

Production Diary

Peredur Llyr Owen Williams

1702804

L5 - Creative Practice 3 (M5X01568)

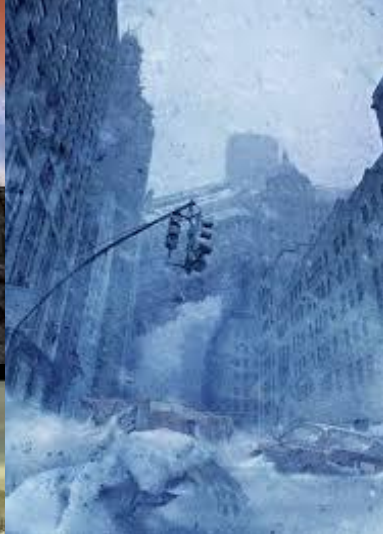
01/10/2018

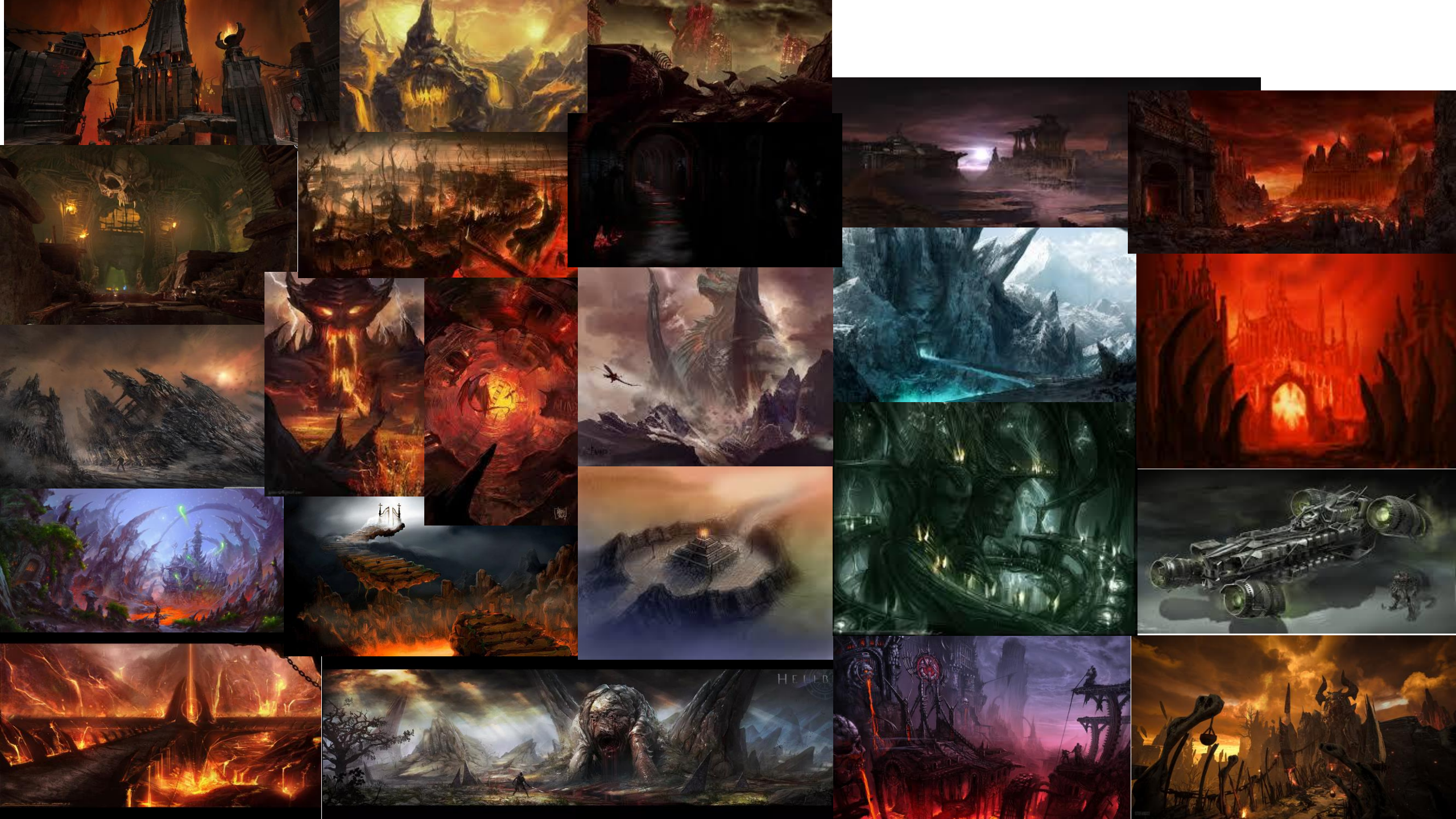
Week 1

We were given the assignment to create a racing game on the Unreal Engine. We discussed different ideas on what type of racing game we could make and what style it would be in.

We created mood boards of different themes that we could make are game based around, I looked at mad max because we where thinking of making apocalyptic style game, I looked at doom and hell environments because we where thinking of adding some sort of lava level to the game.

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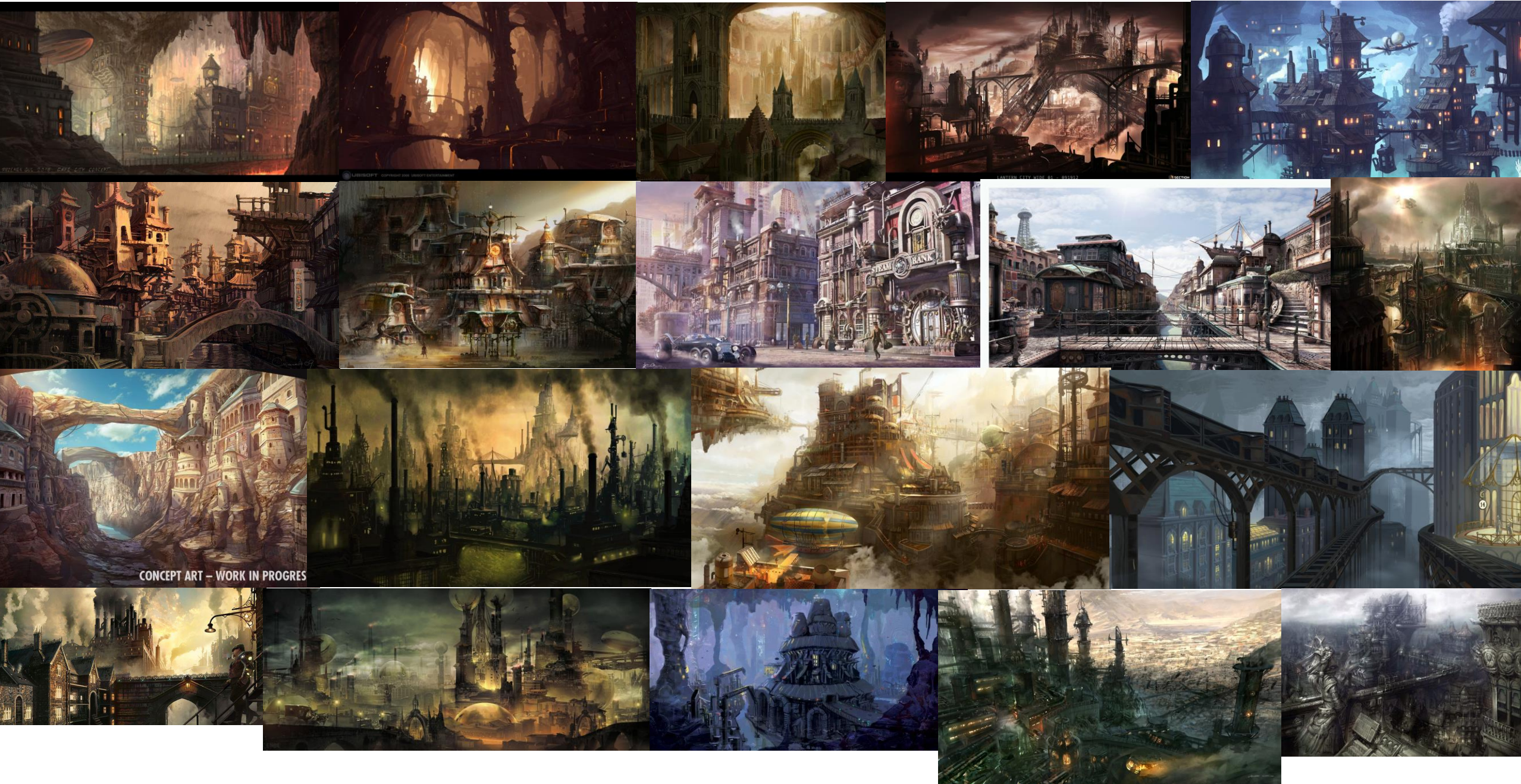


08/10/2018

Week 2

We decided to create a neo Tokyo style game as everyone liked the style and thought it would suit a racing game. We planned what the main mechanics would be in the game and what the controller layout would be. We decided that we would have three levels neo Tokyo, wasteland and a steampunk foundry level. We were then split in to three groups, each group would make a level. I put in the group to create the steampunk foundry which I was happy about because I could create a lot of mechanical looking assets for the level. I created some concept art of what our level would look like, I looked at steampunk factory's so that I had an idea of what the level should look like.



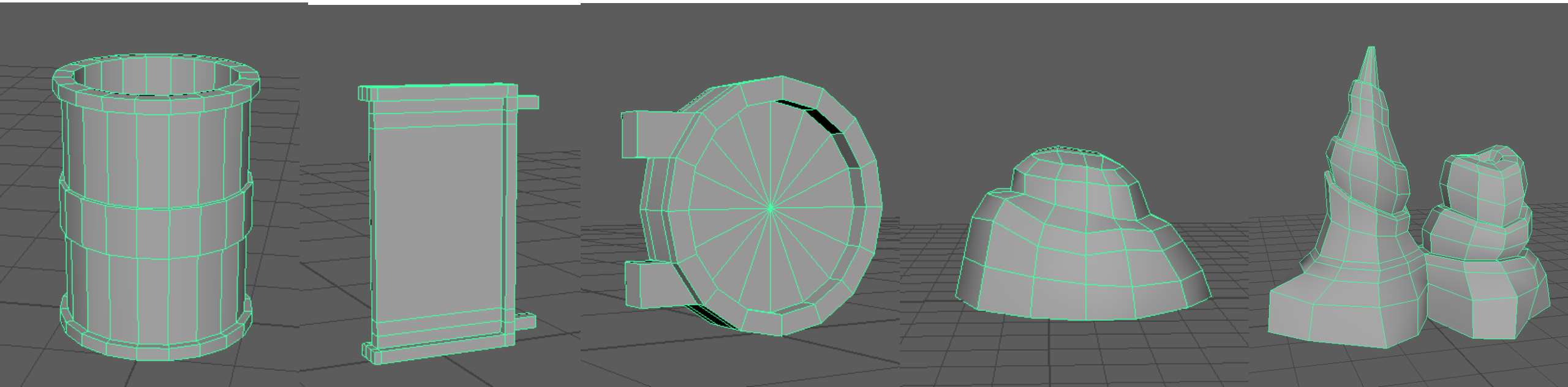


15/10/2018

Week 3

We decided what everyone's final roles were in the group and what they would be working on. My role in the group is the asset creator so I started to create some small assets like signs and barrels that could be used in the game and that does not require any concept art. We made a priority list of some of the assets that would be needed in the game.

I also created some other assets that weren't on the priority list but they fitted in with the theme of the level.



Industrial District: asset list

Blimp

Pipes (modular) U

Manholes U

Neon Signs (Advertisement/Hazards) U

Factories/Smokestacks

Lava

Lights (lamps/spotlights) U

Forklift/Crane

Road

Catwalks

Portal

Vehicles

Rocks

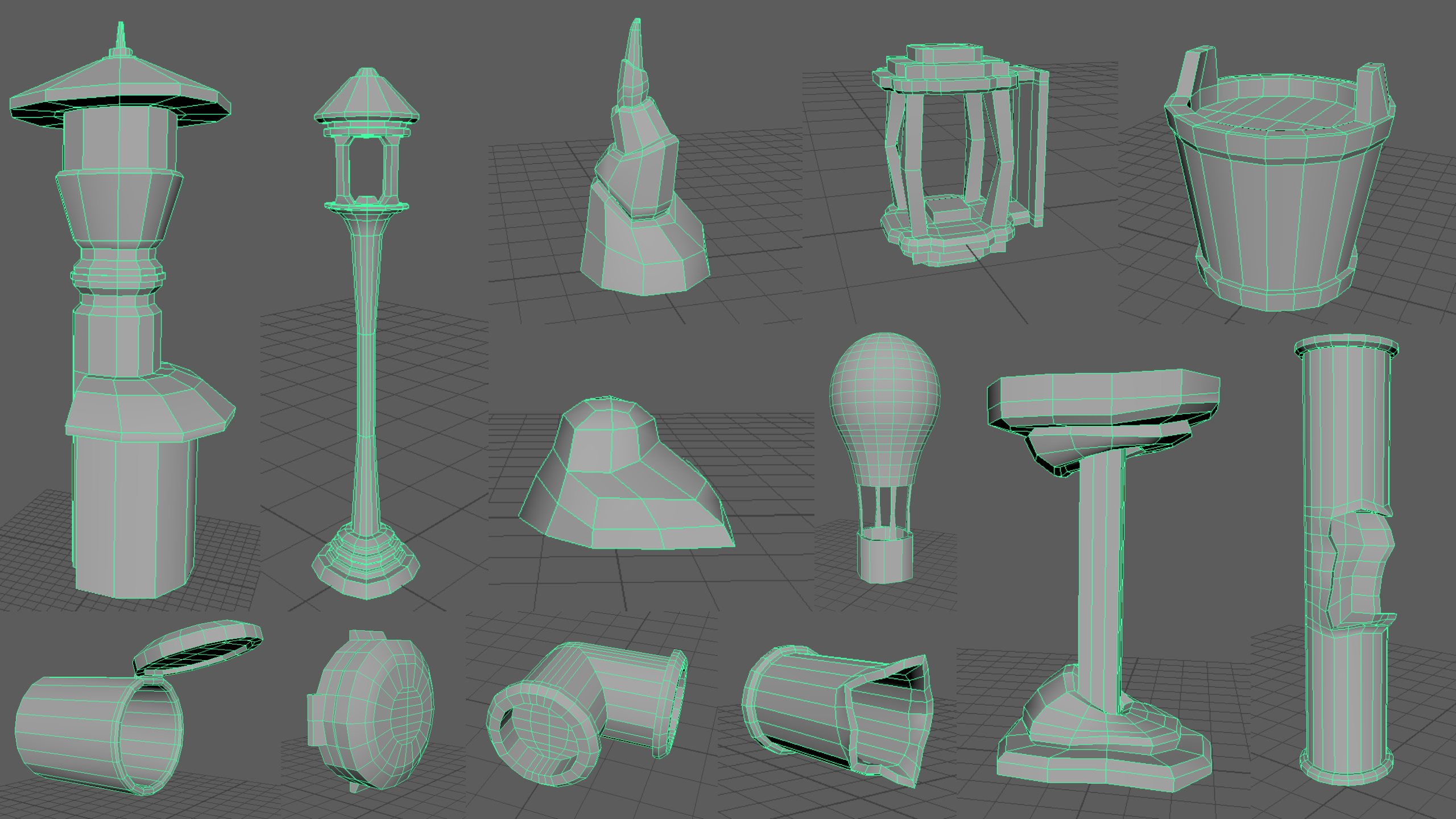
Bins U

Power Lines U

Steam Vents

Buildings

[illegible]

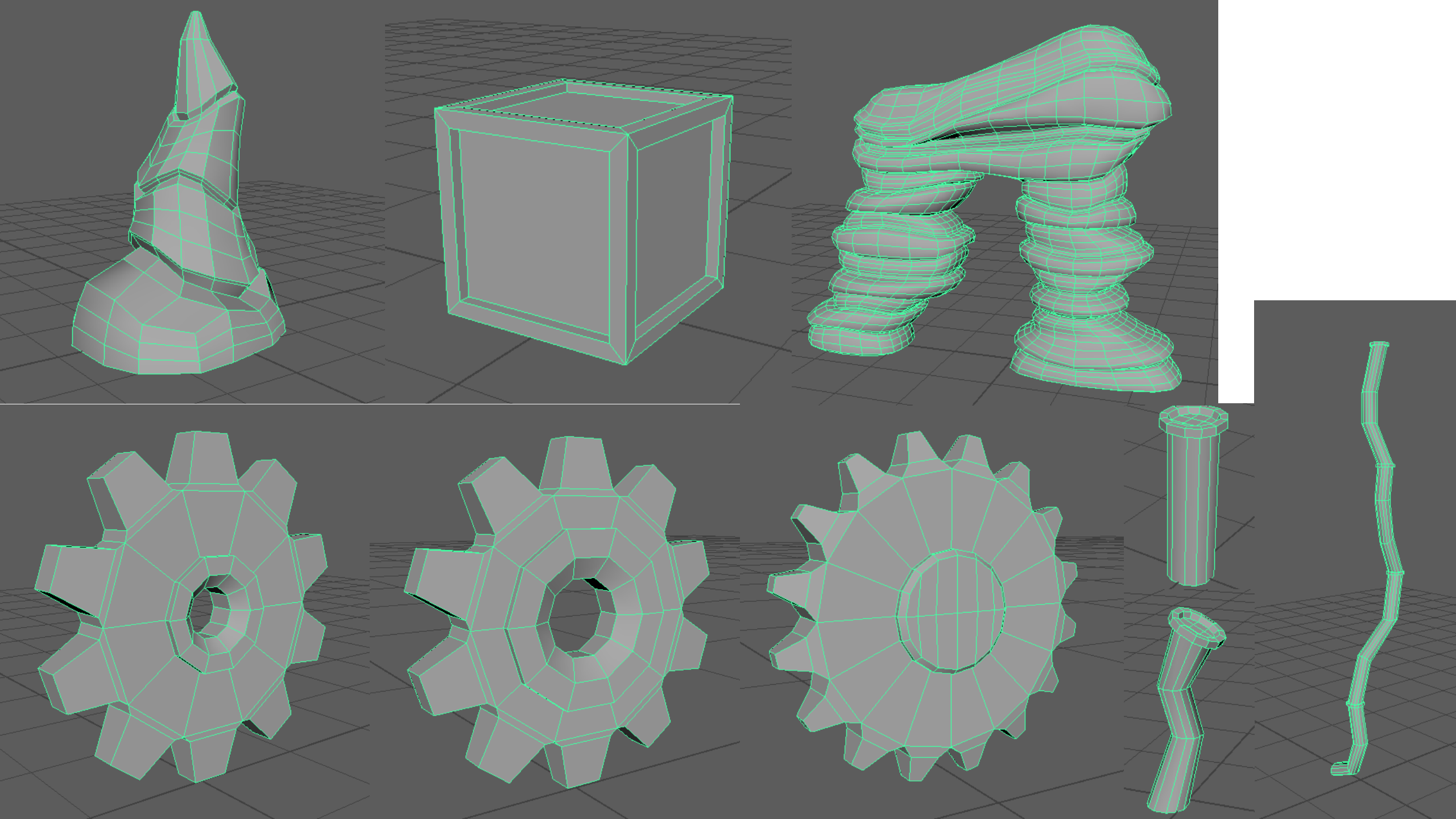


22/10/2018

Week 4

We started to use the unreal engine and making a third person shooter so that we could get to know the engine a bit better. We created a health pickup for the player and a hazard so that the player would take damage.

After looking at some of the models last week I thought some of them looked untidy like the building and some of the rocks so I remade them because they were too simple. I made some more rocks because they can be used on all three levels, I also made some smaller pipes to go on the side of some of the buildings which I think turned out well. I made a large arch rock which I think I will remake as it looks messy and the vertex count is higher than I would like it to be.

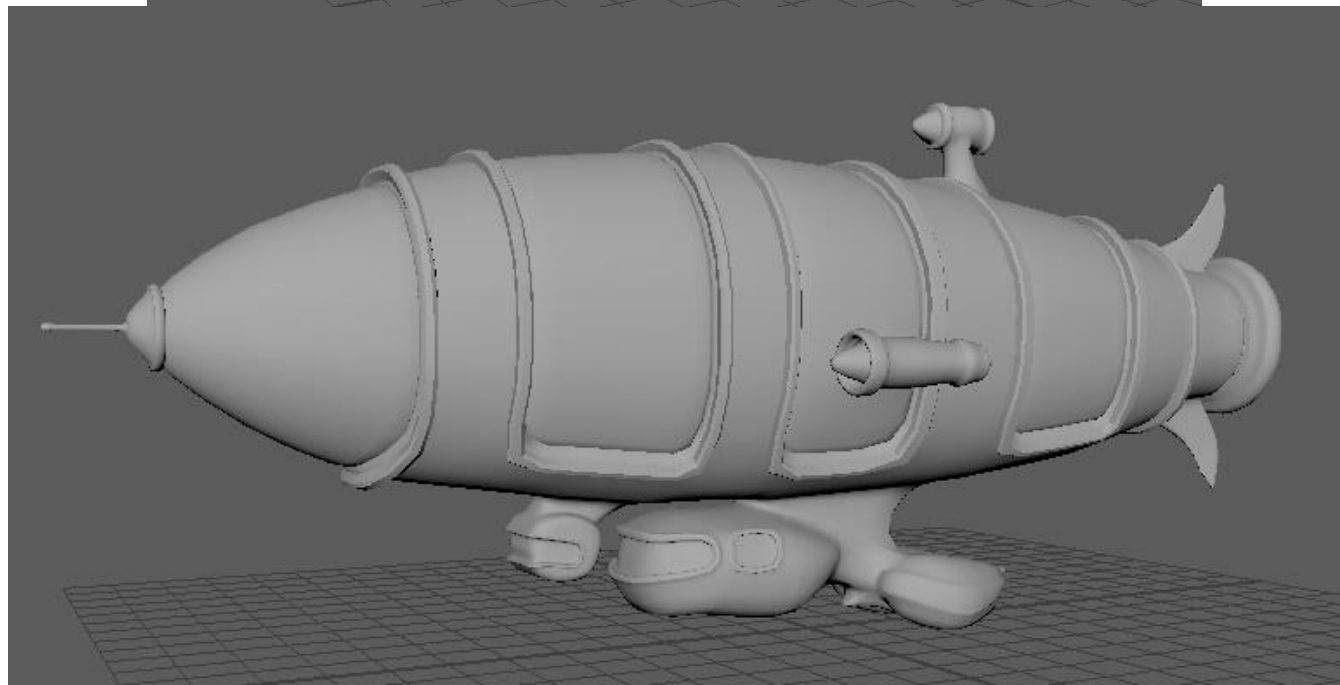
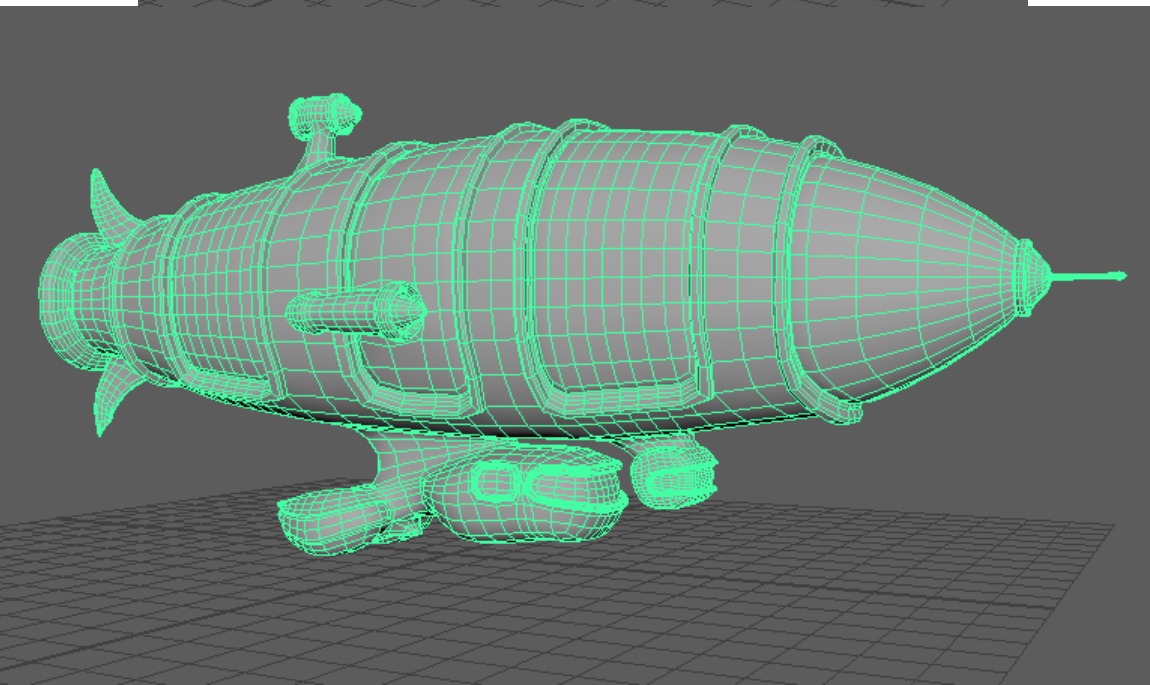
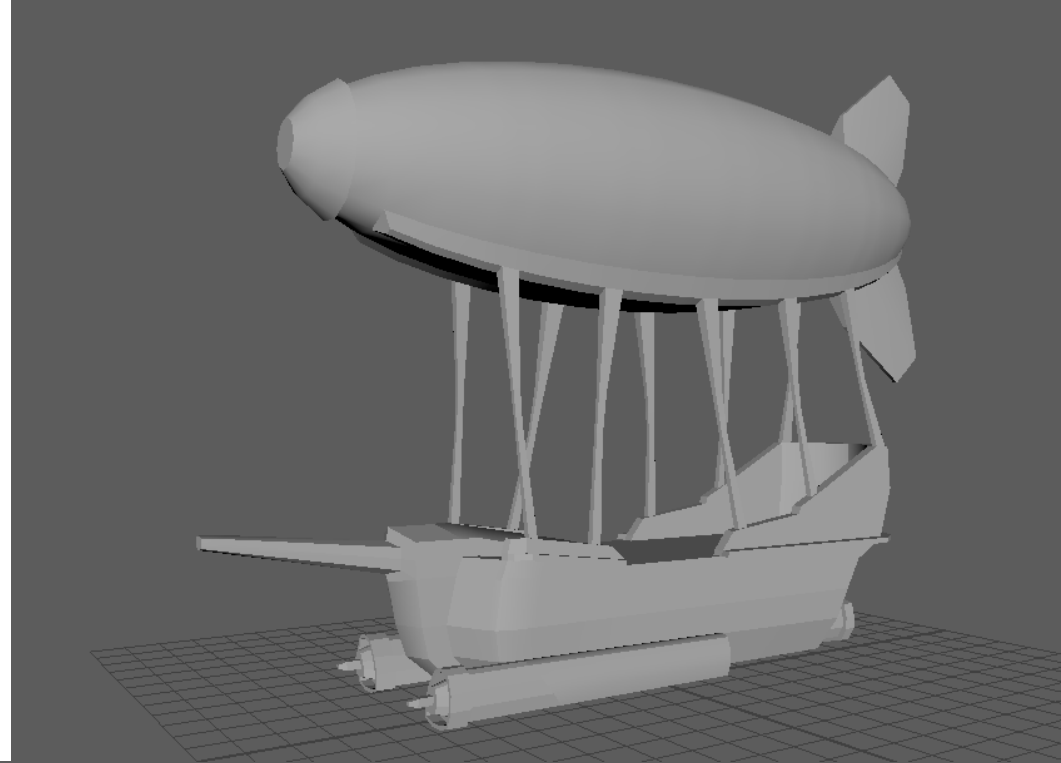
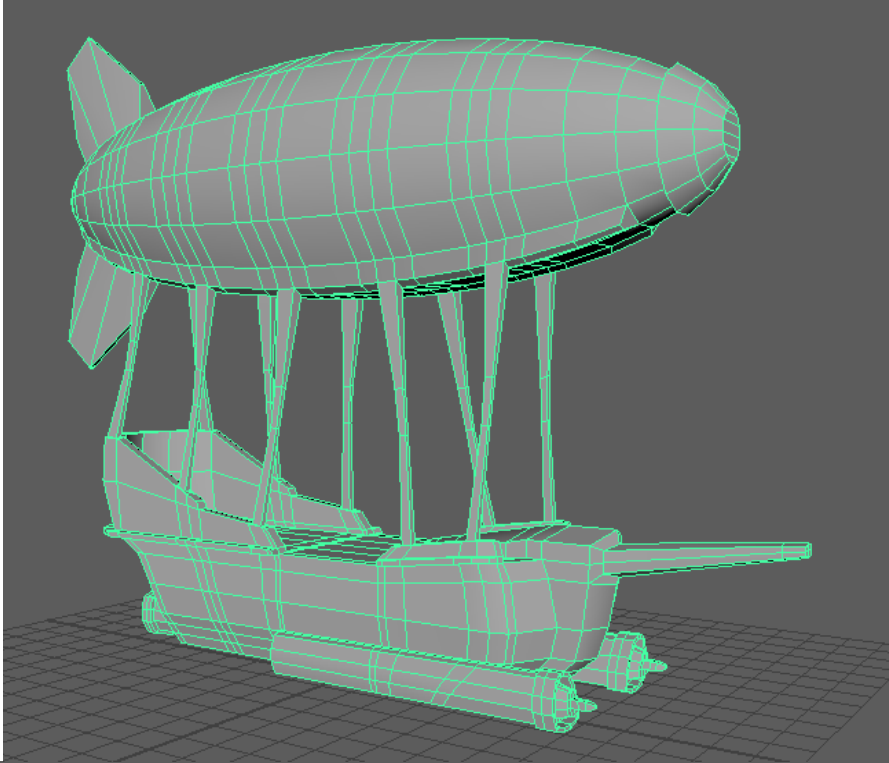


29/10/2018

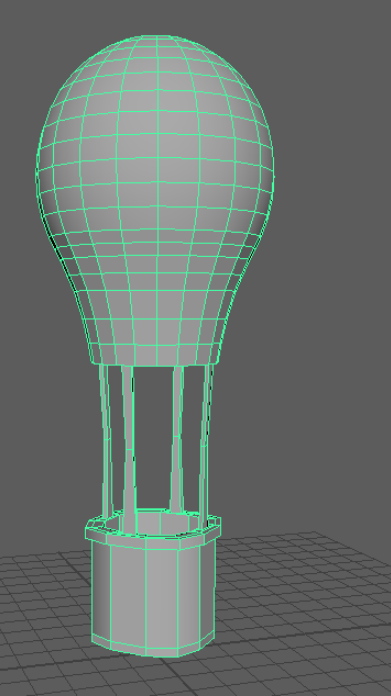
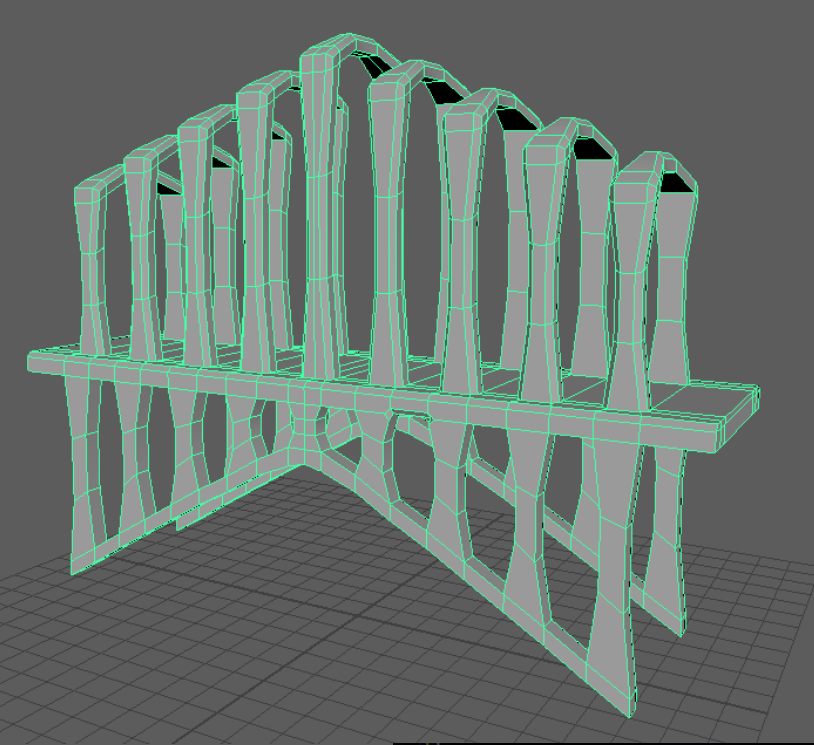
Week 5

We turned our third person shooter in to a Halloween themed game as Halloween was approaching. We did some more work on the engine and created a pumpkin that would follow the player around the map and deal damage but my one didn't work because I think I missed a few steps in the blueprints for the pumpkin.

I started modelling some zeppelins whilst I was waiting for the concept art. The first one I did I think went well but I think that I could tidy it up a little and drop the vert count. The second one I made was a simpler design which I think it didn't turn out to bad, but I think I could tidy it up a little by adding more edge loops to the rope.



[illegible]



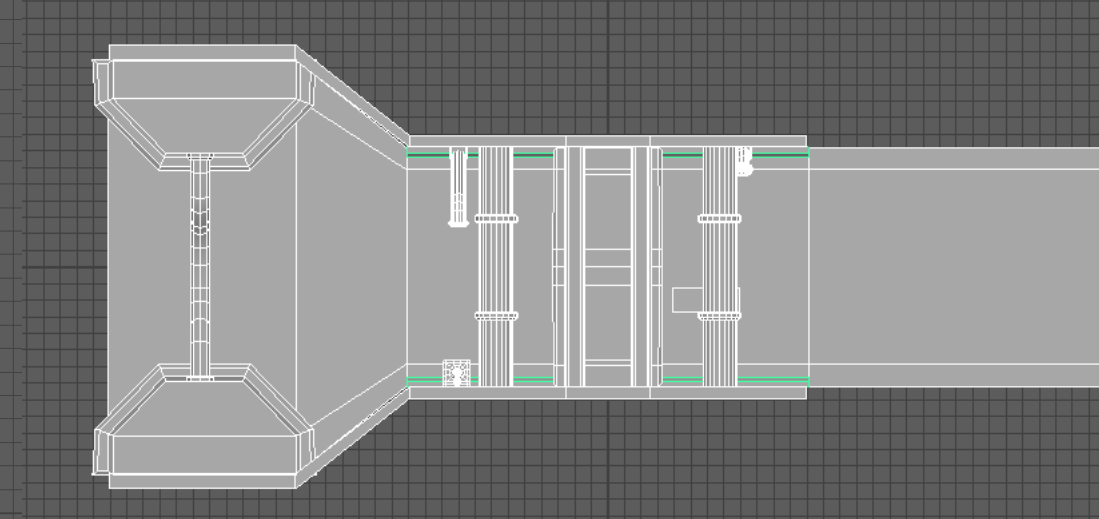
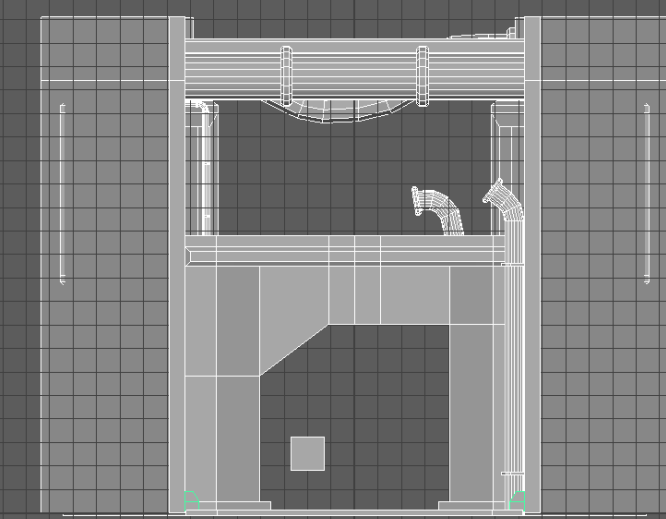
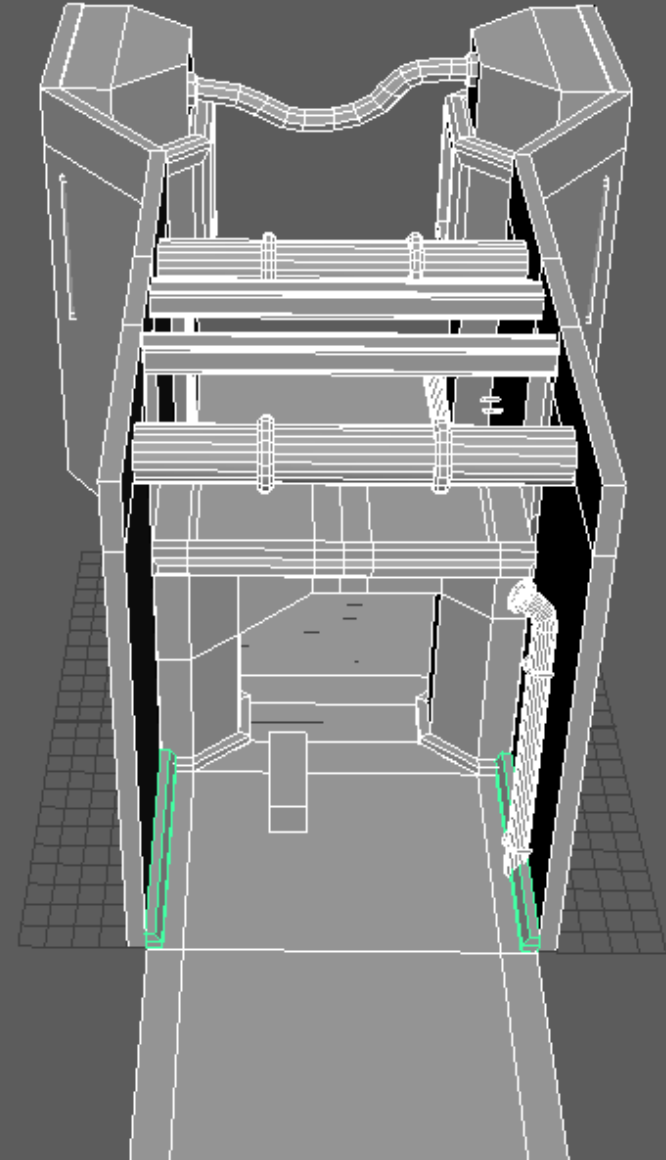
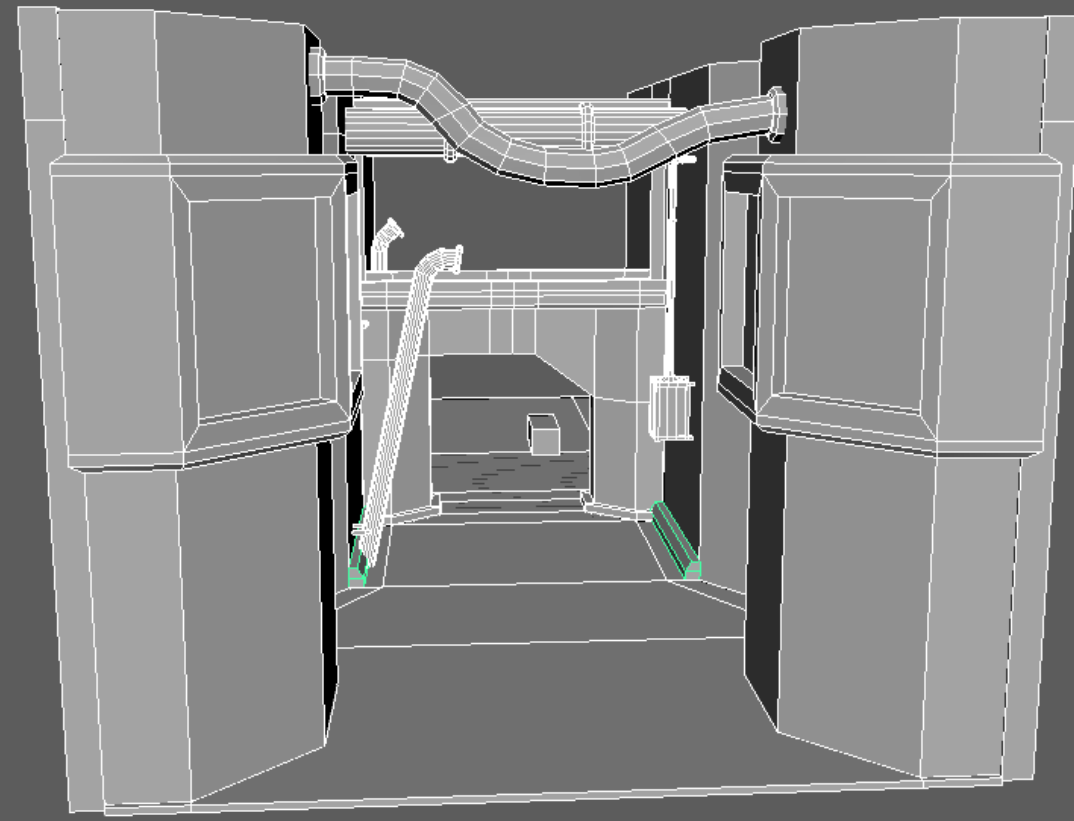
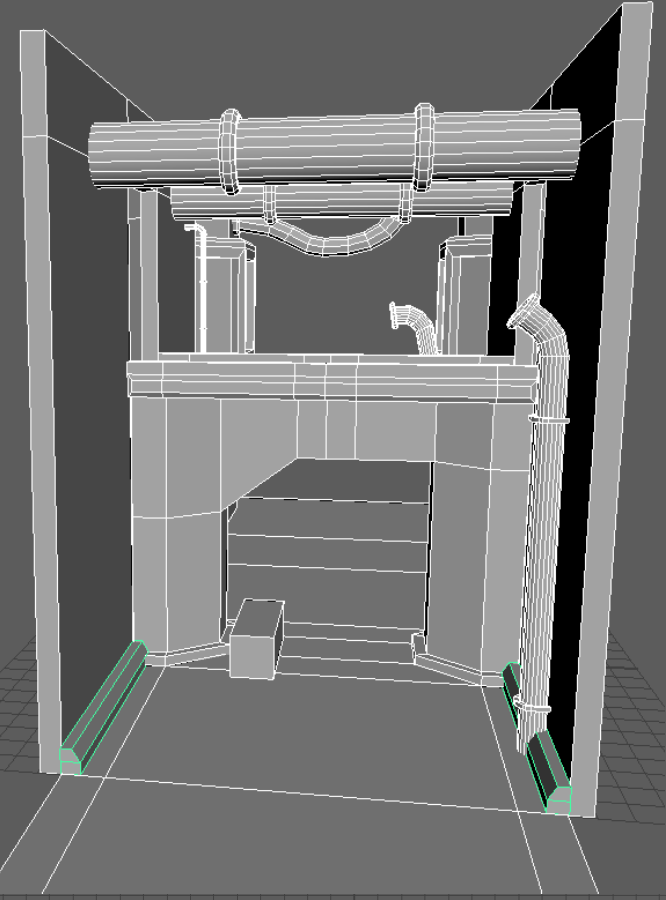
05/11/2018

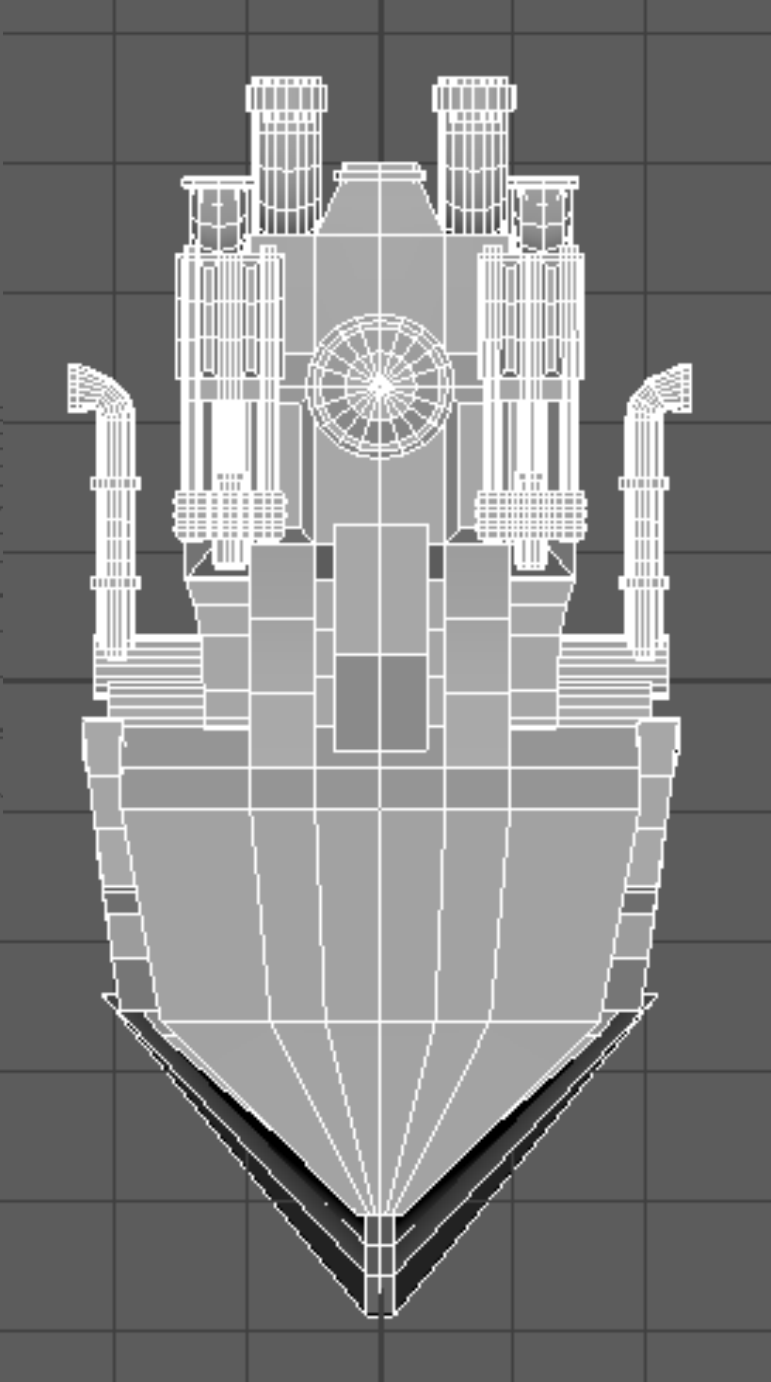
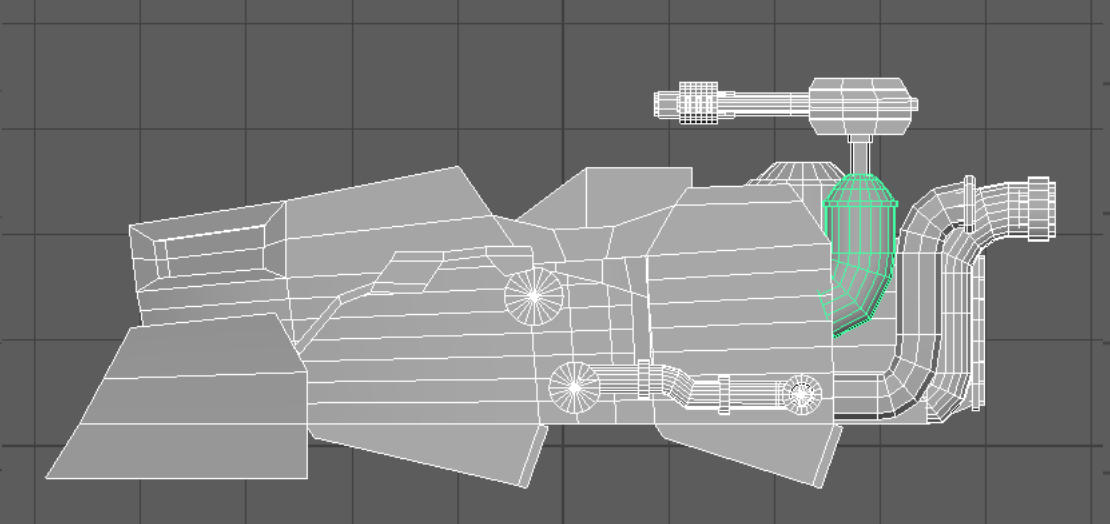
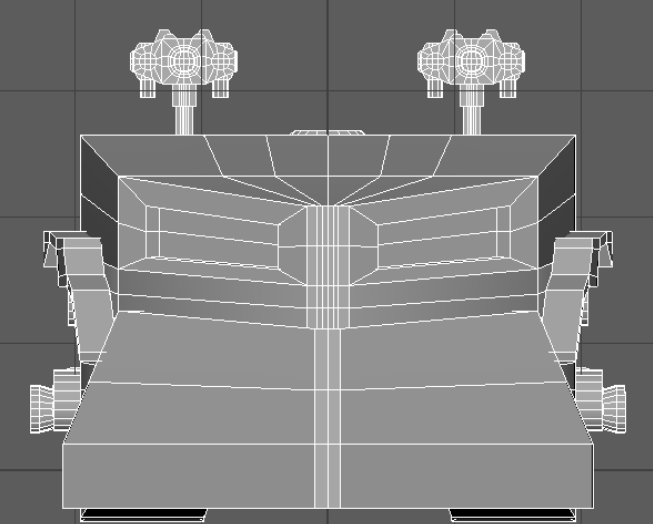
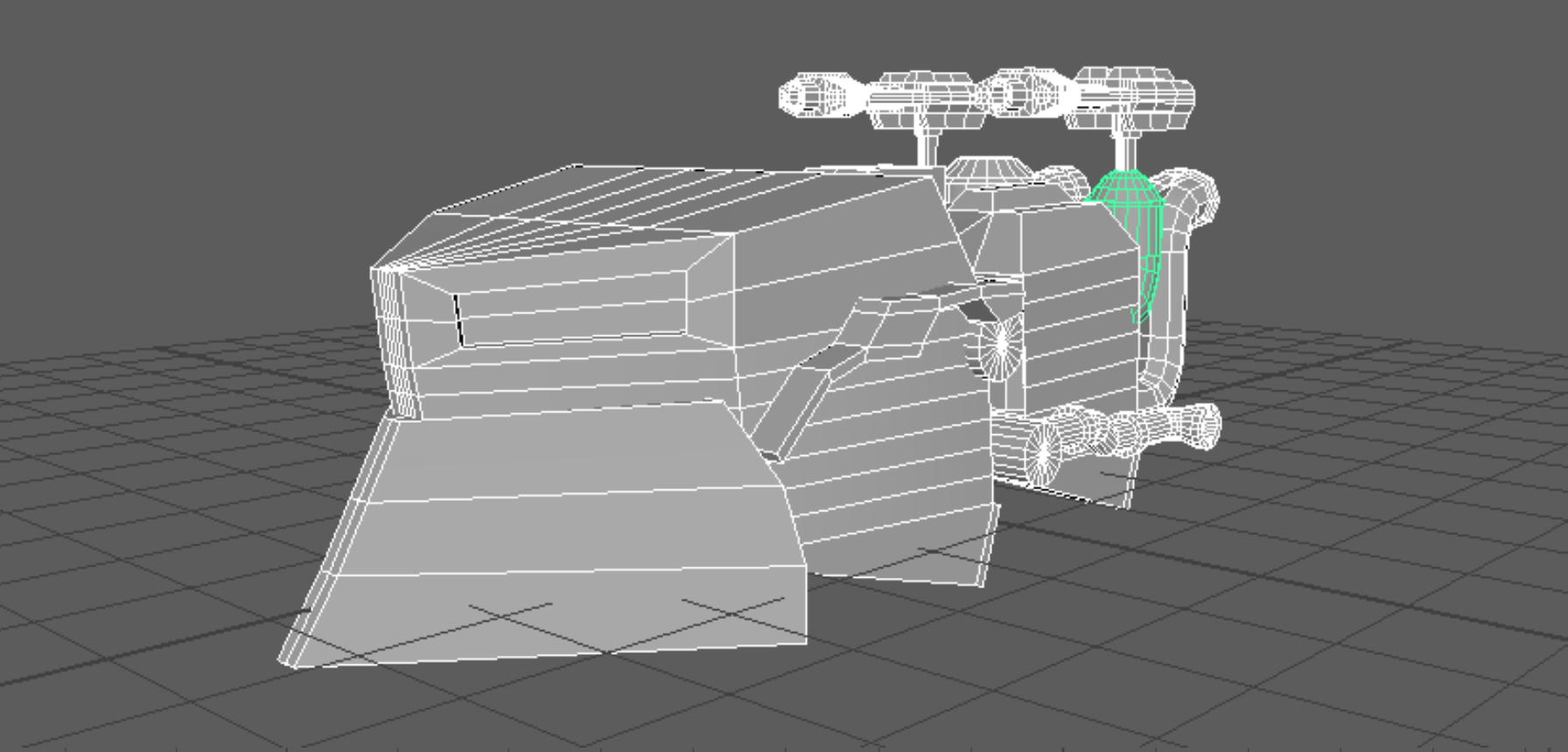
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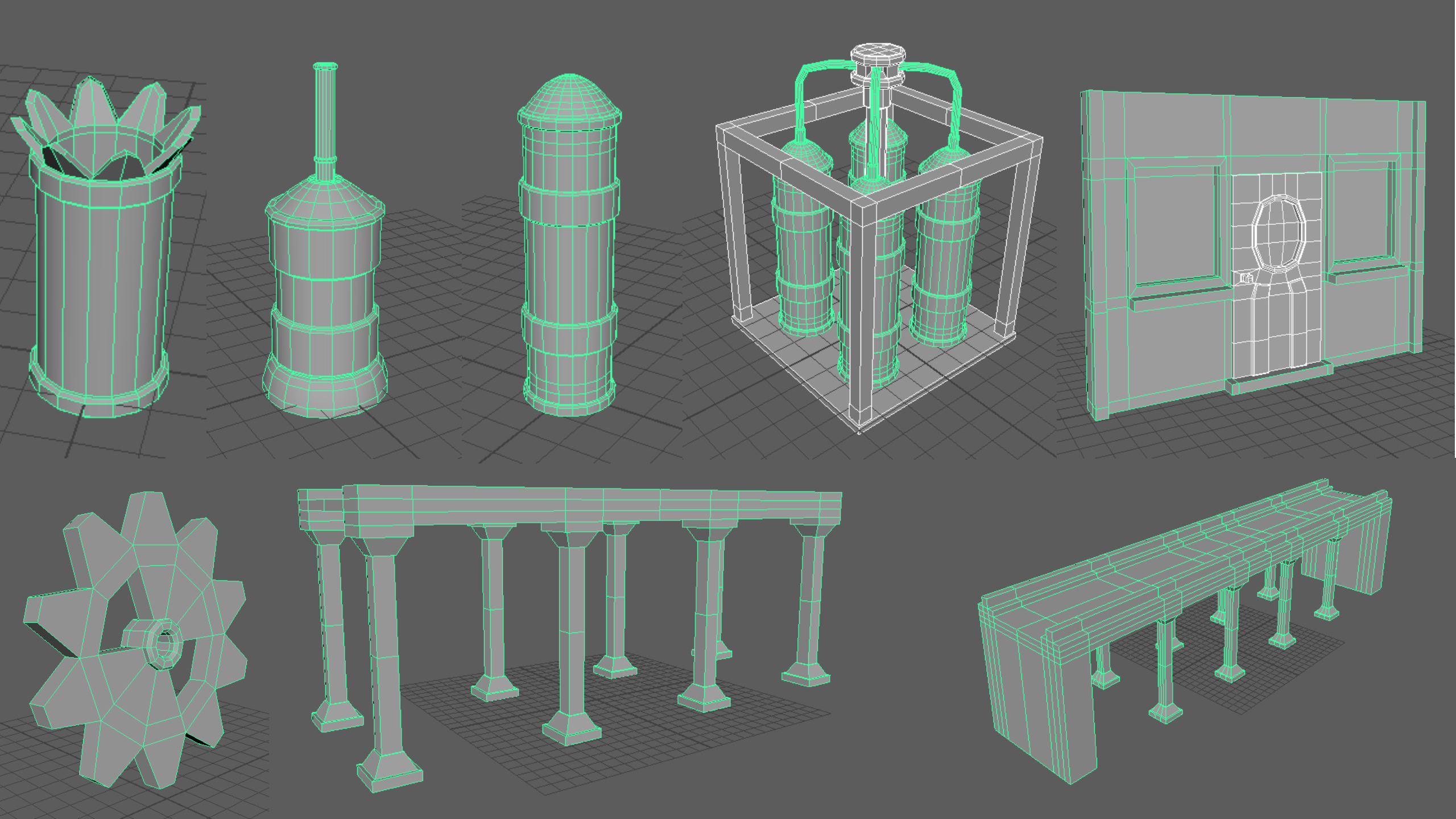
We made fire flies for the Halloween level that we are creating using blueprints in the unreal engine, I also started placing assets from the asset store and assets I had made in to the level I was creating.

I was given the concept art for the vehicle so I started blocking it out on Maya, I also created a scene from the concept art that I was given, I think that the scene looks pretty good and it gave me a better idea of what the level will look like.

I created more small assets for the level, I think that they turned out well I just need to UV unwrap them which I will do next week.







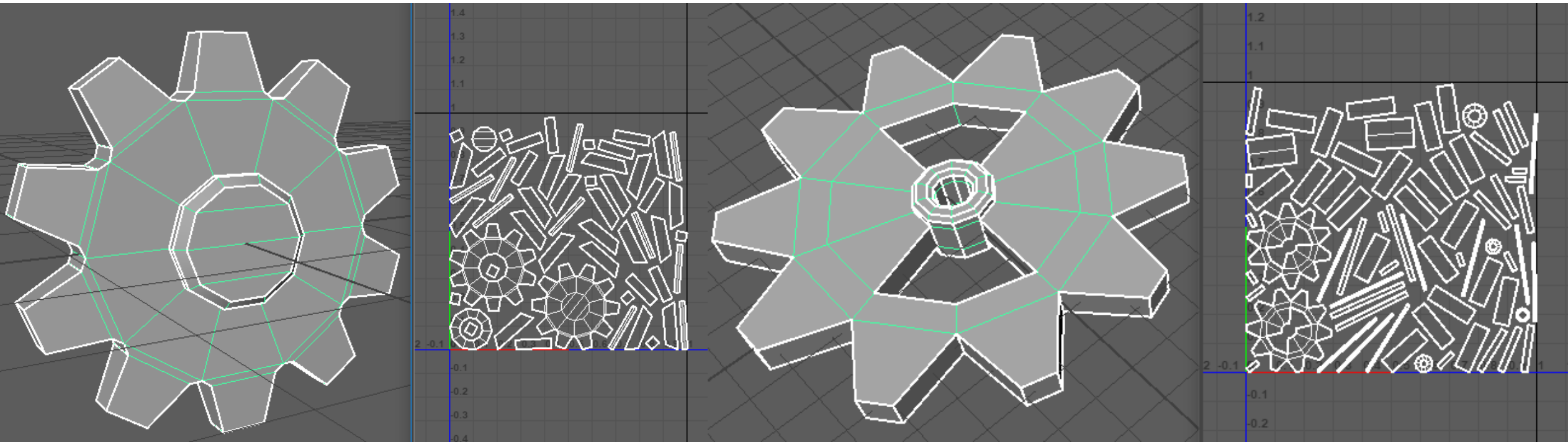
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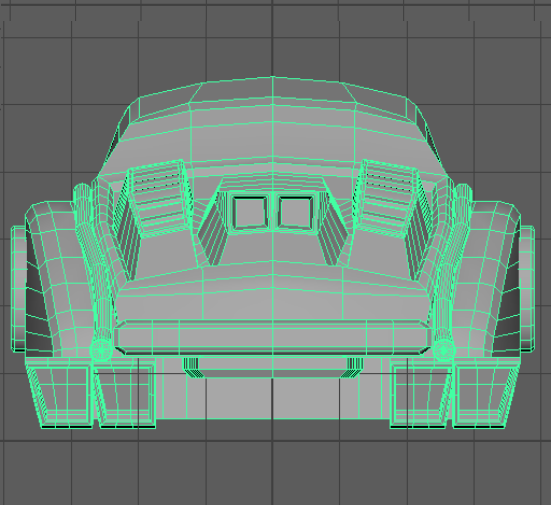
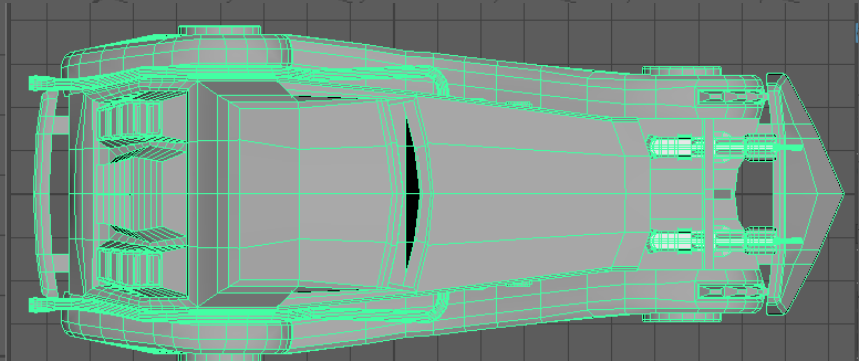
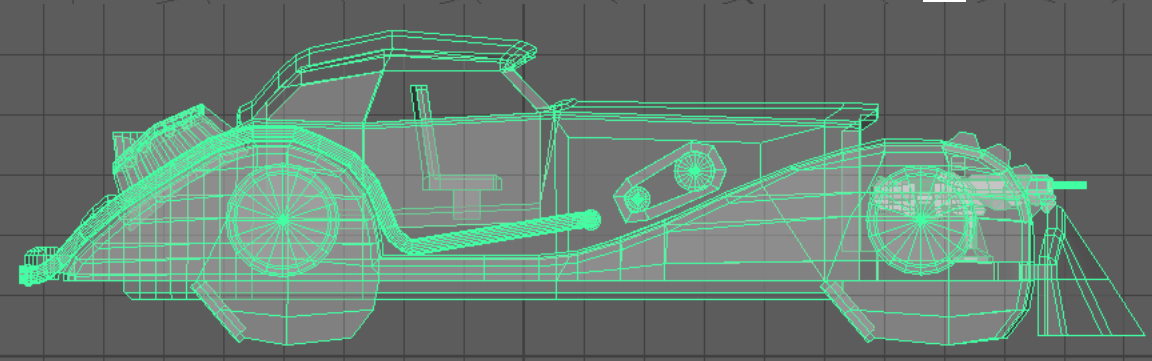
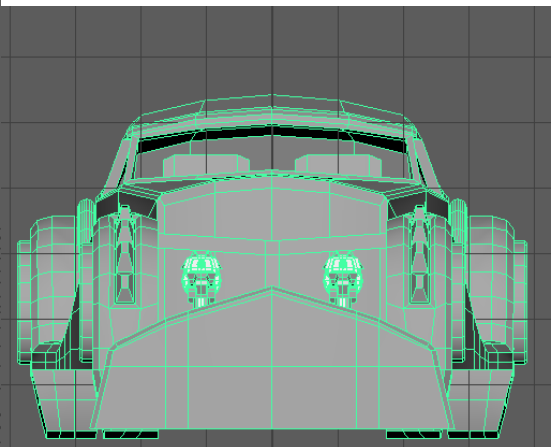
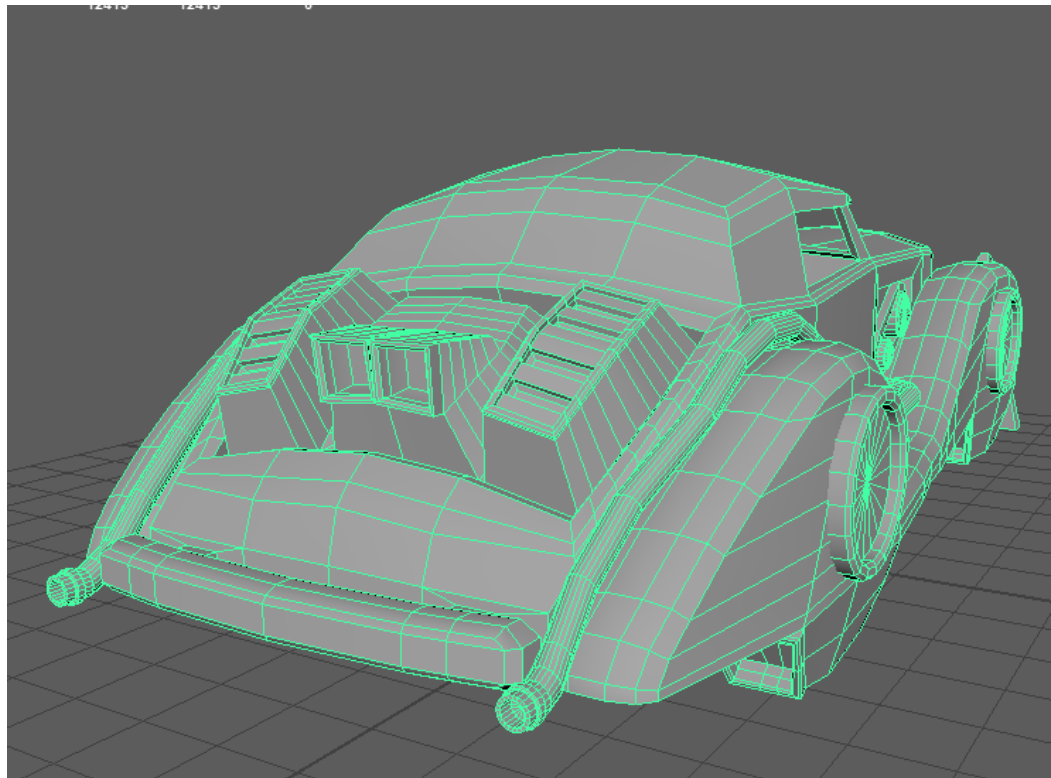
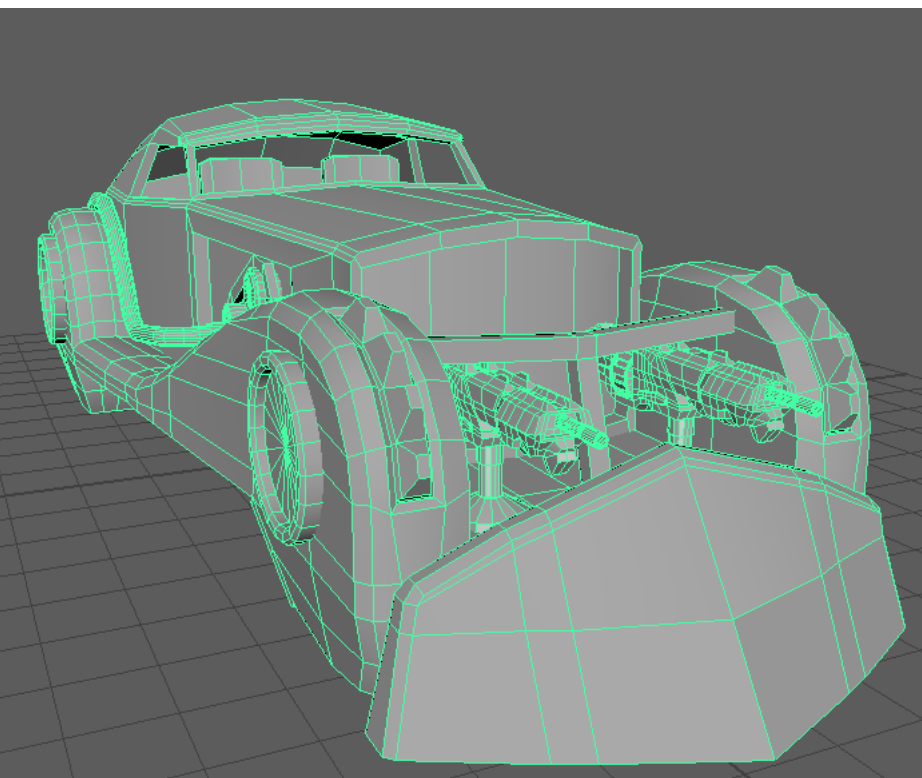
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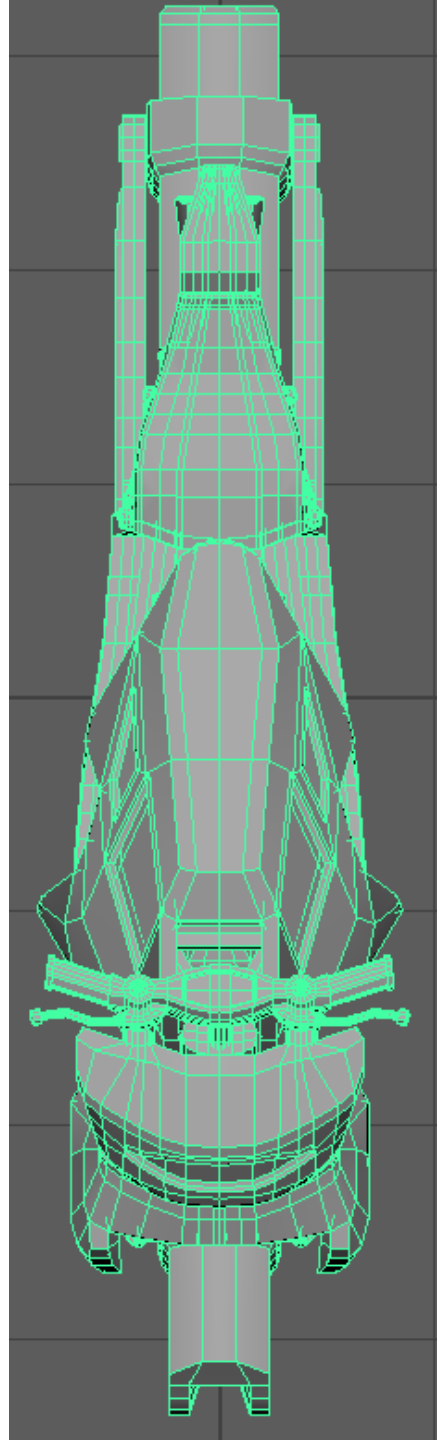
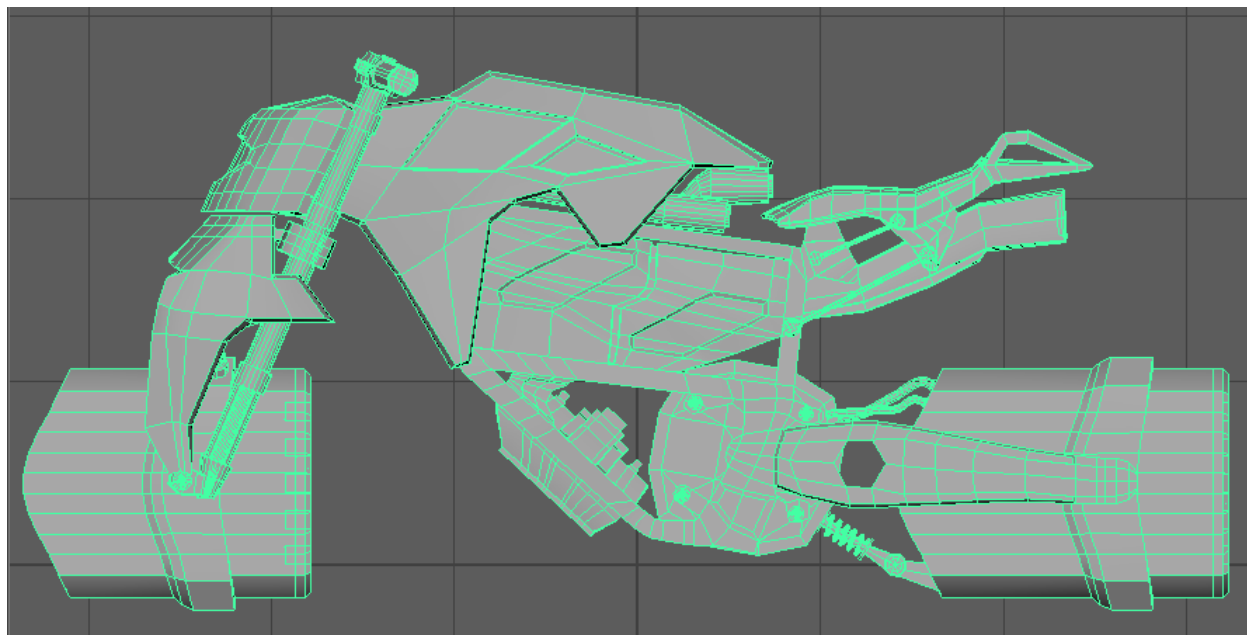
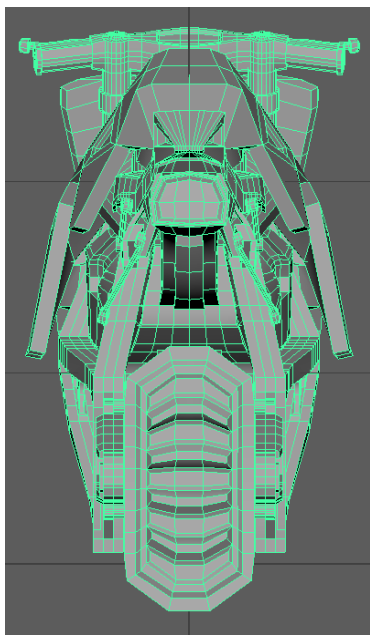
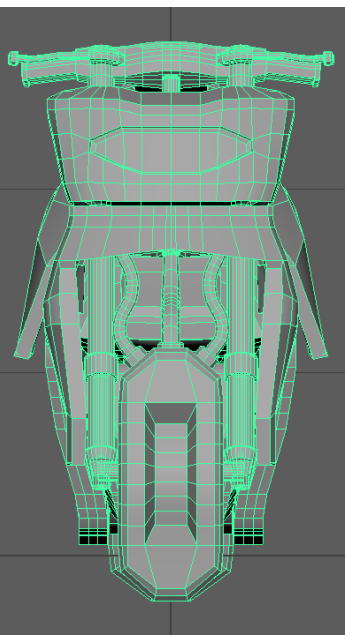
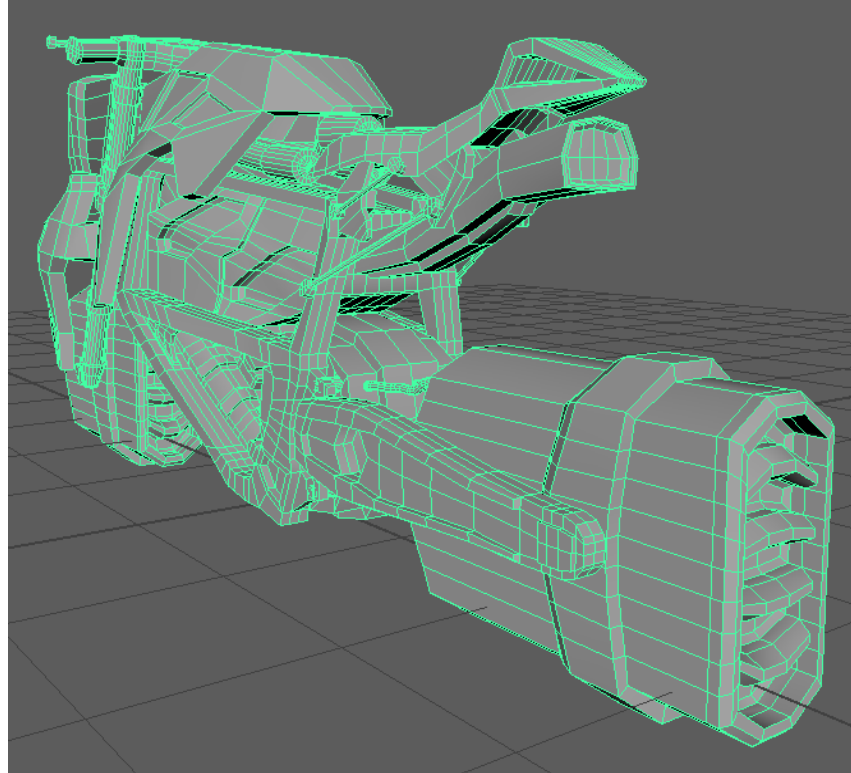
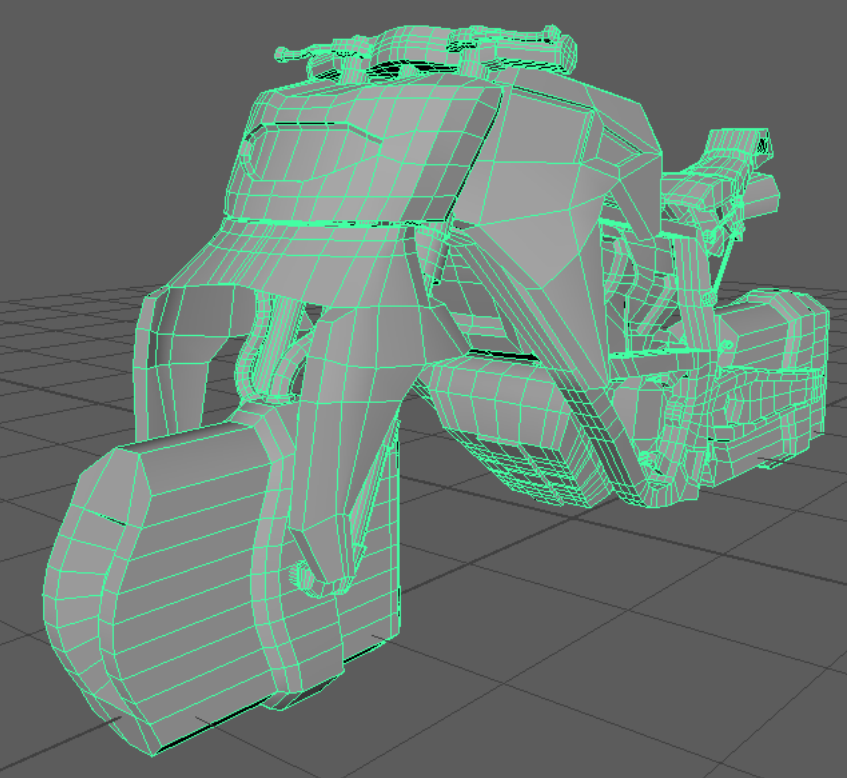
Week7

This week I found out that the concept art was copyrighted so we might not be able to use the car that I had created or the scene. I started UV unwrapping the smaller assets so that they are ready to texture.

I created some other vehicle concept models that we could use as other choices of vehicles in the game. I started blocking out a hover bike which turned out great I think but I will need to retopologize it and reduce the number of verts it has. I also blocked out a steampunk themed car which didn't turn out to bad, but I could move some of the verts around so that the car has a smoother look to it.







	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
2															
3				01/10/2018	08/10/2018	15/10/2018	22/10/2018	29/10/2018	05/11/2018	12/11/2018					
4	Time			week 1	week2	week3	week 4	week5	week6	week7	week8	week 9			
5	Task														
6		planning		plan	plan										
7		research			research				mood board						
8	small assets														
9		rock1				model									
10		cog1				model				UV Unwrap					
11		barrel1				model									
12		beam1				model									
13		sign1				model									
14		light1				model									
15		bucket1				model									
16		pipe1				model									
17		hot air balloon1				model									
18		broken pipe1				model	model								
19		broken pipe2				model	model								
20		rock2				model									
21		rock3				model									
22		rock4				model									
23		rock5				model									
24		beam_rock1				model									
25		beam_rock2				model									
26		beam_rock3				model									
27		spike_rock1				model_rock1	remade								
28		spike_rock2				model_rock2	remade								
29		spike_rock3				model_rock3	remade								
30		sign2				model									
31		sign3				model									
32		bolard1				model									
33		bolard2				model									
34		light2				model									
35		beam2				model									
36		beam3				model									
37		bucket2				model									
38		bucket_hook1				model									
39		barrel 2				model									
40		barrel3				model									
41		rock6				model									
42		rock7				model									
43		lava_pipe1				model	re made								
44		lava_pipe2				model	re made								
45		crain1				model									
46		building1				model	remade								
47		wire1				model									
48		beam4				model									
49		beam5				model									
50		rock8					model								
51		spike_rock4					model								
52		spike_rock5					model								
53		box1					model								
54		box2					model								
55		cog2					model			UV Unwrap					
56		cog3					model			UV Unwrap					
57		cog4					model			UV Unwrap					
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59		hedge1					model								
60		ramp1					model								
61		small_pipe1					model								

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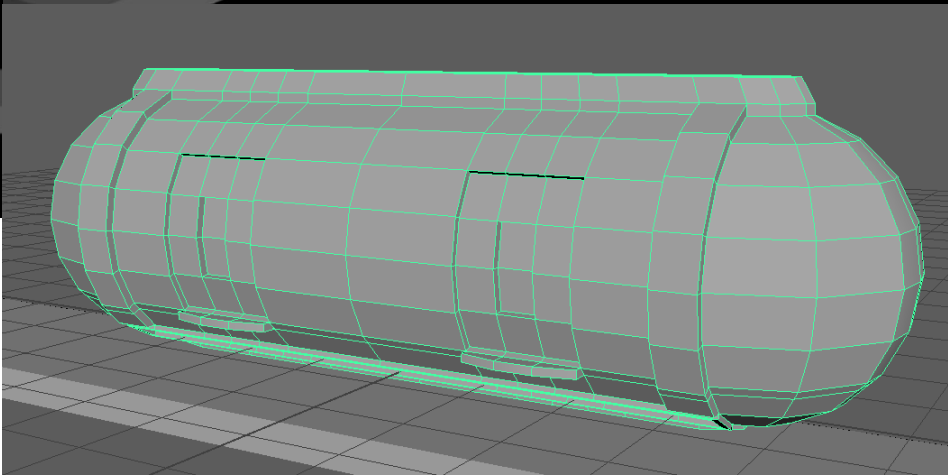
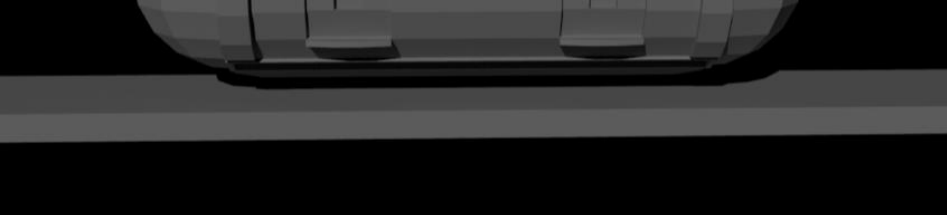
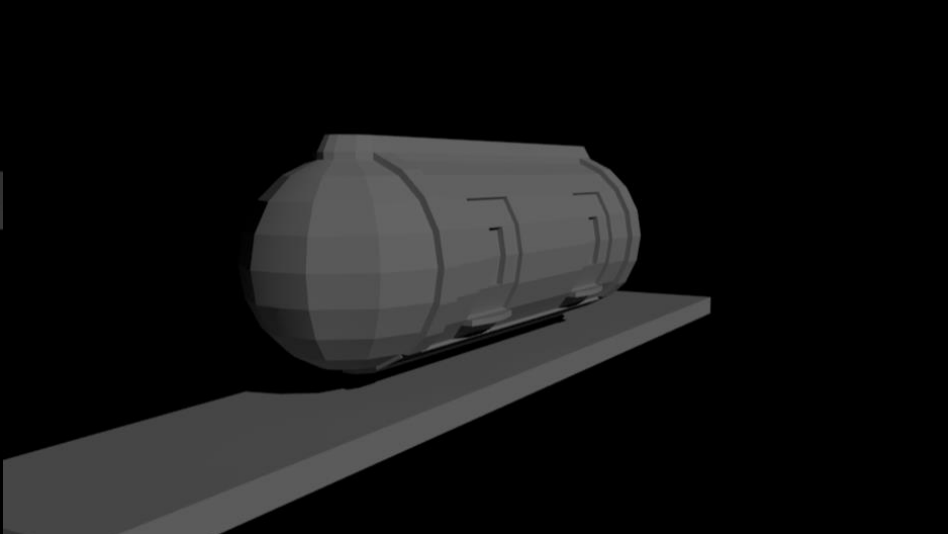
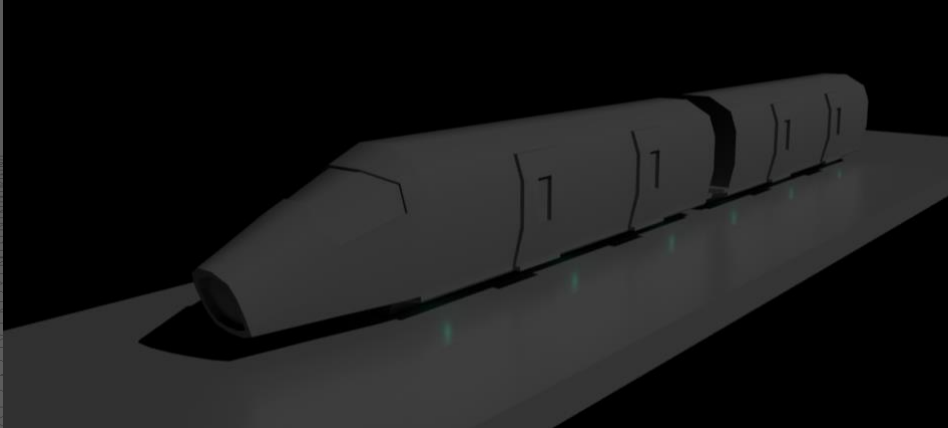
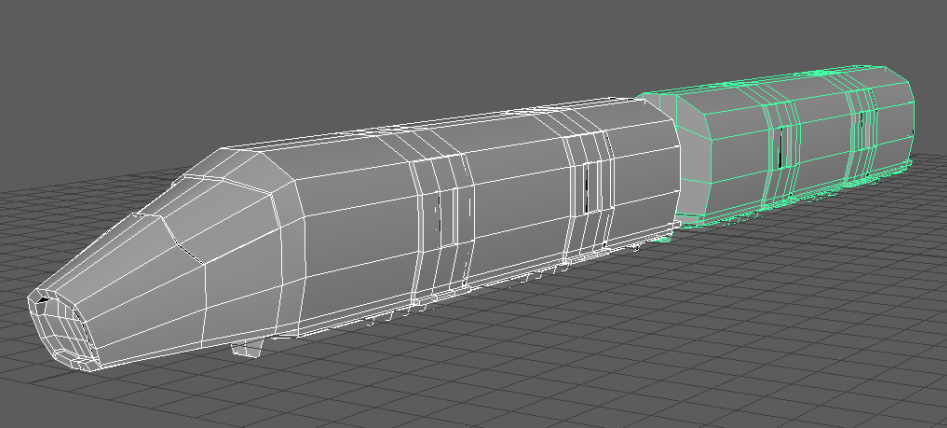
19/11/2018

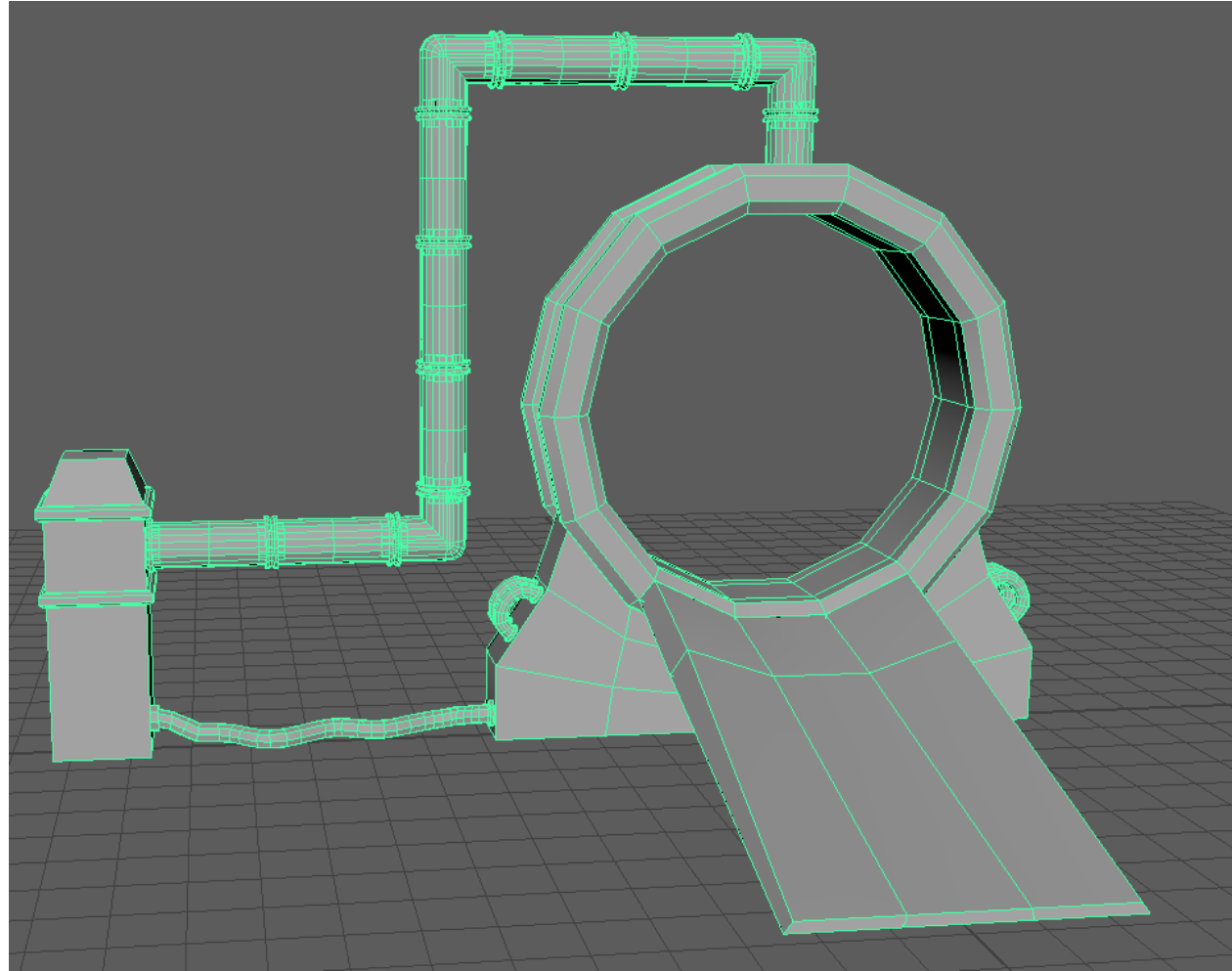
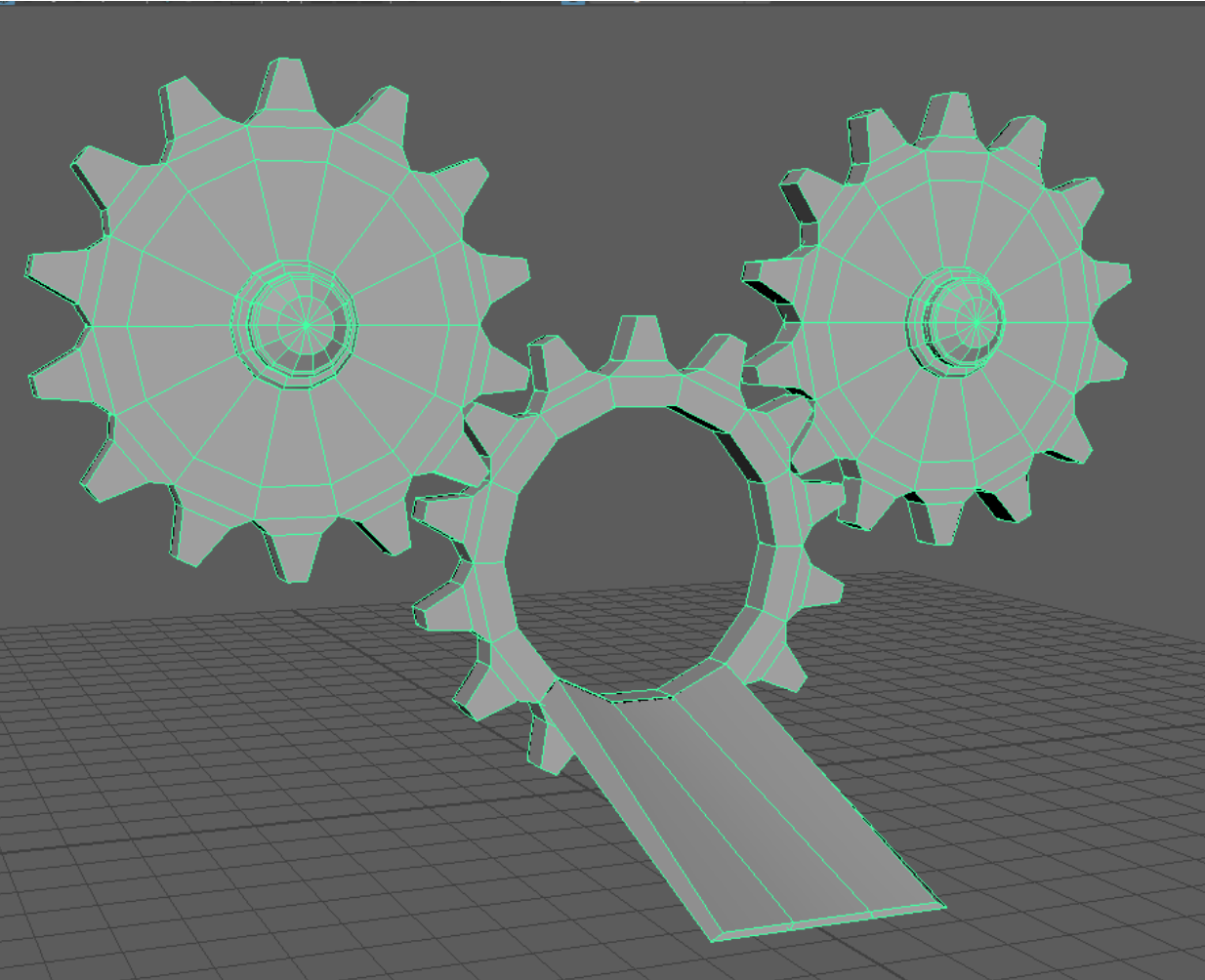
Week 8

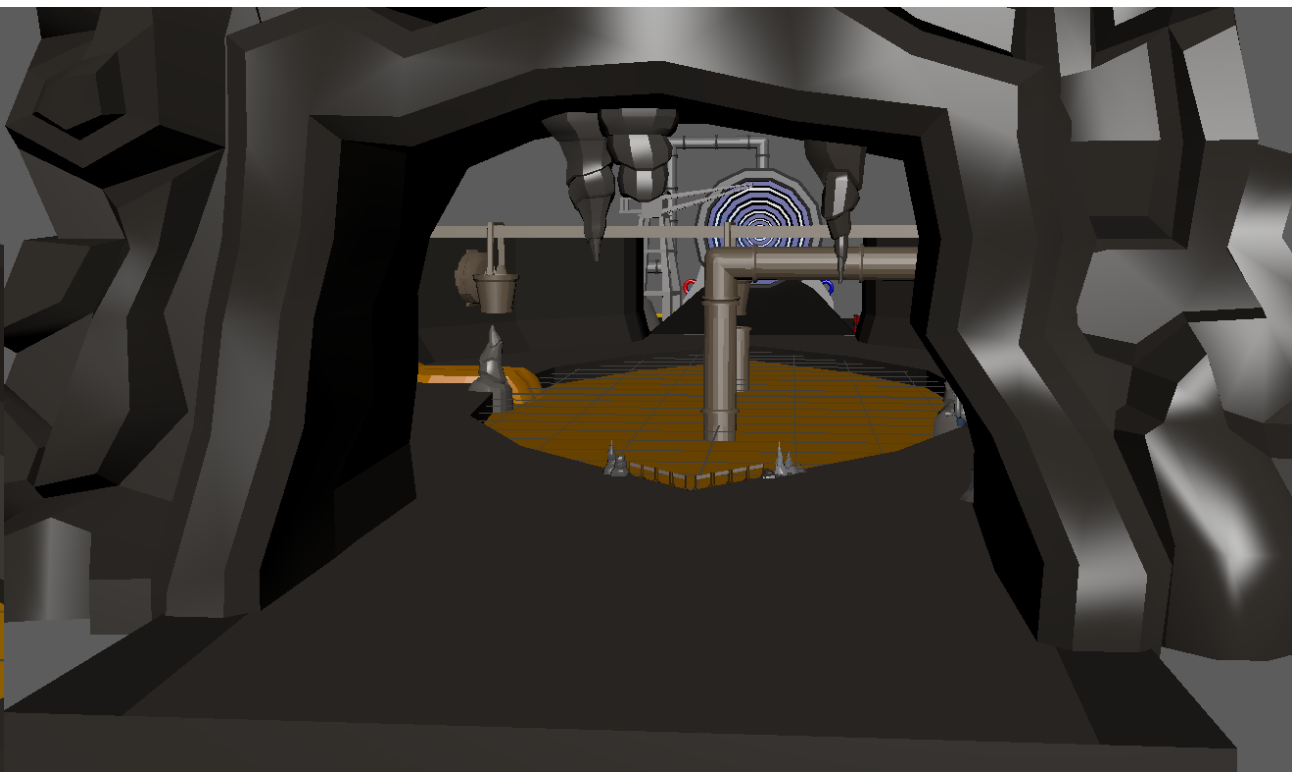
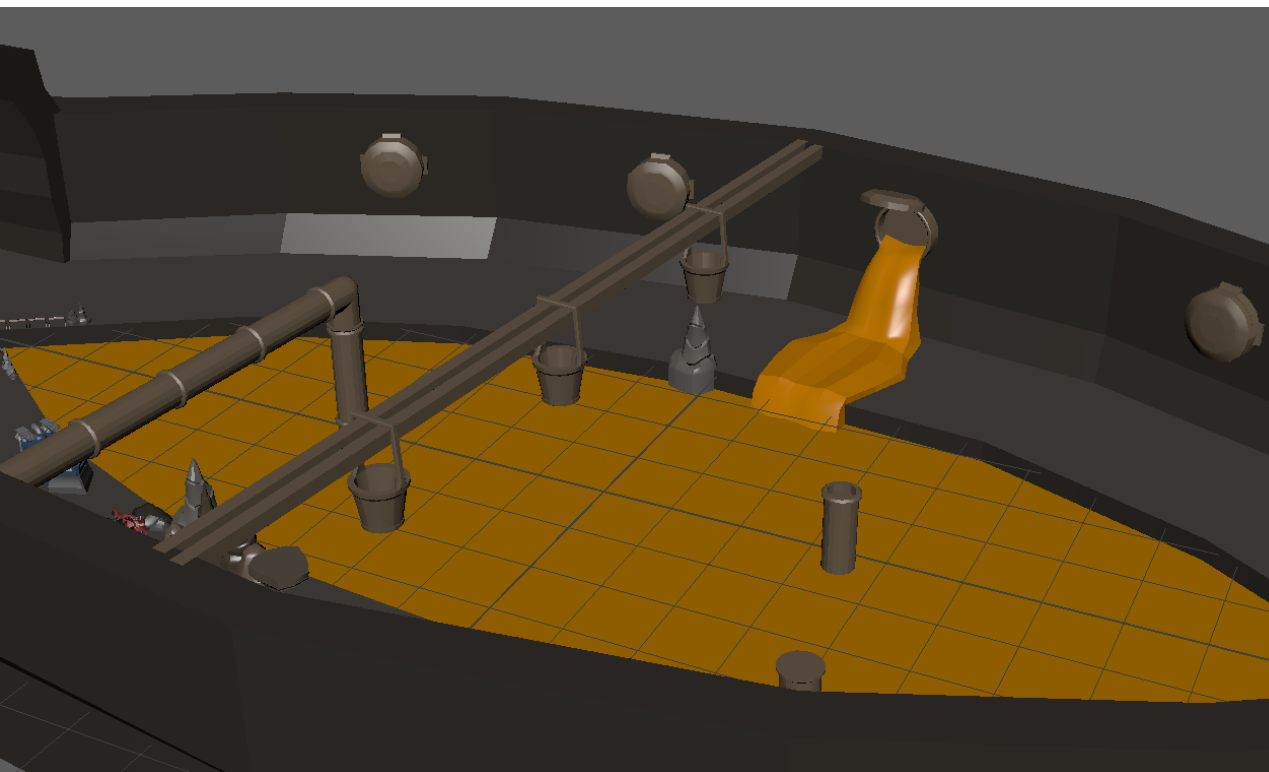
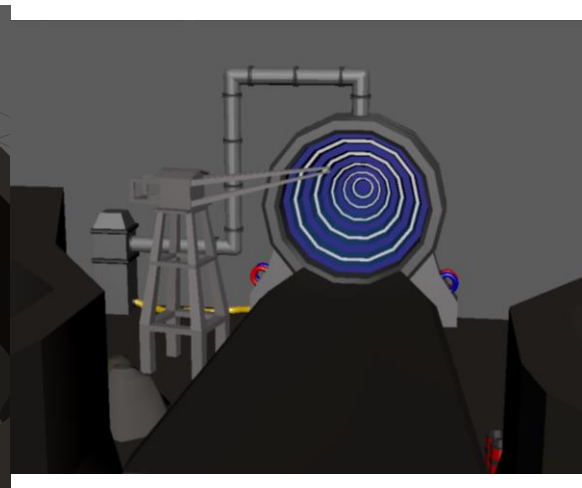
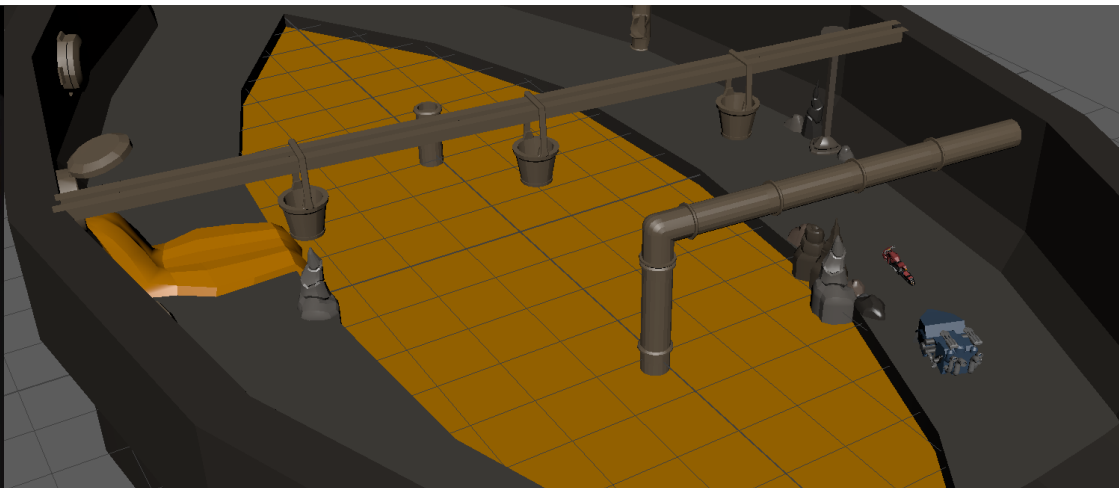
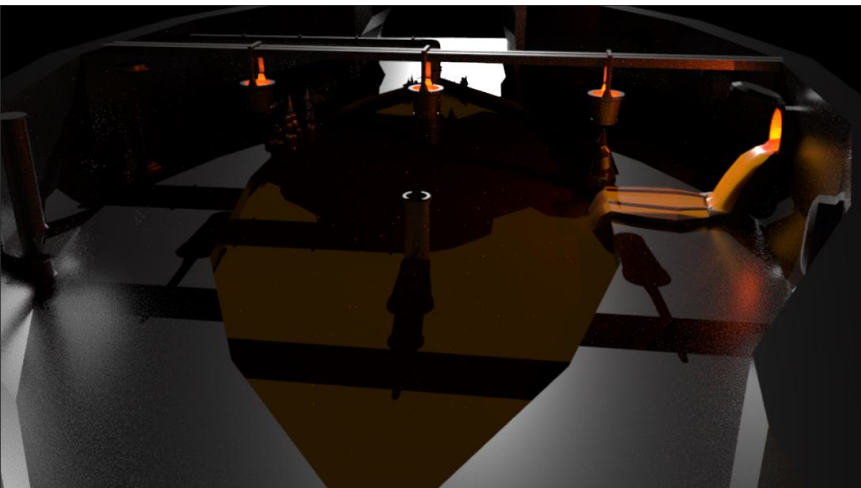
This week I created some trains for the level, I got asked to create a futuristic looking train so I decided to go for a sleek bullet design for the train. My original designs had wheels on them which made it a bit harder to model but after discussing with my group we decided that a hover train would look better and it would be easier to model for me. I also created a wider cargo train for the level and a futuristic road cleaner.

After seeing Harry's concept art for the lava area in our level I created a concept scene so we could have a better idea of what the assets would look like in the level. After creating it I realised that it will be difficult to create the rocky walls on the sides and the roof of the cave, I think I will look on YouTube for some tutorials on how to create cliff faces so that I will be able to use the technique for the cave. I tried experimenting with some of the lights in Maya, some of them turned out pretty good like the ones on the lava spill but others didn't like the lava pond in the middle of the scene.

I started thinking up some portal ideas for the map, I came up with two ideas which I think turned out pretty well.







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26/11/2018

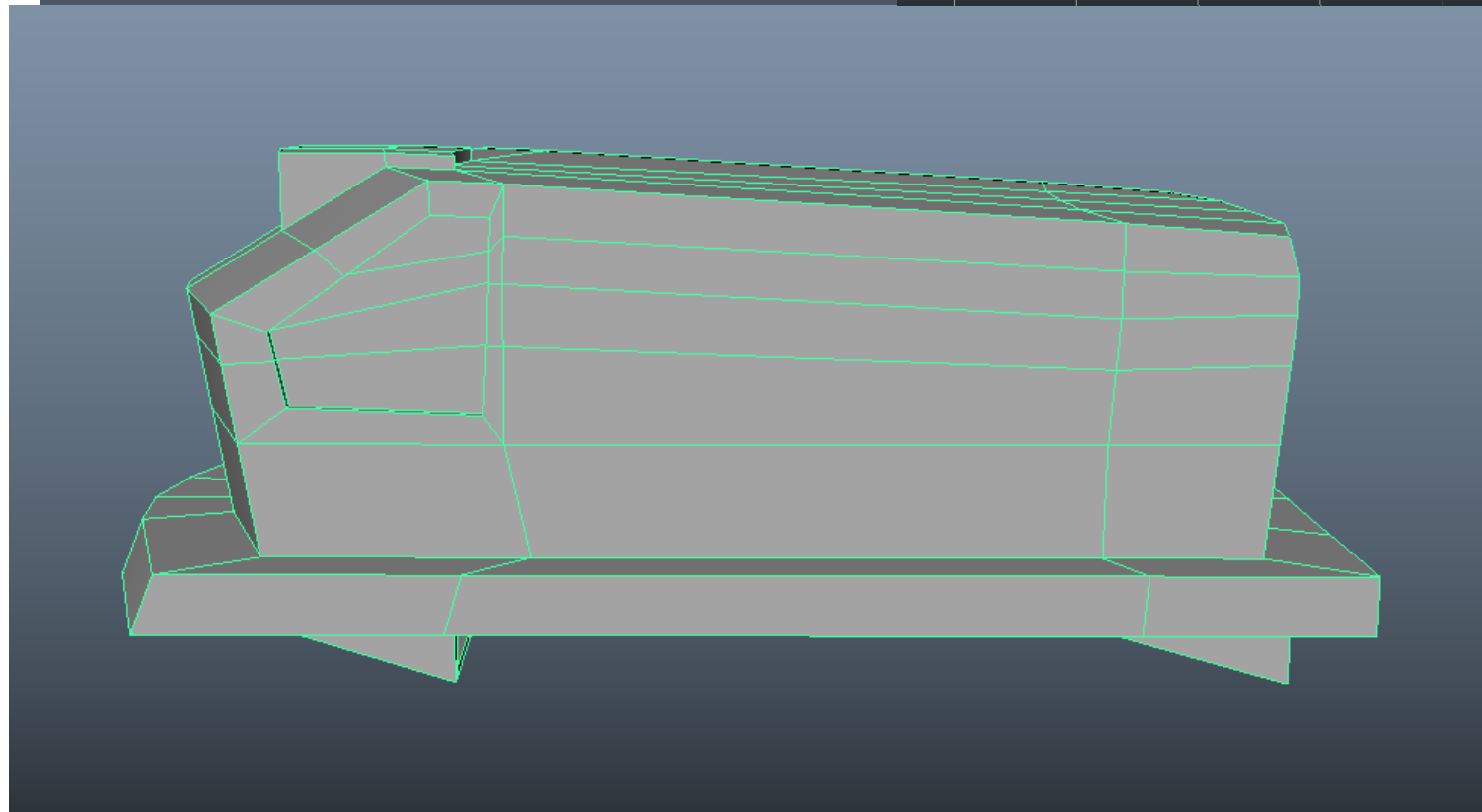
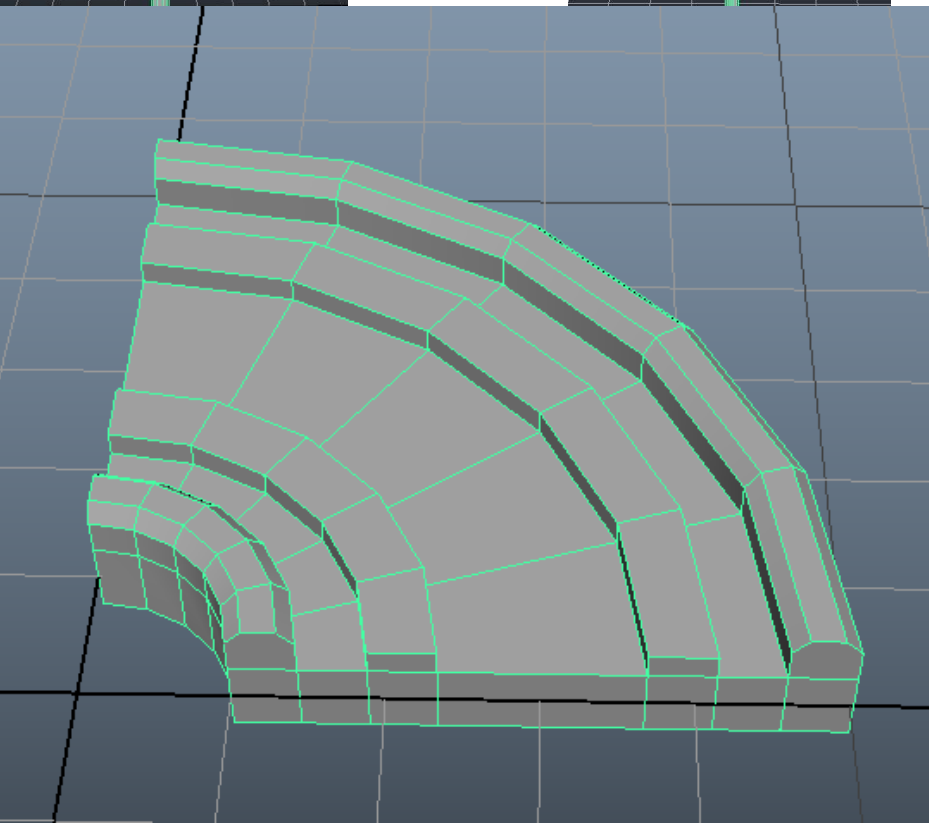
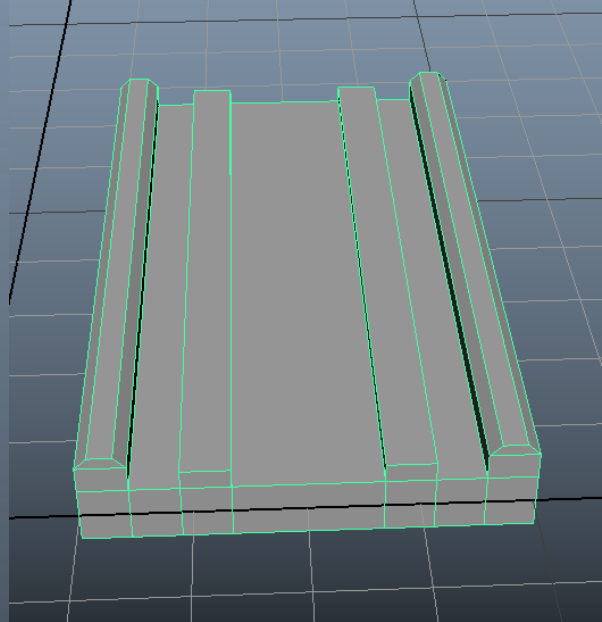
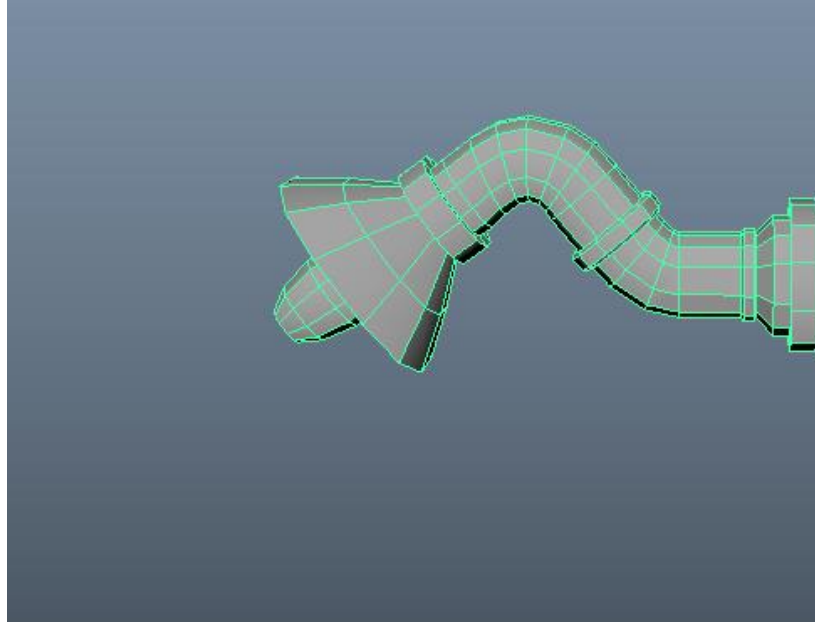
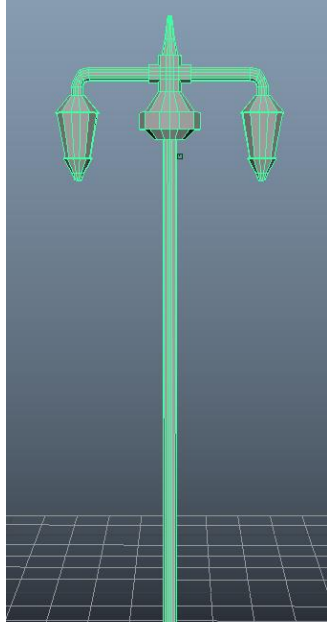
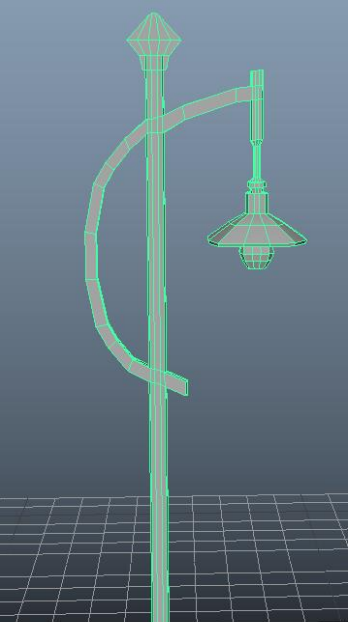
Week 9

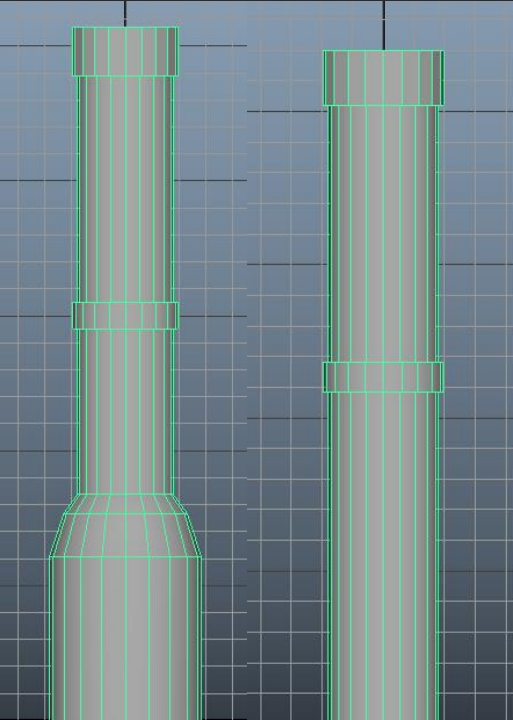
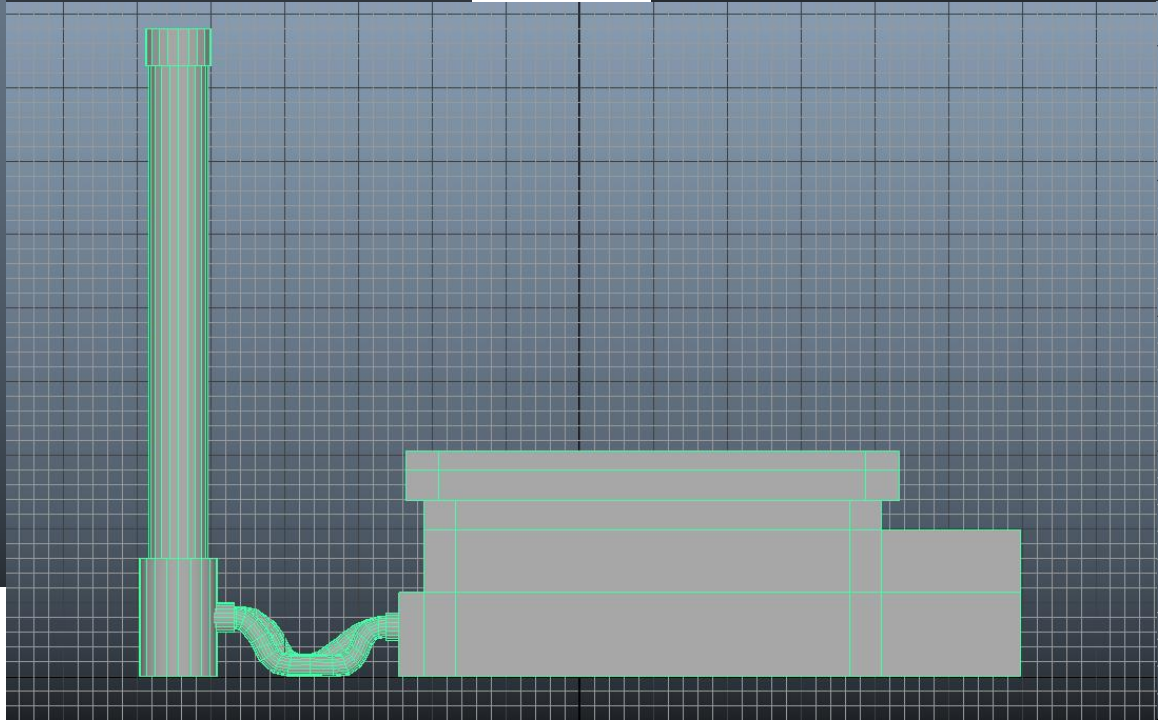
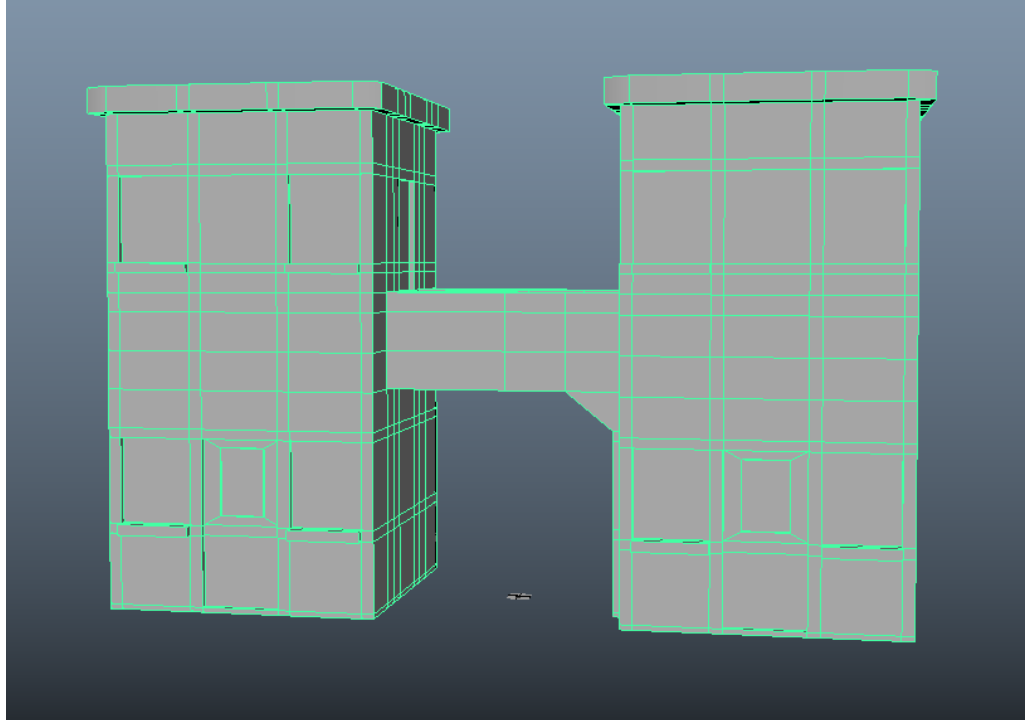
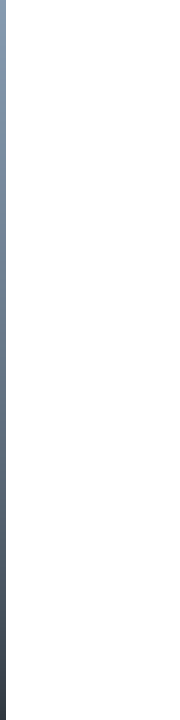
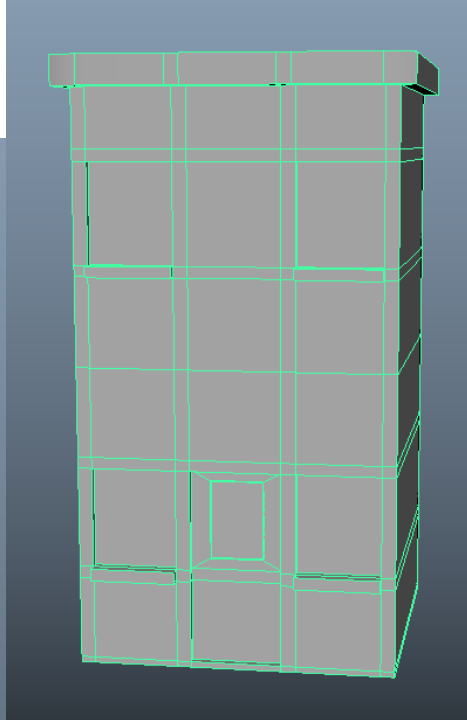
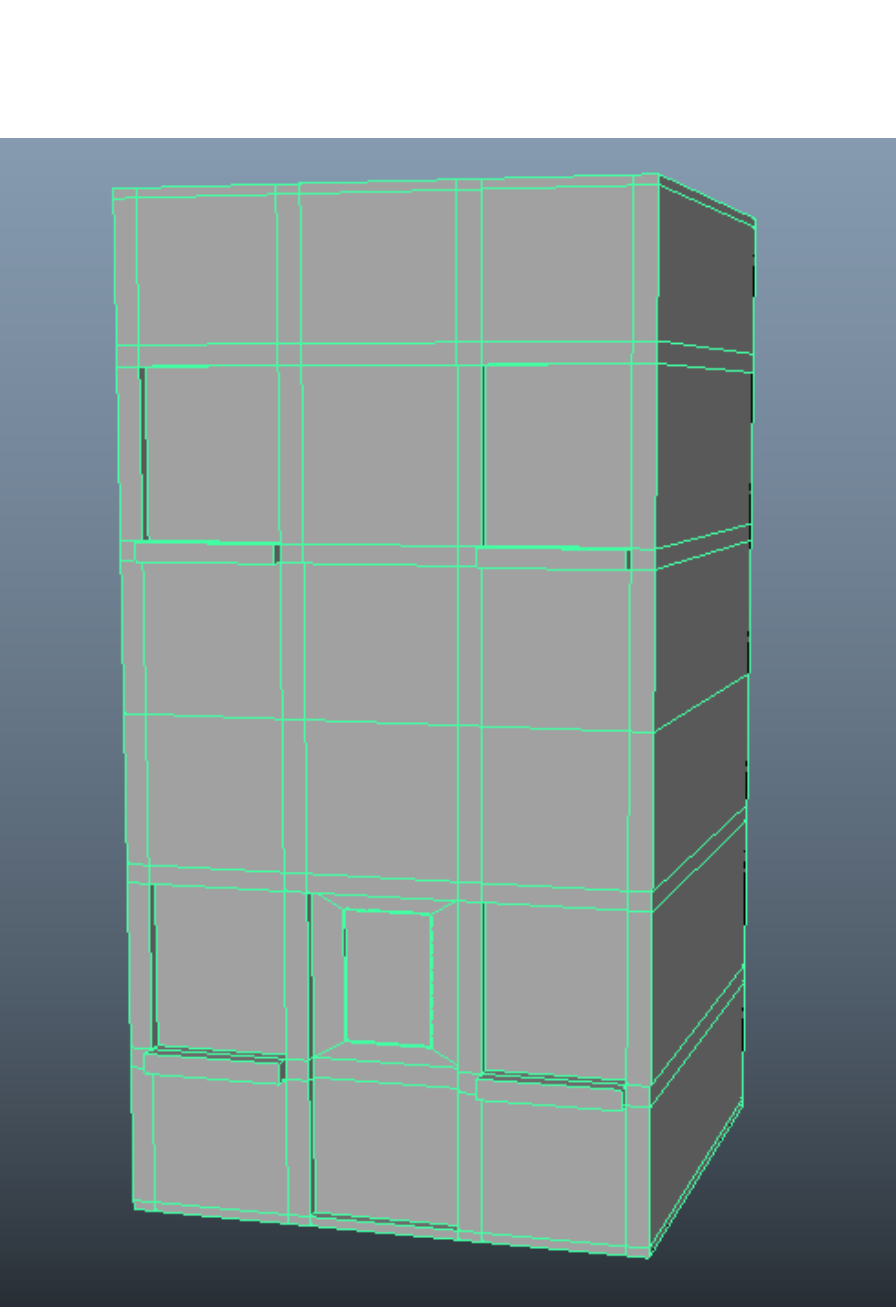
This week I exported all the assets I had created and exported them as a FBX to google drive so that they could be implemented into the map. After being imported in to the map we realised that the scale for most of the models where wrong so I was given a list of all the models that needed to be rescaled and to what size.

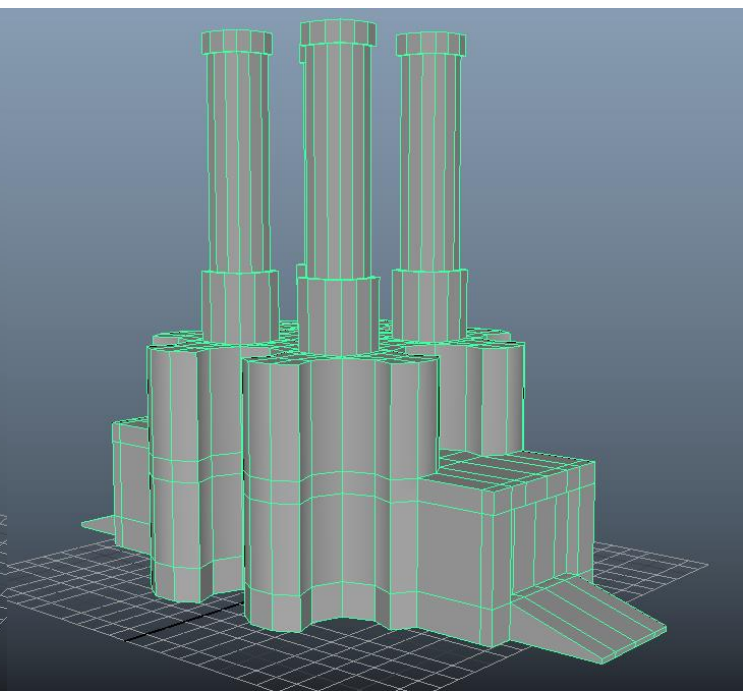
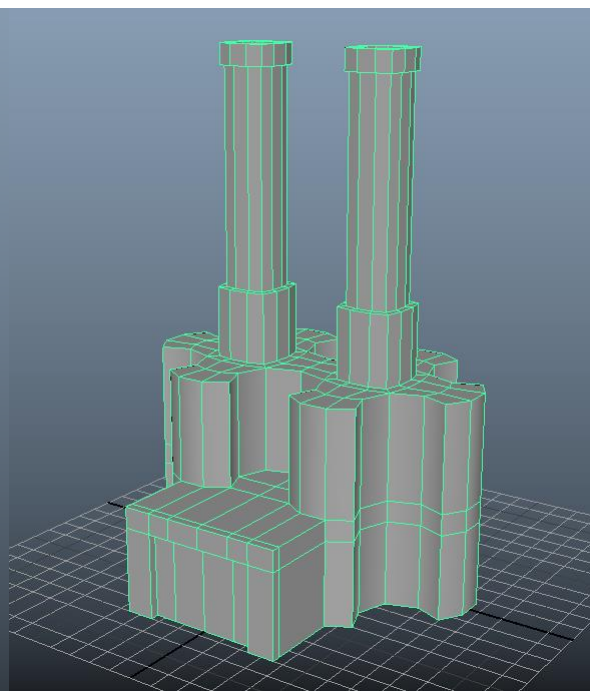
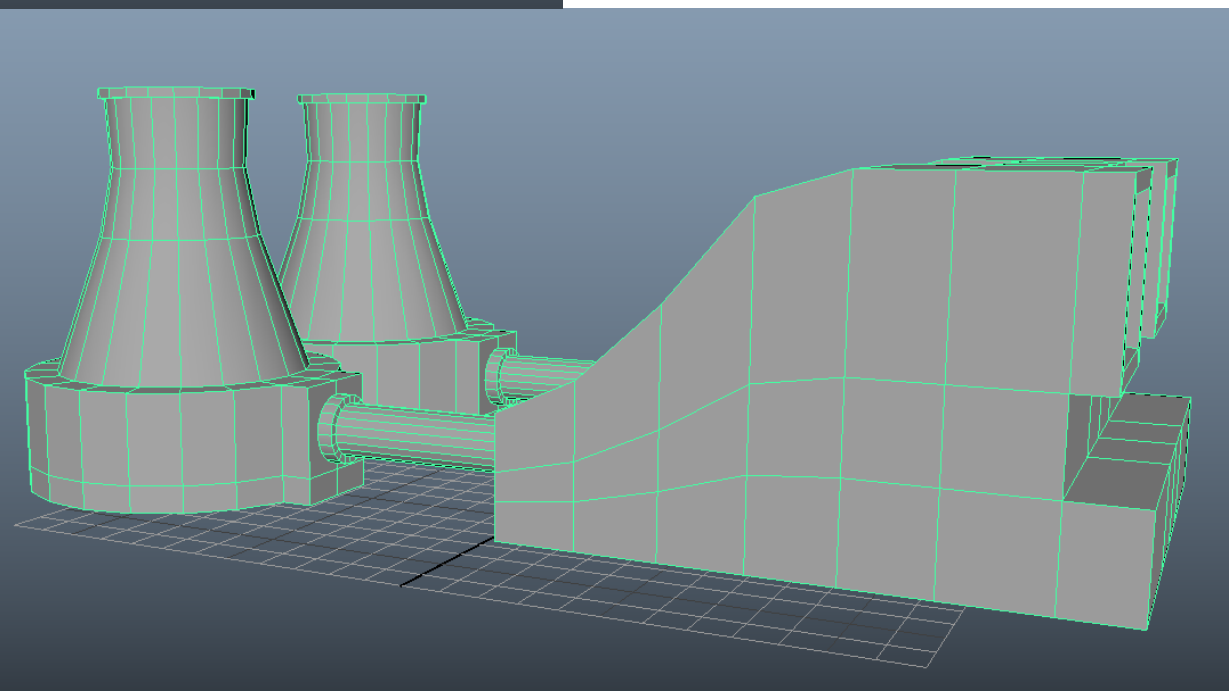
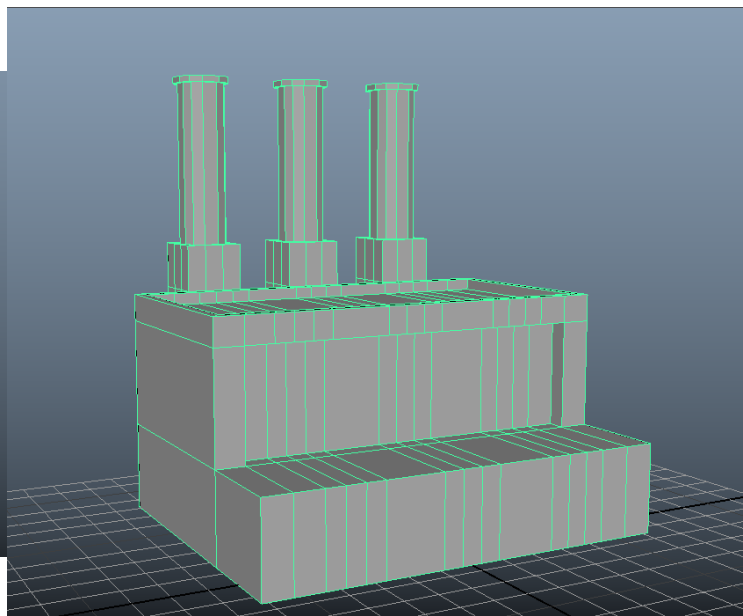
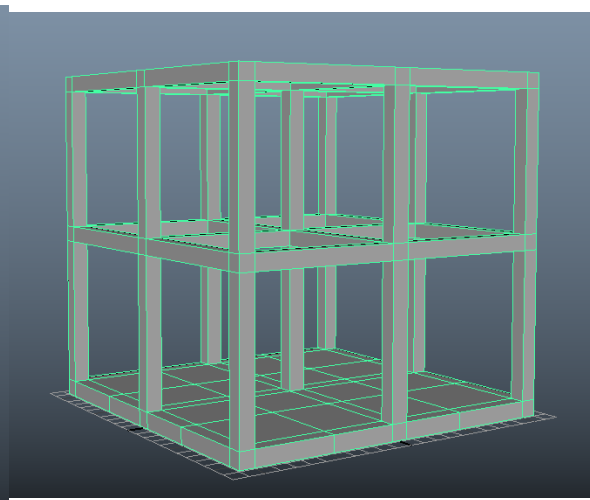
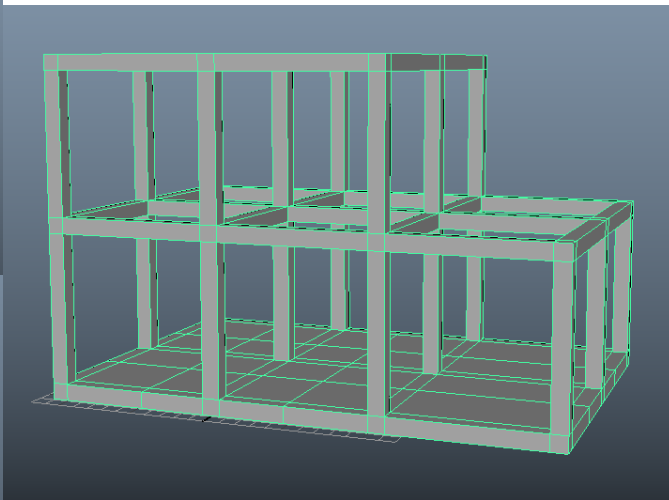
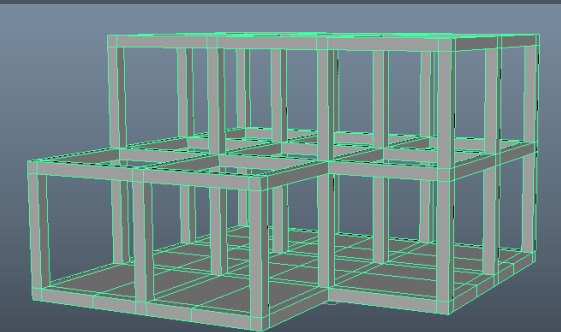
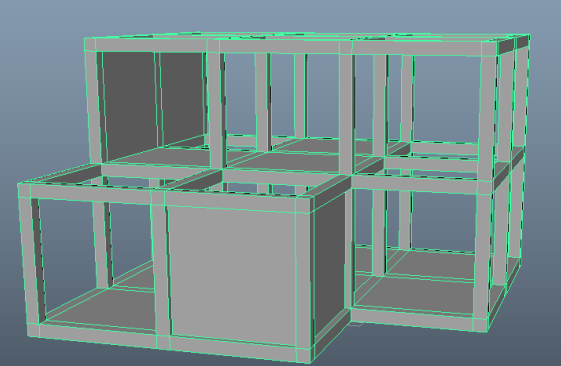
I modelled some different types of lights for the level from the concept art that harry had given me, I think they turned out well and look similar to the concepts that I was given. I tried to keep the vertex count as low as I could but still have enough so that weren't too blocky.

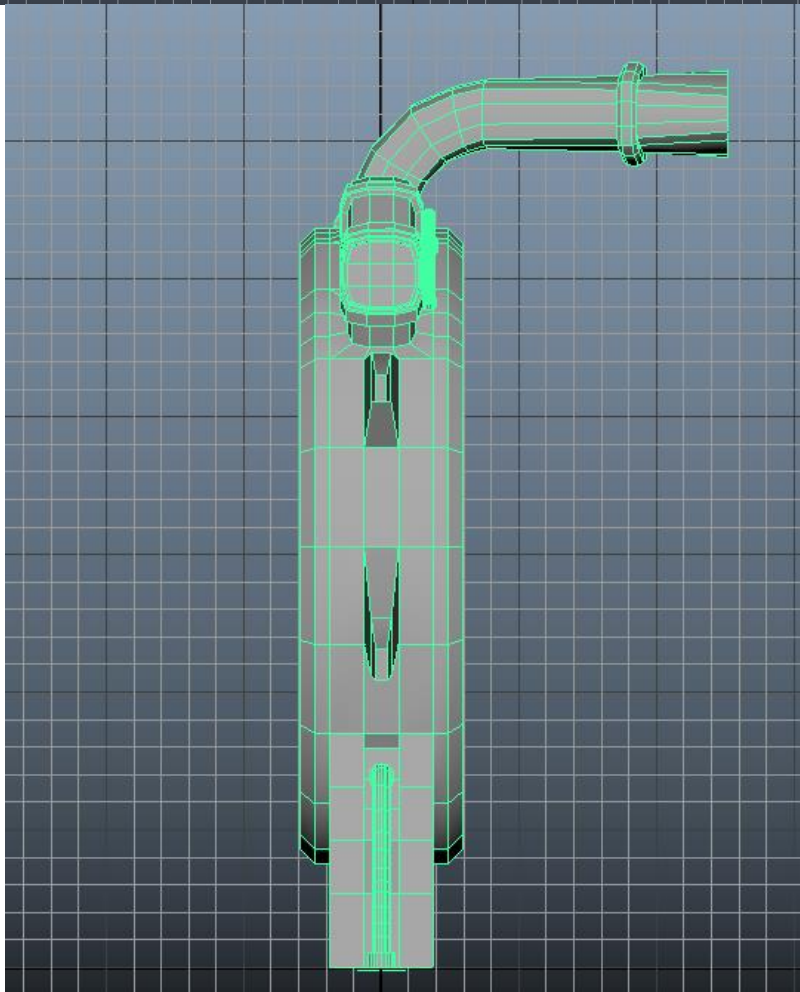
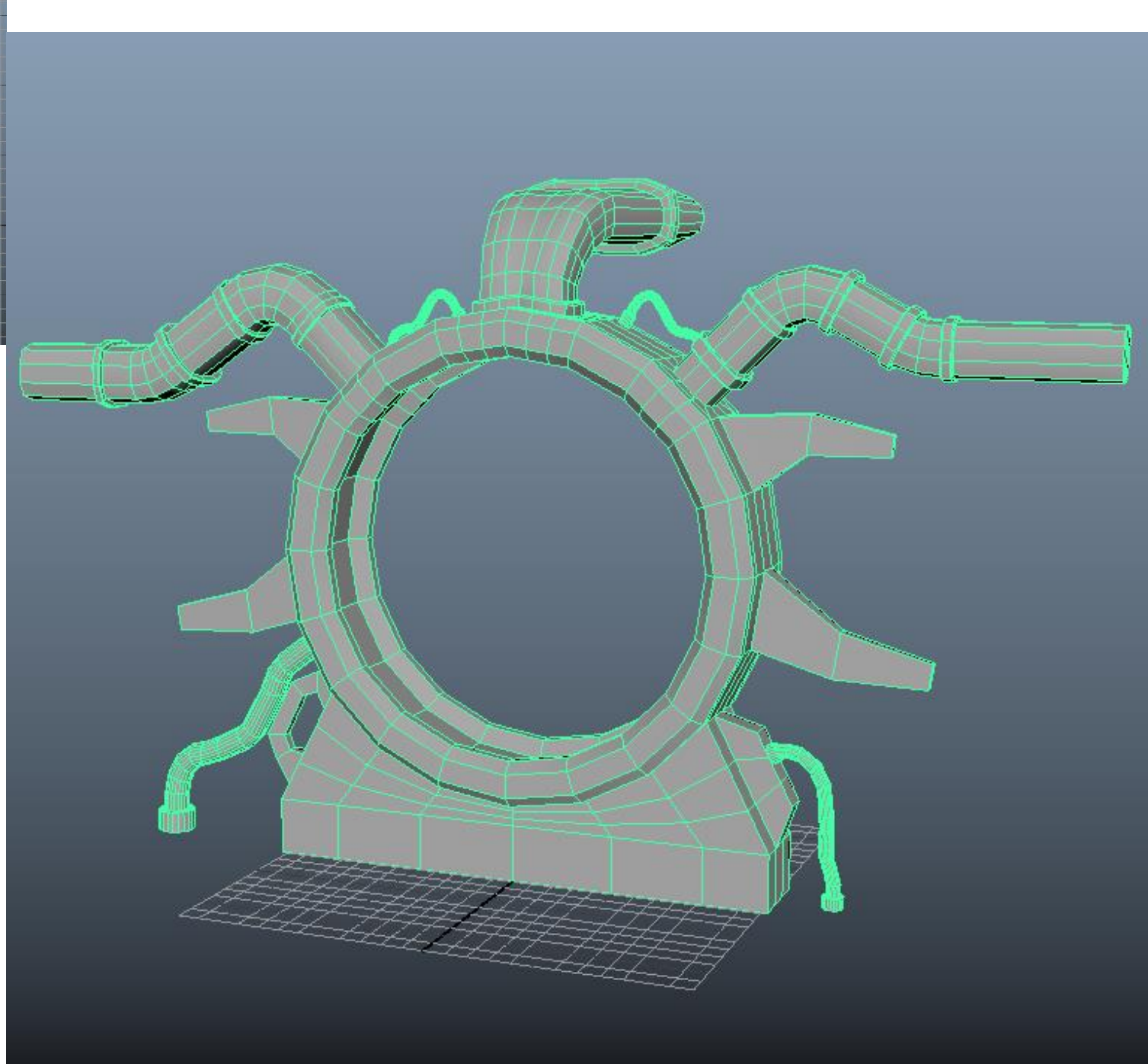
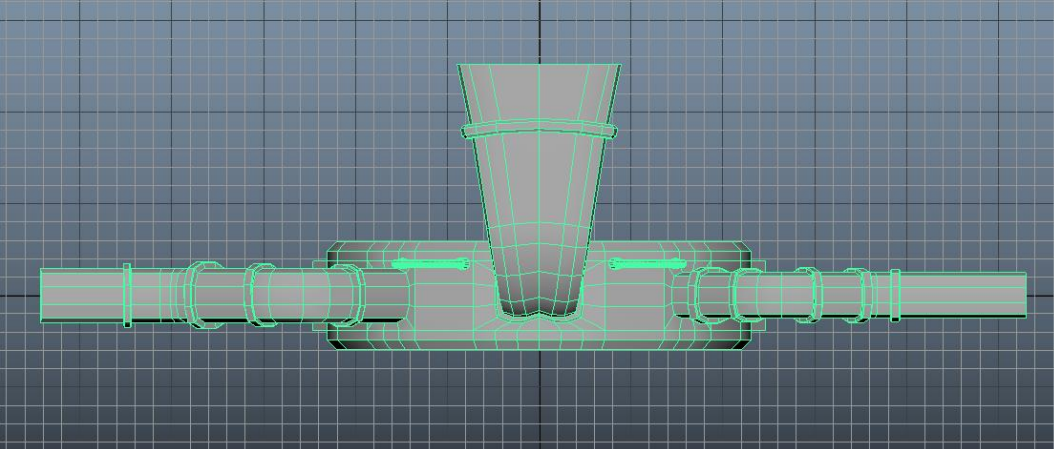
I created a new portal from the concept that harry had given me, I enjoyed modelling the portal because there was quite a bit of detail in the design and it fits with the theme that we are doing.

I made different types of factory's to go around the level because the level was lacking large buildings to fill up some of the faces, I kept the factory's pretty simple as they are in the background of the level and the player wont have that much time to look at them.









26/11/2018

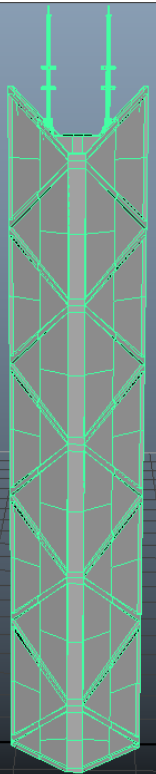
Week 9

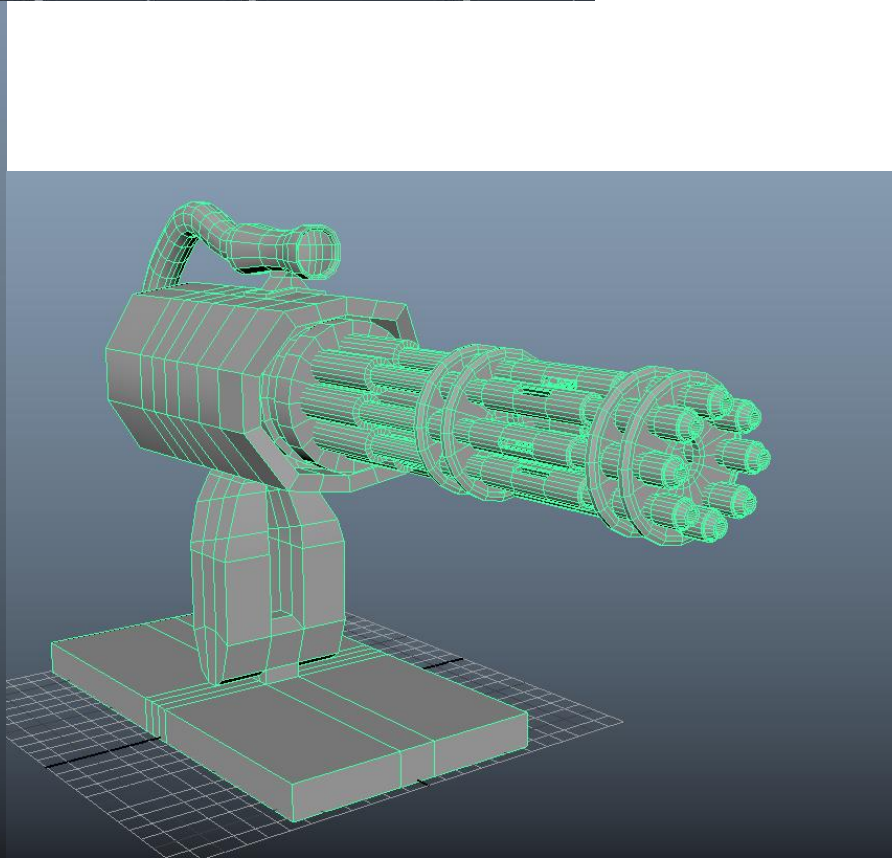
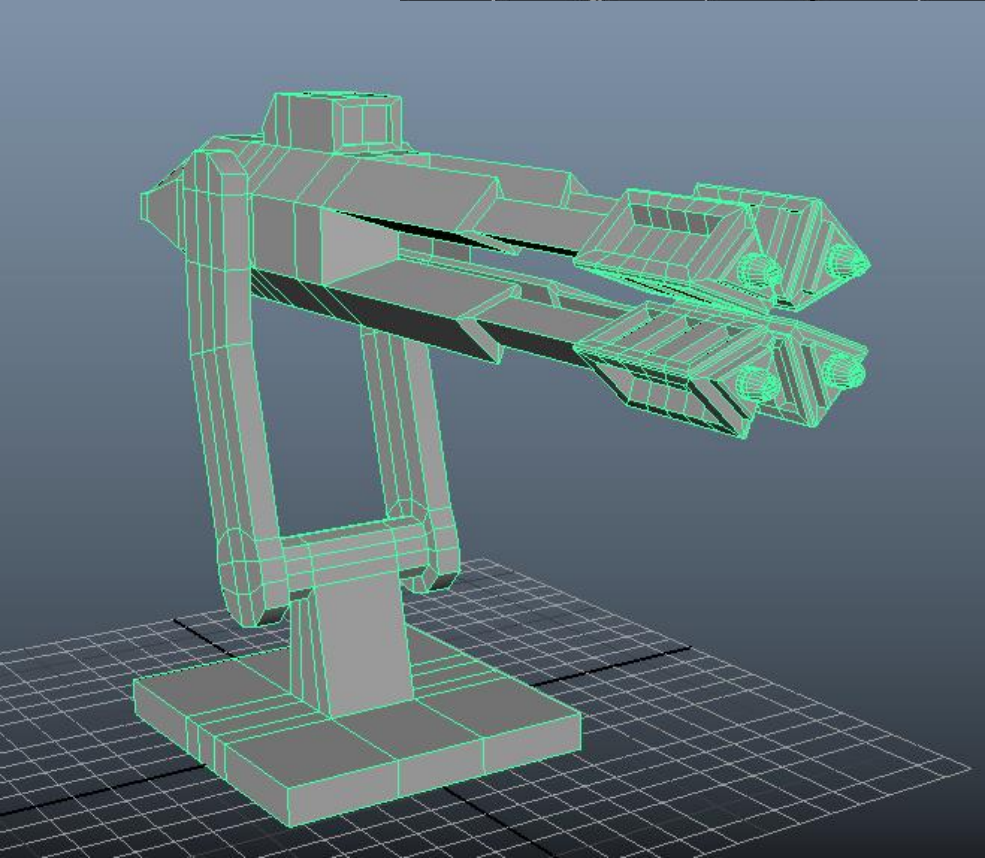
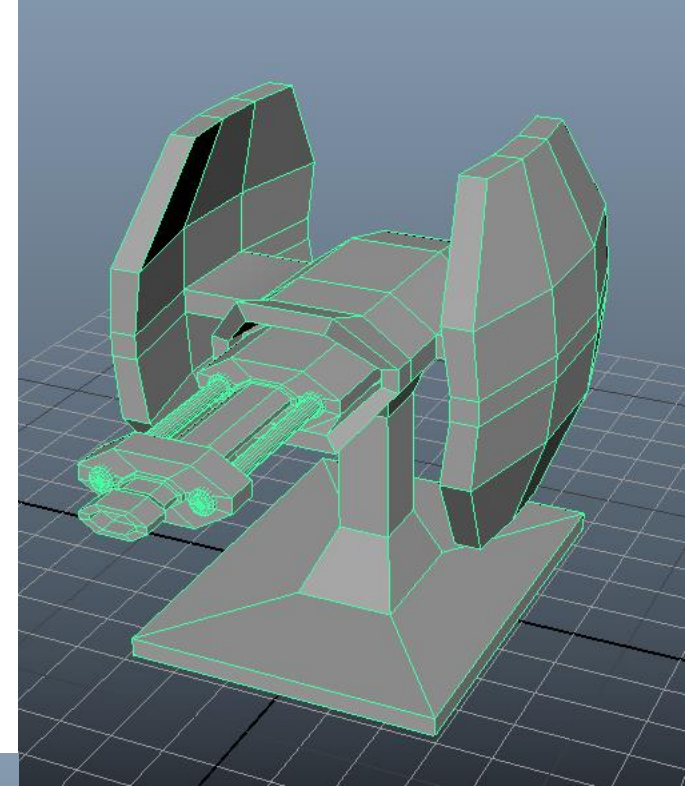
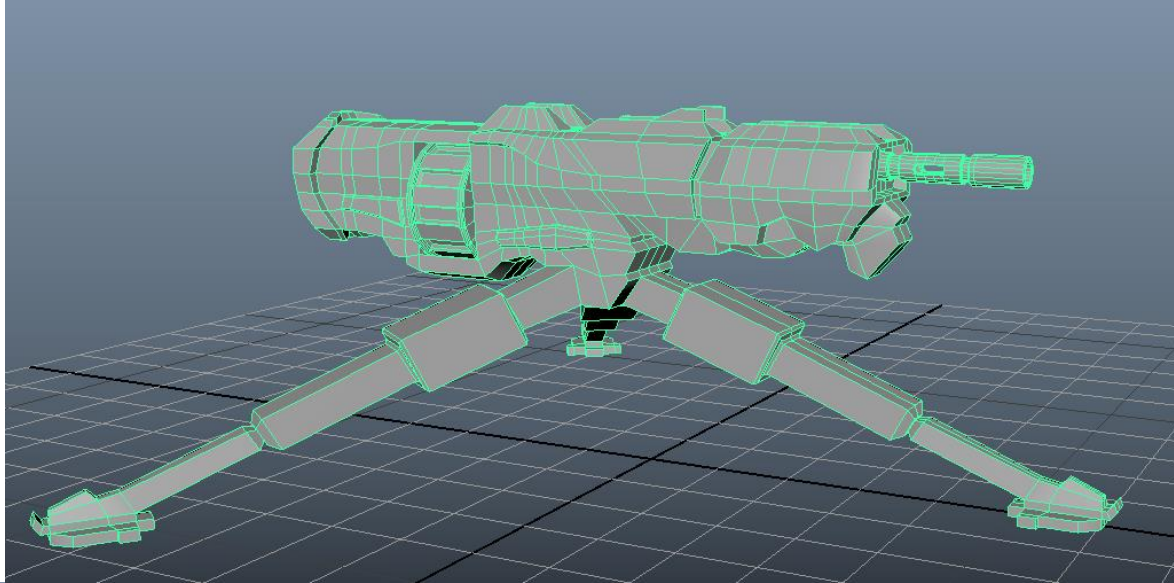
Continued

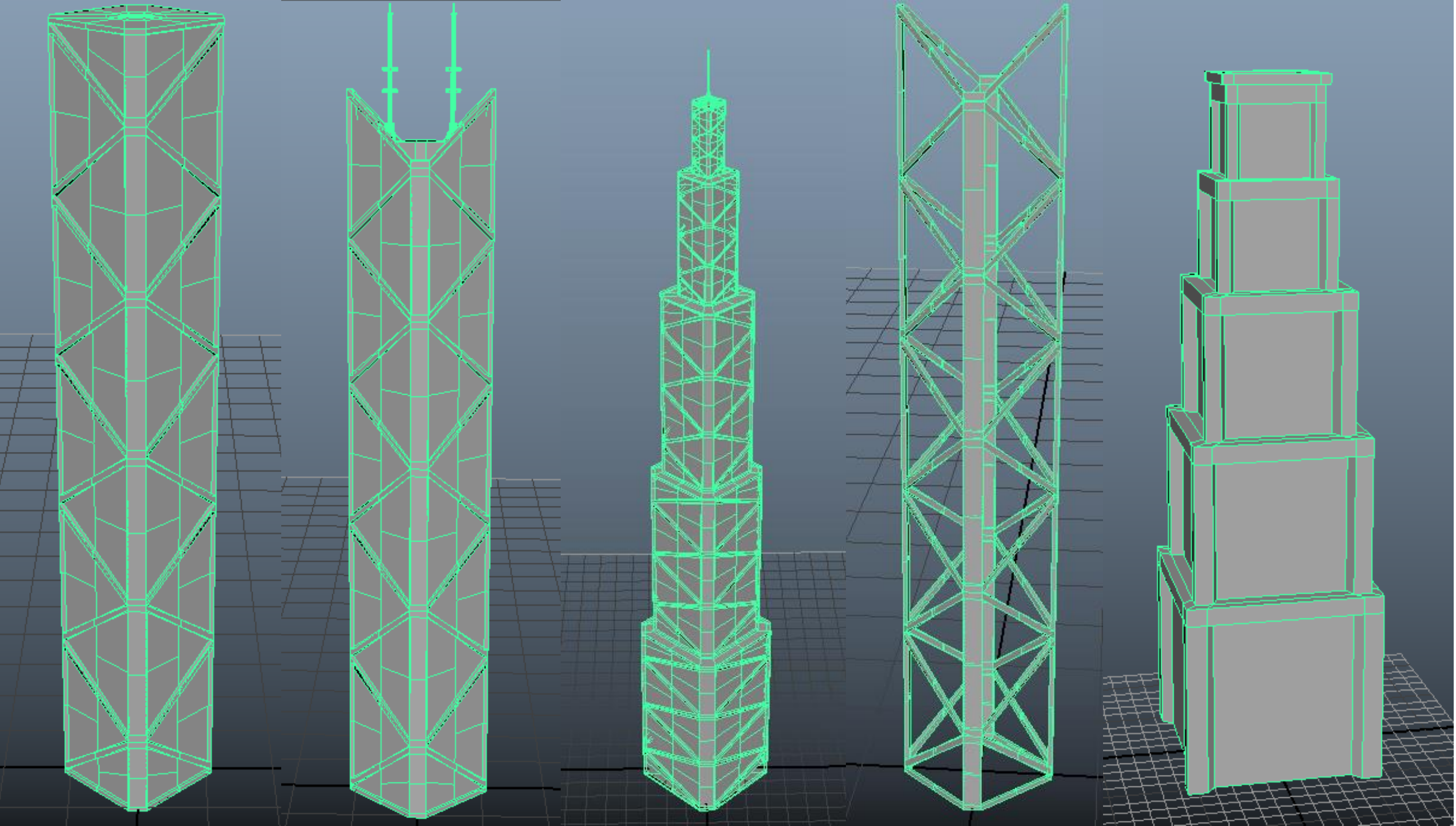
I created different types of turrets for the level, I tried to make them futuristic so that they would suit the neo Tokyo theme which I think I managed to do. The minigun turret has more vertexes than I would like because of the barrels of the gun, in the future I will try and reduce the amount of edges from 18 to about 8 or 10.

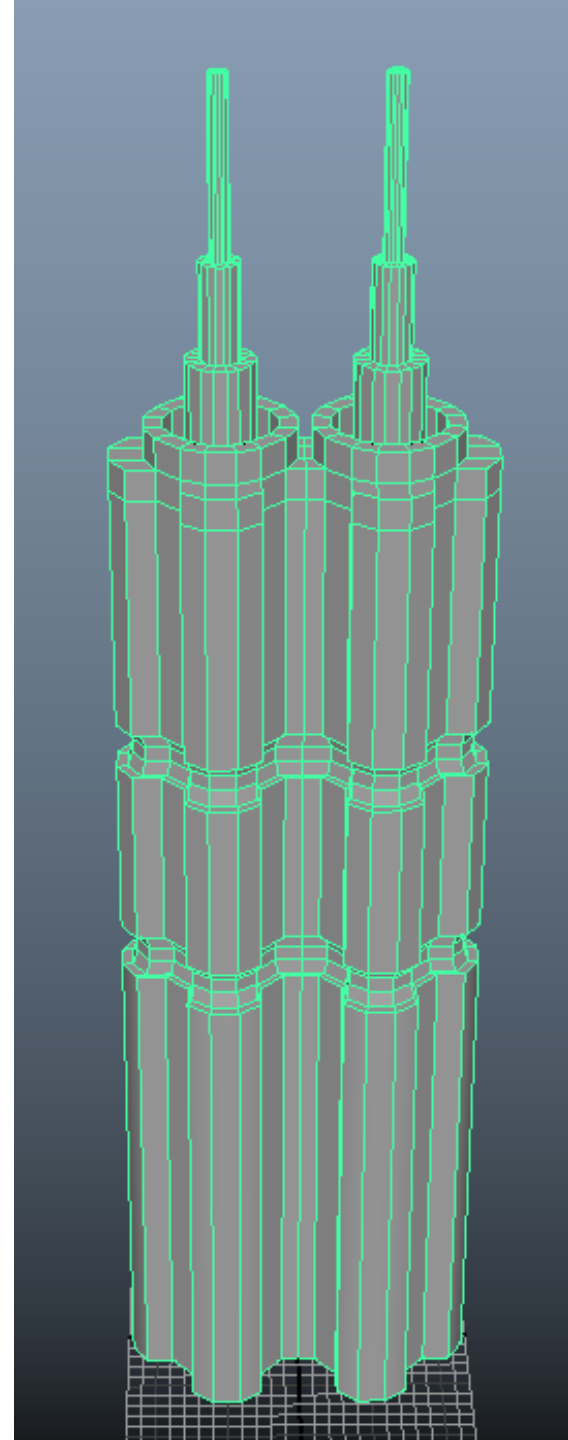
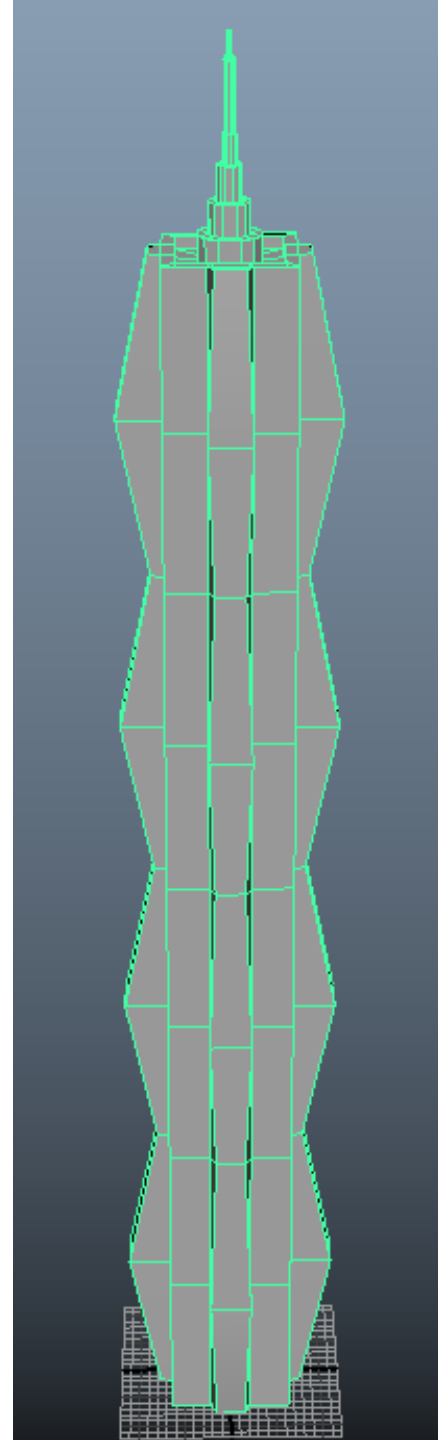
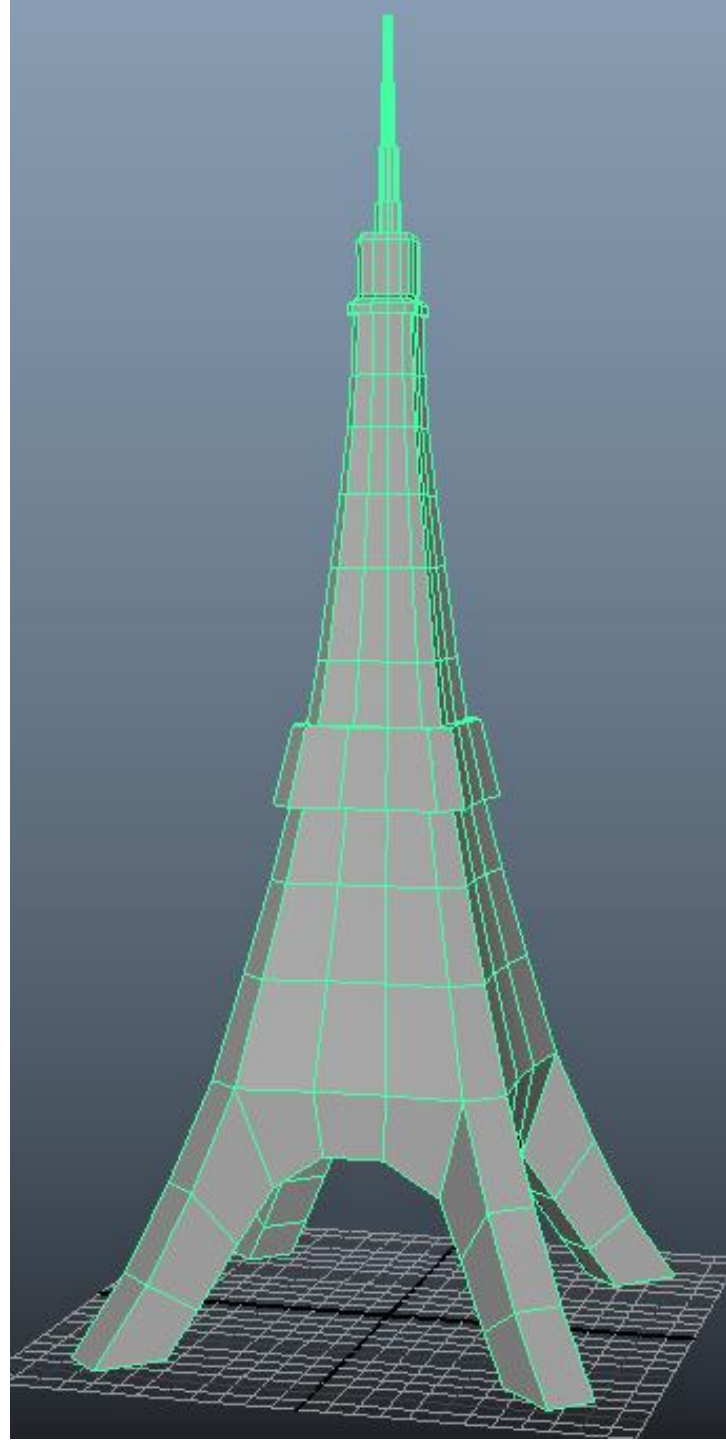
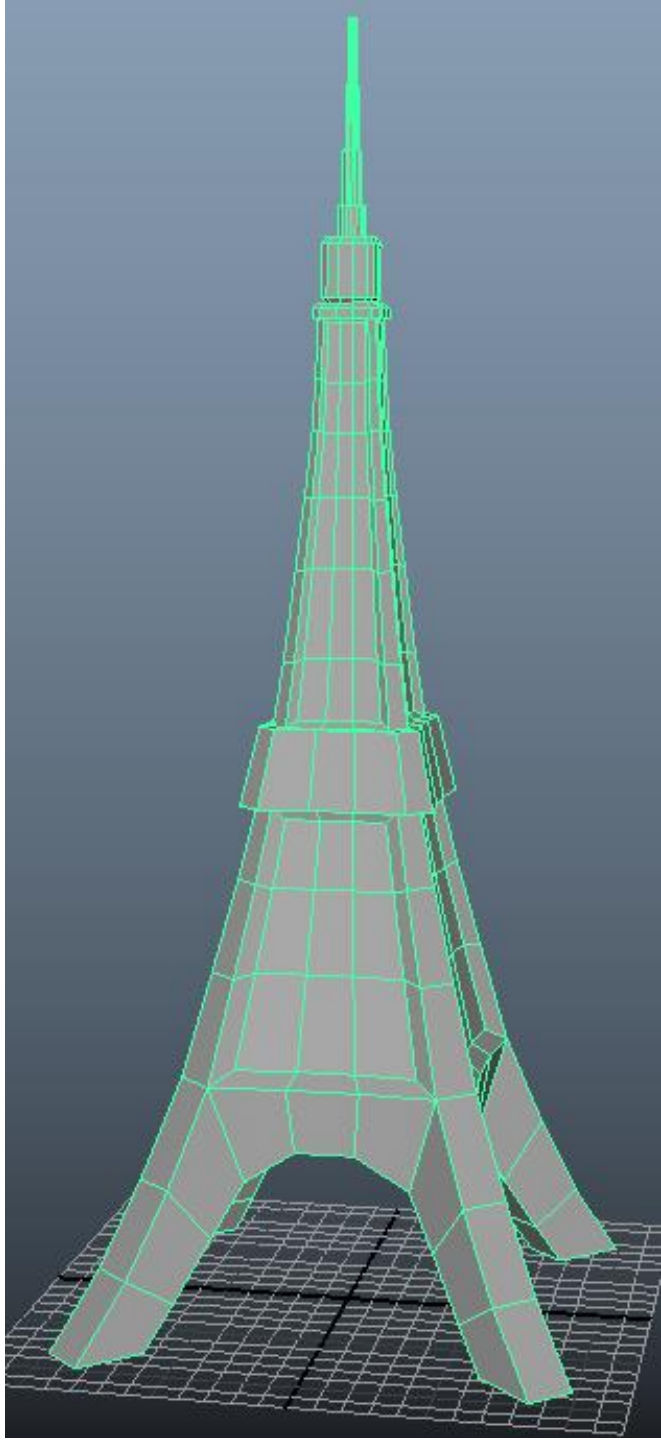
I got asked to make some buildings for the neo-Tokyo level which I managed to do in the spare time that I had, the main building that they wanted me to do was a building from the Hong Kong promenade. I didn't have a great reference image as I couldn't find one with just the building I was trying to model so it was hard to see the detail of the building, I managed to create a close representation of the building which I think turned out well overall.

Another building they wanted me to make was the Tokyo tower which was awkward to make and it took me a few tries to get the correct shape, I think the tower turned out well even though it's a low poly model.









	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
3				01/10/2018	08/10/2018	15/10/2018	22/10/2018	29/10/2018	05/11/2018	12/11/2018	19/11/2018	26/11/2018			
4	Time			week 1	week2	week3	week 4	week5	week6	week7	week8	week 9			
5	Task														
6		planning		plan	plan										
7		research			research				mood board						
8	small assets														
9		rock1				model						re-scale			
10		cog1				model				UV Unwrap		re-scale			
11		barrel1				model						re-scale			
12		beam1				model						re-scale			
13		sign1				model									
14		light1				model						re-scale			
15		bucket1				model									
16		pipe1				model						re-scale			
17		hot air balloon1				model						re-scale			
18		broken pipe1				model	model					re-scale			
19		broken pipe2				model	model					re-scale			
20		rock2				model						re-scale			
21		rock3				model						re-scale			
22		rock4				model						re-scale			
23		rock5				model						re-scale			
24		beam_rock1				model						re-scale			
25		beam_rock2				model						re-scale			
26		beam_rock3				model						re-scale			
27		spike_rock1				model	remade					re-scale			
28		spike_rock2				model	remade					re-scale			
29		spike_rock3				model	remade					re-scale			
30		sign2				model									
31		sign3				model									
32		bolard1				model						re-scale			
33		bolard2				model						re-scale			
34		light2				model						re-scale			
35		beam2				model						re-scale			
36		beam3				model						re-scale			
37		bucket2				model									
38		bucket_hook1				model									
39		barrel 2				model						re-scale			
40		barrel3				model						re-scale			
41		rock6				model						re-scale			
42		rock7				model						re-scale			
43		lava_pipe1				model	re made					re-scale			
44		lava_pipe2				model	re made					re-scale			
45		crain1				model						re-scale			
46		building1				model	remade					re-scale			
47		wire1				model						re-scale			
48		beam4				model						re-scale			
49		beam5				model						re-scale			
50		rock8					model					re-scale			
51		spike_rock4					model					re-scale			
52		spike_rock5					model					re-scale			
53		box1					model					re-scale			
54		box2					model					re-scale			

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
55		cog2					model			UV Unwrap		re-scale			
56		cog3					model			UV Unwrap		re-scale			
57		cog4					model			UV Unwrap		re-scale			
58		bush1					model					re-scale			
59		hedge1					model					re-scale			
60		ramp1					model					re-scale			
61		small_pipe1					model					re-scale			
62		small_pipe2					model					re-scale			
63		small_pipe3					model					re-scale			
64		small_pipe4					model					re-scale			
65		tree					model					re-scale			
66		bolard3					model					re-scale			
67		plote1					model					re-scale			
68	concept	zeplin1						model/retop				re-scale			
69	concept	zeplin2						model				re-scale			
70		saw_trap						model				re-scale			
71		hot air balloon2						model				re-scale			
72		bridge1						model				re-scale			
73		cog5							model	UV Unwrap		re-scale			
74		bridge_beam1							model			re-scale			
75		broken_pipe3							model			re-scale			
76		sign4							model			re-scale			
77		sign5							model			re-scale			
78		sign6							model			re-scale			
79		sign7							model			re-scale			
80		sign8							model			re-scale			
81		sign9							model			re-scale			
82		tank1							model			re-scale			
83		tank2							model			re-scale			
84		tank3							model			re-scale			
85		tank4							model			re-scale			
86		tank5							model			re-scale			
87		road block1							model			re-scale			
88		house wall1							model			re-scale			
89		house wall2							model			re-scale			
90	concept	cyber_bike								block_out		re-scale			
91	concept	car2								block_out		re-scale			
92		bridge_2								model		re-scale			
93		lamp3										model			
94		lamp4										model			
95		lamp5										model			
96		turret1										model			
97		turret2										model			
98		turret3										model			
99	large asstes														
100		track						model/uv unwrap							
101		buildings							model/uv unwrap						
102		traps						model/uv unwrap							
103		other							model/uv unwrap						
104		train1									model	re-scale			
105		caridge1									model	re-scale			
106		careo_train1									model	re-scale			

[illegible]

Overall I think I kept on target and made each model by the time they where needed. my original production plan was much simpler than my end one probably because I wasn't sure on what models we would need for the level, if I had enough time I would have liked to have UV unwrap all the models so that they could have been textured. I think that the production of all the assets ran smoothly but next time I would like to have had the concept art earlier so that I could spend longer modelling the main assets.