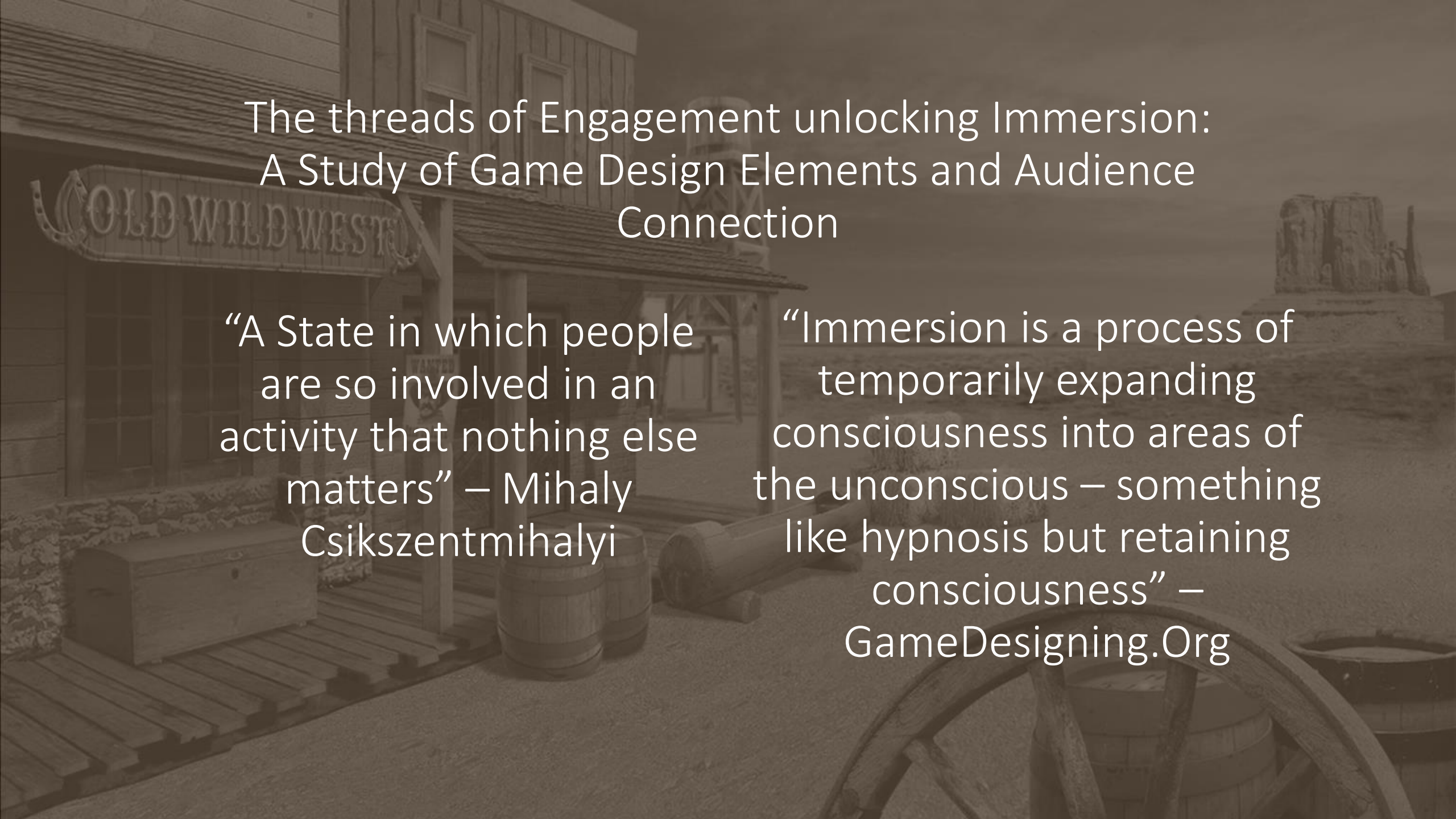




Interim Viva

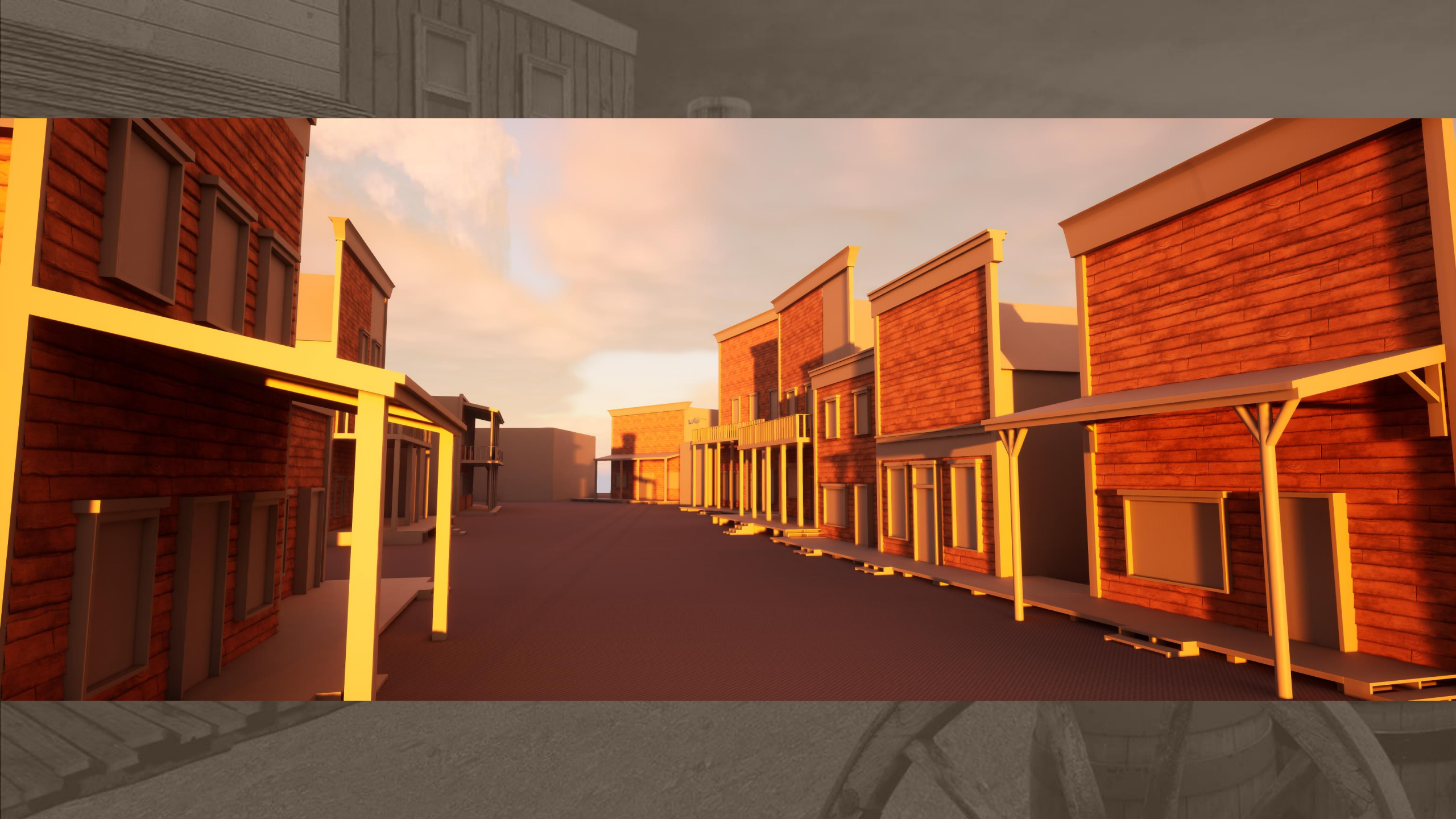
Rizwan Miah



The threads of Engagement unlocking Immersion: A Study of Game Design Elements and Audience Connection

“A State in which people
are so involved in an
activity that nothing else
matters” – Mihaly
Csikszentmihalyi

“Immersion is a process of
temporarily expanding
consciousness into areas of
the unconscious – something
like hypnosis but retaining
consciousness” –
GameDesigning.Org

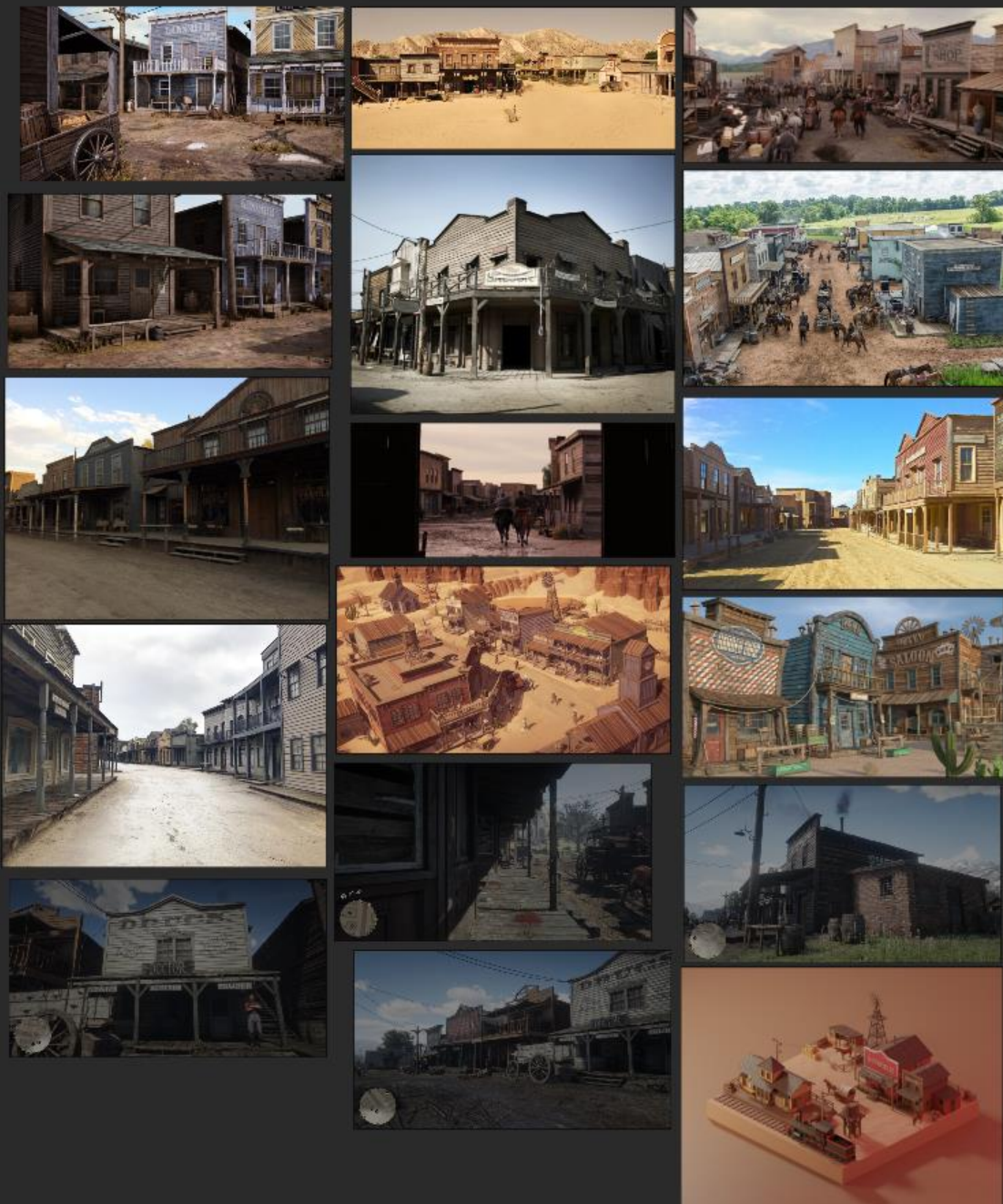






Research & References

Town Style & Layouts



BUFFALO BILL'S WILD WEST AND CONGRESS OF ROUGH RIDERS OF THE WORLD.

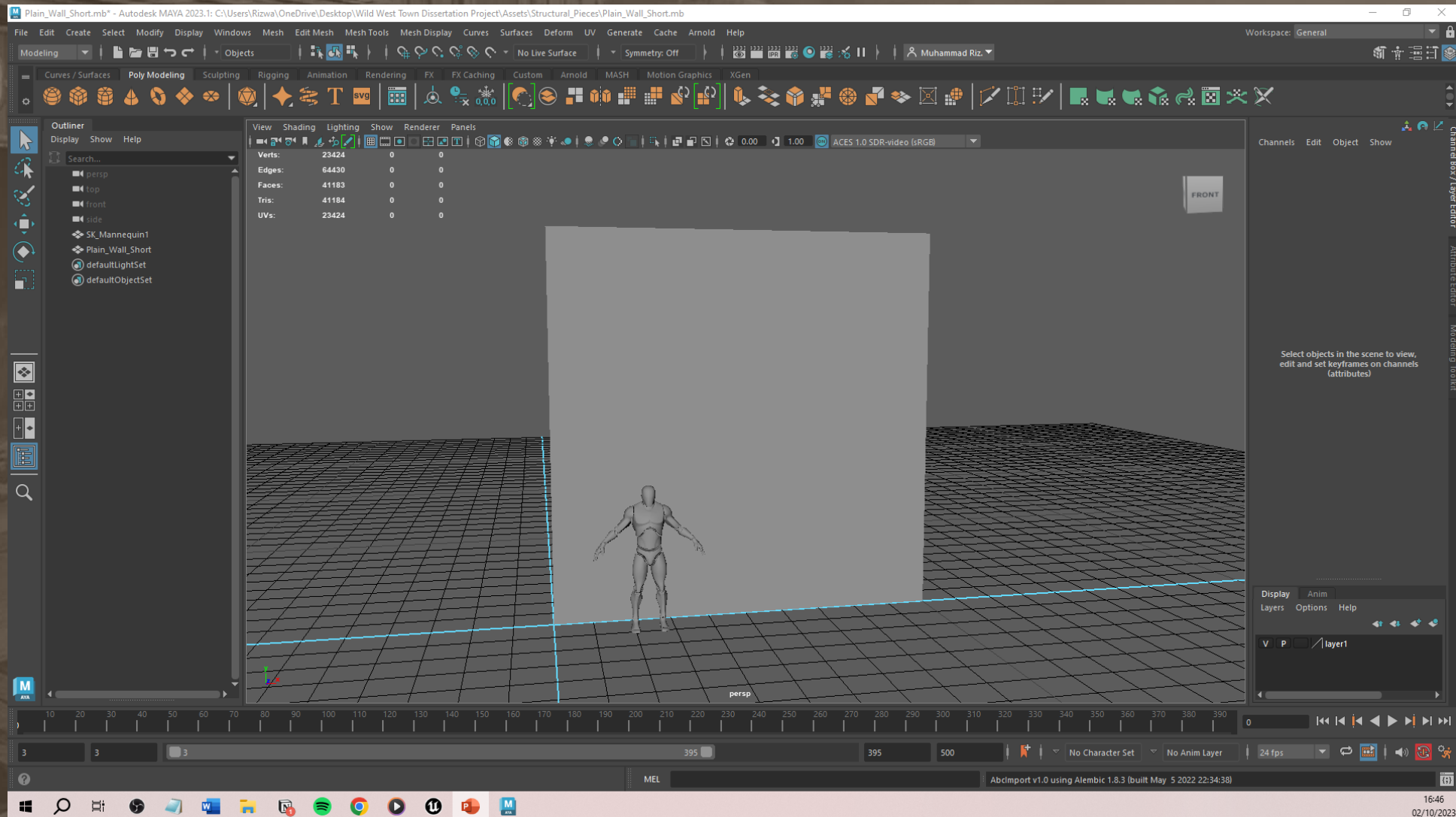


A COMPANY OF WILD WEST COWBOYS. THE REAL ROUGH RIDERS OF THE WORLD WHOSE DARING EXPLOITS HAVE MADE THEIR VERY NAMES SYNONYMOUS WITH DEEDS OF BRAVERY.

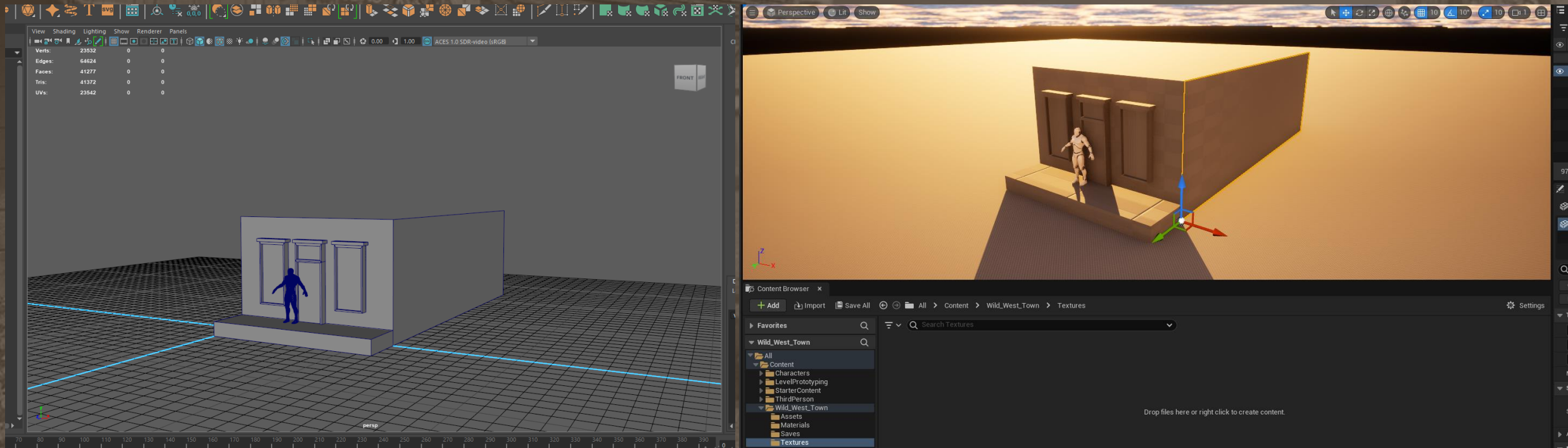
Wild West Inspiration & Visual Style

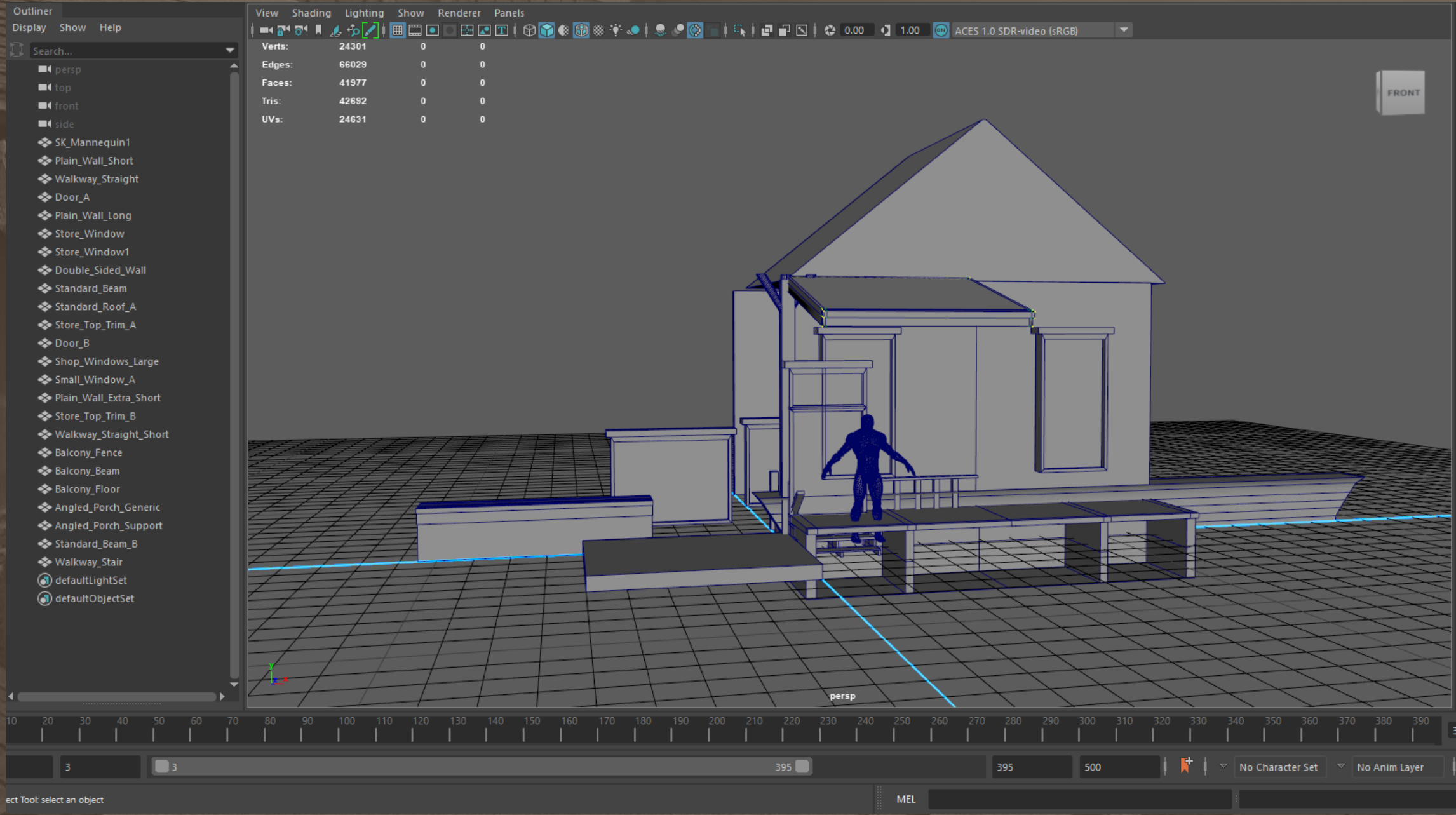


Scaling Assets between Maya & UE5 Solved

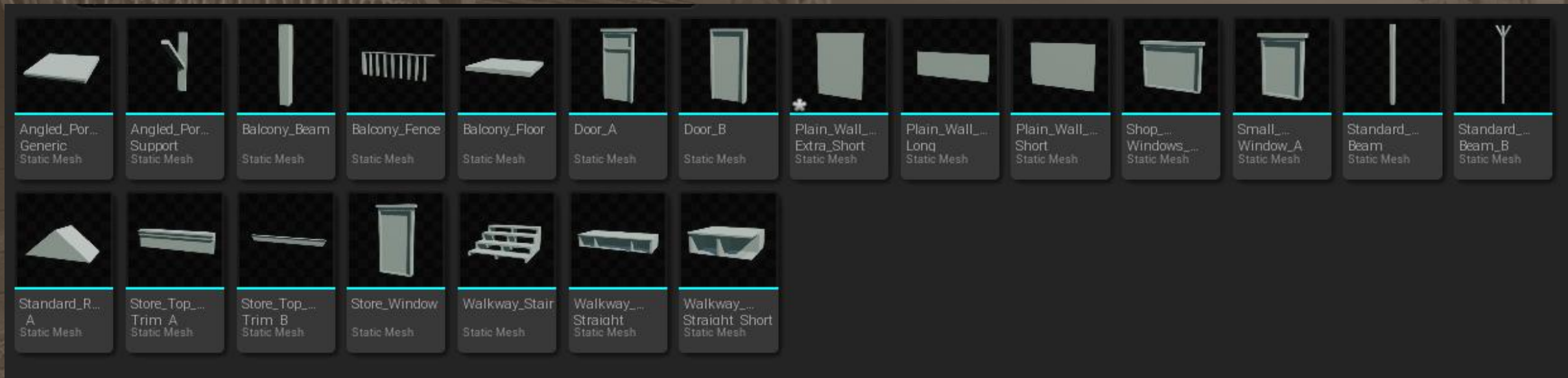


Pivot Points, Measurements & Importing





Modular Pieces



Why The Modular Approach?



314

576

1055

1430

1644



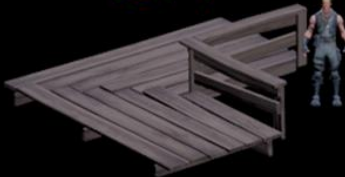
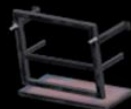
400

936

1094

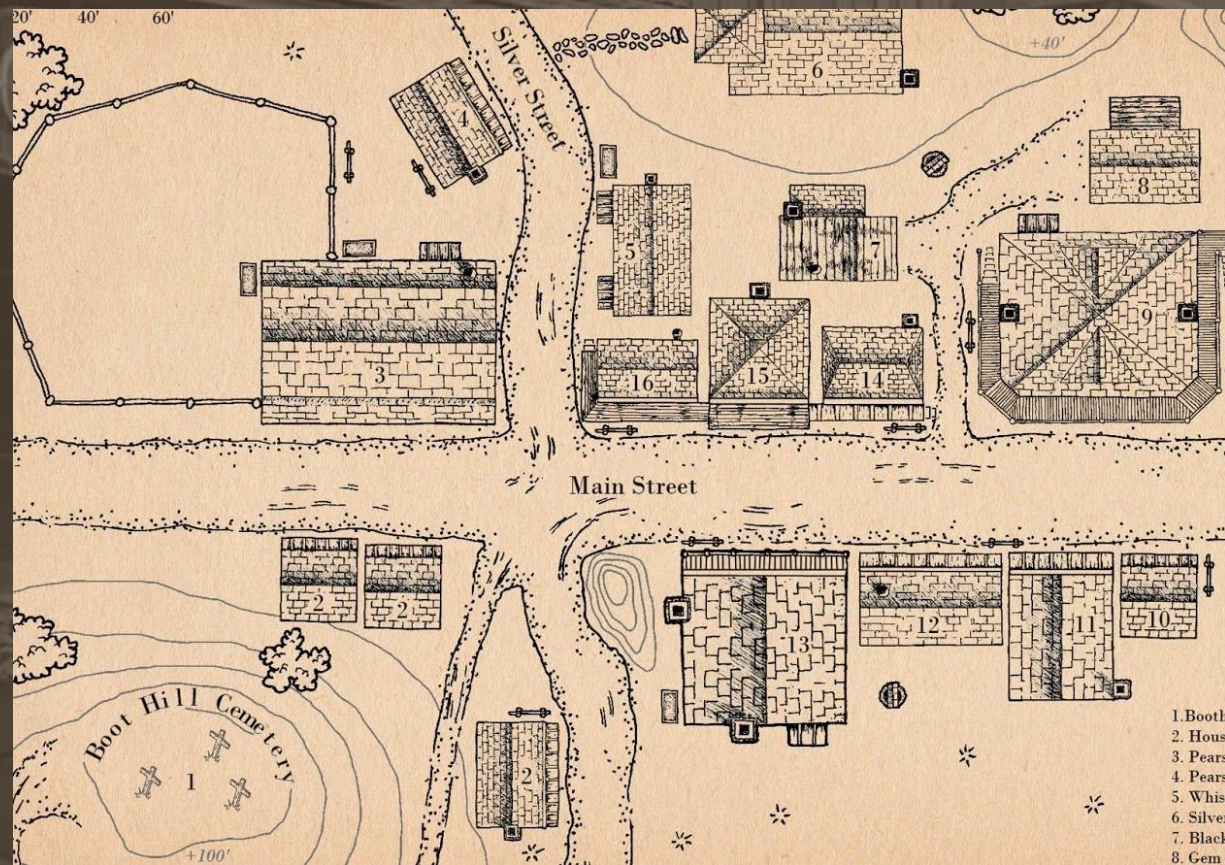
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1638

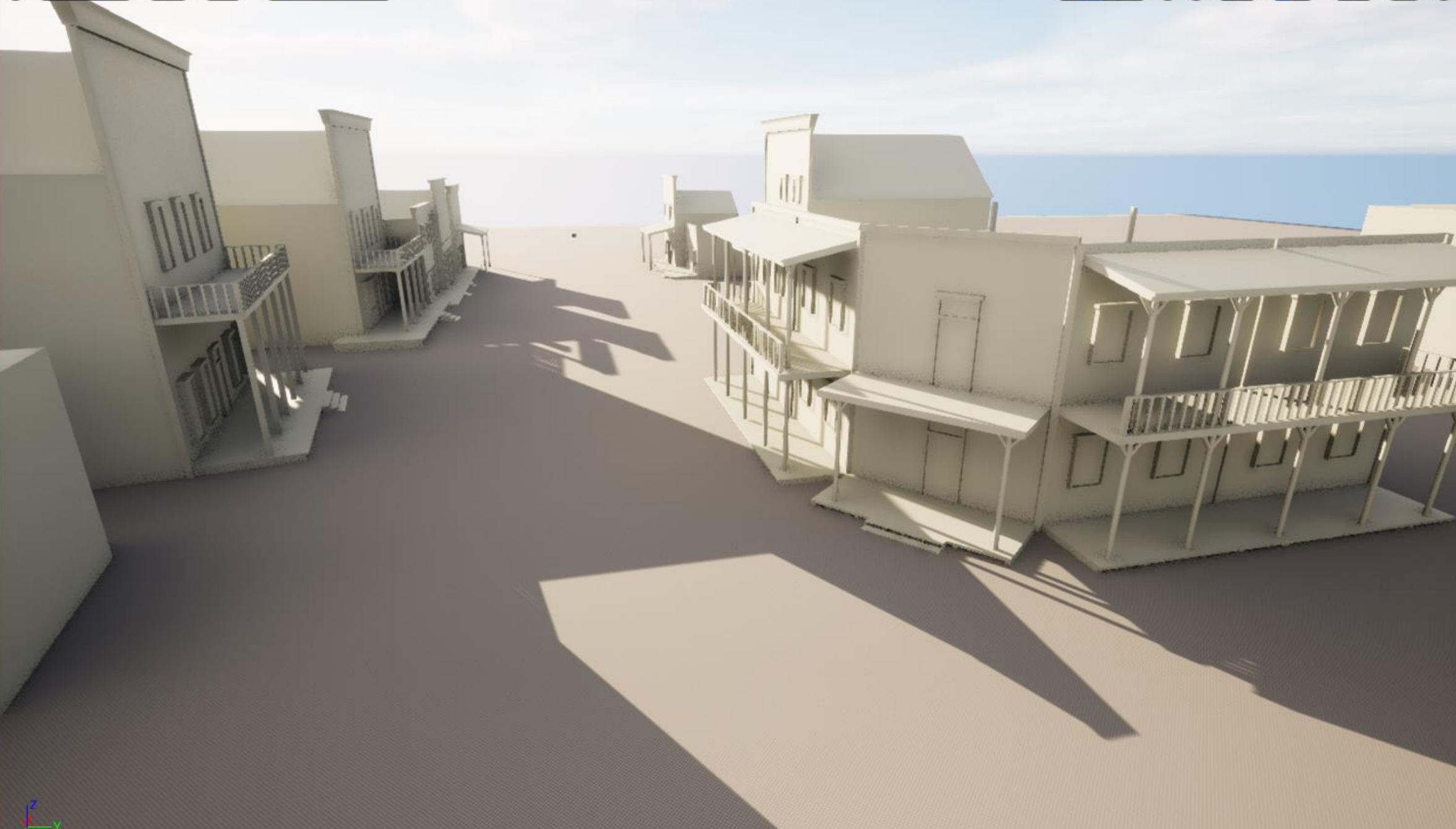


Creating Main Modular Pieces & Assembling Together





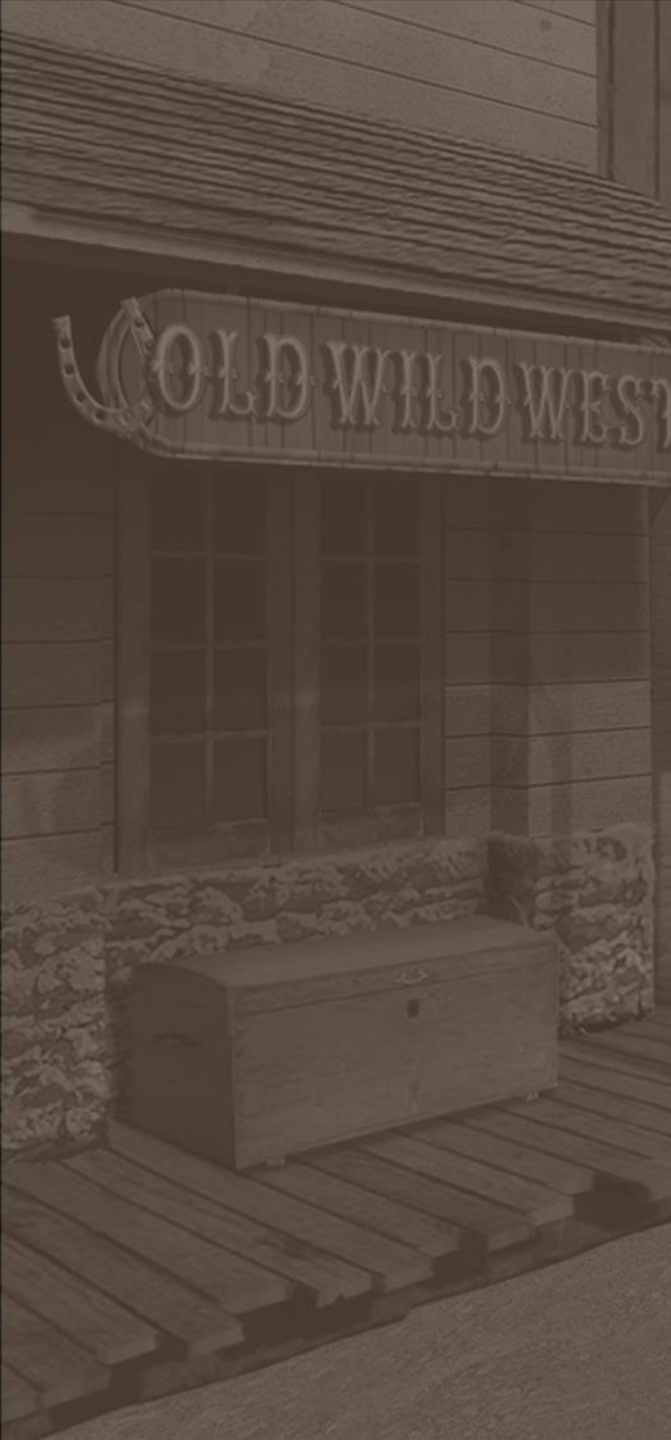
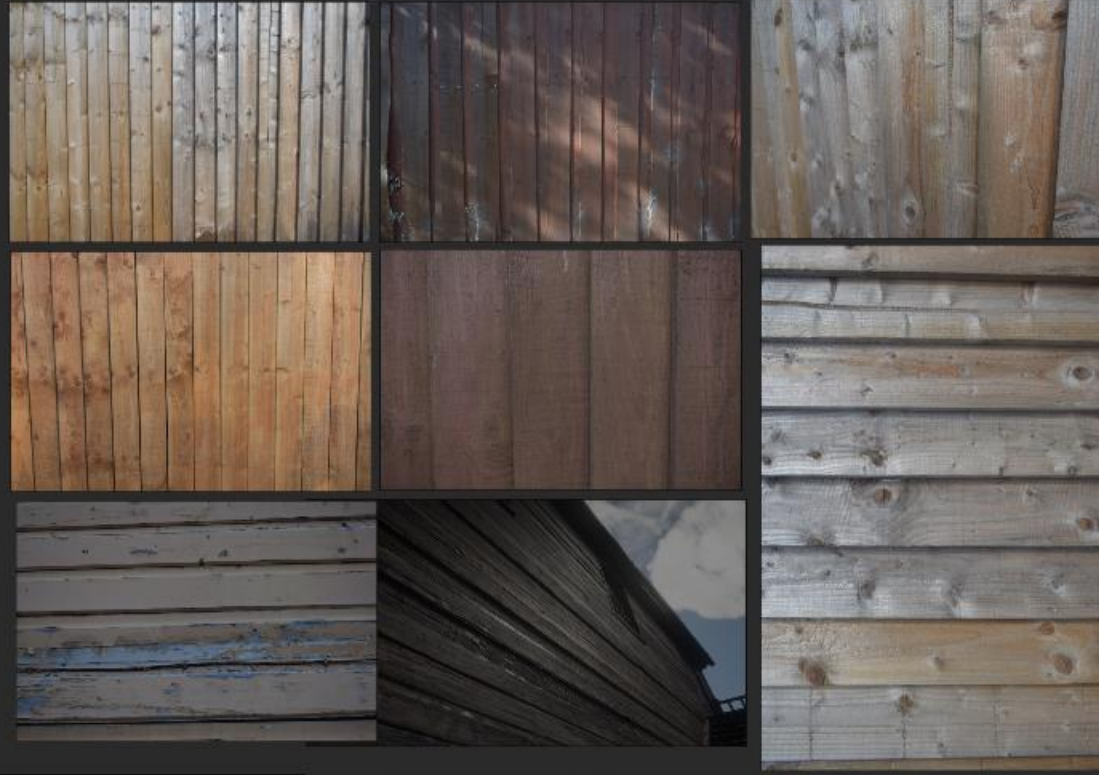






Texture Creation

Wood Patterns & Textures



Grain Generation



Knots



Cuts



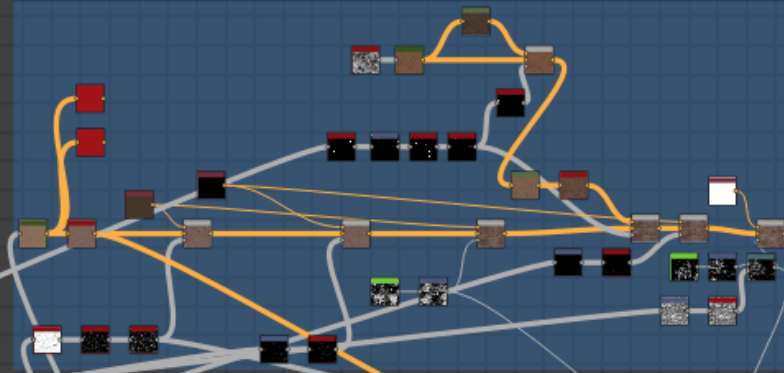
Grain&Knots Combine



Damage Add-On



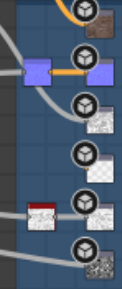
Base Colour



Roughness



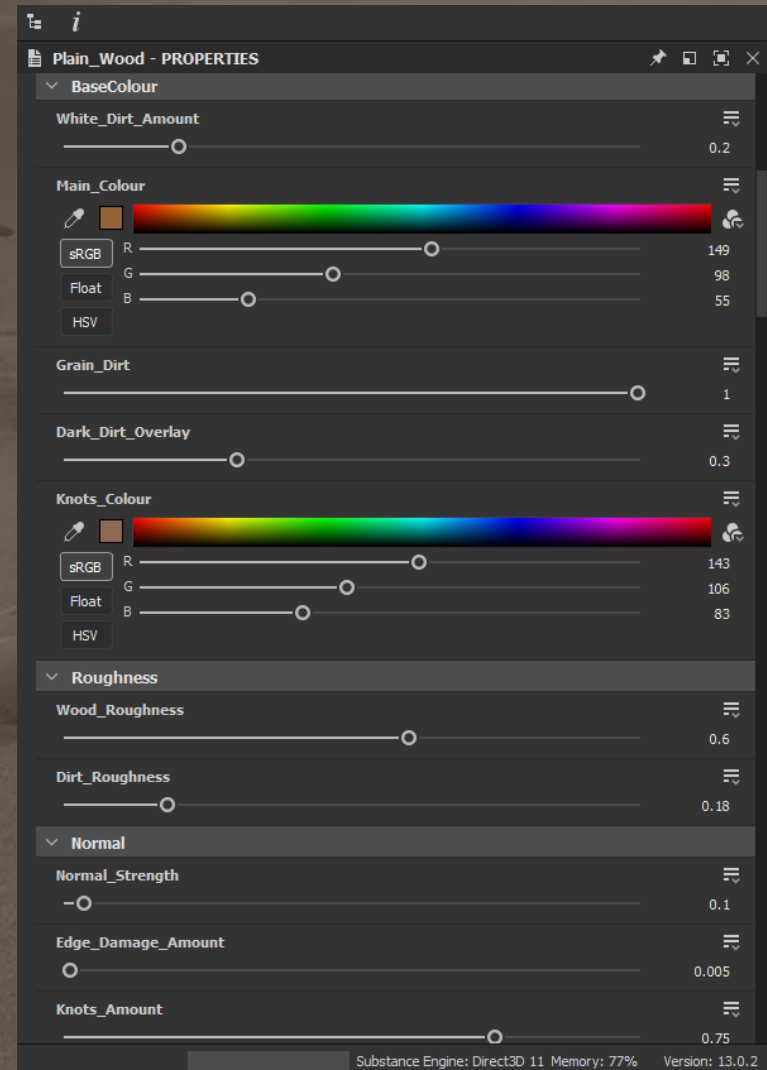
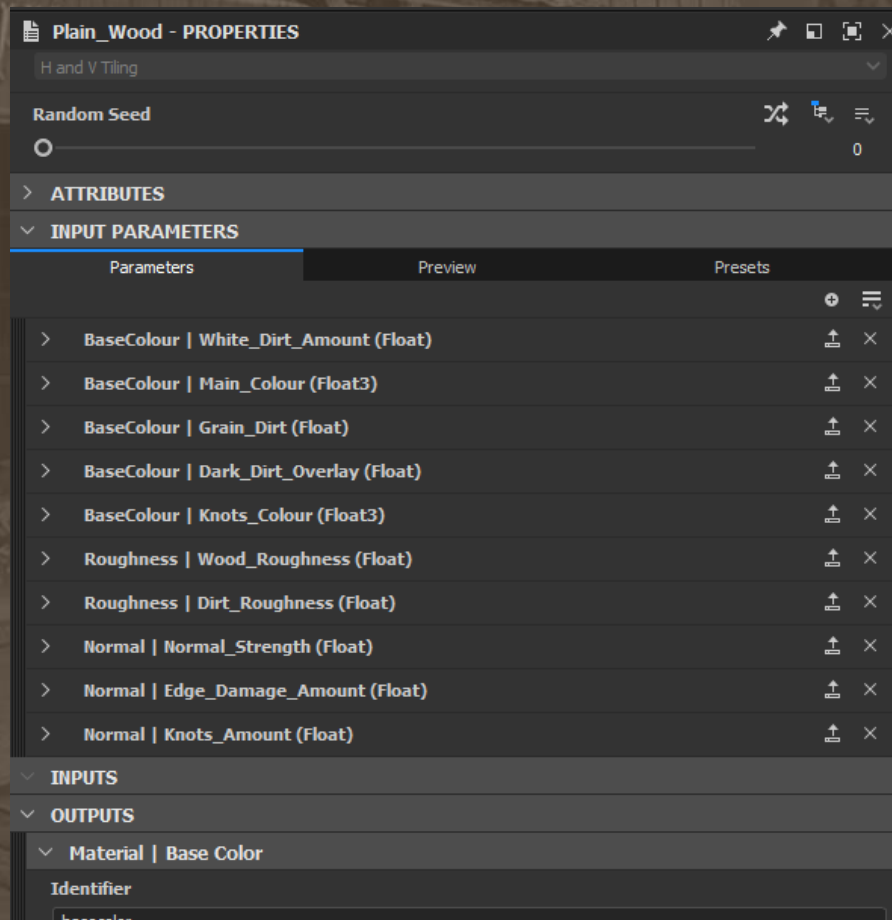
Output



Plain Wood Texture Variations

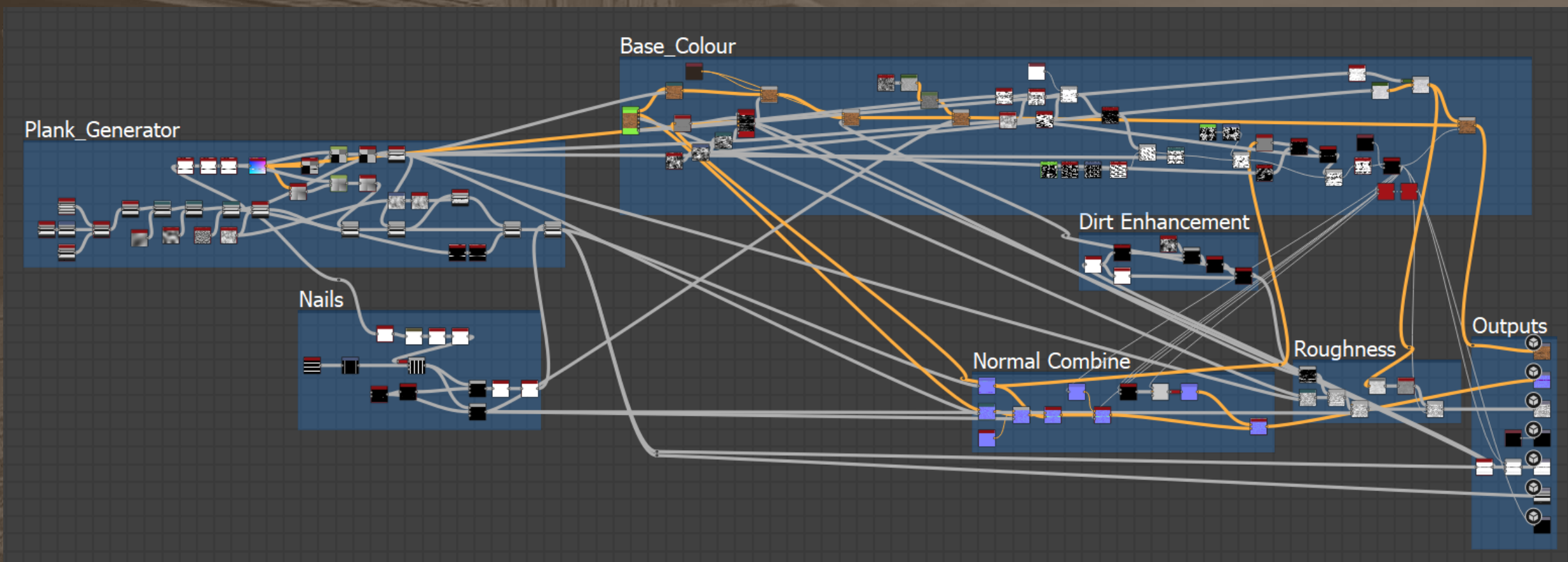


Variation Technique





Wood Plank Variations



Peeled Paint Texture Variation





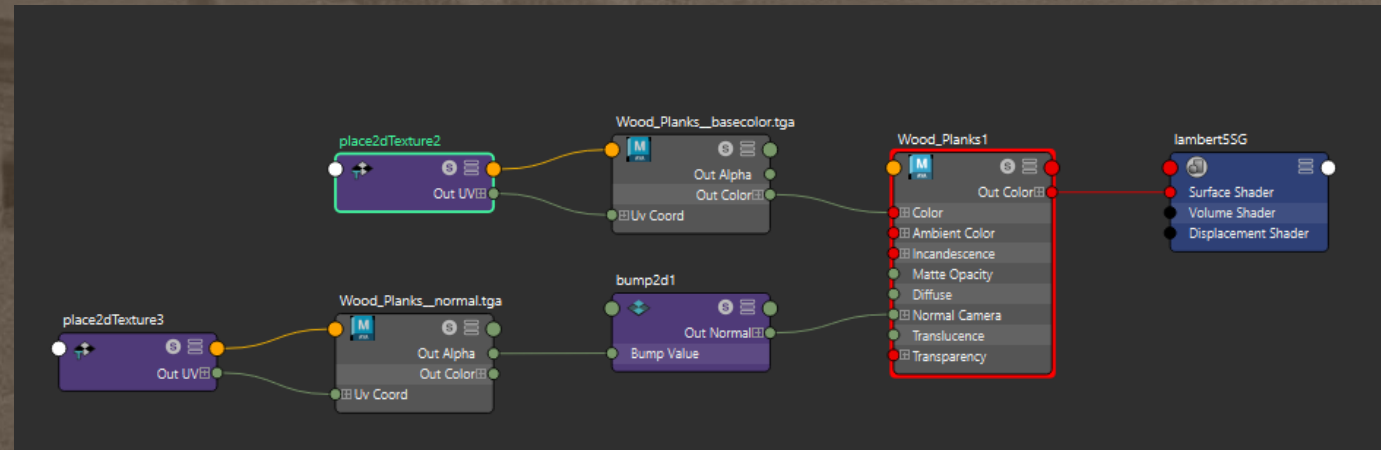
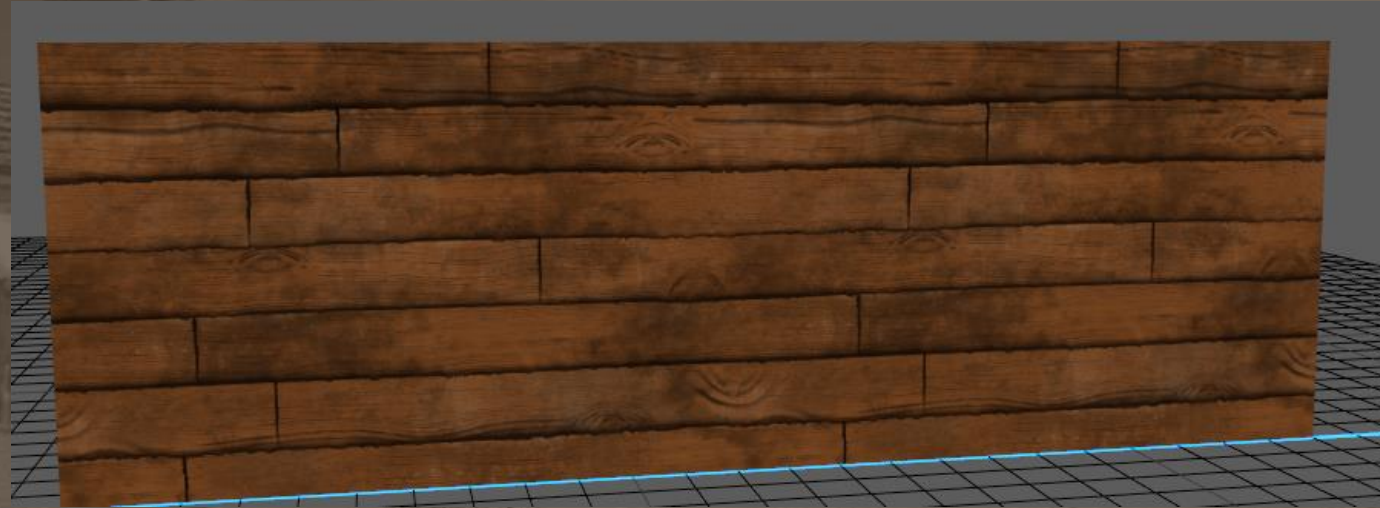
Texture Testing

Seams & Tiling Issues (UVs)

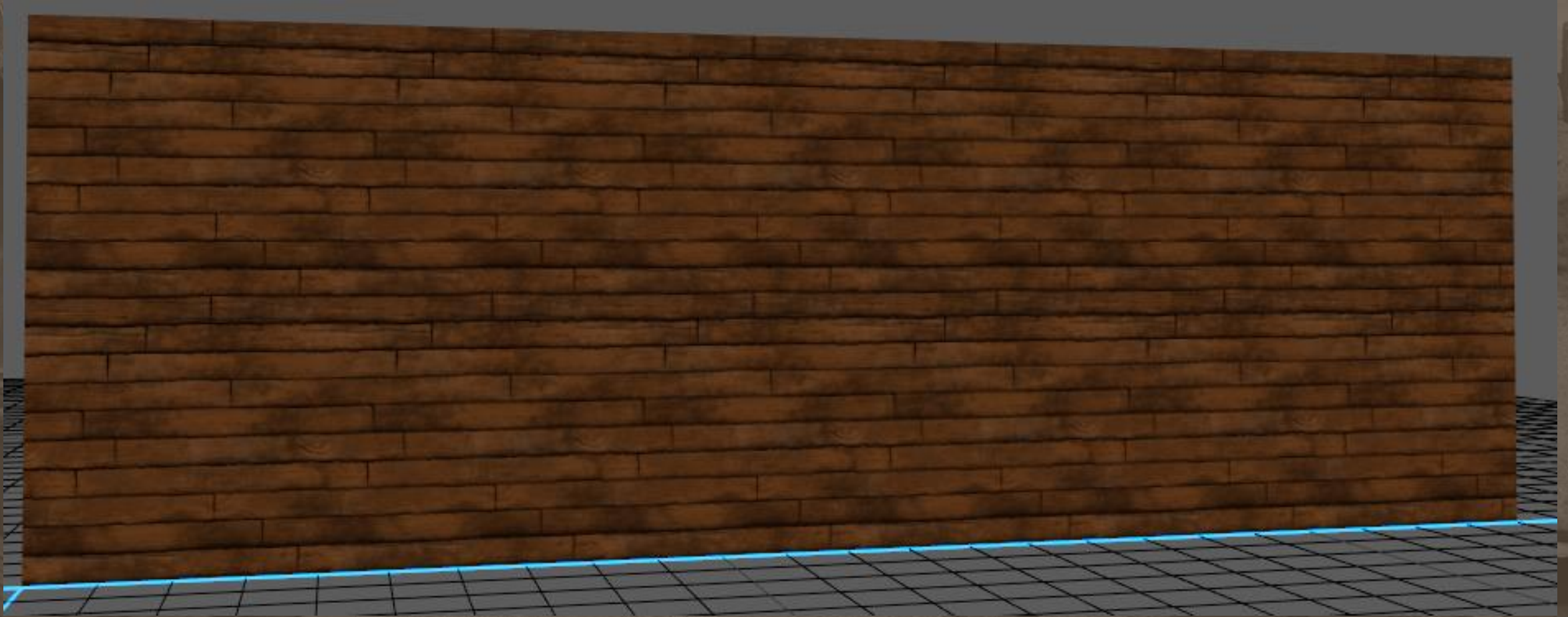
PROBLEM



SIZE ISSUE

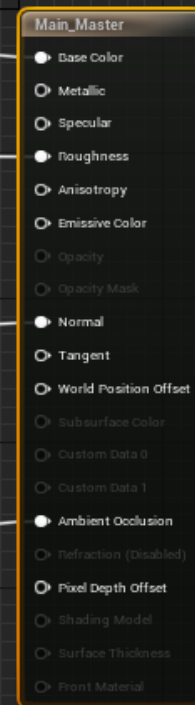
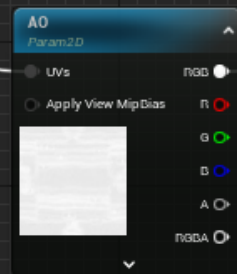
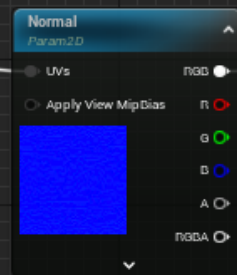
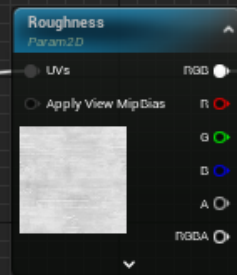
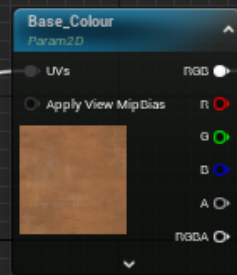
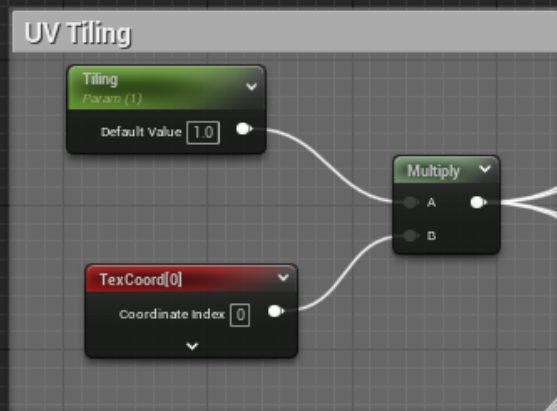


FIXED



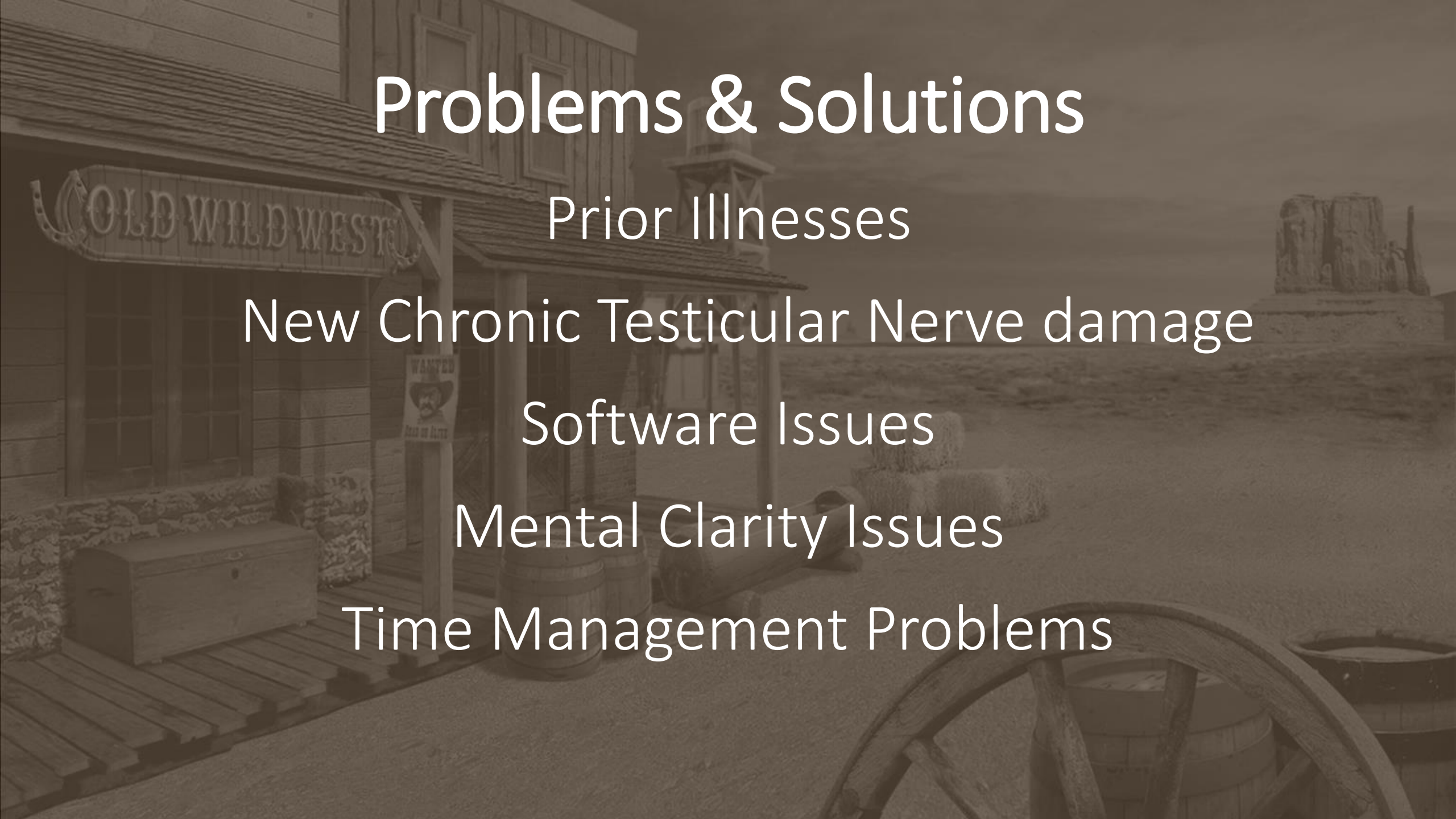
UE5 – Same Issue with Tiling





FIXED





Problems & Solutions

Prior Illnesses

New Chronic Testicular Nerve damage

Software Issues

Mental Clarity Issues

Time Management Problems

Going Forward:

Final Assets Creation

Apply Other Textures

Prop Asset Creation

Terrain Material

Import 3rd Party Assets to bring the final scene to life

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