

Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

Production Diary

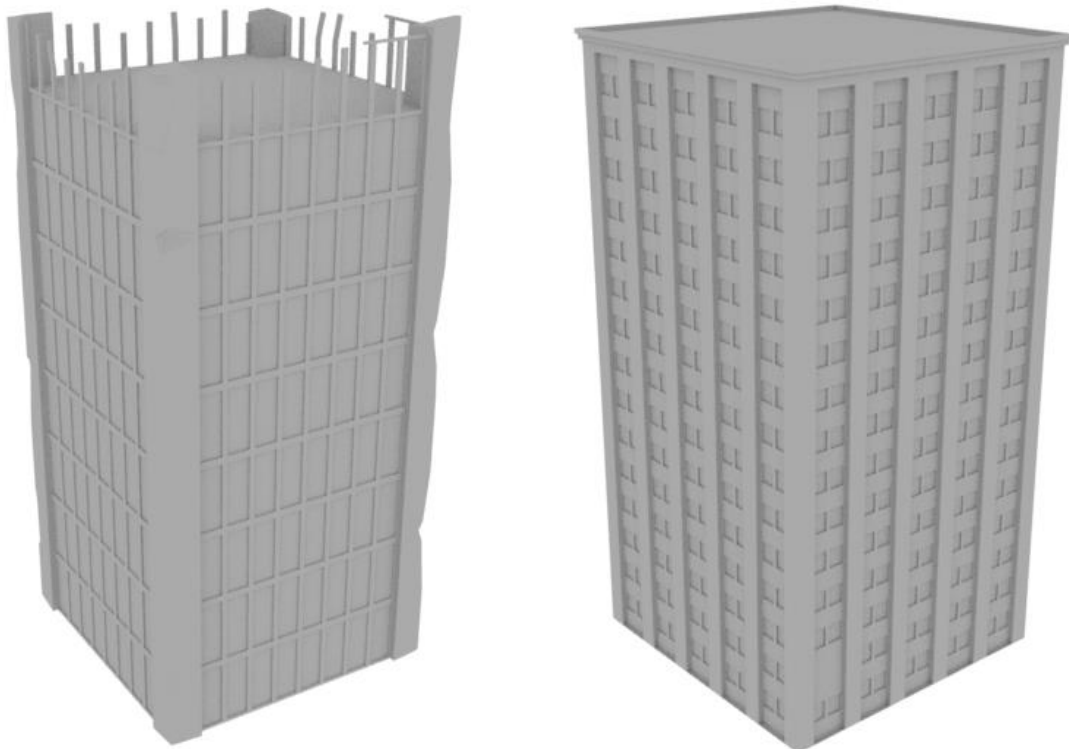
Creative Practice 4 - M5X01569

Introduction

This production diary will document the work I am undertaking to see to completion our working project, titled Neo-Drive which was begun last year, producing a functional and fully detailed racing game, spanning three different levels each with different settings in a single cohesive game. My primary role is as a Modeller within the wider group and our level team, with overlap in to making concept art as a concept artist and texturing models as they are completed during the project.

28/01/2019 – To refresh and orientate the Class team as well as the individual Level teams, we had a brief meeting on the overall progress of the project thus far, including recapping the block outs of the levels, re-addressing roles and with each member stating their intent and planned work going forward with their individual roles and in the team levels.

Our team, formerly the 'Overgrown city' team, decided in this lesson to alter our levels theme, whilst keeping the premise of an abandoned and decaying cityscape at the core. We opted for an Art-Deco blend of architecture with some futuristic elements, though keeping true to a more retro-futuristic vision of the 1930s skyline, albeit in a state of disrepair and decay. This allows us to draw upon both *The Last of Us* still, for inspiration towards the cities condition, but also allows us to use elements from the *Bioshock* series, particularly the architecture and advertisements that are found in the world of Rapture from *Bioshock* and its sequel.



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I myself will be re-doing a portion of my models, as I felt they were ill suited for the new theme, as well as my general improvements when making additional models, including in the complexity or scale of said models.

Referred to Scott Rogers *Level Up! The Guide to Great Video Game Design* to take inspiration for some of the aspects of my model work, working more closely with the level design than I previously did, particularly referring to Chapter 9 about level design for ideas with how to proceed.

29/01/2019 – Began and completed work on the road awnings that will decorate the race track and prop tracks below the map, as well myself beginning work on a street lamp better suited to the art style of the Art-Deco architecture our team elected to go with.

Conferred with the team on whether to use Trello, which the team was fairly in favour of using instead of a Gantt Chart, which some members of our team found difficult to use effectively last semester.

30/01/2019 – Conferred with the team on Concept, spent time going through present work and looking for further inspiration in actual cityscapes, such as the Bund in Shanghai and the Art deco high-rises of New York City.

31/01/2019 – UV-unwrapped the street lamp, ready for painting work, which won't begin until a more substantial body of prop work is finished, and UV unwrapped for painting, to be done in one go rather than beginning to model, UV unwrap and then Paint a model one at a time.

Began work on fifth building prop for scene. Was a bit of confusion on my end with what the Concept art was showing as the angle, so I ended up making a model that wasn't the correct angle. Re-started work on the prop, as it was an easier fix than proceeding with what I had initially on the model.

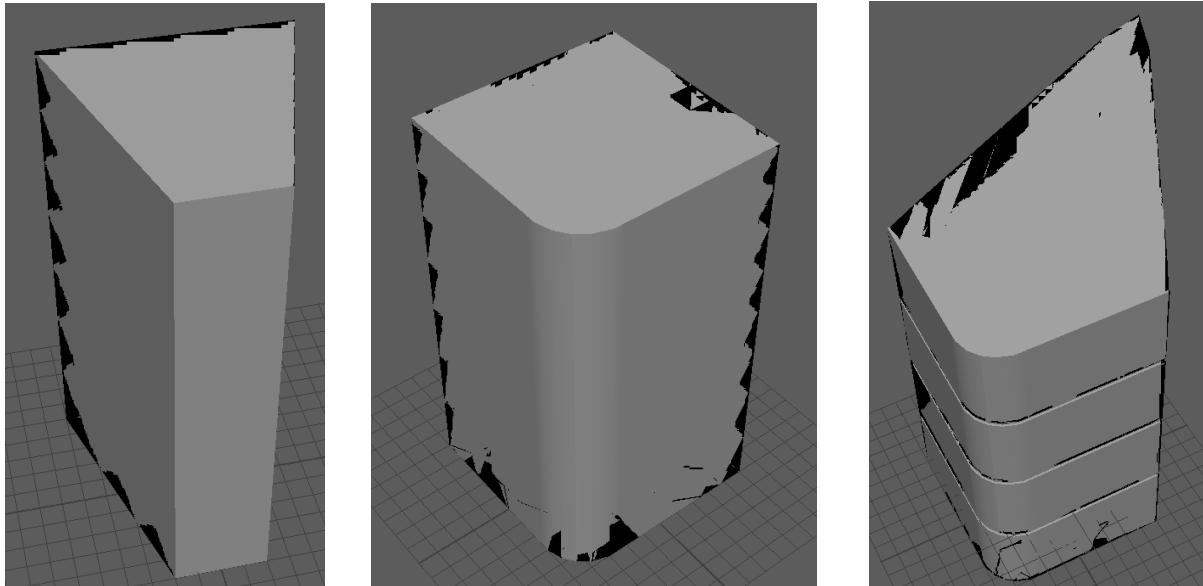


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The interpretations of the angles that I initially had. The first image being almost correct, but with the smooth edge being the *point* of the diamond shape.

01/02/2019 – Updated the team with the recent progress on the models, informing them on what's been done, and what I am to have done over the coming days. I've decided to go in to greater detail when modelling the props, rather than relying upon Substance Painter to create a detailed final model, as Substance Painter with my previous experience has proved unreliable for creating a detailed final model on its own, such as window frames or dents and scarring on building props.

02/02/2019 – Focused on one prop for work today, using quad draw to fix gaps and disjointed Vertexes, as well as gaps in the faces. This occurred due to me adding details as an afterthought, such as window frames, which led to gaps and ngons in the model, which can be resolved, but taking time to do so.

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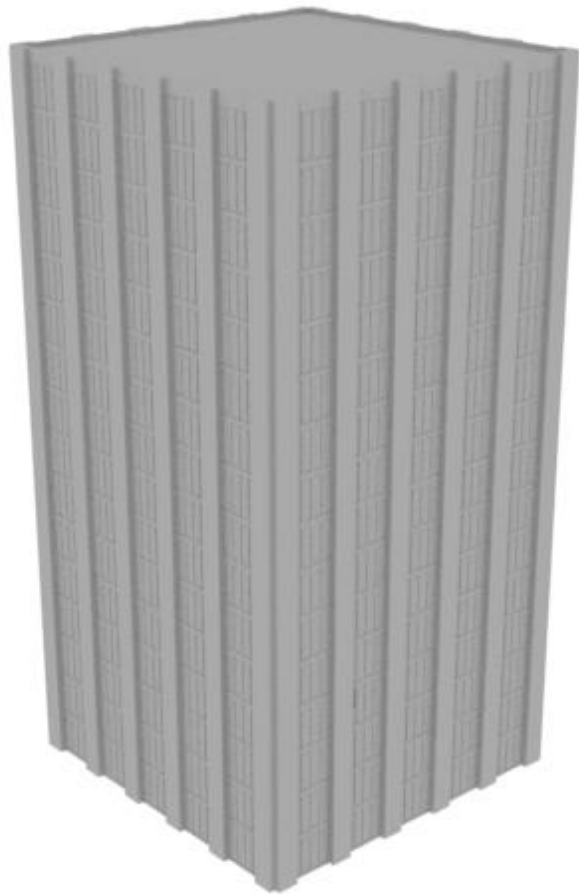
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04/02/2019 – After further work on the prop model, now referred to as the second re-do model, I found that not only were the upper edges of the model vertexes disconnected, needing to be quad drawn back together, but that most of the model had double vertexes and gaps in the edges of the model. As a result, I've decided to re-start the model from a previous save, with a different design. This won't be a major issue, as I relied upon my own ideas for the model, rather than concept art created by Joseph or another artist within the wider project.

I also created a Gantt Chart, predicting what would be required during the project and how long I'd have for its completion. I established a cut off point for the UV Unwrapping of all models, where past that point any and all models would need to be UV unwrapped, with ones that aren't yet completed to taking a backseat to the UV work. However, Joseph will be helping to UV 5 of the building models, thus allowing me more time to work on the models and then texture them, which I've agreed to do.

10 building models have been proposed to give variety to the level, though it may be altered as the project develops, though at present I believe the workload shouldn't be too much of a difficulty, thanks to the amount of time available, should any difficulties be encountered with the modelling. If time is eaten away due to any difficulties I've encountered during modelling, I've accounted for this to ensure that at least some of the models will be driven to completion, if I stick closely to the UV stagger point that I've included in my Gantt Chart.



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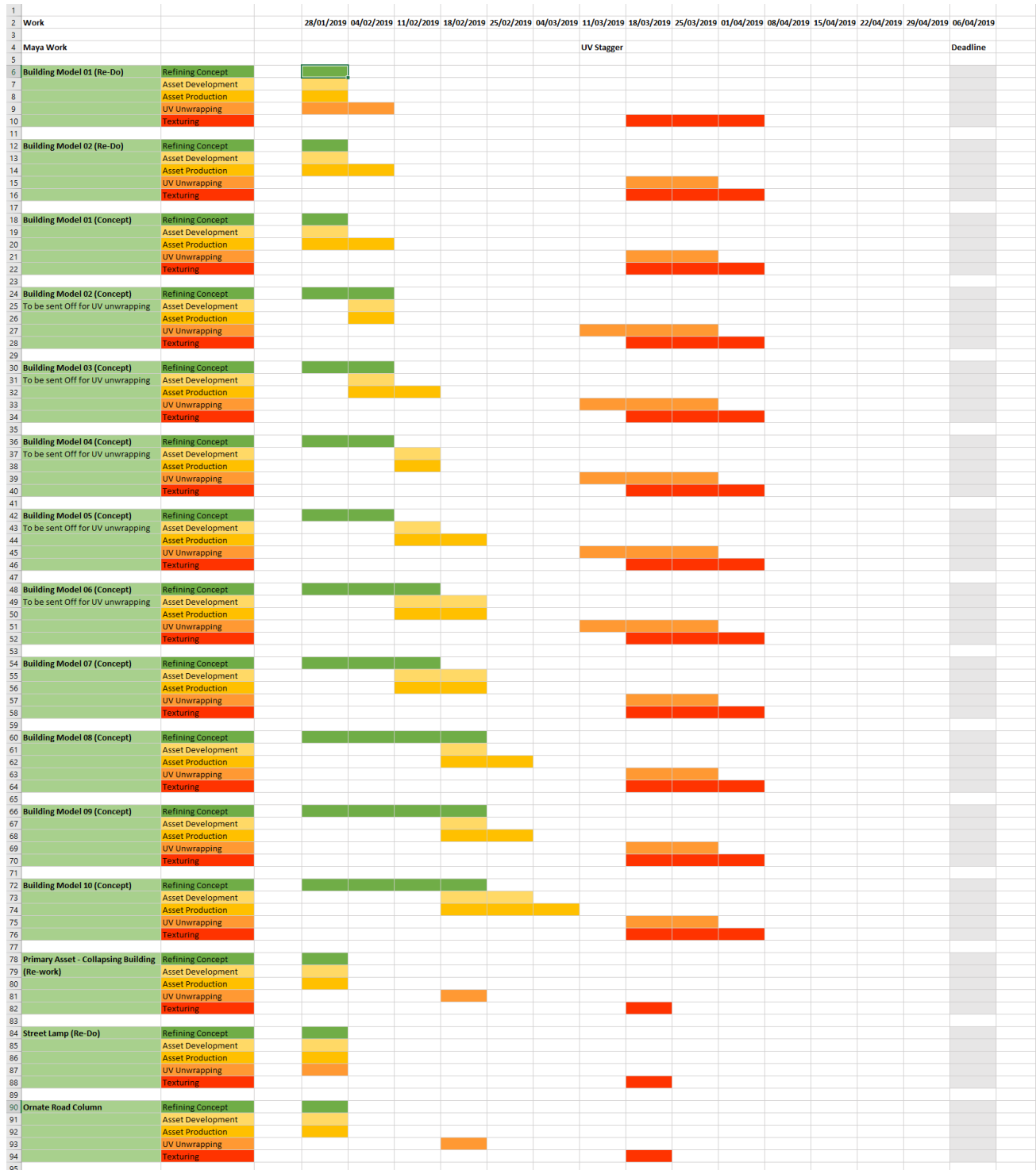


Figure – Estimated Gantt chart, documenting by the start of each week when and for how long I believe tasks such as modelling, UV unwrapping and Texturing will take.

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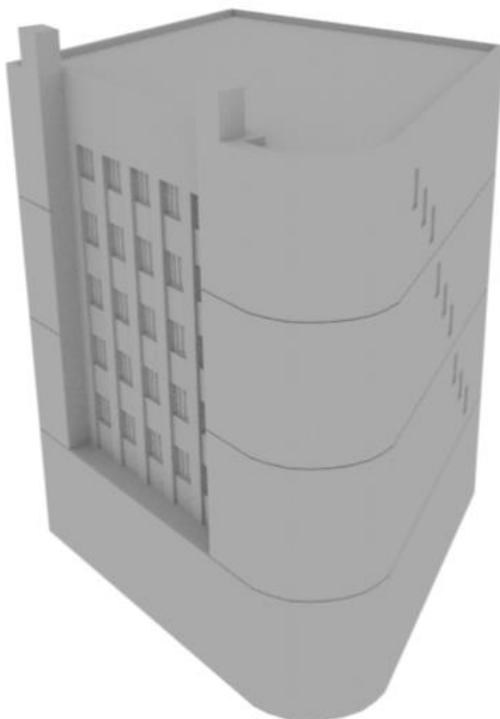
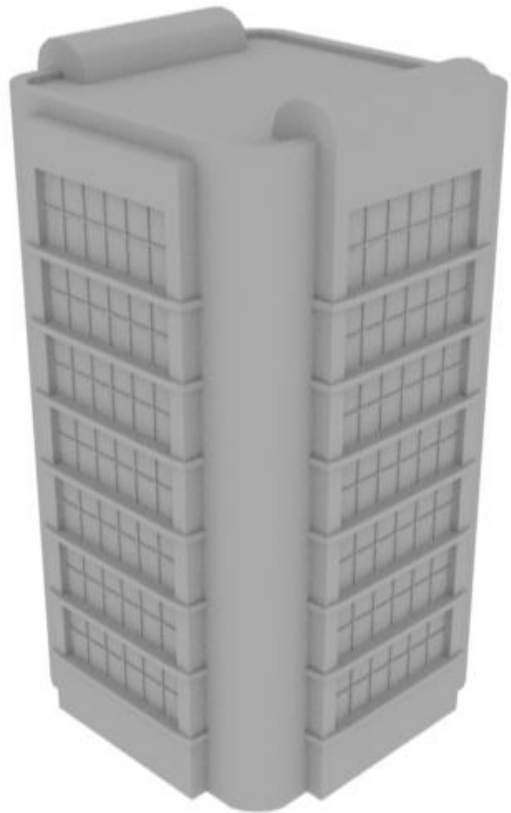
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05/02/2019 – Continued work on the second re-do model, with the progress since reloading a prior save being much better, as well as the general design of the building simply looking better to myself. Team feedback will be received when I've completed the last of the extrusions of the faces that will comprise the windows on the prop.

06/02/2019 – Began work on the second concept art-based building, as I don't want to dedicate too much time toward the re-do of the second model, without having progressed on other models during that time. Got the general shape, though simplified the smooth edges as creating too many divisions with the multi-cut tool made unified corners far too complicated in the final model. Formed the basic model of the second concept art-based building, with details for windows to come.

07/02/2019 – Finished the model work on the second Re-do model. This completes both buildings I was doing without using concept art. All further buildings I'll be doing will be using Concept art from this point onwards. Reviewed the present list of concept art, as well as reviewing what will need UV unwrapping by myself and Joseph, as laid out in my Gantt Chart.



08/02/2019 – Worked on the first Concept based model, which I had begun previously. Added windows on to the side of the building, whilst working on finishing minor details of the shape to make it more defined as a proper shape.

09/02/2019 – Finished the work on the second concept-based model, with the first concept-based model progressing very well. I'll be consulting the team on Monday on whether to include an entrance on the first concept-based model or to not. Modular design discussions likely will be raised on the Monday, but for the moment I'll continue using the concept to do the additional building props. Progress is thus far steady, and I adjusted the Gantt Chart accordingly, whilst keeping one version to reflect what I planned for initially, versus the one I have reflecting what was done on each day.

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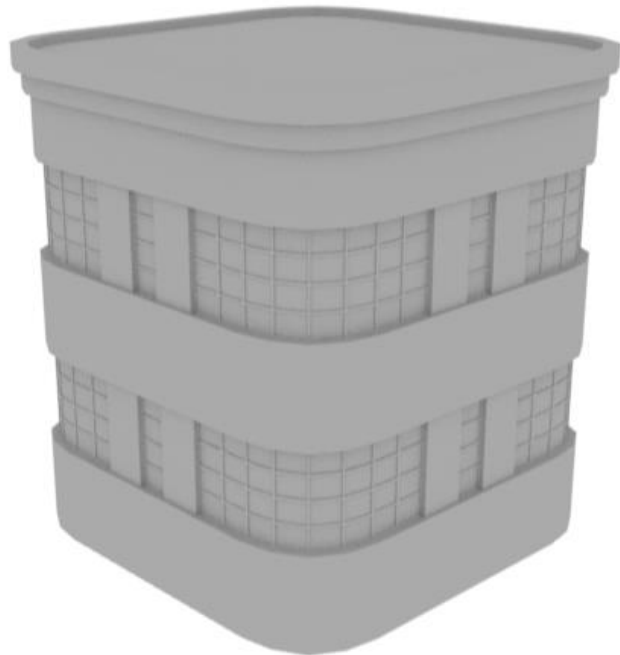
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11/02/2019 – Found out today off Joseph that Hayden began work on third Concept Based model. This was unexpected, but a welcome distribution of my present workload. I've adjusted my Gantt Chart to show this, making my Gantt chart further still from what was initially planned. Generally used the day to organise my planning work, as well as establish a Trello with the rest of the Overgrown Level team. Set up the Trello cards and lists to ensure the team was able to effectively collate and relate information via the Trello.

12/02/2019 – Discussed the progress on the project in general with my team, as well as checking the progress on the Trello, and what Hayden planned to work on in addition to the third concept-based model that he's working on. For ease of reference, I'll be referring to the model as the Diner. I'll be reviewing my Gantt chart again, though at this point I've completed the modelling of 4 Building models, 2 Prop models. I'll consult with the team on what to begin as the next model for our level.



14/02/2019 – After a day taken due to illness on the 13th, I Began work on the fourth concept-based model. Attempts to follow the concept as closely as possible were rather fruitless, due to the complexity of making the individual frames through extrusion and the multi-cut tool, so I decided to differ the windows themselves in to larger sections, making modelling easier, as well as presenting a cleaner model. I do feel that the sense of scale may have been lost, but thanks to the modular design it may not be that severe when included in the level. I've reviewed once again the cut-off point for UV unwrapping of models. Due to ongoing illness, production was slower than usual, though I have planned ahead to begin work on some Neon signs.

15/02/2019 – With the illness otherwise receding, I decided to UV unwrap ahead of time the smaller aspects of my work, such as the Road decoration of the Ornate pillar awning. This was done fairly quickly, as it was a simple model to UV unwrap, though I did have to modify the model slightly to remove ngons that I uncovered when initially UV unwrapping. Began work on a small Neon sign, planning to do additional signs for decoration around the map, perhaps flickering or sparking due to their abandoned nature, attached to buildings or even displayed on the awnings, perhaps as arches over the road.

18/02/2019 – Updated the Trello list, as well as discussing with team members about anything that I may have missed during the team meeting on Friday. Fortunately, nothing intensive has been missed by myself. I'm considering bringing the UV unwrapping forward, as I have what I consider to be an ample amount of building models currently to be UV unwrapped and then painting in Substance

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Painter. Three of the Concept based models that I made have been handed over to Joe for UV unwrapping, allowing me to focus on the model work without referring to the models I've already finished to nit-pick minor details of the model, which ate up a lot of my time last year, though I did incorporate a small entrance cover in to the first concept-based model, making a clear indication of where the entrance is located, though I'll not be modelling doors in to each structure, due to the player being on an elevated track, thus not seeing much of the details of the buildings below the track. This saves time, as well as allows for better details on the upper-most of the model.

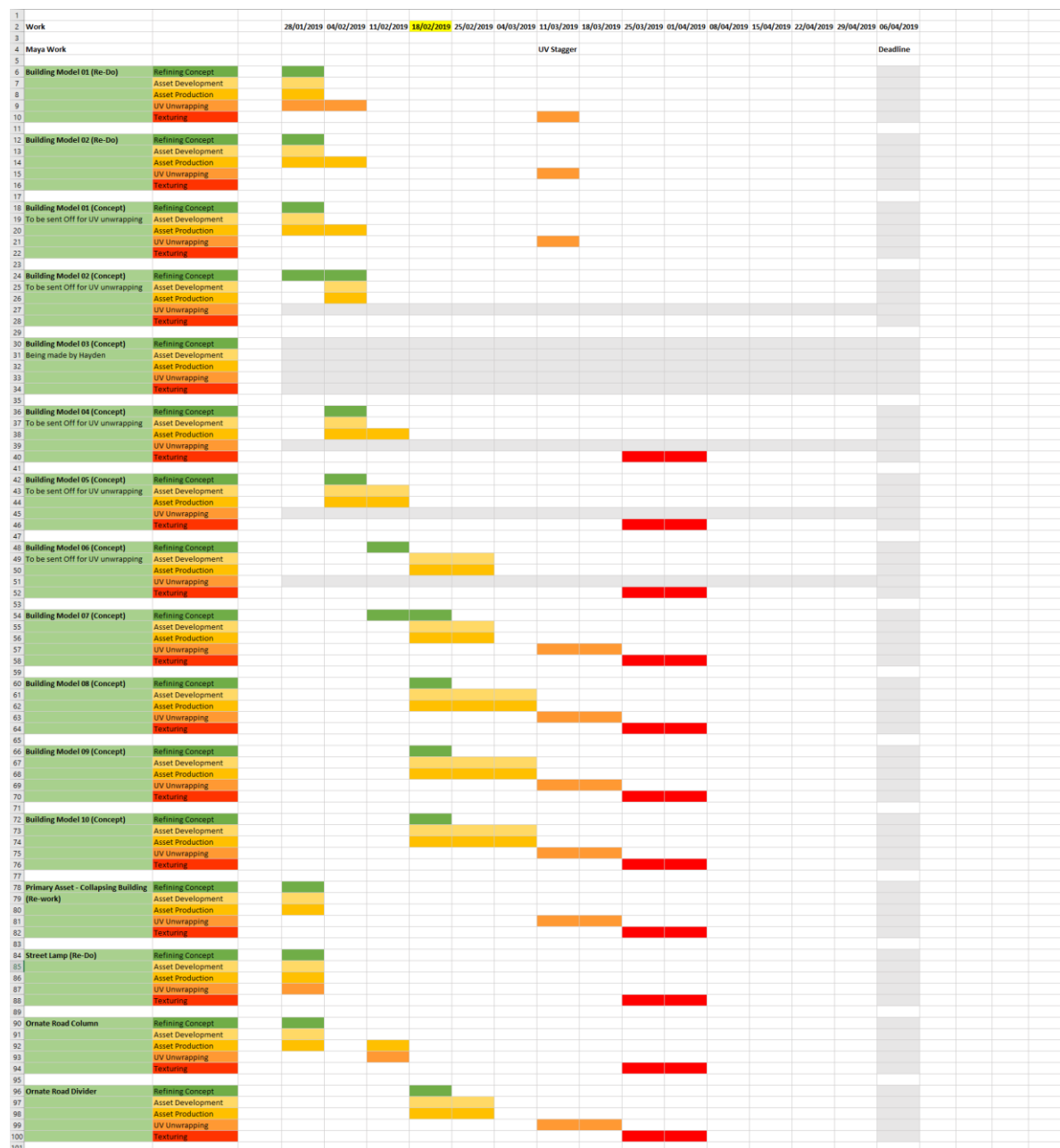


Figure – Updated Gantt Chart, with the highlighted week on display, and the new models listed in the chart. Chart has been altered moderately from estimated original chart.

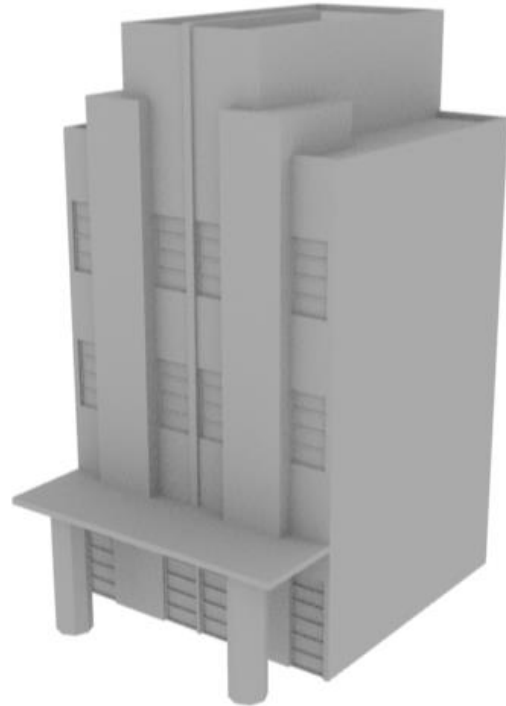
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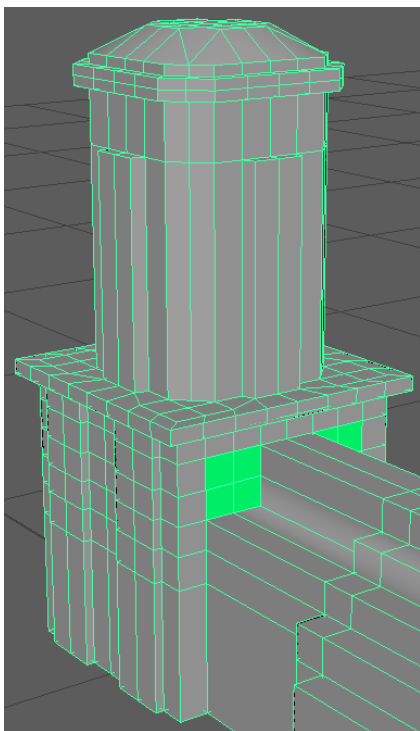
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19/02/2019 – Began work on the Sixth concept-based model, making decent progress on the general shape of the building, as well as getting the window frames sorted for extrusion, giving a bit of depth and detail to the model, even before texture work. Found out off Connor and Matt that substance painter may not be the best option for texturing all the models, but adding lamberts to the model, splitting the model in to sections in Maya and adding textures in Unreal, may be a better option. I'm not familiar with the technique, but it's something that would be of great aid to saving time on each model's production.



Altered my Gantt chart to include a highlight, showing which week I am working in as my project proceeds, for ease of reference by both myself and team when the Gantt Chart is in the Trello. Also discussed new track pieces, which will be done by myself working off a track section provided by Peredur, once he's made the track pieces. I'll also be working on a road divider, in similar fashion to the awnings on the top of the pillars that will go along the length of the track, though the divider will be lengthier than the smaller pillar header.



20/02/2019 – Continued work on the Sixth concept-based model, extruding the windows and sorting some ngons and disconnected quads, using the UV editor to see where the connections weren't and using quad draw to stitch the disconnected quads together. Started work on the Road divider as well, which won't take long by my estimates, as the general scale of the piece is relatively small and the model not overly complicated.

21/02/2019 – Reviewed my Gantt chart as well as reviewed the progress on the Sixth concept-based model and Road divider. Will have to consult with team tomorrow as to whether the model of the building (Sixth concept-based model) can be regarded as completed, as I'm unsure as to whether the building is detailed enough when compared with my other models.

22/02/2019 – Encountered an issue when attempting to UV unwrap the road divider, as some quad faces became green during the process, which I hadn't encountered before, so I was unsure if it would affect the final model. So, I looked online at

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the Autodesk forums (<https://forums.autodesk.com/t5/maya-forum/green-polygon-faces/td-p/5645163>) to try to find a solution, with some in the forum advising I export it as an OBJ and then re-import it in the scene in an attempt to fix the quad. Also encountered an issue with Maya in University, with intermittent crashes as well as crashes when attempting to open a new file or saving a file, making it nearly unusable. This means I'll have to do further work with my personal version of Maya for the foreseeable future, at least until the crashes are resolved.

23/02/2019 – Due to confusion on my part when working on models, I incorrectly counted the collapsed building as one of the prop buildings, meaning that this newest model I've been working on is in fact the *fifth* concept-based model. Elected to start work on the *Sixth* concept-based model, did some simple block work to begin with, before jumping back to the fifth concept-based model to continue work on that, doing some simple editing of removing excess vertexes which I had missed when originally deleting them, as well as adding further details to the model, such as additional windows for the lowest segment of the model. Slow progress made, due to limited time to work on the models, though I'm well under way with the models.

25/02/2019 – Worked on the Sixth concept-based model, though I did end up losing progress made due to a crash during a period of work without saving, thus setting me back some. This does highlight the need to save frequently, particularly when it comes to working on models.

26/02/2019 – Worked on my Gantt chart, and figured out where I went wrong with the concept-based model tracking, as upon review of the Gantt chart I found that one model I had discounted on the chart as Hayden was modelling that specific one, so whilst it would be the *sixth* concept-based model in our scene, it would be my *fifth* concept-based model.

I also decided to push back the UV stagger by a week, as much some of the concept-based models, mainly buildings, will not be fully modelled until that cut off point, which whilst wouldn't affect the scene thanks to the additional two separate models I have done without concept, I can count those towards the levels city scape. This still leaves four weeks for additional work on either models, or other aspects of the project.

Re-organised my Gantt Chart after a team discussion which led to us settling who would be doing the texture work. Joe volunteered to do texture work, in return for me taking on most of the UV unwrapping of the other models, bar the three that have already been sent off for UV unwrapping to Joe. I'm experiencing quite a bit of burnout with my modelling work at the moment, so I may take a break, depending upon whether it's feasible for me to take any such break.

27/02/2019 – Did some preliminary work on UV unwraps of the second model I made without using concept. Upon review, the UV unwrapping may take a while, but more down to the time needed for the full Unwrap rather than the complexity of it. Most of the smaller models are already unwrapped, allowing me to send them off soon, after the lamberts are added to designate how they'll be textured in the Unreal Engine.

28/02/2019 – Continued work on the UV unwrapping of the first model, though it's a simple process of straightening the UVs and organising them all. The second UV unwrapping will require a bit more work, particularly with the window frames, but it's not a complicated process, simply a lengthy one.

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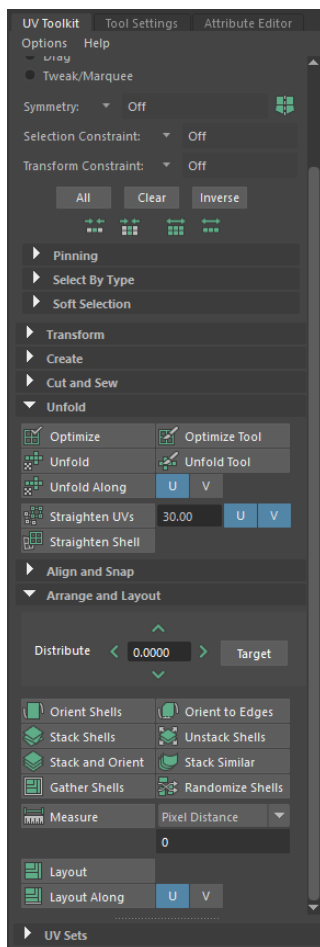
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01/03/2019 – Worked on the second models UVs. Found an easier way to avoid clicking edges in a slow process, by simply selecting faces for the windows and then cutting them, I can easily sew the middle edge separating the two panes to create the exact UV I want, in a less time-consuming manner.

02/03/2019 – Further work undertaken on the second models UVs, with the last of them being finished and promptly unwrapped. The longest part is now sorting the UV's in to an organised and coherent formation within the square used to house the UV's. Reviewed and updated my Gantt Chart, with an aim to keeping my self on track. Thus far, I'm still on track with much of my model work, though two of the UV's have been brought forward. On my list, I've also added further colour coding to denote what has not yet been done, what is underway and what is completed for each specific model, to help me keep up to date with my model work, as well as keep track of what I have and have not completed.

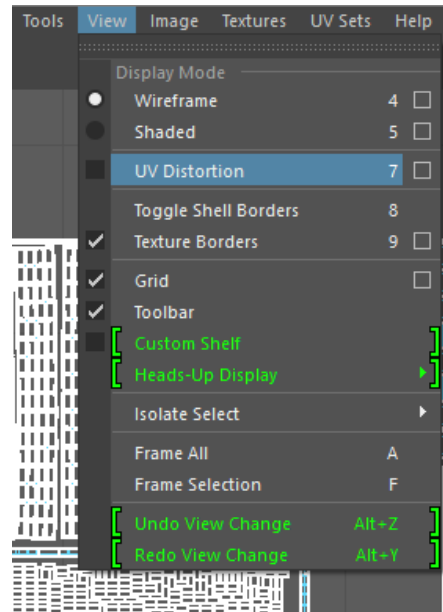


05/03/2019 – After smaller UV work over the weekend, as well as a sickness bug on the Monday, substantial progress was made

on the UV unwrapping work as of today, including general progress on both the first and second non-concept based building models. Was reminded of the Arrange and layout tools, such as stack shells, gather shells, etc. This can save time, but I'm cautious with over use of the tool.

Also went through the UV distortion side of inspection. Whilst the second model showed little to no stretching, the first model did show signs of distortion, with blue and red appearing quite frequently on the corner points of the building, most likely due to my decision to include damage points on the building, such as chips and dents in the structure.

Both non-concept building models have now been successfully UV unwrapped, and quicker than expected. Judging by how quickly the UV unwrapping itself took for two models, with the arrange and layout tools coming in exceptionally handy and speeding the process along at a much superior rate than I had originally expected to. There was concern as to how high my Poly count was, with the window panes themselves being individual UV's due to my decision to add high detail to the windows themselves, though Matt and Chapers explained a different way of making the windows in future to me, though I'm not entirely sure how it would work and would likely need to experiment with it.



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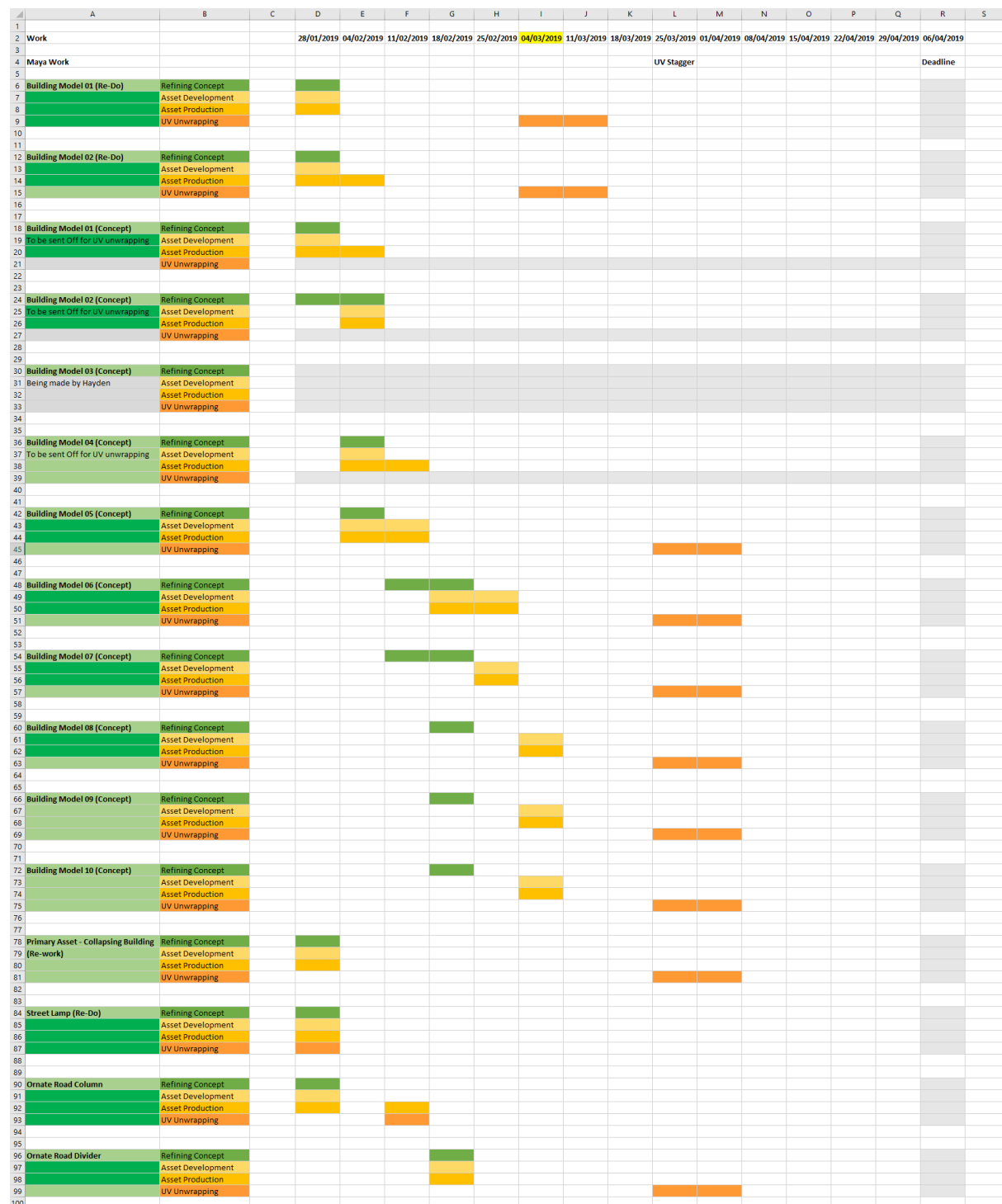


Figure – Gantt chart as of the 02/03/2019, showing the new colour denotations. Green indicates what has been done whilst the light green indicates what needs to be done. The only exceptions would be the top model, the very first building model I made, which at the time of the update doesn't have it's UV's entirely completed, but nearly so, and the primary asset, which is already modelled, which has since been updated accordingly.

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06/03/2019 – Reviewed work for the coming weeks after break from modelling. Concept art for smaller decorative pieces, such as the neon signs, was done today by Joe and shown in Messenger. I'm going to begin work on some of the neon signs, whilst finishing up the seventh concept-based model, which hasn't been finished due to the break I took due to having effectively burned myself out, allowing myself some time to pause and work on other aspects. This time taken has proven beneficial, as it allowed me to review and re-evaluate aspects of my plan, such as the Gantt chart and work outside of strictly modelling, such as work on my UV technique and developing that further.

07/03/2019 – Finished the modelling work on the Seventh Concept-based model, though I may revisit it and do minor detail work, as I'm not entirely pleased with the lack of detail in the indents that were indicated in the Concept Art.

08/03/2019 – UV Unwrapped the road divider, whilst also checking the UV unwraps of the Lamppost and road awnings, both of which were appropriately UV unwrapped. Checked the general appearance of the UV layouts, to ensure they weren't stretched and were neatly arranged for ease of texturing.

11/03/2019 – Due to a stomach bug, wasn't able to do as much as I had wanted to with further UV unwrapping. Majority of models UV unwrapped however, so I'm still on target with the Gantt Chart fortunately. I updated the Gantt Chart version to one for this week, to cover what I have to do within the coming week, accounting for the stomach bug and its effects on my work flow, and what will happen within the team whilst I'm absent from any team meetings or discussions within University. I am fortunately still in contact over Messenger, so this shouldn't be too negative on communication. Started work on the UV's for the Seventh concept-based model.

12/03/2019 – In reviewing my Gantt Chart, I found inconsistencies with how many models I was producing compared to where I sat on the Gantt Chart. I've since corrected the Gantt chart, as I've again mis-interpreted my naming conventions and given an incorrect account of how many models I've modelled, sitting two models ahead of where I actually am. I've produced a total of six prop buildings so far, that includes the two non-concept-based ones.

My distinctions between concept and non-concept-based models has not been as clear as I first hoped it would be, meaning I have missed four targets on the Gantt chart, for 'Building Models 7' up to 'Building Model 10'. This is not too severe, as I've ample models for set dressing for our level, fortunately. I'm also complete with all the props for the track, that have thus far been listed. I will have to also inquire with the progress on the track pieces, as well as the station piece which was discussed with Joseph for the track.

13/03/2019 – Informed by Joe today that the added detail of the window frames has caused additional issues, due to the overcomplicated detail of the model when it comes to the windows, with texture work being far too difficult. Also brought up was the appearance of intermittent Black shapes on the edges of shapes, particularly larger ones, in the scenes of my work, though at this time I'm confident that it is simply due to the scale of the model and the rendering of the model.

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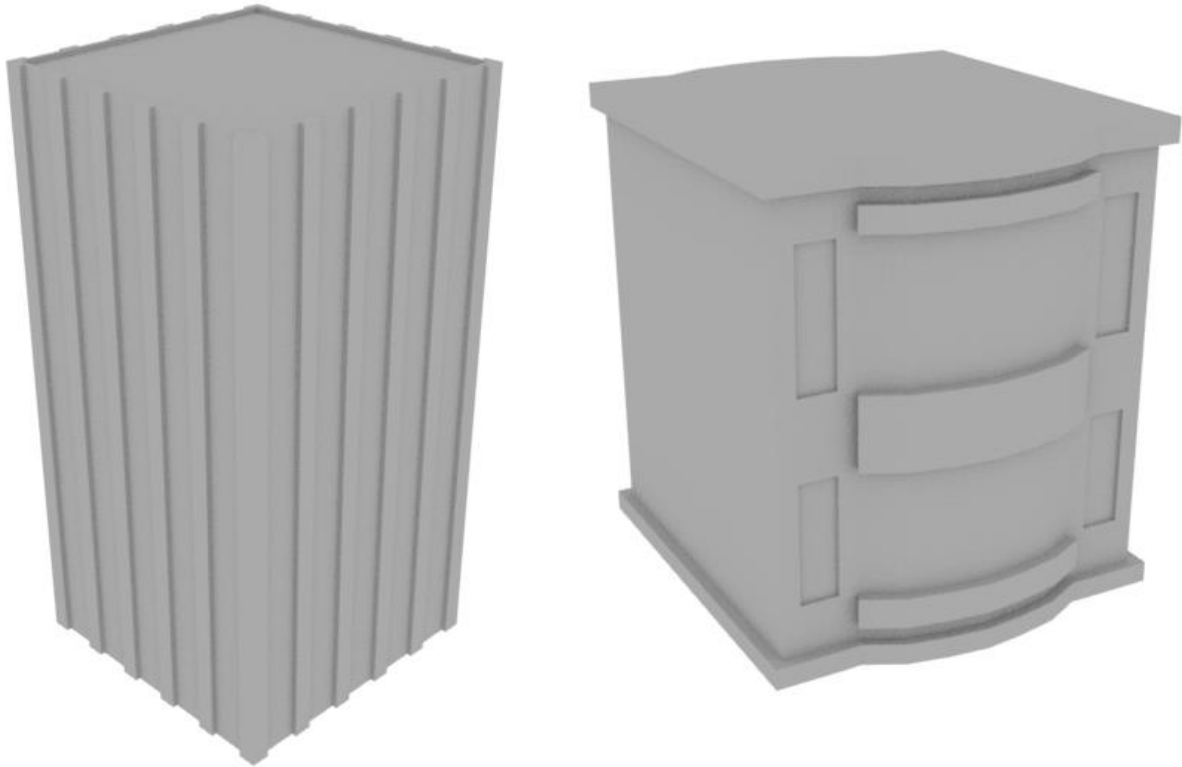


Figure – The new models of the buildings, without the detailed window frames, to allow for easier texture work. Whilst less detailed in the model itself, the details of the windows themselves can hopefully be textured on. This hasn't effected my small prop models, fortunately.

14/03/2019 – Continued work on UV unwrapping. Unsure how best to detail the model, so I'm leaving it down to texture work to make the model appear more detailed, as I'm uncertain how best to layout the model (Subdivisions, number of actual-model details such as indents which can be painted in to as a mold). Finished the UV unwrapping of two building props, ready for further work or sending off, depending on the feedback I receive on them.

18/03/2019 – Conferred with Joe on progress thus far. All UV unwrapped models that have been re-done by myself and finished have now been uploaded to the shared drive to allow for texture work to go ahead. To begin work on the planned Station tunnel which the player will be able to drive through, which I'm allowed to take liberty with in designing due to no concept art existing at this moment for it.

19/03/2019 – Continued work on UV unwrapping of the first non-concept based model, in the second attempt at UV unwrapping after altering the model to remove the detail of the extruded windows and their panes. This has shrunk the poly count considerably, with most of my models, so they've certainly improved in-of at least how much of a stress they'd cause on the game engine itself.

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20/03/2019 – Worked further on the UV I worked on yesterday, which was more complicated than I initially thought it would be. I may have to remove the remaining four building props, as I may not have time to work on them, unless I move the deadline for UV unwrapping forward a week or so, this being the case due to the large station which was discussed in lessons, perhaps being the most complicated asset to work on.

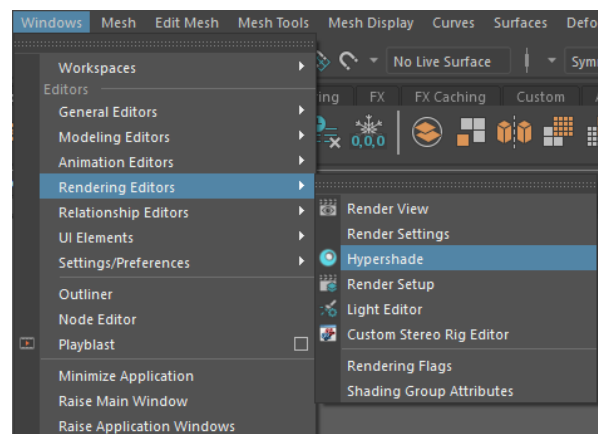
I wasn't able to find much of a solution on this day but completed the UV unwrapping of the collapsing building model, ready for texturing. I've uploaded on the drive, and will inform Joe, preferably when I've finished the UV unwrapping on the re-do of the other buildings UV I'm doing.

22/03/2019 – Further work on the UVs, though limited. General review of my Gantt Chart, as well as general planning for the train-station model, working through how best I can make the model. I've a general idea, as well as just making it as simple as possible, I shouldn't be too pressed for time with the model.

23/03/2019 – Finished work on the UV of the second non-concept-based model, allowing me to finish up the majority of UV work, ahead of the cut-off point I had set for myself. All models which I have finished have been exported as Obj. files and uploaded to the Google drive. Included the train station model in my Gantt Chart list, whilst counting off model numbers 7 to 10 off my Gantt Chart for buildings props.

My reasoning for this is the length of time that these otherwise more complex models will take, rather than working on refining the building props we already have available. Whilst I'm not sure how this will look in the scene and will need to relay this decision to the rest of the team, I'm confident it's the better option, particularly as Hayden as other modeller has been focused primarily on foliage, thus leaving me to do the building work on my own, which whilst not adversely affecting the models I've made, has limited the amount of time I have to make a large quantity of them.

25/03/2019 – Shown how to establish new Lamberts for dragging textures on to the model and keeping them separate in Unreal, thus making texturing work easier. Discussed the removal of the 3 concept-based buildings from my Gantt Chart list (3 as I thought there were 4 but it appears there were only 3), with general agreement that it would be best to prioritise the Train station model as a primary asset for our level, leaving time to come back to it to work on if I get the time toward the end. Adding the lamberts to the models that I previously UV unwrapped, not counting the three that I sent to Joe for UV unwrapping.



Figured out how to work Lamberts as well, with the help of Conor, by selecting the quads I want to form in to a separate lambert, holding the right mouse button and dragging down on the mouse and selecting 'Assign New Material' to create a new Lambert, or to add to a pre-existing Lambert, by selecting 'Assign Existing Material'. I ended using the following sites to find out how to delete a

Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

Lambert, but did find another way to delete the Lambert in Windows, Rendering Editors and then in to Hyper shade, where it brings up a list of the Lamberts. (<https://forums.autodesk.com/t5/maya-modeling/new-how-to-remove-shader/td-p/5463547>, <https://knowledge.autodesk.com/support/maya/getting-started/caas/CloudHelp/cloudhelp/2019/ENU/Maya-Basics/files/GUID-23277302-6665-465F-8579-9BC734228F69-htm.html>). No progress was made with the train station model, which I'll have to start upon tomorrow, if all Lamberts are done by myself in a reasonable timeframe for tomorrow. I'll have to incorporate the Lambert work in to my Gantt Chart also.

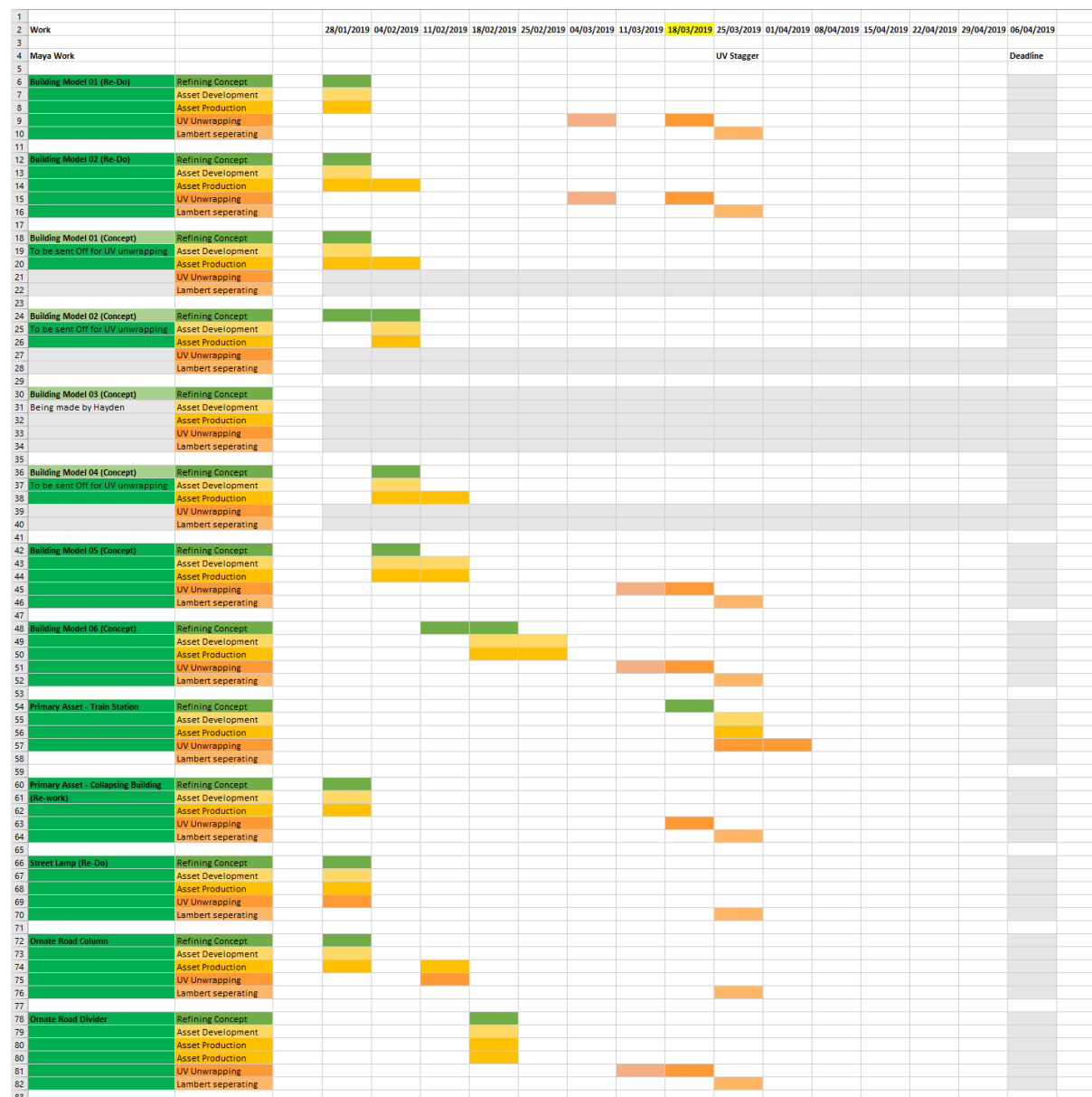


Figure – Gantt chart as of the 29/03/2019, showing the addition of the Lambert work, progress thus far shown in the various fields, and by what week they've been done. Only area of concern being the Train station asset still needing to be modelled.

Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

26/03/2019 – Continued work on Lamberts, finishing all UV unwrapped models and adjusting and adding lamberts accordingly. Generally decent progress, with the Gantt chart also being updated to reflect the progress and processes of my work. Still no progress on the Train Station prop, but I'm confident I'll begin work on it tomorrow.

28/03/2019 – After losing a day to fatigue with the modelling work, I began work on setting out the basics of the model, though no additional details have been included on the model as of yet. Uncertain how best to lay the model out, as I'm somewhat hesitant to attempt Concept art or an Orthographic due to being somewhat unskilled, as well as not wishing to dwell for long periods on one singular model. General detailing work will need to be begun this week, possibly tomorrow depending upon if any other factors or matters arise.

29/03/2019 – Included a key on my Gantt Chart, to better display what the colours on my Gantt chart translate to. Continued work on the train station asset for our scene.

Colour indicates planned work for that week		
Refining Concept		Completed
Asset Development		
Asset Production		Worked on by another
UV Unwrapping		
Lambert separating		
Initial UV Unwrapping		

31/03/2019 – Revised my Gantt chart, to expand the allocated time for both model, UV unwrapping and Lambert work for the train station asset. This has been done due to the model work running over in to next week, thus forcing me to extend the time as it's a primary asset for our scene as well as altering the gameplay experience for the player. The model shouldn't take much more time to complete, but I do wish to test how it will function in Unreal at the earliest possible juncture to ensure it has no negative collisions or otherwise obstructs the player.

01/04/2019 – Must change Lambert names, as having a lambert named "Window" for each separate model causes all models lamberts with the same name to change to the material selected. I'll be applying naming conventions to ensure this doesn't happen, allowing Joe to work on texturing without any significant problems. Likely will take perhaps an afternoon. General work well underway with the Train Station model, as well as establishing the scale as being satisfactory for the needs of the level. (I.e., allowing a car to pass through the centre, not being out of place, etc.)

02/04/2019 – Finished work on four of the building assets Lambert reworks, that being the two non-concept-based and two non-concept-based models. The other models that are based on concept having been sent to Joe for both UV unwrapping and Lambert separating, which has since been completed. Minor model re-work of the collapsing building, as I noticed Ngons in the upper half of

Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

the model, which I've since corrected. Removed all the previous Lambert models and I'm now updating them and then uploading them to the Google drive to be accessed.

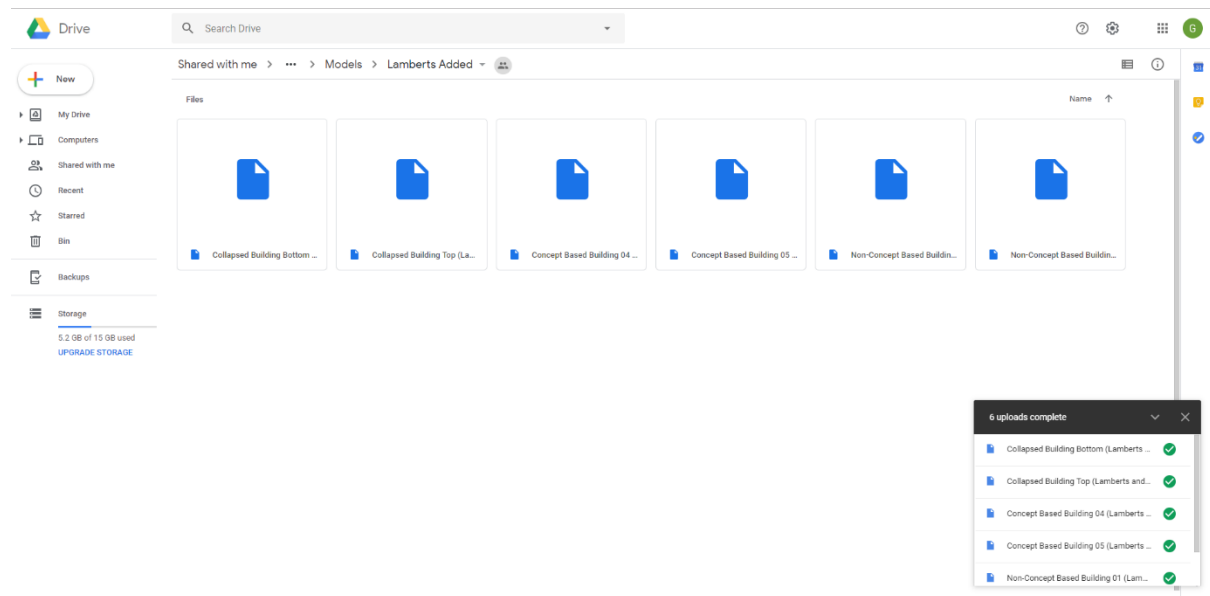


Figure – Joint google drive for the project, with the image depicting the models I have presently unwrapped on the 02/04/19 with additional ones to be uploaded as and when they're finished. Additional 3 models not shown, as they're being UV unwrapped and lambert separated by Joe, then uploaded later.

03/04/2019 – Continued work with Train station model UV unwrapping, with progress looking good and ready to complete the model within the adjusted time frame I put in my Gantt chart. Progress was slowed due to developing illness, but confident that the deadline will be met for the model completion, without forgetting about the tunnel segment itself.

06/04/2019 – Finished lambert and UV work on both the Train station and the Train tunnel for our track, uploaded to the google drive. Any further models will likely be outside of my Gantt Chart listed, meaning I'm on track with my work.

07/04/2019 – Updated the Gantt chart to reflect the latest work I've undertaken, as well as updating the finished model list. Further models may yet be given to me for work, but this remains to be seen.

13/04/2019 – Inquired with Peredur about how to do a turntable for presenting my model work in the video piece for the hand in, which he used last year. Whilst the response was a bit unclear, I will attempt to implement it, as it does present a much nicer quality of the video production overall.

Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

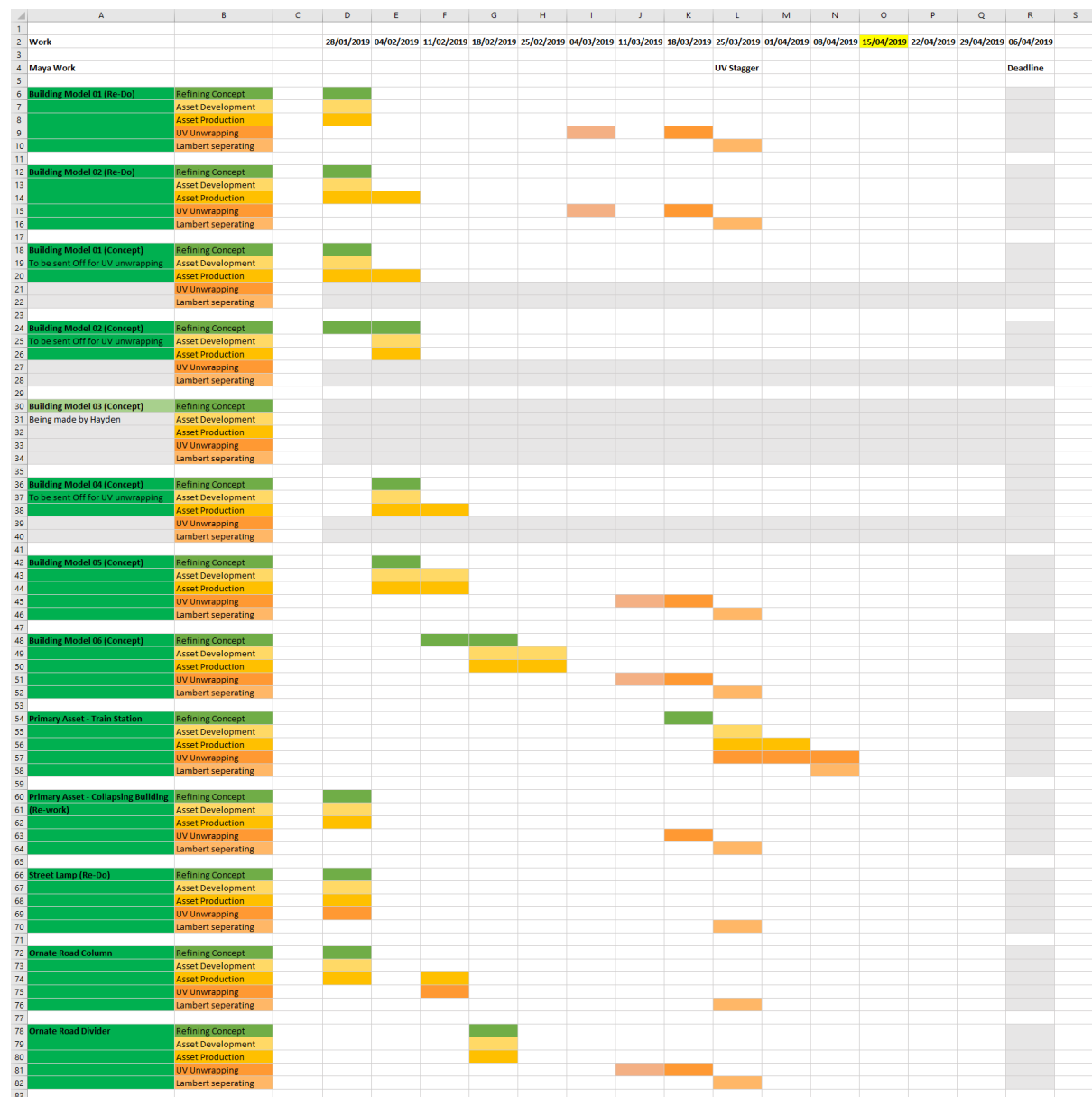


Figure – Gantt chart as of the 15/04/2019, showing the addition of the Lambert work, all planned assets having been completed within the estimated time frame, leaving realistically 2 weeks for any additional work that may be required.

15/04/2019 – Updated my Gantt chart to the present week, as well as accounting for the previous weeks Gantt Chart update. Reviewing my chart, I have by all realistic measure 2 additional weeks with which to complete any additional work but will be away for the 3rd week of Easter, thus giving me a limited window for any additional model work. I've informed my team of this via Messenger, which should help remove the chances of any last-minute additions to my workload. All further time will be dedicated to written work for both this module and my other modules, showing that my planning did indeed pay off.

Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

16/04/2019 – Began some corrective model work on the 3 models I had sent to Joe earlier in the project, as I and Connor are unsure whether or not the 3 have been completed. (I.e., Model corrections, UV unwrapped, Lamberts added) so I've started work on them to complete these 3, just in case. Spoke with Connor about some assets I could do for the scene, he suggested some Neon signs and gave me a video for doing ropes (<https://www.youtube.com/watch?v=T7IVqxvYg9U>) which could be used for more detailed Neon-sign tubing.

Clarification off Joe later revealed that the work had been done, with all models uploaded on the drive on the 1st of April. I had missed this upon prior searches, but this is a relief as it means that a decent amount of the work has been completed. Neon sign assets could be done for further assets to our scene, but this will require further consideration of other coursework.

17/04/2019 – Started on some Neon signs for the scene, smaller, less planned assets which I've not accounted for but will be starting to produce in a much smaller number with no particular pre-planning, so as to provide some more decorative assets for our Level. Found that using cylinders was less efficient as opposed to using blocks as the base for producing the shapes of the various Neon Signs, particularly during initial testing in Maya for what was a better option.

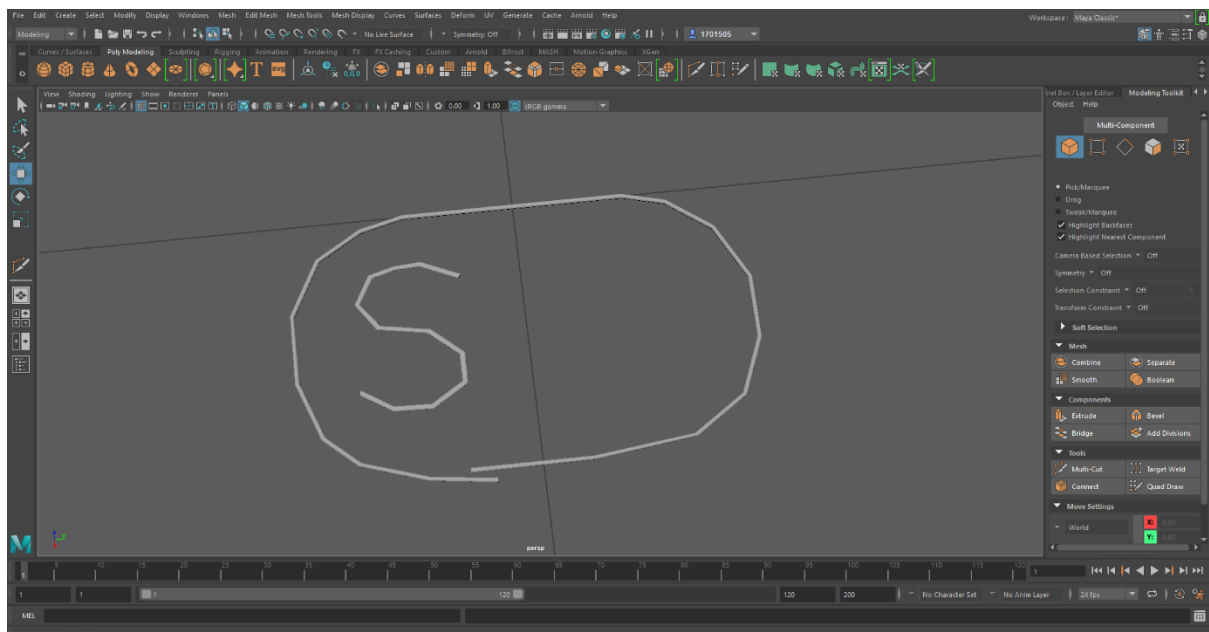


Figure – Image showing the attempted model, which simply didn't work for me visually, nor do I have time to dedicate on improving by repetition with the limited timeframe that I have to work with. Opted for Block work over Cylinders for the Neon signs.

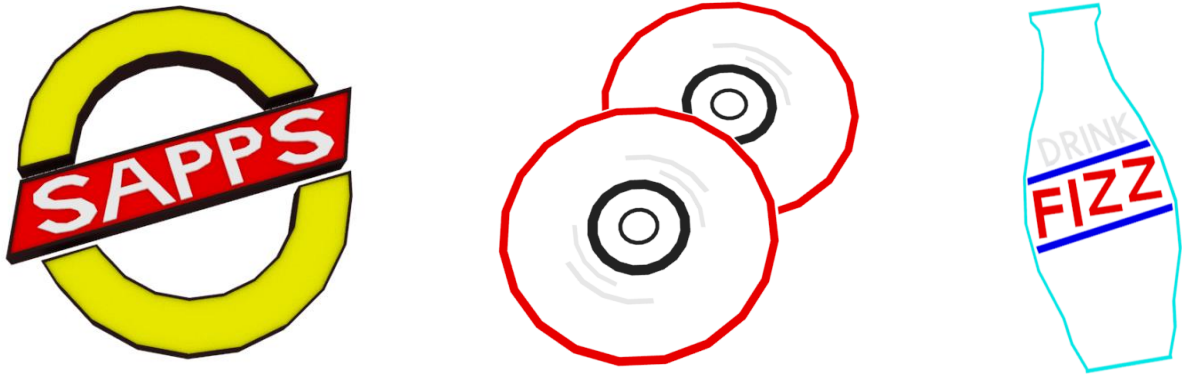
18/04/2019 – Finished work on the second Neon sign, as well as then began a third Neon Sign and completed it. In brief experimentation, it's fairly easy to make signs as well as looking at other possible shapes, particularly when taking influence from the likes of big city high-streets and main streets.

Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

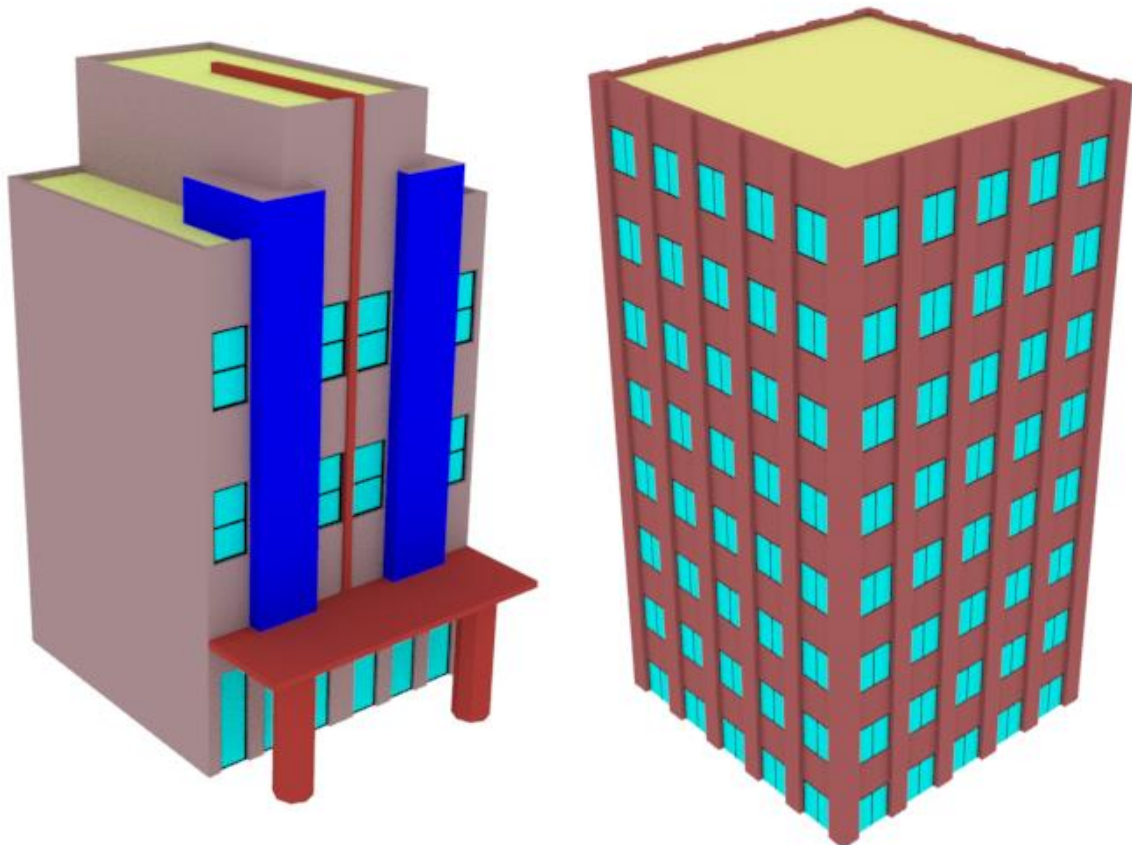
De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

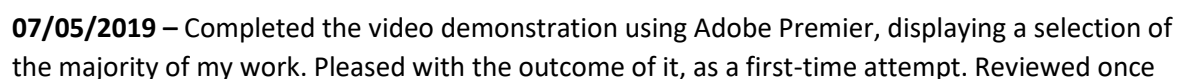


29/04/2019 – Looked at how best to do a smooth rotation around the models I've completed for the final video trailer of my work and contributions. Reviewed two separate videos to see what was the best option and the most effective. (<https://www.youtube.com/watch?v=hWwZp2fLsgM>, <https://www.youtube.com/watch?v=4rJ5cIHkO1c>)

04/05/2019 – Updated my Gantt Chart for the final time, displaying the latest model work and the present week, indicating progress thus far. The latest version lists all my assets, all of which have been completed and labelled as such. The only assets that remain greyed out are assets that I've not been assigned but were planned for at the beginning or assets which I've modelled and delegated further work, such as UV Work and Lambert work, to other people within the team to allow me to continue modelling other assets.



1701505@student.uwtsd.ac.uk



Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

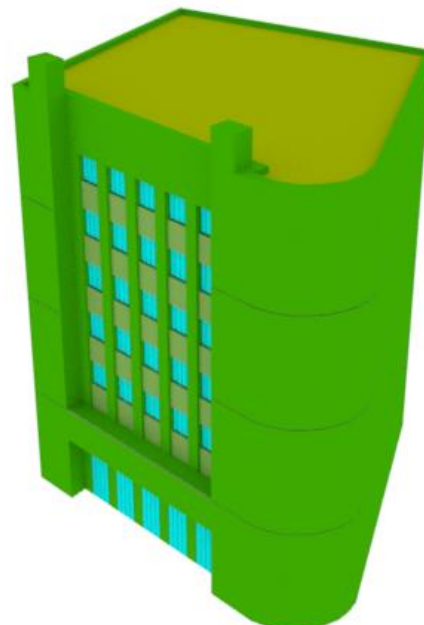
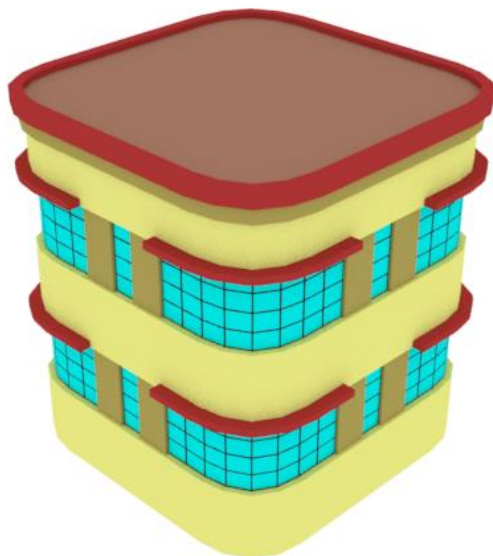
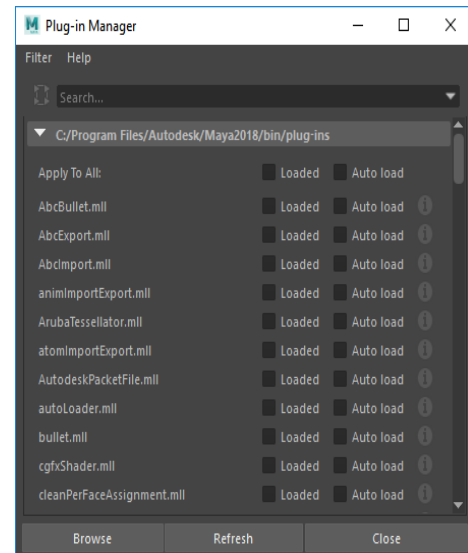
De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

again the Gantt Chart, ensuring no information was missing or hadn't been updated to match work completed within the timeframes I had set.

09/05/2019 – Did some correction work on some models, which I hadn't correctly centred before exporting with Game Exporter. Corrections required use of the Plug-in manager, due to an unknown issue of previously enabled plug-ins simply being unloaded, despite me not unloading them in the Plug-in Manager, where I had to re-enable the gameFbxExporter.mll, objExport.mll and Unfold3D.mll, all of which kept being disabled. A relatively quick fix, but an unusual bug that I need to be aware of, should it occur again (<https://forums.autodesk.com/t5/maya-forum/uv-optimize-and-unfold-tools-not-working-2018/td-p/7705564>).

I may also have to do the three models that I had originally sent to Joe to work on, mainly the UV and Lamberts side of the models, due to lack of clarification on the state of the models thus far, and the models that are on the Drive being without Lamberts. This has occurred somewhat late, but I am preparing the three buildings just in case. Corner Building, the fifth and seventh building in my list, now having been done by myself and put up on the google drive for Connor to access.



Gareth Titley (1701505)

University of Wales, Trinity St. David, Dynevor Centre,

De La Beche Street, Swansea, SA1 3EU. Wales, United Kingdom

1701505@student.uwtsd.ac.uk

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