Asset Creation Assessment 2

Rylie Nauta

Description/Asset List

Asset Description:
My asset is going to be a futuristic/steampunk style pair of goggles. They are a deep brown colour with a leather texture. There are two glass circles surrounded by a thicker layer of leather with small copper bolts on it at the front where the eyes would see through and a leather band stretching around the back with a copper buckle which would be used to loosen or tighten the goggles on a persons head. The pair of goggles are about a foot wide, fitting above the forehead of somebodies head. The pair of goggles themselves were produced by an old company that is now long out of business, but this particular pair of goggles has an engraved surname on the inside as it has been passed down as a family heirloom by the man who first designed and pitched it to the old company. These goggles were produced by the company for the purpose of work protection in everyday situations. The goggles themselves are a bit worn out, but it isn't noticeable by appearance except for uneven stitches over the front centre section on the edges.

Asset	Polycount	Textures	Tex. Size	Texture Name
YourName_AssetName01.fbx	<1500 Tri's	Diffuse (Alpha)	1024	AssetName01_D.tga
		Normal	1024	AssetName01_N.tga

aie
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Reference Images
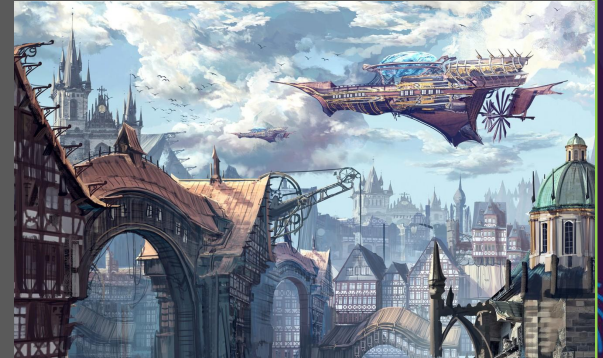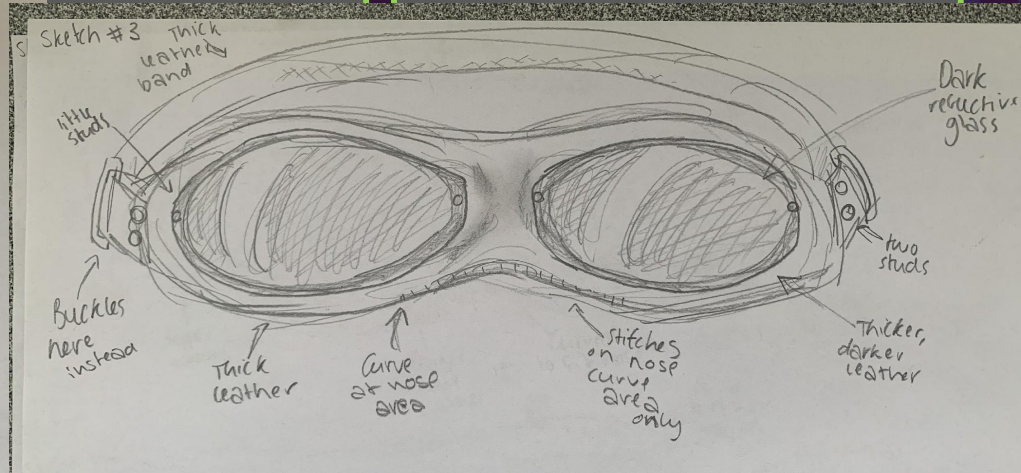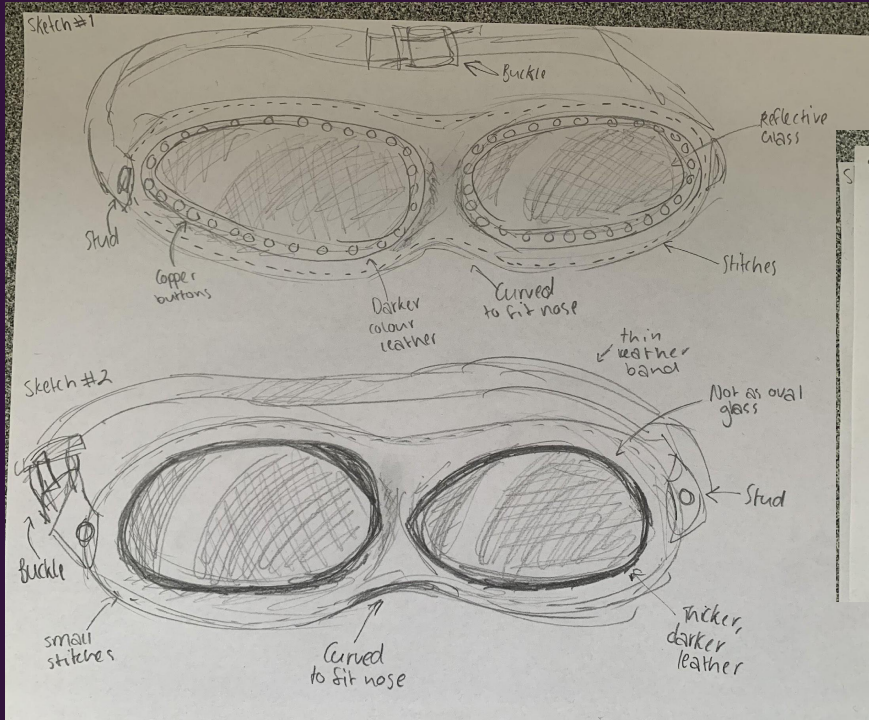
🗆 I like this overall design for the set of goggles

This is the sort of steampunk vibe that I have in mind based off this concept art 🗆

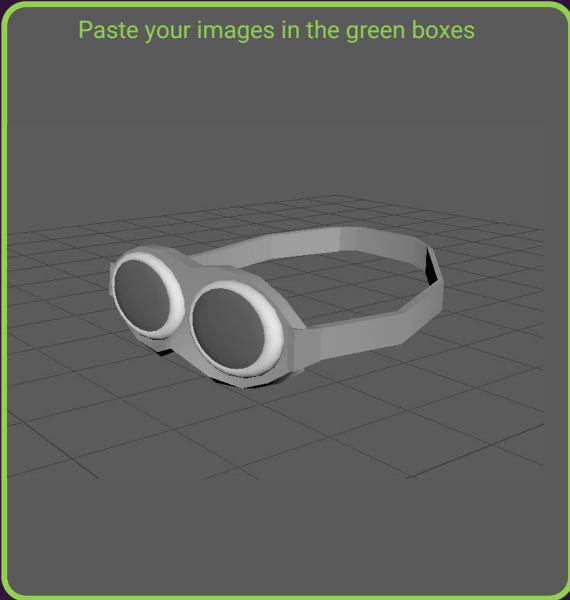I like the materials of these two; the copper and leathery look
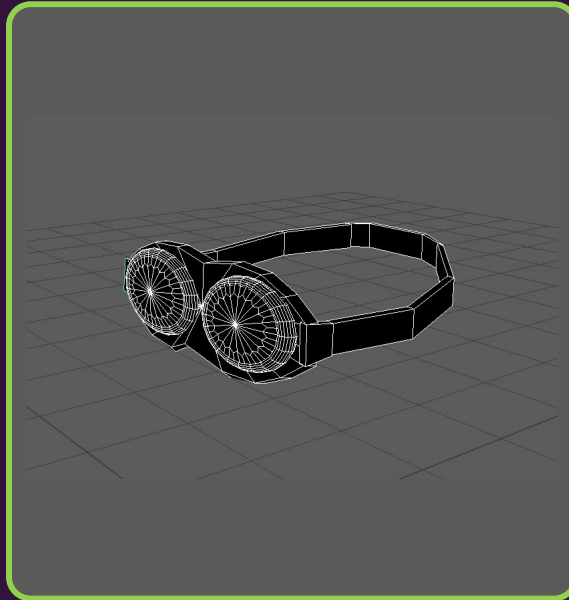
Concepts

Model Primitive Blockout

Paste your images in the green boxes

Primitive Blockout

Silhouette

Feedback|Pre-production

Obtain approval for your pre-production before modelling your asset.

Feedback	Approved
Fantastic work Rylie. You have developed a strong description and backstory for your steampunk goggles model. Your reference images give a clear indication of where your design is headed and the environment images provide context for your design. Your concept sketches are detailed and show some different features for your final design. Don't forget to add another slide and include your coloured Photoshop sketch as it would be a shame to leave that out. Your primitive blockout is already looking really detailed. Once you start to play with the smooth tool, this will become a highly polished model. Well done.	

Modelled Asset

Paste your images in the green boxes
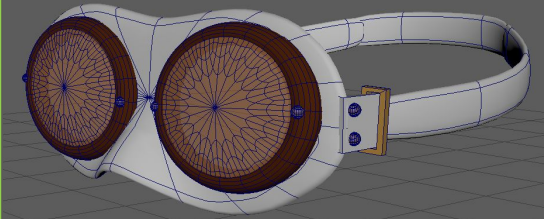
Perspective shaded wireframe
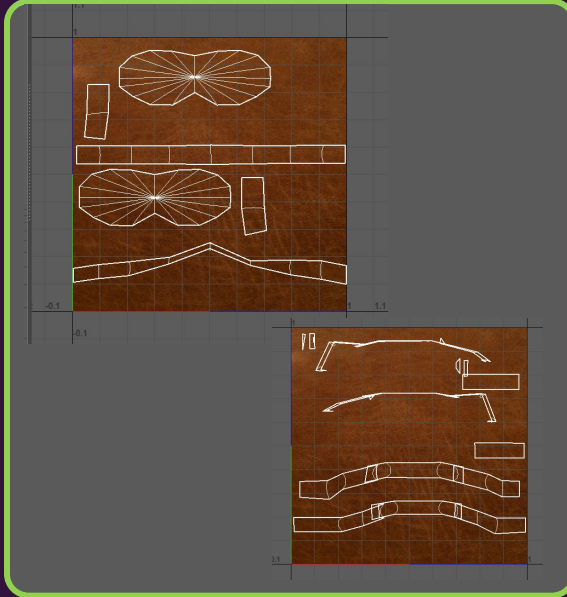
UV Snapshot

Feedback|Modelling

Obtain approval for your model and UV unwrap before texturing your asset.

Feedback	Approved
Well done on completing an accurate and interesting 3D model so far Rylie. Your UV unwrap looks detailed and accurate. Well done.	

Textures
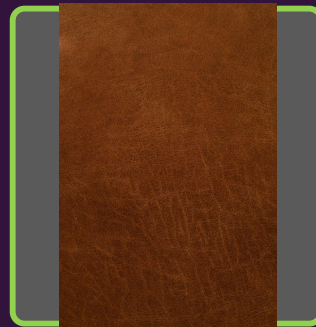

Paste your images in the green boxes
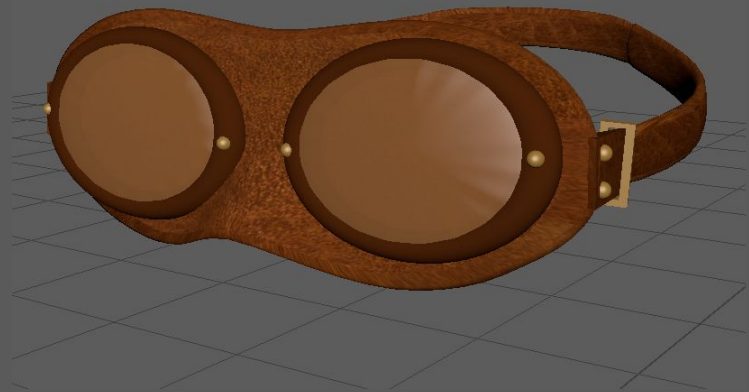
Textured Model

Diffuse
(Default
Texture)

Normal

Asset in Game Engine

Paste your image in the green box

Post Mortem

Did the asset turn out as you expected?, If so how is it different?
My asset turned out how I expected in the modelling aspect of it. The shape and different parts of the asset I had aimed for and I was proud that I had made the shape look how I wanted. The textures, however, didn't turn out how I expected. I'd expected to have more textures instead of just the one leather texture, but I wasn't able to find any free bronze or copper textures to use so I had to make them out of a colour instead. I would've wanted the textures to be more detailed.

What was challenging in its creation?
The most challenging part of my asset was the UV Unwrapping. There's so many steps and things to do yet there's no set way, meaning I have to figure out how to UV map according to my own model. It took a lot of YouTube and Googling for me to finally get the UV map as accurate as possible.

What are you most proud of about the asset?
I'm definitely most proud of the modelling part of the asset. I was honestly surprised with how easy the modelling part had been for me, but it was fun and I was proud of myself for being able to complete it without any big issues or setbacks.

What would you do differently?
I would probably do a different shape of goggles that didn't have as many smooth faces as this one did. It was a lot harder to UV Unwrap because of the amount of faces I had, and not only that they were smooth so it was harder to put them in the right position and shape. I would also try to find textures sooner so that I would be able to plan ahead and change textures if I needed to.

What new skills / things did you learn?
I learnt a lot about communicating with my teacher more and not being afraid to ask him question after question, especially being in lockdown and doing home learning. I also learnt the skills of smoothing parts of my models, using varying kinds of attributes with different materials (Phong, Lambert, Blinn), how to pretude faces in modelling, and how to compress the model together in order to export it to an FBX file.

Feedback|Final

Obtain approval for the final deliverables of the assessment.

Feedback	Approved
Well done Rylie. You have produced a highly accurate and creative 3D model with a suitable colour scheme and textures. Your description is highly detailed and gives an excellent indication of the style of your steampunk goggles and the materials that you plan to use. Your reference images give a great indication of the textures, colours and environments that have inspired your design. Keep working on your annotations here, the more in depth the better. Your sketches are highly detailed and show some experimentation in your design, but could be pushed even further to experiment with more shapes and styles. Your final 3D model is complex, accurate and realistic. Your Maya file is neat, remember to name your layers. Your texture has been applied successfully and shows correct use of the UV unwrapping technique. You have also made good use of the materials in Maya. Your critical evaluation is reflective and contains forward-thinking advice for your next SAC task in a high amount of detail. Fantastic work.	☐

Task|Submission

The following files **Must** be given to your teacher in an appropriate format.

Meshes:
All of your mesh files in both .mb and .fbx format.

YourName_Assess1_AssetName1.ma
YourName_Assess1_AssetName1.fbx

Textures:
Your Photoshop .PSD texture files.

YourName_Assess1_AssetName1.psd

All individual exported texture images in .tga format.

AssetName1_D.tga
AssetName1_S.tga

Presentation:
Your power point must be submitted to Canvas.

YourName_Assess1_Presentation.ppt

Sketchfab:
Your model must be imported into your game engine or uploaded to Sketchfab as a single mesh.