

# 3D Final Project Write-Up

**Group Members:** Beau Marwaha, Nick Federico, Dezmon Gilbert

## **Description:**

Our project will be a snowy winter viking village. It will include a dock with a viking ship, a fenced off viking village, a mountainous surrounding area and paths connecting it all.

## **Asset List/Assignments:**

### **Beau:**

- viking Longboat (If time make more than one)
- wooden dock
- snowy Trees
- viking banner (Will be animated)
- wooden torches

### **Dez:**

- viking Side Houses
- wooden short fence
- wooden tall perimeter fence
- wooden gate
- wood chairs
- wooden tables

### **Nick:**

- viking Main House (will be able to enter)
- viking Normal Axe
- viking Double-sided axe
- viking Shield
- viking Sword (Model already done just retexture)
- wooden weapon rack

## **Communication/File storage:**

Text, Google drive to share file, email

## **Uniformity Info:**

Maya:

- Use meters for units

Naming:

- Same as what we've done in class

Style:

- Dark and gritty

- Color Palette:

<https://color.adobe.com/create/color-wheel/?base=2&rule=Custom&selected=0&name=My%20Color%20Theme&mode=rgb&rgbvalues=0.22109305601974624,0.2578241903212826,0.44,0.37,0.24382981767512435,0.1815596409558501,0.35342995207499406,0.35949533432532066,0.36,0.7705215596434476,0.8,0.7706713414035002,0.22683580752062643,0.38,0.17411597381352623&swatchOrder=0,1,2,3,4>

### **Internal Group Problem Solutions:**

-Talk it over with the person/people in person at a meeting

### **Scope:**

We feel this project is a good size and scope for the final project and everything should be able to be completed as long as we stick to the deadlines

### **Schedules:**

- Have part 1 (plan/map/graybox unity thing) done by Nov 8th
- Have big model and one side model each done by Nov. 17th
- Have all other models done by Nov. 22nd
- Have all UVs done by Nov.29th
- Have all textures applied by Dec.6th
- Have all additional components in by Dec. 13th
- Have project completed and turned in on Dec. 14th

### **Expectations:**

For this project we hope to have a completed Viking village. If we have extra time the plan is to add additional viking ships and furniture for the houses

### **Uniqueness:**

We are including a varied landscape which includes a sea plain and mountainous area. We are also trying to replicate a Norse Viking theme in our project.

### **Animated Part Info:**

Our animated model will be a Viking banner/flag that will flow in the wind

### **Additional Components:**

We will also be trying to include Unity water for the sea/misc puddles and fire for the torches