

## GAM 219 – Game Design Foundations

### Project – spawn point

**DUE DATE:** \_\_\_/\_\_\_/\_\_\_\_\_

#### Foreground modeled elements

1. Design a spawn point for your game focusing on *visual storytelling*
2. Design and model high and low poly meshes of *narrative* set pieces that will be in the foreground
3. Unwrap UVs on the low poly mesh only (use no more than three 4K maps)
4. Import into Substance Painter and texture

#### Spawn Sculpt

1. Brainstorm and design an asset to add to your Spawn Point's foreground/mid-ground. Examples include land, caves, stalactites, etc...
2. Using the workflow from in-class demos and the following Vimeos (<https://vimeo.com/album/4846206>), sculpt and texture your design

#### Unity Assembly

1. Assemble your assets in Unity
  - Export textures out of Painter
  - Export meshes out of Maya
  - Populate your background with free Asset Store elements
2. Use Unity's Post Processing Stack to create a cinematic look and mood for your scene
3. Export out a build/movie of your Spawn Point (including sound)

#### Submit:

A zipped folder that includes:

1. Primary image references
2. Final Maya scene with foreground high and low poly versions
3. *Entire* Unity project
4. Movie file of spawn point

#### The rubric:

Your work will be graded upon the following criteria:

Primary image references	3
Foreground modeling & texturing	3
Spawn Sculpt	3
Unity Assembly	3
Technical quality & complexity	4
Aesthetics & appeal	4
Late	(-2)
Total	20