We created our assets using 3D modelling techniques in Blender and Gimp. We first created a 2D model in blender and imported those assets as pngs. Then we made the 3D models from those and imported them into unity.

The handgun model was made in gimp, we used that model to make a 3D version in Blender. Using the cube model we modelled it into that shape. We shaped the front half of it and then duplicated it giving it more depth. Finally, we added the smaller edits such as giving the trigger a unique curve, adding bumps to the top, and giving the handle a "grip" texture.

The first character asset we made in Gimp was Cesar who is the main character of our game. We drew a basic character outline which was loosely based on a bird/human hybrid. These characteristics are easier to see in the 3D model as he has smaller arms compared to the rest of his body and he also has a beak. After the character was made in Gimp we exported it as a png and used it as a reference when making the 3D model. After the creation of the model, we gave it a light brown colour for the pants and a light blue for the rest of the body. It is similar colours to our 2D drawing.
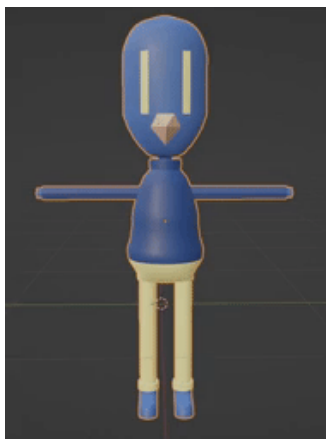
The second character asset we created was Rombos. It is a unique design because the character does not use legs to walk, it hops instead. We used the same process as creating other assets, making a 2D in gimp, then importing that into the blender as a reference and making the model. This model was a bit more challenging because of the head shape and the glass's texture on the face. Finally, we added the checkered red and green texture as clothes as seen in the 2D model.


The third character asset we made was Mr.Mangera. We used the same process as creating other assets, making a 2D in gimp, then importing that into the blender as a reference and making the model. This model was a bit different because of the unique head shape. After making the model as a plain head we added the circular textures at the end. Finally, we added the suit textures and colour textures as clothes.

For the glass asset, we made the outline of it in gimp first and then added the shadow detail at the sides and bottom. We chose to give it a grey/black colour to give it a better look.
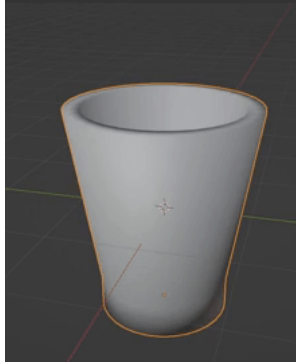
The final asset we made was a Tree. It has the most detail compared to the other models we drove. We first made the outline of the tree model with the branches and roots. Then we added the more minor shadow details for the branches, we used a smaller brush and a darker colour. Finally, we added the face and coloured it in the eyes and mouth to give it a clear look. The creation of the tree in the blender was challenging as it has multiple tree branch

components.