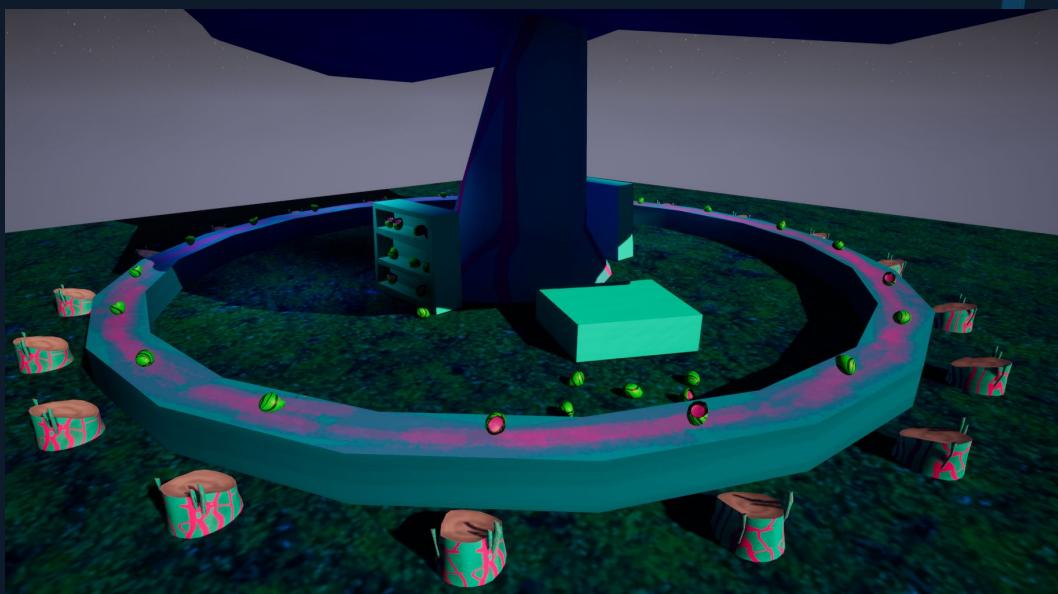
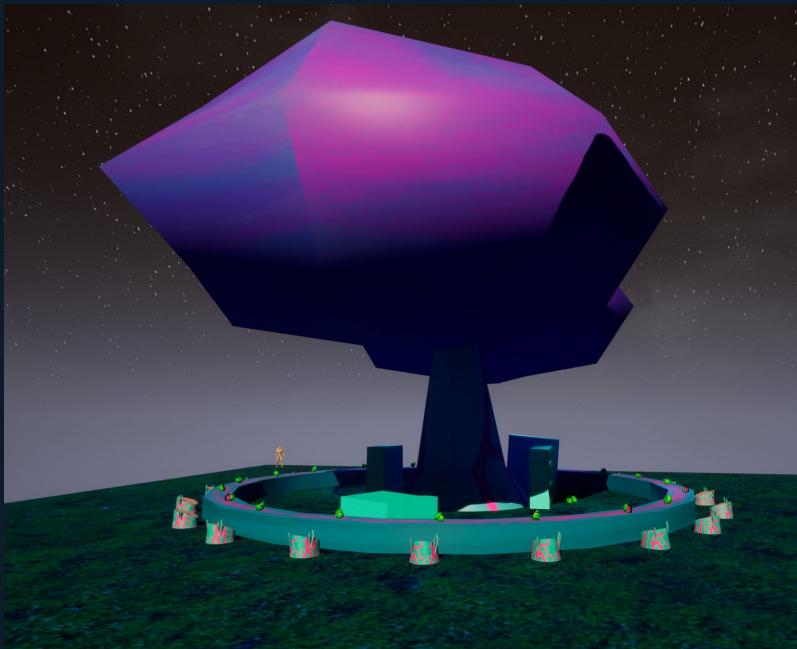
Bar Tree



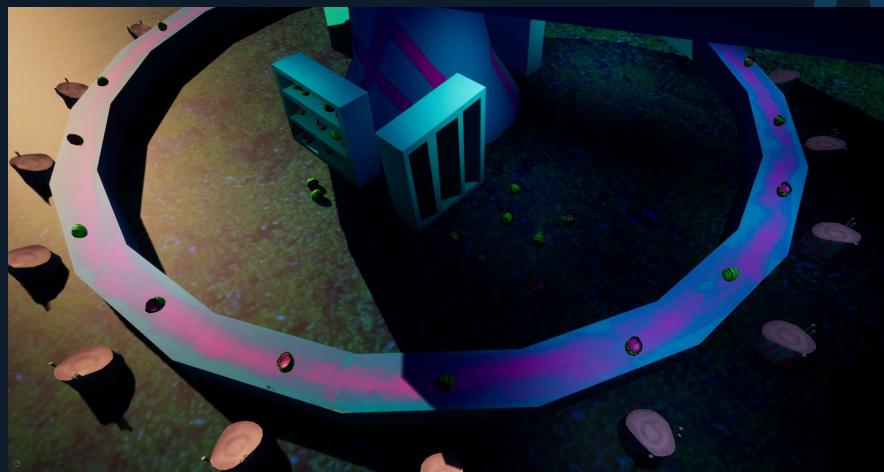
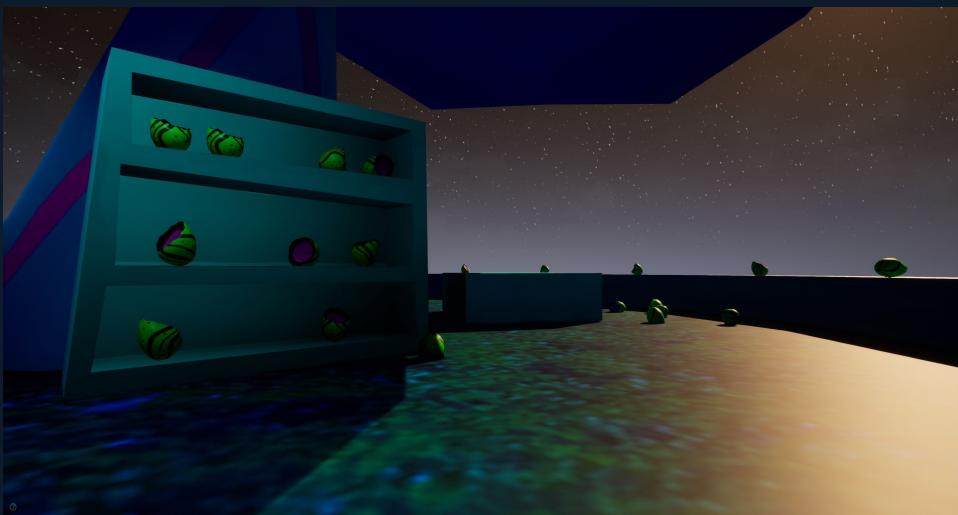
Final Output Presentation



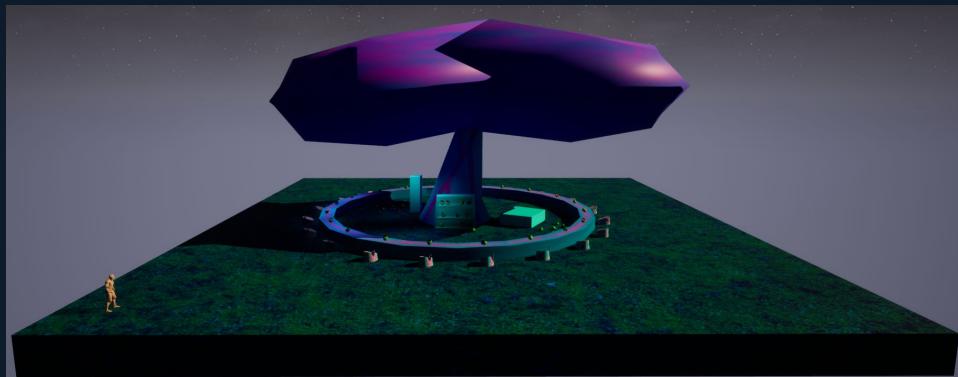
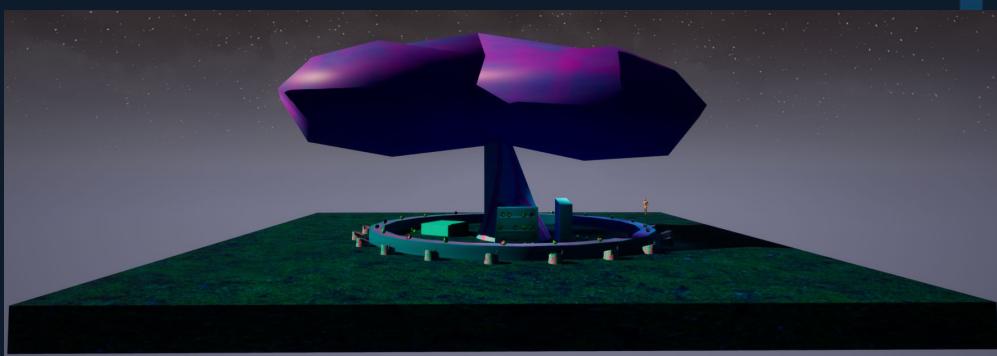
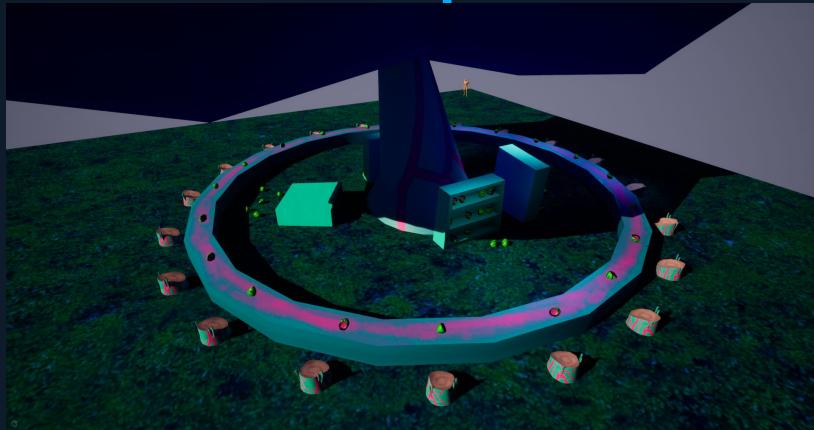
Final Output Presentation



Final Output Presentation



Final Output Presentation



Critical Evaluation (Post-mortem)

EVALUATION QUESTIONS

1. What went well? I think the greyboxing, modelling and texturing process went pretty smoothly. Considering that I have never made a 3D model before on the computer, I am very happy with the results that I got. The texturing process was very straightforward as I used my original designs for reference. It was fun to experiment with different brushes and tools on Photoshop.
2. Describe any challenges that you encountered. Working from home was quite difficult because I wasn't face to face with my teacher Mr Stewart or other students in my class, so I couldn't get any advice or leeway from people easily. I had to learn how to do everything online. There was also another problem I faced where my UV wrapping was broken when I connected to the school computer once we returned to school, but I was able to fix it in time. Changing the colour of the floor was tricky to learn at first but in the end it looked pretty good.
3. What new skills / things did you learn?
 - I learned how to model using Maya and apply textures to the models.
 - I learned how to use Unreal Engine.
 - I learned how important it is to create a greybox before creating a 3D environment.
 - I learned how to export models from Maya and import them into Unreal Engine.
4. Is there anything that you would do differently or like to improve on? I think the texturing process could be improved as although I liked the cartoon look of them in the end, I think that they could have more depth with normal maps. I also think that a custom skybox would have been a nice addition to the finished product. I also think that some of my models could be improved like the bar counter. I also think that a couple of more models to fill in the space would be good too.
5. Did you find the feedback to be useful? If so, what changes did you make? If not, why did you not incorporate those feedbacks? I tried not to steer away from my original ideas too much due to time constraints. We were also working from home so we did not have all of the resources in order to adapt to feedback.