Character Development

Production Diary AT02

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# Pre-Production/Documentation

# Character

* For my enemy character I have chosen the Water Dog Critter from pouch critters, the art style, concept, and design seemed like an interesting concept.

# Water Dog Critter

**NAME**

* Nessy

**TYPE**

* Sentient, Anthropomorphism

**ROLE**

* Enemy Character

**PROFILE**

* Nessy is a small yet energetic dog, he easily gets excited and is always smiling, he is a very small creature but can pack a punch with his water-type attacks which he uses to his advantage.

**DESIGN AND STYLE**

* Happy and energetic
* Resembles some kind of canine.
* About the size of a chihuahua.
* Aquatic looking.
* Strong blue themes.
* Utilizes water-type attacks.

# GRAPHICAL STYLE

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

- Bright colours with strong contrasts

- Very similar to anime art style.

- 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.

# 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

My reference images will primarily come from google searches and some from AI art generation,

All the references need to show the simple art style and the vibrant colours.

|  |  |
| --- | --- |
|  | A cartoon character holding a clipboard  Description automatically generated |
| A cartoon animal with white collar  Description automatically generated |  |

# MOOD BOARD

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| A collage of cartoon animals  Description automatically generated |

The mood board shows the overall visual aesthetic and style of the design with the bright colours and simple designs. I found images of characters from similar games for inspirationas well as some AI generated art to give me more references I also created a colour pallet using coolers to give me an idea of where I should use each colour.