

Production Diary

Elly Morgan (1802145)
Creative Practice 3 (M5X01568)

3/10/19- Brief given to us

4/10/19 - Discussed and brainstormed ideas for this module. I had an idea for a game set in a mine and Fenn had an idea for one set in a creek, we then talked about it and decided to work together in a pair on this singular idea by merging both our ideas as it made more sense and because our ideas of what we wanted our main 'fear' in the game was similar.

5/10/19- Started creating powerpoint in Google Slides for both me and my teammate to work on over the next week.

7/10/19- First concept created for game idea mixing the idea of creek and mine together.

- Looked at tutorials and examples to learn more about how to create concept art faster as I wanted to be able to create 2d art quicker than what I'm currently capable of.

[Photo-bash speedpainting for The Sin of Man: Noah Bradley](#)

[Ancient Temple painting - Photo bashing tips: Trent Kaniuga](#)

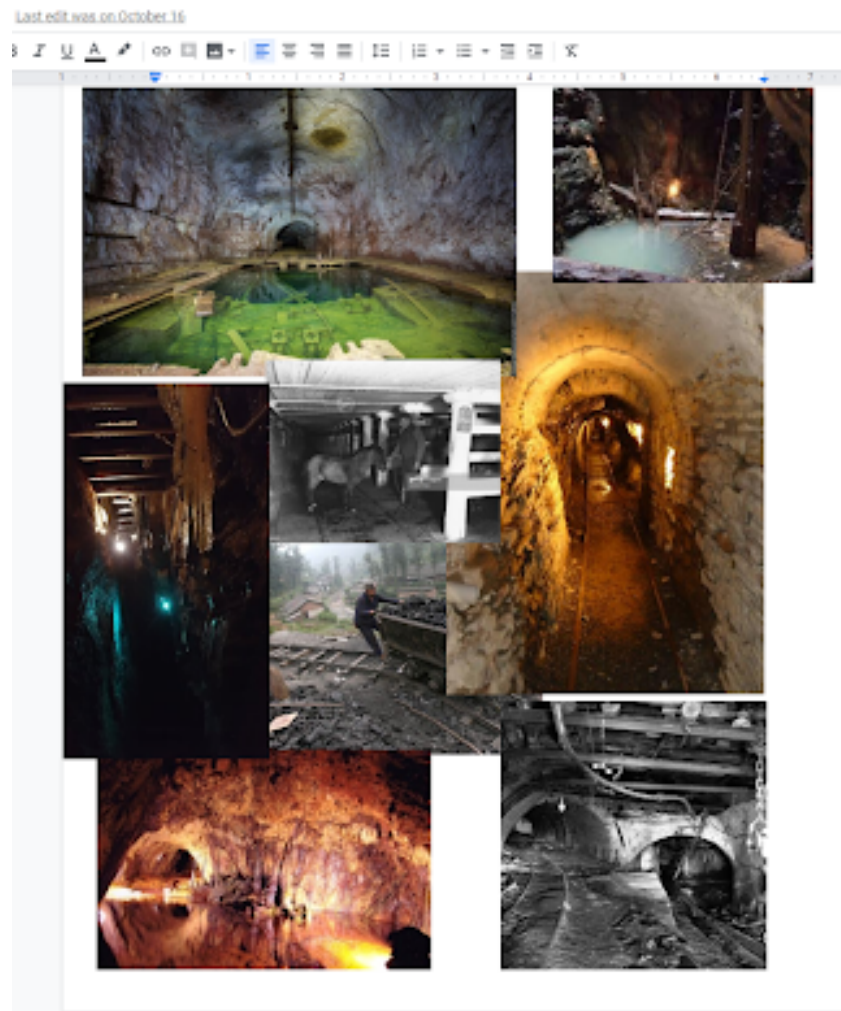
[3 Photobashing And Photo Texturing Techniques In Photoshop - Episode 10: Jose Vega](#)

Exterior area: Entrance



8/10/19- Met up with my current teammate and talked more about our idea and allocated roles for what each person would work on in the slides on the presentation. Created a mood board of reference images to help us come up with our idea and we made our first initial ideas of what we wanted our game to be.

[Reference Photos/Brainstorming ideas \(images\)](#)



This is when we first decided on what we wanted the game mechanics to be and what the winning factor would be and how the player would navigate through the level by following a flow of water. We also began thinking about the enemy and how the enemy would help convey the fear of the unknown by deciding that the enemy would be fast-moving and ambiguous so that the player wouldn't be able to see them clearly. We also decided that the project name would be 'Submerged' due to the idea of the narrative of being stuck in a loop and falling back into the water back where you began.

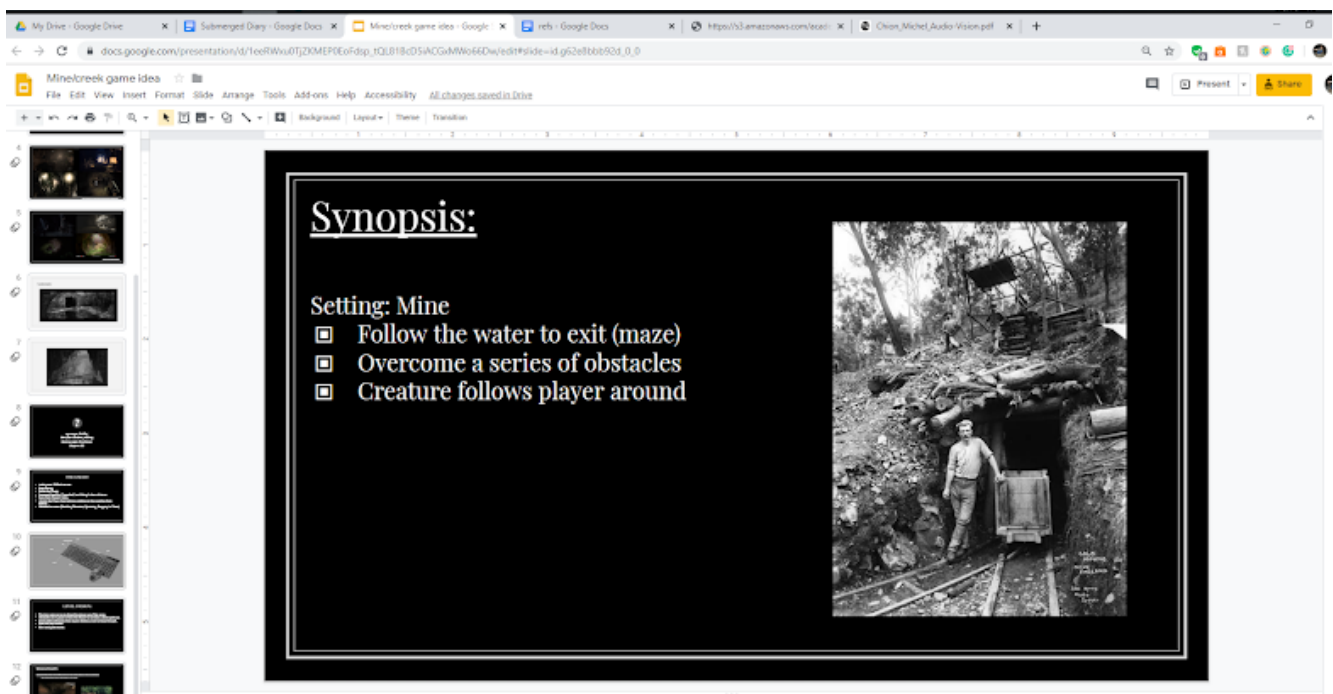
9/10/19 - Made another concept idea for what the interior could look like and show an idea of the pool of water where the player firsts wake up in.

Also worked on finishing the slides allocated to me for the presentation.



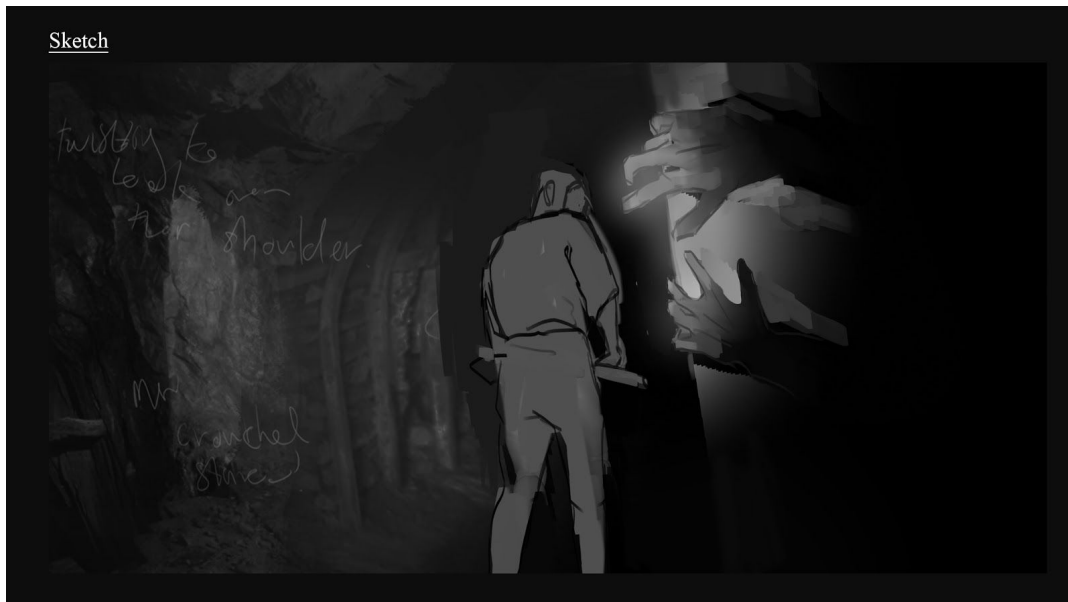
10/10/19 - First pitch given for idea: [Presentation on Google Slides](#)

- After everyone gave their presentation on their individual ideas we briefly discussed as a class everyone's ideas.



11/10/19- Continued developing our idea and started to create the beginnings of a GDD so that we could answer questions about how the mechanics would work and also give us a clearer idea on how we would actually create this game.

14/10/19- Began creating another 2d piece mainly to help convey the idea and fear of being followed and watched by an unknown entity. But ultimately stopped working on this piece and kept it looser as I didn't want to put too much time into it as I didn't feel I needed to bring it to a detailed polish as the main goal of it was to just help convey the feeling.

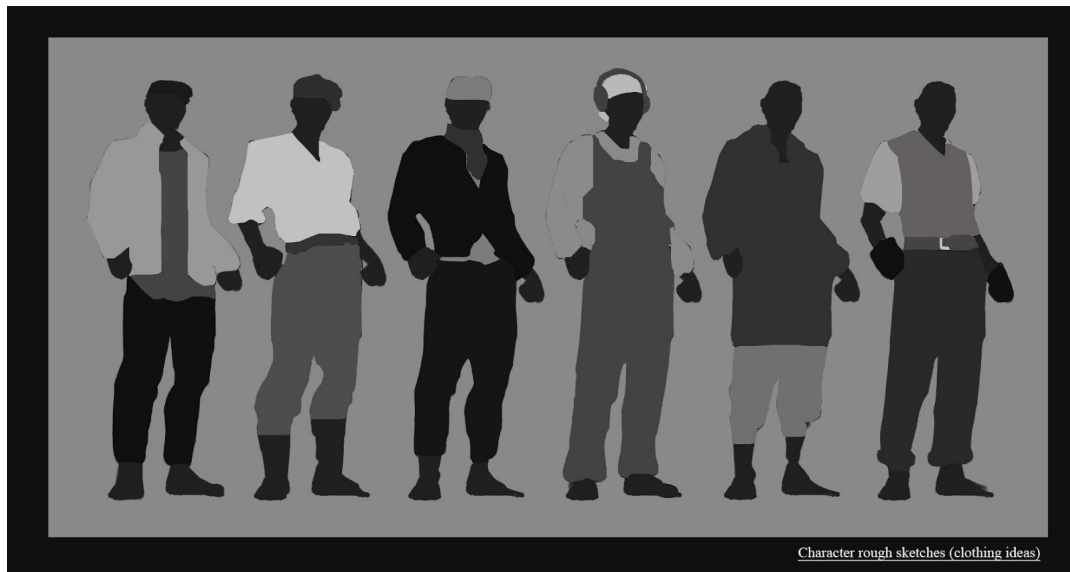


18/10/19- Started to create some basic sketches/designs for the main playable character looking at what body type they would have and it made more sense for them to be average but still have muscle to them but not so much that they were bulky as it wouldn't have suited a horror game where you actively running and hiding from the monster if the character was visibly strong and would have been able to fight their way out.



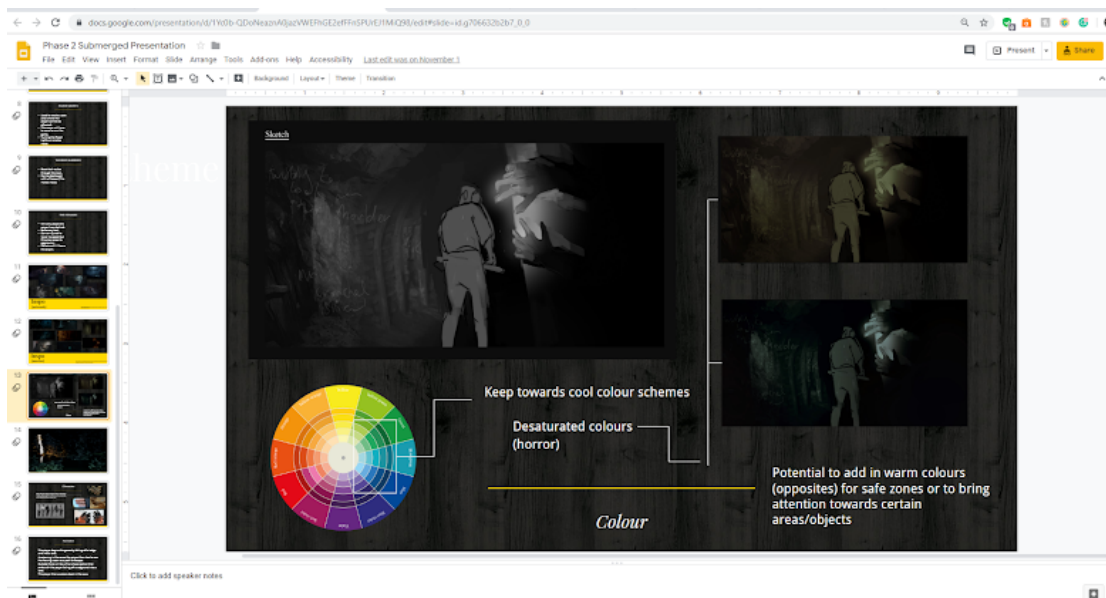
23/10/19- Worked on the first pass of the character design, looking at photo references of what miners work clothes were like back around the 1800s but also did one design of what a more modern miner today would be wearing just experimenting with the period setting of the game. With these designs, I tried out doing something different by just focusing on the shapes and silhouettes to see how that would go when doing 2d designs.

I also worked more on the second presentation me and my teammate were going to give.



24/10/19- Had second presentation: [Second Presentation on Google Slides](#)

After we all gave our presentation we first decided that we all wanted to work together as a class in one big group, then we had a vote to decide fairly what project we all wanted to work on based on everyone's pitches. Everyone ended up voting for our Submerged game idea, afterwards, we created a group in Teams to help organise our work and communication.



25/10/19- Discussed a little bit with some group members what work each of us will do over the next week as we begin to start the project.

29/10/19- Started creating another environment design

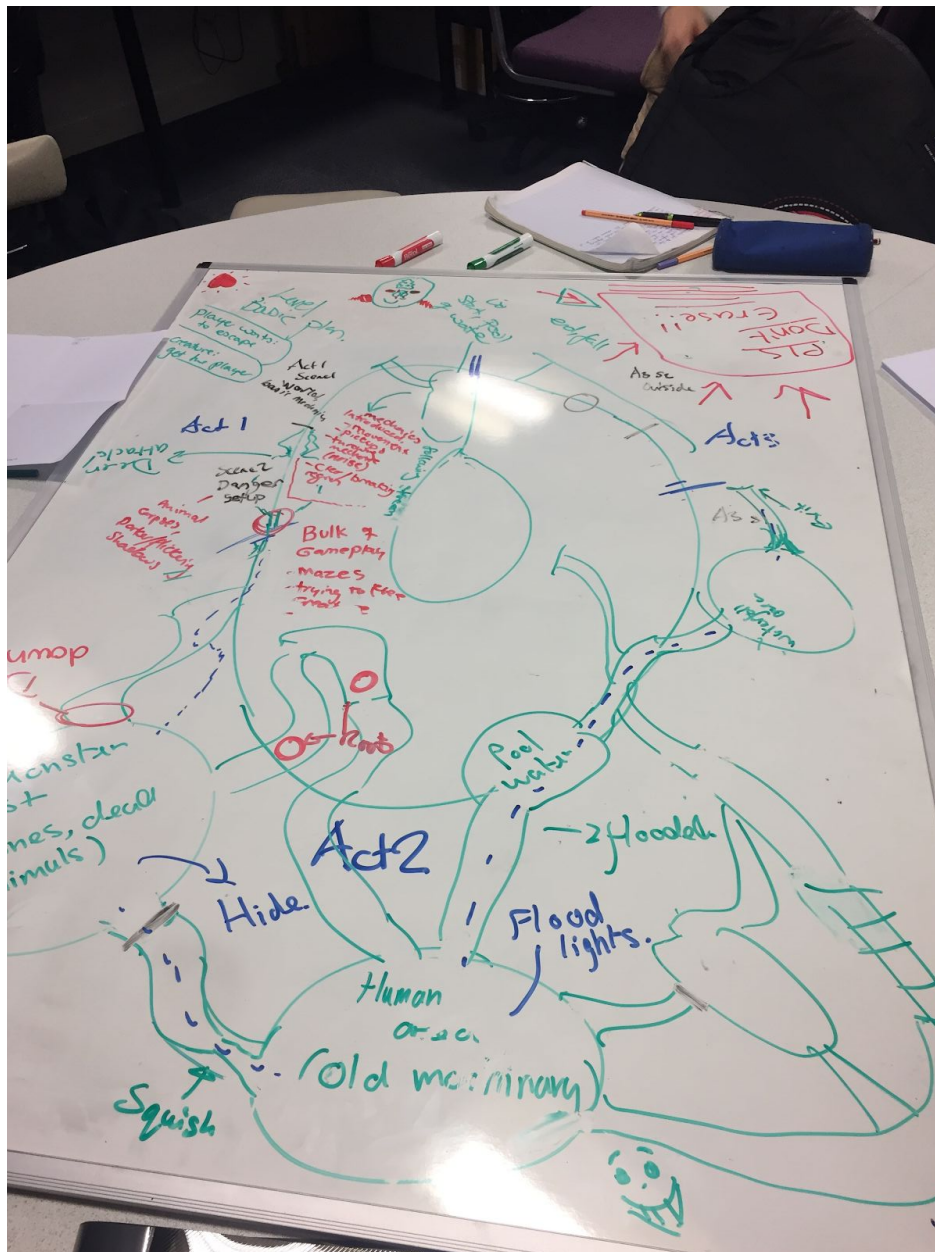
30/10/19 - Finished interior environment design messing with the idea of introducing some elements we could put into the game such as writing on the walls to warn players of the danger to come and also messed with the idea of having shrine-like areas throughout the place to provide more potential narrative but also to create areas of safety and light for the player.



31/11/19- Had a team meeting where we figured out what our level design/map would be and how the player would navigate through the game and what would be where.

We split it up into three main parts; Act 1,2 and 3.

Act 1 would mainly by introducing the player to the key mechanics and to teach them what they need to know in order to play through the rest of the game. Act 2 would be the bulk of the game where the player would be navigating around the map and act 3 would be them making their way out and finishing the game. By splitting it up this way it was easy to focus on key points.



04/11/19- Started creating character designs using the information from the last meeting to make the decision that the character would be modern so I had a clearer idea of where to take the designs.

06/11/19- Did a colour through of character sketches and finished them off.



07/11/19- Team meeting going over clearly what everyone's roles are and what we should focus on for the next couple of weeks- I showed the designs to the group and they gave me feedback about what they liked and didn't like and how I would move forward with the designs and what elements we wanted and didn't want.

Concept art was divided up between me and another team member.

09/11/19- Started work on the next pass of character designs using the feedback from Thursday to narrow choices down and to provide more options for the team and still looking at references of modern work clothes.

12/11/19- Finished off the character designs and at the end of the day, showed my work to the group and discussed with them again about what designs they liked and narrowed it down even further.



14/11/19- Started work on finalising the character designs based on the discussion from before with the group. Focusing in on the idea that the player will be able to gather equipment and will physically be able to see these tools on their person. So I wanted to be able to show what the character would look like both with and without the additional items.

15/11/10- Finished off the next phase of character designs



17/11/19- Started work on an environment piece for one of the beginning scenes of the game where the player will be able to see how the enemy attacks and to establish the danger it poses. The scene is of a deer that has fallen into the mine system and has been injured and is creating a lot of noise, the enemy will then come and drag it out of view. This piece is to just set the mood of what that scene could look like.



18/11/19- Finished the key art piece, refining it a bit more by adding colour to it to help show the mood of the game.



19/11/19- I then discussed with a team member what the final character design would be and got feedback from them.

21/11/19- I then did some 3d modelling practice in Zbrush to get myself back used to the program and its functions and looked at other character modelling videos to brush up on my knowledge.

[Shinobi | Game Character | Part 1 | Base Mesh | ZBrush](#)

[Blender 3D - Character Modeling, Texturing, Rendering](#)

22/11/19- Created a base point for the character using the Human IK from Maya so that I could have a point of reference when modelling so that the scale would be accurate and the proportions would follow more realistic measurements.



25/11/19- In Zbrush, I began creating the primary base forms for the character getting a general layout of the body so that I can then start modelling in the anatomy and building the form of the muscles. I again watched more character modelling videos so that I could learn from other artists process.

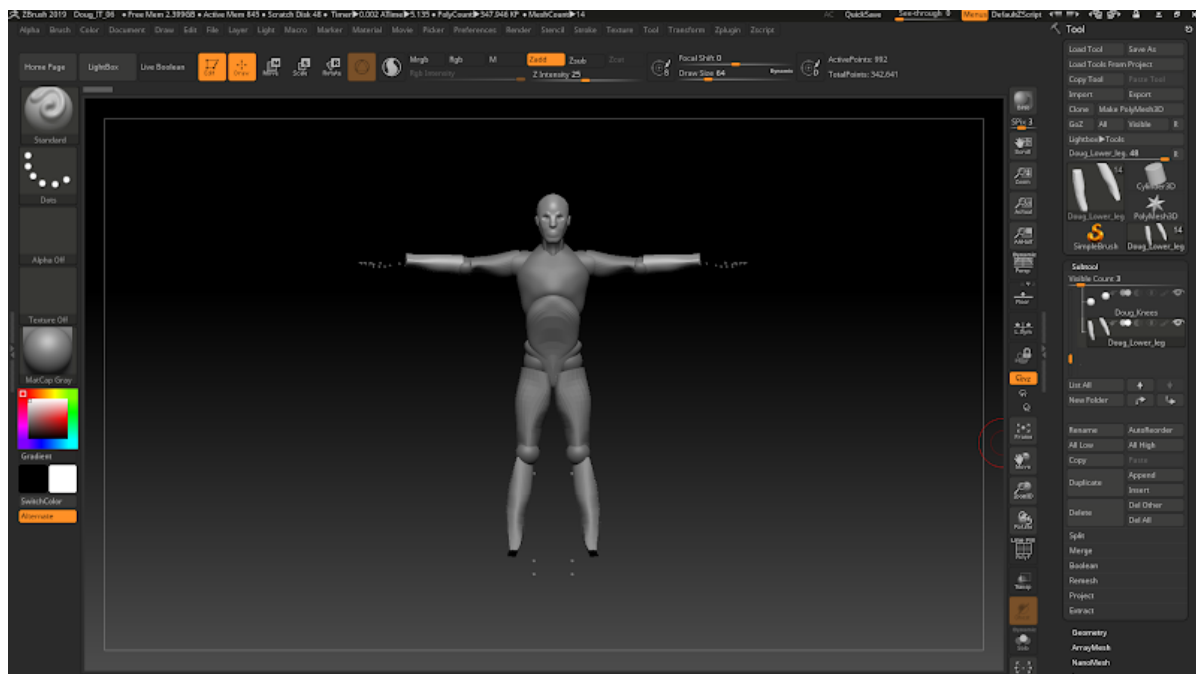
[Organic Modelling in ZBrush - Full Character](#)

[Official ZBrush Summit 2016 Presentation - Blizzard Entertainment](#)

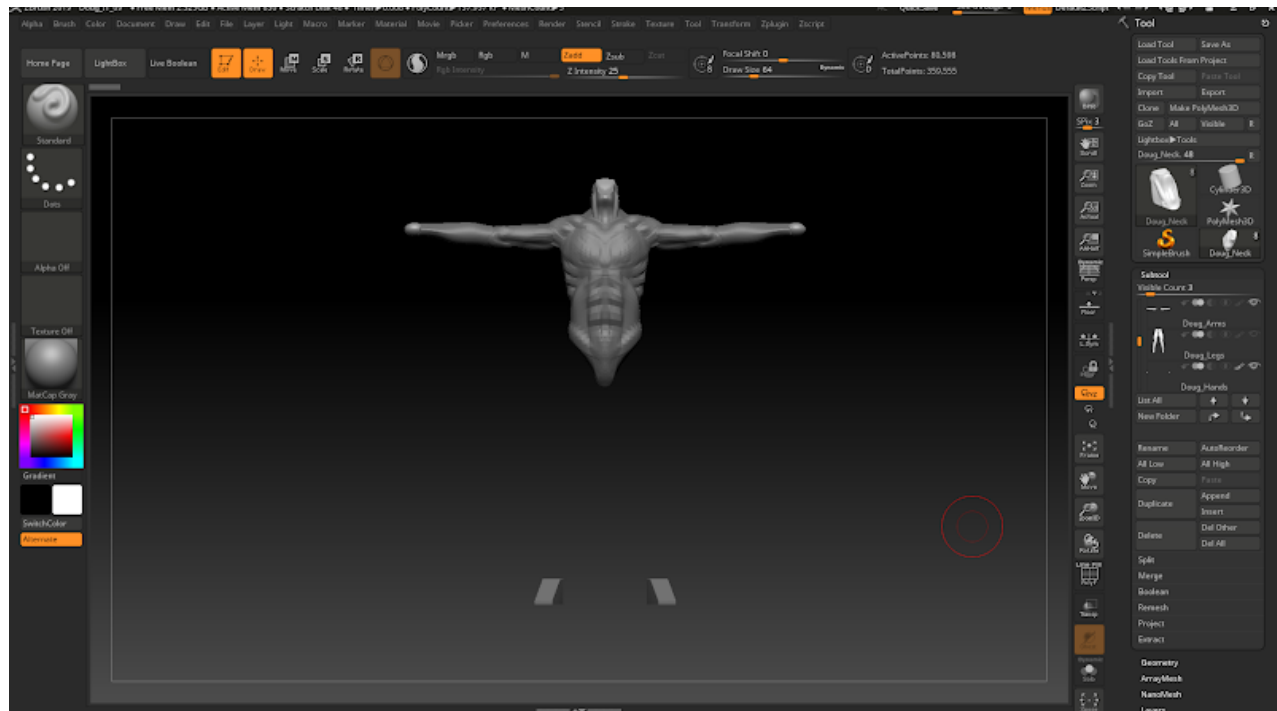
[Trim with Symmetry Zbrush](#)

[Working with Reference images in ZBrush](#)

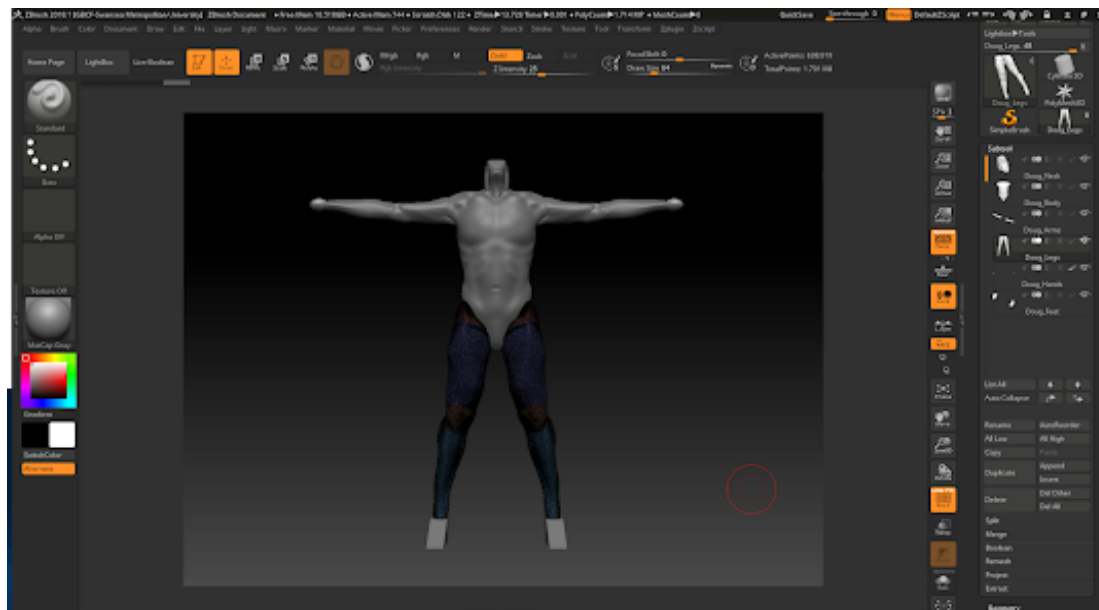
[How to REFERENCE in Zbrush - 60 second tutorial](#)



26/11/19- Continued working on the model after finishing the base forms and started working in the muscle structure.



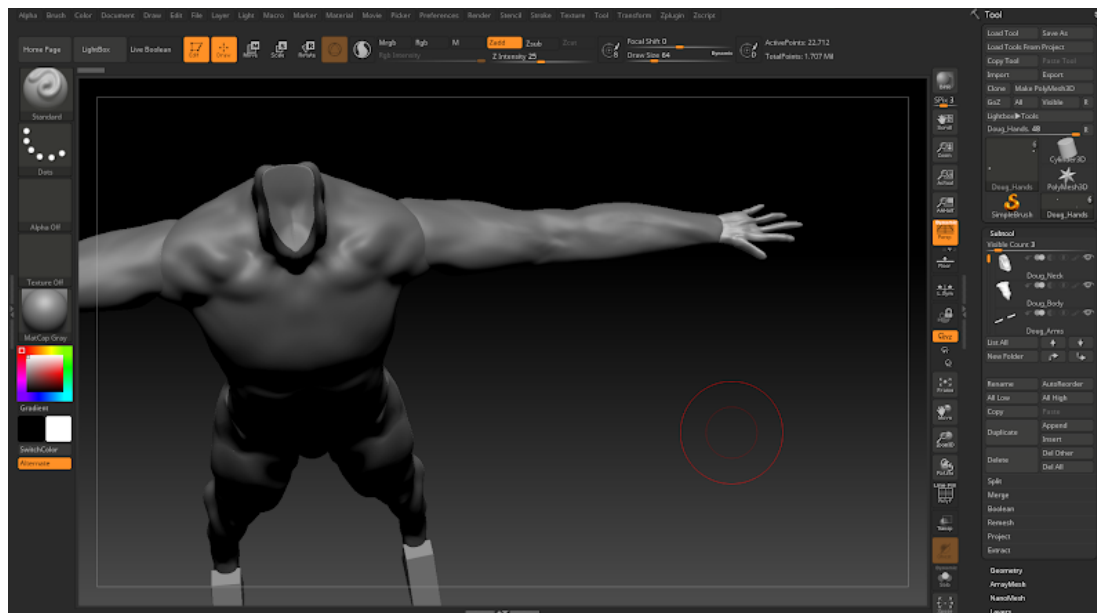
28/11/10- Kept working on creating the body of the character using dynamesh to organise the separate part of the limbs to keep my workflow organised and to also add in more polygons so that it was easier for me to model.



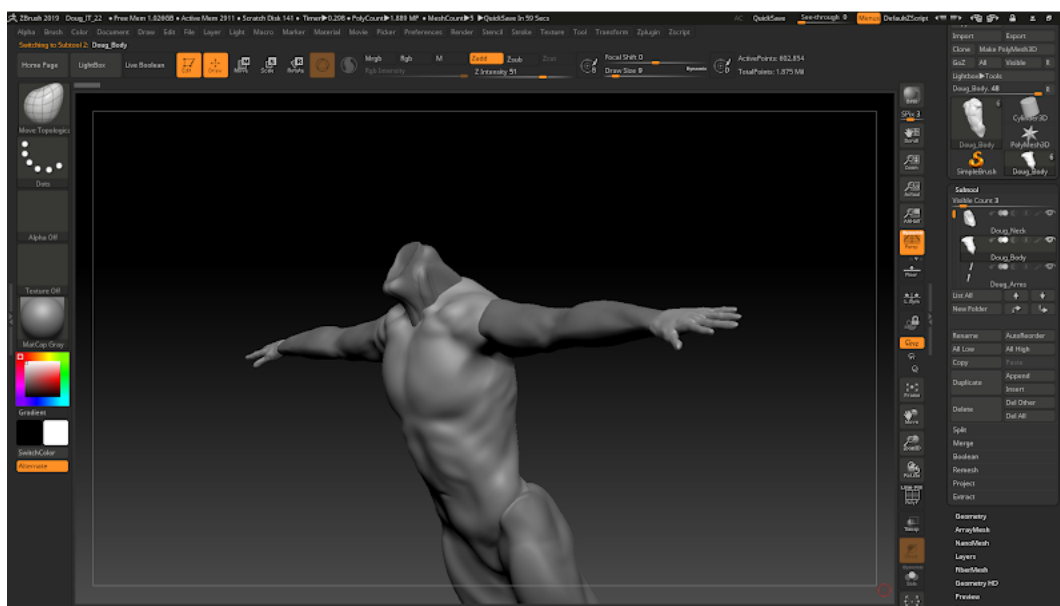
29/11/19- Started putting in the base for the hands also looking at a quick tutorial to see how another artist went about creating hands. I was also getting some issues with mirroring geometry so had a quick look on the forum and found my solution.

[Sculpting Hands in ZBrush Like a Pro](#)

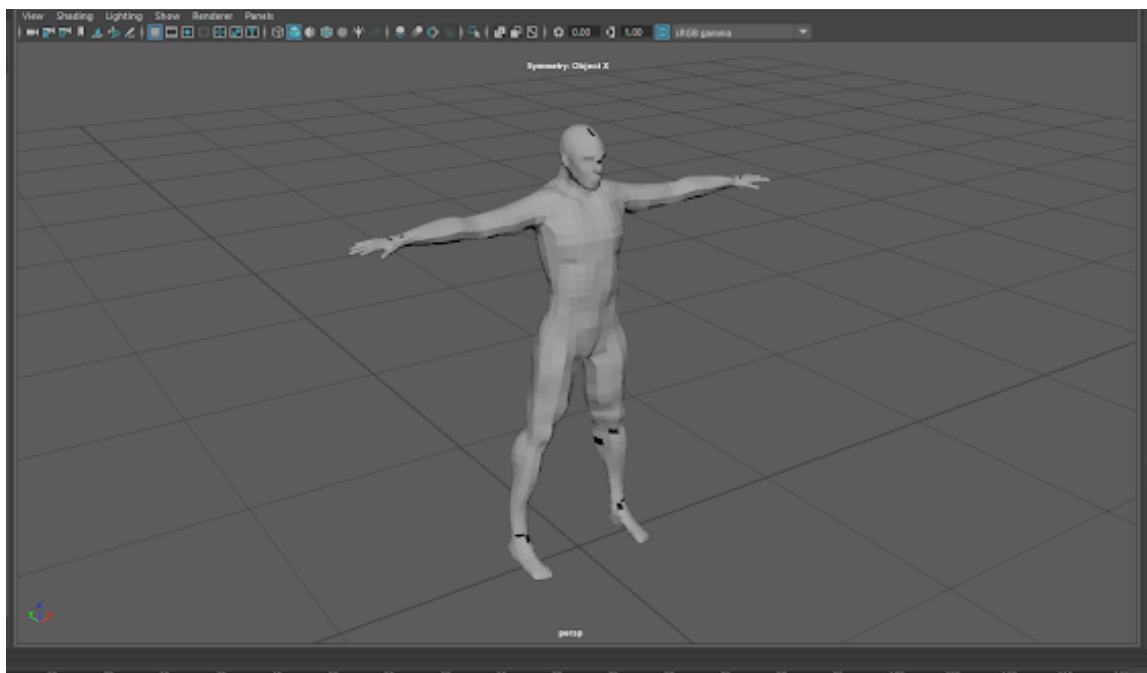
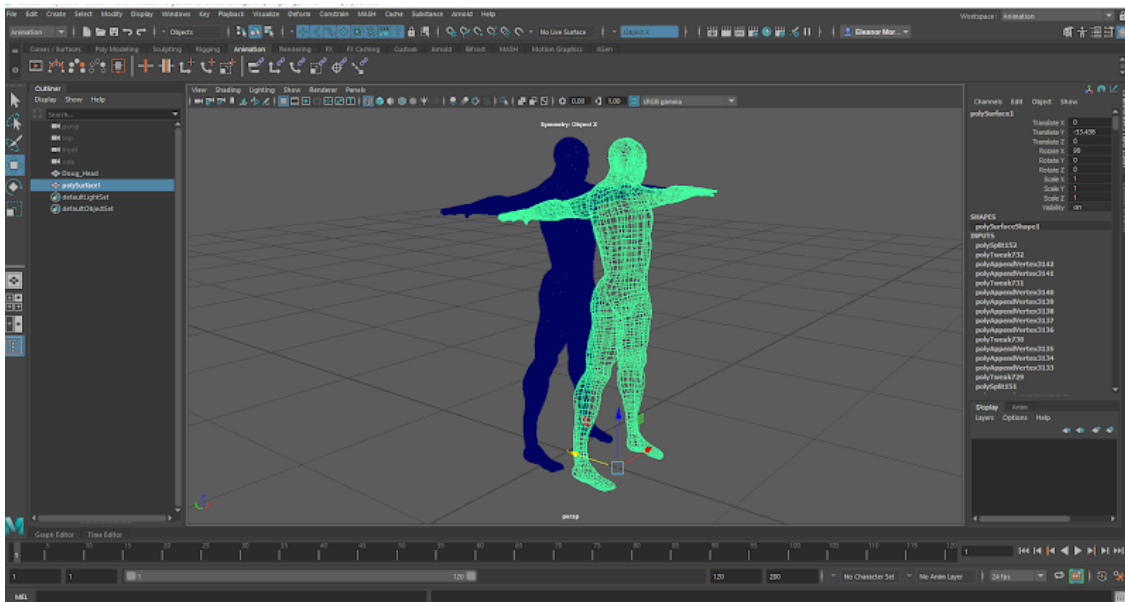
[CGTalk | Help please](#)



01/12/19- Finished modelling the hands

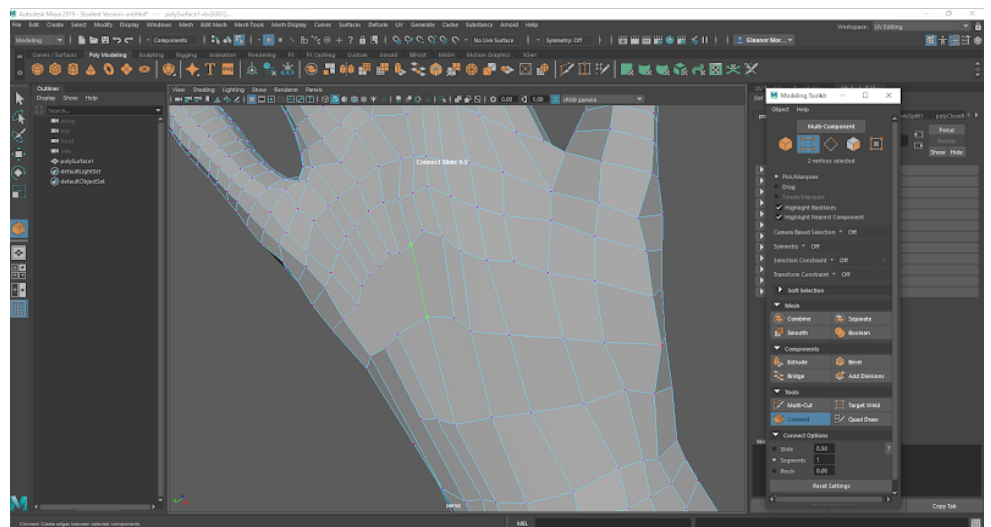
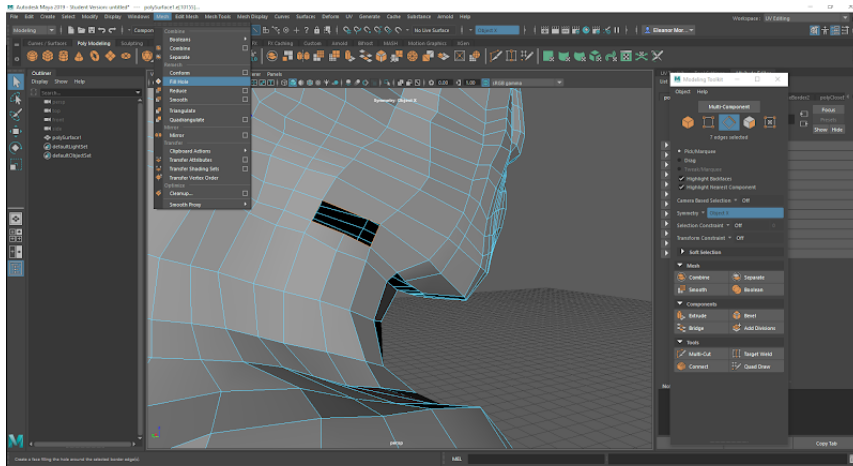


04/12/19- Finished retopologizing the model trying my best to follow the form of human anatomy so that when it's animated it will hopefully look smooth and deform correctly.



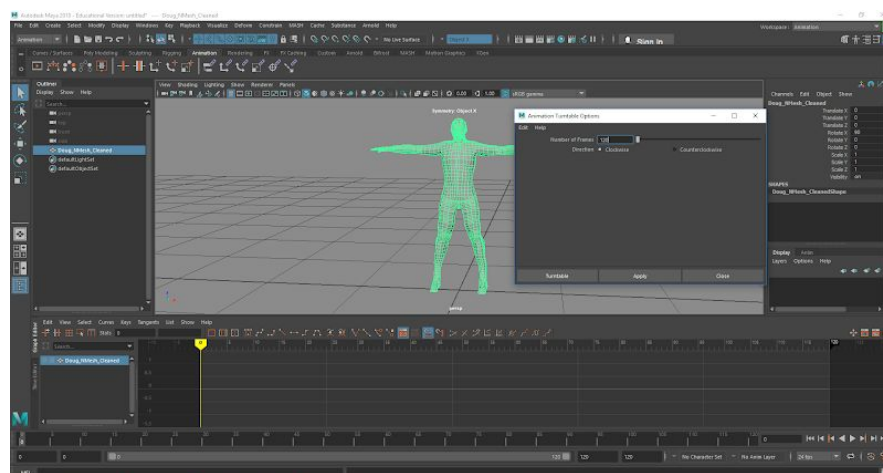
05/12/19- I then cleaned up the model because it had some open holes that needed to be closed and also added and removed edges using the Connect Tool in order to keep the model as clean as possible.

[Add edges between polygon components with the Connect Tool](#)

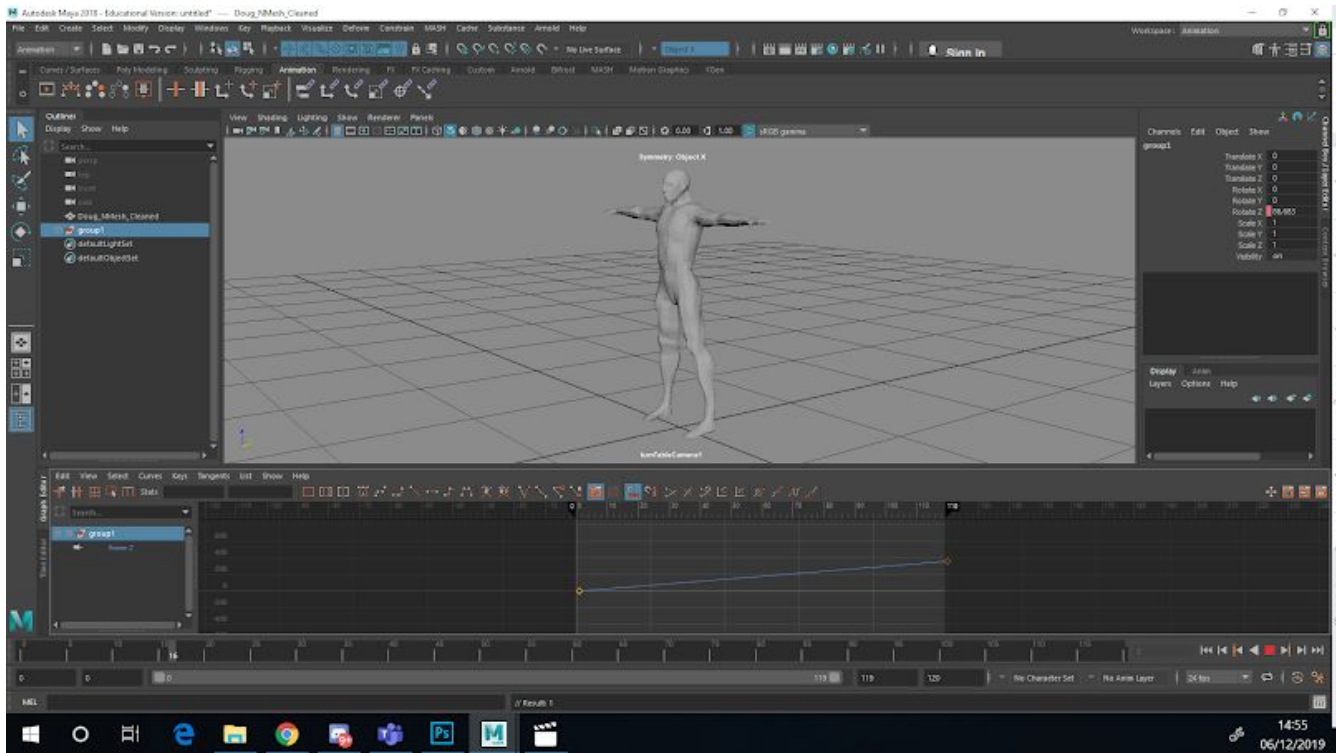


06/12/19- I then wanted to create simple turn around animations for the character to help showcase the models

[Create a turntable animation](#)



I had to change some of the settings around such as creating a linear graph at changing the frame rate so that it would run at my desired pace and so that the animation would loop cleanly. I was able to export the animation but was getting issues being able to convert the video file as I didn't have access to the right software so to work around this I simply used OBS to create a screen capture and was able to convert that video file easily.



Turnaround Videos uploaded onto Youtube (unlisted):

[High Poly Model](#)

[Low Poly Model](#)

[WireFrame Turnaround](#)

Contribution to GDD

VISUAL STYLE:

The game will utilize a realistic look to help immerse the player in the setting. The reason for making this decision is so that it will hopefully be more believable for the player if they can easily recognize the environment and relate to it and know that this potentially is a real place in the world. Because of this believability factor it will help add to the fear of the game.



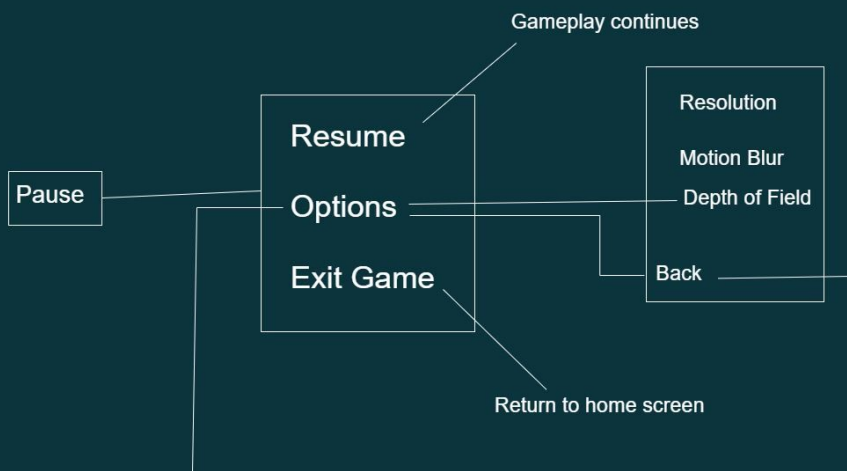
Environment Concepts

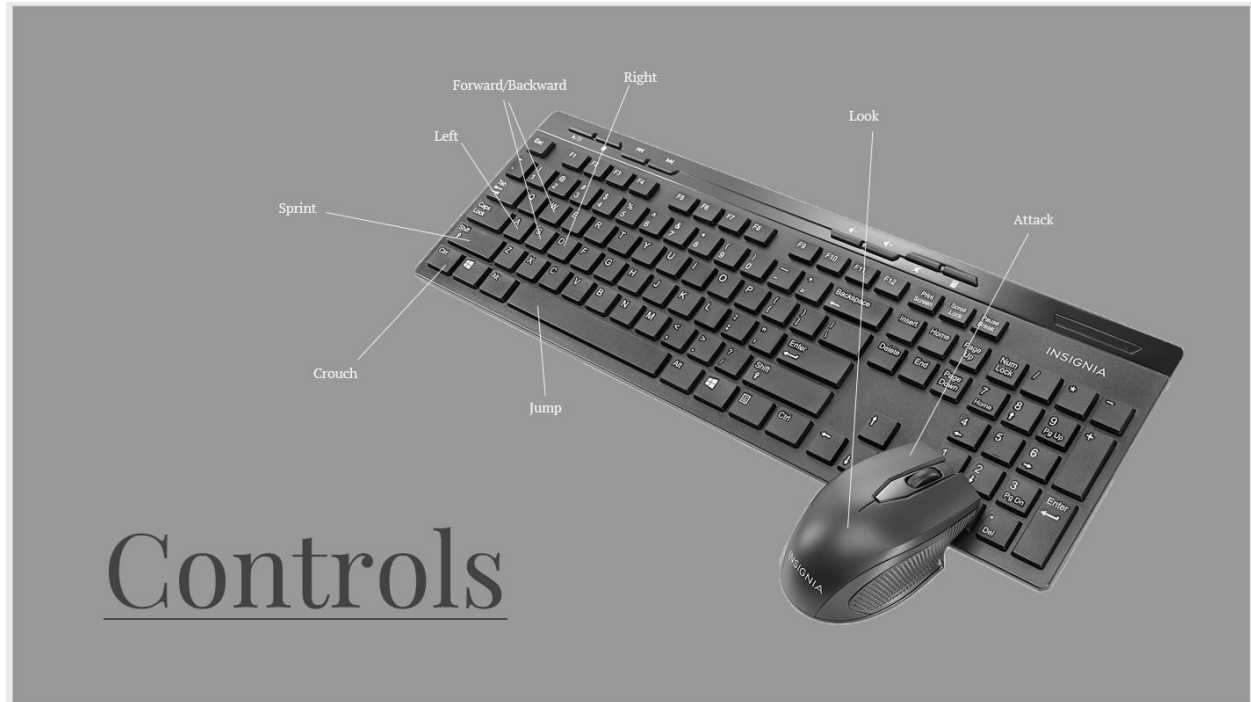
Exterior area: Entrance



Interior area: Starting Point







Player Character

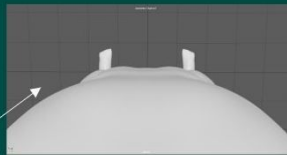
Our main character will be a miner, set in a modern setting. This choice was made because the player is able to collect and use equipment and it made more sense that our character would have some knowledge on how to use these tools prior to them waking up in the cave.

Main thing the player will see of the character will be the view from first person, want to be able to add the function of looking down and seeing how many rocks they have left and what equipment they've already collected to avoid having a crowded HUD.

2D Main Character Designs

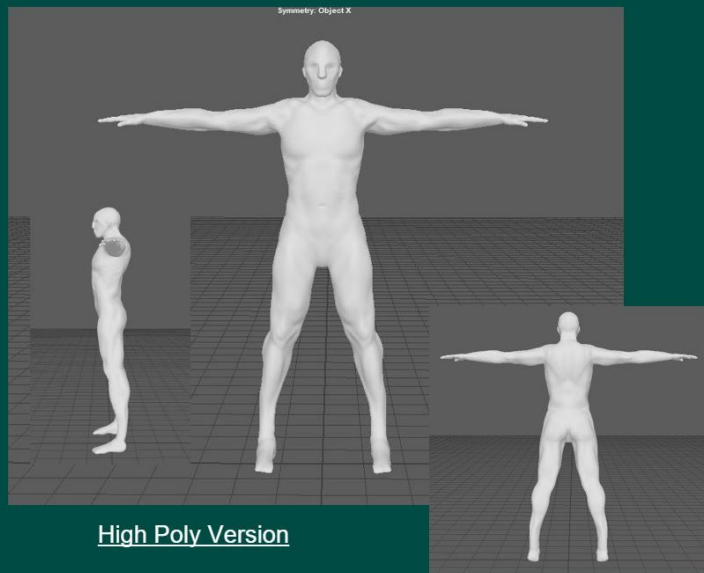
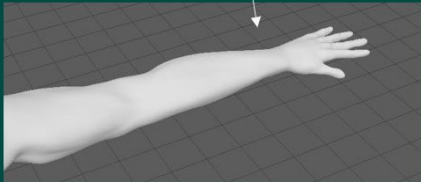


3D Main Character



Rough idea of the view
looking down at body

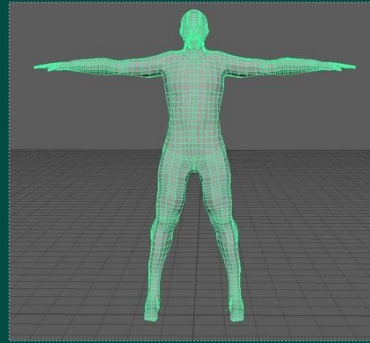
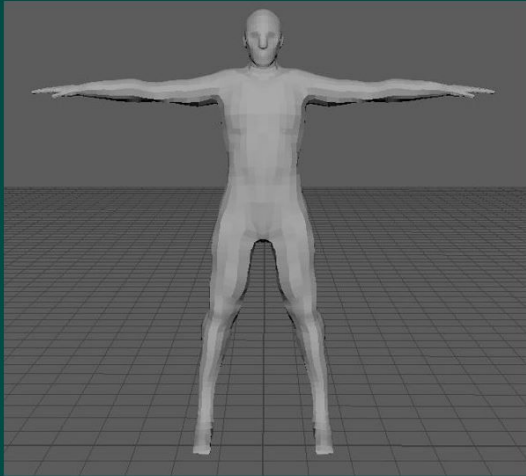
Focus as much as possible on arms
and hands as that's primarily what
the player will see



High Poly Version

- base body for character

3D Main Character



Lower Poly
(retopologised)

Would need to
create a normal map
to help bring back
the details from the
higher resolution
character model

