3D Computer Graphics
Advanced CG Techniques
GRAD-3082

"The Throne Room" A Polycount Environment Challenge

Assignment
There is a place in every kingdom and country where borders are shaped, wars fought, populations ruled and justice served. This place is the Throne Room. A gigantic stone chair carved in the back of a dark cave, relic from a long forgotten civilization? Maybe the modest wooden throne of an imaginary kingdom in the neighbor's backyard? Or a shiny leather seat sitting in the center of the control room of a planet spaceship? It's up to you. Create an original environment and enter it in the Polycount challenge.

Objectives
- Create a small to medium scale environment representing a Throne Room.
- The environment can feature any number of props, statues, vegetation, but no characters.
- Refine your understanding of the polygon modeling and sculpting toolsets in Maya and Zbrush
- Develop an organized UV layout for the model
- Develop textures for a PBR material workflow
- Explore using Unreal Engine 4
- Present your models using Unreal Engine 4 Mental Ray renders are not permitted.

Contest Rules Summary

Contest starts January 12th, 2015 at 11:59 PM Pacific Time (PT)

The deadline for entries is March 31tst 2015 at 11:59 PM Pacific Time (PT)

Winners will be announced and posted on Polycount on April 8th, 2015 at 10:00 AM Pacific Time (PT)

Artists participating in this contest must be a member of the Polycount Community
Up to 2 artists can enter for a single entry. You can team up with your BFF for this one!
A WIP (work-in-progress) thread must be made and maintained in the contest sub-forum.

Your WIP thread must be titled using this setup: THRONE ROOM – <name of throne room> – Artist/team name

E.g. THRONE ROOM – Game of Bones – 2Artizt

Please ask your questions regarding the overview, rules, judging, and prizes here, in the Throne Room Contest Q&A thread

The artwork submitted to this contest must be originally made for this contest. No existing art work will be accepted

The jury is the sole judge of the contest and the judgment will be final

When you're ready to submit your final entry, head over to the contest submission page.

There are no hard limits on polycounts or texture sizes but use your best judgement to keep it reasonable and logical.
The submission will include:

The jury will focus its attention on the following aspects:
Presentation – Wow the jury with some truly breathtaking environments!
Originality – The judges probably don't want to see 50 versions of the same Iron Throne…
Technical mastery and craft – Work cleanly and show that you can come up with smart, creative solutions to the challenges you encounter along the way.
WIP constancy – The more you document your creation process, the more others can learn from you!

Substance – Using the Substance toolset is absolutely not mandatory, but a smart use of the Substance tools for any part of your environment will get you extra points.

http://www.polycount.com/the-throne-room-challenge/

Submission Requirements
- 3 beauty shots of the final environment taken from Unreal Engine 4.

- A construction shot of the throne itself, showing the high poly mesh, low poly mesh with wireframe and texture sheets, as well as a concept drawing or reference sample if applicable.

- The final Unreal Engine Project.

Deadline
Assignment due date is Monday February 10th, 2015 9AM. You are encouraged to keep working on your project for the final contest deadline which is March 31st, 2014

Marking Matrix

Description	Outstanding 5	Good 4	Proficient 3	Partially Proficient 2	Non-proficient 0/1
Modeling					
Hi-resolution model/sculpt matches the concept art accurately. Proportions, and model details are well developed.					
Low-resolution model matches the silhouette of the high resolution model accurately.					
Low-resolution model is efficiently built using good quad modeling techniques.					
Final Presentation Imagery					
All images have been submitted, 3 beauty shots and a construction shot compilation of the final throne. Images are created at 1920 x 1080 or greater.					
Final lighting is interesting and dynamic and clearly shows the environment and models giving a sense of time and place.					
Final beauty image is dramatic and well crafted. Compositional choices, supporting elements and final image presentation all help to clearly convey the main theme.					
UV Projections and Layout					
UV Projections are undistorted and scaled properly to the geometry.					
UV layout is organized, has appropriate space between islands and the scaling of the UV's is well designed prioritizing texture space to areas of importance.					
Texturing and Materials					
Textures are well designed and give an accurate representation of age, weathering and damage to the surfaces of the model.					
Normal maps are clean and free of artifacts. The normal map shows off detailed areas of the model in a convincing manner.					
PBR materials are well designed and give an accurate representation of the reflectivity, shininess and specular highlight colours on the model in a convincing manner.					
Professionalism and Submission Requirements					
All files requested have been handed in and the technical requirements of the submission have been met. Files are well organized and proper naming conventions have been followed.					
Good use of studio time has been observed. Professional conduct and behaviour has been used within the classroom. Milestones have been met.					
Total out of 65	**00 or 00%**				