

ED_Diorama Santino Luzzi

by Santino Luzzi

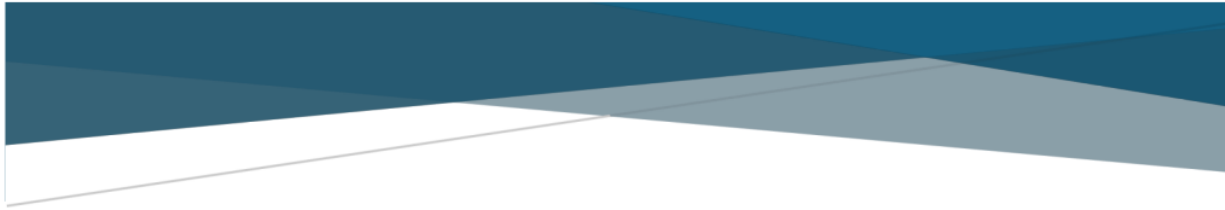
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ENVIRONMENT DESIGN

BA Computer games design (ACCA4032)

Santino Luzzi (2320579)
2320579@student.uwtsd.ac.uk

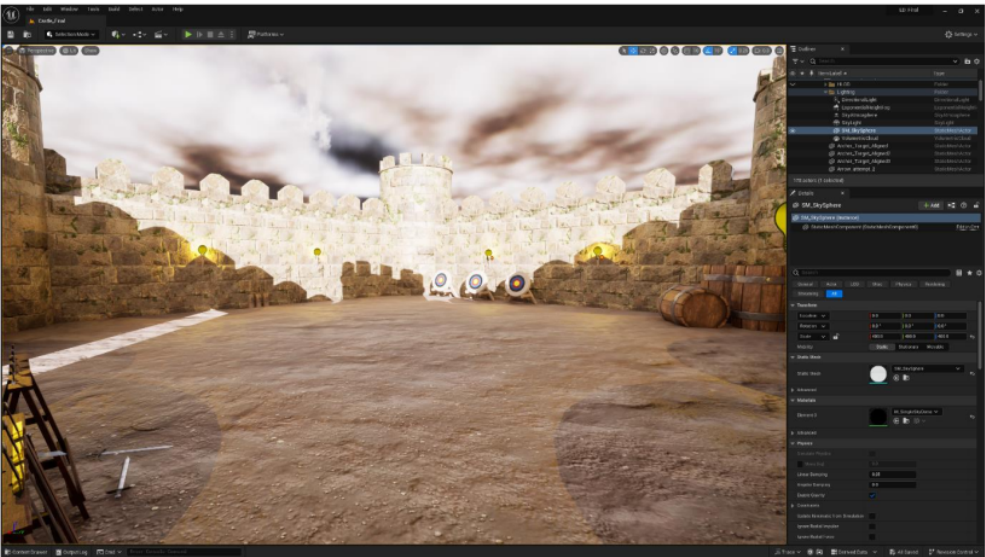
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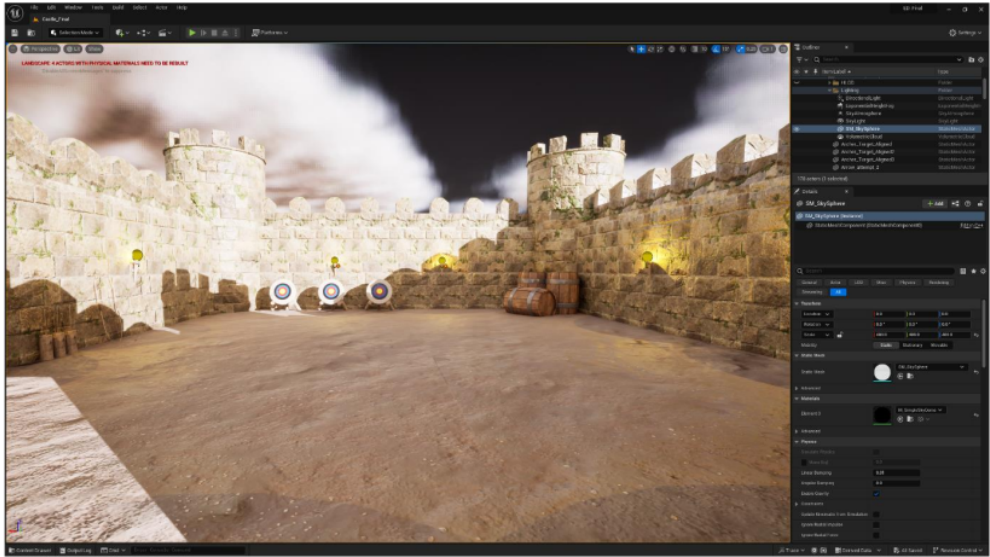
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Youtube Video Link

Link : <https://youtu.be/s0d698jPM4g>

Screenshots of Finished Diorama





Bibliography

- [1] "How to fix seams in substance painter," YouTube, <https://www.youtube.com/watch?v=ckKJxVXoMH8> (accessed May 3, 2024).
- [2] "Substance 3D painter textures into Unreal engine 5 including emission," YouTube, https://www.youtube.com/watch?v=wcpz9_stKgs (accessed May 3, 2024).
- [3] Substance 3D assets homepage, <https://substance3d.adobe.com/assets> (accessed May 2, 2024).
- [4] R. Romeu, Artstation - explore, <https://www.artstation.com/> (accessed Apr. 25, 2024).
- [5] The simple medieval castle - make CNC, <https://www.makecnc.com/the-simple-medieval-castle.php> (accessed Apr. 22, 2024).

FINAL GRADE

66/100

GENERAL COMMENTS

1. Engagement with Literature Skills (66%)

Research imagery has been shown in the presentation as a basis for the diorama idea. References have been cited in the presentation slides, which is good.

A bibliography is provided in the presented work, which follows IEEE formatting. Good work.

2. Knowledge and Understanding Skills (65%)

Knowledge of grid-snapping and pivot points to create modular assets has been evidenced in the presented work.

Landscaping tools have been used in Unreal 5 – as we have not really covered any of this it is a good example of independent learning in the project.

3. Cognitive and Intellectual Skills (71%)

Some problems have been encountered and these are discussed in the presented work, which shows evidence of critical thinking and analysis. Inclusion of 'before' and 'after' images is good as the audience can see what you are describing.

An evaluation on the effectiveness of set dressing is good too – being able to see that areas need populating with props is an essential skill for a level designer.

4. Practical Application Skills (65%)

The whitebox process has been used which is good for early mock ups – though some of these are still quite detailed. You can quite literally just use boxes in the early stages to save time!

Evidence of substance painter work has been presented in the submitted video clip, with visual material also included on the presentation files.

The Diorama is good, with consistent textures and a successful modular structure created. Consider a 'centre piece' for the castle courtyard perhaps, or make more use of existing props to break up the space.

5. Transferable Skills for Life and Professional Practice (65%)

All elements of the assessment have been completed and submitted by the deadline date specified and a 10 minute presentation has been successfully delivered.

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