**FYP Character/Asset Turntable presentation**

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**Explanation of how the Project works:**

**Art**

Concept and design a character to be the model/ asset on the turntable. (concept art & design)

I will 3D model the character of my own design. (3D modelling)

This character will be then Rigged and given an animation. (animating)

**Programming**

I will program some scripts, and will do some VFX for the scenery and maybe on the character if needed. (VFX & scripting)

I will program the interactivity of the turntable and the switch to swap between different animation the model can do. (programming interactivity)

**Design**

I will have the turntable interactable as the user/viewer will be stuck at a specific height, but can rotate the model on the turntable. They will do the by using the A and D keys on the keyboard to the turntable.

Plan out a Character personality, theme, background, power/abilities, story, what media are they for (e.g. games, cartoons, other) and what they are (e.g. monster? hero? villain? etc.).

**Extra functionality**

The user will be able to switch between 3 animation loops that are linked to the model. By pressing the number keys on the keyboard, the user will be able to go through the animations of the character.

If time allows for it I would add:

Camera zoom interactivity

Different camera angles to switch between

Customization interactivity (e.g. RGB changer, clothes changer, other)

Make mouse click and drag source of rotation

**Tools to be used:**

Art: Maya, Blender, Z brush, Photoshop, Procreate

Code: Visual Studio Code, Python, Armory 3D - Hexe code

Design: Docs on character and the interactivity of the turntable

GitHub to have all work in and saved in

* This Encompasses all areas of IDAD with code and art being combine to create an interactive end piece.