

# **CT6122 Evaluation**

Looking back at the beginning of this module my portfolio consisted of only high poly / detail characters and props, with little to no stylised environments. The chosen concept art was a stylised fantasy environment as it was vastly different to anything I had worked on in my time studying games design. I felt that this piece was beneficial to me as I would to pursue environment / level design in the future which gives me an effective opportunity to build up my skills.

Admittedly, I was not very confident with my abilities to create a stylised environment due to my lack of experience and knowledge. Though, I remained determined to push myself out of my comfort zone in order to develop my skills as a level designer.

Throughout this assignment I feel as though my skills have improved drastically. Additionally, I have learned a lot about how to make comic / sketch textures and art styles, and how to make a 3D model look nice without the use of high – poly modelling and baking. On reflection, my skills have improved vastly as a result of the variety of tutorials I followed as well as exploring different features in familiar software that I have not really delved into before. The main area that I feel I have progressed in the most is baking low / high poly meshes onto other low poly meshes and utilising the mesh maps efficiently and effectively to achieve a high standard result that is semi-professional and doesn't feel rushed.

In the future there are definitely a few things in this process that I would do differently, for example: I would try to paint the lighting by hand directly onto the texture maps through Adobe Photoshop as this gives the model a different feel. This was a method I tried briefly but did not deem as being worth while. However, in retrospect I would like to give it another try. Another approach that I would take in the future will be focusing more on baking animations and making sure that they export into other software such as Unreal Engine 5 and sketchfab.

In conclusion, I feel that this experience was incredibly beneficial to my portfolio and general skillset as a game designer. This is because it has allowed me to become even more confident and comfortable in various software such as Adobe Substance Painter, Photoshop, 3ds max and Unreal Engine. Overall, I am very happy with the outcome of this model and believe that it is an accurate reflection of my current abilities.

Furthermore, I believe that through engaging in this module it has vastly increased the variety in my portfolio and will improve my chances of succeeding in the industry.