**Personal Project Brief Proposal Thomas Simmons S176601**

Summary:

I have chosen to do a 3D environmental artist modelling based final project because I am very interested in getting into the modelling games industry for mobile based platforms. 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 the industry of mobile app games. 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 and learn further skills to create assets with the targeted theme of historical weaponry, strictly Roman times. I have chosen this theme because I have played a lot of historical games, usually strategy based on my phone or on the PC. Also I have always been interested in history and currently watch historical television programmes/ documentaries and sometimes read about historical events.

Brief outline of work:

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

The research I will undertake will be to look different offensive and defensive weaponry and see which ones will not be too difficult to create but not easy enough so I can show my skills in modelling. I will also take reference photos from my own photo taking equipment in museums like the British museum and the Natural History museum to create annotated mood boards with references. I will also look online for different kinds of 3D modelling type jobs and what they want to see in a possible employees portfolios in order to be a candidate for the job on offer.

I will then use and Attention to detail based assets to show I have the ability to model assets to different required qualities yet still make the asset look nice and useable.

Job availability and identifying tools requirements:

Current 3D Environmental Modeller based jobs require following key skills:

* Vast skill-set in 3D Model using either 3DS Max or Maya. MZ games studio would like me to be able to re-model existing game assets from previous games (8), skills in hard and organic surface modelling across any genre and the use in an 3D video pipeline (11).
* The ability to model with different required detail/ number of poly limits such as an company called Creative Personnel want to see examples of high, normal and low poly baked models (15)
* The use of Photoshop to create photorealistic model/asset textures (8) and being able to re-topologize existing textures so the textures can be re-created with their basic shape outline which MZ games studios are looking for (8).
* An expert understanding on how to make an game asset/model game legal (no N-gons)
* The use of lighting and rendering tools on 3DS Max or Maya. TT Games Ltd want to see good environmental lighting skills to all artistic output and the setup of dynamic lighting and effects into an scene (13). I will also have to understand PBR (Physically-Based Rendering) shadier workflow as Rockstar Studios state in their Vehicle Rendering Job (14)

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

* Good communication skills online and in person such as MZ games studios where they state the personal skills the applicant should have and one is being able to present ideas both verbally and visually. (8)
* Being able to take criticism by clients and/or project manager as an company called Frontier Developments would like to see for their 3D Environment and props artist job role. (2)
* Being able to hit deadlines without fail.

How will I use and learn/ investigate the use of these tools

I will use free to use tutorial/ training services like youtube.com ( ) and Lynda.com ( ) to learn or re-learn specific tools on software such as 3DS Max 2015 and Adobe Photoshop. I will also look at related books and articles.

Brief proposal/ demon straight use of tools:

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

I will create annotated mood boards showing historical defensive and offensive weapons in the Roman times. I have chosen this theme because I have always been interested in history especially the romans and want to modernise their weaponry by using modern day software.

I will use studio 3DS Max scene to then create ten assets with historical roman time’s weaponry.

I will design five assets with the following constraints:

* An Minimum poly budget of 500 polys
* An Maximum poly budget of 600 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 maps attached.

The other five assets will have the following constraints:

* An Minimum poly budget of 1000 polys
* An Maximum poly budget of 1200 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 maps 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 or if the player requires to decrease the graphics for the game so it can still run smoothly.

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.

**What the job role wants and how you will achieve that**

Annotated References: