Group 8 –Art writeup

Buildings:

The buildings seen in the game are results of my experimentation with Maya while trying to familiarize myself with the features the program offers. The basis for our game was PvP plane combat in a futuristic society, said society being entirely inside of a dome. With this in mind, I set out to create some skyscrapers and other tall buildings as ground space would be limited. The first model I made was a very simplistic take on the Sear’s Tower after a friend suggested I try and create a model of it. This ended up being a very good model to start with, and simple transformations of the various components allowed for a seemingly wide range of buildings to be created quickly in the various environments that were created. Next, I attempted to build a cylindrical-shaped apartment complex. After a few mutations it began to stray away from the design I originally planned, but the result was an object that my fellow teammates decided looked like a futuristic power generator. I continued with this design and messed with the coloration and textures to make it less visually appealing and striking as the skyscrapers, as this would not realistically be a building that would want to attract those that would not have specific reason to be there. As the plane combat was intended to be a spectator sport of sorts in our game world, I made a building where crowds could gather and watch the show from the middle of the dome city. The tower would have two areas to hold these spectators – a wider, flatter level closer to the base of the tower and a spherical level at the peak of the tower. Though this was initially intended to be placed in the center of the dome to give the best view, but a fellow teammate thought of suspending this building from the top of the dome, upside-down. This “observation disco ball” idea was much more interesting than what I originally had in mind, and it stuck.. I tried to limit the number of colors used in any given texture compared to my use of way too many colors in art assets I have created previously.