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Mr. Speice

Independent Study and Mentorship

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Original Work Proposal

For the original work of ISM I want to create at least three game ready assets that are fully modeled and textured using 3D software. This project will mainly be focused on the texturing portion of the project as I have done very little work with texturing software and creating high-quality textures for 3D assets. The end product will specifically be a few models that are fully textured with more than base colors using a texturing software. The models will not be the most difficult part of this project as the textures will be much more important and include various elements to create a strong product. Overall this product will involve many new topics such as surfacing and texturing of models and will be challenging to create.

There will be multiple steps to creating this product including watching numerous tutorials on texturing to learn how to use Substance Painter better. These tutorials will mainly be from the Allegorithmic website as they are the company that created Substance Painter. This will allow for the accumulation of new skills that will help create this product and the textures that will be required for it. In regards to the creation of this product, it will begin with creating concepts for the assets that will be modeled for the project. The concept phase will include not only sketches of the assets shape and form but also a general idea of the textures and colors that will be used in the asset. Following the concept phase, the project will go into modeling as the assets will be created using 3D modeling tools in 3D space. The majority of the modeling will

take place in Autodesk Maya as it is a software that I have experience in and will also not be the bulk of the project. Following the modeling phase, the product will go into the texturing phase which will use Substance Painter a software created by Allegorithmic that is very important for game asset texturing. Texturing will go through base colors, numerous layers of detail and blending along with procedural additions if needed. As a whole, this product will allow me to be challenged in a new field and create a good end product.

This original work will be very challenging to produce and will create a good foundation for the rest of the work I create for game development throughout this year. Through this project, I will be able to challenge myself to produce high-quality game ready models that can be used in a future project. Producing models that can be used in a game is not something that I have done before and will likely be very helpful for my future work. This project will require that I learn and apply skills from new software that can be used for my project. This will give me a better understanding of how assets move between modeling and texturing and can be made game ready. Understanding this process will provide a foundation for future work with artwork in the game industry and will be a possible foundation for a final product. In general, this product will allow me to use new skills and create a foundation for future work.