
Environment Project

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- Potential Assets:
- sign posts
 - Buildings
 - Street lamps
 - Roads / paths
 - Monuments
 - Plants - Crates
 - Barrels
 - Hay bales
 - Stairs
 - Fences
 - carts
 - Buckets
 - well
 - Rivers
 - Boxes
 - Chests

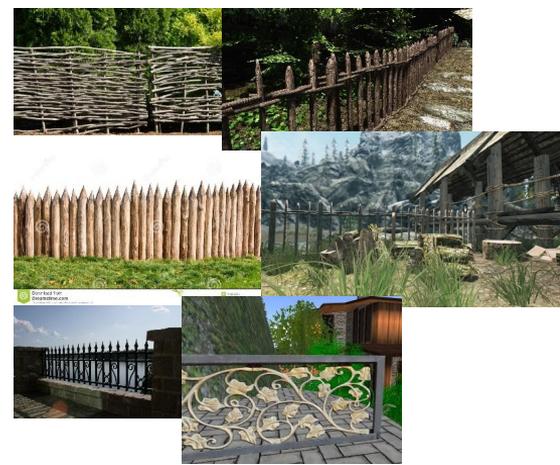
Buckets



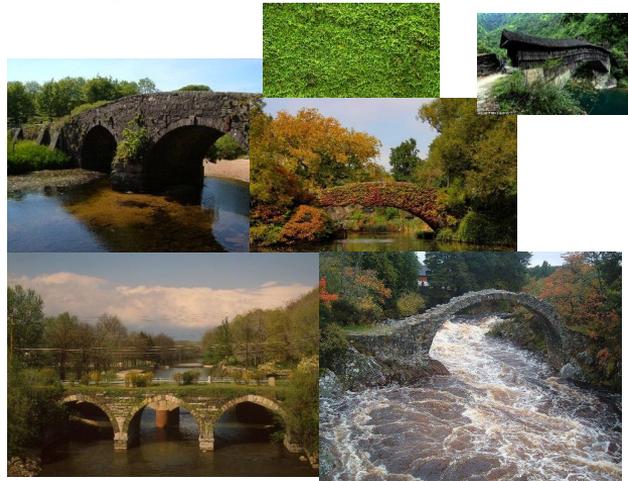
Barrels



Fences



Bridges



Carts



Art Styles (Page 1)



Low Poly Example

Low Poly

Superhot is a game that uses low poly graphics. One of the characteristics of low poly is that each polygon has its own individual colour to bright or dark spots. Another characteristic is that the object has lots of flat faces. Low poly affects gameplay by improving its performance and it affects the look/feel by making the game appear brighter. The target audience for this art style may be late 90's/early 00's gamers who grew up with low poly graphics.



Minimalism Example

Minimalism

Mirror's Edge is a game that uses minimalistic graphics. One of the characteristics of minimalism is a much less detailed HUD which makes the game easier to get into. It affects gameplay by not distracting the player so much and it affects the look and feel by not cluttering the screen allowing the player to see much more of the environment surrounding them. The target audience for this art style will be gamers who dream for the future, as the minimalistic style is usually portrayed in future based games.

Art Styles (Page 2)



Craftwork Example

Craftwork

Little Big Planet is a game that uses craftwork graphics. A characteristic of craftwork is the textures and the fact that they look like wool or other such “craft” items. This doesn’t appear to affect the gameplay so much, but it does affect the look and feel by making the game look like it’s made from things in the real world. The target audience for this art style will probably be people who like games when they border reality. The textures used are pretty much ripped from real life.



Anime Example

Anime

Dragon’s Quest X is a game that uses the anime art style. A characteristic of the anime art style is large eyes; to show emotion. This affects the gameplay, look and feel by making the characters more relatable but also not too real where the player begins questioning whether it’s actually possible. The target audience for this art style could be people who enjoy watching anime.

Art Styles (Page 3)



Cartoon Example

Cartoon

Plants vs. Zombies is a game that uses cartoon graphics. A characteristic of the cartoon art style is that it is more colourful. This affects the gameplay by not making the player question what they are doing. The look and feel of the game are affected also, as the game appears to be more friendly. The target audience for this art style could be people who like their games to be fun and make them seem fake. The cartoon art style - in a way - tends to make a game feel more joyous.



Cel shading Example

Cel shading

Telltale's The Walking Dead: Season One is a game that uses the cel shading art style. A characteristic of cel shading is trying to make something 3D look 2D. This affects the gameplay by making the game less life like, and it affects the look and feel by making it look more like its comic book origins. The target audience for this art style could be people who like their games to look realistic but still want them to have a fakeness about them. In a way, this helps games convey dark, real life situations without coming across as too real.

Art Styles (Page 4)



Painted Example

Painted

Rayman Jungle Run is a game that uses the painted art style. A characteristic of this style is that it adds a unique blend of colours that other art styles don't have. This affects the gameplay, look and feel by making the game more vibrant and friendly. The target audience for this art style could be people who like the traditional art form.



Pixel Art Example

Pixel Art

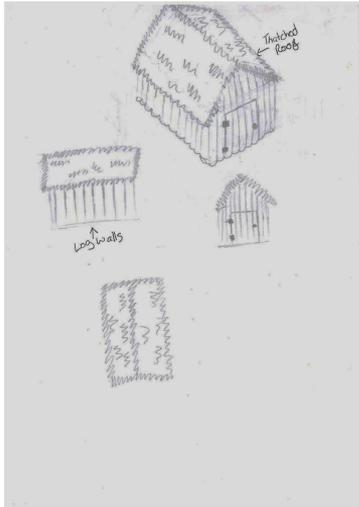
Death Road to Canada is a game that uses pixel art. A characteristic of this style is a blocky feel. This affects the gameplay, look and feel by making the game more gritty. The target audience for this art style could be people who grew up with the pixel art style; it was the original style after all. Pixel Art only exists because of video games and for some people, going back to a pixel art style, goes back to the earlier era of video games. Playing a game with this art style shows you just how far video games have come as a medium.

Initial Designs (Page 1)



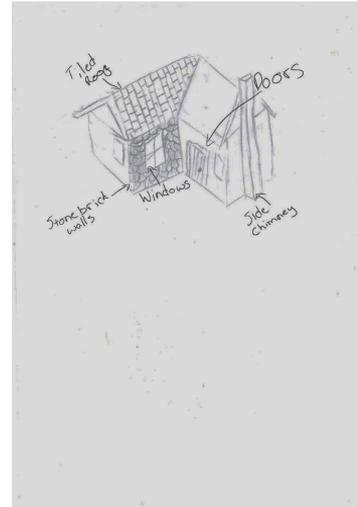
The above images are what I used to give inspiration when drawing the images.

Initial Designs (Page 2)



To add variation I could;

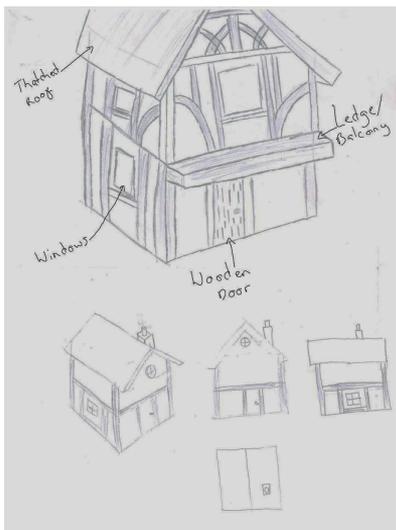
- Use different roof styles.
- Add a chimney.
- Add windows in different locations.
- Move the position of the door.



To add variation I could;

- Change the position of the chimney - to on top of the roof.
 - Use different door variations.
 - Place the windows in different locations.
 - Move the door.
-

Initial Designs (Page 2)



To add variation I could;

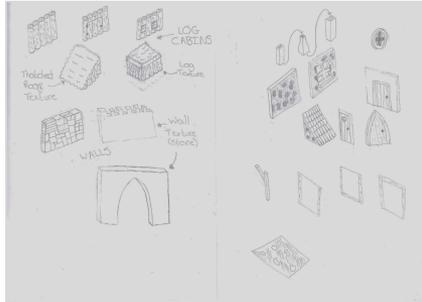
- Add a chimney.
- Use different door variations
- Place the windows in different locations.
- Move the door.
- Add or remove stories; the house could be a bungalow or a 4 story house.



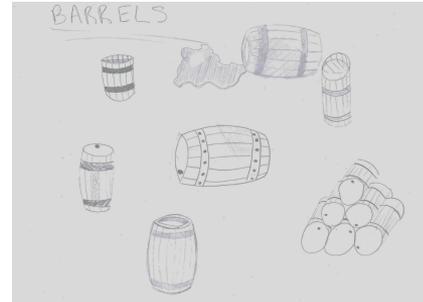
To add variation I could;

- Change the placement of the chimney.
 - Use different door variations
 - Place the windows in different locations.
 - Move the door.
 - Have the thinner floor on the top.
-

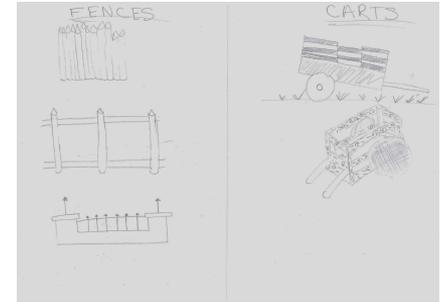
Development Drawings



Potential Assets to be used
in the Modular Pack.



Barrels that can be used in
various places around the
map to make it look lived in



Fences and Carts. The fences
can be used in the modular
pack. Carts would be used to
make the environment look
lived in.

Creating Tileable Textures

1. Find the texture you want to tile and resize it to at least 1024x1024 pixels.



2. Offset the texture by half its height and width (in this case ± 512 and ± 512)



3. Use the heal tool along the center lines. This will help blend the edges together.

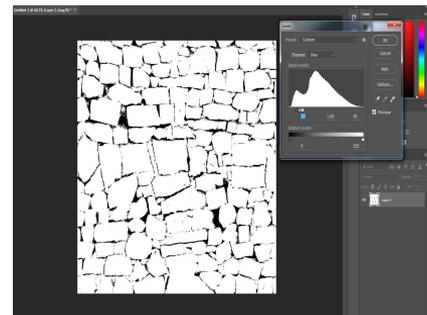
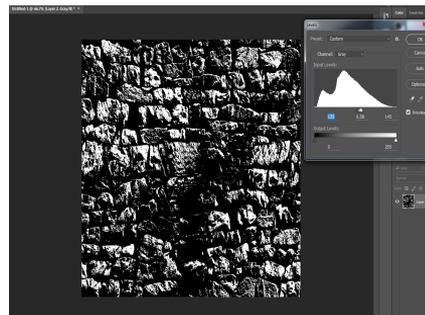
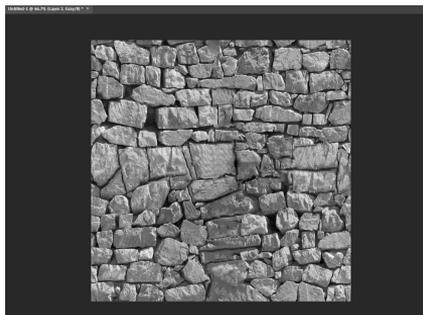


4. Then use the stamp tool to remove blurring and add (in this case) lines between each brick. This makes the texture look more tileable.



Creating Specular and Bump Maps

1. Convert the image to grayscale (Image>Mode>Grayscale)
2. Adjust the levels in (Image>Adjustments>Levels...)
 - a. For a specular map, make the image darker.
 - b. For a bump map, make the image lighter.



Maps



Map Plan

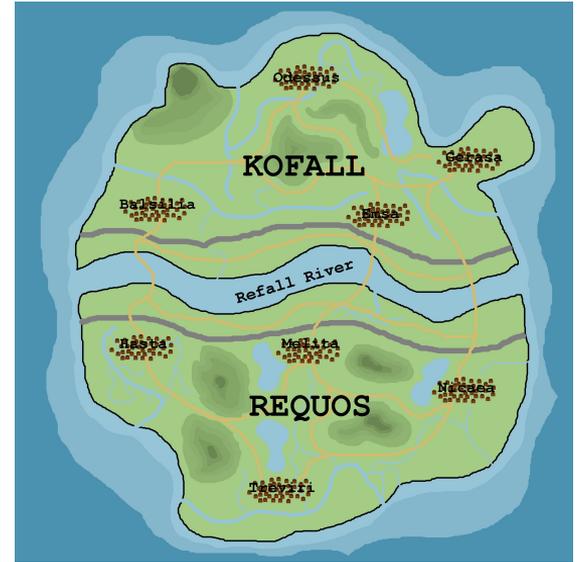
Many of the maps shown in my Maps moodboard are of a top down view, this is what I will be going for as it's easier to draw. As well as this, the map will be initially hand drawn and then digitally draw as a digital map is much quicker to work with and edit. Furthermore, the map's style will will not be similar to that of a standard map (i.e. showing clear borders between several territories). Instead, the map will consist of an outline and names of towns and cities.

Map Design - “Barrowcoast”

Hand Drawn Map of Barrowcoast



Digitally Drawn Map of Barrowcoast

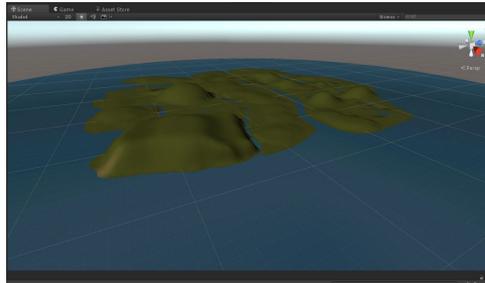


Map Geography/Narrative

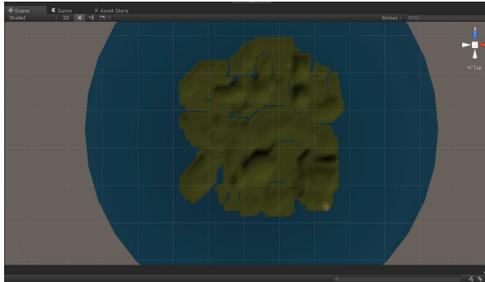
In my map, two territories, Kofall and Requos, are separated by the Refall River. This offers defence for both territories as they are at war with one another. Added to this, there are multiple hills in the game, of which, cities can be built upon which is where cities are normally built because fighting a battle uphill is much more difficult. The map will be large and spaced out, with roads leading from place to place. Each of the towns will be laid out differently but will still consist of similar buildings, Kofall and Requos will have an individual house style.

Map In-Engine

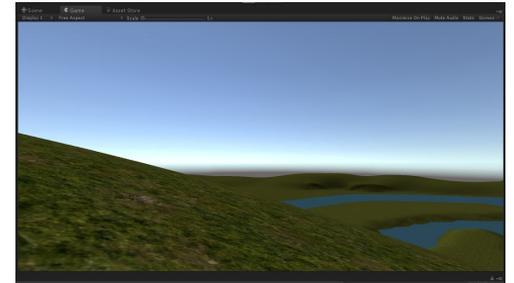
Perspective view of Barrowcoast



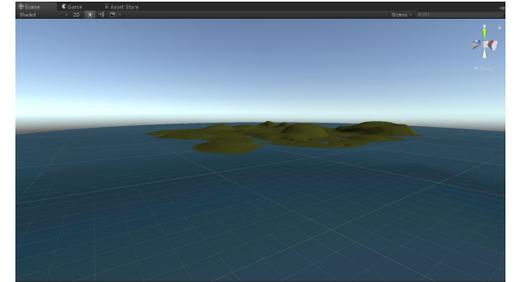
Top view of Barrowcoast



In-game view of Barrowcoast

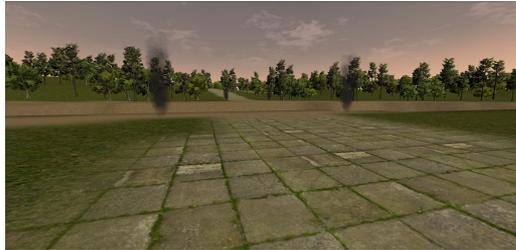


Distant view of Barrowcoast



Map In-Engine

Smoke at the border of the path and river



Both types of tree within Barrowcoast



Upon the top of a hill within Barrowcoast

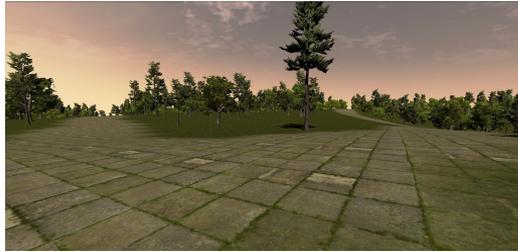


Overlooking the world

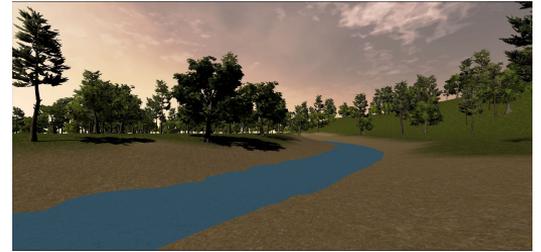


Map In-Engine

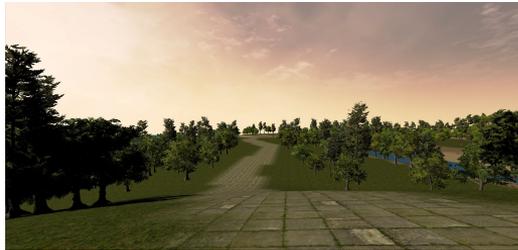
Paths splitting



One of the small rivers



Down one of the roads

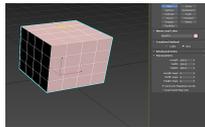


Showing the scale of Barrowcoast



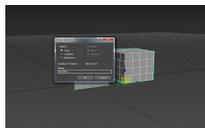
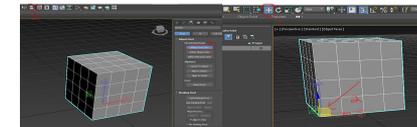
Making a Modular Pack

1. Setup the grid so it's 50, 10, 50. Navigate to Tools > Grid and Snaps > Grid and Snaps Settings... > Home Grid. Set Grid Spacing to 50, Major Lines to 10 and Grid Extent to 50.



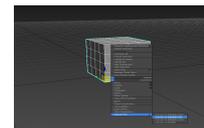
2. Create a basic cube with the dimensions of 100x100x100 (or 2x2x2 grid squares). Realistically, the cube can be whatever size you want. You may also want to insert segments into the cube, I chose to add 4x4x4 which leaves me with 25x25 segments on my cube.

3. Reset the pivot point of the new cube by selecting the cube, going into the Hierarchy tab, clicking "Affect Pivot Point Only" (1st image marked 1) and then using the Align button (1st image marked 2) in the ribbon. Then, using the move tool (2nd image marked 1) drag the axis point to the bottom corner (2nd image marked 2)



4. Duplicate the cube multiple times (9 in my case as I want 10 modular pieces). I spaced them out by 1 grid square.

5. Convert the cube to an editable poly so that I can start to shape the cube into a model.

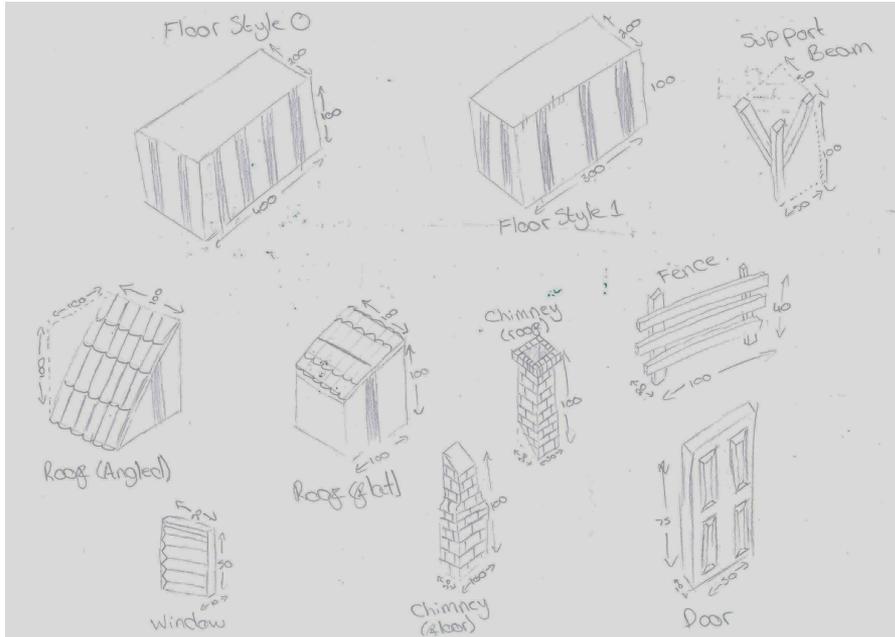


Final Designs

The 10 assets I have chosen for my modular pack are;

1. Angled Roof
2. Flat Roof
3. Support Beam
4. Chimney for on top of roof
5. Chimney for side of building
6. Window
7. Door
8. Fence
9. Ground Floor
10. Top Floor

In my image I have included sizes, these are rough estimates to give perspective to the size of each modular piece. These might not be the final sizes of the pieces.



U4P01 (Part 1) - Software

- Visual - used for designing graphics:
 - Photoshop
 - Illustrator
 - GIMP
 - paint.NET
 - Fireworks
 - Modelling - used for creating 3D models:
 - Maya
 - 3DSMax
 - Blender
 - Softimage XSI
 - Modo
 - Lightwave 3D
 - Sculpting - used for creating high poly models:
 - Mudbox
 - ZBrush
 - Sculptris
 - Retopology - used for reworking polygons:
 - 3dCoat
 - Topgun
 - Texturing - used for creating textures to be used on 3D Models:
 - Photoshop
 - GIMP
 - Normal Mapping - used to give 3D models surface details:
 - XNormal
 - Blender
 - CrazyBump
 - Mindtext
 - UV Unwrapping - used for turning 3D models into 2D images:
 - RoadKill
 - Ultimate Unwrap 3D
 - Terrain Creation - used to create procedurally generated worlds:
 - World Machine
 - Terragen 2
 - L3DT
 - Game Engines - used to apply assets together to create game/tech demos:
 - Unity
 - Unreal
 - GameMaker
 - Video Editing/Capture - used to capture game footage:
 - Camtasia
 - Sony Vegas
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U4P01 (Part 2) - Hardware

- GPU:
 - For someone who is 3D modelling, a good graphics card is recommended. This is because the GPU handles all of the graphics calculations (such as poly positions). Overall, the better the graphics card, the better the graphics which you can create. Newer GPUs are recommended but stick with a dedicated one for best performance.
 - Graphics Tablet:
 - For someone who's creating digital art, a graphics tablet is almost required due to its ease of use as using a mouse to draw digitally is much more difficult. Using a graphics tablet allows an artist to draw onto a touch pad just as they would with pencil and paper. There are some expensive graphics tablets, but a cheap one will be just as good for digital drawing.
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U4P01 (Part 3)

Concept Artist:

The role of the concept artist is to create the basic visual assets for the game. As the development process progresses, they will begin to flesh out the initial ideas for the final game product. The average salary for a concept artist (in the UK) is £25,000 with the lowest being £15,000 and the highest being £35,000. There are two routes that can be chosen, working freelance; where you work for multiple companies, or working for a company. The benefits of working freelance is that you can choose which projects you work on so if you don't like a certain project, you don't have to work on it. Also with this, you are self employed so should you wish to not take on a project, you don't have to, this means that you are more flexible. However, as a freelancer, there may be times where you cannot find work; there is no job security so you may go months without work. You also don't get company benefits and are your own boss meaning you have to be your own accountant and make sure you pay your pension etc. There are many payment options when it comes to freelancing, such as being paid per hour, per piece of work or via profit sharing.

U4Po1 (Part 4)

To the right is concept art for Prey by Fred Augis. The image shows a cyborg; potentially from the future. The background alludes to a dark vibe which in turn, suggest that the game is a dark, futuristic horror. The background shows shadows or darkness taking over the lively orange colour, this could suggest that the game is about trying to survive through this darkness. The target audience for this concept art could be aged 18 or over and male, mainly due to its dark tone; the game is likely an 18+ horror.



To the left is concept art for Rime by Peter Boehme and José Luis Vaello. The image shows a lot of bright and lively colours. It also shows a huge world with a tiny character in it. This could imply that the game is in the adventure genre. The image also shows a character walking along a broken path which could imply a feeling of being lost in this expansive world. With the character, there is a fox leading the way which could mean that the human character is quite naïve to follow an animal that is typically associated with being sly or deceitful. The target audience for this concept art could be children aged 6-12 due to its light tone and Nintendo style colouring.

To the right is concept art for Superhot by Marcin Surma. It shows a simplistic one colour background; white which signifies purity. The fact that 4 characters are red could imply that they are enemies, so the protagonist must fight them to purify the world. There is a looming shadow on the floor which could imply that the enemies haven't seen the character yet. There's a bullet hole in the wall near the shattered enemy, given the direction, the hole could've come from shadow. The target audience for this concept art could be males aged 16+ due to its portrayal of a gun. Due to its light colours however, it could be targeted towards a younger audience.



Review

At the start of the project, we had to choose a topic to base our projects around, I chose Historical - with a specific Medieval Era vibe; think Skyrim or even Horizon Zero Dawn style environments.

During this project I have drawn various images; from maps to potential models. I have also begun working within several pieces of software; 3DS Max, Photoshop and Unity.

I have used 3DS Max to design models, produce renders of my work and apply textures. I have used multiple techniques when creating models along with several modifiers to make my work appear more life-like.

I have used Photoshop to create textures from real world images, along with creating specular and bump maps. I also digitally drew my world's map with Photoshop.

I have used Unity to begin designing my environment based on the work I did for my map. I will use this in a later project. I used pre-made assets such as a Player Controller and Terrains to help me shape my world.

I have also hand drawn maps, houses from the historical era I have chosen and various assets that I can use in my world using front, side, top and perspective drawings.
