

Example of Technical Artist Courseware and Assessment

Technical Artists Course Work—Modeling Project



Spec:

Rootname:statueOS_A

Initial Max Tris:850

Damage Mesh:Yes

Damaged Max Tris:800

LOD Mesh:Yes

LOD Max Tris:220

PSD Size: 1024 x 1024

Texture Size:512 X 512

Specular Map:Yes

Normal Map:Yes

Object List:

Class	Quick Description	Construction complexity	Physics	Rootname	Artsit	Initial Max Tris	Damage Mesh	Damaged Max Tris	LOD Mesh	LOD Max Tris	PSD Size	Texture Size	Specular Map?	Normal Map?
Prop	Dumpster	A	Dynamic	dumsterOS_B	Barlow	525	Yes	750	Yes	30	512 x 512	256 X 256	Yes	Yes
Prop	Phone Stall	A	Static	phonestallOS_C	Sakura	300	Yes	350	Yes	50	1024 x 1024	512 x 512	Yes	Yes
Signage	Vegas Style Street Sign	B	Static	signstripOS_C	Soar	750	Yes	900	Yes	175	1024 x 1024	512 X 512	Yes	Yes
Prop	Slot Machine	B	Static	slotOS_E	Amy	500	Yes	650	Yes	50	1024 x 1024	512 X 512	Yes	Yes
Prop	Black Jack Video	B	Static	pokervidOS_B	Hope	500	Yes	650	Yes	50	1024 x 1024	512 X 512	Yes	Yes
Prop	Black Jack Table	B	Static	blackjacktableOS_B	Phoebe	400	No		Yes	75	1024 x 1024	512 X 512	Yes	Yes
Prop	Statue	C	Static	statueOS_C	Frank	850	Yes	1100	Yes	220	1024x 1024	512 X 512	No	Yes
Prop	Building walkway	C	Static	walkwayOS_C	Efor	250	No		Yes	120	512 x 512	256 X 256	Yes	No
Weapon	DesertEagle Rifle	C	N/A	deserteagleOS_A	Andrew	500	No		No		512x 512	256 X 256	Yes	Yes

Work Flow & Time:

Artsit	Rootname	Modeling	Texturing	UV Layout	UV Array	Paint	Diffuse	Glow	Specular	Normal	Damage Model
		Initial Model	LOD Model								
		0.5	0.25	0.5			2		0.25	0.5	0.5
		0.25	0.25	0.25			1		0.25	0.5	0.5
Efor	signstripOS_C	0.75	0.25	0.5			2	0.5	0.25	0.5	0.5
Amy	slotOS_E	0.75	0.25	0.25		1.5		0.5			1
Hope	pokervidOS_B	0.75	0.25	0.25		0.5			0.25	0.5	1
Phoebe	blackjacktableOS_B	0.25	0.25		1.5	0.75	1.5				1
		0.25	0.25	0.25			1.5		0.25	0	0
		1	0.5	0.5			0.5		0	3	1
		0.75	0	0.5			2		0.25	0.5	0

Schedule:

Task	Artist	Check	19-Feb-08 Tuesday	20-Feb-08 Wednesday	21-Feb-08 Thursday	22-Feb-08 Friday	23-Feb-08 Saturday	24-Feb-08 Sunday	25-Feb-08 Monday	26-Feb-08 Tuesday
SlotOS_E	Amy	Candy	Initial Model/LOD Model	UV Layout/Paint	Paint	Glow/Damage Model			Damage Model	
		Ben	Initial Model/LOD Model UV Layout	Paint	UV Array	Glow Map			Damage Model	Modify, catch photo
PokervidOS_B	Hope	Candy	Initial Model/LOD Model	UV Layout/Paint Specular	Normal/Damage Model					
		Ben	Initial Model/LOD Model	Paint	Paint	Modify Texture+ Damage Model			Leader Check	
BlackjacktableOS_B	Phoebe	Candy	Initial Model/LOD Model/UV Array		Paint/Diffuse	Diffuse			Diffuse	
		Ben	Initial Model/LOD Model	Diffuse Map	Put the UV position	Normal Specular, Glow Diffuse			Wait for integrate texture	Modify
Task	Artist	Check	25-Feb-08 Monday	26-Feb-08 Tuesday	27-Feb-08 Wednesday	28-Feb-08 Thursday	29-Feb-08 Friday	1-Mar-08 Saturday	2-Mar-08 Sunday	3-Mar-08 Monday
signstripOS_C	Efor	Candy	Initial Model/LOD Model	UV Layout+Diffuse	Diffuse Map	Diffuse Map+Glow	Specular+Normal+ Damage Model			0.25=Damage Model
		Ben	Initial Model/LOD Model	UV Layout+Diffuse	Diffuse Map	Diffuse Map				
Task	Artist	Check	28-Feb-08 Friday	29-Feb-08 Saturday	1-Mar-08 Sunday	2-Mar-08 Monday	3-Mar-08 Tuesday	4-Mar-08 Wednesday	5-Mar-08 Thursday	6-Mar-08 Friday
phonestallOS_C	Hope	Candy	Initial Model/LOD Model UV Layout	UV Layout/Diffuse			Diffuse/Specular	Normal map Damage Model		
		Ben								

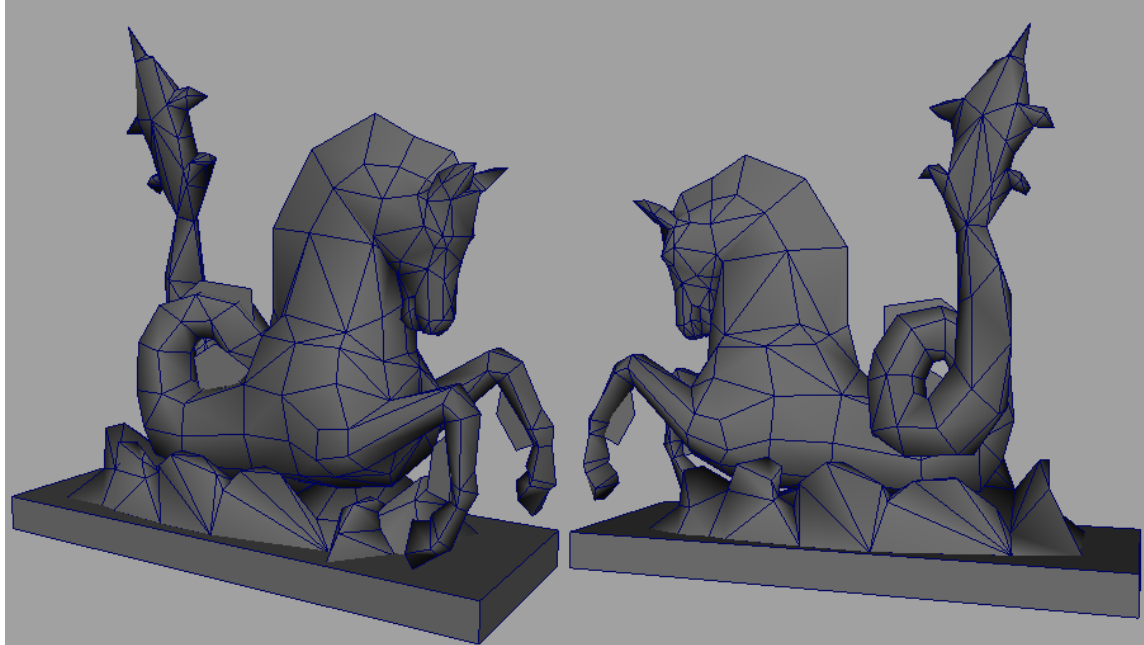
Task	Artist	19-Mar-08	20-Mar-08	21-Mar-08	22-Mar-08	23-Mar-08	24-Mar-08	25-Mar-08	26-Mar-08	27-Mar-08	28-Mar-08
		Wednesday	Thursday	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
700scoperifle_A	Andy	Hi-Res					Hi-Res			Resolution Mode+LOD	LOD+UV Layout+Normal
minigunOS_A	Burton	Hi-Res					Hi-Res			Resolution Model	LOD+UV Layout
mk19launcherOS_A	Betty	Hi-Res					Hi-Res			Resolution Model	LOD+UV Layout
sawOS_A	John	Hi-Res					Hi-Res			Resolution Model	LOD+UV Layout
ak47OS_A	Cary	Hi-Res					Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal	Normal+Diffuse
chainsawOS_A	Amy	Hi-Res					Hi-Res	Resolution Mode+LOD+UV layout		Normal+Diffuse	Diffuse
crowbarOS_A	John	Hi-Res+Resolution Mode+LOD+UV layout+Normal		Diffuse	Specular						
M82scoperifleOS_A	Efor	Hi-Res					Hi-Res	Hi-Res	LOD+UV Layout		Normal
mp5OS_A	Cary	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
rpgOS_A	Amy	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
spashotgunOS_A	Cary	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
uziOS_A	Amy	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
doubleshotgunOS_A	Efor	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
flm92stingerOS_A	Andy	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
milkorOS_A	Burton	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
handgrenadeOS_A	Cary	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
pumpshotgunOS_A	Amy	Hi-Res					Hi-Res	Hi-Res	Resolution Mode+LOD		LOD+UV Layout+Normal
batOS_A	John	Hi-Res+Resolution Mode+LOD+UV layout+Normal+Diffuse		Diffuse+Normal					Normal+Diffuse		Diffuse+Specular
metalpipeOS_A	Efor	Hi-Res+Resolution Mode+LOD+UV layout+Normal+Diffuse		Diffuse+Normal					Normal+Diffuse		Diffuse+Specular

Work Flow:

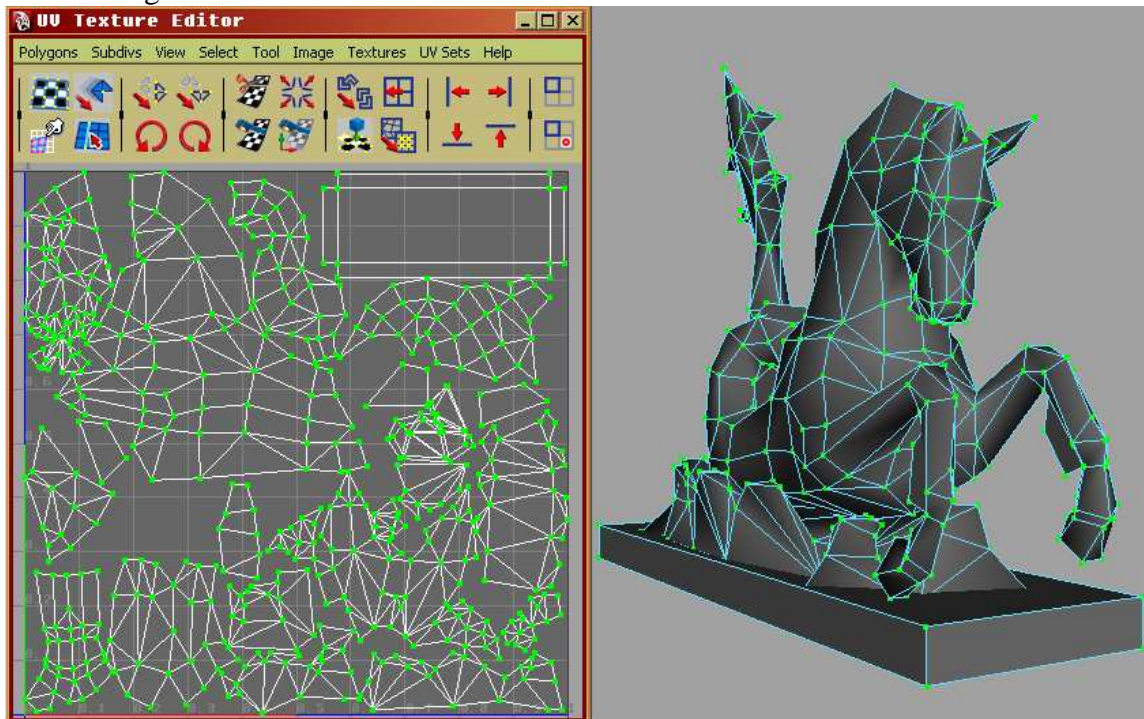
1. Create Base Model
2. Create Hi-Res Model using ZBRUSH tool



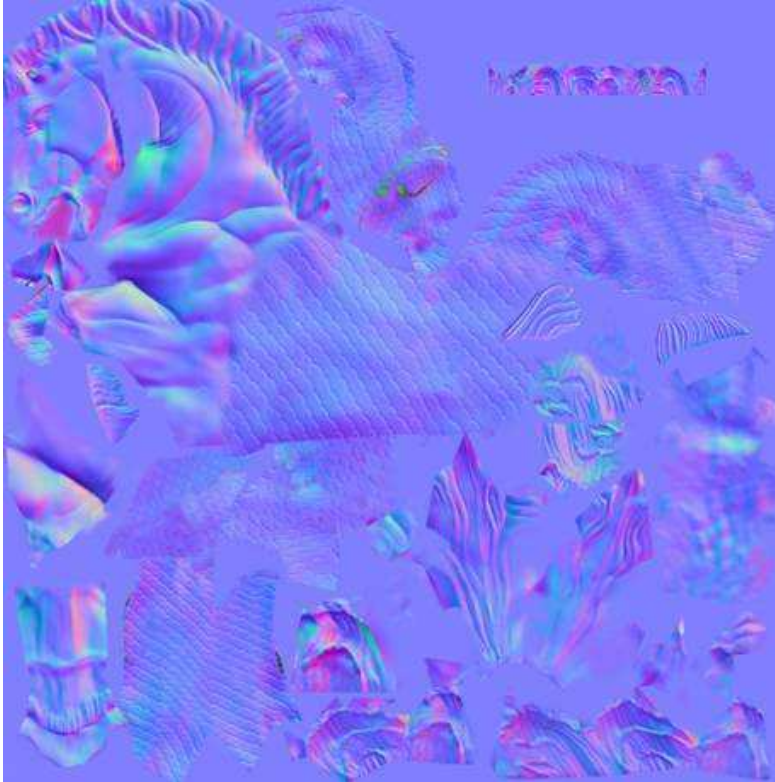
3. Create Low-Res Model with target polygon count



4. Creating Low-Res Model UV



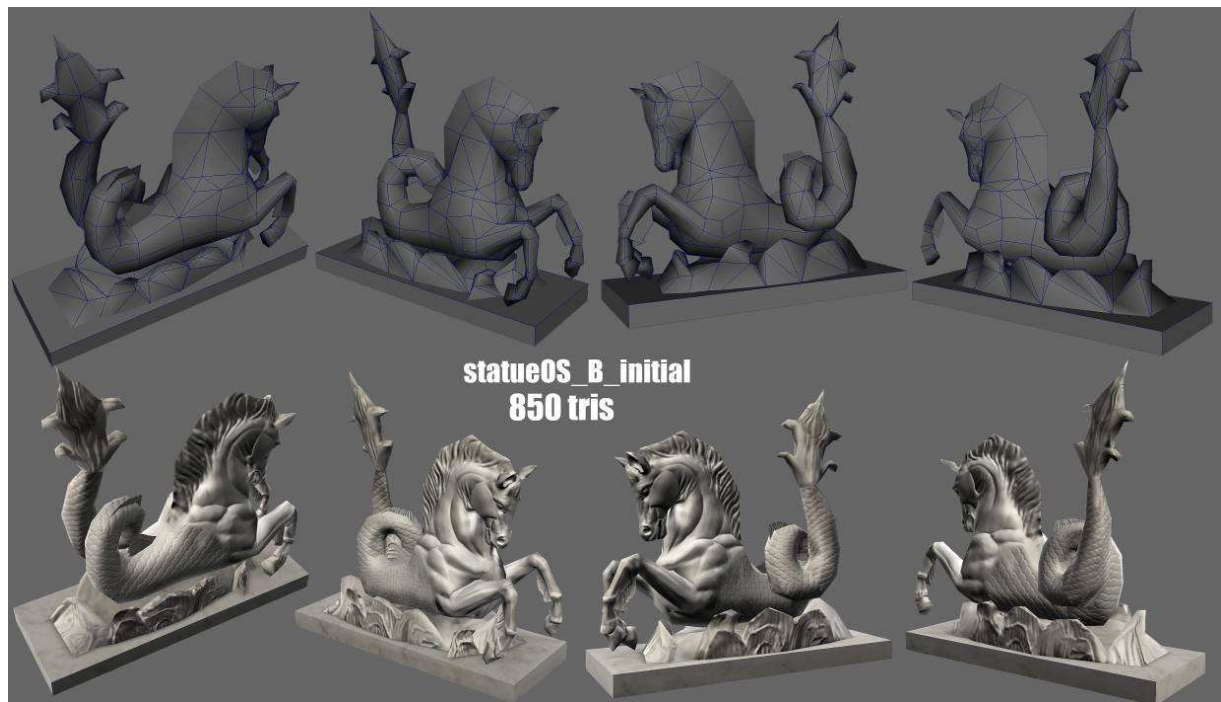
5. Bake Normal Map from High-Res Model to low-res



6. Compute Diffuse Map



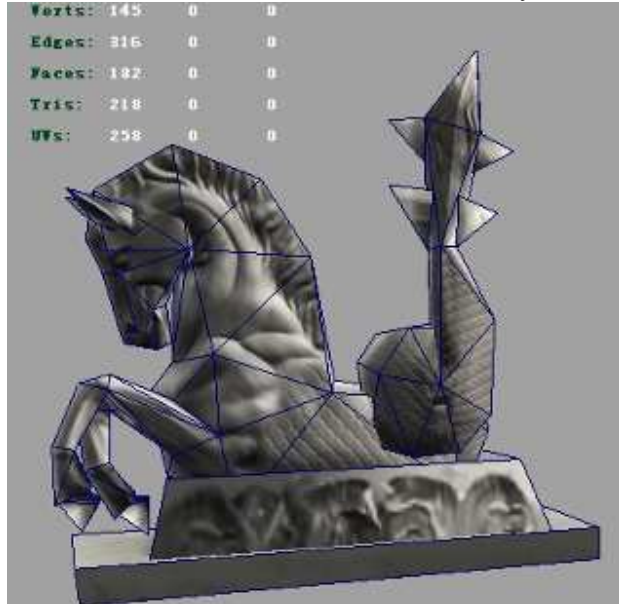
Final Image:



Work history and Instructor feedback history:

Student asked:

considering the former LOD is not good enough, so we recreated a LOD of this statue, but the tris counts seems hard to reduce, currently it is 350, we have to reduce to 220 as spec required.



Instructor Responded:

if you are unable to get a good statue in 220 tris we could submit both versions. Mike had said however that you were close on getting the 200 to work, if 220 works well we'll just submit the 1 version

Damage

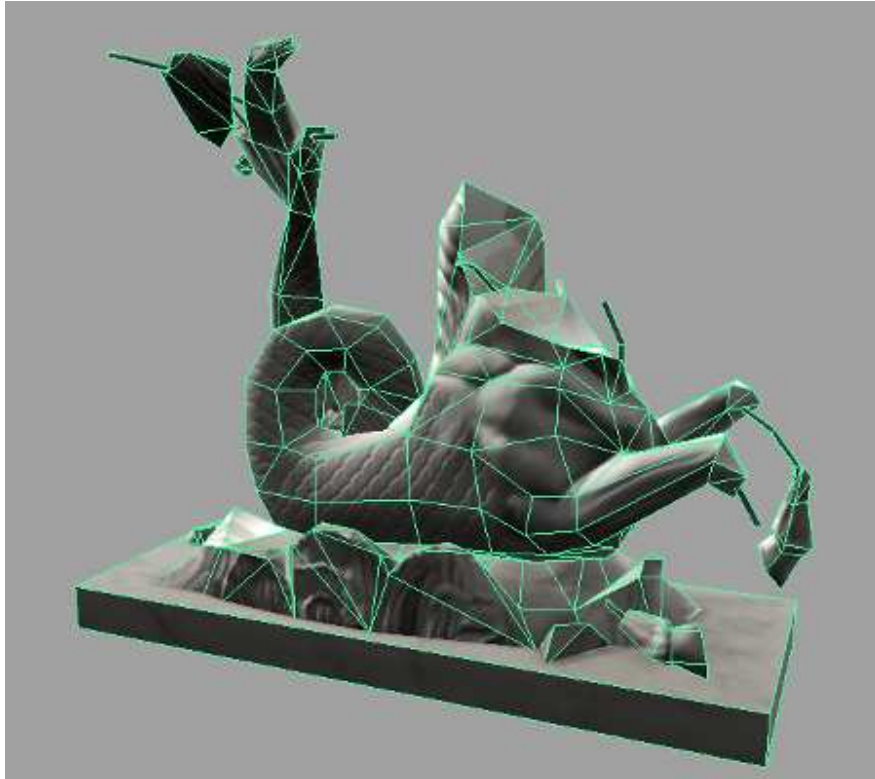
A. Damage is too spread out. It should look like it only got hit once.

B. We would like something like this, but we like to see a damage a bit higher (see C) and damage should be smaller and less in lower section.



Student asked:

we have started the midification based on our client's feedback.



Student asked:

We have started the modification based on your feedback.

Instructor Responded:

The break line looks good. All that is needed is to add more stress to break line. Looking from front view, the break should also have different height level. Right now it seems like it was first chopped in a straight line and the vertex was moved.

Student asked:

Could you please confirm that the arrangement of the damage mesh and spawn mesh are what you want? The top piece is the damage mesh and the lower half is the spawn mesh...

The naming of these parts seemed counter-intuitive to us, but they were based on the fire hydrant example.

Instructor Responded:

Damage mesh is named pronameOS_A_final

Spawn mesh is named pronameOS_A_spawn_initial

***We are still figuring out the direction we want to go with spawning geo.

Student asked:
this one is finished. Thanks!

