**3D MODELLING FOR GAMES: ASSIGNMENT 2**

SUBMISSION DATE:

FRIDAY 5th MAY 2017

**BRIEF**

Students are required to design, model, texture, and export a set of modular assets suitable for a mobile device.

Component 1:

Students will design and build a set of **twenty** modular assets, at least **twelve** of which must be tileable, and at least **four** of which must be unique props.

Students are working with the following budgets:

* A maximum of 1000 polys per large tileable asset (maximum of two)
* A maximum of 350 polys per standard tileable asset
* A maximum of 250 polys per prop
* One sub-object material comprised of diffuse colour and self illumination texture atlases (1024x1024)
* One sub-object material comprised of diffuse colour and opacity texture atlases (1024x1024)
* One sub-object material for the props which must contain a diffuse colour atlas, and may also contain a self illumination or an opacity atlas as required (1024x1024)

Students will present these assets in a single, tidy *3DS Max (2015)* scene. Textures should be appropriately slotted into the three sub-object materials and presented as a single multi/sub-object material. Textures and UVs must be constructed such that a consistent texel resolution is maintained across all assets.

Students will export their assets to *Unity* or *Unreal* and use these assets to construct three environments of varying sizes and complexity, demonstrating the flexibility of the assets. Students will then render and present as three jpegs which would be suitable for marketing purposes on the *Unity Asset Store* or *Unreal Marketplace*.

Component 2:

The assets must be informed by significant research and would be presented to developers in the form of a **User Guide**.

As such, students will create a User Guide consisting of:

* One render per asset (*3DS Max* or *Unity* or *Unreal*), annotated with asset name, poly count, and function
* Construction guide detailing precise rules for construction, supplemented with construction images as required
* Mood boards and concepts, demonstrating observation skills, attention to detail, creativity and diegetic consistency
* Three gameplay scenario *Unity* or *Unreal* renders. Each render must contain a placeholder PC, and must be rendered with the camera positioned similarly to the *Diablo* camera.

Students are required to work methodically and neatly. As such, students must demonstrate professional working habits, to include welded vertices, controlled quads and tris, and tidy UV sets. A more thorough list of criteria can be found on the VLE: **Pre-Export Checks.docx**

Both components provide students with the opportunity to demonstrate a technical competence with the appropriate software and a thorough understanding of the game asset pipeline.

Students are advised to refer to the brief regularly as they undertake this task. Students will be **automatically referred** if any single component is missing, incomplete, or misinterpreted.

Students will be graded on the understanding that they have attended, or independently caught up on, all 3D Modelling for Games lectures and have performed the lesson tasks and have undertaken private research tasks.

**SUBMISSIONS**

By noon, Friday 5th May 2017, students should submit a CD containing only:

* A single *3DS Max (2015)* file containing twenty mesh assets and a single multi/sub-object material comprised of three materials
* All texture atlases requested by the *3DS Max* scene, presented as tgas
* Three marketing images taken from *Unity*, presented as jpegs
* A User Guide presented as a *Word* document
* References presented in a *Word* document, in accordance with UoS protocol

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| **BA HONS COMPUTER GAMES DESIGN** |
| **IMDCGD210-13YRD 3D Modelling for Games (Level 2)**: ASSIGNMENT NO. 2 |
| **Creation of a Game Environment**: weighting 50% |
| 1ST Marker: Dave Pimm 2nd Marker: Chris Janes |
| Student Name: |

**1st Marker Commentary:**

**2nd Marker Commentary:**

**Please see next page for grades and the agreed grade for the assignment.**

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|  | **Criterion 1**  Demonstrate creativity and technical skill in the design and presentation of a set of assets as evidenced by a 3DS Max file, textures, and supporting renders. (50%) | **Criterion 2**  Demonstrate an understanding of the development pipeline as evidenced by a User Guide. (50%) |
| **1+**  **1=**  **1-** | **Consistently excellent**  **Mostly excellent**  **Very high standard** | **Consistently excellent**  **Mostly excellent**  **Very high standard** |
| **2.1+**  **2.1=**  **2.1-** | **Very good standard**  **Good standard**  **Mostly good standard** | **Very good standard**  **Good standard**  **Mostly good standard** |
| **2.2+**  **2.2=**  **2.2-** | **Fair standard**  **Moderately good**  **Reasonable standard** | **Fair standard**  **Moderately good**  **Reasonable standard** |
| **3 +**  **3 =**  **3-** | **Adequate standard**  **Passable standard**  **Poor but passable standard** | **Adequate standard**  **Passable standard**  **Poor put passable standard** |
| **Refer** | **Insufficient work submitted of passable standard** | **Insufficient work submitted of passable standard** |

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| **1st / 2nd Marker Recommended Assignment Grade:** |  |  |
| **AGREED ASSIGNMENT GRADE :** |  | |