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27 July 2021

IGME-219 Final Project Milestone 1: Planning

Rohan’s Studio from *JoJo’s Bizarre* *Adventure*

Scenes referenced:

S3E14: <https://www.youtube.com/watch?v=TWktdbHbZxk>

S3E15: <https://www.youtube.com/watch?v=5QD4obmo1qI>

Asset List (\* = done when submitting milestone 1):

* Desk (without lamps, art materials, etc.)\*
* Chair
* Trash can\*
* Bookshelf (no books, etc.)
* Smaller table (without items on top)\*
* Flat file drawers\*
* Walls (without blinds in the windows)
* Ceiling Light\*
* Ceiling\*
* Floor\*
* Unity Skybox (with custom texture)

Style:

* Cartoon-like, with large shapes, blocks of solid color, and dark lines on some edges to match the source material as well as possible and to not over-scope

Naming and Format:

* Maya file (asset name and version number): assetName\_###.mb (ex. desk\_001.mb)
* Model file (asset name, “model,” version number): assetName\_model\_###.fbx
* UV snapshot (asset name, “UV”): assetName\_UV.png
* In-progress texture file (asset name, “texWIP,” version number): assetName\_texWIP\_###.kra
* Final texture file (asset name, “tex,” version number): assetName\_tex\_###.tga
* All organized in folders, with each asset having its own folder containing the model, texture, and any associated files

Size/units:

* 1 unit = 1 meter
* Since this is not based off a real-life space, sizes will be approximate, but they will roughly match the dimensions shown in the screenshots

Schedule:

* 07/20 – assignment introduced
* 07/21 – initial concept and planning done
* 07/23 – concept images complete
* *07/27 – Milestone 1 due: planning/concept and ½ of all models*
* 07/29 – all models complete + unity scene set up
* 08/01 – all models UV unwrapped
* *08/03 – Milestone 2 due*
* 08/05 – textures finished + polish started
* *08/10 – Final milestone / complete project due*; submit final

Did you over-scope? Can you complete everything by the deadline? Is this worthy of a final project?:

* I don’t think that I over-scoped. Although there is a lot I’d like to accomplish for this project, I’ve taken a few precautions (such as choosing a simpler style and not modeling every item in the room) to ensure that the scope isn’t too broad.
* I believe that I’ll be able to complete everything by the deadline. I’m not currently taking any other classes, so my current workload is relatively low. Also, this project concept is one that I’m very excited to be working with, so I’d be happy to put in some extra time if need (or want) be.
* Based off of the guidelines provided, I believe that this is worthy of a final project, but I’m open to modifying my plans if that would be a good idea or my current goals don’t line up with the class requirements.

Expectations - What is your goal for the final project? What is the end result, what do you hope to accomplish?:

* I plan to construct an interactive prototype where the player can walk around Rohan’s studio from the JoJo’s Bizarre Adventure anime. My goal is to make this project easily expandable so that I’ll be able to come back and work on it more in the future if I want to. I hope to make the room as accurate as is feasible given my current skill level and time restraints. For this reason, some furniture pieces and accessories visible in the anime will be missing, but the space should still be easily recognizable.