**Personal Project Brief Proposal Thomas Simmons S176601**

Summary:

I have chosen to do a 3D modelling based final project because I am very interested in getting into the modelling games industry for mobile based platforms. I have also enjoyed the assignments set to me whist at in college and university which where based around 3D modelling because they were very detailed and requirements where vast and I personally like to have a challenge.

I have chosen assets for the mobile market because I play a lot of games on my current smartphone/tablet devices and want to be a part of this industry. What also interests me about 3D modelling is the attention to detail required to make very good assets towards a game and how important these assets must hit the briefs requirements. Also for most 3D models to be complete you have to work in teams and I enjoy working in teams.

I will use my 3D modelling skills I have acquired over the last four years in college and university to create props/ assets with the targeted theme of overgrown street/ pathway. I have chosen this theme so I can showcase what I have learned and I play a lot of games and watch television programmes that are related to an overgrown based environment. I have also chosen to create assets/ props so I can show my 3D modelling skills and not run the risk of having unfinished work at the end of the project.

Brief outline of work:

What I want to explore with this project is the difficulty level of making assets for an overgrown based environment and how long this may take when it gets to creating one for a client when at a real 3D modelling based job. I will also explore how much time it may take to make these assets which will help me prepare for an future job and to show my time management skills and the ability to prioritise my possible tasks I have to undertake when making assets for an game.

The research I will undertake will be to look different types of overgrown based environments and see what assets are available in these scenes and how they look. I will also take reference photos from my own photo based equipment to use as reference photos. I will also look online for different kinds of 3D modelling type jobs and what they want to see in a possible employees work in order to be an candidate for the job on offer.

Job availability and requirements:

Current 3D Modelling based jobs require the job applicant to have the following key skills:

* An expert understanding on how to 3D Model using either 3DS Max or Maya
* An expert understanding on how to use Photoshop for the model/asset textures
* An expert understanding on how to make an game asset/model game legal (no N-gons)
* An great understanding on how to use lighting tools on 3DS Max or Maya
* A great understanding on how to use rendering tools.

Some companies require the applicant to work in teams to work on one games assets and they require the following key skills:

* The ability to work in an team
* Good communication skills online and in person
* Being able to take criticism by clients and/or project manager
* Being able to hit deadlines without fail.

Brief proposal:

I will create, texture and render ten suitable assets for mobile devices like iOS and Android.

I will create two annotated mood boards showing current assets and which has been taken over by nature. This to show what work based on my chosen theme has already been done and how I can make mine unique.

I will then use studio 3DS Max scene to then create ten assets with the environmental theme of overgrown.

I will then design five assets with the following constraints:

* An Minimum poly budget of 350 polys
* An Maximum poly budget of 400 polys
* 512x512 textures texture maps
* A minimum of 5 textures
* A maximum of 10 textures
* All textures to either have colour, opacity or a self-illumination map attached.

The other five assets will have the following constraints:

* An Minimum poly budget of 700 polys
* An Maximum poly budget of 800 polys
* 1024x1024 textures texture maps
* A minimum of 5 textures
* A maximum of 10 textures
* All textures to either have colour, opacity or a self-illumination map attached.

I have chosen these poly count budgets because I want to be able to show I can work efficiently and with constraints towards my models and still look great. I also want to do this so I can show that I can create less detailed as well as detailed assets for any required game I will be making models for.

I will also be showing my ability to create renders for each prop/ asset I create. I will show that I understand how to make a render look good by lighting up the scene with the asset and to also show the colour, opacity and self-illumination maps working.

Estimated Pipeline

Week 1- Complete/ acquire all required reference images and textures for assets

Week 2- Complete annotated mood boards and references towards mood boards and research

Week 3&4- Decide on what assets to create, how my assets will be unique and why.

Week 5- xmas break- complete 350-400 poly assets and are game legal.

Xmas break- start of second semester- further edit complete models to make them as good as possible and create colour, opacity and self-illumination maps.

Week 1 second semester to week 8- create and complete next five models

Week 8-10- Add and complete the textures towards all models

Week 10-12- complete lighting and renders towards assets and present in a portfolio type manner.

References:

<https://www.gamasutra.com/blogs/MateuszPiaskiewicz/20140817/223513/Composition_in_Level_Design.php>

<https://www.cgtrader.com/3d-models/plant/flower/ivy-scene>