

Production Diary

As a course we have to design and create a driving game called neo drive I am one of the modellers and I have to modal the main car for the overgrown city .I am looking forward to this because it will be interesting to learn how to modal a car .

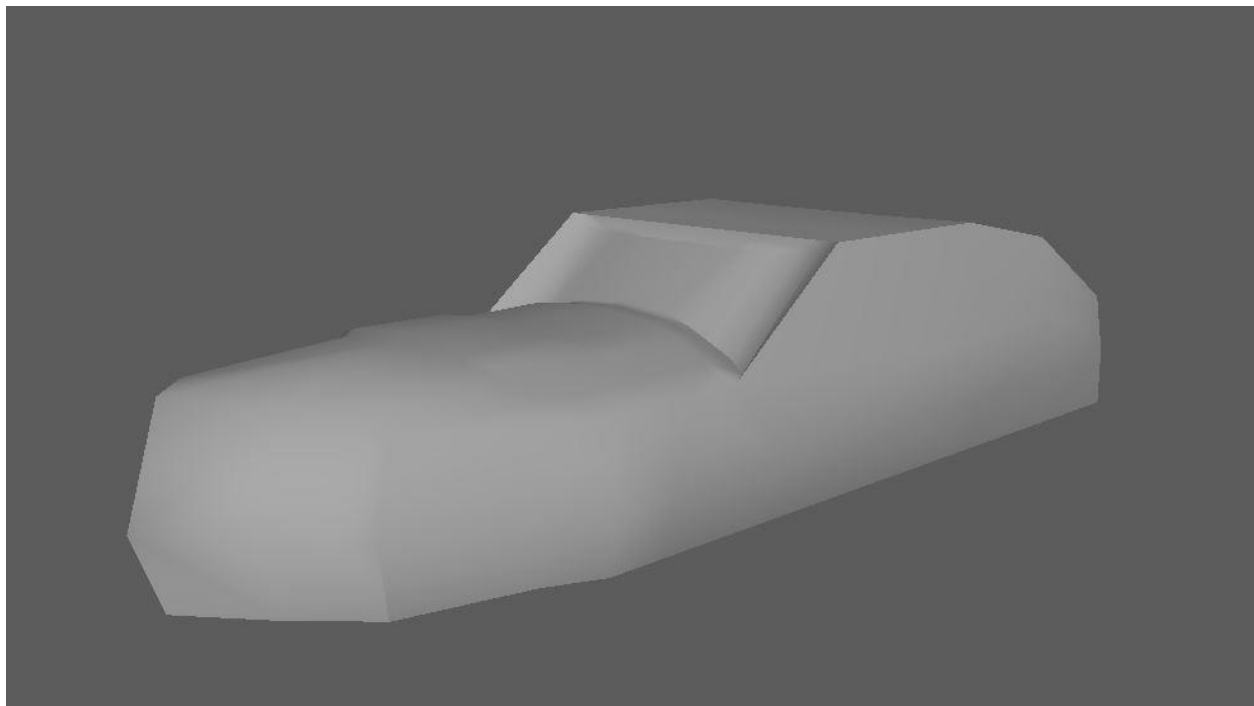
Monday 8th October

I have started researching the best ways to model a car for games and found a great website that takes the reader though a step by step process with pictures and good explanations with them the website is called Plural sight and the article is called From" 0 to Stunning - 10 Tips for Automotive Modeling" Friday

Friday 12th October

I think I am most likely going to try the method shown by Plural sight and the retopologize method as it may help me learn how to modal a car from scratch . I have decided today to jump into Maya and give my best attempt and modelling a car so at the end of this process I can see how much I have improved.

This is what I came up with in Maya I was going the general shape of a car and made the choice not to add wheels and the space for them because as I said I was only going for the general shape of a car



Hayden Hurley

Tuesday 16th October

Today I started research how to modal a car in more detail now because I feel I have a lot of improvement to go and the car I modelled on Friday isn't giving me much confidence .

TUSDAY 30TH October

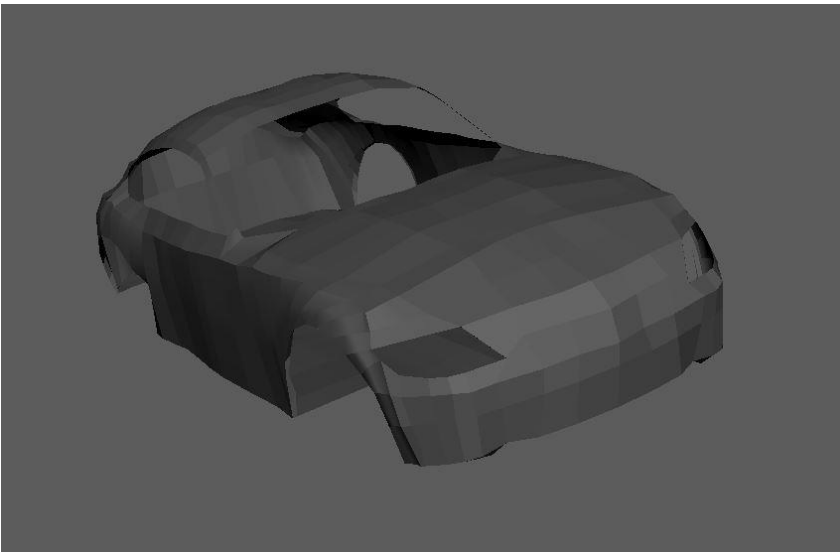
I have started to retopologize the bonnet of the medium car for neo drive because I realized I was having no luck with modelling one from scratch and I don't want to create a halt in the pipe line because I was taken to long to modal the car in a good quality .

Wednesday 31st October

Finished the bonnet of the overgrown city car today I am happy with how it is progressing and I am getting good feedback from the group

Monday 12th November

Finished the bottom of the car today which means I have successfully finished the overgrown city car and tomorrow I can start modelling the assets on the priority list .



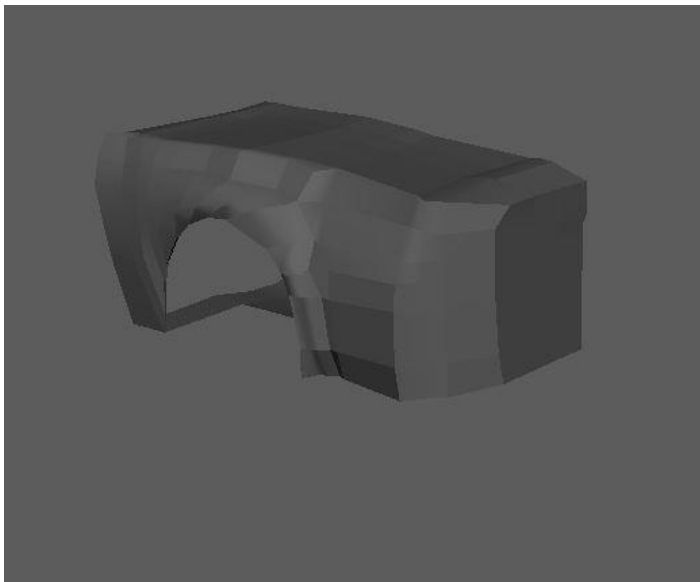
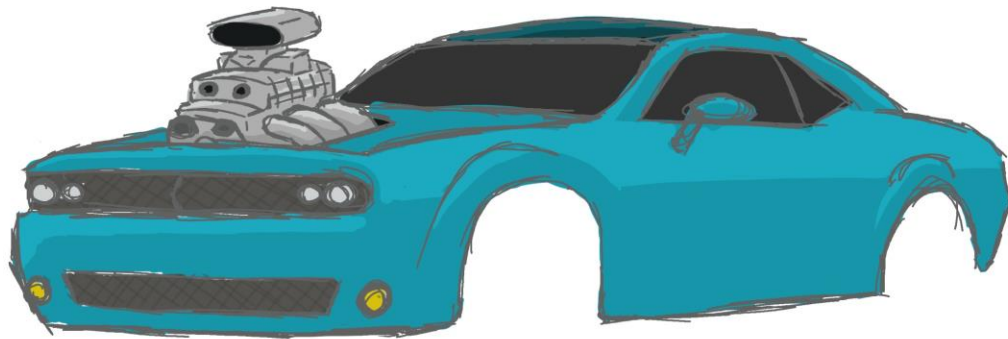
Hayden Hurley

TUESDAY 13TH November

Today the design for the middle car changed with I am not too happy about but it is a blessing in disguise because now we can use the old car as an abandoned car for the level, this will help us convince the player that the city used to be lived in.

Wednesday 14th November

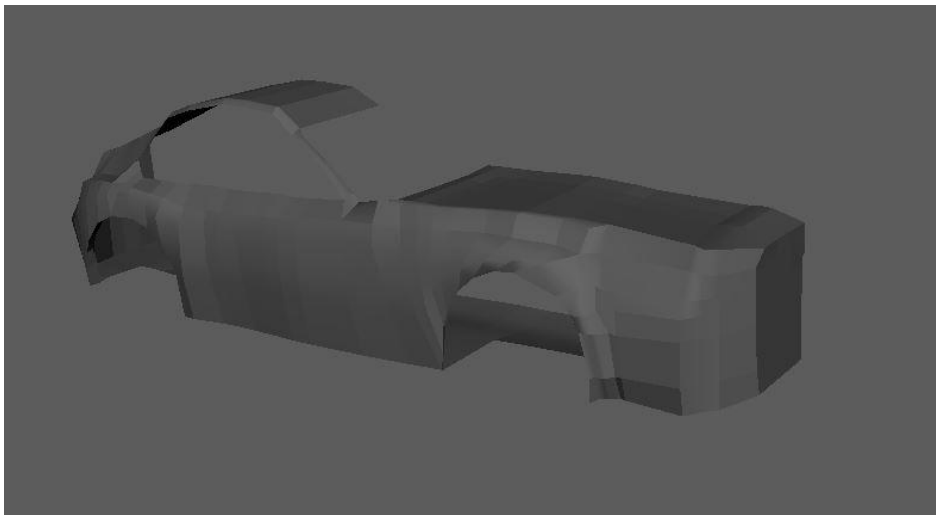
Started modelling the new car today, the orthography's are not completed yet so I am using the concept art done by Mitchell Newman as a guide, I am planning on finishing the front of the car today.



Hayden Hurley

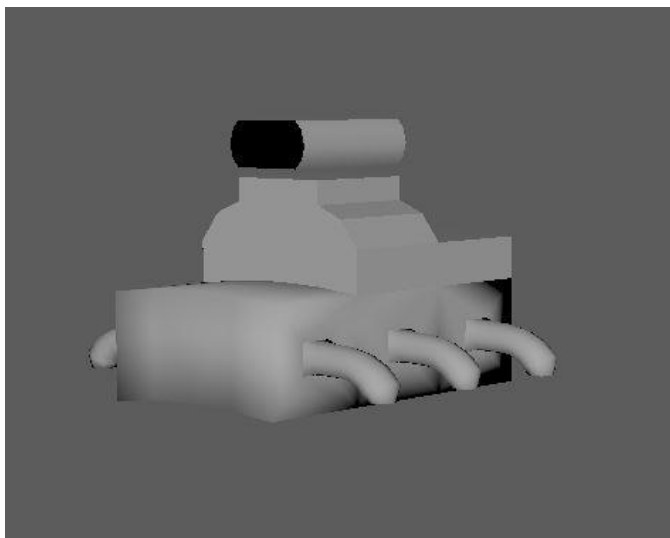
Friday 16th November

I have finished modelling the back of the car so all that's left to do is mirror the car so its whole and model the engine to place on it .



Monday 26th November

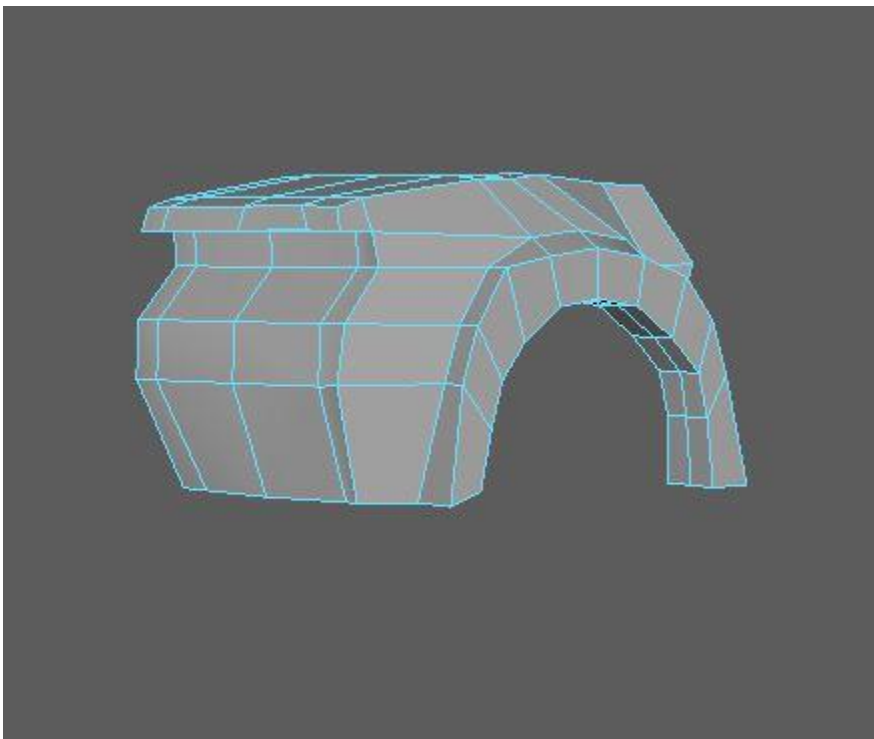
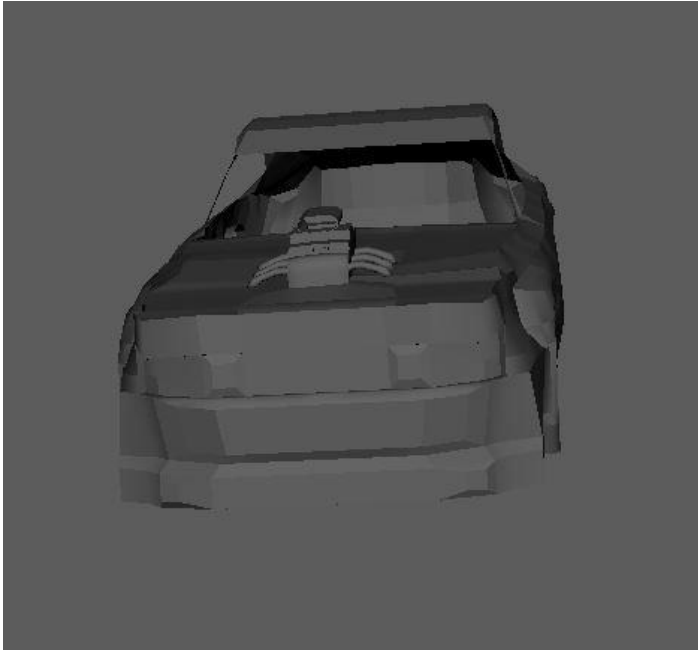
Today I modelled the car engine I did this in a separate maya scene because I want it to be the most detailed aspect of the car. I found it easier to model then I thought it would be.



Hayden Hurley

Tuesday 27th November

Finished the 2nd attempt at the overgrown city car but didn't realize the orthography's were on Google drive yesterday and the car doesn't sync up to the orthography's enough so I have to restart again and I am disappointed because I like the way this car looks. I also don't know if I can modal the next car to completion in time but I did start today and I managed to complete the front of the car.



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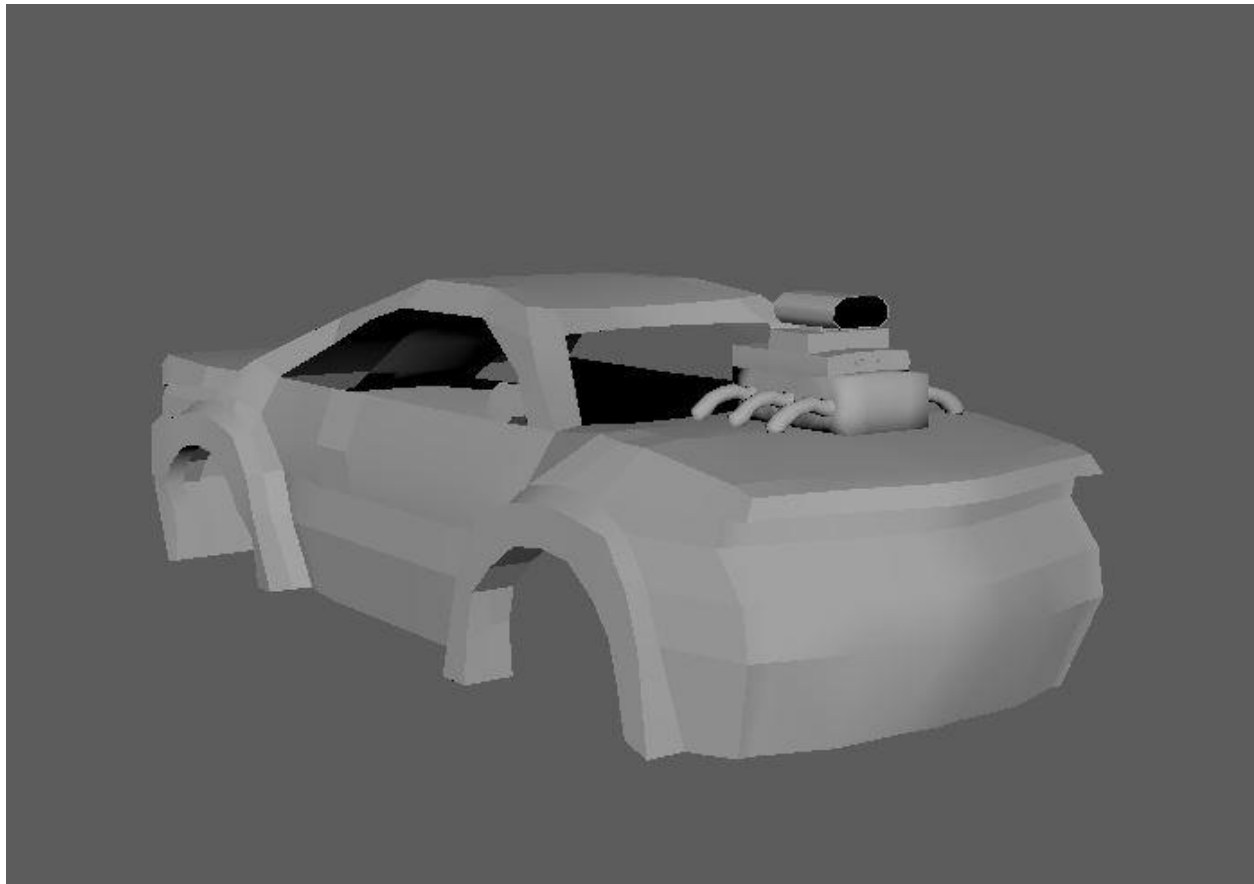
Wednesday 28th November

I have finished the roof and sides of the car today I had problems extruding the roof in such a way where it followed the orthography's and looked good, the sides were much easier to do although I did have problems with the topology so I went on YouTube and found a tutorial video by 8fifty2torials.

Thursday 29th November

I succeeded in edge modelling the back of the car today and mirror it so its whole this means all I have to do now is put the engine on the car but due to other modules I am not confident I'll have the time to do so but I have imported the engine in to the scene so it's ready if I have the time.

I unfortunately didn't have time to combine the engine and car before this production diary is handed in but plan on finishing this car for Neodrive as soon as I can so the unreal team can place it in the game.



References

<https://www.pluralsight.com/blog/film-games/0-stunning-10-tips-automotive-modeling>

https://www.youtube.com/watch?v=i2UMbSFY3_0

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