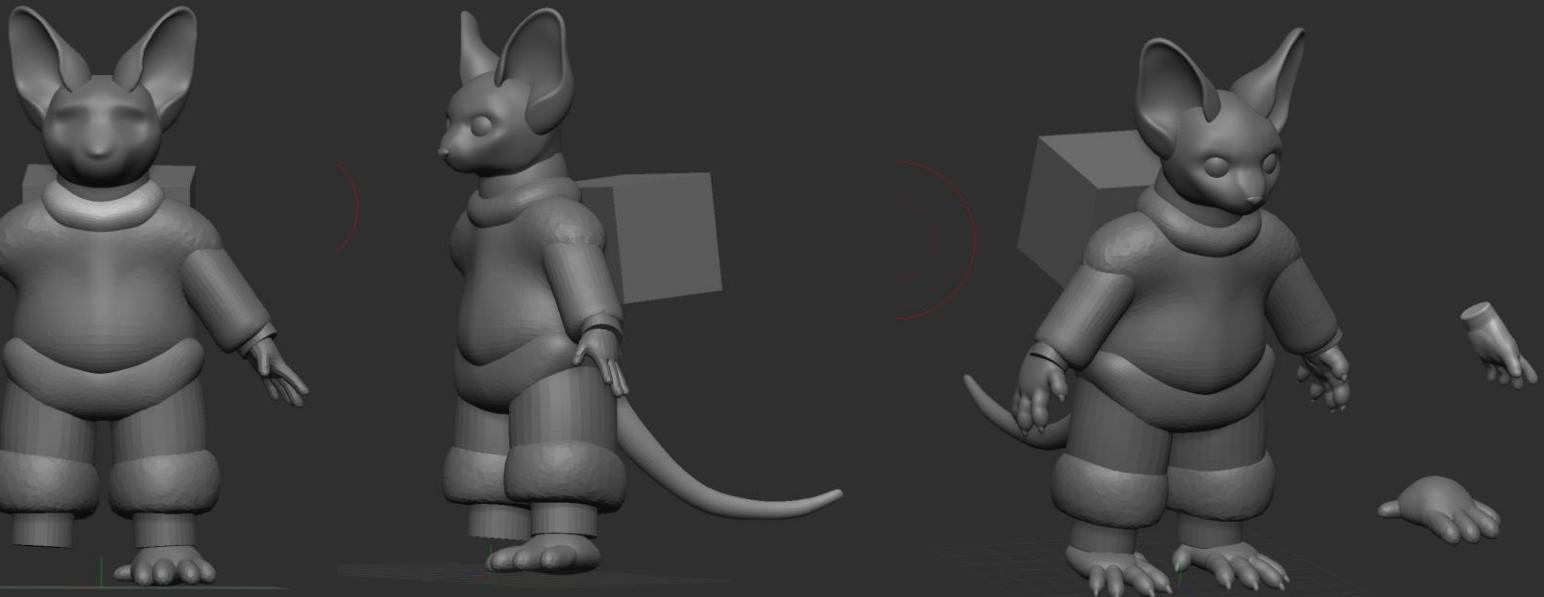
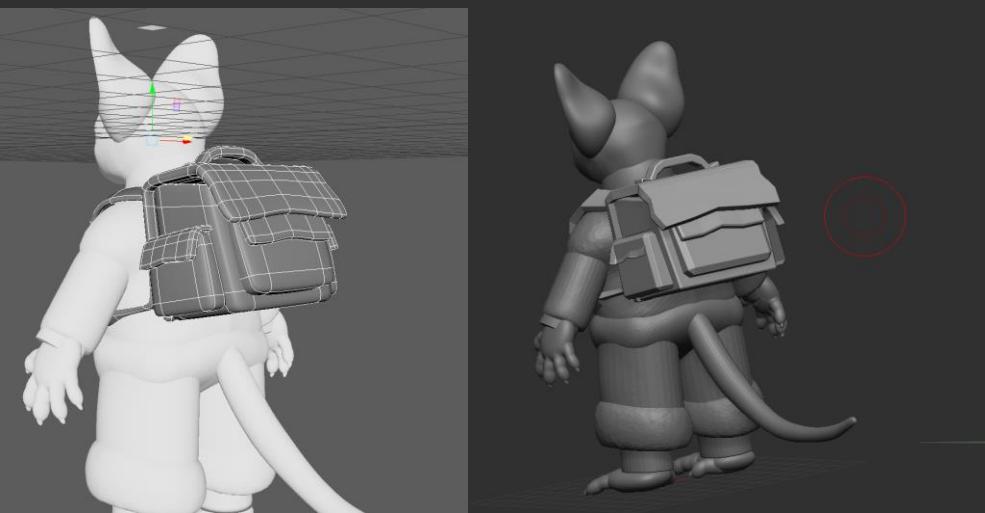


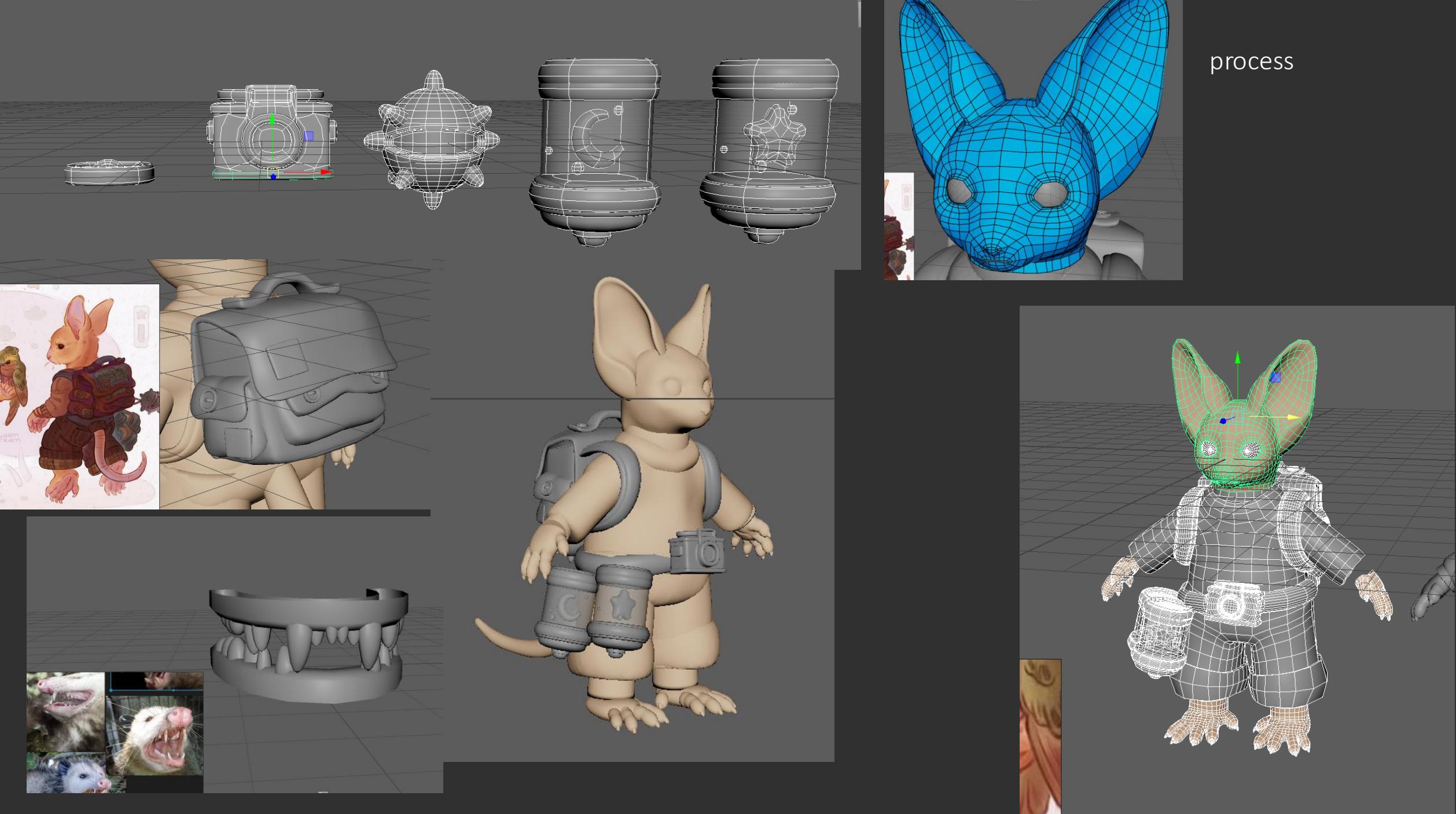
Summer project:

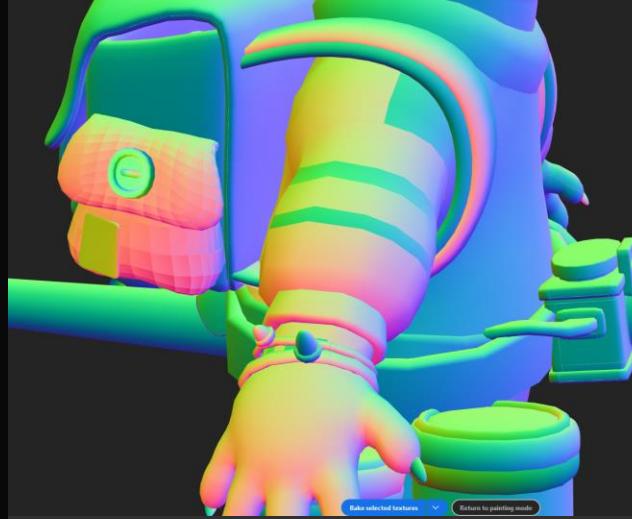


Goal: to create accurate 3d model based on concept art (with permission from artist)



process



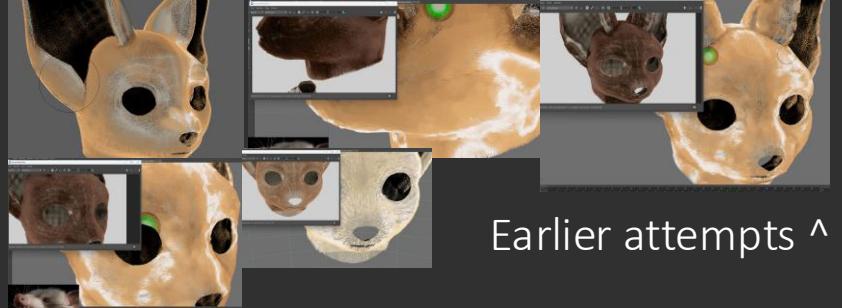


World space normals had artefacts because the UV's were stacked when they are mirrored at the same time. Fix was to move the stacked UV shells away and move them back after texturing, or reimporting mesh with normal uv's after baking world space normals.

There were still some issues, but as it didn't affect the base material or other mesh maps or cause artefacts I left it, and just mirrored the object that worked after



Bake and textures



Earlier attempts ^

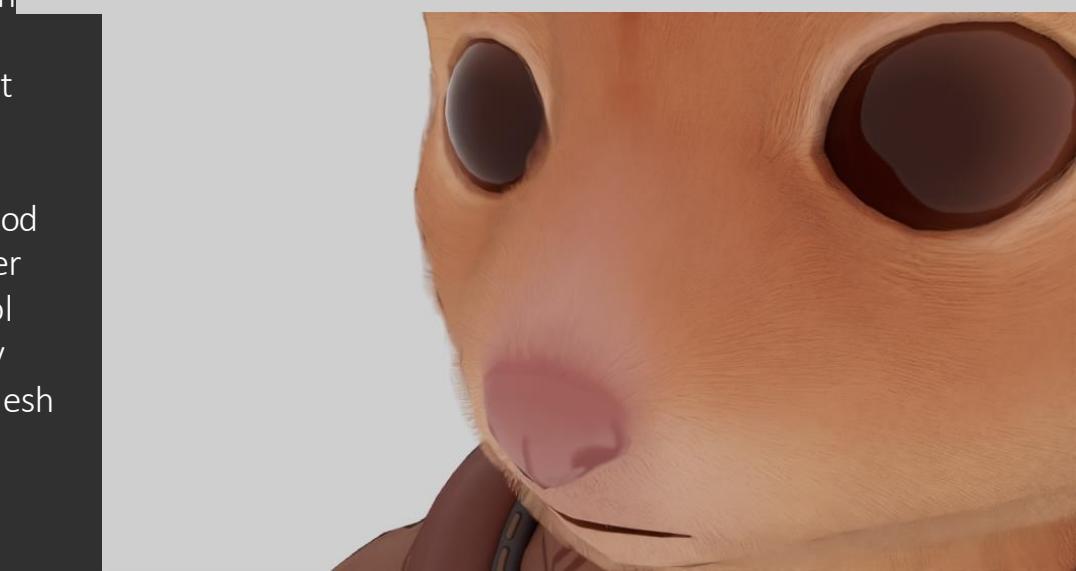


Textures imported into maya (no fur)-->

Xgen fur

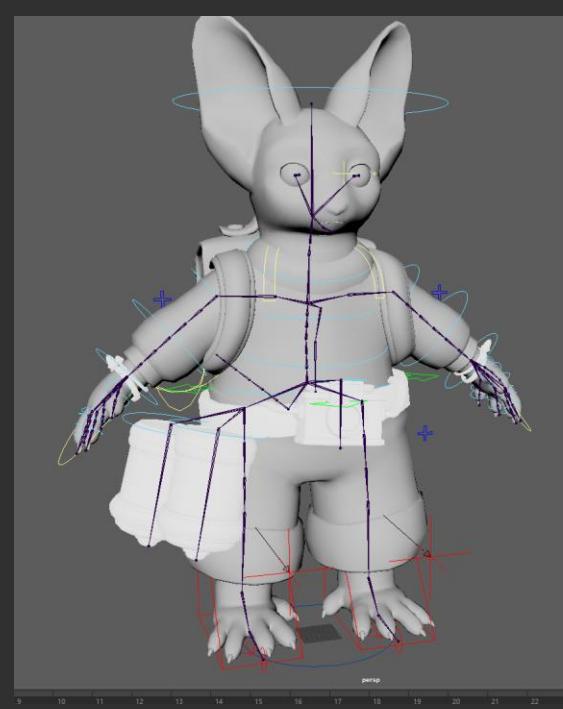
Fur when turned off cast shadows, made hairs thinner. Looks closer to what I want. I remade the groom making sure no hairs went through the mesh. Also used the length brush instead of cut brush-

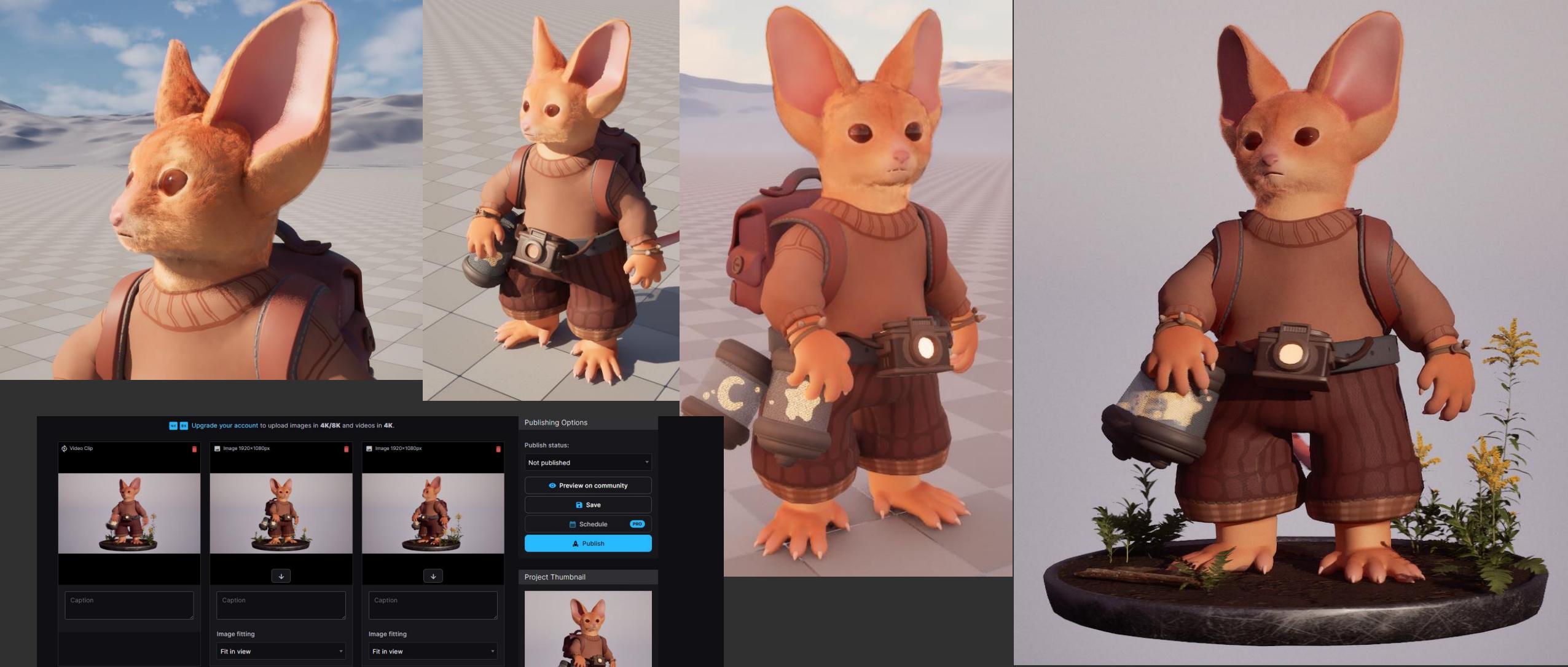
Made fur shorter by using length brush and using flood option (starting with longer hairs allowed more control and made it clearer if they were going through the mesh so I could fix it



Advanced skeleton rig

Rig with advanced skeleton-deformation skeleton is the main skeleton in unreal engine so used that one when adding the additional objects. This allowed me to render it in unreal engine without issues





Animated in maya and rendered turntable in unreal engine.
Added to artstation.
I would like to revisit this project and rig the face and add the bird creature from the art. The proportions of the face and eyes especially seem slightly off, facial rig could allow me to fix this. Also the textures are missing some detail.

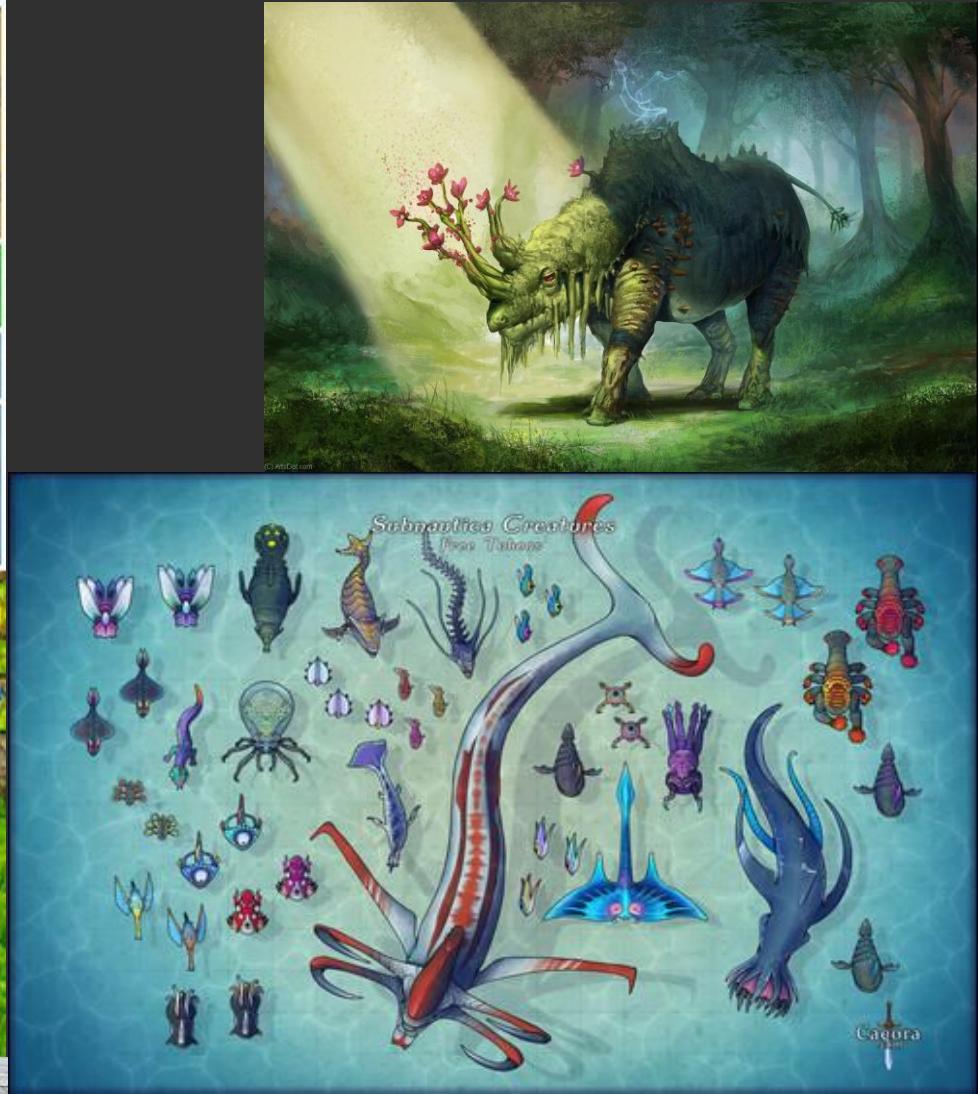
FMP 3x3 research:

Idea 1

viva pinata mechanic of having a plot of land and luring creatures to it. Project would focus on modelling creatures and basic environment for them and put together in unreal engine

Creatures and environment theme ideas:

- 1- Forest and mythical creatures
- 2- Western and horses
- 3- Alien planet and alien creatures



Idea 2

Parkour game. Goat that climbs mountain - goal to get to top of mountain following paths that diverge- 3d and part platformer- could unlock wall running, double jump etc.

- 1- Procedural mountain environment
- 2- Goat player and animations
- 3- Snow leopard pursuer and animations



Idea 3

Fairytales reimagining boss battles (lies of p)

Project would be designing and modelling a boss/ creature/ monster and the player character, implementing animations into unreal engine.

-Would be heavily stylised and atmospheric- style inspiration from little nightmares and other horror

1- cricket (Pinocchio)

2- fairy Godmother (Cinderella)

3- cat and fox (Pinocchio)

