

Project Postmortem

Name: Hayden Hurley 1701645

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Introduction

As a course we had to design and create a driving game called Neo Drive. I was one of the modellers and I had to model the main car for the Overgrown City level, which meant I used Maya a lot. I also had to work closely with the concept artist for the overgrown city car to make sure everything was progressing smoothly.

The other levels were called Industrial District and Neo Tokyo. The Industrial District used the heavy car for Neo Drive, and the Neo Tokyo used the fast car for Neo Drive.

The aim of Neo Drive is to win races against the opponents, whether that be A.I. or multiplayer. In the future Neo Drive hopes to add an elimination game mode, and a time race, where the player can race against the time to win.

Research Evaluation

When I was first tasked with modelling the car I went away and tried modelling a car that I thought would be the kind of car that would be in the neo drive this was in the early stages of planning neo drive so before there were any concepts of a car to follow this was so I could have a much better idea of what I needed to improve on hence what I needed to research. I looked at tutorials on YouTube when the modeller talked through his process and what he was doing this help me to improve how the wheel rims looked and the tropology of the cars I was working on. I also looked at tropology of cars that have already been modelled this helped as well. I found I needed to keep looking up different approaches to modelling the cars for example when the design for the overgrown city car changed.

Games Design Theory

I was the modeller for the overgrown city because of this I found that most of my research was done during the process and not before an example of this is when I need to know the proper tropology for a car wheel I did research for that this included looking at pictures online and reading some articles online as well. The research help by giving me a better idea on how to modal a car .

Technical Research

The technical research I did included looking at YouTube videos on how to model a car I found this helpful because I could see exactly what the modeller was doing and then apply the same methods on the car I was modelling. I also looked up helpful articles online which had a step by step process on how to modal a car. I think the research I did was really useful in improving my confidence with modelling the car.

Game Research

I brought need for speed the run as inspiration for the cars I modelled I found this useful because I got to look at the cars as I played and how the car should feel on the track , I also found it useful to look at the car though different camera views.

Research Conclusion

I found the research I did really useful as it defiantly made me more confident and better modelling cars however I found the research I did was to late in the process to be one hundred percent use fall and I should have done more earlier in the process as it would have giving more time for my skills to develop and result in a better car.In future I defiantly intend on doing more research at the start of the project instead of the middle.

Technique Evaluation

As a modeller I used two techniques such as edge modelling and retopology, I have used both these techniques before in previous projects . The software I used was Autodesk Maya which I have used before.

Identification & Suitability of Production Methods

As a modeller for the overgrown city i started out using Maya which is the right software to use because of this I didn't explore any other types of production apart from changing what method of modelling I used. For example I started out using retopology to help learn how to model a car then I decided to change to edge modelling to work with the orthographies that the concept artist Mitchell Newman provided.

Development of Techniques & Skills

I think that I began playing-safe, however I evolved as I got more confident modelling a car. I think this worked well for my skills because it allowed them to improve throughout the process, as i started with something familiar and then used new techniques to build my confidence. The main thing I learned was how to model with orthographies in a precise manner where the end result would have to line up with the orthographies in a very precise way .

Overall Quality of Work Produced

I am happy with what was produced, although I could have managed my time better, which would have resulted in a better quality car being finished before the deadline. I also think the quality of car I modelled has some work to do before it is industry standard. In the future I will need to manage my time better this will allow me to spend more time modelling which in turn will result in a better quality car being created.

Technique Conclusion

I feel my technical skills developed well over the module process. However I do feel that if I had planned my time more successfully, they could have developed a lot more. I learned how to model with orthographies in a precise manner where the end result would have to line up with the orthographies in a very accurate way.

Development Evaluation

On the overgrown city team we had two modellers me and Gareth Titley, we also had a level designer Joseph Blanchard. As a group we had fun with the design process as I was a modeller I didn't have big role in the design of the level but I am happy with how the level is progressing so far. I found the only problems I came across were to do with the cars I was modelling. As the design for the car changed just before I completed the overgrown city car and I nearly completed the next design for the overgrown city car when it was pointed out that it didn't sync with the orthographies enough. so I had to start modelling another car. as a group we decided to place any car that I modelled and didn't use as static traffic in the overgrown city to give it a more lived in feel.

Creativity

I think I took risks by trying out different modelling techniques. I did model three different cars in three different styles from unique concept art provided by the concept artist. I also think modelling the cars is a risk in itself because I had no experience modelling cars before this project.

Contribution within a group (group projects)

I was the car modeller for the overgrown city and my the other members of the overgrown city team where Gareth Titley who was also a modeller, we also had a level designer Joseph Blanchard. I did attend the majority of meetings. I had to make a compromise for the car because the car design needed to be changed because it was designed to be the fast car but the overgrown city car was to be the medium car.

Working Alone (individual projects)

I had to model the car for overgrown city. I found that I had good communication with Mitchell Newman who was the concept artist for the car, I did attend the majority of group feedback sessions to make sure everyone was progressing well. I had to make a compromise for the car because the car design needed to be changed because it was designed to be the fast car but the overgrown city car was to be the medium car, this affected my work pushing less prioritized work back until I could finish the car.

Iterative Design Practice

The process I used to model the car was to edge model with the orthographies. this was helpful because I had a Guideline where to model and could see the car developing throughout the process.

Time Management

I think I have a lot of improvement to do on my time keeping as I did not get the overgrown city car modelled in time for this deadline. However I do think the deadline was realistic as I did have some setbacks. For example the design for the car changed because the overgrown city car looked too much like the fast car and the overgrown city car was meant to be the medium car players could drive.

Development Conclusion

I think the main issue I had was the car design not being set in stone early enough this really hindered the development of the overgrown city car because I'd go away and nearly finish modelling a car to find out the design has changed. this would obviously give me less time to model the car and to model other assets in the overgrown city level . in the future i would make sure designs for assets are set in stone as quickly as possible . I would have modelled assets for the overgrown city while waiting for the design of the overgrown city car to be finished instead of focusing on learning how to model a car .

Analysis

Contextualising your work within a wider theoretical practice

As I was the modeller for the overgrown city, I did not have to put into practice any theories such as player psychology. However, the car was designed to be the medium vehicle in the game, so this meant that we couldn't use a fast bike or a heavy tank because the player wouldn't believe that to be a medium vehicle. This could lead to the player losing interest in the game, because they would find the vehicles to be wrongly labelled. This shows that as a group we thought about the player's consideration.

Critique of the work you have produced

Due to time constraints I was focussing on modelling the Overgrown City car, because of this I haven't had an opportunity to play-test the game yet. But one problem I have heard for the Overgrown City level is the car can go off the race track in certain areas. This will be fixed in the future to ensure the best player experience possible.

Critique of your own practice (and action taken)

I found the communication on the overgrown city team was good we had a Facebook group where we could let the other members know what was going on with the individual work we had to do. For example, me and joe decided to switch assets to model because it made sense for me to model the rusted cars to keep them looking like the main overgrown city car, and for joe to model the foliage.

The Overgrown City team could have improved communication by sitting near each other in the scheduled lessons at the University. This would have helped because it would have given a more clear idea of what the other team members were working on, and if they were completing a task in an unsuitable way.