

### Game Assets: Model Production Sheet

Asset Name: Low_Poly_Bed	Filename: Maya file	Creators Name: Daniel McKenzie
-----------------------------	------------------------	-----------------------------------

Purpose:  
This is a low poly bed that is going to be used for the group project. It is needed because It be place in bedrooms' rooms. This is on a 1950s-design bed that asylum is use for their patients.

Reference Materials:  
<http://www.forbidden-places.net/urban-exploration-cane-hill-asylum#10>

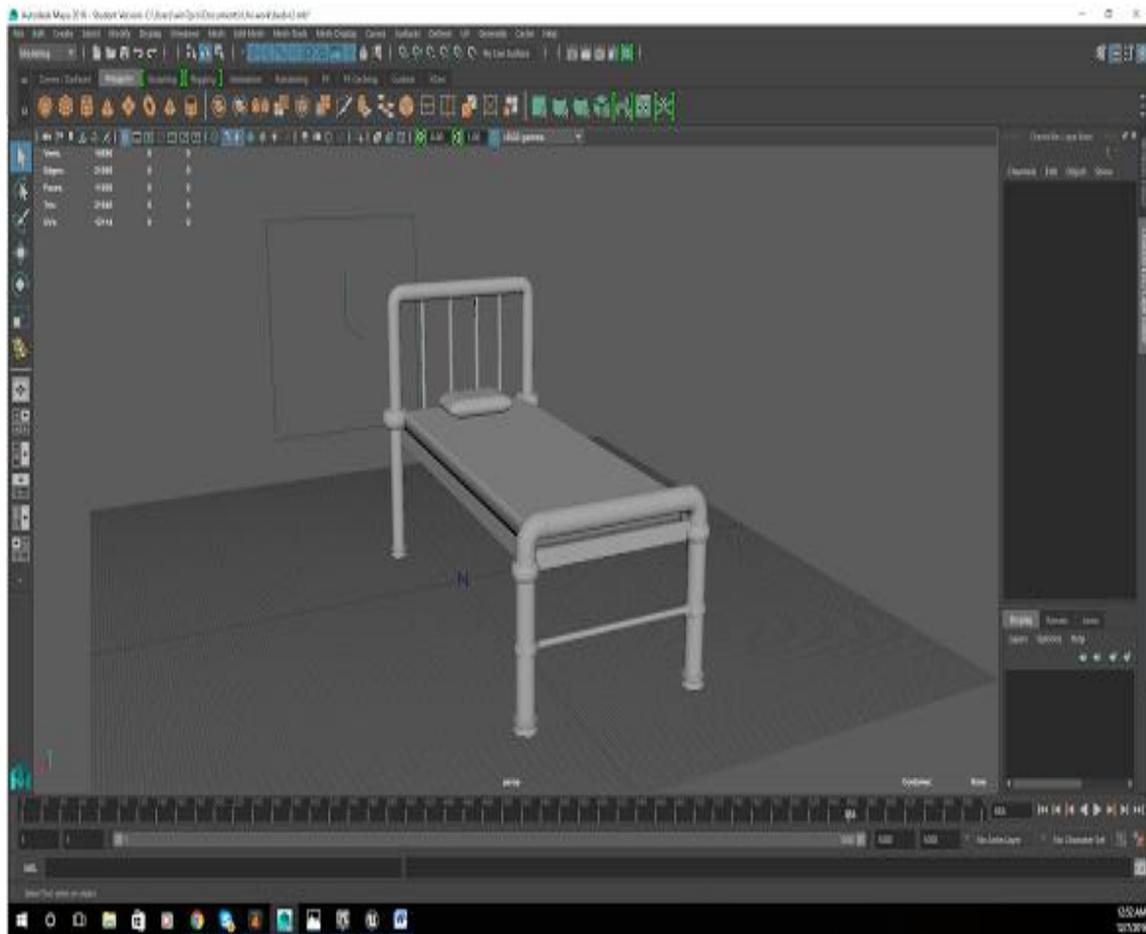


Orthographic Drawings:

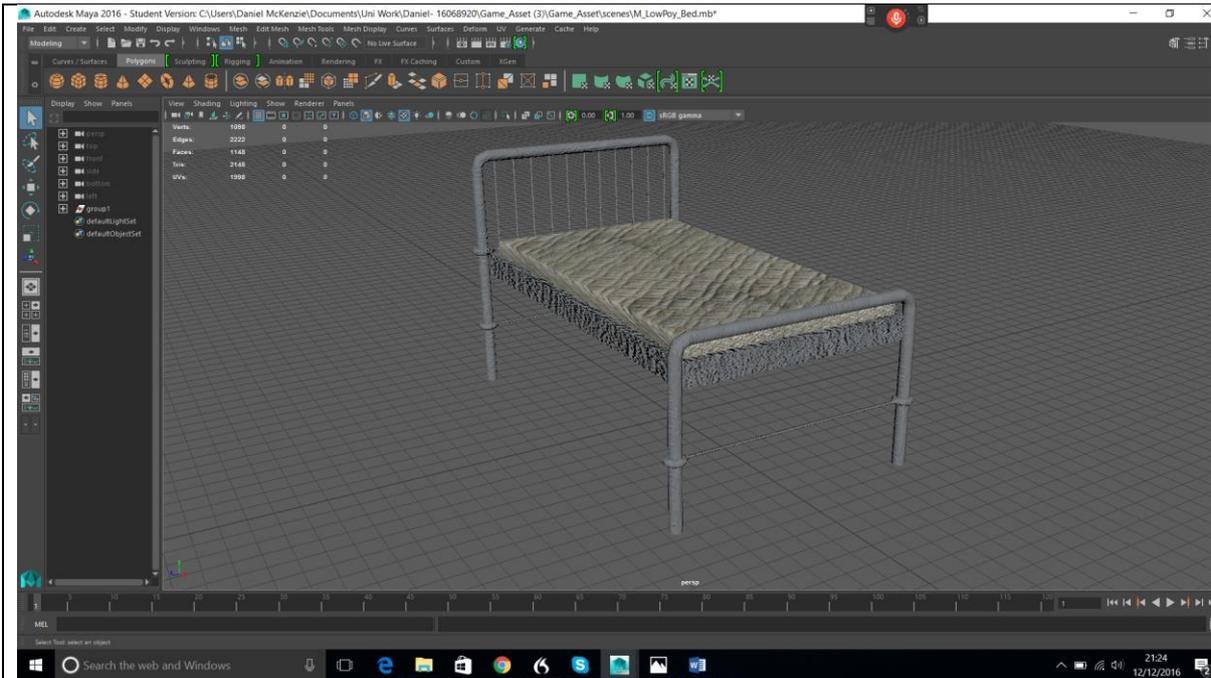
<scan or photograph as necessary>

Model in progress

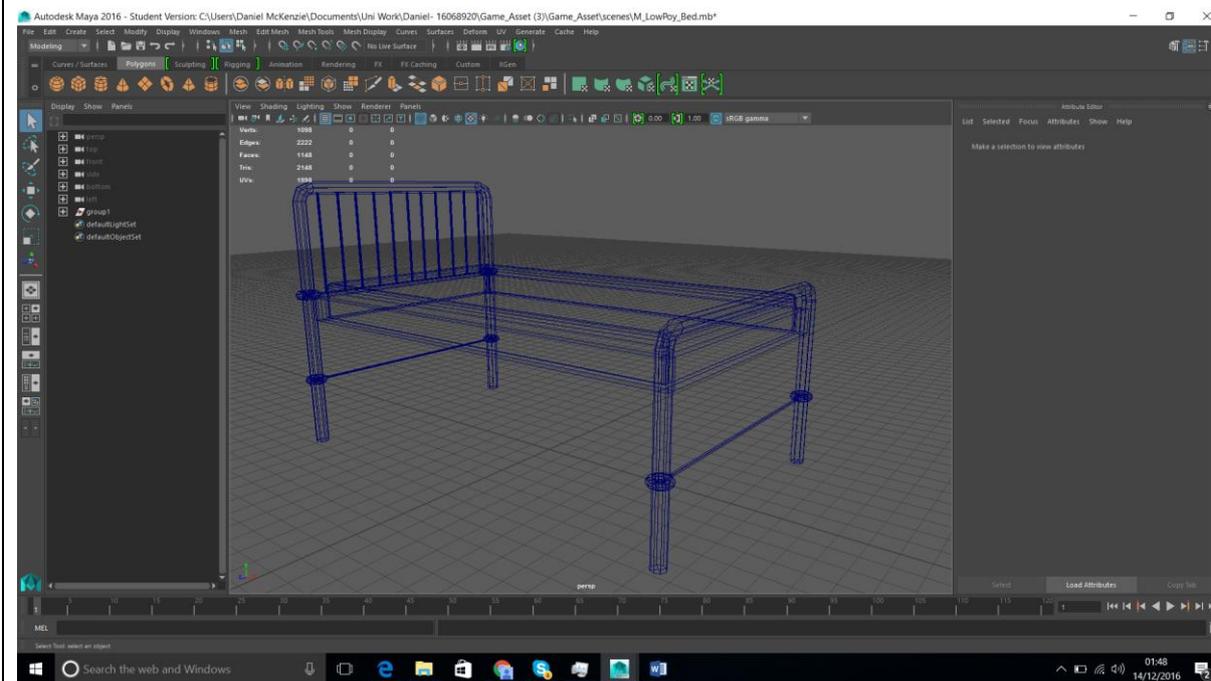
<around 5 screen grabs to show key phases or specific features / techniques, briefly annotate >



This image shows the high poly bed. Which you can clearly see is a bad model because of the high poly.



This image shows the low poly bed textures. I made it like this as it looks selected the same as the reference image that was going for.



This is what it look like in wireframe mode.

Final Render



### Evaluation

Overall am happy with this bed asset as it has gradually developed my skills in Maya even further and tackle classes in a different way and made me think of another way to get it done.

During the making of this bed I had to restart it twice because one was high poly It was over 30,000 poly which is way too high for bed, It was the first time me using my skills in Maya since 2014 so I had to brush up on my skills on there. When I did started to pick it up I look back all the mistakes that I made that made the bed a high poly. The high poly bed was high because of the technique I use was very bad as I would just extrude an object to make it two pieces where I could of use mirror geometry which will make another copy however it would merge the vertex together to make it one. Another bad thing with the high poly was I did not change the axis to low so I just left it as 20 where it could have been done with 8 also used Ncloth to make the bed sheets which is very bad for game because of it gives too much poly to an object. With the mattress/pillow I use the bridge toll to give it more smoothness around the edges however with the pillow it gave too much poly is so I cannot use it. Because of all that I decided to start again but with this time the skills I learnt and seen where I went wrong tried again and made it better that it is a very low poly compare what I had before and still looks nicer then the high poly.

The strengths I feel were relearning how Maya works and getting familiar of techniques I could use for further assets if I was to make some more, with this bed it has refashioned my mind on how to build modular pieces in Maya because the techniques I would be using would be the same as I would I did for the bed.

The worst part in this asset was the high poly bed and in Ncloth was not working properly for me.

Improvements: if I want to improve this further I would work on away on how I could get bed sheet with not having high poly and I will also add is in texturing like blood or make the bed mattress dirtier.

Triangle Count:

2148 Tris

Colour (diffuse):



2x 1024x1024 (24 bit) & 1x 512x512 alpha

Specular Map:  
<e.g.: 1x 1024x1024 greyscale>

Normal Map:  
<e.g. 1x 1024 x 1024>

Time Taken: 4 hours