Diploma in Creative Media Production and Technology

Project proposal template

In producing the project proposal, and in preparing for the project realisation, you should familiarise yourself with Unit 8 of the qualification.

In particular, you should understand the assessment and grading criteria which will be used to determine standards of achievement.

Unit 8 requires you to produce a project proposal of about 350 words, excluding the project action plan and bibliography. Project proposals should not be so succinct that they do not address the requirements listed below, nor should they be excessively long and unfocused.

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Your project proposal should be sufficiently challenging to ensure you have the best possible chance of meeting the grading criteria.

Your project proposal should include:
- Centre name and number
- Candidate name and number
- Project proposal title and date - Main area of activity / pathway, e.g. film, TV, games design etc.

The project proposal must be word processed and presented under the headings listed here:
Section 1 - Rationale
(Approximately 100 words)

This section provides you with an opportunity to reflect on, review and summarise your progress and achievements through the first 7 units of the qualification, and the knowledge, skills and understanding you have acquired: What you know now, and what it means to you, compared with what you knew and could do before you started the course and how this has influenced your choice of pathway and your project proposal.

Section 2 – Project concept (Approximately 200 words)

This section provides an opportunity for you to clearly explain the concept and aims of your project, the research and ideas that will support its development, what you anticipate producing, the levels and types of resources that you will need and an indication of the form in which you will complete and present your project realisation within the allocated timescale.

Section 3 - Evaluation
(Approximately 50 words)

This section provides an opportunity for you to explain how you will reflect on and evaluate your work, as both an ongoing activity and at the conclusion of the project.

You should describe how you intend to record your decision-making and how you will document changes to your ideas as the project progresses. The evaluation section should reference your stated aims and be reflective and analytical rather than a description of actions completed.

When working in collaboration with others, you should comment on how this may impact either positively or adversely and outline the steps you can take to minimise disruption to your own progress.

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Additional requirements, not included in the 350 word limit of the proposal:

Project action plan and timetable:

This section provides you with an opportunity to outline your planning and organisation over a period of weeks and the activities you will need to carry out in order to successfully complete your project in the agreed time frame. The more time and thought you give to planning your project, the more successful it is likely to be.

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It is important that you consider how you will balance ambition, time and realism in the realisation of the project. You should also include what you are going to do, how you will do it and by when. Remember to include: time spent sourcing materials and other resources to conduct research, feedback from tutors and peers, and when you will carry out independent study.

Bibliography (Harvard Format):

This section provides an opportunity to record the initial research sources, both primary and secondary, that you intend to use.

Your sources of research should be as wide as possible and could include libraries, galleries, books, magazines, films, computer games, websites, blogs, social media, radio programmes, archive material etc. Where appropriate, you should use the Harvard system of referencing. The bibliography should be continuously updated as the project progresses.

Production and Technology
Unit 8 Project Proposal

Candidate Name	Kai Piper
Candidate Number	
Pathway	
Project Title	New Dawn project
Section 1: Rationale (approx. 100 words)	I will be producing a game scene to industry standard with software such as 3ds max, unity and adobe substance painter. High poly models will need to be produced for this scene and game logic presents and colliders will be needed in conjunction with copy right free sound effects and lighting.

Section 2: Project Concept (approx. 200 words)

This project had a theme of the new dawn, so my plan was to create a post-apocalyptic game environment. The purpose of this is to create an environment users can walk around in. The aim for the environment is to create a map; the purpose is to create an area that has decrepit buildings that clash with the opposite of flourishing life for an open-world environment. Decay of man's construction and yet the growth of a lush environment is conflicting but at the same time rather beautiful. To achieve a good product that is of high standard and usable in the industry, I will use 3ds Max and Substance Painter to create high-poly models and high-resolution textures. The concepts I have thought about include scenery of man growing through the cracks and flaking building walls. The theme will be further built upon by having a sunrise to subconsciously match the theme. A key feature to make this project possible is height and normal maps, which will allow for details such as cracks to be possible, which otherwise may not have been possible. As well as this, I am going to use masks in texturing a lot to apply details to select locations. The industry requires models that are optimal and safe just for other people such as overlapping faces, and I will stay vigilant to prevent problems like this. Another thing that will need to be created is background sound as this is a media project, I will need to research what sounds you would hear in a post-apocalyptic world. I want to play with is the sound of the wind whistling or the footsteps when the player walks. Setting with a hut in the centre of the land as a reminder of a past civilisation allowed me to think of props that would be sprawling an abandoned, left like a ghost town sort of like the decimated towns left after the Chernobyl disaster in Ukraine. A theme with other post-apocalyptic pieces of media is radiation which I will explore as a back story but however I want to stay away from the overused mutated plants often scene in fantasy works. Colliders around boxes around the edge of the scene prevent the player from falling out of the world. Assets to create: Trees rocks main building grass benches lampposts Finally, I will import the models and textures to unity and add a player pod, 3-way lighting and sound effects as well as using the player camera that follows the movement from the unity presents. This stage is where the project will come together and will also be a time where additional ideas can be thought of an added. After completing the base of the project, I plan to return and add more assets.

Section 3: Evaluation (approx. 50 words)

Reflecting on the project I could have made a larger scene and been more ambitious with creative ideas, also some of the texturing could have been made to a higher resolution, the models are good but still could have been more complex in order to push myself. This scene was my first to have landscape and plants and I'm happy with how the 3d models and textures turned out. The project allows for a player to walk round and if I was going to do it again, I would add plant physics when you walk through them however, I'm happy with the sounds as you walk through the area. Future projects hopefully will be bigger I want to learn about blender plugins for plant generation in the future and use particle effects to create rain or snow which is something I have previously played with fire in my dining hall project. Grater ambition will lead me to learn a great deal more. In conclusion the project is a success as I learned many new things but would improve if done again by first planning out the scene with rough 3d models to allow for a comprehensive idea of the way the final product should look this visual planning will involve rough 3d models and renders.

Proposed Research Sources and Bibliography (Harvard Format)

Sources:

Types of lighting:
https://www.thelightbulb.co.uk/resources/3-basic-types-lighting-use/#:~:text=There%20are%20three%20basic%20types%20of%20lighting%20you,general%20lighting%202%20Accent%20lighting%203%20Task%20

lighting Making Grass in 3ds max: https://www.tutorialboneyard.com/3ds-max-grass/

Wind Sounds: https://pixabay.com/sound-effects/search/wind/

The plan is to research lighting techniques, sounds for my project and plant making in 3ds max

Project Action Plan

Week	Date Week Beginning	Activity / What you are intending to do - including independent study	Resources / What you will need to do it - including access to workshops
1	1st May	Write context and start research art of portfolio	Access to the web for research
2	24th July	Continue written work and make block out and 3d model the base project	3ds max
3	17th July	Produce unity project and add base mode and make textures in substance painter and add them	Unity and substance painter
4	10th July	Add player scripts and lighting	Presets in unity
5	3rd April	Add colliders and particle Effects and export final project	Internet to research colliders
6	15th May	Finish written work and add trees	Office 365 and unity
7	22nd May	Finishing touches and submit	Google Classroom

and Timetable