

Final project Title:

“An investigation into the inherent problems associated with the production of LOD spaceships in a modern, real-time game engine.”

Deliverables:

Component 1: LOD Models:

Produce **3 Spaceship Models** each with associated LOD tiers. These models should meet the below poly counts, 10% either side. **There Will Be 9 Models Altogether.**

LOD Battleships:

High = 40,000

Med = 24,000

Low = 14,400

LOD Destroyer:

High = 20,000

Med = 12,000

Low = 7,200

LOD Corvette:

High = 10,000

Med = 6,000

Low = 3,600

-3 Max 2015 files should be provided, with each **Only Containing The LOD tiers.**

Materials & Textures:

-Each Spaceship type is allowed **1 Muti-Sub Material**; this can include up to **9 Materials Per Muti-Sub Material**. Following naming convention (ShipType_SectionNumber_Material) = (Corvette_Section1_Normal)

-Each material must contain the necessary materials for a PBR workflow. **Albedo, Metallic, Roughness, Normal, Height and AO.** (AO also saved in Albedo Channel)

-Texture maps must be **2048×2048 pixels.**

-All Models should comply with **Pre-Export Checks**. (Though Symmetry has been used, Overlapped UVs)

Component 2: LOD Workflow Document

-**1000 word written document** outlining the adherent problems with LOD, such as those to do with retopology, UV stability with a concentration on the lower LODs and the importance of texture density. The document must clearly state how you have interpreted these issues in your own models giving a detailed analysis of your own workflow concerning industry practice.

Renders:(Within Unity)

-There will be renders from inside Unity to prove the LOD workflow doesn't effect the model within a contemporary, real-time game engine. They will be presented in an environment which isn't necessarily a representation of gameplay but to show off the model.

4-5 Renders for each of the High poly models.

2 LOD Renders showing screen space percentages.

Totalling = **18-21 Unity Renders** (6-7 Renders per Ship Type) (**Annotated with Title and Poly Count**)

3D Viewer :(Within Marmoset)

Given Marmoset is a now a powerful tool in presenting work use it so people have the ability explore your models.

-All **HIGH** LOD models should be viewable within the chosen program of **Marmoset**.

-**3 Links** should be provided to each HIGH LOD model in the LOD Document.

Totalling = **3 Marmoset Viewers**

-**500 Word Written Piece** demonstrating the skills and workflows used in this final project have a valued place in the industry. You must be able to show **4 key jobs** current or previously advertised that seek the skills such as LOD, Spaceship modelling, Advanced Greebling, clean retopology or any other skill which has been exercised during this final project.

Provided On CD:

-**3 Max 2015 Files**

-**2 PDF Documents**, Deliverables Document & LOD Document (Including Renders, Marmoset Links)

-**4 Material Folders**, 3 for the materials for each Spaceship + 1 Folder for shared Turret Materials

-**1 Render Folder** containing all Unity renders for full Screen viewing

