

Student Name

UVU DGM1660 Introduction to 3D Modeling and Surfacing

Date

Final Project Design & Progress Document

Milestone #1 – Concept Statement and Inspirational Reference Images

CONCEPT STATEMENT

A solid paragraph 4-5 sentences long describing in detail your plans for your final modeling and surfacing project. This project is to contain a main model and a supporting scenery or background. The focus and majority of the work will be on the main model. The main model should be a hard surface object. This could be a robot Kaiju monster rampaging in booming metropolis area with skyscrapers, helicopter, smoke, fire and the works. I could be a UFO beaming up cows from a farm pasture with a red barn and corn stalks in the background.

Milestone #1 Deliverable – Submit the concept statement and 4 -5 inspirational images or sketches.

INSPIRATIONAL REFERENCE IMAGES



Milestone #2 – Complete the Production Schedule

To successfully complete this project, you will need to develop goals and when to complete those goals. Below is a simple schedule for you to plan out the timetable for your final project.

Schedule

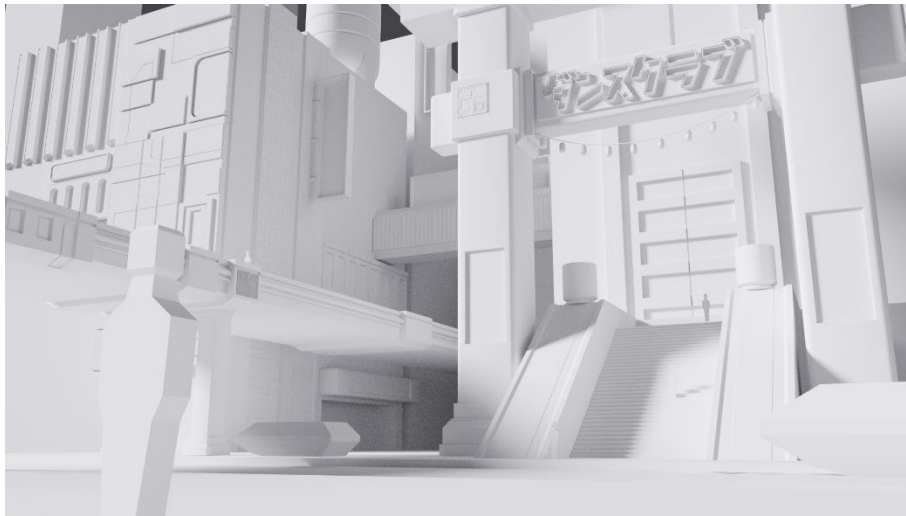
| Week | Task Description | Due Dates | Completed |
|-------------------|--|--|-----------|
| 1 | Concept Statement, Images and Sketches, Task Schedule. Blocked out main model and scene. | M1 - 7/26/22 M2 – 7/28/22 M3- 7/29/22 | |
| 2 | Modeling main model, props, and scene. Start UV Mapping assets. | | |
| 3 | Complete UV Mapping. Surface Texturing Character, Props, and Scene. Publish finished portfolio ready project on SketchFab. | | |
| Back Log (Extras) | | | |
| | | | |
| | | | |

Notes:

Milestone #2 Deliverable – Submit completed schedule and notes above.

Milestone #3 – Blocking out the main model and scene elements using primitive objects (Cubes, Cylinders, Spheres etc.)

Blocking helps the designer not only think about design aesthetics, but also, the crucial design principles of placement, proportions, scale, and overall scope of the project. Use real world scale for your models. Focus on the large details only. You will add more detail in the modeling process. This is a very important step in the modeling process.



Milestone #3 Deliverable – For this milestone you will submit front, side, top, and three-quarter screen shots in PNG or JPG format of your blocked out main model in scene.

Milestone #4 – Complete 3D Models

For this milestone you will complete all models. The detail level should include small, medium, and large details. Add materials by identification. This is where you create a material for different types of surfaces. For instance, light blue for glass, blue for water, dark gray for metal, yellow for luminous surfaces, green for grass or foliage, red for hot or dangerous surfaces. Only use as many materials as necessary. Also be mindful to name your materials as you add them to the models.

Milestone #4 Deliverable – For this milestone you will submit front, side, top, and three-quarter screen shots in PNG or JPG format of the main model in scene with materials by ID applied to each respective mesh.

Milestone #5 – UV Map and Surface Texture Models

To complete this milestone, you will need to UV map all your models using UDIMs. Test all UV maps using a test grid to catch any distortion. Remember UV test grids should be sharp and readable with no distortion. The models will be exported as a OBJ file format to be taken over to Substance Painter for surfacing. In Substance painter you will carefully texture paint and detail your models. After the models have been textured take screenshots of the model in Substance painter from the front, side, top, back, and three-quarter view. You may have to scale up the 3D view port window.

Milestone #5 Deliverable – Submit the screenshots of the textured model on Canvas for grading.

Milestone #6 - Publish finished portfolio project on SketchFab

In Substance Painter export out the model with textures to SketchFab. If the Sketchfab export plugin isn't an option, the textures will have to be exported manually to a structured zip file. The zip file uploaded to SketchFab and unpacked and processed for publication and display.

Milestone #6 Deliverable – Submit a working link to your published project on SketchFab. Make sure to test the link to make sure it works.

This is the end of the final project. Please email the instructor if you have any questions.