**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 a 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)
* 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 a company called Frontier Developments would like to see for their 3D Environment and props artist job role. (2)

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.

From these videos, articles and boos I will then decide on a pipeline towards the development of creating my assets showing I can time manage and prioritise my tasks well.

Acquiring the constraints for my assets

Also since I have chosen a mobile app based format for my assets/props I had to find out what the poly limitations would be and be acceptable for the job offers. GameGorillaz ( ) and Unity 3D ( ) suggested for low poly based mobile app game for example for the first IPad or IPhone 3GS the poly counts should be at most 1500. For IPad 2 and IPhone 4 to 5 it should be between 1800-2000 and for today’s generation like IPad Mini/ 4 it should be between 2500 – an max of 4000. I want to be able to show I can model to all these constraints with my final assets.

I also looked at the texture sizes required for these generations and Unity 3D texture forum ( ) said an max of 1024\*1024 for Ipads/ IPhone 3GS, 2048\*2048 for Iphone4/ Ipad2 and 4096\*4096 for IPhone 5/ IPad 3 but suggested to stay on 2048\*2048 for memory purposes.

Brief proposal/ demon straight use of tools:

I will create, texture and render six 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 will use studio 3DS Max scene to then create six assets with historical roman time’s weaponry.

I will design two assets with the following constraints:

* An Minimum poly budget of 1000 polys
* An Maximum poly budget of 1400 polys
* 1024\*1024 texture map
* A minimum of 4 textures
* A maximum of 8 textures

Two more assets will have the following constraints:

* An Minimum poly budget of 1600 polys
* An Maximum poly budget of 2000 polys
* 2048\*2048 texture map
* A minimum of 4 textures
* A maximum of 8 textures

The last two assets will have the following constraints:

* An Minimum poly budget of 2200 polys
* An Maximum poly budget of 2600 polys
* 2048\*2048 texture map
* A minimum of 4 textures
* A maximum of 8 textures

All of my textures I will represent the usage of PBR workflow with tools like Mudbox, Z-Brush and Photoshop. I will also name the files for my textures and assets to a professional standard.

Annotated References: