

Environment & Level Design

by Shaun Hancock

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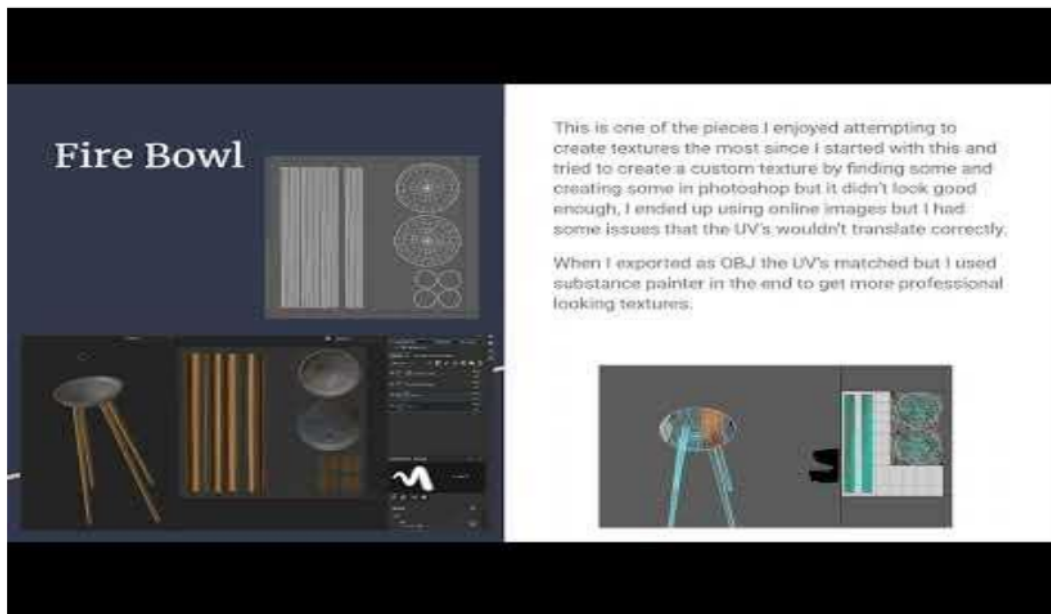
Student number: 2206301

Course: BA Animation & VFX

Module name: Environment & level Design

Assignment Title: 3D Diorama and Presentation

Video Presentation link: https://youtu.be/8at6qUipe_Q



Slide link:

https://docs.google.com/presentation/d/1yVY3_fldEKnlXnc79ji500hM8k9P0dVjRuCptXQG_8/edit?usp=sharing



Bibliography *(Copy both here and on Slide, all reference slide)*

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GRADEMARK REPORT

FINAL GRADE

65 / 100

GENERAL COMMENTS

1. Engagement with Literature Skills (65%)

Research has been conducted with images and a mind map of the chosen subject for the diorama.

A Bibliography has been presented in the submitted work which adheres to IEEE format – good work.

2. Knowledge and Understanding Skills (68%)

Appreciation of scale references shown, and a personal scale reference has been created for the project – this is good as it shows initiative being taken.

Understanding of Unreal Engine scale requirements and adapting Maya to suit this criteria is evidenced in the work.

Knowledge demonstrated with processes involved with textures and materials in Substance Painter and Unreal Engine.

Use of alpha channels in Substance has been discussed – this is good.

3. Cognitive and Intellectual Skills (65%)

Evaluation of performance has been included in the presented work, which shows critical thinking abilities – this is good to see.

Observations about FBX issues have been made in the submitted work – this is good as it shows analytical abilities. I’m not sure why the problems exist either – hopefully this will be figured out by the next set of projects.

4. Practical Application Skills (62%)

Basic concept sketches have been created as part of a preproduction phase for the project – this is helpful for asset designs later on.

The Diorama shows a selection of models all textured and placed inside Unreal Engine 5. This is a good start. Consider what you could use as a ‘centre piece’ to place in the diorama to bring the scene together.

5. Transferable Skills for Life and Professional Practice (64%)

Naming conventions and organization has been documented in Unreal Engine in the presentation – this is a good example of professional conduct – good work.

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