

Diary

In class assignments/work

19/02/19 - Created mood board to help generate my idea

21/02/19- Came up with a breakdown of what type of gameplay this environment could have, (how it ties in, mechanics, goals/rules etc.)

25/02/19- Over the weekend took pictures of various textures and learned the first steps of adding textures to models.

04/03/19 - Learned how to create texture in unreal engine.

07/03/19 - Gained more information on how to unwrap UV models.

Research:

Educational

26/02/19 - Visited various museums as a group to find inspiration for our diorama and to gather more information on our topic. This also let us gather images that we can use for reference while creating our 3d assets and for texture.



08/03/19 - Read stories from the trenches and peoples real life accounts

Tutorials

[Blender: Unwrap Tutorial... Nice and easy!](#)

[Basic Mouse Interaction and pop up text - Ue4 tutorial \(Request\)](#)

[\[Tutorial\] Multiplayer supported UsableActor System in Blueprint](#)

[Unreal Engine 4 Tutorial - Interaction & Interfaces](#)

[Blueprint Actor Setup](#)

[Part 1 - Creating a blueprint actor that contains a trigger - UE4](#)

[\[Tutorial\] Simple user interaction with other actors in game](#)

Media

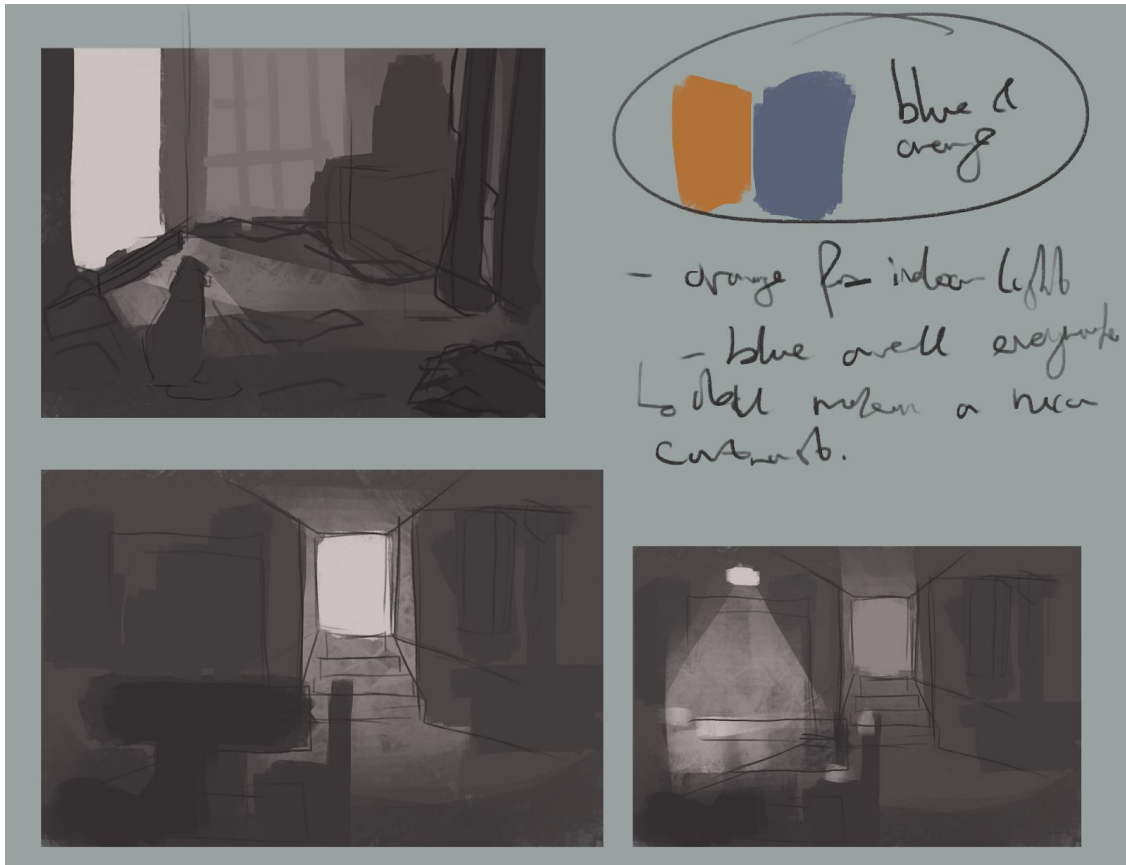
27/02/19 - Watched 'Journey's End', gave me a better idea of the type of feeling we can aim for if we do a trench warfare type of scene and also gave me inspiration.



Personal & Group Work (Asset Production)

25/02/19 - Created a group with Fenn Ingram as we are both interested in the World War idea for an environmental scene. Created a plan for the week and set up Trello so that we can organise our workflow and view the others work.

04/03/19 - I created some initial sketches and feel of what we wanted our diorama to look like

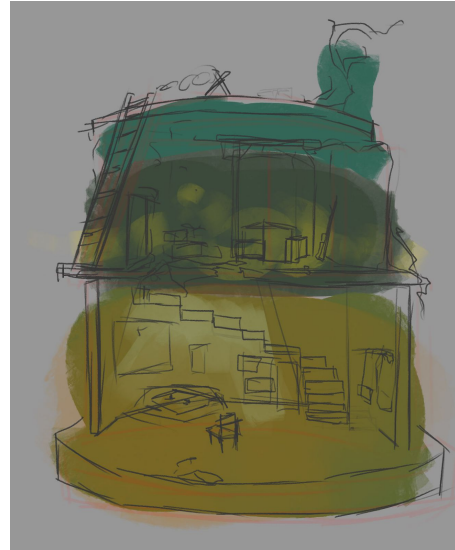


05/03/19 - Had a group meeting where we discussed our plans for the following week and what our aims and goals are.

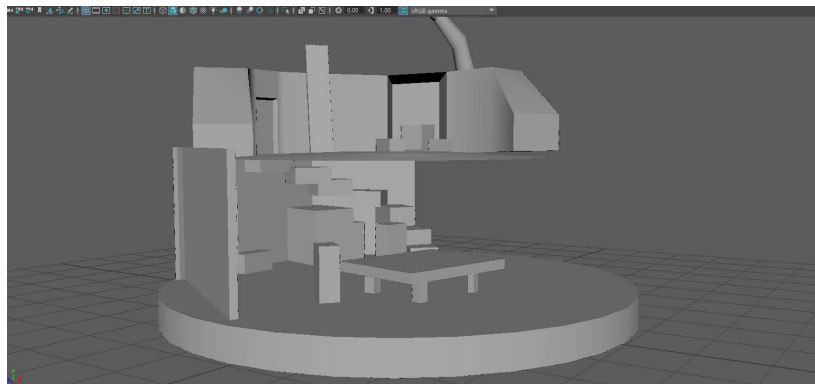
17/03/19- Had a conversation with group beginning to talk about what type of assets will be needed for our diorama.

18/03/19 - Talked about as a group the layout of our diorama and what assets we need to prioritise and decided on a list of things to complete for the week.

20/03/19 -I created more sketches finalising ideas and rough idea for color schemes



21/03/19- Made changes to designs based of feedback from tutors and adjusted to a design that me and Fenn would both be happy with.



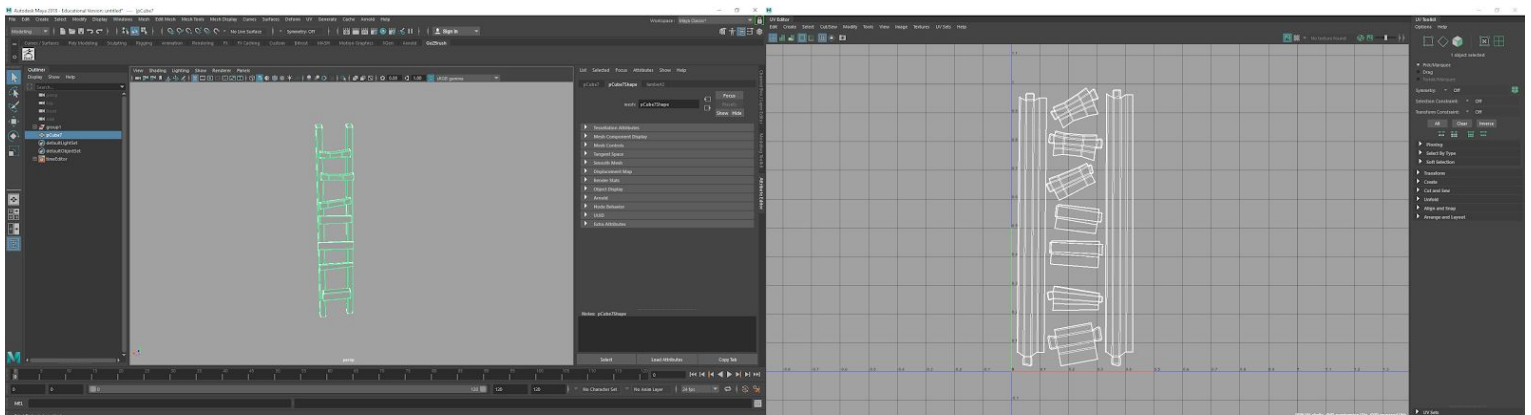
22/03/19 - Discussed as a group and planned more in detail about how we would create the 3d space by both sharing our ideas for a whitebox and also decided on group tasks and what each person will be focusing on.

25/03/19- Finished modeling out a basic structure for what the trench area would look like, including metal sheets, posts, ladder and made adjustments to the design of the wall.

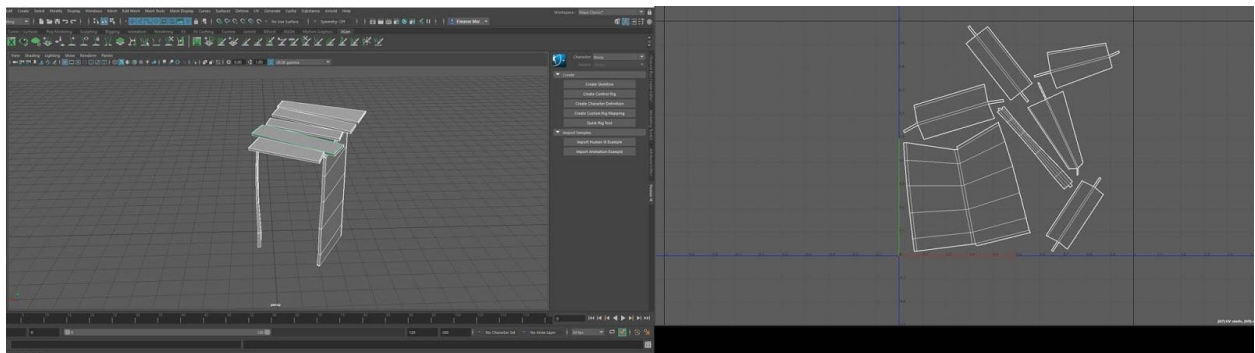
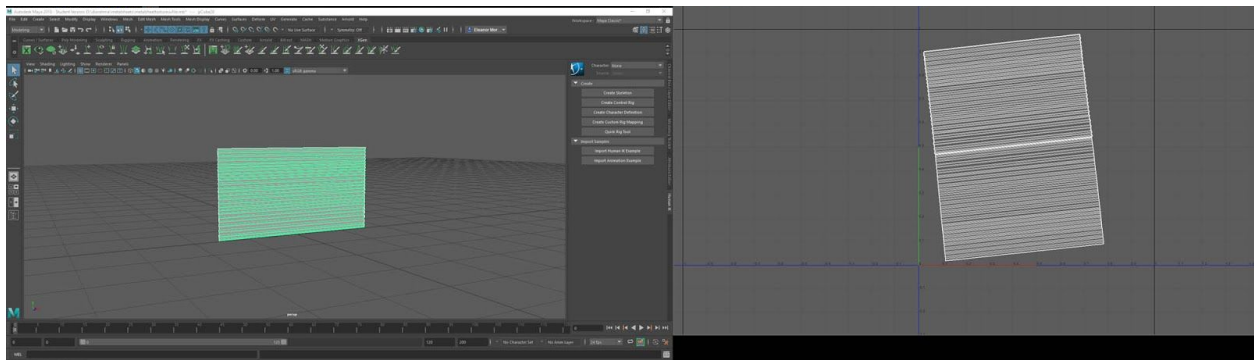
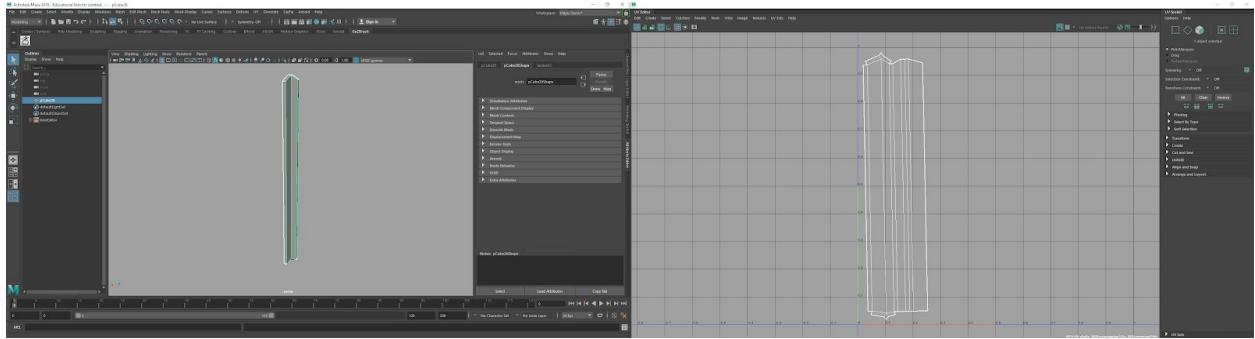


28/03/19 - I tested modeling onto the trench wall so that I could get an idea on how to make it look 'muddy' so that it would not look like straight cubes.

1/04/19 - Uv unwrapped ladder



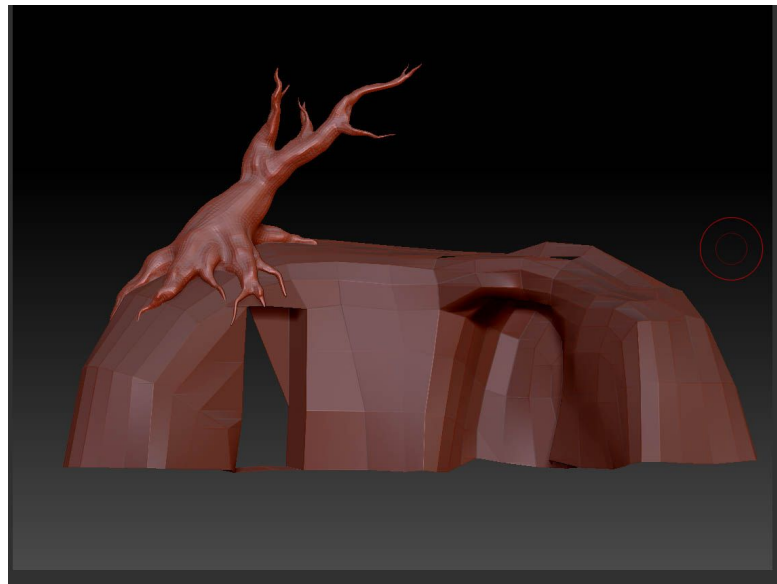
04/04/19 - Remade assets: posts, metal sheets, hanger and unwrapped them



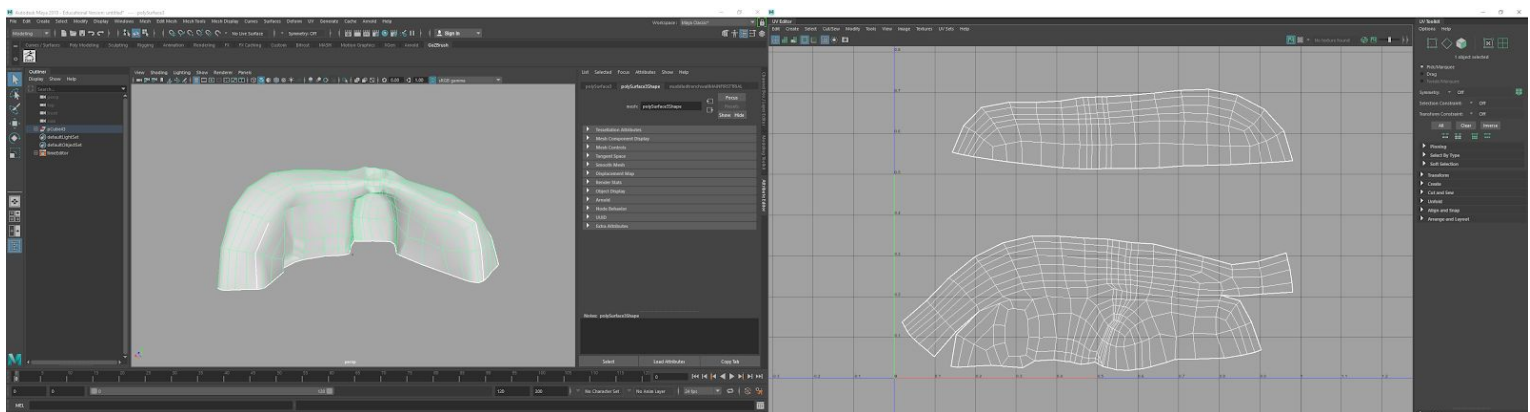
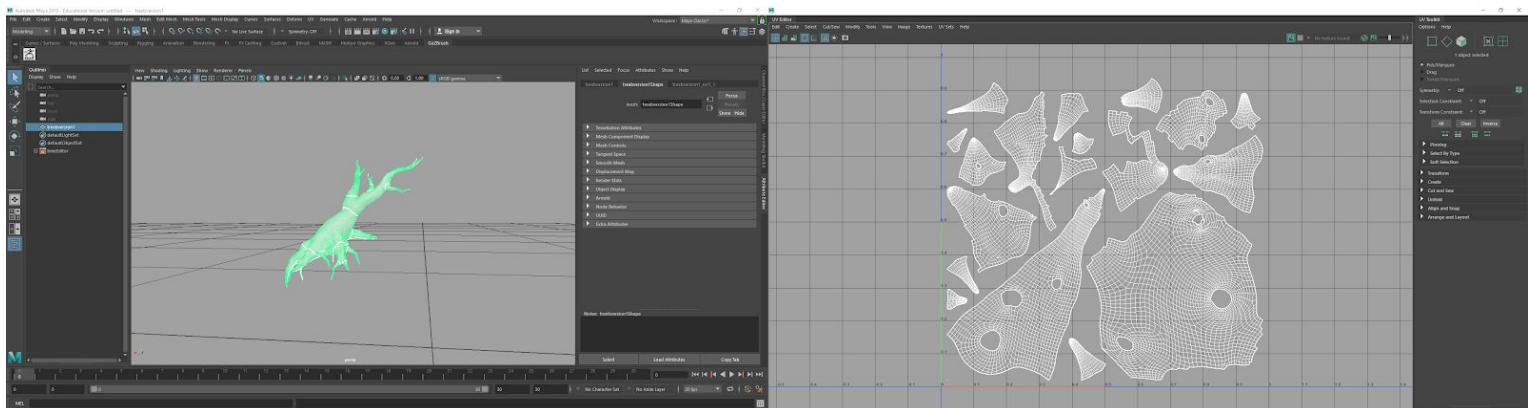
18/04/19 - Discussed with team mate best way to move forward in production and decided that I would Unwrap Fenn's models as he was running into various issues and we found that working like this would be best.

21/04/19 - adjusted hanger model it so it would fit into the wall nicer

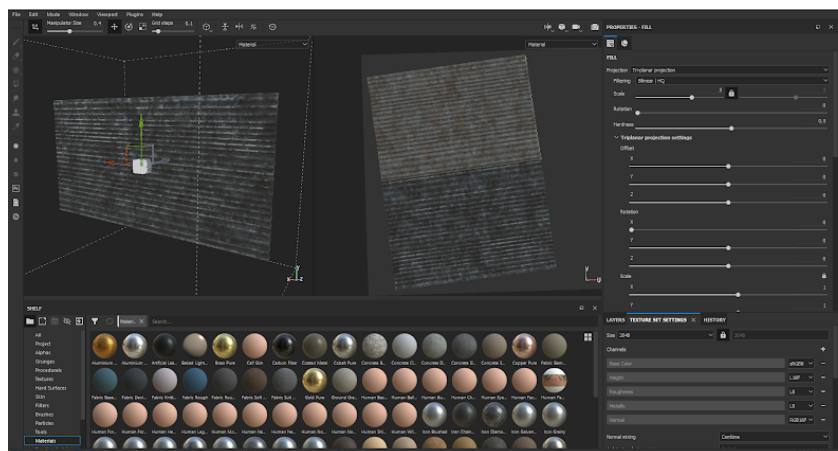
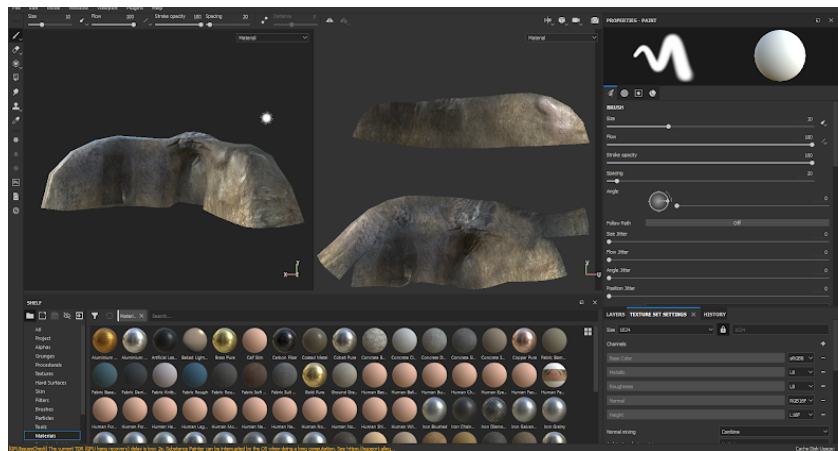
22/04/19- Modeled tree in zbrush



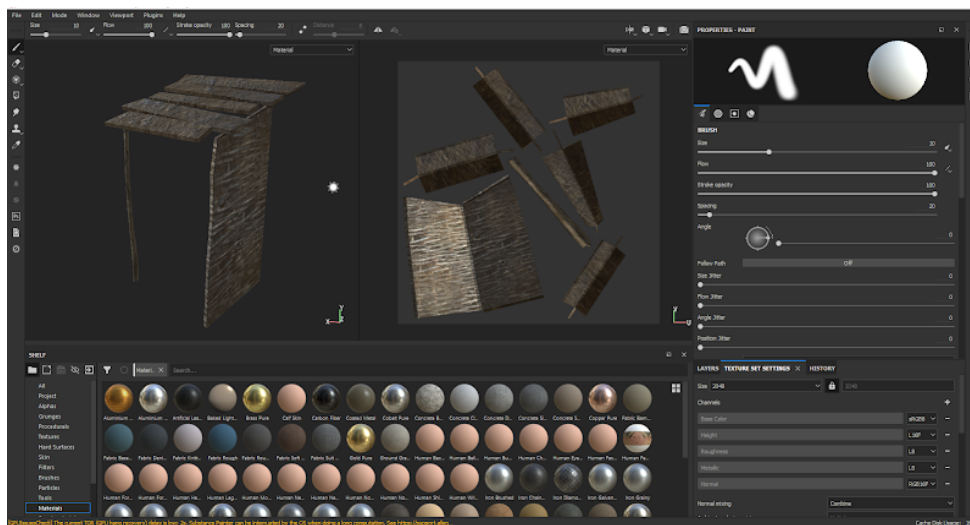
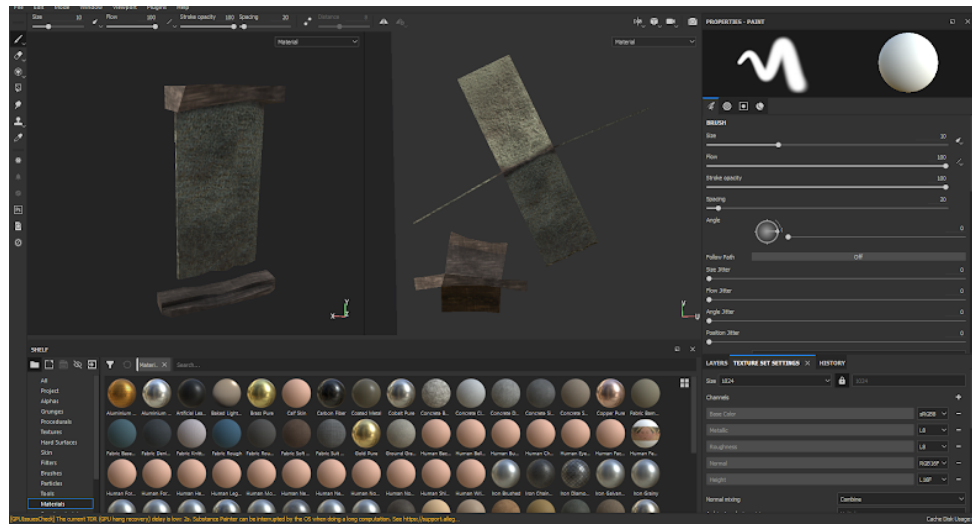
23/04/2019 - Uv Unwrapped tree asset and trench wall



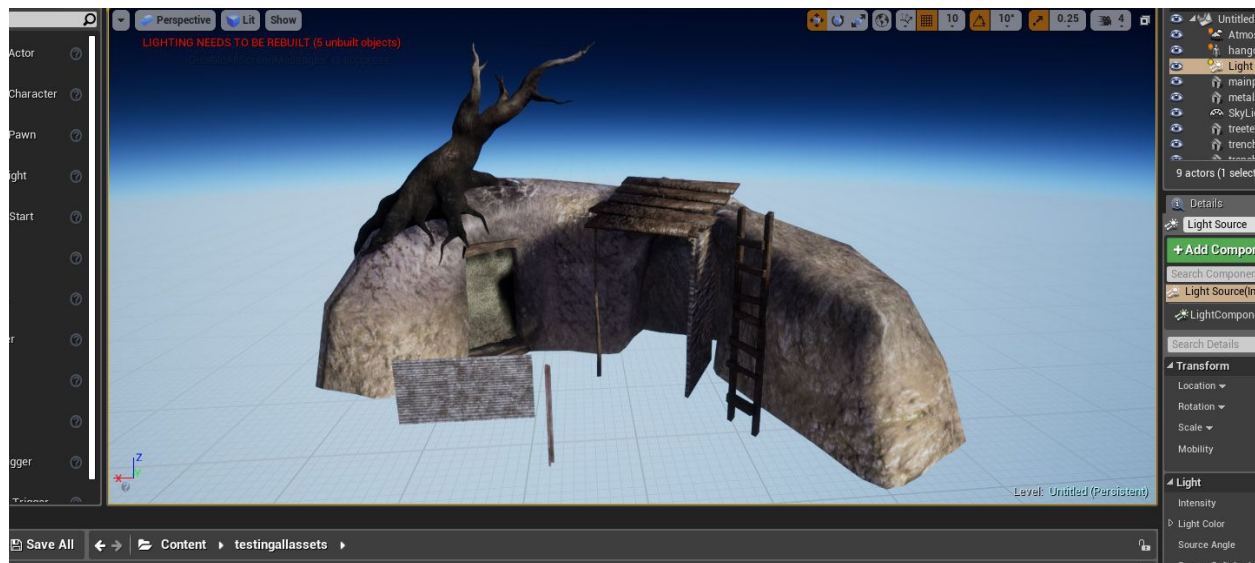
24/04/Textured tree,trench wall,post, metal sheets, ladder in substance painter



25/04/19 - Textured hanger and doorway in substance painter



26/04/19- Final textures.

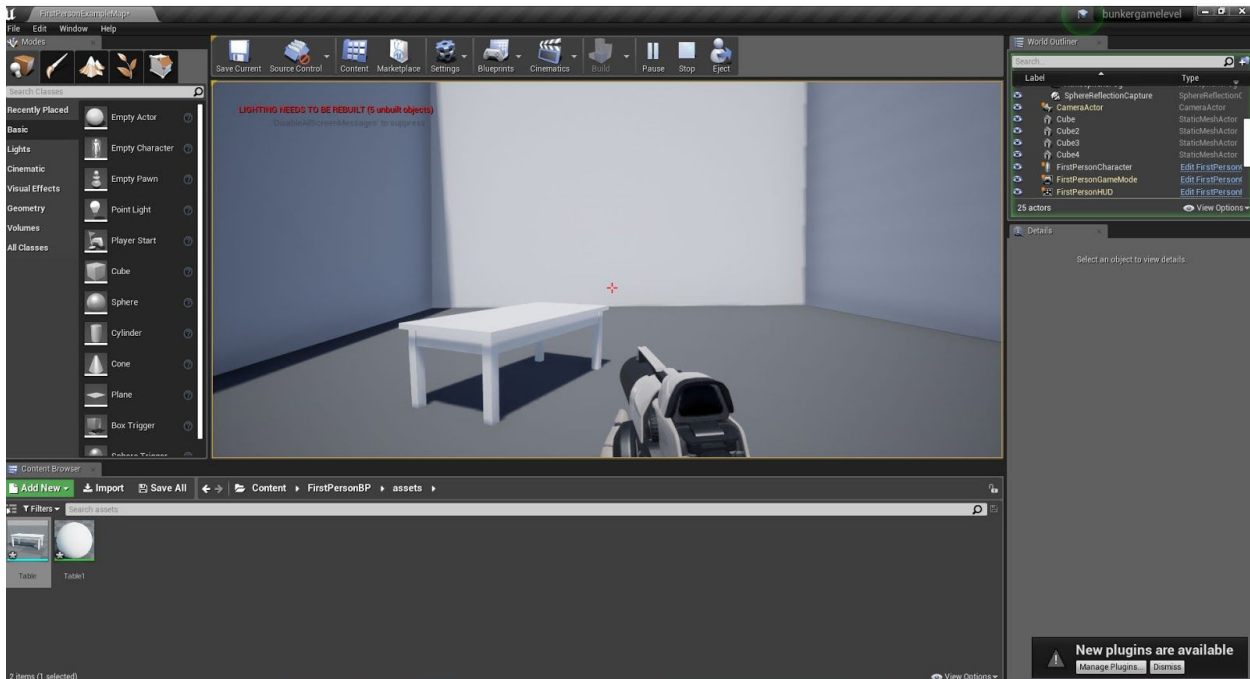


30/04/19 Final lighting pass, working together discussed how we wanted the lighting and feeling to be.



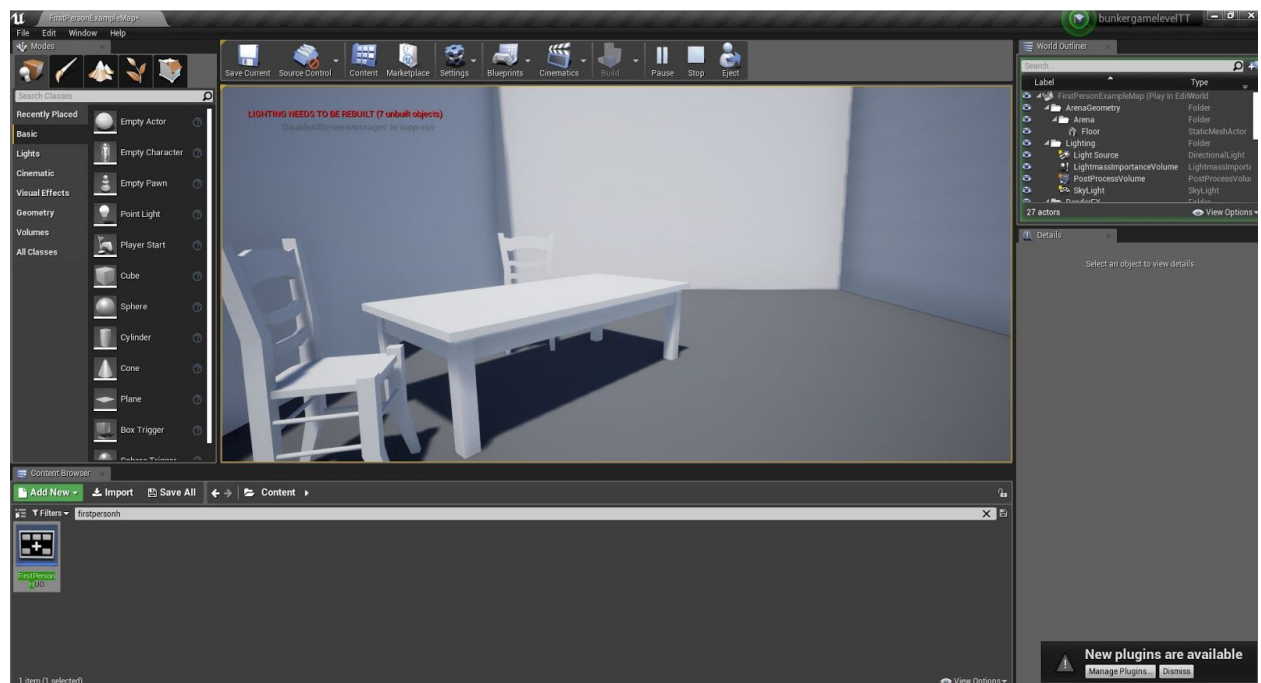
Individual Game Level (production)

25/04/19 -Created first basic layouts (first person mode)

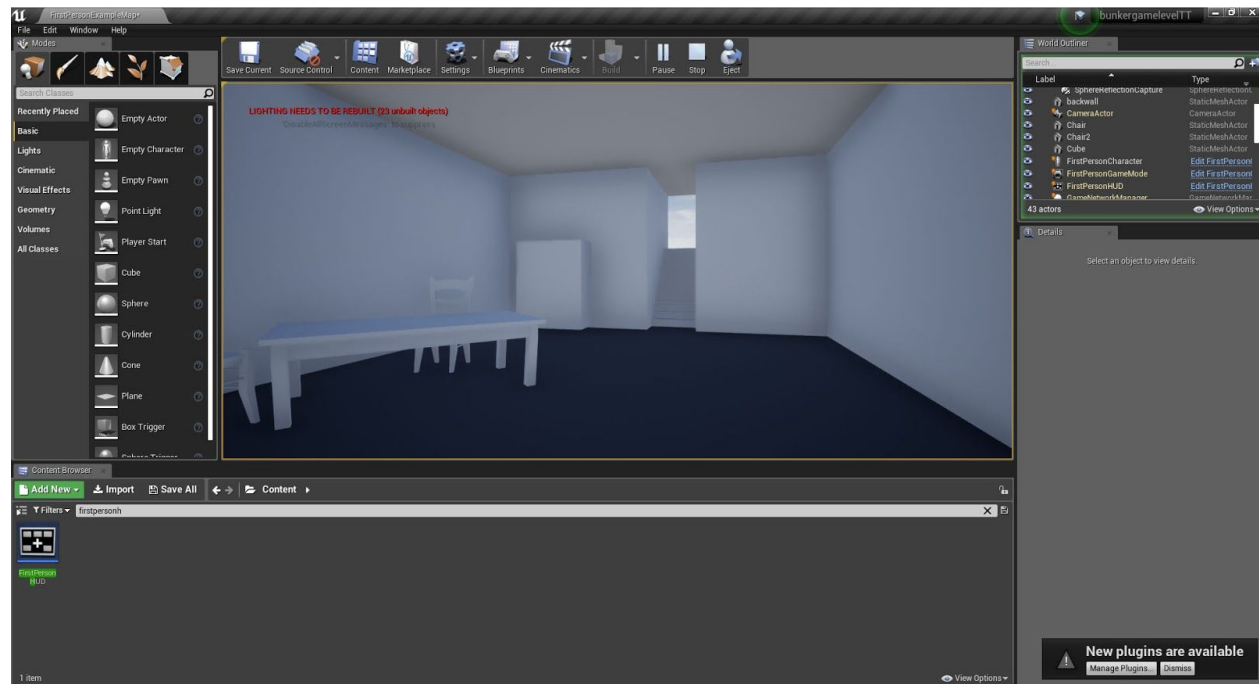


Removed gun/arm, crosshair and shooting function from game.

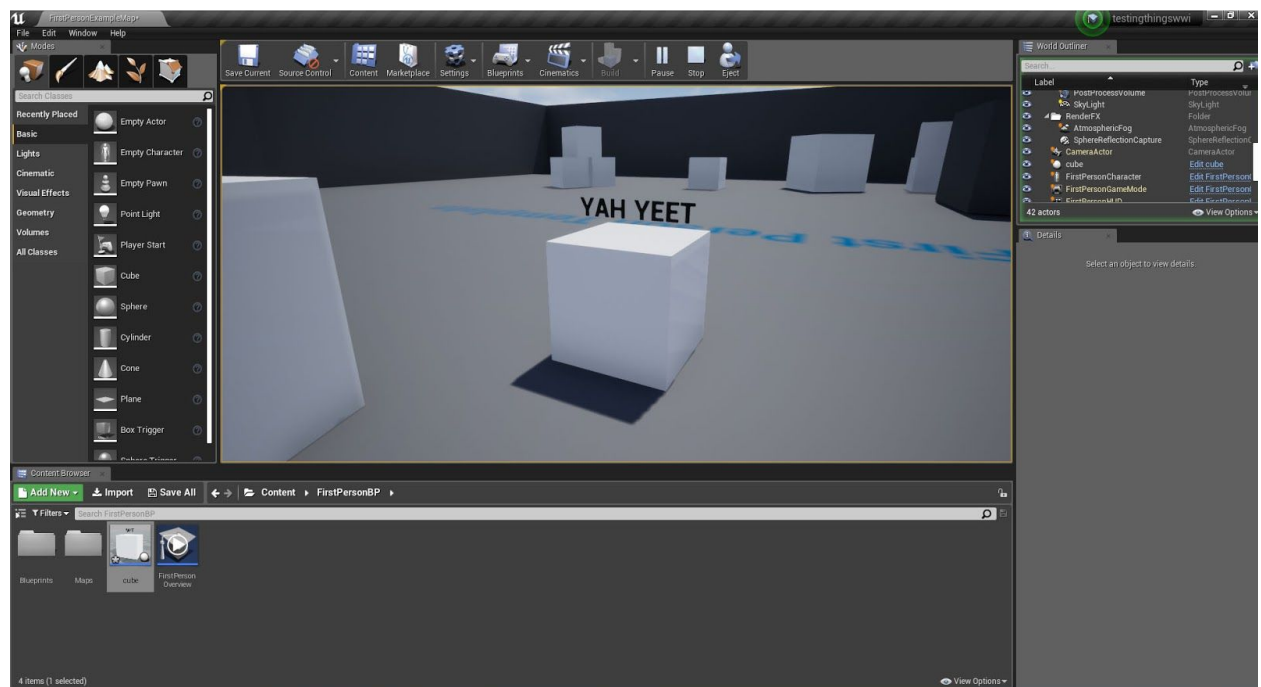
More layout design based of some of my first initial sketches for diorama. Using assets from group diorama made by team member.



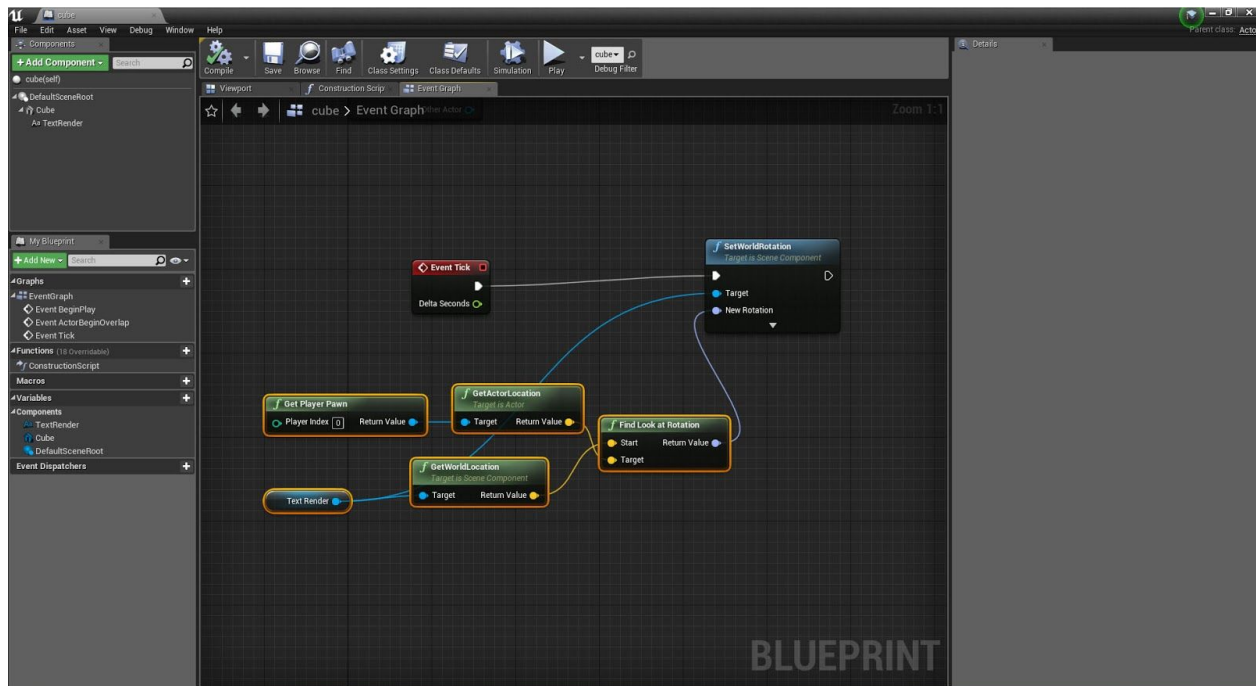
More basic layout



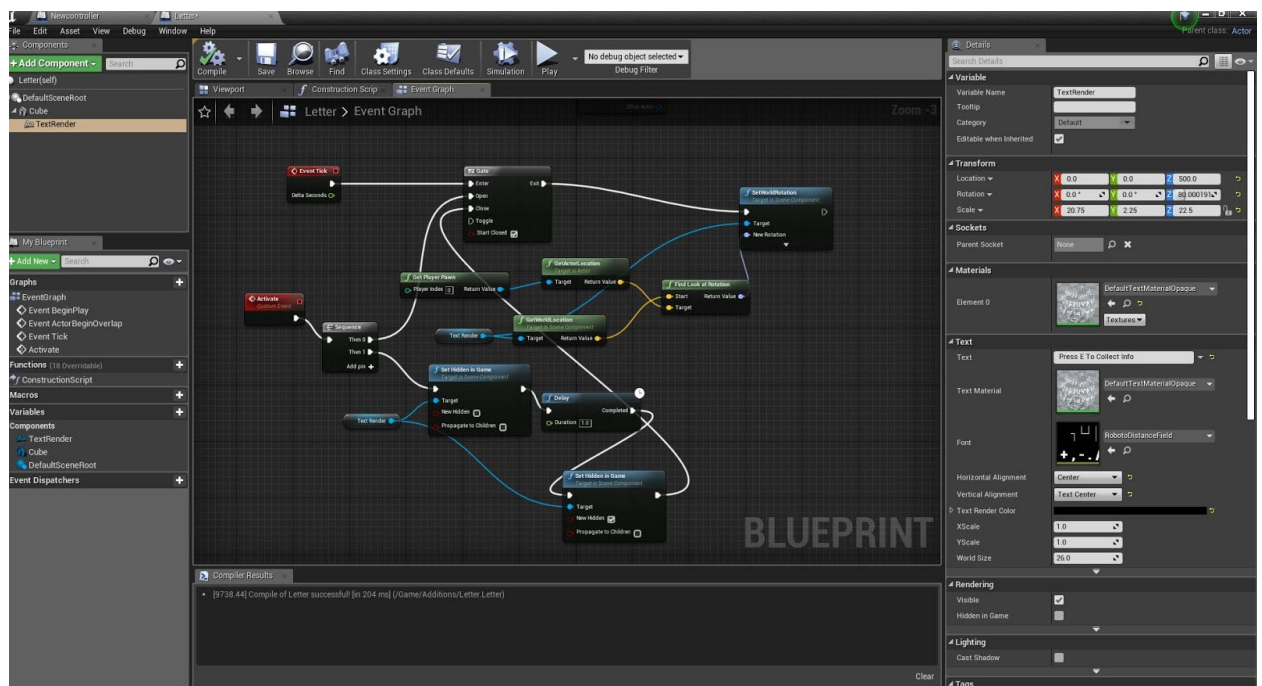
27/04/19- Learning how to add in interactive objects following a tutorial (in a test environment so that I would not affect my level without my learning how to do it first)



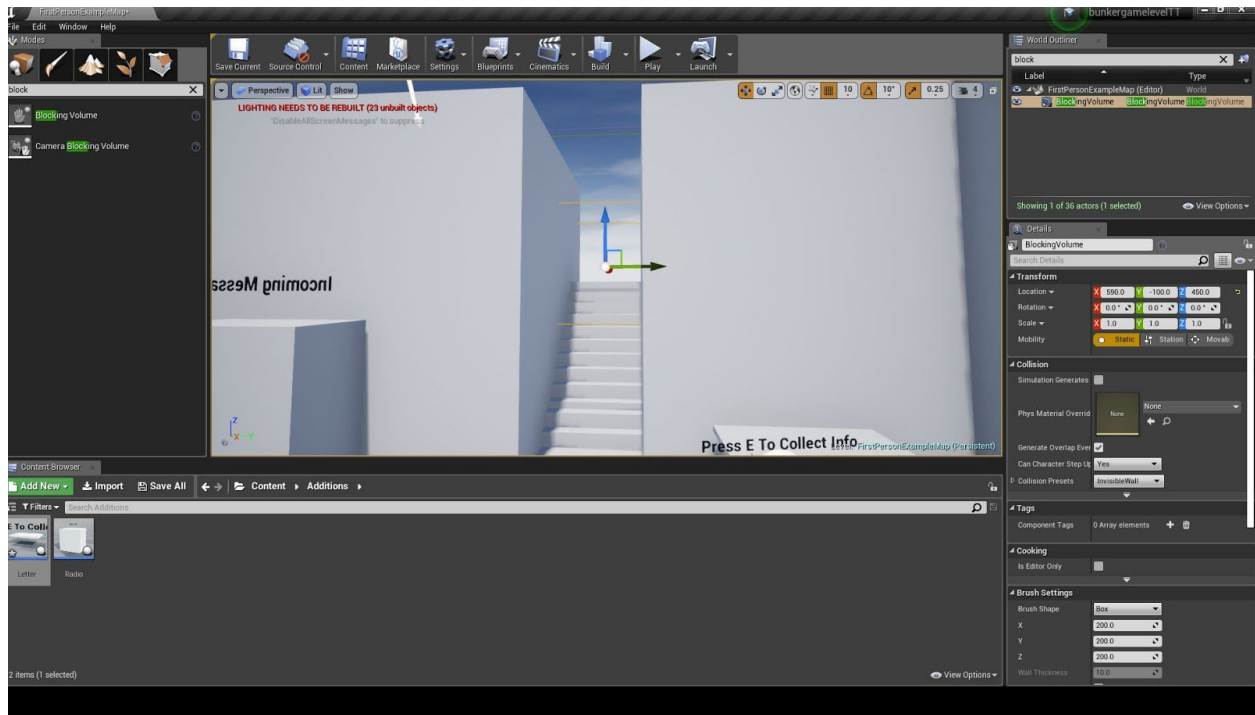
Blueprint nodes to make text follow player around



Nodes to pick up objects (actually deletes actor/illusion of player picking something up)



01/05/19- Adding blocking volume at the stairs to prevent players from leaving and walking into outer area of the level.



Created basic lighting so that it could represent the type of feeling in atmosphere I want.

