

3D Modelling Low Poly (Medieval Destroyed Village)

Plan to design final project in Maya

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Planet Lore: Araxies was pushed into a blackhole after its original universes 2 suns collided, which created a giant explosive pull. Which knocked Araxies into its universes blackhole and took it to another dimension

1. Universal Level

- Present physics of laws
 - Planetary system
 - Story of creation
 - 2 sided world (Preca/Light side of the planet & Neukrea/Dark/Shadow of the planet)
- ### 2. Geographical
- It could be like raining or very sunny or sad weather.
 - Destroyed village or city (The content that this village is on. Is called Preca its continental size covers (80% of Araxies) and the other 20% is called The Dark/Shadow Neukrea (This is where all evil resides)
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- Terrain:
 - Preca (Snow covered mountains, frozen and lava lakes near the border, Slime filled canyons, Marshes covered in slime, Forest like scene with larger plains)
 - Neukrea (Lava covered plains, Dead forests all around, overflowing lava canyons & charcoal roadways)
 - Weather:
 - Preca raining or very sunny or sad weather, icicle storms, sand storms that travel all over the planet
 - Neukrea (Acid rain, charcoal icicle storms, violent sandstorms that pick up acid off the ground if it rained acid not long ago, Lava tornadoes that shootout lava when spinning, Acid/Poison fog that burns your face if you don't cover yourself & Lava hail)

Resources

-Preca Water, Poison berries, Mushrooms, Bamboo, Ants, Dragons meat

-Neukrea Lava, Coal, Shadow Berries, Acid, Dragons meat

3. Species and Appearances

-Humans (typical human body like earth, but they can be born with any kind of hair colour)

-Goblins (Pointy sideways ears, big bellies, 3 eyes, no hair, no nose), all stand at 4ft

-Dragons (Scales that come in many colours ei blue, red, dark purple, light green (That are very sharp), 1 eye, 3 tails)

-Elfs (Long pointy ears that stand straight up, all of silver ice white air, They all stand at 6ft)

-Drekes (Orcs) (one nose, one ear, no hair, has half of a mouth, always standing at 6'5ft)

-Knight vs Goblin

-Knight Features:

- Has a sword and shield
- Metallic armor
- Human

-Goblin Features:

- Short
- Green
- Has a wood club

-Neukrea Features

-Tall

-Silver/Grey

-Has a ball mace

4. Element - X

- Fictional world mixed with Medieval timeline

- 2 sided world (Preca/Light side of the planet & Neukrea/Dark/Shadow of the planet)

5. Cultural Development

- Social: Very lively looking village

- Language: Middle English

- Religion: Christianity

- Political: Feudalism (Pyramid style of power)
 - Economical: Very rich looking community
6. Power Dynamics
- King and Queen in power
 - Control is divided among royalty and the church
 - Order of Knights vs Goblin hordes
 - Neukrea King & Queen at the forefront of the power
 - Goblins are a bit lower in power
7. Social Structures
- Large separation between nobility and peasants.
 - Knights and Merchants make up the middle class
 - Peasants work in lands owned by feudal lord
 - Goblins exist in underground societies & report back to the Neukrea species (They basically spy on the villagers and report back, but they still have their own interests)
 - Neukrea species in the shadow lands

Reference Images:

