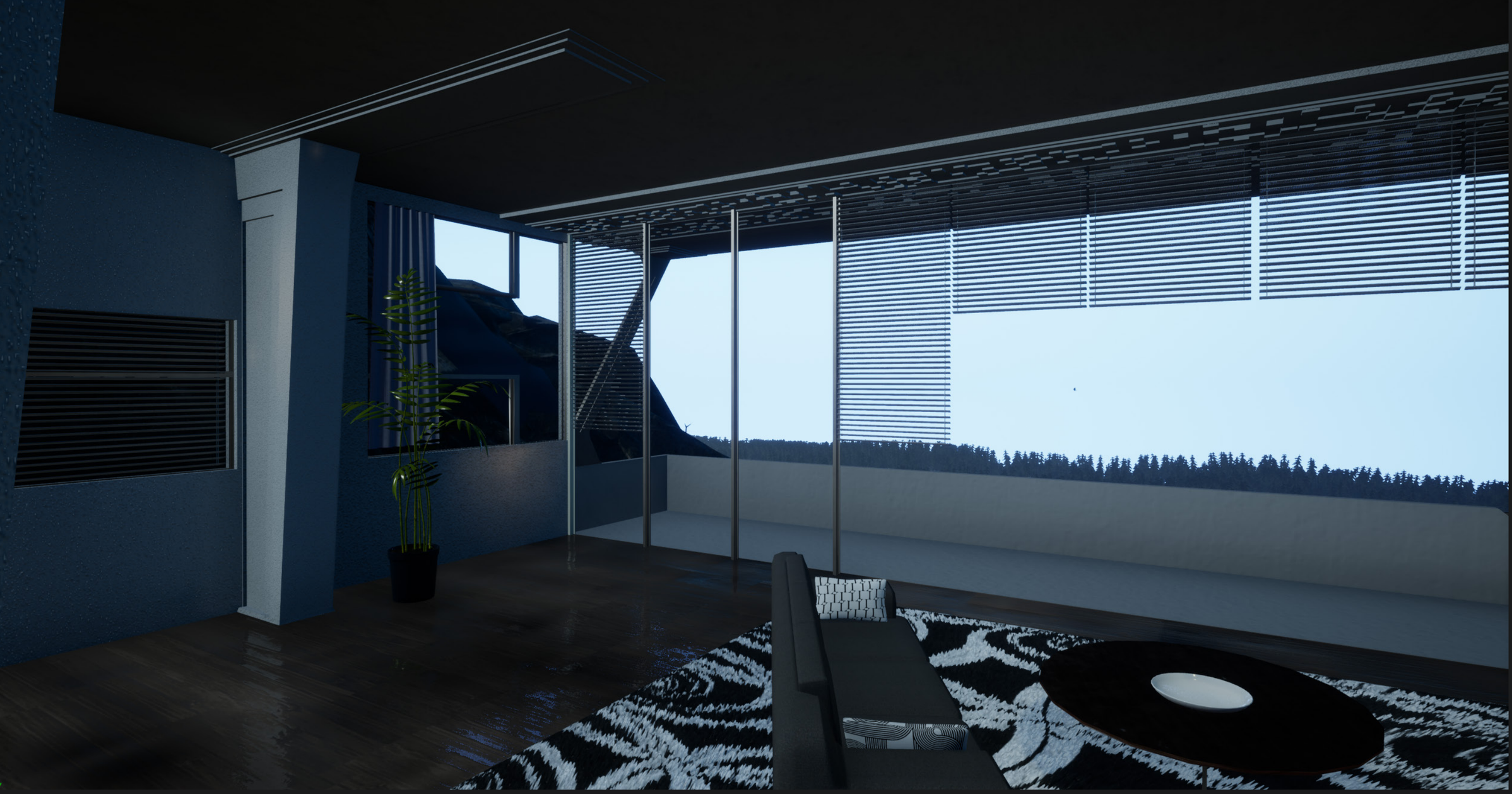
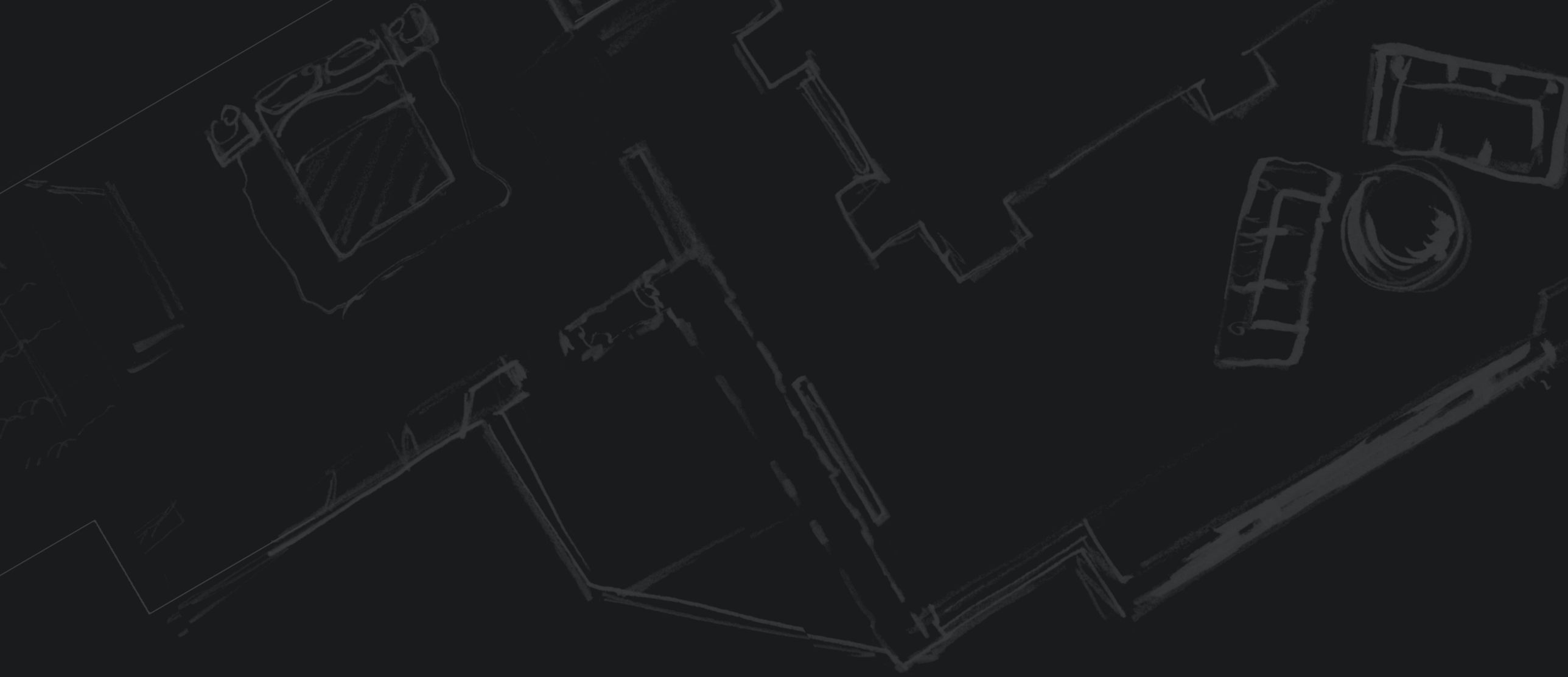


MOUNTAIN HOUSE

ITGM 721

Matthew Furber
Prof. Charles Shami
3.13.19



MOUNTAIN HOUSE PROPOSAL.....3
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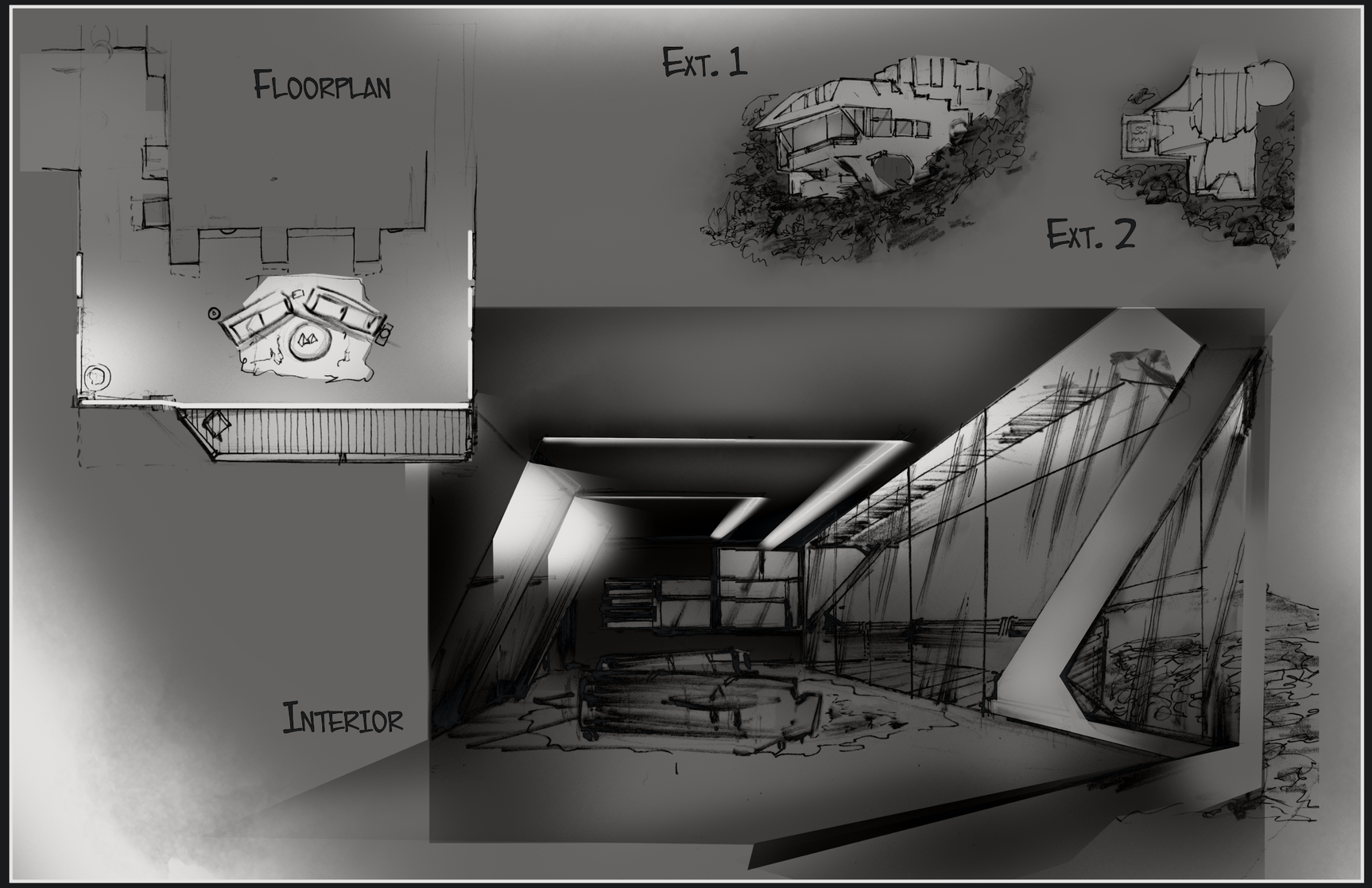


PRELIMINARY SKETCHES

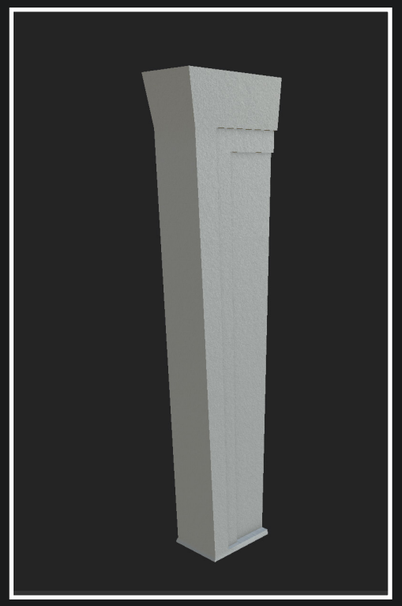
MOUNTAIN HOUSE

This is a 1960s sci-fi noire piece of a cabin living room. I am looking towards the starkness of hardboiled crime, French New Age (Godard Alphaville) with a strong sense of lighting and foreboding. I wanted everything to feel grounded and real, but also harsh and stark, with strong lights and shadow.
Drawing upon modernist and brutalist architecture that permeated at the time and adding a rustic flair I went for something with 90 degree angles and solid concrete structure elements.
I'm imagining this level in a first-person investigative/ adventure video game, similar to a game like *Firewatch*, *Nightfall,* and *Siberia*.

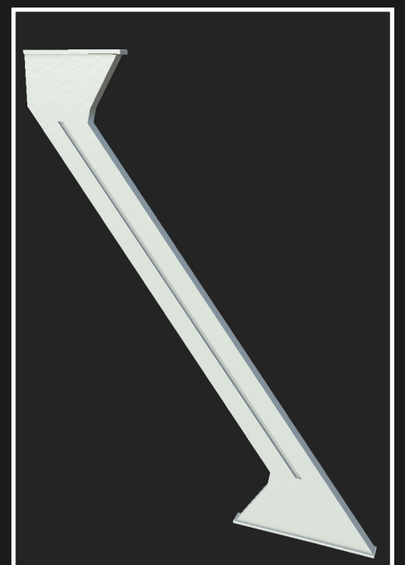
MODULAR PIECES

MAIN ARCHITECTURAL ELEMENTS

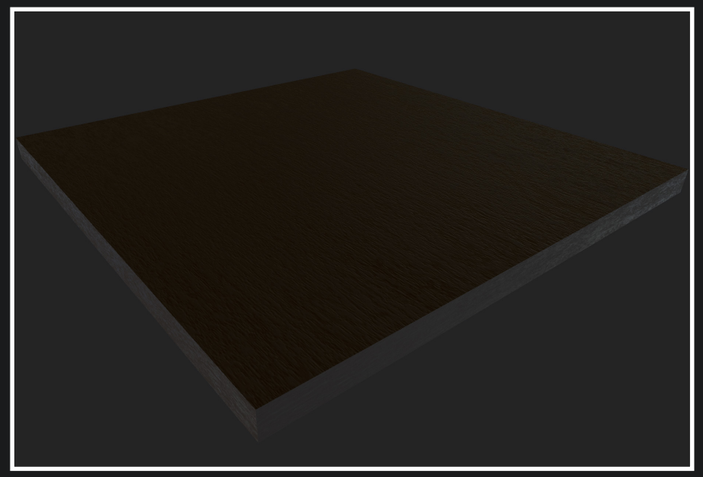
Column



Pillar

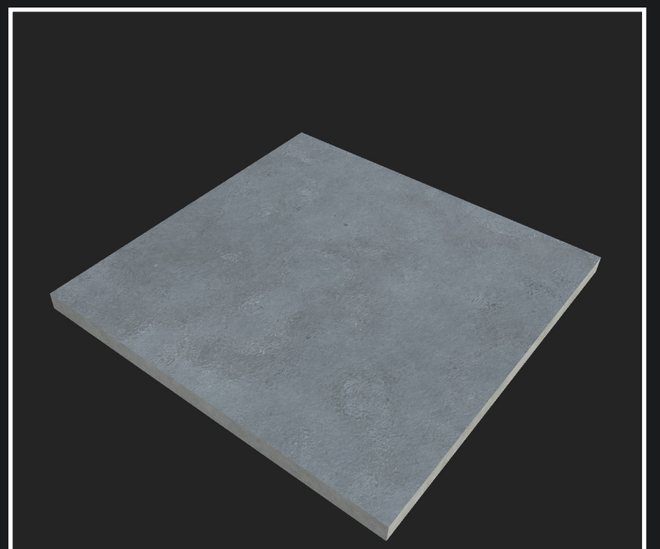


Floor



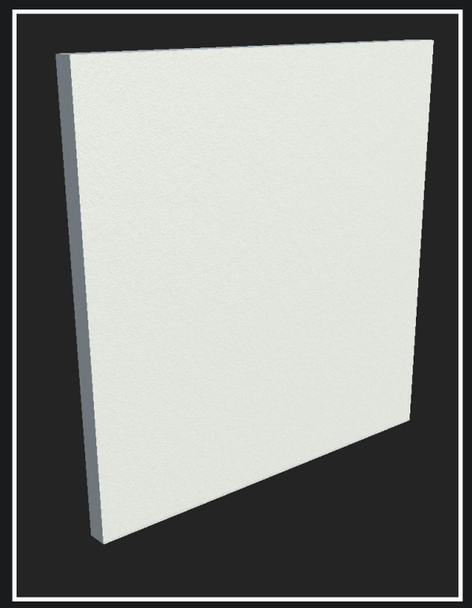
Window Frame

Roof

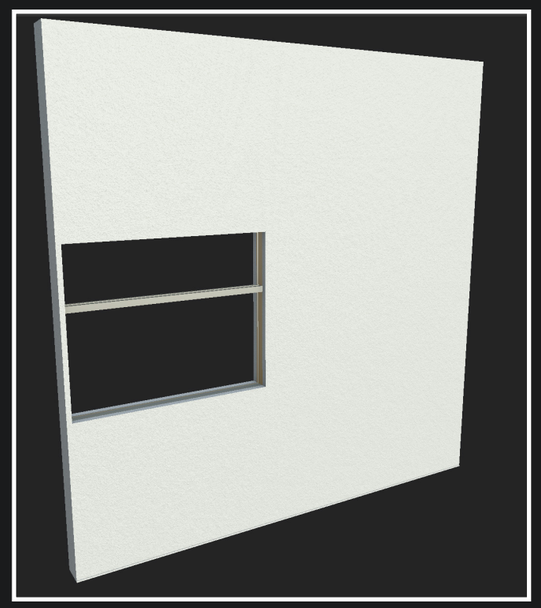


MODULAR PIECES

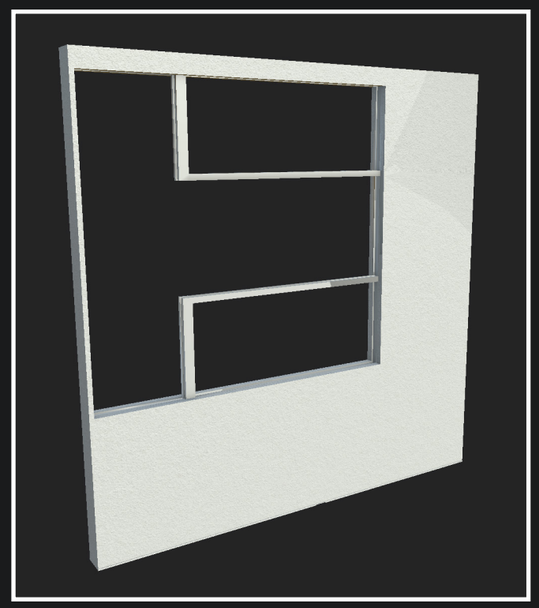
Wall 1



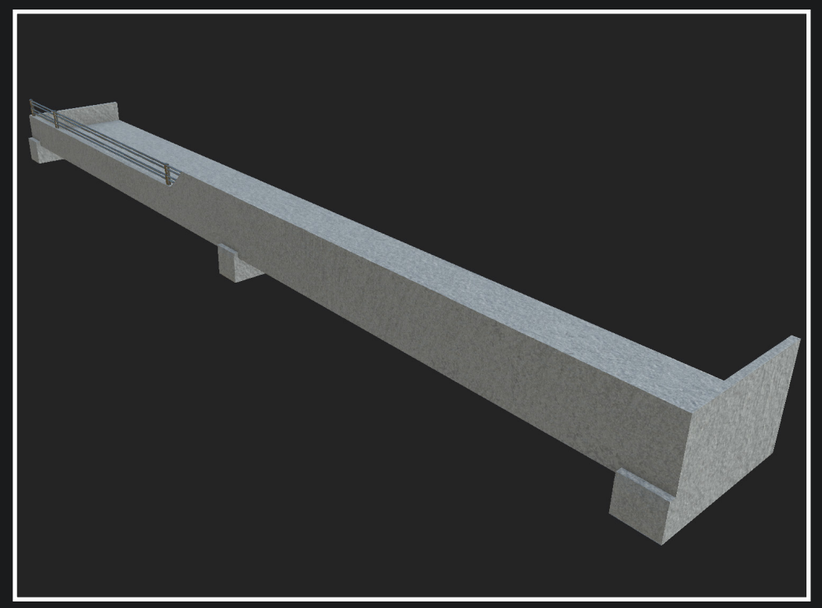
Wall 2



Wall 3

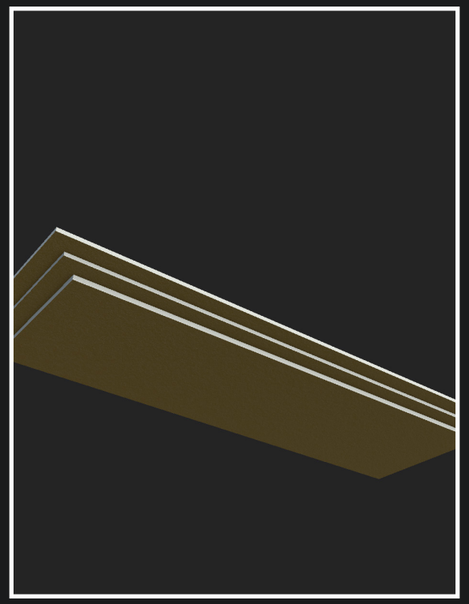


Balcony



MODULAR PIECES

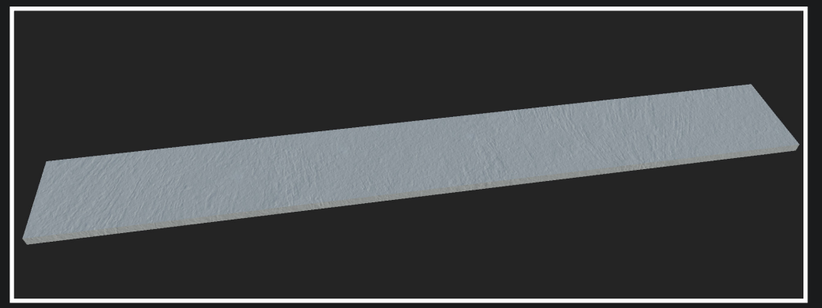
Ceiling Accent 1

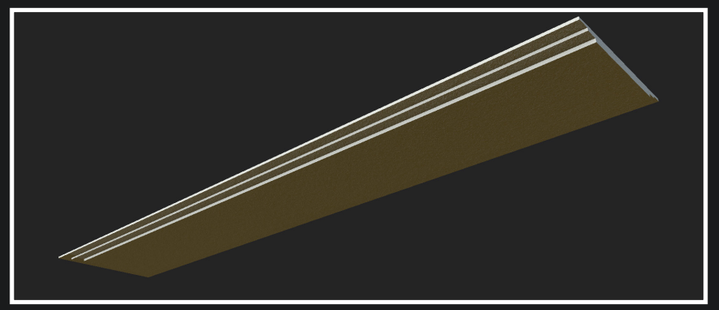


Ceiling Accent 2

Coffee Table

Balcony Roof





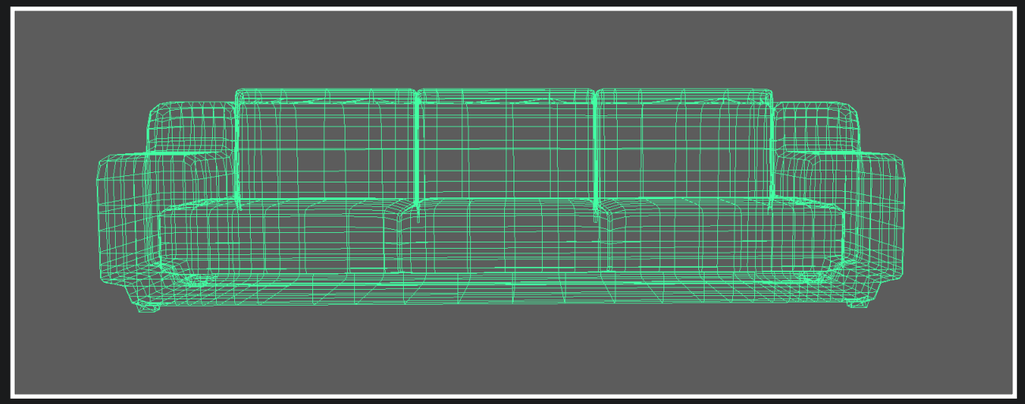
Ceiling Accent 3

HERO ASSET

MODERNIST SOFA

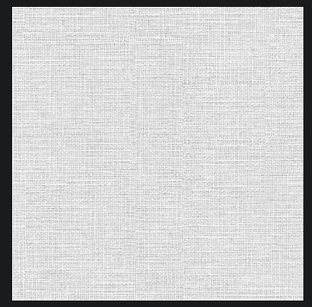
I decided to go with a more 1960s chic, so I ditched the soft leather of the reference and squared off some of the angles on the coach.
Modeled in Maya. UVs in Maya.
Substance Designer and Substance Painter for baking maps.

Reference



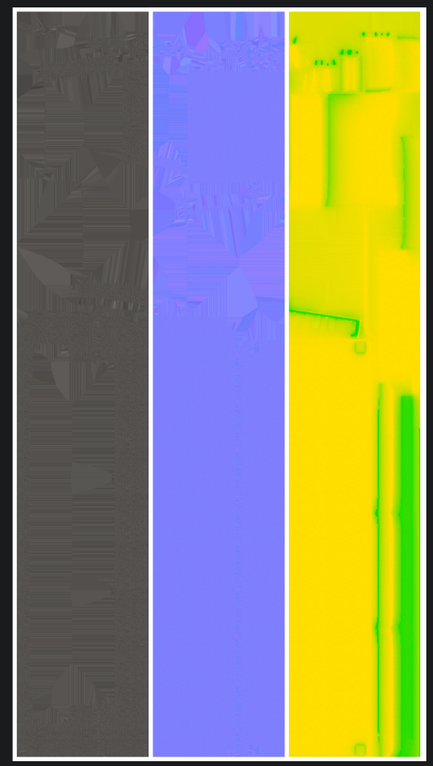
Verts: 3221
Faces: 3457
Tris: 6045

Reference: Texture

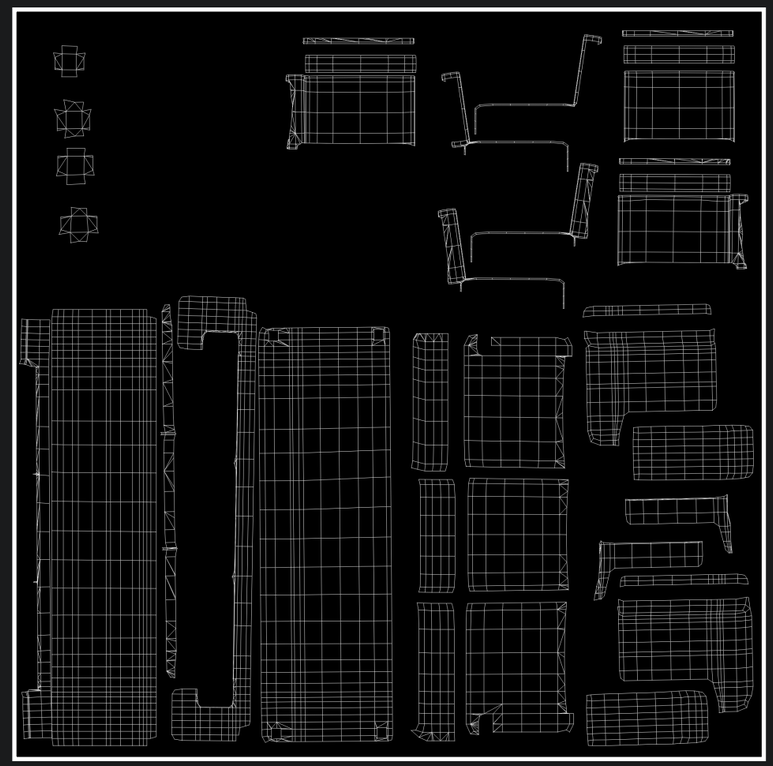


Substance Material

Base Normal Roughness



UV / Lightmap



CONSTRUCTION

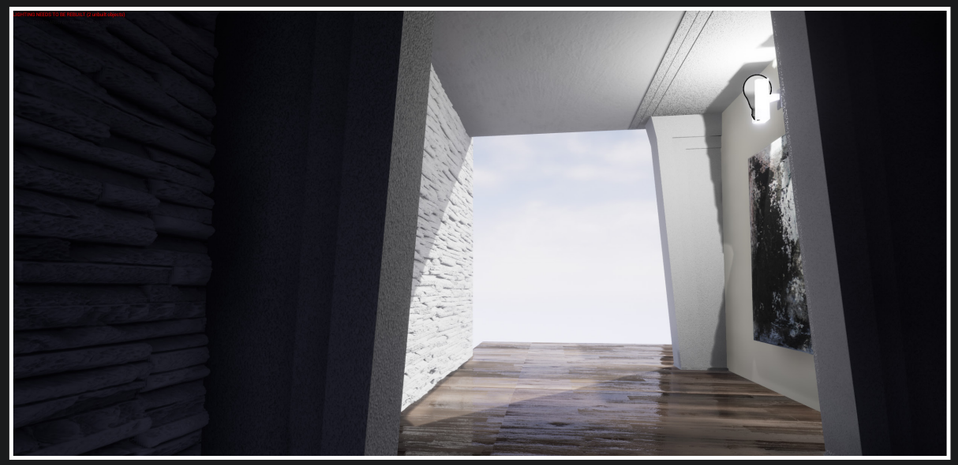
UNREAL ENGINE: STAGE 1

Working in Unreal 4 I began to assemble the preliminary architectural elements. Setting up my materials in Unreal from Substance.
I also wanted to match my sketches, but decided to manipulate some elements for better path-finding and playability.

CONSTRUCTION

UNREAL ENGINE: STAGE 2

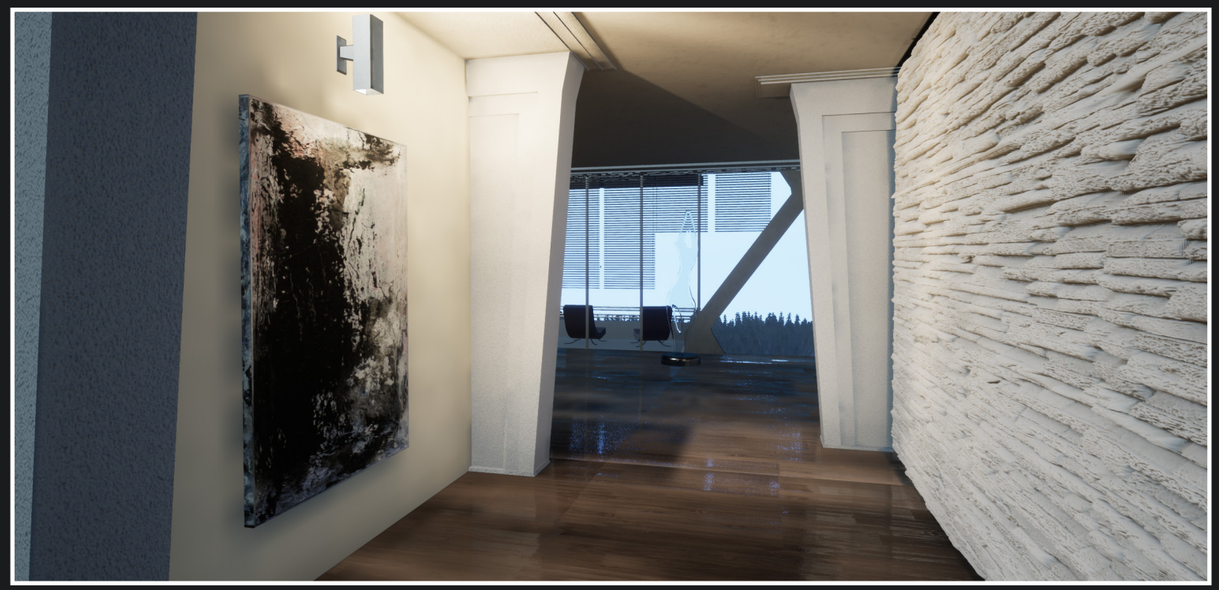
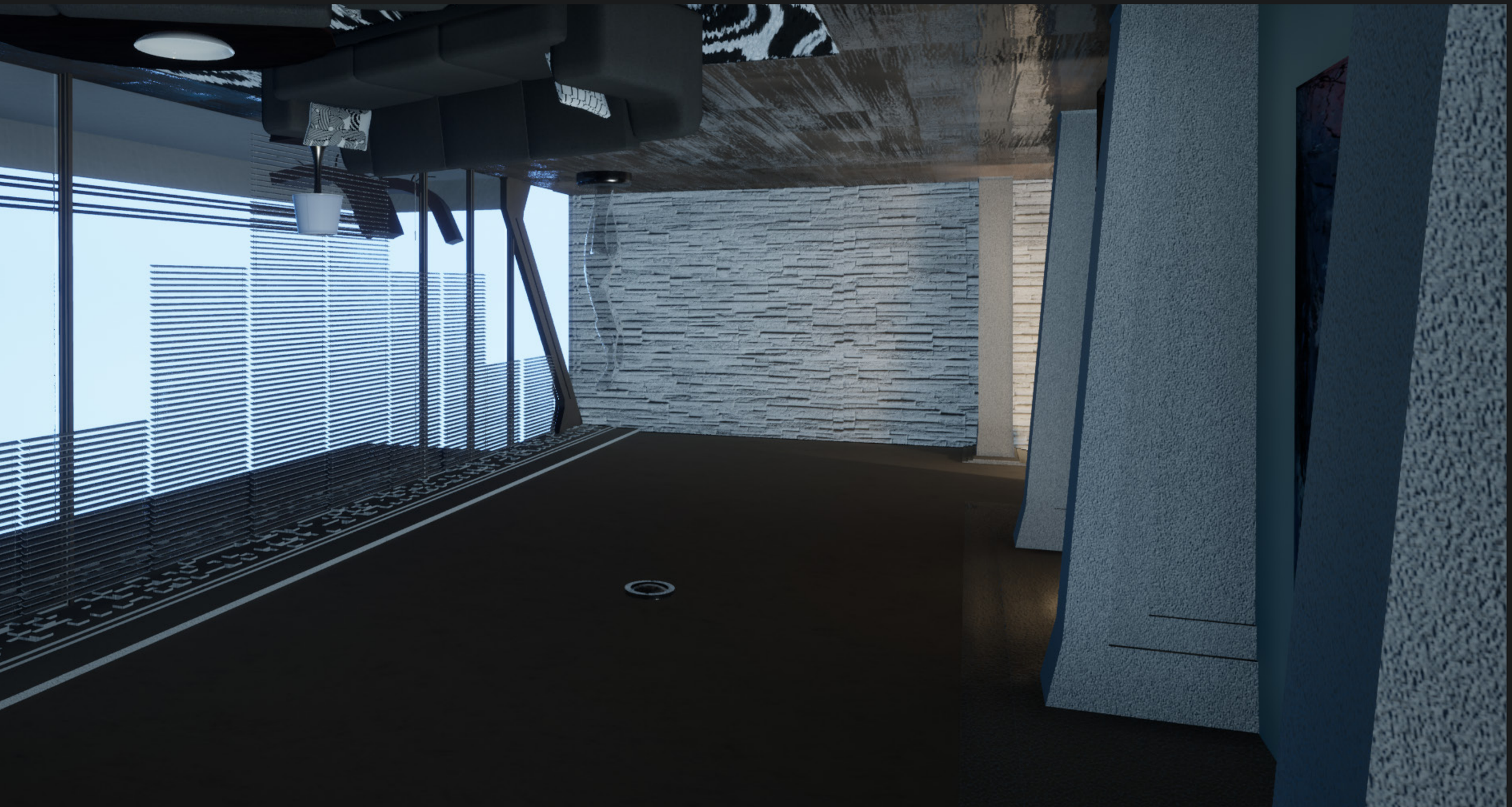
Round two I began to build parallel occlusion maps for the rug asset, paintings and the stone wall to give the scene depth.
I also added pillows, and work on the lights.



CONSTRUCTION

UNREAL ENGINE: STAGE 3

Because the view was so important, I added a forest vista with mountains and a lake and then manipulated light IES, color to the world and continued to add assets.

FINAL

In the final stage more assets were added and the engine optimized and the lighting further refined. Cover pics are also of the final.