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| LOD Asset |
| Date of Issue: | 10th February 2016 |
| Submission Deadline: | 27th April 2016 |
| Assignment Duration (approximately) | 40 Hours + |

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| Qualification  | Level 3 90-Credit Diploma in Creative Media Production (Games Development) |
| Unit  | Unit 66 3D Modelling Unit 1 Pre-Production Techniques for the Creative Media Industries Unit 13 Understanding the Computer Game Industry |
| Assessor’s Name: | Matthew O’Neill  |
| Student Name: |  |

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| Project Overview / Scenario |
| You are currently working as a 3d prop modeller for a games company. Your companies latest project requires that you design and plan out the creation of a 3d model asset for a PEGI 16 First Person Shooter. The models that you are been asked to create will be for a modern city environment, the choice of asset is up to you. |

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| Task 1: |
| You will also need to plan out two Level of Detail models of the asset, expressing where you will use textures to reduce polygons and keep your polygons for the asset within the polygon limits. The limits are set at 6000 polygons for the high polygon model, a 2500 for the mid polygon model and 1000 for the low polygon model. You can start by specifying what the requirements are for this project such as equipment, facilities, materials, how much time you have and what the codes of practice will be i.e. age specific content to avoid. With this information gathered you can then create a schedule and a risk assessment with combined contingency plans for the whole process. Once you have completed this you can then get down to the design phase of your schedule; explain the overall mood and look for the models, as well as gathering reference materials of the object. All of your design decisions along the way such as; the development of your idea, the reasoning for dropping ideas for the asset, how the asset would fit within the specified environment and explaining why you went with the idea you settled with, will need to be fully documented. You should also specify how you could use textures to reduce polygons and physically change the model for the lower polygon versions. This is not a group assignment and as such the students are to produce their articles individually.  |
| Covers Learning Outcome: | Unit 66 3D Modelling: 2. Be able to devise 3D modelsUnit 1 Pre-Production: 2. Be able to prepare preproduction documentation for a specific media production3. Be able to prepare pre-production documentation for a specific media productionUnit 13: 4. Be able to use project management techniques commonly used in the games industry  |
| Submission Deadline: | 27th April 2016 |

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| Task 2: |
| Now you will have to create the assets. First you will need to create a high polygon 3d model of the asset and then create a mid-polygon model and finally a low polygon model of the same asset. The high polygon model has a limit of 6000 polygons, a 2500 polygons for the mid polygon model and 1000 polygons for the low polygon model. Remember your employer is looking for a well-constructed model, which strictly follows the proper conventions and industry standards/practices where model creation is concerned. Once you have completed the models you will need to evaluate the process; compare the plan, schedule and any other preproduction to the final product, explain what went well, what could have been done better, what you would change if you had to redo the assignment, etc, etc.This is not a group assignment and as such the students are to produce their articles individually.  |
| Covers Learning Outcome: | Unit 66 3D Modelling: 3. Be able to create 3D models following industry practice.Unit 1 Pre-Production: 3. Be able to apply pre-production planning for a specific media productionUnit 13: 4. Be able to use project management techniques commonly used in the games industry |
| Submission Deadline: | 27th April 2016 |

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| Evidence to be submitted: |
| One single Word Document or similar format containing the completed preproduction and design documentation One 3ds Max File of the Models - 3 Models of the same asset: one high, one mid and one low.Please ensure it is the actual document and not a link that you provide. Please remember that I do not wish the work to be physical and therefore should be in a digital format.  |

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| Sources of Information  |
| Shared drive and Boodle TextbooksBaylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Student Book(Pearson, 2010) ISBN 978-1846906725Baylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Teaching ResourcePack (Pearson, 2010) ISBN 978-1846907371Ahearn L – 3D Game Textures: Create Professional Game Art Using Photoshop (Focal Press, 2006)ISBN 978-0240807683Birm J – Digital Lighting and Rendering (New Riders, 2006) ISBN 978-0321316318Brooker D – Essential CG Lighting Techniques with 3Ds Max (Focal Press, 2008) ISBN 978-0240521176Capizzi T – Inspired 3D Modelling and Texture Mapping (Premier Press, 2002) ISBN 978-1931841504Gahan A – 3ds Max Modelling for Games: Insider’s Guide to Game Character, Vehicle, and EnvironmentModelling (Focal Press, 2008) ISBN 978-0240810614Summers D – Texturing: Concepts and Techniques (Charles River Media, 2004) ISBN 978-1584503002 |
| Journals3D WorldDevelop MagazineEdge MagazineMCV Magazine | Websiteswww.3dtotal.comwww.cgtextures.comwww.digitaltutors.comwww.blinkimage.com |

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| To successfully achieve the project you must: |
| The assignment must be submitted by 23.59 p.m. on the date specified or on the agreed upon extension deadline. Extensions will only be permitted if you have a legitimate reason and have spoken to both your tutor and the Lead Internal Verifier who have both agreed to the extension. |
| Being ill will not be considered a legitimate excuse for not submitting the work on the due date, unless previously discussed with the unit lecturer and/or your tutor well before the due date. |
| Work presented in an assessment must be the student’s own. Plagiarism is where a student copies work from another source, published or unpublished (including the work of a fellow student or of a tutor) and fails to acknowledge the influence of another’s work or to attribute quotes to the author. Plagiarism is an academic offence. |
| Complete and sign the declaration form at the back of this assignment brief – your work will not be marked if you do not do this**.** The signature can be done digitally; this will be taken as you officially signing the declarations. Although we will need your handwritten signature if your work is Internally Verified or Externally Verified.  |

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| Date of Submission: |  |
| Extension submission date:  |  |
| Reason for extension: |  |
| Lead Internal Verifier Resubmission authorisation:  |  |
| Resubmission date: |  |

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| General Feedback Comments |
| If you have any questions in regard to the feedback/grade provided here see me or email me and I will clarify any issues. |
| Grade Achieved: |  |
| Resubmission Grade Achieved: |  |

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| Criteria | Criteria Feedback |
| 3D Modelling (Unit 66) – Learning Outcome 2 |
| P2 | Generate outline ideas for 3D models working within appropriate conventions and with some assistance.  |  |
| M2 | Generate detailed ideas for 3D models showing some imagination and with only occasional assistance. |  |
| D2 | Generate thoroughly thought through ideas for 3D models showing creativity and flair and working independently to professional expectations. |  |

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| 3D Modelling (Unit 66) – Learning Outcome 3. |
| P3 | Create 3D models following industry practice, working within appropriate conventions and with some assistance |  |
| M3 | Create 3D models to a good technical standard following industry practice, showing some imagination and with only occasional assistance |  |
| D3 | Create 3D models to a technical quality that reflects near-professional standards following industry practice, showing creativity and flair and working independently to professional expectations |  |

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| Pre-Production Techniques for the Creative Media Industries (Unit 1) – Learning Outcome 2 |
| P2 | Generate outline preproduction documentation for a specific media production with some assistance |  |
| M2 | Generate competent, carefully presented anddetailed pre-production documentation for a specific media production with only occasional assistance |  |
| D2 | Generate thorough and comprehensivelydetailed pre-production documentation for a specific media production, working independently to professional expectations |  |

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| Pre-Production Techniques for the Creative Media Industries (Unit 1) – Learning Outcome 3 |
| P3 | Apply pre-production planning to a specific media production working with some assistance. |  |
| M3 | Apply pre-production planning to a specific media production competently with only occasional assistance. |  |
| D3 | Apply pre-production planning to a specific media production to a quality that reflects near-professional standards, workingindependently to professional expectations. |  |

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| Understanding the Computer Gamers Industry (Unit 13) – Learning Outcome 4 |
| P4 | Apply project management techniques to direct a project with some assistance |  |
| M4 | Apply project management techniques to direct a project competently, and with only occasional assistance |  |
| D4 | Apply project management techniques to direct a project to a quality that reflects near-professional standards, working independently to professional expectations |  |

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| Assessor Signature: |  | Date: |  |
| Learner signature: |  | Date: |  |

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| Learner Assessment Submission and Declaration |
| Learner name: |  | Assessor name: |  |
| Issue date: |  | Submission date: |  | Submitted on: |  |
| Programme: |  |
| Unit: |  |

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| Individual work identification for group assignments |
| Student Name  | Learning Outcome  | Evidence submitted | Page numbers ordescription |
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| Additional comments to the Assessor: |
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| Learner declaration |
| I certify that the evidence submitted for this assignment is my own. I have clearly referenced any sources used in the work. I understand that false declaration is a form of malpractice. |
| Learner signature: |  | Date: |  |

Paste your work here