



3D CHARACTER DESIGN | PIPER

DESIGN NARRATIVE

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ITGM 710 Character Development

For Professor: Gregory Scott Johnson

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CONTENTS

Assignment Criteria2

Technical:.....2

Concept | PIPER.....2

Description:2

Outcome:2

ASSIGNMENT CRITERIA

- To create a 3D character that is specifically developed for gaming and eventually exported to Unreal SDK.
- Polygon modeling optimized for games, with a limit of 15,000 polygons

TECHNICAL:

- Approximately 12,800 polygons
- Single texture containing diffuse, specular, normal, lighting maps
- Model sheet, action sheet, making of, 360 turn around with full textures, faceted grey and wireframe.
- Software: 3DsMax 2010, Photoshop, Aftereffects, Mudbox

CONCEPT | PIPER

- Struggle, adaptation, and ingenuity are the key strengths of our young hero, Piper. An orphaned boy, Piper manages to survive alone in the northern tree line. Raised by strangers who had equipped him with the skills to organize and control his herd of 20 plus Muskox and his protective sidekick, a 900 pound Kodiak bear; our hero faces the challenges in the new era with youthful exuberance and a little swagger.

DESCRIPTION:

- This assignment was my first attempt at completely modeling a character for games, utilizing 3DsMax. This was also my first project creating UV maps for characters. I hand painted diffuse maps, specular maps, normal, and light maps. This was done from one texture, painting in Photoshop. I modeled the character in 3DsMax, and then created the UV map. I then exported the model to Mudbox, where I was able to create all the layer maps. I then created a rig in 3DsMax, posed the character, and rendered the turntable. I composited the final turntable in Aftereffects.

OUTCOME:

- I learned a great deal from this project and I continue to improve my character design and modeling skills. I am able to share my past experiences (prior to this course) with my students and demonstrate all the wrong approaches I utilized in the past to show a proper process and pipeline to character modeling for games.

FINAL OUTCOME | PIPER

