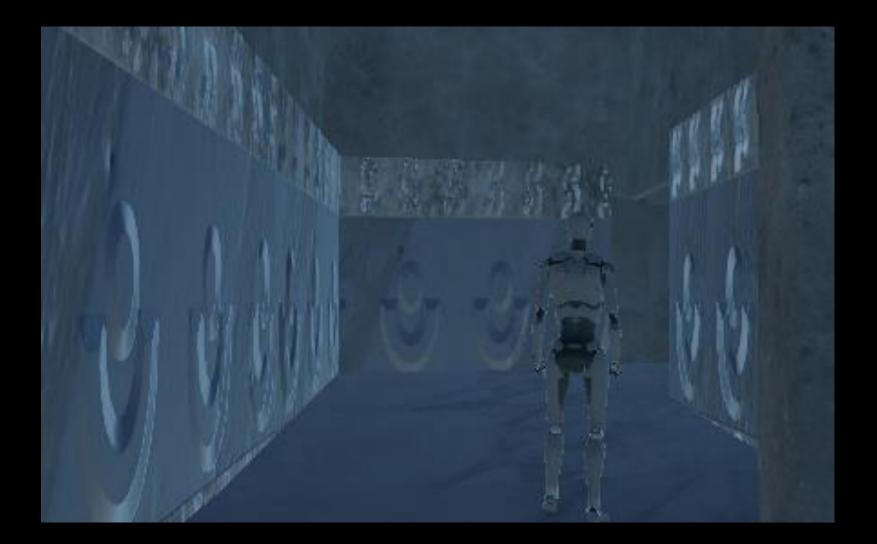
Final Project Vincent Morales Professor Blankenship Spring 2023

Showcase:











Project Development: Show

Vincent Morales Professor Blankenship Spring 2023

Unity: Materials









Bench Cha...



Bench table



Chair origi...





Chair rec

Light





Chair Rece...

Desk Rec



ball



Float

Noodle be...

Terrain La...



Noodle st

Tiling



Pool Rope bl

Towel end



LG Float

Pool Rope

Towel Fit



Towel wrap

LG Tower ...

Pool



Rock

Wall Door

LG Tower ...



Stairs







Wall

















New Terra...









Table01















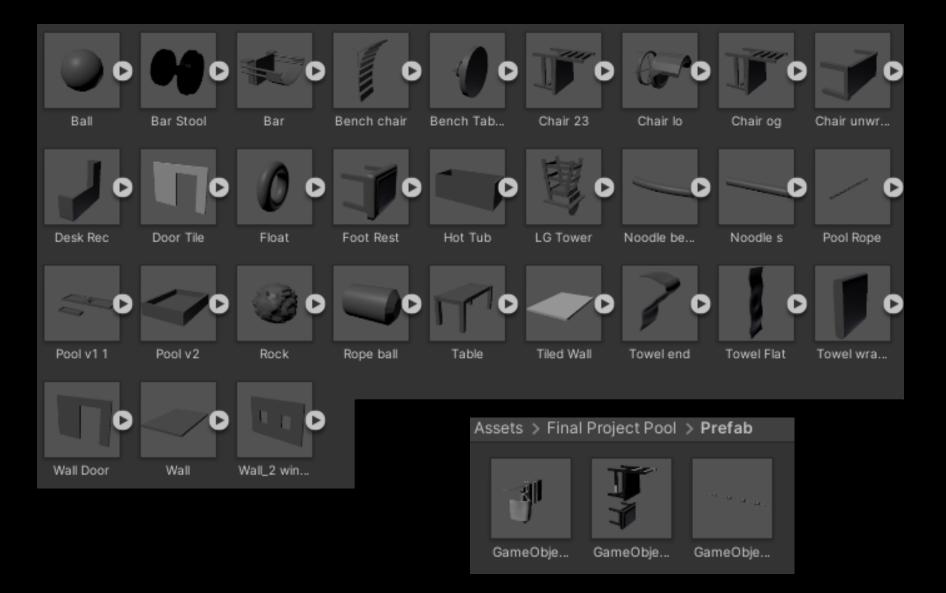




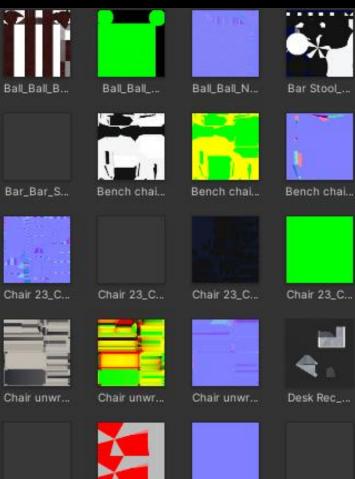


Wall Wind ...

Unity: Models and Prefabs



Unity: Textures (sample)















Bar_Bar_N...



Bar_Bar_S...

Bench chai...

Bench Tab...

Chair 23_C...

Bench Tab...

Bench Tab...

Chair 23_C...







Chair lo_C...



Chair lo_C ...





Float_Blue ...









Desk Rec_...







Unity: Asset on Display





Unity: Asset on Display (Cont.)



Concept Inspiration: Anemoiapolis





Liminal Space Game: Definition

As defined by the aesthetics.fandom.com wiki page: "The aesthetic known as a **Liminal Space** is a location which is a transition between two other locations, or states of being. Typically these are abandoned, and oftentimes empty - a mall at 4am or a school hallway during summer, for example. This makes it feel **frozen** and slightly **unsettling**, but also familiar to our minds."

Example Settings: Wall Space and Textures







Example Settings: Props and Objects



Example Settings: Light and Color







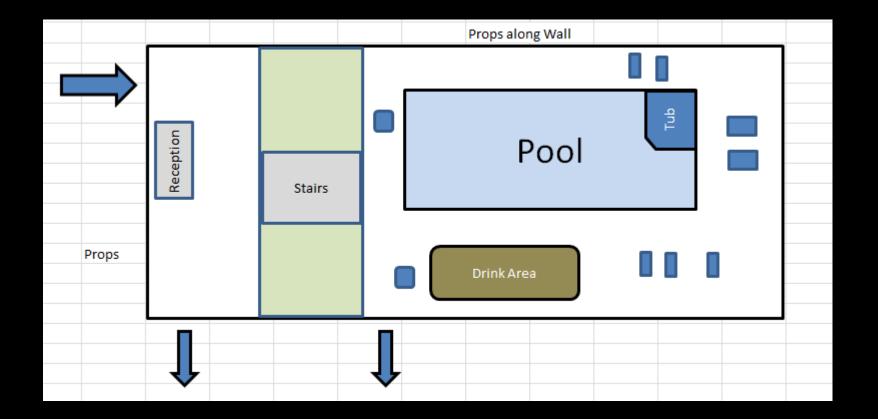


Asset List: (Updated 5/8/23)

Models:	
General Idea	Sub Items
Infrastructure	Walls
	Wall with doors
	Wall with windows
Other	Work Stool
	Gladius
	Shield
Pool Supplies	Beach ball
	Noodle
	Float tube
	Life Guard Floater
Pool Furniture	Chair lay down
	Chair lay down with Towel
	Side round table
	Sit chair
	Sit chair foot rest
	Umbrella
Pool	
Hot tub	
Life Guard Stand	Rope
	Umbrella

Models:						Status:
GeneralIdea	Subitems	Туре	Material 1	Material 2	Material 3	
Infrastructure	Walls (Roof)		Concrete			Finished
	Wall with doors		Concrete			Finished
	Wall with windows		Concrete			Finished
	Floor		Marble			Finished
Other	Work Stool (Adjusted to office chair)	High				Finished
	Gladius		Steel	Wood		Finished
	Shield		Steel	Wood	Paint	Finished
Pool Supplies	Beach ball		Plastic			Finished
	Noodle		Plastic			Finished
	Float tube		Plastic	Paint		Finished
	Life Guard Floater		Plastic	Paint		Finished
Pool Furniture	Chair lay down		Plastic			Finished
	Chair lay down with Towel		Plastie	Fabrio		Finished
	Side round table		Plastic			Finished
	Sitchair		Plastic			Finished
	Sit chair foot rest		Plastic			Finished
	Umbrella		Plastic	Fabric		Finished
Pool			Concrete	Texture		Finished
Hot tub			Concrete	Texture		Finished
Life Guard Stand						Finished
	Rope		Wood			Finished
	Umbrella		Wood	Fabric		Finished
Plants	Hanging Vines		Vines	Leaf		Skip
	House Plants		Vines	Leaf		Skip
Added:	Bar Area					Finished
Adueu.	Bar Chair	High				Finished
	Pool	High				Finished
	Hot Tub	riigit				Finished
	TowelFlat					Finished
	Towel Wrapped					Finished
	Light Object					Finished
	Light object					T misned

Floor Plan: Final Project

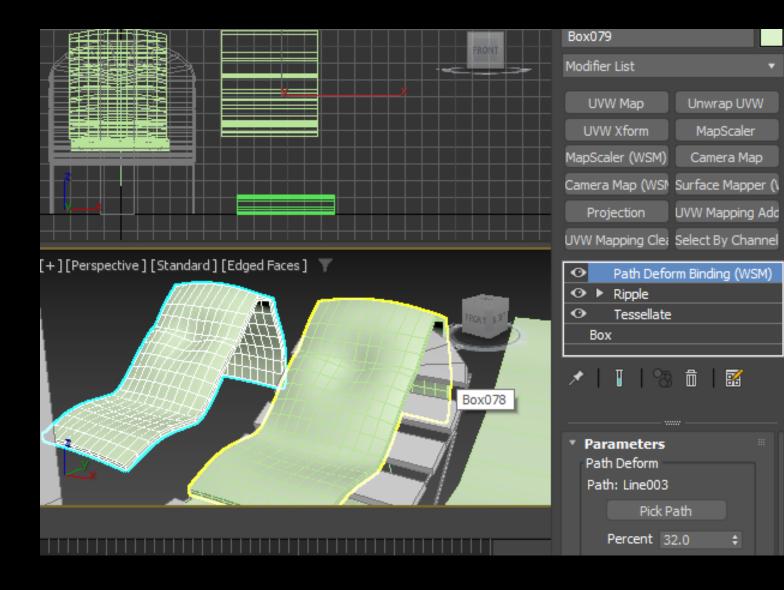


Asset List: Reference Images

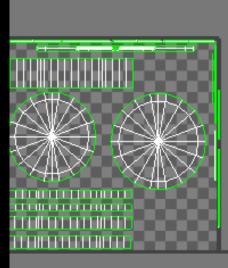
Asset:	Reference:
Walls	None
Wall with doors	None
Wall with windows	None
Work Stool	Ħ
Gladius	Gangeria
Shield	
Beach ball	
Noodle	S.
Float tube	St.
Life Guard Floater	

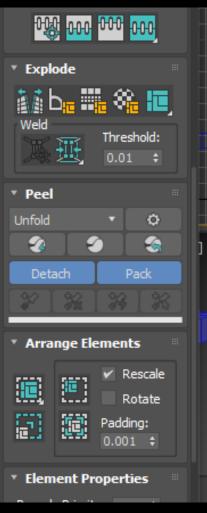


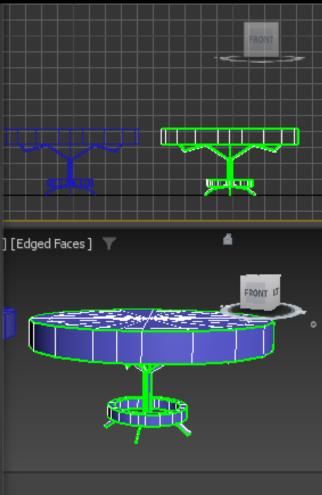
3D Max: Modifiers



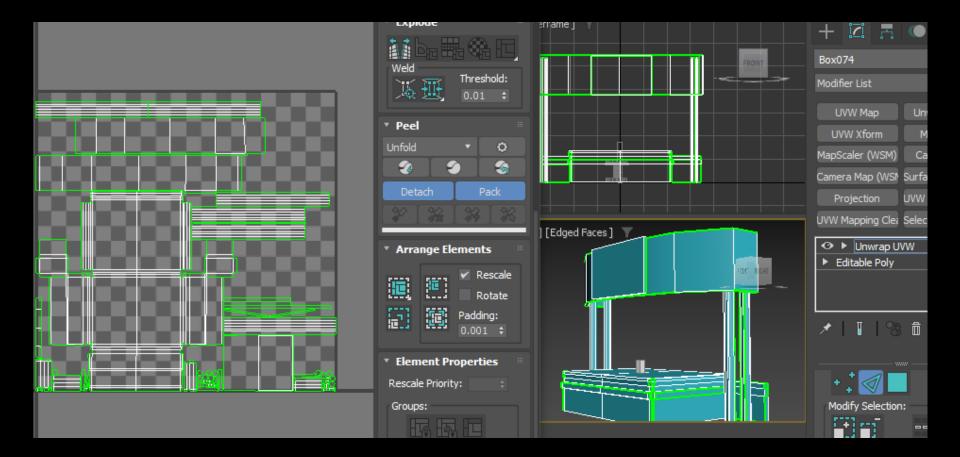
3D Max: UVs



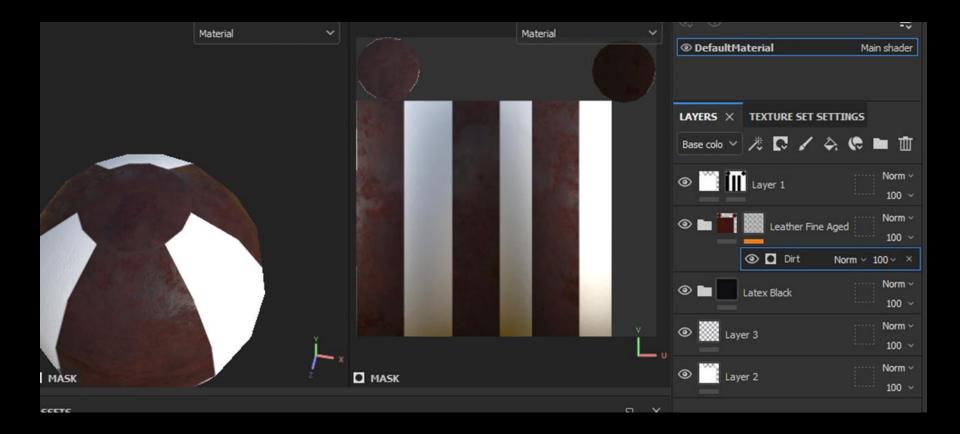




3D Max: Uvs (Cont.)



Substance: Texture Layers



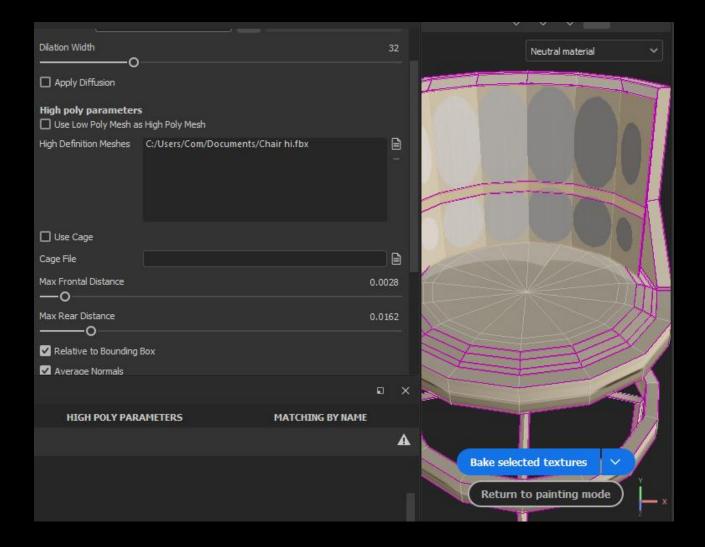
Substance: Masks and Generators



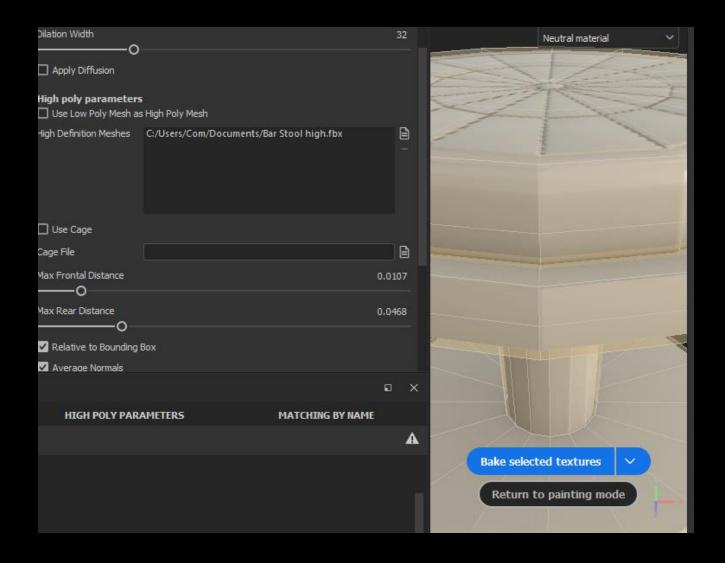
Substance: Hi Poly (Pool)

TEXTURE SET LIST	×	MESH MAP SETTINGS			o x		
	II,	> DefaultMaterial > Co	ommon settings			Neutral material	
DefaultMaterial		Output Size 2048	~ ê		~	0 ×	
		Dilation Width			32		
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MESH MAP BAKERS	×	High Definition Meshes	C:/Users/Com/Documents/Po	ool hi poly.fbx	-	pper ()	
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V Normal							
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Ambient occlusion		Max Frontal Distance			0.0361		
Curvature		Max Rear Distance			0.0544		Ċ
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Thickness		Relative to Bounding E	Зох				E
BAKING LOG					D X		N
BAKING PROCESS		HIGH POLY PARA	AMETERS	MATCHING BY NAME			Ċ
					A		
 DefaultMaterial ambient occlusion 						Bake selected textures	v
✓ DefaultMaterial curvature							
 DefaultMaterial position 						(Return to painting mode)	

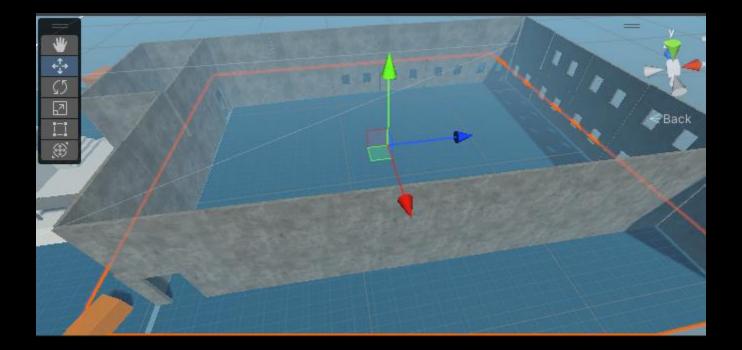
Substance: Hi poly (Chair)



Substance: Hi poly (Stool)



Unity: Early building



Texture Credits:





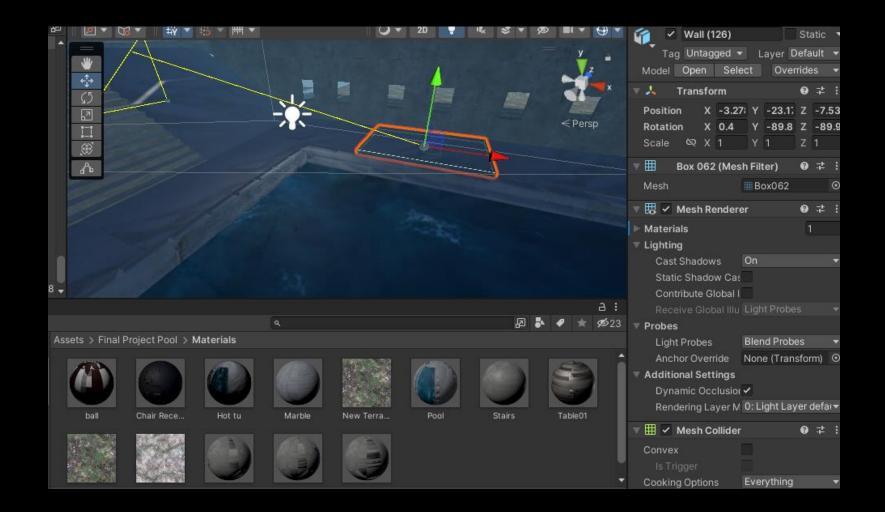
1. Pond5.com

https://www.pond5.com/st ock-footage/tag/sea/

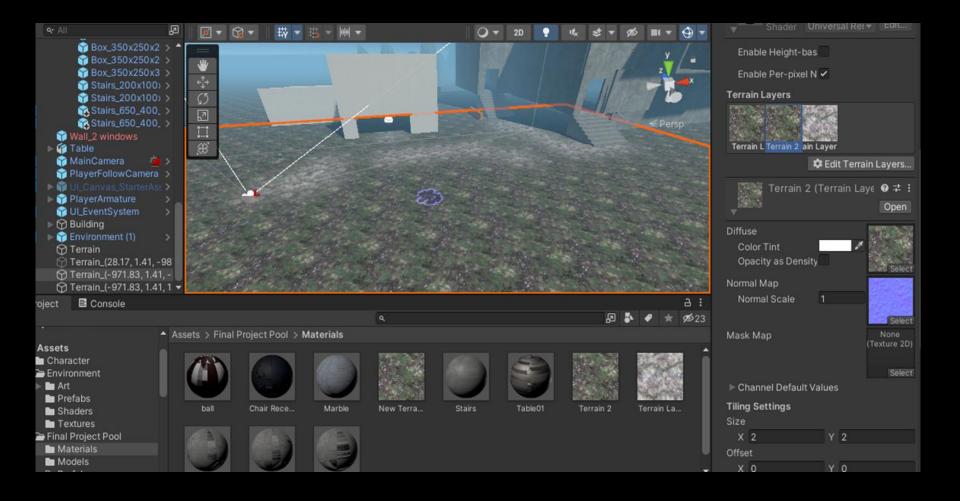
2. 4kwallpapers.com

https://4kwallpapers.com/ nature/ocean-waves-aerialview-blue-water-patternsea-waves-5k-4605.html

Unity: Pool (Hi Poly)



Unity: Terrain (Variety)



Unity: Terrain (Mountain)

