Milestone 1

The problem I am running into is I do not know specifically/can’t fully articulate what I want my environment/room to be physically. I do know, however, what I want a person to feel in that location. I’m also having a hard time articulating the feeling into words.

I have asked people to describe how they feel when they look at the mood board I created, and this is what I think is the most accurate to the feelings I wanted to create:

* Uneasy
* Intrigued
* Pensive
* “Angst but not anxious”
* Mesmerizing
* “I was feeling uneasy but not anxious. So like disoriented but embraced still”
* Dread
* Uncertainty
* Loneliness
* Disassociation

The best I can describe in my own words is the feeling of being in a place where you don’t belong (but it’s not inherently hostile), being alone but not feeling alone. From the feedback I was given my favorite is “disoriented but embraced” because I do want to create something that draws you in when you don’t necessarily want it to draw you in.

Since I am playing this a lot by a feeling it is a very fluid project. I will work to create the feeling in an indoor environment with an abandoned feeling to it. A lot of models in the scene can be reused in multiple places too not everything has to be unique.

Assets that I know will be included:

* Eyes
  + This isn’t necessarily an asset, but it is a major motif of mine and adds to the feeling I am going for. Mostly it’ll be eyes incorporated with another object.
* Candles – used
  + Similar to the ones in the mood board
* Tiles
* Specimin jars
* Books – old
* Bugs/small critters
* Relatively ornate structures

This is a fluid list – I’ll be playing by ear a lot but these were some big things in my mood board so it’s a starting point

Keeping uniformly:

Everything is working together to create this feeling, so all the objects fit together to create that with a few of them that feel like they just…don’t belong but that is done purposely. Standard naming system using camelCase and short distinct names.

Scope:

Did I over scope? Oh probably (it wouldn’t be something I made if I didn’t) because of the possibility of my over scoping it is why I am trying to keep everything fluid so I don’t risk burnout, but I believe I will be able to complete the overall feeling I want if not the niche details.

Schedules:

* Week 10
  + Work on creating sketches for models
  + Narrow on assets to include and the environment
* Week 11 - 13
  + Modeling sketches
  + Work on UV maps while modeling
  + Look into free textures
* Week 14
  + Work on texturing each model
  + Start putting stuff in unity
* Week 15
  + Finalize putting everything in unity