

## Entrega 02: Dust II



# Índex

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## Descripció

La intenció del treball era reconvertir el mapa de *Dust II*, de *Counter Strike Source*, a una nau futurista amb un estil de ciència-ficció.

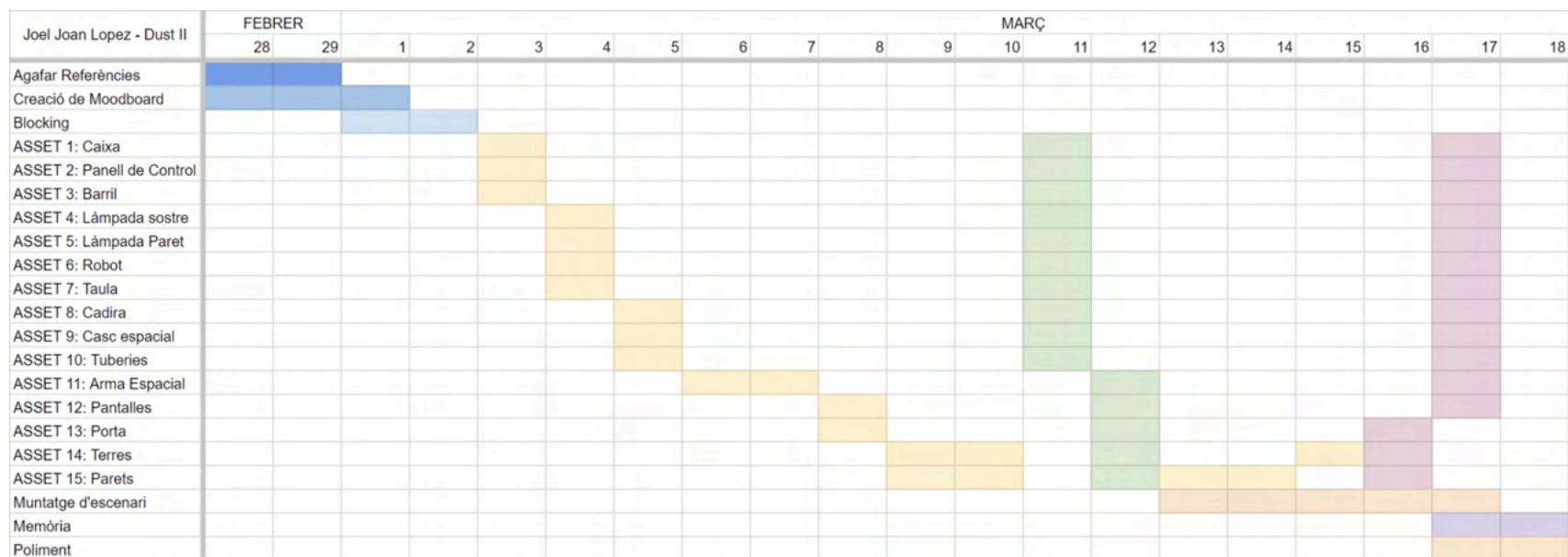
Les meves referències principals han estat *Alien Isolation* i *Star Wars*. Del joc *Alien Isolation* he volgut agafar la il·luminació, fent que sigui un mapa relativament fosc i generi incomoditat al jugador.

Per buscar els assets la meua primera font de referències ha estat Google imatges, buscant els assets que necessitava i guardant les imatges a Miro per crear un moodboard.

A l'hora de texturitzar he buscat crear un ambient molt net, però amb detalls que donin realisme als models 3D. Per això m'he basat molt en materials intel·ligents, ja que podia detallar coses com pols, desgast a les curvatures del model i petits detalls que influeixen a la il·luminació.

La gestió del projecte l'he fet a través de GitHub, per mantenir el control de versions del projecte així com poder controlar el seguiment de l'organigrama.

## Organigrama

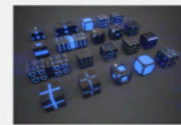
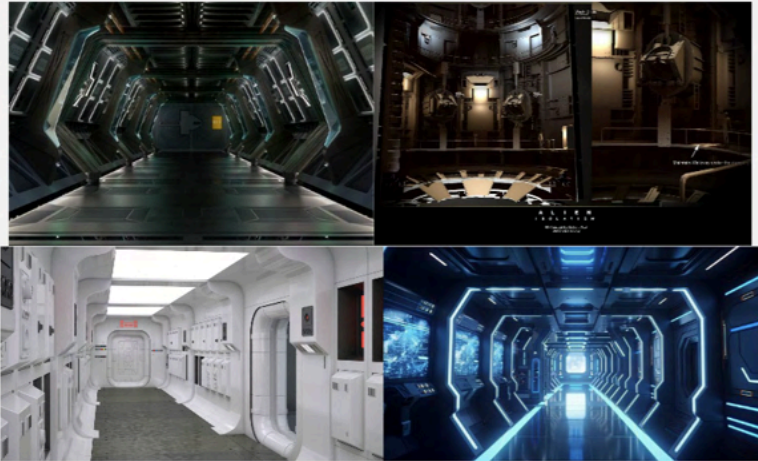


[Enllaç al recurs](#)

Llegenda pels assets	
	Modelatge
	UVs
	Textures

## Moodboard

Mapa



Calxa



Robot



Taula



Cadira



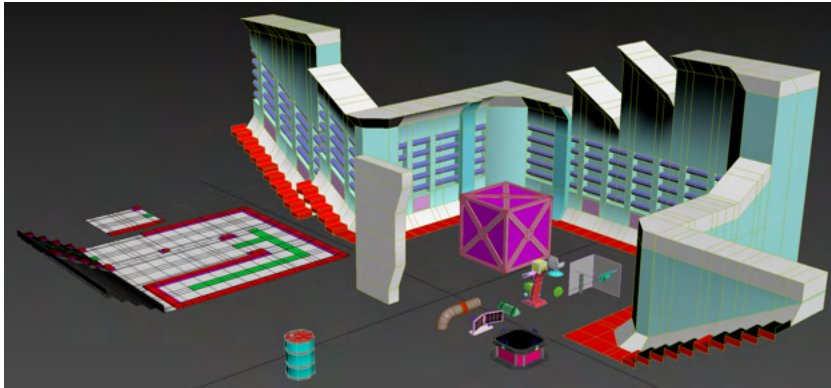
Casc



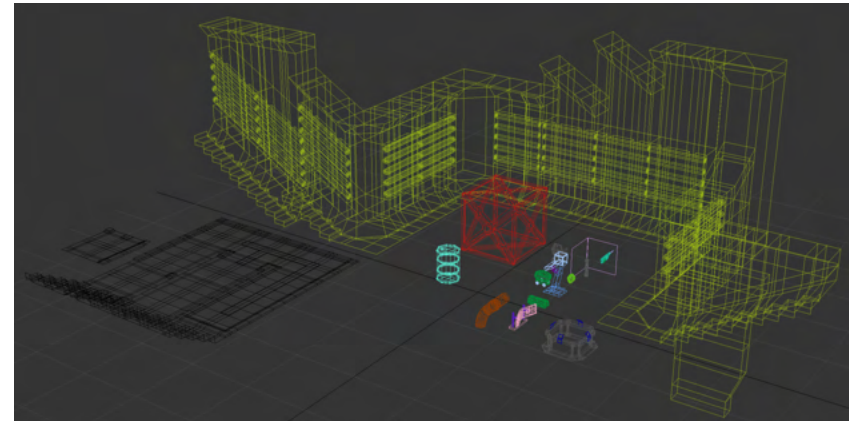
Armes

[Enllaç al recurs](#)

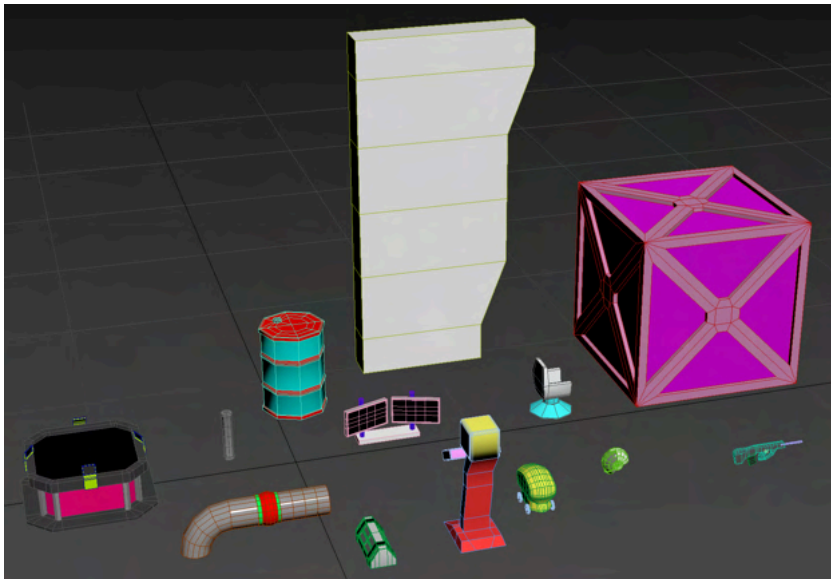
## Renders amb WireFrame



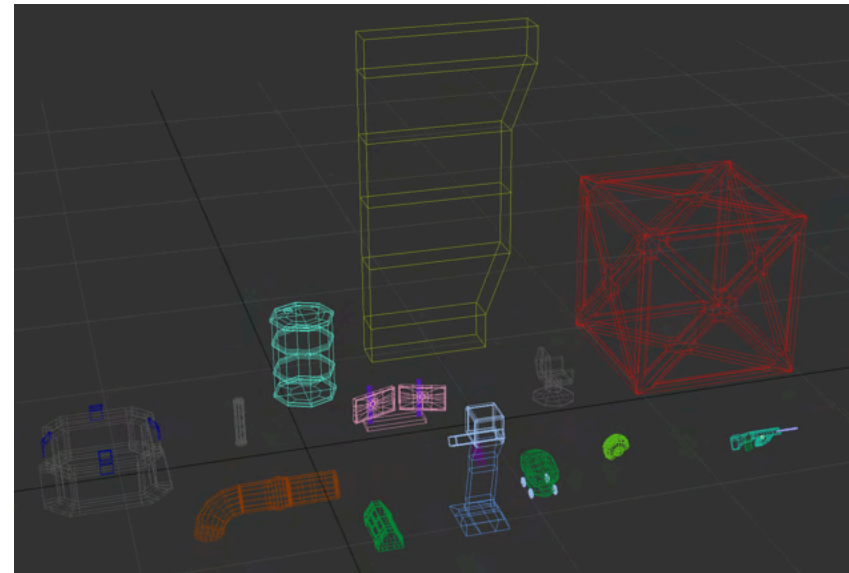
*Shading de totes les peces amb wireframe*



*Wireframe de totes les peces*



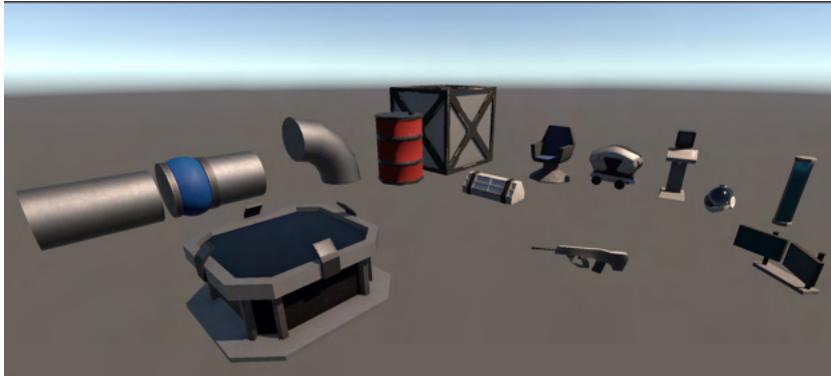
*Shading de les peces ocultant parets i terres amb wireframe*



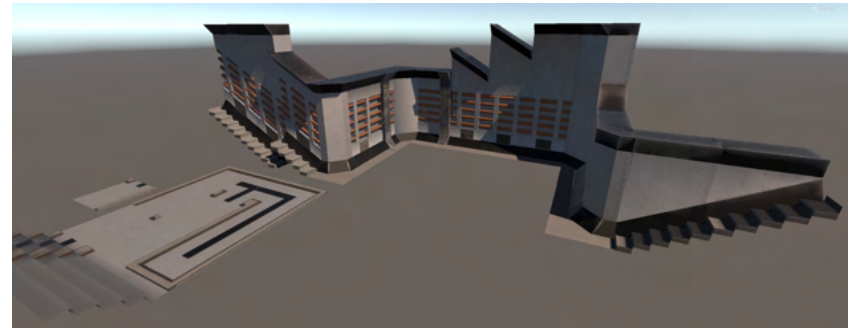
*Wireframe de les peces ocultant parets i terres*



## Renders amb Shading



*Objectes amb shaing i textures a Unity*

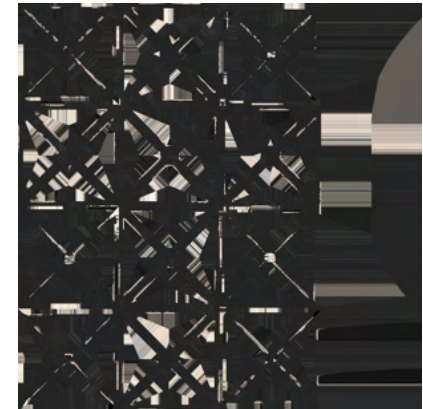
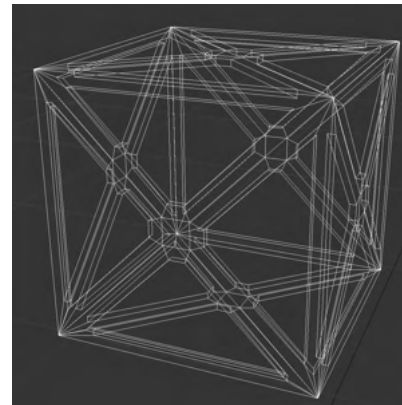
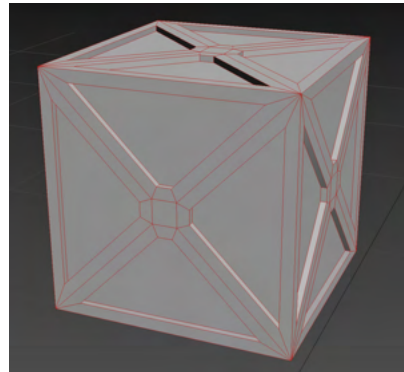
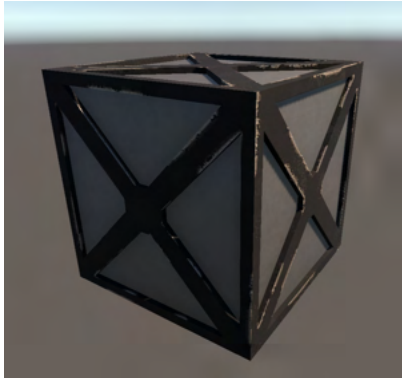


*Parets i terres amb shading i textures a unity*

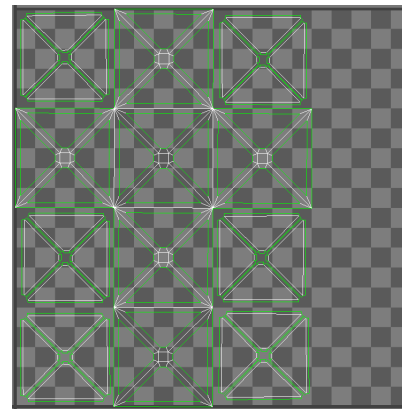
## UVs i Textures



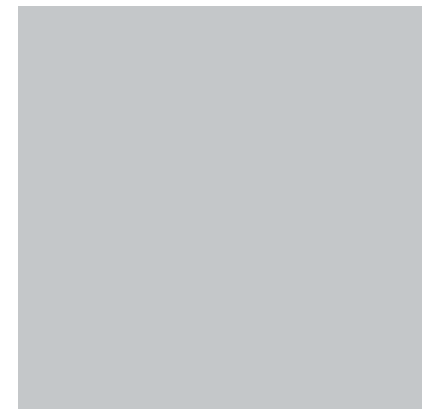
## Caixa



*Box\_BoxEdges\_AlbedoTransparency*



*UV Map*

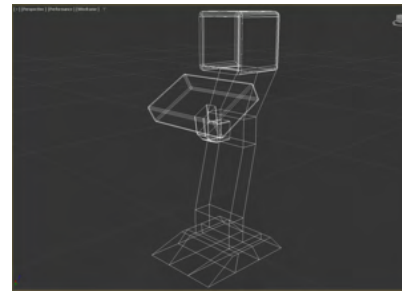
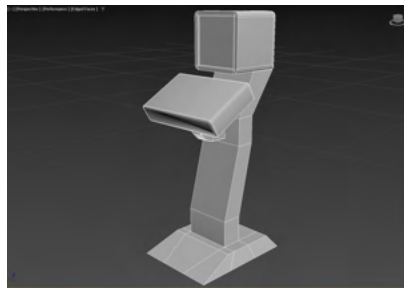
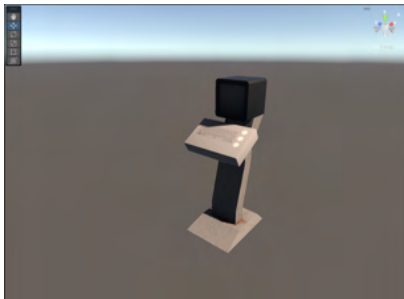


*Box\_BoxBase\_AlbedoTransparency*

### Info Tècnica:

- Tris: 444
- Materials: 2
- Textures: Albedo, Metallic, Normal
- Size 512

## Panell de Control

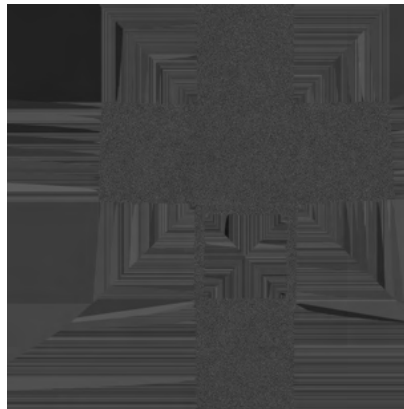


*ControlPanel\_ControlPanelkeyboard\_  
AlbedoTransparency*

### Info tècnica:

- Tris: 512
- Materials: 5
- Textures:  
Metallic,  
Emissive  
size: 512

Albedo,  
Normal,



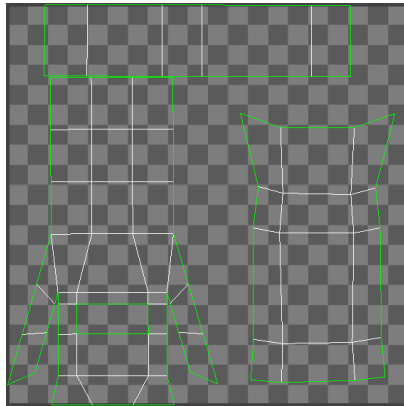
*ControlPanel\_ControlPanelScreenBo  
dy\_AlbedoTransparency*



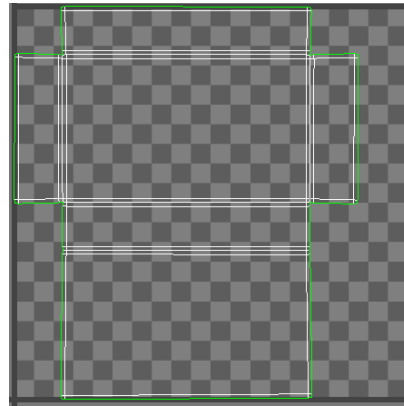
*ControlPanel\_ControlPanelFoot\_Albe  
doTransparency*



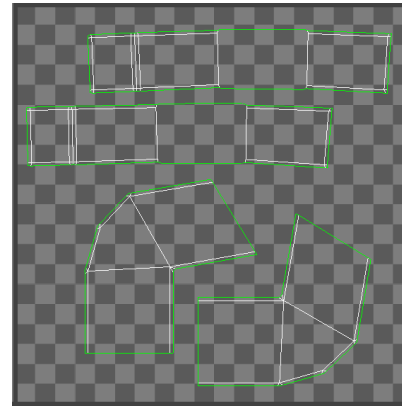
*ControlPanel\_ControlPanelSupport\_  
AlbedoTransparency*



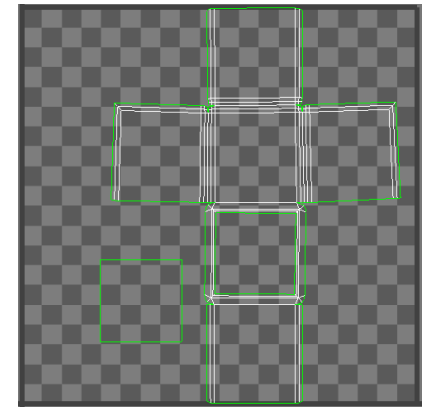
*ControlPanelFoot UV*



*ControlPanelKeyboard UV*

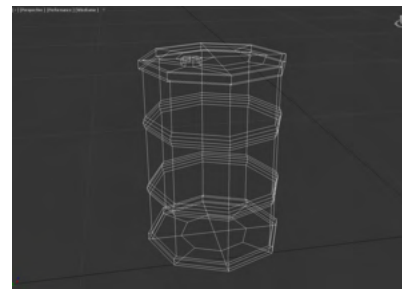
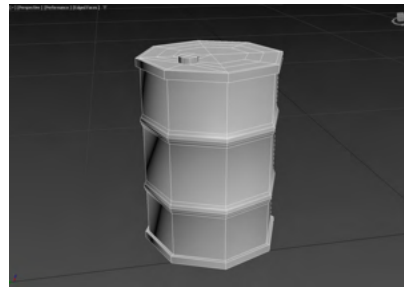
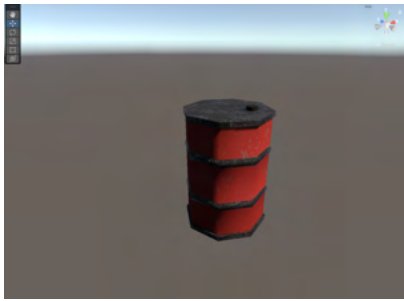


*ControlPanelSupport UV*

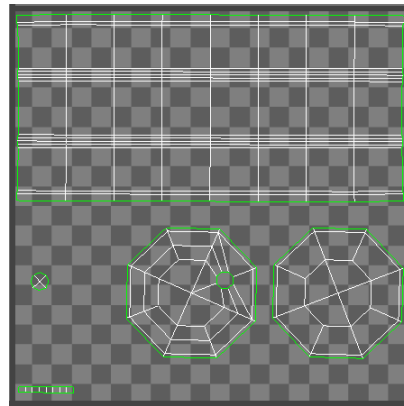


*ControlPanelScreenBody +  
ControlPanelScreen UV*

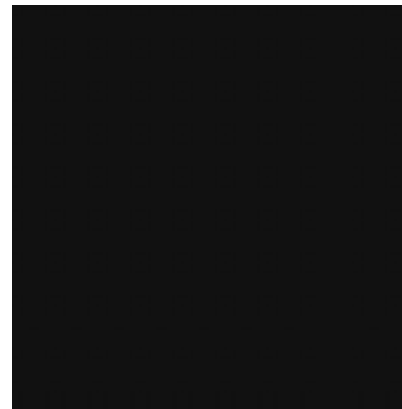
## Barril



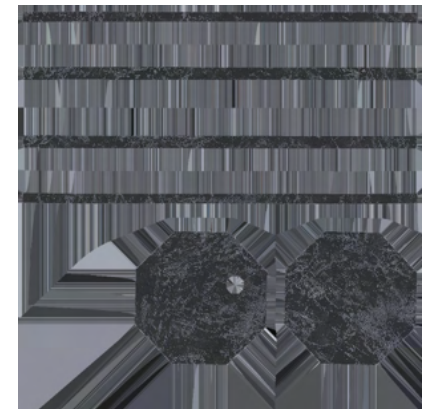
*Barrel\_BarrelBody\_AlbedoTransparency*



*Barrel UVs*



*Barrel\_BarrelCap\_AlbedoTransparency*

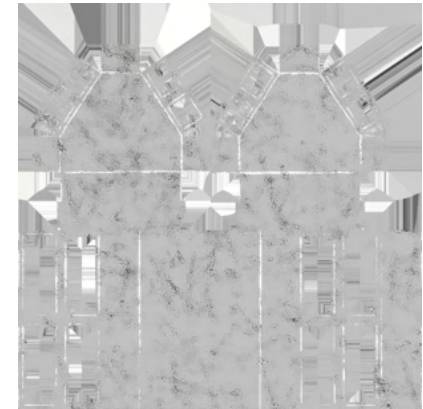
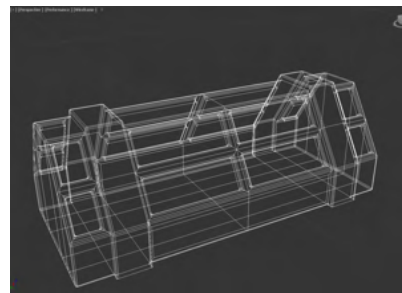
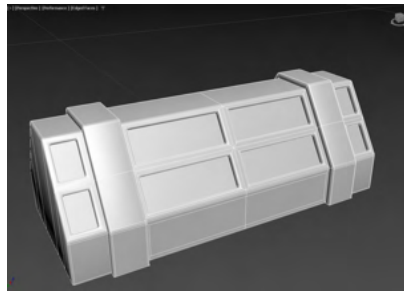


*Barrel\_BarrelDetails\_AlbedoTransparency*

### Info tècnica:

- Tris: 366
- Materials: 3
- Textures: Albedo, Metallic, Normal
- size: 512

## Làmpada de Sostre



*LampCeiling\_CeilingLampBody\_AlbedoTransparency*

### Info tècnica:

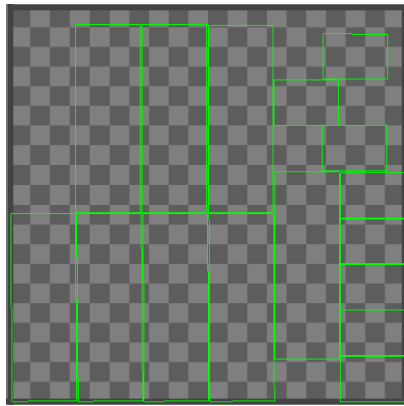
- Tris: 1972
- Materials: 3
- Textures: Albedo, Normal, Emissive
- size: 512



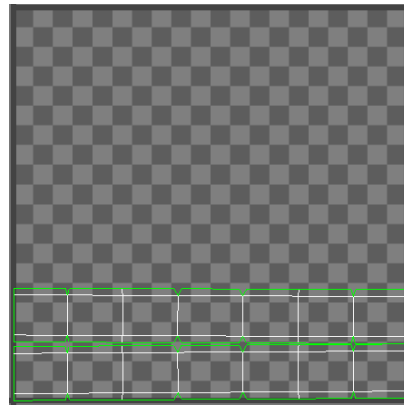
*LampCeiling\_CeilingLampSupport\_AlbedoTransparency*



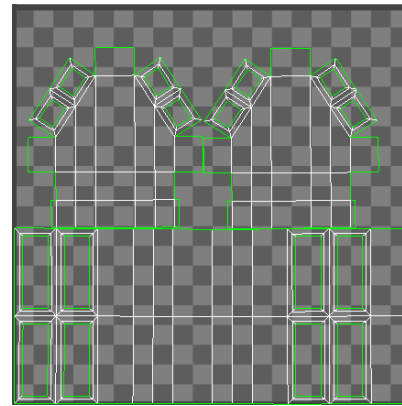
*LampCeiling\_CeilingLampLights\_AlbedoTransparency*



*CeilingLampLights UV*

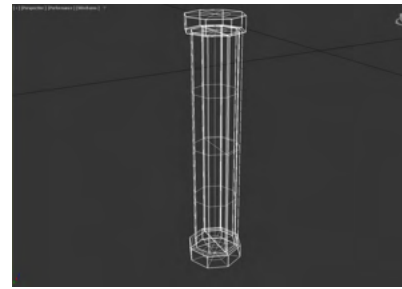
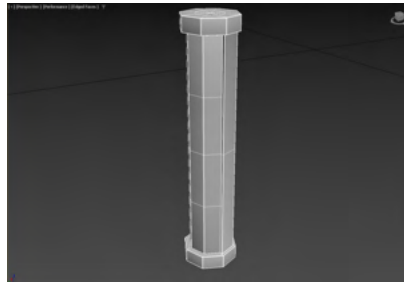
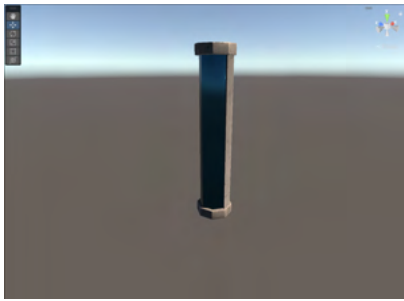


*CeilingLampSupport UV*



*CeilingLampBody UV*

## Làmpada de Paret



LampWall\_WallLampLight\_AlbedoTransparency

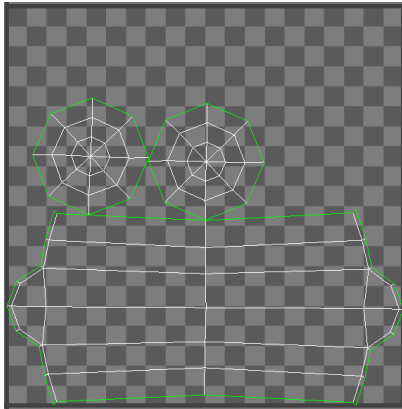
### Info tècnica:

- Tris: 1076
- Materials: 2
- Textures: Albedo, Normal, Emissive
- size: 512

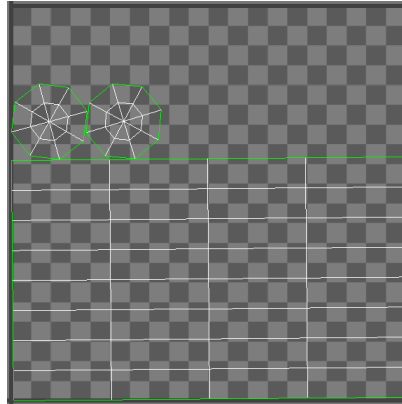


LampWall\_WallLampBody\_AlbedoTransparency



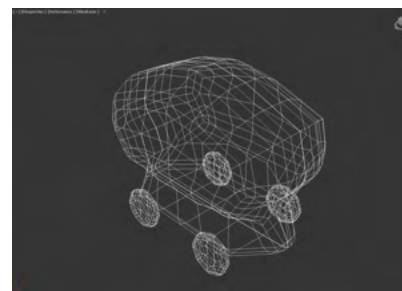
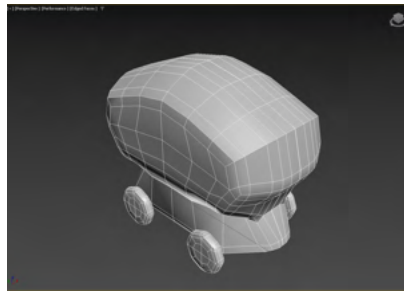


*WallLampBody UV*

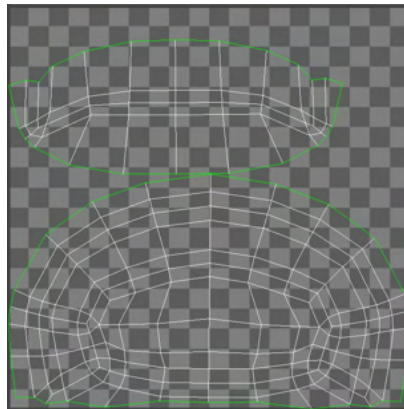


*WallLampLight UV*

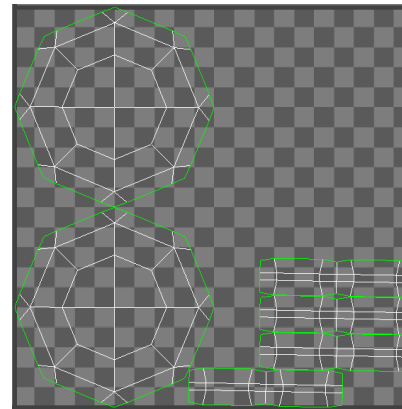
## Robot



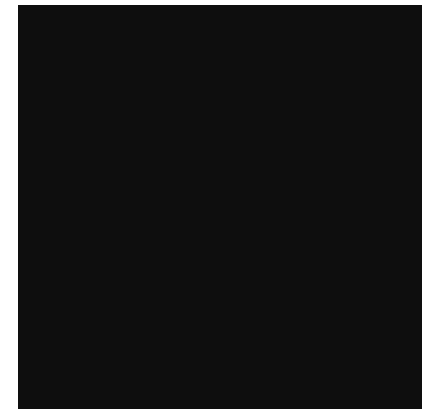
*BrokenRobot\_RobotBody\_AlbedoTransparency*



*RobotBody UV*



*RobotWheel UV*



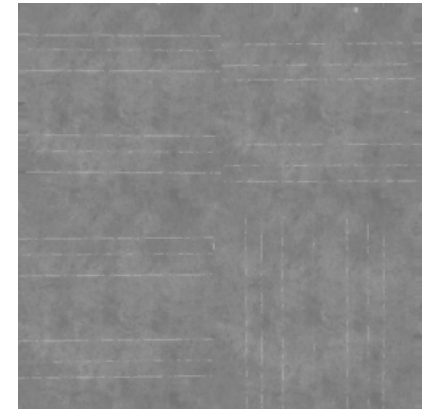
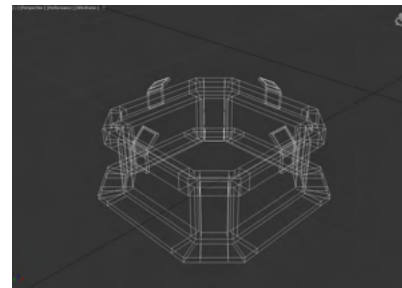
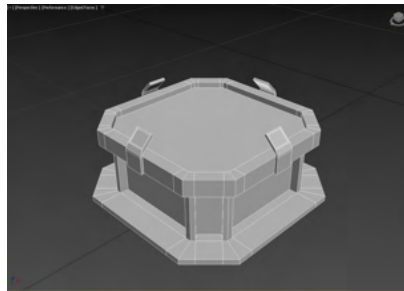
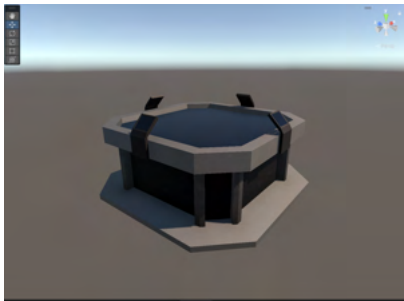
*BrokenRobot\_RobotWheel\_AlbedoTransparency*

### Info tècnica:

- Tris: 1768
- Materials: 2
- Textures:  
Metallic,  
Emissive  
size: 512

Albedo,  
Normal,

## Taula



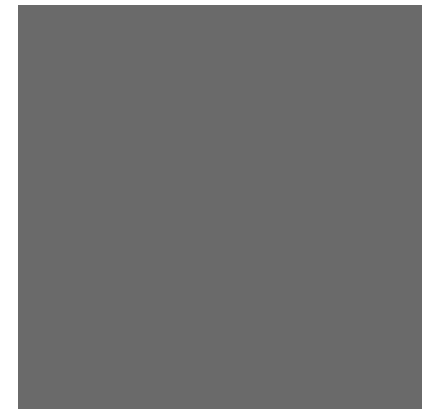
Table\_TableFeet\_AlbedoTransparenc  
y



Table\_TableInside\_AlbedoTransparen  
cy



Table\_TablePanel\_AlbedoTransparen  
cy

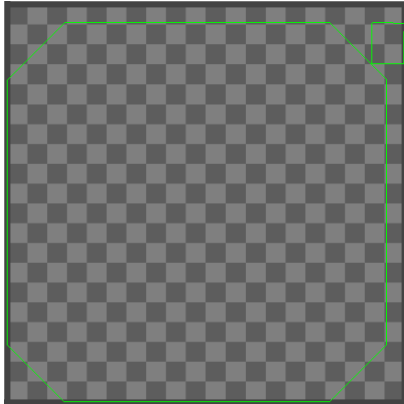


Table\_TableScreens\_AlbedoTranspar  
ency

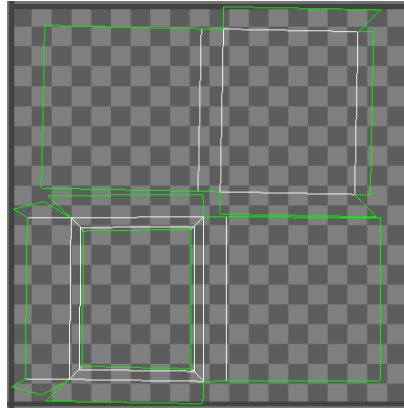
### Info tècnica:

- Tris: 668
- Materials: 5
- Textures:  
Metallic,  
Emissive  
size: 512

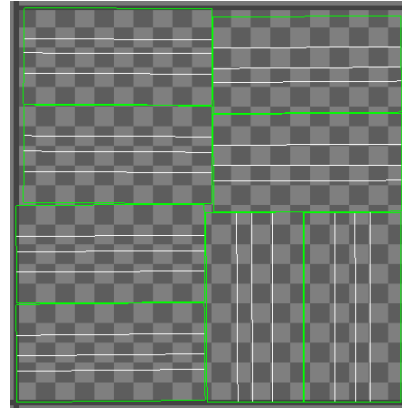
Albedo,  
Normal,



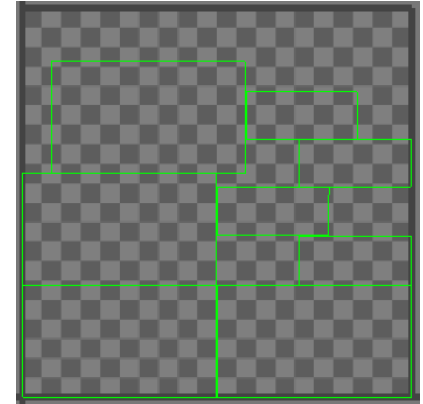
*TableScreens UV*



*TablePanel UV*

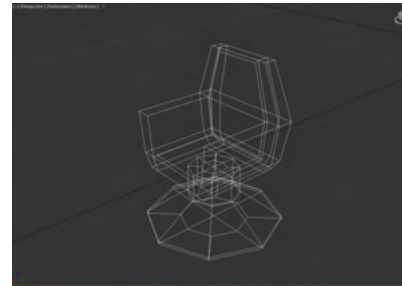
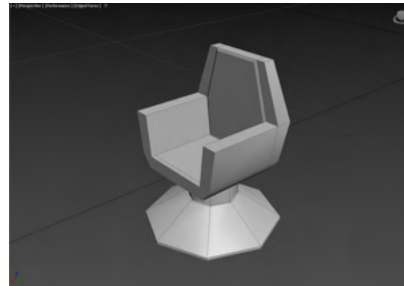
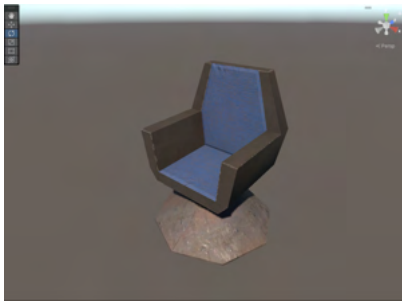


*TableFeet UV*

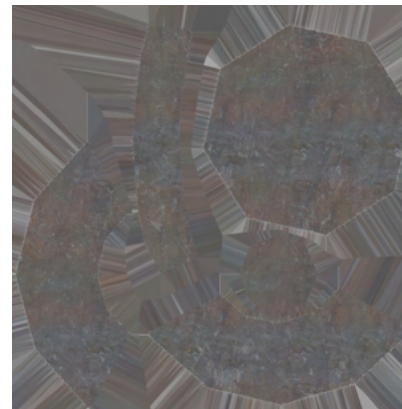


*TableInside UV*

## Cadira



Chair\_ChairCushion\_AlbedoTransparency



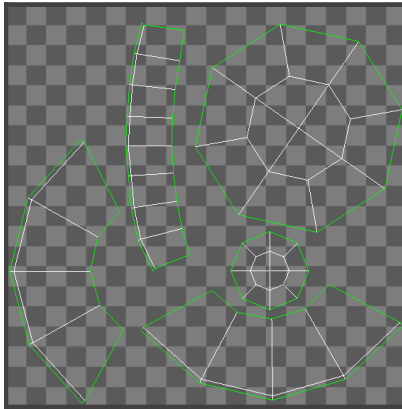
Chair\_ChairSupport\_AlbedoTransparency



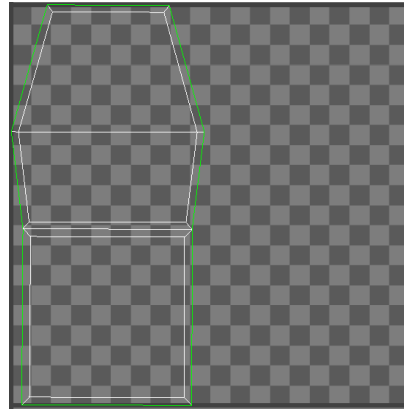
Chair\_ChairBody\_AlbedoTransparency

### Info tècnica:

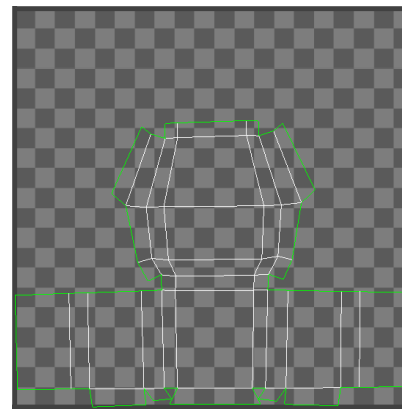
- Tris: 216
- Materials: 3
- Textures: Albedo, Metallic, Normal
- size: 512



*ChairSupport UV*

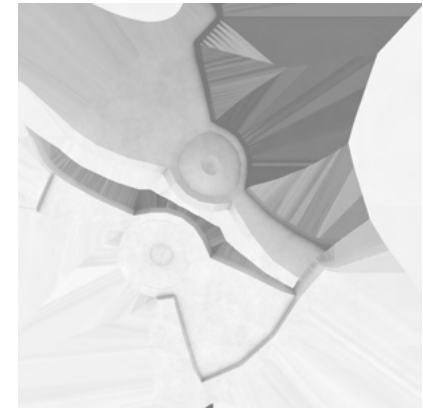
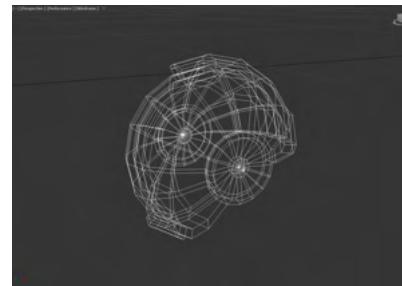
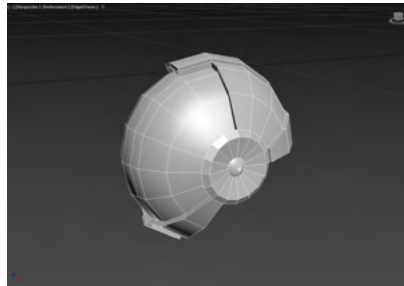
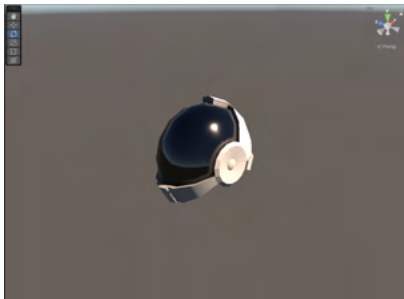


*ChairCushion UV*



*ChairBody UV*

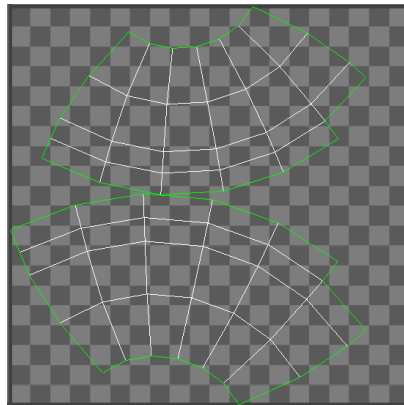
## Casc Espacial



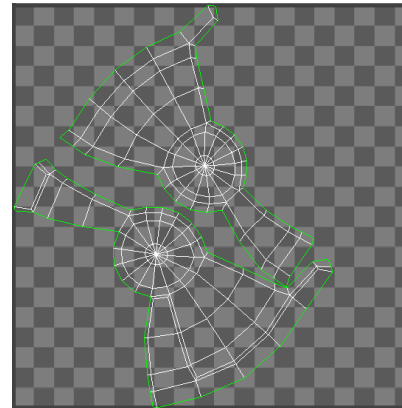
*Helmet\_HelmetBody\_AlbedoTransparency*

### Info tècnica:

- Tris: 908
- Materials: 2
- Textures: Albedo, Metallic, Normal
- size: 512



*HelmetGlass UV*



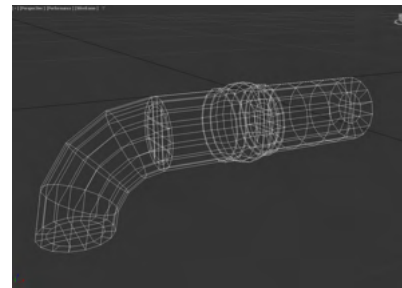
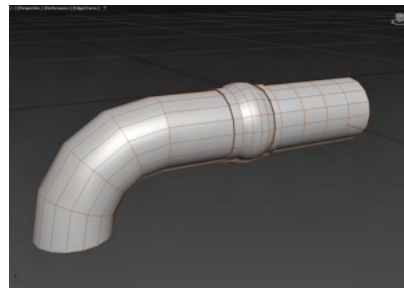
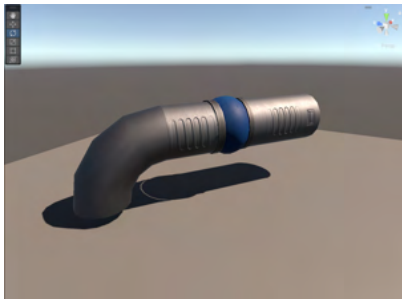
*HelmetBody UV*



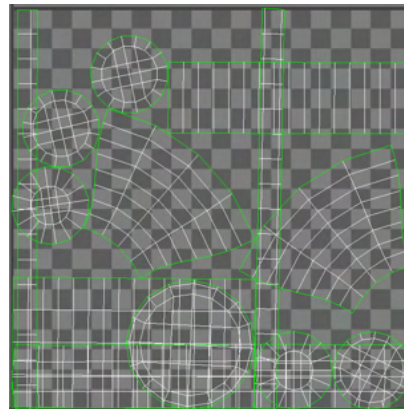
*Helmet\_HelmetGlass\_AlbedoTransparency*



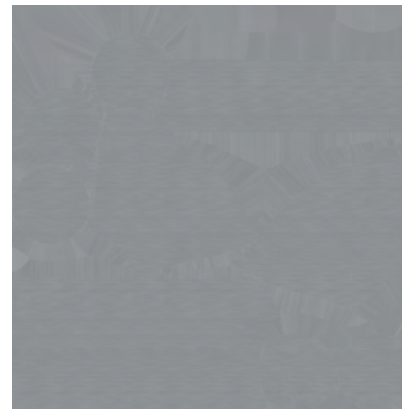
## Tuberías



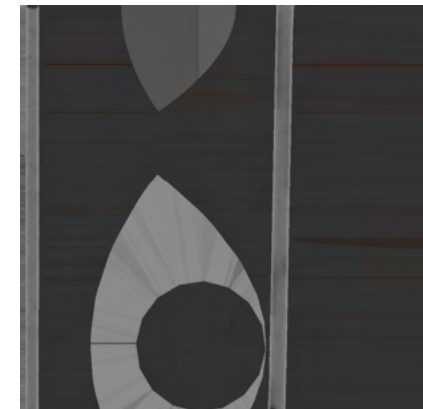
*Pipes\_PipeValve\_AlbedoTransparenc  
y*



*Pipes UV*



*Pipes\_PipeBody\_AlbedoTransparenc  
y*

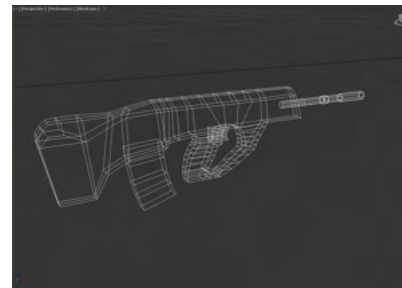


*Pipes\_PipeJoint\_AlbedoTransparenc  
y*

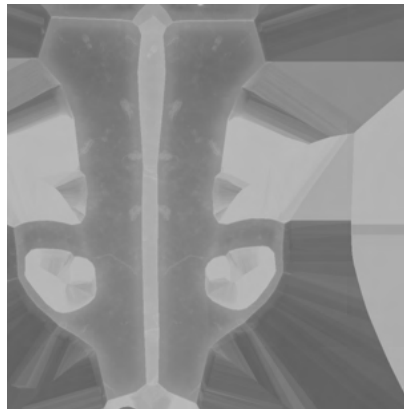
### Info tècnica:

- Tris: 992
- Materials: 3
- Textures: Albedo, Metallic, Normal
- size: 512

## Arma



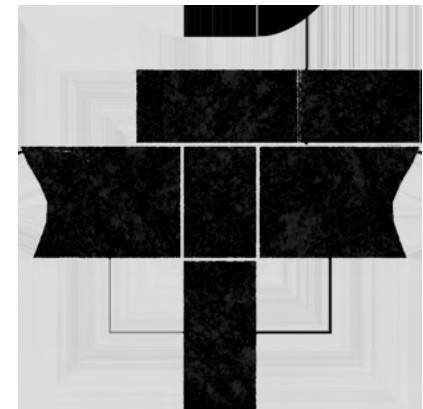
Weapon\_Ammo\_AlbedoTransparenc  
y



Weapon\_Body\_AlbedoTransparency



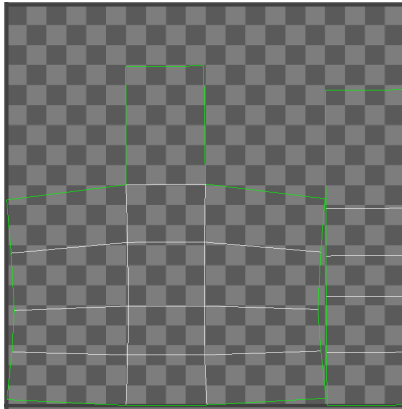
Weapon\_Cannon\_AlbedoTransparen  
cy



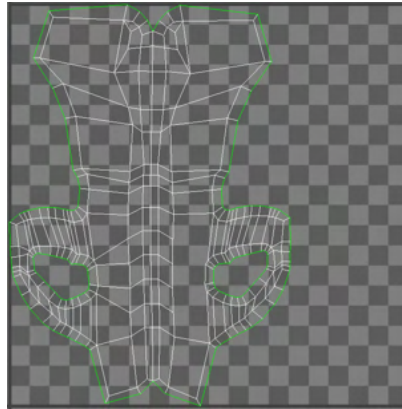
Weapon\_Trigger\_AlbedoTransparenc  
y

### Info tècnica:

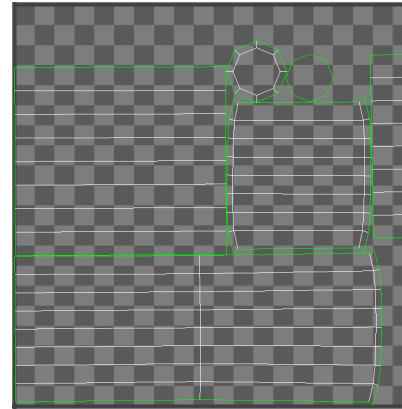
- Tris: 762
- Materials: 4
- Textures: Albedo, Metallic, Normal
- size: 512



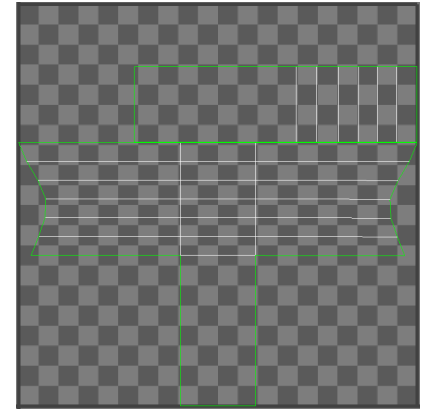
*Ammo UV*



*Body UV*

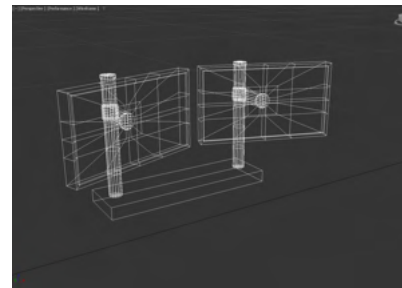
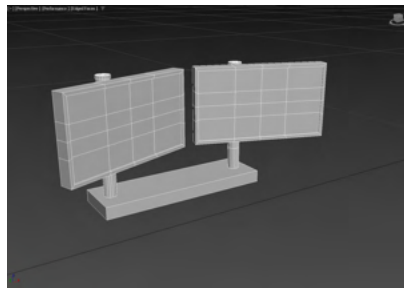
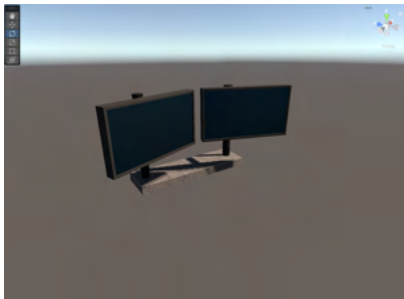


*Cannon UV*



*Trigger UV*

## Pantalles

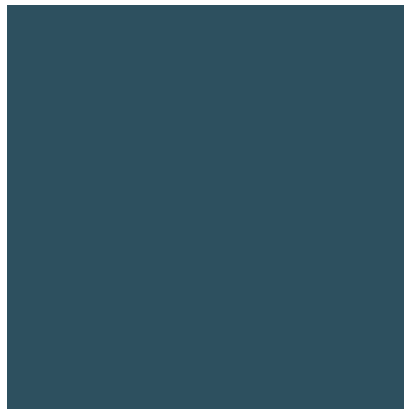


*Screens\_ScreenBase\_AlbedoTransparency*

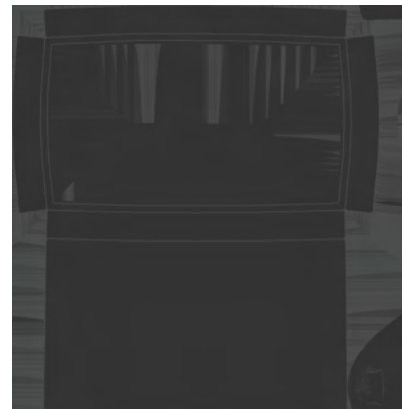
### Info tècnica:

- Tris: 2020
- Materials: 4
- Textures:
  - Metallic,
  - Emissive
- size: 512

Albedo,  
Normal,



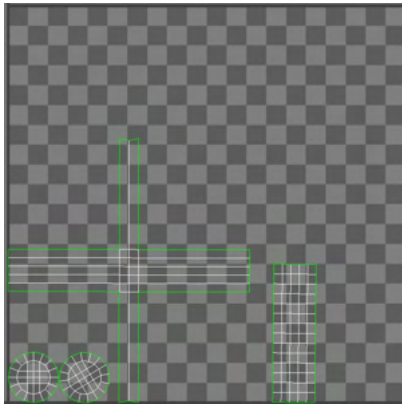
*Screens\_Material\_556\_AlbedoTransparency*



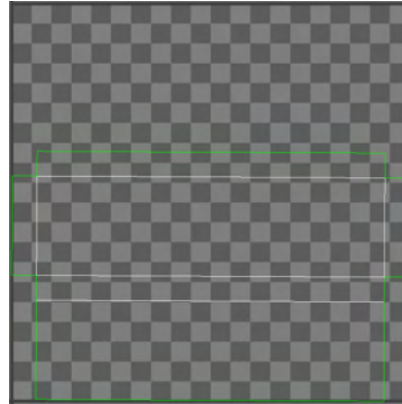
*Screens\_ScreenBody\_AlbedoTransparency*



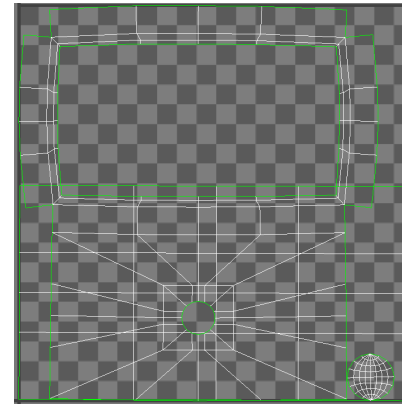
*Screens\_ScreenSupports\_AlbedoTransparency*



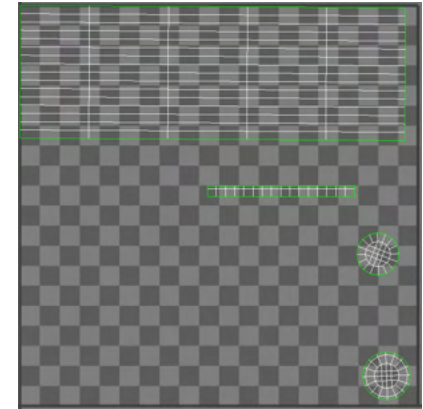
*ScreenSupports UV*



*ScreenBase UV*

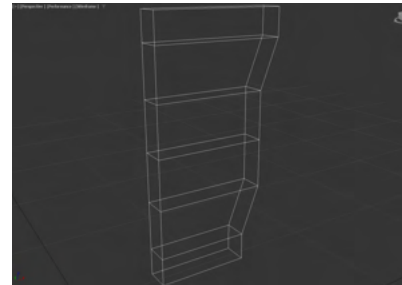
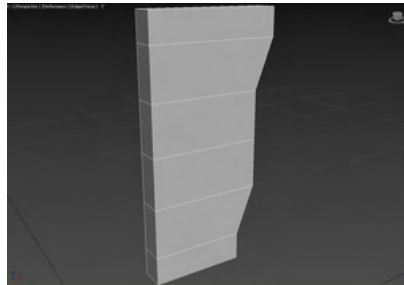
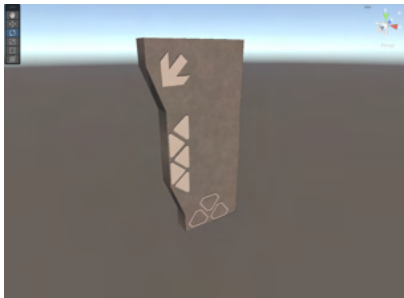


*Screen UV*



*ScreenBase UV*

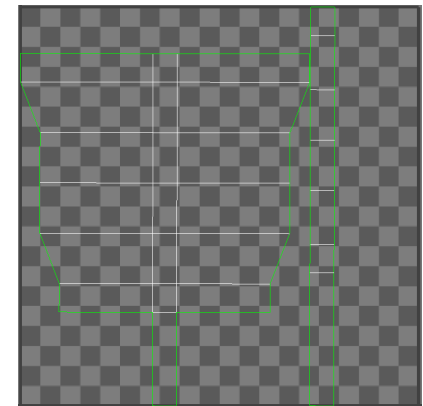
## Porta



*Door\_Door\_AlbedoTransparency*

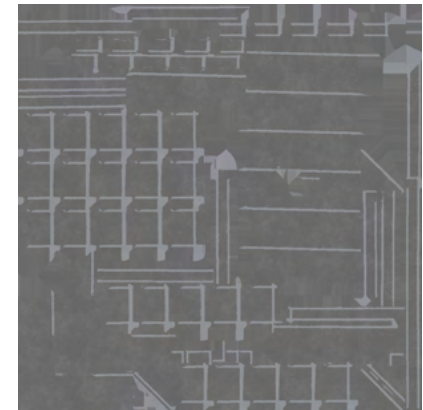
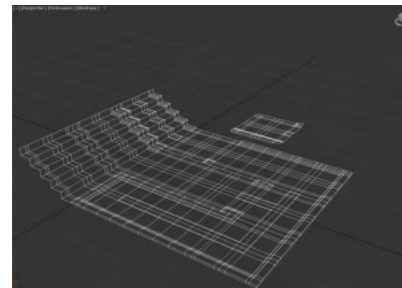
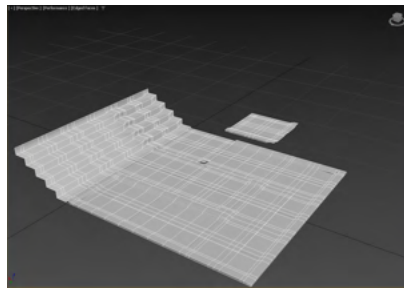
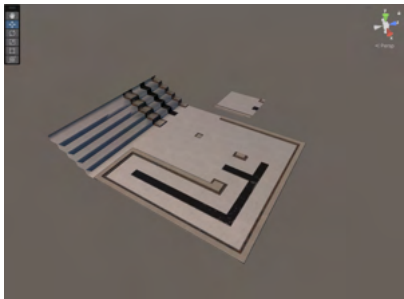
### Info tècnica:

- Tris: 52
- Materials: 1
- Textures: Albedo, Metallic, Normal
- size: 1024



*Door UV*

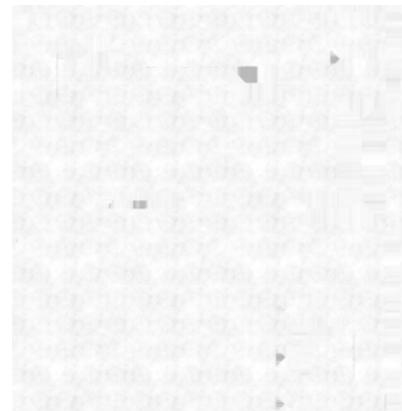
## Terres



*FloorNWalls\_RoadOutHi\_AlbedoTransparency*



*FloorNWalls\_RoadMid\_AlbedoTransparency*



*FloorNWalls\_RoadLow\_AlbedoTransparency*



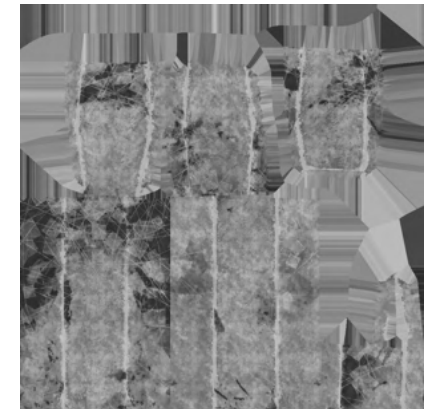
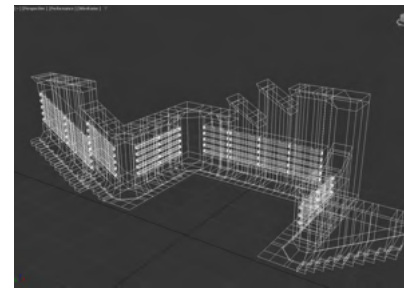
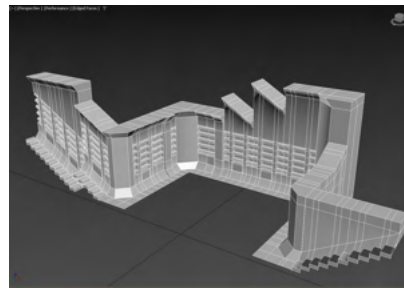
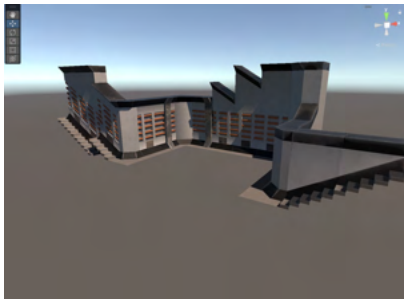
*FloorNWalls\_RoadOutLow\_AlbedoTransparency*

### Info tècnica:

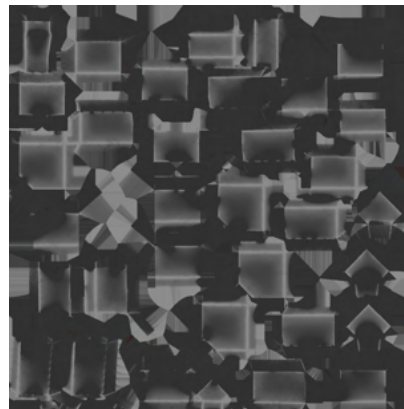
- Tris: 2420
- Materials: 4
- Textures: Albedo, Metallic, Normal
- size: 1024



## Parets



*FloorNWalls\_WallColumn\_AlbedoTransparency*



*FloorNWalls\_WallEdges\_AlbedoTransparency*



*FloorNWalls\_WallMid\_AlbedoTransparency*

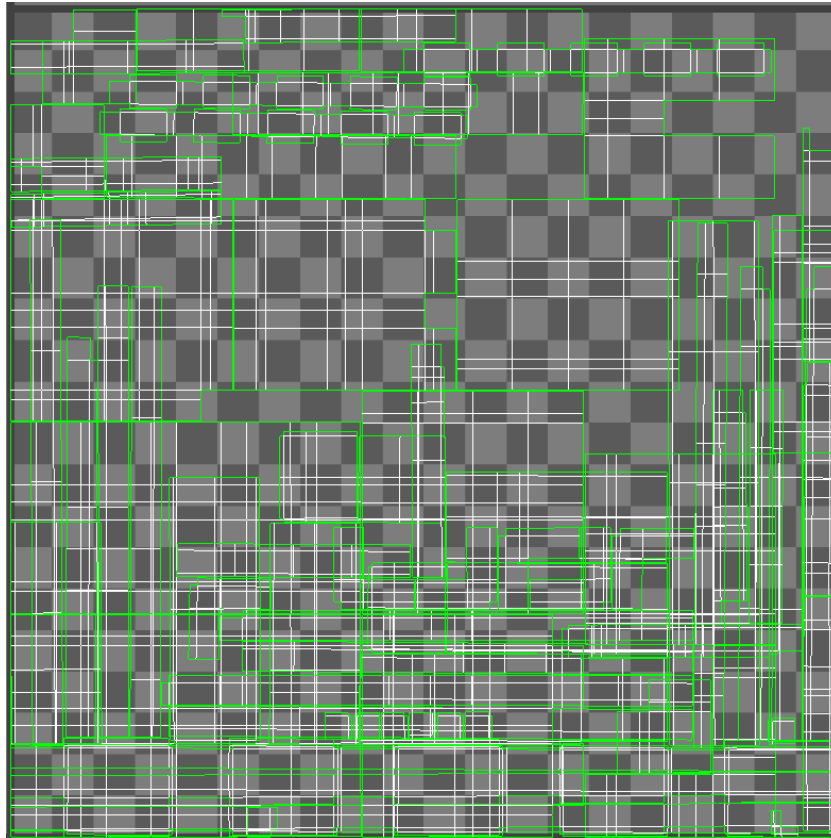
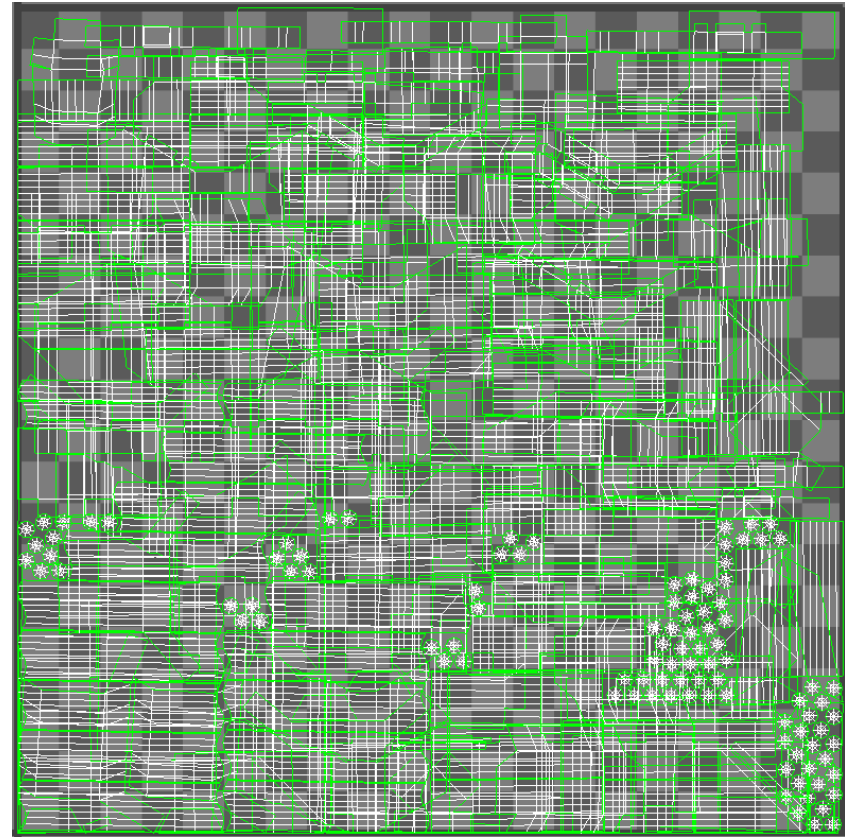


*FloorNWalls\_WallTubes\_AlbedoTransparency*

### Info tècnica:

- Tris: 5965
- Materials: 5
- Textures: Albedo, Metallic, Normal
- size: 1024

Malhauradament, els UV Maps tant de les parets com el terra no són consultables a 3DS Max, degut a que un error del programa no em permet filtrar correctament els materials (els barreja tots i els UVs no els filtren correctament). Igualment, els UV Maps són els següents:

*Floors UV**Walls UV*

## Bibliografia i memòria de Software

Per buscar les referències he utilitzat Google Images, i les he guardat a una Miro Board. Mentre modelava, a més a més, tenia les imatges a PureRef.

Per modelar he emprat 3dsMax, i Substance Painter per les textures. Per exportar els assets modulars, en comptes de fer-ho un a un, vaig trobar un script de 3dsMax que els exportava en massa (enllaç [aquí](#)). Finalment per muntar el mapa he fet servir Unity.

Pel control de versions (i per sincronitzar el progrés entre el portàtil i l'ordinador de sobretaula), he creat un repositori de GitHub, on anava penjant el progrés. Com els arxius de Substance Painter eren molt grossos, però, no he pogut sincronitzar-los a GitHub, per tant, els he anat passant manualment a un servidor.