

Final Project - Milestone 1

Complete asset list of all models you are planning to have in your scene

- Axe
- Pile of wood
- Basic foodstuffs
- Chairs
- Table
- Bed
- Crates/Barrels
- Chest
- Coin bag
- Fire pit
- Lantern
- Trees

How you are planning to keep it uniform: style, naming, format, size/units. What are they?

- Style
 - Fantasy wooden shack
 - Wood based
- Naming
 - hongW_jameK_finalproj_x
 - Models:
 - name i.e “barrel”
 - Textures:
 - name_color
 - name_specular
 - name_bump
 - Rigging:
 - joint_nameofjoint
 - ctrl_nameofcontrol
 - ik_nameofhandle
- Format
- Size/units
 - Meters

Did you overscope? Can you complete everything by the deadline? Is this worthy of a final project?

- We should be able to complete everything by the deadline, and can scale our work on the quantity of internal props, flexing to fit the time available.
- The entire ensemble, including the external shack, terrain, and internal props should be worthy of a final project for the course.

Schedules with deadlines, what is expected when?

- Milestone 1 - 10/26
 - Plans
 - Theme
 - Concept art
- Milestone 2 - 11/2
 - Unity scene with primitives
 - First-person character controller
- Milestone 3 - 11/9
 - Half of the environment's assets replaced with models from Maya
 - Terrain - tree system with custom assets
 - (UV unwrap as we progress)
- Milestone 4 - 11/16
 - All assets replaced with models from Maya (no primitives)
 - All models UV unwrapped
- Milestone 5 - 11/23
 - Every asset given textures
- Final Milestone - 12/4
 - Final submission with modeling, texturing, lighting, animation
 - Lights in the scene
 - 1 type of animation
 - Final changes & submission

Expectations - What is your goal for the final project? What is the end result, what do you hope to accomplish?

- The end result will be a medieval / fantasy styled wooden shack placed in a remote, wooded location.
- From the exterior it will be obvious that the shack is wooden, old, and from a prior era.
- The interior will include one large room filled with various props that one would find: a table, chairs, plates, barrels, chests, a bed, tools, etc.

A top down drawing of the environment, with a legend

