Character Development

Production Diary AT01

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# Pre-Production/Documentation

# Character

* For my main character I have chosen the male character form pouch critters, the art style, concept, and design seemed like an interesting concept.

# Rookie Trainer (Type A)

**NAME**

* Levi Ketchum

**TYPE**

* Humanoid Sentient

**ROLE**

* Playable Character (Protagonist)

**PROFILE**

* Levi lost his parents at a very young age, he then lived with a friend’s family for majority of his life, losing his parents forced him to work hard to make his way in the world and to become a strong trainer. Due to becoming an orphan at such a young age he knows what true pain is, he does not want anyone else to experience it, so he tries his best to protect those close to him and make them happy by always smiling, laughing, and joking.

**DESIGN AND STYLE**

* Masculine human child, between 10 and 12 years old, A ‘rough and tumble’ type kid, backpack resembling a mix between a hiking pack and radio-backpack, belt with critter capsule slots and a fanny pack for even more storage.

**GRAPHICAL STYLE**

Pouch Critters will be rendered in a very cartoon-like visual style. Heavy use of minimalism.

- Bright colours with strong contrasts

- Simple, clean models (not necessarily low-poly; more like ‘medium-poly’)

- Large, flat surfaces with some details to ‘fill in’ blanks

* Denim/jeans would be a single blue colour with the seams and the suggestion of stitches rather than a detailed denim pattern.
* Brick wall would be the primary ‘shade’ of the bricks with small ‘clusters’ of bricks to fill in the blanks.
* Very similar to anime art style.

**ORGANIZATIONAL GUIDELINES**

Asset Management/Storage:

The guidelines should specify the preferred tools and platforms for storing and managing the project's assets. This could include software such as version control systems (Git Hub, Git Kraken) for code and artwork, cloud-based storage solutions (One Drive, Google Drive) for sharing and backing up files, and project management tools (HacknPlan) for task tracking and collaboration.

The guidelines should also address folder structures and how assets should be organized within the project repository. For example, separating art assets (textures, 3D models, animations) from code assets (scripts, shaders) and audio assets (sound effects, music) can help maintain a clean and structured project directory.

Asset Naming Conventions:

Consistent naming conventions are crucial for ensuring clarity and ease of access to assets. The guidelines should define a standardized format for naming assets, considering elements such as characters, environments, animations, and more.

By having clear naming conventions, team members can quickly identify and understand the purpose of each asset, making collaboration and integration more efficient.

**DESIGN WORKFLOW**

1. Conceptualization and Planning:

Defined the purpose and scope, collected references, and create concept art and mood boards.

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1. Model Design and Creation:

Sculpted the basic shape, refined details, and ensured clean topology.

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1. Texturing and UV Mapping:

Added textures with accurate UV mapping for realism.

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1. Prototyping and Testing:

Created iterations to experiment, gather feedback, and optimize the design.

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1. Lighting and Rendering:

Set up appropriate lighting and rendered using Blender's engines.

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1. Post-Processing:

Composited, corrected colours, and added effects for a polished look.

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1. Finalization and Exporting:

Review the model, save the project file, and export in suitable formats.

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**PROJECT SCHEDULE**

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| Week 2 | Start pre-production/documentation |
| Week 3 | Finish pre-production diary |
| Week 4 | Start gathering references and creating concept art |
| Week 5 | Prepare to start creating prototypes |
| Week 6 | Create first version of model |
| Week 7 | Continue work on model |
| Week 8 | Finish prototype model |

**SOFTWARE COMPARISON**

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| BLENDER | MAYA |
| Blender is a 3D modelling software primarily built for small studios or people new to 3D modelling, it is free to use which makes it a good option for most people, it has a large community and many tutorials on YouTube which makes it very easy to learn also it is quite easy to learn without tutorials due to its simple interface. | Maya is a professional 3D modeling software,  Maye is built for large studio projects; it costs quite a lot to use but the capabilities of it are much better than blander. Maya and Blender can both be used for modelling, sculpting, animating, texturing and more but Maya can do far more, it is much harder to learn but it is worth it in the end. |
| Pros | Pros |
| It is free to use.  Many tutorials make it easy to learn.  good for indie devs.  Can be used for many tasks. | Industry standard.  Hyper-realistic effects.  World class animation.  Better for large scale projects. |
| Cons | Cons |
| not industry standard.  Not as powerful  Limited in its capabilities. | High price.  Hard to learn.  Lack of documentation and tutorials. |

I have ultimately decided to use blender for my project because it is better suited to my needs, having blender be free and easy to use makes it perfect for this project, also this project does not require software as powerful as maya. Blender has all the tools and features that this project requires, making it easy to model characters and animate them.

# Design: References, Concept Art, and Mood Boards