

Environment Design

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Research

Different styles





Research





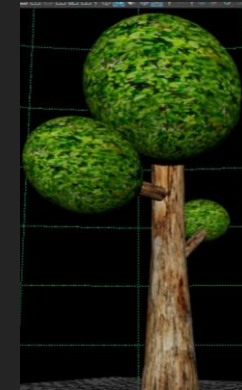
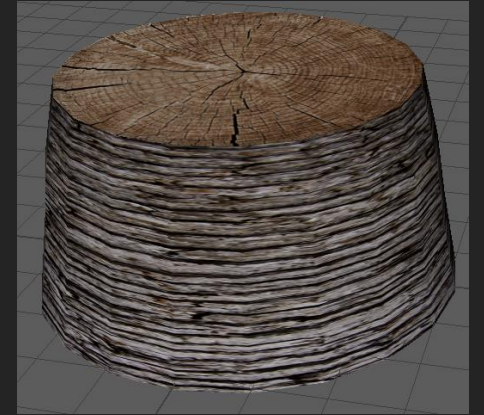
Theme and style

- From my research you can see there are several different types of stylized textures.
- I settled on a semi realistic art-style for my setting and scene.

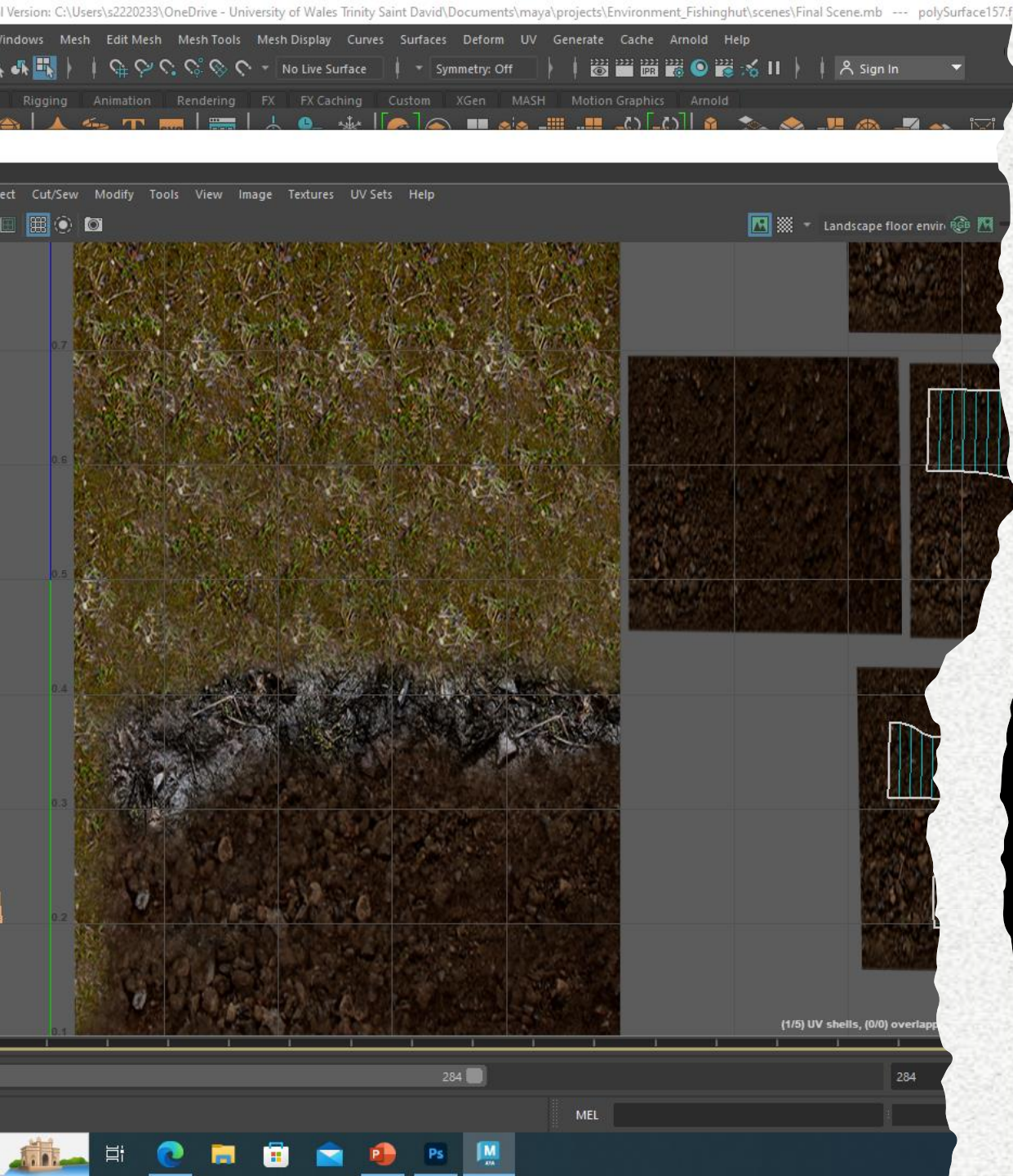


Created Assets

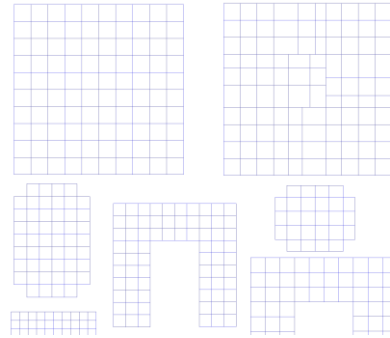
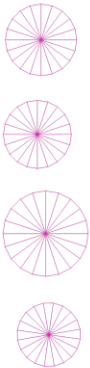
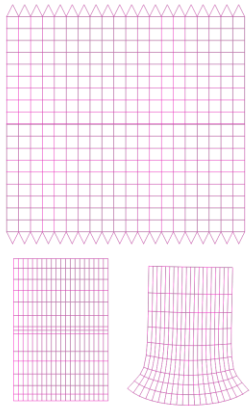
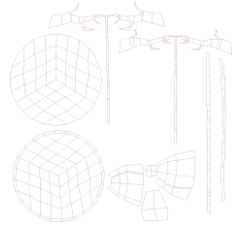
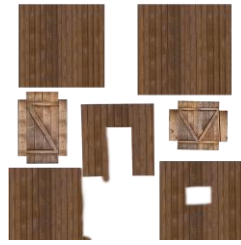
Having set my environment in a natural setting I wanted to create as many Assets from nature as possible with only a few man made items to be included As it's a secluded area of the woods





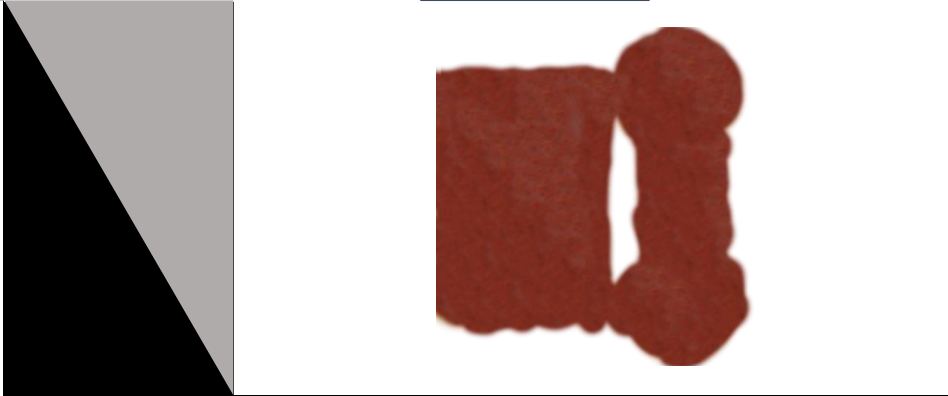
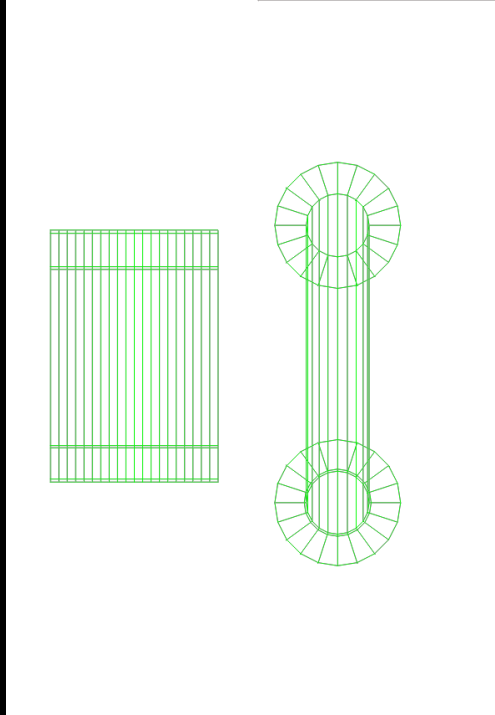
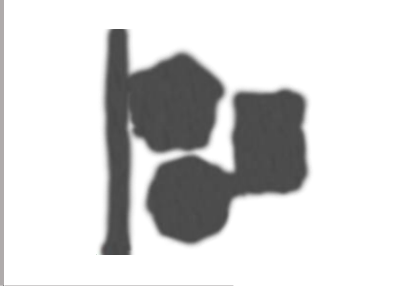
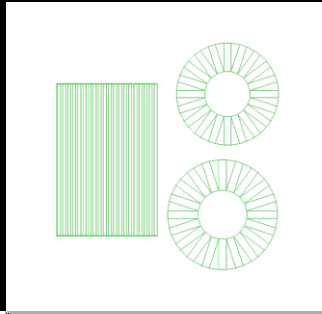


Environment



Textures and UV's

- Every asset of my scene has been UV unwrapped and re-textured.
- With unique texture files created to keep the theme of my diorama consistent.

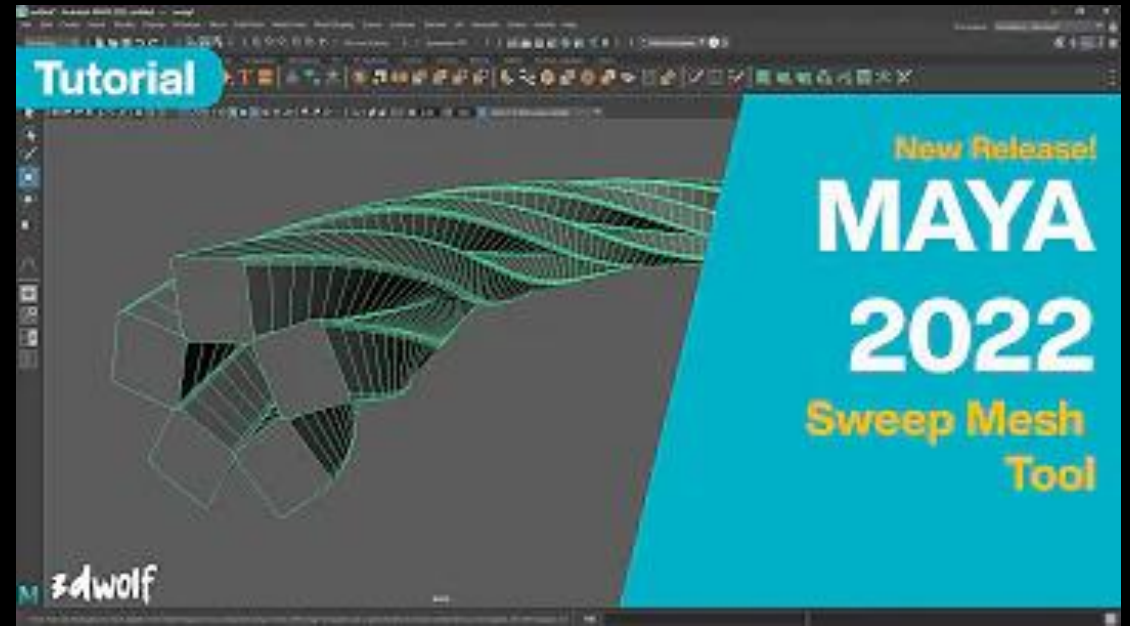


The Fishing Rod Lesson

- One of the main learning curve moments for me was the UV editing of the fishing rod. Having so many sections of the UV to unwrapped

Learning along the way

- I had to use many different tutorials along the way to help me create my assets and texture them in maya.
- One of the more useful tutorials I watched was an explanation of how to create a sweep mesh.
- I had struggled to recreate a fishing line by using a cylinder and the extrude tool which ended up with a horribly blocky un-natural line. I will note it took ages to model the line for it to not look at all appealing.
- Using just the Nurb tool you can set out how you want your rope/fishing-line or anything similarly laid out. When you have the design for your line set you can go to create and scroll down to sweep mesh then it will bring open the attribute editor to make it specific to how you want it to look.



Learning along the way

The use of tutorials is a must for getting a better understanding of how maya works, as there are a few different ways of performing the same effect.

A good example of this is the way to create a fire and smoke in a scene, or how you can recreate water.

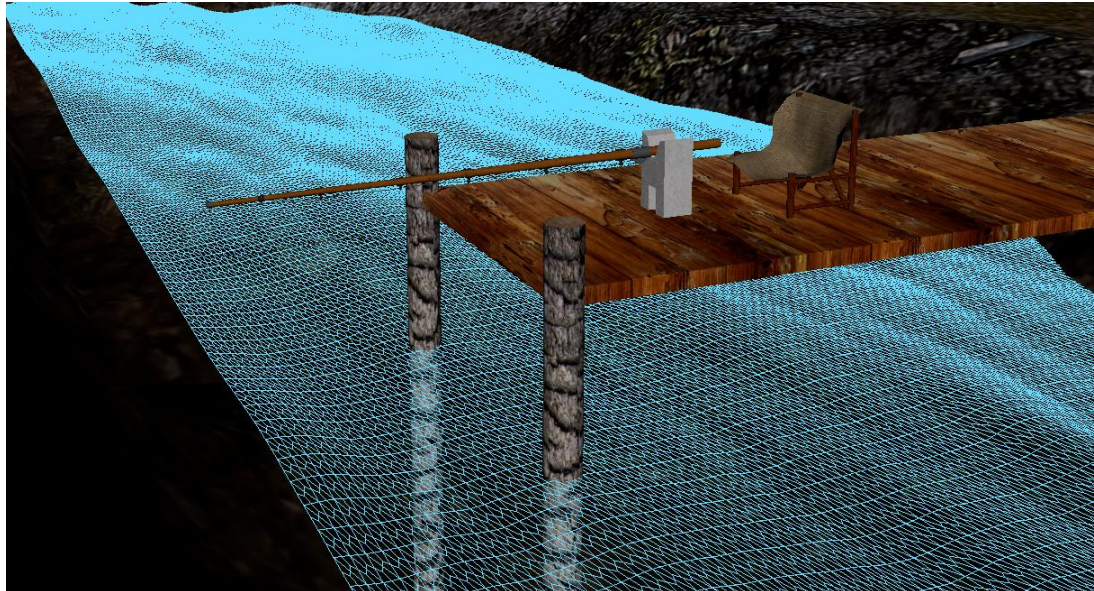
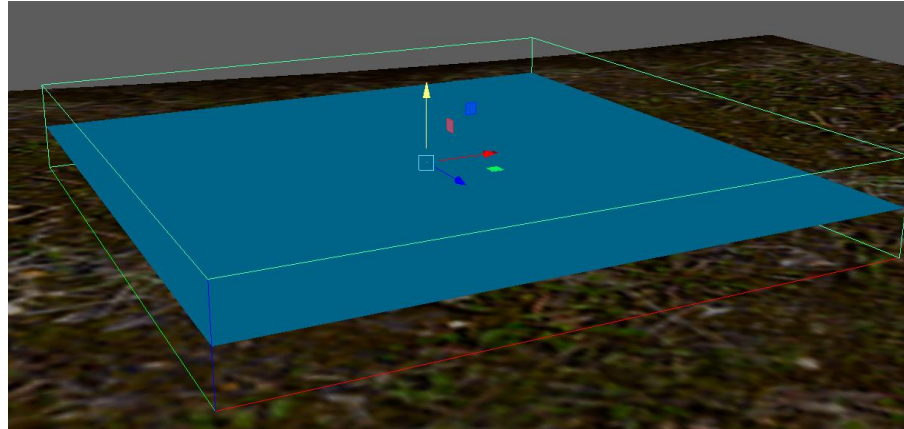


**MAYA + ARNOLD
USING LIGHTING
TO FIX
BLACK RENDERS**

Water

Creating water was actually easier than i had anticipated, watching a tutorial I followed along and within a few minutes had beautifully clear water in motion.

Click the FX tab click Fluids at the top and scroll to pond tab.

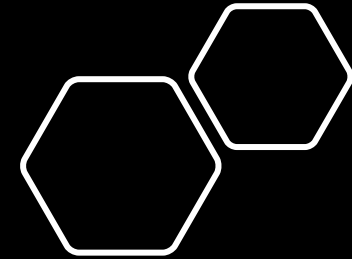


In attribute editor click Textures and apply Texture Opacity.

Underneath you will see a Texture Type, select which type of water type you find most applicable.

The Amplitude will determine the wave height, frequency Ratio will see how many waves within the space.

Adjust these settings to get the waves you desire. Convert your fluid into polygons and apply a Aistandardsurface selecting preset clear water.



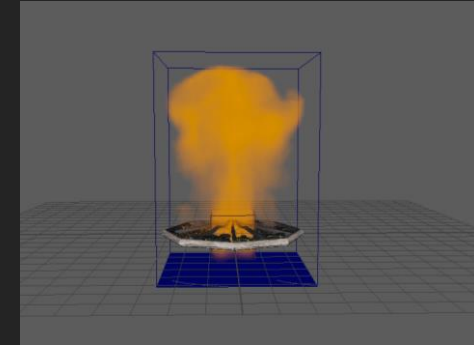
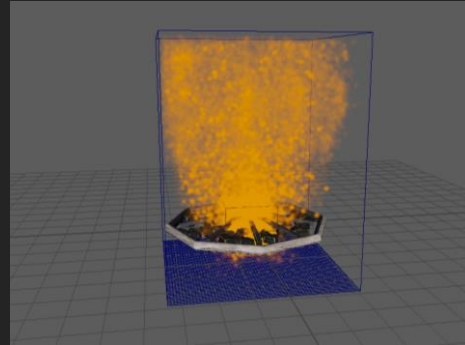
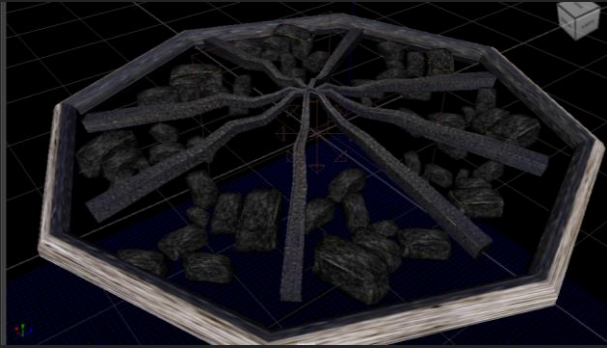
There is one last thing, to get the waves to animate.

Right click texture time and create new expression.

I copied the script from the tutorial.

Copy the object attribute name and paste into the expression box then after this `Time*=0.3;` and create.

Fire



- Creating a campfire
- Nearly every asset I have has been influenced by a tutorial in one way or another.
- Creating fire was very similar to creating our water effect however instead of using fluid we select create 3D container.

Moving the emitter to the bottom of the box as we want our flames and smoke to originate from the pit. Playing around with the attribute settings gives off either more or less effect as you can see between my two fire pits above.

Rendering



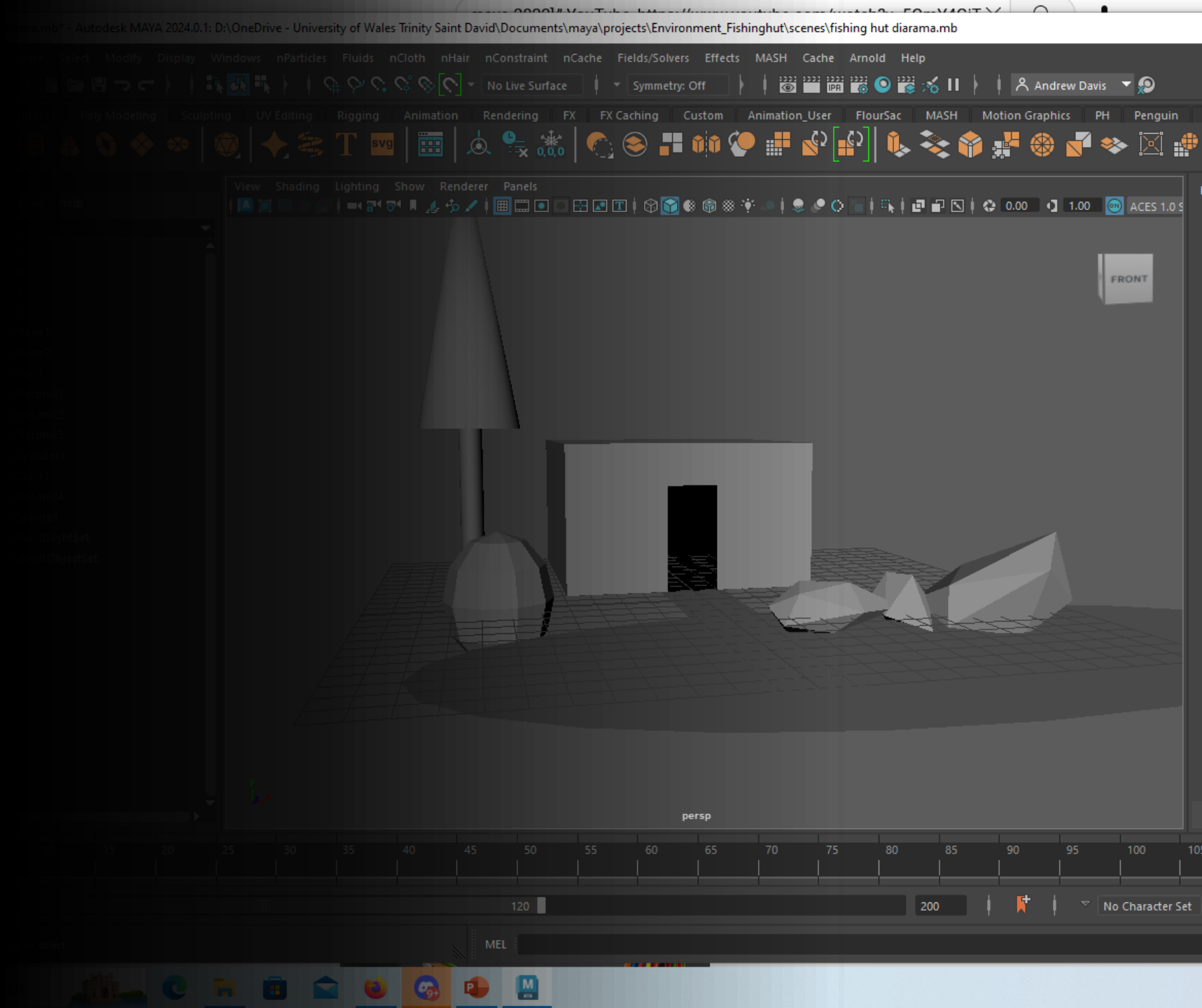
Rendering

- Light source
- Sky-dome and a HDRI which suited my background and kept with my realism stylised theme



Improvements and lessons learned

- When I initially started the environment design project I had an idea to start with which was inspired by content I play and watch.
- My original models for the fishing hut had been re-done and re-done
- With as many as 7 versions before I settled on a much more simplistic design.
- Unreal is something I started to touch on in the last few weeks and over the summer a lot of extensive work will be put in to ensure I better have access and understanding.
- I found the tutorials online a life-saver, and cant stress how important to getting through the process has been without them.
- Substance painter is software with Unreal I want to spend more time on over the summer.



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