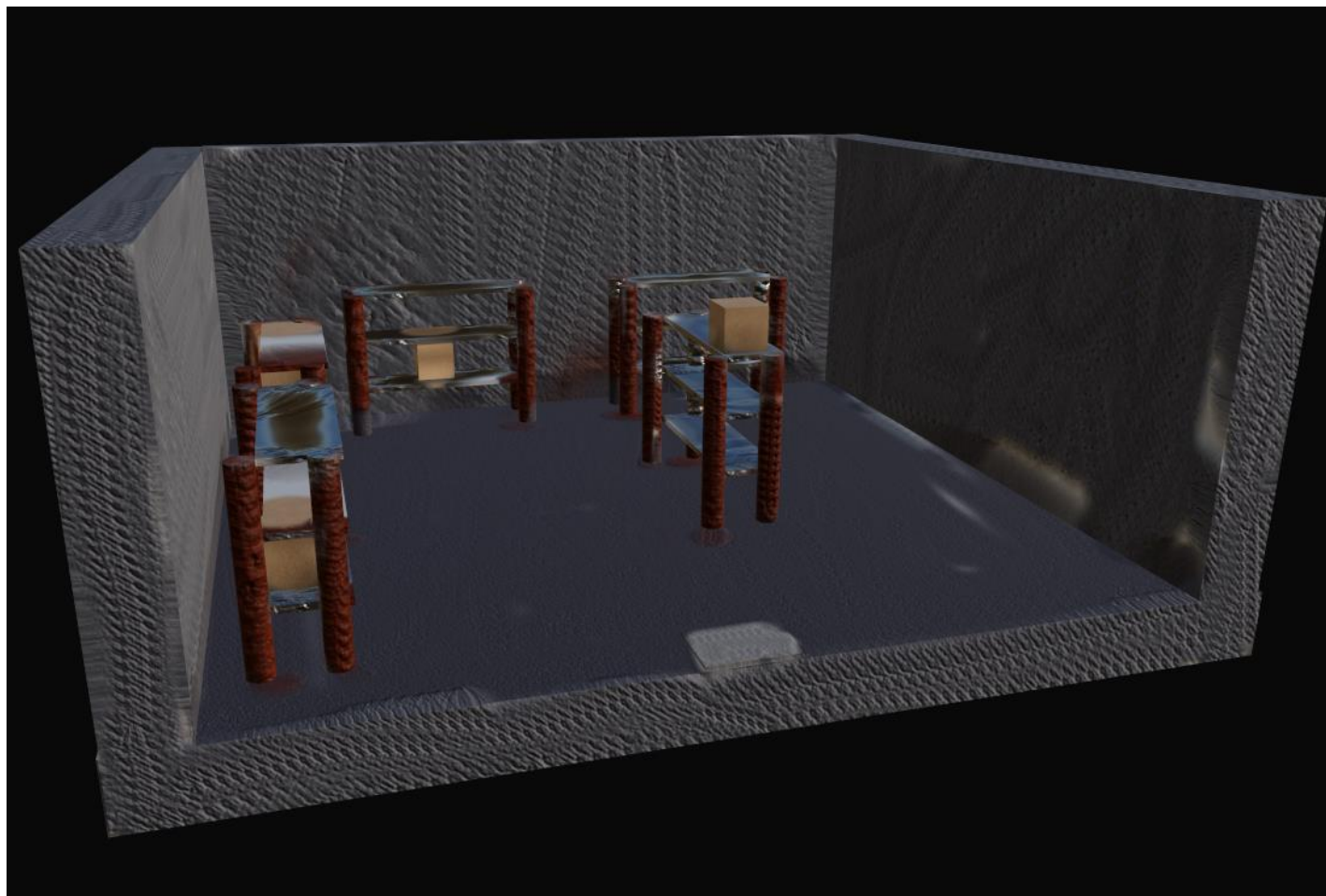


Environment Design

Toby Punter (2203724)

The Environment



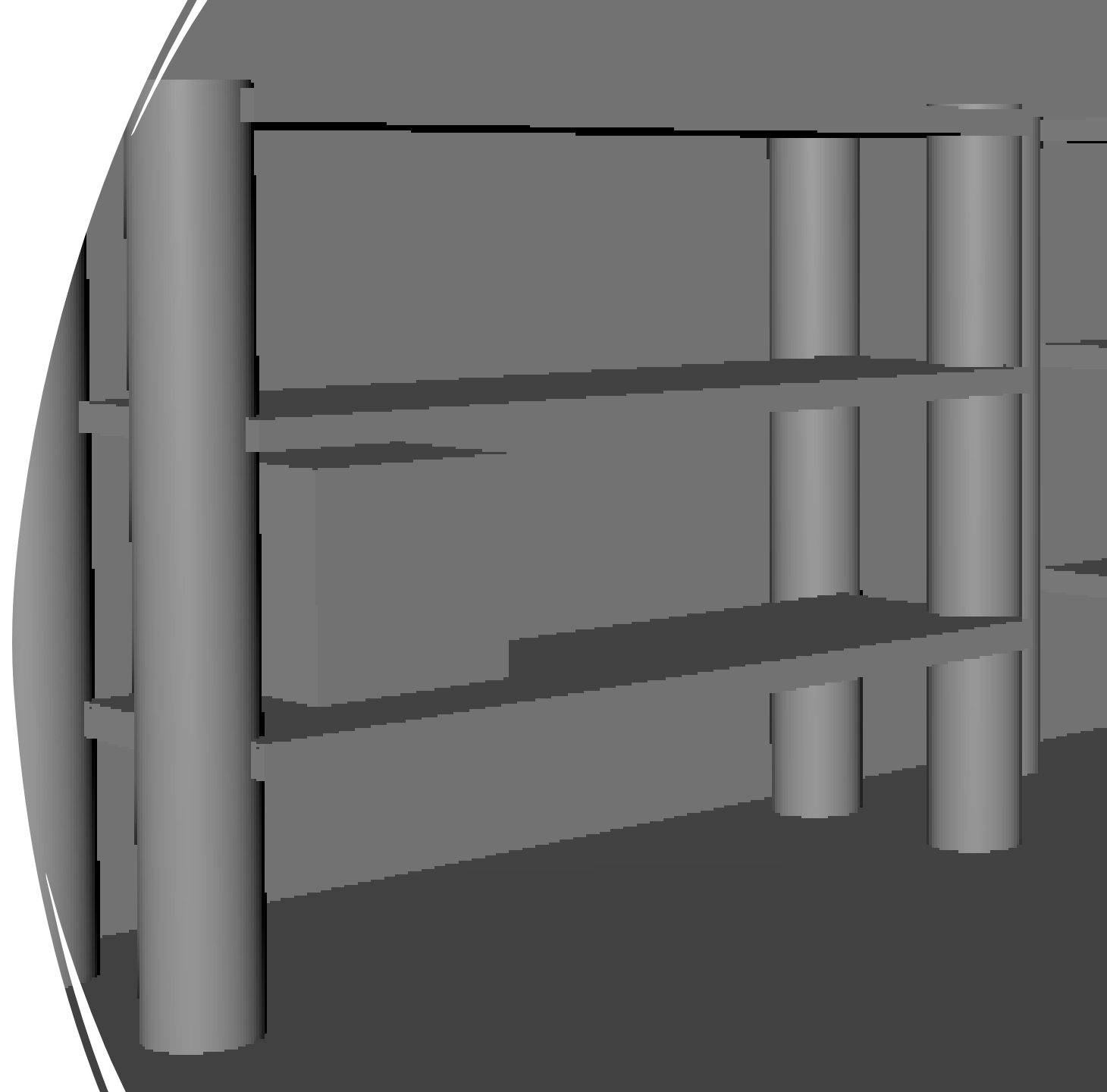


The Inspiration

- The inspiration behind this scene came from the Horror game Lethal Company, a co-op horror game where you scavenge abandoned facilities for scrap to sell to a mysterious company. These Facilities contain several rooms with varying designs and layouts.

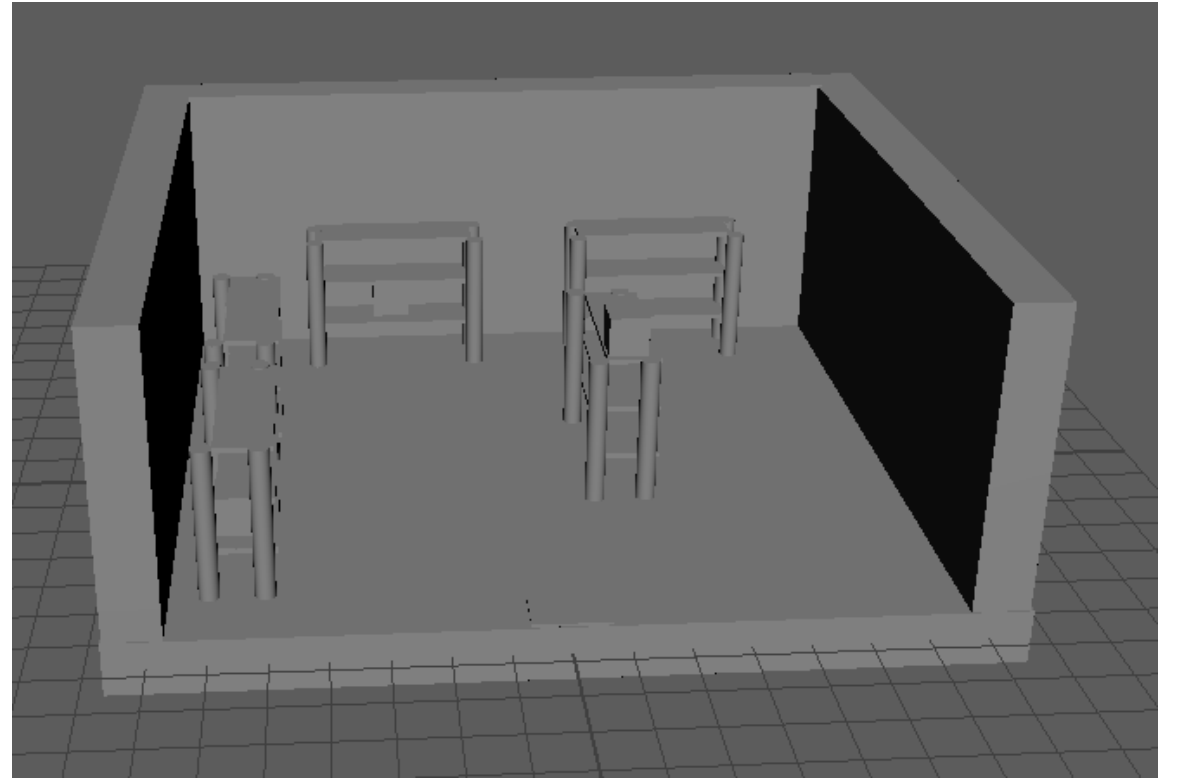
Modelling The Shelves

The first part of the environment modelled me was the shelves, as I had not modelled anything like it up until this point. I started with modelling the legs with 4 cylinders, and then scaled some cubes for the actual shelf, and then finalising with a box to put on the shelf, varying the quantity on each shelf



Modelling the room

- For the room it was simpler to model, only requiring a few cubes scaled to make the floors, and then I made more shelves to place around the room, stacking them with boxes as I saw fit to help emphasise the fact that this is a storeroom that has been potentially ransacked by looters

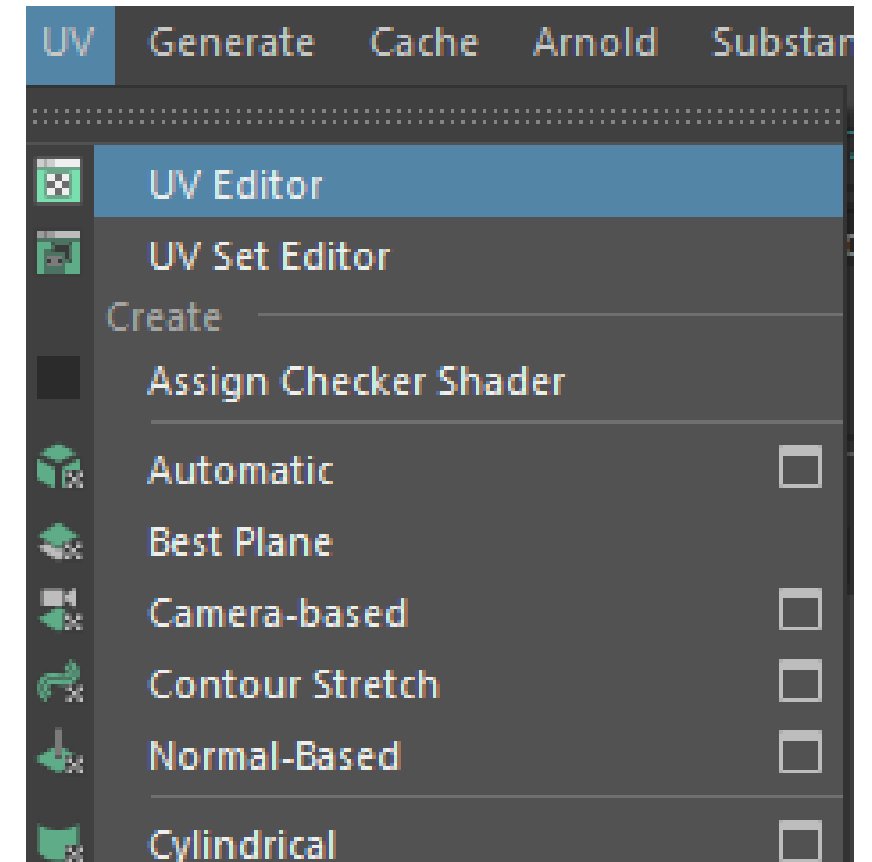


Texturing the environment

For the texturing I decided to texture using Adobe Substance Painter. For the walls I used a stone slate texture to show that this place isn't too modern or too old fashioned, and for the shelves I used rusted metal for the legs and a shinier metal for the shelves. I did this to show that whilst the facility has begun to degrade, it isn't too far along in that regard

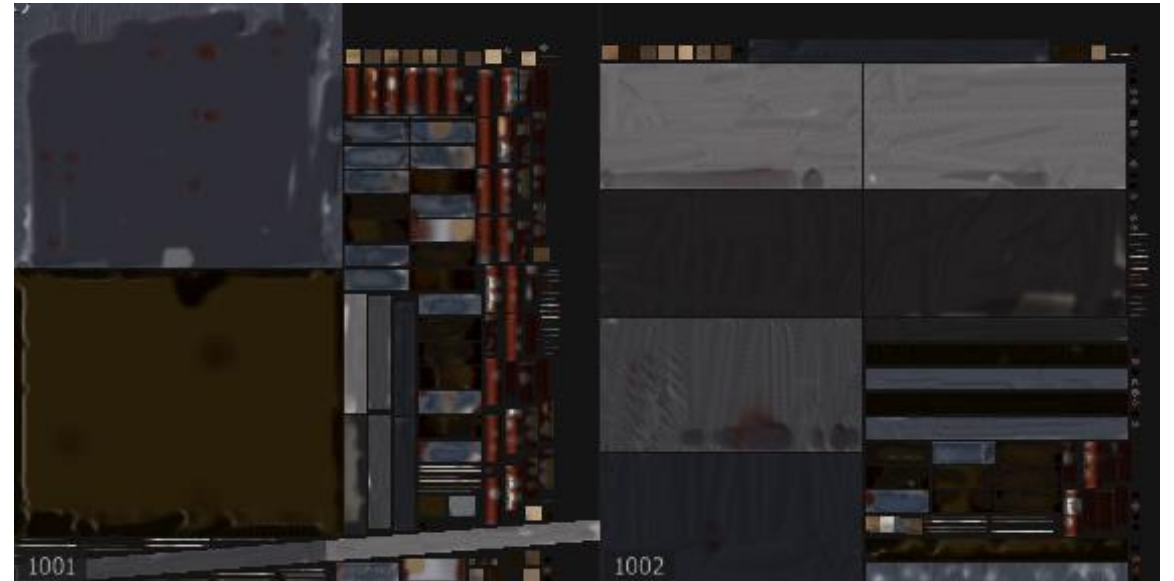
Issues I Encountered

Near the end of the model creation as I was UV unwrapping the environment, the UV editor would suddenly not open, and I found no fix that worked for the longest time, So for the texturing I decided to utilize the Auto Unwrap feature in Adobe Substance Painter 3D, the same software I used to texture the model.



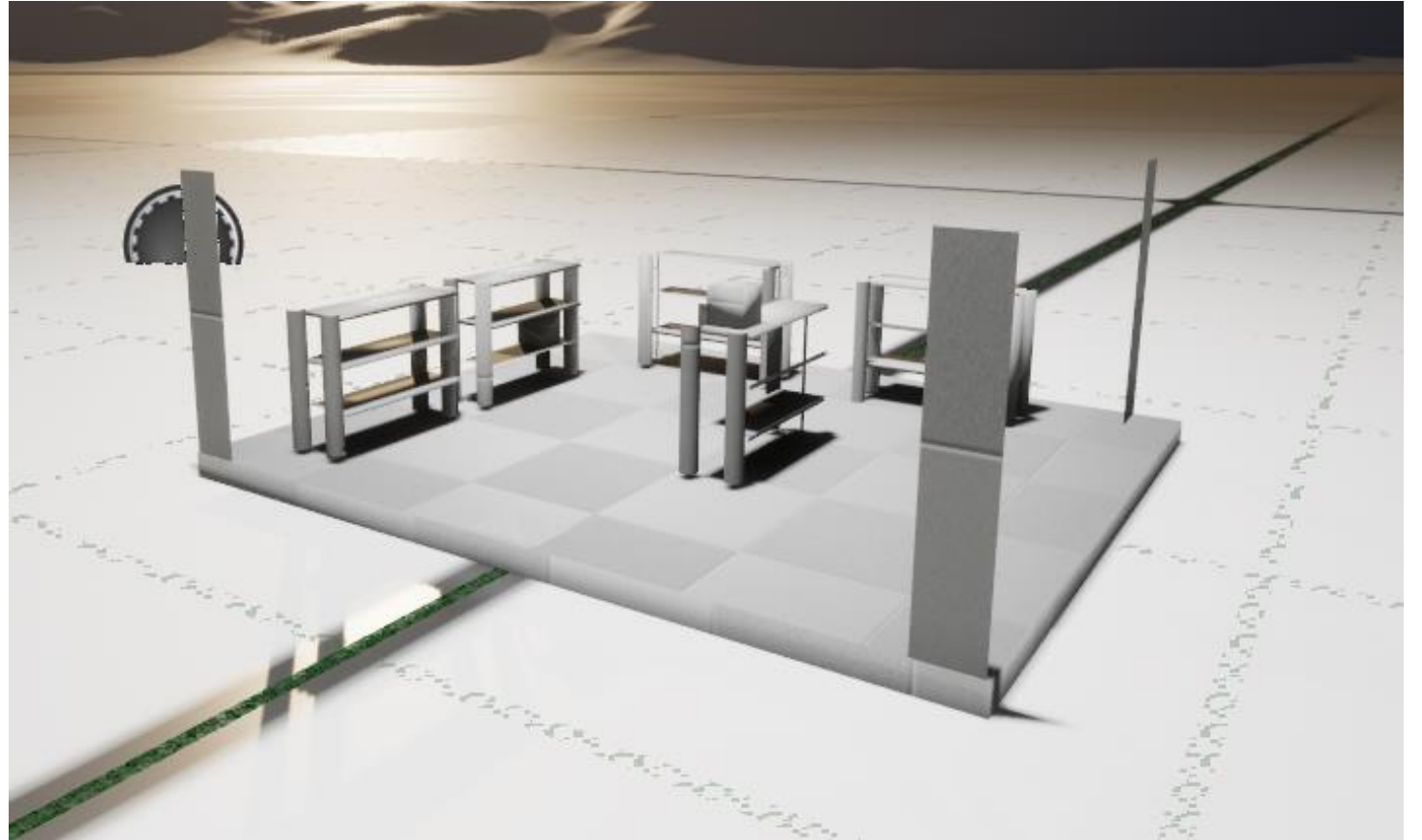
UV

Due to the UV issues mentioned in the previous slide I could not get an image of the Original UV of my model, as I had yet to finish cutting the model when the issues arose, so I never got the opportunity to take a screenshot of the original UV map. However, I do have a picture of the Substance Painter auto unwrap UV.



Unreal Engine 5

Unfortunately, when I then tried to import the environment into Unreal Engine 5, the model itself broke apart, and no matter what I did I could find no fix for the broken model.





Thank you!

Thank you for listening, do you have any questions