

DIORAMA

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AGENDA

Introduction

Research

Game Idea

Process

Final piece



INTRODUCTION

I collected ideas as I went along

Inspired by:

- The last of us – abandoned buildings, overgrown
- Stray – cramped city, towering buildings
- Arcane market – market stalls and weird fish

I wanted to work out where my best position and focal point would be.

GAME IDEA

Earth cleared by killer robots who if detect a heartbeat shoot bullets)

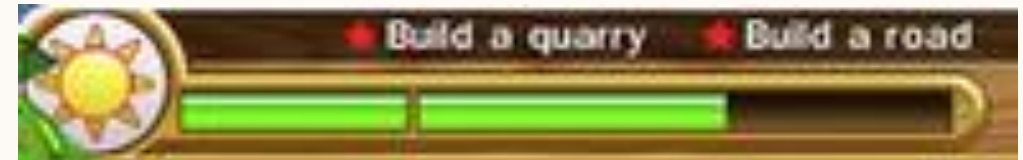
Player (as a rat) have to collect items and stay out of view of the scanning light –e.g in stray-)

Controls: Movement, grab food, duck, crouch, dive.

Evening time

Time limit – only the night time. Have to 'finish' or get back before sun rises (e.g from roman roads)

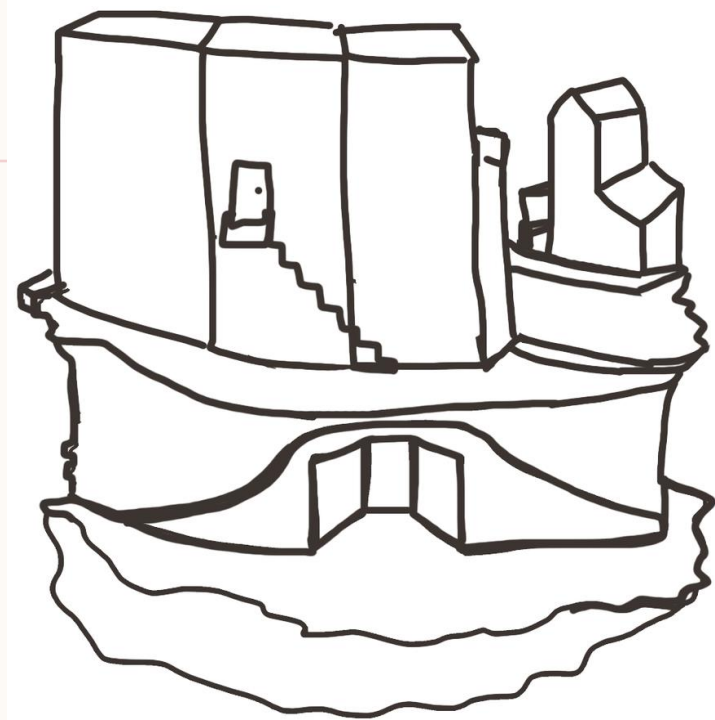
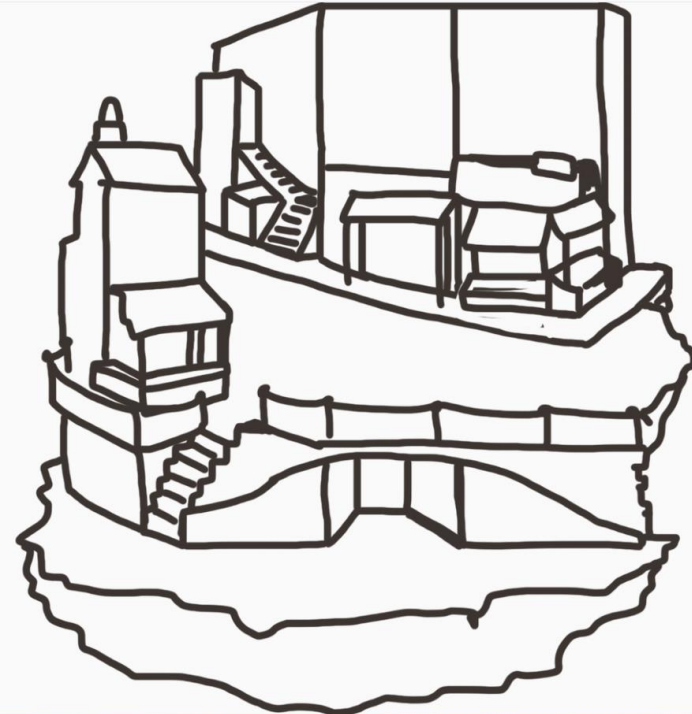
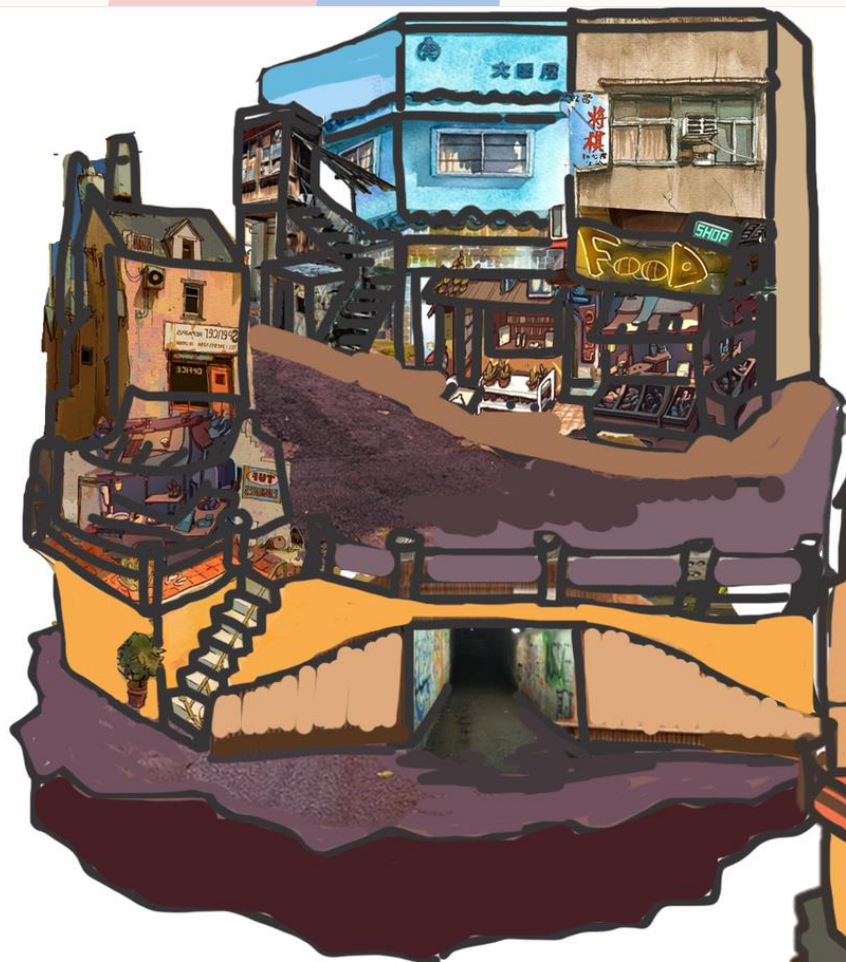
Thematic - 'pulled out of land as a level'



Inspiration from swansea



PLAN

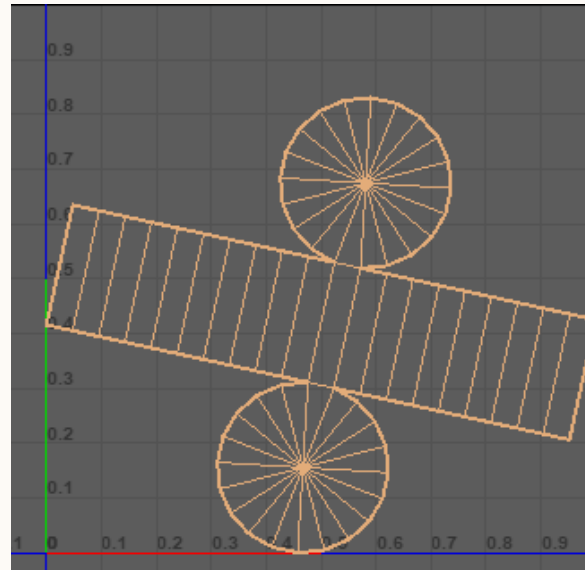
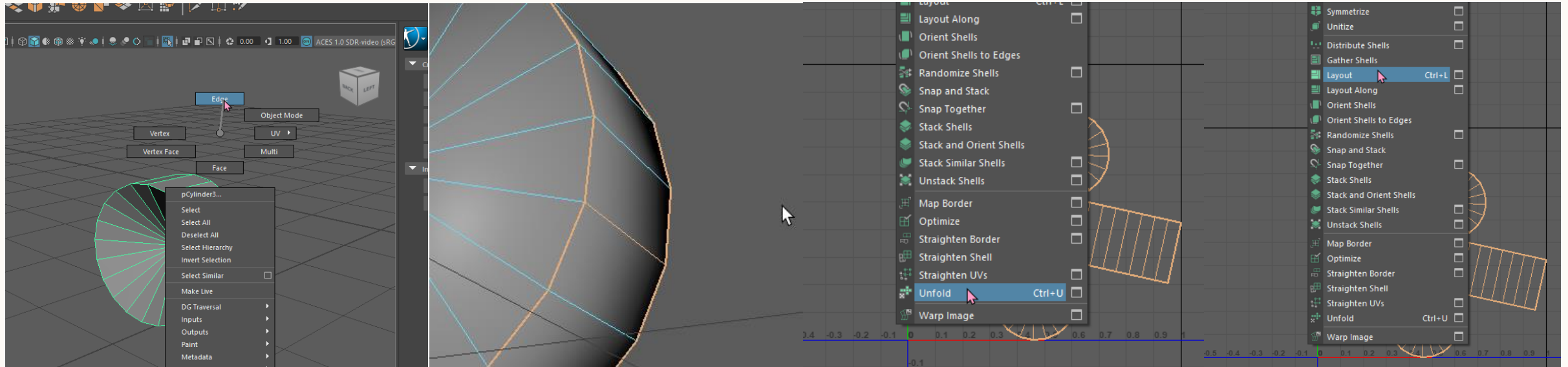


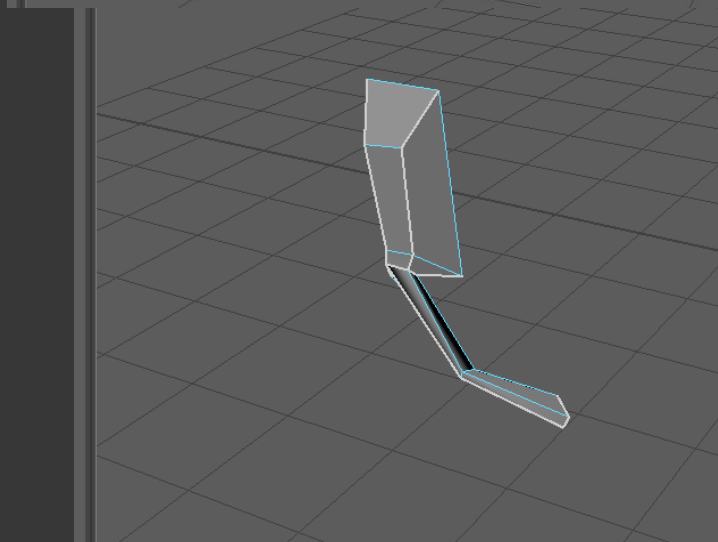
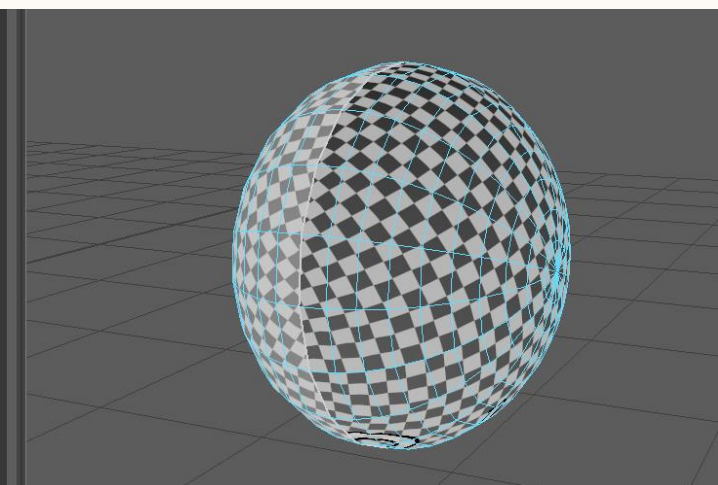
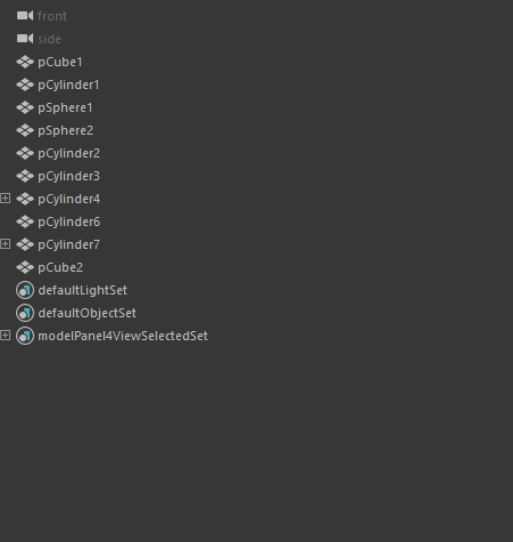
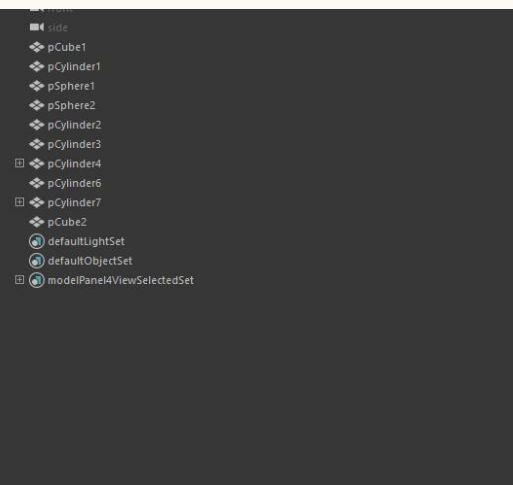
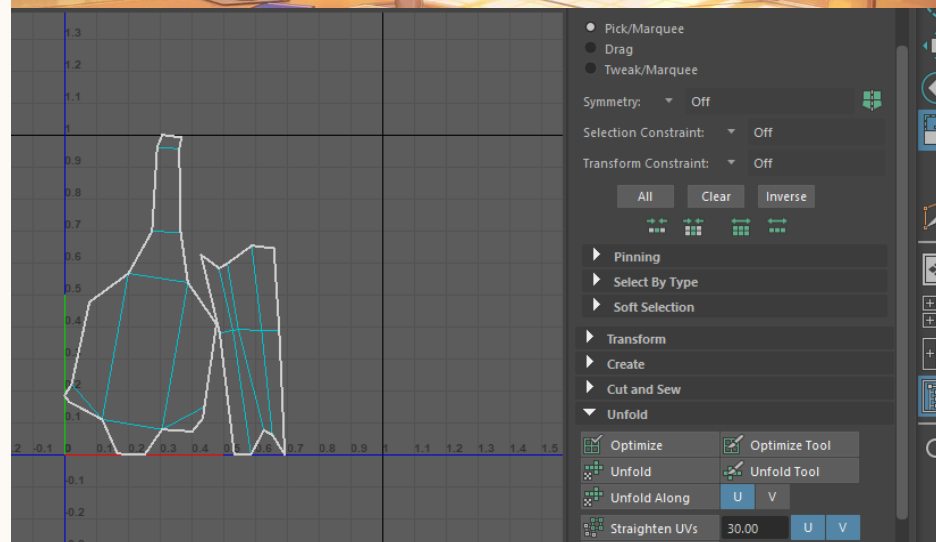
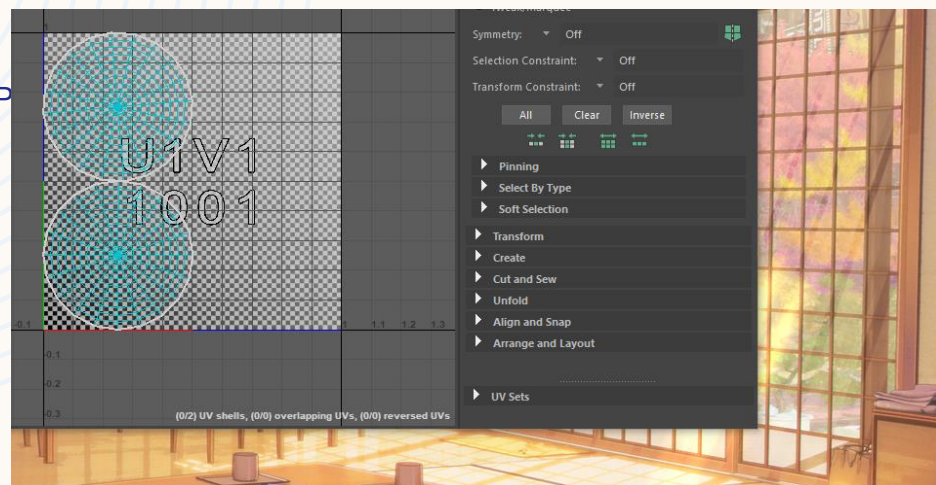
AREAS OF FOCUS

ART STYLE AND GENRE

- I wanted to do an abandoned style little street deserted landscapes, would be for a dystopian game.
- The scene represents a short street that could be used as a level for my game idea of as part of the environment design in another game
- I have tried my best to position the elements to get a good looking single render picture
- I used colour in the red as the blood that would direct the viewer to look into other buildings and around the map
- Dystopian game so the environment conveys the emotions its trying to convey

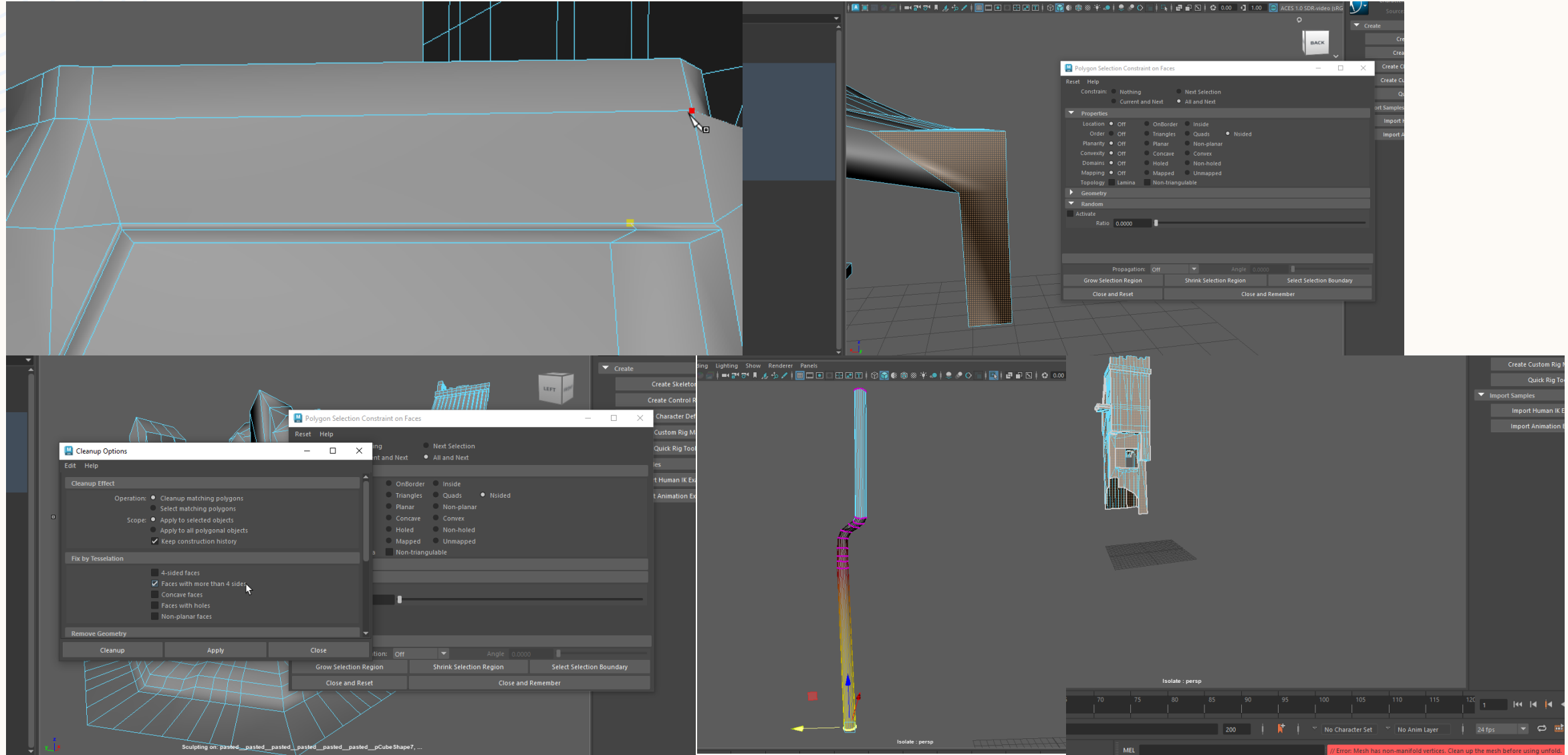
UNWRAPPING



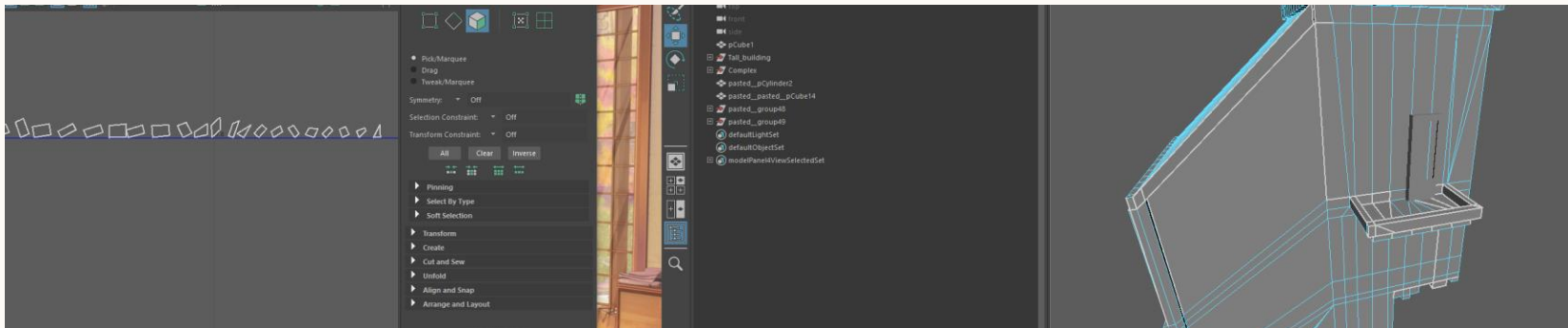
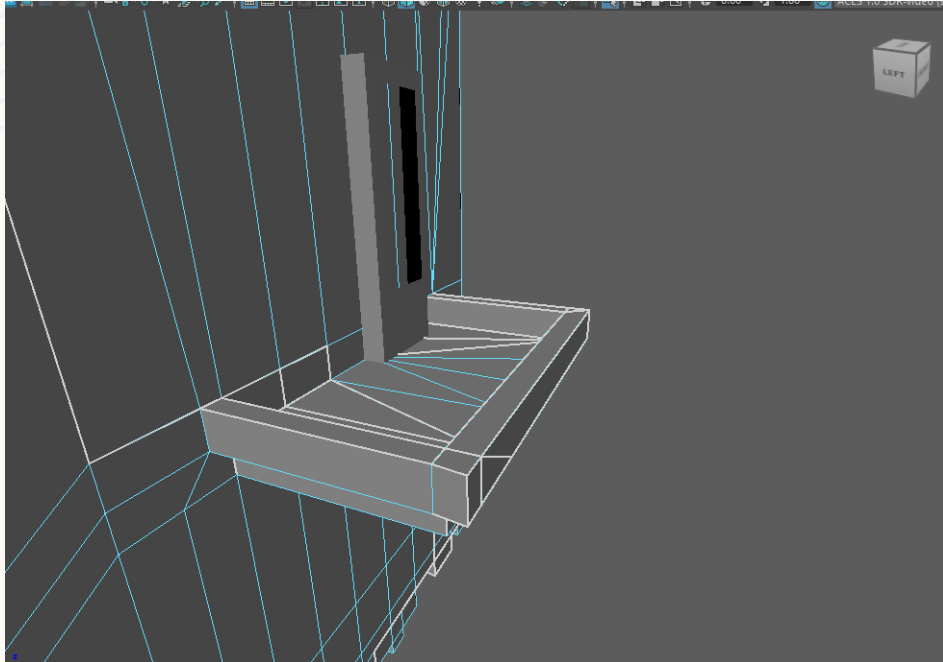


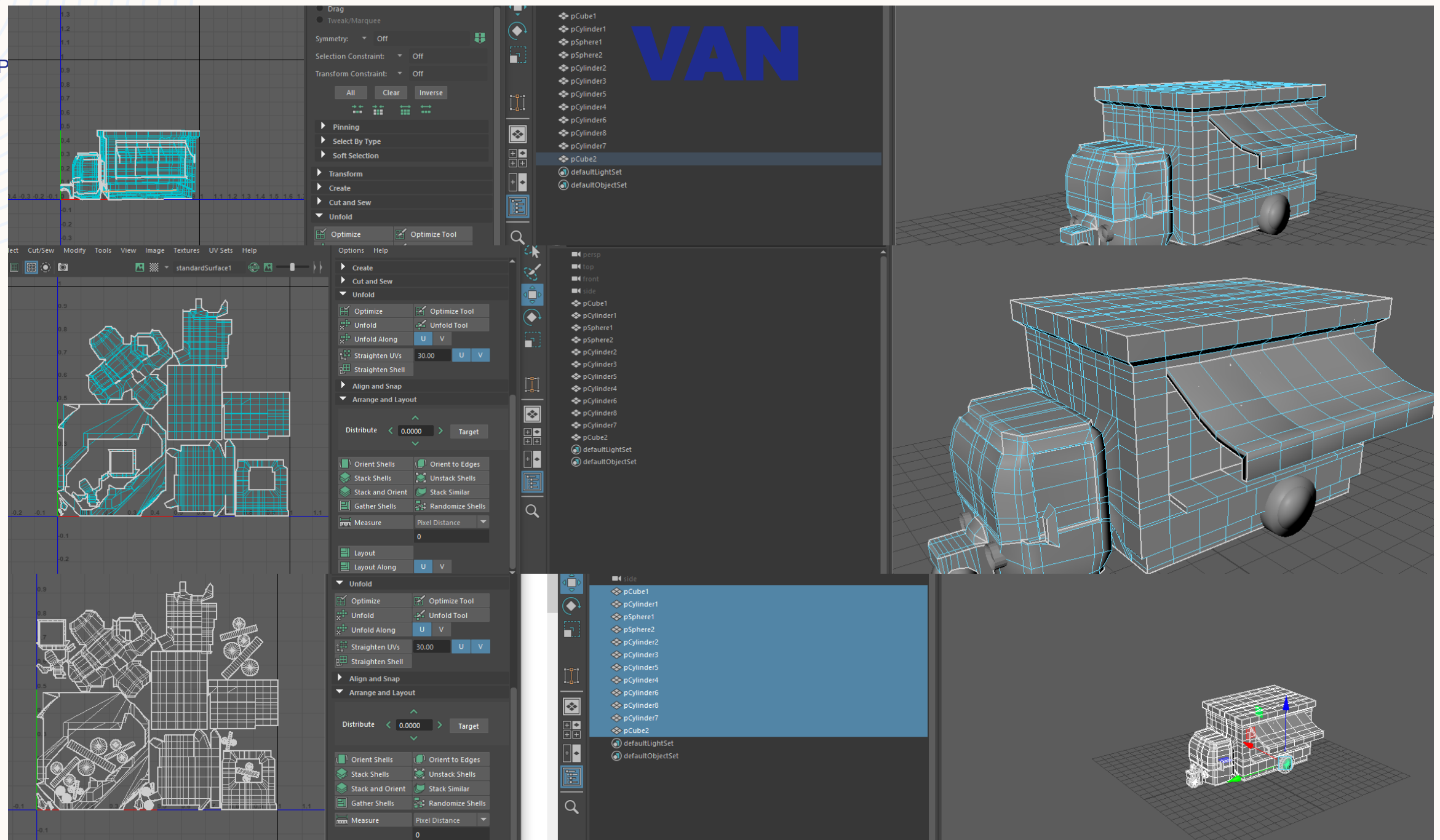
LEARNT

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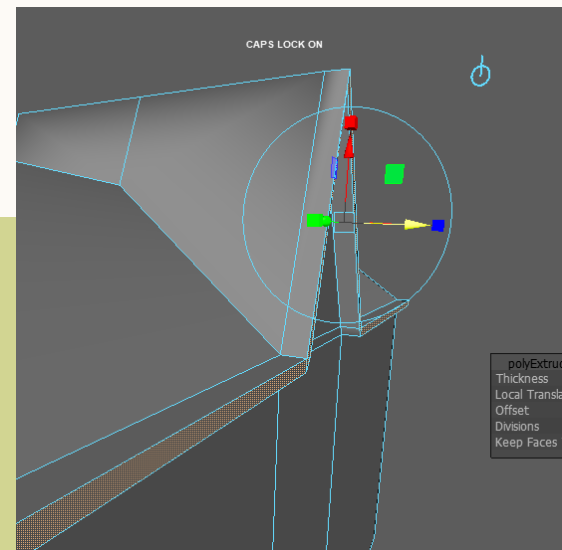
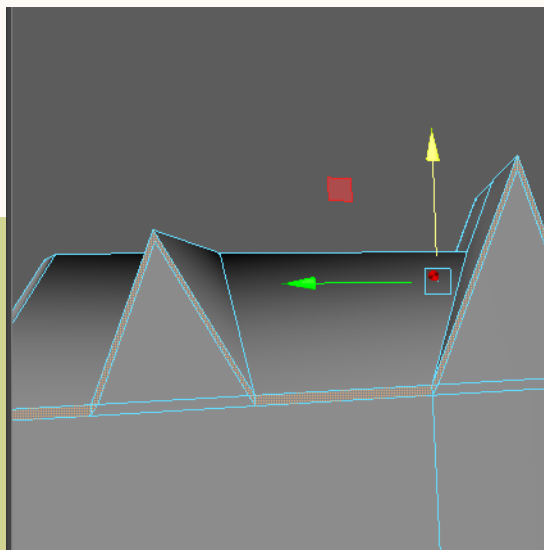
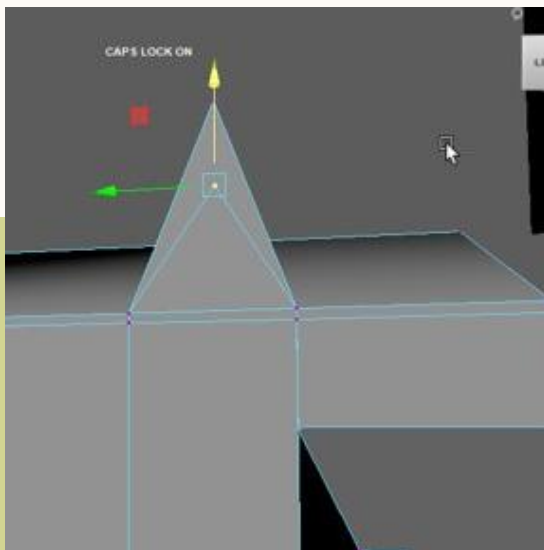


BITS I GOT RID OF



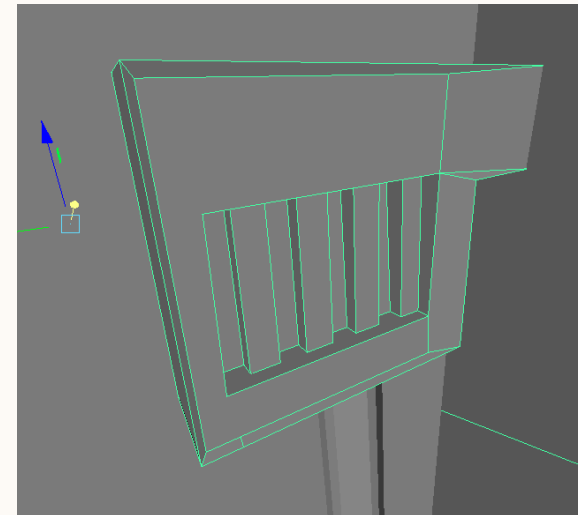
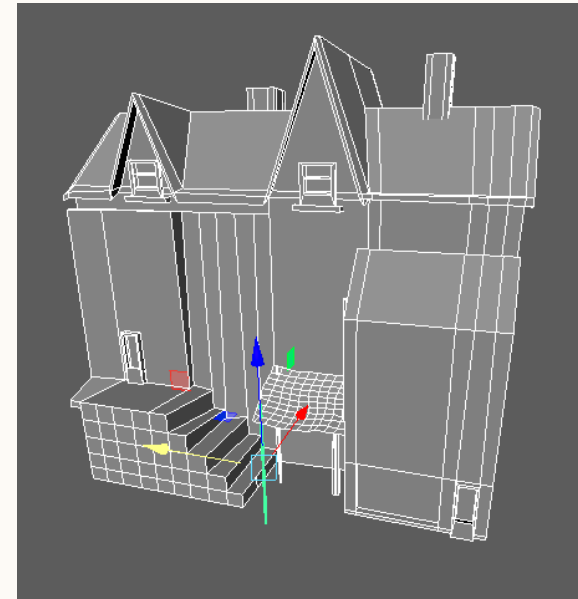
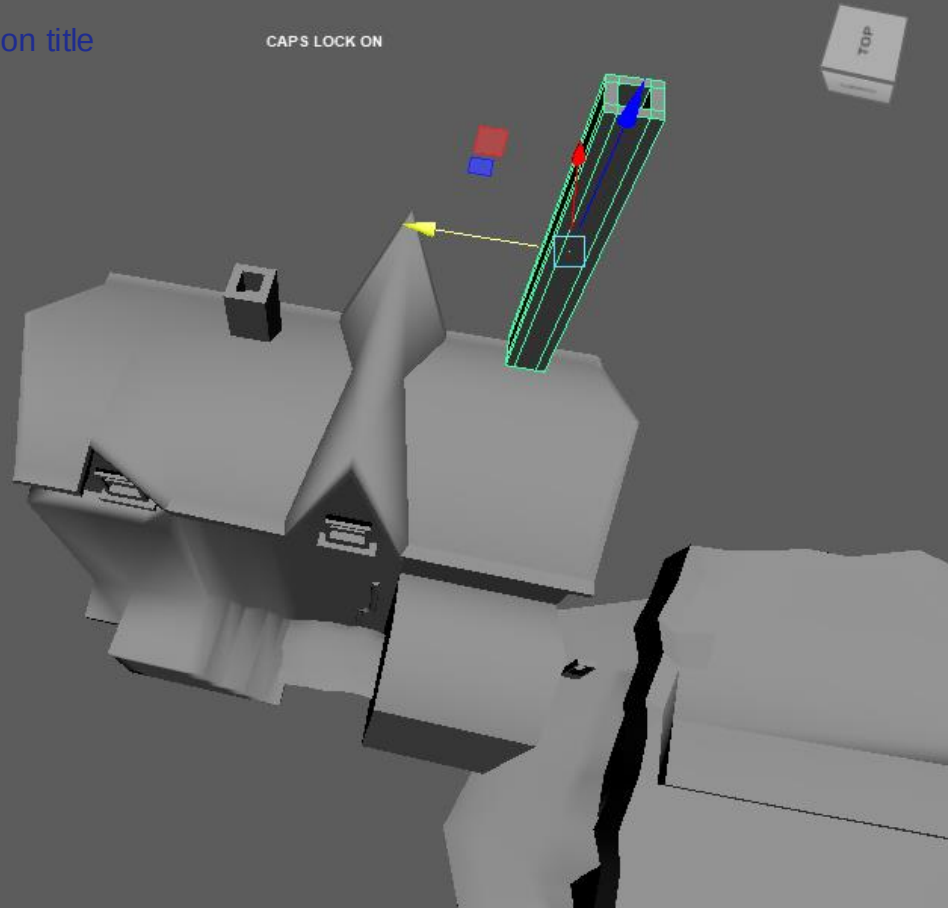


ROOF



Presentation title

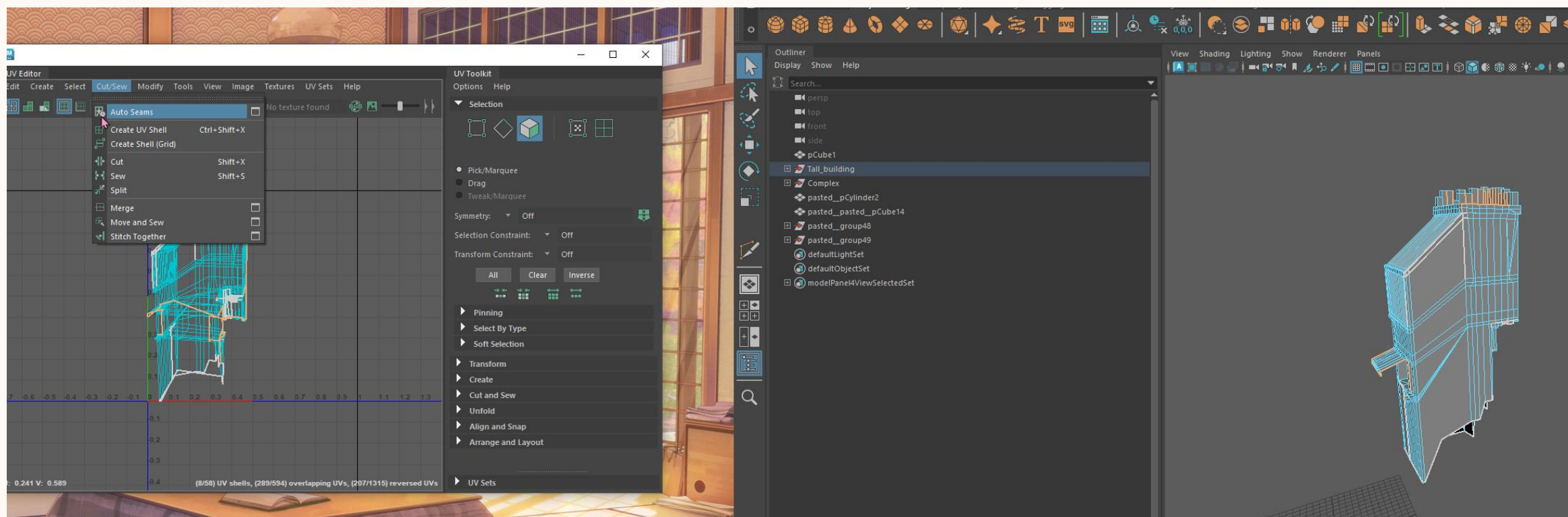
CAPS LOCK ON



**COPIED AND
PASTED DOORS
AND WINDOWS**

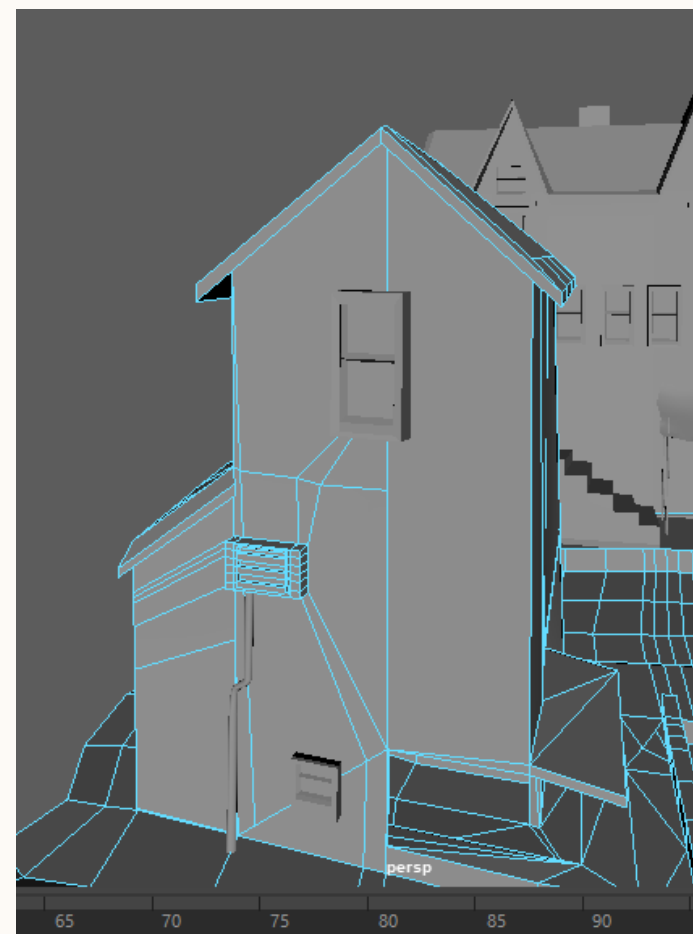
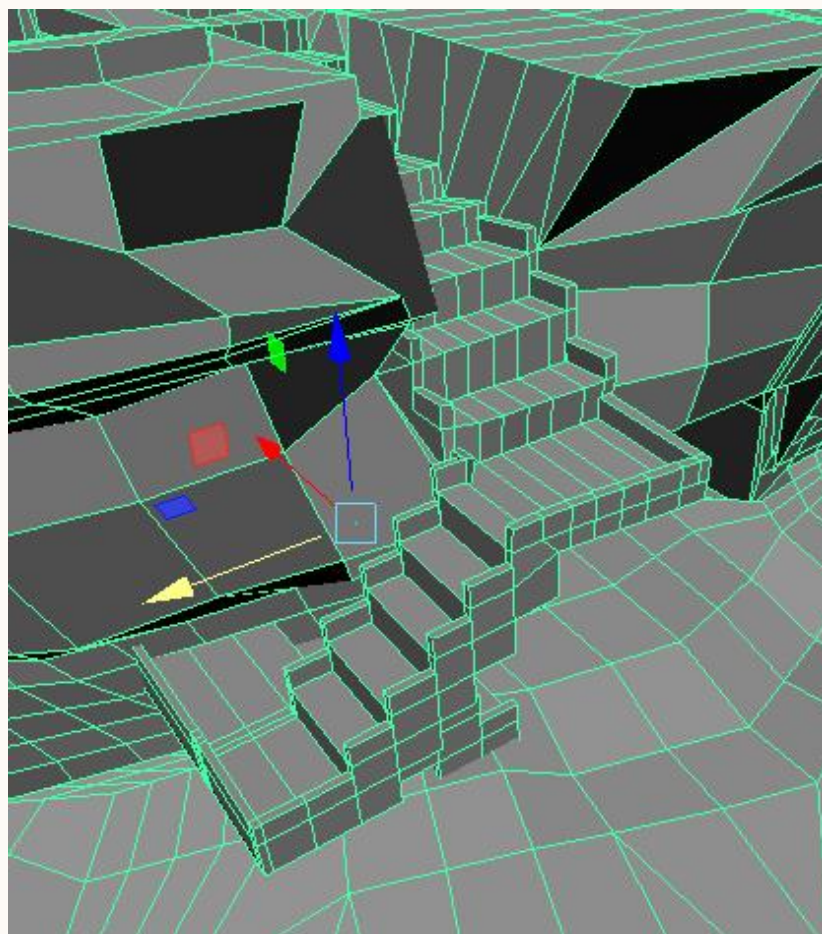
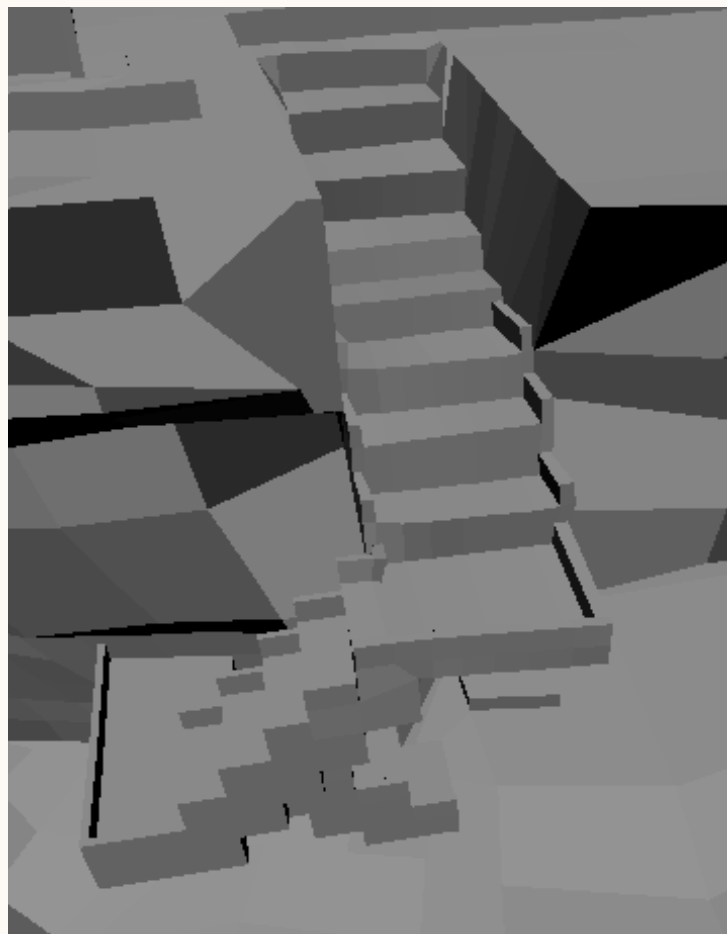
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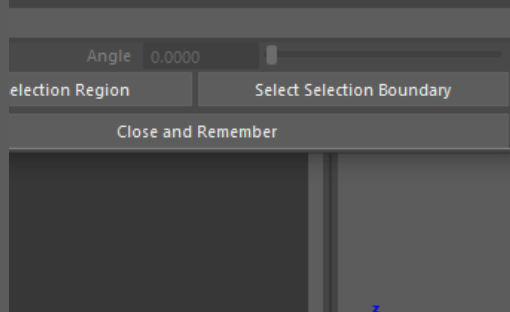
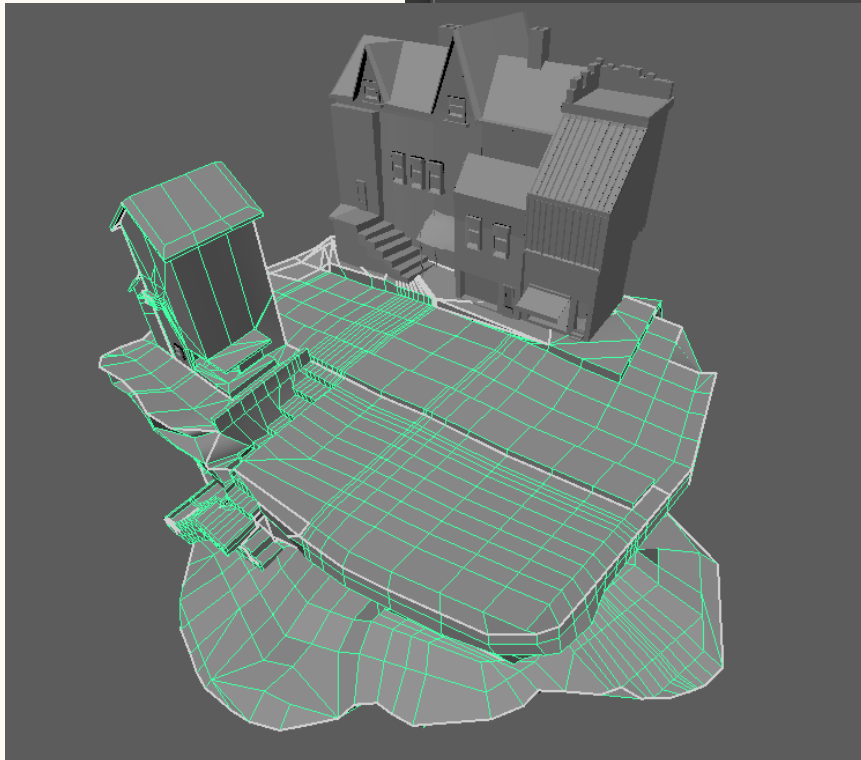
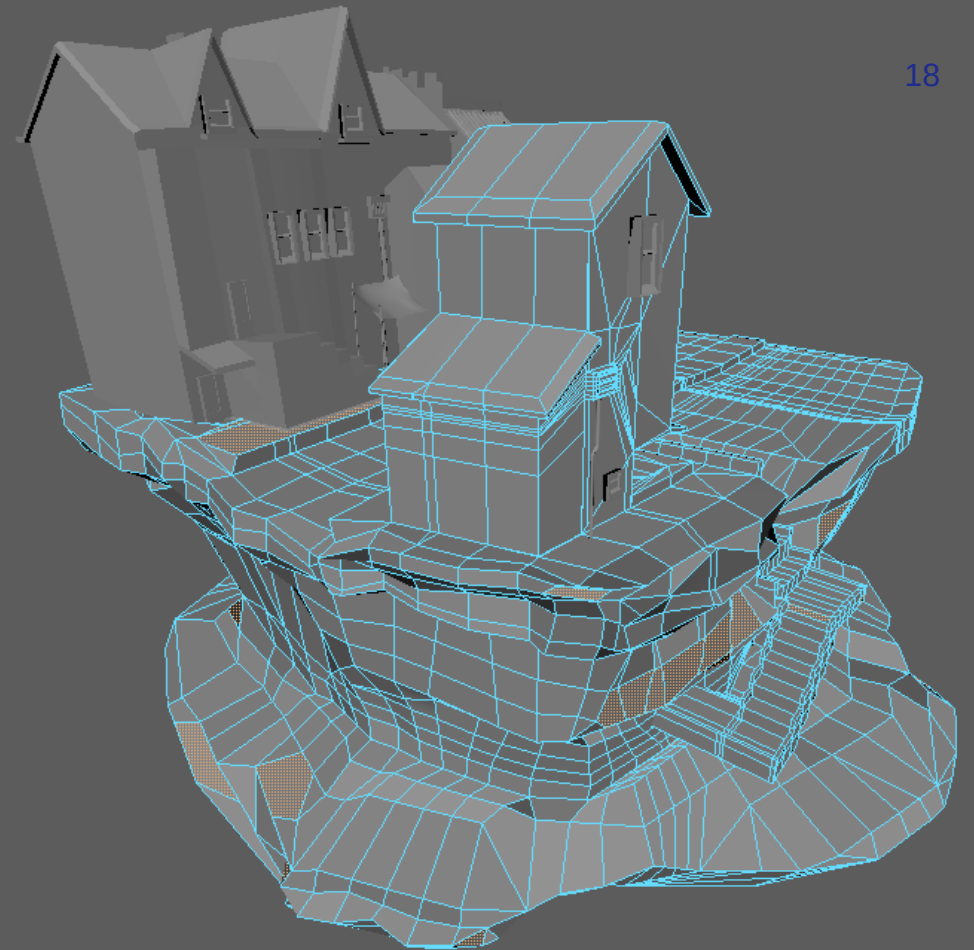
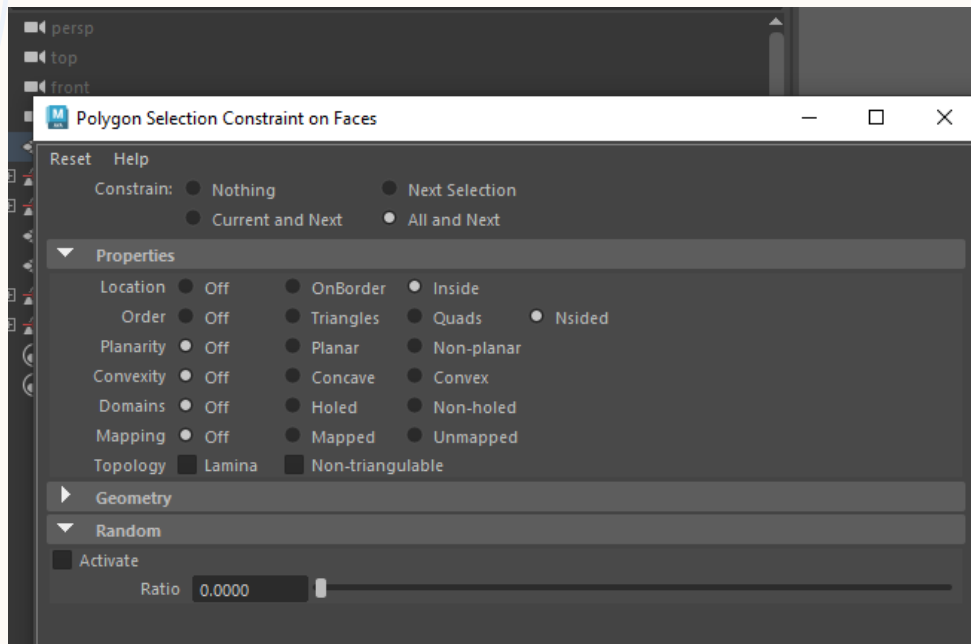
TALL BUILDING



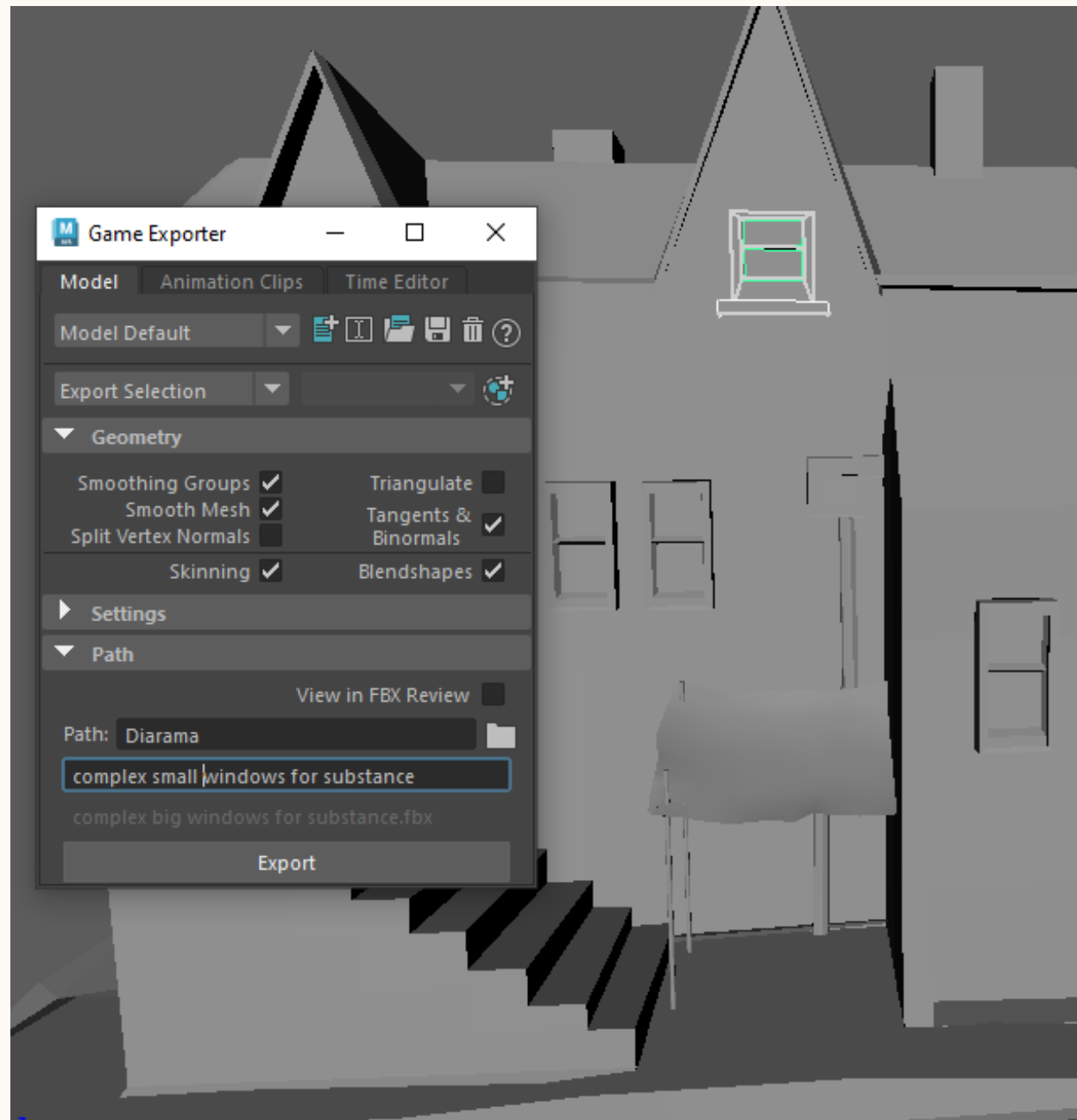
FINAL MAIN BUILDINGS



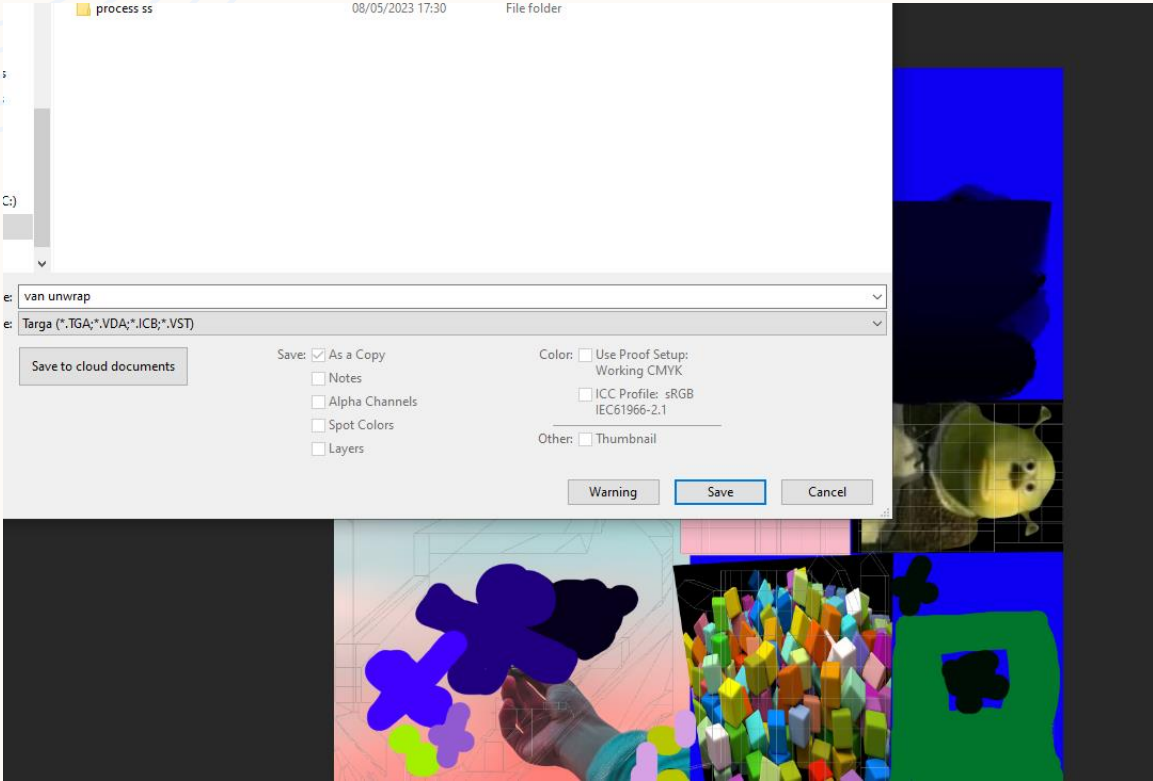




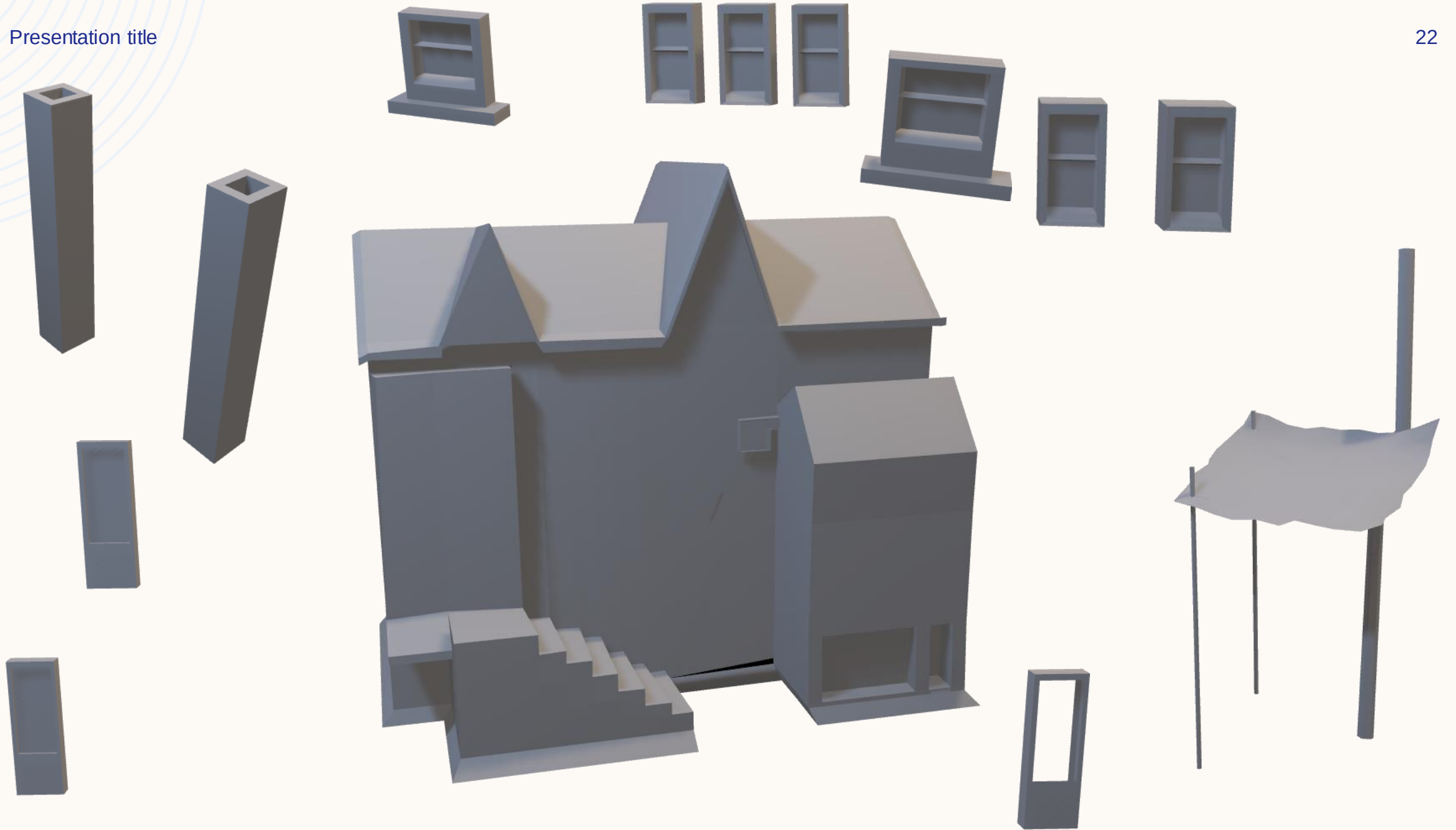
I HAD PREVIOUSLY MADE A BIG ISLAND THAT GOT COMPLICATED

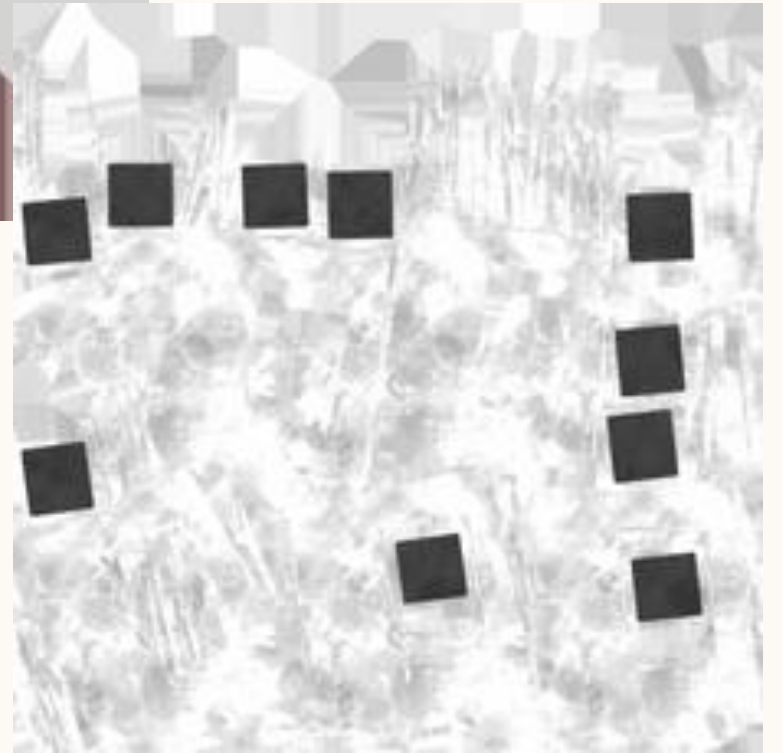
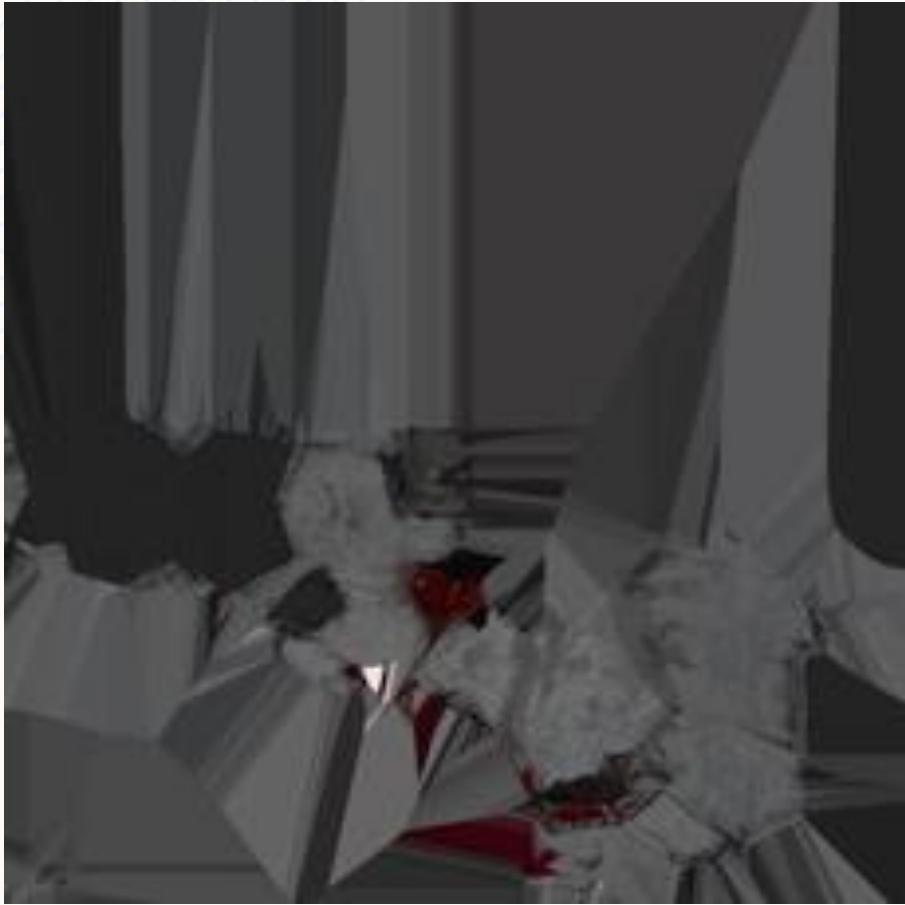


PRACTISE



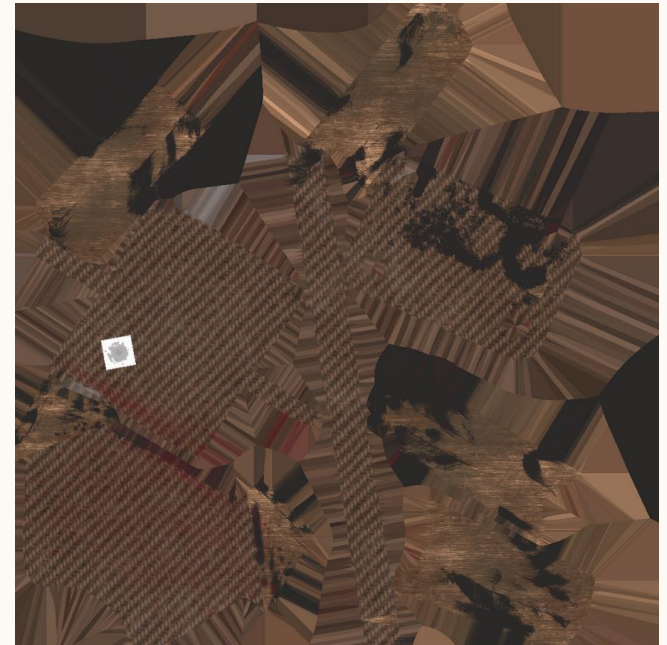
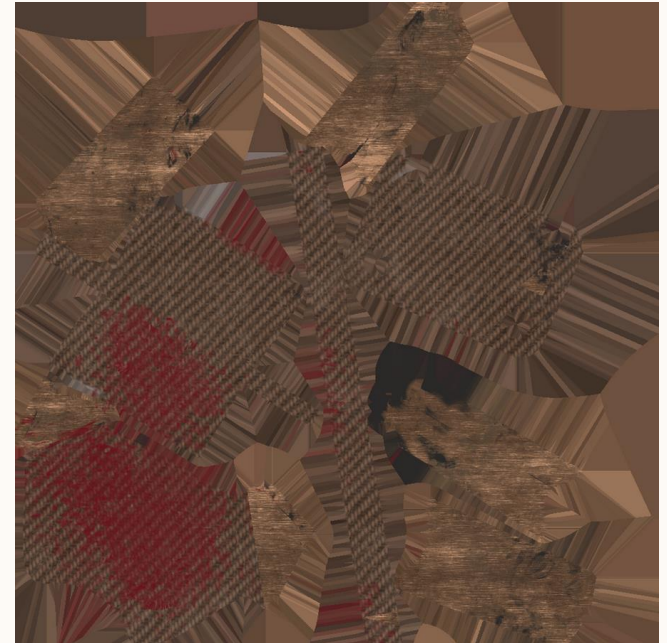
MY 3D OBJECTS

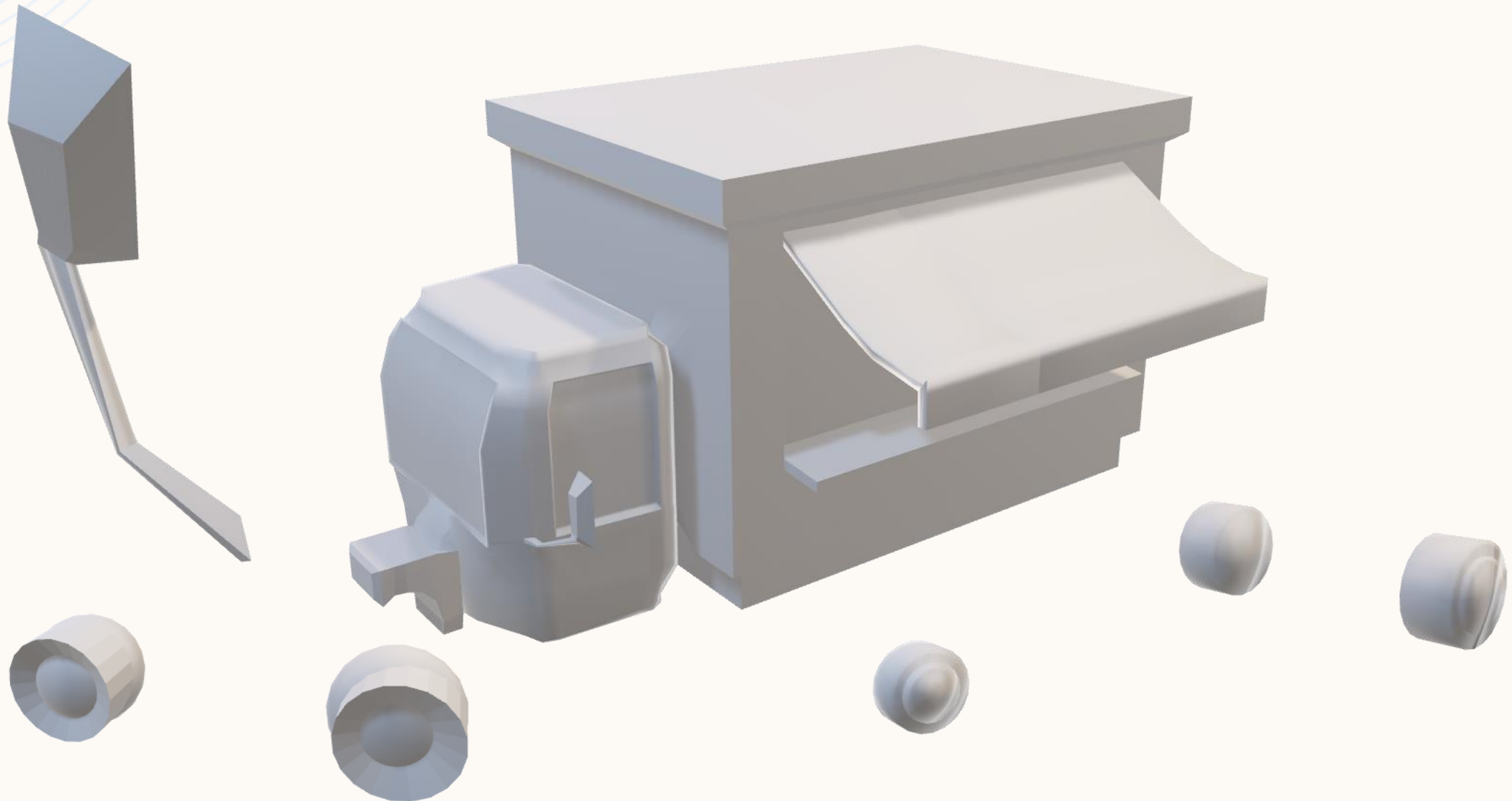


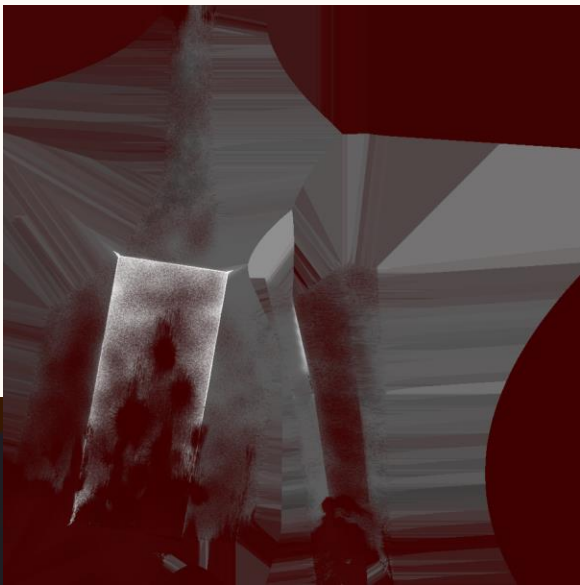




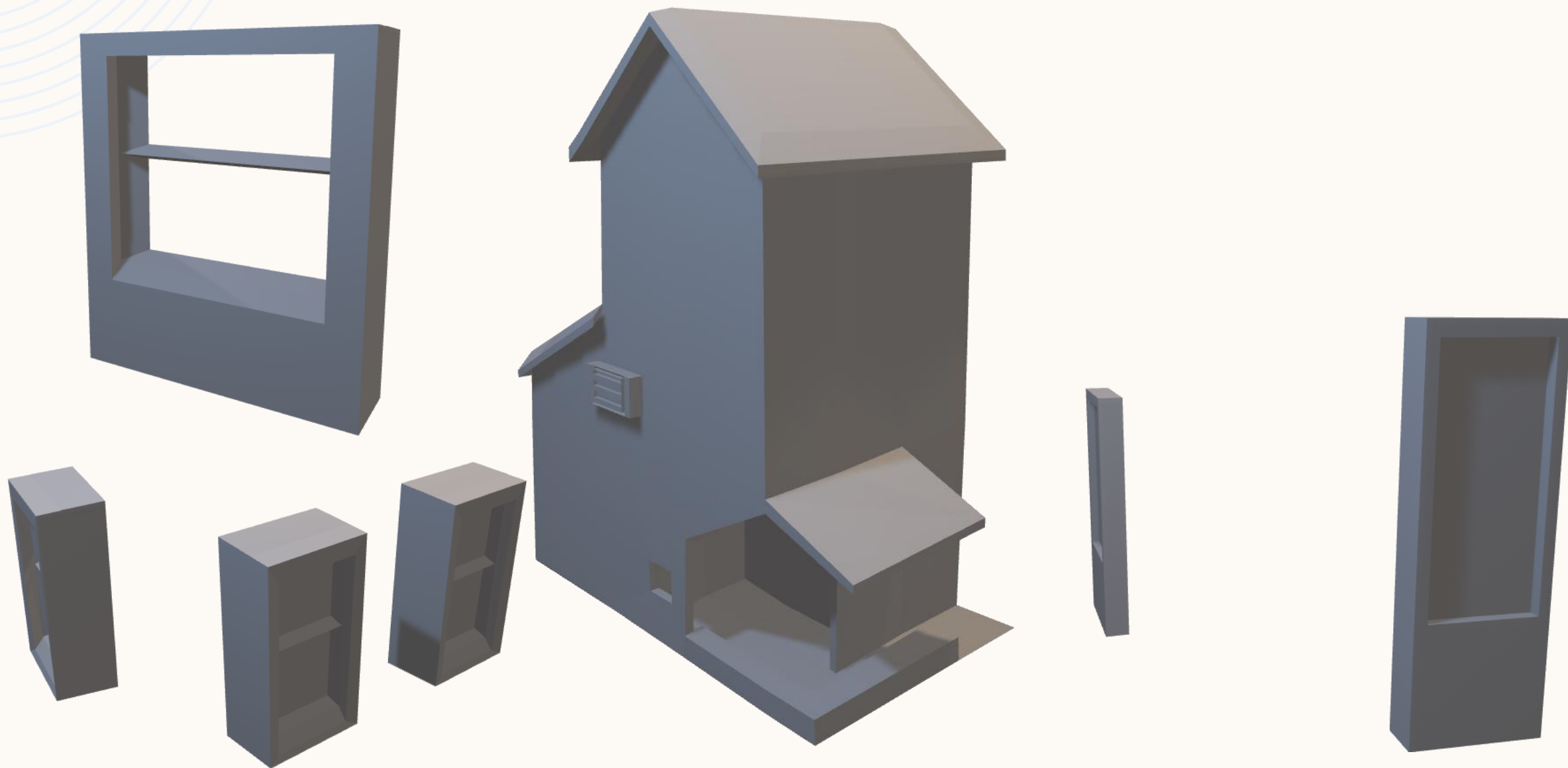
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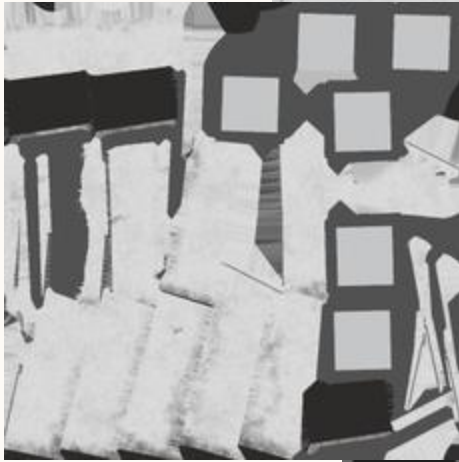




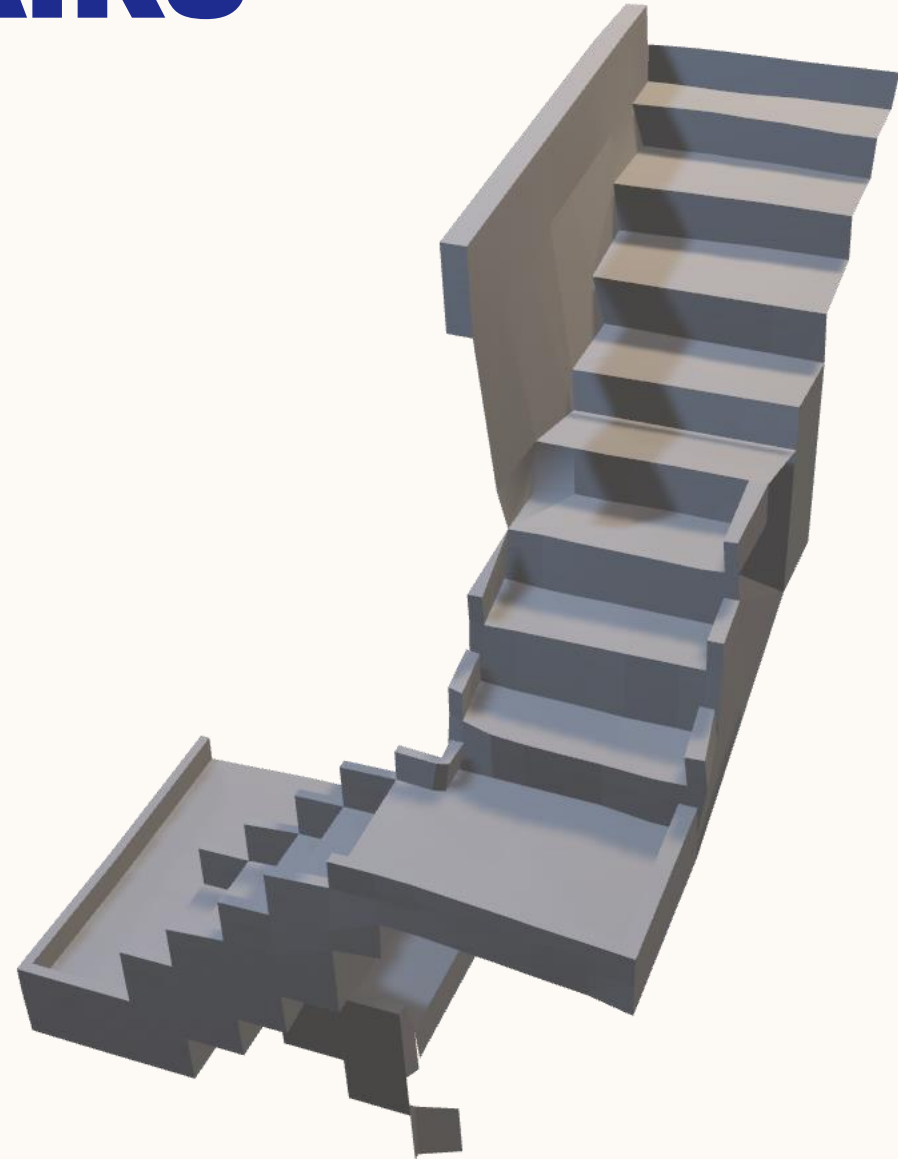
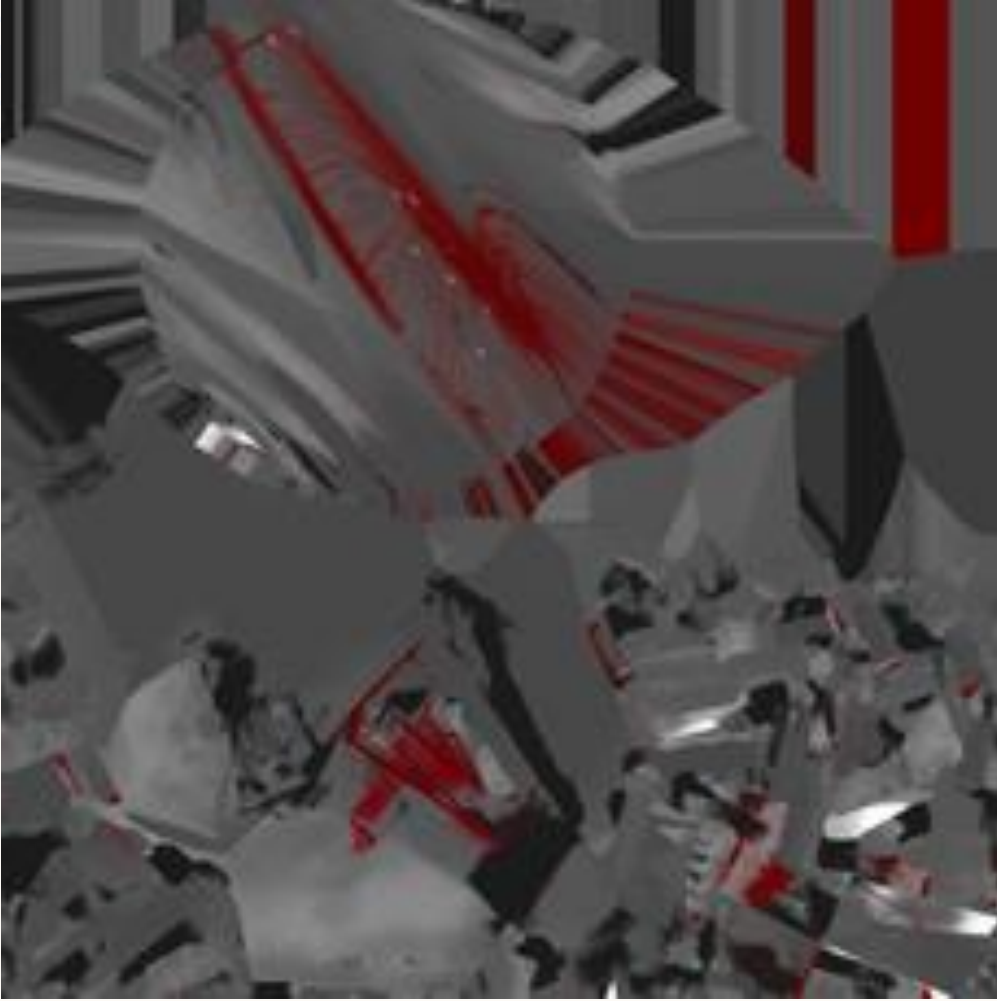
SMALL BUILDING

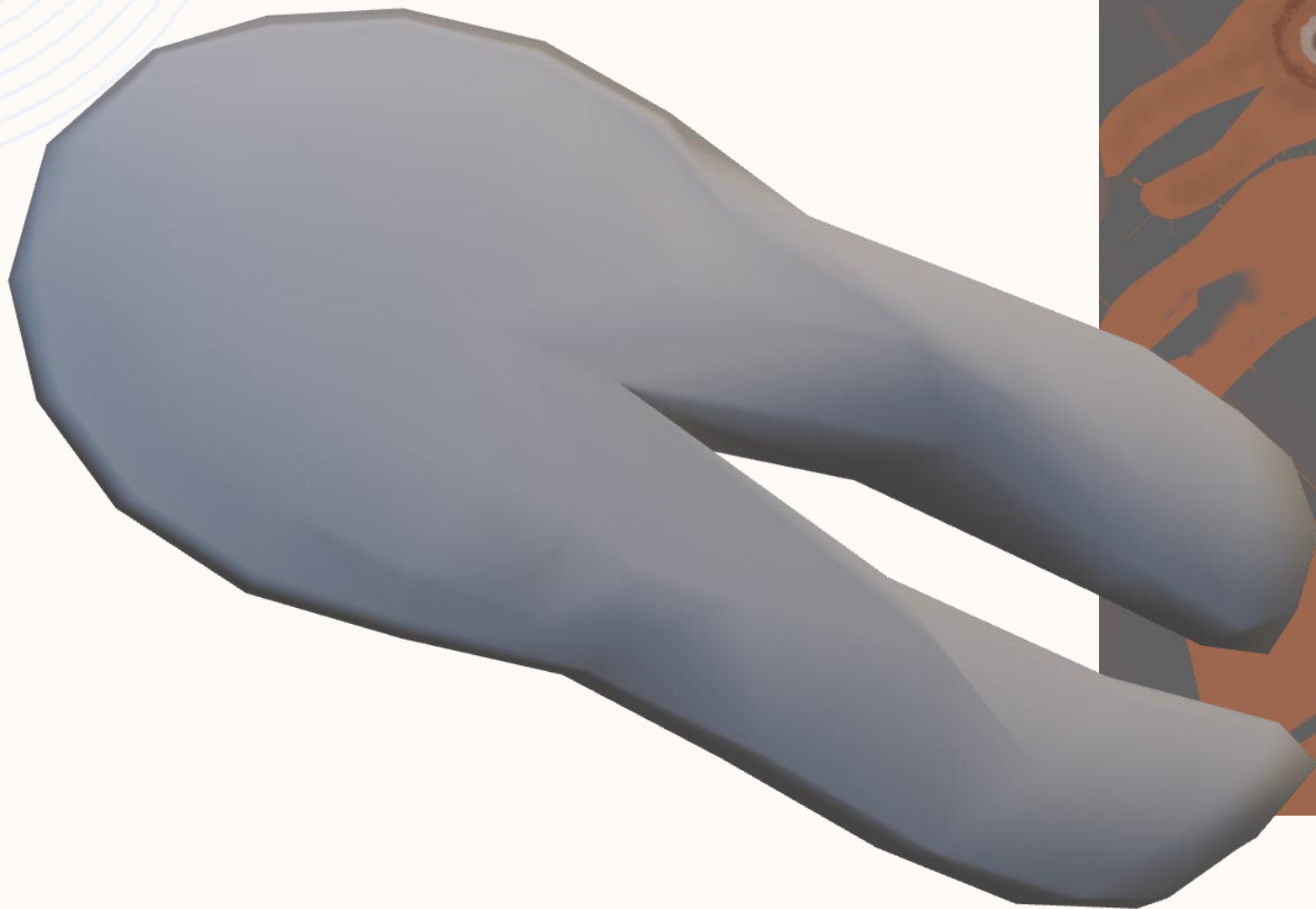


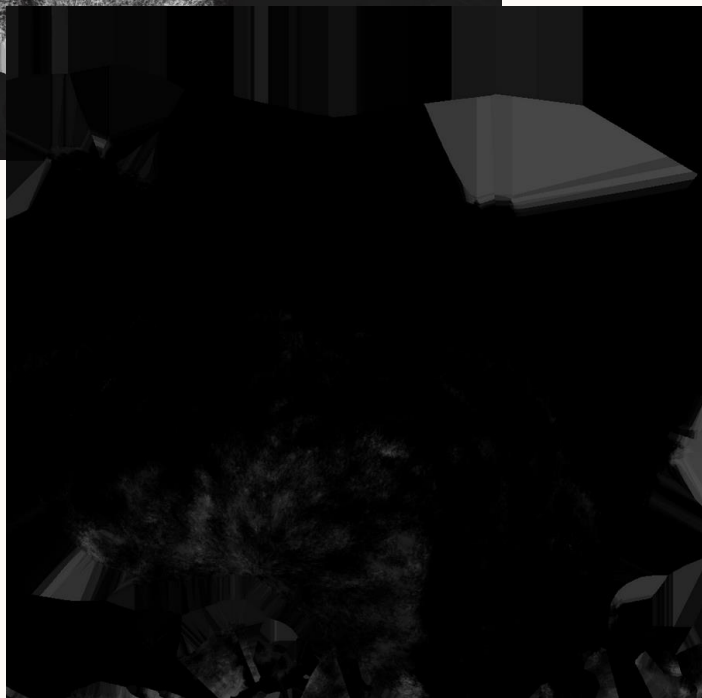
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STAIRS

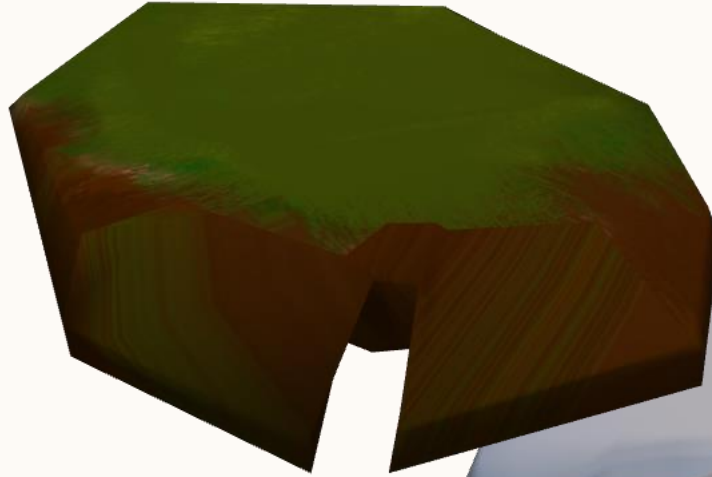






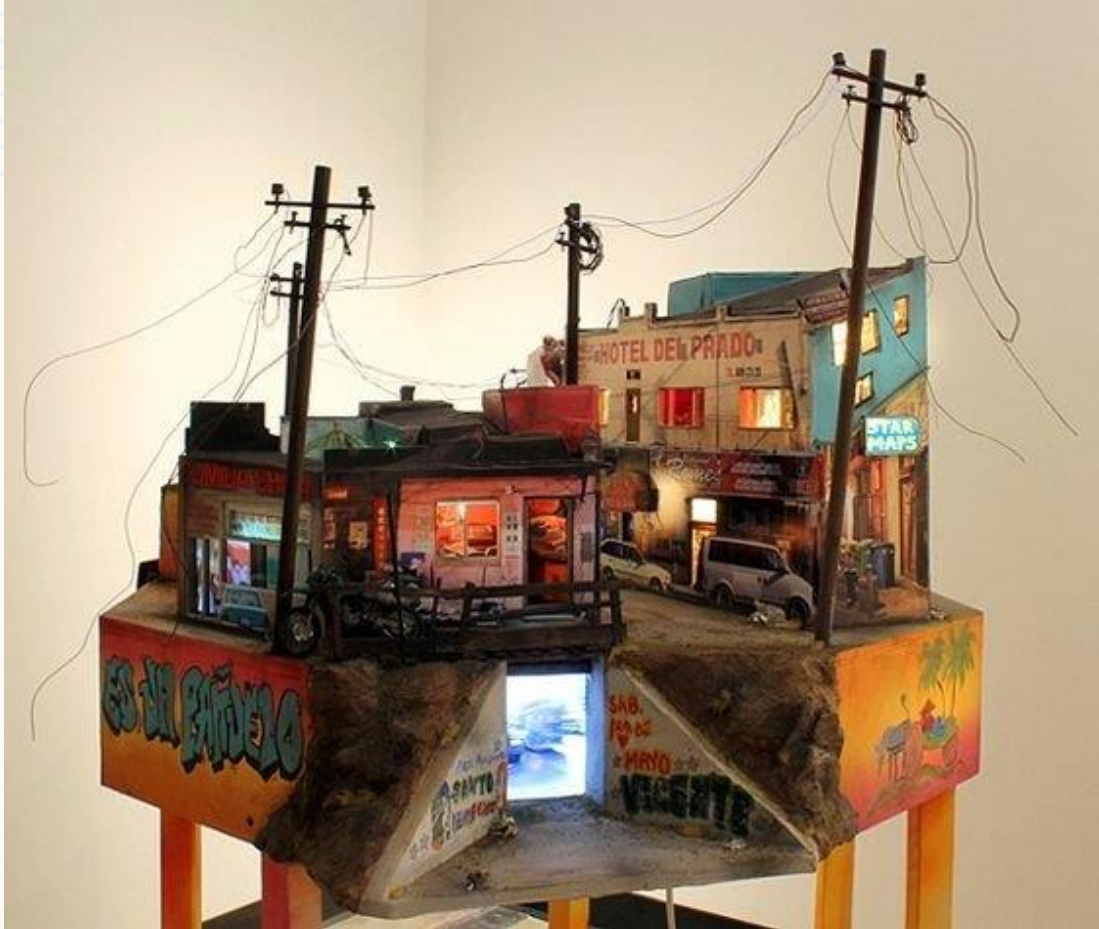
ISLAND

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FUTURE



I want to finish my model with:

- Lighting in Unreal
- Telephone wires from planes
- Neon lights specifically
- More realistic textures
- More little detail objects

THANK YOU

Maya used for modeling

Adobe substance painter used for textures

Video Help:

- [1] “How to unwrap spheres in Maya,” YouTube, <https://www.youtube.com/watch?v=otsC01d2J9U> (accessed May 10, 2023).
- [2] “UV export to photoshop from maya,” YouTube, <https://www.youtube.com/watch?v=ryDeeBfPYp4> (accessed May 10, 2023).
- [3] “Maya - how to fix non-manifold geometry,” YouTube, <https://www.youtube.com/watch?v=iGHpIb3kYa0> (accessed May 10, 2023).
- [4] “UV mapping in maya 2023 made easy. my process explained,” YouTube, https://www.youtube.com/watch?v=217vrUjR_dU (accessed May 10, 2023).
- [5] “Non-manifold geometry: What is it and how to fix it in Autodesk Maya,” YouTube, <https://www.youtube.com/watch?v=BOedalRf1cE> (accessed May 10, 2023).

Other references:

- [5] “How to recover crashed/unsaved/deleted maya files,” imyfone, <https://www.imyfone.com/data-recovery/recover-unsaved-maya-files/> (accessed May 10, 2023).