

Submerged work

3/10/19

The first lesson was the presentation about the subject what we must to do. The subject was about an horror game. We must thought about three ideas of games. We must choose original idea about an horror game. We must thought about different point like : where the scene take place, which the goal for the main character, who is the player, what is the age limitation.

5/10/19

I beginning to find different ideas about the subject. In first time I thought about classic ideas like a monster who wanted to killed you. Finally I have chose most original idea. To find this idea I must to inspired me, so I have do some research with different films, different video games, the reality.

7/10/19

I choose my ideas. So two different film inspired to find them it's (Irobot and Sa). Irobot it's a film who talk about the robots. The robots evolve so much and at a moment they want to take the power so they want to kill the humans. The second film is Sa, it is a clown film. It is a horror film so the story is not really importante.

8/10/19

I need to find idea about my choice. So for the robots project I want to create a sort of escape game. The scene take place in office and the humans work on different computer. At a moment the atmosphere change and the machine, the computer change, and they take a life to the robot's form. The robots just want to kill the human.

About the clown I don't have lot of inspiration for the idea. So I try do imagine a scenario. Well the scene take place in a circus and the clown change too and want to kill yourself so you must to escape them and give away the circus.

I prepare my presentation with a slide.

10/10/19

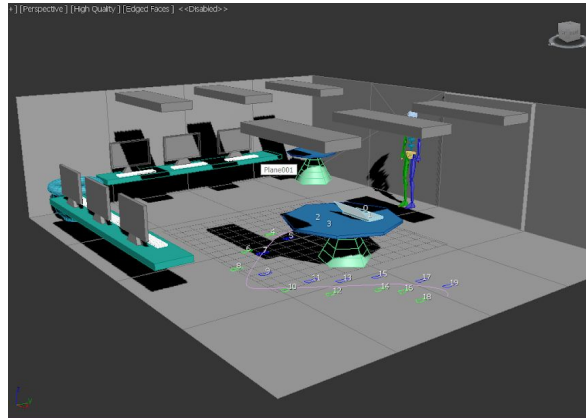
I must to present my different ideas. I present my work, the slide. I think my work rained. I have some returns and the best idea is about the robots. I good for me because it is my favorite too. So i must develop this idea for the next presentation

13/10/19

I try to find news idea to develop my project about the robots. I find to create enigma like find a key to unlock the door.

15/10/19

I create sort of scene. I create office, it's just to imagine the scene.



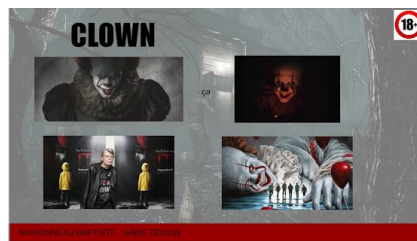
17/10/19

I design main character, enemy. I develop my idea about the story.



18/10/19

I create a storyboard to explain what the player must do. With the storyboard I create the presentation slide.



24/10/19

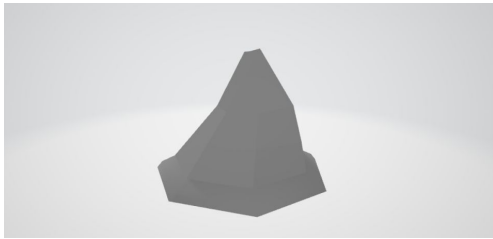
It is the second presentation. I talk about my ideas and explain my ideas and I show my storyboard.

25/10/19

The group decided to choose one of the different project. So we voted for the mine project "Submerged". For me it was the most interesting project because we have see lot of details about it.

28/10/19

I tried to do first assets like different rock.



31/11/19

At this time we must spoke about the project and its production and conception. We thought about the level design.

07/11/19

We organised the different tasks. Now we know what each of us must do. So I chosen to work on the 3D assets.

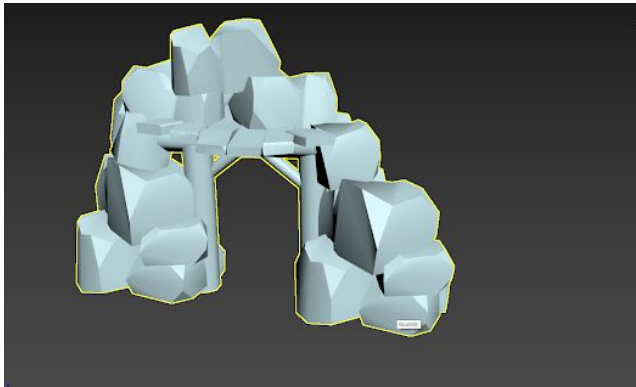
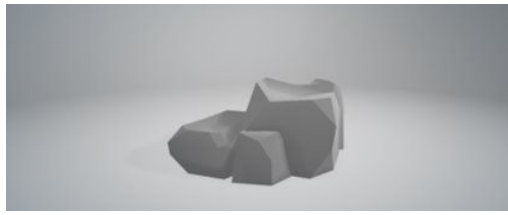
07/11/19 to 21/11/19

I worked a little everyday on my tasks. So I realised a little scene with different assets present in the game.



23/11/19

I worked on different assets like Grass and rock and the entrance of the mine. I inspired me with this picture.



26/11/19

I realised a stalagmite.



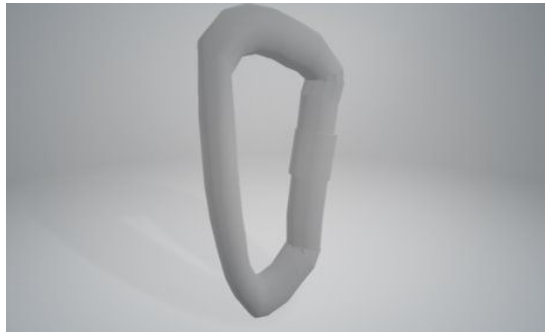
30/11/19

I tried to improve my different asset to make them more realistic.

1/12/19

I watched the list of the assets with Tom. We chosen who work on the assets.

So I did hook and rope.



03/12/19

At this moment I tried to did a sling. I worked on a model it's in 3D max it's the biped it is a character so it was more easier to realised this asset.



06/12/19

I did the grappling hook.



9/12/19

I finished the different document we must did.

About the harness I try to realise an object with realistic dimensions. I inspire with different image (what looks like a harness in the reality and in the video games, what is the difference between them).

To achieve something simple and the right dimensions I chose to help me a character, I choose the biped in 3DS max with 1.90 cm height.

