

Hayden Hurley

Hayden Hurley (1701645)

Creative Practice 4 (M5X01569)

Production diary

Production diary foliage

As a course we have to design and create a driving game called neo drive I am one of the modellers and I have to modal the foliage the overgrown city .I am looking forward to this because it will be interesting to learn how to modal foliage.

Friday 22nd February

Today I am doing research to allow me to create foliage for the overgrown city because I have a problem ,I want find out how to create a convening tree in Maya because at the moment I can't figure out how to put leaves on a tree branch in a realistic way .

I have found a very helpful YouTube video that shows me how to modal a tree in Maya, this video was made by 3dex and in the video he explains all I have to do is create a cylinder and extrude it upwards to the rough height I want, then create a couple subdivisions and move them around a bit till I get the a rough shape of the tree I want. one I've completed creating the shape I want I should duplicate the modal until I have enough for branches and after scaling them down i need to place them in to the tree without combining them with the vertex's of the tree.

to create the leaves for the tree I need to create a plane and texture it with whatever picture of a leaf I want on the tree then I need to place them into the positions around the tree. When I am finished doing that the tree should be finished all I need to do is combine everything together and export into unreal.

Sunday 24th February

I am having a problem with placing the leaves around the tree I am working on because it seems to be taking a very long time to place the leaves around the tree and its not creating unkempt look that is needed for the overgrown level , I am going to spend the rest of the day playing around with different methods and see what works .

Feb

Monday 25th

I have finally fixed my problem with the leaves all I needed to do was duplicate more of the leaves in one spot at slightly different angles to create a much more realistic looking branch for type of tree I want to create .

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3rd march Sunday

Started working on a new style of tree today I hope it turns out well as I need to the original style of tree didn't have enough of the unkempt look to it so instead of wasting time I have decided to move on to more of a typical English tree with a big tree trunk and unkempt leaves .



7th march Thursday

Today i think I have finished the proto type of the kind of tree I want to have in the overgrown city, I have also placed a few textures on it just to see what it would look like when finish however I don't expect it to look like it does in the image below if the group does decide to place in in the over grown city . at the moment the tree looks to neat to be in an abandoned city so going forward I would want to get better at placing the leaves in such a random way that it would convince a future player that the trees are actually abandoned .

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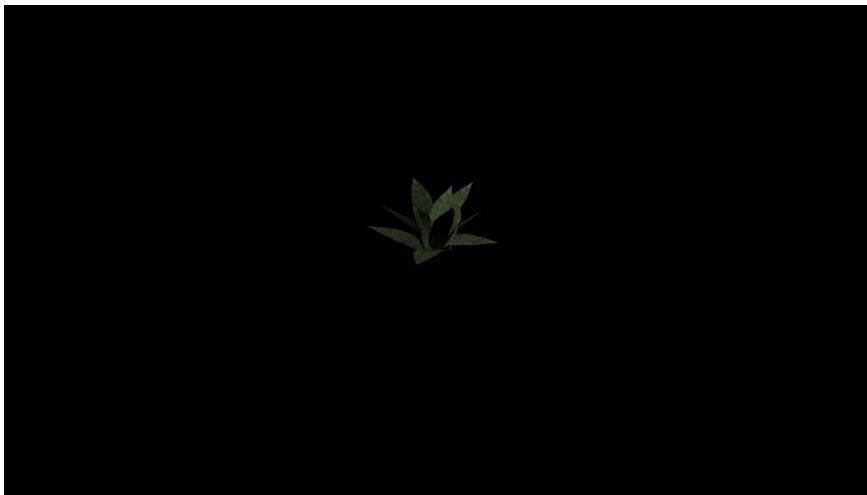


24th march Sunday

Now that I am getting used to modelling trees I have decided to focus on modelling bushes so that they can be placed around the overgrown city I am going to spend the rest of today experimenting in Maya.

25th march Monday

I have created a bush in maya that I am happy with all I needed to do was place a plane in maya and texture it with a picture of a leaf and then duplicate it a couple times and after I have finished doing that create subdivisions on all the duplicates and manipulate them in such a way that they look realistic and then I took all the duplicates placed them in a rough circle and one by one moved them closer into the circle until I got what I wanted this can be seen in the image below .



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<https://www.youtube.com/watch?v=t8Qt7VwfrK8&t=6s>