

Research + Analysis

For this project I took the role of character designer, character animator, rigger, and 3D artist. I also did some UV unwrapping and blueprint work.

For this last sprint, I was working with the NPC's to get them to each have a random hairstyle, hair color, skin color, shirt, and shirt color each time it was constructed. I was working on intense blueprints which I have never done before. I followed many video tutorials and searched through many game design forums. I had to get it to select a mesh and material from the arrays of options. I had to make sure each piece was bound to the skeleton (or not) so there was a ton of switching back and forth between Maya and Unreal. I also had to add the animations to the NPC's and make sure they all work with all the mesh switching. This whole process took 14 hours in 3 days. I am very impressed and proud of myself.

That was my main task for this week but I also built a bench and a crate for the player to interact with and to fill up the world. I modeled, UV unwrapped, and brought them into the world. This took probably 1-2 hours.

<https://forums.unrealengine.com/t/how-to-setup-master-pose-component/318765/4>

<https://forums.unrealengine.com/t/how-can-i-change-my-characters-hair-styles-and-clothing-and-keep-it-rigged/10359/3>

<https://forums.unrealengine.com/t/how-can-i-change-my-characters-hair-styles-and-clothing-and-keep-it-rigged/292258/2>

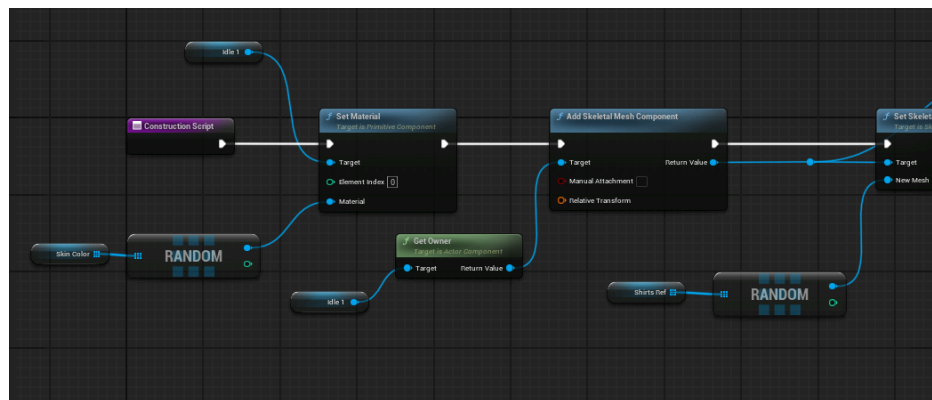
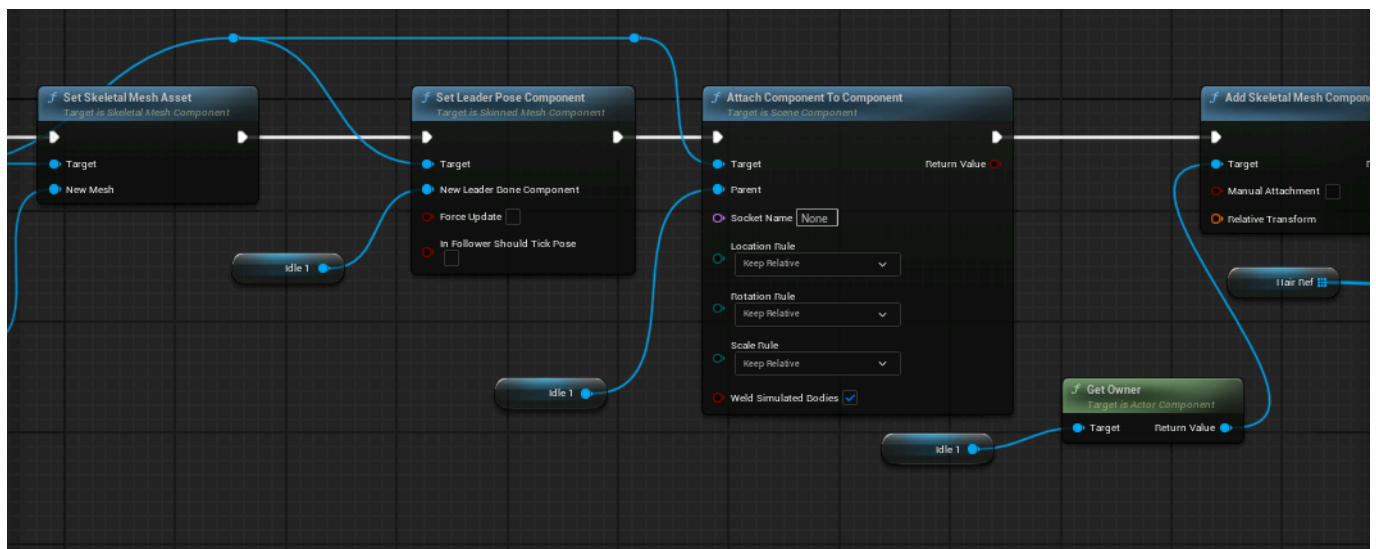
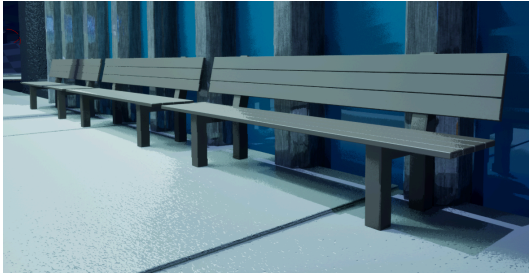
<https://www.youtube.com/watch?v=sSZLMdv9BkQ>

https://www.youtube.com/watch?v=N7n6_-ICRvE

<https://dev.epicgames.com/community/learning/tutorials/KKxl/make-random-idle-animation-in-unreal-engine-5>

All these videos and forums were used together to make my NPC blueprint. None of them were exactly the thing I was looking for so I had to mix it and make some things up. So much reiterating and trying things.

More Visualization





Postmortem

This class was very cool, exciting, and fun. It was very unfortunate that 2 of our team members decided to go AWOL for the whole semester. This really made it hard for us to complete our game. The final product is vastly different from what we had originally hoped for. It was extremely frustrating and stressful to work through it but we did. I learned SO MUCH in this class just by being thrown into it. Youtube is my best friend and I have learned just how much I can teach myself, learn, and be able to accomplish. I wish I didn't have my other classes so I could have given this game my all. But that's how school goes I guess. Again, I loved this class and everything I have learned.

Growth (not in order):

1. 3D modeling, modeling speed, human modeling
2. I got the texturing process down
3. I also finally got my UV unwrapping process down and understand it and can do it very quickly.
4. Rigging improvements. I was able to review my process of rigging and learned shortcuts to help me meet the scope of the game. I learned the importance of skin binding and how it works.
5. Working in-engine. This is something that I have scarcely experienced and am now very excited about it. I have really never touched blueprints and I was able to accomplish my tasks and enjoy the grind.

Areas of Improvement:

I definitely want to work in-engine more, working with animations and implementing my products into the world. As Prof. Kirby told me. That is something that will make me stand out

against others as most artists simply pass their work onto the people working in-engine. But if I can complete the pipeline myself, that will be very attractive to studios.

I also want to understand more about how to model specifically for animation. Learning the retopo process to get the seams right on the player character was very interesting and eye-opening.

Overall, I need to continue to work with this whole process to polish and optimize it.

Class Improvements:

I think you are a fantastic instructor and it is clear you really love what you do and what you teach. You are full of information and I am intrigued in what you have to say. You were great with one-on-one help and were able to provide external sources. I don't think I could do a better job than you already did.

Peer Reviews

Kaden - THUMBS UP

You are a hard worker and you know your craft. You clearly put a ton of time and energy into this class. You produced so many assets that are in the game. Not only did you put a ton of time into the work, you also never missed a class. This was super important considering our team situation.

Ashish - THUMBS UP

You are once again the backbone of this project. You set up meetings and made sure everyone was on track. You clearly put so much work into this game. You did so much work in debugging and making the actual thing work. Without you, we are nothing.

Chris - THUMBS UP

You were great to work with and did a ton of work designing the game. You made the quests and the map design. You have been working hard to finalize the game.

Qihao - THUMBS DOWN

You have disappeared. You never come to class nor talk in discord. You clearly have done nothing at all. You are never in class and never talk on the server. Either you or the other game designer made our GDD a week late AND with ChatGPT. You and the other guy made this process so much more difficult than needed.

Guzhuo - THUMBS DOWN

Same with Qihao; you did nothing and disappeared. I would say the same things I said to Qihao.