

Project Post mortem

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Notes

This section can be deleted from your final document for submission.

All [blue guidance text](#) should be deleted from this document before submission.

This Project Postmortem is provided as a guide to indicate specific topics of interest within your games project production. The headings are based around the common assessment criteria and therefore encompass key areas relating to the grading of your work. **You should allow ample time to reflect upon your work and write this document.**

Provide clear examples within relevant sections below as appropriate - not all of them will be relevant to every project - please delete the sections that aren't required and amend the headings if necessary.

These examples should exemplify your commitment to study outside of 'taught' sessions. (Typically 75% of a module's workload is undertaken outside of formally scheduled sessions)

The indicative word-count for this document will vary depending upon the study year and module you are undertaking. See the module handbook for details.

Introduction

For this assignment we were asked to create a racing game, we were split in to 3 groups and each group had a level to create for our game NEO Drive. My group worked on the industrial level and I was the modeler for the level, so I created the 3D models from the concept art I was given from Harry the concept artist for our group.

Research Evaluation

To find a theme for our game we all created mood boards, I created a mad max and hell mood board which gave me a good idea of what colours and shapes we would use to make the level look authentic. In the end we decided on creating a NEO Tokyo style game with three different sub themes, the sub themes were NEO Tokyo, steam punk/ industrial and wasteland. Even though the research that I did wouldn't help with a NEO Tokyo style game it would help with the steam punk theme. I then created two more mood boards but I looked in to steam punk and what shapes other artist had used to make their work look like they are in the theme of steampunk.

Contextual Research

When creating the hell mood board, I was playing the game DOOM where I was looking at how they created such a good representation of hell, I also looked at the concept art they did for the game and found that they used a lot of sharp and natural looking assets. Most of the hell levels were mainly made of stone and bones which gave each level a dark and old look to them. They used a lot of hot colours like reds, oranges and purples to make the level feel hot and spooky.

I looked at the amazing designs for the vehicles from the latest Mad Max film, the vehicle designs from the film really helped me when I was creating some of the vehicles for my level.

I also played a bit of motor storm apocalypse which has a similar vibe to mad max fury road, I played motor storm apocalypse because when you play a level each lap changes because of the

natural disasters that happen in the levels, they also have different vehicle types which I thought would help with my research when creating the vehicles for my level.

Research Conclusion

Overall, I think the research that I did helped a lot and as I was creating the assets for the level, I would always look back at the mood boards if I was ever looking for inspiration to make an asset more relevant to the subject. When creating the blimps and the vehicles the mood boards really helped to make them look like they have a theme rather than them being just a blimp and a vehicle. Next time I think I would create more mood boards but give each one a subject like vehicles, small assets and environment. The process I used for my research suited the way I think because I like to a variety of visual concepts of a theme and then take bits from each one and think of my own design from them.

Technique Evaluation

I think the way that I worked helped maintain a steady flow of assets and stopped any bottle necks appearing in the production pipeline. After creating mood boards I started creating small assets that could be used for the level whilst I was waiting for the concept art for the main assets, my team made a list of all the assets that we would need for the level and I also created another list of small assets that I thought we could use to fill the level, as I made each asset I created another list with each assets name so that I knew what I had created. When creating a video of the assets I had created for the level it was my first-time using Maya's rendering software and camera's, at first I struggled to get a camera to go around the asset as the camera flipped each time it got halfway around the asset. I asked Bibin from the animation class how I could get the camera to go around the asset and how I would render the animation, he showed me that I was using the wrong camera and that I needed to render the sequence rather than just rendering the scene. It was my first time to also use the programme video editor which was probably the most time-consuming thing I did in this project, when I imported the sequence of images from the render each image was played for 4 seconds and there were 200 images. As I didn't have the full version of the program, I had to manually change each image to be played for 0.14 seconds which took my ages as I had 5 render sequences. It was also my first-time using lighting in Maya which I really enjoyed experimenting with, I think that lighting on the tower and the hover bike turned out well, but they would look better if I had textured the models which I plan to do in the future.

Identification & Suitability of Production Methods

I think the way I worked turned out well as I managed to create each model for the level on time but If I was to do it again I would ask for the scale of each model so that I wouldn't have to go back and change each models size, this would increase my efficiency and make sure that our production pipeline runs smoother.

Development of Techniques & Skills

When making assets I usually make them and the vert count ends up being to high, so this time I tried to keep the vert count low but still maintain a good level of detail in the models which I think turned out well but I could still work on reducing the vert count to make sure that the game runs smoothly when they are in it. I didn't learn that much to do with modelling, but I did learn a lot about using lighting, cameras and rendering in Maya which I hope to keep improving my knowledge in so that I can make my models look even better.

I've done a bit of engine work using unity but this year I learnt how to use the unreal engine which I did enjoy but I found it quite confusing when creating and using blueprints, but I enjoyed importing assets that I had made and looking at how they would look in the engine. I would like to increase my knowledge in the engine so that I could create my own game, I have tried to create my own shooter using the techniques I learnt in class but when I imported some of the assets into the level I struggled to change the collision boxes for the assets and also with the scaling for them.

Overall Quality of Work Produced

I think that the models that I had created for the levels turned out well and they look like the concept art that I was given, I think that I managed to keep the vert count at a respectable level, but I could always improve in the way I make my models and the overall quality of them. Considering how much time we had to complete the project I think I made a good amount of work, but I would have like to have made more buildings for around the level and vehicles as I enjoyed making the ones that I made. I enjoyed working with the themes that I was given as it helped me develop new styles and ways of creating the assets. Next time I would like to learn how to UV unwrap models efficiently and how to texture them using substance painter, by texturing my models it would make them look better as I could paint small details into the assets rather than modelling them which would decrease the overall vert count of each model. I haven't done that much work when it comes to making buildings but in this assignment I think I managed to make some pretty interesting designs, the Tokyo tower was probably the hardest model I had made as the sides of the building are at a strange angle and I had made 3 different interpretations of the building before I reached the one that was used in the game.

Technique Conclusion

I think that my knowledge of Maya has increased a lot and I have learnt new ways to polish off assets and make them look more professional. Next time I would like to do more experiments with lighting and cameras in Maya, I would like to learn how to use the camera paths in Maya so that I could create my own camera path rather than the camera just going around in a circle. I would also like to create more buildings and develop my knowledge in making interesting and complicated structures, to increase my knowledge I think that I should make some mood boards with lots of different buildings and structures and put them on the wall behind my monitor so that I can see them whenever I'm making buildings. Next time I think I will mainly focus on modelling as I enjoy it and it is the path that I want to go down in the future but I would also like to increase my knowledge and understanding in the Unreal engine as I am not that good at it at the moment, by increasing my knowledge on both programs I will be able to create better assets and hopefully start making my own game using the techniques I have learnt.

Development Evaluation

My role in the group was to create the assets for the level. The biggest problem I faced during the design process was probably the scaling problem, this wasn't a huge issue but it did slow down the production flow of our group, it only took a few hours to rescale the models which I did as soon as I got told about the problem. Another issue that I faced was waiting for concept art, in the start of the term I wasn't given that much concept art to work from but towards the end of the term I got a lot more concepts so that I could start on them straight away. For my planning I did create a production plan of what assets I needed to make and by when but through the term I have added

extra assets, so my end production plan is much longer than the original, even though I added more tasks I managed to do the majority of the tasks from the original production plan.

Creativity

I think that I have demonstrated risk and originality in my models especially with the larger and more complicated assets, the buildings I made for the NEO Tokyo level where copied from the Hong Kong promenade which features large complicated skyscrapers which I think I managed to copy well and effectively. From the main building in the Hong Kong promenade I managed to make three other buildings using the same design but giving my own spin on it, I also made two other buildings for the NEO Tokyo level in the same sort of style as the ones from the Hong Kong promenade which I think turned out well. For two of the vehicles I worked on I looked at real bikes and cars and reimaged them to suit the theme of our game. I made some small scenes from the assets that I had made so that I had a better idea of what they could look like in the game, the scenes that I made turned out well especially when I added some lighting and block textures to the scenes. I enjoyed experimenting with different shapes which is why my end production plan ended up being a lot longer than my original one.

Relevance to the brief

I think as a group we managed to keep all our work relevant to the brief. We did plan to include multiplayer and a shooting feature to the game but due to the lack of time we had to drop these ideas, but we are thinking of adding them in the future. I have already added guns to two of the vehicles so that if we do add a shooting mechanic, I won't have to remodel the vehicles. Our brief was to create a block out of a racing game which we have managed to do.

Contribution within a group (group projects)

I feel like I have communicated with my group much better than I did last year and I contributed a lot more ideas. I was also asked by another group to model some buildings for them which I did, and I think I created assets close to what they where asking for. Our groups used messenger to communicate ideas or any problems that we had so that we could resolve them as soon as possible.

Time Management

I think my time management was good as I managed to complete most of the tasks, I had set by the deadlines I had arranged. I created a production plan of what I was going to do and when I had to complete them, my final production plan was a lot different to my original as I had added extra tasks to it.

Analysis

Critique of the work you have produced

We play tested our game throughout the project to make sure we fix any bugs, there still is a few bugs in the game but we can fix them in the future.

Critique of your own practice (and action taken)

I think overall, I worked well in my group and completed all the tasks I was set on time. I didn't do much research into new techniques, but I did experiment with different methods throughout my project.

As a team I think we all worked well and contributed a good amount of work towards the game. To keep on track with what everyone was doing in our group we had regular team meetings and communicated on messenger to make sure the project was running smoothly and deadlines would met on time.