Shannon Smith

Christopher Malec

GDD3000-002

March 11, 2018

Level Design Assignment 2 Post Mortem

For the room that I chose to recreate, I decided to rebuild the protestant chapel for the Air Force Academy Cathedral. While it doesn’t necessarily fit the size requirements, I felt that there was a lot of repeated components that would make the task easy enough for this assignment. I started by looking at some pictures from searching for the location, and some engineering documents that illustrate the floor plan and the building itself from several different angles. I also visited the location, since it was close by to get additional ideas to help with recreating the room. Unfortunately, I was mid-way through development and nearing completion when I had discovered that the entrance to the room had a massive organ construction above it, which I had not accounted for in my design. I was able to discover how easy it can be to apply unique materials to the same model by using Blender and implementing the materials in Unity. Unfortunately, I did have to write a simple shader to allow for my windows to be transparent correctly that forced the renderer to ignore backface culling.

Initially I intended to put everything together in Unreal Engine to use their powerful lighting and material system to build a cool atmosphere. I was attempting to implement translucent shadows for the stained glass windows, but in that process I managed to cause my project to crash when loading. As far as I’m aware, I don’t believe there is any way that I could very easily implement the same effect in Unity, but it achieved a relatively desirable result despite the conflict. I expected the process of unwrapping and texturing my models to be far more time consuming, but since I wasn’t doing any particularly detailed models, it was fairly quick to accomplish.

