

Peredur Llyr Owen Williams
1702804
Production Diary

Week1

1	Need To Do	Low	Medium													
2	Done	High														
3	Date	28/01/2019	04/02/2019	11/02/2019	18/02/2019	25/02/2019	04/03/2019	11/03/2019	18/03/2019	25/03/2019	01/04/2019	08/04/2019	15/04/2019	22/04/2019	29/04/2019	06/05/2019
4																
5	Production Diary	Start	Update	Update	Update	Update	Update	Update	Update	Update						
6	Mood board															
7	Research Theme															
8	Building Assets															
9	Cliff Buildings															
10	Shanty Town Buildings															
11	Factories															
12	Train Warehouses															
13	Small Shacks															
14	Environmental Assets															
15	Industrial Vehicles															
16	Mine Carts															
17	Storage Containers															
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20	Road Blocks															
21	Railings															
22	Broken Buildings															
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25	Fuse Boxes															
26	ACU Vents															
27	Rocks															
28	Crystals															

For this semester this is my production plan, my main priority for this semester will be to UV unwrap all the models I have created but if I have time I will create some of the models from my production plan. Most of the top priority assets have been made last semester but if the unreal team thinks they need more assets I will add them to the production plan as I make them.

1	Need To Do	Low	Medium	Extra Time												
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3	Date	28/01/2019	04/02/2019	11/02/2019	18/02/2019	25/02/2019	04/03/2019	11/03/2019	18/03/2019	25/03/2019	01/04/2019	08/04/2019	15/04/2019	22/04/2019	29/04/2019	06/05/2019
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29	Make Roads															
30	Mining Equipment															
31	Other															
32	UV Unwrap															
33	Re Scale															

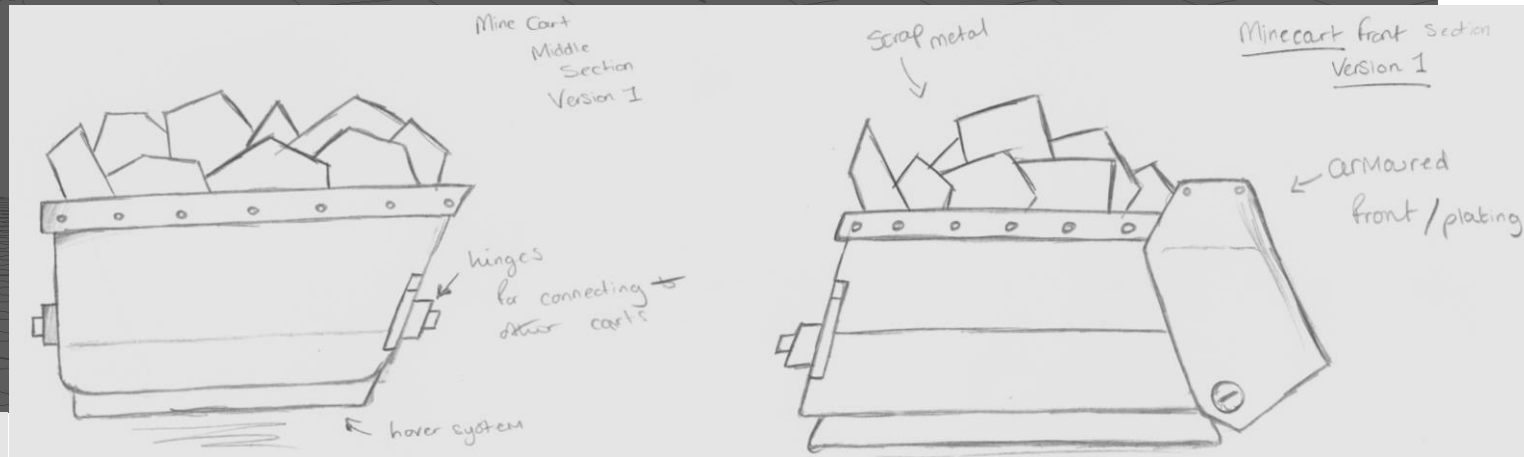
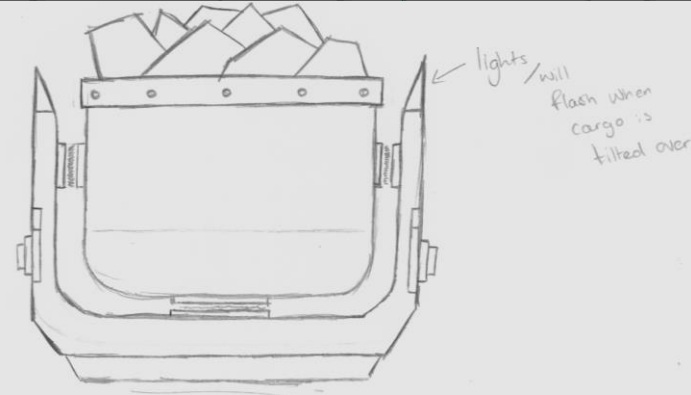
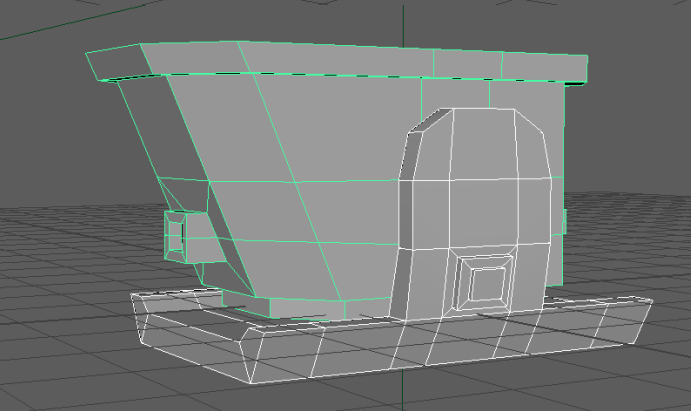
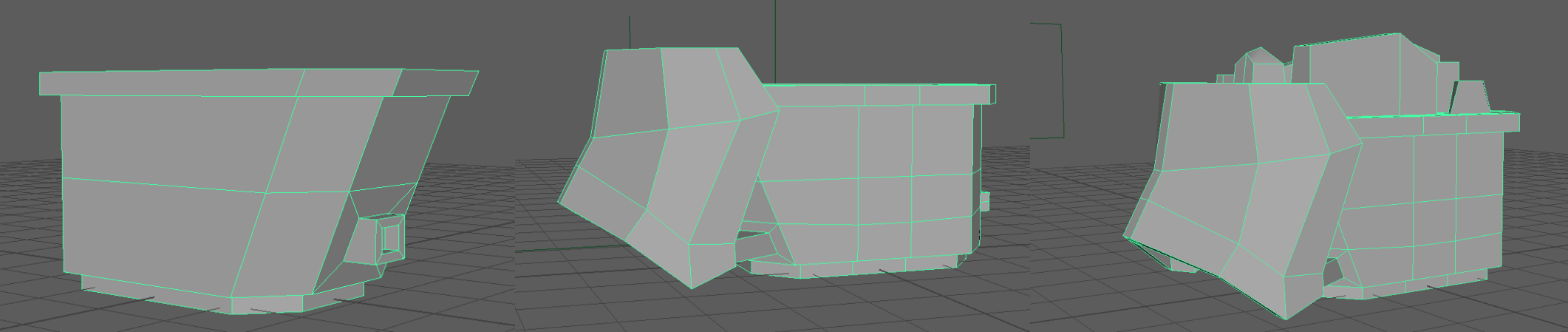
I recreated my production plan as I didn't take into consideration extra time if I needed it and also the first one was quite work heavy and there was a lot of work to be done every work. This week I worked on creating a mood board for different mining equipment that I could model for the mining area of the level as it is quite empty at the moment.



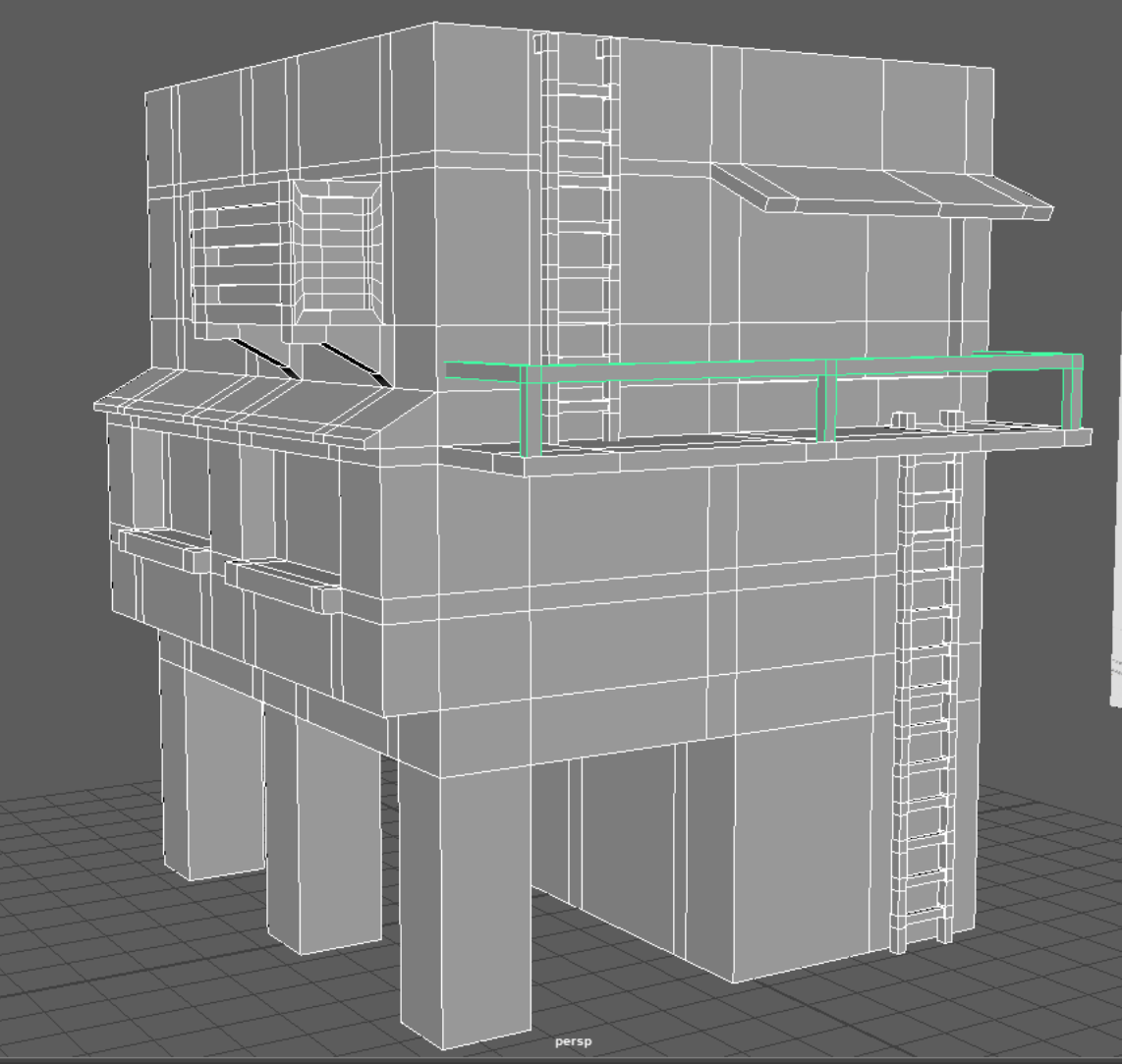
Week2

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32	UV Unwrap															
33	Re Scale															

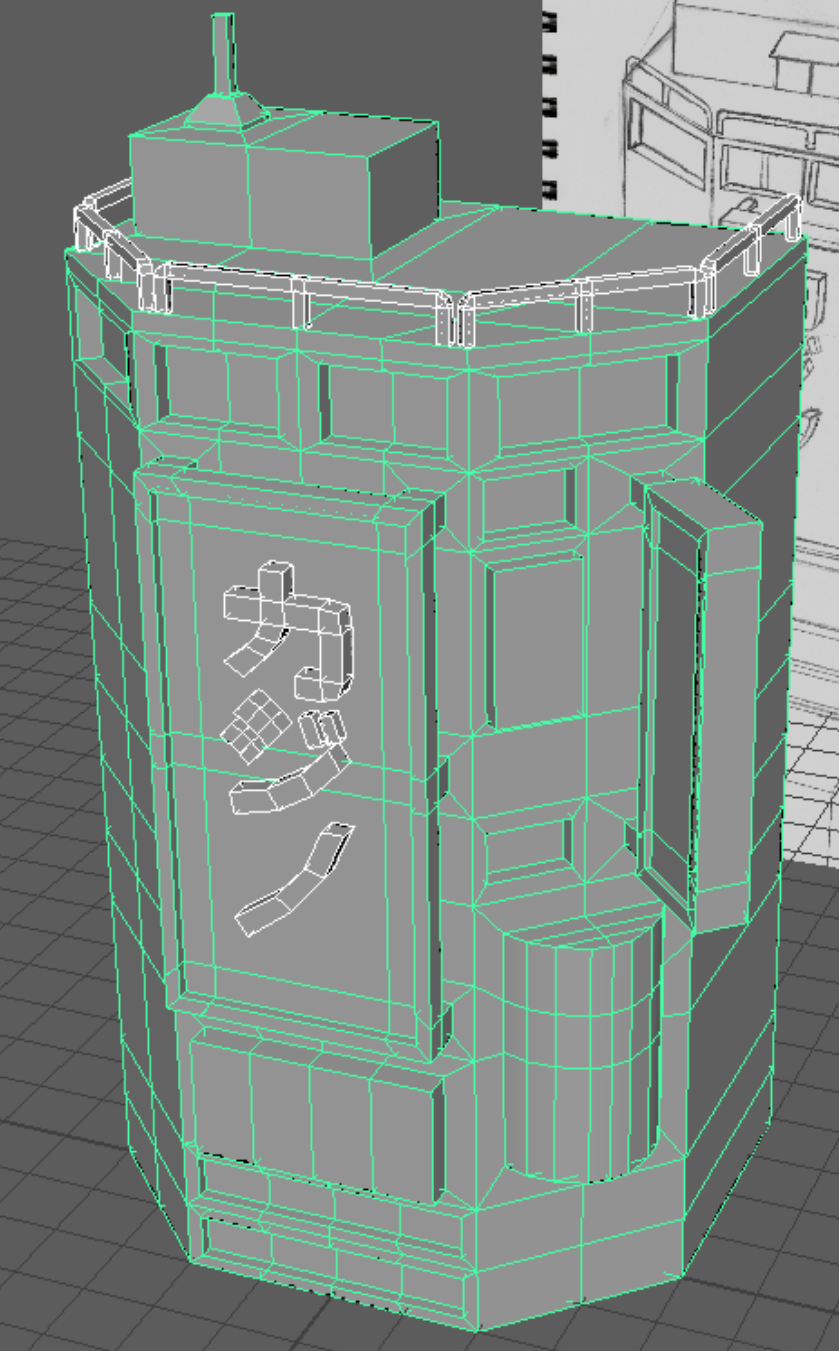
This week I started modelling assets from the production plan, I created a mood board last week which is why I haven't created one this week but I might make another one to get inspiration for the cave area of the level.



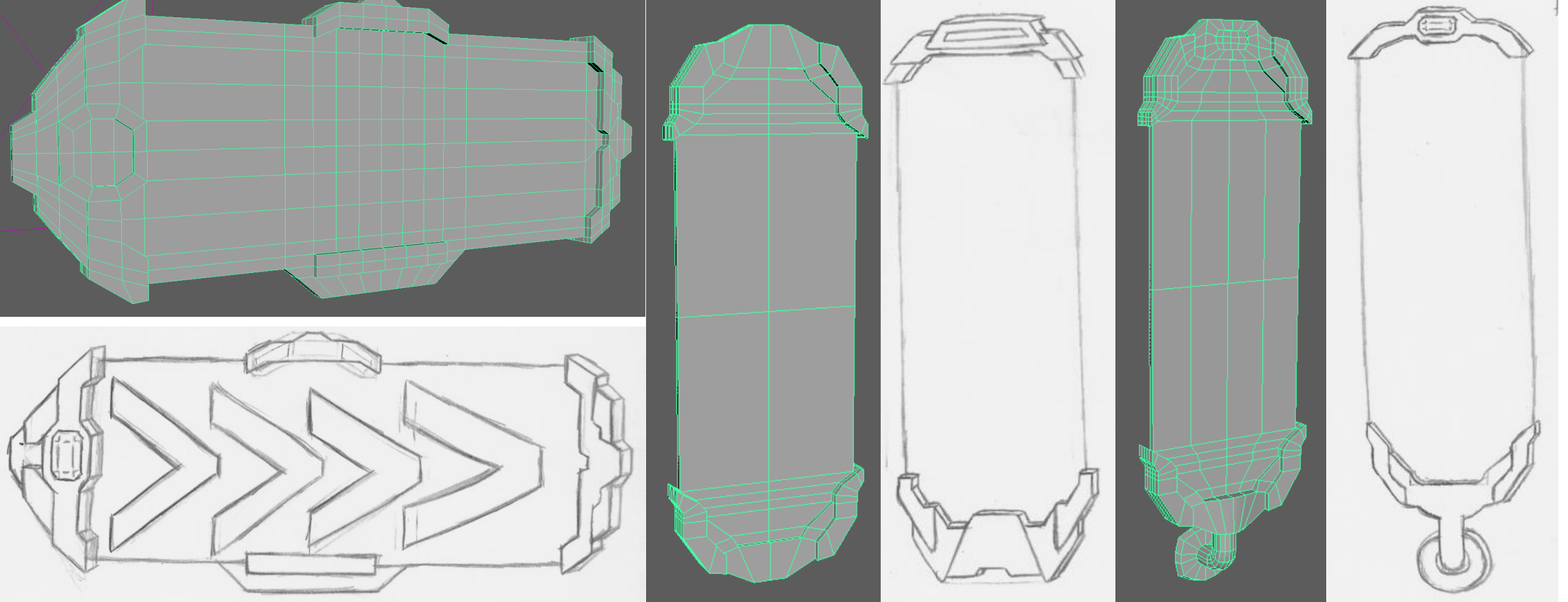
This week I modelled some futuristic minecarts from the concept art that Harry drew. I enjoyed working on these models especially the armoured mine carts. I think that I could have reduced the poly count a little but not much more than I have done.



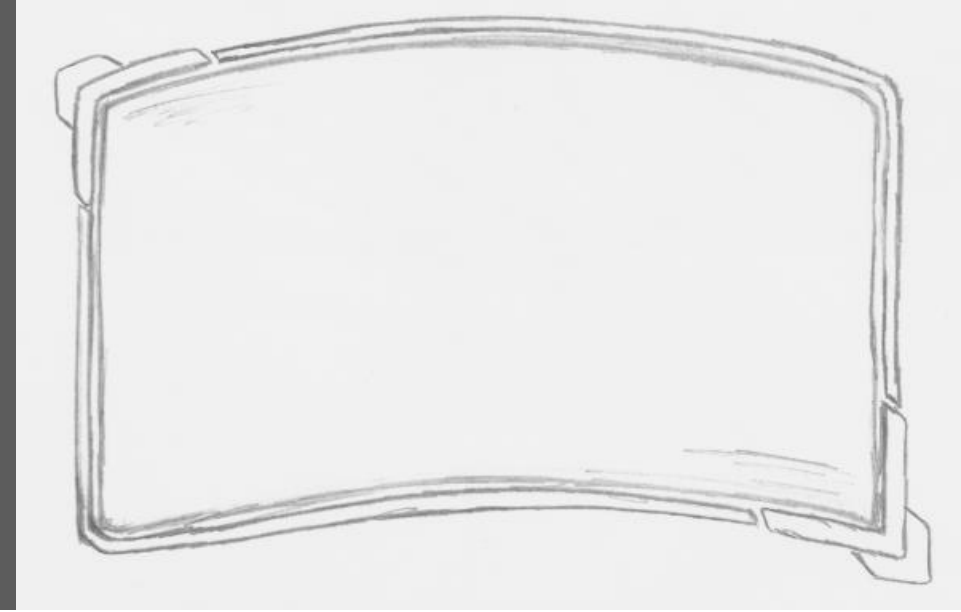
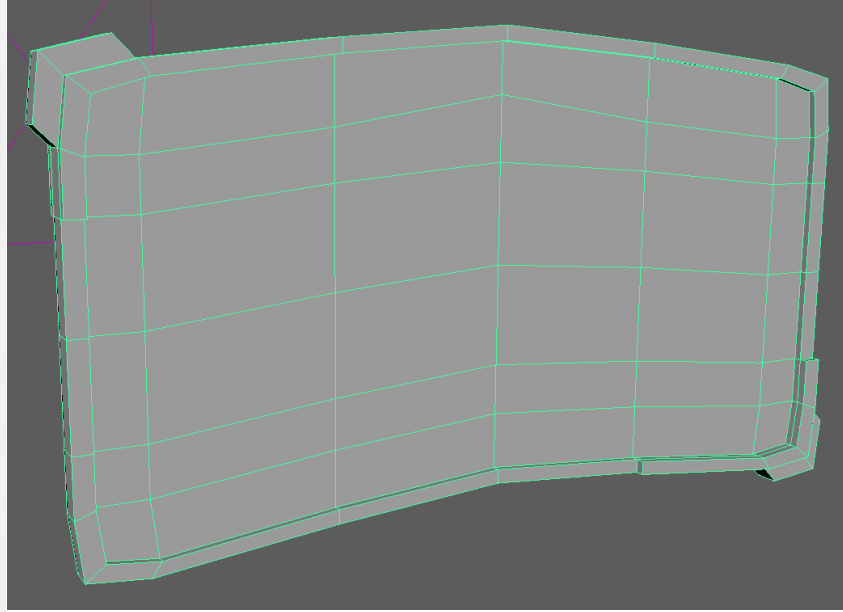
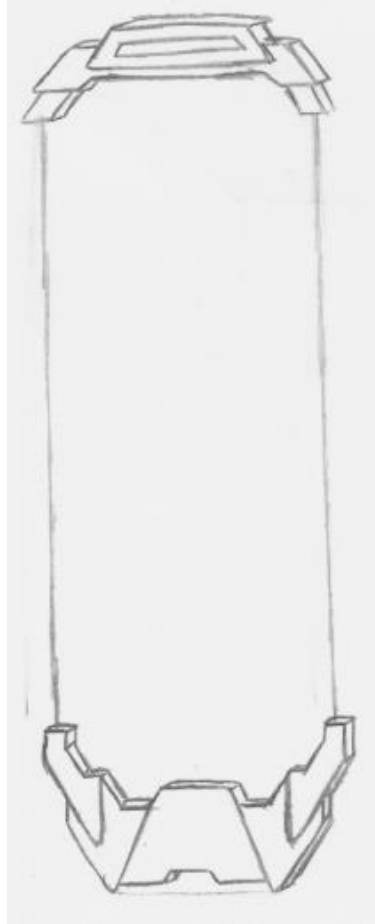
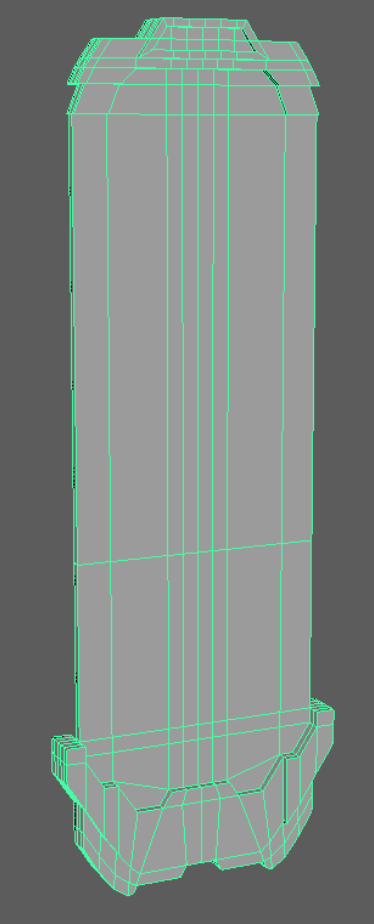
I modelled one of the Neo-Tokyo buildings from the concept art that Harry created, I tried to keep the building as simple as I could as most of the detail can be added through textures. I didn't add any signs as I have already mad signs that can be added when the building is in the engine, by doing this I have saved a bit of time even though they probably wouldn't have taken that long to model. The most difficult part about this model was probably the arch because I had to delete a lot of faces and then remake them in a different position.



I also made one of the corner shops, I think it turned out pretty well but I don't think I should've modelled the text on the sign as I could have added that detail using textures.



I created some road signs for the edge of the road so that players know what direction they need to go. I think that the design for the signs look really good and suite the theme of the game. I enjoyed modelling these signs as there are a lot of interesting shapes and they required a lot of extruding.

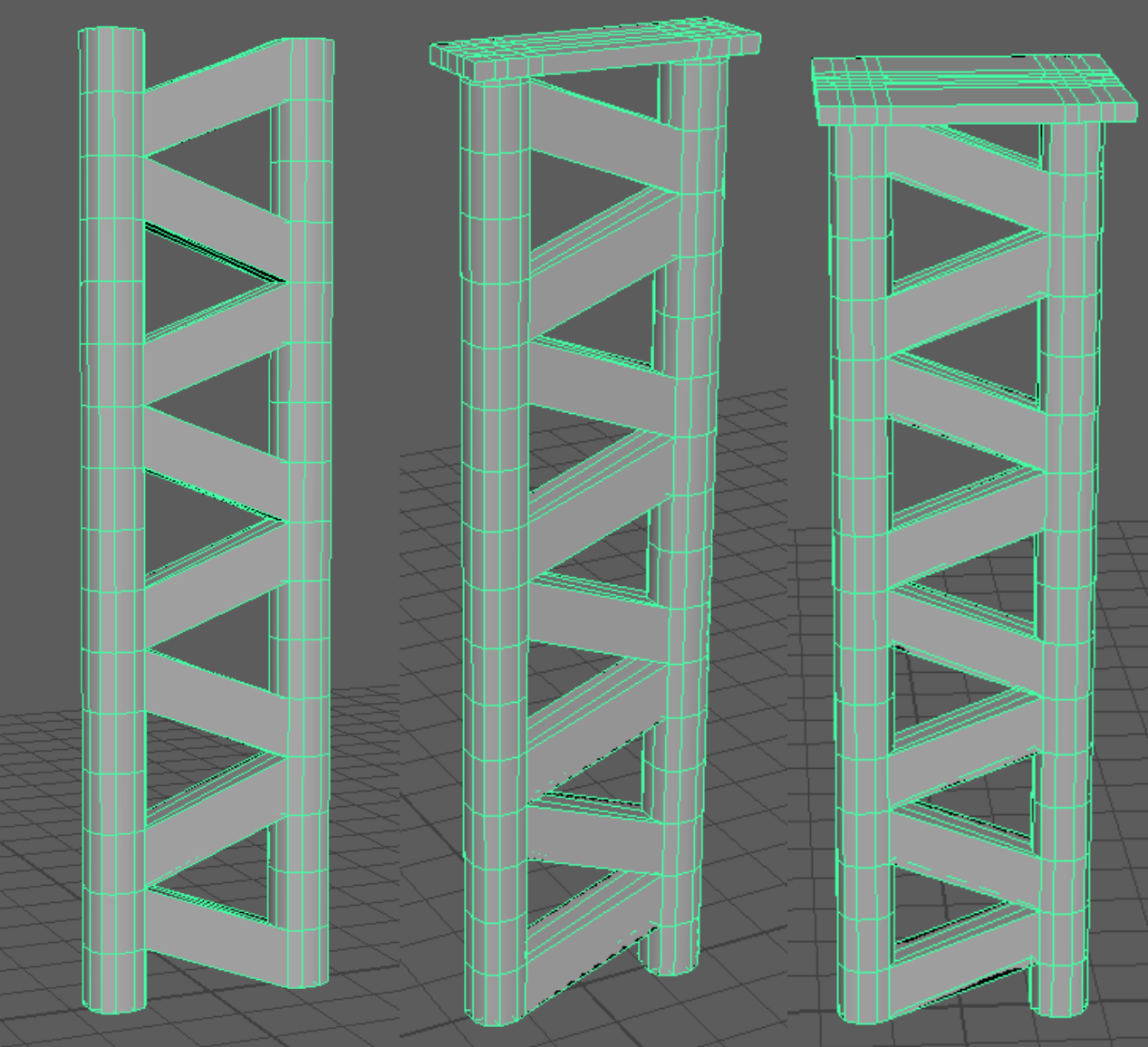


These are a few other signs I created from the concept art that Harry gave me. I think I could have simplified the models a little more as the poly count is higher than I would have liked.

I think that I stuck to my production plan fairly well this week and made some good progress, I think next week I will need to concentrate a little more on making assets for the cave and mine area of the level.

Week3

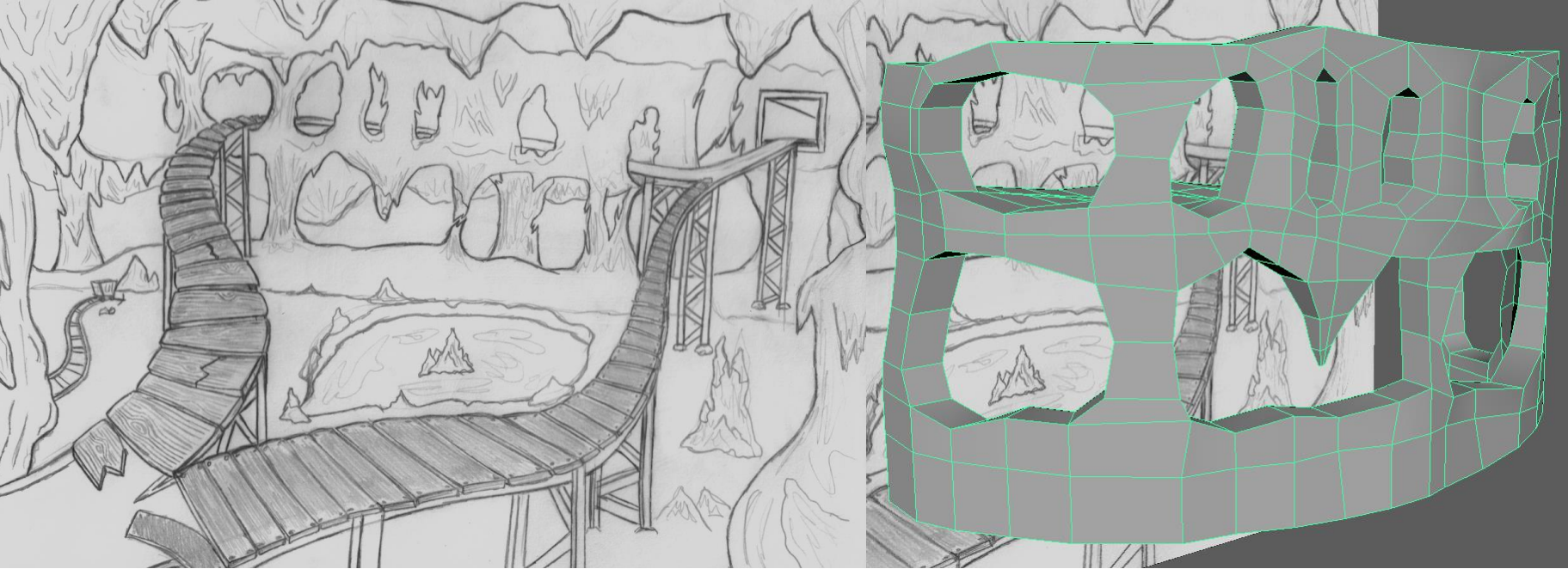
[illegible]



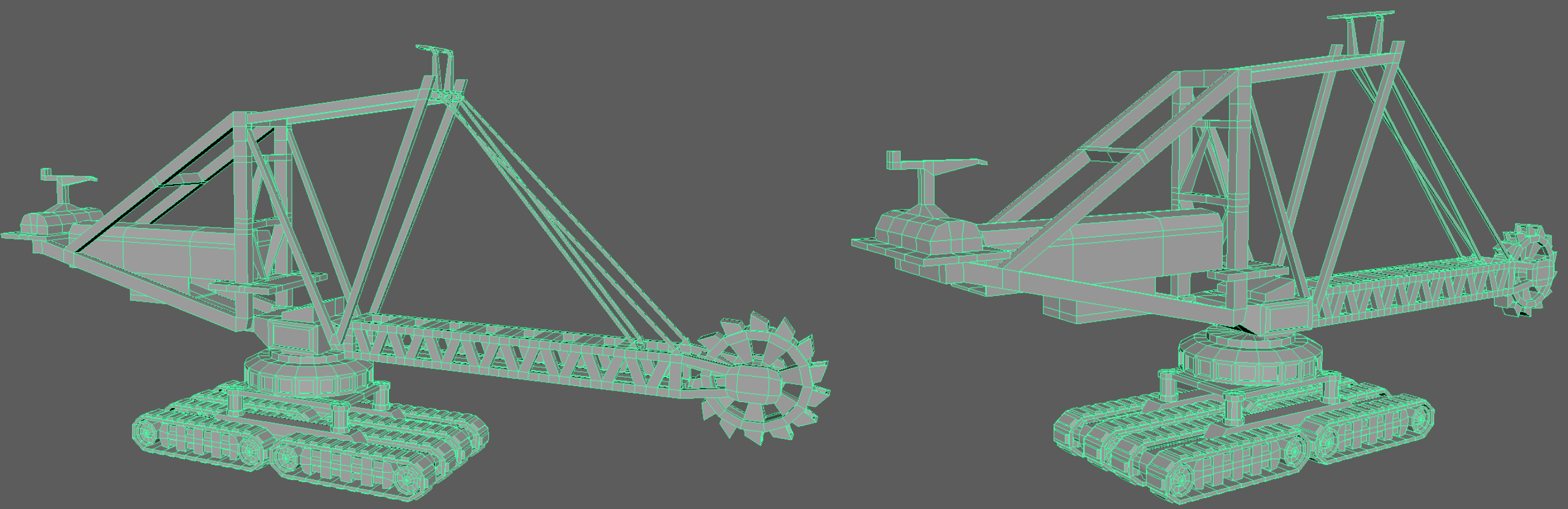
this week I started creating some small assets for the cave area of the level whilst I think of some other assets that I could make for the area. This week wasn't as productive as I would have liked it to have been but next week I plan on making some large assets for the mine area of the map.

Week4

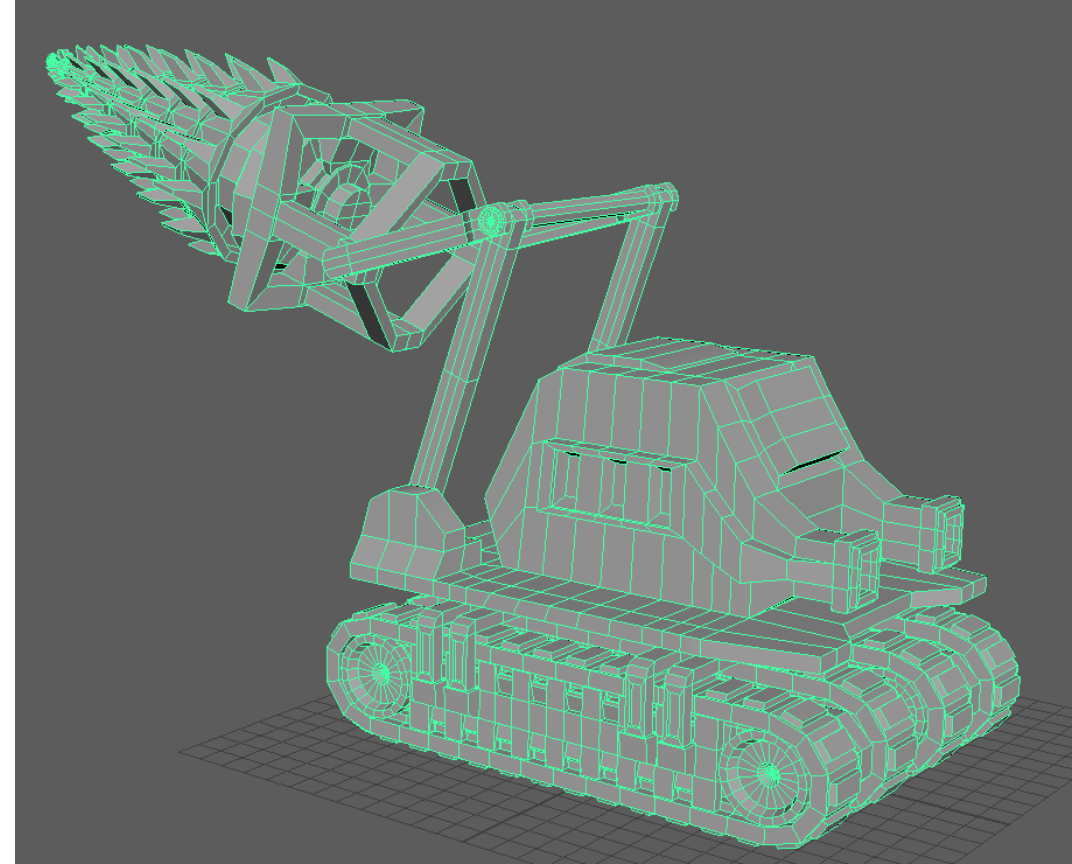
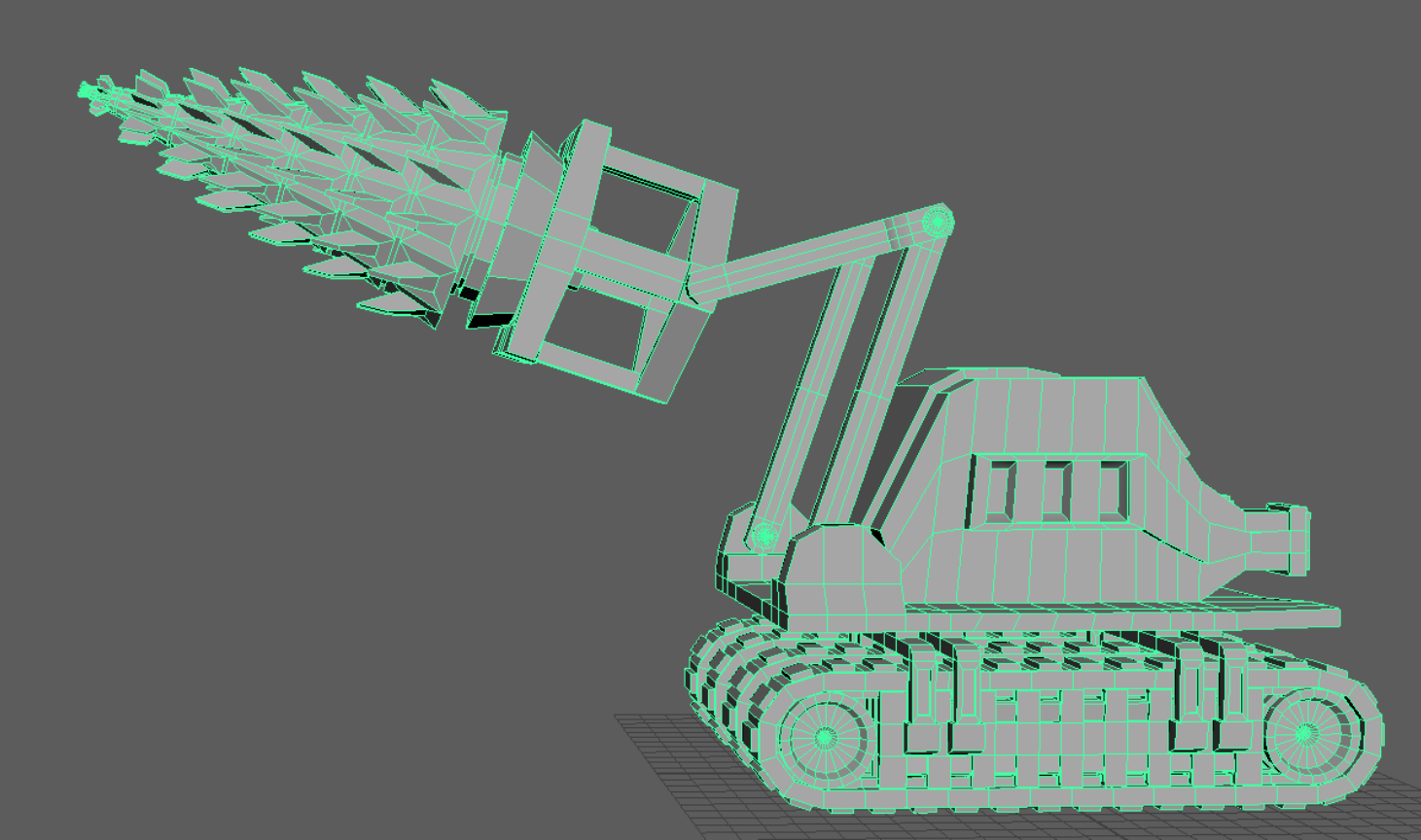
[illegible]



This week I worked on making one of the cave walls for the game from the concept art that harry created. Making the walls was quite easy but I don't think we will be using it in the final game as it is still quite blocky, if I was to do it again I would increase the vert count as it is a large asset and I would soften the edges to give it a smoother and more natural look.



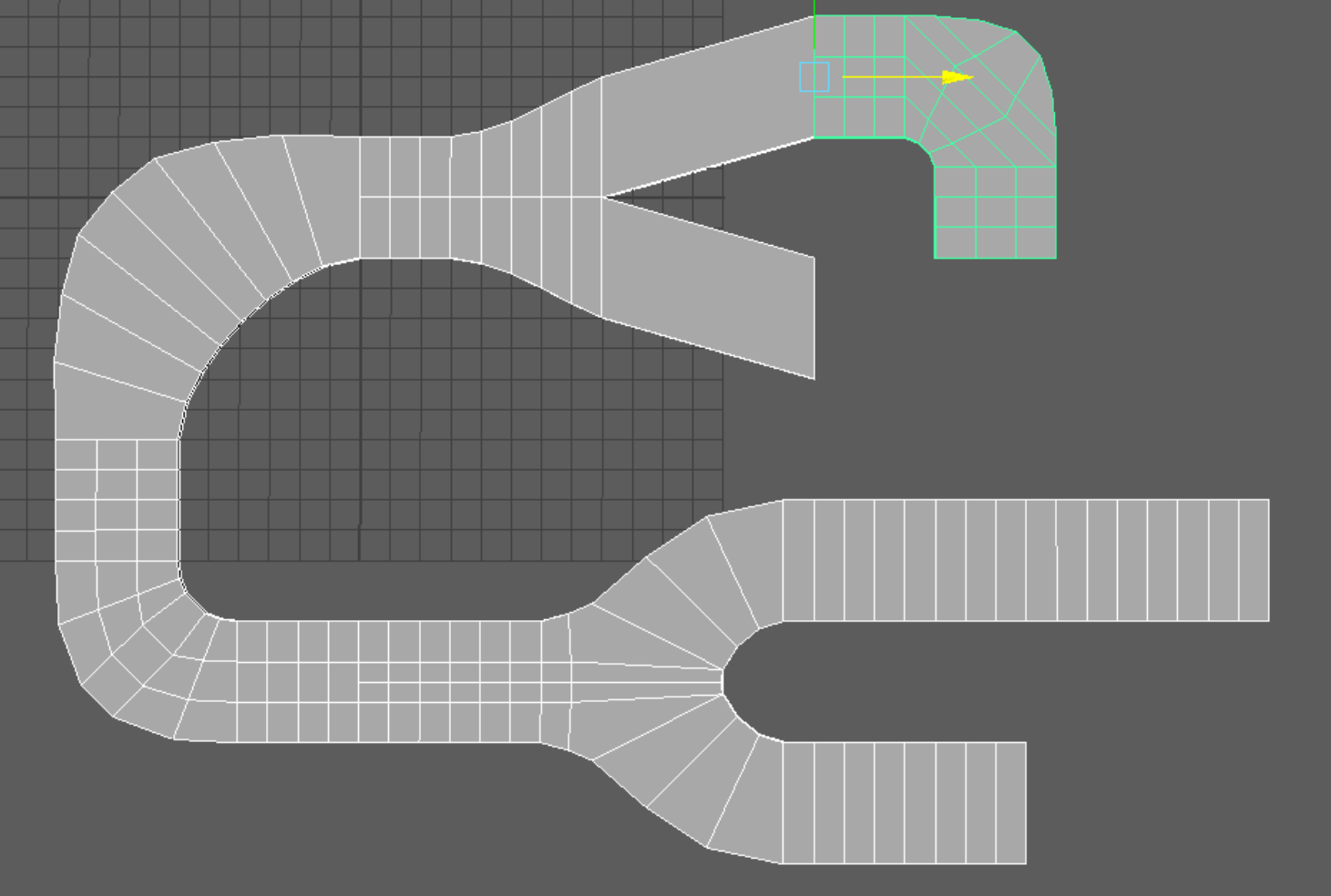
Another asset I made this week was the bagger 228 which I really enjoyed modelling it as there was a lot of work to do on it. I think most of the model turned out pretty well but it is looking quite bland at the back of the model, maybe when textures are added to the model it might look a bit better.



This week I also modelled a drill for the mine area of the map, it think the drill part of the model turned out pretty well. I think UV unwrapping this model will be challenging especially the track areas of the model because some of the faces are close together.

Week5

[illegible]



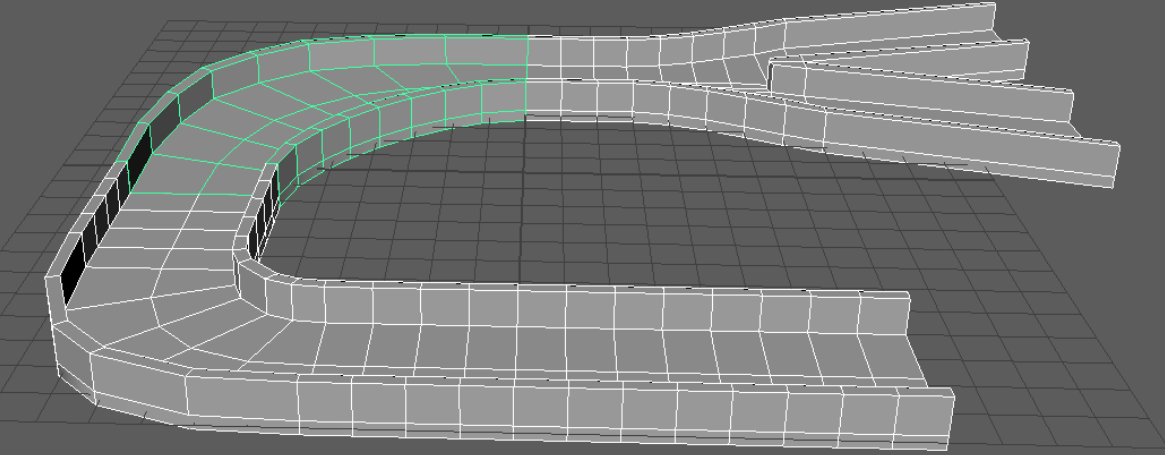
This week I started making some track pieces that could snap on to each other and look seamless. I also made a mood board of different examples of caves and crystals, then I started making some test crystals to find out what would be the best way to make them.

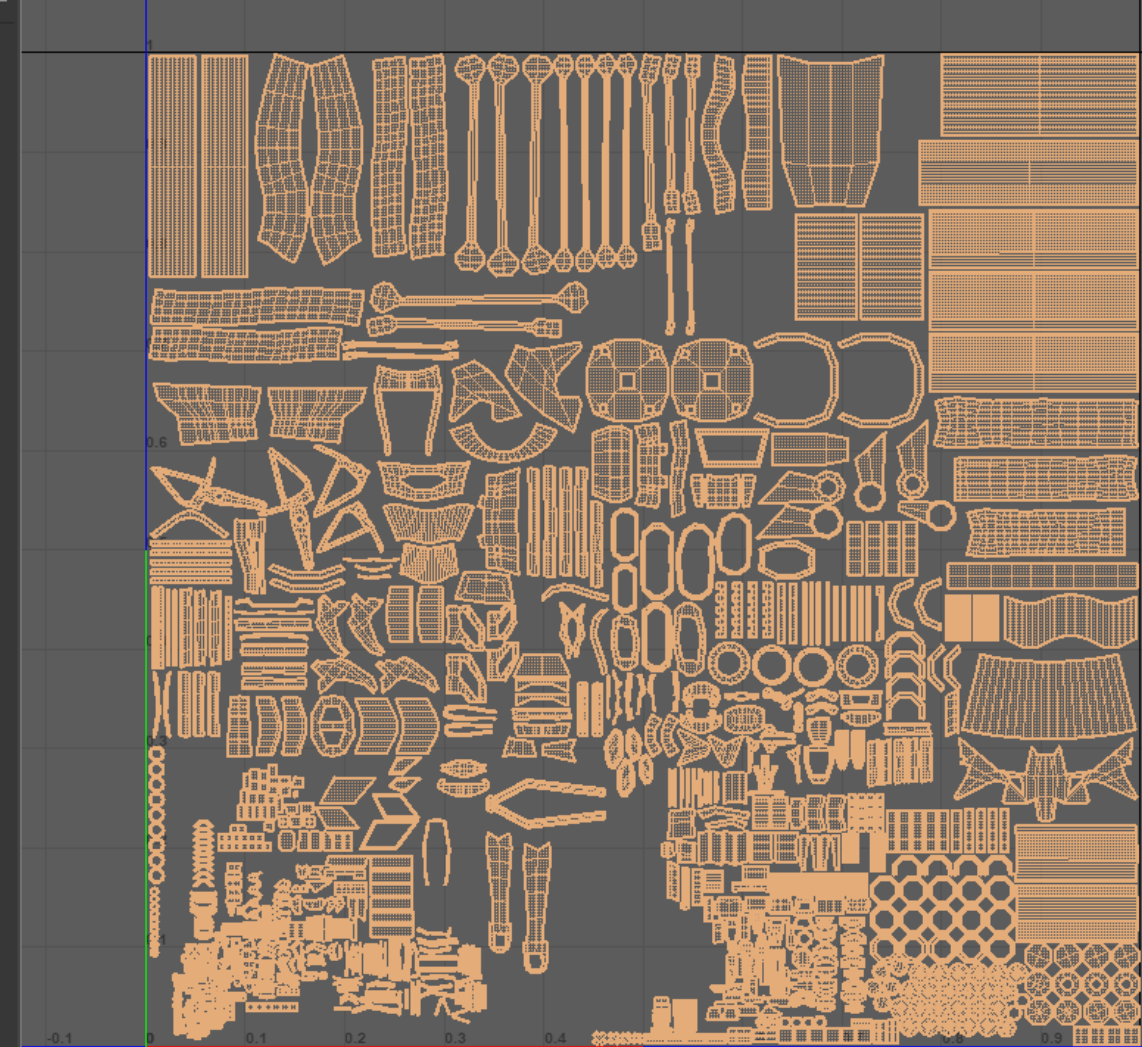
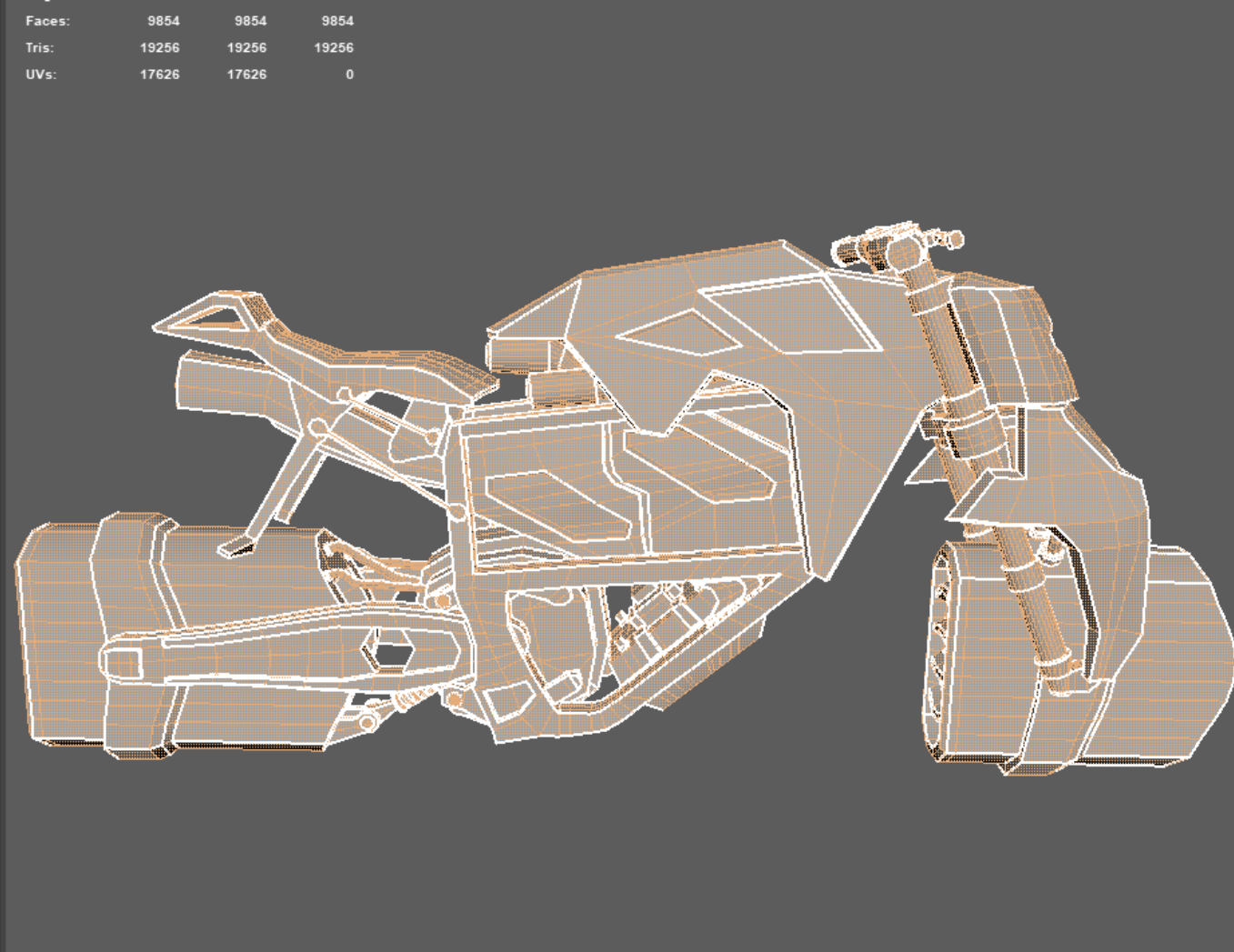


Week6

[illegible]

I was asked to add some walls to the tracks as it would be easier to add collision boxes to them.

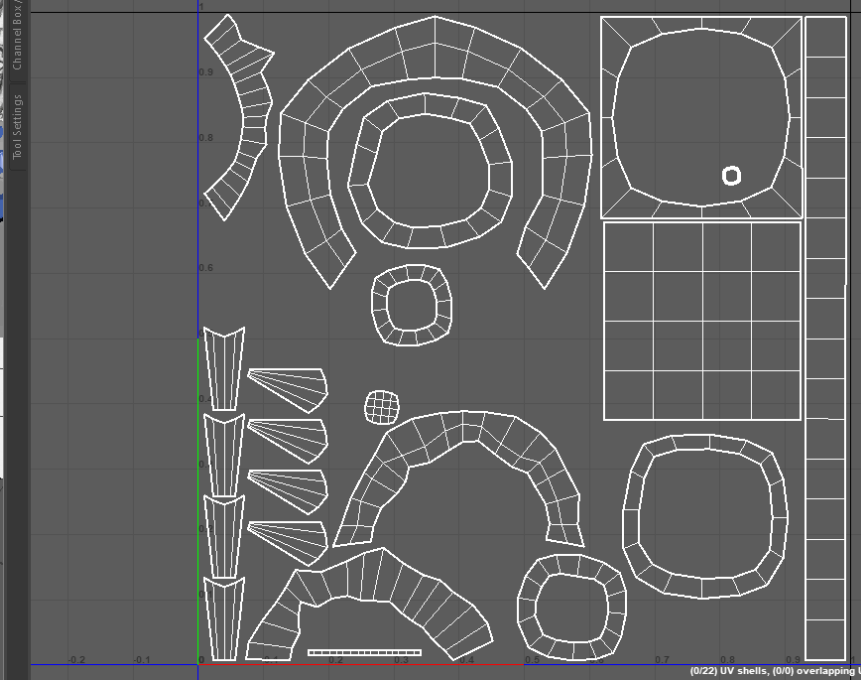
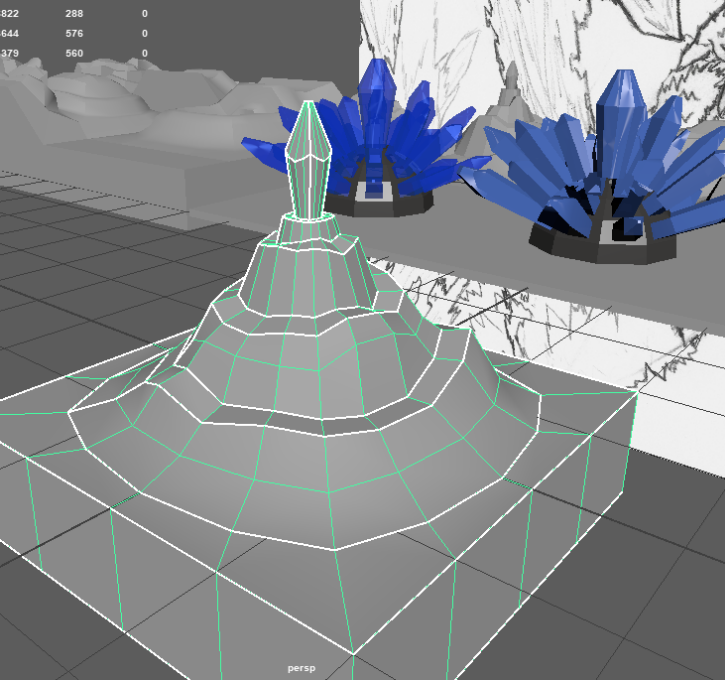




This week I also UV unwrapped the hover bike for the game which took a lot longer than I had hoped it would, I think If I did this again I would try and make the UV shells more seamless so there are less of them and so they paint better.

Week7

[illegible]

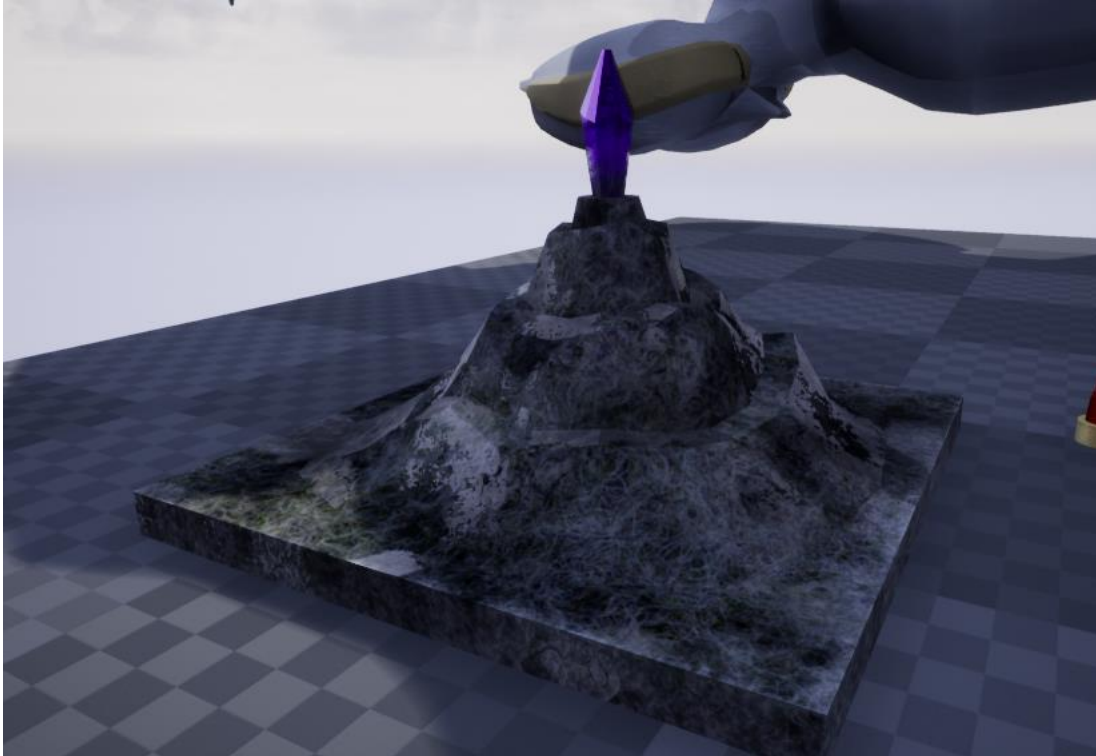


Experimenting

I started experimenting with modelling rocks and crystals as one object so when placed next to another they seem seamless. I don't think they turned out to bad but I think I could of done with softening the edges a little. UV unwrapping the actual model was fairly easy but I think I could have done it with less UV shells.

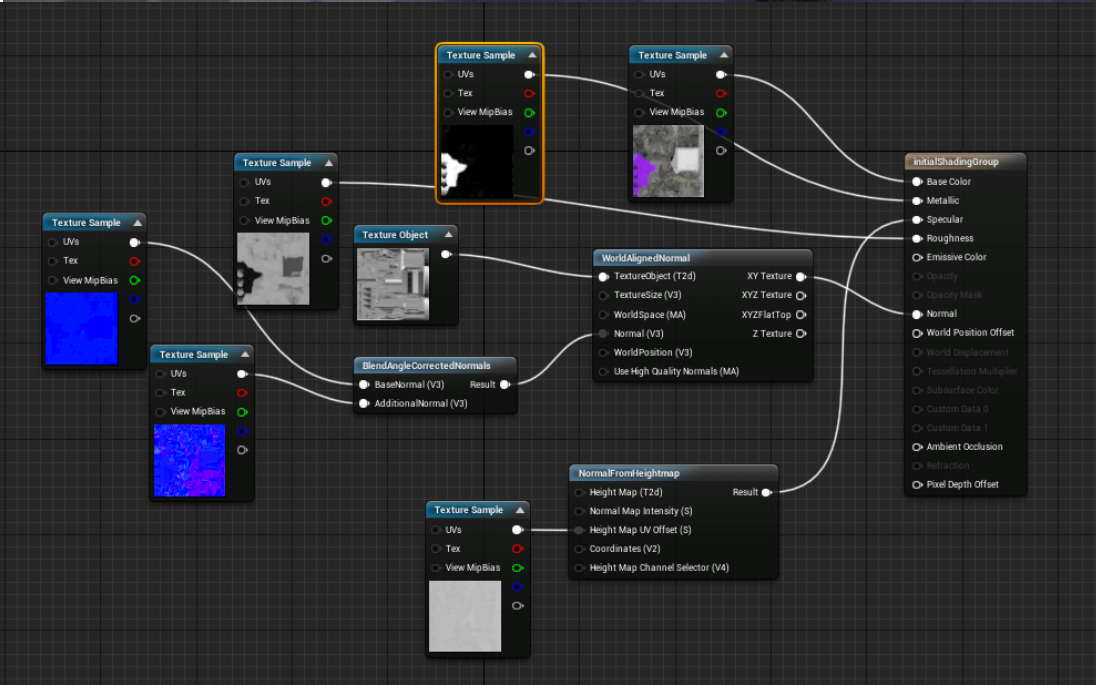
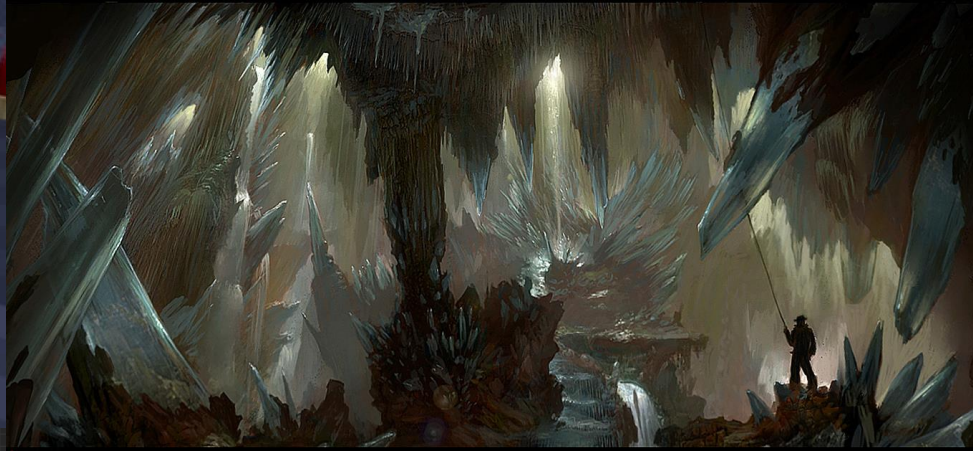


I decided to try to use substance painter to paint the model, at first I found it difficult to paint and not cross over to other shells. Harry told me about using black masks on layers to mask shells that you want to paint, this helped me a lot and I finally managed to get the results that I wanted. I think that the textures turned out pretty well considering I didn't really know what I was doing.



Experimenting

After painting the models on substance I decided to export the model and the textures in to the unreal engine to see what it would look like, using the unreal engine to add textures to the model was a lot harder than I was expecting but I don't think they turned out to bad.

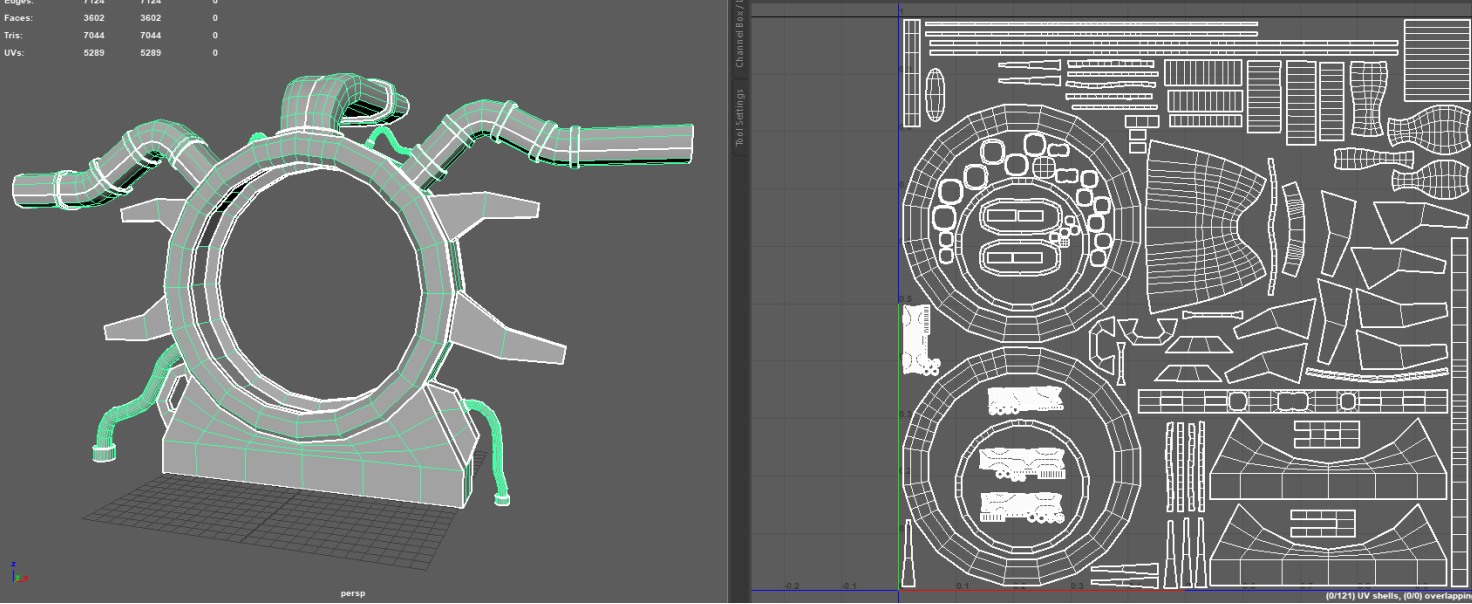


After experimenting with the crystals I think that It would be best to create the crystals separate to the rocks so that they can be placed anywhere and it will save time on texturing.

For the final crystal I will change the colour to a light blue rather than purple as the purple once just remind me of crash bandicoot and also a light blue would suit them better I think.

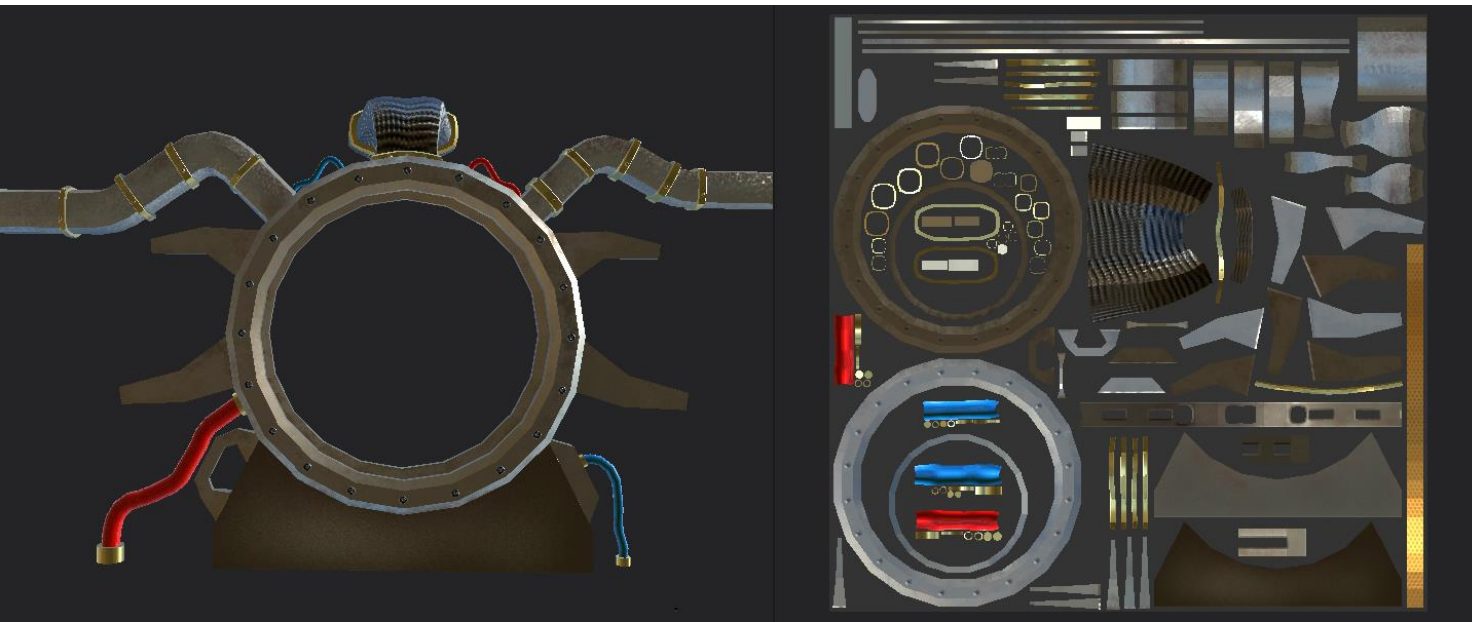
Week8

1	Need To Do	Low	Medium	Extra Time													
2	Done	High															
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11	Factories+2							UV+3									
12	Train Warehouses+2																
13	Small Shacks+3																
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17	Storage Containers																
18	Signs		9														
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26	ACU Vents																
27	Rocks																
28	Crystals				2	testing		tests/paint									
29	Make Roads																
30	Mining Equipment				2												
31	Other																
32	UV Unwrap						bike	6	27								
33	Re Scale																
34	Extra																
35	mine_Supports			3													
36	Cave_wall_Arches																
37	substance painter								27								



UV unwrapping the portal

UV Unwrapping the portal for our level was a lot easier than I thought It would be although it did take longer than I thought it would take. If I was to do it again I would try and UV unwrap it with less UV shells as the one I have created is quite cluttered with small UV shells.

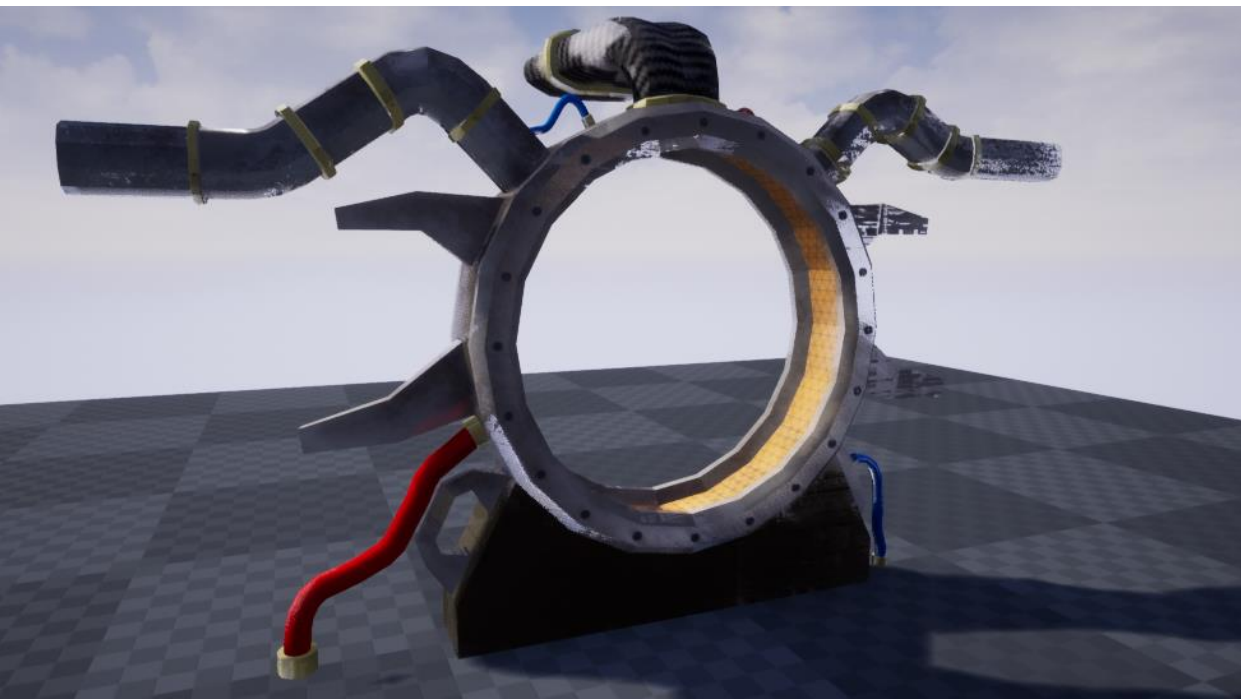
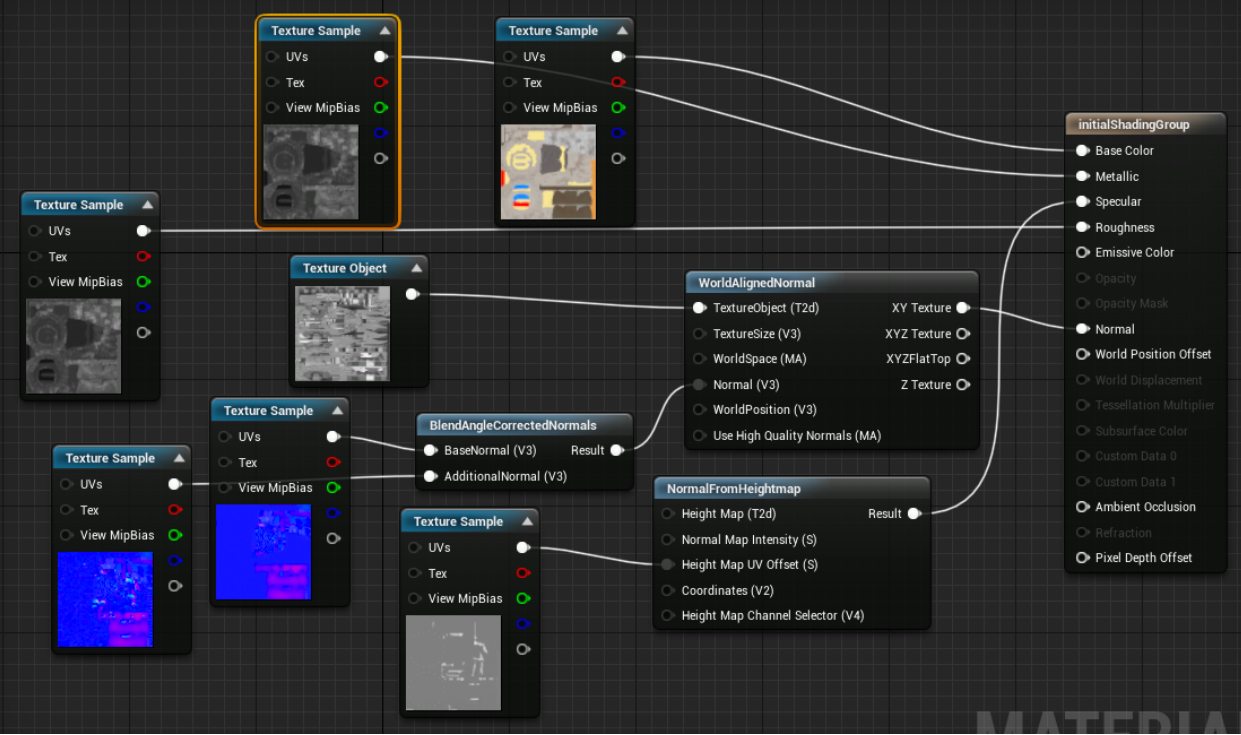


Painting the portal

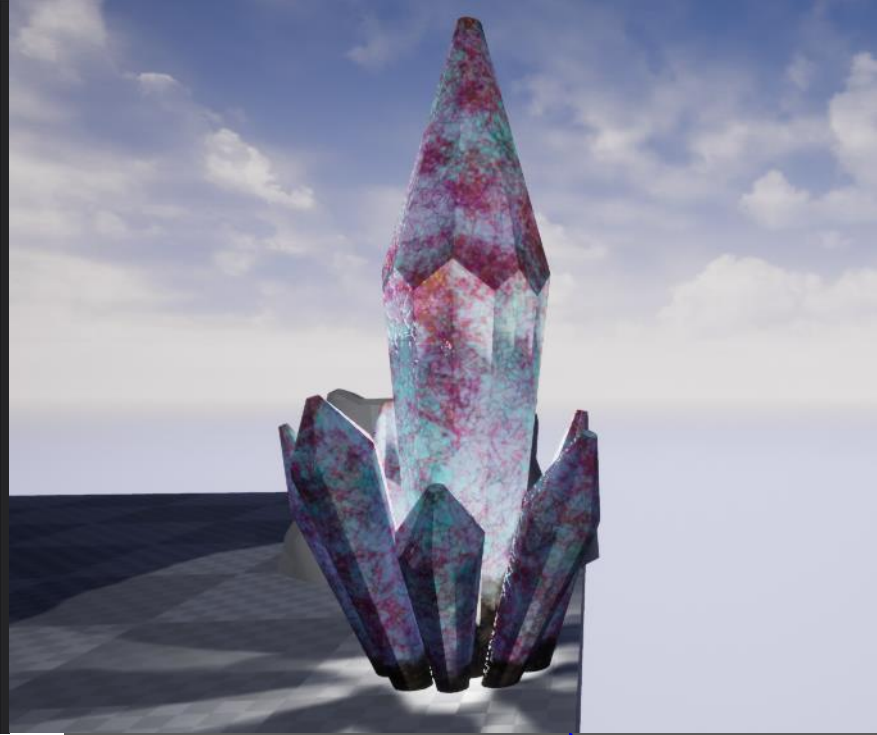
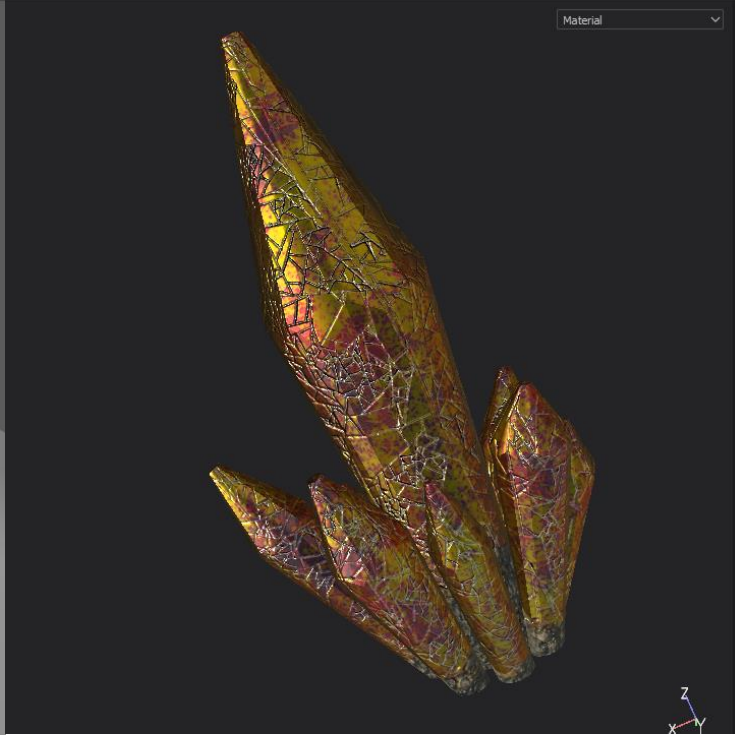
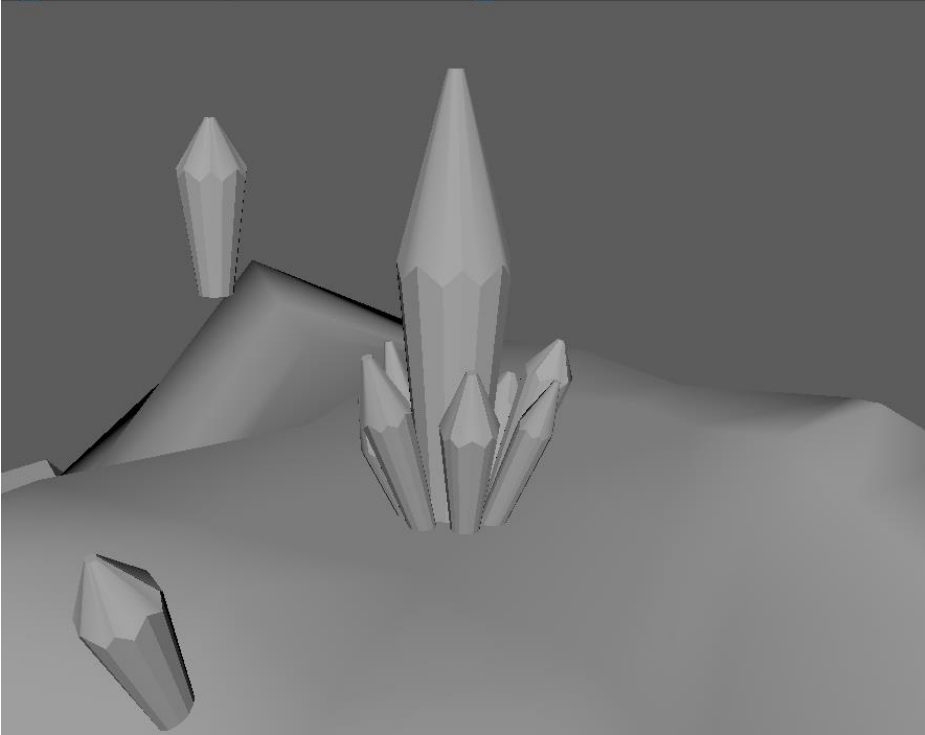
After UV unwrapping the portal I decided to paint it on substance as I had not done much work on substance and I wanted to learn how to use it effectively. I think that the portal turned out pretty well, I enjoyed adding rust to the model and making it look a bit more weathered .

Experimenting

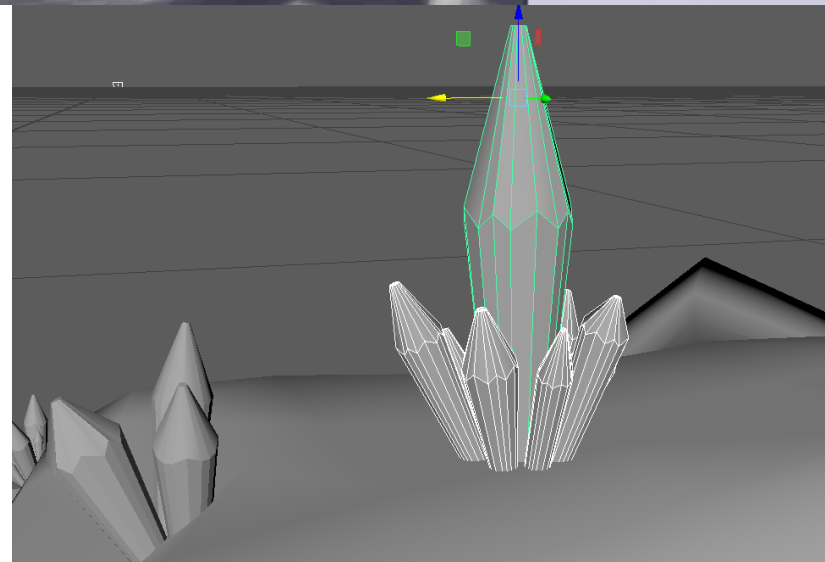
After painting the model I decided to import the model and textures in to the unreal engine to experiment with lighting and also to see how it would look. I experimented with different nodes to try and make the textures look like the textures on substance but using the nodes and the unreal engine was a lot more confusing than I thought.



I don't think that the textures turned out to bad but they don't look like the once's I had initially painted. I think that the texture in the centre of the portal doesn't look to bad. If I was to do it again I think that I would look at more tutorials on unreal so that I know how to do it.



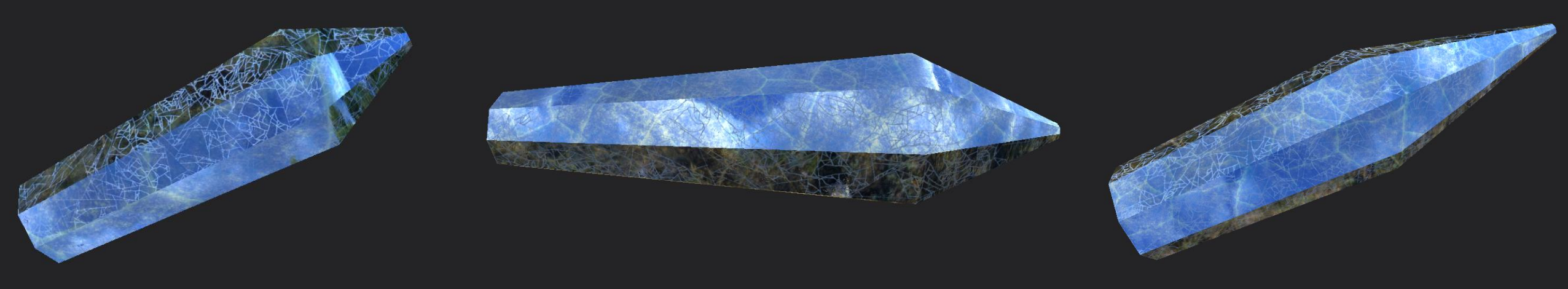
After some experiments I had decided I would do the crystals separate to the rocks so that they could be placed anywhere, I made a load of different shape and sized crystals and started experimenting with paint and lighting. One of the once I had painted had a metal effect to it which I really liked and tried to develop into more of a crystal effect. I imported a few crystals into unreal to do some experiments with lighting to how the textured would look, the only problem was I didn't know how to properly add textures to the models so they lost some of the details in the textures.





Perspective Lit Show





After experimenting with different ways of creating and texturing I think that the way that I have chosen to make the final once's was the best way to go about it as they are quick to make and can be placed anywhere.



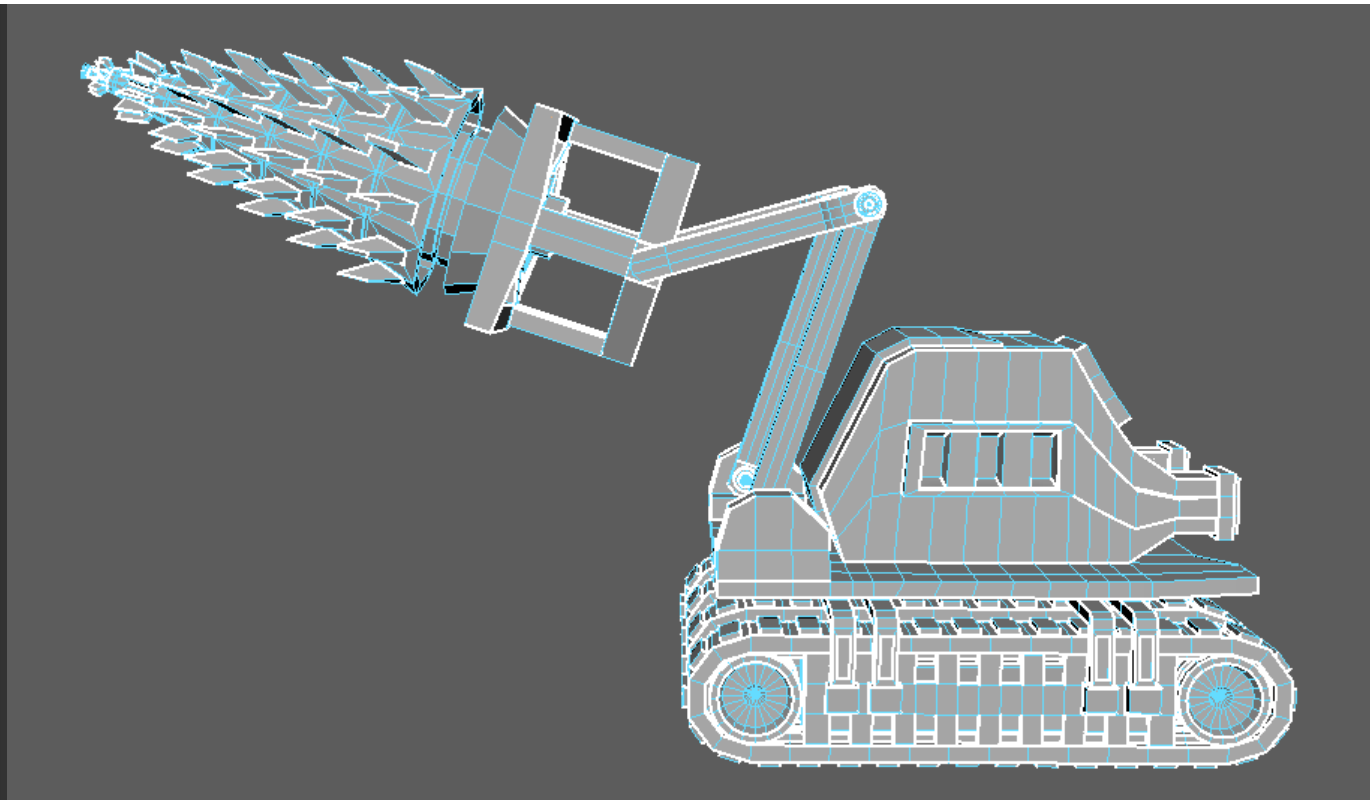
After creating a few crystals I decided to create a few bunched ones as well to save time when placing them in the unreal engine.

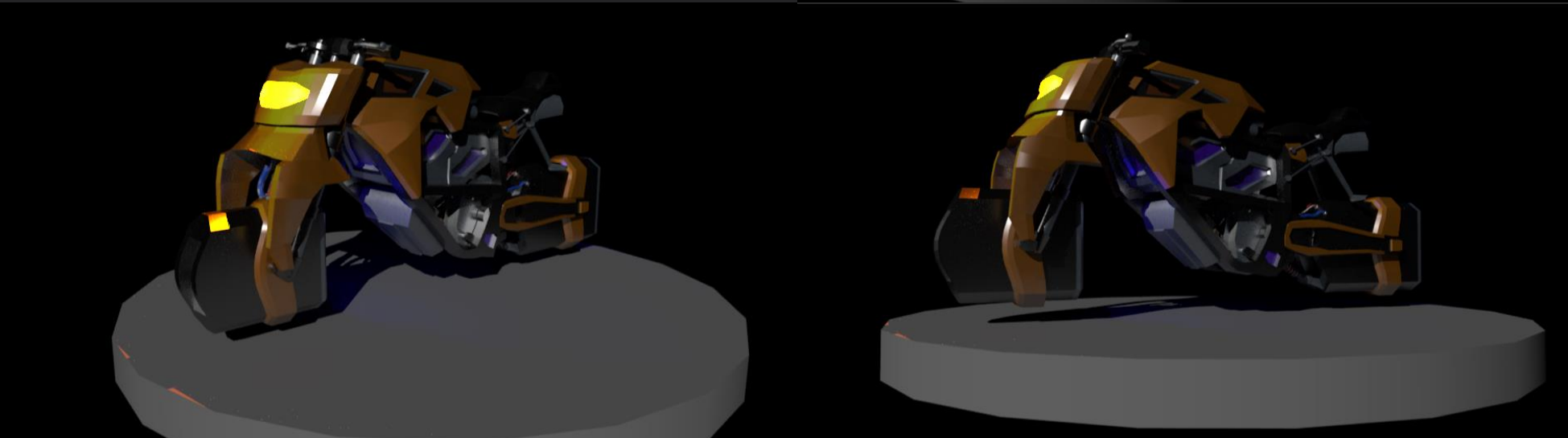
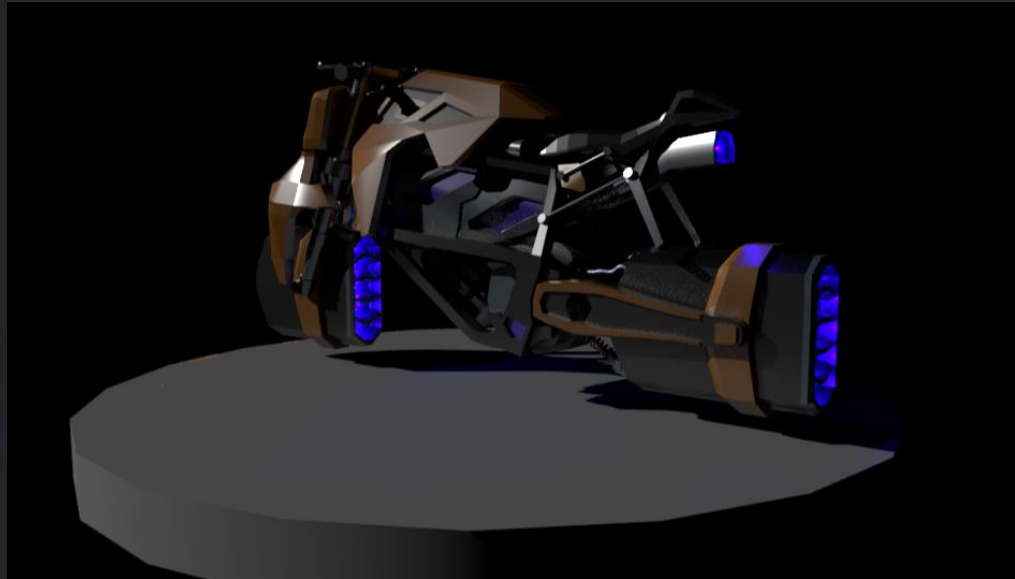
Talk about after experimenting I decided not to smooth the edges on the crystals and kept them sharp to give the crystals a more rocky look.

Week9

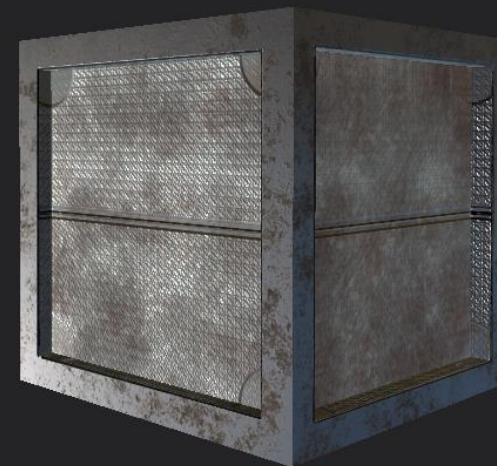
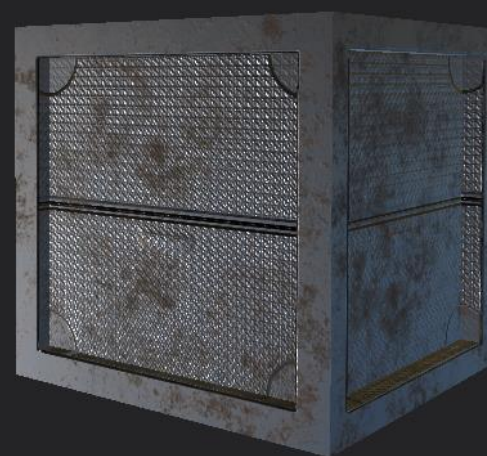
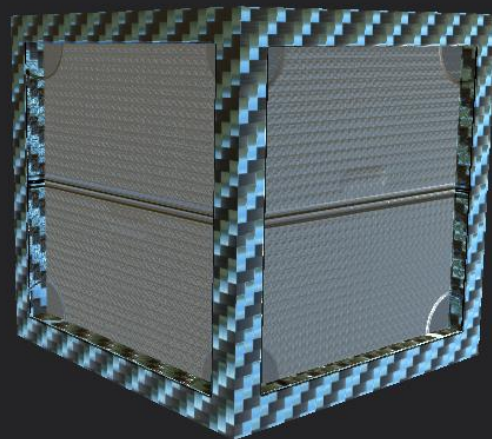
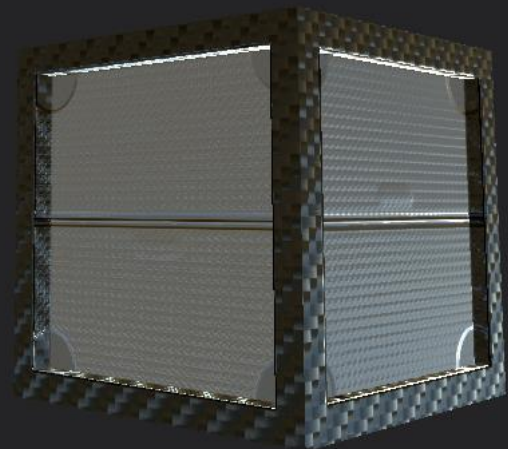
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32	UV Unwrap						bike	6	27	1						
33	Re Scale															
34	Extra															
35	mine_Supports					3										
36	Cave_wall_Arches															
37	substance painter								27	5						

This week I UV unwrapped the drill model which didn't take as long as I thought it would. Then I painted some textures for it on substance painter, I think that the textures turned out pretty well but I think that the model looks to blocky.



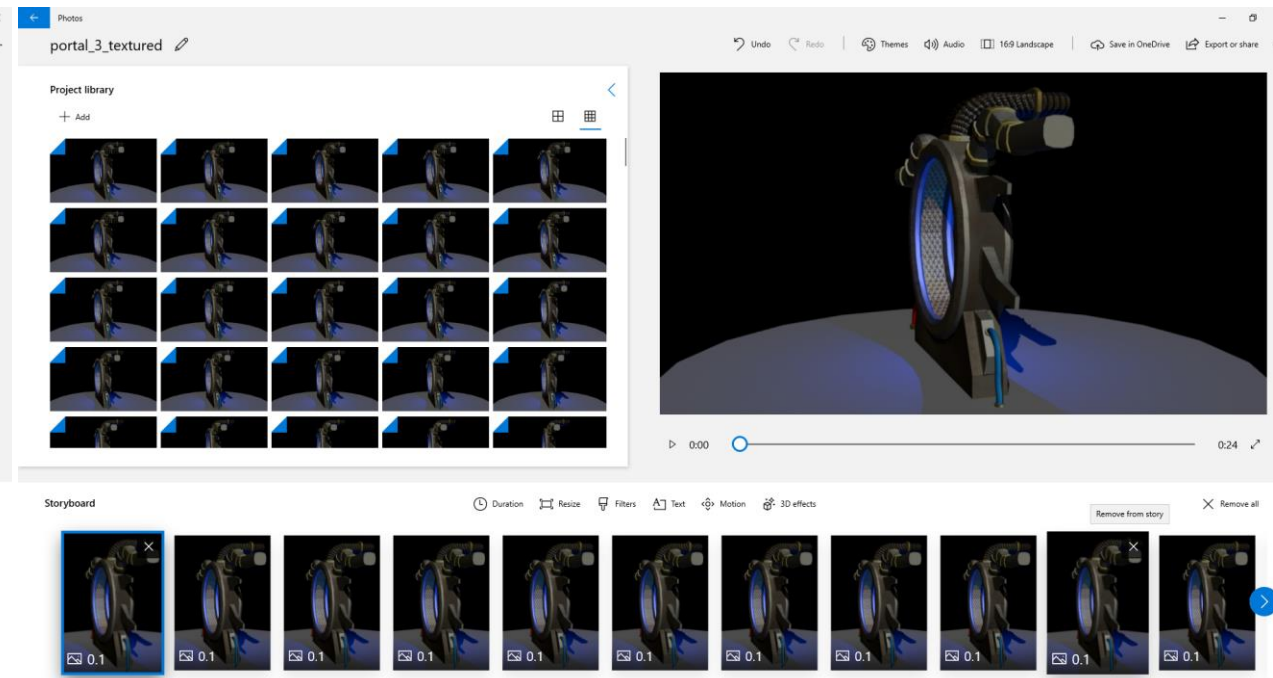
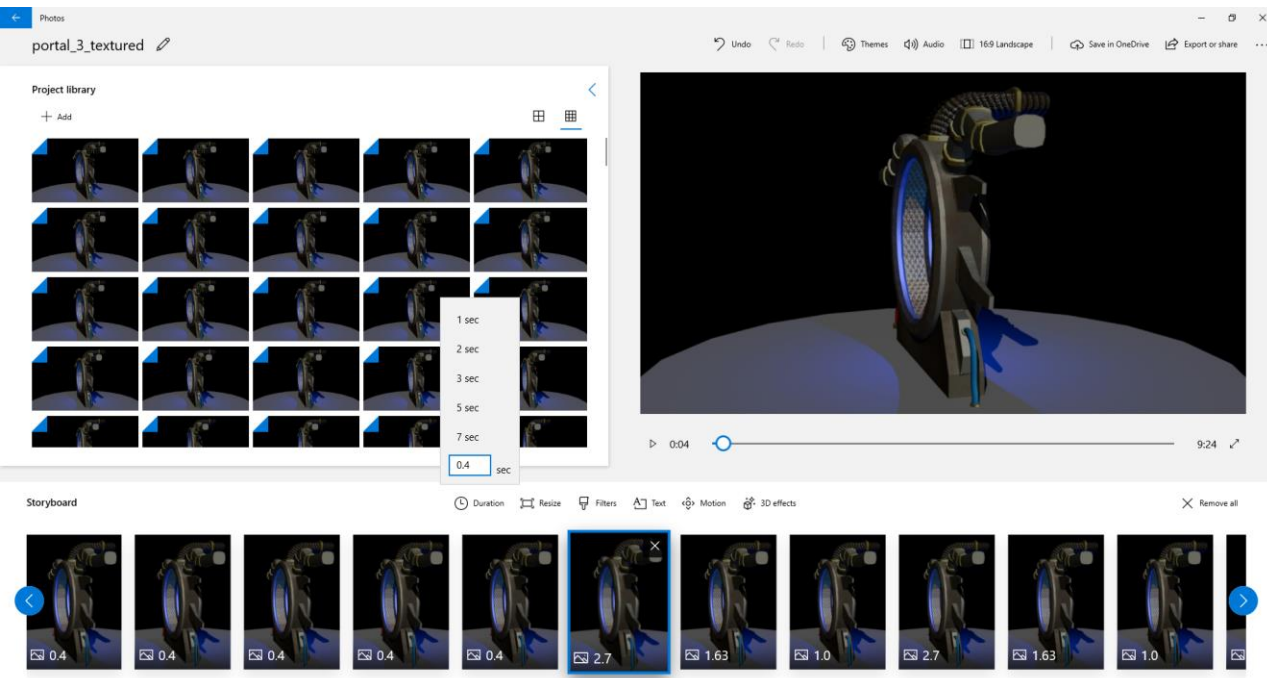


This week I also fixed the bike it had a few N-gons on it, I also added a few textures to it so I could add it to my video. The textures didn't come out quite as I wanted them to because I exported them as a 2d texture because that's the only way I know how to do it on Maya, I think that the lighting on the bike turned out pretty well and its nice to see a textured version of the bike.



I also UV unwrapped some of the smaller assets and added some textures to them which I made on substance painter. I think that the rusted boxes turned out pretty well especially the rust on them.

Week 10



This week I created rendered videos of my models using the camera and motion path on Maya. I then imported the images into windows video editor and had to click each picture and change the timing twice as the first time I did it the video was to jittery, this process to a lot longer than I had hoped especially because I have 4 more to do. Overall I think that the video turned out pretty well but I don't think the textures look as detailed as they should be.