Art Test – Sopwith Camel

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Project

- Choosing what project to do wasn't difficult for me as I already created in this year three different types of vehicles. Since the Jaguar car was already the theme of my Major Project, and vehicle modelling is something I have been wanting to try for a long time.

Brief

- You will be offered a selection of art tests. Choose ***ONE*** of the art tests that match your intended skill set and Games career direction. This is quite typical of many game studios. They will offer this to prospective candidates as it tests your suitability for a job.

Sopwith Camel - Background

- The Sopwith Camel is among the most significant and famous of all WWI aircraft. Camels downed 1,294 enemy aircraft, more than any other Allied fighter in WWI. The cowling over the two Vickers machine guns ahead of the cockpit created a distinctive “hump,” making the name Camel a natural choice, although it was never an official military designation.

- Unlike the earlier Sopwith Pup and Sopwith Triplane, which were docile to fly and well-liked by pilots, the Camel was unstable, requiring constant input from the pilot. The gyroscopic effects of its powerful rotary engine made it dangerous for novice pilots, and almost as many were killed in accidents as died in combat. But its instability also contributed to it being agile and maneuverable, and once its tricky characteristics were mastered, the Camel was a superior fighting airplane.

- The Camel entered operational service in July 1917 and remained a front-line fighter until the end of the war, with approximately 5,490 built. This example, B6291, served with No. 10 Squadron of the Royal Naval Air Service.

Workflow

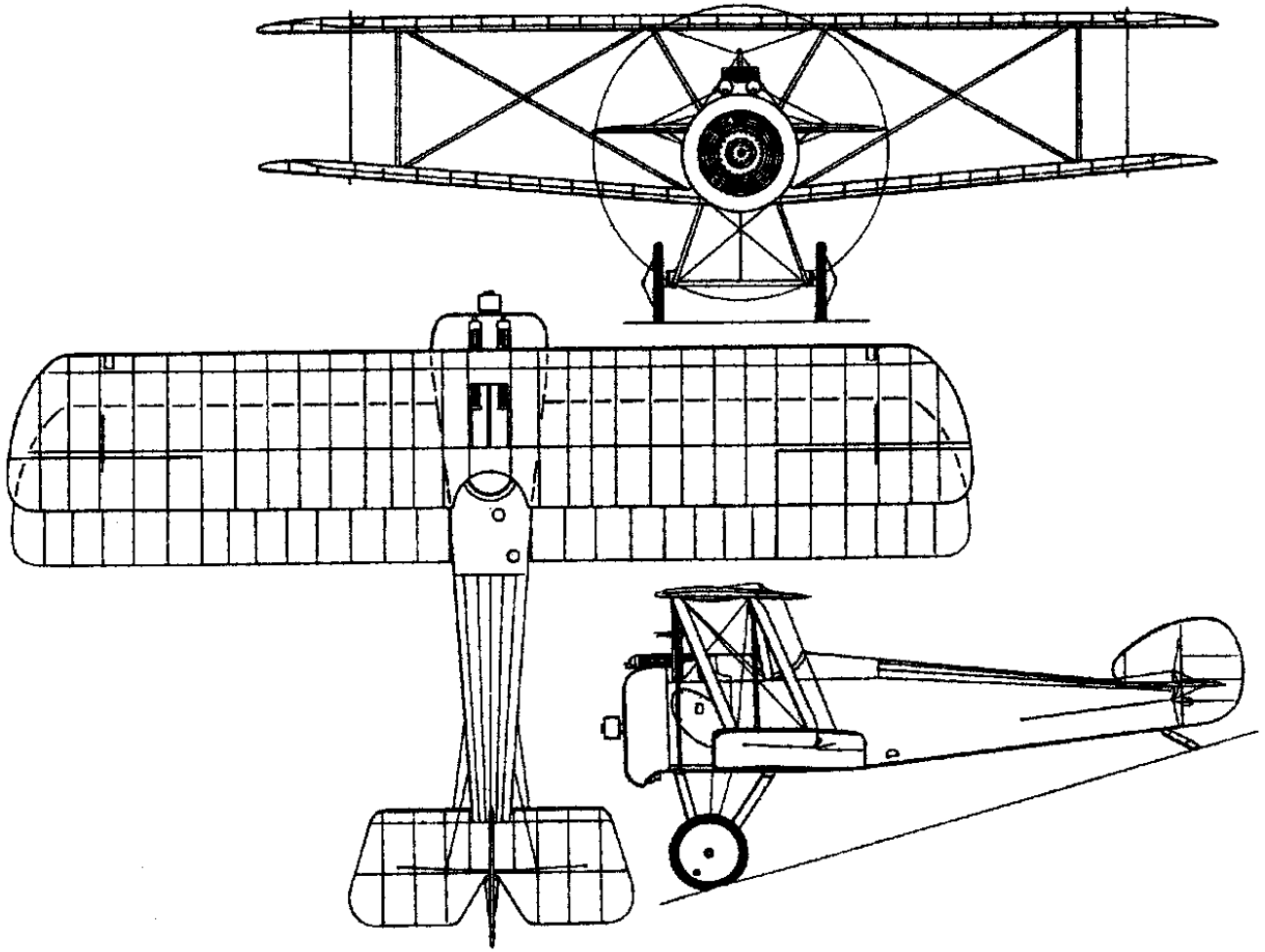
Modelling and
UV Unwrapping

Texturing and Baking

Rendering

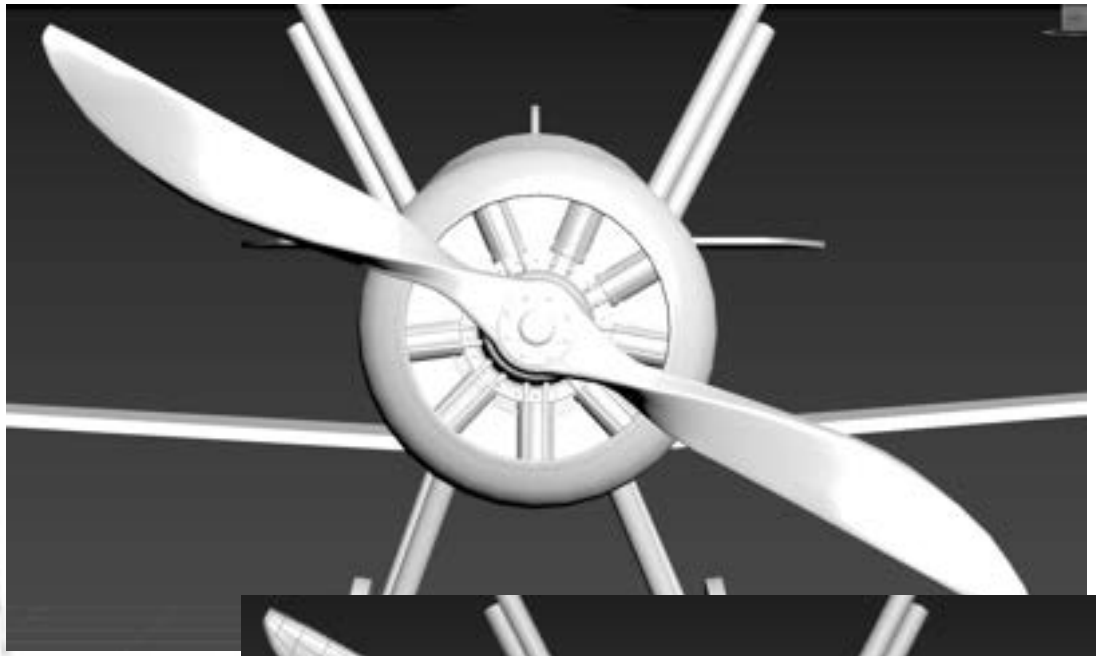
References

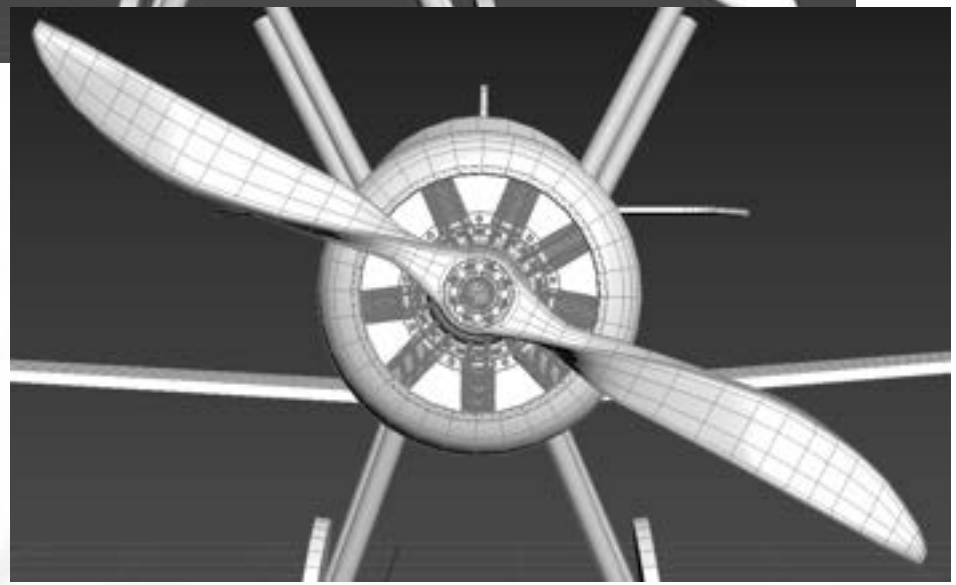
Blueprints

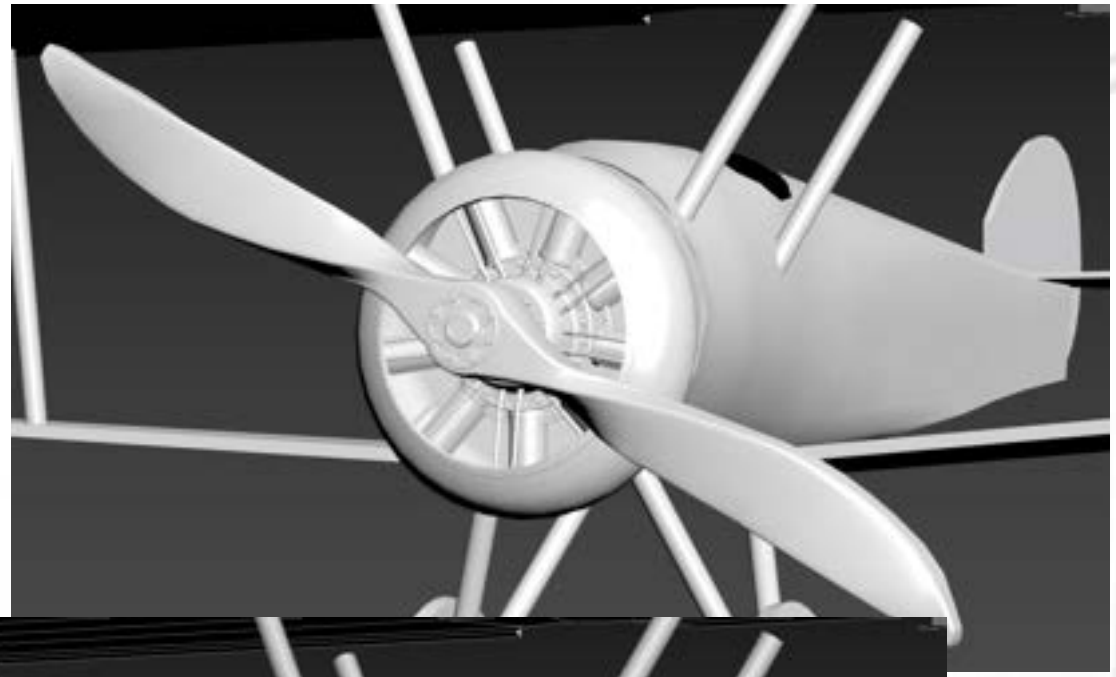


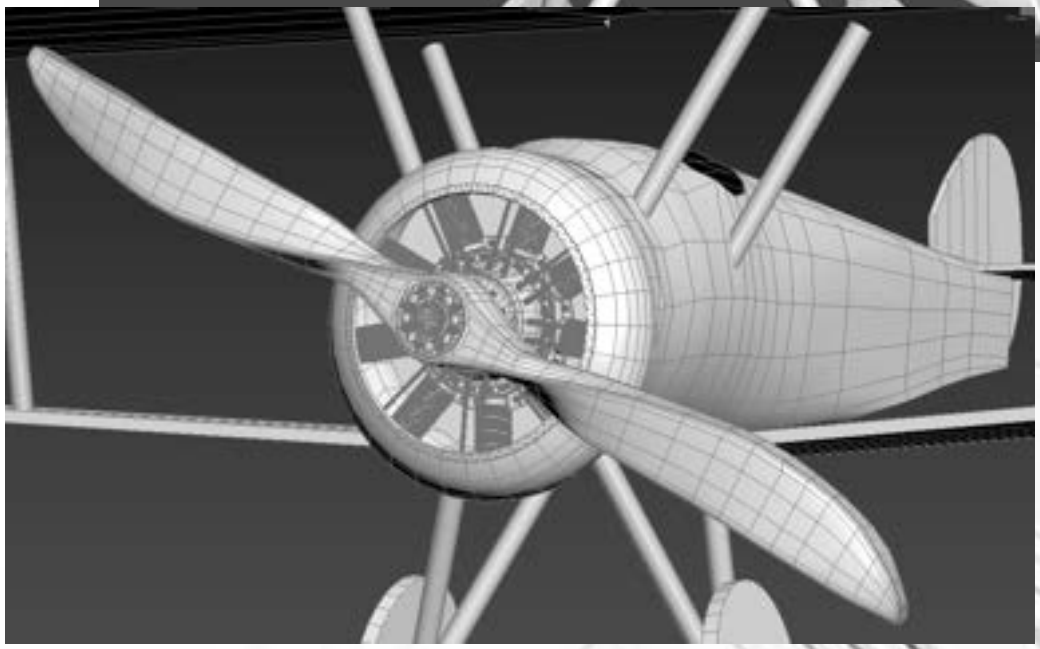
Here are the blueprints I'll be using to help me get accurate dimensions of the plane.

3DS Max WIP

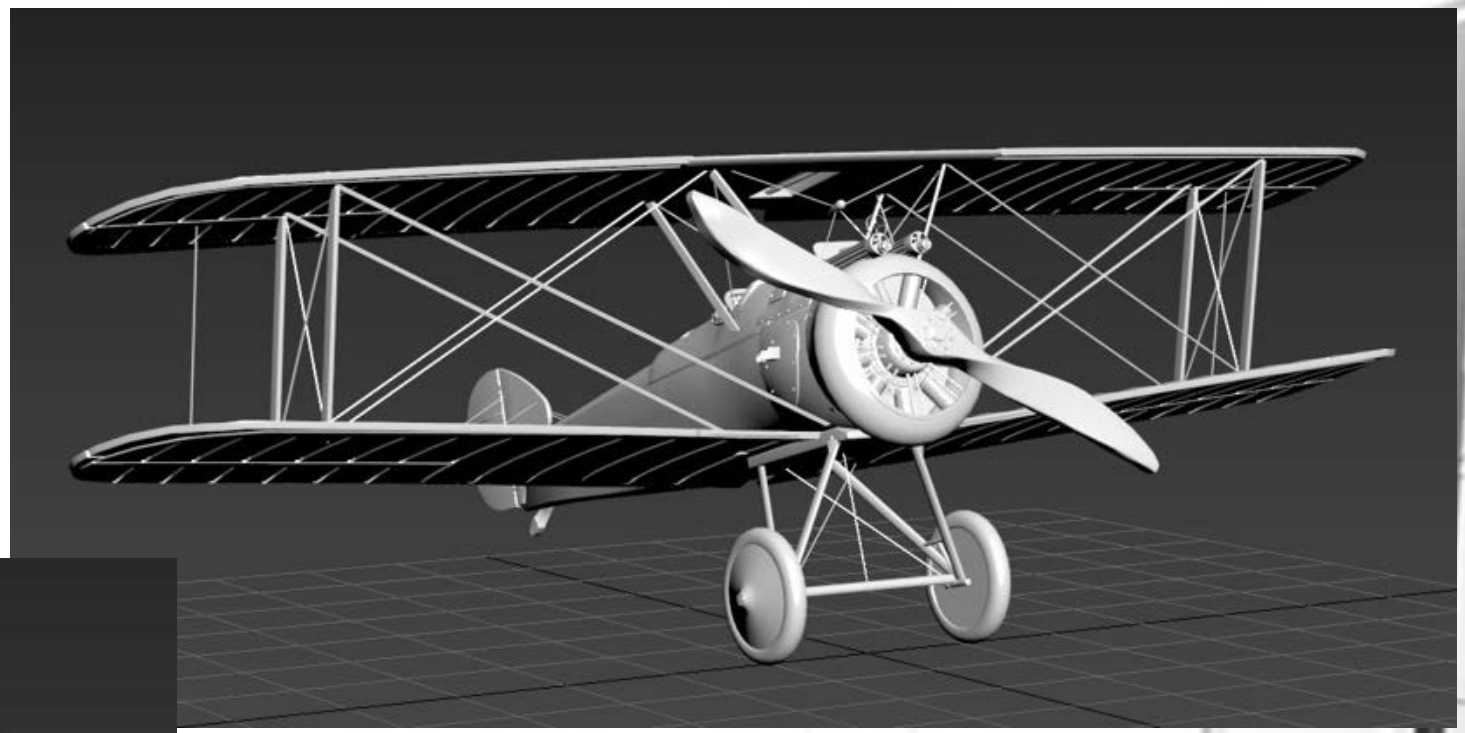


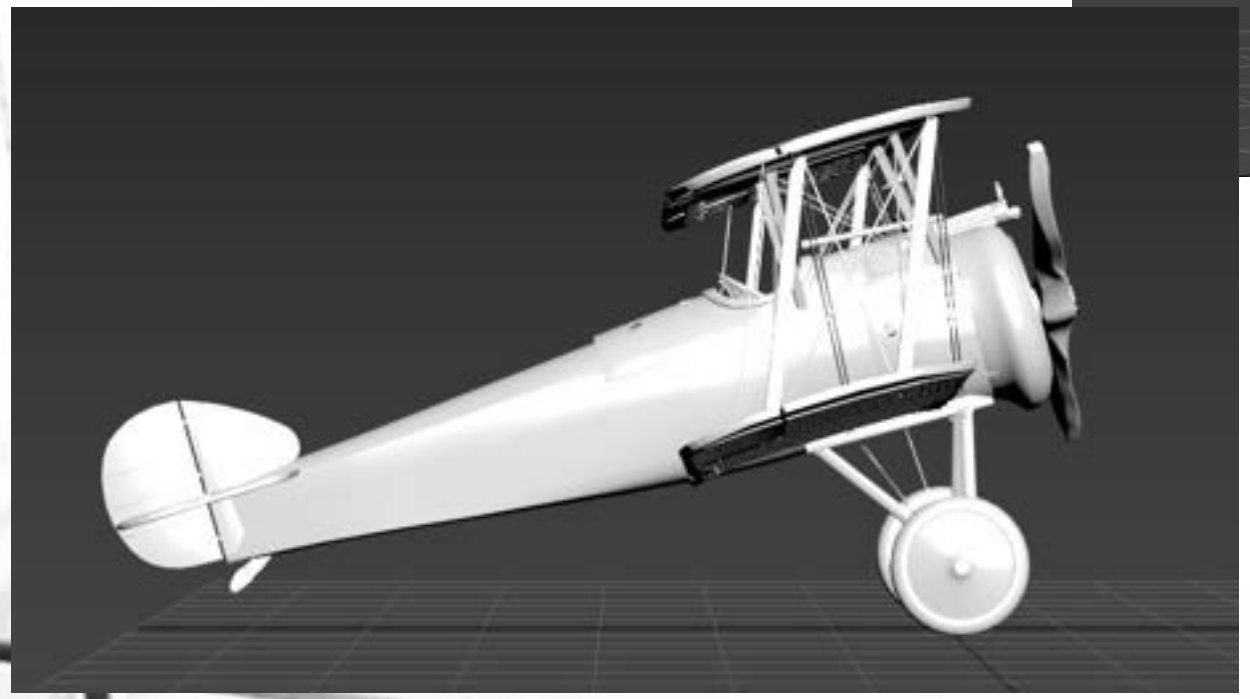


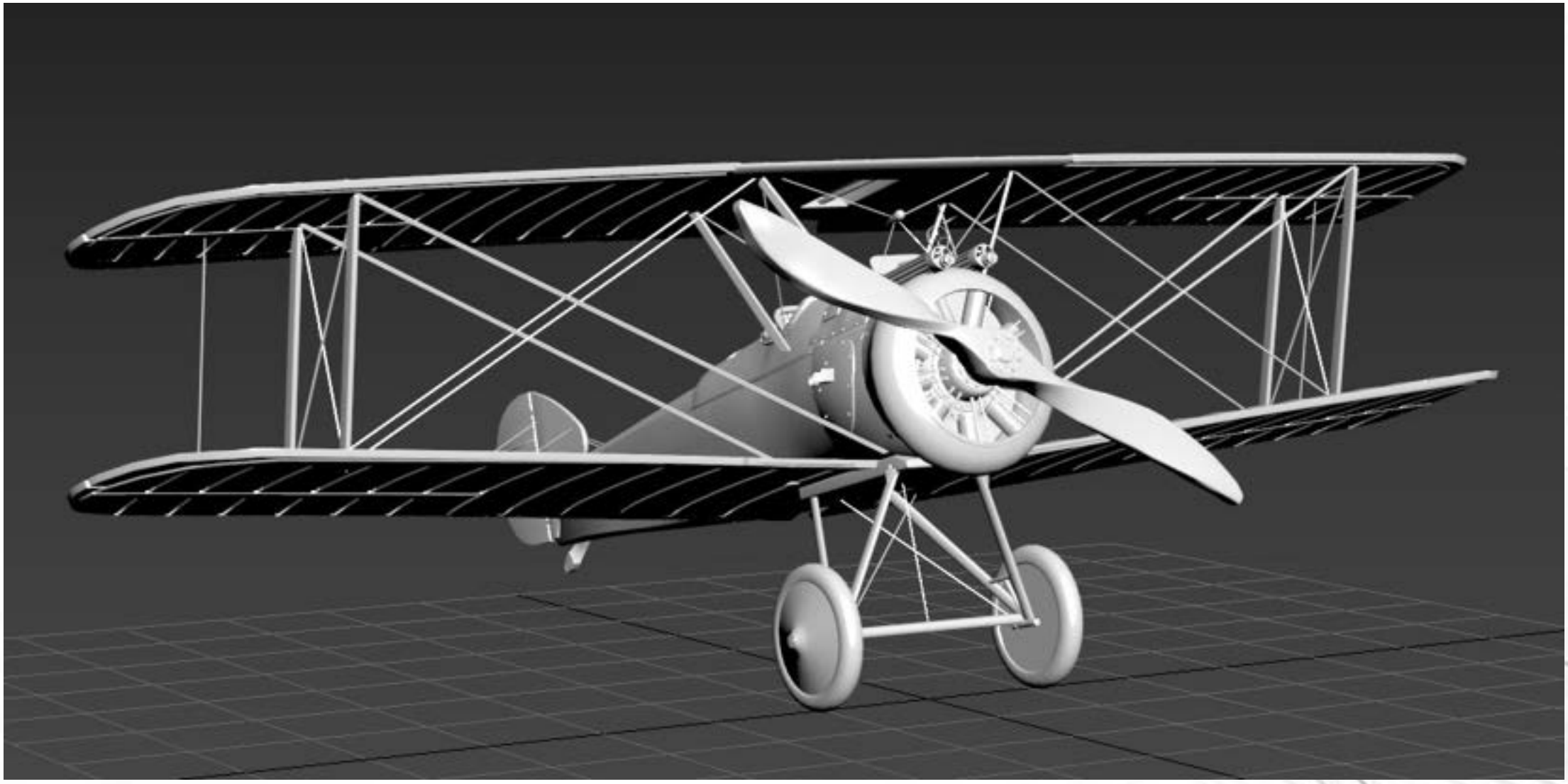


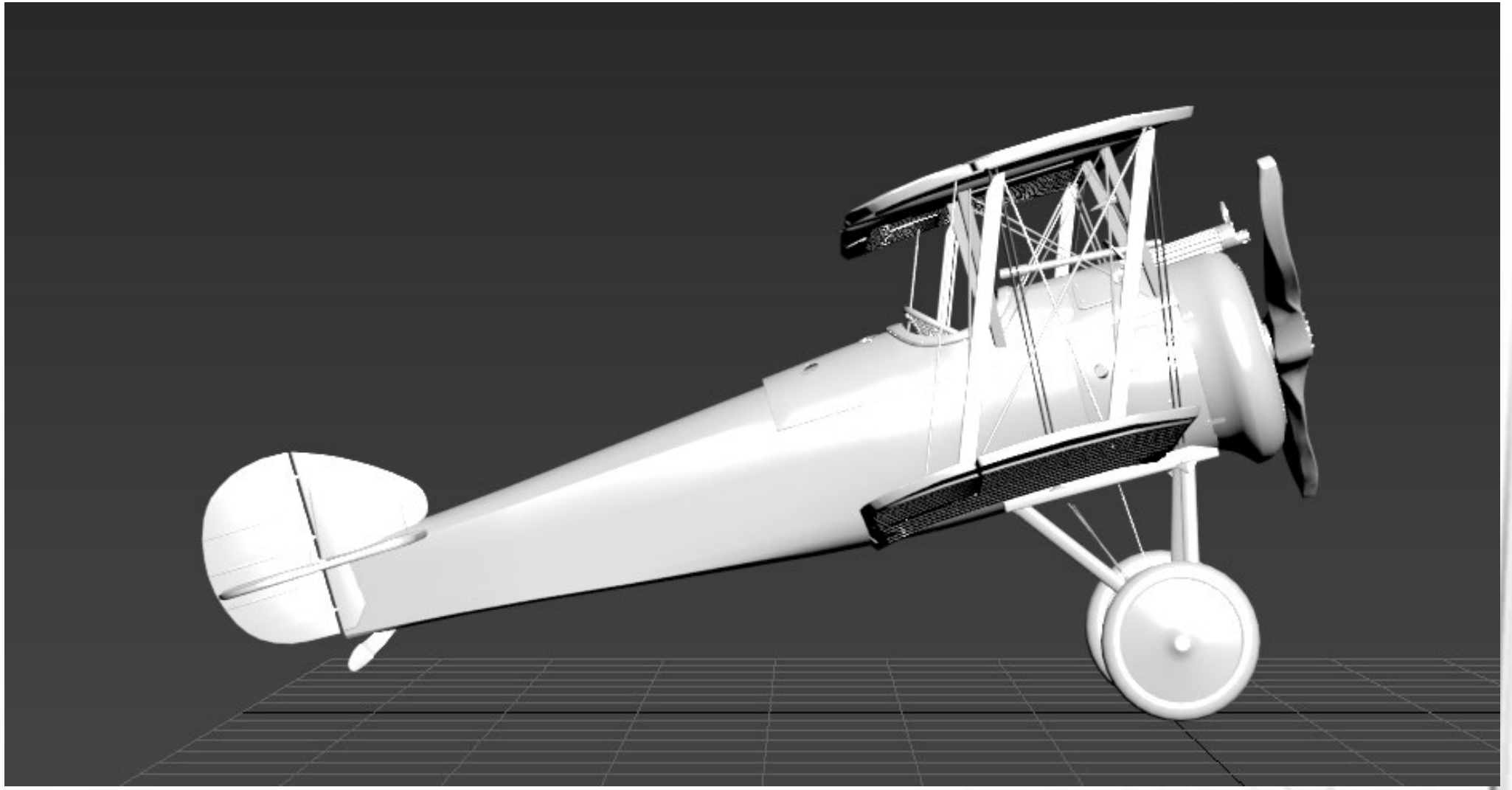


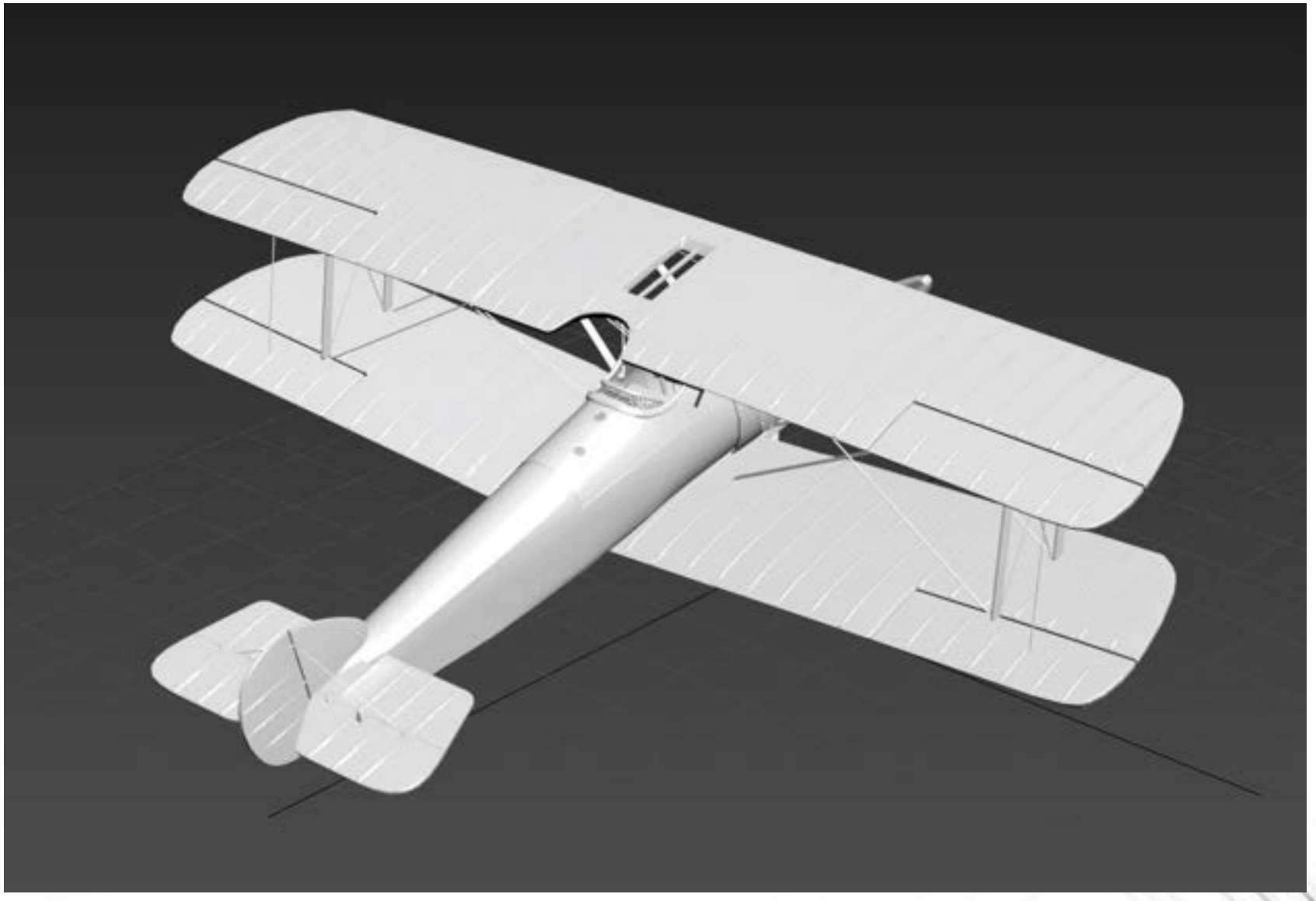
Completed 3DS Max Model

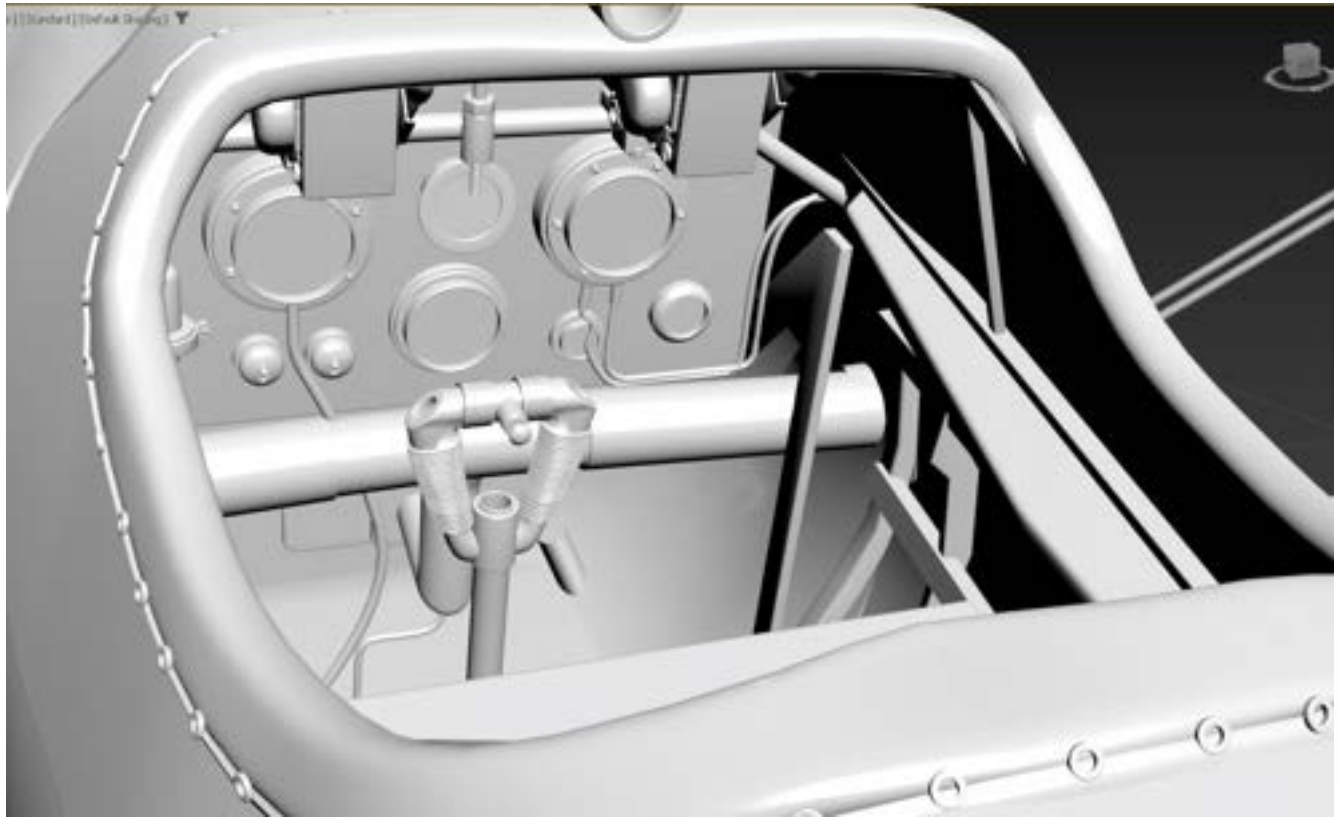


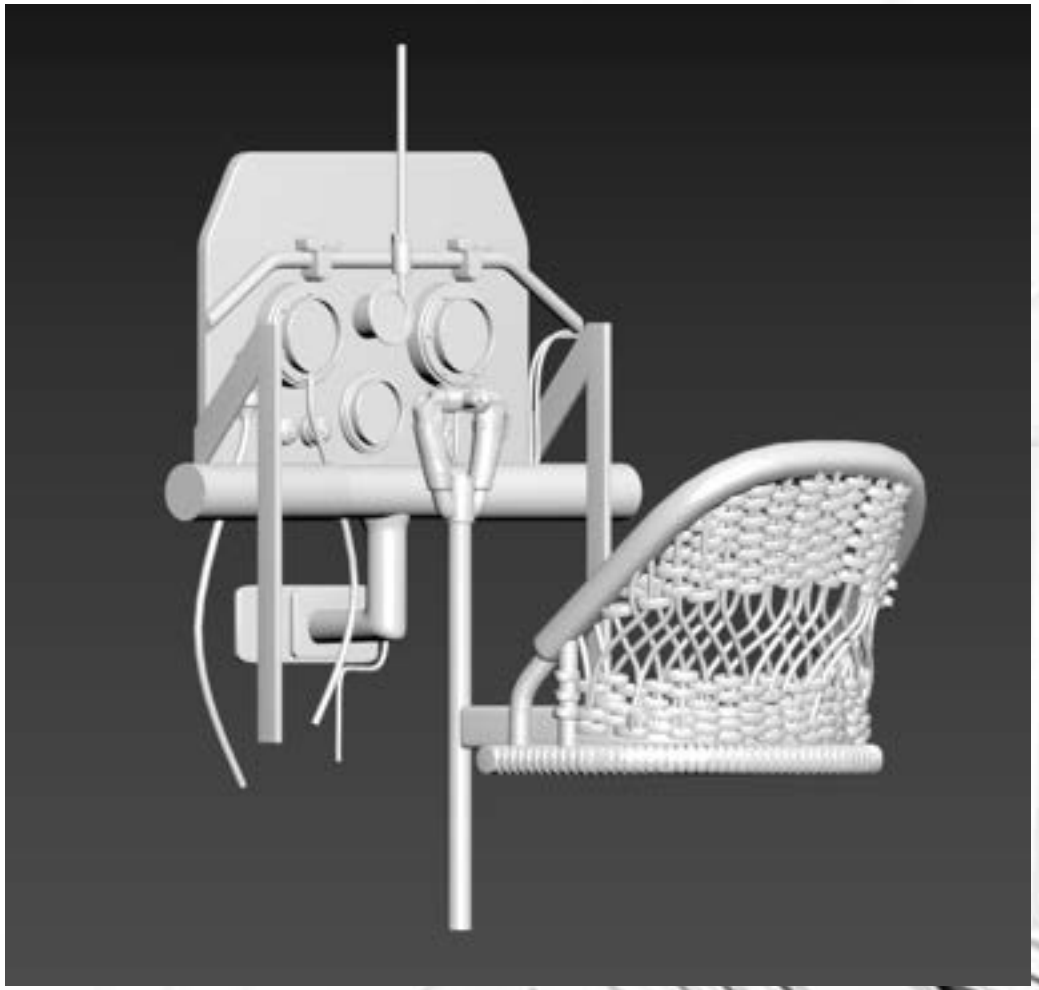


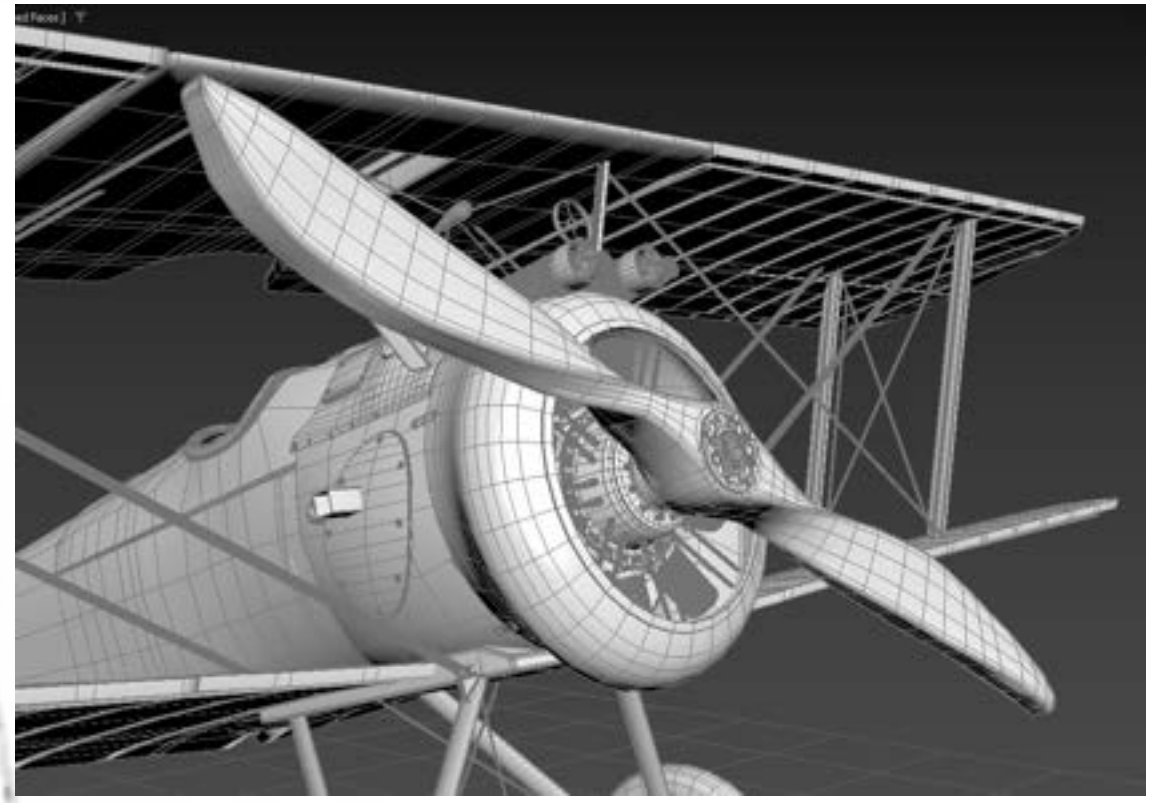


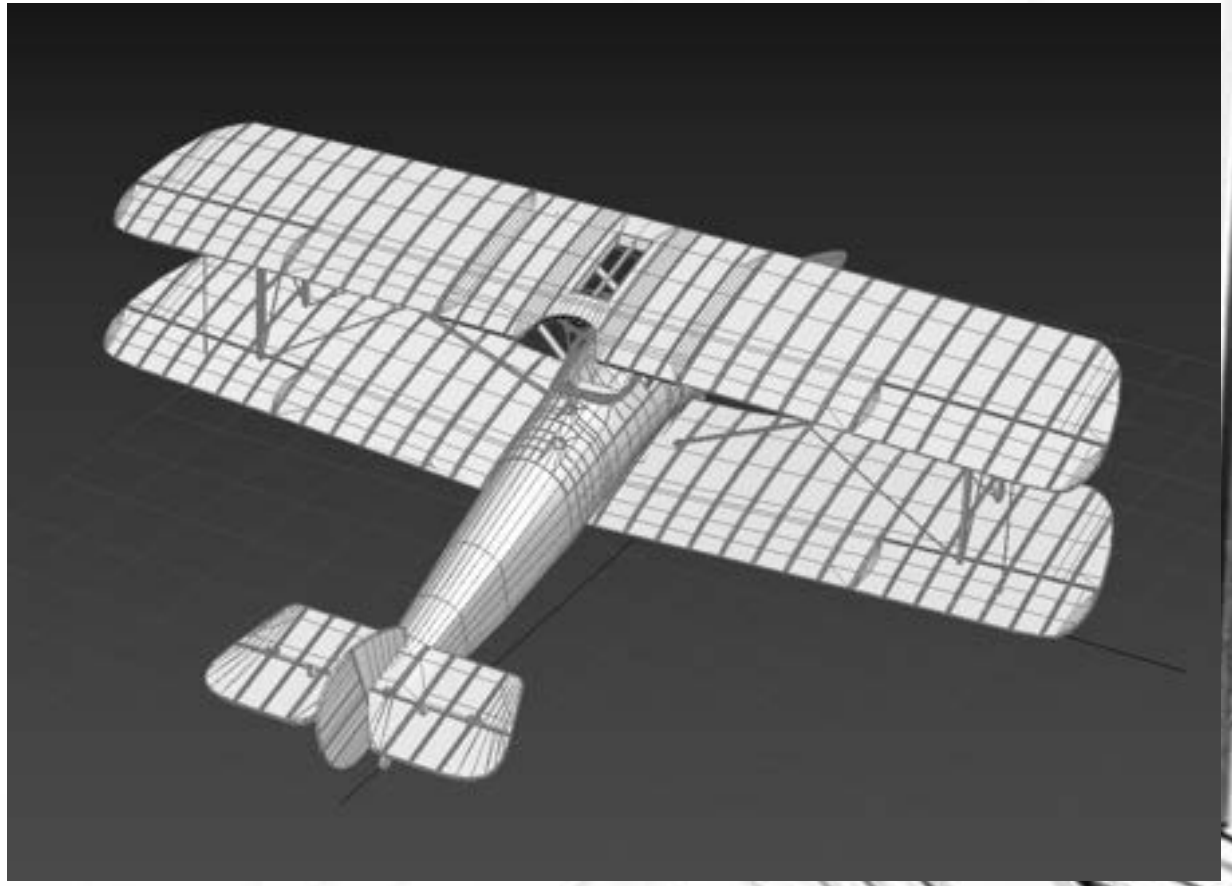


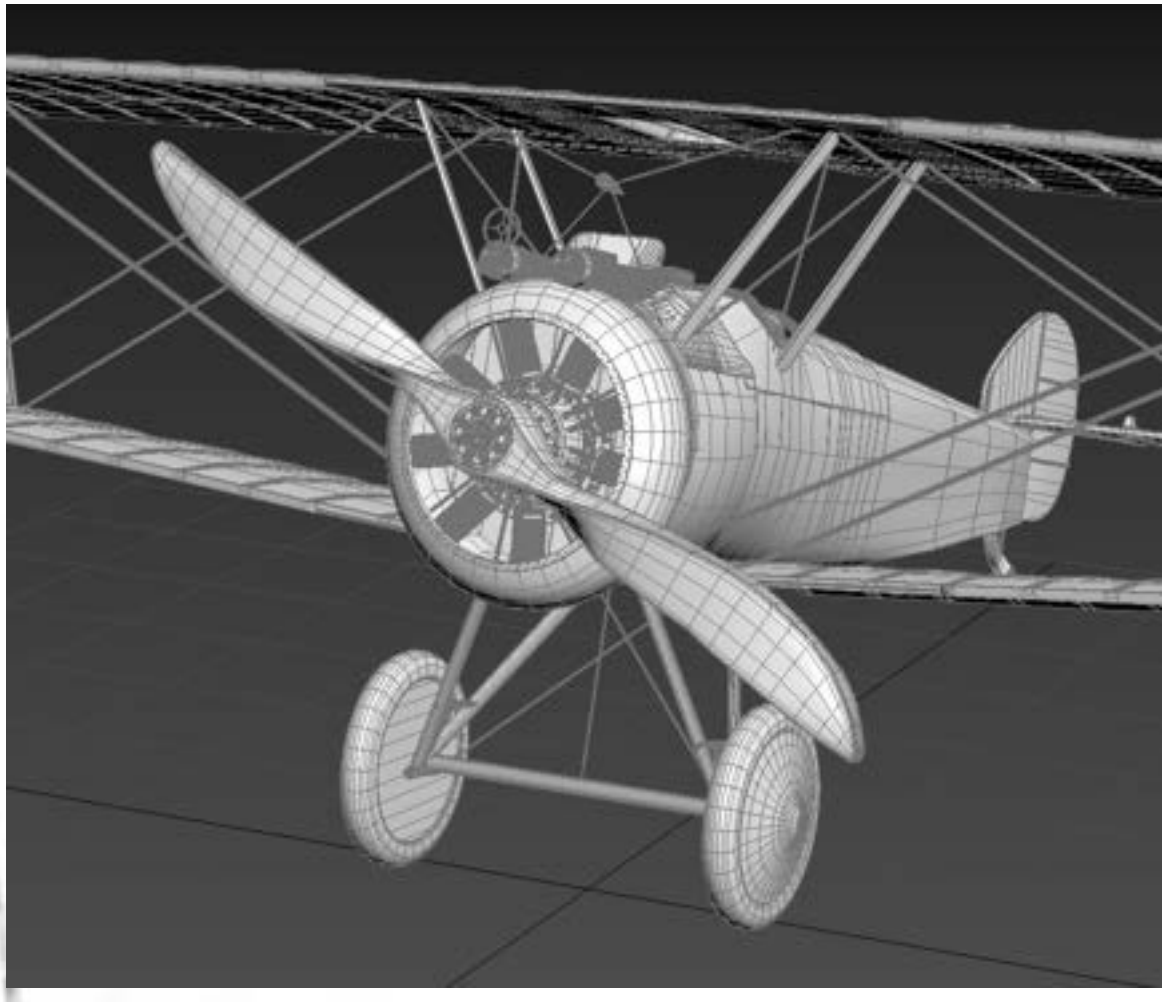


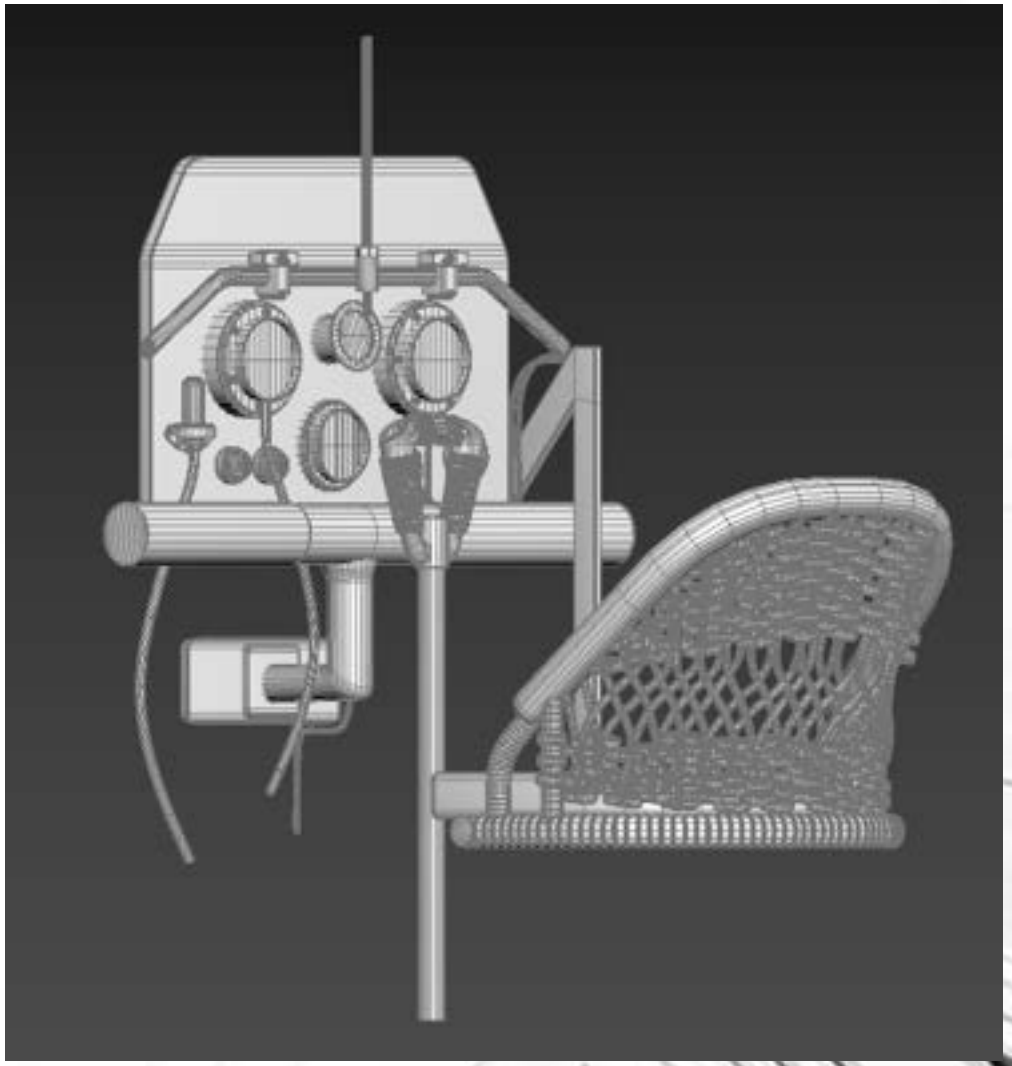




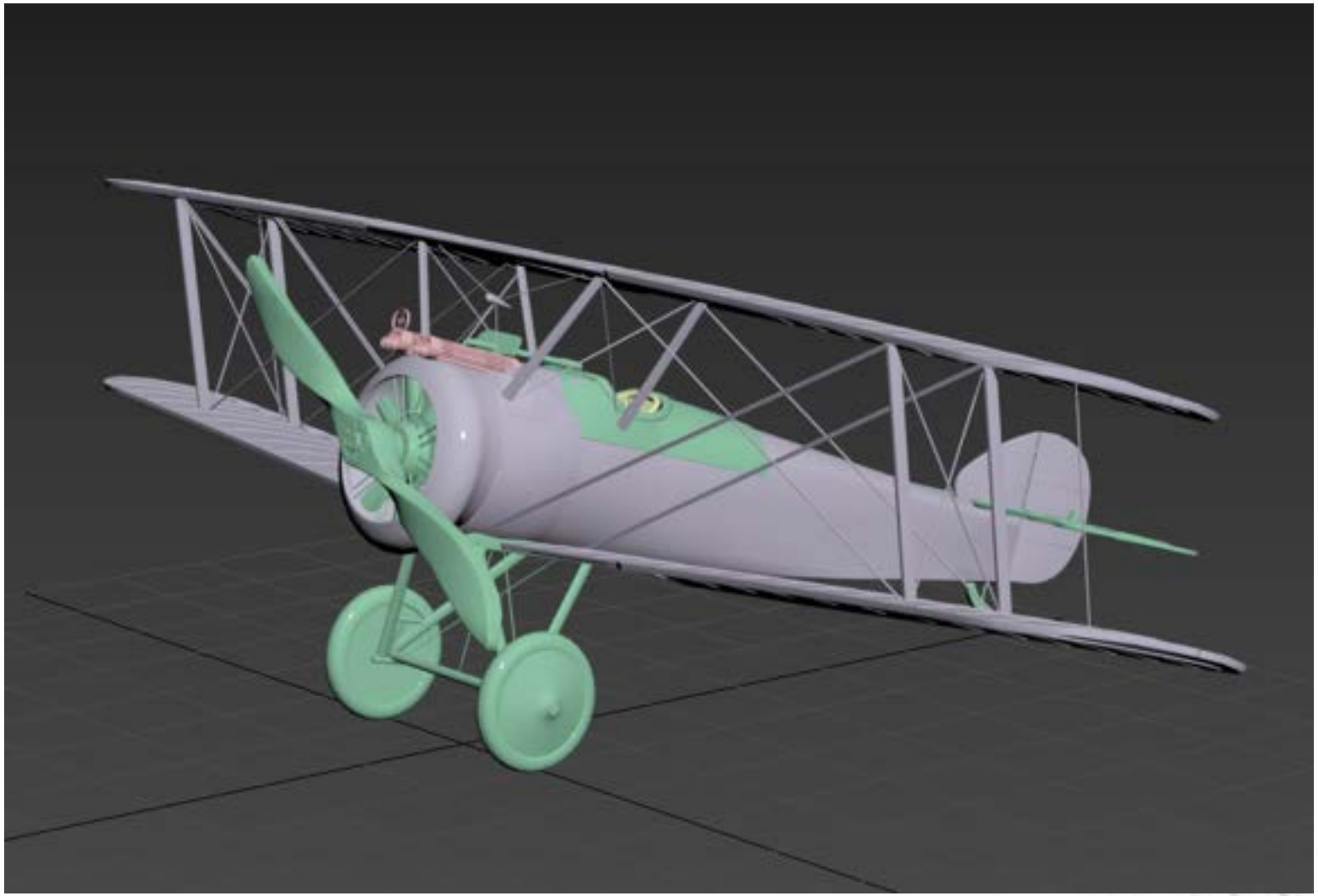








Colour Coding for UV Maps



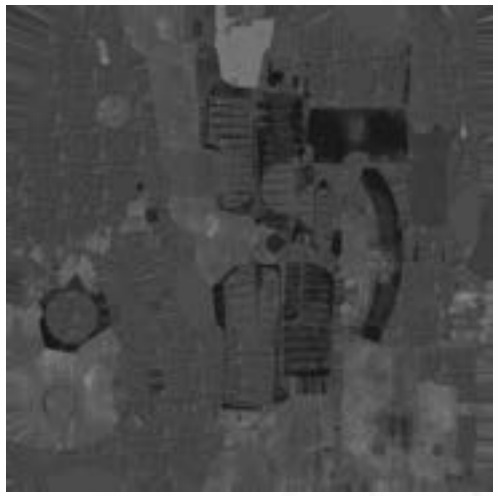
I colour coded using different materials the separate parts that each have their own UV Map so that Substance Painter can recognise that they are different.

Texture Maps

Base Colour

Normal

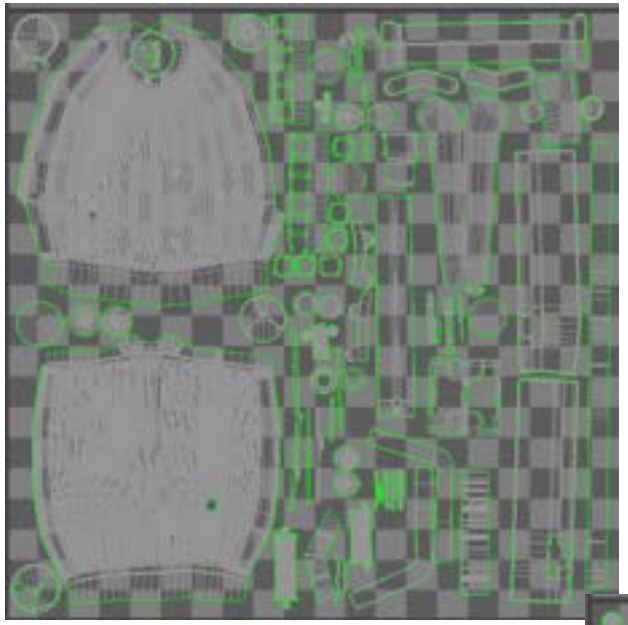
Metallic

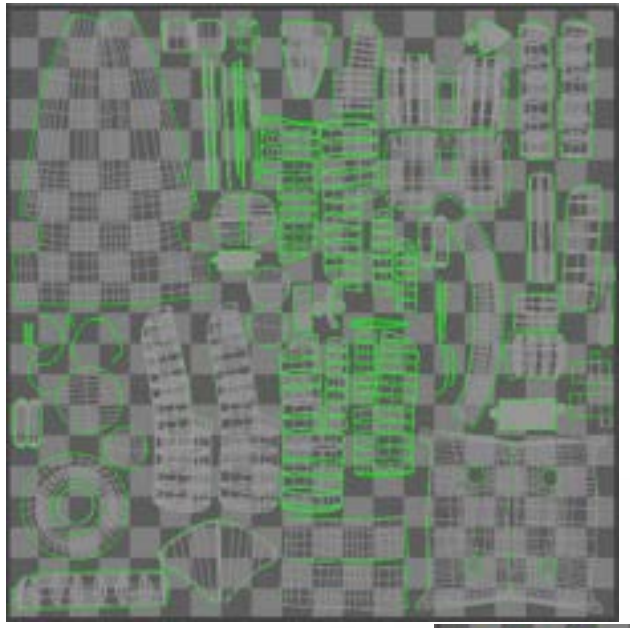


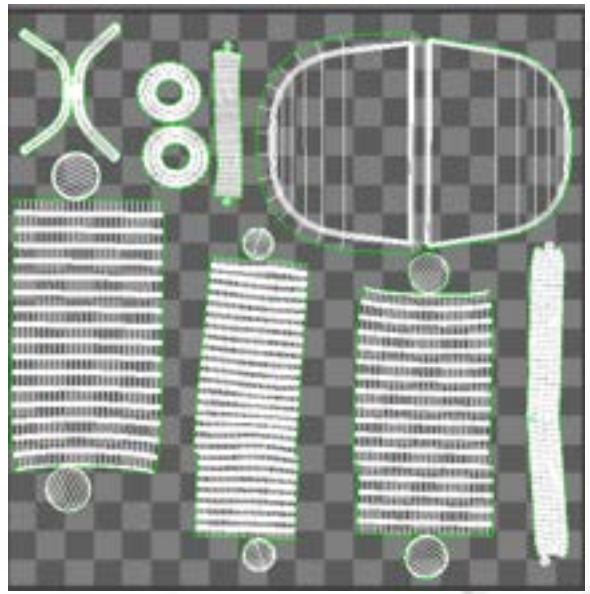
Roughness

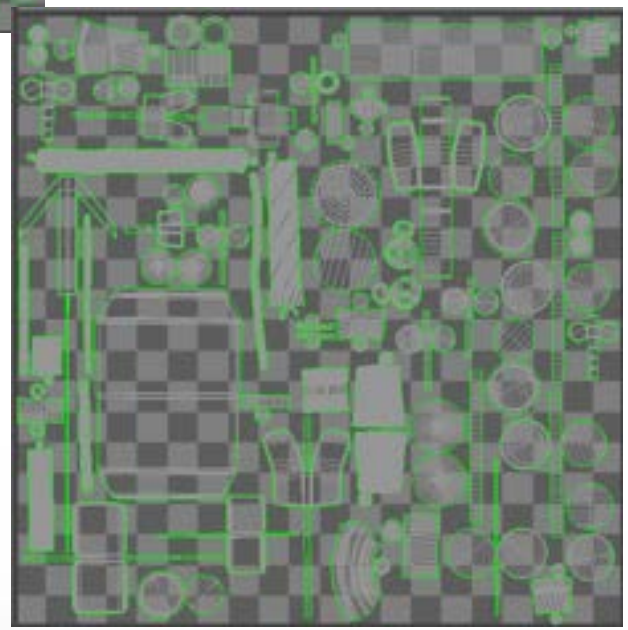
Height

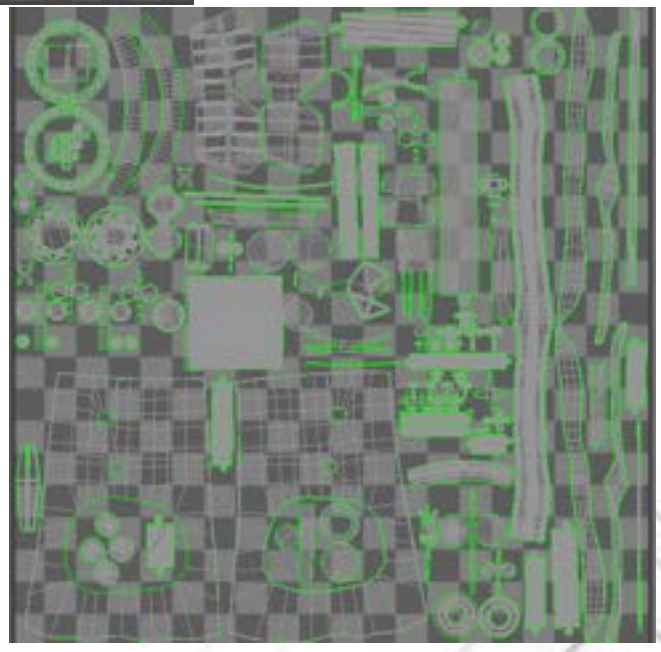
UV Maps



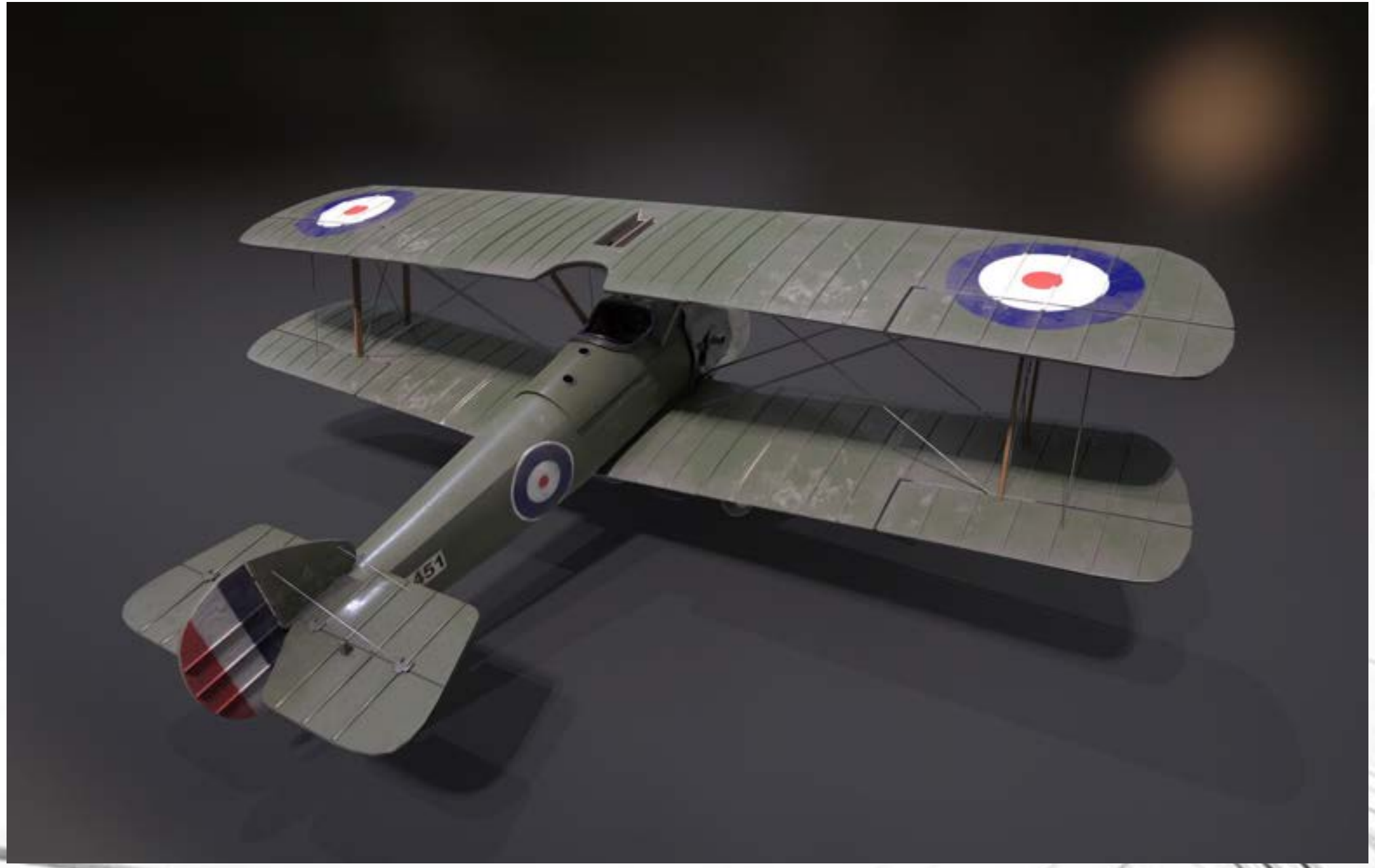








I used 5 maps overall for this plane since it is very detailed.


451

RPM
HEIGHT

Conclusion

- Overall, I am quite happy with how the art test turned out. I feel like I put a lot of effort into each component I created to capture the realistic look. The Sopwith Camel is an iconic plane from WW1, so I felt like I was bound to make it just like it is in real life.
- If I had a chance to improve on what I have done, I would have tried different variations of lighting on the plane and perhaps make the interior sides more accurate.
- This project has been enjoyable for me! I realised that hard surface modelling is right up my street.