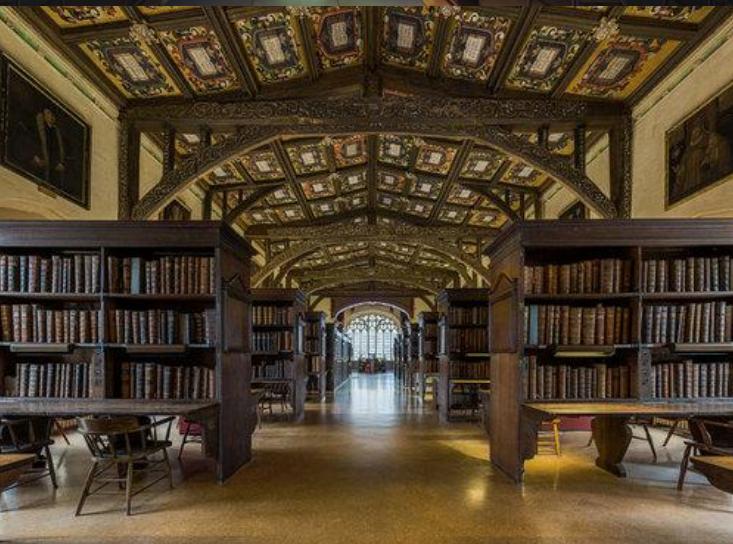




Location and Environment



- Top-Down RPG
- Style of realism, with an element of fantasy
- Location: 17th century castle in the forest covered mountains

Game References

Hogwarts Legacy (2022)-
images from trailer



- Wooden textures
- Desaturated colours
- Warm lights

Kaer Morhen Library in The Witcher 3: Wild Hunt (2015)



Château Gillard Library in Overwatch (2016)

Colour Palette and Lighting



- Candle light vs Moonlight
- Candlelight on wooden textures = warm oranges, browns
- Moonlight, books and carpet = purples, blues, pinks





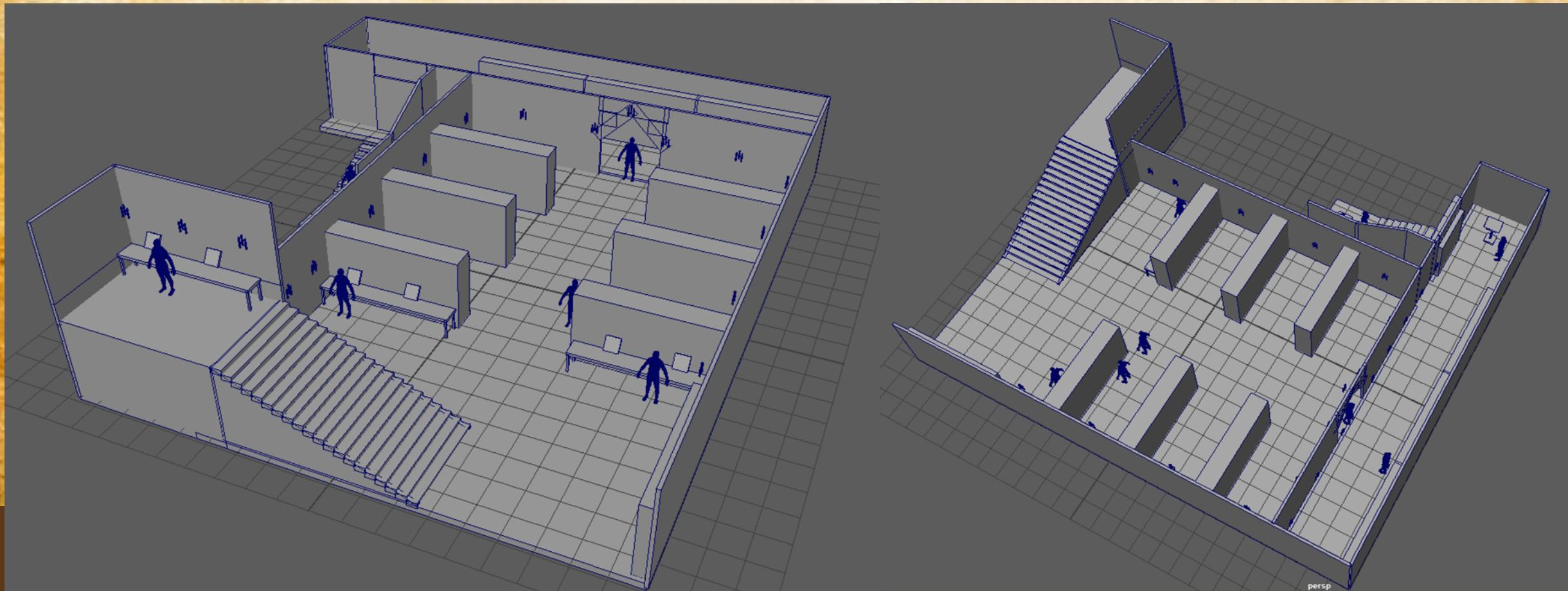
Level
Blockout

(Week 1)

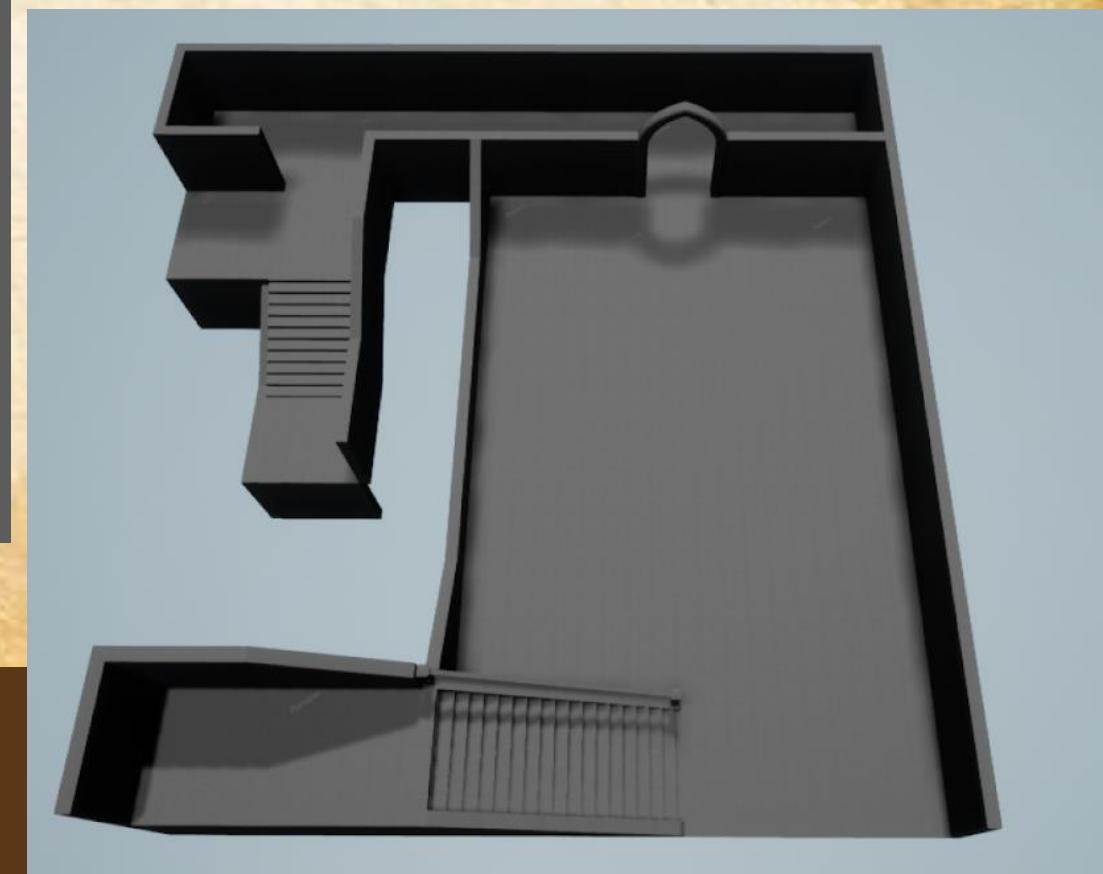
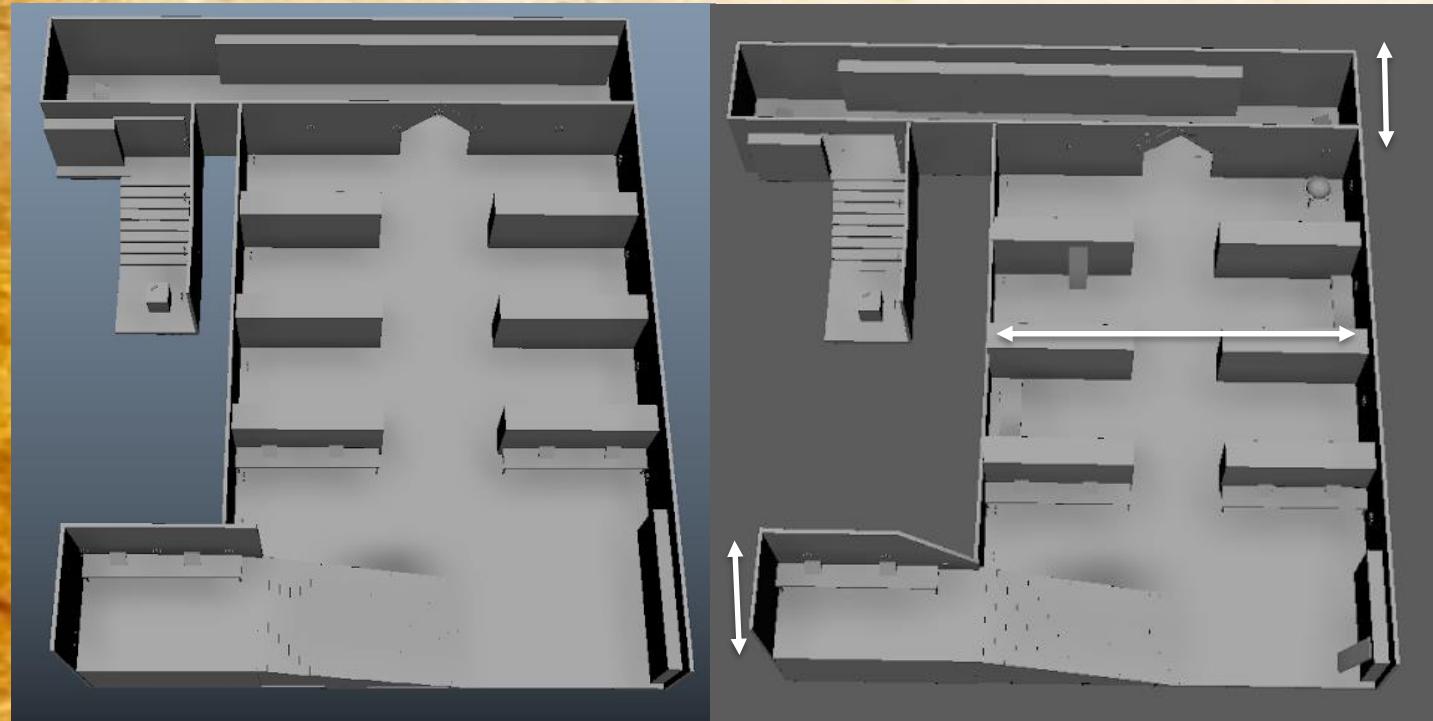
Initial Blockout

Key features:

- 3 camera angles in mind
- Moving bookcase acting as a door



Blockout to Unreal

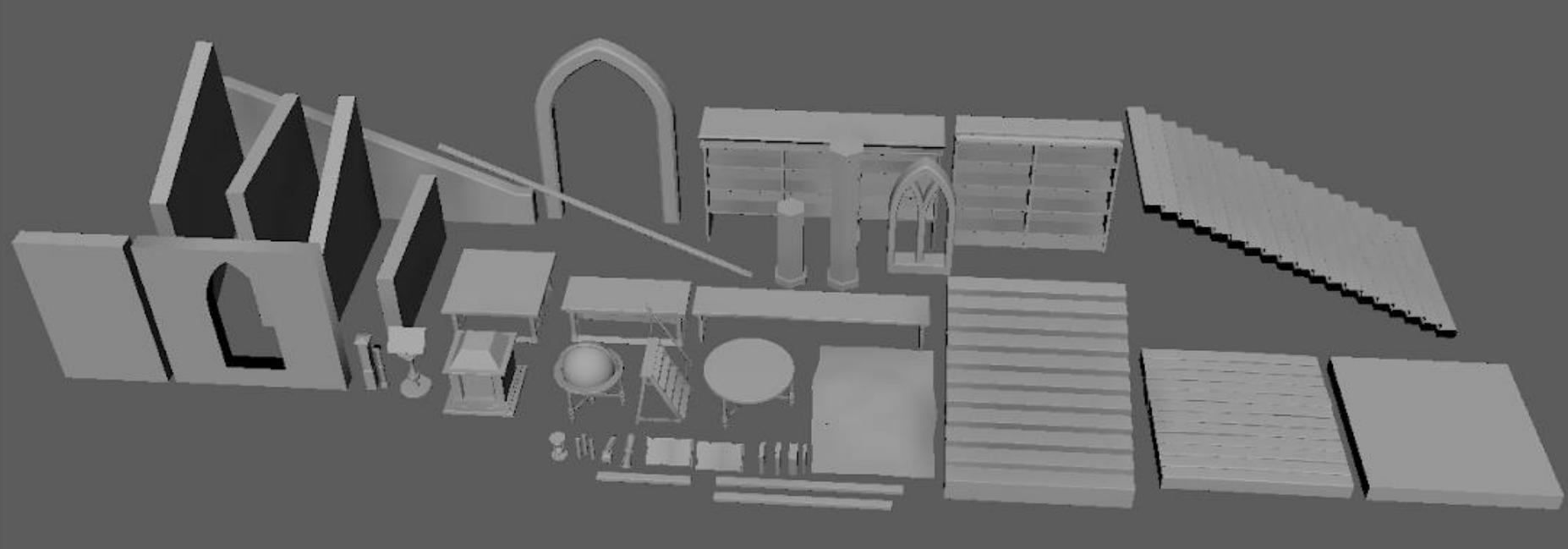




Modelling

(Week 2/3)

Assets



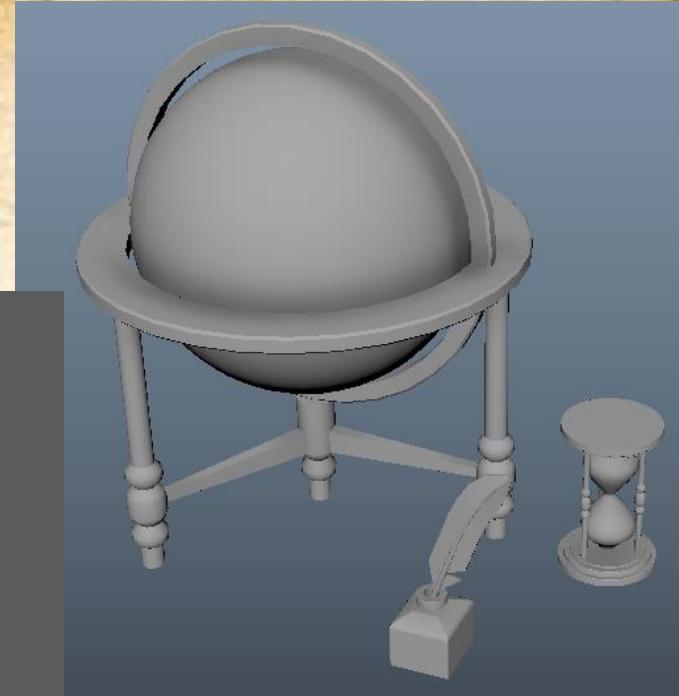
Repeated assets:

Legs on globe, round table, sand timer

Square + rectangular table

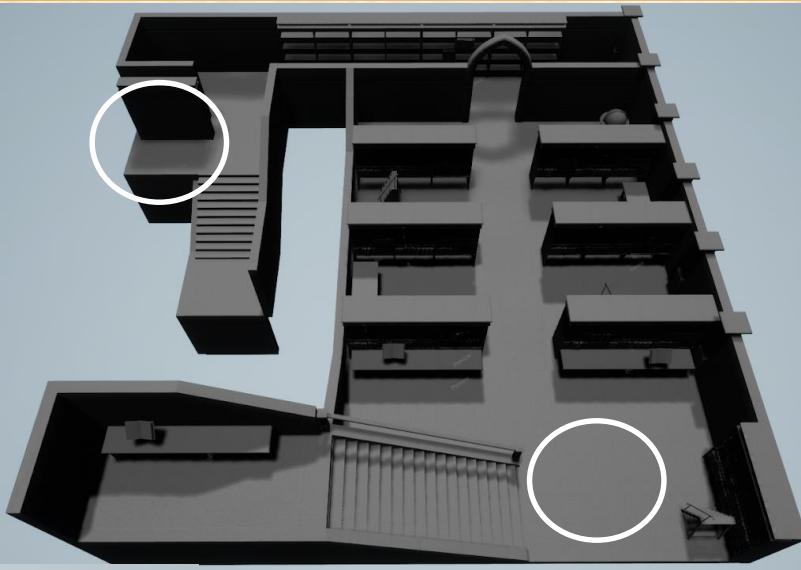
Archway, window frame, middle of window frame

Books

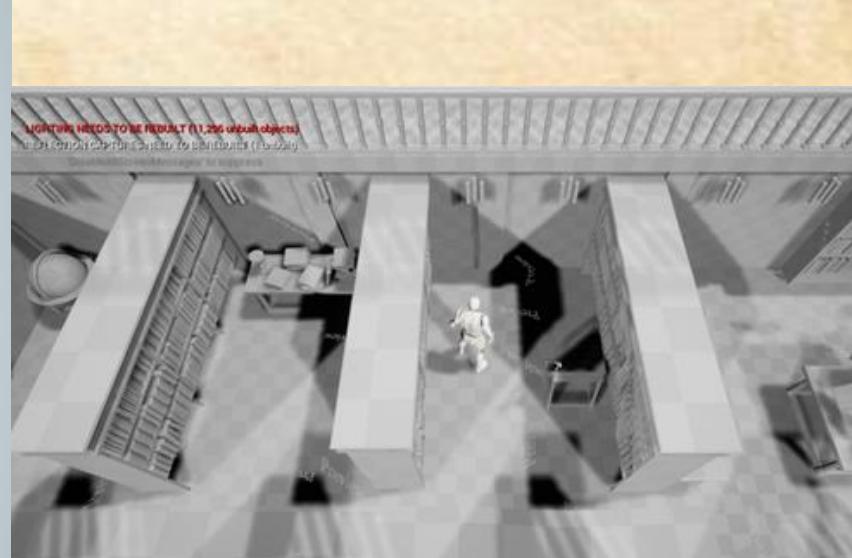
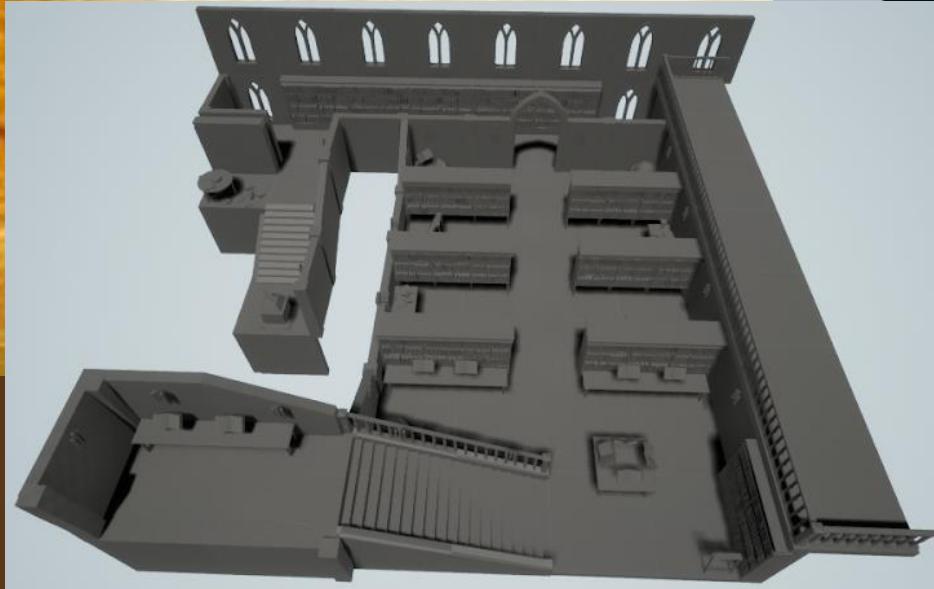
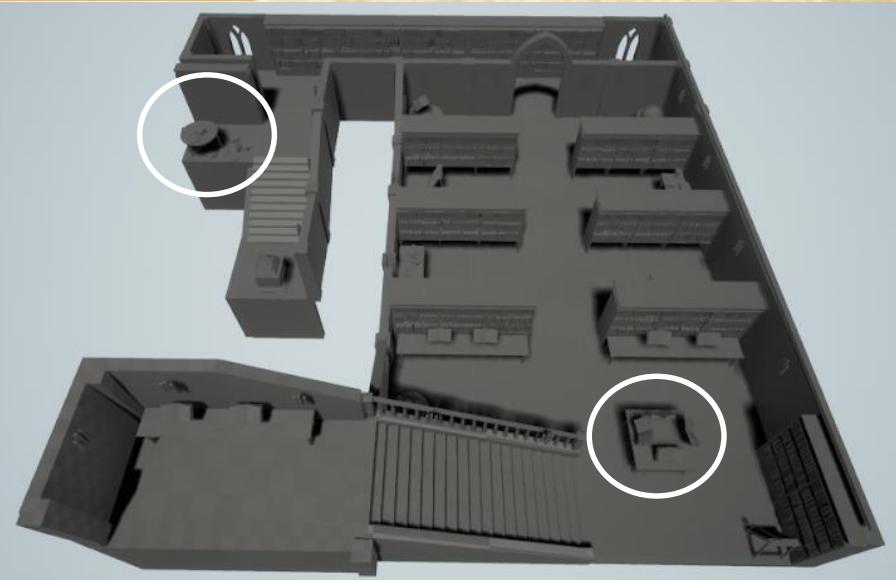


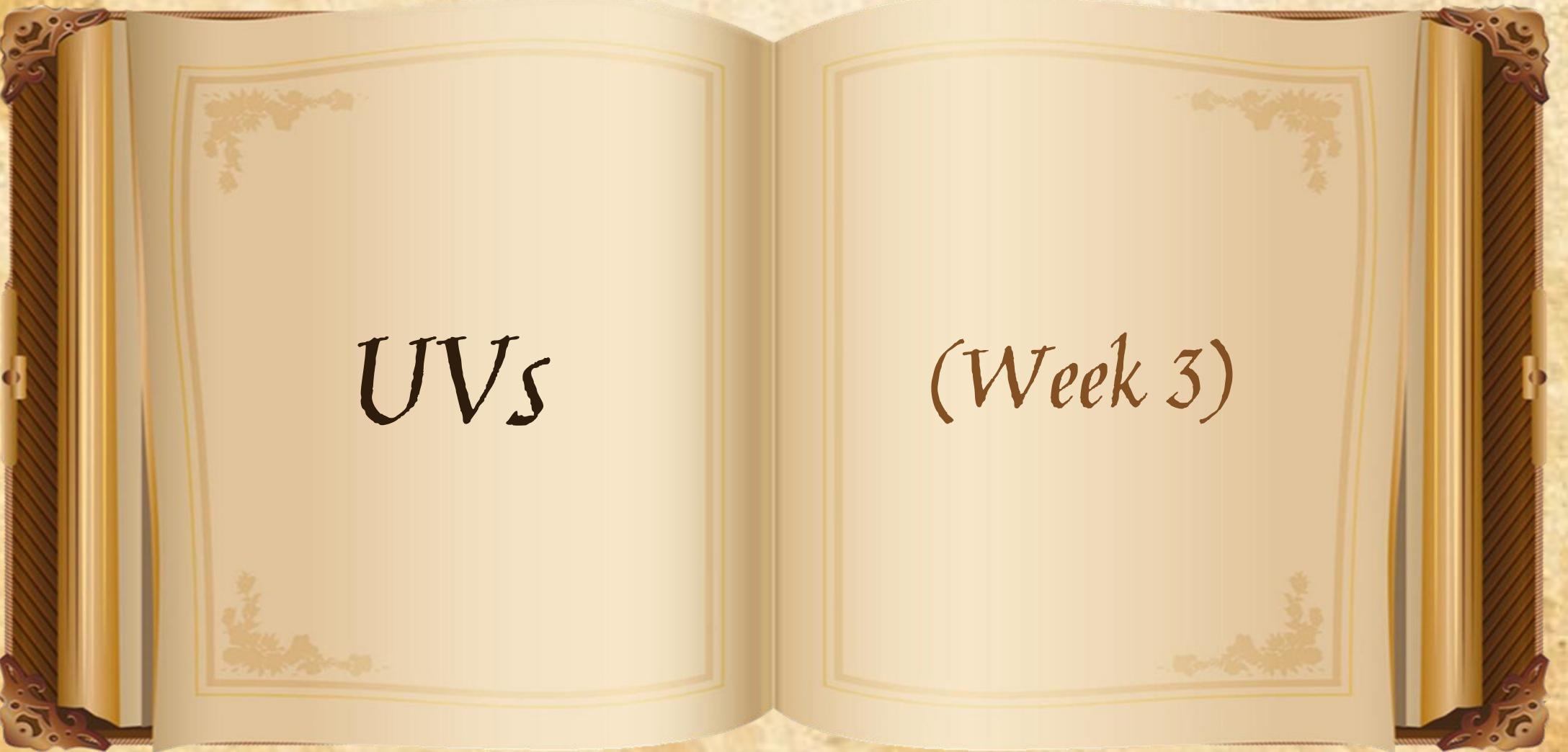
Decisions during modelling process

Filling in empty gaps



Adding railing and another layer of windows

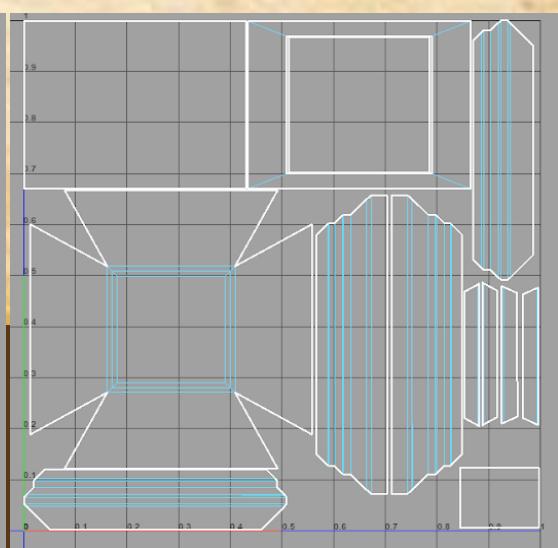
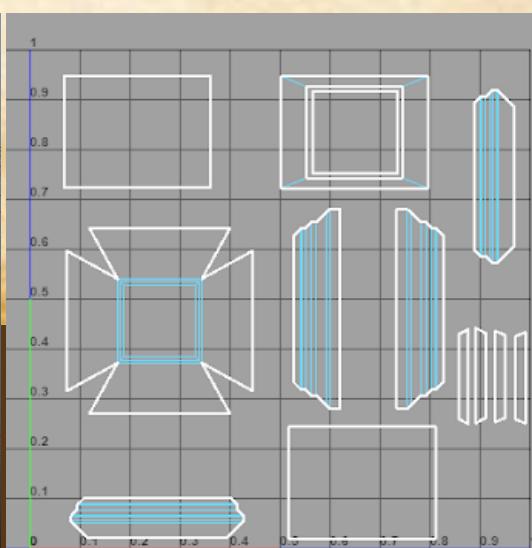
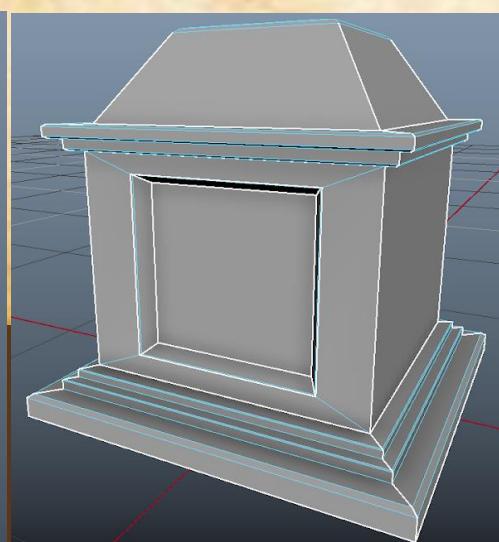
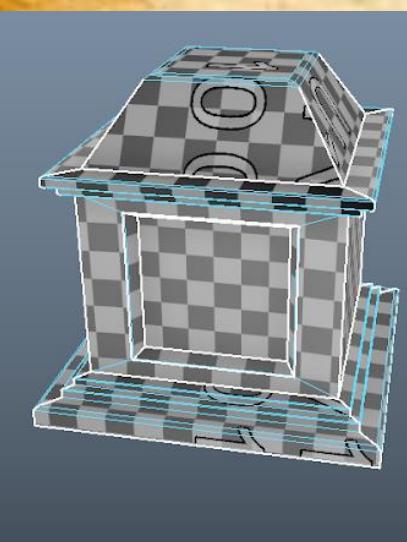
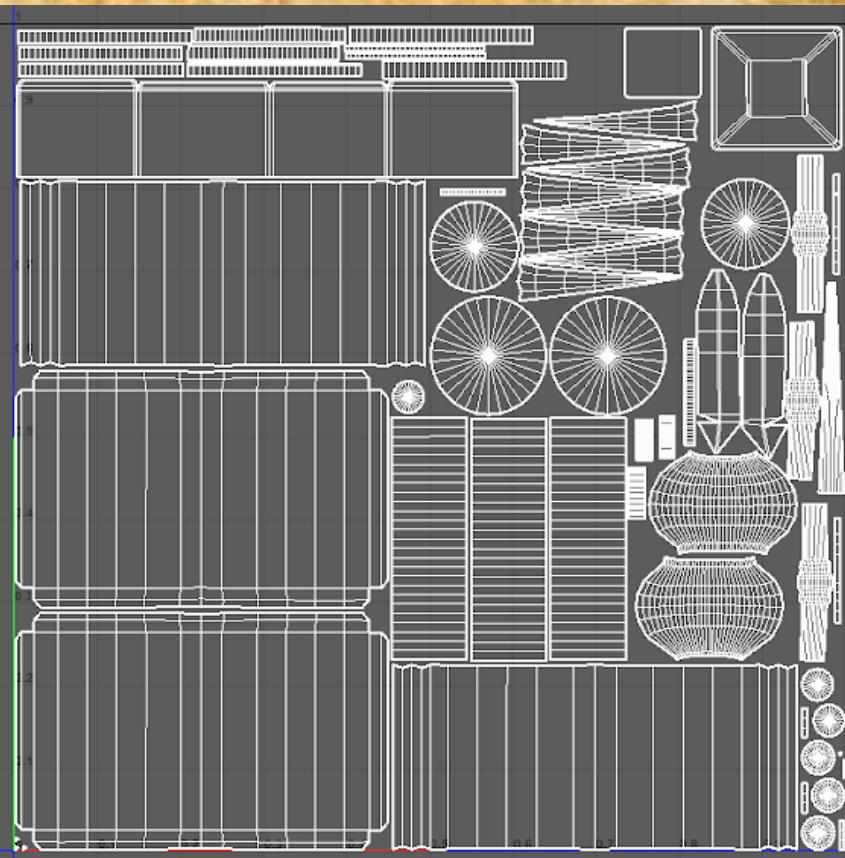
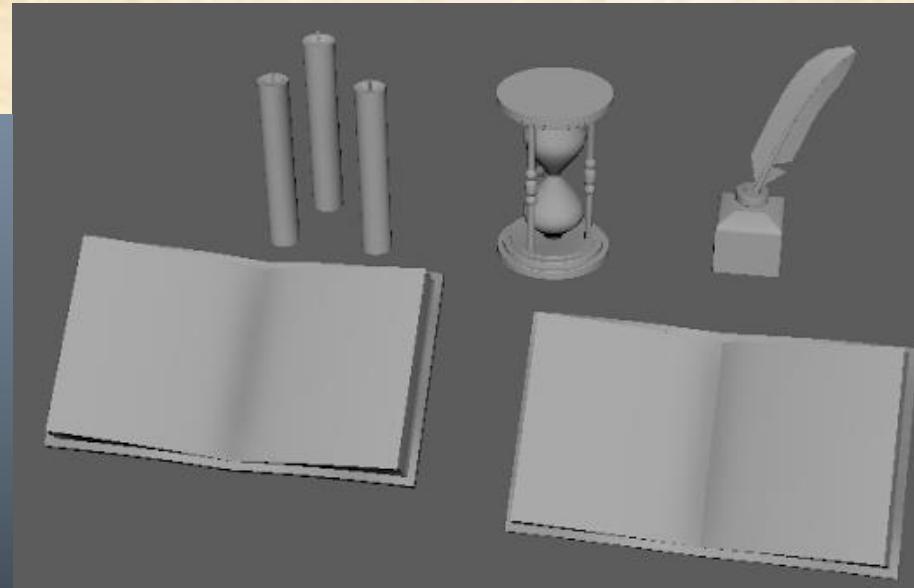
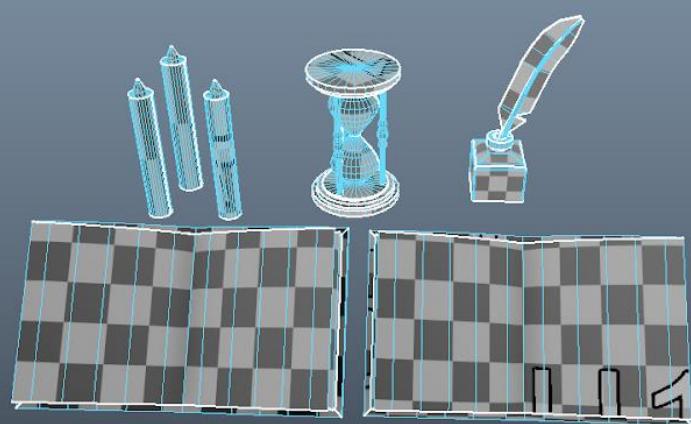




UVs

(Week 3)

UV Unwrapping

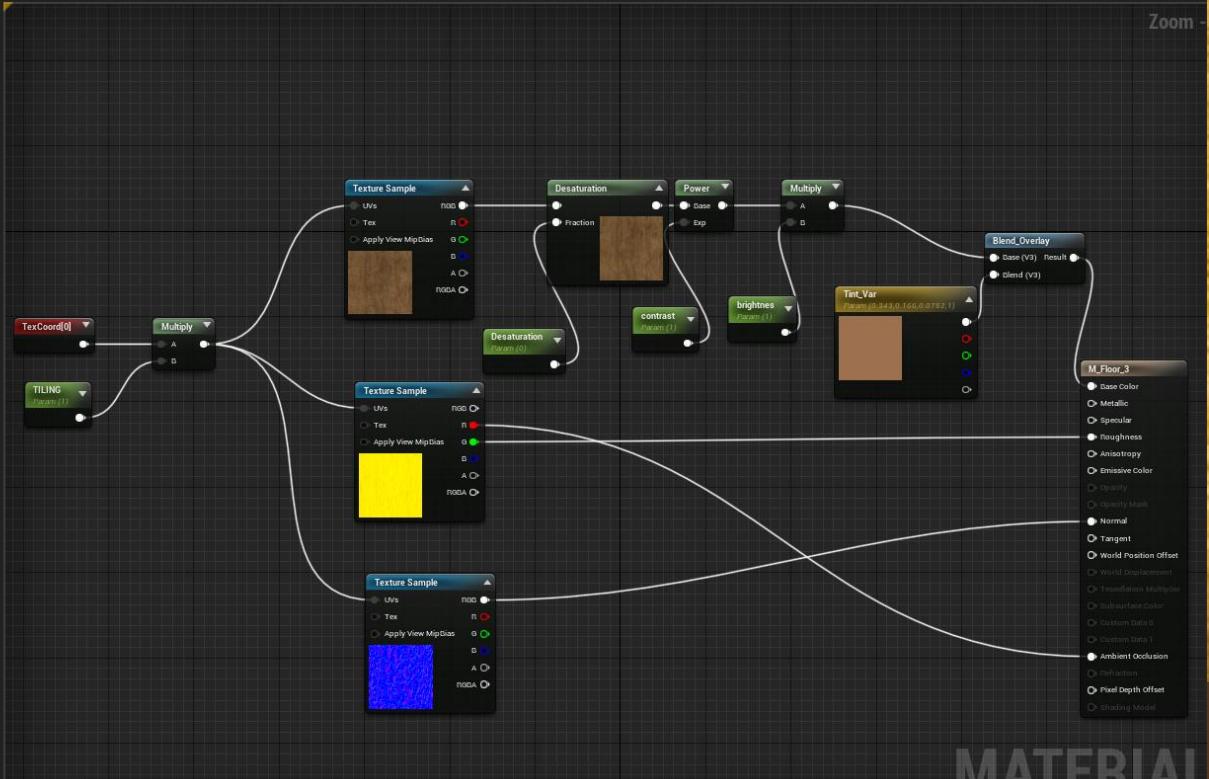
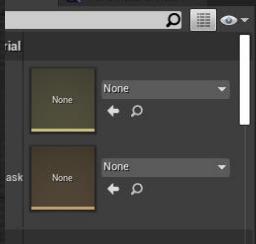
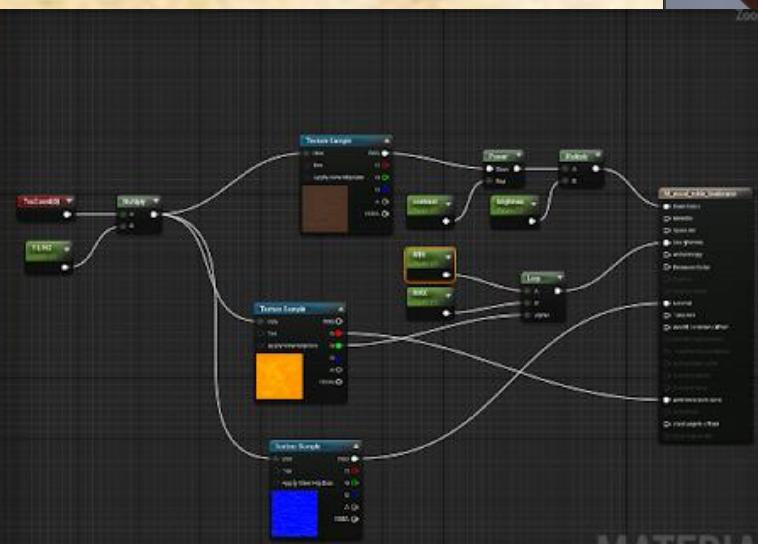
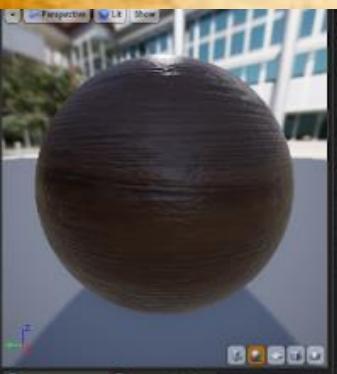
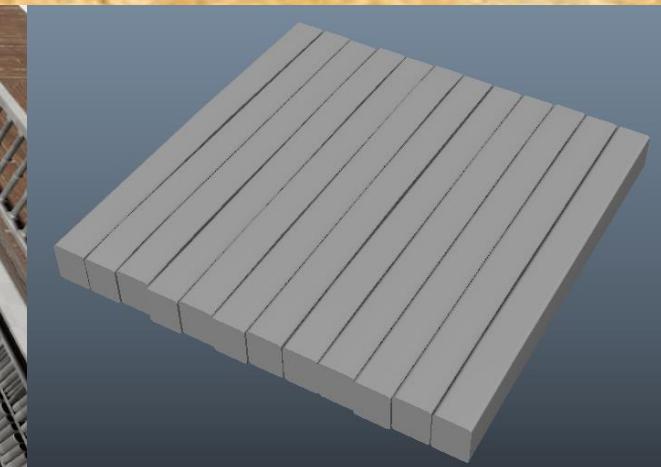
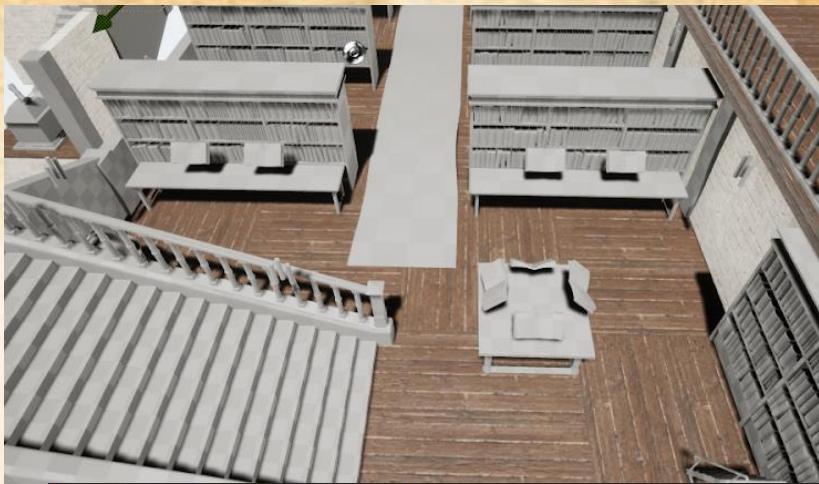
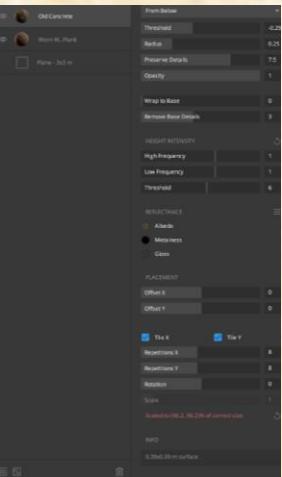




Texturing

(Week 4/5)

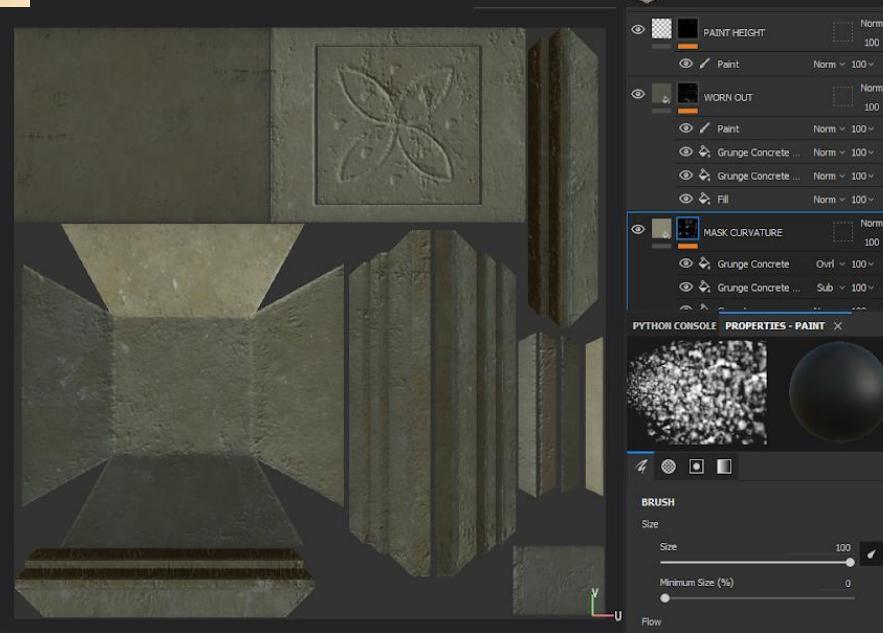
Materials



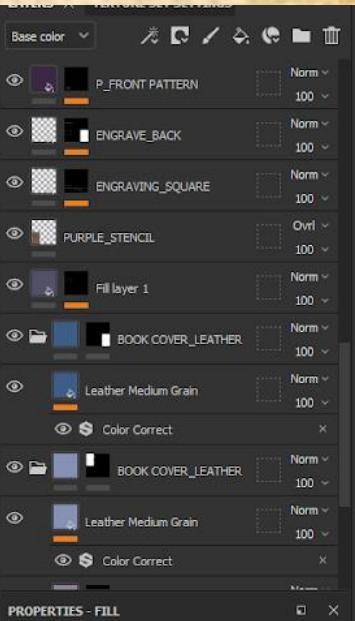
MATERIAL

MATERIAL

Substance Painter



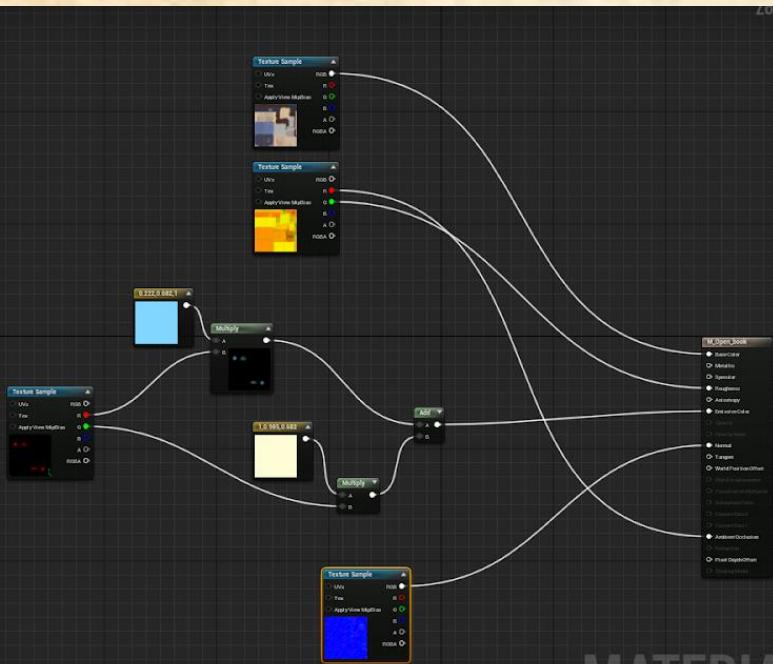
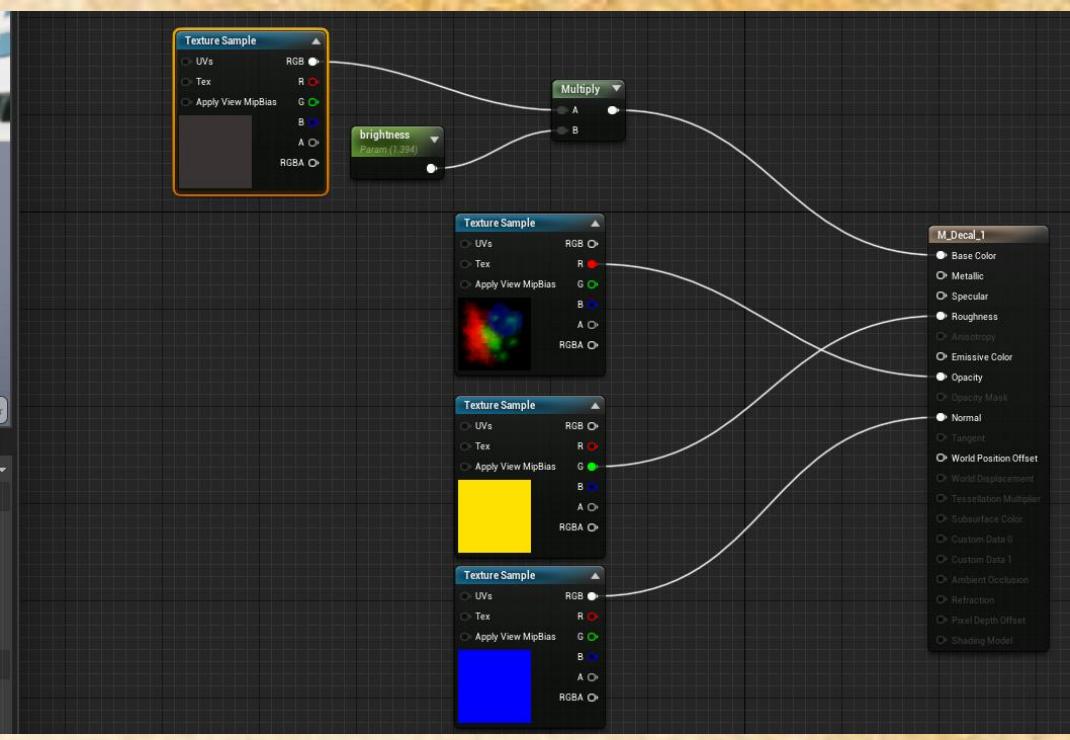
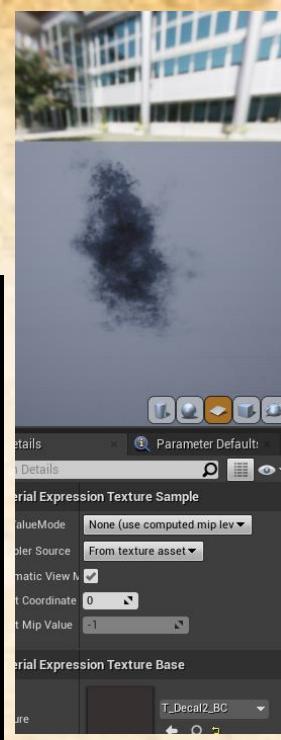
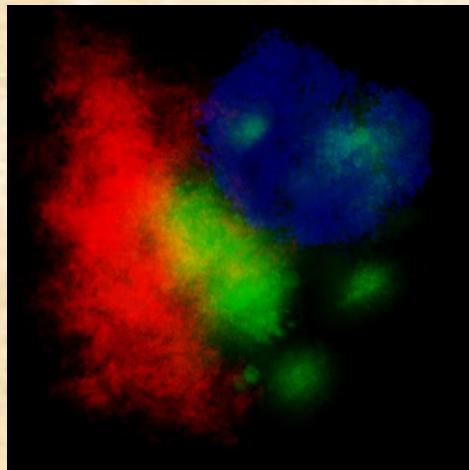
Stencilled book covers with added painted details



Layering masks, adjusting properties to create a ruined stone podium

Decals / Emissive

- Placing 3 decals on the same texture
- Emissive candle tops and book patterns



MATERIAL



Lighting

(Week 5)

First light-pass



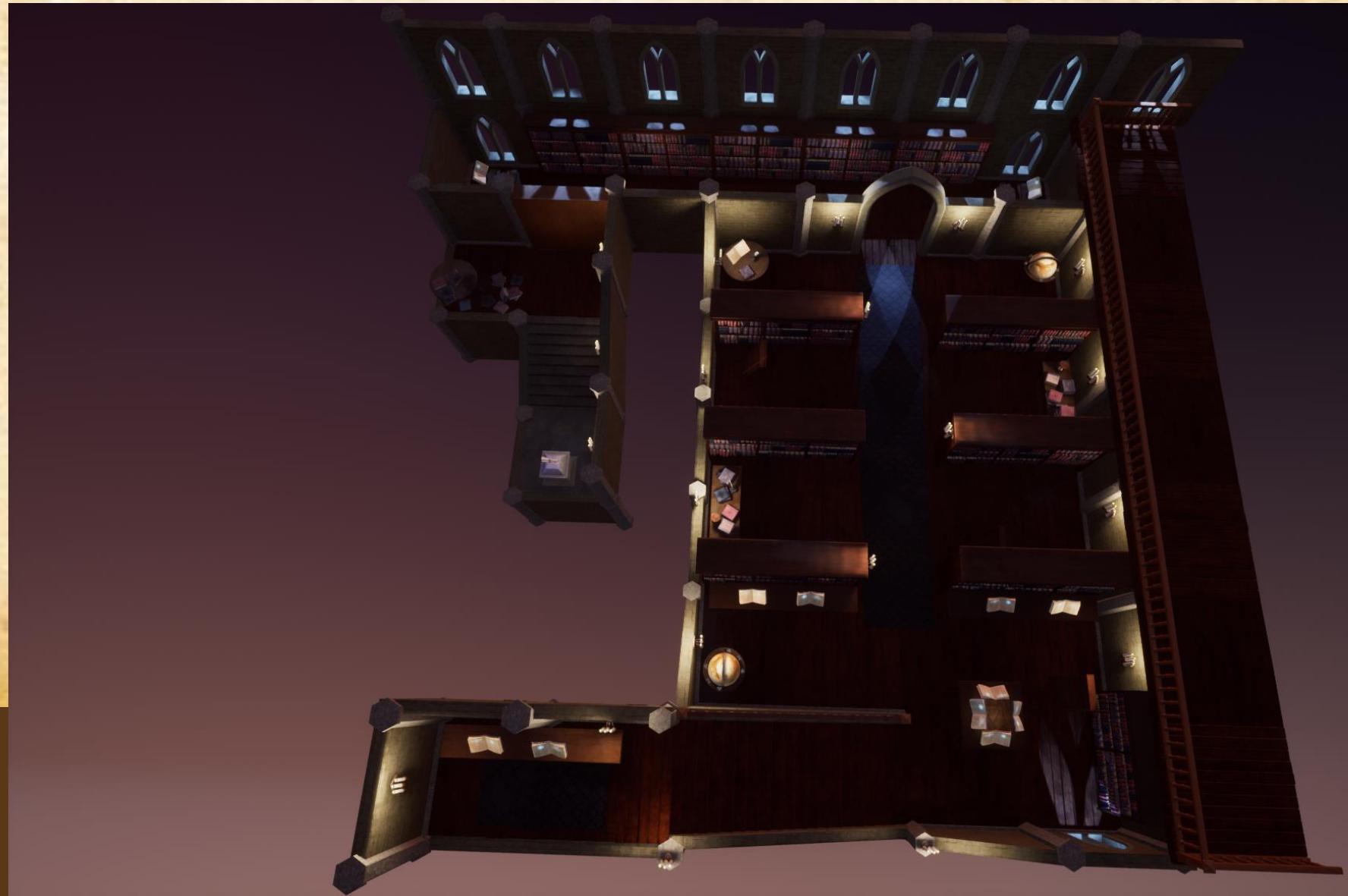
Candle light and moonlight

Purple spot light over the scroll

Initially blue spotlight over 4 books, changed to a point light underneath books



Lighting

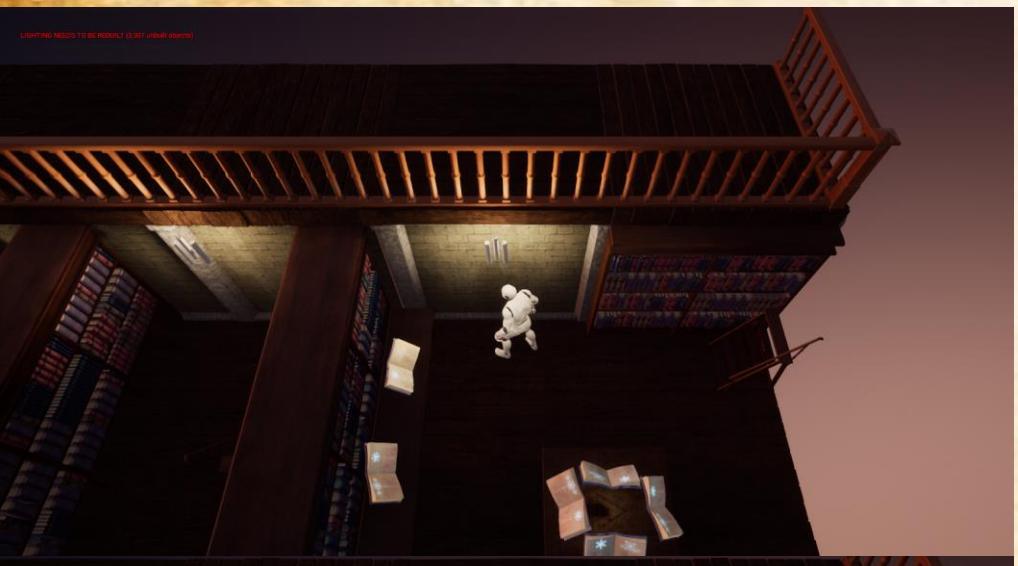




Blueprints

(Week 5/6)

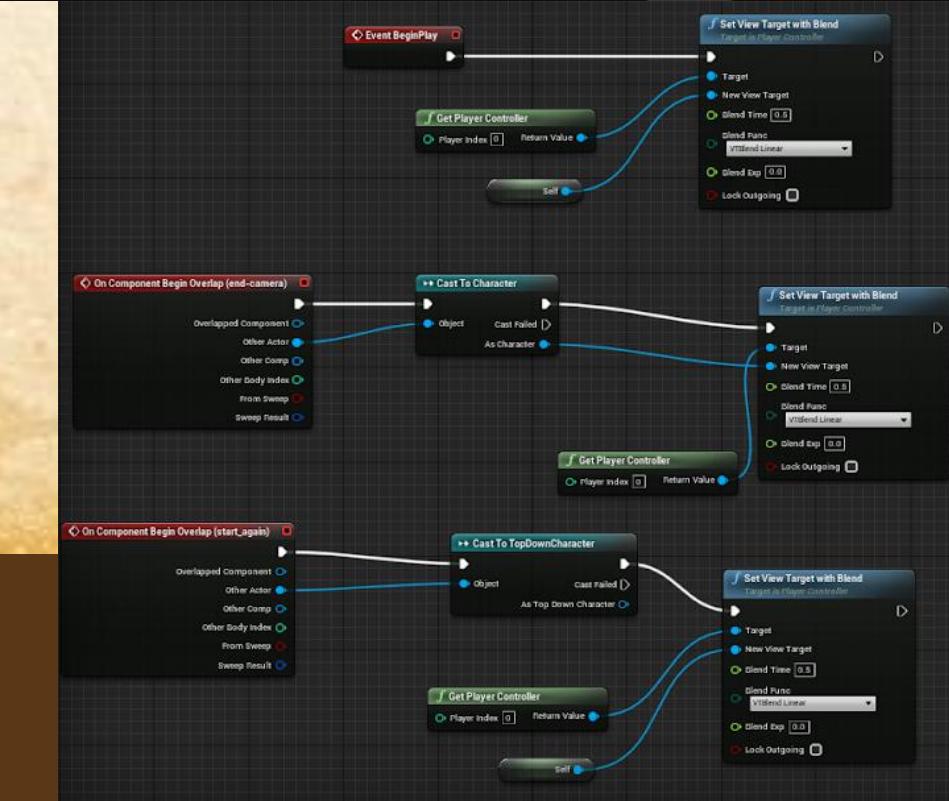
Camera



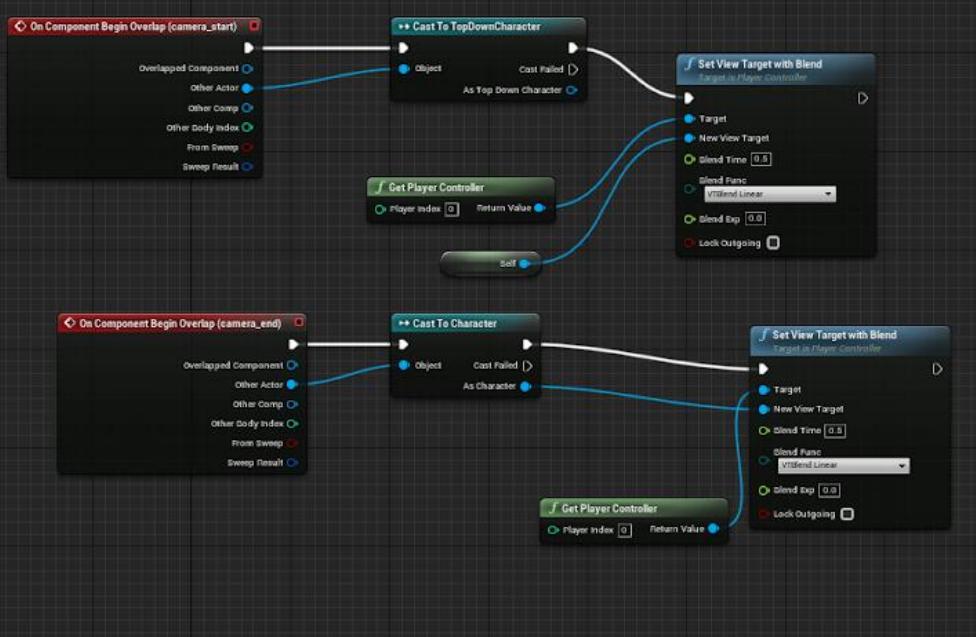
Camera 1 starts when
the game starts

At the bottom of the
stairs, camera switches
to follow character

Camera field of
view from 75 to 80

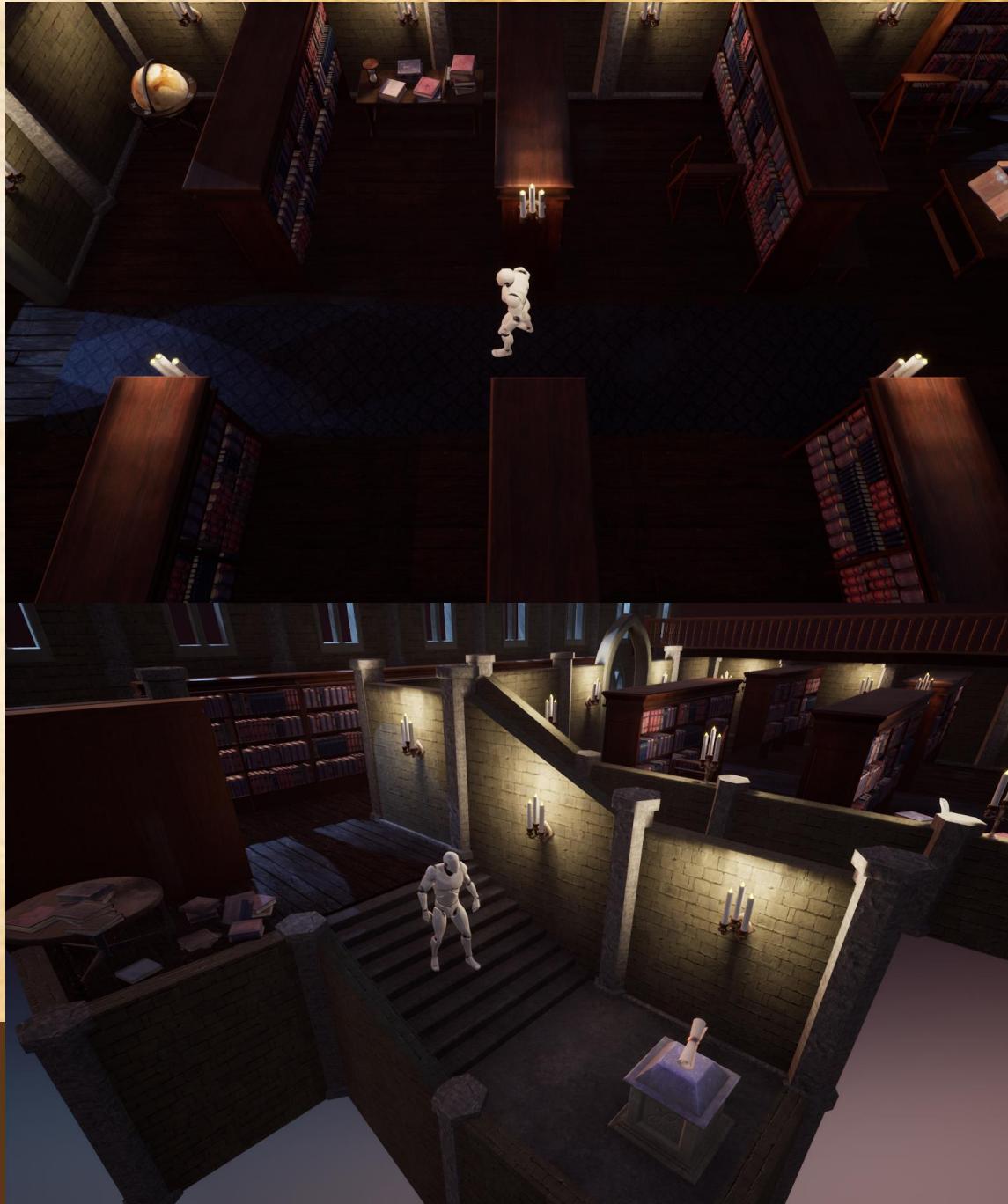


Camera

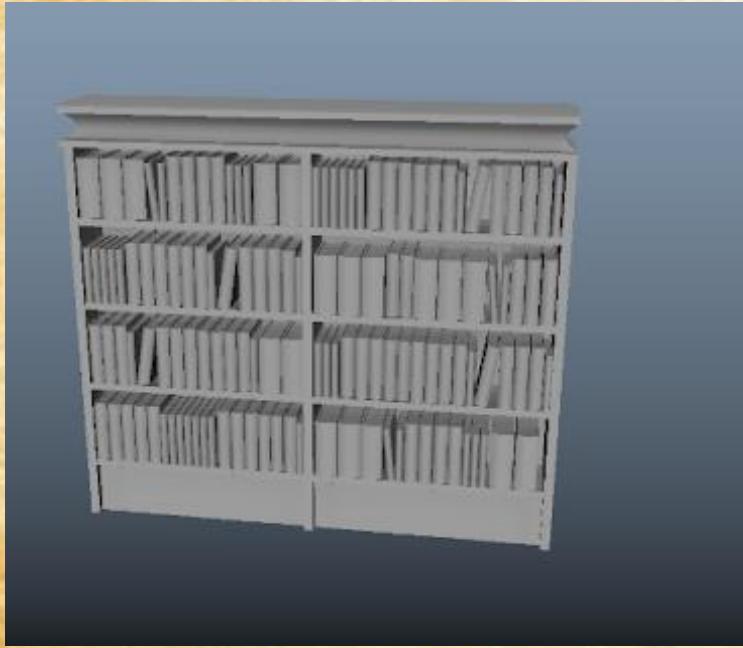


*Then camera
switches to follow
the character*

Last camera

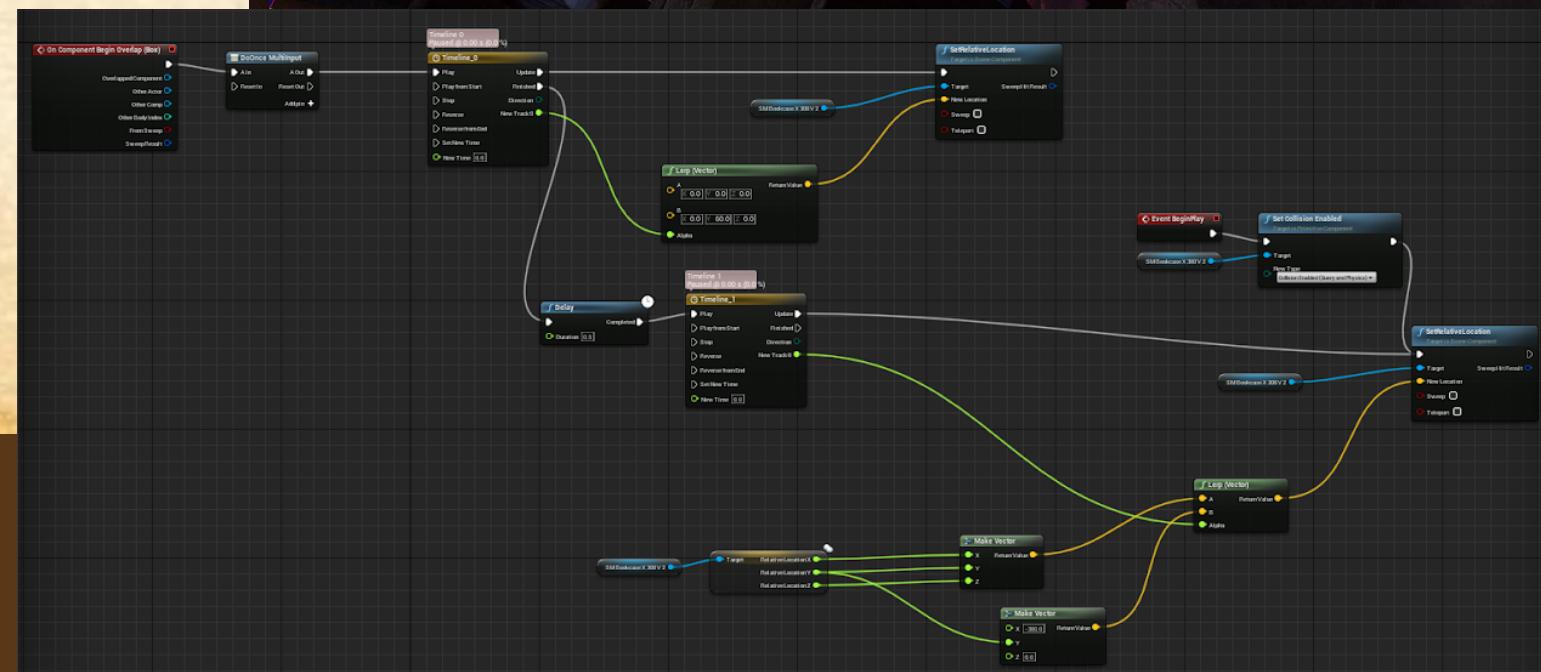


Moving Bookcase

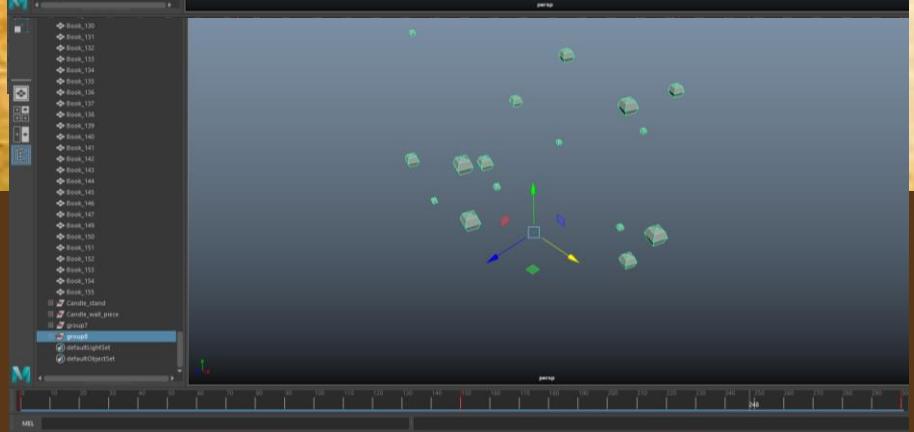
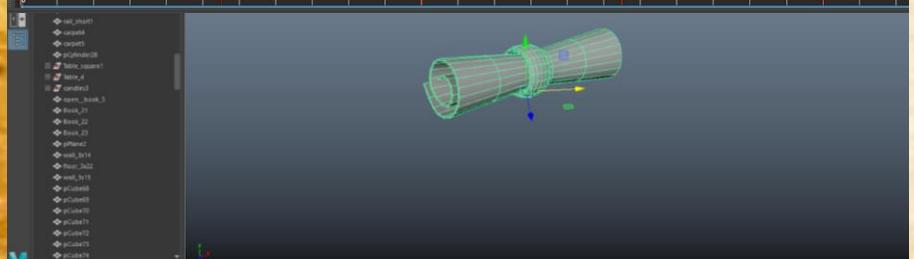
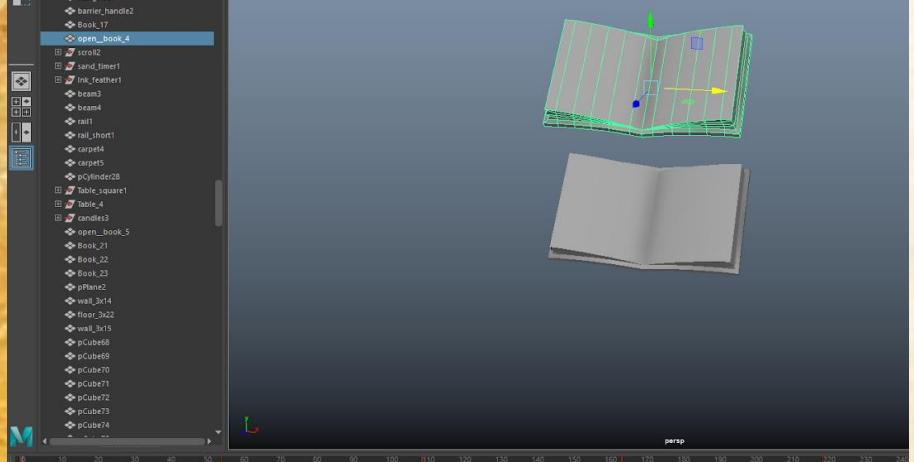


Bookcase and books single mesh
given two materials in Maya

Blueprint for moving bookcase,
two timelines as it moves back,
then to the side



Final adjustments



Animating in
Maya, bringing
to Unreal

Adding emissive
material



Final screenshots

