

Design Brief 2

Week 10

Since the break, my idea of modelling and texturing the exterior of a destroyed city has changed slightly, instead I will be focusing on just a small area of a city, rather than a distant shot of all of the destroyed skyscrapers and buildings etc. I feel that this will still be challenging my abilities, but not giving myself too much work to do.



These two images show how I would have gone about modelling the cities exterior, however I was modelling what a city centre would look like, after a nuclear explosion hit. It would have been a process of; modelling, texturing and matte painting. This new idea will be a certain area in a city centre after the bombs had hit.

So I want to convey this message without actually saying what has happened. I want people to instantly recognise the post-apocalyptic theme, and I wish to go about doing this with my models and textures. I will be modelling a makeshift stall, which will be made up of a cloth roof, being held up, most likely by some metal poles. I want to make the 'makeshift' items a theme in my work, as a lot of weapons & items would've been destroyed from the bombs, so I want to show that people have got used to the life post apocalypse, and have been fending for themselves for a few years. More models I intend to create will be tins of food, as these have long expiry dates. Just a few guns and knives of different models, as well as some makeshift weapons, such as a lead pipe or a baseball bat with nails. Gas masks and filters will be a big indication to the condition of Earth, as I want to pack the stall with filters so people get the message that Earth is no longer liveable without these.

The textures and matte painting will also convey my theme, as the textures will be dark and torn. My colour palette will be mainly greys, with dull reds and blue that once were lively, but the scratched off paint, or the corrosion. The textures will convey the props in my scene, but the matte painting will convey the whole atmosphere of the setting. As people live indoors due to the outside being unbreathable, I will matte paint so it looks dark and wet, with minimal lighting from natural light. I want to make it seem lifeless, even though there are some people dwelling there.

Week 11



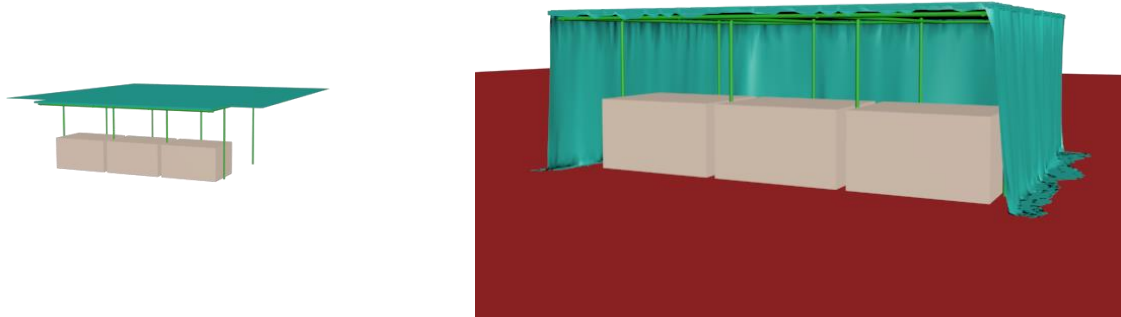
I've been looking at different makeshift stalls from around the country, and find these two images more relatable to my initial idea. They both have the cloth roof and similar support system which I wanted. I want to add a cloth roof on the stall as I've used the cloth modifier in 3DS Max a few times, although I've not made anything that has a story like the piece of cloth I wish to make for the stall. It's not going to be in brilliant condition, and will be discoloured and covered in tears. The structure holding up the cloth roof will be made up of various objects found lying about.

Other models that I think will work well is a bit of a living space next to the stall, as everyone's homes have been destroyed, people will live where they trade. I'm thinking of modelling a makeshift bed roll by the side of the stall, along with a crate that has the owner's personal belongings on.



This family's stall in India is made up of just one room, in which the entire family will work and live in. I want to get the same sort of atmosphere in my piece of work, but on a larger scale, as instead of having to pay for a room, people will live and work where they can find, most likely underground.

Week 13



I've starting modelling the stall, starting with the base layout and the cloth roof. The three boxes are to show where the stalls will be, they will later be changed into a box or a crate. The structure will also be changed for various different items, such as poles that could stand it up. The cloth will also be changed, as I've started with just a plane in order to make sure it worked with this stall setup. I'm thinking of maybe having a huge slit in the back of the cloth, to work as an entrance.

I've decided that due to the cloth roof, it might be best to locate the stall outside, as the cloth indicates its outdoors to prevent the weather ruining the stock. I have decided that the gas mask isn't vital to living outdoors, as there won't be enough filters for everyone to live outdoors forever, but in many of the big areas such as city centres where the bombs most likely dropped, will all be radiated and will need gas masks and filters to enter. The outside setting will not affect my dull and grimy theme, and my colour palette is still greys and dark reds, blues and browns.

Richard Cooper

Week 16

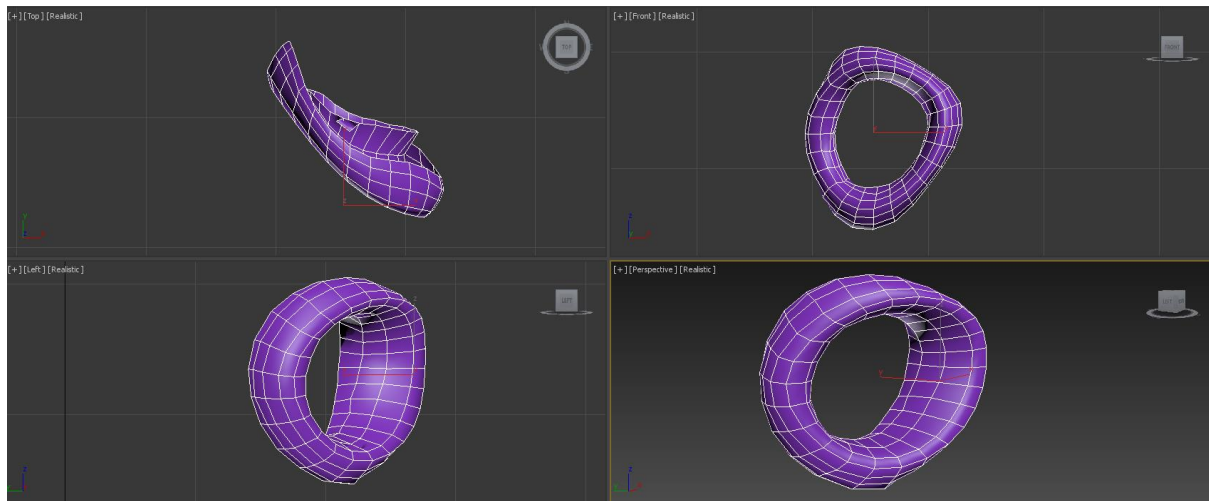


After looking at various pictures and models of different types of gas masks, I started to model my own. Started with the line of symmetry down the front of the gas mask, I shift and dragged from one edge of the plane to make another plane, following down a picture of a side of a gas mask, to get the correct shape. Having done this, I started to create outwards from this side, but unfortunately I ran into a bit of a wall, as the amount of edges surrounding the eye area were vast in comparison to the amount surrounding the edges, which would mean a lot of tris. I'm currently trying to figure out a way around this, without making it too high poly.

Week 18

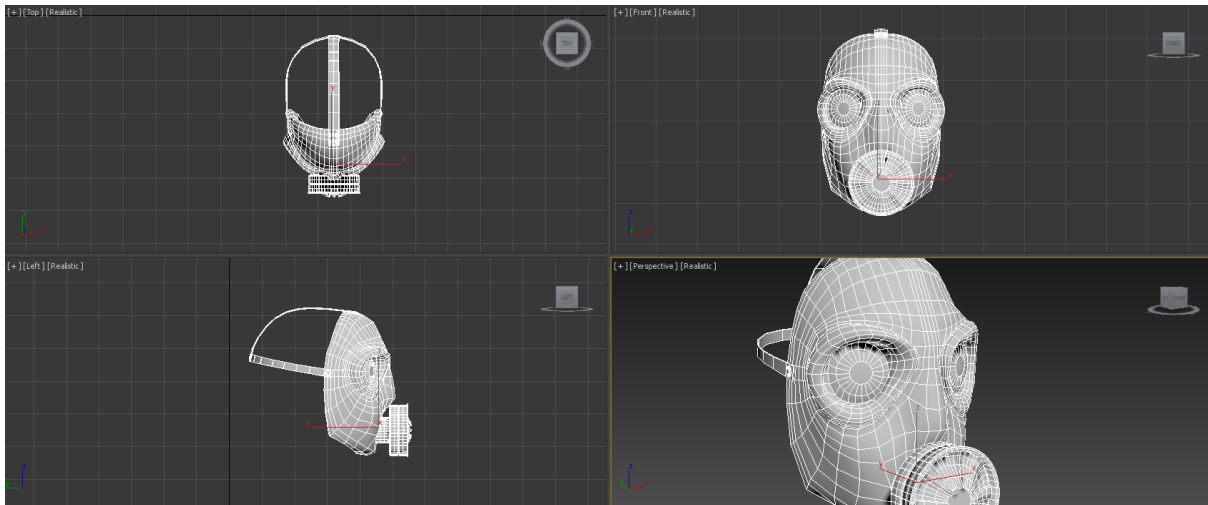
Design Brief 3

For design brief 3, I have decided to continue working on the post-apocalyptic stall, by working on more models to go into the stall, and brush up on some of the current models. I want to start by making many low poly models, as there is going to be a lot of junk throughout my scene, and then touch up on them and make them into higher poly models in the future.



Since the break I have started to remodel the gas mask again, starting from the eye and working outwards. I decided on doing this due to having success making a character in my 3D character animation module. I made the characters face by starting around the eyes and mouth region, so I decided on doing the same for the gas mask as it is similar topology.

Week 19



This past week I have finished the gas mask model. It was a very complex model, and also I wanted to go into detail as it is a main asset for my scene. The gas masks covering the stall will symbolise what has happened to the world. I'm going to start modelling some weapons this week, starting with a pistol, as handhelds are quite easy to get around the USA, but I also want to focus on start making some makeshift weapons.

Week 20



I've remodelled some weapons that I got from online, changing many things from them but just using the download as a base. The ammo clip and knife are fairly similar to the download, however the pistol has been changed quite a bit. I will texture these weapons myself.

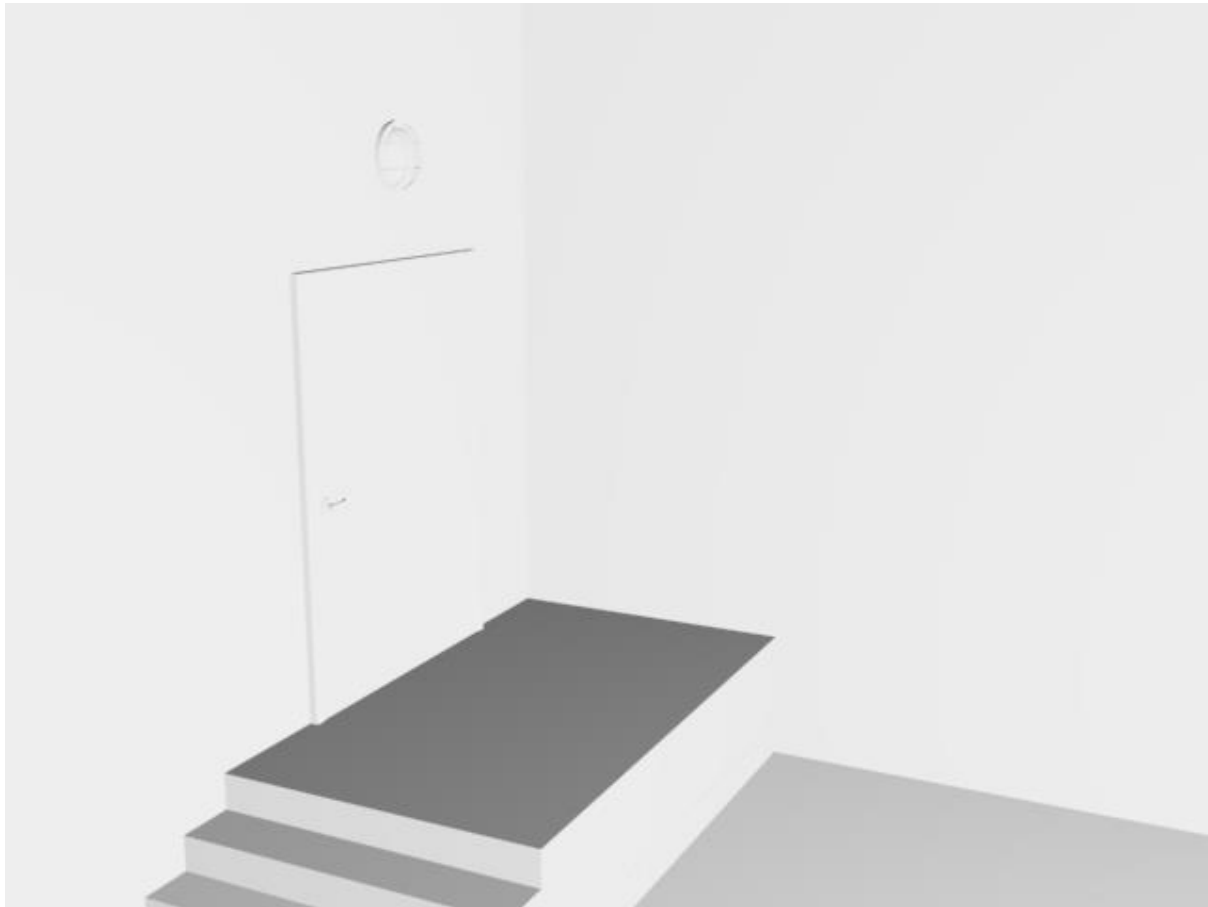
Richard Cooper

Week 21



I've modelled several various objects this past week in order to make the stall look like it's been worked on for years, with the owners collecting and trading many different items from across the planet. From valuable items such as gas cans and tins full of memorials, to crates, barrels and pallets just lying about the place, being used as tables and so on. I wish to create a few more items to fill up the stall by this week, so I can start texturing them.

Week 22

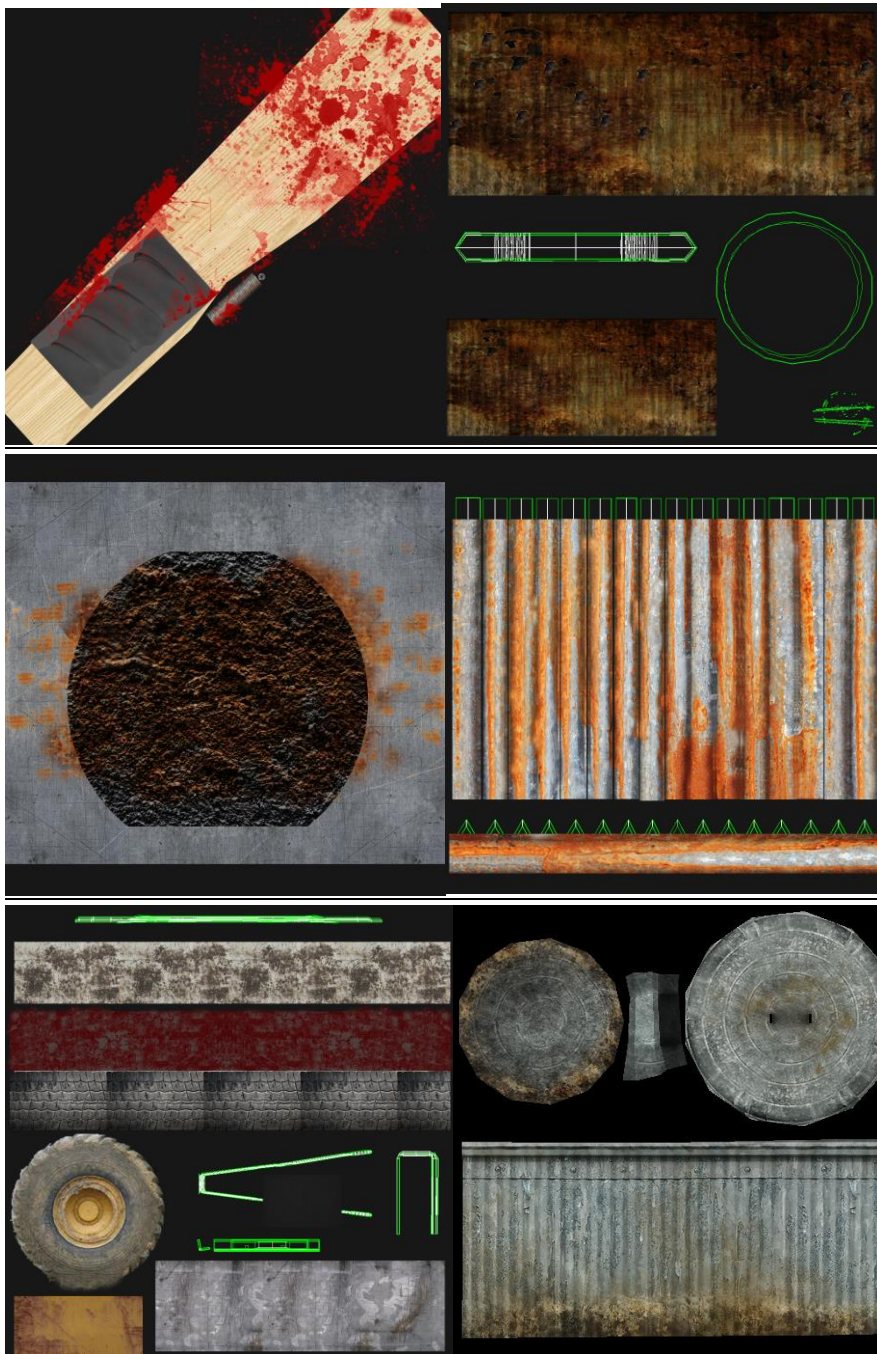


I've modelled the exterior for the scene. It will be located just outside of a door in which people will be living. I will place this scene into UE4 and make it dark so the only light will be from a fire and the light above the door in the picture. The light shows that there is electricity inside of the door, and that people are becoming more civilised again in a dead world.



The makeshift baseball bat and trolley were both downloaded but remodelled, especially the trolley which I changed massively, but to save some time I felt this would be easier. I modelled the fire bin and tray of rats. In the scene some rats will be cooking and the others in a tray being sold as food is scarce, so cooked rats are somewhat delicacies in my scene.

Week 23



I've started texturing the diffuse maps for many of the models now, not sure if I'll get any normal and specular maps yet, as I want to matte paint over these models to get more detail that way.

Richard Cooper

Week 25









These are the many rendered screens in Unreal Engine 4, both with lit and unlit lighting. I didn't have time to matte paint over these objects unfortunately, however I did implement fire and smoke for the fire bin which is cooking some rats, and also added some dust throughout the scene, to show that even miles away from the dropped bombs, the air surrounding is not 100% clear. Overall I am very happy with these renders, I would have liked to have done a game trailer styled video as well but unfortunately ran out of time. I also would have liked to do normal & specular maps as well as matte painting over it, but I'm happy with this scene despite those things missing. I think these renders do my scene justice, and convey the message that I wanted to spread, and how life after post-apocalypse may seem. Many games and movies show this to an extent, but I wanted to get down to the gritty side of it, and the surreal nature of living and having to find some use. I also changed the roof of the stall from a cloth to tin, as the cloth modifier didn't look to realistic despite many alterations and adjustments, and personally think it looks better with a tin roof.