

Applied Principles: Game Art

Part 1: Reference Images and Blockouts
Cas Hancock

Moodboard / Inspiration

<https://www.pinterest.com/pannaBearry/game-art-project/>



Reference



[https://www.mlive.com/life/2020/05/1929-michigan-mansion-has-2-story-library-w
ith-sistine-chapel-like-painted-mural-ceiling-475m.html](https://www.mlive.com/life/2020/05/1929-michigan-mansion-has-2-story-library-with-sistine-chapel-like-painted-mural-ceiling-475m.html)

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Modular Pieces

Modular Assets

- Flooring
- Carpet
- Ceiling
- Bookshelves
- Books
- Knicknacks
- Couches
- Chairs
- Tables
- Railings
- Windows
- Doors

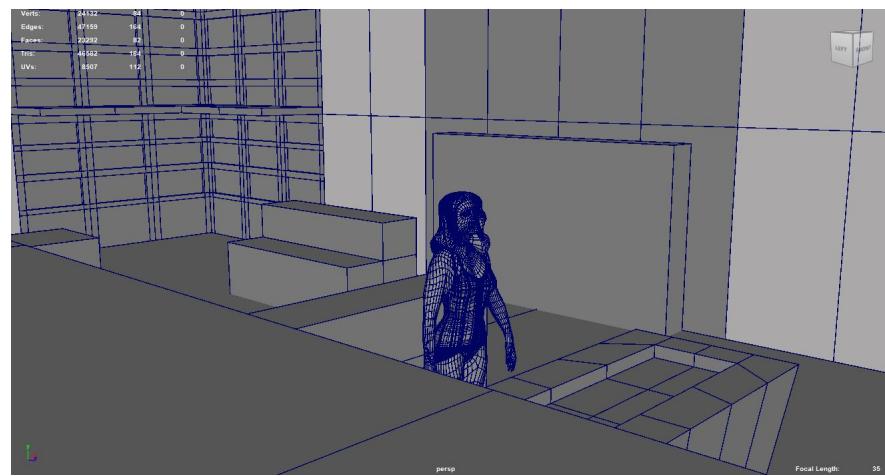
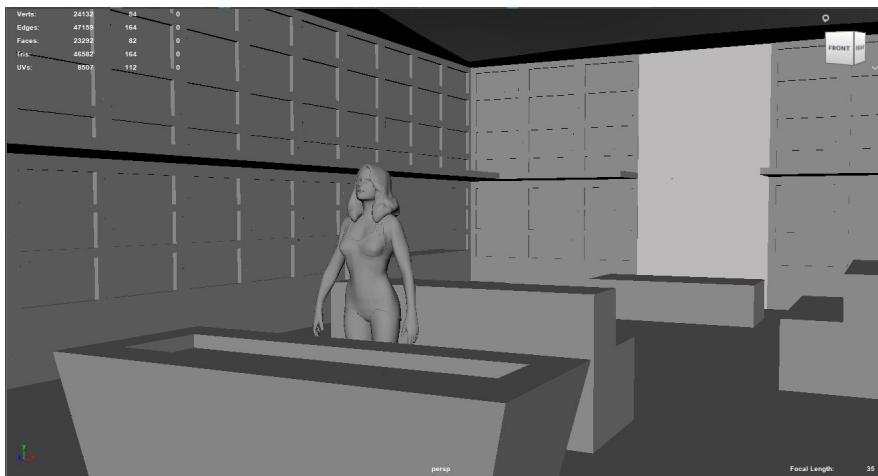
Hero

- Pool Table
- Fireplace
- Chandeliers

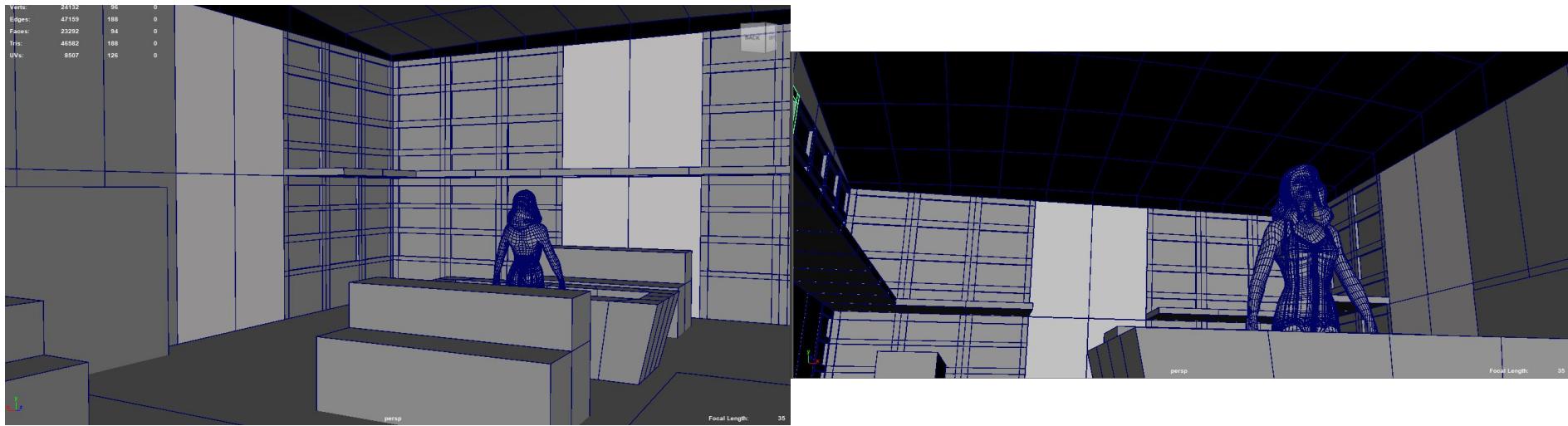
References



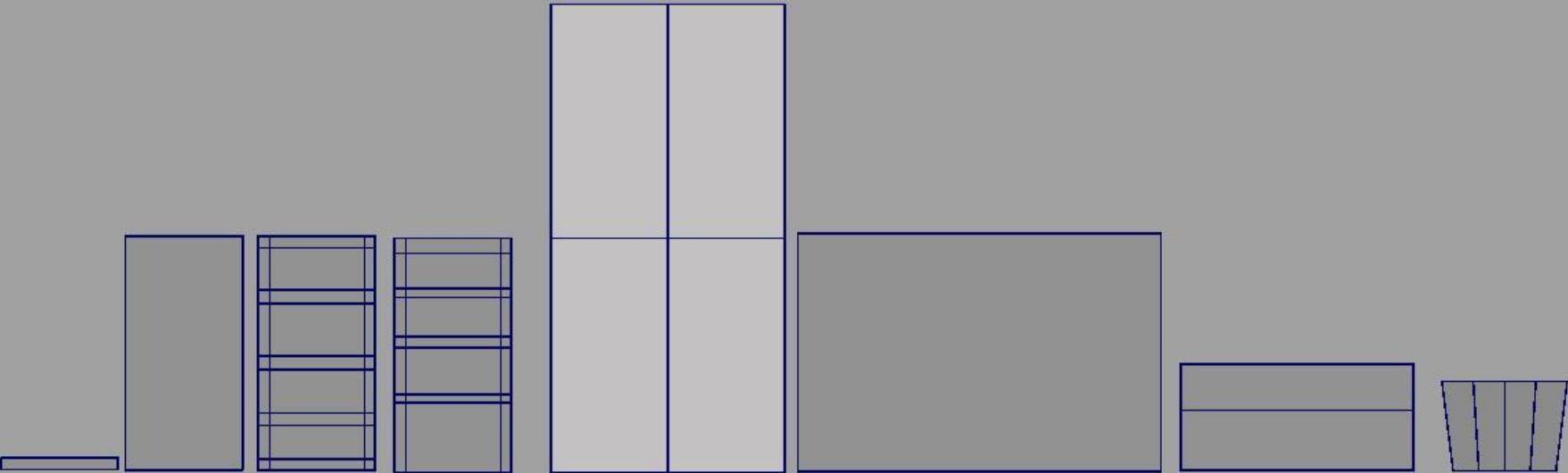
Maya Blocking



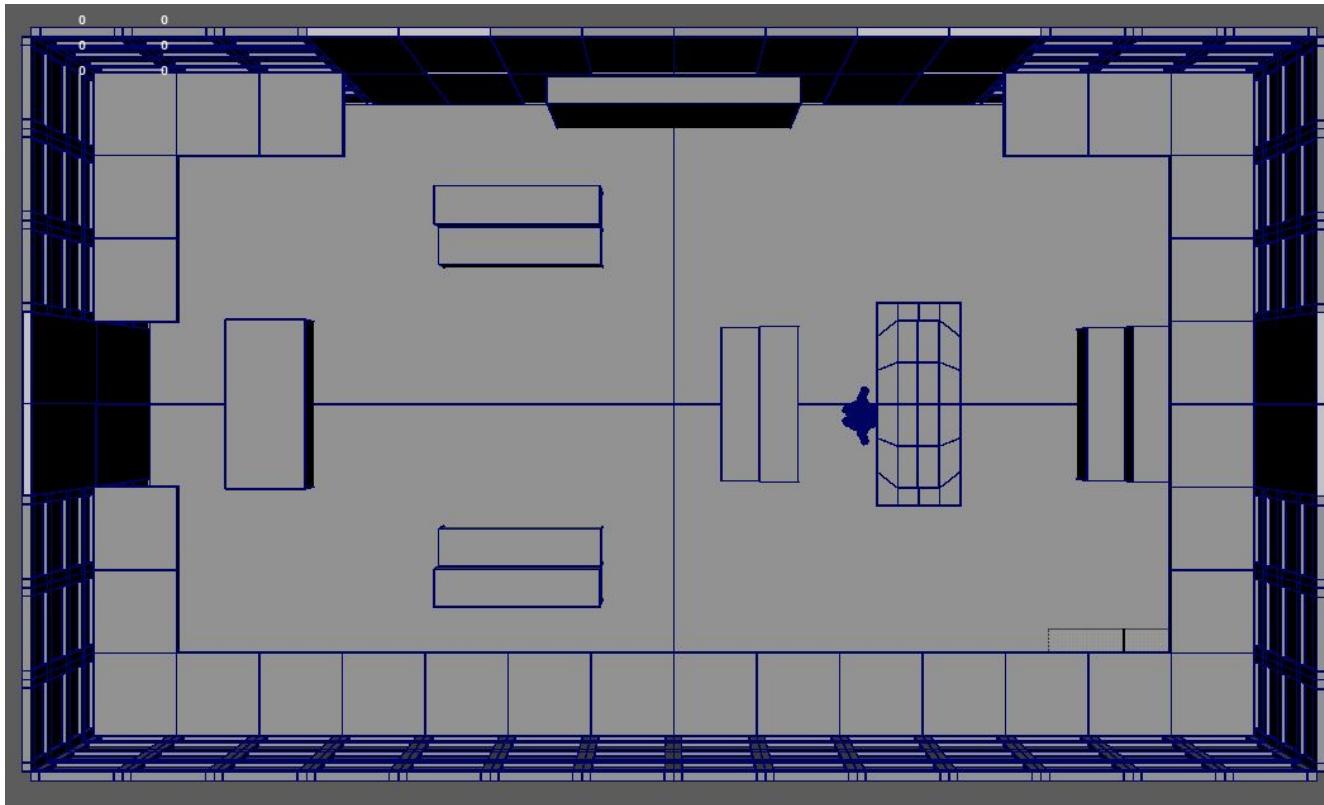
Maya Blocking



Maya Blocking



Maya Blocking



Applied Principles: Game Art

Part 2: Block-Model Test
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Reference



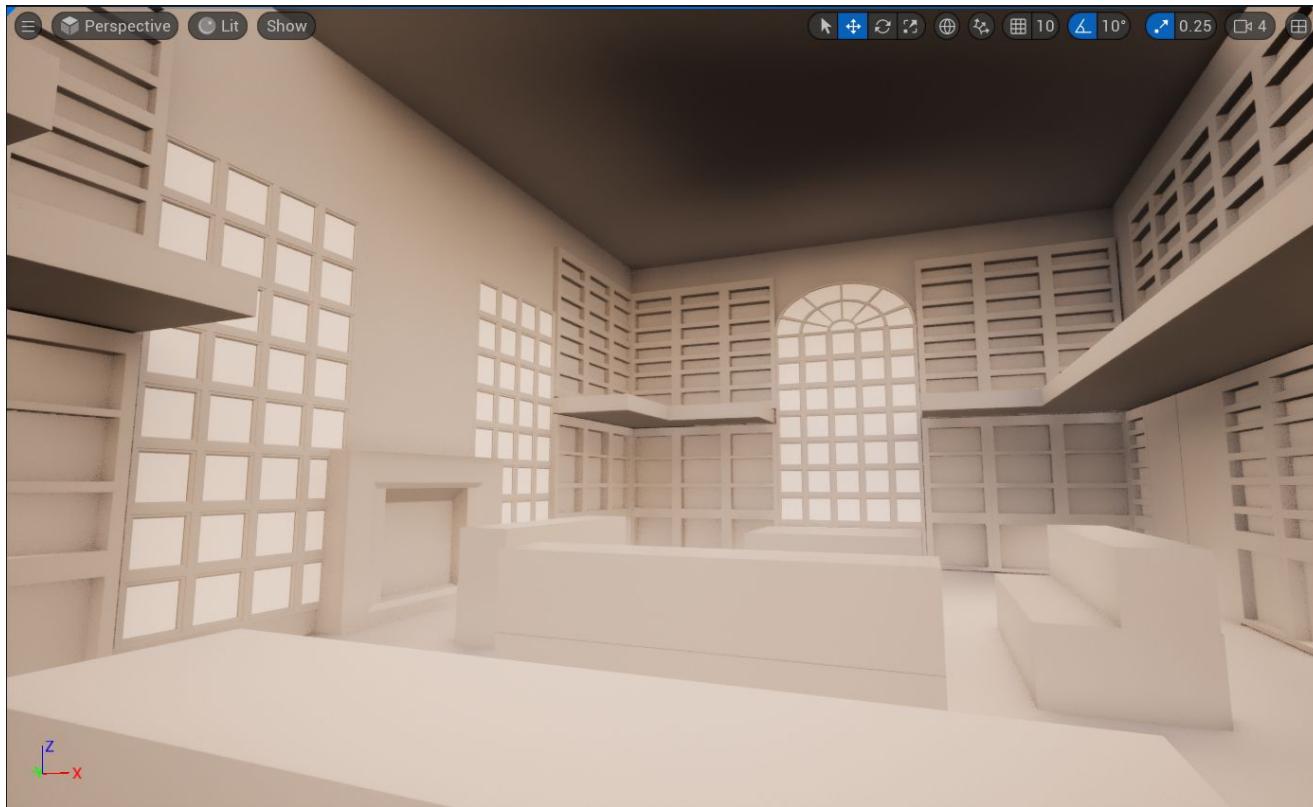
[https://www.mlive.com/life/2020/05/1929-michigan-mansion-has-2-story-library-w
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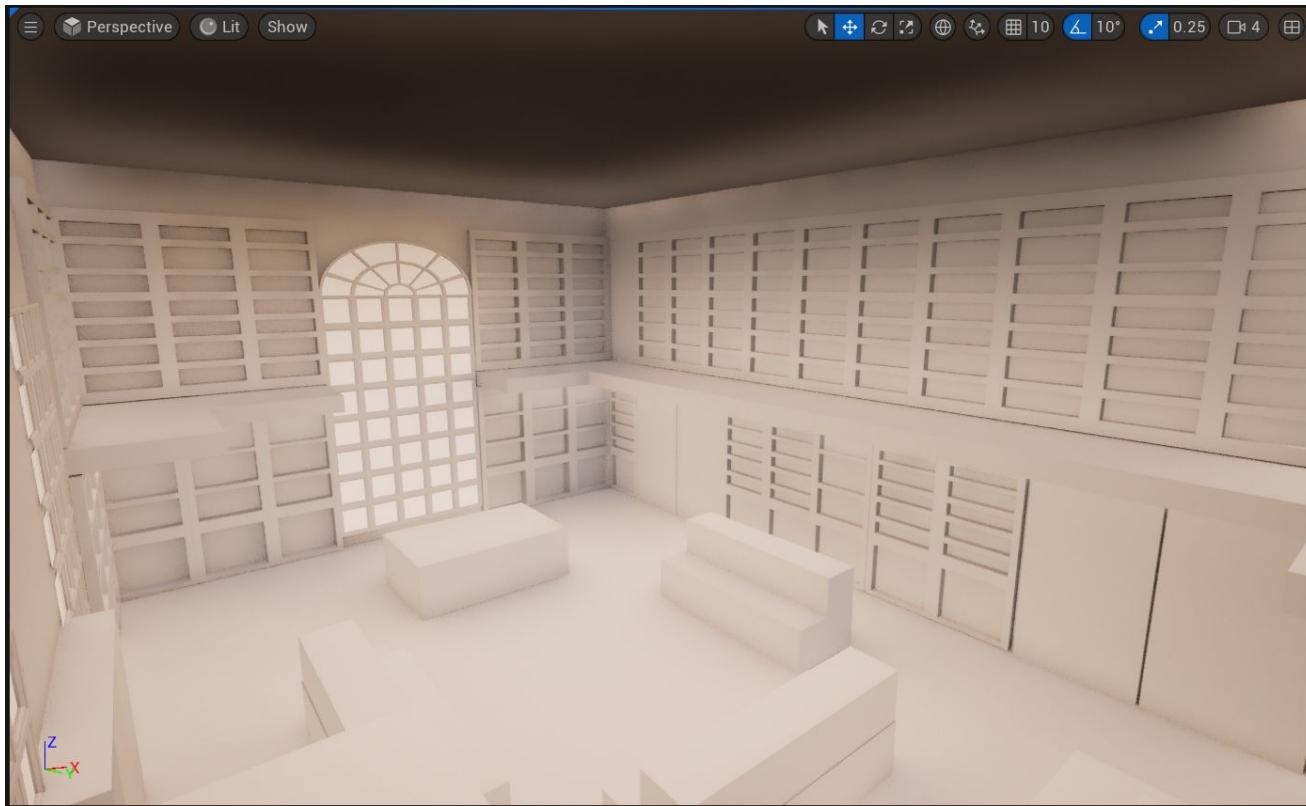


<https://www.mlive.com/life/2020/05/1929-michigan-mansion-has-2-story-library-with-sistine-chapel-like-painted-mural-ceiling-475m.html>

Unreal Blocking



Unreal Blocking



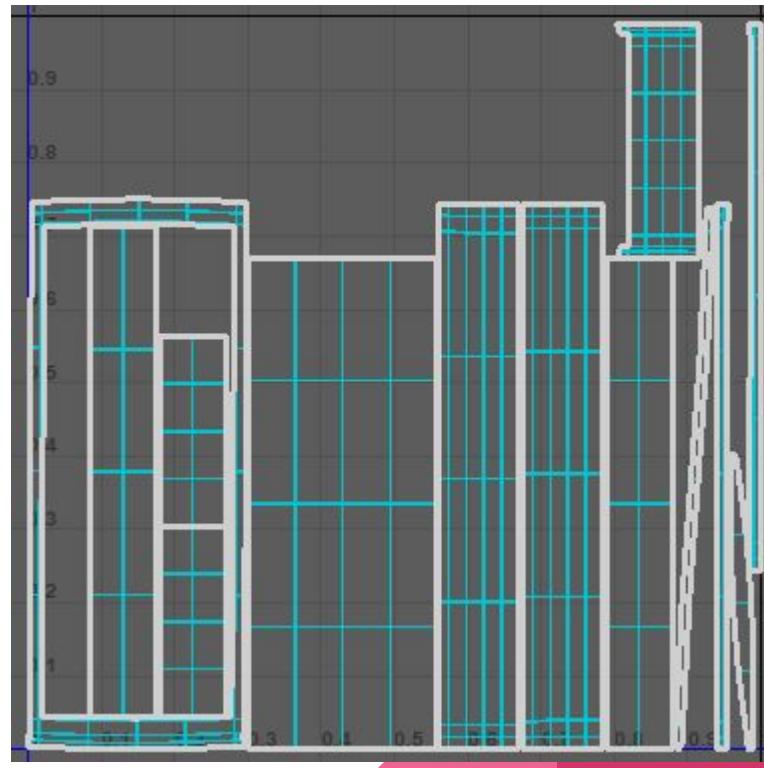
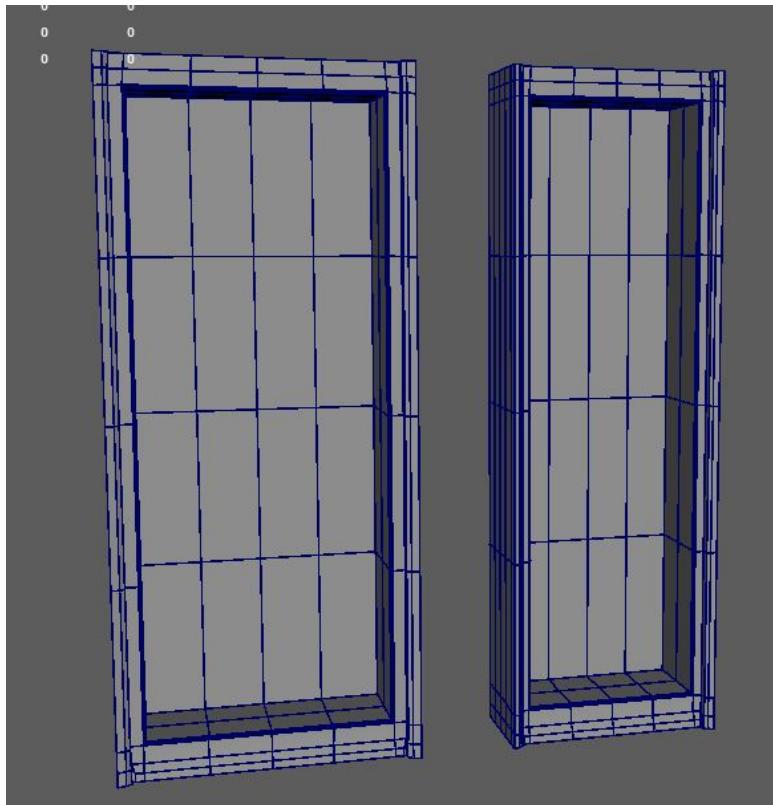
Unreal Blocking



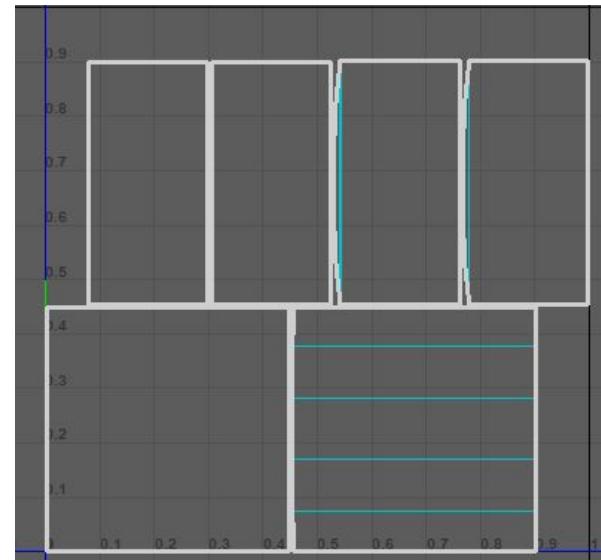
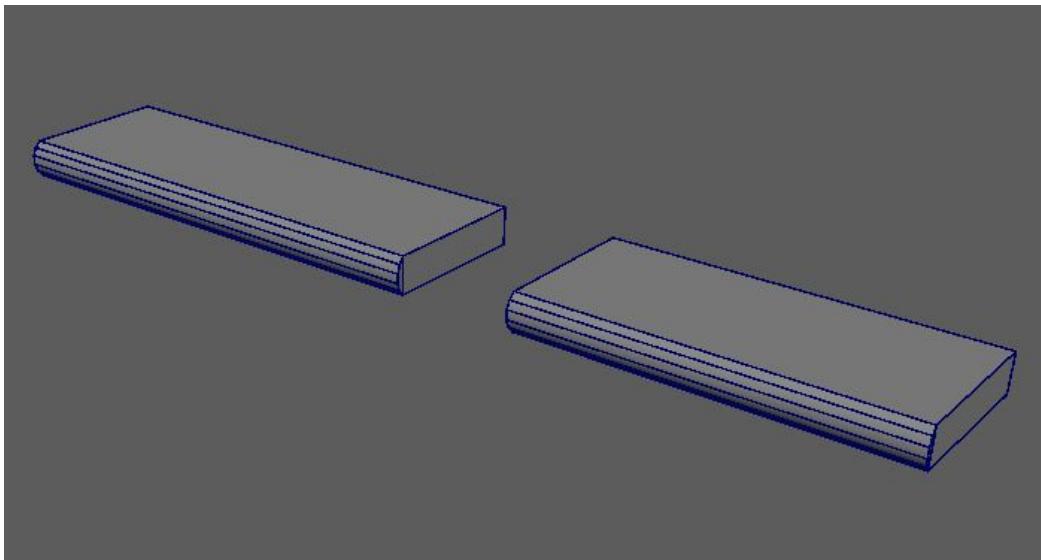
Applied Principles: Game Art

Part 3 - Modular Components and Hero Asset
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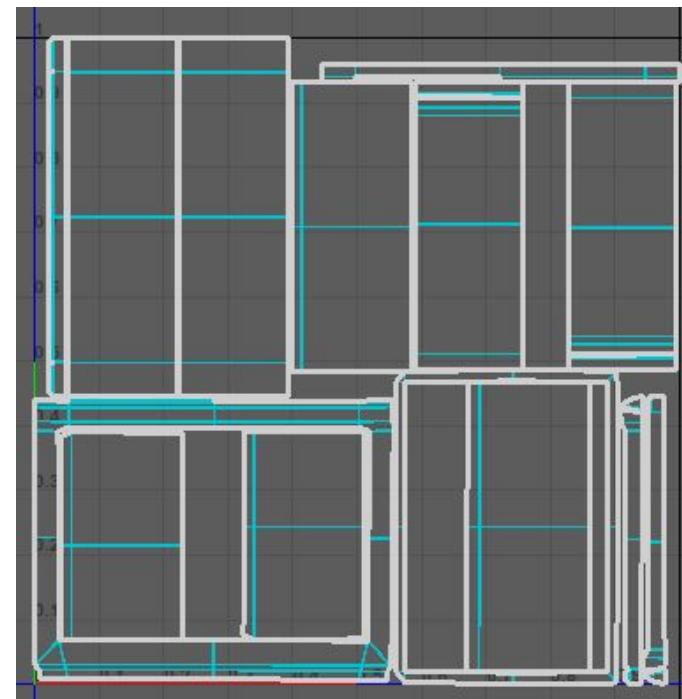
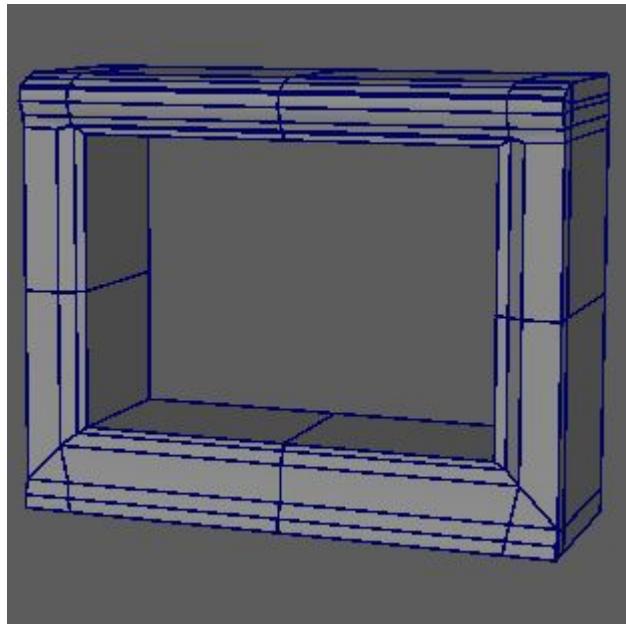
Modular Assets - Bookshelves



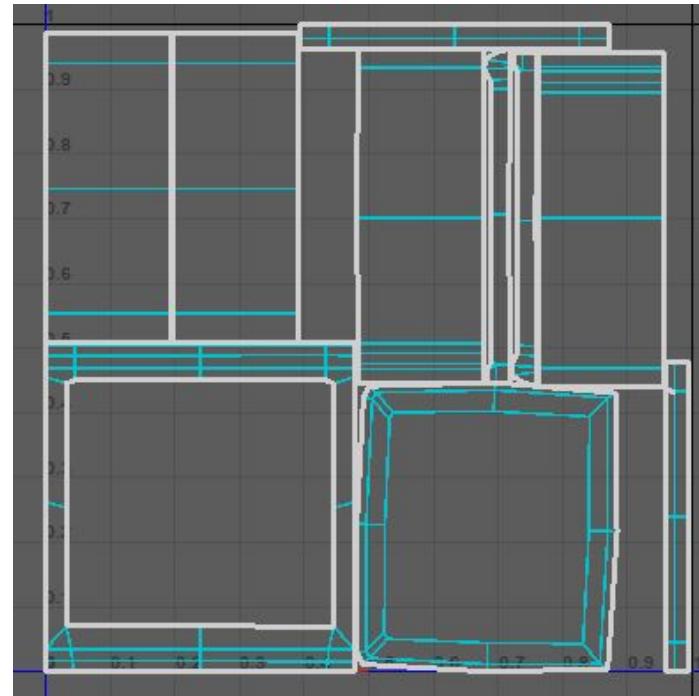
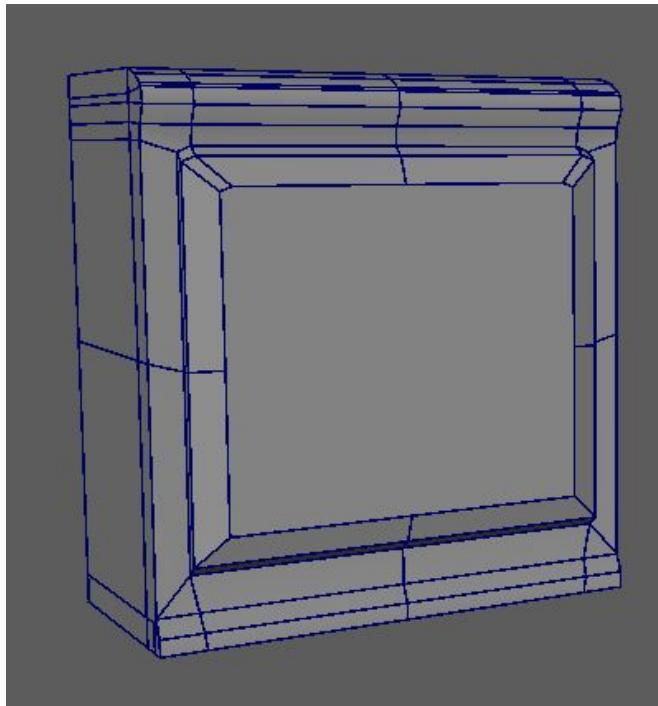
Modular Assets - Bookshelf Shelves



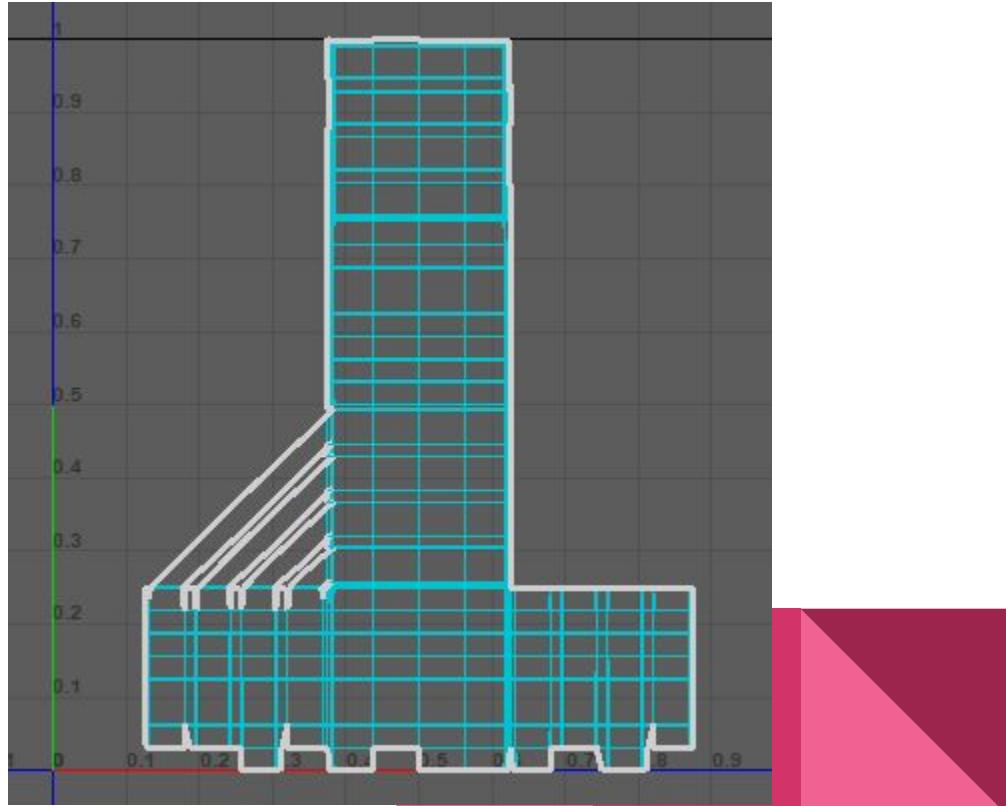
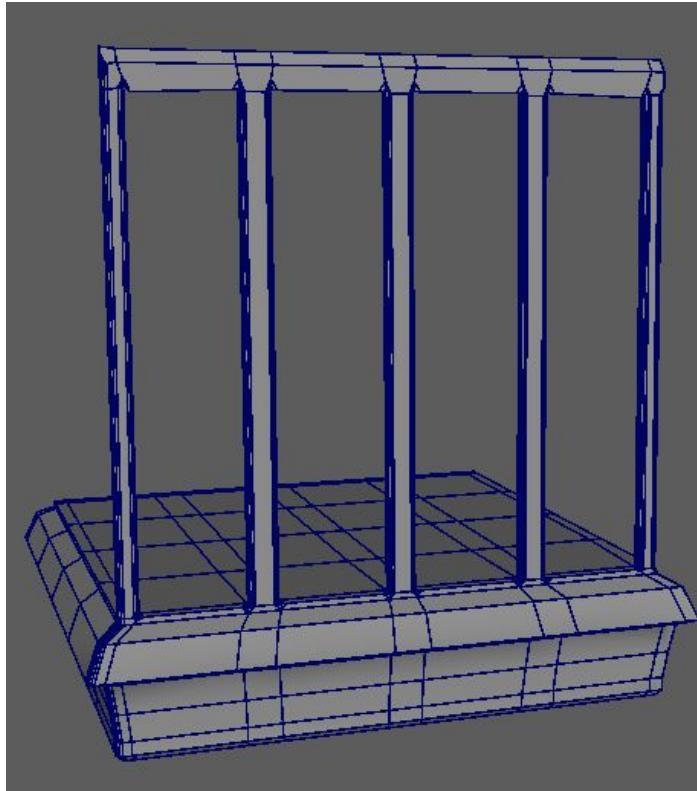
Modular Assets - Wide Shelf Base



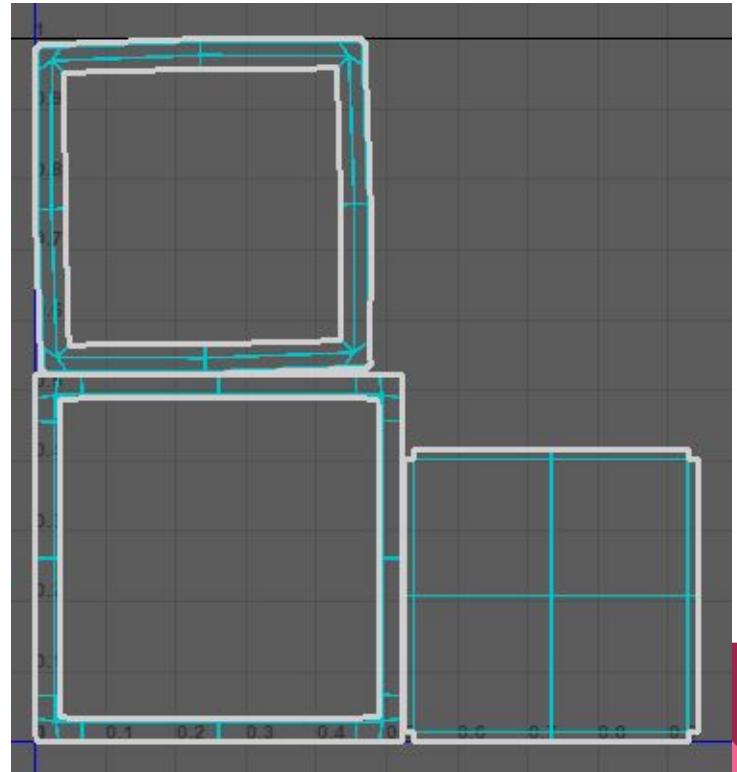
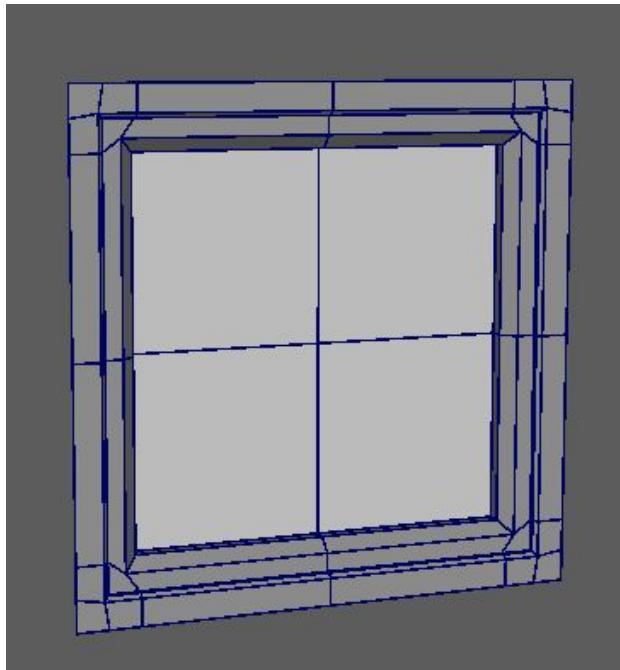
Modular Assets - Skinny Shelf Base



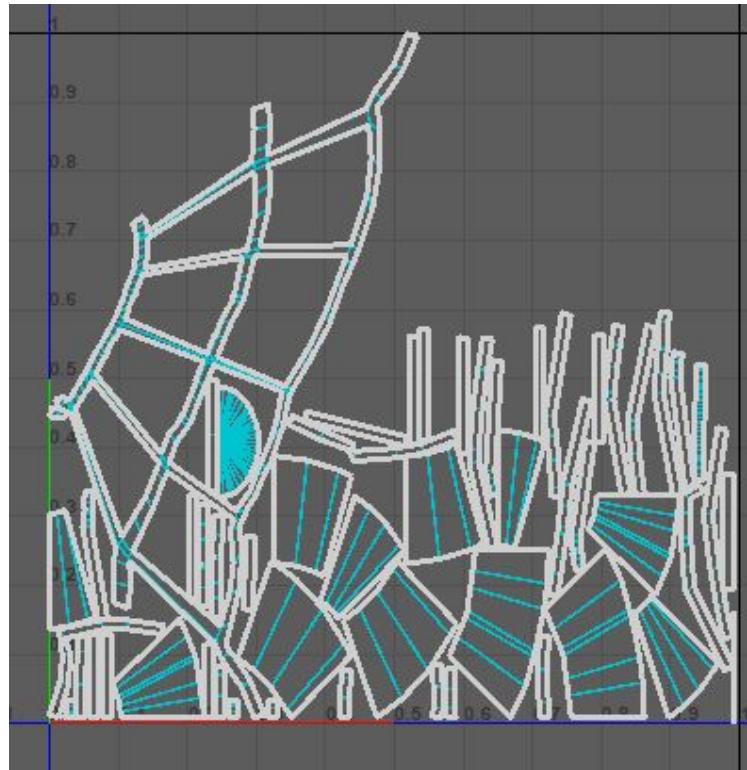
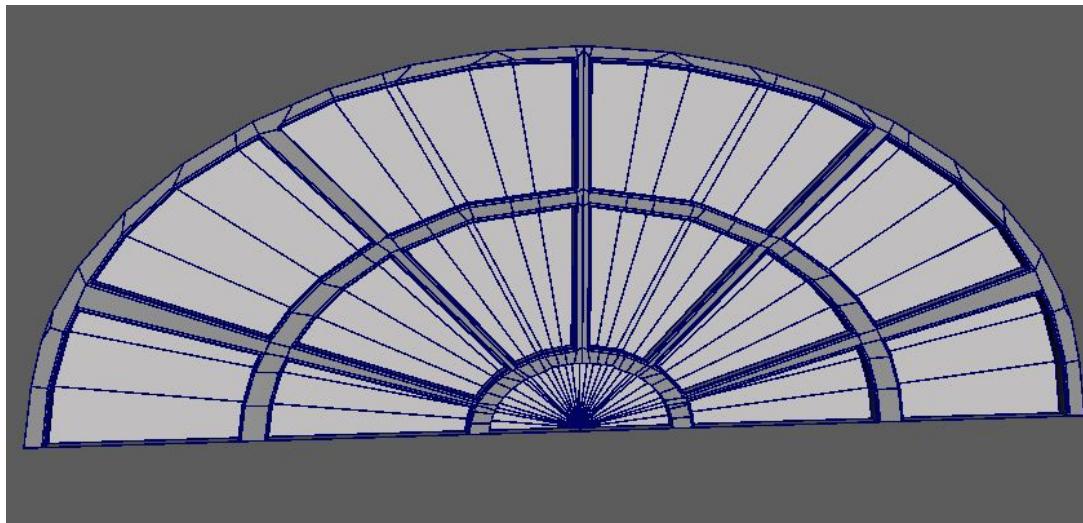
Modular Assets - Walkways



Modular Assets - Window Pane



Modular Assets - Window Top

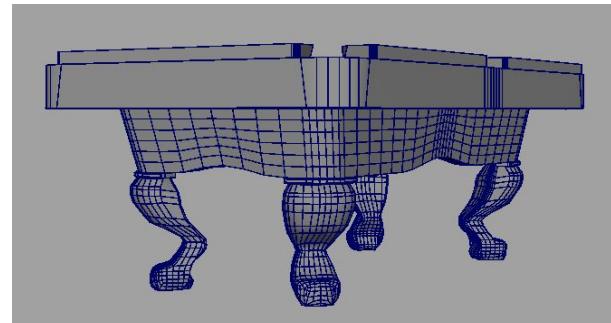
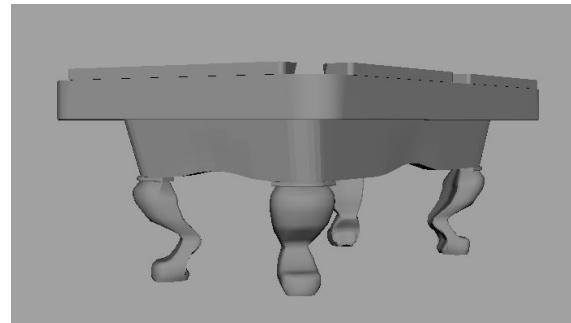
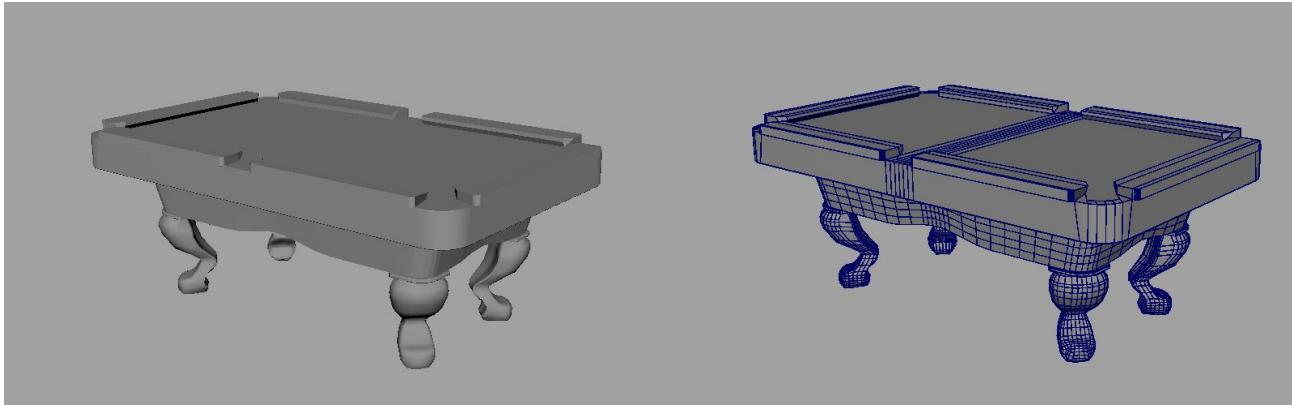


Hero Asset References



https://www.amazon.com/EastPoint-Sports-1-1-32167-AA001D-Burgundy-Masterton/dp/B0CCK8LF8Q/ref=sr_1_4?crid=HQS55KG46OOT&keywords=pool%2Btable&qid=1707311005&s=sporting-goods&sprefix=pool%2Btab%2Csporting%2C140&sr=1-4&th=1

Hero Asset WIP



Modular Assets - WIPs

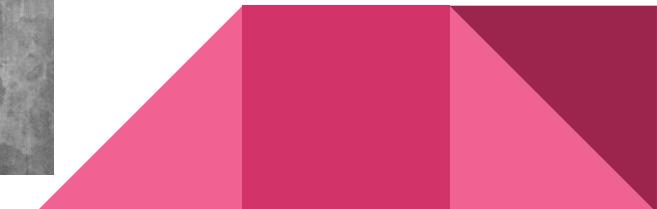
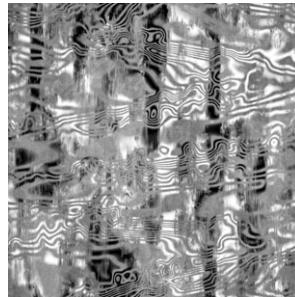
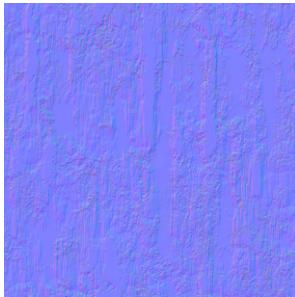
These elements are taking longer than expected due to their complexity

- Couch
- Fireplace
- Hanging/Wall Lights

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Part 4 - Normal Maps and Materials
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Wood Shelf Texture



Applied Principles: Game Art

Part 6 - 3D Scene, Early Phases
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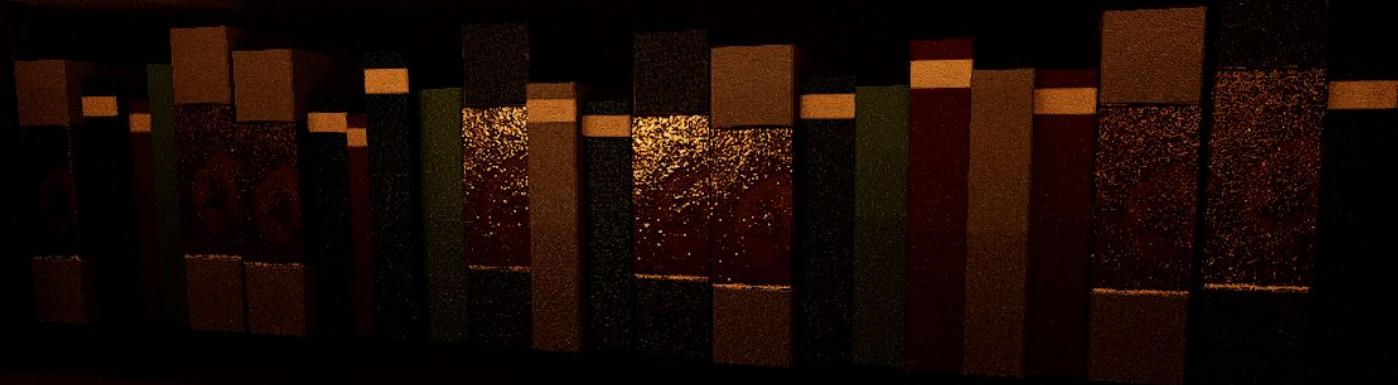
Applied Principles: Game Art

Part 7 - 3D Scene, Mid Phases
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Applied Principles: Game Art

Part 8 - Final Project
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Pool Table



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