

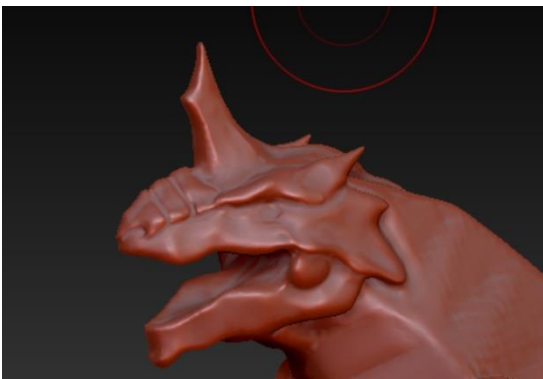
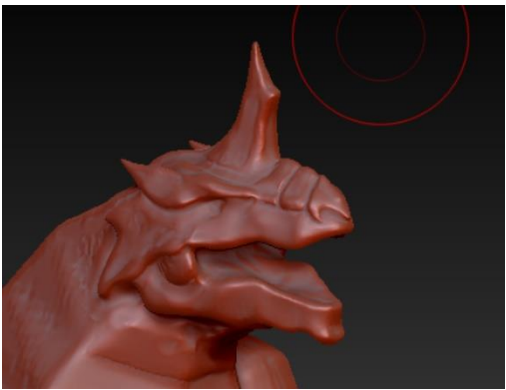
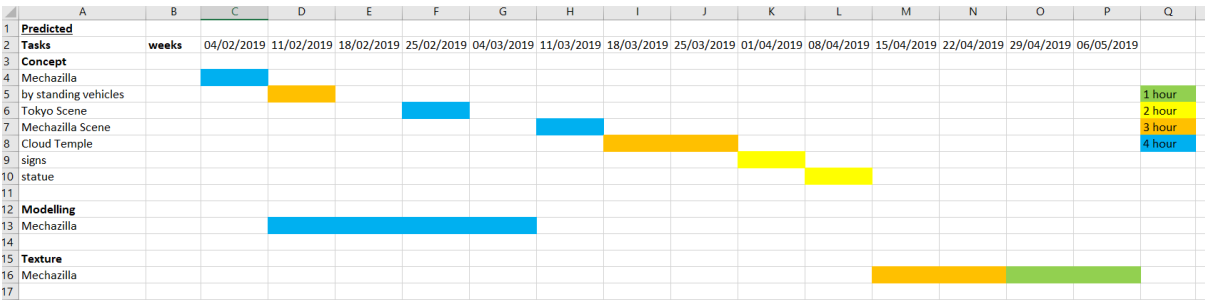
Production Diary

Week 28/01/2019

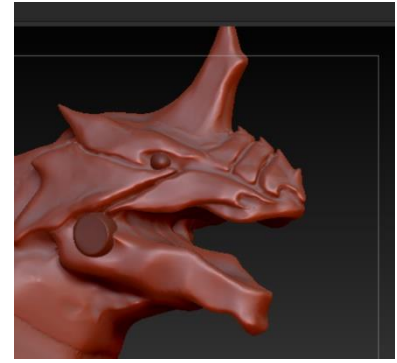
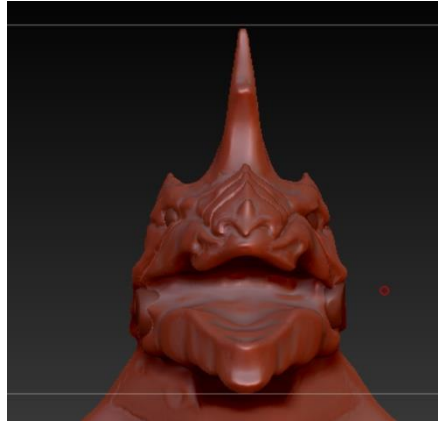
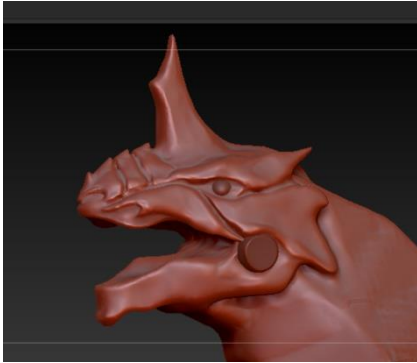
We had a team meeting to decide on the direction in which to take the Neo Tokyo map, we decided to have a mountainous area, in which the players will drive past a cloud temple which will be a temple that is shrouded in mist, to add a scenic point to the mountain area. We also made a Trello which includes a list of new assets we are adding into the Neo Tokyo map.

Week 04/02/2019

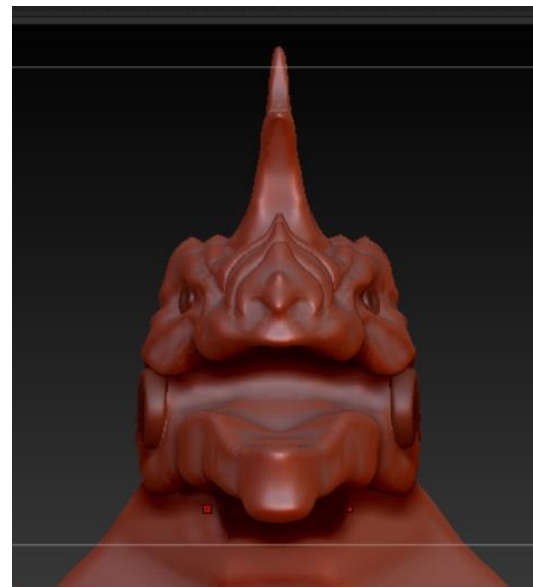
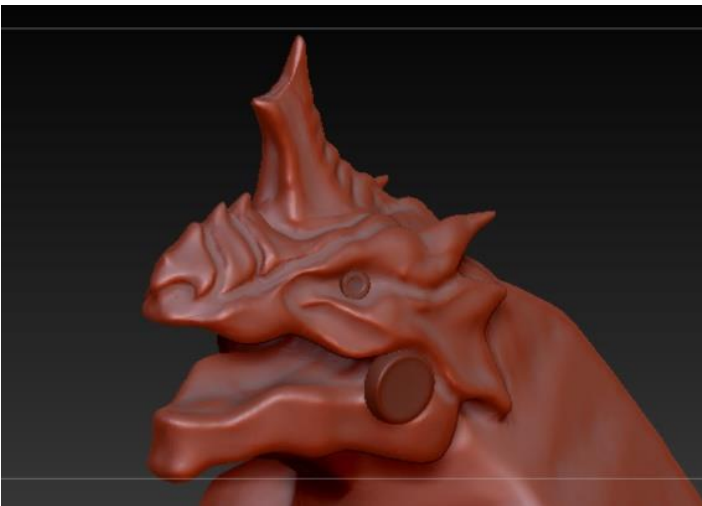
This week I have started a Gantt chart that shows my predicted progress throughout this term and my set tasks that I will be completing, this will change throughout the progress of this project because I will be adding more tasks as I go along and also will be completing a new Gantt chart to show what I actually completed to compare to my predicted Gantt chart. I have also started adding to the Mechazilla proxy model and making it more detailed, I worked closely with one of my team mates to fix the previous problems that I encountered last term.



I encountered a new problem whilst editing Mechazilla, the problem was that I could not mirror the changes I did whilst modelling the head of the creature, however it was working on the body, this is evident in my attempt to manually mirror the changes made to the head, the indentations on one side of the head are deeper than on one side and the symmetry is not accurate.



To overcome this problem, I had to move the model more into the centre of the grid, this fixed the issue I was having, the model was about 0.16 out from being in the centre of the grid, I then went back to a previous save of the model to make sure everything was symmetrical, and then went on to produce a model, I changed the details in the face slightly from my previous design to make the creature feel more complicated when I start adding detail to the head I can see this model turning out to look very aggressive which will fit in with the atmosphere I want the model to give off.



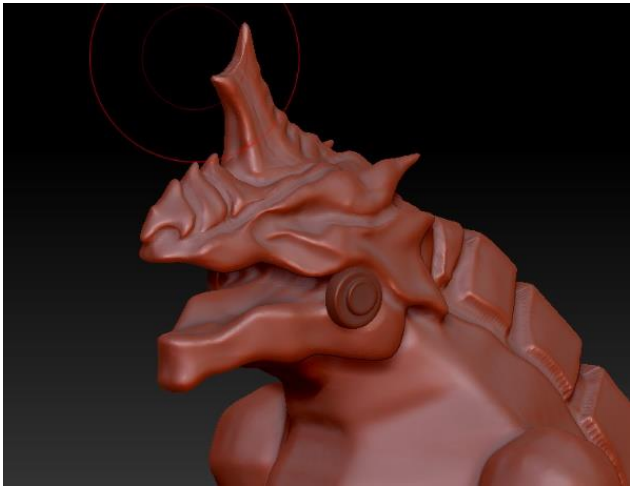
Week 11/02/2019

This week I completed some concept art for the, by standing vehicle and the statue, these are rough and will need to be put in Photoshop if my team decides these concepts are okay to be brought further in to development. I also added a new section on my Gantt chart that involves the Mechazilla concepts I added this tab just to record the drawings I complete when I have a new idea for the design of Mechazilla. I also completed a sketch of how the model will look when the model has teeth and when the neck is partially completed, I am not straying away from my original design, however I am making subtle changes due to certain panels being hard to sculpt from the original proxy model, and not interfering with the animation rig.

I also started work modelling and shaping Mechazilla's back to get a rough estimation as to where I need to start modelling its panels and such, because due to me not being able to change the model to extensively, I may have to model the panels separately. I also added some cylinders in the joints to make the leg and in the jaw look more mechanical. I also created a references page in my production diary which will be located at the end, due to me looking at images to help get a more unique design for mechazilla.

19																				
20	What happened																			
21	Tasks	weeks	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				
22	Concept																			
23	Mechazilla																			
24	by standing vehicles																			
25	Tokyo Scene																			
26	Mechazilla Scene																			
27	Cloud Temple																			
28	signs																			
29	statue																			
30	Mechazilla Concept																			
31																				
32	Modelling																			
33	Mechazilla																			
34																				
35	Texture																			
36	Mechazilla																			
37																				





Week 18/02/2019

I have changed some of the names on The Gantt chart due to myself getting confused as to which section of the Mechazilla is being worked on,

Mechazilla general – bits of the creature I have completed individual quick sketches to figure out what design I want.

Mechazilla scene – a scene of Mechazilla in the city to give the feeling and atmosphere we want in the game, this will help us decide where to place Mechazilla and buildings which will be based off the map layout completed by a member of my team

Mechazilla concept – this is final designs of the parts of Mechazilla or a detailed drawing of Mechazilla

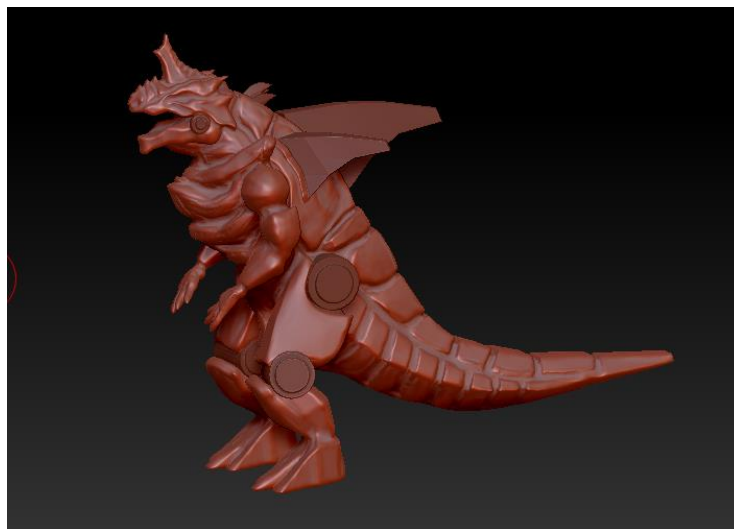
20	What happened																		
21	Tasks	weeks	04/02/2019	11/02/2019	18/02/2019	25/02/2019	04/03/2019	11/03/2019	18/03/2019	25/03/2019	01/04/2019	08/04/2019	15/04/2019	22/04/2019	29/04/2019	06/05/2019			
22	Concept																		
23	Mechazilla general																		
24	by standing vehicles																		1 hour
25	Tokyo Scene																		2 hour
26	Mechazilla Scene																		3 hour
27	Cloud Temple																		4 hour
28	signs																		5 hour
29	statue																		
30	Mechazilla Concept																		New Task
31																			
32	Modelling																		
33	Mechazilla																		
34																			
35	Texture																		
36	Mechazilla																		
37																			

I changed the plates on Mechazillas back to try to fill out the body and torso more and added two rows of spikes on the creatures back I'm not sure whether I will keep these spikes however I will have spikes and will just change the design. I used YouTube tutorials throughout this modelling process to help me understand the program more and to give me tips whilst sculpting.



25/02/2019

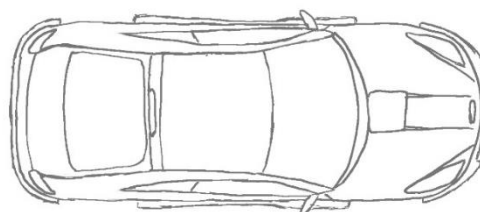
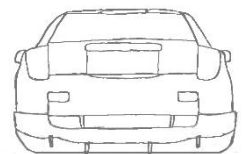
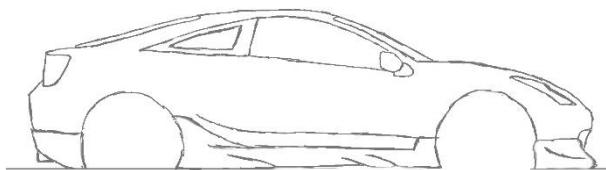
I also started looking at designs on my references page for spikes for Mechazilla and adding in pivot points to the panels on the creatures back to show that the plates move, however I may change these as I have consulted my team and they think they would look better if they were smaller or gone, I have also started looking at designs for the chest of the creature I still need to make the plates on Mechazilla back more flat to make him look more mechanical however all of these fine details I will complete after I know where I am going with the design as certain things are changing from the concept art due to proxy difficulties.

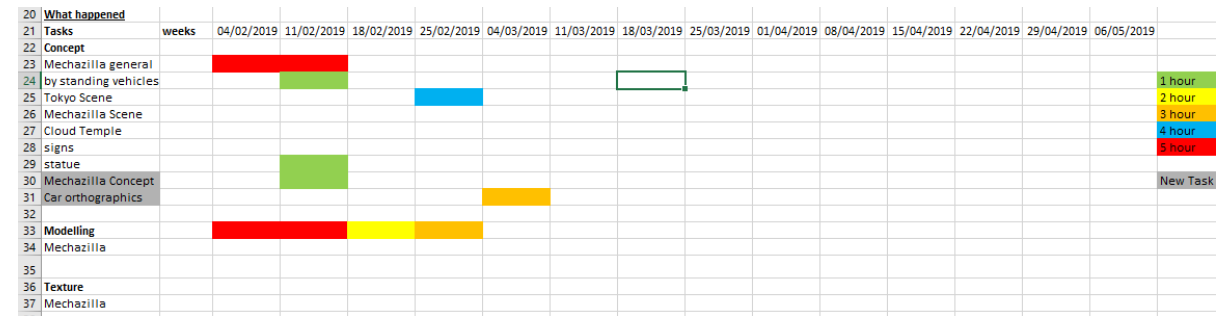


I have also changed the chest piece of Mechazilla due to the chest clipping the arms, the chest now goes over the shoulders making the creature look more mechanical, I chose to take away the circles on the back plates due to there being negative opinion surrounding them. I also changed up the spikes on his back to make it look more aggressive.



I completed the first concept for how I want the overall look and feel of the racetrack should be, I used a lot of bright colours to simulate neon lights and crossed the mountainous area with the city area and put a billboard up with an anime girl to show its got a somewhat Japanese feeling to the city. I used the images from my refences page for the background I didn't focus to much on the sketch due to it being a rough sketch to propose to my team as to how the overall look of the map should feel.



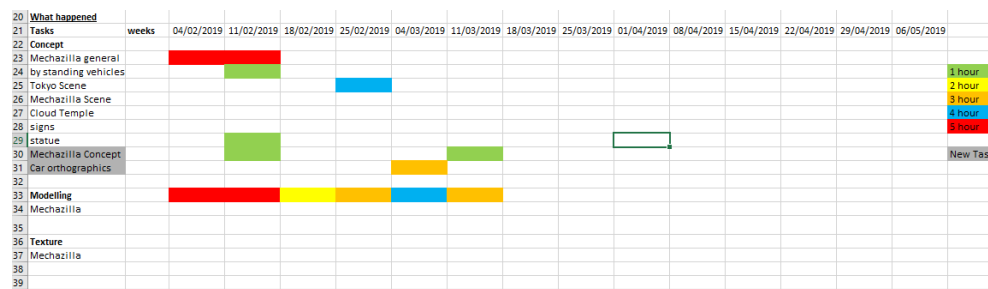
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11/03/2019

I have started placing plates by the ankles, shoulders and elbows of Mechazilla and corrected some parts of the body and legs I was not happy with by using the move topological tool, I then went on to place a sphere on the wrist to make it look more mechanical, with two plates on either side to show rotation.



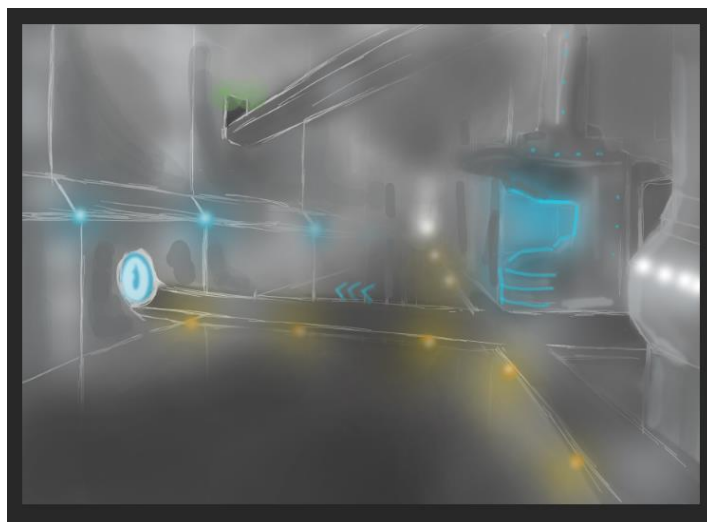
I have also started on a Mechazilla concept to get the colours down for the new body of Mechazilla due to the changes I had to make to the model because I was working off a proxy.





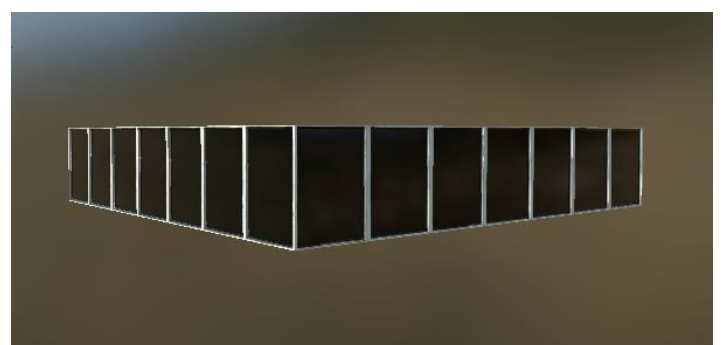
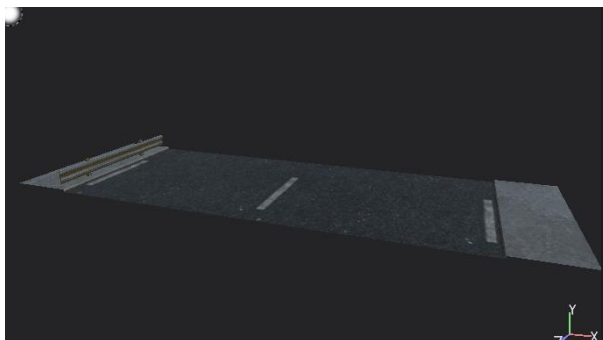
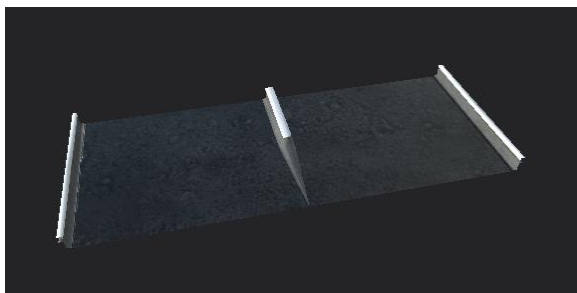
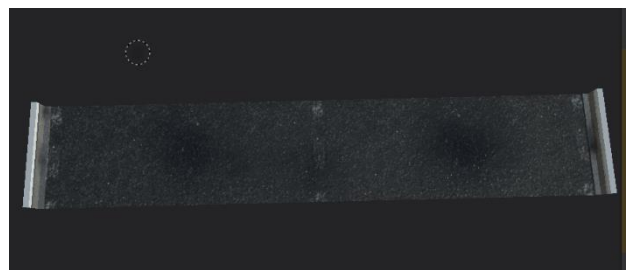
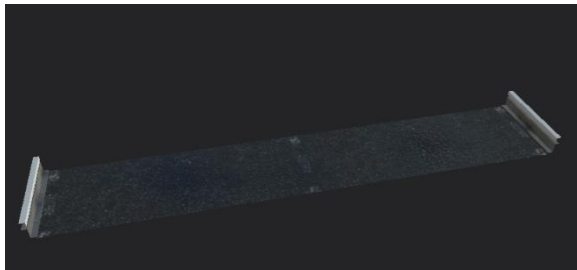
18/03/2019

This week I started a concept design for the colours and theme I would like to go for, for the texture of Mechazilla, I would like to stay true to the design I completed last term, however the design has been changed slightly in certain places mainly in the torso this has been stated throughout my production diary, so I decided to re draw the design to know exactly how I am going to be texturing the creature. I have also completed a quick design of the wall we are having to separate the level in the centre, I deliberately made the buildings hard to make out due to the level being foggy, I tried to capture this in the design with the bright lights slightly illuminating the road way and fading into the back of the piece, I used reference images from my reference image page for the metal of the drawing as I was not too sure what colour to go for the design.



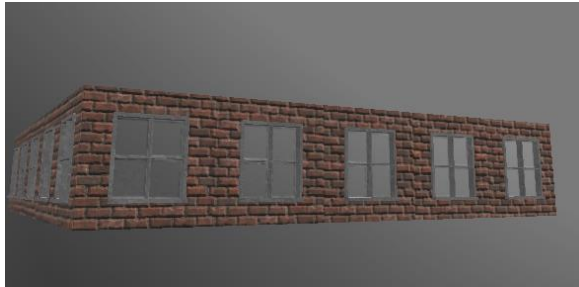
25/03/2019

This week I have started texturing some of the roads for the Neo Tokyo map, I used textures from substance share to make the roads look as realistic as possible. I textured almost all of the road except for two pieces due to figuring out textures for these pieces with class mates Class mates, these are just some pictures of the roads I textured there are two types of roads for either side of the map. I also textured the first building to go into the level which is a sky scraper building, when stacked it look like multiple windows. I also gave my mechazilla model to the member of our team working in the unreal Engine, and he had difficulties with the joints at the elbows, wrists, thighs and ankles, this problem was that the cylinders were to high poly and was making it difficult to render, the spikes were also causing problems as the program was triangulating and seperating the mesh cause it to break apart in the engine and have holes in it.

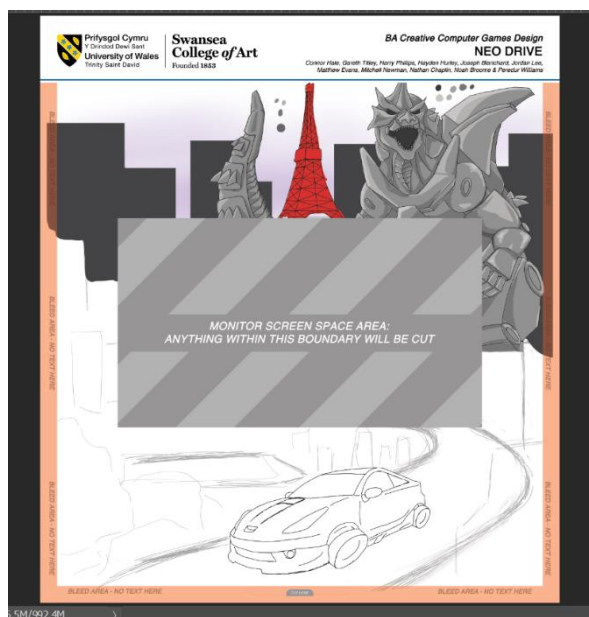


01/04/2019

this week I textured one of the buildings to go in to the poorer area of the map, I chose to make the windows look dirty and tested lighting in a built up area. I chose the brick effect to make it not look as modern compared to the previous sky scraper I textured and I wanted to make it look lived in. I am hoping that the windows of the building is not to reflective on the map and look like windows not mirrors



I worked on the surround for the exhibition I tried to include all the themes we are including in the game which include, Overgrown, Industrial and Neo Tokyo. I feel I've captured these themes within my design however if I had more time, I would have tried to include more of the overgrown map. I used designs from my concept art to come up with the colour scheme for Mechazilla due to us not having a fully textured model yet.



08/04/2019

This week I started experimenting with textures, such as using a burned titanium look for the creature and I finally found the textures I would like to use on the final of Mechazilla, as I am still learning substance painter I am still trying to get used to using some emissive textures for the neon glow, I will hopefully get the neon glow by next week. I used references from my reference page in order to decide that the grey metallic version of Mechazilla would be most realistic and look the most aggressive.



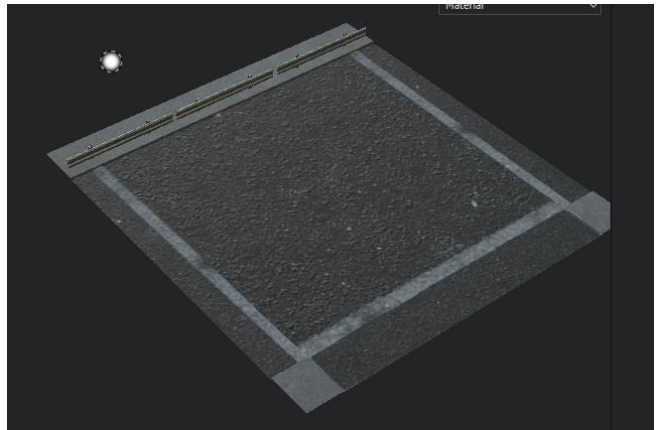
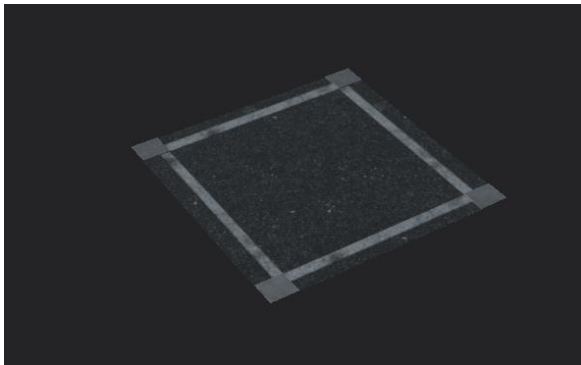
15/04/2019

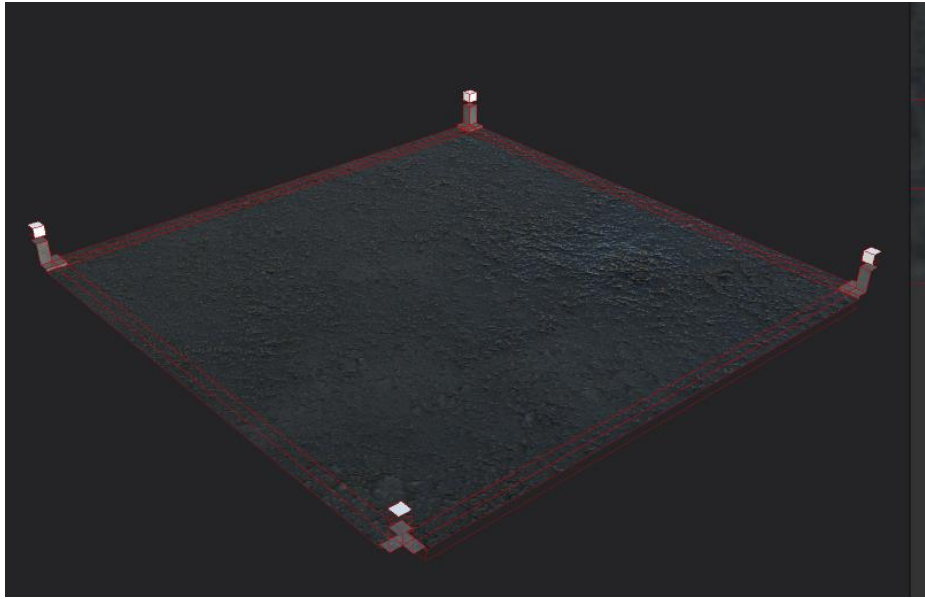
I mapped out where the emissive will be in unreal engine, this is where the white is on the model I am hoping to have purple and blue on the body and red for the eyes, I also used alphas to place warnings across the model to give it more of a production feeling and make it feel more real. I used designs from my references page for inspiration.



22/04/2019

I finished off texturing the roads I had to use four layers of the same texture to achieve the white box junction, I also textured the fast car, I chose red because I feel it will stand out from the map the most and it also relates as a “fast” colour, I also had to make the headlights and tail lights stand out I feel with the tail lights they could have been done better but due to the way they have been modelled it was hard to make them look like tail lights because they are quite unique, especially when they are so similar to the colour of the car. I added black accents on to the vehicle to make it more unique.







29/04/2019

I textured the main wall that stretches across the middle of the map to be used as a divider for the two sections, I wanted the wall to look like it had been there for a while and had been through a lot of different weather cycles, I did this by using a texture that has a lot of dirt on it and looked like concrete, I then added metal plates on the design to make it look more aggressive and looks stronger. I put black glass around the top of the watch tower to make it look more military and guarded.

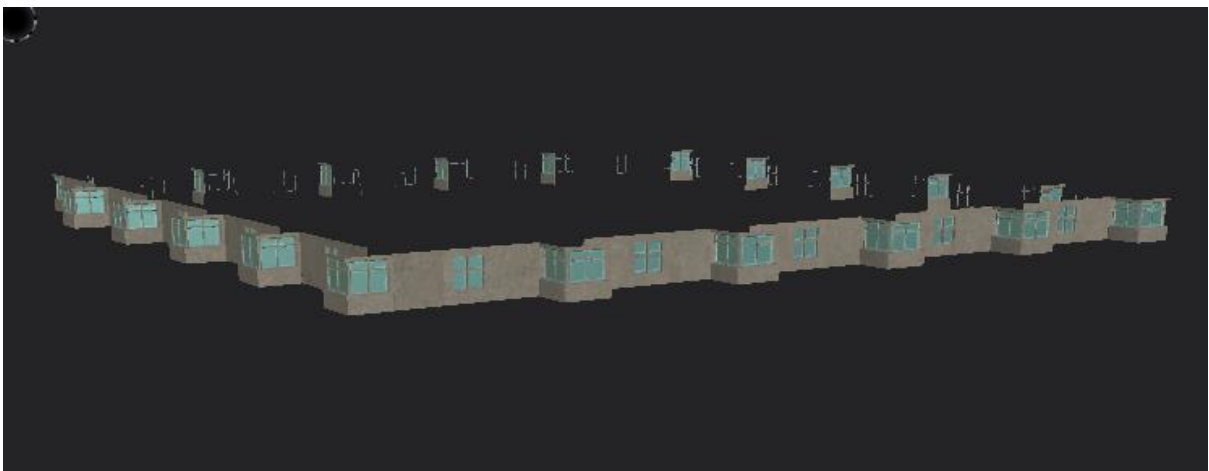


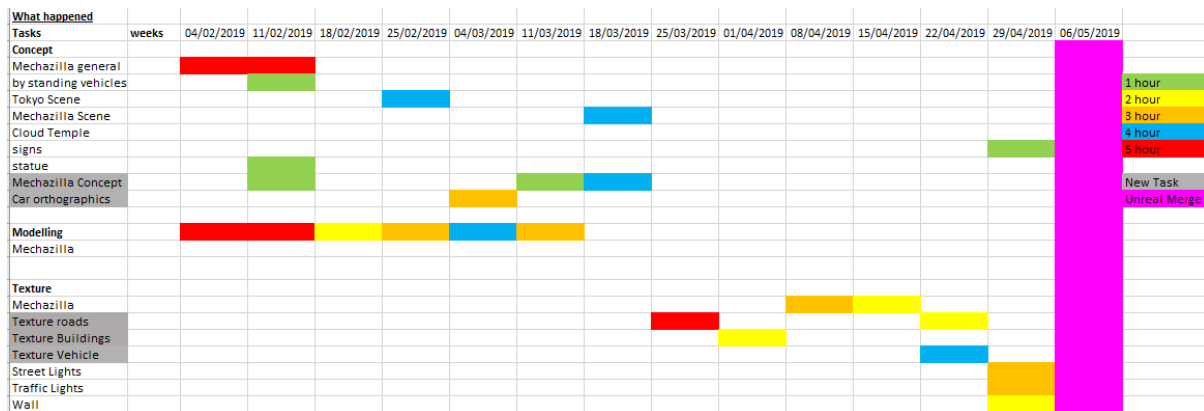
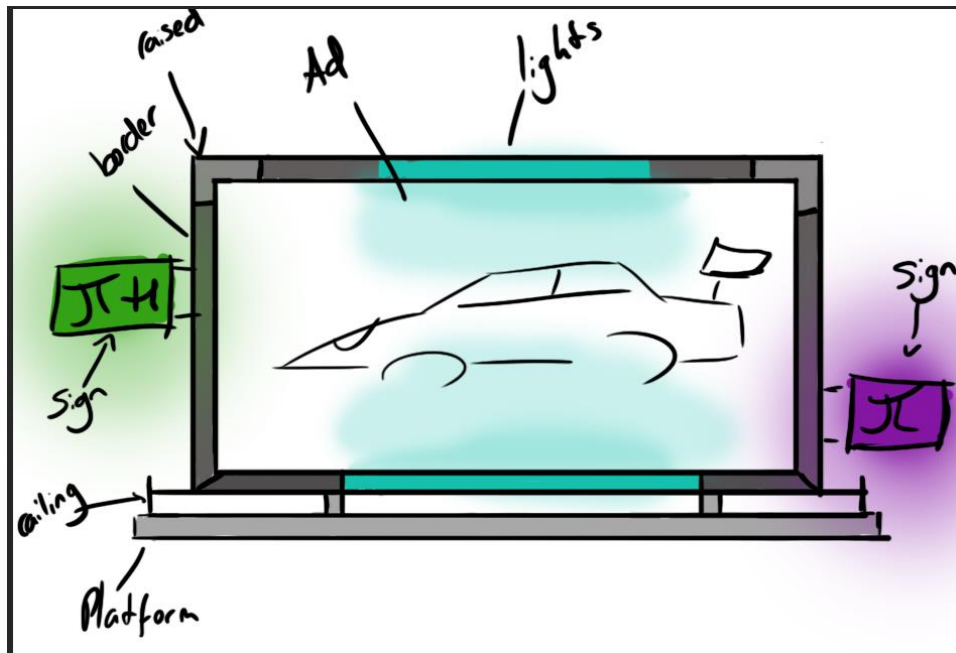
I finished the minor assts that had to be textured such as the lamp posts for each side of the map, I used a warm white for the poorer side of the map because it looks more old and not necessarily clean, and I used a cool white for the modern side of the map because it emanates more of a white light which is seen as modern and clean. I then went on to texture the Traffic lights for both maps the modern traffic light is the one with the bottom light moving down to the base of the light, the reason the light part of the traffic light is not textured is because they will change colour in game which will need to be done in engine. The poorer side traffic light is in a black with a iron pole behind it as support I didn't want to make the pole to shiny because if they were reflecting to much light they would look to modern, I wanted them to look dull and worn, I also made the concrete supports at the bottom of the lights look dirty and dull.

I also added texturing traffic lights, texturing street lights and texturing the wall into my gantt chart, due to these assets being given to me to texture as they needed to be textured this week because the teams were merging the levels together.

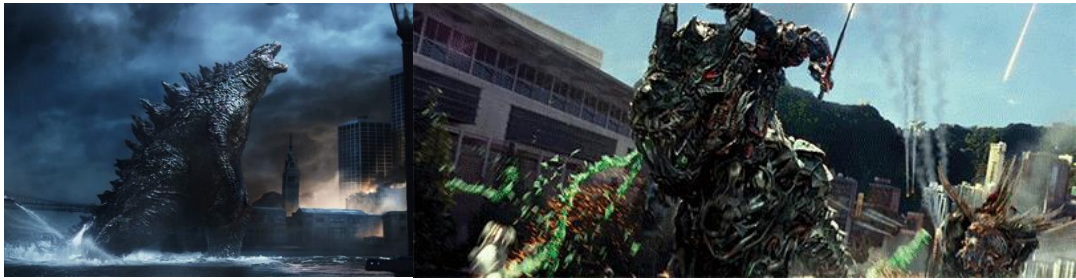


I then moved on to texturing the two buildings for the poor side of the map I made one to look as if it was made out of concrete to give it an old feeling, however I wanted the windows to, look fairly bright to reflect a lot of light whilst playing through the level. And for the other building I made the stairs look rusted and used, I also made the windows black to reflect light and to add diversity when against the other building, as the map will be played at night, I also made the surround of the windows in white to stand out from the window and the concrete. I also created a quick sketch of billboard to go on the wall in the centre of the map, I believe there will be duplications of this asset scattered around the map with different images on it, so I wanted it to look fairly basic and functional to fit in with the futuristic theme.

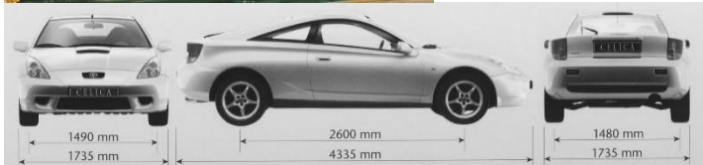


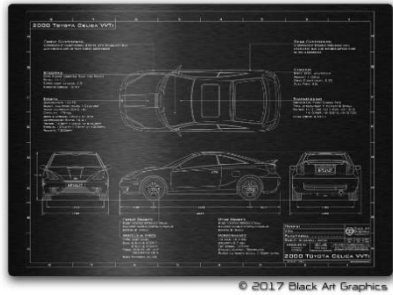


References



Artist: Wesley Burt





Creator: Edge-CGI 2D Tutorials and more

Year Published: October 20, 2014

URL:

<https://www.youtube.com/watch?v=8ldidulfg9w&list=PLVJzFD4CIIYACsuUXwBzdOtXHh7YJeUT5&index=2&t=409s>

Video Title: #1 Zbrush Sculpting Tutorial for Beginners Series - Organic & Hard-Surface T-Rex 1080p HD

Creator: Edge-CGI 2D Tutorials and more

Year Published: October 27, 2014

URL: <https://www.youtube.com/watch?v=-g1L9jQtI0A&list=PLVJzFD4CIIYACsuUXwBzdOtXHh7YJeUT5&index=2>

Video Title: #2 Zbrush Sculpting Tutorial for Beginners Series - Organic & Hard-Surface T-Rex 1080p HD

Creator: Blackhart Films

Year Published: March 10, 2017

URL:

https://www.youtube.com/watch?v=y5gSqvi8RHw&list=PLVJzFD4CIIYC873sYfXHE0zB_S-v3rr1v&index=2&t=101s

Video Title: Creating a Highway (with Reflectors) in Substance Designer

Movies:

- Godzilla 2015
- Aquaman 2019

