Asset Creation Assessment 2

Lara Bright

Description/Asset List

Asset Description:
A flask/canteen would be apparent in an action-adventure game. Leather/ weathered fabric would be on the outside and it would be worn and distressed to look older and/or used frequently. The inside colour of the flask would be either a army green or a grey colour and the material would be a matte metal. It would have a rusted metal hook to latch onto the characters belt. It would be green/neutral colours because it would be somewhat camouflage in a war environment. A soldier trying to survivor would have it as a source of water.

Asset	Polycount	Textures	Tex. Size	Texture Name
laraBright_FlaskAsset.fbx	<1500 Tri's	Lambert	1024	bodyCovering
		Lambert	1024	bodyBottle
		Lambert	1024	cork

aie
SPECIALIST EDUCATORS IN
GAMES, ANIMATION & FILM VFX

Reference Images

Paste your images into the green box

Green hard flask underneath fabric

Hard canteen found in a civil war

PRESS AND HOLD 'E' KEY TO FILL INDY'S CANTEEN AT THE FOUNTAIN.

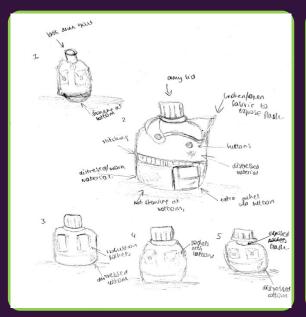A canteen in the survival game DAYZ, distressed material on the outside, green/natural colours
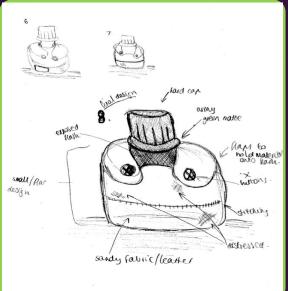
Indiana Jones and the Emperor's tomb (2003) game screenshot, have to fill canteen with water and drink it to refill health.

Concepts

Materials

Model Primitive Blockout
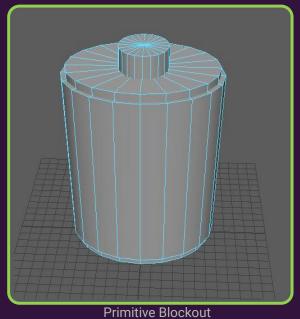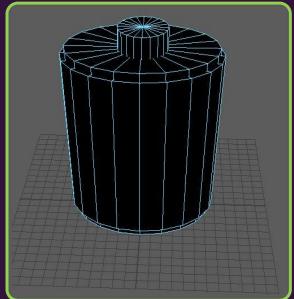

Primitive Blockout

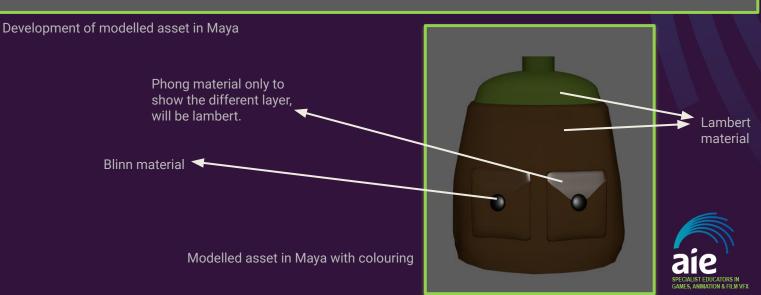Silhouette

Feedback|Pre-production

Obtain approval for your pre-production before modelling your asset.

Feedback	Approved
Lara, your folio is immaculate so far. You have selected a very achievable asset which has the potential to include some intricate detail in both the modelling and texturing. Your reference images are well curated and the reference to Indiana Jones is really helpful with envisioning the final item. Your sketches are well annotated and it will be difficult to choose between your two colour options - perhaps just think about the type of environment you would like it to appear in. Really well done Lara.	✅

Development of Asset

Development of modelled asset in Maya

Phong material only to show the different layer, will be lambert.

Blinn material

Lambert material

Modelled asset in Maya with colouring

Modelled Asset

Perspective shaded wireframe

UV Snapshot

Feedback|Modelling

Obtain approval for your model and UV unwrap before texturing your asset.

Feedback	Approved
	☐

Textures

Textured Model

Lambert

Lambert

Lambert

Asset in Game Engine

Post Mortem

Did the asset turn out as you expected?, If so how is it different?
My asset changed over time from the final design. It actually gained pockets at the front of the flask, like one of my concept drawings to make it more complicated and useful if to were to be used in a game. The cork lid was also an addition as the material I was going to put on it did not look acceptable so I changed it and put the cork material on it with a ring around it to look like a bottle cork lid.

What was challenging in its creation?
I had many problems with technology in it's creation, problems include issues with Maya, Photoshop and Unreal Engine 4. If it were not for those issues my asset would have been quicker to complete.

What are you most proud of about the asset?
I am most proud of using other shapes rather than cubes and rectangular prisms to make a more natural shape for my asset.

What would you do differently?
If I were to complete my asset again I would UV unwrap all of the objects in the same 1 by 1 square rather than individually unwrapping each object. I would also change my textures and make normal maps for them, because i could not this time on Photoshop due to errors with my scratch disk.

What new skills / things did you learn?
I learnt many new skills when making my asset. Mostly just by using Maya yourself you learn a lot and it is more valuable than someone teaching you as you are teaching yourself. I learnt how to smooth and extrude different faces, edges and vertices which was really helpful to make my asset. I also learnt how to duplicate which was really useful.

Feedback|Final

Obtain approval for the final deliverables of the assessment.

Feedback	Approved
	☐

aie
SPECIALIST EDUCATORS IN
GAMES, ANIMATION & FILM VFX

Task|Submission

The following files **Must** be given to your teacher in an appropriate format.

Meshes:

All of your mesh files in both .mb and .fbx format.

YourName_Assess1_AssetName1.ma
YourName_Assess1_AssetName1.fbx

Textures:

Your Photoshop .PSD texture files.

YourName_Assess1_AssetName1.psd

All individual exported texture images in .tga format.

AssetName1_D.tga
AssetName1_S.tga

Presentation:

Your power point must be submitted to Canvas.

YourName_Assess1_Presentation.ppt

Sketchfab:

Your model must be imported into your game engine or uploaded to Sketchfab as a single mesh.