

Games Art Final Project Proposal Form

Student Information:

- Name: Sam Payne
- Student ID: 22003859
- Email: s.payne0220221@arts.ac.uk
- Date: 24/10/2024
- Working in group: N
- Group members: N/A

1. Project Title:

*(Provide a working title for your project)**

Grimoire of the Rooted

2. Project Overview:

*(Briefly describe the concept and theme of your project ,150 words max)**

3D Realised Characters following the 3D pipeline, plant warriors from an ancient time, aiming to look at Aztec theming, lots of greenery. 3 Characters total, aiming to achieve one of each major class, Warrior, Tank, Mage, possibly push for Mage & a Beast as a stretch goal.

Outcome will be a 2D artbook, leather cover with embroidery, maybe in the style of a grimoire, works better due to magical themes associated with there being plant warriors. Hoping to keep the Aztec theming consistent on the actual printed book, tea-stained pages will be apparent.

3. Project Goals:

*(List 2-3 key objectives of your project)**

Follow 3D Pipeline for 3 Fully Realised 3D Characters.
Create a leather embroidered artbook.
Rendered Splash-art of work on pages.

4. Artistic Style & Inspiration:

*(Describe your visual style and main sources of inspiration, e.g., games, artists, genres, where possible use Harvard Reference format)**

I really aspire to have a hand-painted look when it comes to my 3D work, I really enjoy stylized models and this also applies for the sculpting process as it feels more freeing whilst also looking incredible if kept consistent, these artists are my greatest inspirations for what I wish to achieve with my style.

- **Jasmin Habezai-Fekri** Senior 3D Environment Artist @ Airship Syndicate
<https://www.artstation.com/curlscurlly>
- **Sheila Alessandrini** Freelance 3D Environment & Prop Artist
https://www.artstation.com/sheila_a
- **Derek Bentley** Principal Environment Artist at Wildlight Entertainment
<https://www.artstation.com/dbentley3d>

Games such as Stray or Apex are the games I feel align most with my style, but I feel I need to research more.

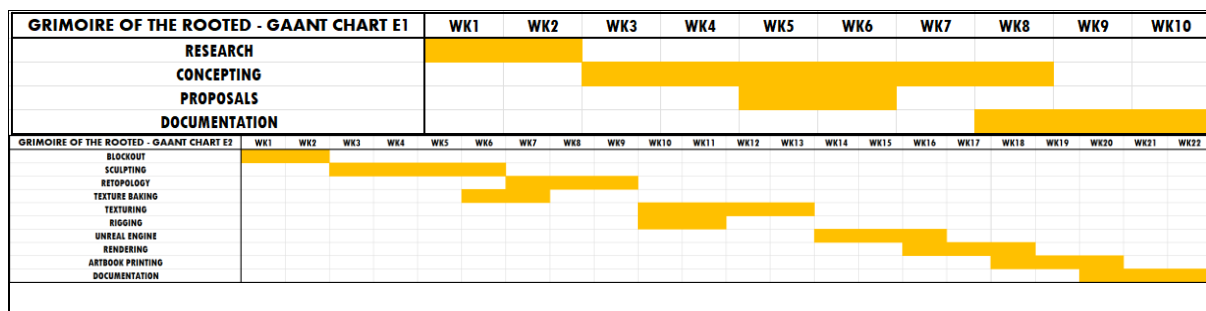
5. Software & Tools:

*(List the primary software and tools you plan to use)**

Blender
3D Substance Painter
Unreal Engine 5
Photoshop
Zbrush
Retopoflow 3.1 (Blender Addon)
Marmoset Toolbox (Possibly)

6. Development Timeline:

*(Outline the key milestones in your project, e.g., concept, asset creation, testing. This can be in the form of a gantt chart)**



7. Challenges & Solutions:

*(Identify potential challenges and how you plan to overcome them)**

Me – Timekeeping is an impossible task for me so I have to find a way to keep consistent with my planned schedule.

Finances – I work part-time alongside university, so I need to make sure that I work enough to have enough money to afford coming to classes as well as affording rent & bills, to overcome this I'll just have to work as hard as possible.

Executive Dysfunction/ADHD – I struggle with work balance and decision making when it comes to my work, especially when I am starting, I am prescribed medication for this, but I am only on trial medicines, so there's the risk it doesn't work, and I have to wait for my next drug.

Software – I will be trying to branch into new software alongside FMP such as Marmoset so I need to make sure I do my research coming up to the time of which I will use it so I can make sure my project is of the highest quality.

Licenses – Software licenses are expensive so I will have to look for alternatives or deal with it if I am in the situation to afford them, however it could disrupt workflow using alternative unconventional software.

Burnout Risk – Considering my circumstances revolving around me being constantly tasked with working or other activities, it may result in me burning out faster than I would anticipate, so I need to make sure that I take good breaks at times, even if it is just a weekend, as that rest could prevent burnout.

8. Success Criteria:

*(How will you measure the success of your project? List 2-3 criteria)**

Milestone 1 – All Sculpt's Completed
Milestone 2 – All Retopology & Textures Completed
Milestone 3 – All Rigs & Renders Completed
Milestone 4 – Artbook Produced.

9. Resources Needed:

*(List any specific assets, libraries, or resources you'll need)**

Further Research Required into materials for Artbook.

Supervisor Approval:

- Supervisor Name:

- Date:

- Signature: