

Environment Design & Presentation_Luke Thomas_2317980

by Luke Thomas

Submission date: 06-May-2024 02:28PM (UTC+0100)

Submission ID: 232335528

File name:

50225_Luke_Thomas_Environment_Design__Presentation_Luke_Thomas_2317980_574994_2057204311.docx
(25.36K)

Word count: 24

Character count: 174

Course: BA Computer Games Design

Module: Environment & Level Design

Assignment: 3D Diorama and
Presentation

Name: Luke Thomas

Student Number: 2317980

Full Presentation:

<https://youtu.be/SocfoGhY4YY>



FINAL GRADE

77/100

GENERAL COMMENTS

1. Engagement with Literature Skills (%)

Inspiration has been influenced by research and this has been described in the presentation. Examples of research images have been featured in the work and references are featured in slides.

A bibliography has been supplied that adheres to IEEE format.

2. Knowledge and Understanding Skills (72%)

Use of software specific processes and tools is shown, such as the smoothing techniques used in Maya. This is used more often than you may think and is a better alternative to increasing polygon counts. Competence in Substance Painter texturing and Processes such as material creation and application in Unreal Engine is evidenced as well.

Consideration for scale is shown in the work – this is important for design consistency and plausibility, even in stylised environments.

Modular construction techniques have been considered for some of the environment assets.

3. Cognitive and Intellectual Skills (75%)

A breakdown of an intended visual aesthetic has been presented in the work, which is good to see – not only is there an objective to create but there is a method and look

to the intended project as well.

Consideration for composition and layout is good as this shows an ability to analyse the design work and decide on the best way to apply your designs for maximum visual effect.

An evaluation on optimizing models has been given as part of the presented work, again showing an ability to think critically about the work and its purpose.

4. Practical Application Skills (82%)

Concept art sketches and preproduction content has been created for the project. Considerations have been made for composition and layout, with iterative design evidenced. Good work.

3D whiteboxing is another part of the preproduction process that has been documented, showing an appreciation for planning and preparation when developing environments.

UV layouts are presented that are clean in terms of both shells and layout. Some of these objects are quite challenging, such as bottles and objects involving cylindrical and spherical elements but you seem to have unfolded these well.

A number of good examples of clean 3D models have been presented – all of these contain a good level of detail and clean geometry. The coin model may need optimizing as the poly count is a bit high

for such a small model but otherwise the work is of a very good standard.

The final diorama is presented really well with an evaluation of content and supporting audio – lighting and prop arrangement is convincing and atmospheric. This is an excellent example of work that could form part of a showreel or portfolio – well done.

5. Transferable Skills for Life and Professional Practice (78%)

The work is well presented and paced with good supporting imagery and a clear structure in the presentation. Good work.

PAGE 1

PAGE 2
