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Final Project Milestone 1

I will be working alone on this project and plan to create a kitchen scene. Assets I intend to make are as follows:

* Kitchen Box
  + Two windows
  + 4 Walls
  + Ceiling
  + Floor
* Sink
* Refrigerator
* Countertop Island
* Counters
* Stools/Chairs
* Cabinets
* Pizza + Pizza box
* Potted plants

I plan to break down the project into three parts: modeling, texturing, and implementation in unity.

Modeling will need to be done first and I will have all models completed by November 9th to coincide with milestone 3. All assets are not required until milestone 4 but I would like to get those finished sooner rather than later to leave time for polishing up the models.

Texturing will be completed alongside modeling (as I complete the models) when I find the time. Any models that remain untextured will be fully texture by November 20th to leave some time for polishing before milestone 5.

Implementation will begin with a grayboxed Unity scene and models will be imported in as soon as their first iteration is complete. This will help to get a better idea for relative sizes of objects.

My expectations for this project are to make a simple but clean kitchen scene. Working by myself I know I can’t match the scope of other projects and for that reason I am trying to make things simple with models that I think I won’t have too much trouble creating. I’m hoping to continue learning about Maya and 3D modeling through this project and come out with a great final product.

Top Down View:

A picture containing application

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