Character Development

AT01 – Character Design & Prototyping

# Project Summary & Explanation

## Task A:

### Pre-production/Documentation

1. Students will choose one of five Character Design briefs from the studio portfolio.
2. From within these Character Design briefs the students will select three (3) characters
3. Within a production diary document students will need to confirm & discuss the following, with reference to the Design Brief they have chosen (300-500 words):
   1. What project & characters have been selected?
   2. What is the intended use for the character in the game? Consider & discuss their:
      1. Name
      2. Type (Humanoid or something else? Sentient or non-sentient?)
      3. Role (Playable character or NPC? Hero, ally or villain?)
      4. Profile (A short history or summary of the character, their beliefs, values, ideas, personality)
      5. Design & style (the visual aesthetics of this character)
   3. What is the graphical style and visual aesthetic of the game they are intended for and how will that effect the design of the character?
4. With reference to the Character Design Briefs provided, discuss the organizational guidelines provided for the project; asset management/storage and asset naming conventions (100-200 words)
5. Provide a written summary in the production diary what the workflow for designing, prototyping and finalizing a 3D model is (100-200 words with relevant images/diagrams)
6. In the production diary plan out the timeframe for this project with consideration to the due date & other work to be completed this semester. Make use of organizational tools such as *HackNPlan* and/or gantt charts. (100-200 words, with screenshots of project management in *HackNPlan* or other tools)
7. In your production diary compare two potential 3D modelling applications which could be used for this project. Provide a summary of their relative pros and cons, as well as an explanation for which tool you ultimately have decide to use (200-300 words)

### Design: References, concept art & mood boards

1. Begin sourcing reference images relating to the style of the chosen project and chosen characters. Provide information on where the reference images come from and how they relate to your design. (100-200 words + relevant images)
2. Using either the reference images you have gathered, or other sources put together a mood board for the project which demonstrates the overall visual aesthetic & style for the design. Provide an explanation on how you put together the mood board - the reasoning behind your inclusions and how they relate to the Character Design Brief you have chosen (100-200 words + mood board)
3. Based on the reference images & mood boards you have created, produce concept art for each of your three chosen characters. Concept art can be produced however you like - hand drawn, digitally drawn, produced through manipulation of existing images in image editing software or produced with AI assistance. Your concept art should provide a visual guide on how the 3D modeler should approach creating the character model. It should include instructions on the color palette and any details the modeler might need to know about. Include a short summary in your production diary on the process and reasoning you’ve used when creating your concept art (100-200 words)
4. Once your references, concept art & mood boards have been created organize a meeting with your studio head (lecturer) via email to discuss your designs. They will provide feedback as required and give you the green light to move forward with creating your prototype models. Provide a summary of the discussion in your production diary & screenshots of the email to and response from your lecturer (50–100-word summary of feedback for each character)

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| Checklist | |
| **Pre-Production/Documentation** | |
| Choose 3 characters & discuss them in production diary |  |
| Discuss Organizational Guidelines in production diary |  |
| Discuss character design/development workflow in production diary |  |
| Plan out production timeline & provide evidence of project management |  |
| Discuss 2x 3D modelling software programs to use for project |  |
| **Design: References, concept art & mood boards** | |
| Source images for references & provide documentation in production diary |  |
| Create mood board for project & document in production diary |  |
| Produce concept art for 3x characters & document process in production diary |  |
| Organize meeting & document feedback with Studio Head (Lecturer) in diary |  |

# Task B

### Create Prototypes

1. Create a git repository with your chosen git repo software. Provide a link to this repository in your production diary.
2. Begin blocking out the models for your chosen characters based on the designs you have created. Document the process with screenshots demonstrating the techniques and process you have used to create your prototypes. Include these screenshots in your production diary along with a brief description of the process (50-100 words for each character)
3. Begin planning out the shading and materials for your models by UV unwrapping the model and applying *at least* a temporary PBR texture albedo map to it. Document the process with screenshots showing the creation of your albedo map and any other PBR textures you’ve created at this stage as well as the UV unwrapping & applying the textures. Include these screenshots in your production diary along with a short-written summary of each step (50-100 words total for each model)
4. Set up basic lighting in the scene to demonstrate the applied shader using basic rendering (Eevee in *Blender*). Export a rendered image of the prototype or take a screenshot and include it in the production diary.
5. Save the prototype models as separate project files (e.g., *Character01\_prototpye. blend)* & ensure they are backed up to the repository before continuing to the next assessment using the original project file.
6. Organize a meeting with the studio head via email to demonstrate the prototype models. Document any feedback given & implement changes as required. Include screenshot of the email to and response from the studio head in your production diary along with a brief summary of the discussion and feedback received (50–100-word summary of feedback for each character)

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| Checklist | |
| **Create prototypes** | |
| Create git repository for blender models & provide link in production diary |  |
| Create prototypes & document blocking out process of models in production diary |  |
| Create albedo map for prototypes. Document UV unwrapping, creating albedo & applying the shader to prototype model |  |
| Set up basic lighting in Blender/3D modeling software & add screenshots/render to production diary |  |
| Save project file for prototype 3D models as separately named file in repo |  |
| Organize meeting to demonstrate prototypes to studio head & document feedback in production diary |  |
| Apply required changes based on feedback, screenshotting & documenting as required in production diary |  |