

Folio 1 Work In Progress

SAMRIDHI HANDA

RATIONALE : Intention

- ▶ Create a few samples for game environments
- ▶ Experiment with various texturing methods
- ▶ Experiment with various lighting methods
- ▶ Export the 3d models to Unity
- ▶ Create a walkthrough

CONTEXT : Field

- ▶ Sets the entire mood and look of the game
- ▶ Being practised in the industry by many leading game houses
- ▶ Nintendo
- ▶ Rocktar games
- ▶ Sony Computer Entertainment

METHOD : Conceptual, Technical, Craft and Management

- ▶ New experience
- ▶ Learning Unity
- ▶ Using Substance Painter to expand my knowledge of various materials

PRODUCTION : Tools

- ▶ Environment Creation : Maya
- ▶ Lighting and Texturing : Substance Painter and Maya
- ▶ Flat Renders : Arnold
- ▶ Game setup and walkthrough : Unity

The plan

Design (sketch)



3d modelling



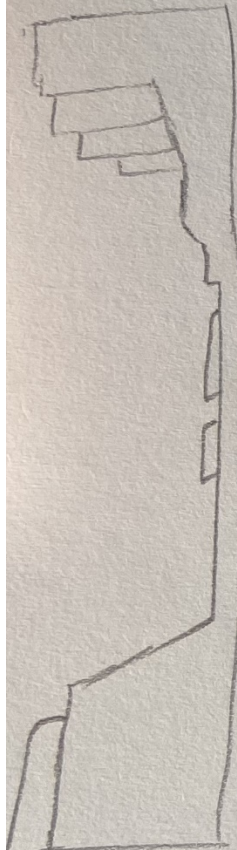
Texturing/lighting

The plan

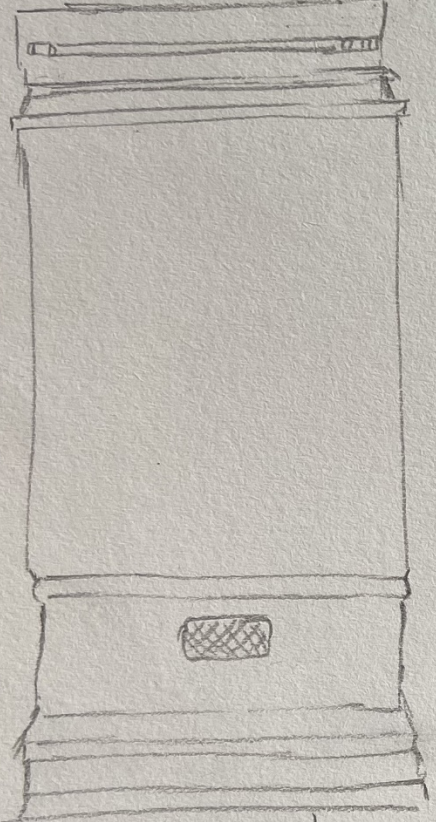


Fold

Ceiling
mechanism



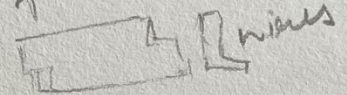
↓
pillar
side.



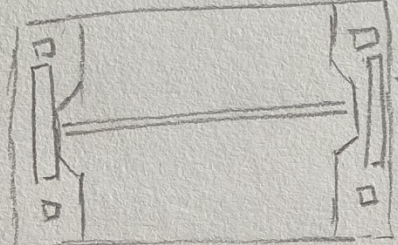
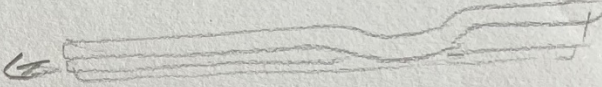
↓
panels



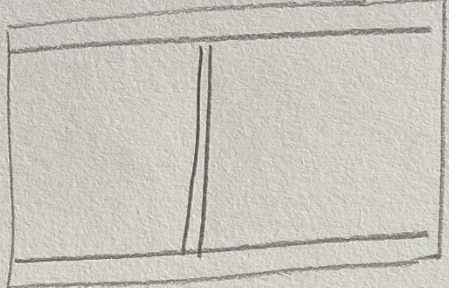
↓
pillar



wires

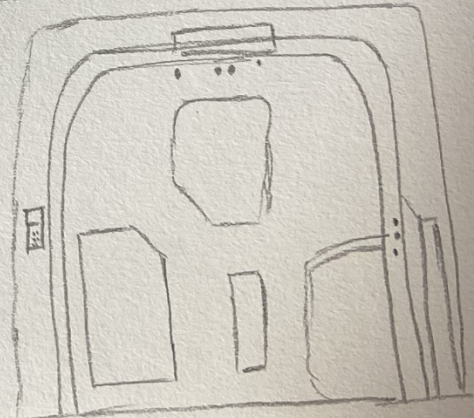


→ floor tile.

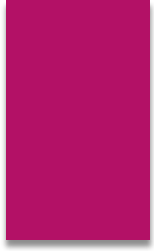


→ ceiling.

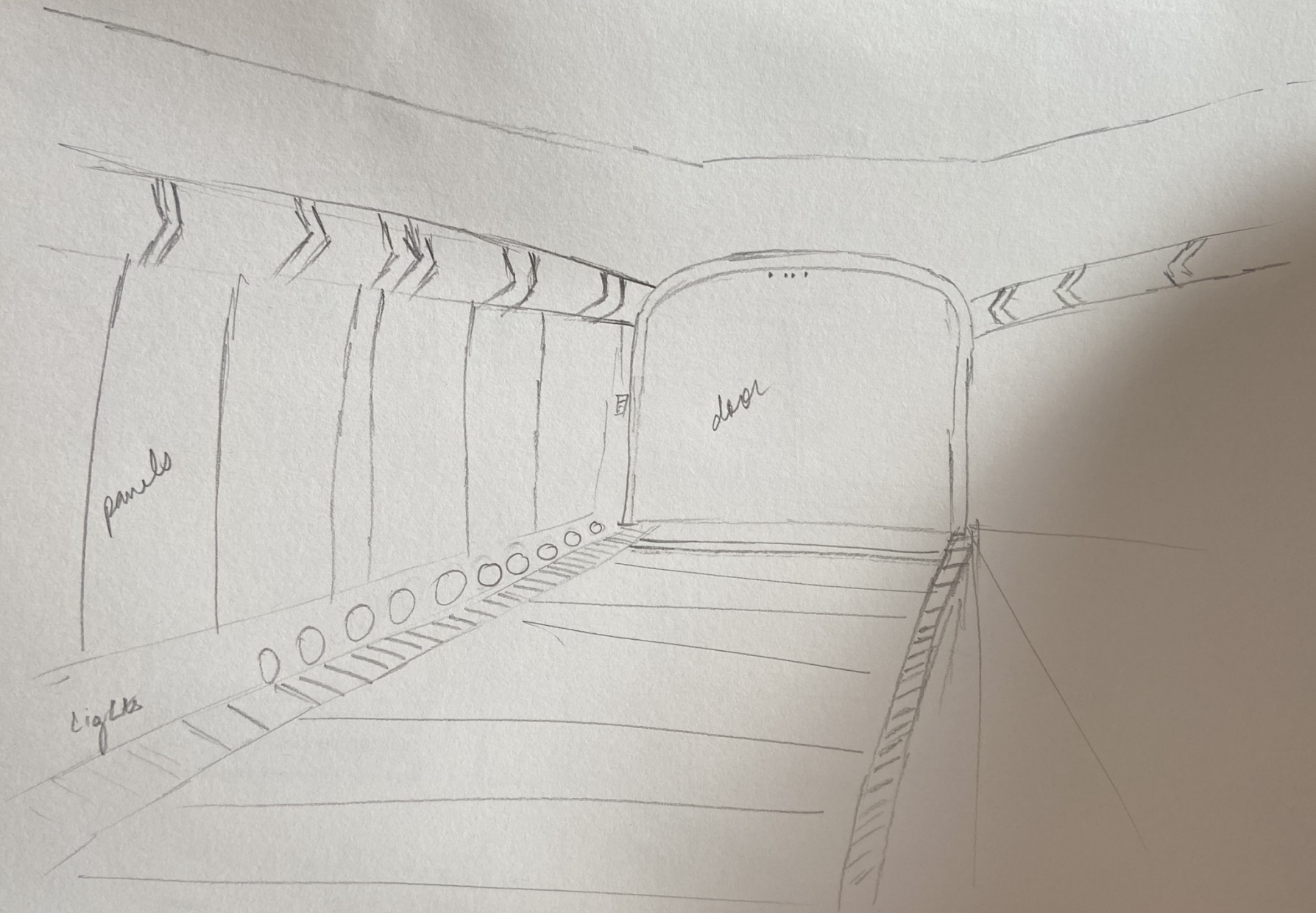
Door ←

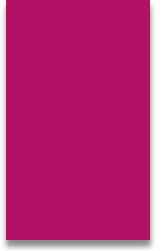
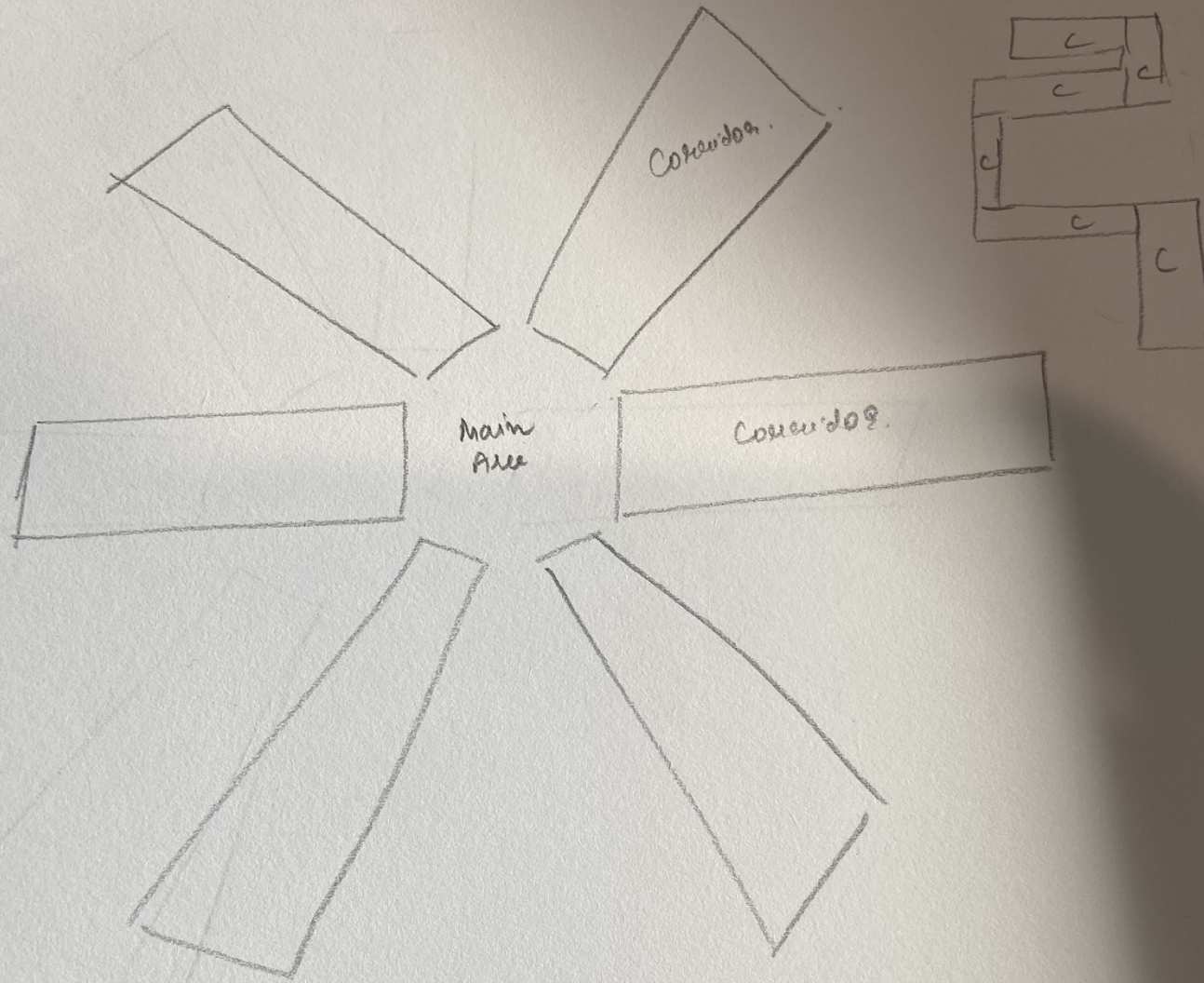


ELEMENTS



CORRIDOR





LAYOUT