

Environment Development Assessment 4

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Introduction|Brief & Requirements

Brief:

You are now ready to start developing your work from the client's brief in which you have fleshed out.

Pre-production:

- You need to create a mind map in order to establish what assets you will need to concept and create.
- You need to gather reference for all of the assets that will need to be created
- You need to create a list of your assets and schedule
- You need to create small thumbnail sketches and a final concept

Production:

- You need to create primitive blockout of your assets
- You need to model and UV unwrap your assets
- You need to texture your assets
- You need to present it in UE4

Task|Mind Map

Mind Map:

- Brainstorm your idea using the mind map technique to establish exactly what you need in your environment.
 - Add branches to yours ideas
 - Use relatable keywords
 - Use colour codes
 - Use images if necessary

Mind Map

Paste your images into the green box

< coggle

Alternate universe setting; similar to medieval times but there is magic, fantasy, monsters, kingdoms, etc.

the girl aspires to be a mage and learn magic, therefore her room could include some fantasy/magic items

it's an early morning, the girl has left the room in the morning leaving everything in its place

setting

storyline/characters

the room belongs to a teenage girl with a father and brother in the royal guard (they are fairly wealthy because of this)

Medieval Teenage Bedroom

Textures/colours

dull, watered down colours

a spell book (thick with details on front)

a book (can be duplicated and added different textures)

a bedside table or desk

maybe a polished sword

a wooden bed

asset ideas

client needs

bedroom for a game environment that goes along with the character/plot behind it

wooden textures mostly
some smoothed light grey stone textures



Task|References

Reference Tasks:

- Gather reference images for your asset, include material reference and consider the colour palette.
- Paste the images into the slide below.

Requirements:

- Add notes where relevant and crop images so that they only include the important elements.

References



I really like the simple yet real style of the room in this one. The colours and textures are realistic with a slight cartoon spin.



Paste your images and comments into the green box

I like the wooden texture of the floor and walls in this. Also the stones around the fire place.



The desk and bed in this image are how I would like to design the furniture I would model, with a nice wooden texture + brown colour similar to this.

I'm taking a lot of inspiration from the Nintendo game *The Legend of Zelda: Breath of the Wild* because I love the art/modelling style of the furniture and rooms.



References



Paste your images and comments into the green box

I like the texture of the stone wall and also the style of the bed frame in this.



I like this book a lot since it looks like a simple spell book. The gold rims around it I really like and also the ribbon in the pages.



Gizelle Karen L. Baliso



I like the top part of this desk. The drawers under the top of it I like, but not the drawers down the side. I would rather regular table legs.

Task|Asset List and Schedule

Asset List Tasks:

- List of all the assets that you would like to have
- Write a little description of each assets

Schedule Task:

- Write an approved due date with your teacher

Asset List and Schedule

Asset	Description	Due Date
For Example: Tree_01	Big old tree with lots of leaves, they are very lush and green.	8 th June. (depending on school timetable)
Bed_01	Big wooden bed with high posts and a polished/furnished look.	19 th of October
Desk_01	A smoothed and simple desk with a drawer under the top and straight symmetrical legs.	20 th of October
Spellbook_01	A thick leather book with golden edges and clasps with loose pages and ribbons hanging out.	23 rd of October

Task|Thumbnail Sketches

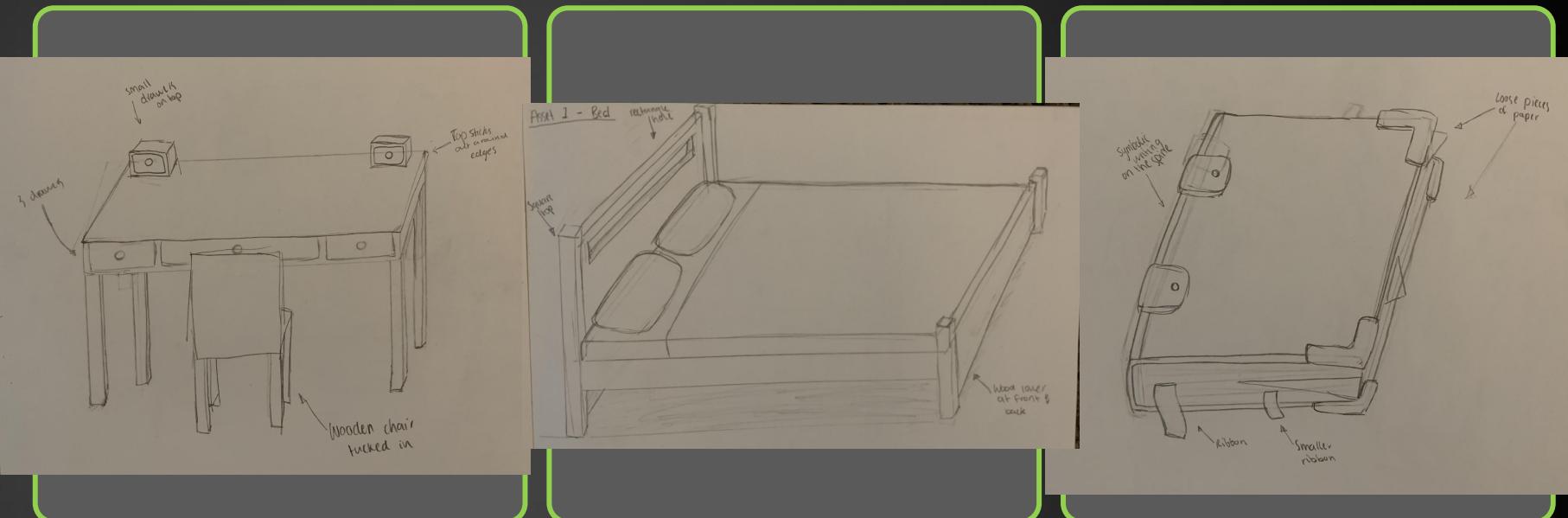
Concepting Tasks:

- Draw thumbnail sketches for your environmental assets
- Paste them into the slides below.

Requirements:

- Thumbnails must include the overall form and major details.

Concepting|Thumbnail Sketches



Asset 1

Asset 2

Asset 3 (Optional)

Task|Final concept

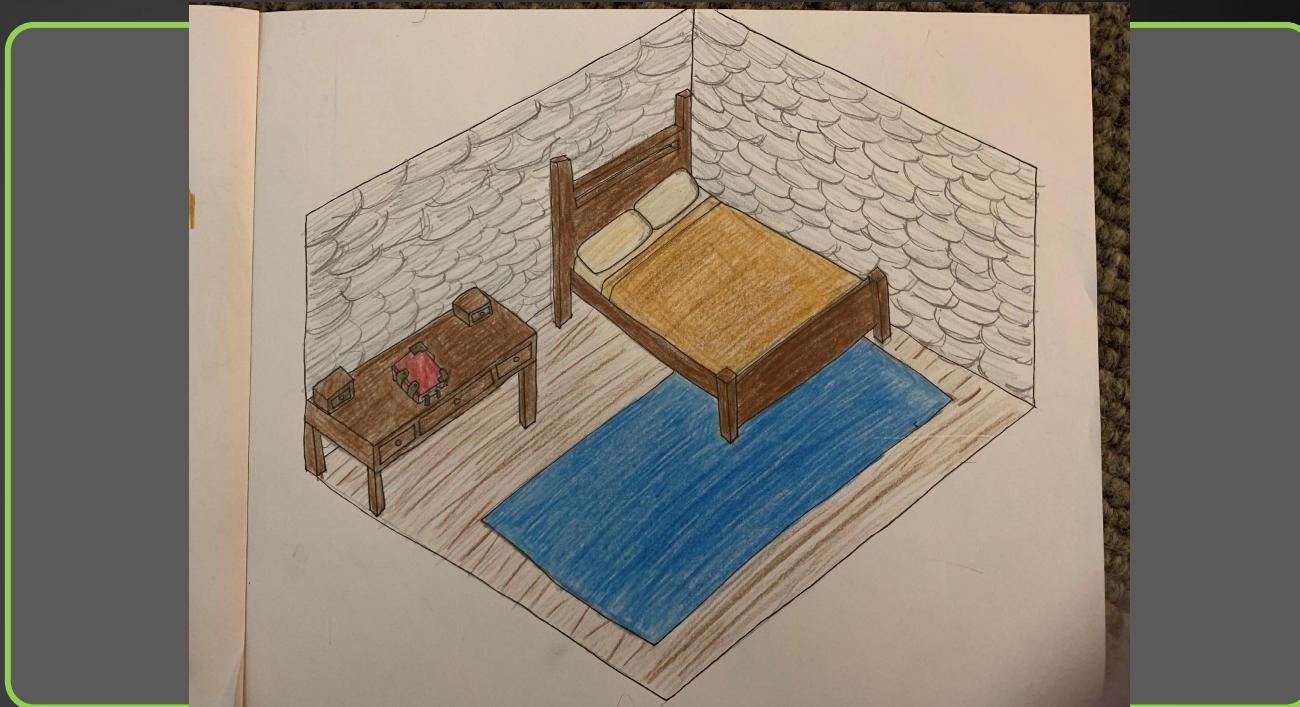
Concepting Tasks:

- Draw your final concept of your whole environment, include all of your assets.

Requirements:

- Concept must include major and minor details
- Concept must include colours

Concepting|Final Concept



Final Concept of Environment

Feedback|Pre-production

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

Feedback	Approved
Well done Rylie. Your mind map features a range of ideas that describe your environment well. You could always include more ideas or options that branch out from each node. Your references are well annotated and the imagery fits your chosen theme. Your selection of assets and sketches show that you have planned a really believable medieval bedroom. Think about how you can use colour and patterns to emphasise the fantasy / Zelda elements. Good work.	<input type="checkbox"/>

Task|Primitive Blockout

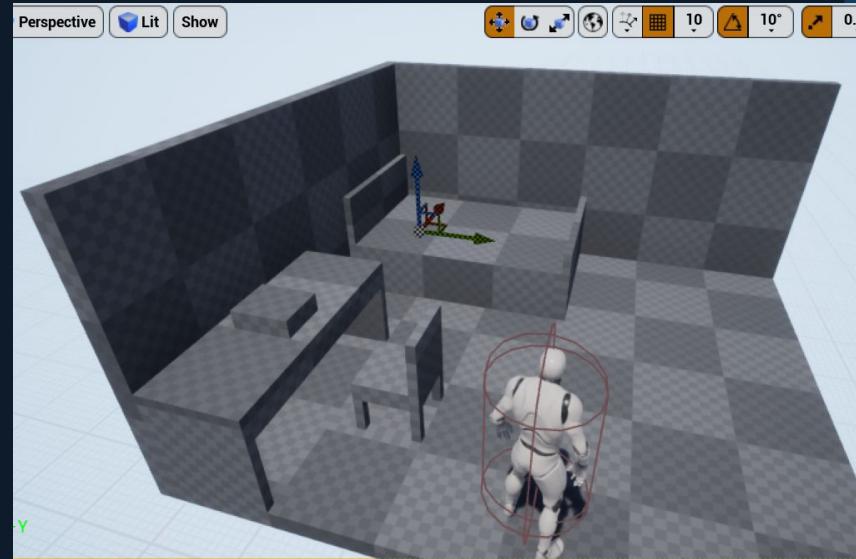
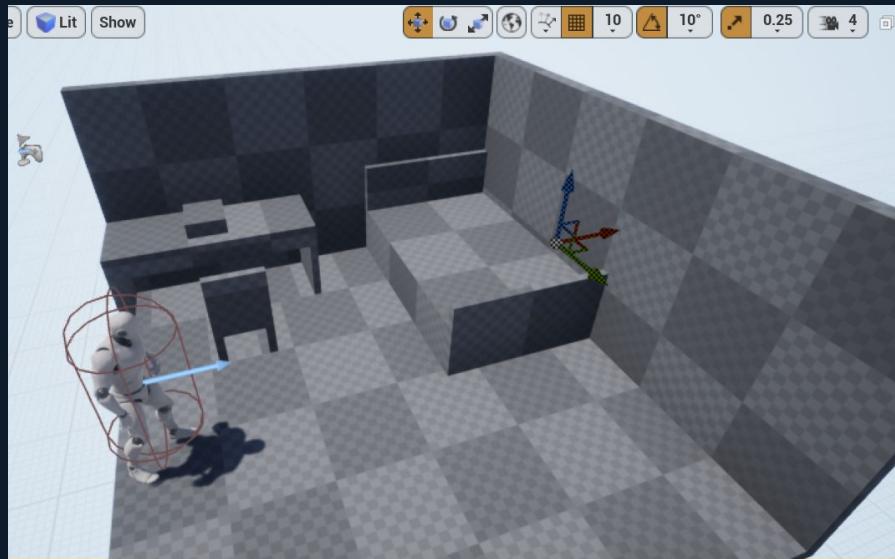
Blockout Tasks:

- In Maya, using only primitives polygon create a primitive blockout of your assets.

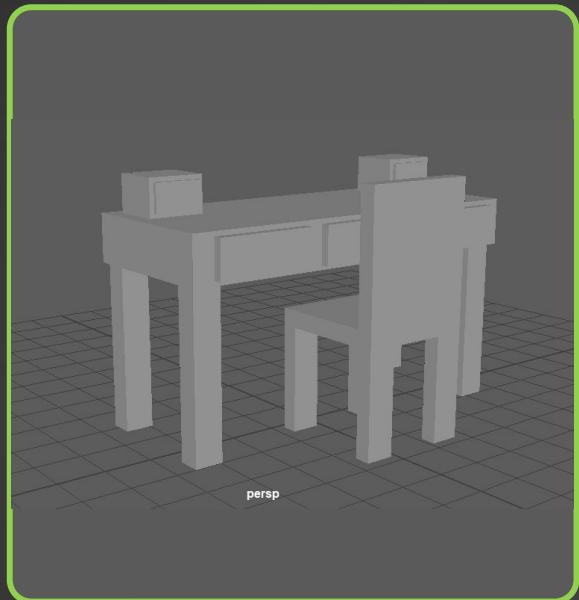
Requirements:

- The blockout should be the correct scale and represent the key forms of the design.

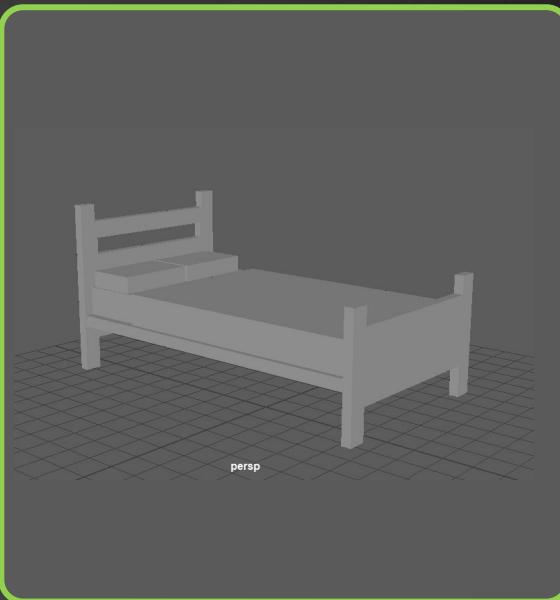
UE4 Room Blockout



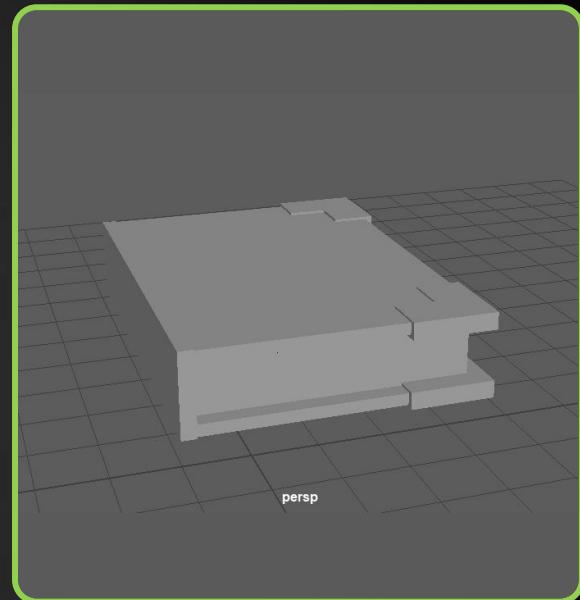
Primitive Blockout|All Assets



Asset 1



Asset 2



Asset 3 (Optional)

Task|Modelling

Modelling Tasks:

- In Maya create your environmental asset using polygon modelling techniques.
- Screen capture a perspective view of the model in **shaded wireframe mode** and paste it into the slide below.

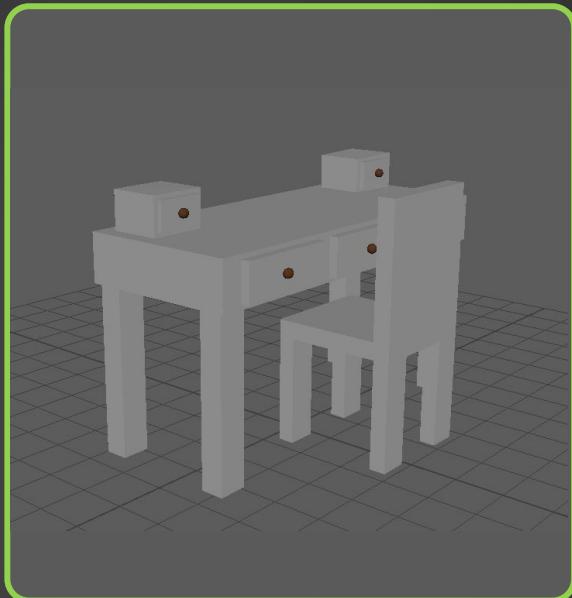
UV unwrapping Tasks:

- Once you have completed your model, you then need to UV Unwrap it.
- Take a **UV snapshot** of your model UV layout and paste it into the slide below.

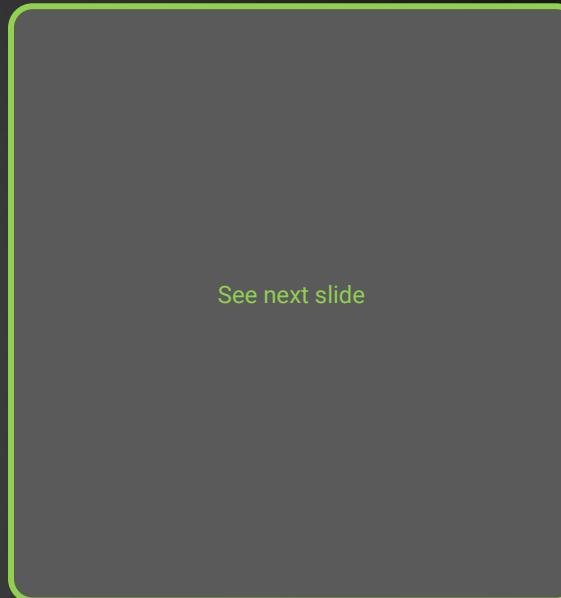
Requirements:

- Your mesh must meet the brief and technical requirements.
- Clean up your model by:
 - Remove/fix any: N-gons and hidden edges, duplicated objects
 - Delete your history
 - Freeze transforms
 - Set your pivots
 - Name your objects appropriately in the “Outliner”
 - Make sure that your UVs are within the 1 by 1 space

Modelling & UV|Asset 1



Perspective shaded wireframe



UV Snapshot

See next slide

UV Snapshots



Desk base/legs

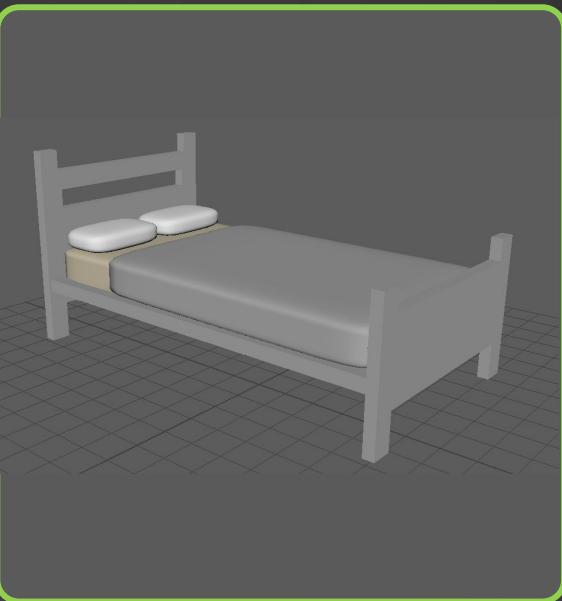
Chair

UV Snapshots

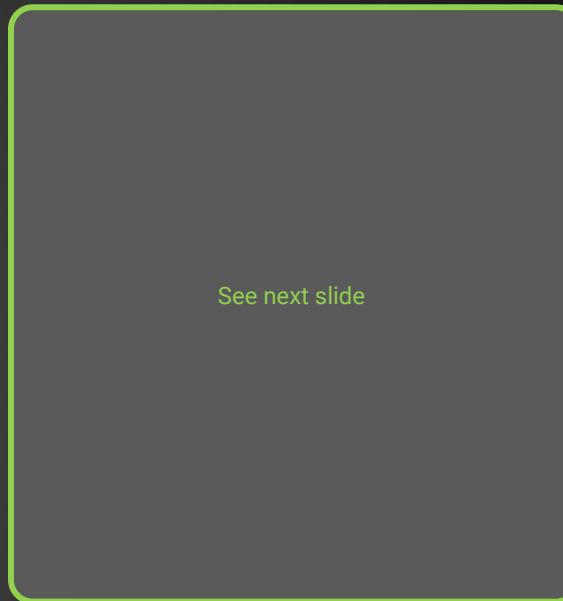
Table Top

Desk Drawers

Modelling & UV|Asset 2



Perspective shaded wireframe



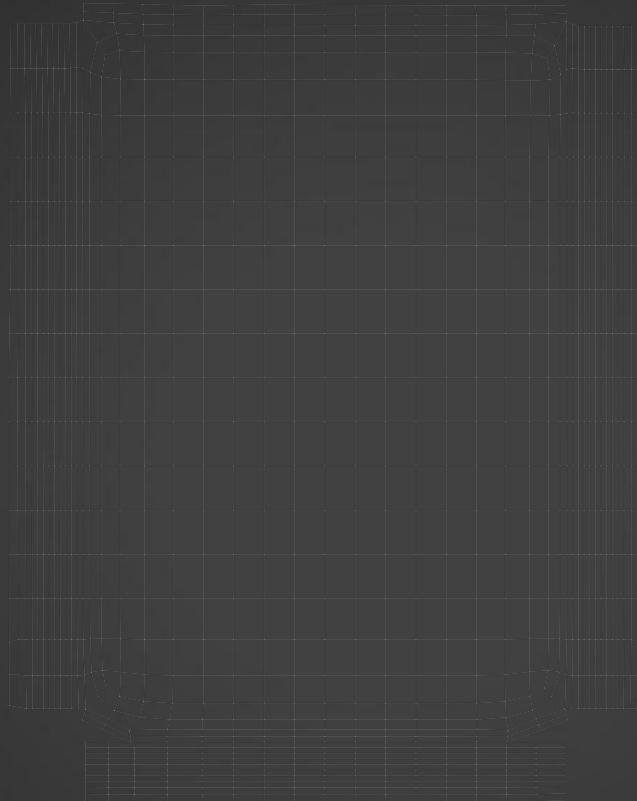
UV Snapshot

UV Snapshots

Bed frames

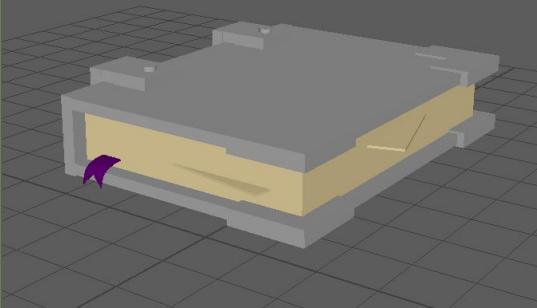


UV Snapshots



Bed sheet

Modelling & UV|Asset 3 (Optional)



Perspective shaded wireframe

See next slide

UV Snapshot

UV Snapshots



Book buckle and stud

UV Snapshots

Book cover and spine

Corner pieces

Task|Texturing

Texturing Tasks:

- Gather or create images to create the required texture map(s).
- Paste the textures into the slide below.
- Screen capture a perspective view of the model with the textures applied and paste it into the slide below.

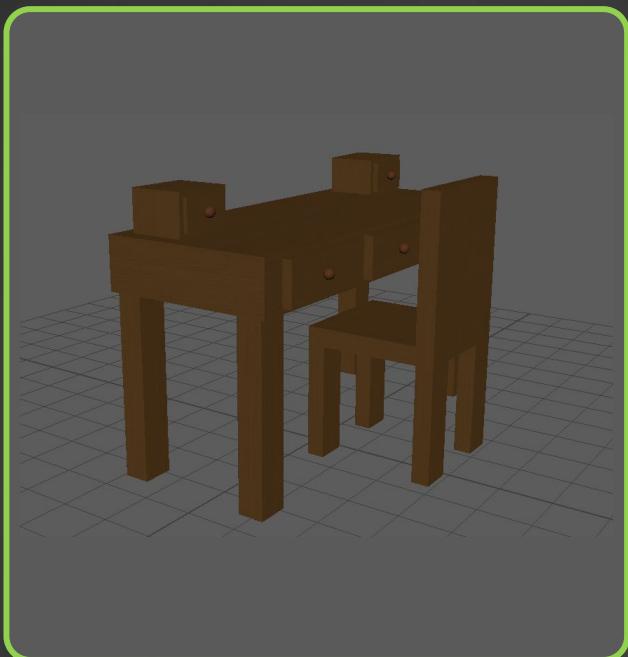
Maps required:

- Diffuse map
- Normal map (optional)

Requirements:

- Name your map(s) in an appropriate format
- Textures are to be exported in an appropriate format. E.g. PNG, JPG, TGA, etc

Textures|Asset 1



Textured Model



Diffuse

Textures|Asset 2

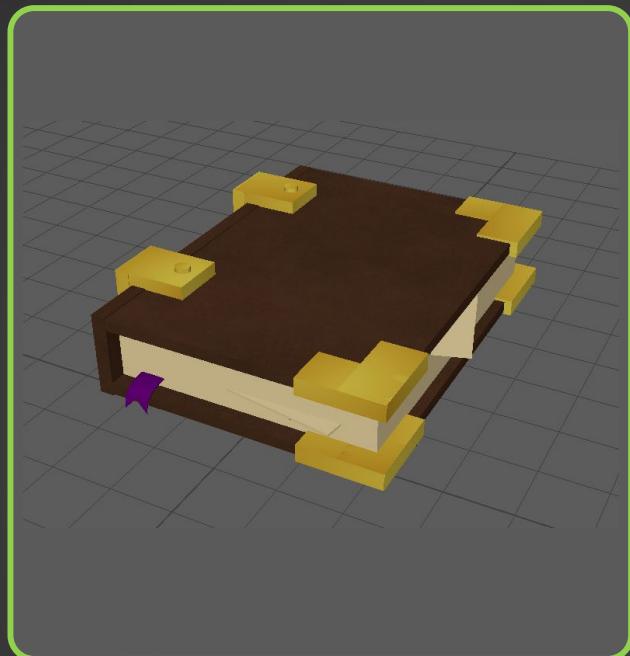


Textured Model

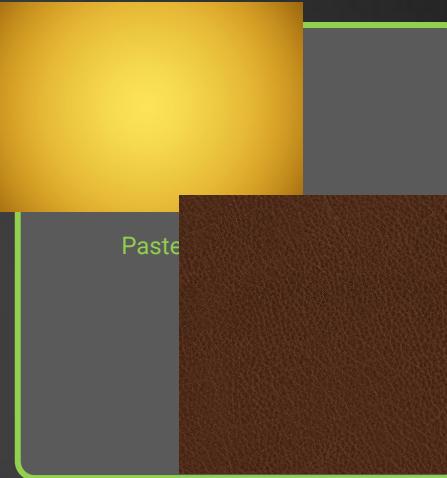


Diffuse

Textures|Optional: Asset 3



Textured Model



Diffuse

Task|Import into UE4

Import Tasks:

- Import your model into the game engine
- Apply all required materials and textures.
- Adjust the scene lighting and post processing filters.
- Take three screenshots of UE4 real-time render and paste it into the slide below.
 - Show different Angles

Final Level Shots



Level view 1



Level view 2



Level view 3

Task|Post Mortem

Post Mortem Tasks:

- Answer all the questions in the post mortem slide below.

Requirements:

- All questions must be answered in sentences (25 Words).
- Be sure to check your spelling, grammar and punctuation.

Post Mortem

Did the asset turn out as you expected? If so how is it different?

I didn't expect the assets to have the colours they do now in a way. I think the models of them turned out pretty well and I liked that, and I had a basic idea for the textures which I followed and they worked out well. It was mostly the colour scheme I didn't expect to change.

What was challenging in its creation?

The most challenging was probably UV unwrapping since there was more to unwrap and more assets than I had done before, and I needed to do it in a shorter amount of time as well. Timing and deadlines is where I found this task challenging in the most part.

What are you most proud of about the asset?

I am most proud of my modelling. I learnt some new skills while I was working on the models (such as smoothing tools, adding more vertexes) and they really helped me to expand my understanding of creating different assets and I'm very proud of that. I'm also proud of how much I asked my teacher for help, since usually I struggle to ask others for assistance but I was able to talk to my teacher openly about my project this time.

What would you do differently?

I would be more organised about where all my files are stored. It would have saved me much more time if I had the textures organised in certain folders and screenshots in others, and so on. I also would have kept all my files on one device since I moved from the schools computer to my own laptop and then back again, which hindered the time I spent on the actual assessment.

What new skills / things did you learn?

I learnt new skills while I was working in Maya (such as smoothing tools, adding more vertexes) and they really helped me to expand my understanding of creating different assets. I also learnt a lot more about unreal engine and how to create blockout levels there. I also learnt about brainstorming and how to take my ideas, put them on paper, and then develop them further.

Feedback|Final

Obtain approval for the final deliverables of the assessment.

Feedback	Approved
<p>Great work Rylie. Your three asset models suit the theme perfectly, talking on that fantasy/cartoon-like element by combining basic polygons. You have also developed an eye-catching colour palette and experimented with a range of materials in your textures. In your final environment have made good use of lighting in UE4 to create a bright scene which accompanies the textures and colours suitably. Well done.</p>	<input data-bbox="1532 490 1597 570" type="checkbox"/>