



Cheshire College  
South & West



# 3D Digital Game Art

**Pre-Competition Activity (Practice Brief)**

# 3D Digital Game Art

## Practice Brief

### Keep on Rollin'

Our latest client is wanting a remake of an 80's classic 'California Games'.

You have been tasked with creating assets for this game so players can customise their avatars.

So they are in need of.....



# 3D Digital Game Art

## Practice Brief

### Boots!

...Roller boots!

That's right. We're going to need some roller boot assets to go in our game.

And that's where you come in.

We need you to model and texture a pair of roller boots. You're free to create your own livery for your boots so be creative!



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## Practice Brief

### The Asset Production Pipeline

When creating your boots, we need you to follow this production pipeline:

#### 3D Modelling & Unwrap



High Poly Mesh

Low Poly Mesh

UV Unwrap of Low Poly Mesh

#### Materials and Textures



Render High Poly Mesh to Low Poly Mesh

Create Materials & Textures

#### Delivery



Upload to Sketchfab Website

Share link so we can view your work!

# 3D Digital Game Art

## Practice Brief

### The Asset Production Pipeline

Why do you need to follow this pipeline?

All 3D Digital Game Art competition briefs are written by 3D artists who work in the games industry. They know exactly what processes are needed to create great 3D art to a professional standard.

Following this correctly when creating your drone will demonstrate your understanding of the pipeline and that you are capable of competing in future 3D digital game art tasks.

To further prove your understanding, the judges will be marking your drone on the following criteria...

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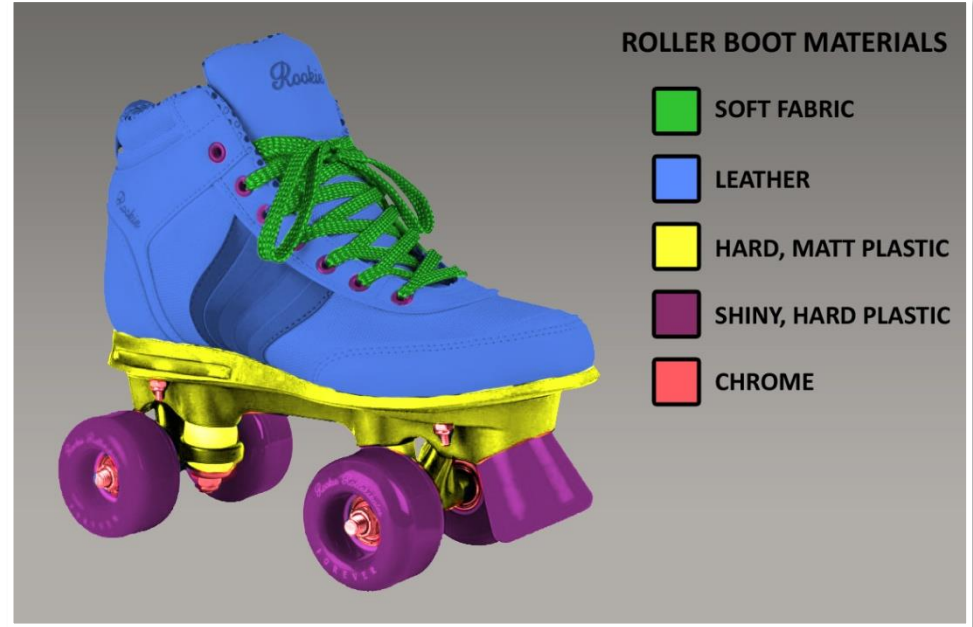
## Practice Brief

### Back to the Materials

Our roller boots need to look and feel like real roller boots.

To do that, we'll create our materials using a PBR workflow. The same way you created your materials for your skateboard.

Only this time, you'll be directed on what materials you need to create and your materials will be marked individually.



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## Practice Brief

### What you need to do:

- we need you to 3D Model, UV Unwrap and texture a pair of roller boot assets using a PBR material workflow
- focus on material types is important – they need to react to light correctly and should appear to be what they represent. Leather is leather, plastic is plastic etc
- your roller boot must contain the following materials:
  - leather – for the boot itself
  - soft fabric – for the laces
  - hard, matt plastic – for the base of the boot
  - hard, shiny plastic – for the wheels
  - chrome – for the wheel frame & wheel nuts
- you are encouraged to create your own livery for your boots (have fun!)
- you would have 5 hours in total to complete this task during a national qualifier!
- when you have finished your boots, export to Sketchfab and share with your tutor.

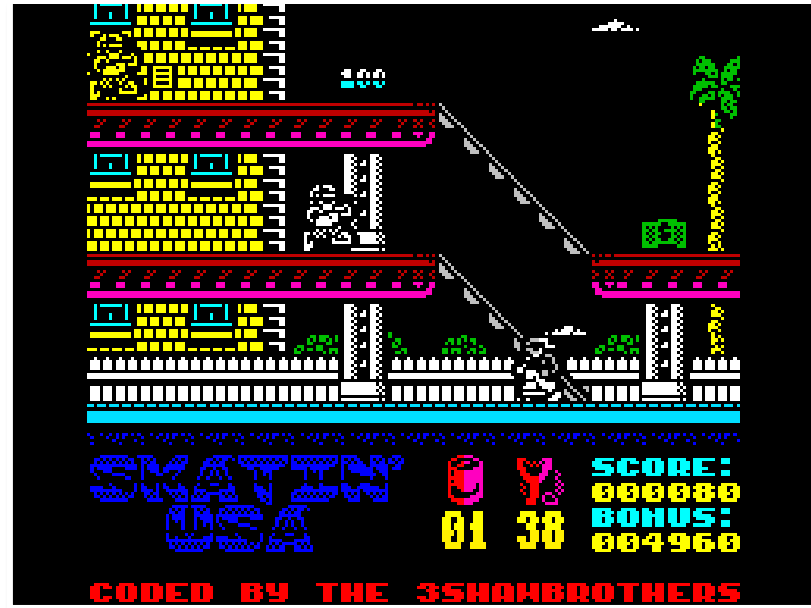
# 3D Digital Game Art

## Practice Brief

## What do you need....

You need the following to complete the task:

- 3DS Max or Maya
- substance Painter
- Photoshop
- graphics tablet (optional).





# 3D Digital Game Art

## Practice Brief

## Technical Budgets

### Triangle Count:

- Your roller boots must not exceed **10000** Triangles. – this is for both boots in total!

### Texture Allowance:

Your roller boots material must be made up of:

- A single base colour or diffuse texture map
- A single normal map
- A single metallic map
- A single roughness map.

The dimensions of these maps need to be 4096x4096.

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## Practice Brief

### Marking Criteria

During the national qualifier the judges would mark your work on the following:

#### 3D Modelling:

- models are within triangle budget – 10000 triangles
- triangle distribution and topology
- asset silhouette
- mesh tidiness.

#### UV Unwrapping:

- demonstration of a UV unwrap
- use of UV Space – mirrored or repeated
- smooth and even UV shells.

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## Practice Brief

### Marking Criteria

During the national qualifier the judges would mark your work on the following:

#### **Texturing & Materials:**

- texture resolutions are correct and on a single texture pages – 4096 x 4096
- textures appear seamless on model
- representation of the following materials is accurate:
  - leather
  - soft Fabric
  - hard, Matt Plastic
  - hard, Shiny Plastic
  - chrome.

#### **Delivery:**

- model is visible in Sketchfab export
- max / Maya scene tidiness
- substance file tidiness.

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## Practice Brief

### Some advice from the Judges:

- read this brief again to be absolutely sure of what we're looking for!
- you have 5 hours to complete this task – plan your work carefully.
- save your work often!
- **don't** stress it. This stuff is meant to be fun!
- consider the silhouette of your asset. Does it look like it should?
- be creative with your liveries! Again, have fun!
- check the material guide and make sure what you make looks correct – there's some lots of marks to be had here!
  - consider the history behind your boots and the materials themselves
  - are they brand new or are they scuffed and worn?
- use the reference library – its there to assist you!
- have fun! Set yourself a goal that you will enjoy working towards!