

Saad's Project diary:

Below is a summary of what I have done every week leading up to the submission.

Render:

Week 2:

- We held a group meeting before class to hold a topic discussion. During the meeting, we discussed which objects we'd focus on and the overall theme we wanted. Initially, we thought of a restaurant scene but decided it to change it on later to machine guns.
- Organised the GitHub repository and helped organise it according to the structure given in the coursework documents.

Week 3:

- Researched blender tutorials to learn how to navigate around the world.
- Discussed scene with group mates and decided on melee weapons as our theme.
- Made a sketch of a initial design of my weapon. Which was the hammer.

Week 4:

- Discussed our theme further and decided it would be viking themed and my object would be a viking hammer.
- Started learning to create models in blender using mainly youtube videos.
- Created a blender skeletal structure for the hammer just like in the sketch before.

Week 5:

- I had to delete the hammer skeleton, since it was not looking the way I wanted, and restarted the modelling process from scratch.
- To make the hammer I started off using a cube and applying sub-division modifiers to it. Then used beveling to give it a more of a hammer shape. Later I used multiple other objects to give more detailing on the hammer block.

- I then discovered the use of the boolean modifier which could put engravings on the model. I used the text tool to add text written in Norse which I could then convert to a mesh and then use boolean modifier to engrave them on to the hammer.
- I then made a handle and a metal cup below the hammer by using a cylinder and the extrude and scaling tools to give them shape.
- Looked at YouTube videos to learn how to make textures on objects.
- Added Scratchy texture look to the hammer using Voronoi textures and bump nodes to it.

Week 6:

- Started work on side objects such as the barrel, helmet and arrows. Made them by using loop cuts, extrude & scaling tools.
- Gave all of them a rough texture by using bump nodes and giving them a color ramp to create a more authentic look.
- Recorded the final render explanation video.

Animation

Week 7:

- Imported my objects - hammer, helmet, barrels and arrows into Unreal. Upon that I noticed that the items had been broken. The objects were see through.
- I then fixed the issues by making the respective materials of the objects into two-sided.
- Added remaining textures and materials to the objects.
- Started working on animations.

Week 8:

- Made the Hammer animation- made the hammer move around multiple axis inside the shed.
- Finalized our whole group animation scene.

- Recorded the explanation videos for the animations

Weightage:

Saad(me) : 100%

Areej: 100%

Imaad: 100%

Total: 300%