**Scene Design Document:**

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**Introduction:**

To introduce this project

The project consists of bringing together three main aspects of the 3D production pipeline: modelling, materials and level design. BLAHBLAHBLAH. I have limited experience with all three of these aspects, however they are areas of game production that I enjoy and would like to improve my ability in.

Modelling will be the primary and most heavily invested section of the project, as I will be modelling all the props in the scene myself. Specifically hard-surface modelling dark fantasy and medieval inspired props such as archaic weapons, armour and the environment.

Materials will be used to add further detail and aesthetics to the models I produce, this is an important step of the pipeline as the materials used can very much make-or-break the visuals of the models and when implemented into the scene, will have a massive effect on the scene in its entirety. Materials while so crucial to the desired result are also the aspect of the production that I have the least experience in and so will be a vital part of my research required to complete the project.

Level design will be used to layout to the scene and inform lighting and spacing decisions, however as the scene will be mostly comprised of one room as a base goal, its more scene design than level design. This aspect