

WB2 World Building 2 - Assignment (13/14)

Course name: World Building 2

Course Code: WB2

Academic year: 2013 - 2014

Lecturer(s): Ronny Franken - franken.r@nhtv.nl

Number of EC's: 4

Title:

World Building - Visual Target

Introduction:

This document describes the WB2 World Building 2 assignment for 2013-2014. Please check the WB2 Course Outline for additional course information and learning objectives.

Project type:

Students will work on this assignment in teams, and have the whole block including lectures/workshops, response classes and homework available for this assignment.

Assignment:

During WB2 the team is going to finish the level they started on during World Building 1 and for which they've created textures during Texturing 3. WB2 will offer the opportunity to put some additional effort in the work done for WB1 and TX3, including final iterations and finishing.

WB2 will be all about finishing the assets, textures and materials, and completing the level with the right atmosphere (effects) and lighting. Audio and sound effects are optional. Ultimate goal is a final, fully finished, well detailed and polished, or to put it simple awesome, jaw dropping level.

Unreal Development Kit (UDK):

We will use the February 2014 UDK, until further notice.

Teams:

Teams have already been created during WB1/TX3 and will continue during WB2. At the start of WB2 each team needs to deliver a team plan (template available on N@tschool), that needs to be approved before they can continue.

The team plan will provide an overview of the team members, their roles and responsibilities and an overview of how they think the block should be planned. If approved, the team members will commit themselves to this plan, which will act like a contract. Besides this, each team member needs to keep a personal project portfolio, which should present their contribution to the final project.

Outcome:

- Team Plan
- Mood boards (check: Milestones and Deadlines)
- Final WB2 level presentation (PowerPoint, screenshots and/or trailer)
- Final playable polished level, including geometry, textures, lighting and effects in the UDK
- Personal project portfolio (check: Assessment)
- Peer assessment

Assessment:

- Project assignment, consisting out of:
 - Project grade: 50%
 - Individual contribution: 50%
- Both project grade and individual contribution need to be 5.5 or higher otherwise the lowest grade counts.

WB2 will result in a project grade that applies to the entire team, in addition individual contribution and performance will be taken into account for final individual grading. Please make sure to provide a personal project portfolio, which visually shows your contribution to the final project. A peer assessment is part of the final deliverables to identify possible issues.

Requirements personal project portfolio:

- Make sure to deliver a document (PDF, mention your name and ID) containing screenshots of your work (think of concept art, sketches, models showing wireframe and UV layouts in Maya, textures, screenshots of models, shaders, effects, lighting, set dressing in UDK, etcetera).
- In case you also want to describe what you have been doing (in addition to above) use simple bullet points, avoid using long stretches of text.
- A work log like a list or excel sheet with a day by day or hour by hour task overview can be added but will not be sufficient, I need to see visuals.
- Be aware; if the personal project portfolio is not present you'll not be graded.

World Building 2 will be graded on a 0-10 point scale. A grade of 6 or above is a passing grade.

Grading criteria:

All items under outcome need to be present otherwise the project will NOT be graded.

The assignment will be assessed according to the following grading criteria. The table shows the criteria, their weight and a description of when a certain performance level is reached.

Rubric Project Grade - WB2 World Building 2 = 50% of overall grade				
Both project grade and individual contribution need to be 5.5 or higher otherwise the lowest grade counts.				
Criteria	Weight	Fail, grade: 0-5	Pass, grade: 6 -7	Excellent, grade: 8 - 10
Presentations, Mood Boards, Final Level Presentation	12,5%	Mood boards aren't present and/or presentations were not delivered. Although the mood boards present the required information, it unfortunately can be interpreted in many ways. They fail to present one coherent look and feel. Presentation(s) weren't well prepared and instead of selling the team's ideas they raise questions and doubt. No attention has been paid to layout, structure, overall presentation and/or readability of documentation and presentations.	The mood boards are present and presentations given are well prepared. The look and feel is described clearly and art requirement are illustrated more than sufficient. The information provided can be considered unambiguous and to the point, if strictly followed it provides enough detail to finalize the level and its assets as intended. The final presentation clearly presents the level, its assets and the project, it evokes interest and clearly illustrates decisions made along the way.	The mood boards are a work of art in itself, their look and feel strongly connect to the overall feel it tries to sell. The mood boards and presentations show well developed ideas and the fact that a lot of thought went into the project. Presentations were well prepared and designed accordingly and delivered in a very convincing manner, they sell the team's visual ideas and level identity without raising any questions or doubts.
Look and Feel	12,5%	The level doesn't represent the intended look and feel at all. The look and feel as such might have been clearly defined and well-chosen but is implemented insufficiently.	The team took serious effort in improving the look and feel and its implementation over the courses including WB2. The final level meets the intended look and feel as presented through presentations and mood boards.	The look and feel and all the development time including implementation that went into it is clearly responsible for the aesthetic quality of the level. The level is very appealing and brings a smile to people's faces or make them stare in awe.
Level	12,5%	The level isn't finished or not present at all. The level shows serious flaws in execution with regard to art requirements and intended look and feel. All assets needed have been built and are used to construct the level, but the assets don't integrate very well or fail to feel consistent. Set dressing hasn't been addressed.	While playing the level it is very clear the look and feel is very well translated into actual level geometry, textures, shaders, and effects. The game world meets a decent level of final production quality, it shows the team paid close attention to composition, proportions, details and level silhouettes. There is a clear connection between the playable level area and the outside world. The team paid close attention to how assets intersect, connect and integrate with the level. The level shows a consistent feel in all areas.	In addition the level shows thorough and lush set dressing, which makes sense and adds life to the scene. The level clearly tells a story. The final level feels rich, a high level of polish and attention for detail is present.

Level Assets	12,5%	The assets have been rushed without error checking. The asset browser shows no obvious naming convention or grouping of similar assets, basically the level is a complete mess.	The team sufficiently implemented an efficient way of construction regarding geometry texture and/or shaders. The level features clean and well-built assets on all levels (geometry, collision, (lightmap) UV's, textures, and shaders).	The team set clear guidelines for how the assets should be built and to which level of quality, all assets have a consistent level of detail and finish. Asset quality can be considered near professional.
Lighting	12,5%	Lighting isn't addressed or clearly not finished. Although lighting requirements are clearly described and presented using a mood board, there is no match between these and how the lighting is actually implemented in the final level.	The team shows clearly developed ideas about lighting as presented using a mood board. The general mood and atmosphere as created by the light setup meets these requirements.	The final light setup strongly meets the intended requirements as well as clearly enriches the intended mood and atmosphere. Lighting and its implementation plays a very important role in selling the level's look and feel.
Effects	12,5%	Effects are not addressed or clearly not finished. Although requirements regarding effects are clearly described and presented using a mood board, there is no match between these and how the effects are actually implemented in the final level.	The team shows clearly developed ideas regarding effects as presented using a mood board. The implemented effects (atmospheric, particles, post processing) clearly meet these requirements.	The final effects strongly meet the intended requirements as well as clearly enrich the intended mood and atmosphere. Effects clearly contribute to the intended mood and atmosphere and add a sense of life to the level.
Playability	12,5%	Level playability completely got lost during art development. Communication between artists and designer seriously lacked during the project.	The level is still playable and meeting both design and art requirements as well as wishes from both sides. Artists and designers worked closely together and sought for well-founded solutions in case art and design needed to be aligned.	Level art supports design in all facets. Playability improved during art development even further from both art and additional design involvement.
Completeness	12,5%	The project is clearly not finished or simply not delivered. The deliverables are all there but show serious flaws, quality and level of finish seriously had to suffer to meet the final deadline. The project shows a lot of effort in some areas but lacks in others.	The project is finished in all areas. All subjects (environment, architecture, props and decoration, geometry, textures, shaders, lighting and effects) got addressed coherently and to a more than sufficient level.	The team didn't cut any corners in any areas and managed to deliver everything that was intended and required. The project in all facets is done completely and to a professional standard.

Rubric Individual Contribution - WB2 World Building 2 = 50% of overall grade				
Both project grade and individual contribution need to be 5.5 or higher otherwise the lowest grade counts.				
Criteria	Weight	Fail, grade: 0-5	Pass, grade: 6-7	Excellent, grade: 8-10
Individual Contribution	100%	The personal project portfolio isn't present or clearly shows the team member didn't put enough effort into the project. The team member didn't show up for class or presentations and didn't participate in any team activities. Although the team member might have put a considerable amount of effort into the project, his work doesn't show or didn't add anything special to the final project. The student showed to be a bad teamplayer.	The team member's efforts are on par with other team members' activity. The student more than sufficiently participated in the project, his ideas or efforts are clearly visible in the final product. The team member showed commitment and responsibility for the success of the final product.	The success of the project was highly dependent on this team member. He/she was highly committed to deliver a special, high quality final product.

Grading standards:

- 10 - High Professional Standard
- 8+ - Professional Standard
- 6+ - Academic Standard
- 5+ - Poor Academic Standard
- 3+ - Incomplete
- 1+ - Seriously incomplete

Time schedule, milestones and deadlines:

Below you'll find an overview of important milestones and subsequent homework.

In-Class Activities	Out-of-Class Activities (Homework)
Week 01	
<ul style="list-style-type: none"> • Lecture: <ul style="list-style-type: none"> ○ WB2 Introduction ○ VA and IGD students present their TX3 outcome and progress • Workshop <ul style="list-style-type: none"> ○ Team/project feedback and Q&A 	<ul style="list-style-type: none"> • Team plan <ul style="list-style-type: none"> ○ Roles and tasks need to be divided ○ Team plan (template available on N@tschool) needs to be written • Teams prepare (updated) mood boards on: <ul style="list-style-type: none"> ○ Look and feel (one mood board providing summary) ○ Environment, architecture, props and decoration (equals three mood boards, per subject try to cover shape, form, amount and kind of detail, color and texture) ○ Mood and atmosphere (one mood board covering mood, lighting, environmental conditions, atmospheric and special effects)
Week 02	
<ul style="list-style-type: none"> • Lecture: <ul style="list-style-type: none"> ○ Materials, decals and post processing • Workshop <ul style="list-style-type: none"> ○ Teams provide team plan ○ Teams present mood boards ○ Team/project feedback and Q&A 	<ul style="list-style-type: none"> • Continue with project
Week 03	
<ul style="list-style-type: none"> • Lecture: <ul style="list-style-type: none"> ○ Particles and effects • Workshop <ul style="list-style-type: none"> ○ Team/project feedback and Q&A 	<ul style="list-style-type: none"> • Continue with project • Prepare level for play-test • Contact level designer to setup play-test

<p>Week 04</p>	
<ul style="list-style-type: none"> • Lecture: <ul style="list-style-type: none"> ◦ Cinematics • Workshop <ul style="list-style-type: none"> ◦ Team/project feedback and Q&A 	
	<ul style="list-style-type: none"> • Continue with project
<p>Week 05</p>	
<ul style="list-style-type: none"> • Ascension Day <ul style="list-style-type: none"> ◦ No lecture/no workshop 	
	<ul style="list-style-type: none"> • Continue with project • Prepare progress presentation week 6 <ul style="list-style-type: none"> ◦ Please consider this a rehearsal for the final presentation in week 7 ◦ Also address outcome play-test
<p>Week 06</p>	
<ul style="list-style-type: none"> • Lecture <ul style="list-style-type: none"> ◦ Teams present current state of their level (please consider this to be a rehearsal for the final level presentation in week 7) • Workshop <ul style="list-style-type: none"> ◦ Team/project feedback and Q&A 	
	<ul style="list-style-type: none"> • Prepare and finalize assignment and level for final presentation and hand in <ul style="list-style-type: none"> ◦ See outcome and grading criteria
<p>Week 07</p> <p>FINAL DEADLINE: Thursday June 12, 12:00</p> <p>Please use WeTransfer or hand-in with teacher</p>	
<ul style="list-style-type: none"> • Level presentations <ul style="list-style-type: none"> ◦ Time and place to be announced • Designers present the ins and outs behind the level design after which the art teams show off the levels meeting the intended production quality to fellow students and industry professionals • The presentation can include a short post mortem, talk about the ideas behind the visual design, elaborate on the executed workflow, and present some asset breakdowns • The presentation should foremost show the level in action, it is highly recommended to include a trailer of the level • After each level presentation there will be limited time for Q&A • Round table with industry professionals • TBA (guest lecture) 	

Retake:

In case a team fails WB2 they can finish their project and deliver a presentation before the deadline mentioned below in the retake week of Block D. Time and place to be announced.

In case individuals fail WB2 a suitable retake assignment will be defined by the lecturer. This might involve finishing/improving the assets the student was assigned to initially. A student can also be assigned to another team and work on a part of the level and/or assets that need improvements.

Retake deadline: Tuesday July 01 2014, before 12:00

In case a student needs to retake GA4;

- He can join a team or form a team with fellow students and work on the WB2 assignment as it is described above, the current WB2 grading criteria will apply.
- In exceptional cases the student can work on the same assignment as described in this document individually, the current WB2 grading criteria will apply. Scope and level of detail need to be discussed with the lecturer to make it fit a one-man team.