



In this case study, you are expected to create a building from Lisbon city. The building is a blended version of the traditional and modern construction styles. To achieve this, you need to draw inspiration from today's old city region. The goal of this demo is to create a 3D building and its surrounding environment for the **in-game** experience. The model must have creative visual effectivity and the quality.

MODEL

In this case you will model and texture a Portugal building from Lisbon in detail.

The file of the model must contain;

- The demo project with **properly modeled** and **textured props**.
- Textures with **atlases** and **trim sheets**.
- An image (or images) which explains your **work process** of creating the model, texture and material.
- A **reference board** overview and breakdown.

IMPORTANT NOTES

- The 3d model that we sent to you is a blockout model for reference. You need to change it with your building and you will also model and texture your building.
- The reference board that we sent to you is for showing examples. Please create your own reference board too.
- The building you will model should have same dimensions with the blockout model that we sent.
- Please use **trim sheets** and **texture atlases**.
- Adding **3D objects** is important. So please feel free to **add objects** to create a detailed looking of the building.
- You can add cars, street lights, benches or whatever you want to add around the building appropriate to the concept.
- You can model shop, market or restaurant etc. for the first floor. Please do not forget It doesn't has to have interior area.
- The demo project file in **Unity** format with all **materials** assigned is a plus but noty necessary.
- You can take references from **Call of Duty Mobile** for the environment examples.
- The format of the 3D models should be **FBX files**.
- The **final texture atlases** should be **4K resolution**.
- You can use any 3D software and plugin you want.
- Note that the target platform is **mobile**. Keep in mind that the **polygon counts** and **texture sizes** are important.
- Add the model and the artwork in the demo files.

The deadline of the demo is 7 days. Please inform us if there is any unexpected situation.