Project Definition

* This document should contain an elucidation of the problem and the objectives of the project.
* The objectives stated here form a ‘contract’ and your final deliverable will be evaluated, in part, against these objectives.
* The deadline for submitting this document is **Friday noon in the first week of Block 4.**

**1.Student Name:** Sion Scognamillo

**2.P-number:** P2729452

**3.Project Title** Dark Fantasy Armoury 3D Scene

**4.Supervisor:** Artur Machura

**5.Introduction (max. 100 words):** This project is a journey to learn and improve my ability to hard surface model, focusing on dark fantasy aesthetics and scene design, the vision I have for this project includes demonstrating my modelling, lighting and scene design skills. The Scene Design Document will contain all relevant development process information, including a technical design section for complex matters.

**6.Aims (max. 100 words):** Aims list: Increase hard surface modelling proficiency and improve ability to produce quality and quantity in Blender, as well as learn to create high standard materials and textures and to use lighting and spacing to create a well laid out scene.

**7.Objectives (max. 200 words):** Objective list: Create an accurate and complete medieval / dark fantasy inspired armoury room. Key highlights of this room will include a knight in decorative and functional combat plate armour, equipped with a fitting blade from nearby weapon racks, a visually pleasing and themed light emitting hearth / fireplace. Additional features will include scene props such as doors, tables, chairs and table ware, windows etc. Research will be carried out on several key aspects of the scene including but not limited to, dark fantasy art style and reference material, materials, textures and lighting.

**8.Deliverables (max. 100 words):** Deliverables list:

- Dark Fantasy Armoury 3D Scene from engine of choice

- Blender modelling files

- Scene Design Document

- External project reviews

- Development logs

- Project Plan

- Project Definition

- Ethics screening

- Presentation for Viva

- Research materials (art styles, materials, textures and references)

**9.Schedule of Activities:** Schedule**:**

A screenshot of a computer

AI-generated content may be incorrect.

**10.Requirements:** Unity3D/UE, Blender, Word Documents, Jira, GitHub, PowerPoint Presentation,

**11.Research Hypothesis:** N/A

**13.Student Signature:** SGS

**14.Supervisor Signature:**

**15.Date:**