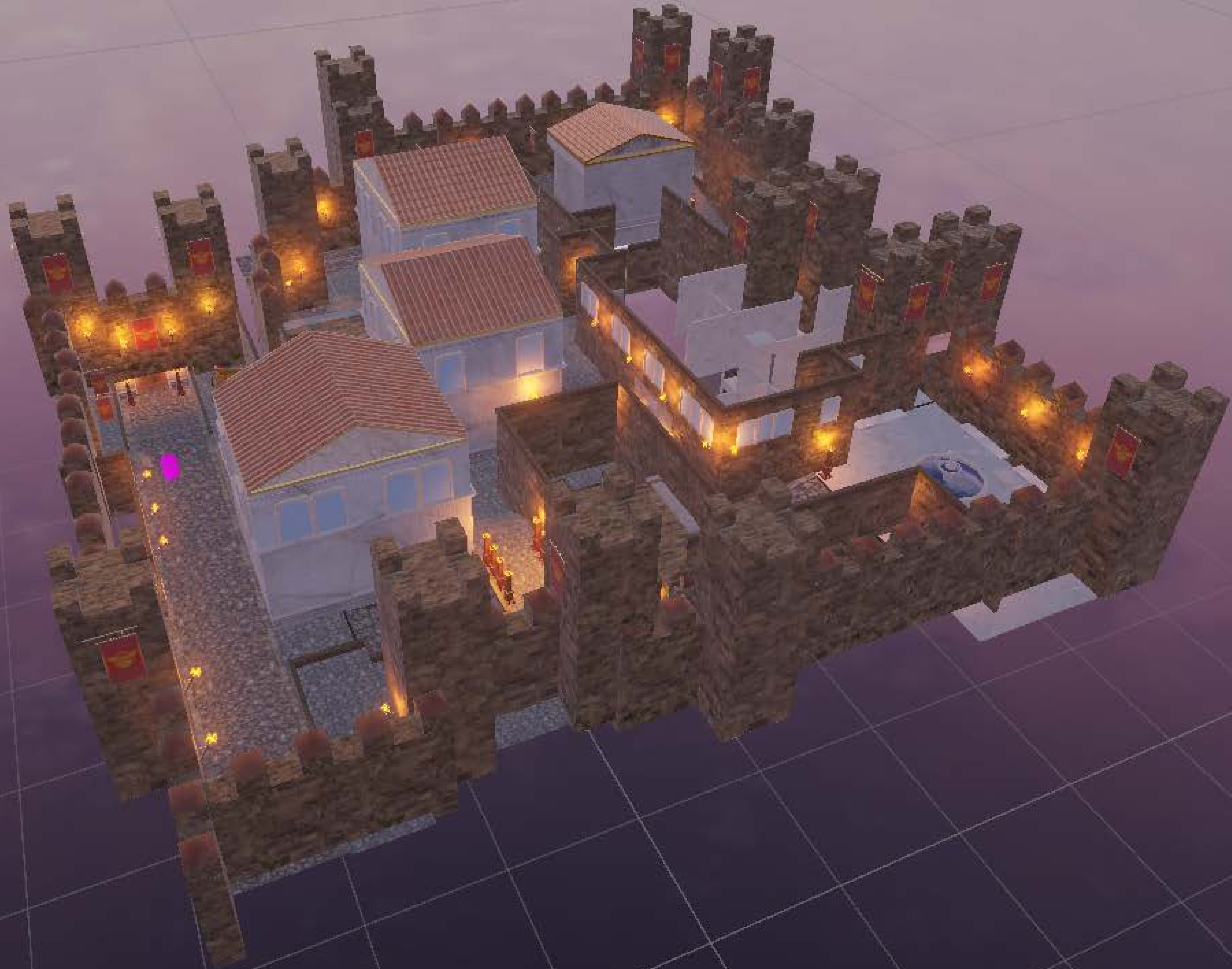


Entrega Dust 02

Javier Ezquerro



# Descripción del nivel: Dust "El Renacimiento Romano".

## Declaración de Intenciones:

Dust El Renacimiento Romano es una reinterpretación del mapa de "Dust 02" de Counter-Strike, llevando a los jugadores a una versión de la antigua Roma. Combina la jugabilidad competitiva de Dust 02 con la grandeza de la arquitectura romana, inspirada en monumentos como el templo de Templo de Antonino y Faustina y el Foro Romano, así como en películas como "Gladiator". En este proyecto se recreará las calles de la mas grande civilización que ha existido con los colores emblematicos como el rojo y dorado.

## Descripción del Nivel:

En Dust El Renacimiento Romano, los jugadores se enfrentan en calles de mármol, templos antiguos y plazas ornamentadas. Los combates se desarrollan entre calles y monumentos, ofreciendo un equilibrio entre acción a corta y larga distancia. Los detalles, como frescos y mosaicos, añaden inmersión. Este nivel fusiona la emoción de Dust 02 con la majestuosidad de Roma, desafiando a los jugadores a conquistar tanto a sus oponentes como la grandeza de una civilización perdida en el tiempo.

# Organigrama del proyecto.

## Semana 1: Búsqueda de Estilo de Arte y Análisis de Dust 2:

Estilo de Arte Seleccionado: Romano

Elementos Característicos del Arte Romano:

- Arquitectura grandiosa y monumental.
- Uso de columnas y arcos.
- Detalles ornamentales como frisos y esculturas.
- Iconografía histórica y mitológica.

Análisis del Mapa Dust 2:

- Identificación de assets como coches, casas, cajas, etc.
- Identificación de assets modulares y repetidos.
- Proceso de Adaptación al Estilo Romano:
- Reemplazo de los assets encontrados en Dust 2 por elementos romanos.
- Blocking del Mapa en Unity:
- Utilización de geometrías básicas como colisiones.

## Semana 2 y 3: Modelado y Texturización de Assets:

Modelado y Texturización de 15 Assets:

- Se realiza un esbozo y/o concept art para cada asset.
- Se modelan y texturizan los assets en el estilo romano.
- Se incorporan gradualmente los assets en Unity para evaluar su armonía.

## Semana 4: Integración de Assets, Ajustes y Preparación para Entrega:

Integración de Assets en Unity:

- Colocación de todos los assets en el nivel.
- Adición de luces, partículas y sonido para mejorar la atmósfera.
- Creación y Exportación de Prefab:
- Creación de prefabricados para los assets.
- Exportación de un Unity package para entrega.

Preparación de Presentación y Entrega:

- Creación de un PDF de presentación que documenta el proceso y los resultados.
- Horas de Trabajo Total: Más de 50 horas dedicadas al proyecto.

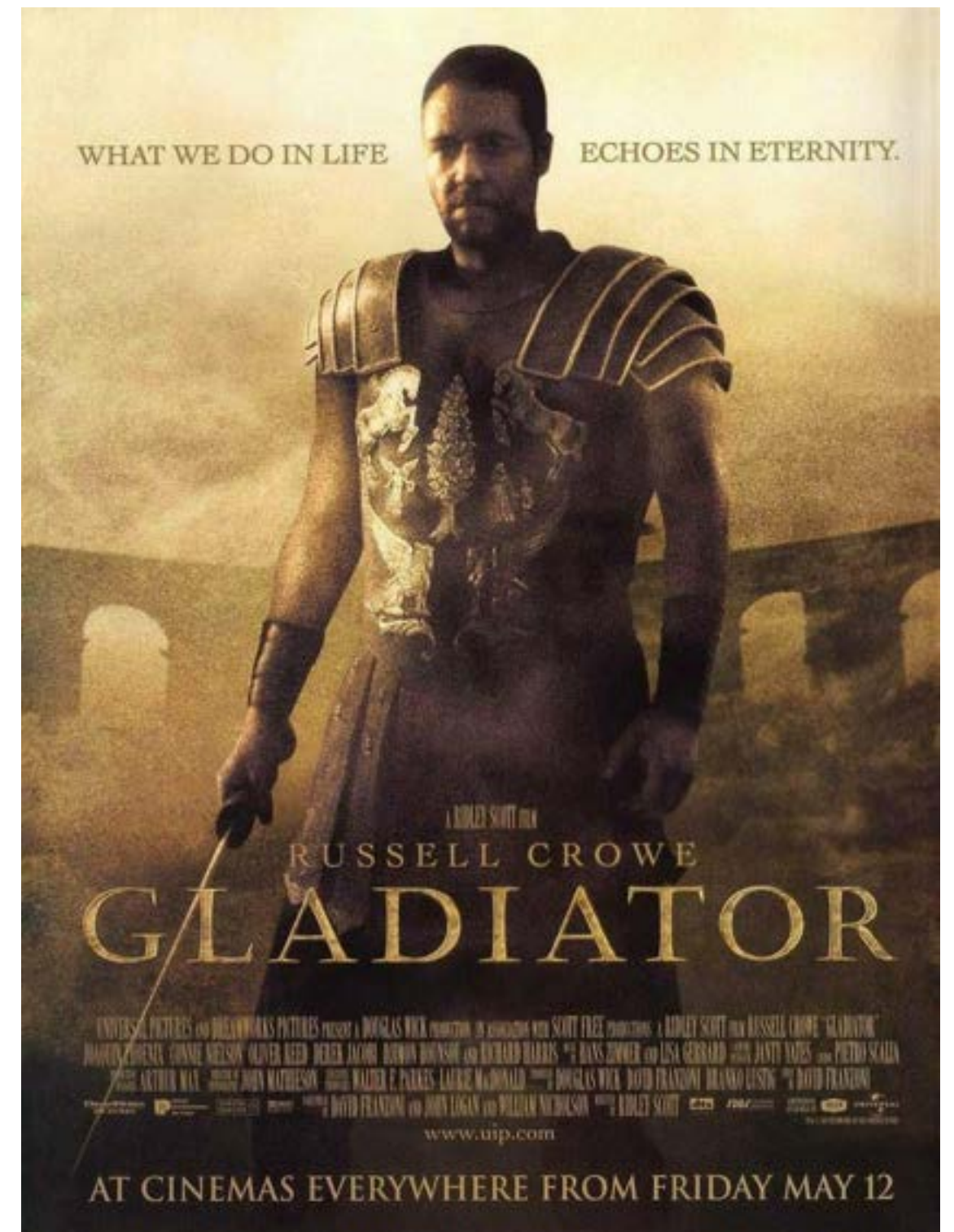
# MoodBoard



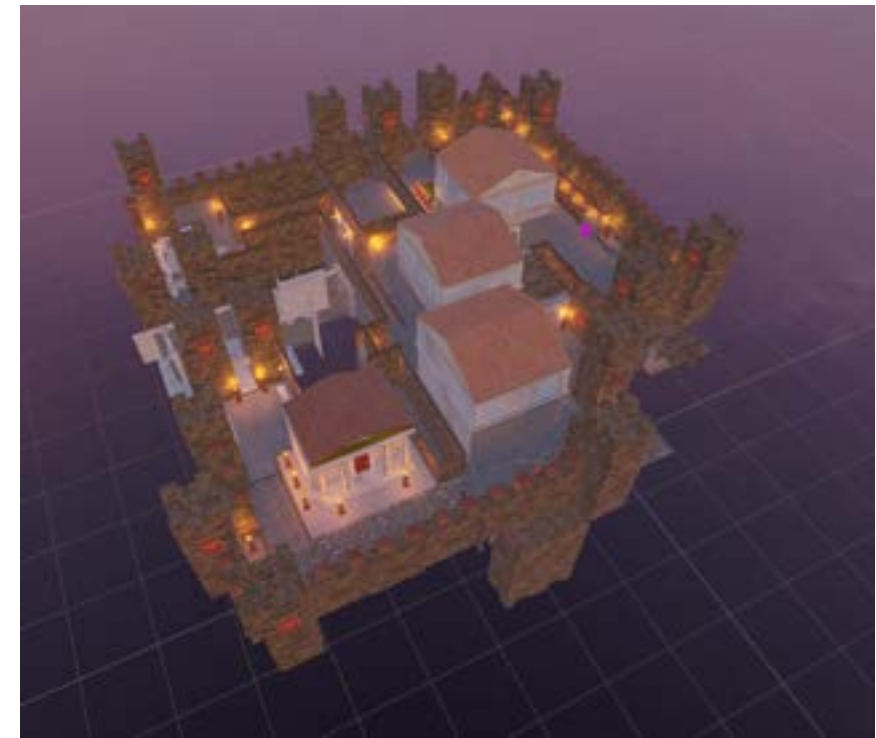
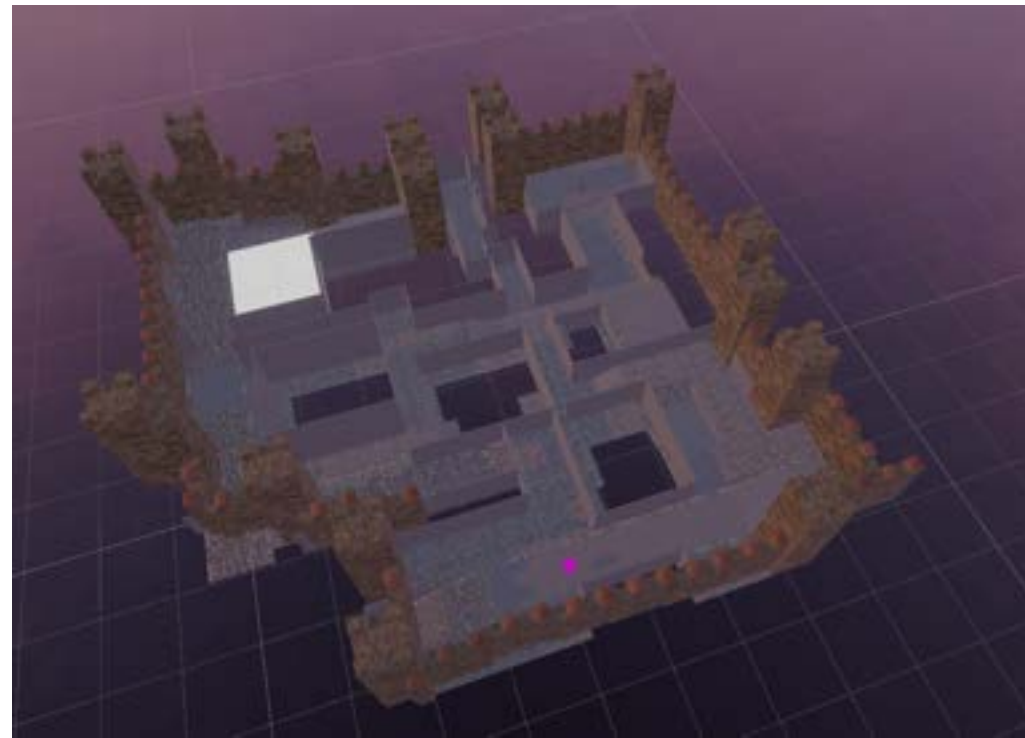
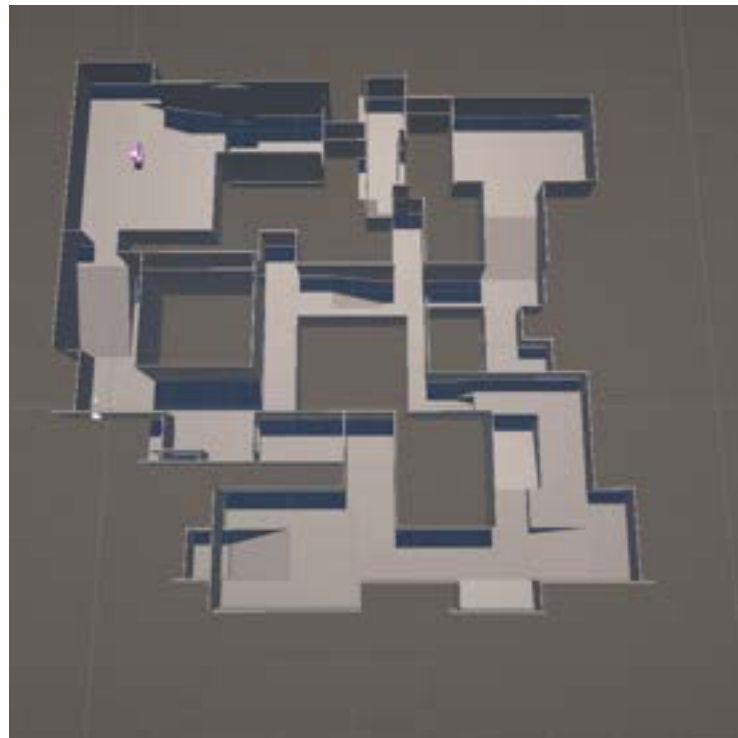
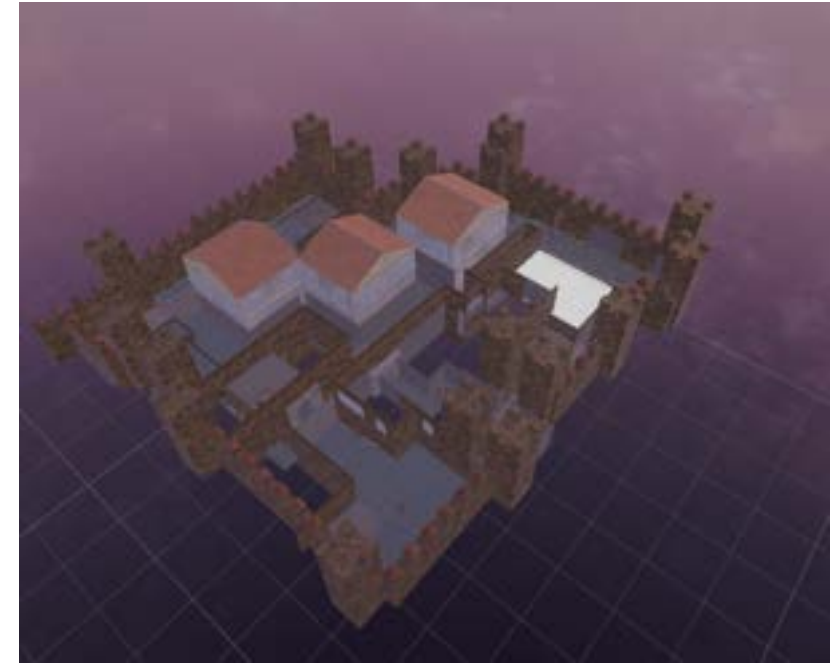
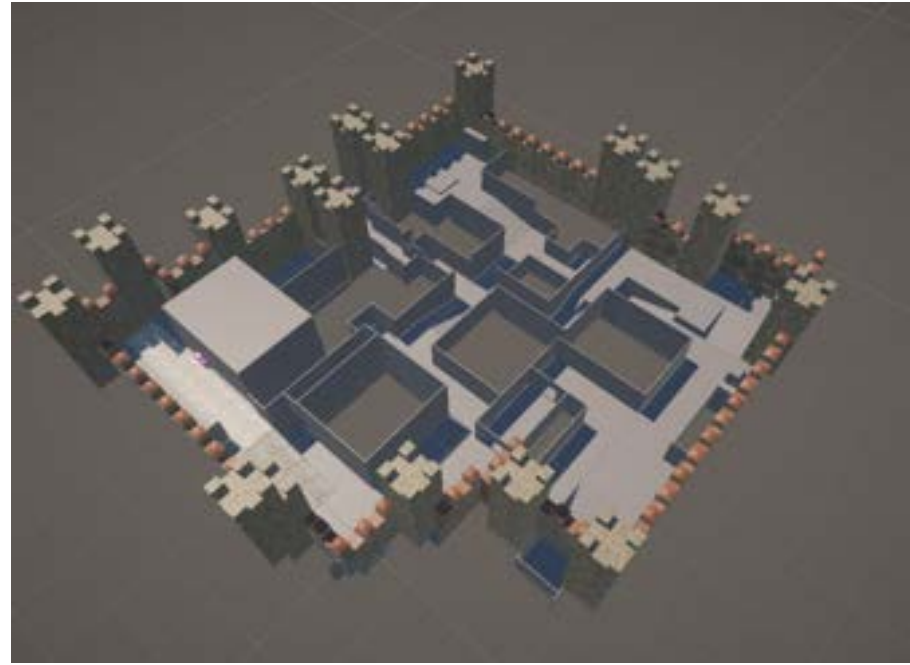
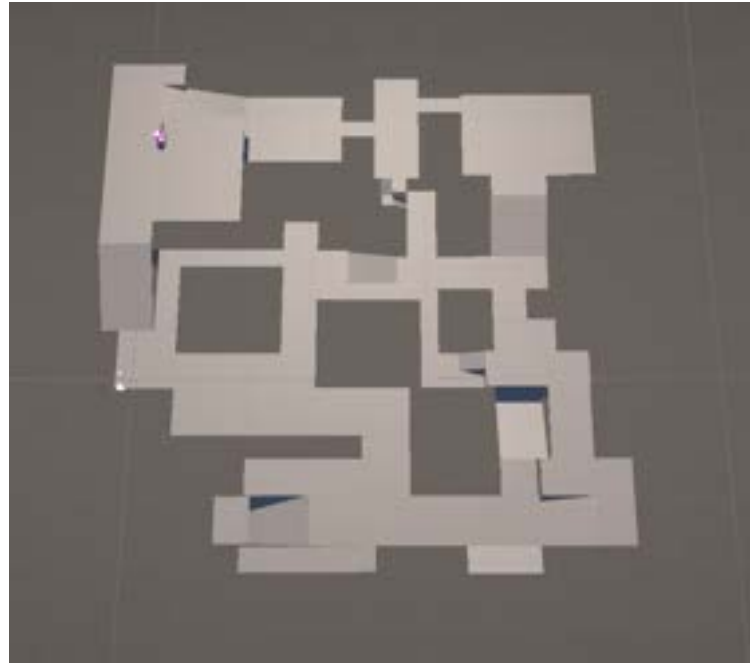
# Referencias

Estas son algunas de las referencias que he usado para el proyecto. Siempre priorizando los colores rojos y dorados. El enlace de youtube es un paseo virtual por los foros romanos que me ha sido de utilidad para proyectar como eran con detalles las ciudades romanas. También me he focalizado en varias películas como por ejemplo la de Gladiator.

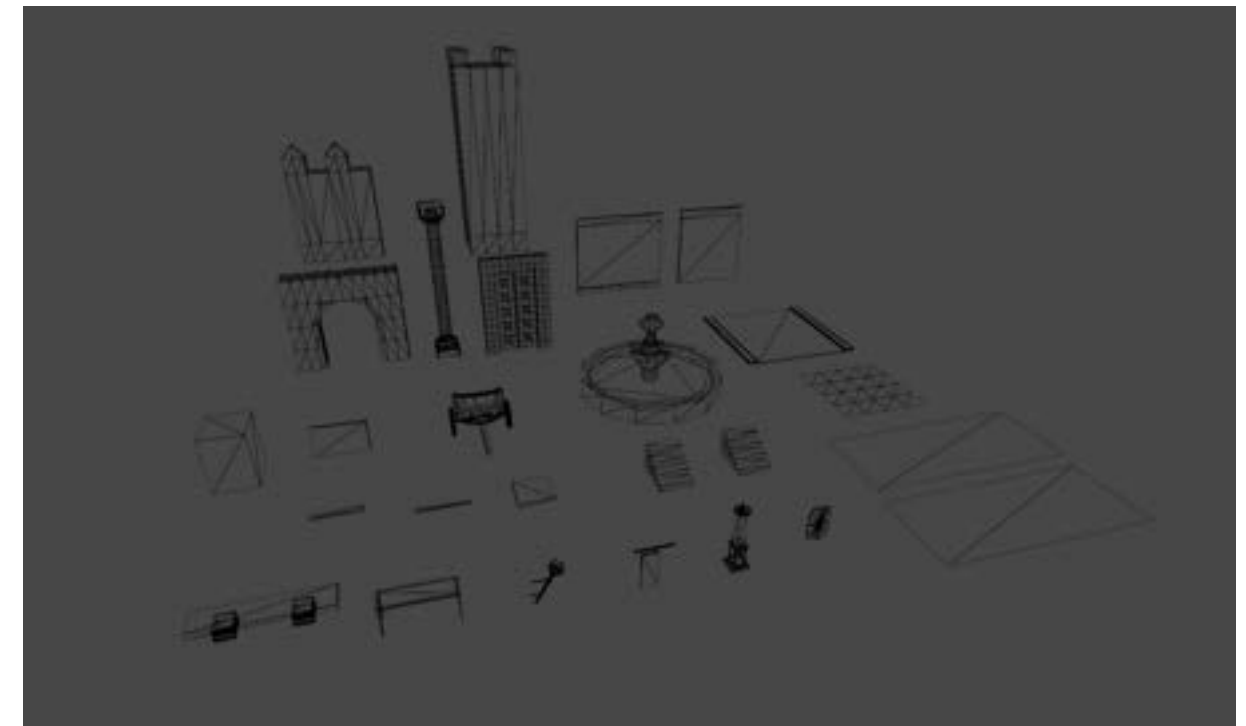
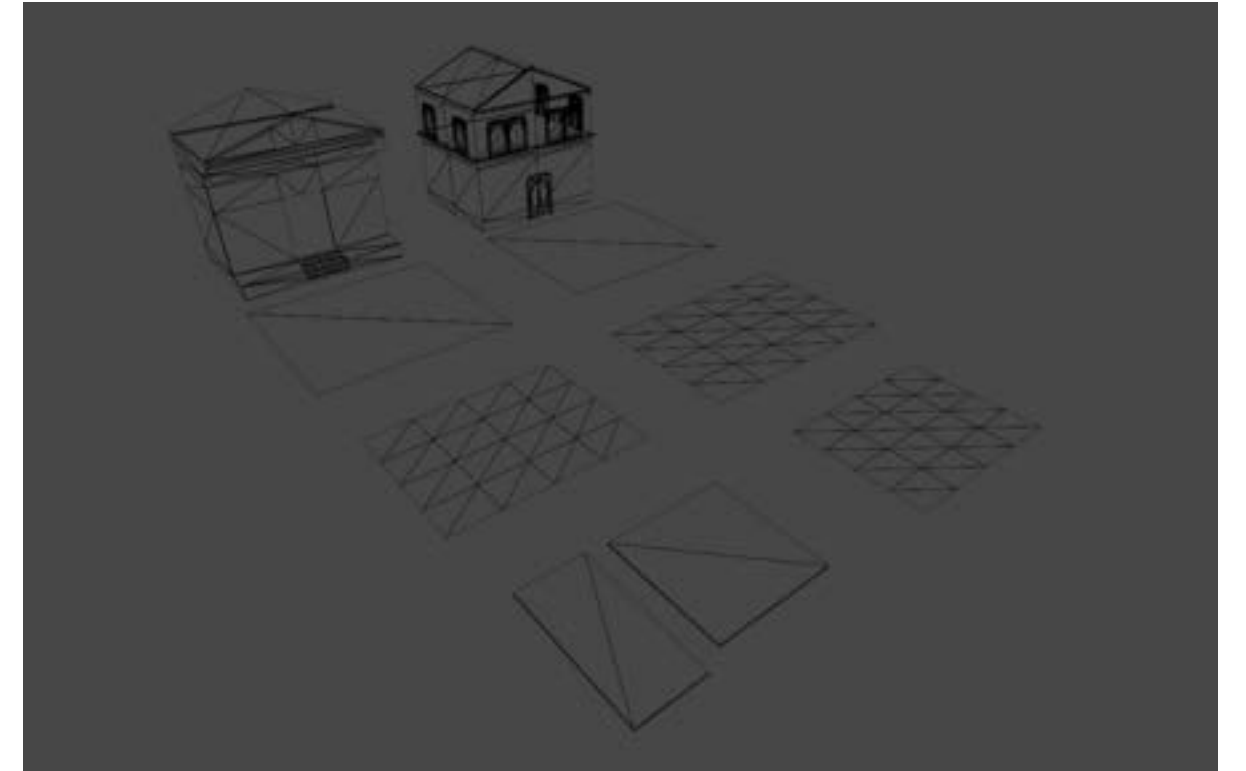
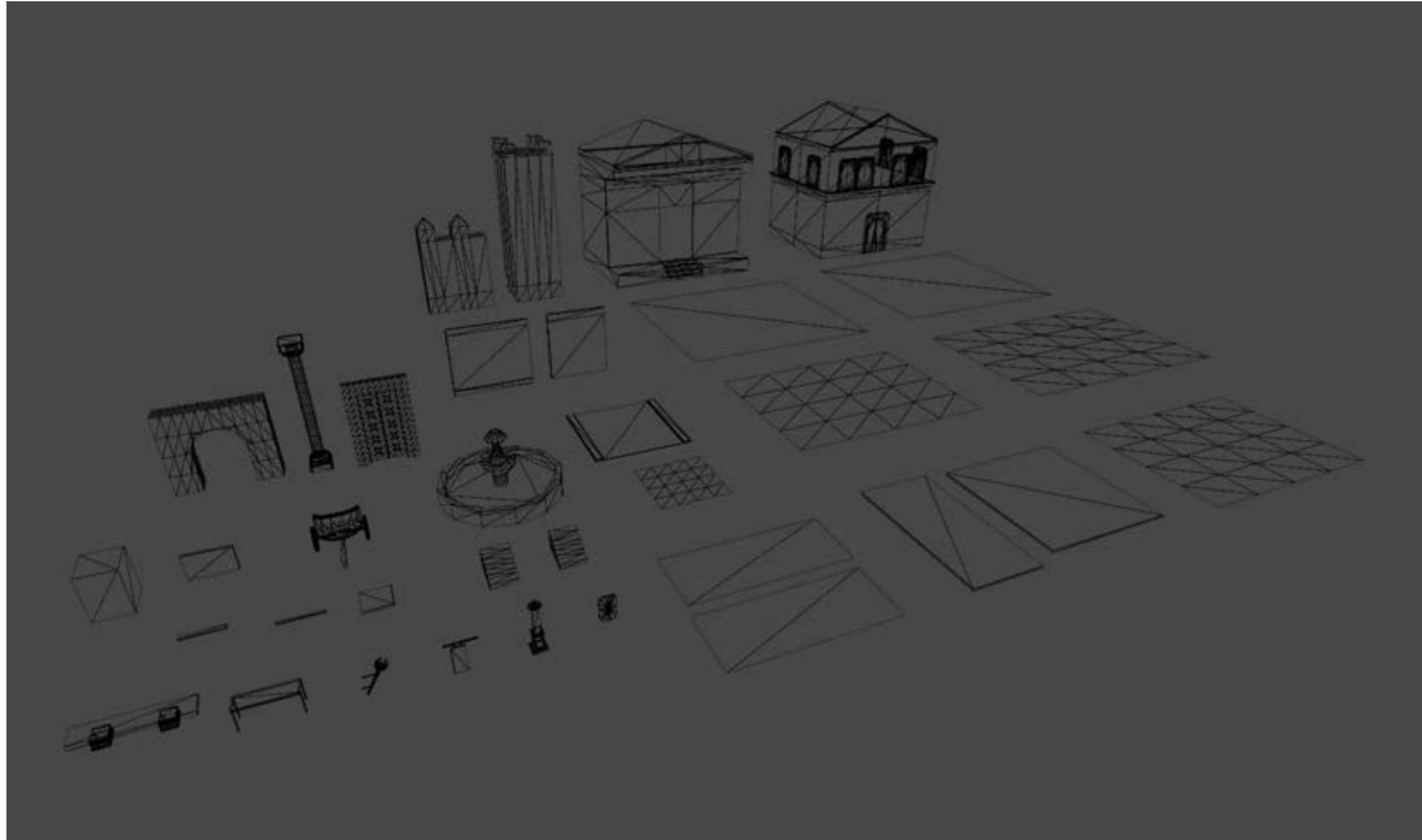
<https://www.youtube.com/watch?v=fbJfiUkIOEM>



# Proceso



# WireFrame





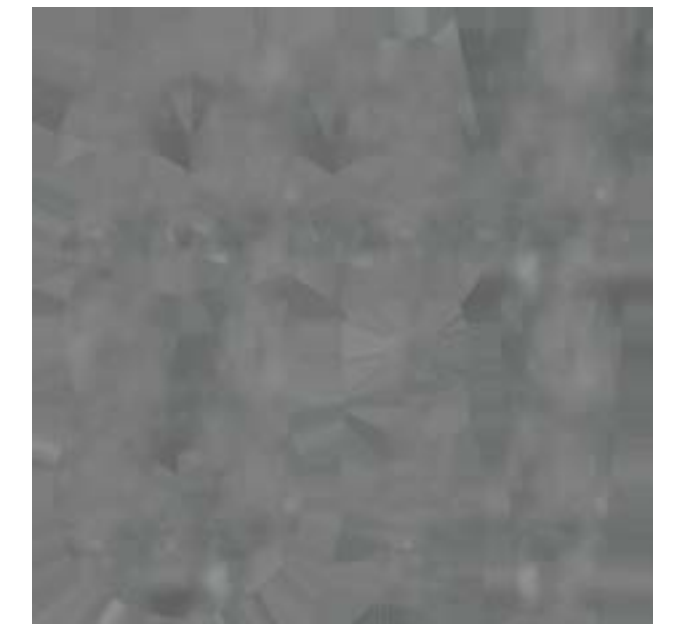
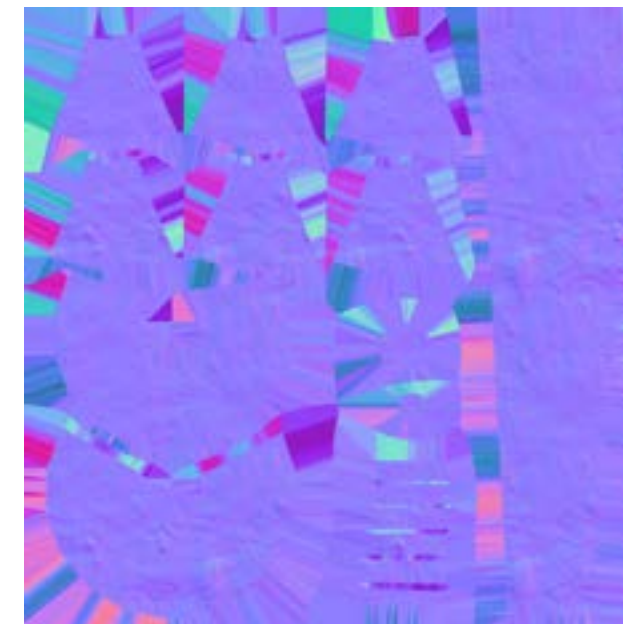
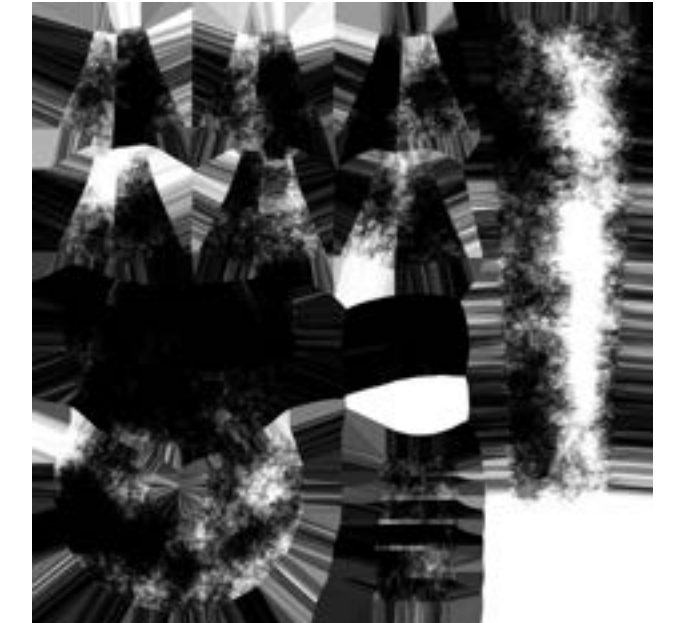
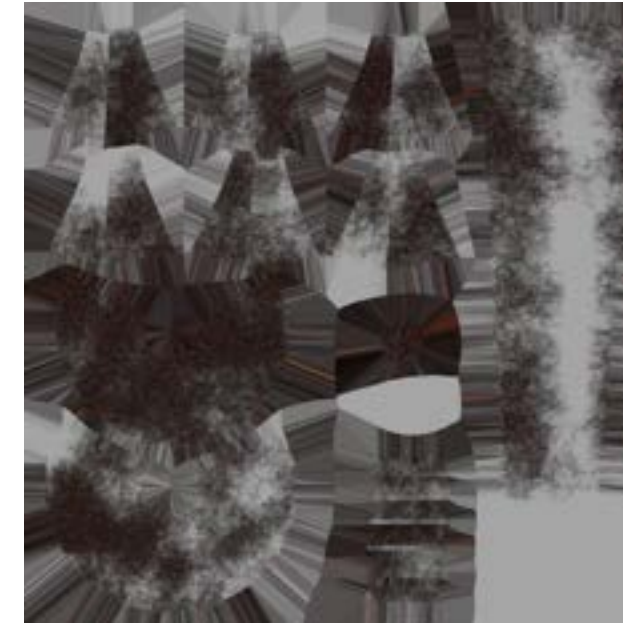
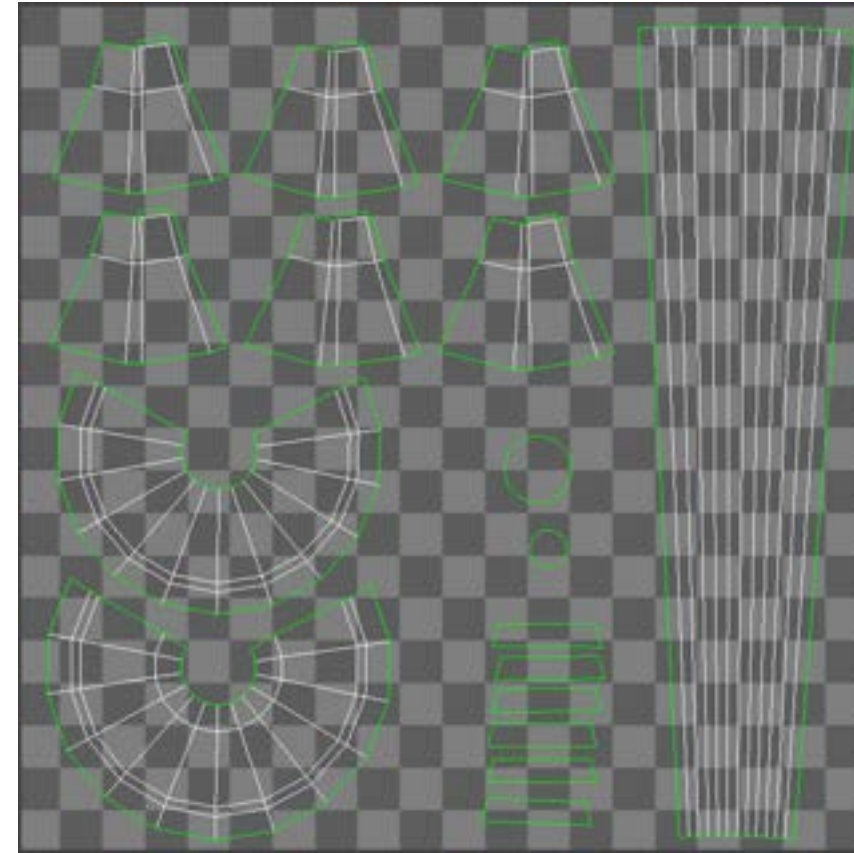
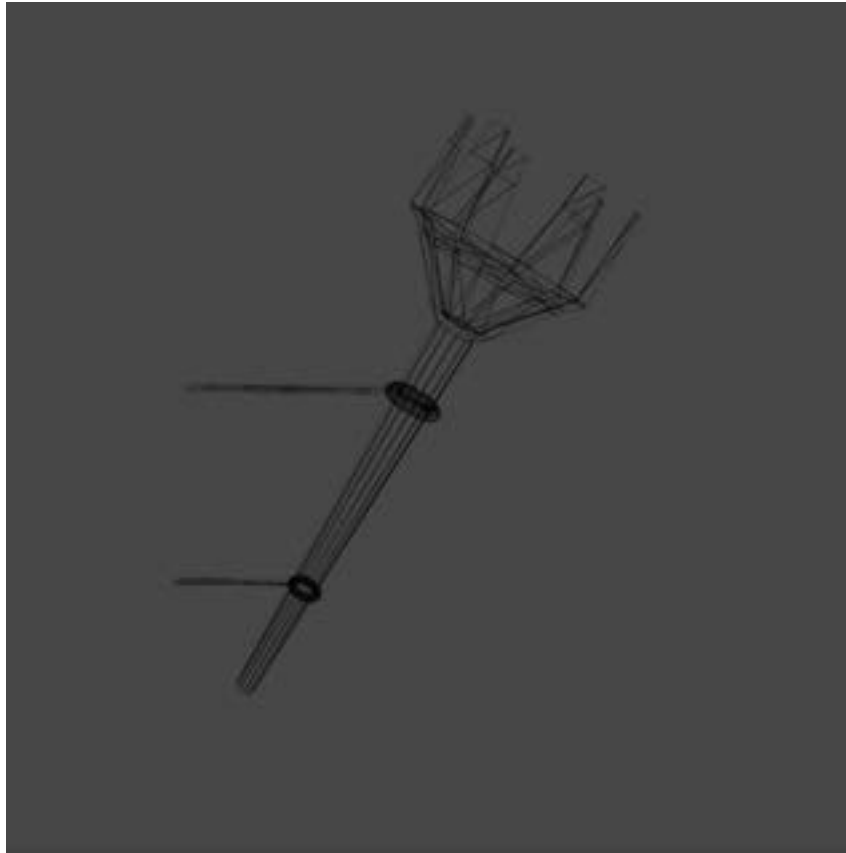


**Assets**

# 1. Antorcha



# 1. Antorcha Romana



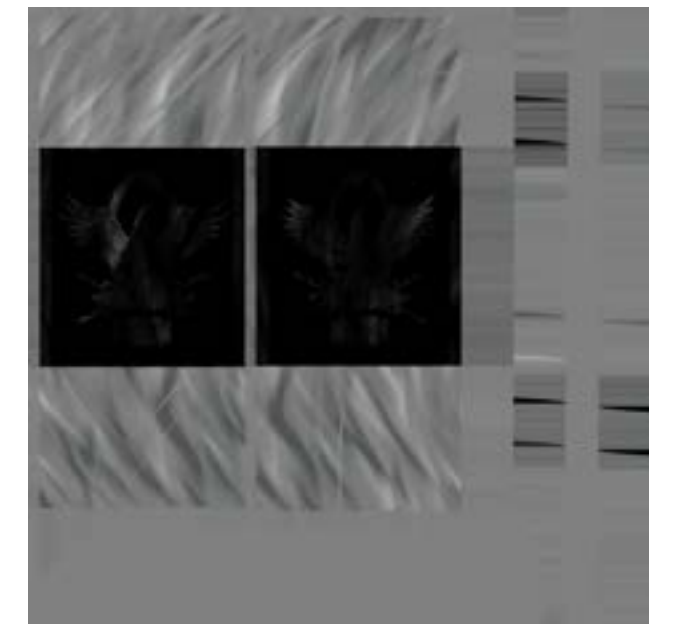
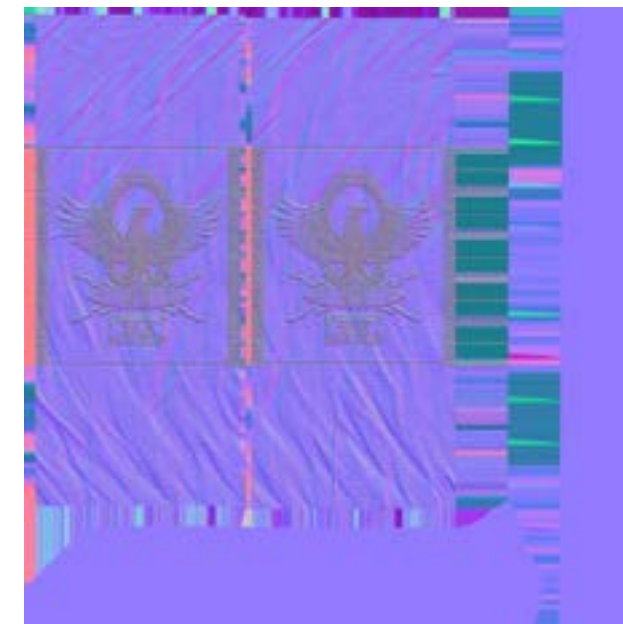
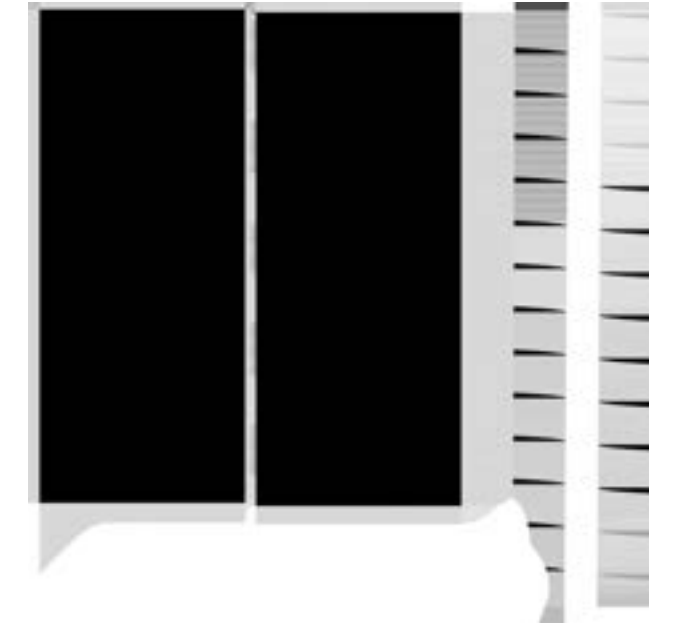
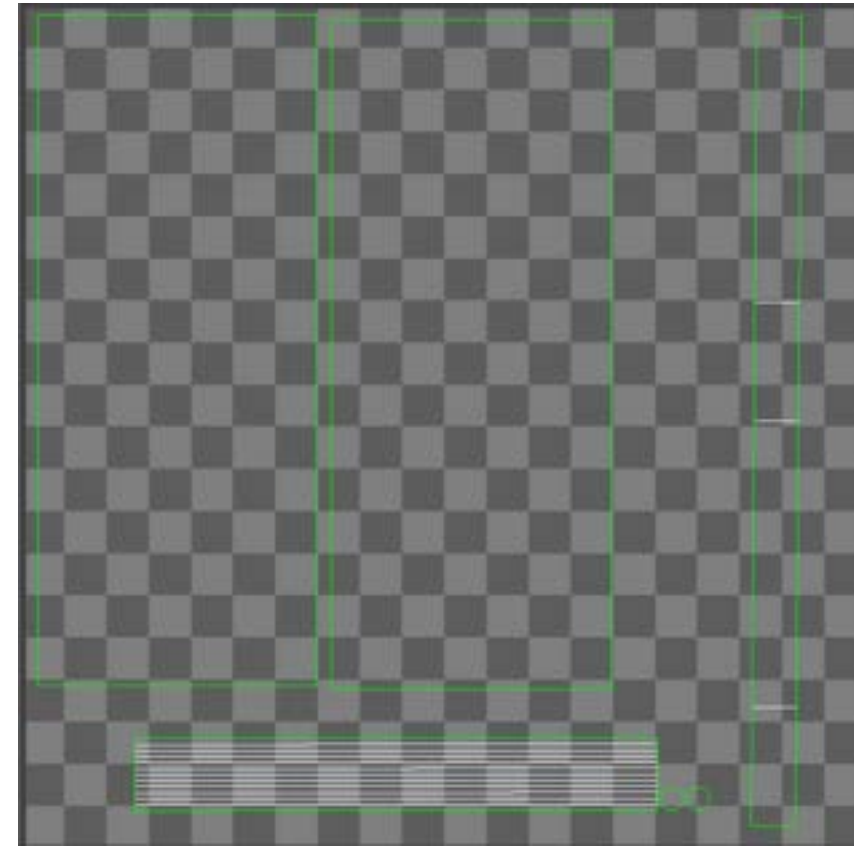
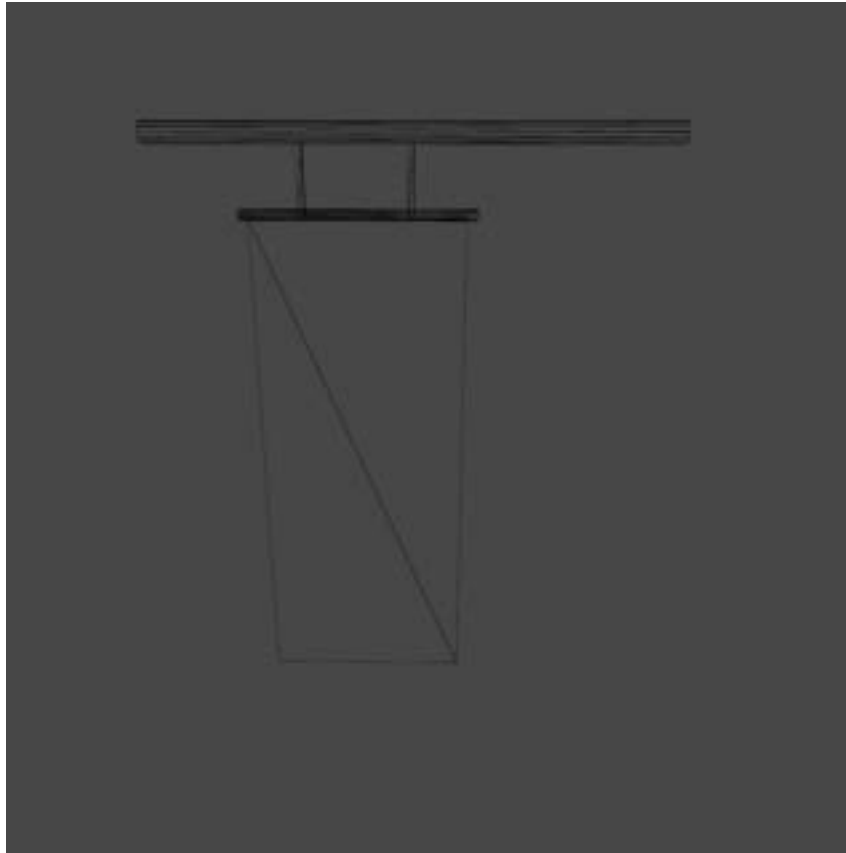
Antorcha Romana:

- Polys: 158
- Tris: 332
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 2. Estandarte



## 2. Estandarte



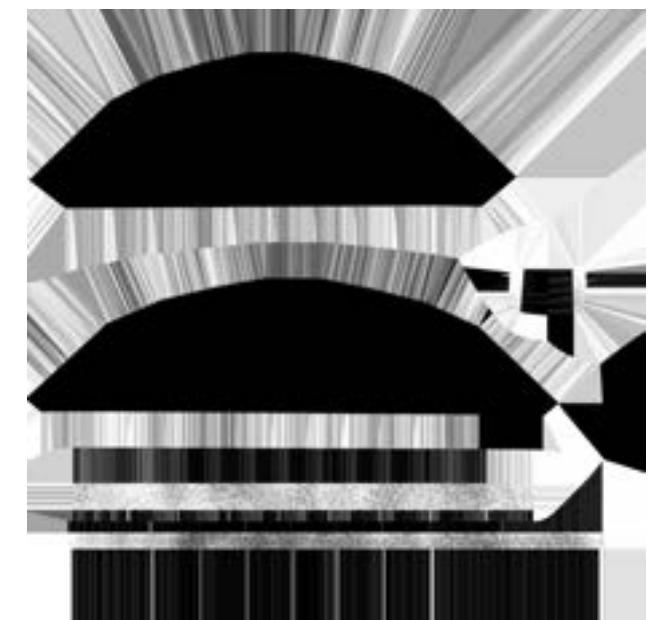
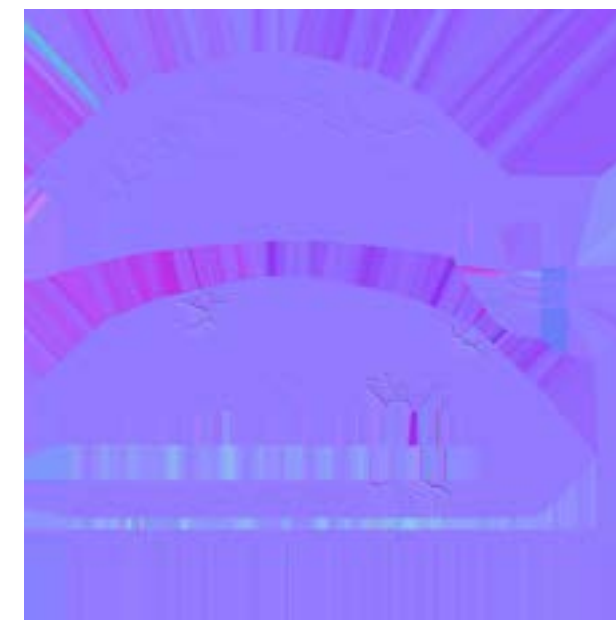
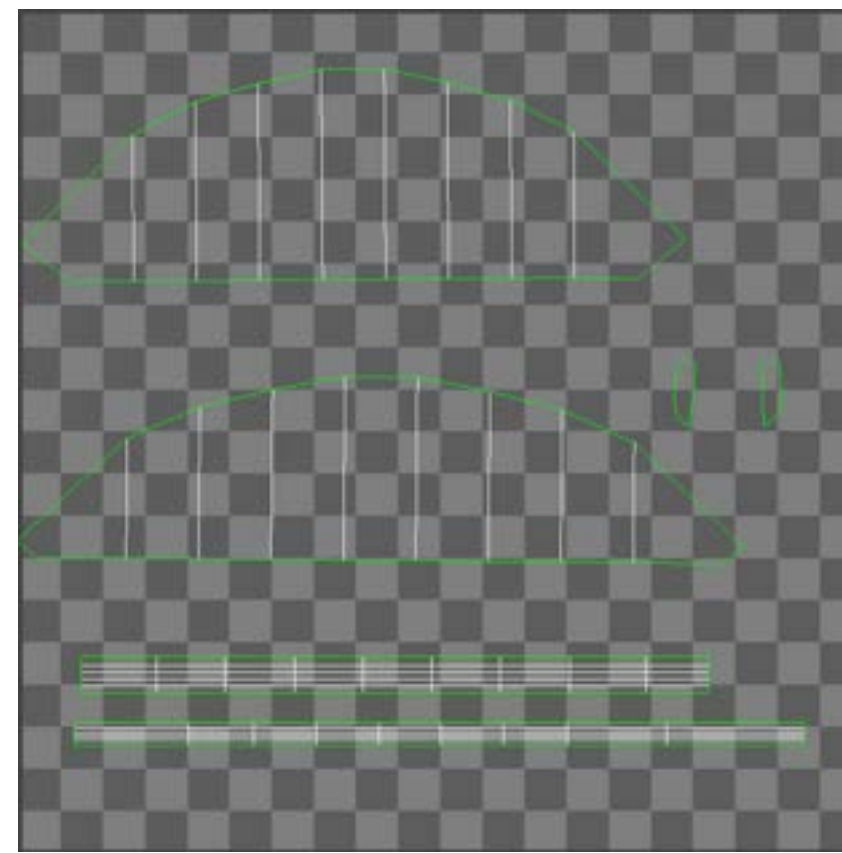
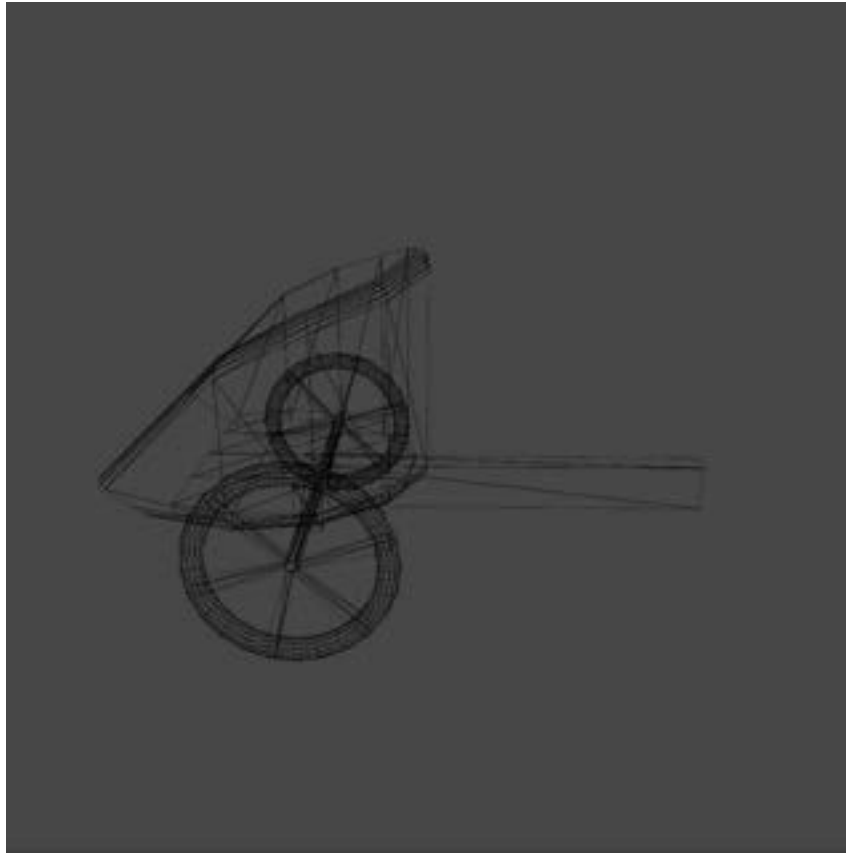
### Antorcha Romana:

- Polys: 46
- Tris: 124
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

### 3. Carro De Combate



### 3. Carro De Combate: Carro

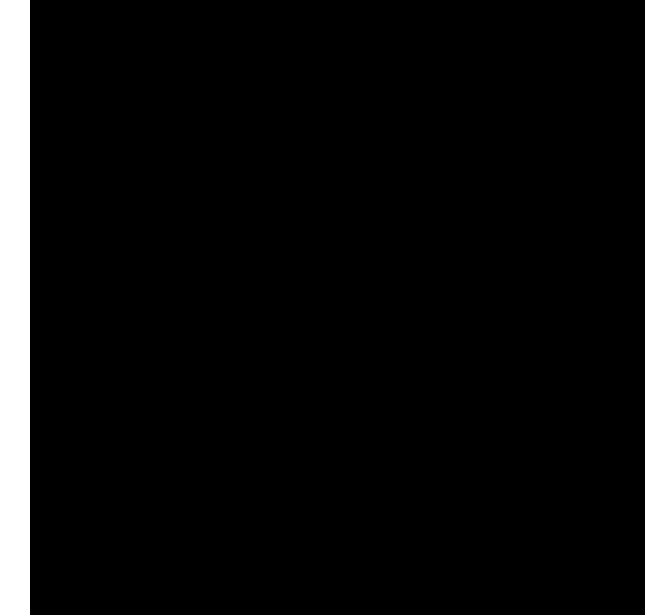
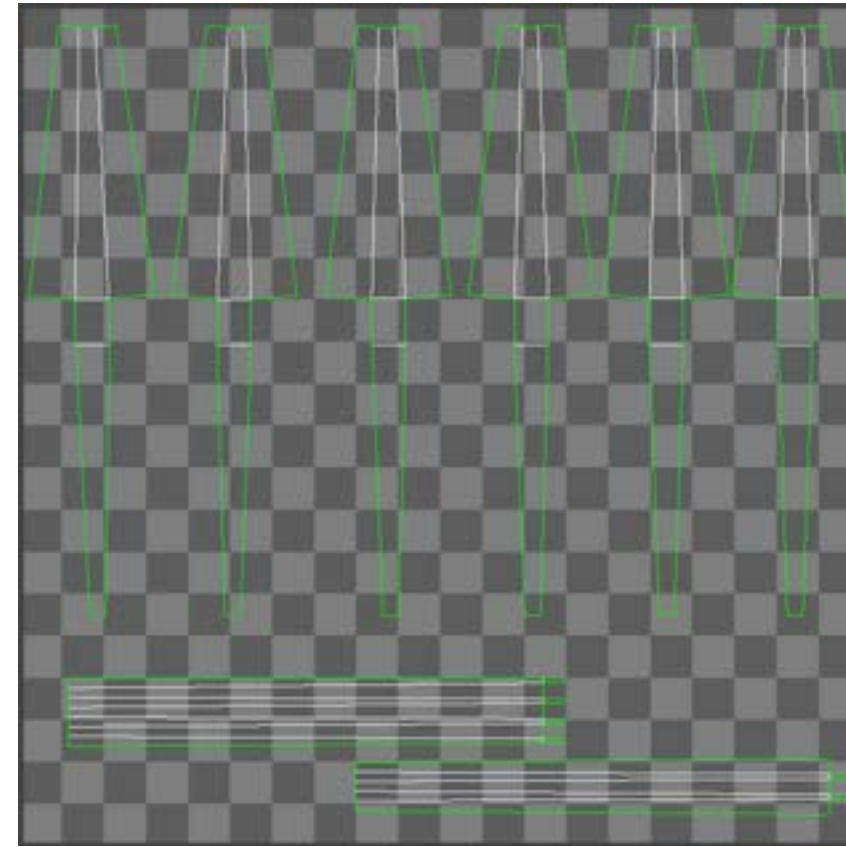
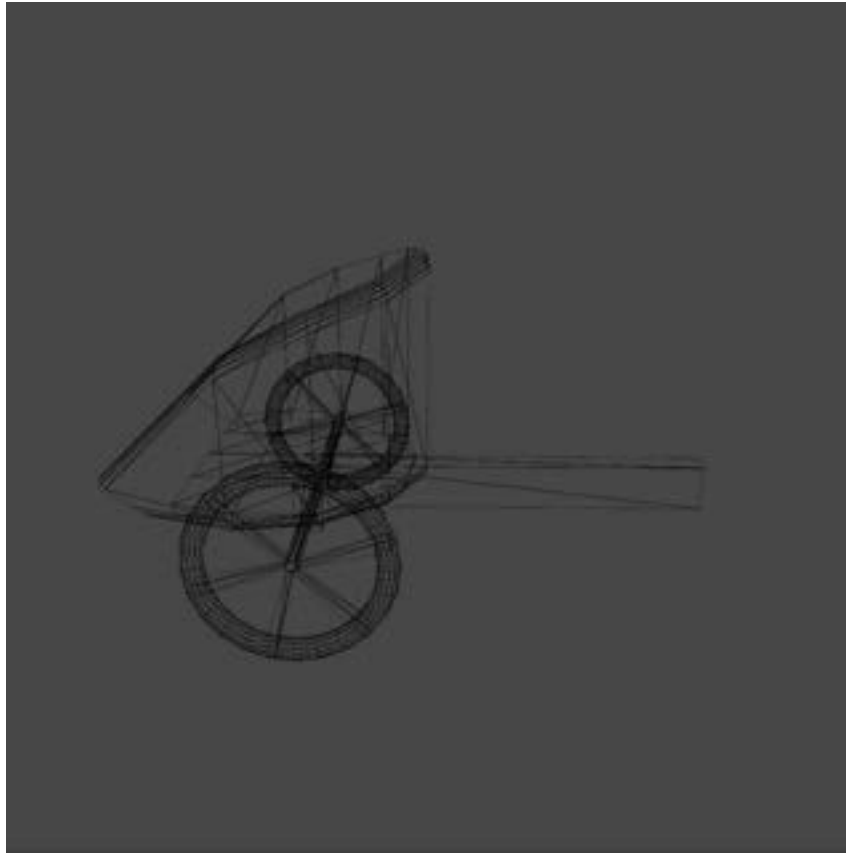


Carro De Combate:

- Polys: 110
- Tris: 236
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512



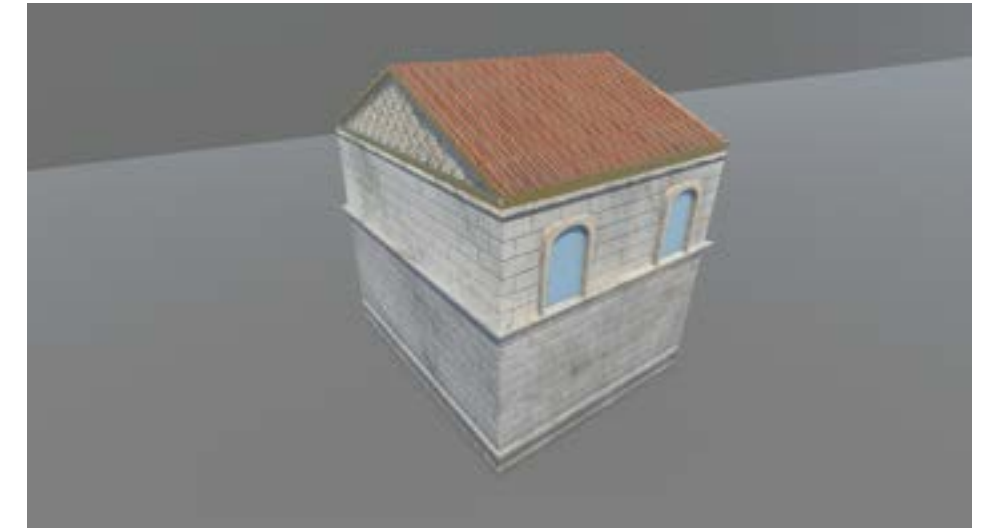
### 3. Carro De Combate: Ruedas



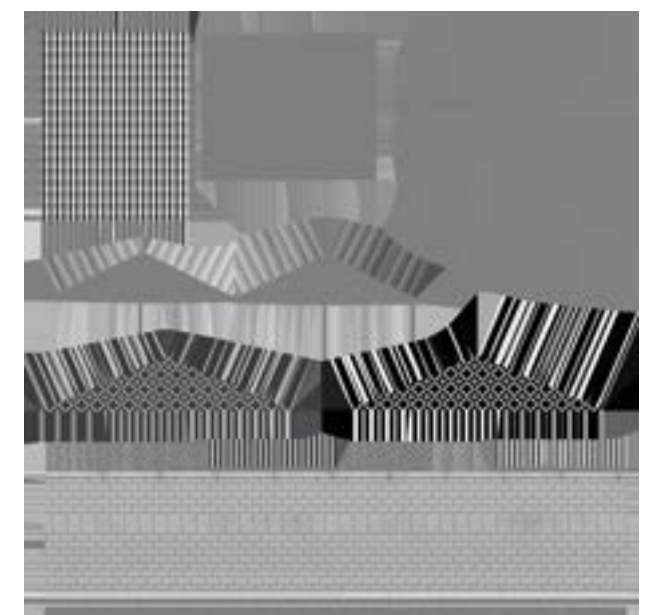
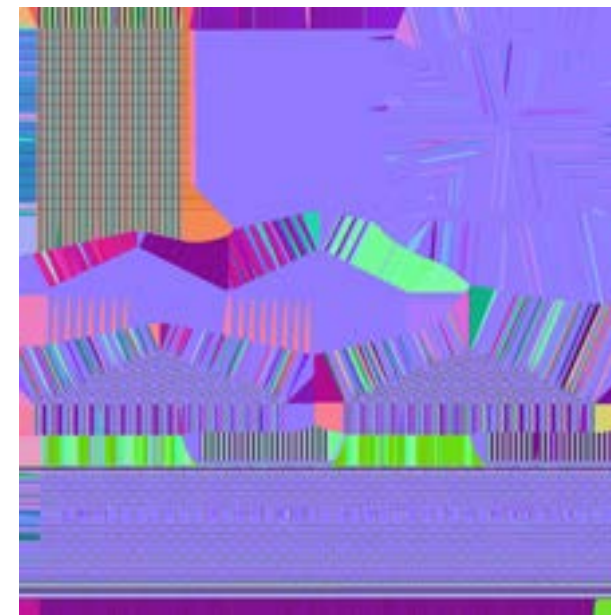
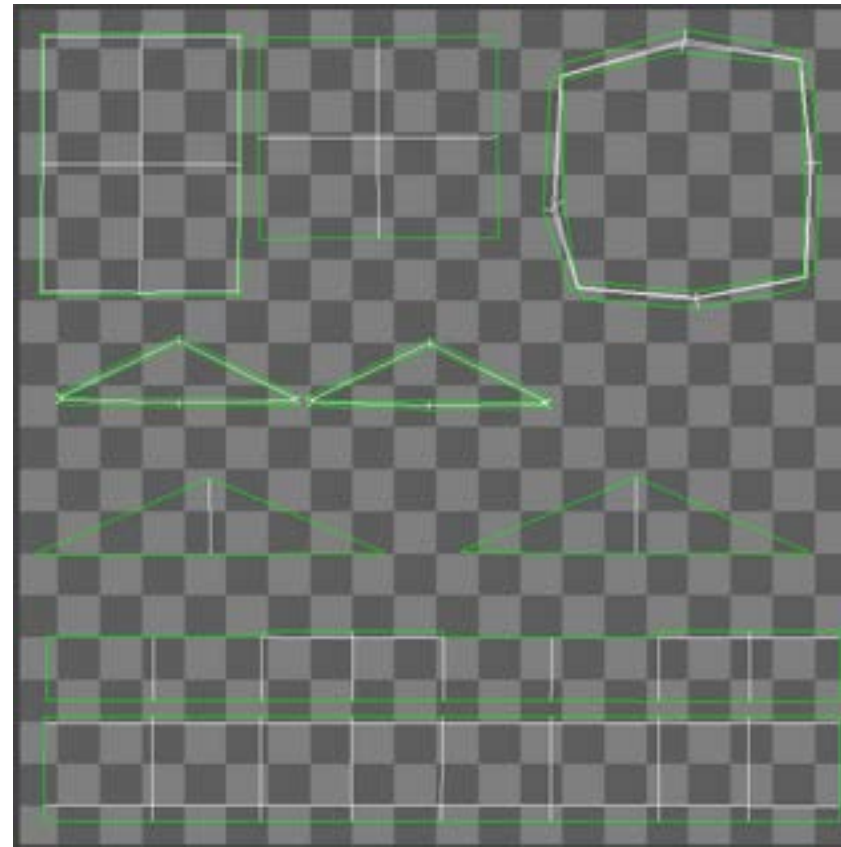
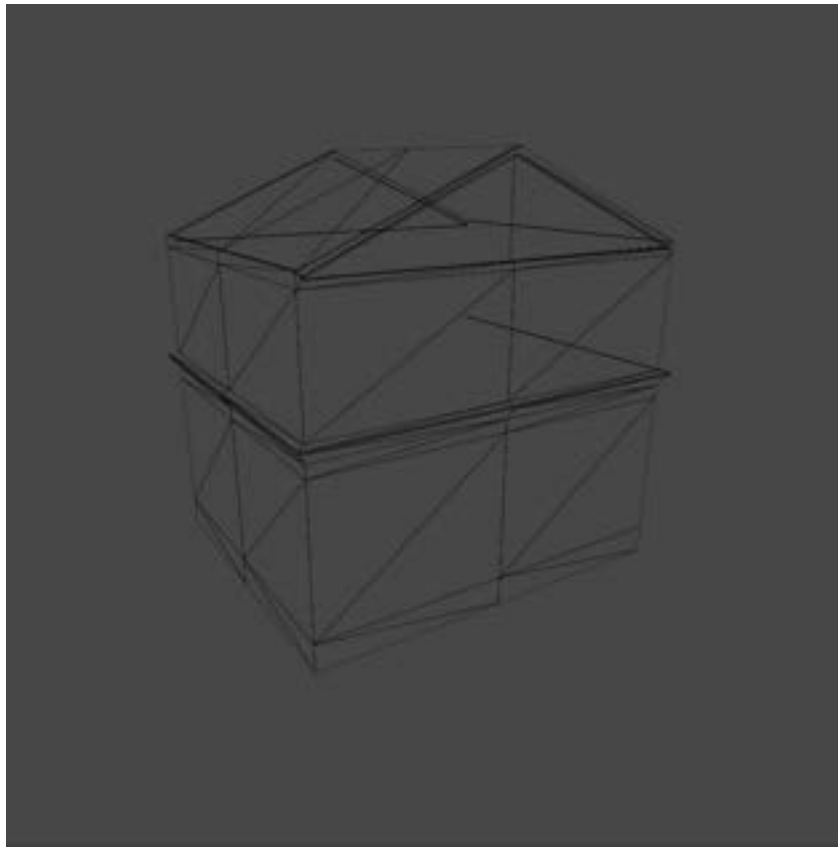
Rueda:

- Polys: 676
- Tris: 1384
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 4. Casa



## 4. Casa



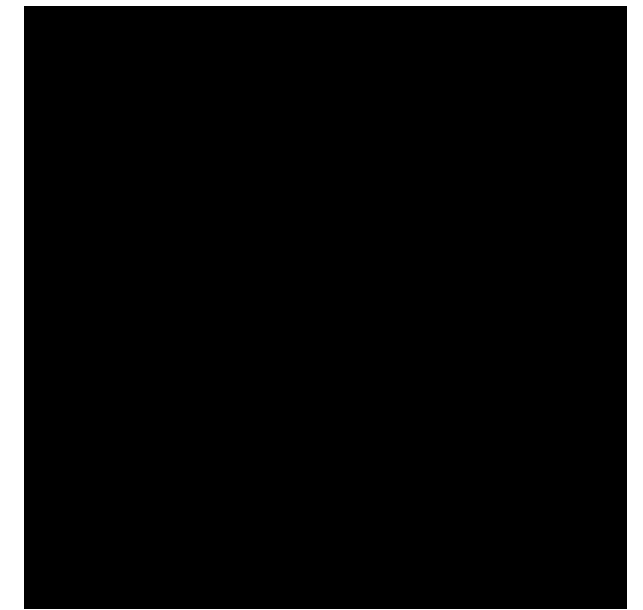
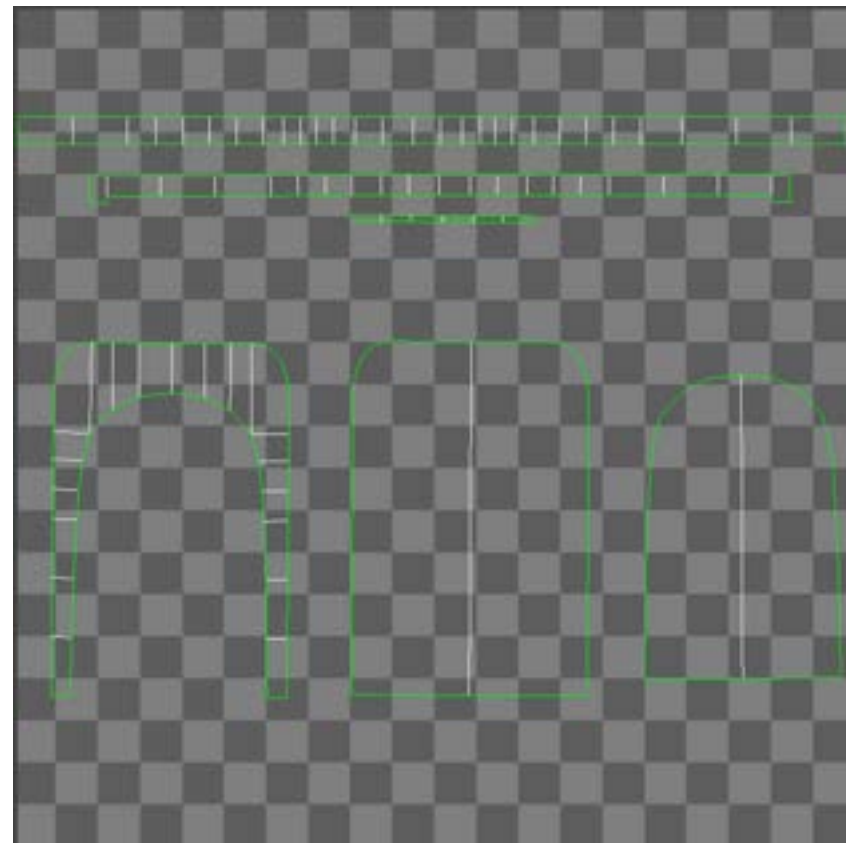
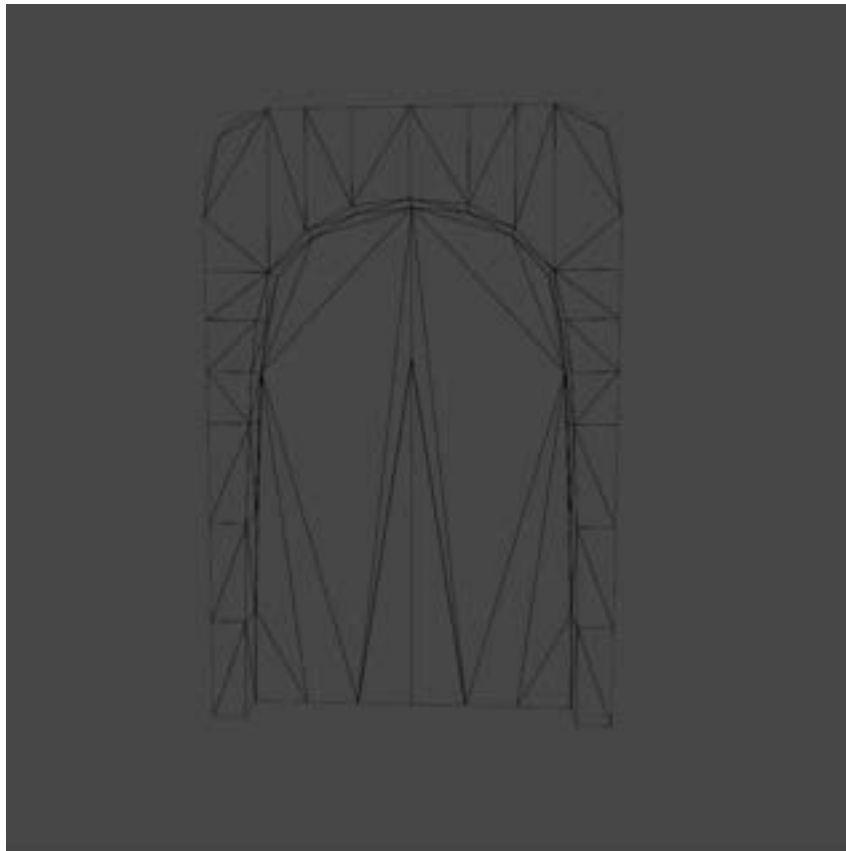
Casa:

- Polys: 104
- Tris: 208
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 4. Casa: Puerta



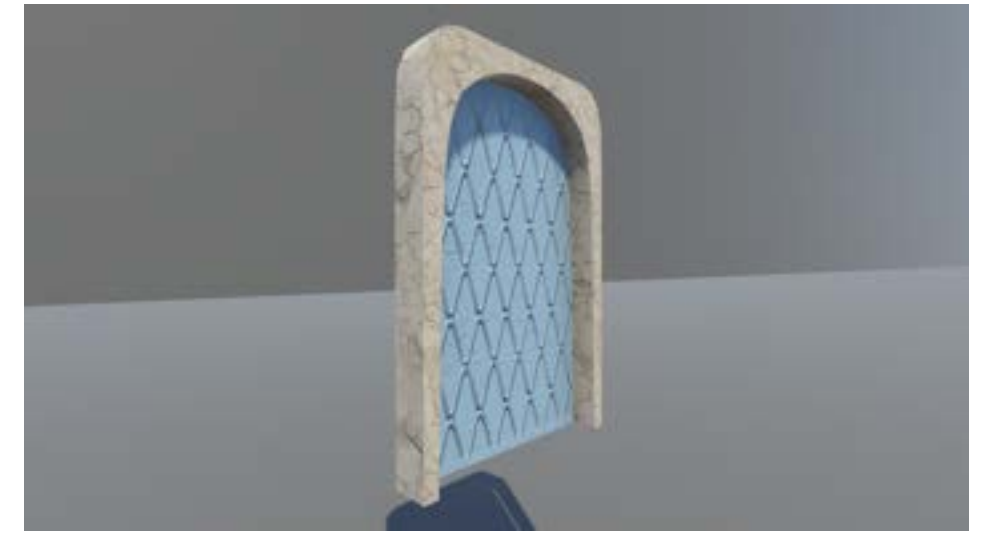
## 4. Casa: Puerta



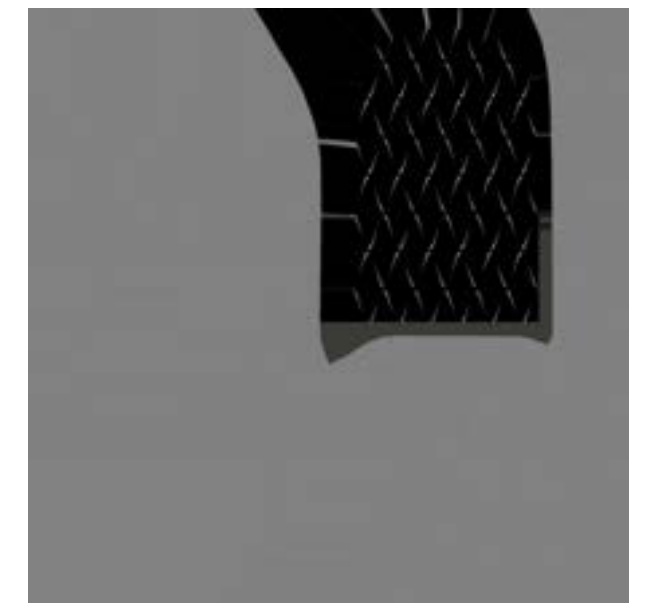
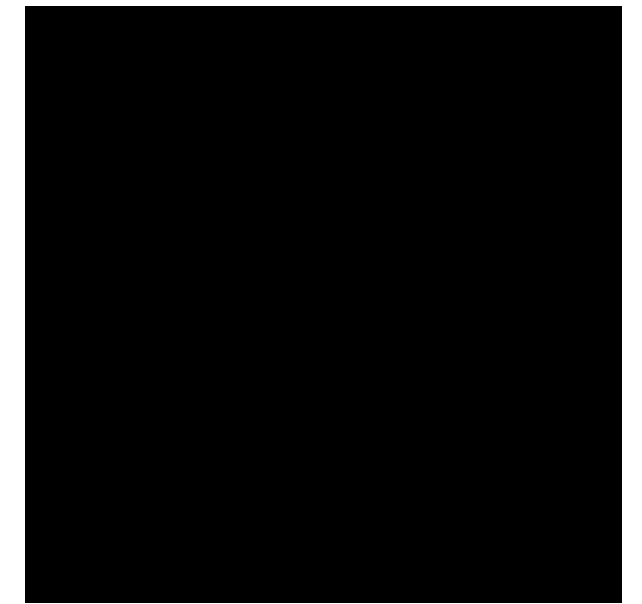
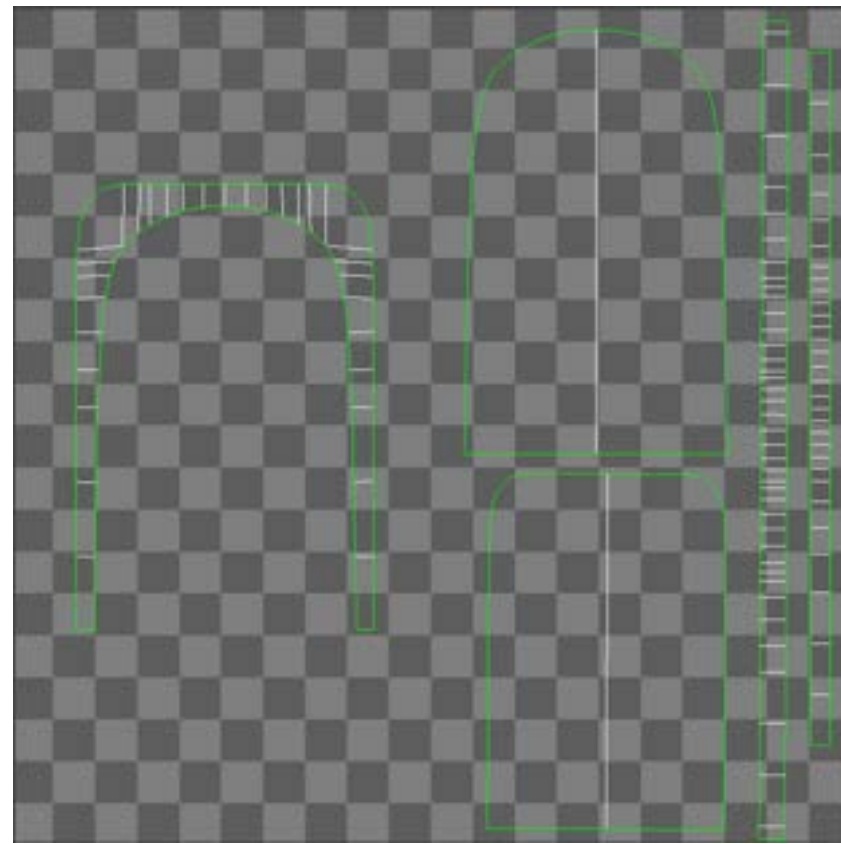
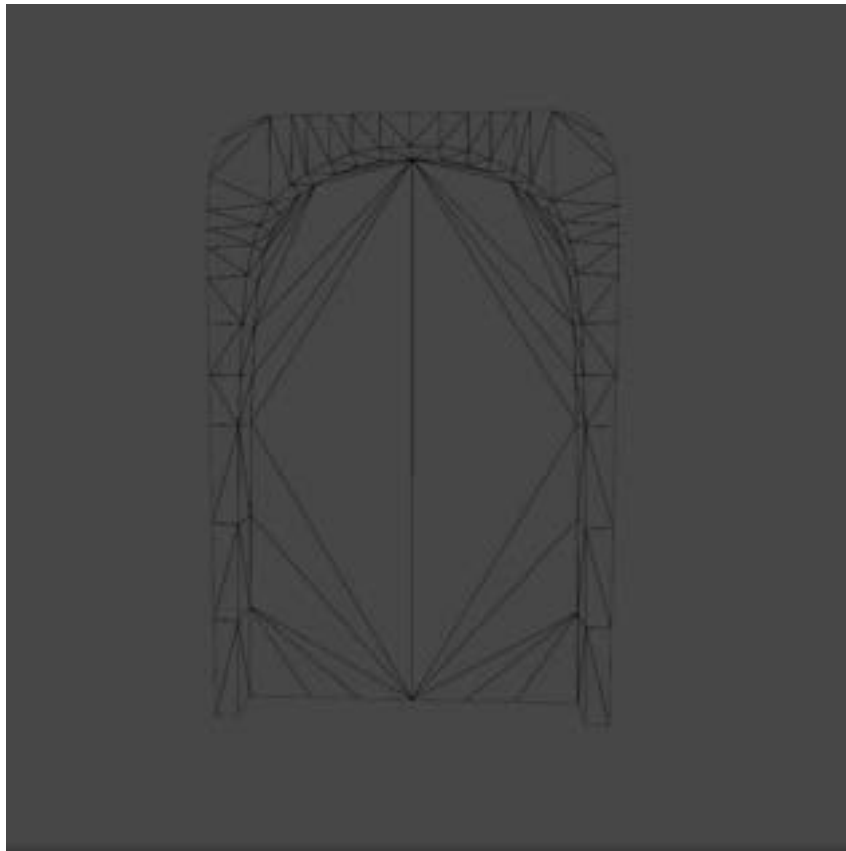
Puerta:

- Polys: 78
- Tris: 216
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 4. Casa: Ventana



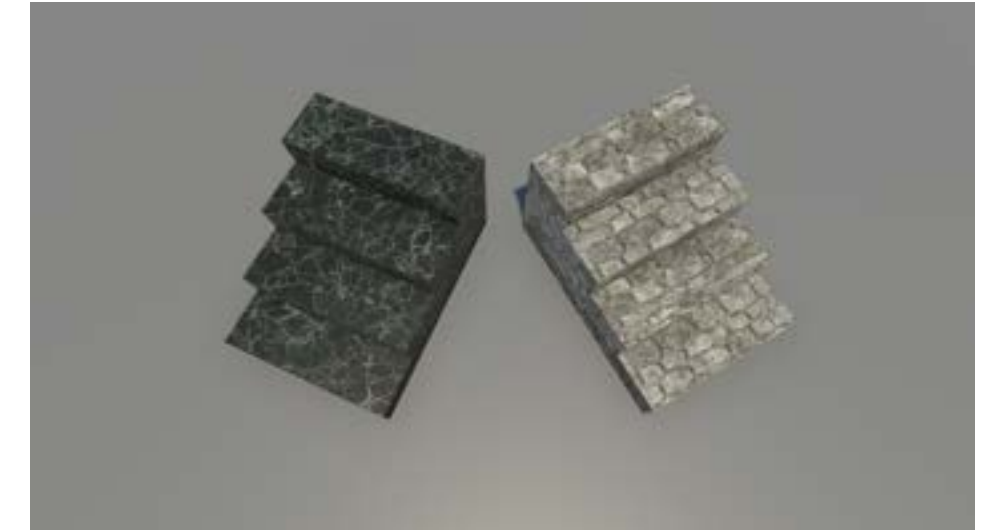
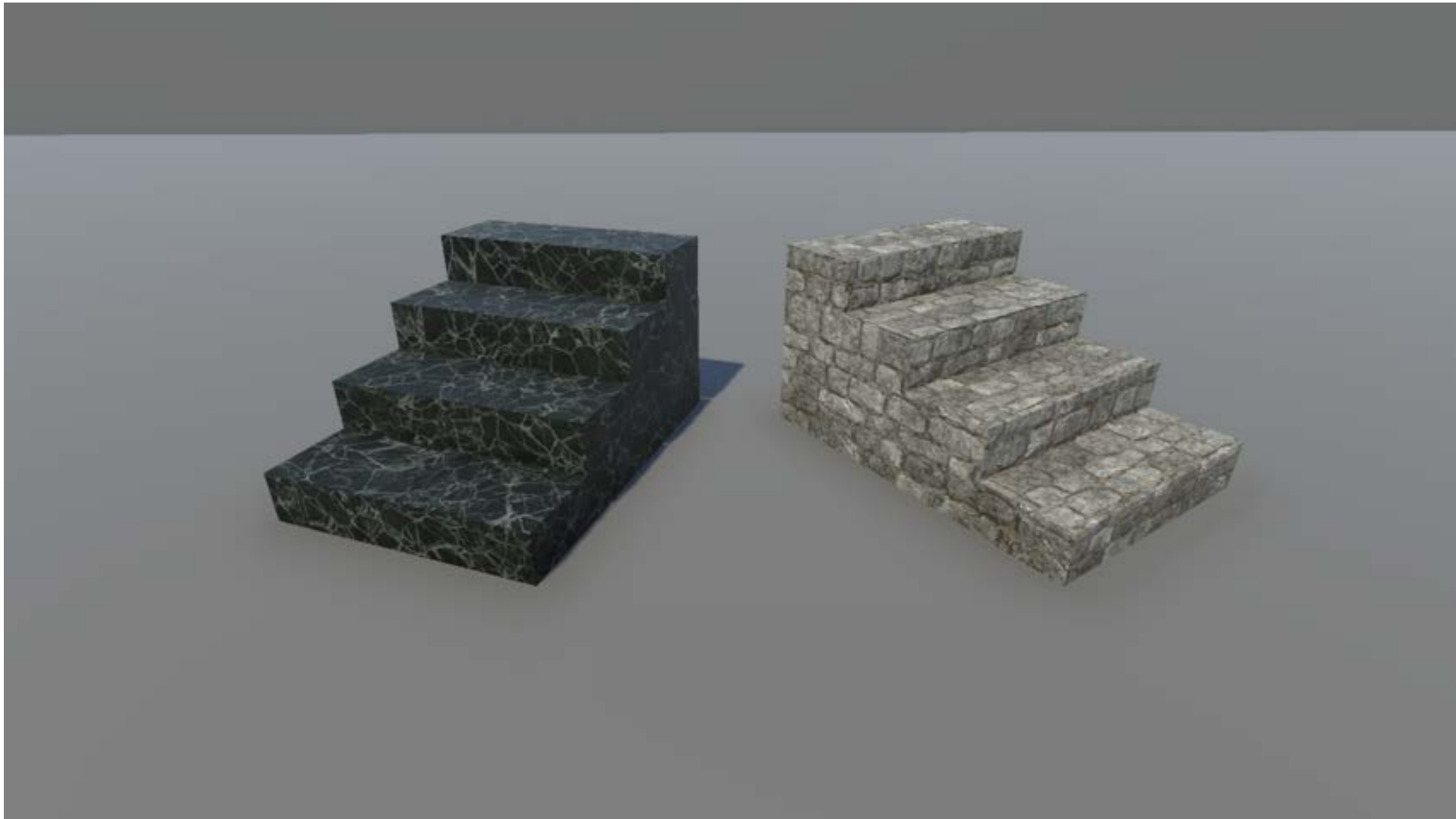
## 4. Casa: Ventana



Ventana:

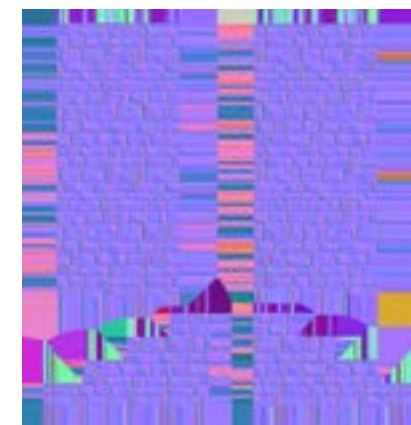
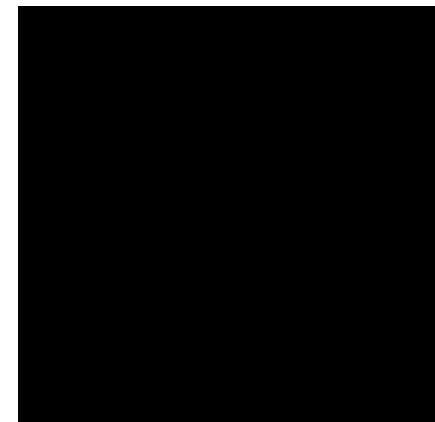
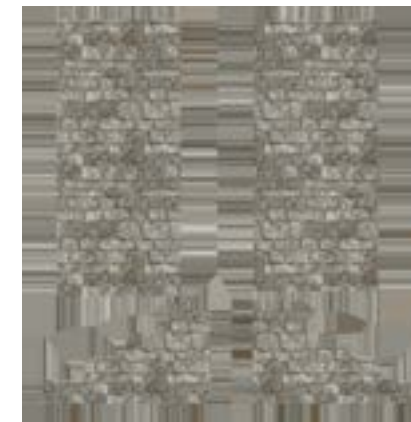
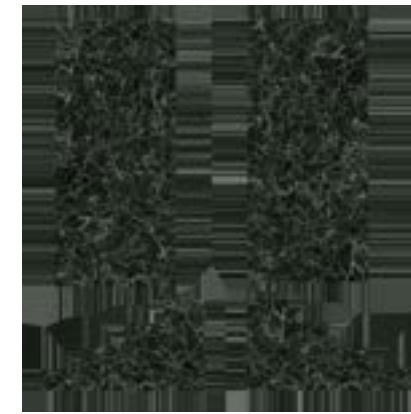
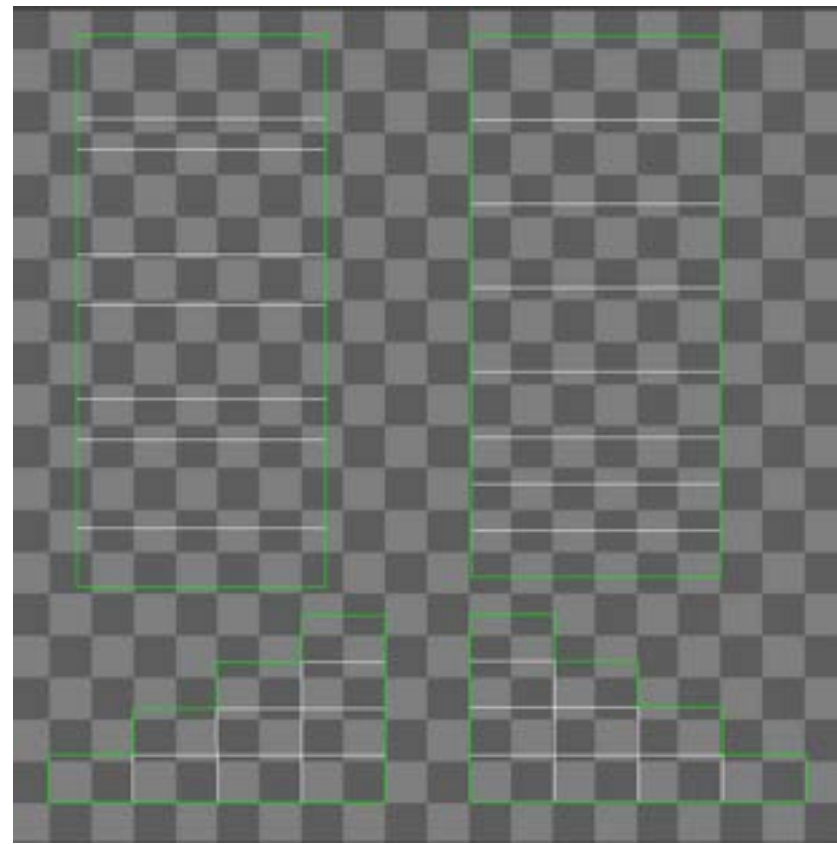
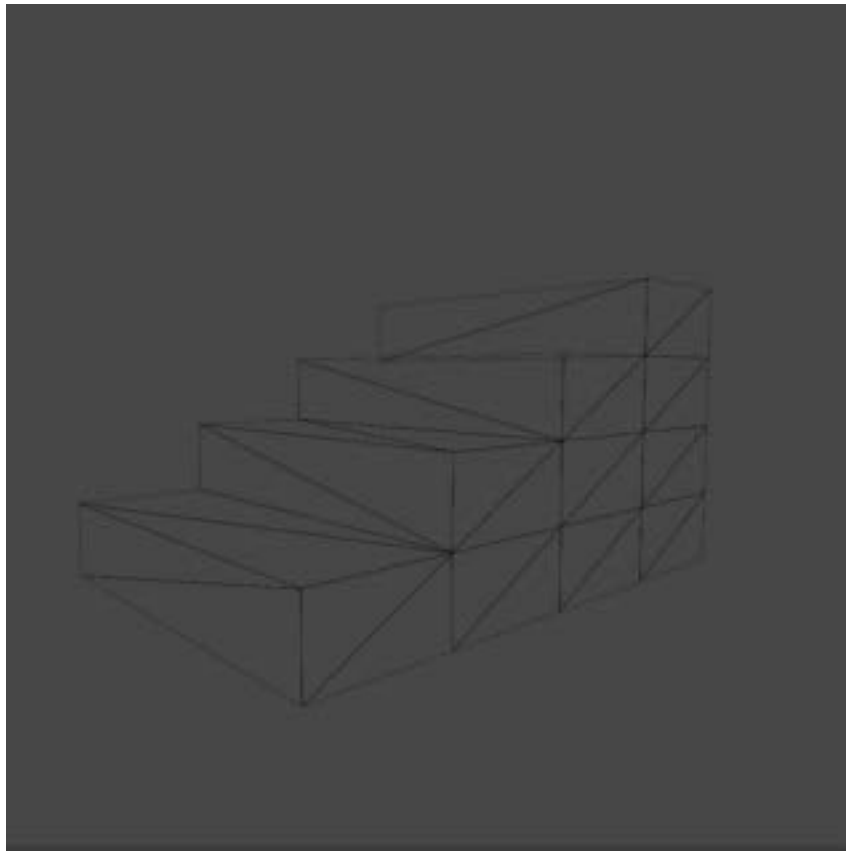
- Polys: 112
- Tris: 300
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 5. Escalera





## 5. Escalera



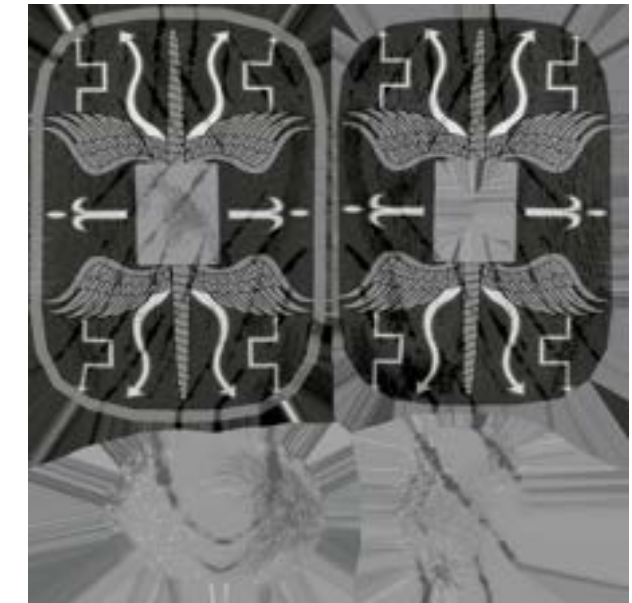
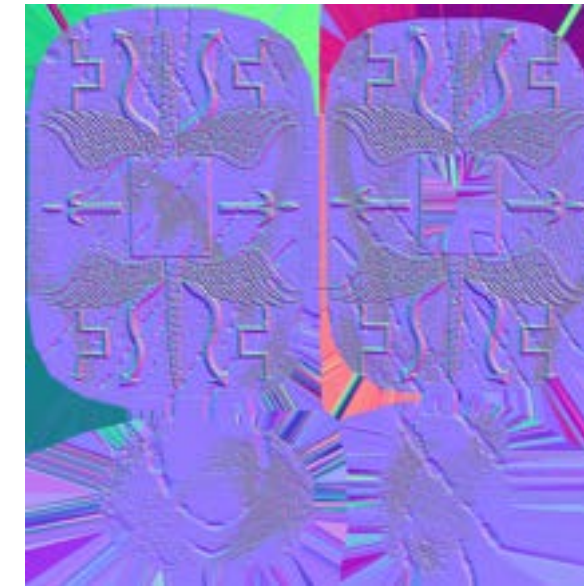
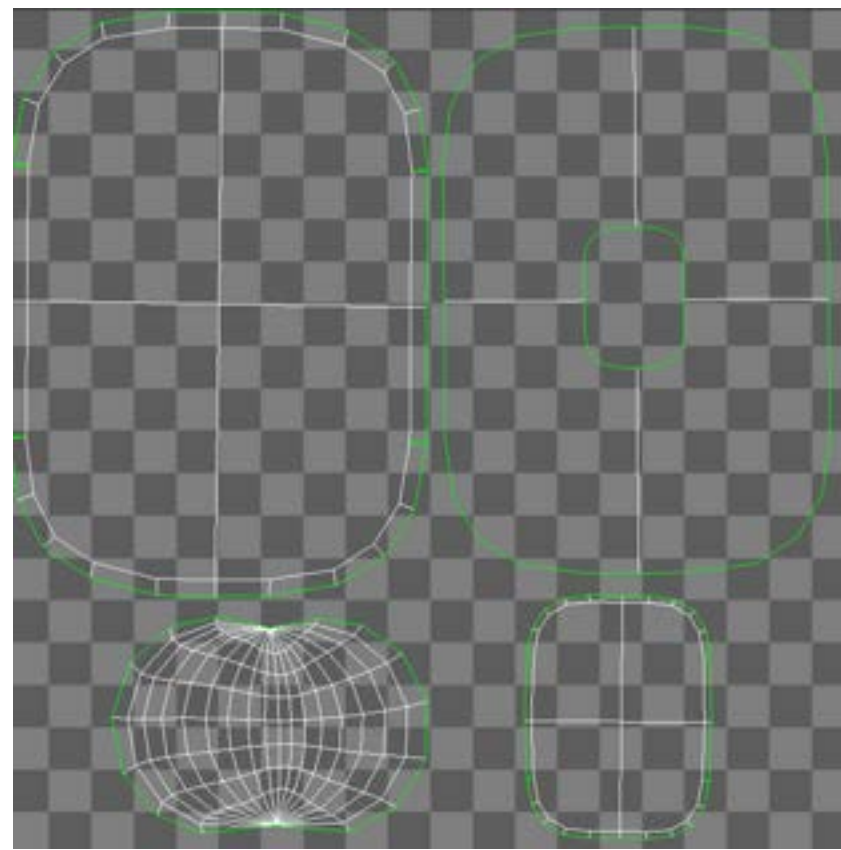
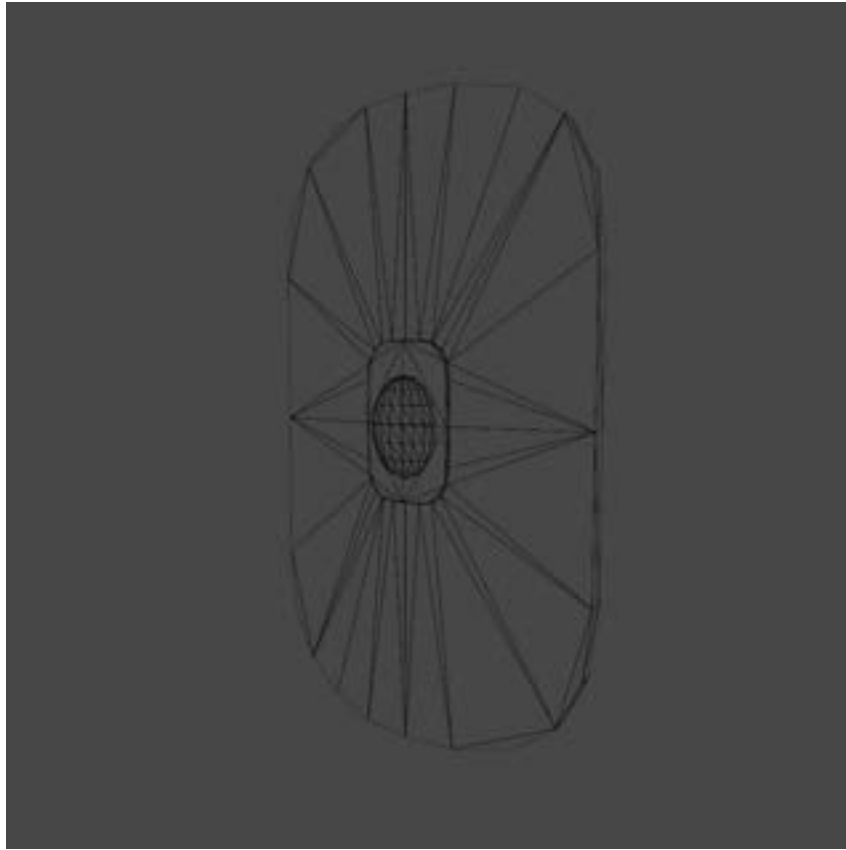
Esca:

- Polys: 36
- Tris: 72
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 6. Escudo



## 6. Escudo



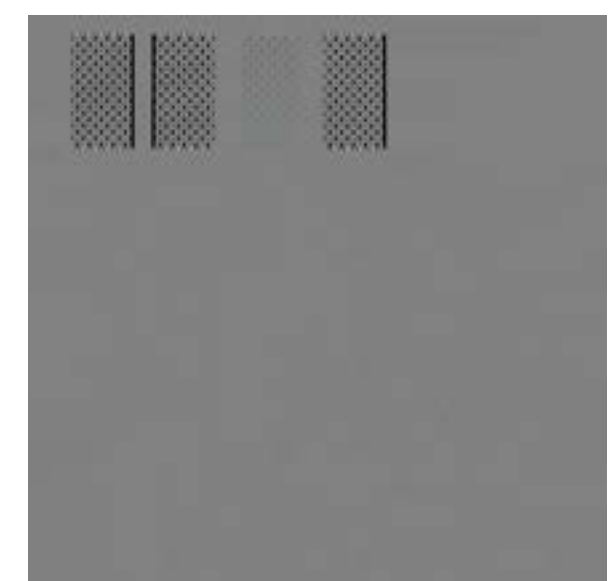
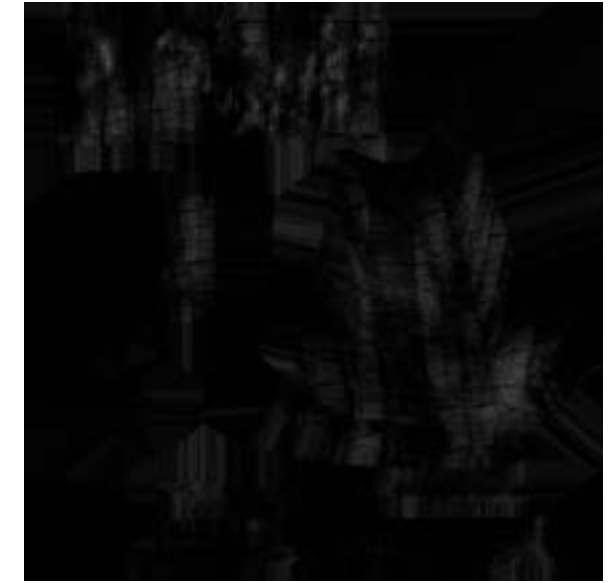
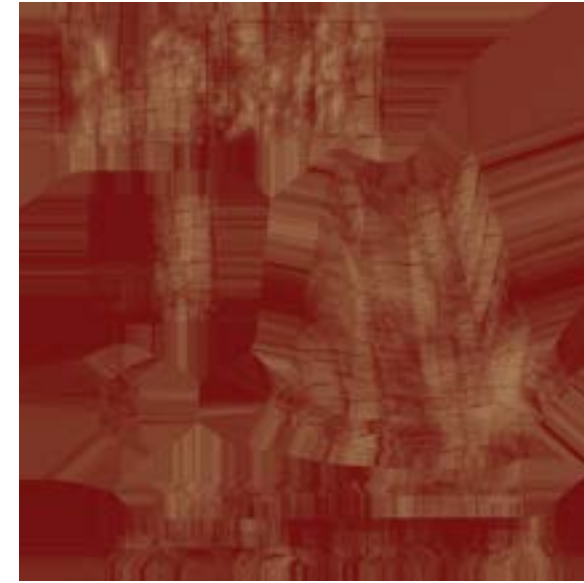
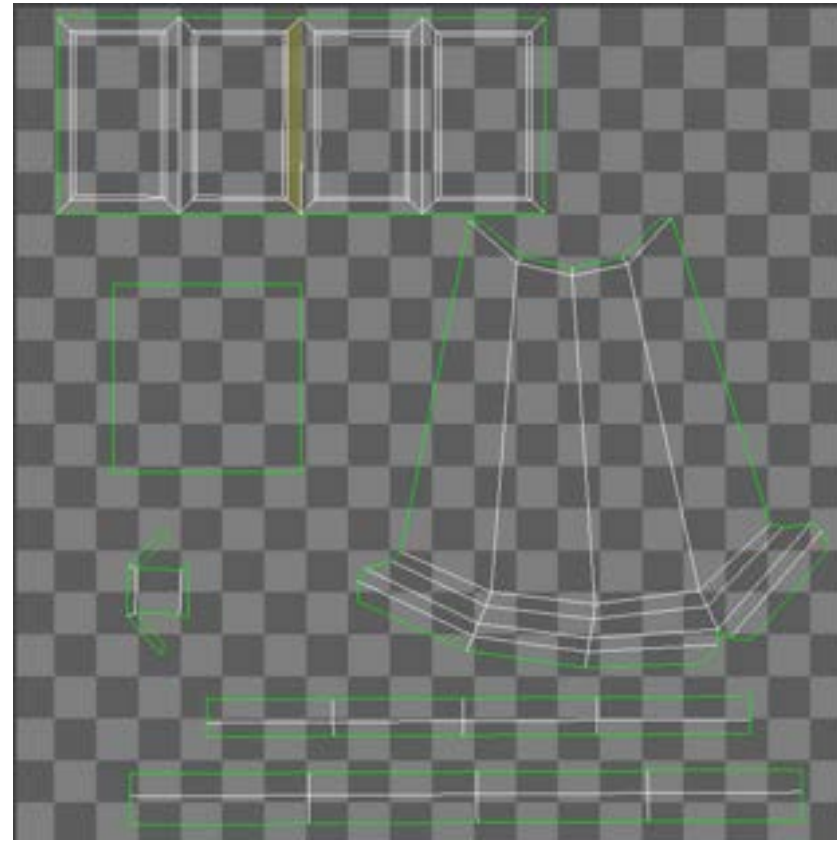
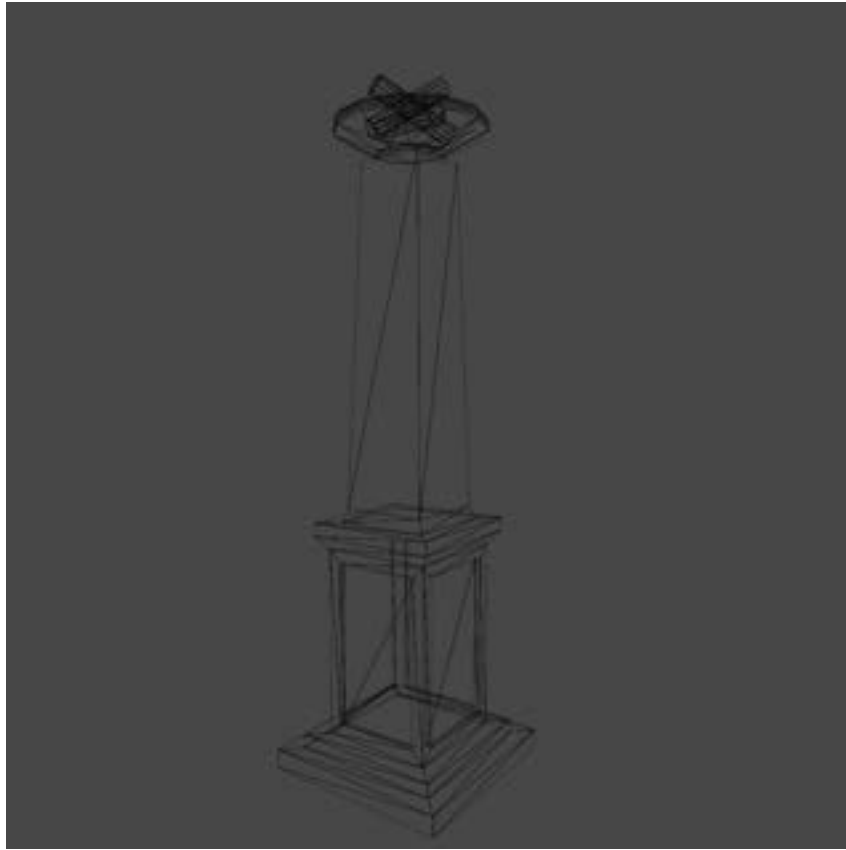
Escudo:

- Polys: 196
- Tris: 430
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 7. Fogata



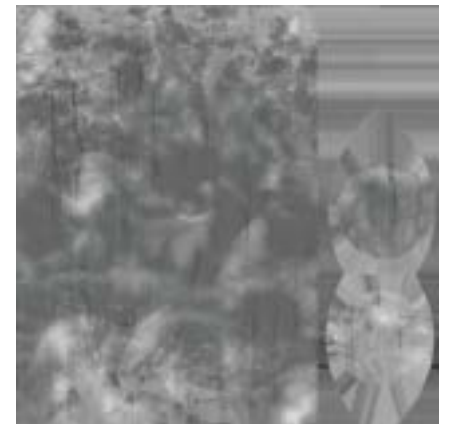
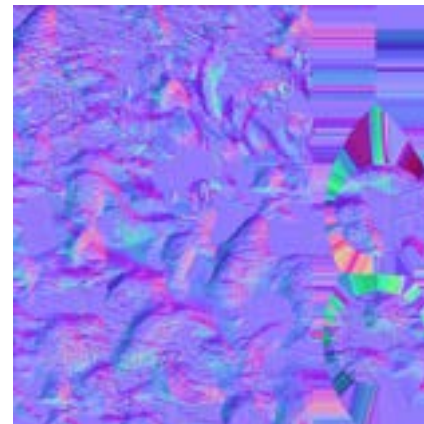
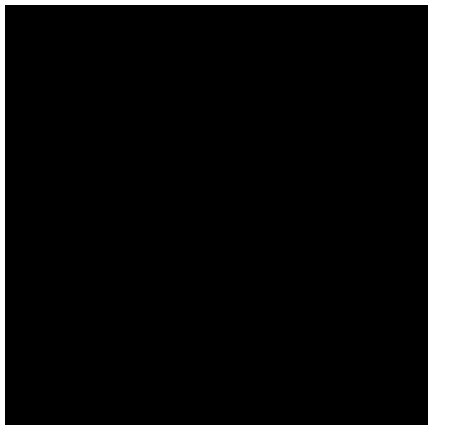
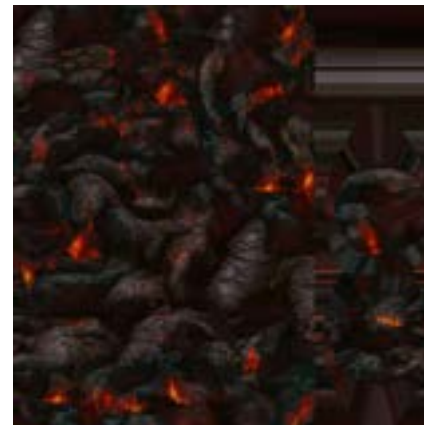
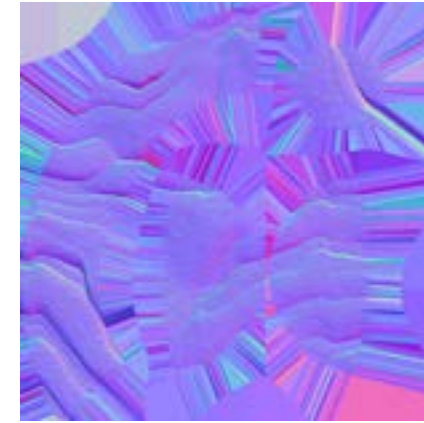
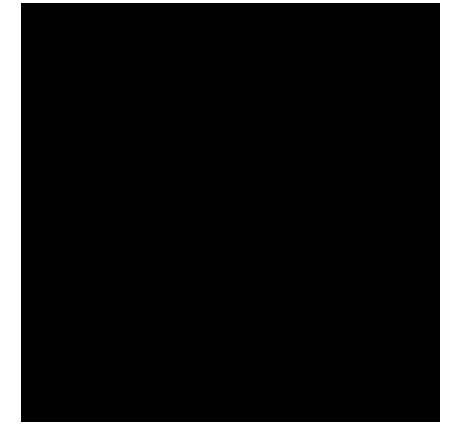
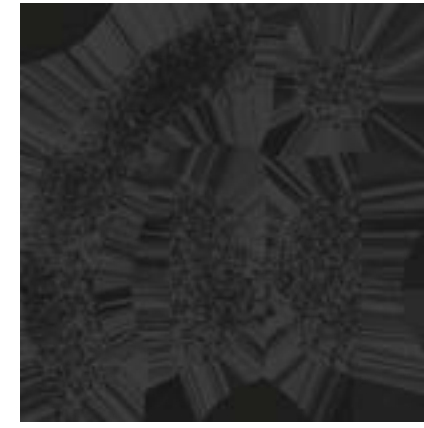
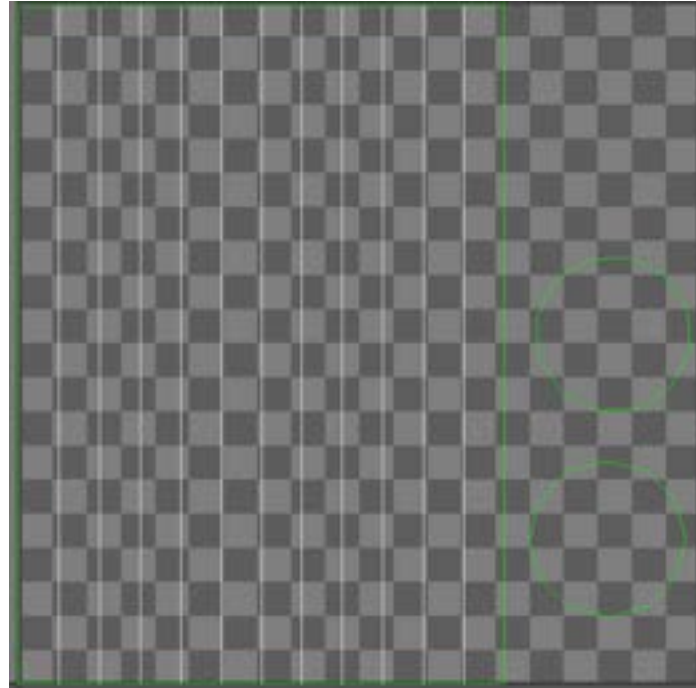
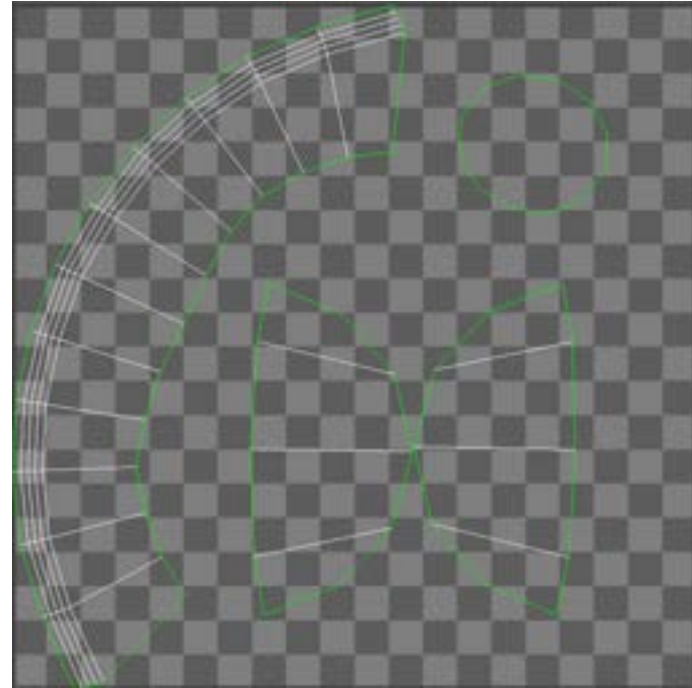
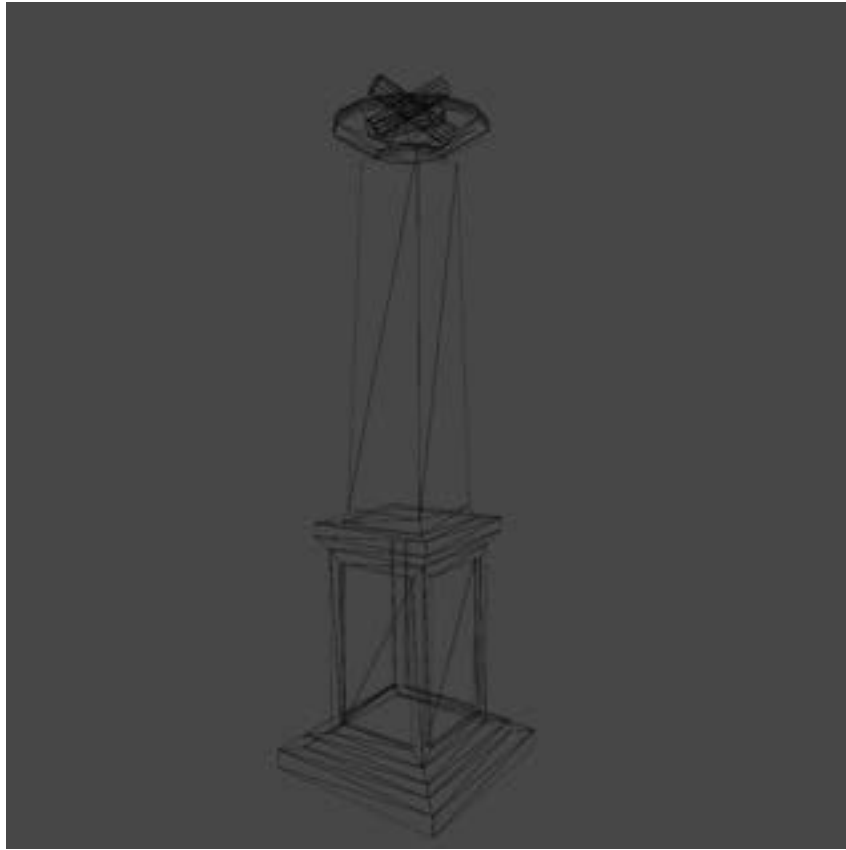
## 7. Fogata: Cuerpo



Fogata:

- Polys: 82
- Tris: 164
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

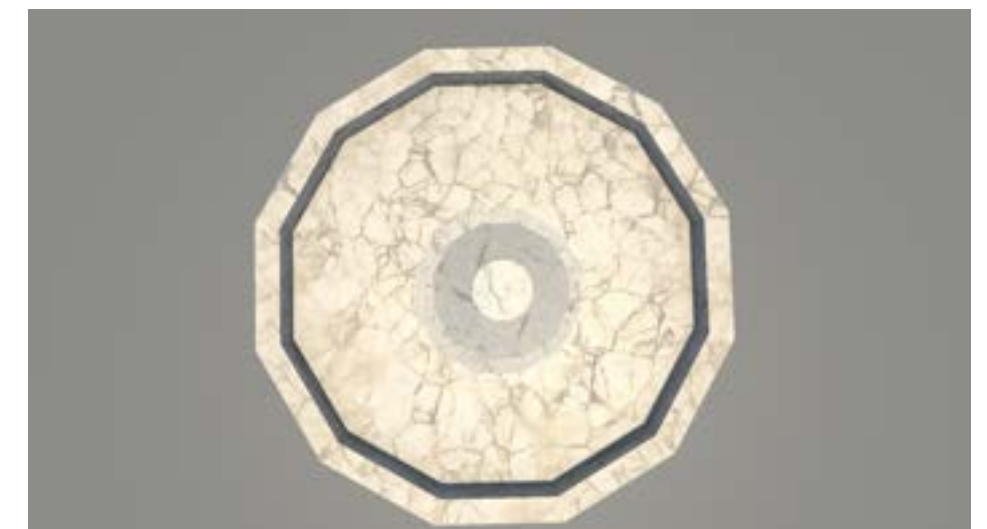
## 7. Fogata: Base y Troncos



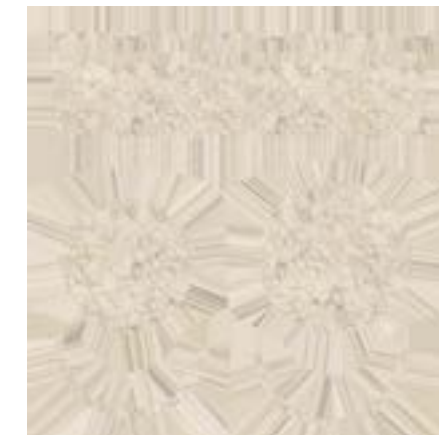
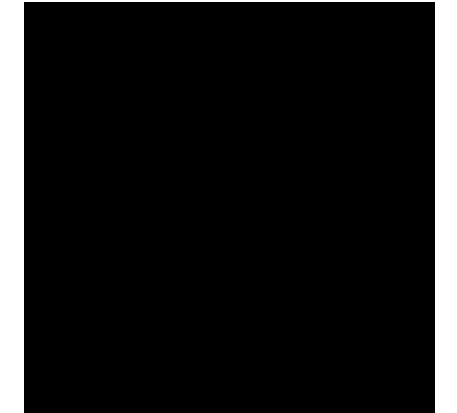
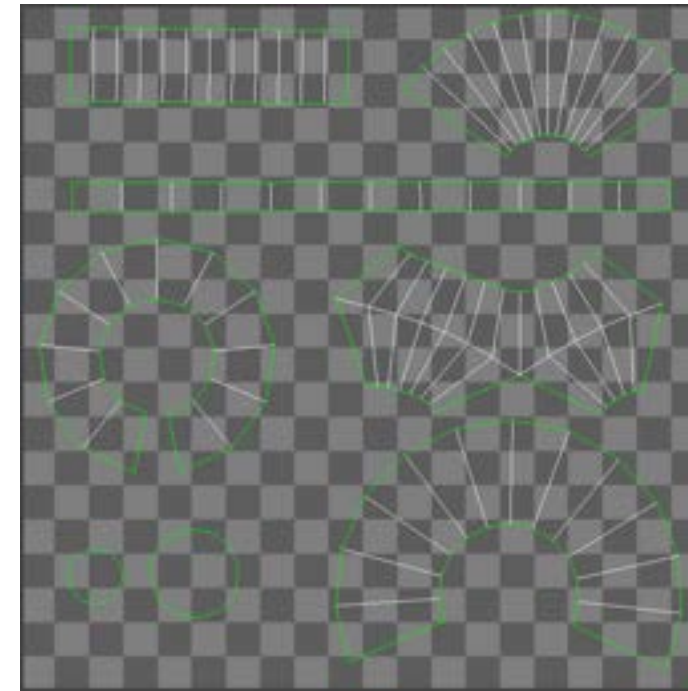
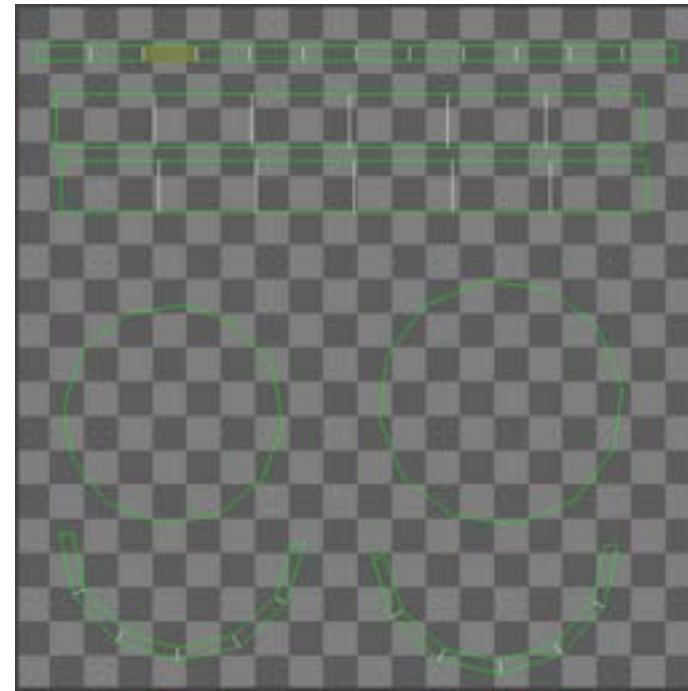
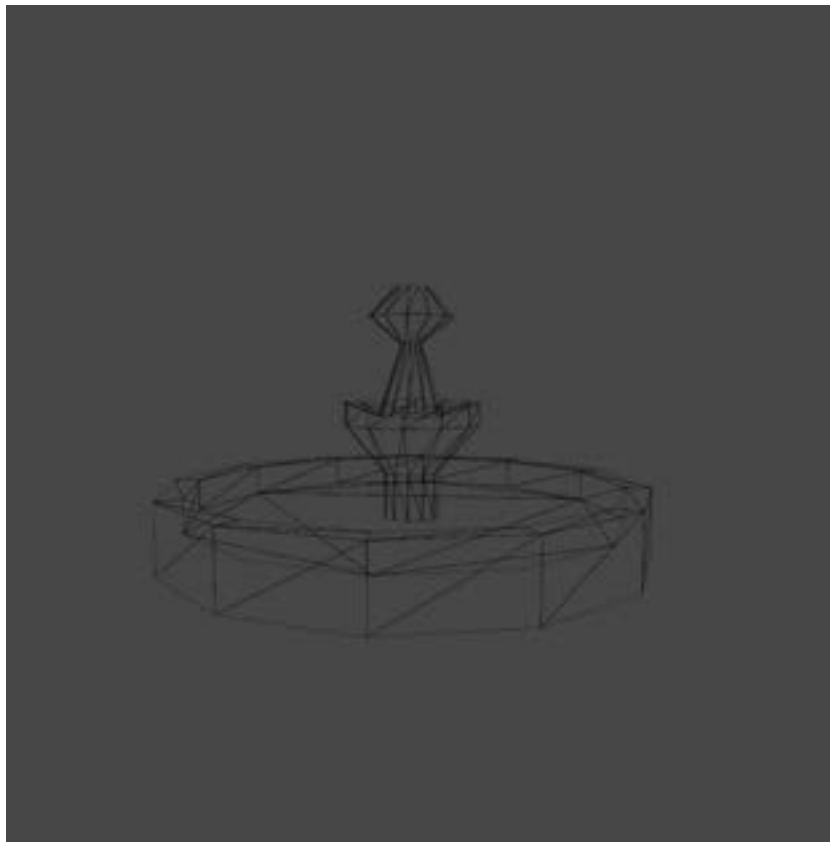
Base y Troncos:

- Polys: 111
- Tris: 278
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 8. Fuente



## 8. Fuente



Fuente:

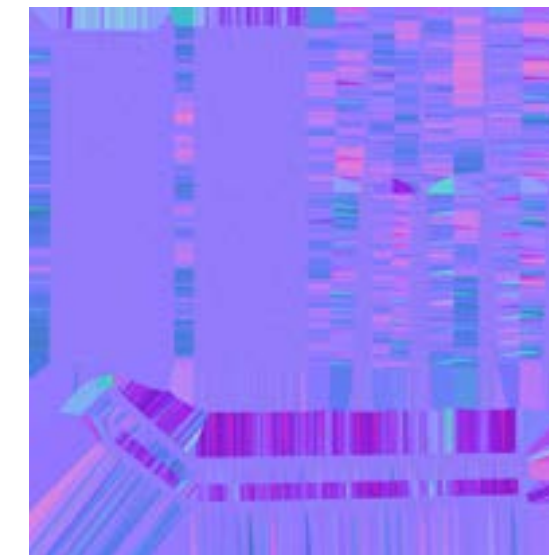
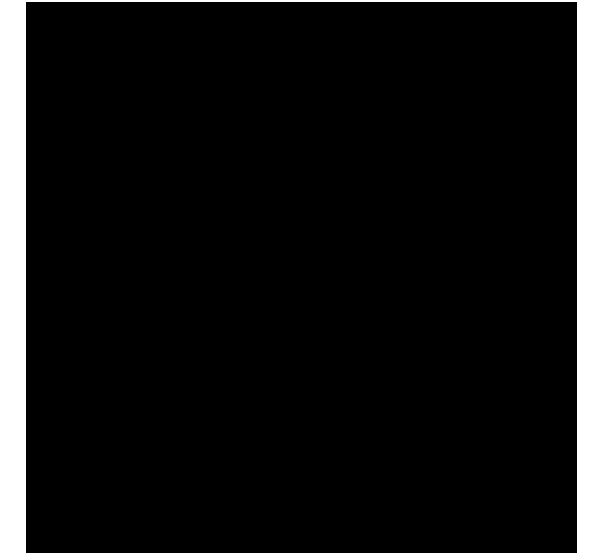
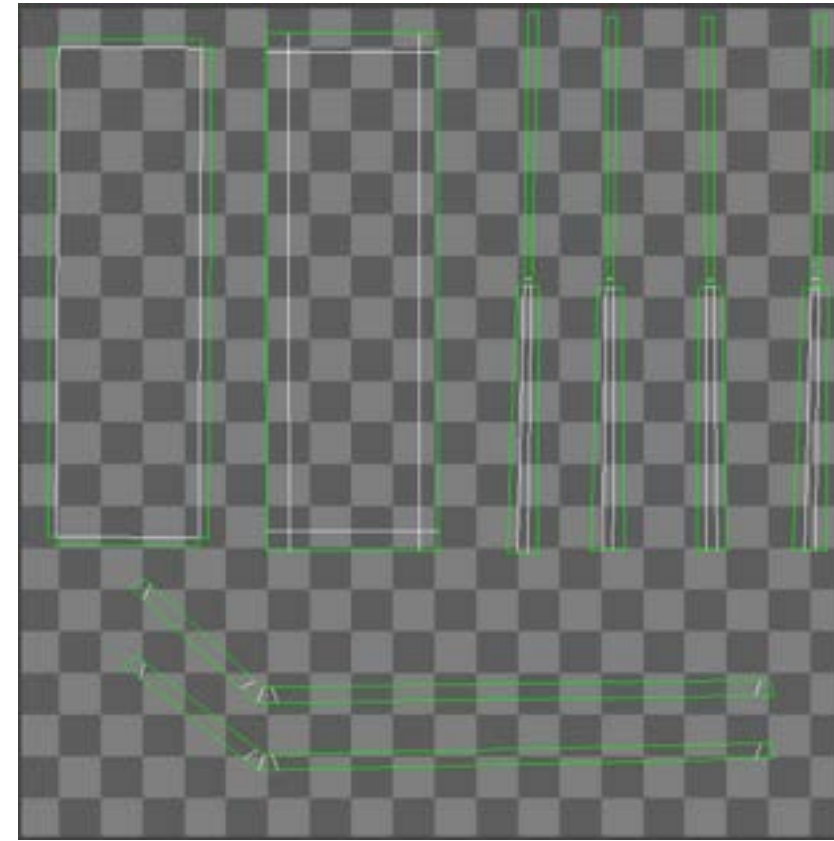
- Polys: 124
- Tris: 280
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512



## 9. Mesa



## 9. Mesa



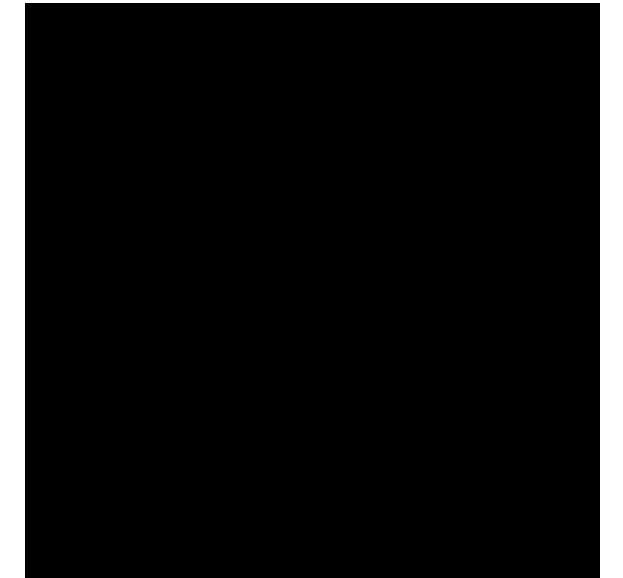
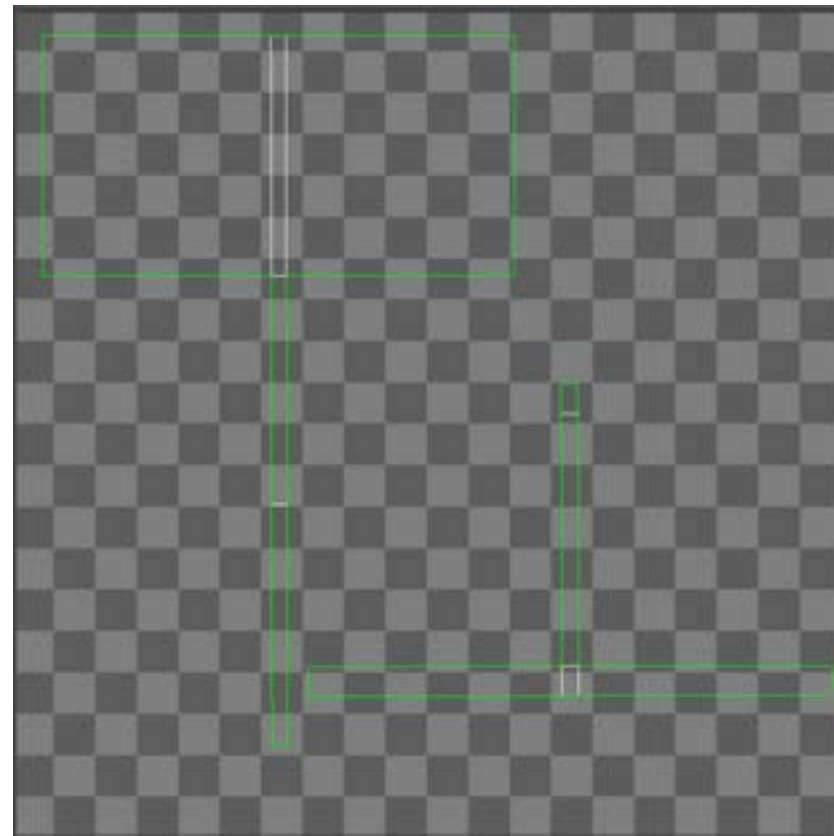
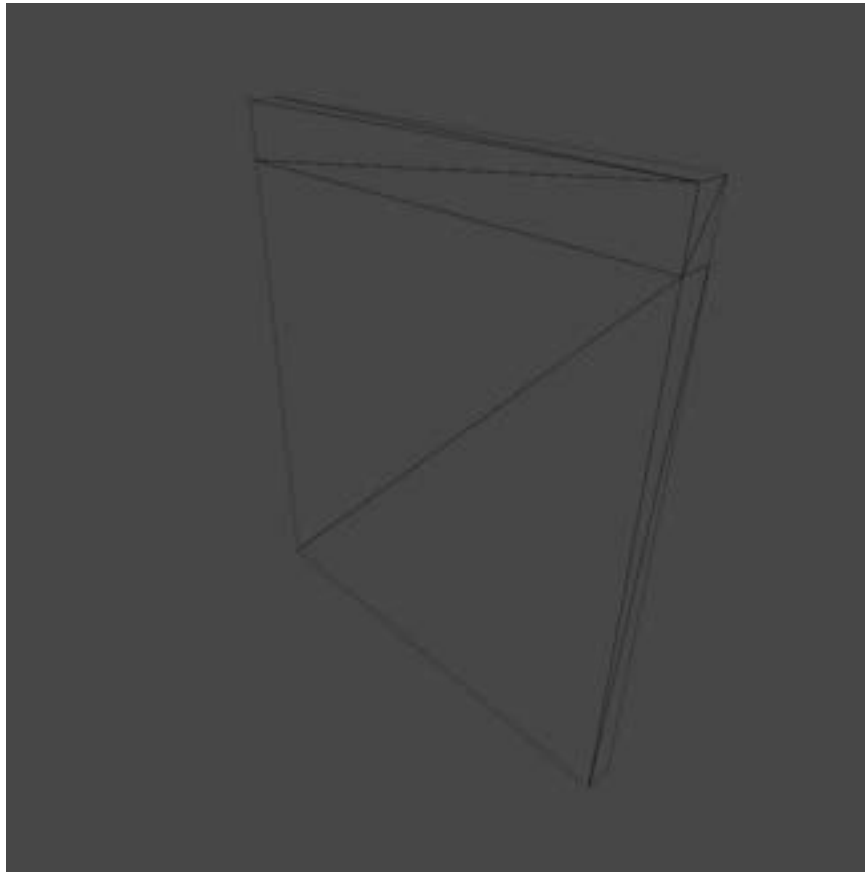
Mesa:

- Polys: 46
- Tris: 92
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

# 10. Muro



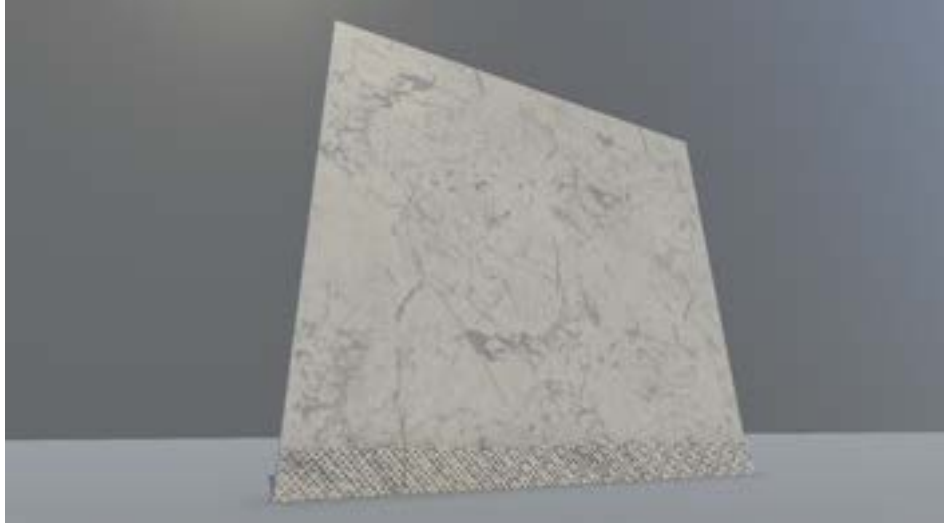
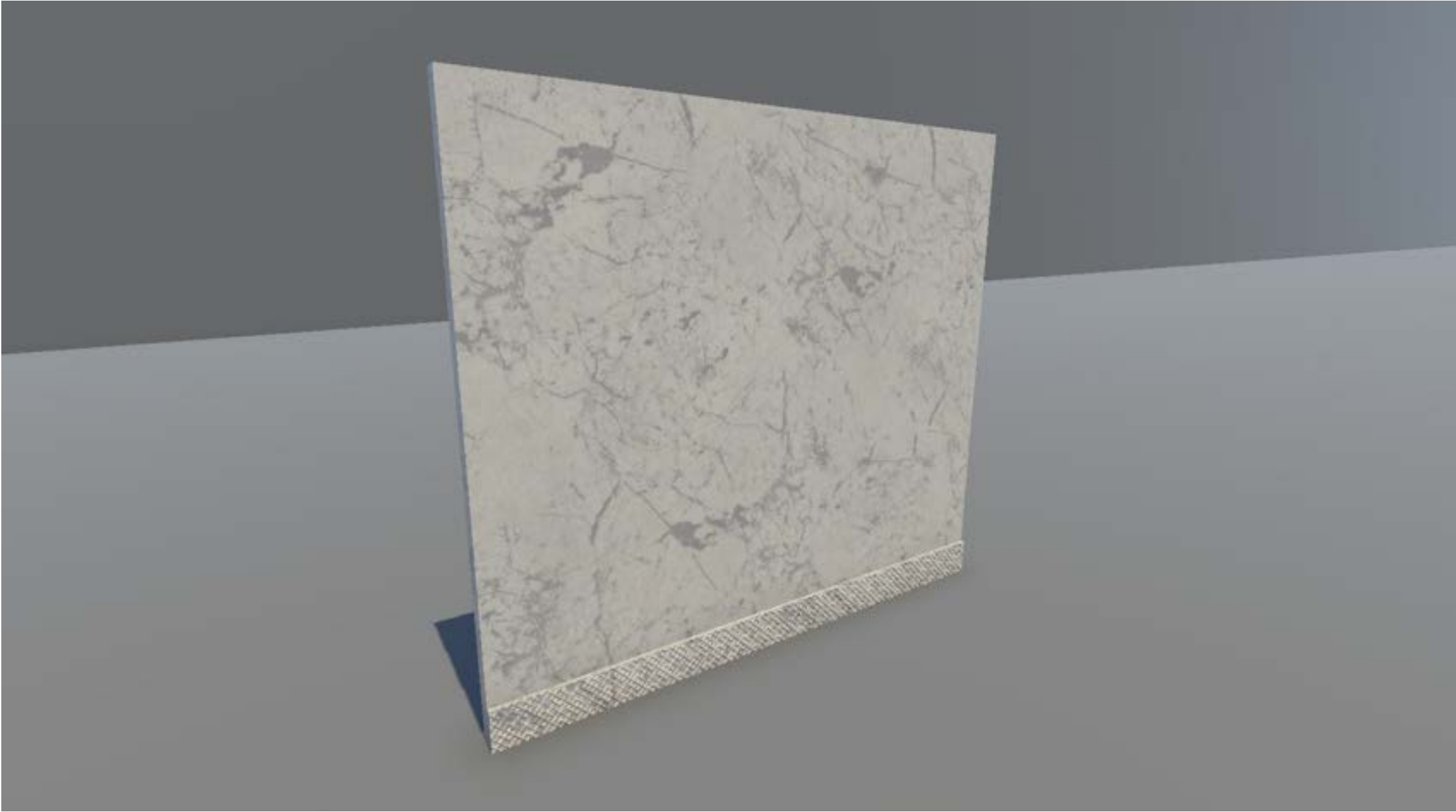
# 10. Muro



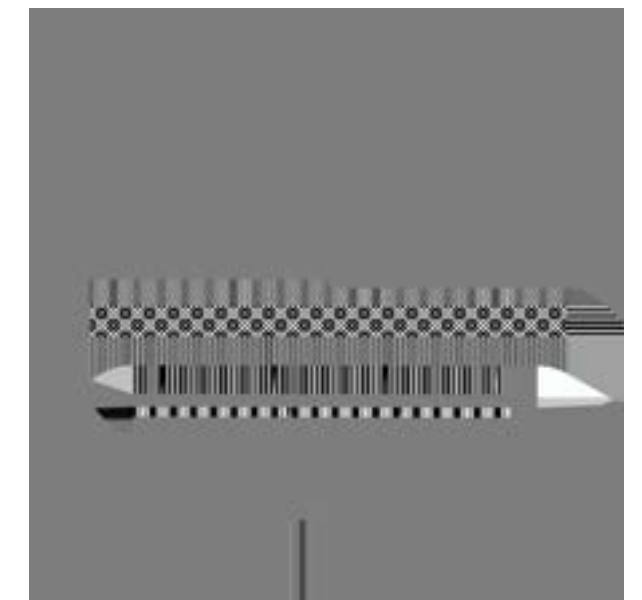
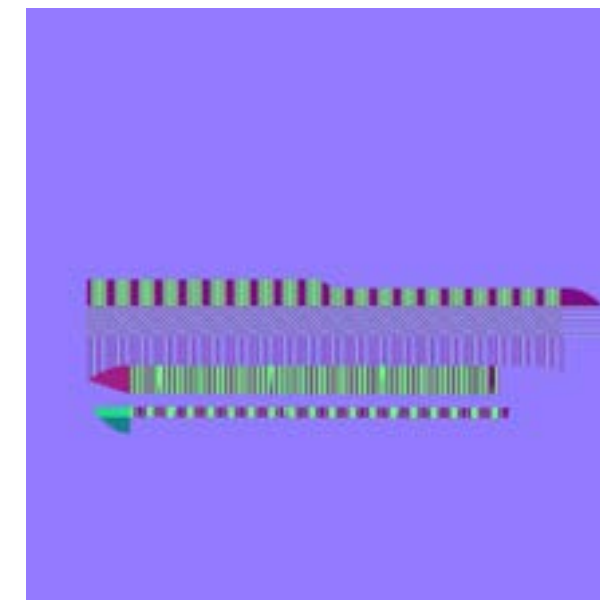
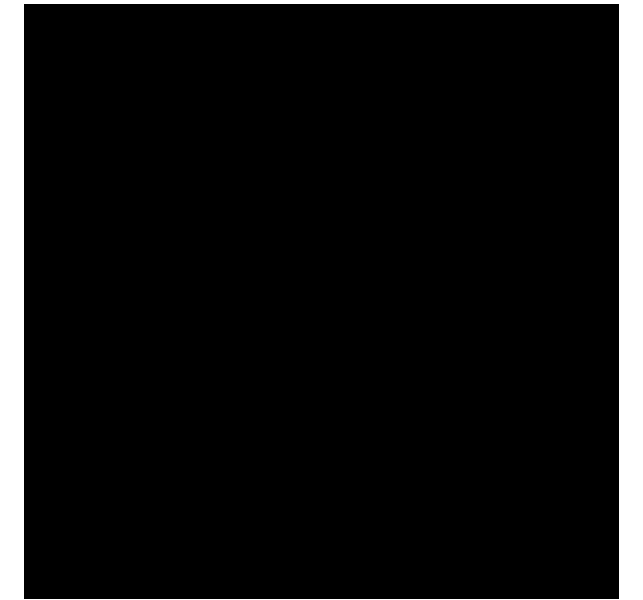
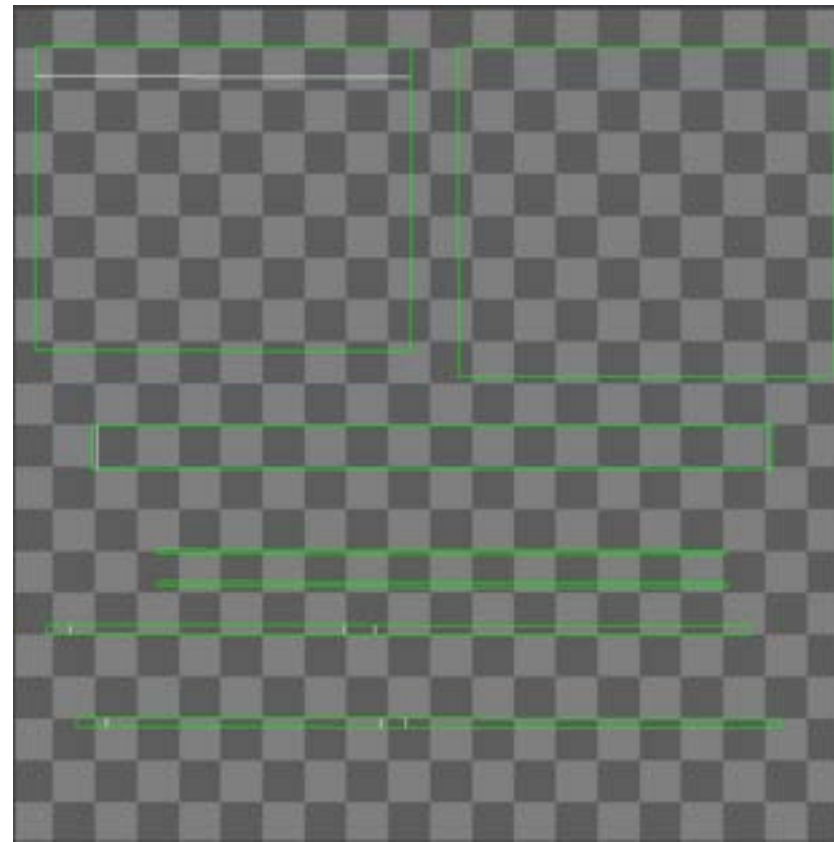
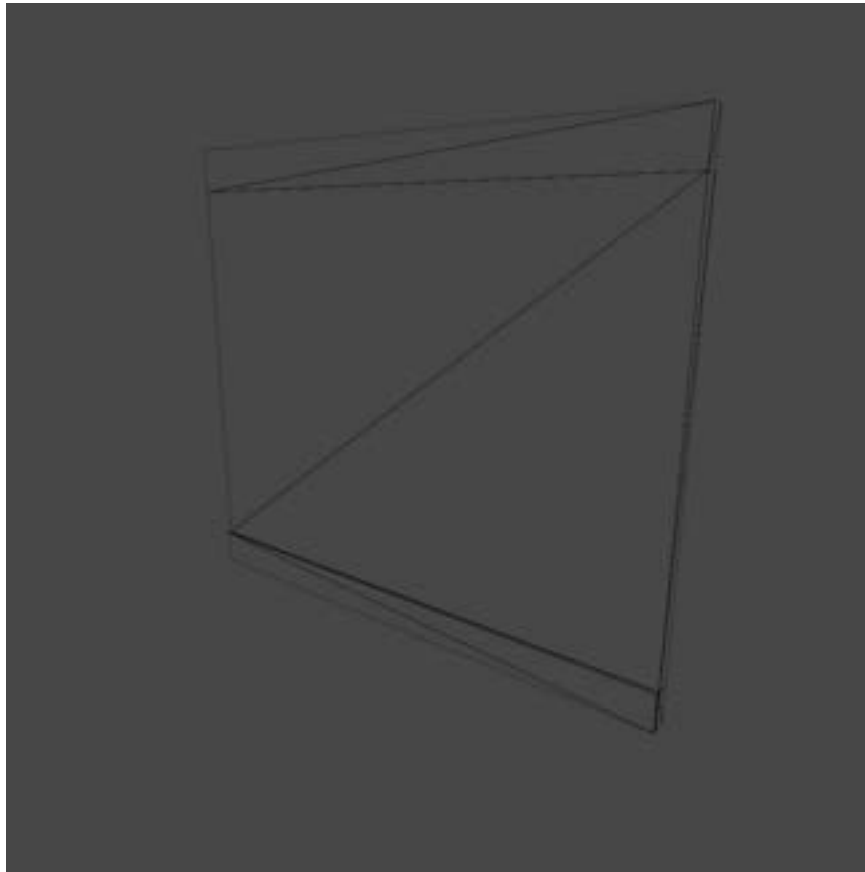
Muro:

- Polys: 10
- Tris: 20
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

# 11. Muro Interior



# 11. Muro Interior



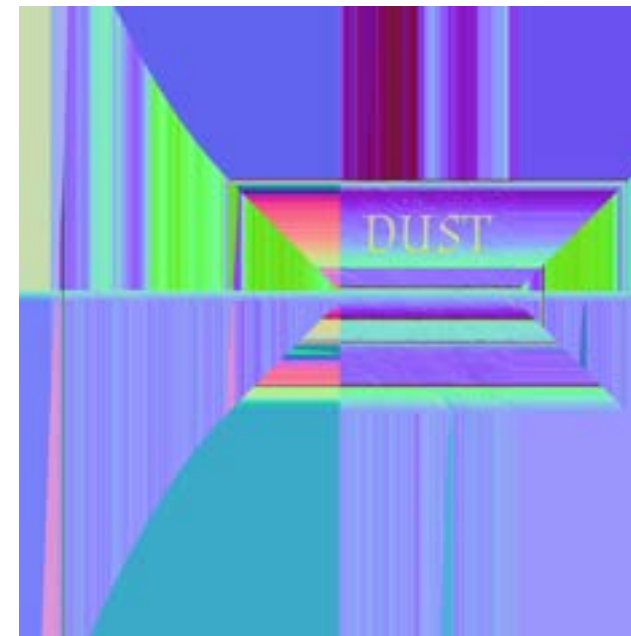
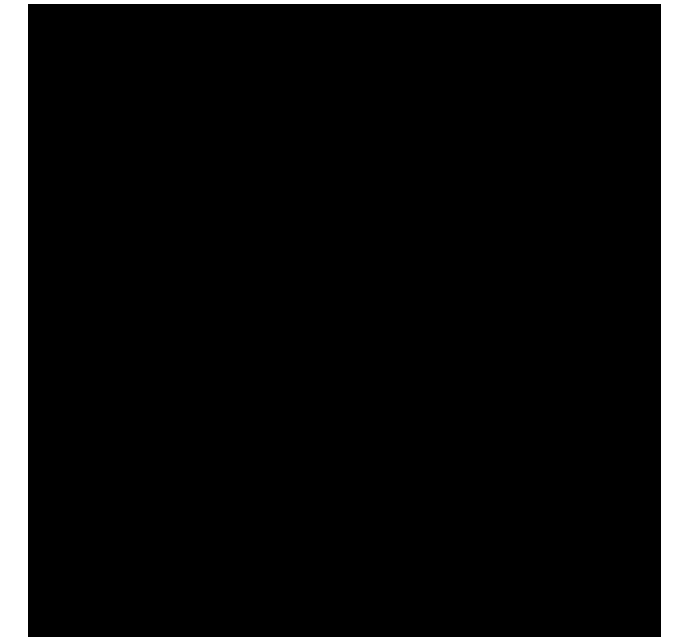
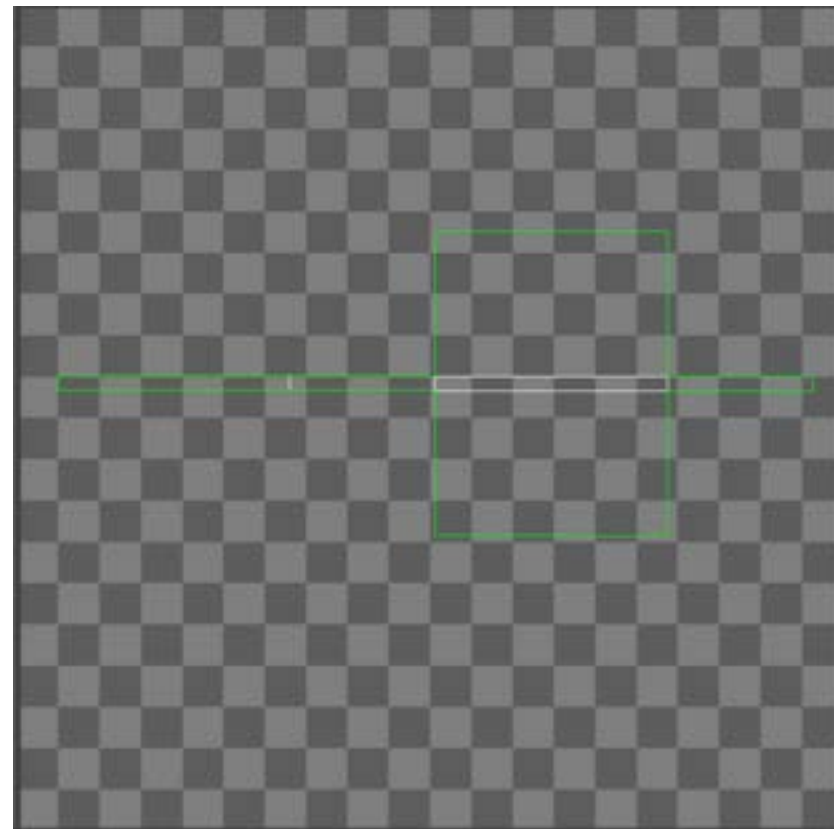
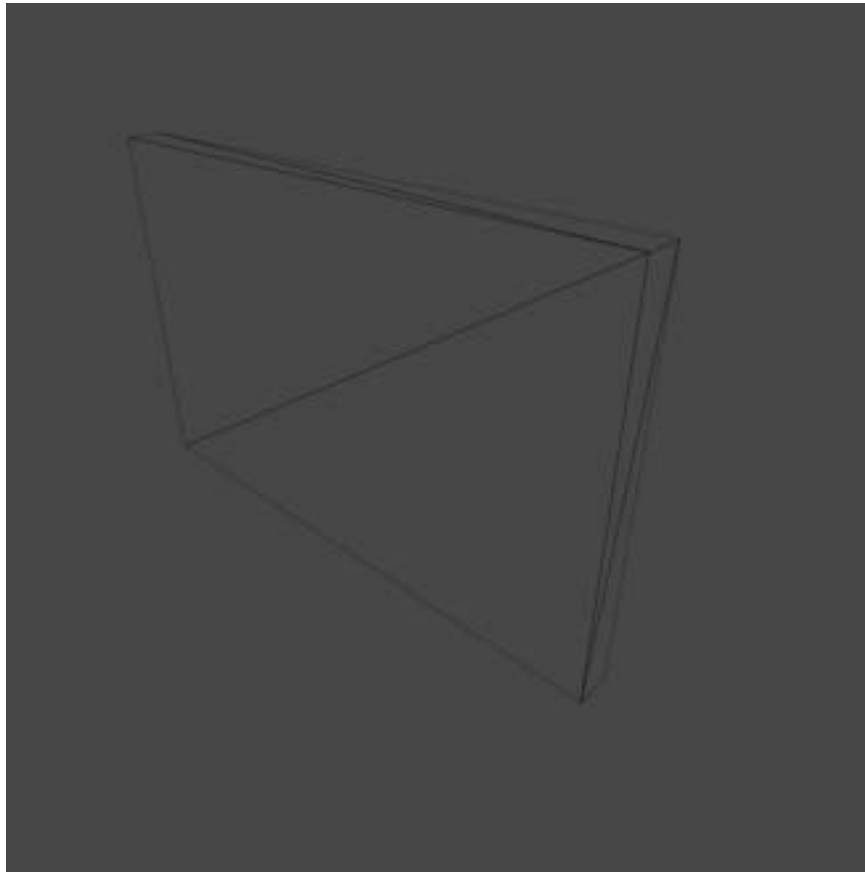
Muro Interior:

- Polys: 16
- Tris: 36
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 12. Placa



## 12. Placa

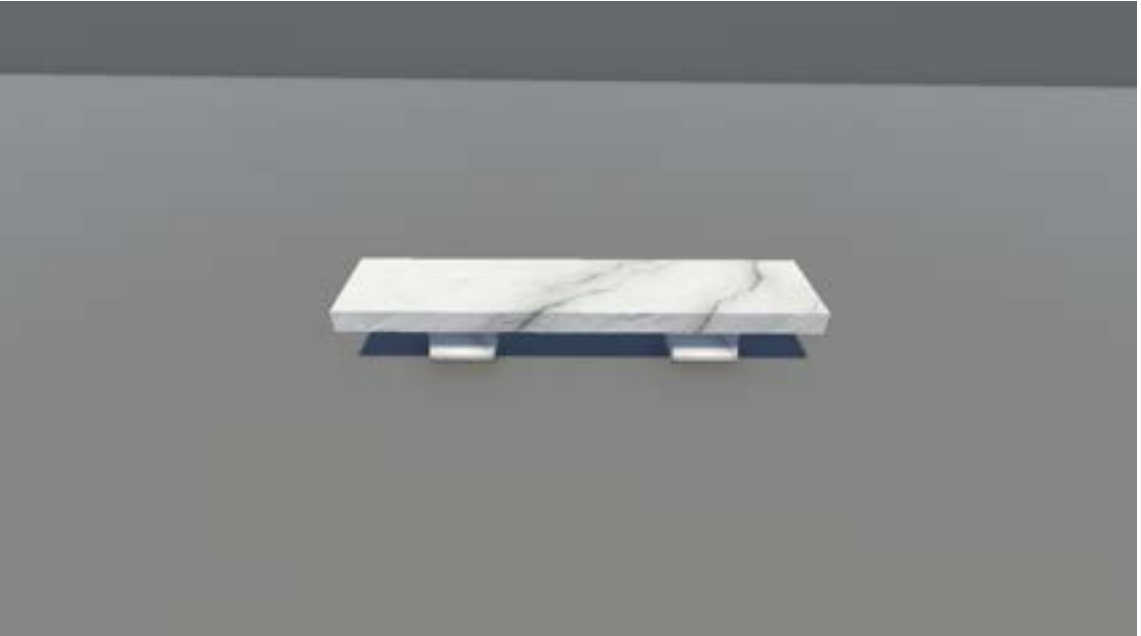
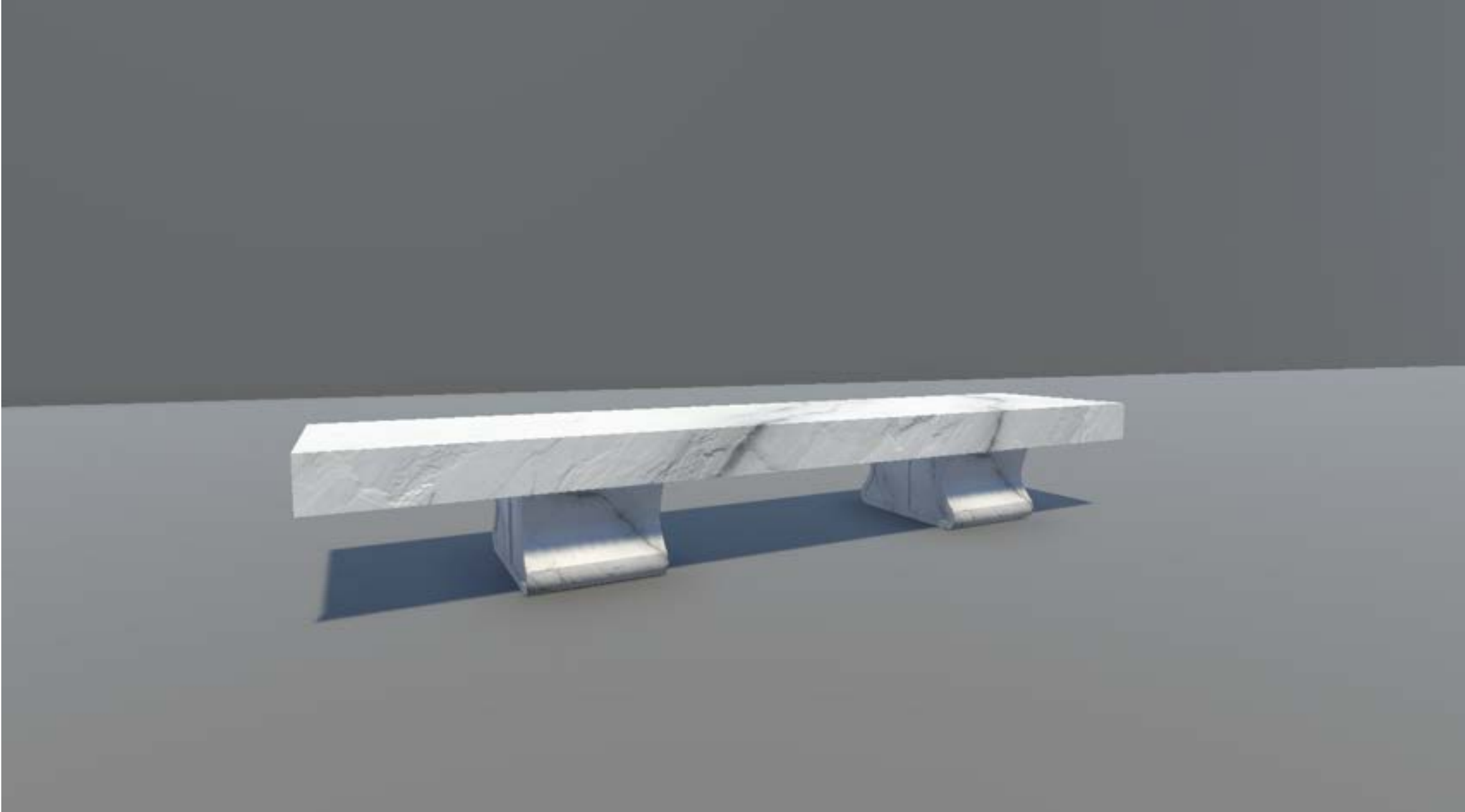


Placa:

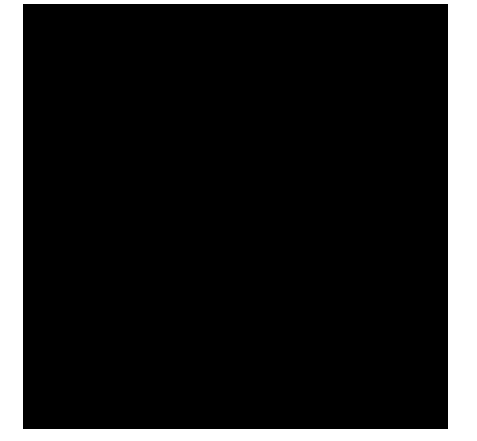
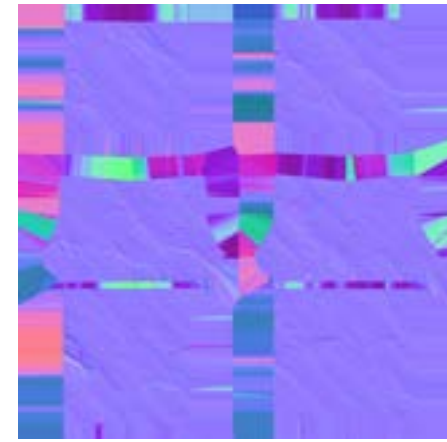
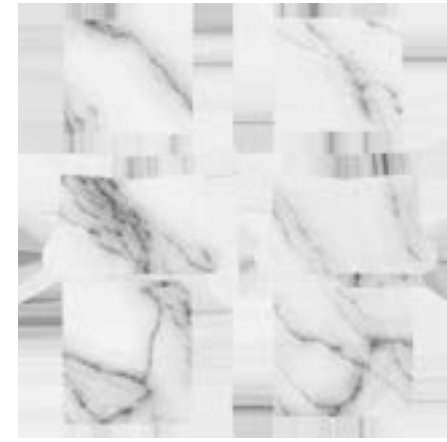
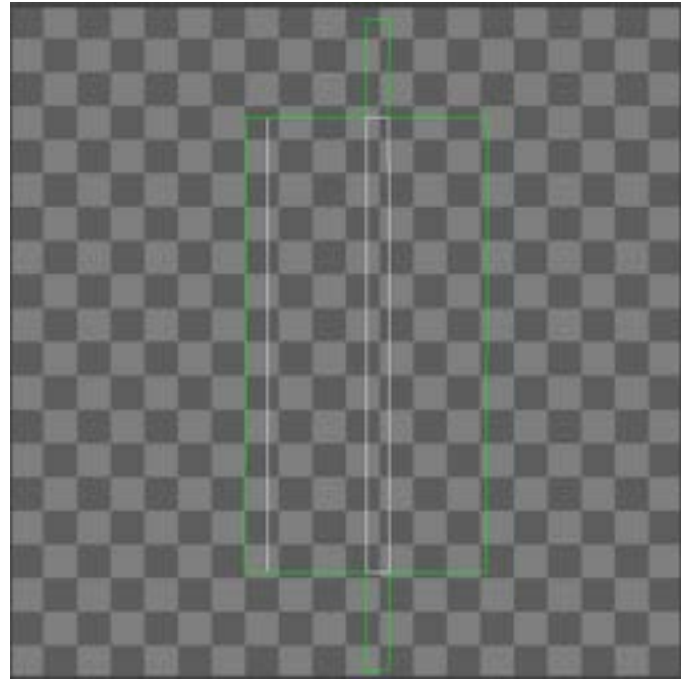
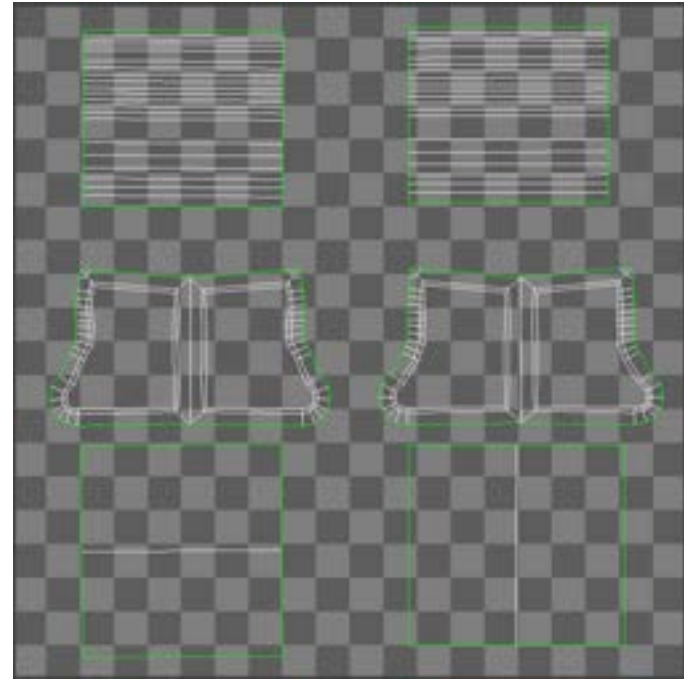
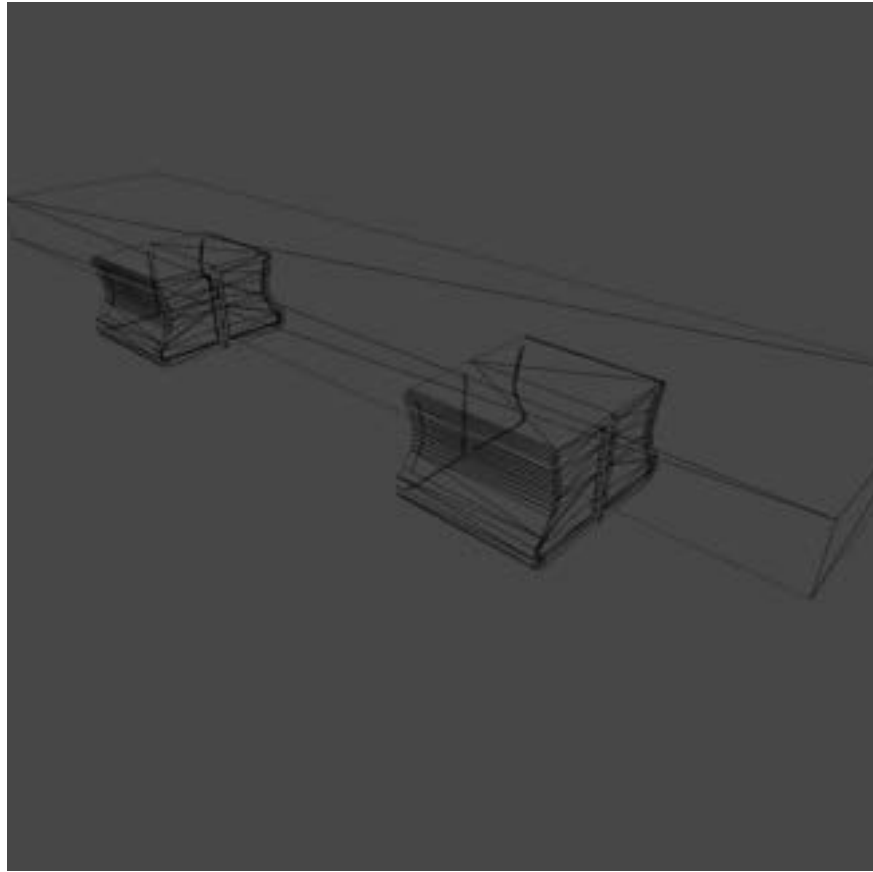
- Polys: 6
- Tris: 12
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512



# 13. Banco



# 13. Banco



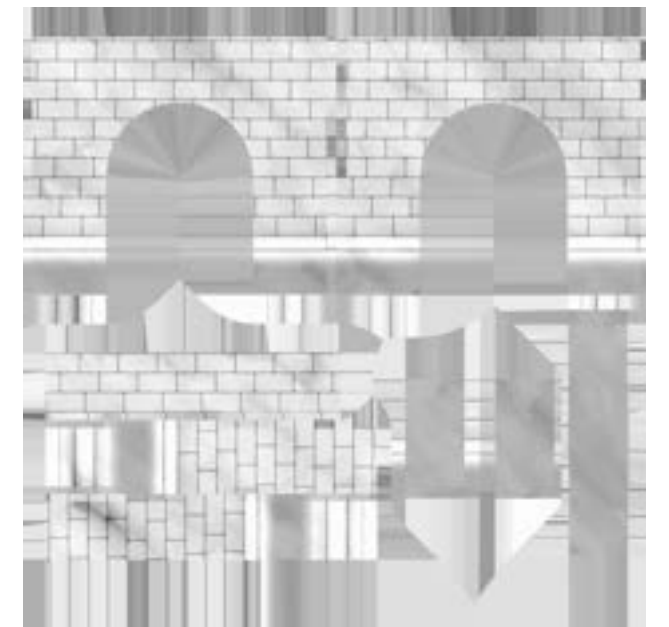
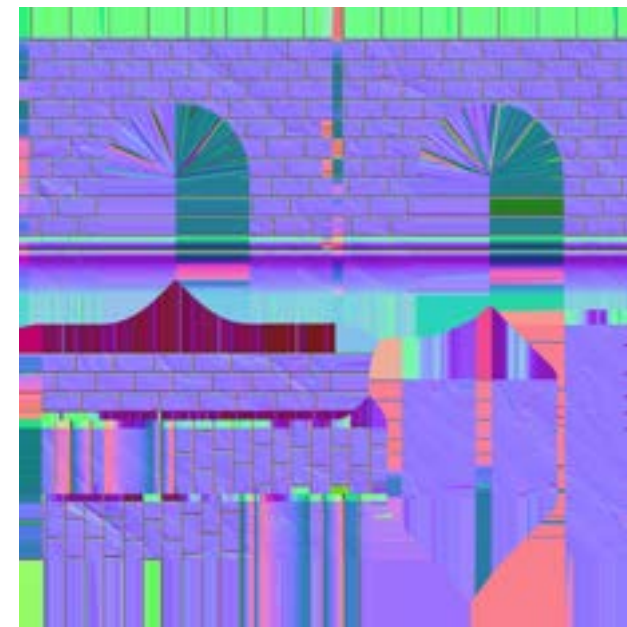
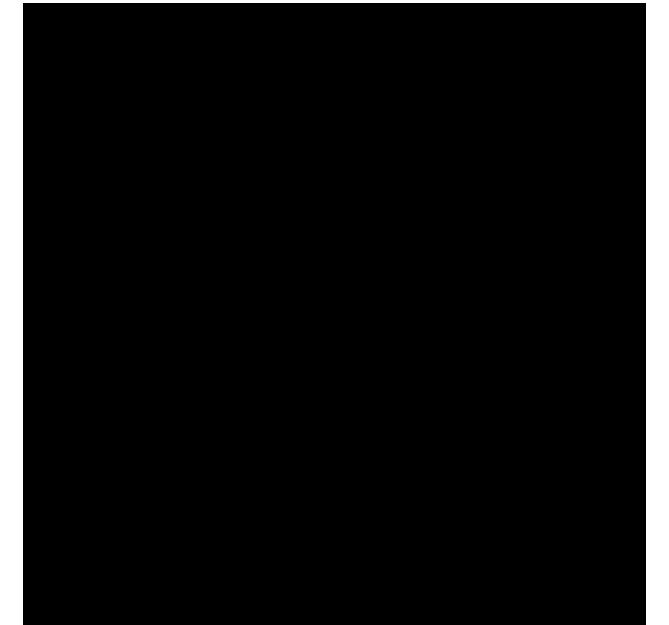
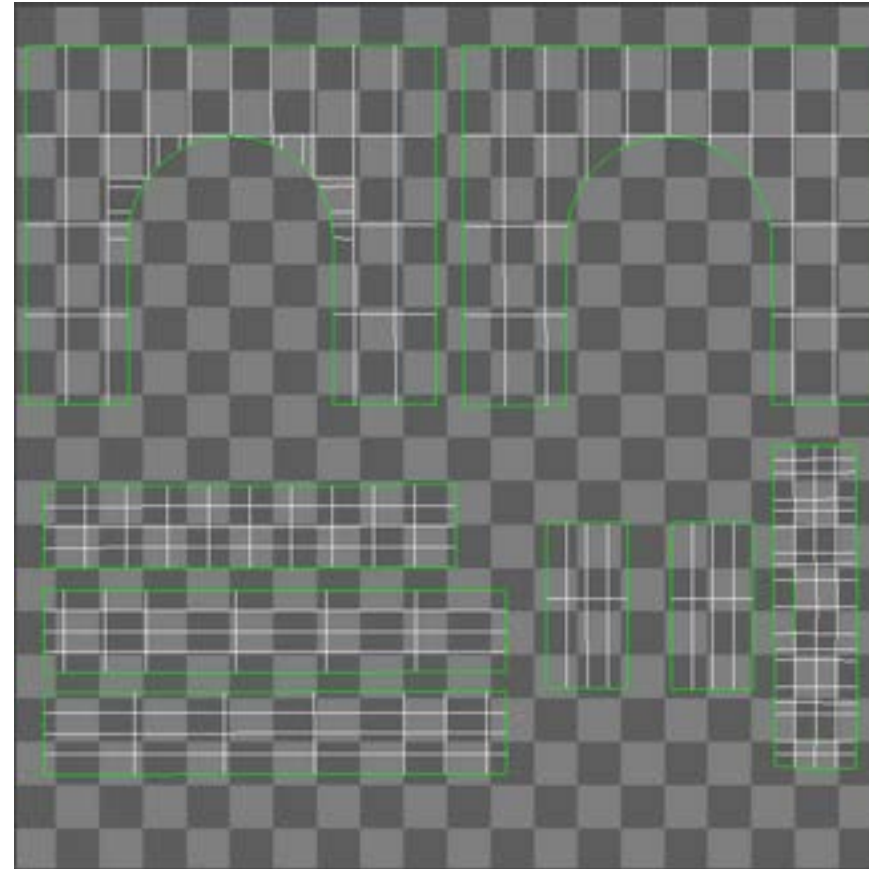
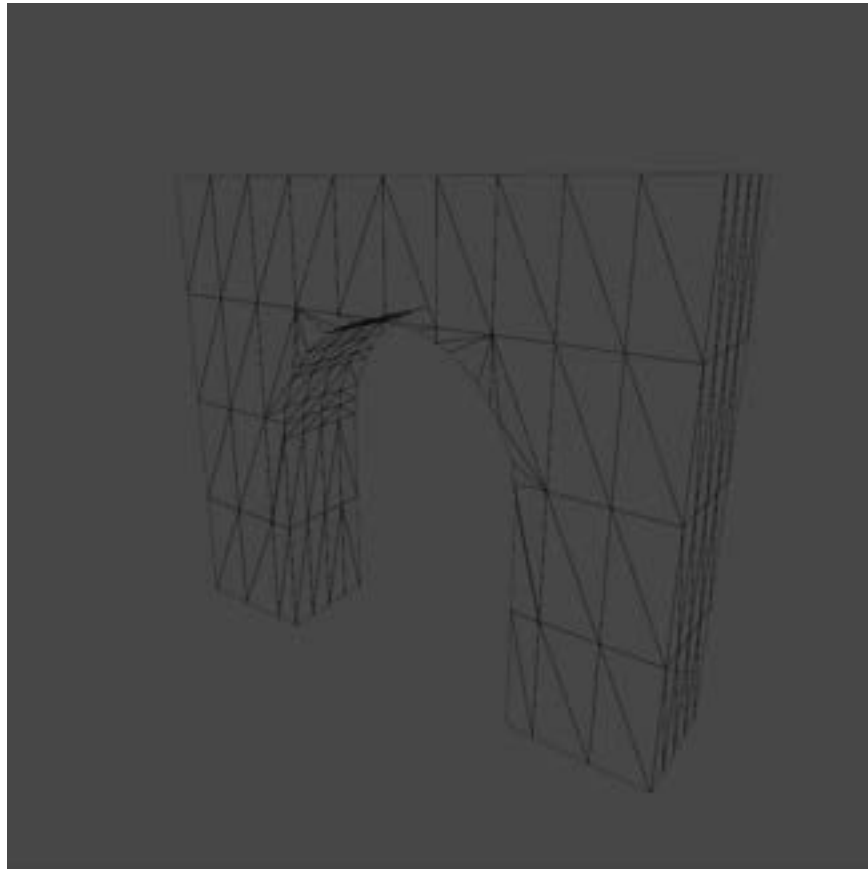
Banco:

- Polys: 442
- Tris: 1118
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

# 14. Muro Arco



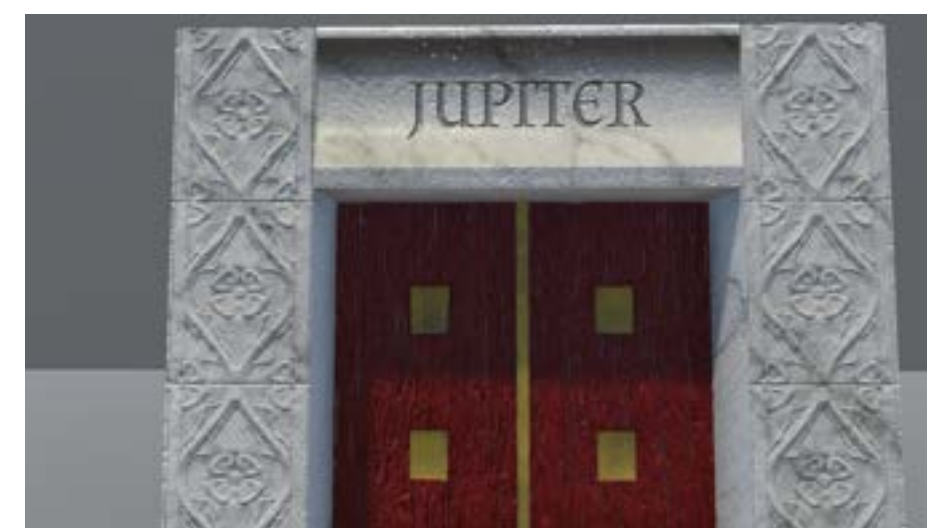
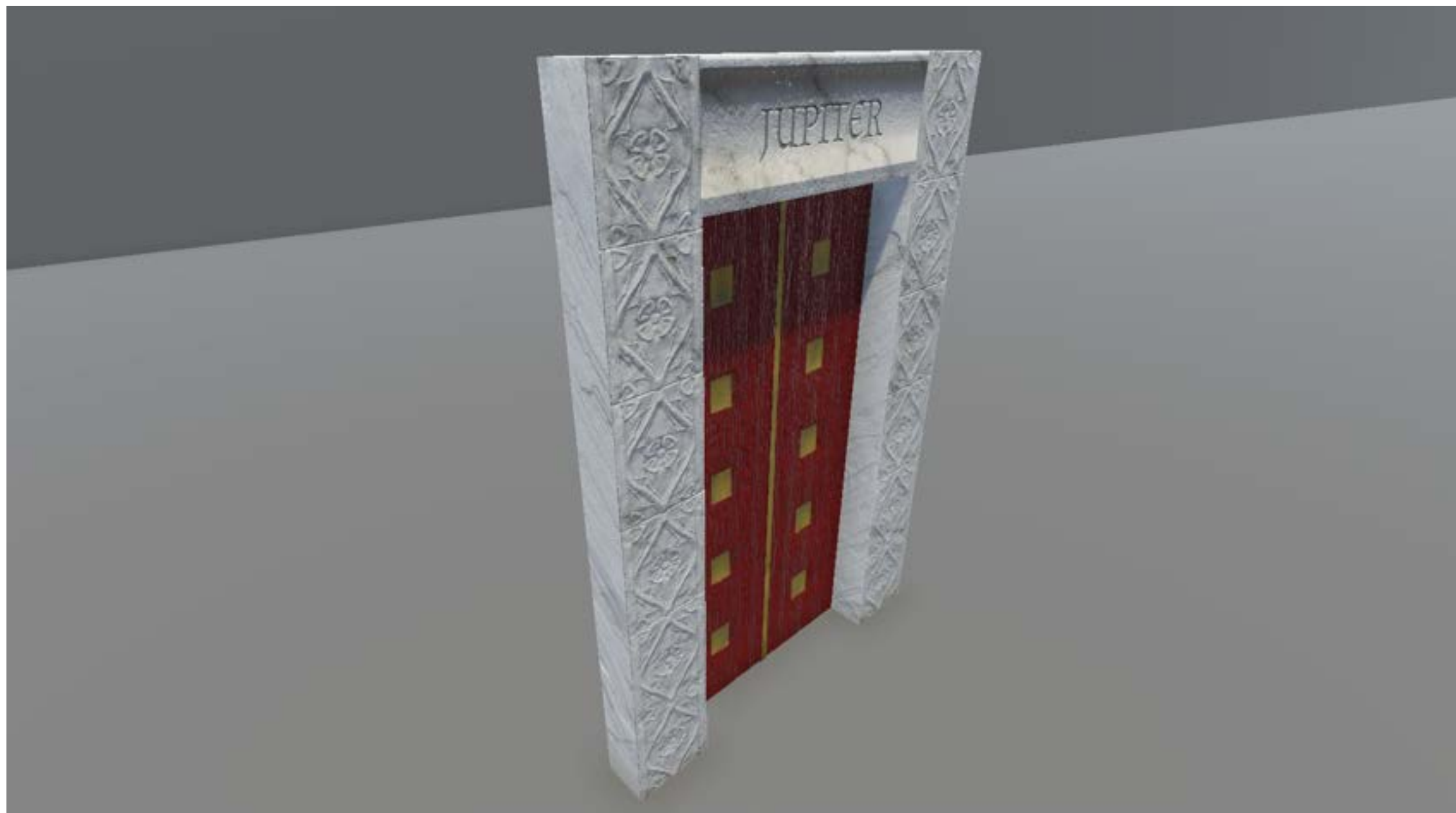
## 14. Muro Arco



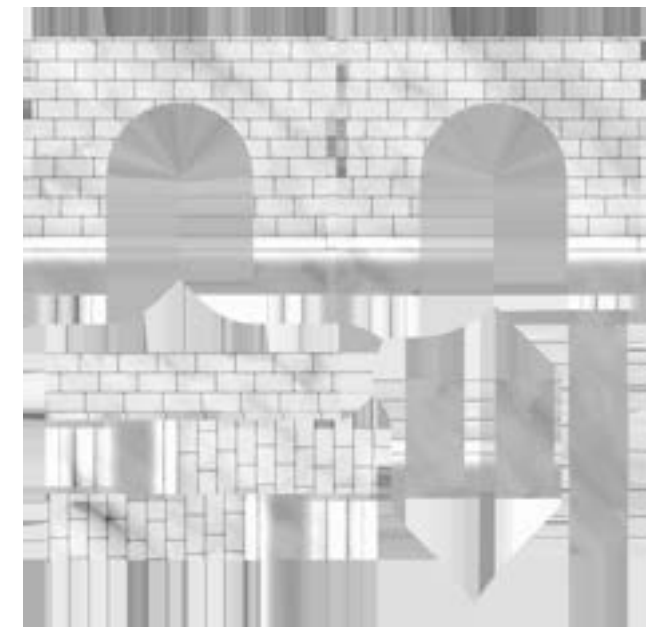
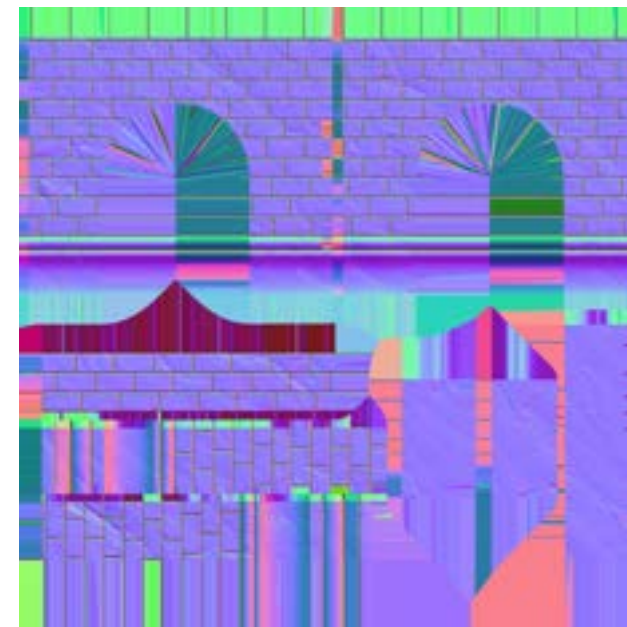
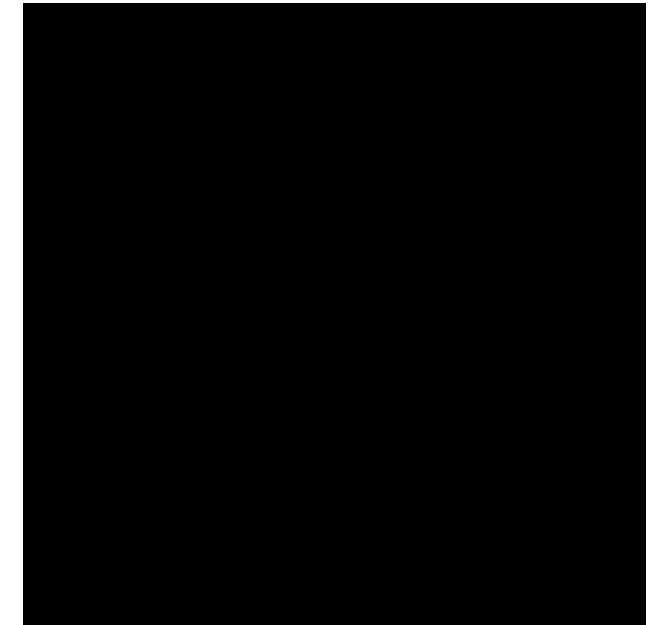
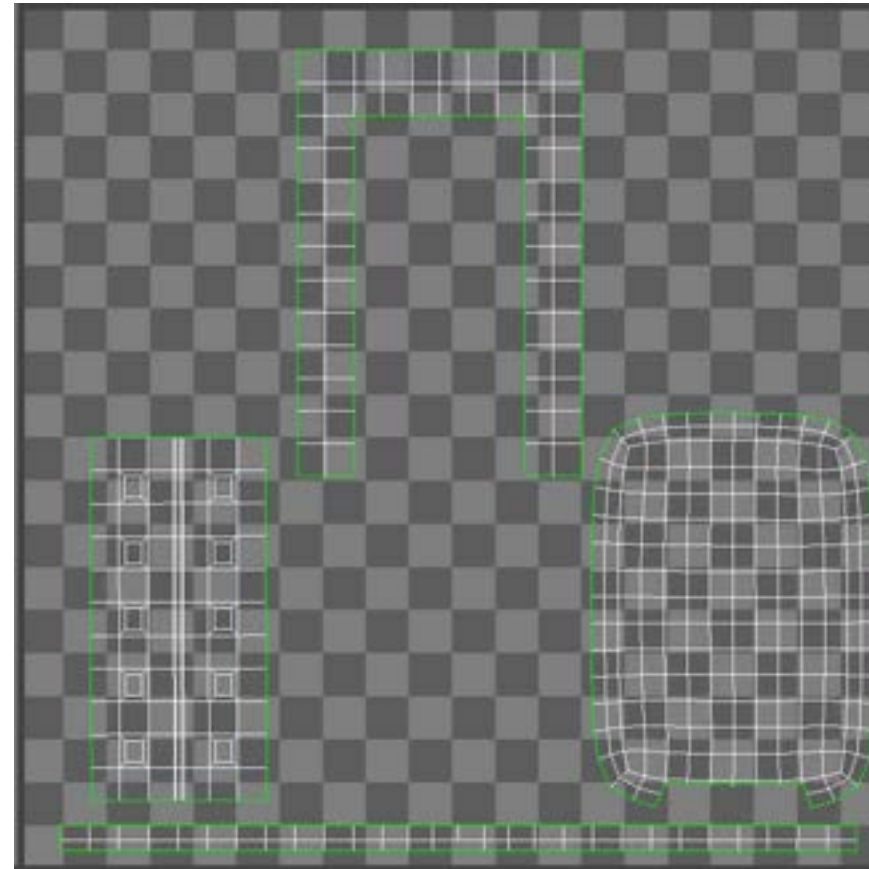
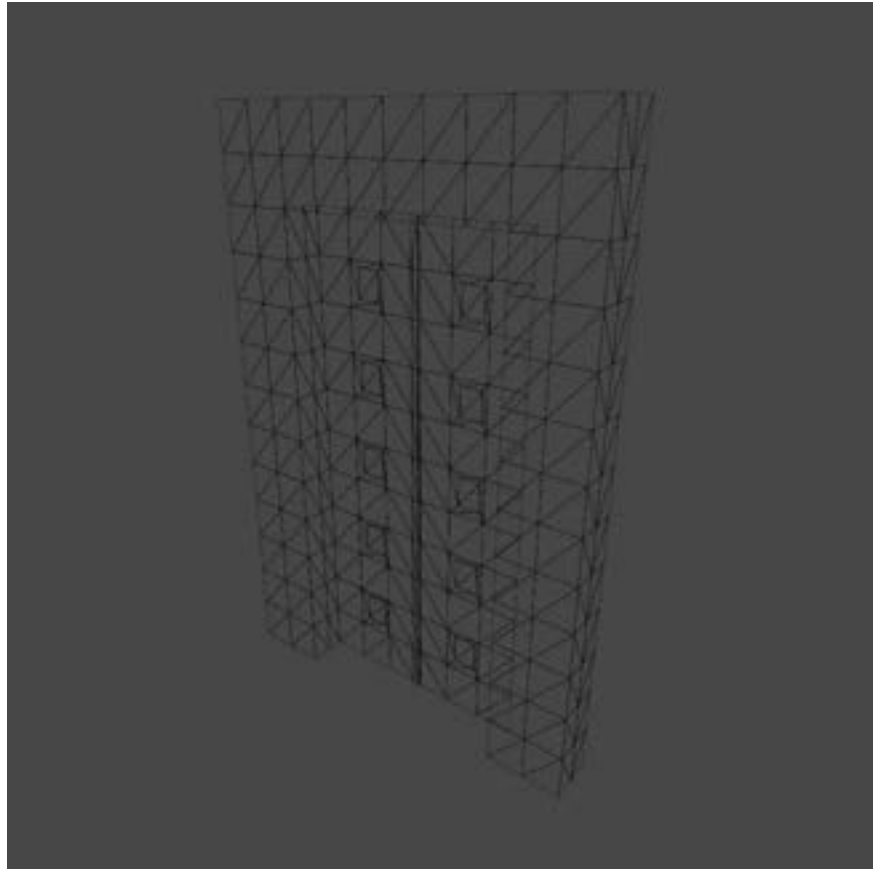
Muro Arco:

- Polys: 544
- Tris: 260
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 15. Puerta 02



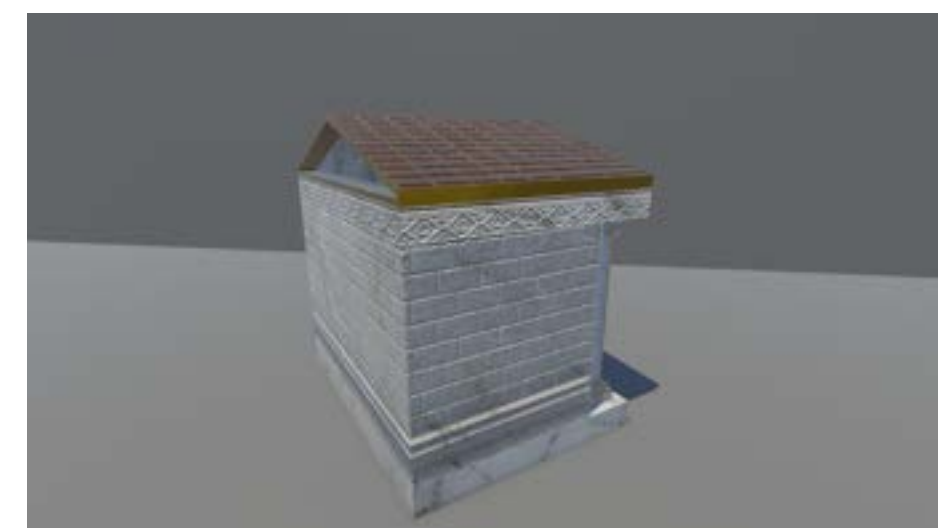
## 15. Puerta 02



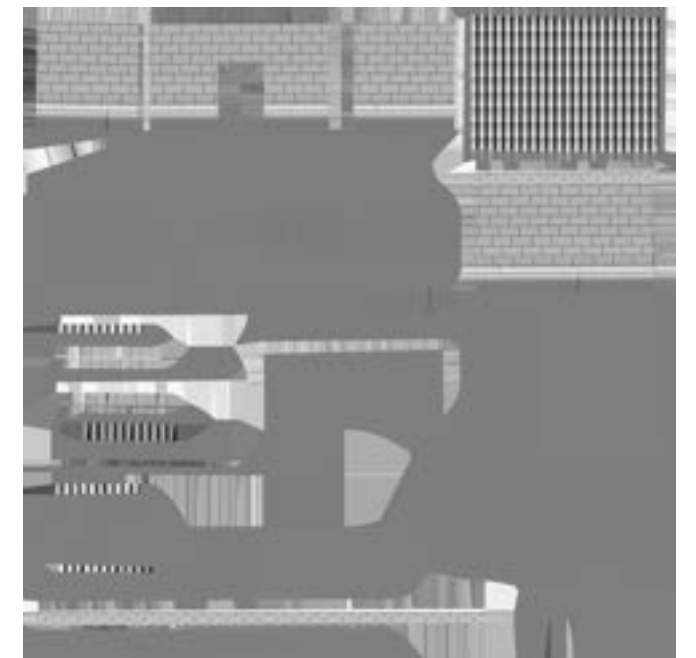
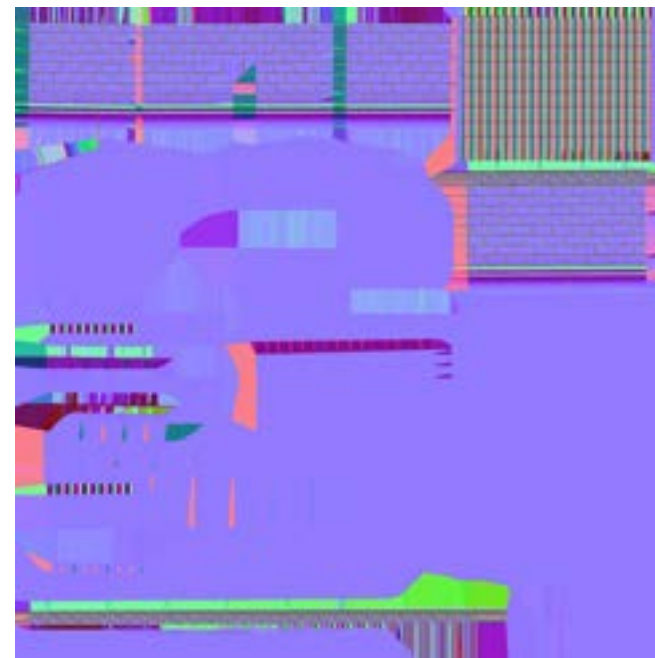
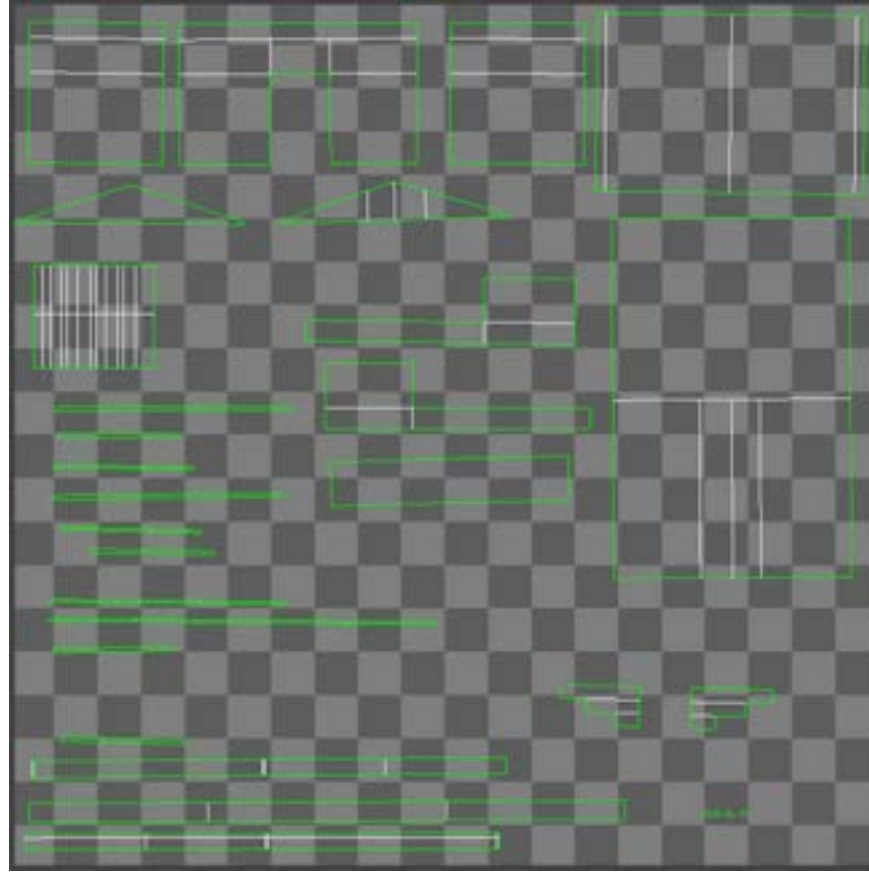
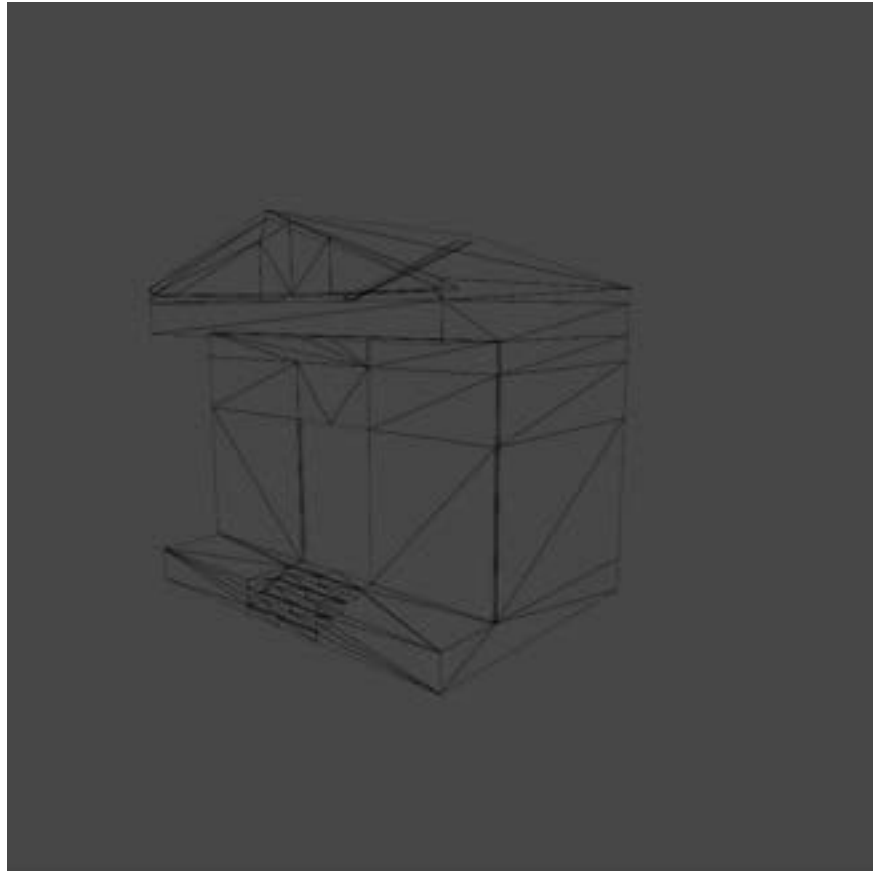
Puerta 02:

- Polys: 474
- Tris: 958
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 16. Templo



## 16. Templo



Templo:

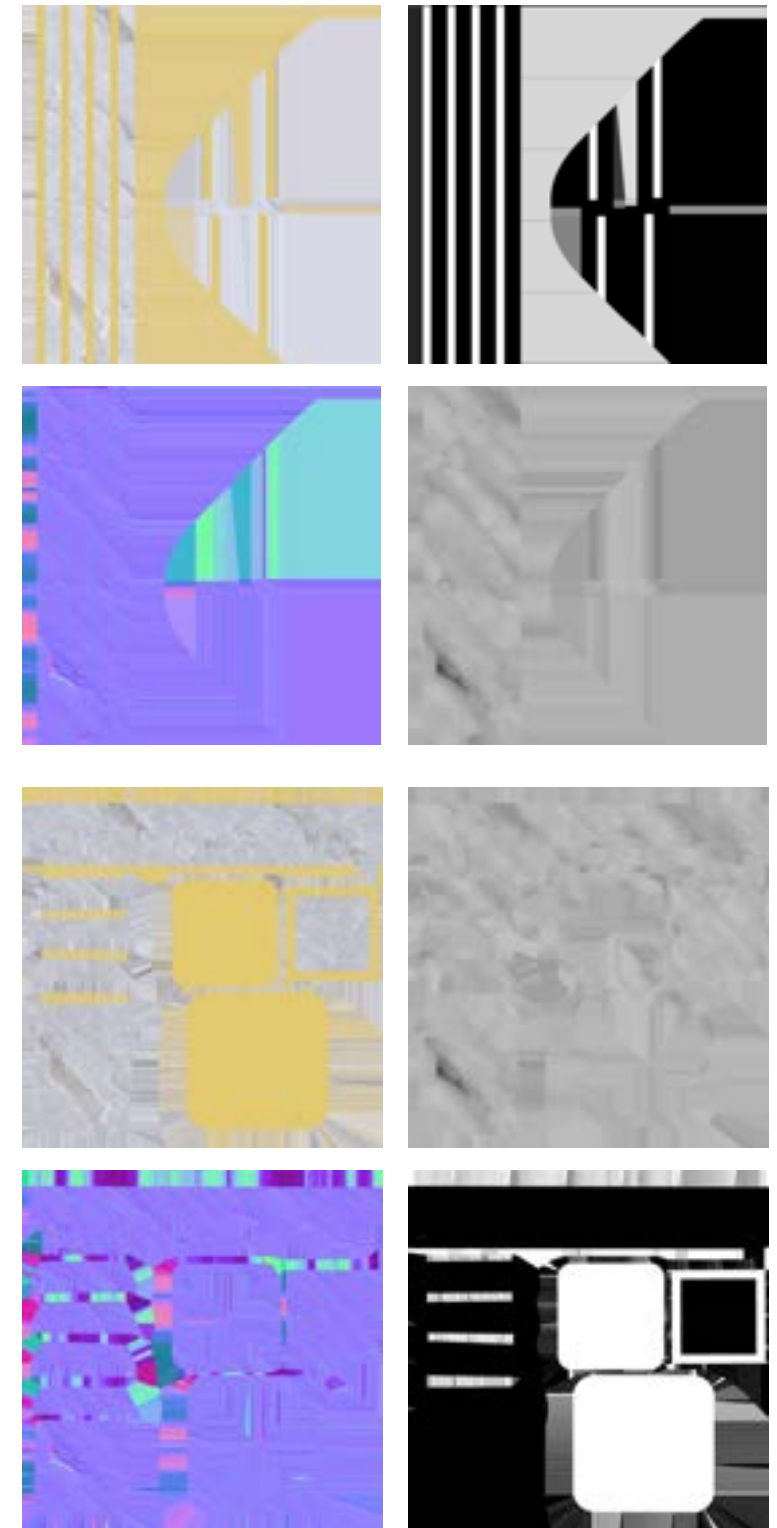
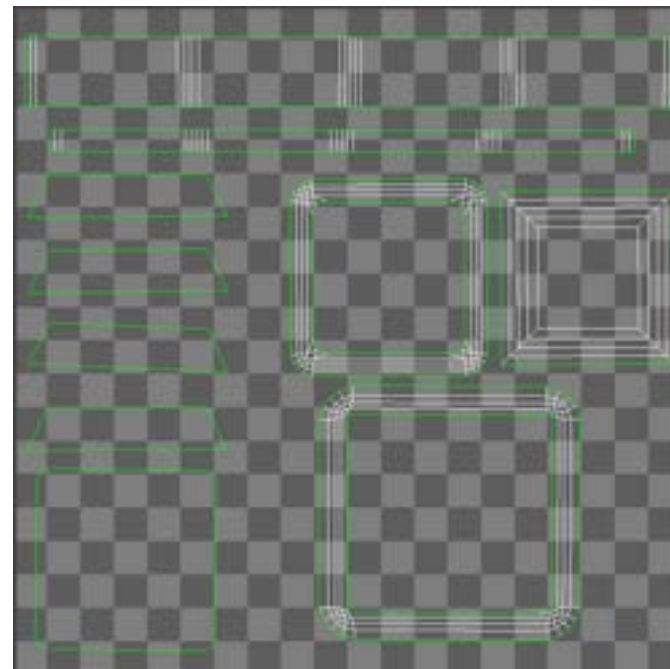
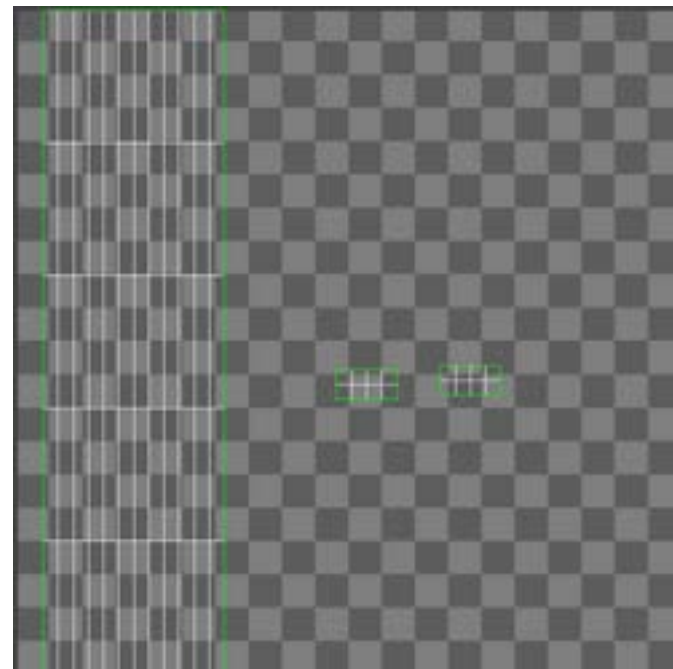
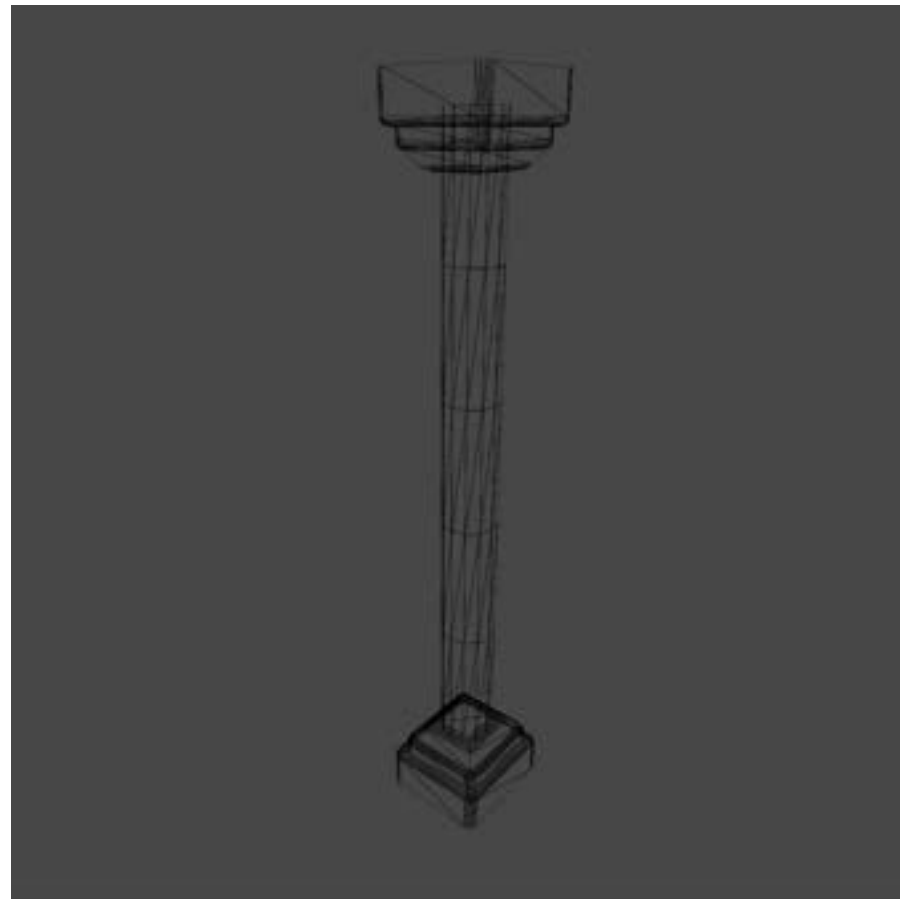
- Polys: 107
- Tris: 264
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512



## 17. Column



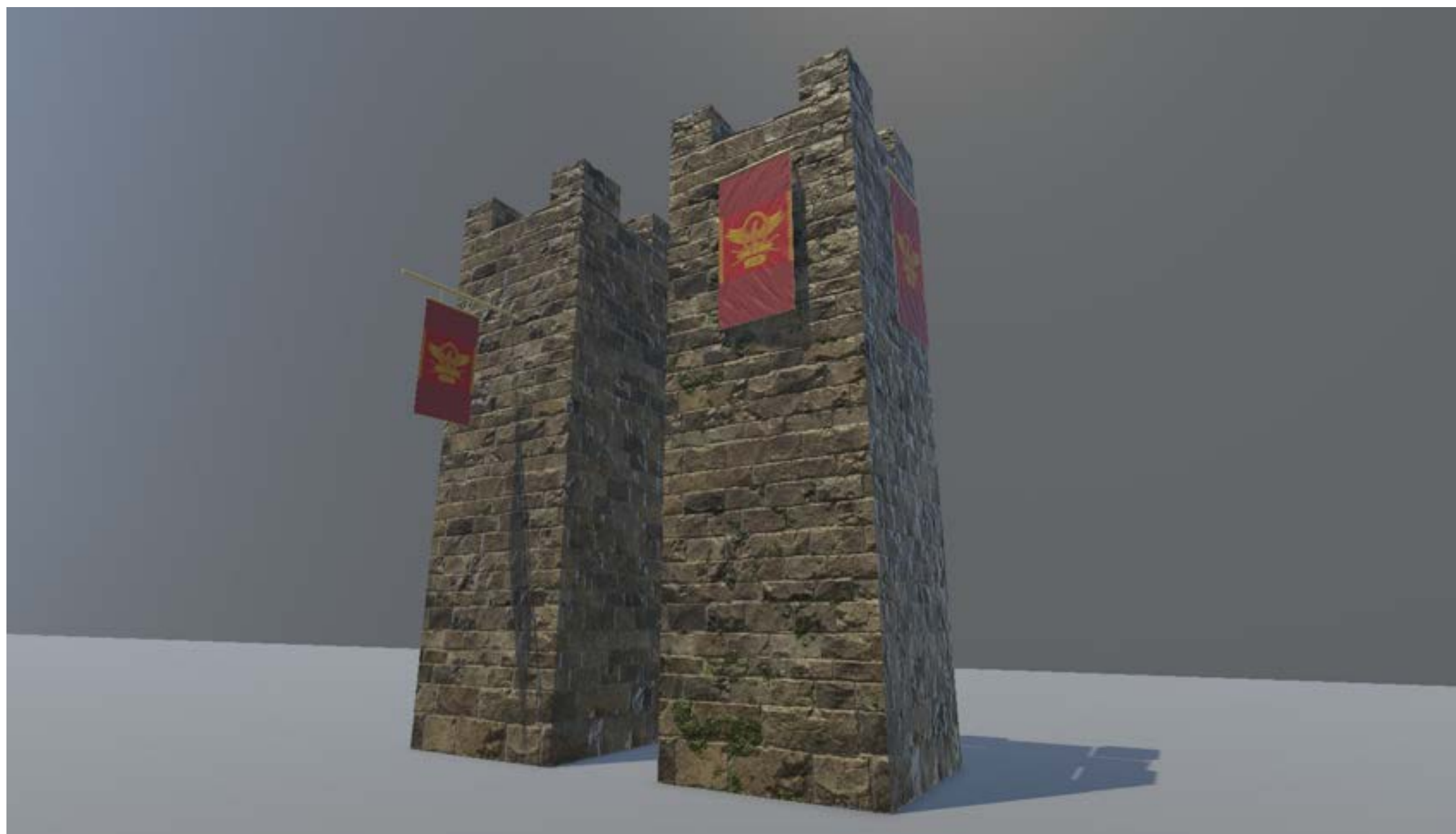
# 17. Columna



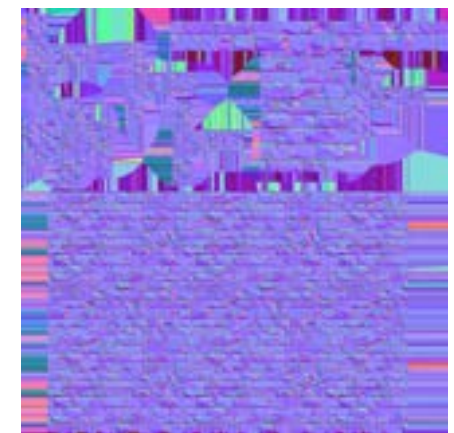
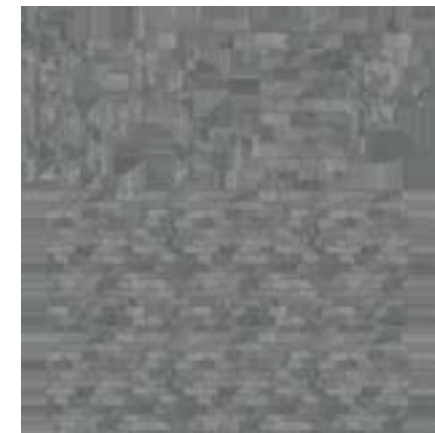
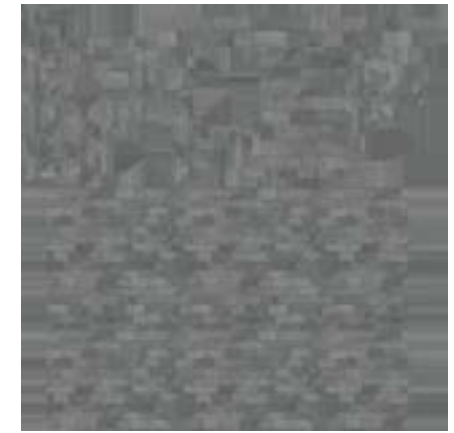
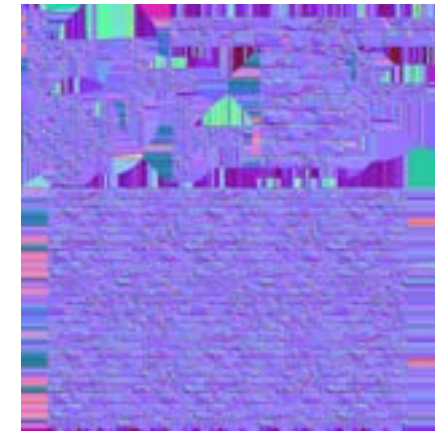
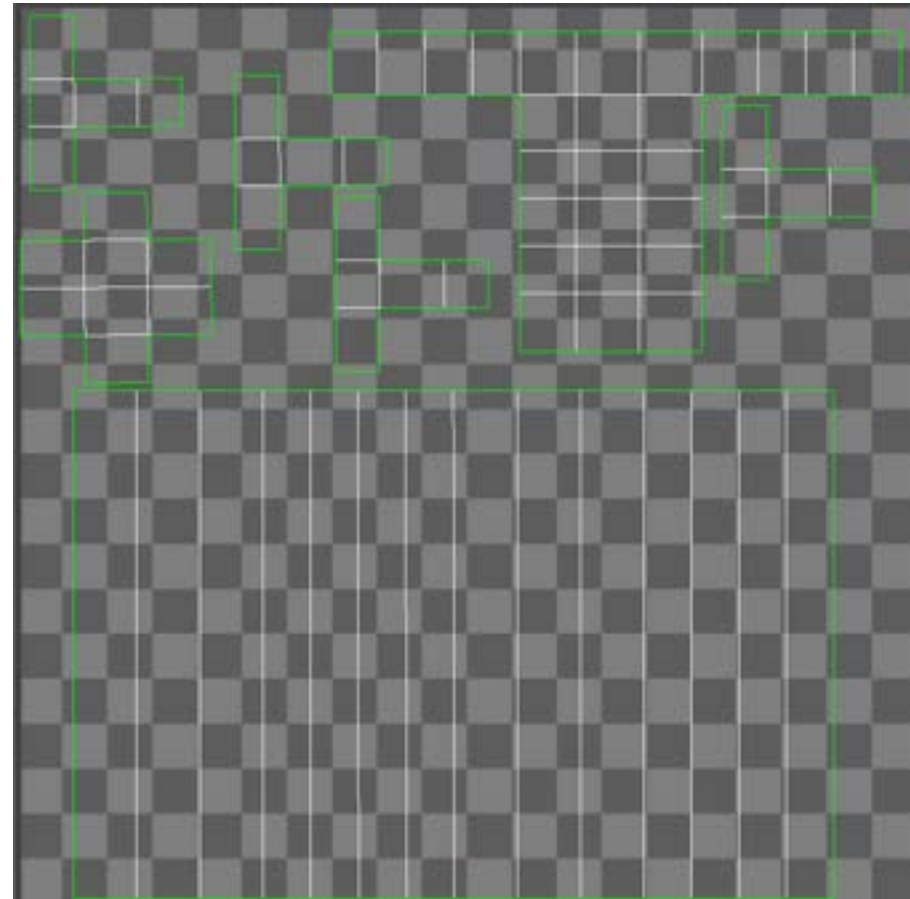
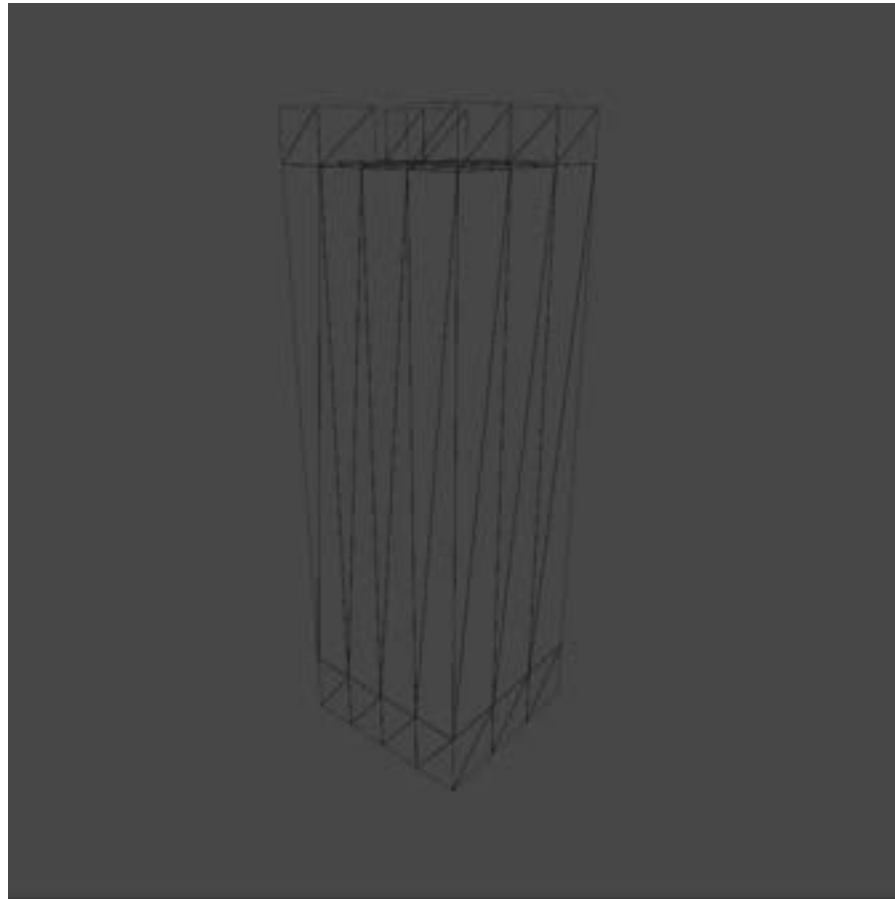
## Columna:

- Polys: 480
- Tris: 1024
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 18. Torre



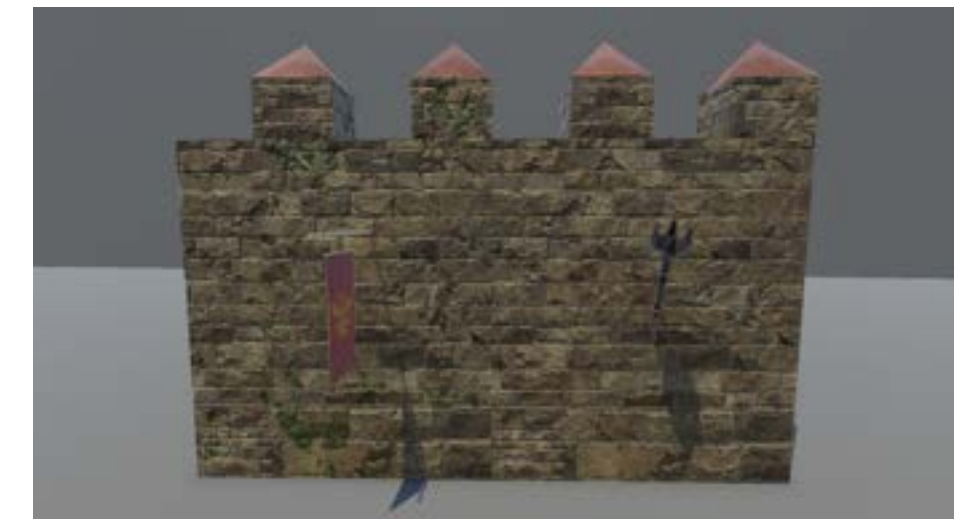
## 18. Torre



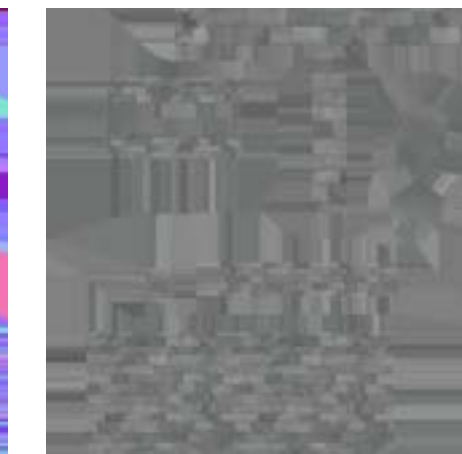
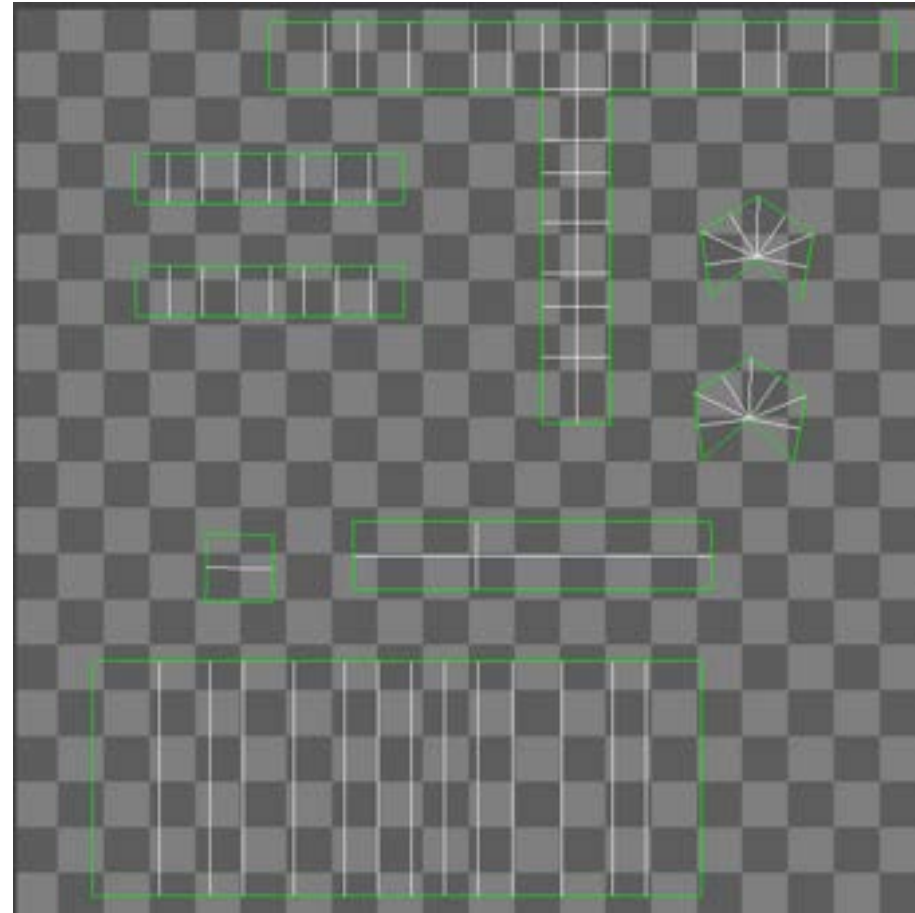
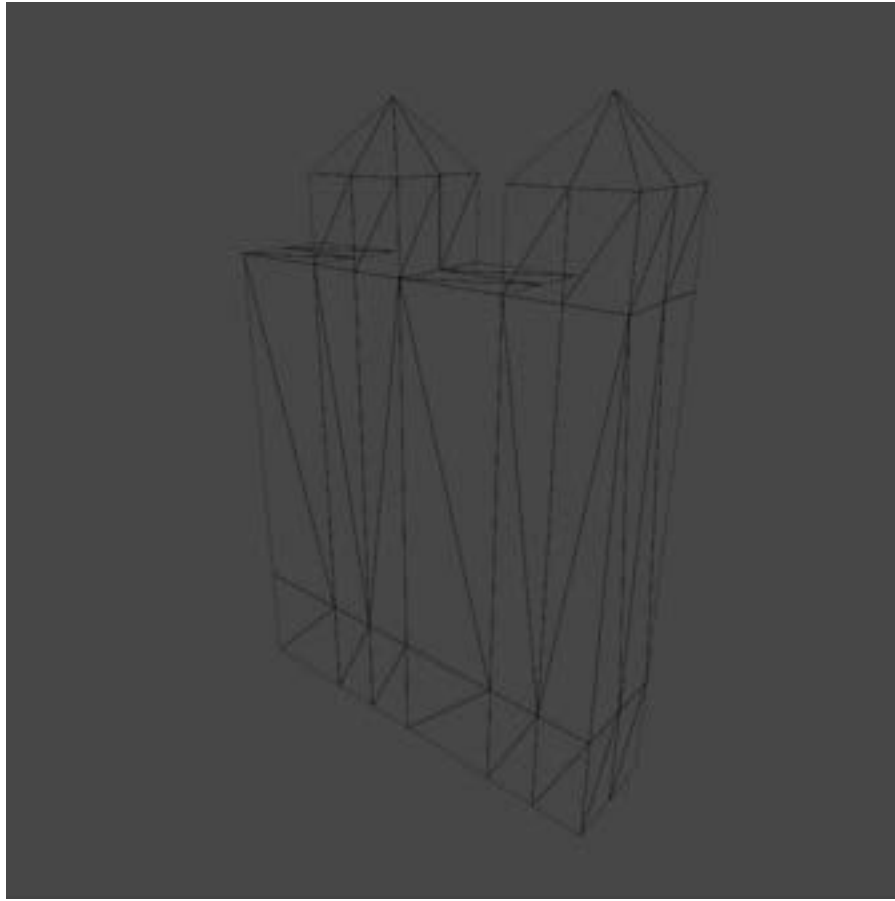
Torre:

- Polys: 68
- Tris: 136
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

# 19. Muralla



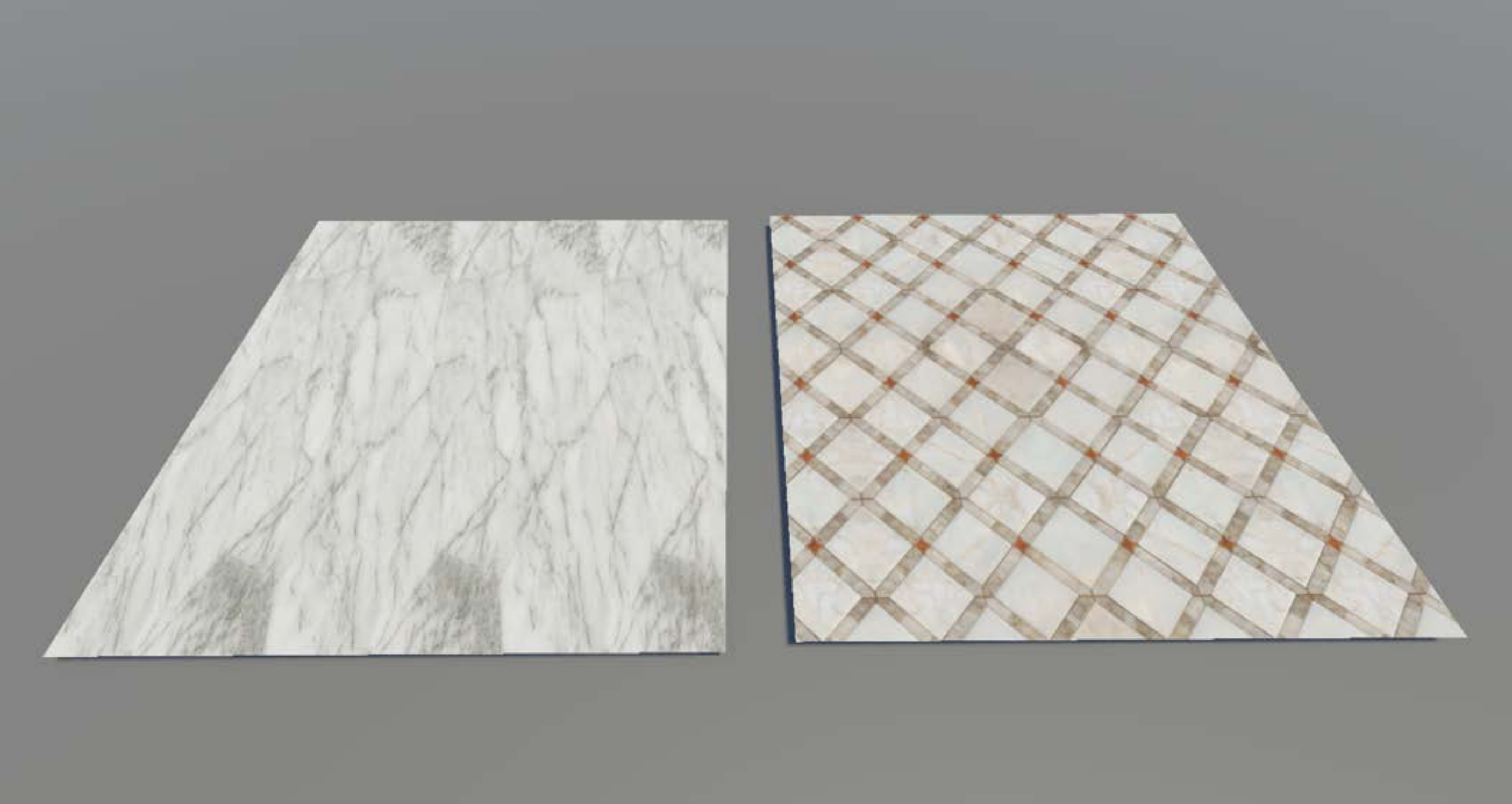
# 19. Muralla



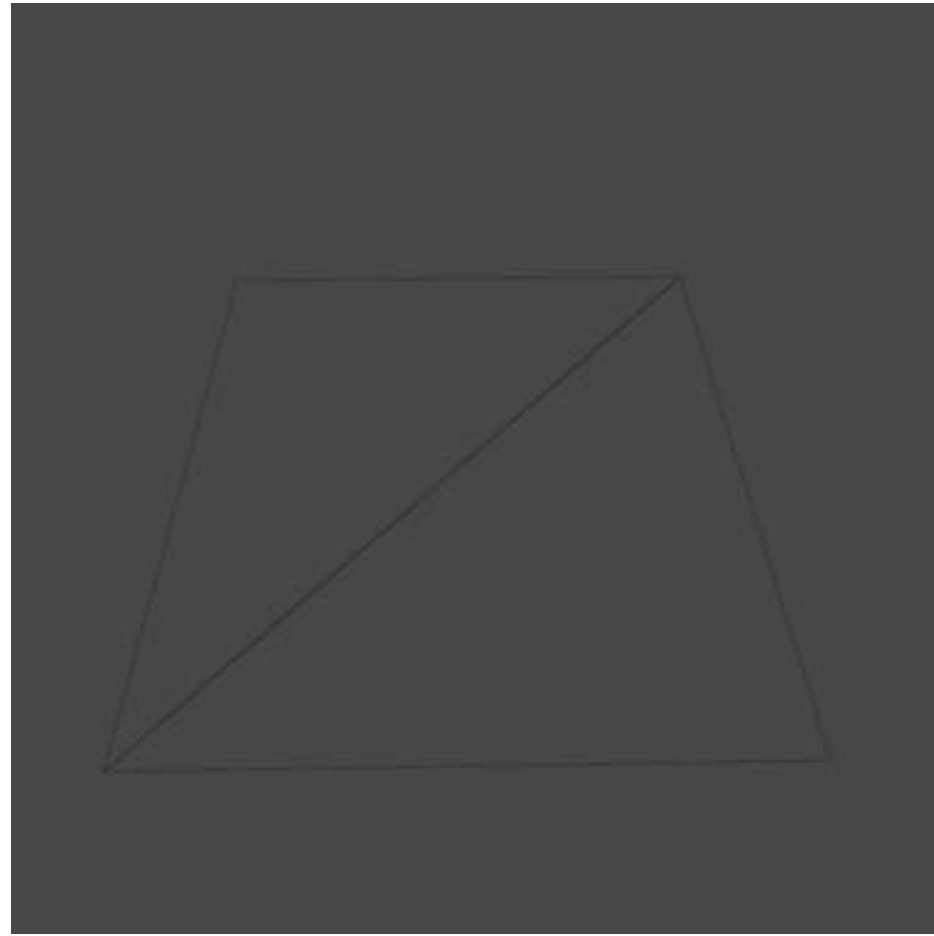
Muralla:

- Polys: 80
- Tris: 144
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

# 20. Suelo y Techo Interior 01

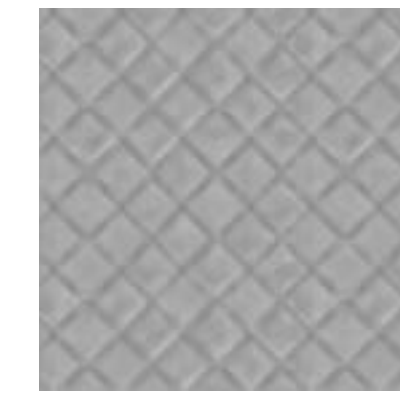
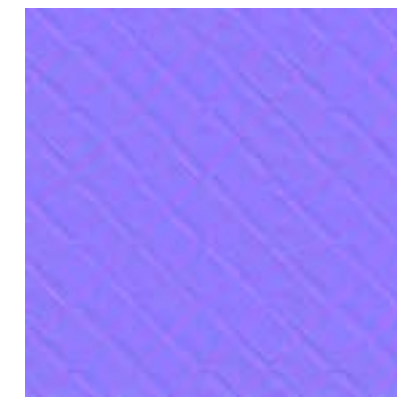
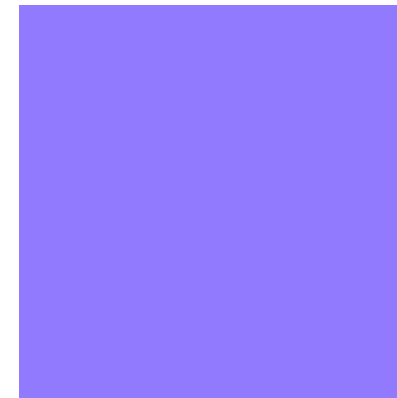


## 20. Suelos y Techos Interiores



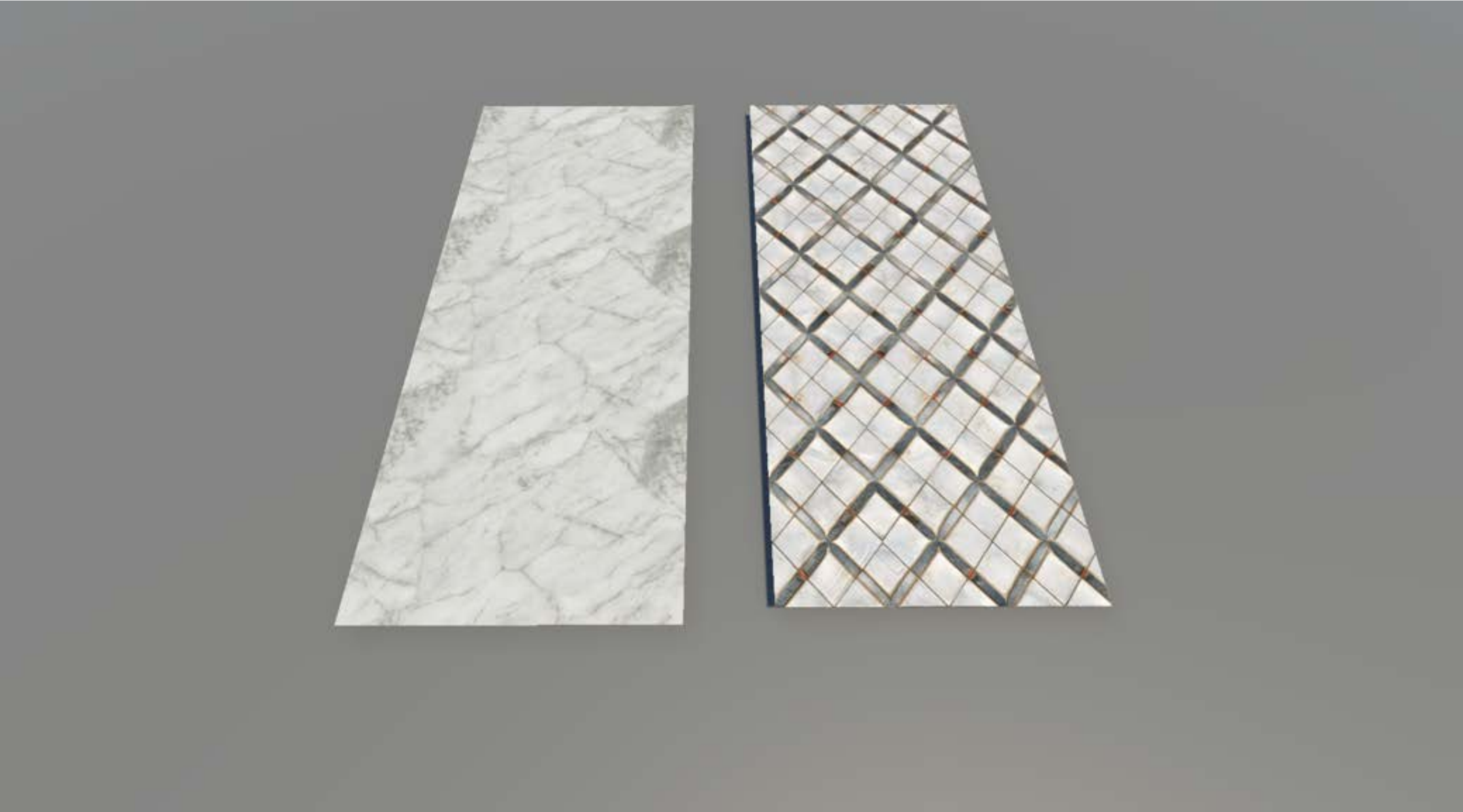
Torre:

- Polys: 1
- Tris: 2
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

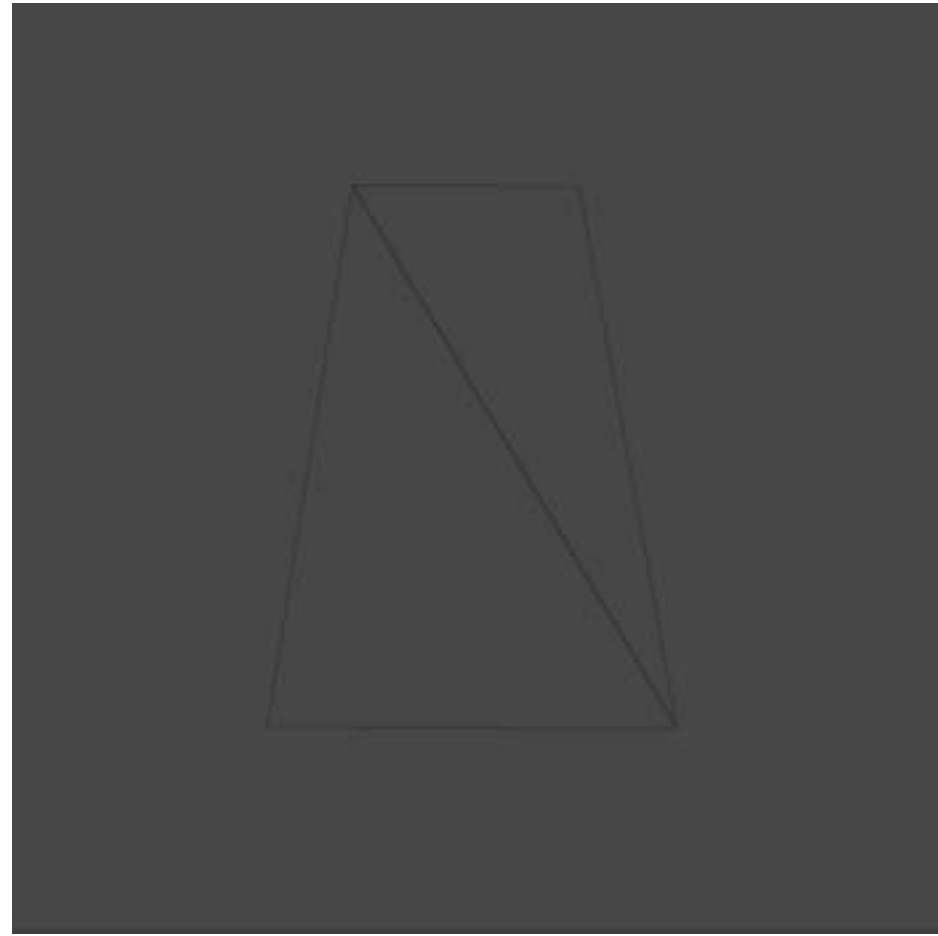




# 21. Suelo y Techo Interior 02

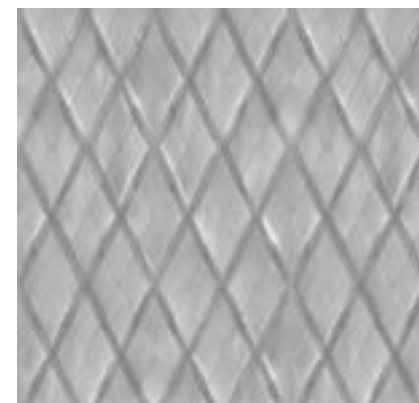
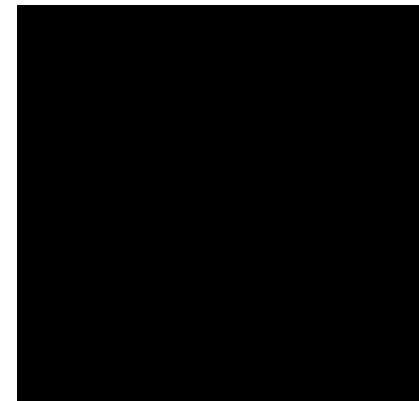
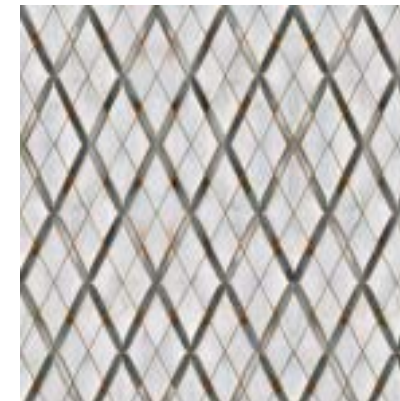


## 21. Suelos y Techos Interiores

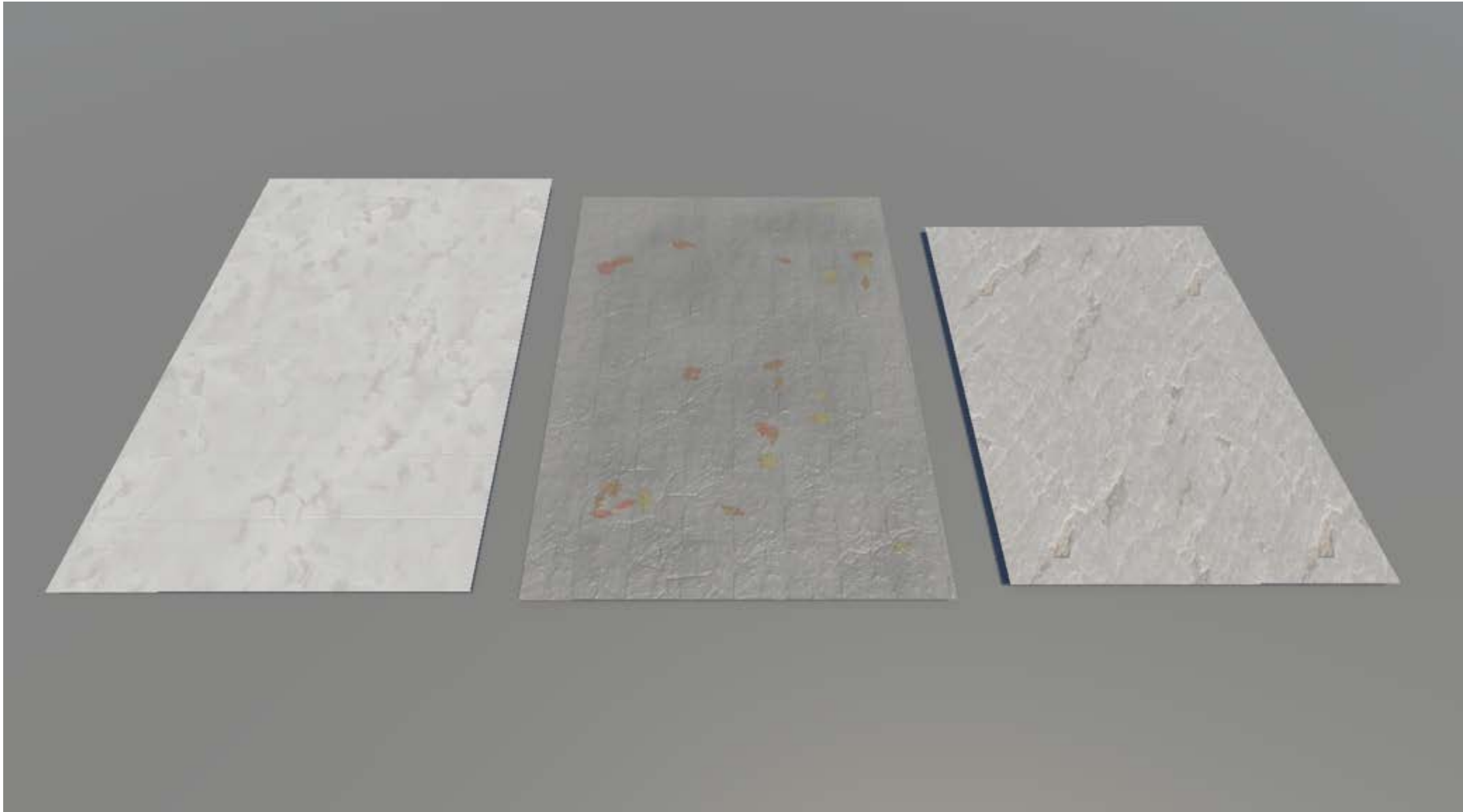


Torre:

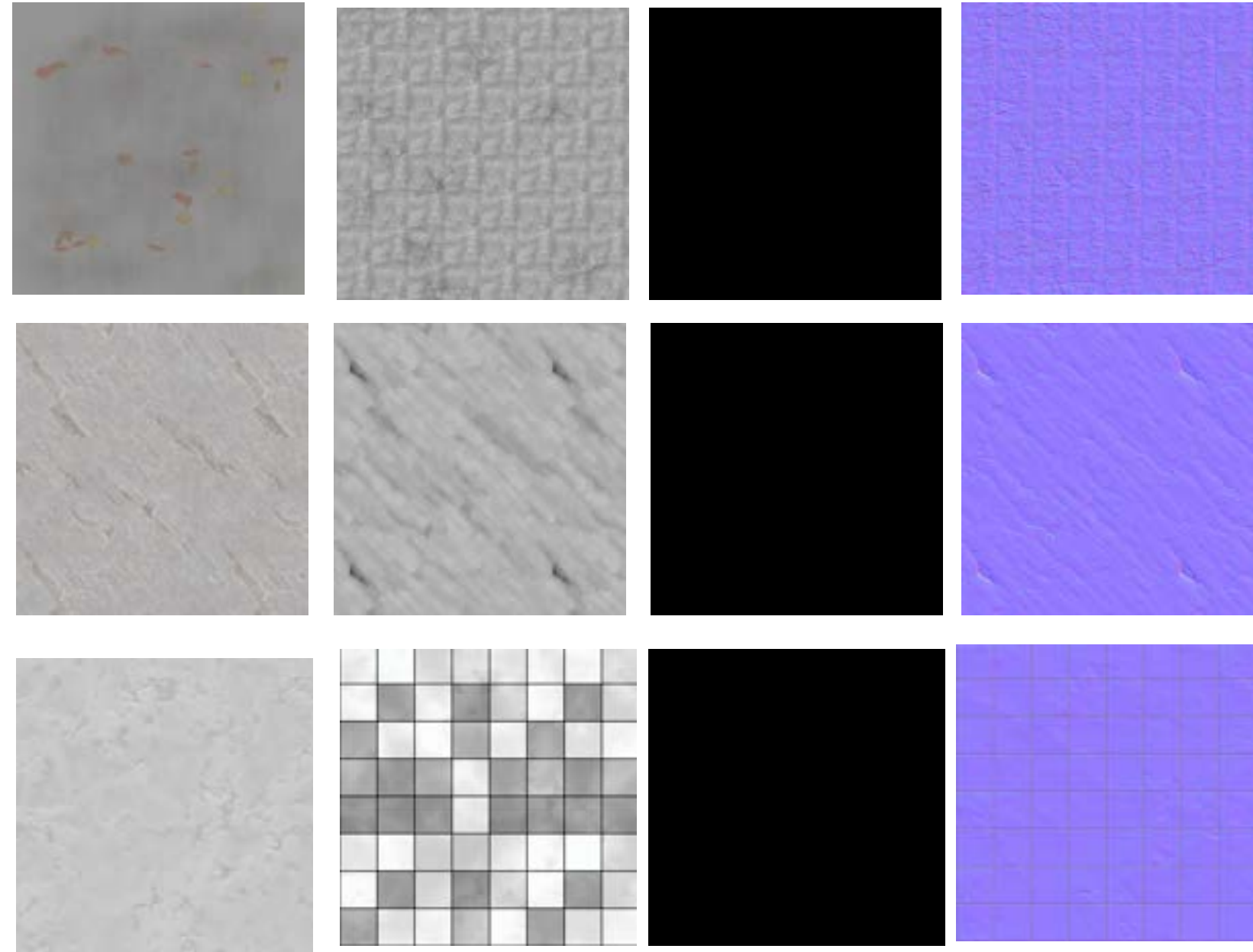
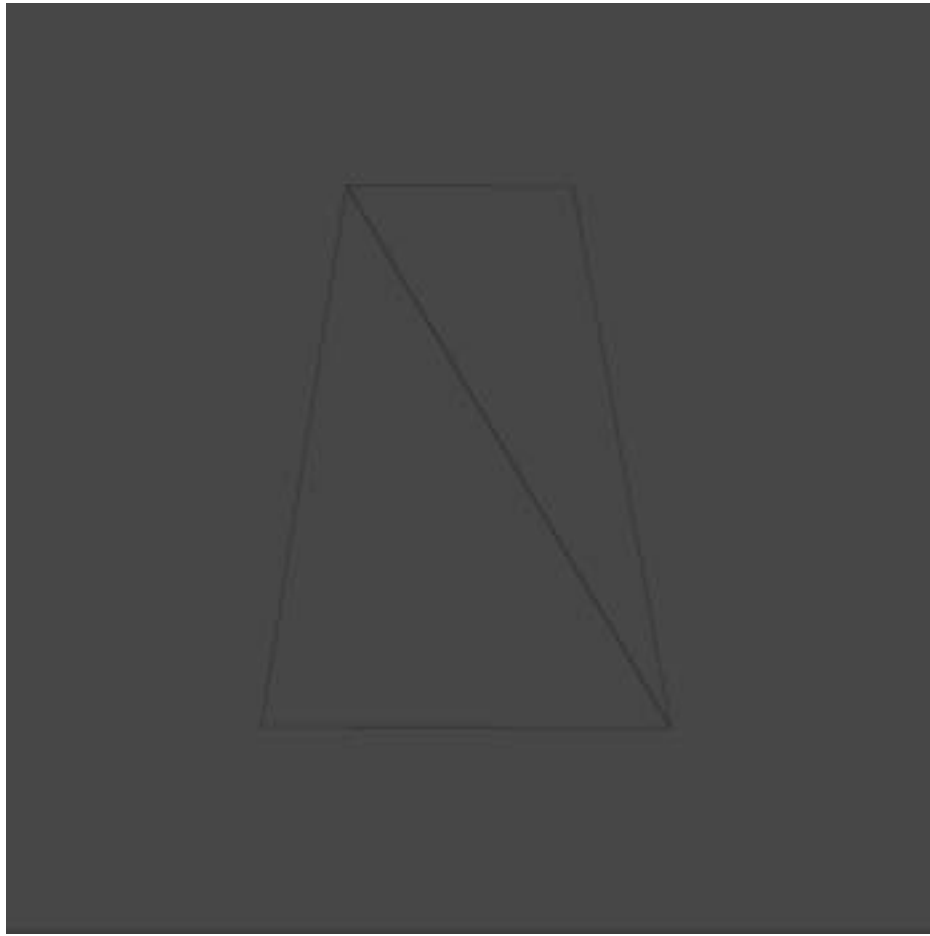
- Polys: 1
- Tris: 2
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512



## 22. Suelos Patios Exteriores



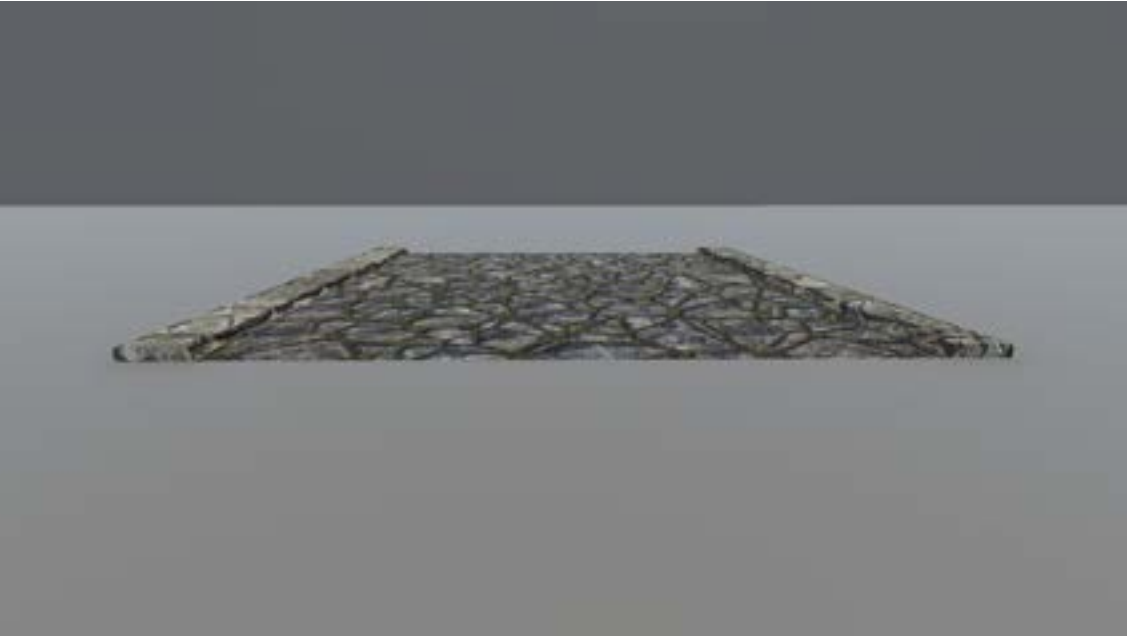
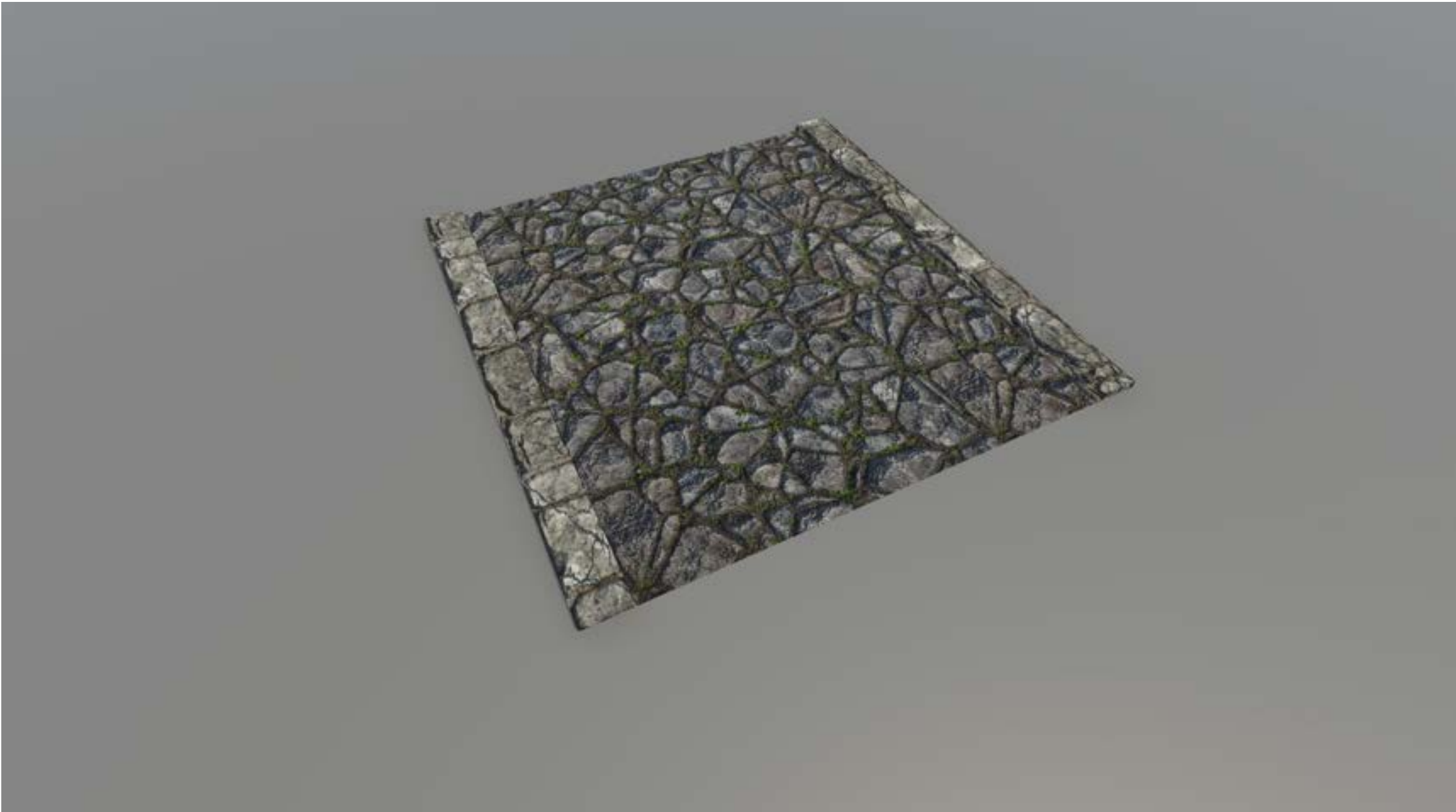
## 22. Suelos y Techos Interiores



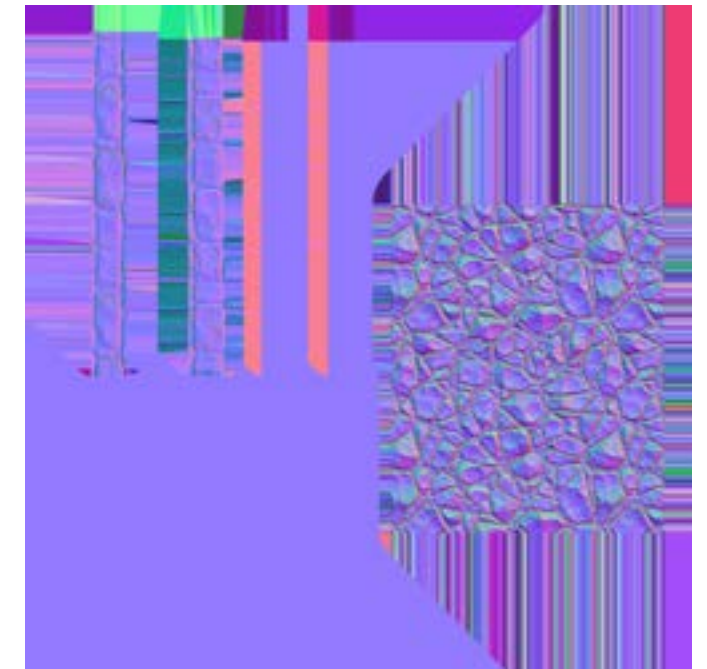
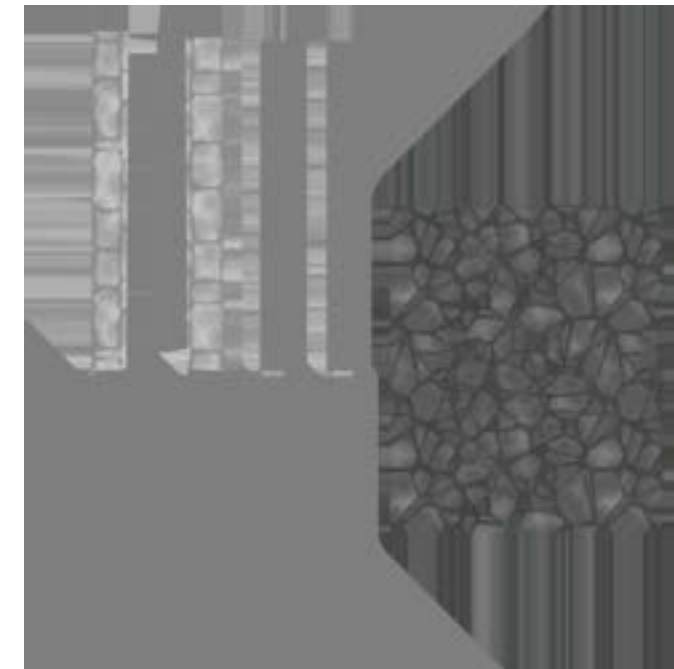
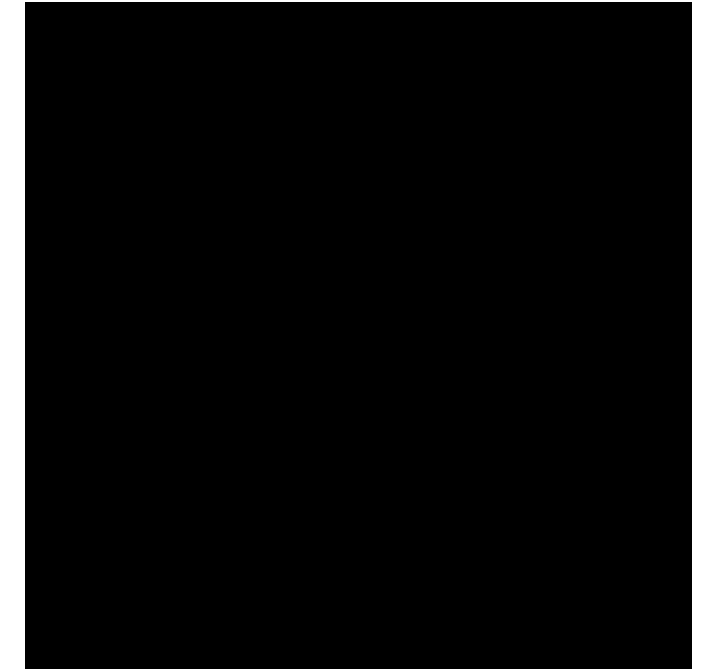
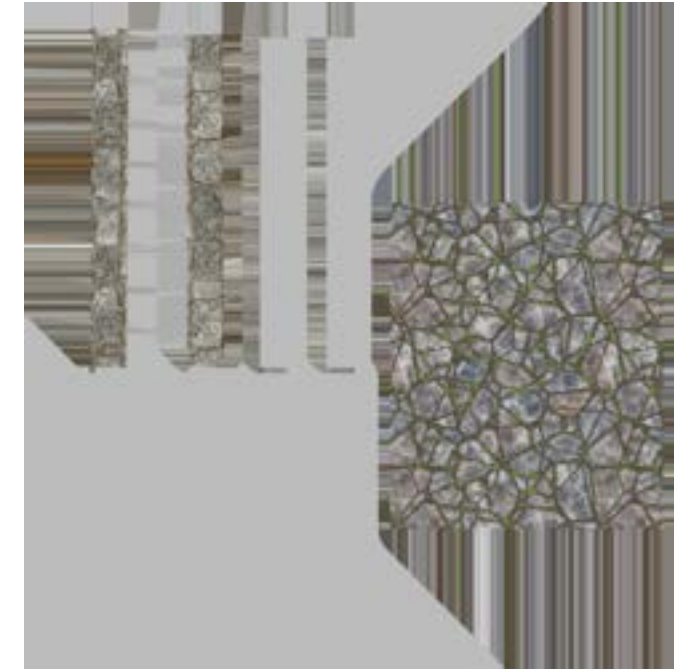
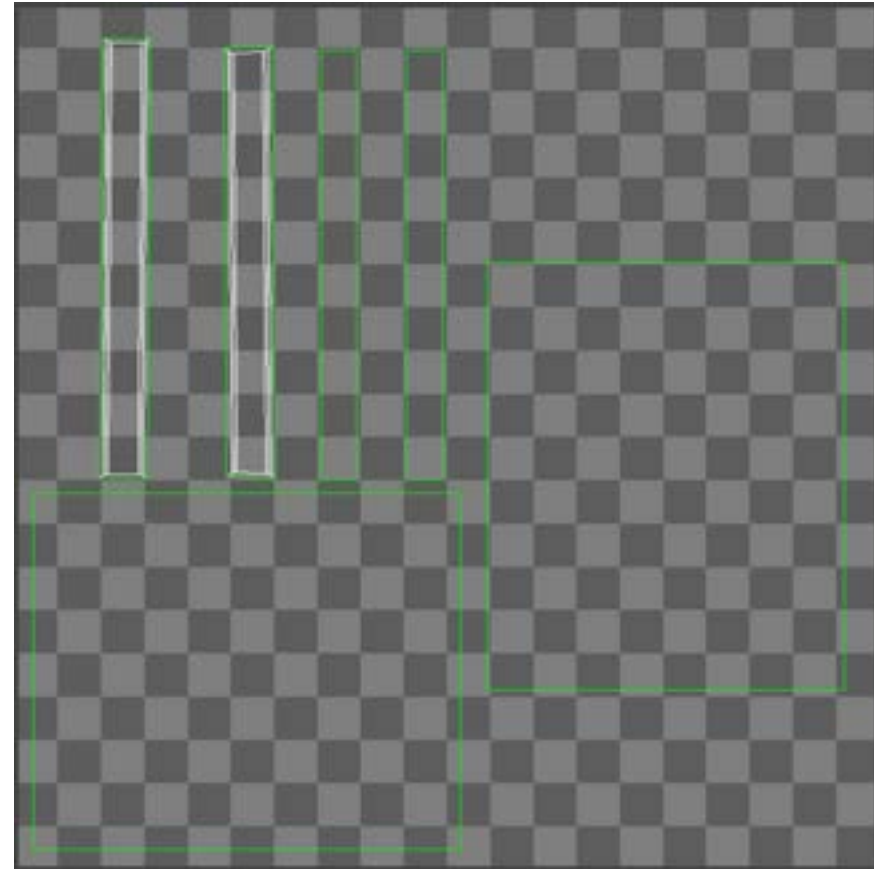
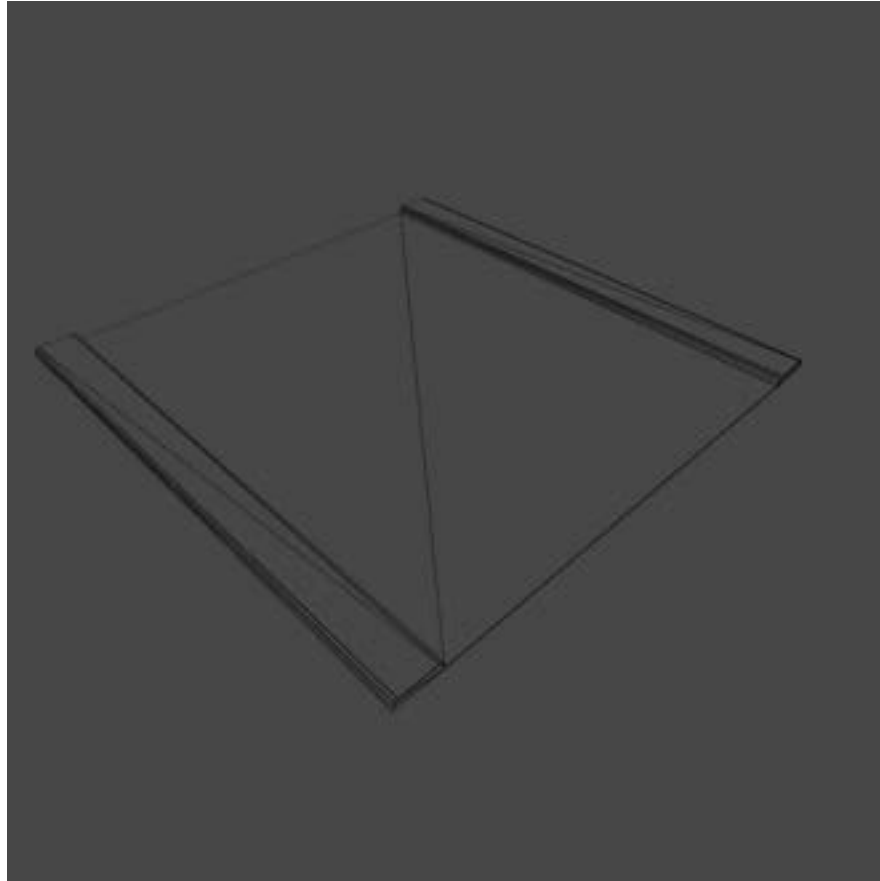
Torre:

- Polys: 1
- Tris: 2
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

# 23. Carretra



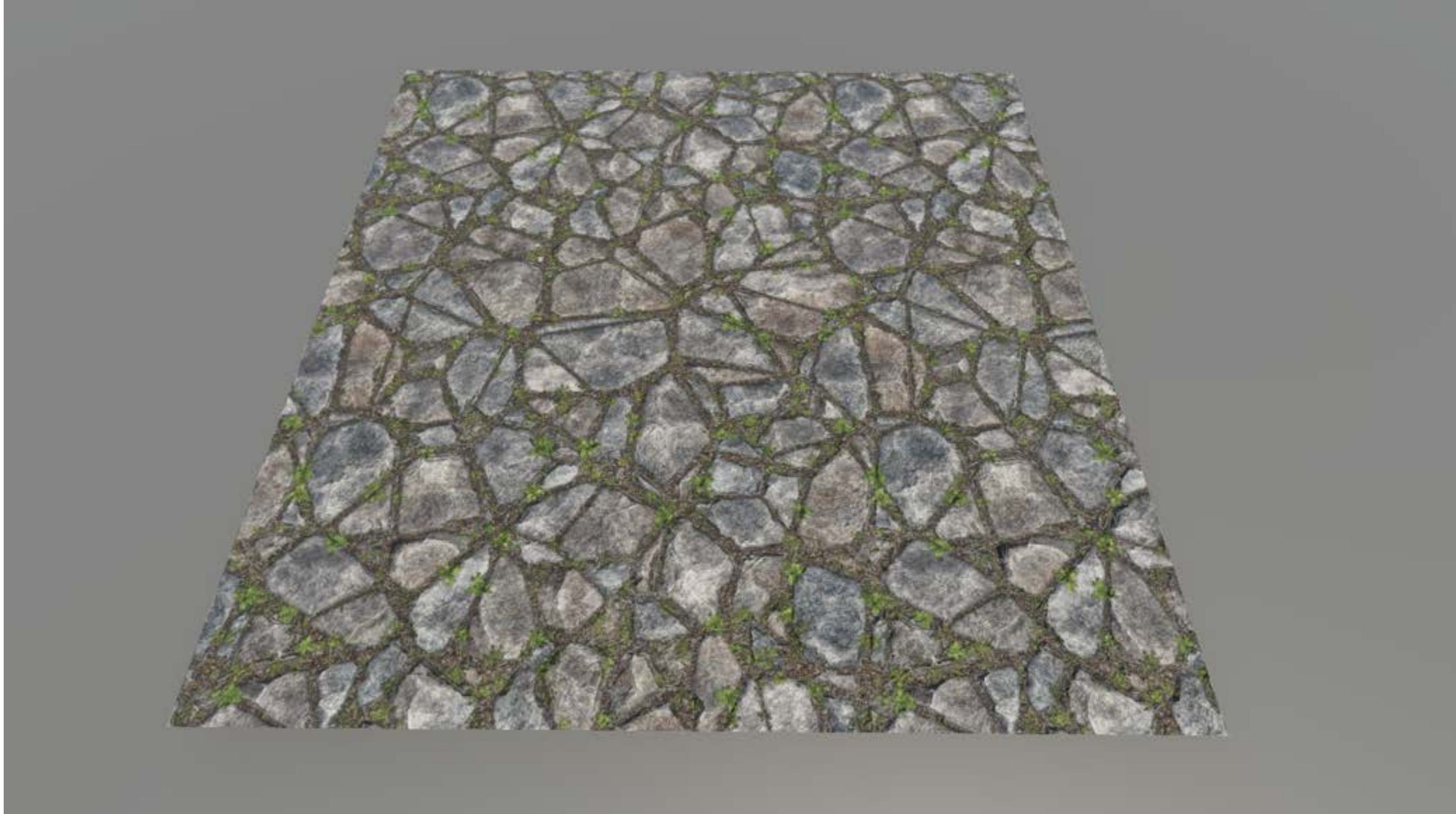
## 23. Carretera



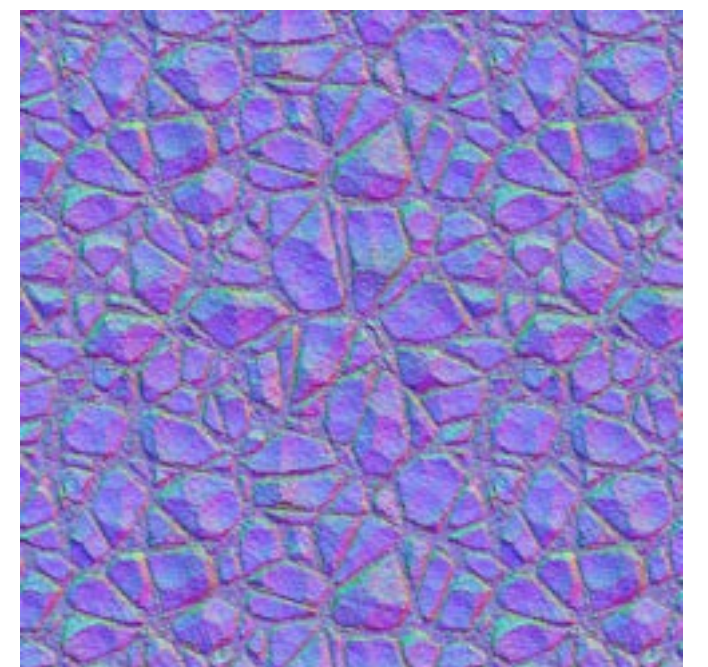
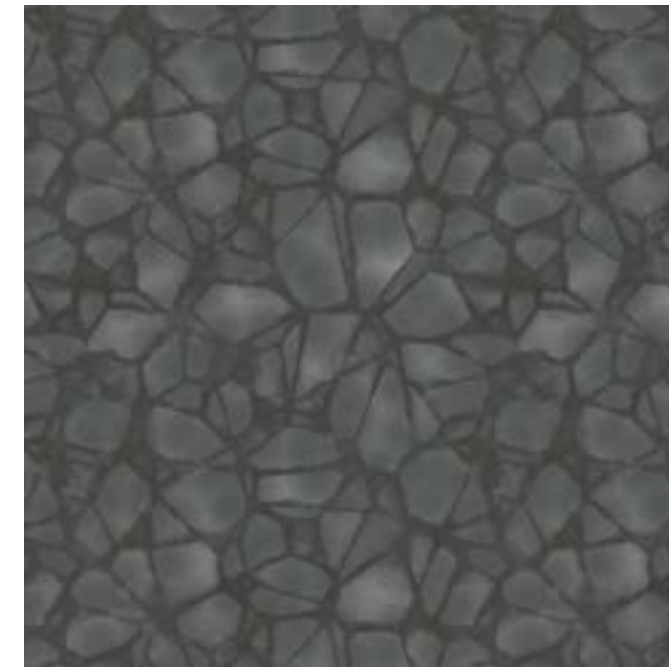
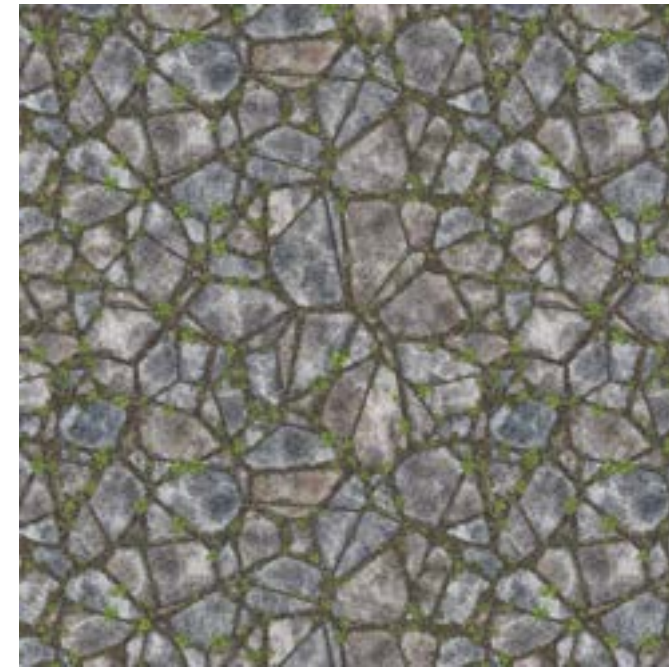
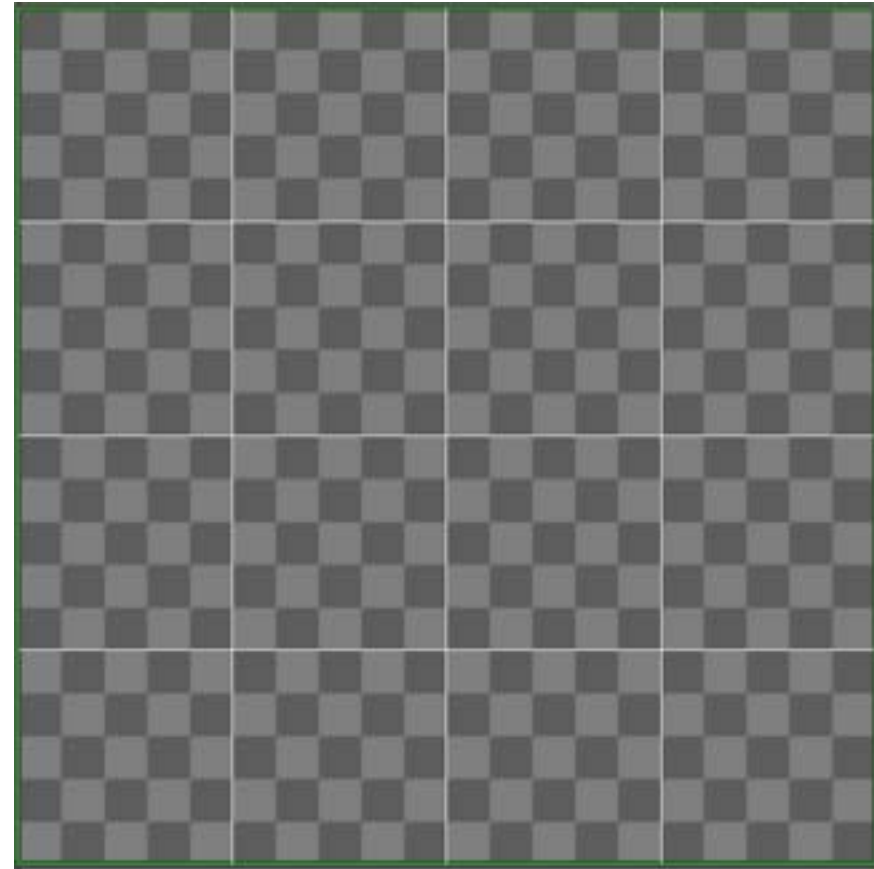
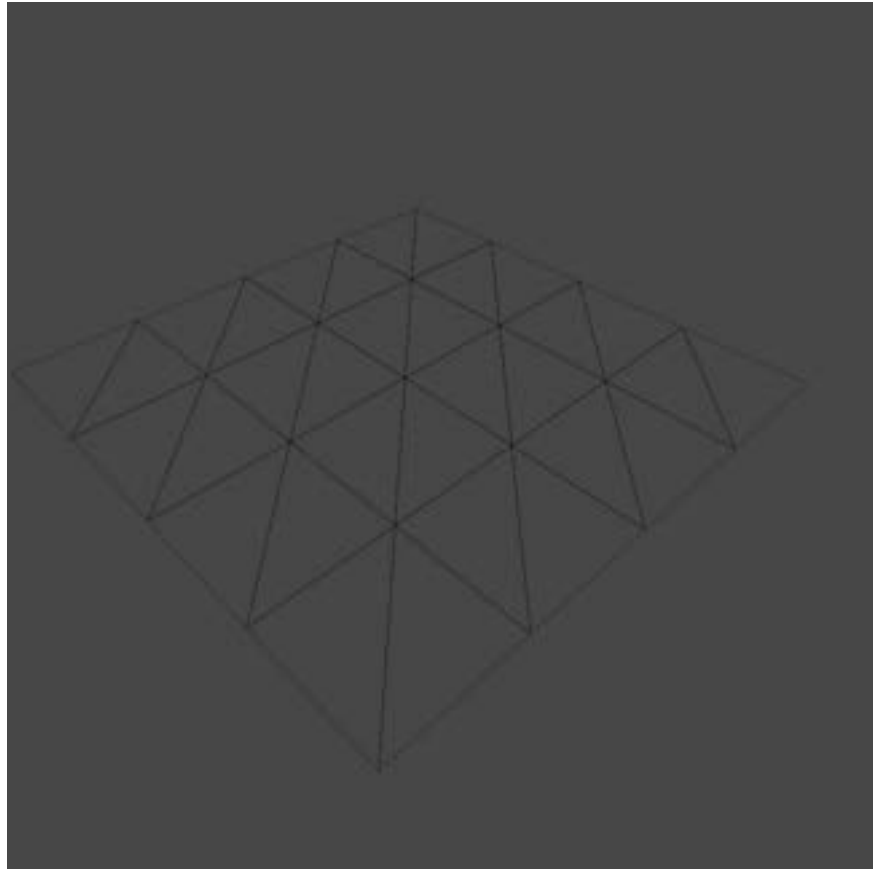
Carretera:

- Polys: 24
- Tris: 68
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512

## 24. Suelo



## 24. Suelo



### Carretera:

- Polys: 16
- Tris: 32
- Textures: Base Color, Metalness, Normal Map, Height
- Texture Size: 512



Este proyecto ha sido un viaje revelador que me ha brindado una amplia gama de habilidades y conocimientos en el diseño y desarrollo de juegos. Desde la planificación del estilo de arte hasta la implementación de assets en Unity, cada etapa me ha enseñado valiosas lecciones.

Analizar el mapa de Dust 2, realizar el blocking del nivel, modelar y texturizar assets, y finalmente integrarlos en Unity, me han proporcionado una comprensión más profunda del proceso de desarrollo de juegos. Estoy emocionado por seguir aplicando estas habilidades y conocimientos en futuros proyectos.