### **Critical Reflection**

*Project Name:* Dark Fantasy Armoury 3D Scene  
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*(500 words)*

**1. Introduction**

This Dark Fantasy Armoury 3D Scene has been influenced by the indie title: Dark and Darker, which is a medieval and magic Player vs Player vs AI Enemy dungeon crawler themed game.

The scene itself consists of two rooms within a medieval building, an armoury and a forge, used to stock and store themed weapons and armour and contains all the relevant props for a space like this. Due to the DaD influence I have aimed to capture a fantasy aesthetic, I have shown this aesthetic through my choice of models, colour, lighting and render settings.

The product is a colourful and rich fantasy themed 3D armoury scene which I capture rendered images from various angles as the main output of this project, in addition to my personal aims of improving my Blender skills, gaining marks for my university course and paying homage to my favourite game.

Dark Fantasy Armoury 3D Scene, explain title, armour highlights, describe desired vibe/aura, show references, describe producing rendered images of this space, the scene itself is a way to pay homage to DaD and improve my blender skills and gain marks for uni.

**2. Key Achievements**

There are a few features of the project that I am particularly proud of such as the armour sets modelling highlights, created by manipulating plans with a selection of modifiers such as subdivision surface, solidify, mirror and weighted normal. By modelling the amour in this non-destructive workflow methodology, it allows the model to be retroactively adjusted and improved.

Furthermore, the fire particle systems with quick smoke domains that create the fire effects for the lighting sources in the scene were a technical challenge and took me several attempts to successfully learn and implement the particle system setting required, however I am pleased with the output and having overcome the challenge.

Other achievements I am proud of are the procedural and multi-coloured random island brick material which when applied to the scene creates an impressive level of detail to the wall factory add-on produced building blocks and helps elevate the scene overall. In addition to this I am pleased with the overall scene ambience created by the colour choices and themed lighting, I think that I have accurately captured the aesthetic that I set out to in my project definition during the planning phase.

**3. Challenges and Problems Encountered**

I encountered several troubles during my development process, a summary of which were the difficulty of complex and aesthetic armour highlight modelling, the time taken to successfully implement fire effects as it took me several reworks to create the desired result.

In addition, the vert count of the relatively small scene is quite high due to three main design choices: high geometry armour models, creating the building of out mesh objects instead of textured planes and the quantity and quality of the other scene assets.

Furthermore I had one major creative dilemma while modelling the armour highlights relating to the shape and style of the armour helmet, pauldrons and gauntlets, which some advice from my peers I developed two variations of the pauldrons and helms and skipped the gauntlets due to time constraints and split the armour into two sets which was an ample resolution to my creative dilemma during an important stage of highlight asset development.

**4. Lessons Learned**

I am glad to write that in line with my starting objectives I have greatly improved my ability to hard surface model, and through the process of development I have gained confidence in creating themed 3D scenes.

Other lessons learnt from stress testing my time management, AGILE workflow and project management skills are that I can stay on schedule and manage myself successfully using professional standard tools and work philosophies.

An unexpected lesson learnt is that I have improved my personal relationship with working on a project in this capacity. I think that being able to have complete creative direction within the context of a major project like this is excellent and I have enjoyed being able to commit wholly to this piece of work.

**5. Future Improvements and Next Steps**

Moving forward I would like to further improve the quality of my materials by creating more sophisticated textures and shaders which will improve the scene aesthetically, in line with this goal I am interested in learning the substance painter software as I believe it contains features that would be helpful in this goal.

Developing further buildings and assets to create a larger overall scene is a desirable goal however due to the level of detail and memory investment in the current scene; to increase the scale of the scene I would have to research and consider how best to optimise the scene so that it may be expanded in a sustainable fashion.

**6. Conclusion**

In conclusion, I believe that I have successfully produced the 3D scene that I set out to, including the armour set highlights that I am proud of and especially the fantasy theme using lighting. This journey has taken approximately 210 hours of solid work that I was able to commit to this project like no other piece of work, and I like to think that I have done Dark and Darker justice in my own representation.

I have proved my ability to design, model, material, light and produce a 3D scene, all while gaining marks for my course, paying homage to Dark and Darker and upgrading my Blender creative skills.

I am thankful for the opportunity to create and execute my Dark Fantasy Armoury 3D Scene.

Thank you for your time.

Sion.