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):**

SDD explaination

**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, ~~reinforce understanding and grow skill set in Wwise audio middleware, and learn to create simple animations for a more immersive environment, and combine Blender 3D modelling, Wwise audio middleware and animations in Unity 3D to create a Dark Fantasy 3D Armoury scene.~~

**7.Objectives (max. 200 words):** Objective list: Create an ~~immersive~~, accurate and complete medieval / dark fantasy inspired armoury room. Key highlights of this room will include a knight in decorative, functional combat plate armour, equipped with a fitting blade from nearby weapon racks, a visually pleasing and themed light emitting hearth / fireplace, and a feline companion with audio and animations to add depth and accent the scene. Additional features will include scene props such as doors, tables, chairs and table ware, windows etc. Research reference material. Materials and texturing research. Art style research. Lighting.

**8.Deliverables (max. 100 words):** Deliverables list: A dark fantasy Unity 3D scene consisting of high-quality hard surface blender modelling focusing on medieval armour, weaponry and scene props with lighting, animations and Wwise audio accenting the scene. Documentation will include scene design document, external reviews and development logs, project plan, project definition, ethics screening, presentation for viva, art style, reference material, prototype.

**9.Schedule of Activities:** Ideation, project definition, project plan, sketching and fleshing out idea, initial blockout and research, documentation, development of models, scene layout and design implementation, retopo, uvs, ~~rigging~~, materials, animations and audio.

**10.Requirements :** ~~Wwise~~, Unity3D/UE, Blender, Word documents, Jira, GitHub, ppt

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

**~~12.Additional Objectives:~~** ~~If I have time I would like to expand the scene from the armoury into the surrounding area which could include a medieval fortress / town / village and furthermore add a camera which moves and pans into the armoury scene. Audio and animations. Cat.~~

**13.Student Signature:**

**14.Supervisor Signature:**

**15.Date:**

**Game engine choice unity / ue**

**Unity hd render pipeline research.**

**Gantt chart** *You can have a Gantt chart or text-based information related to your project plan.*