Portfolio - Alley Concept - Autodesk Maya

Autodesk Maya, Mental Ray and Photoshop

Original Concept / Idea

Ambient Occlusion Render - Mental Ray

Sample Texture Pages and Layout
Portfolio - Character Model / Self Portrait - Maya & ZBrush

GAM 601 - 3D Character Modeling 1
Mike Williams
7,500 Tris

1 [2048] & 1 [1024]
Portfolio - Lamborghini Reventon - Autodesk Maya

Mental Ray / Final Gather Render - Nurbs to Polygon Conversion

Mental Ray Ambient Occlusion Render

HDRI Render - Mental Ray and Photoshop Composite
Portfolio - Underworld Theme Chopper - Autodesk 3DS Max
Portfolio - Stagecoach Concept - Autodesk Maya
The concept started around a project I completed for one of my classes here at AAU. A Dwarven style Blacksmith Shoppe and Tavern. I used inspiration from games like Skyrim, and Dragon Age as well as real life reference with Tudor style construction. I really enjoyed the project and the style that I was able to achieve. Since then my skills have grown and I have often thought of revisiting it. It was the passion I had for that project that led me to chose it as my final thesis project.

As an area of a larger RPG game my Dwarven Village will sit against the mountains and rock where the forest ends and the mountains begin. The village and town area will be at the foot of the mountains inside both natural rock formations and trees suitable for that elevation and climate. There will be a small to medium waterfall area that will feed the pond, creek and the mill. Rain and weather elements will add mood, both (Sunny Day and Overcast Rain lighting styles). The rock and wood tones will echo the natural surroundings. Buildings (10) The main Hall and Home of the Dwarven King will be the focal point of the level, Town Square area, Blacksmith Shoppe / Mill, Tavern / Combined Inn, Potions and Healer Shoppe, Barracks / Armory, Temple / Tomb, House #1, House #2 and House #3. There may be more buildings depending on how much modular assets can be used to create more designs from original sets.

To demonstrate both my production and art direction abilities I will build a complete Dwarven Village / Small Hold. The level will be constructed in UDK (Unreal Development Kit) with assets from (Autodesk Maya, Pixologic Zbrush and Adobe Photoshop. I have started with basic concept art and reference to get the overall look established. Then each element will be broken down into smaller modular assets. The assets will then be modeled at both high and low levels of detail for normal and displacement mapping. Zbrush and Photoshop will be used to create the textures and the overall look of the assets.
Once texture maps and textures are complete I will prepare all assets for export via ActorX plug-in. Light maps, collision and naming conventions will all be included in export files to ensure optimal kit/package construction. Once the main assets and elements have been completed I will block out and build the level in UDK. There I will set up packages and plug-in all necessary materials and shaders. Upon completion of the level I will setup lighting, particles, environmental effects, sound effects and basic kismet playability functions. Once complete I will record walkthroughs, cinematics and an overall demo reel. The demo reel will contain both animated and still renders and well as complete production pipeline and process for the project. The project will allow me to demonstrate my abilities in Modeling, Texture Mapping, Lighting, Rendering, UDK Integration, Particles and Fluids. As well as my abilities to art direct the project.
Concept Art

Concept Art by: Logan Feliciano
Concept Art by: freakygaming.com
Concept Art by: internet / google
Midpoint Thesis Project Proposal (cont)

Concept Art

Concept Art by: Skyrim

Concept Art by: Skyrim

Concept Art by: Skyrim

Concept Art by: Skyrim

Concept Art by: Dragon Age Origins
Concept Art
Midpoint Thesis Project Proposal (cont)

**Process / Production Pipeline**

**Concept Art Phase**

**Modular Modeling Phase**

**UV Mapping Phase**

**Texture Painting / Mapping Phase**

**Normal Map Generation - Maya / Zbrush**
Midpoint Thesis Project Proposal (cont)

Process / Production Pipeline

Asset in Engine (Unreal Development Kit)

Asset in Autodesk 3DS Max

Asset in Engine (Unreal Development Kit)

Asset in Autodesk 3DS Max
1 - Kings Hall
2 - Temple / Tombs
3 - Inn / Tavern
4 - General Store
5 - Barracks / Armory
6 - Potions
7 - Blacksmith / Mill
8 - Town Square
9 - Noble House
10 - Common House
11 - Gate
12 - Mountains
13 - River
## Production Backlog

### Asset Lists

#### Main / Key Buildings
- Kings Hall
- Temple / Tombs
- Inn / Tavern
- General Store
- Barracks / Armory
- Potions and Healer Shoppe
- Blacksmith Shoppe / Mill
- Town Square area (Tree)
- Noble House #1
- Noble House #2
- Common House #1

#### Building Elements
- Foundations / Floors
- Walls (3 Styles)
- Windows (3 Styles)
- Wood Beams (3 Styles)
- Doors (3 Styles)
- Hardware for Doors
- Hardware for Windows
- Roofs / Shingles (3 Styles)
- Trim Elements
- Stairs / Steps
- Porch / Patio

#### Props and Assets:
- Main Gate
- Walls for Village
- Ramparts / Towers
- Wood pile / Axe
- Crates
- Barrels
- Carts / Wheel Barrow
- Pix Axe
- Fountain
- Benches
- Statues
- Torches
- Lanterns
- Signs

#### Foliage and Terrain Elements
- Terrain
- Mountains
- Ground
- River
- Walkway Stones
- Trim for Walkway
- Skydome
- Trees
- Species #1
- Species #2
- Species #3
- Species #4
- Species #5
- Rocks
- Boulders
- Stones
- Grass Clumps
- Small Plants
- Flowers
Production Backlog

Tasks and General Tasks List / Assistance

Each asset will be contain the following tasks and processes:

- Naming Conventions and Pipeline
- Modeling - Done in Maya (Low Poly and High Poly for Projections)
- Modeling - Done in ZBrush (High Poly Projections)
- Modeling - Done in 3DS Max (Spline and Modifier Tools)
- UV Projections - Maya
- Lightmaps - Maya
- Collision - Maya
- Export of Meshes and Textures - ActorX Plugin for Maya
- Texture Mapping/Baking - Maya and Photoshop
- Texture Painting - Photoshop and ZBrush

Once Assets are prepped they will contain the following tasks

- Export / Import of Meshes into UDK (Unreal Development Kit)
- Asset Naming Conventions and Grouping for Packages
- Plug in Static Meshes, Textures and Materials
- Adjust Materials and Shaders as necessary
- Assign Materials to Static Meshes
- Level Construction and Design
- Lighting setup
- Level Building and Generation of Geometry, Paths and Lighting Builds
- Camera Setup for Cinematic Generation
- Rendering and Prep of Cinematics
- Turntable renders of Buildings, Props and Assets for Presentation

Once Project is complete it will be prepared for Presentation:

- Presentation Pages for Thesis Project - Photoshop / Illustrator / Acrobat - PDF
- Compositing of Demo Reel - After Effects / Premier
- Website Updates with New Material and Video Presentations
- Prepare Thesis Materials for Presentation
- Thesis Final Presentation

All work for this project will be done solely by me, Mike Williams