



ENTREGA 02:

THE DUST 2 MEDITERRÁNEO

Trabajo hecho por
Carlos Molina

1 - DESCRIPCIÓN DEL NIVEL & DECLARACIÓN DE INTENCIONES

Mi versión de The Dust está ambientada en un pueblo mediterráneo de la costa. Mi intención al crear los assets para el mapa eran bastante claras: mantener edificios simples pero vistosos para facilitar el montaje del nivel. Quería hacer un pueblo durante el atardecer, parecido a Cadaqués o el Port de la Selva.

2 - ORGANIGRAMA DE DISTRIBUCIÓN DE TAREAS

SEMANA 1

ESCOGER TEMÁTICA

- Elegir los assets
- Hacer el moodboard
- Hacer el blockout

SEMANA 2

MODELAR ASSETS

- Buscar texturas
- Hacer las texturas originales

SEMANA 3

MONTAR EL NIVEL Y
APLICAR TEXTURAS

SEMANA 4

HACER LOS PACKAGES Y
MONTAR EL PDF

3 - MOODBOARD



< Persp



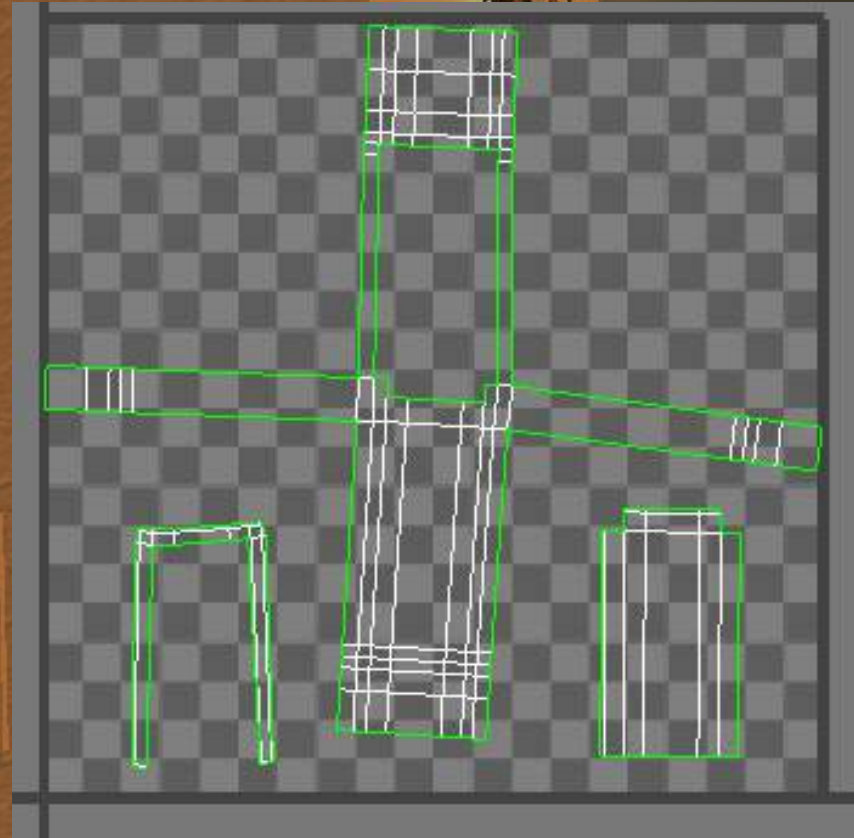
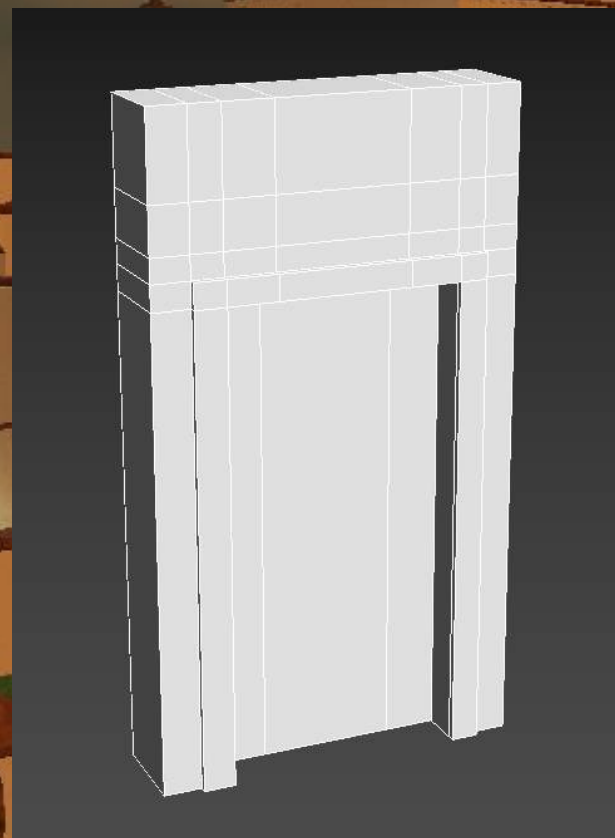
4 - CONCEPTOS



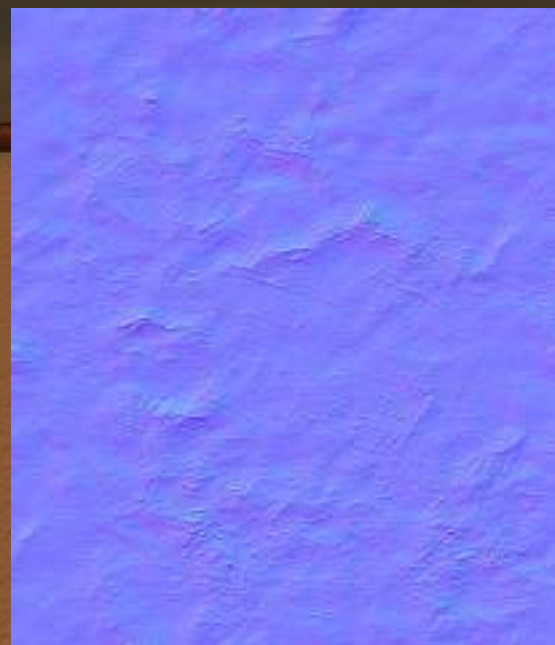
< Persp

5 - PARED CON ESPACIO PARA PUERTA

Total
Polys: 115
Tris: 232
Verts: 118



Base

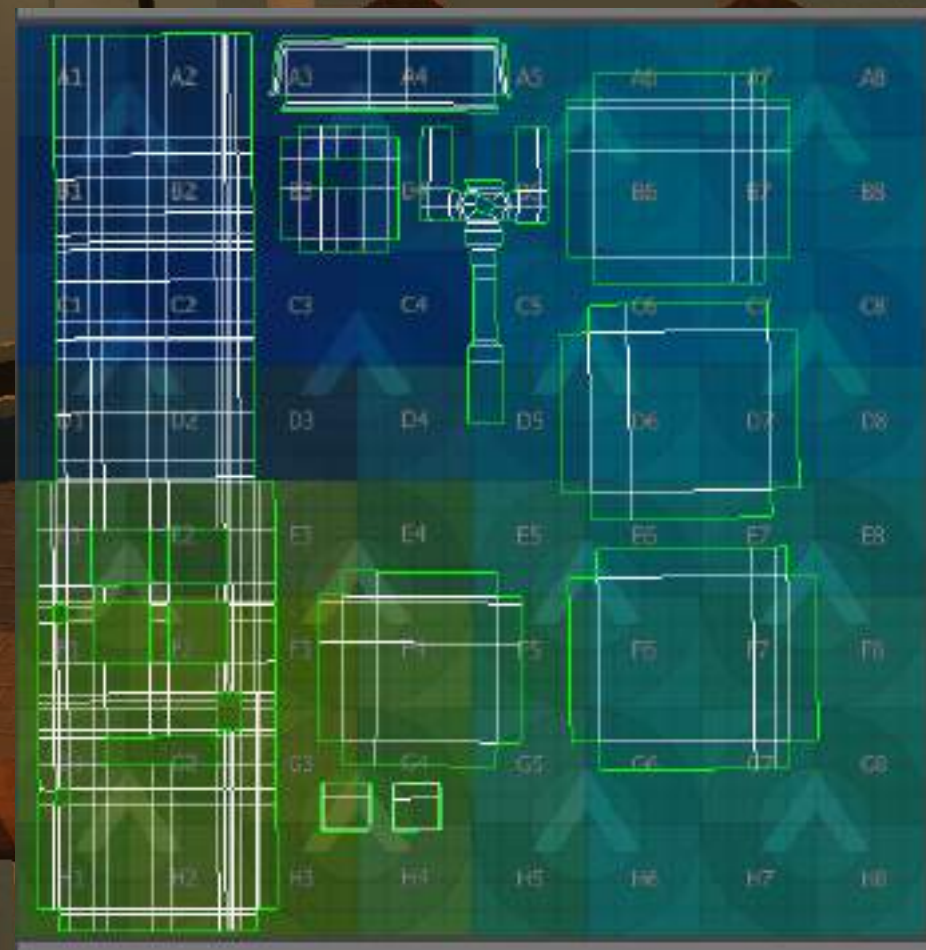
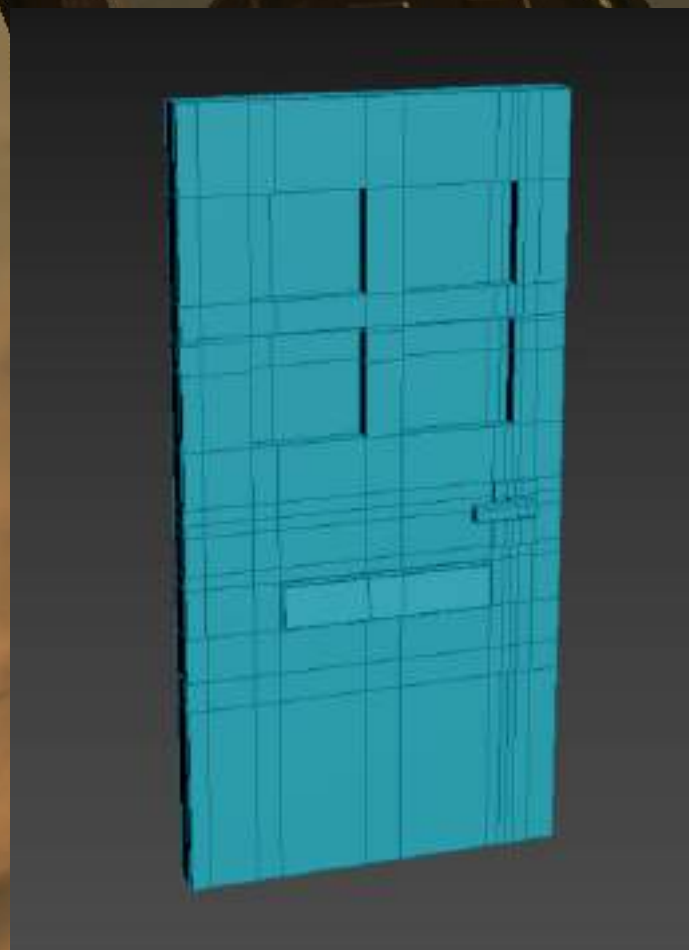


Normal



6 - PUERTA

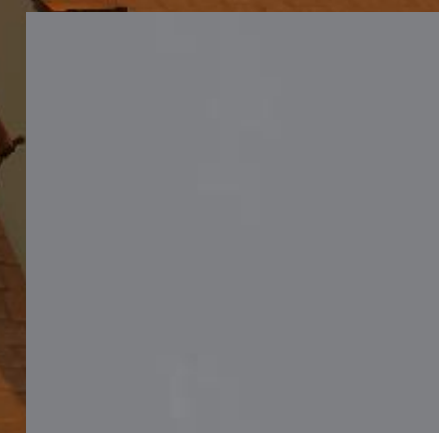
Total
Polys: 556
Tris: 1.112
Verts: 558



Base



Metalness



Height

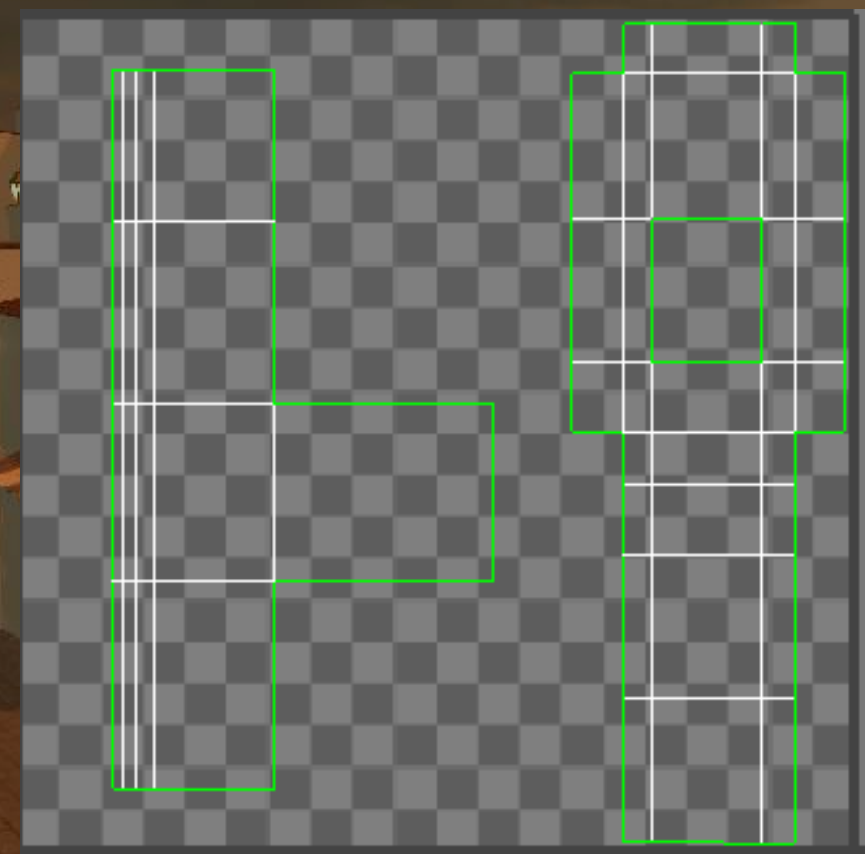


Normal

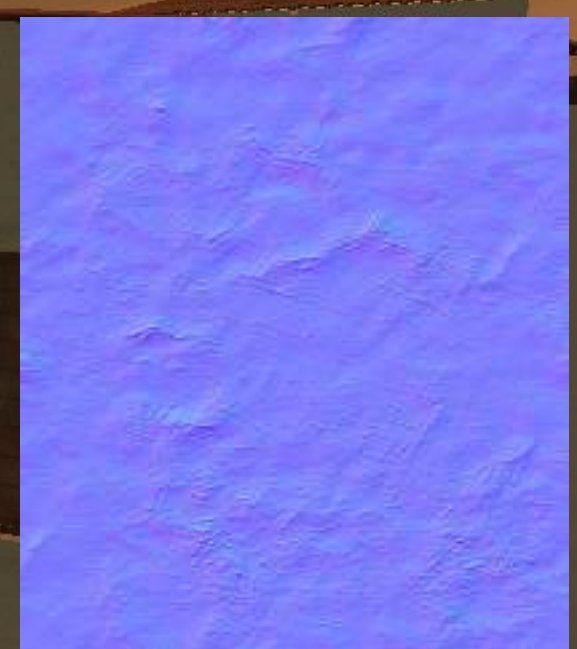


7 - PARED CON HUECO PARA VENTANA

Total
Polys: 46
Tris: 92
Verts: 48



Base

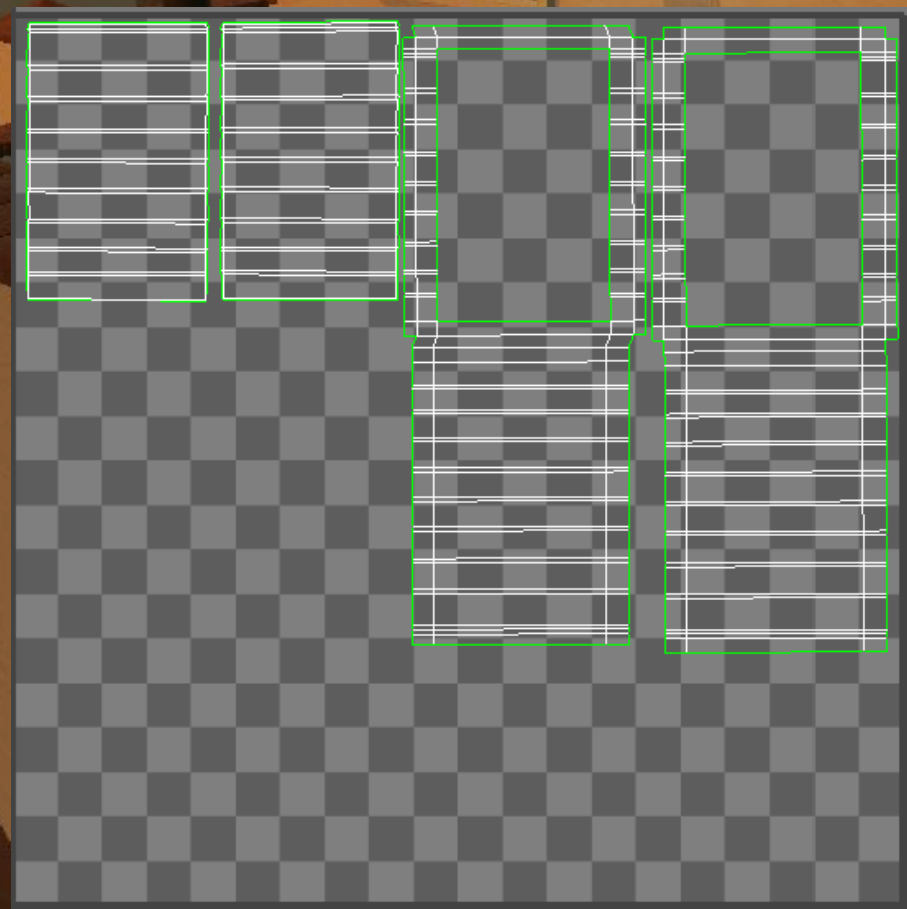


Normal



8 - VENTANA

Total
Polys: 428
Tris: 856
Verts: 432



Base

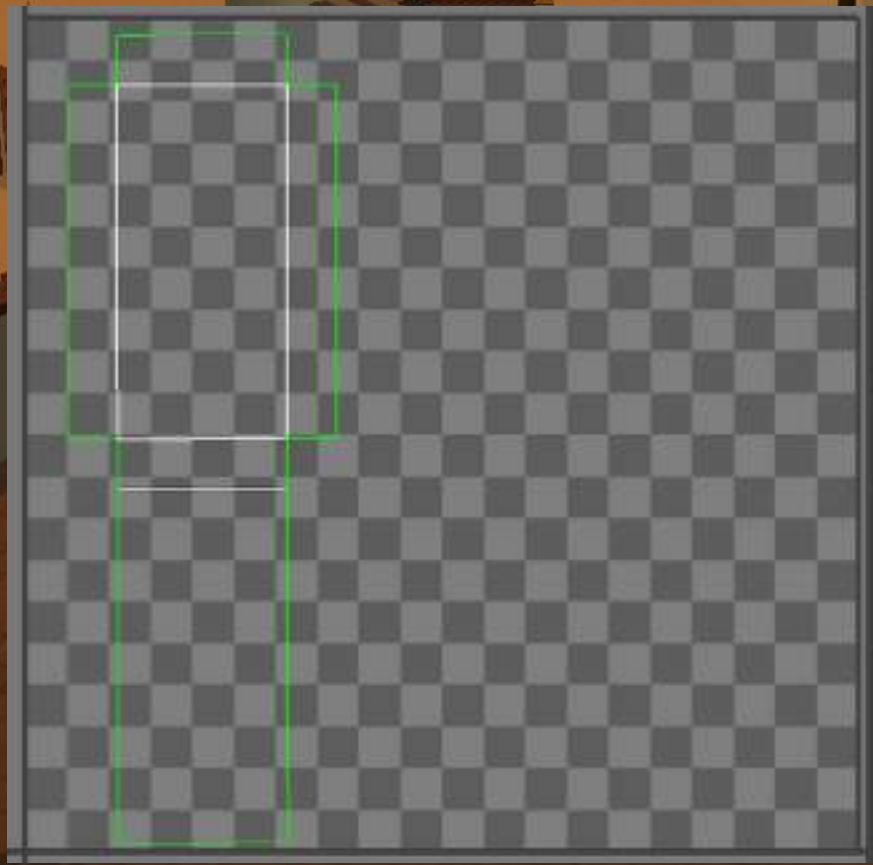
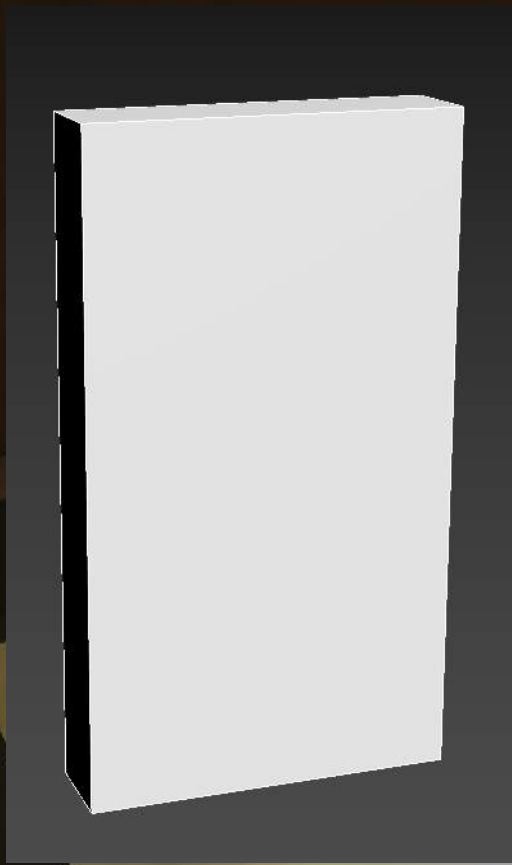


Normal

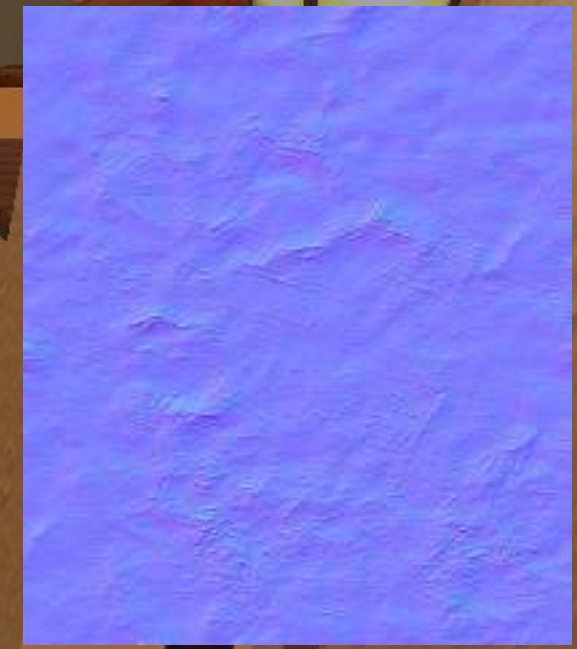


9- PARED LISA

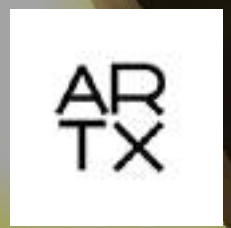
Total
Polys: 6
Tris: 12
Verts: 8



Base

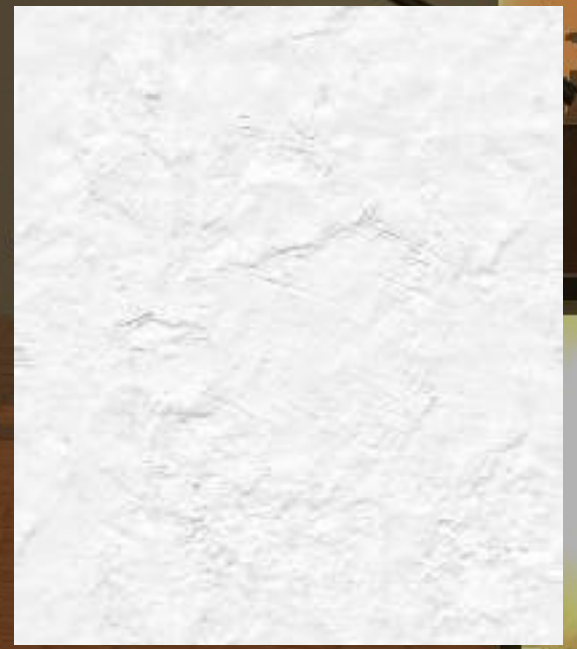
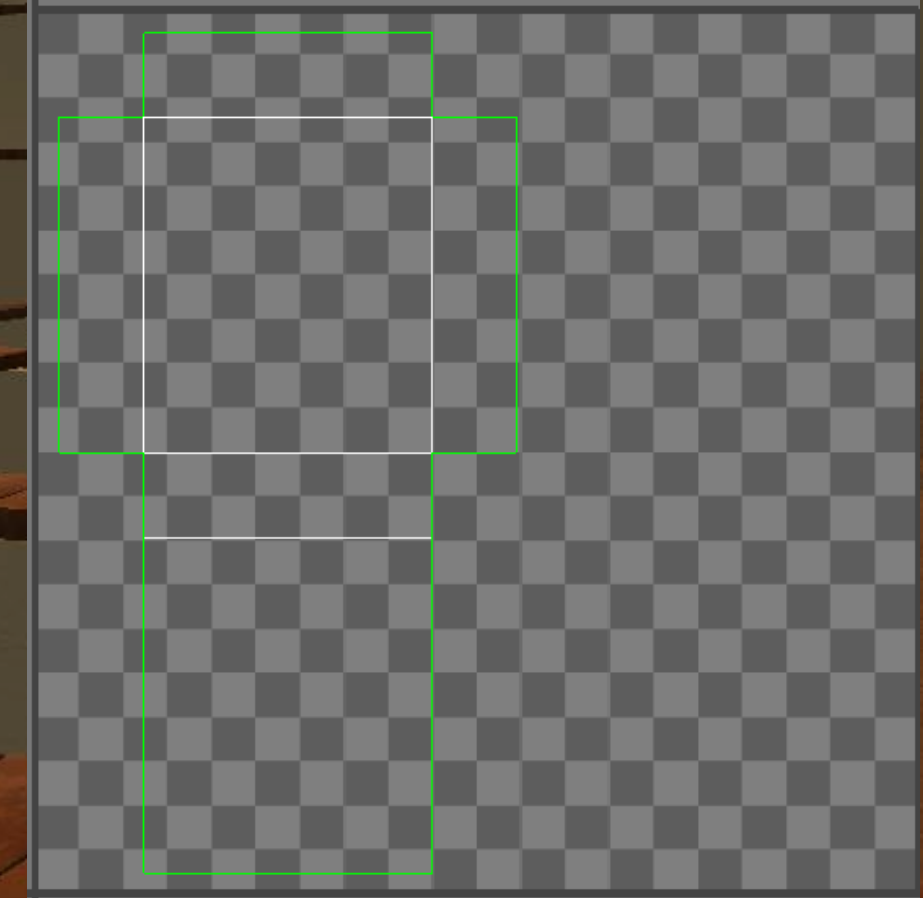
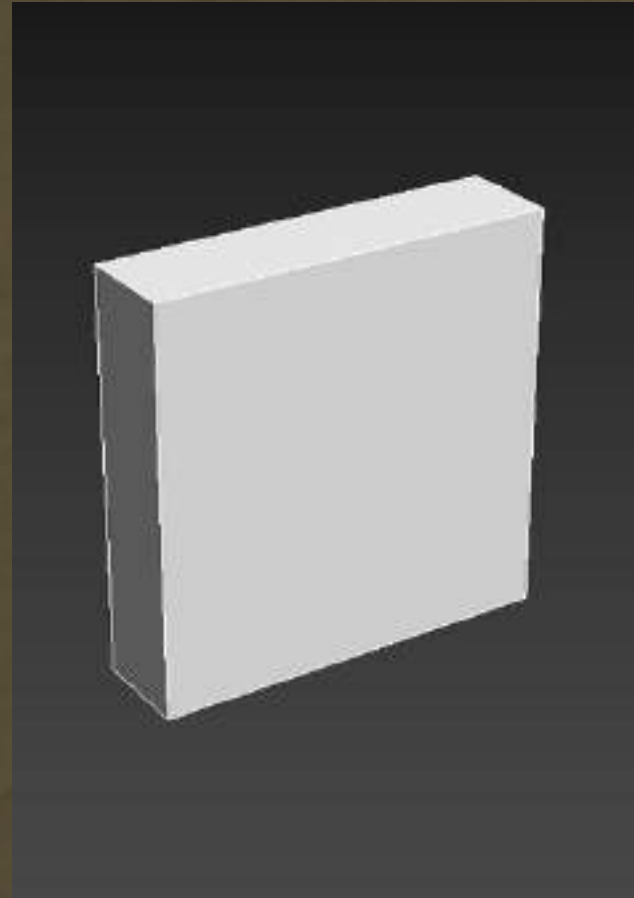


Normal



10- SEMIMURO

Total
Polys: 6
Tris: 12
Verts: 8



Base

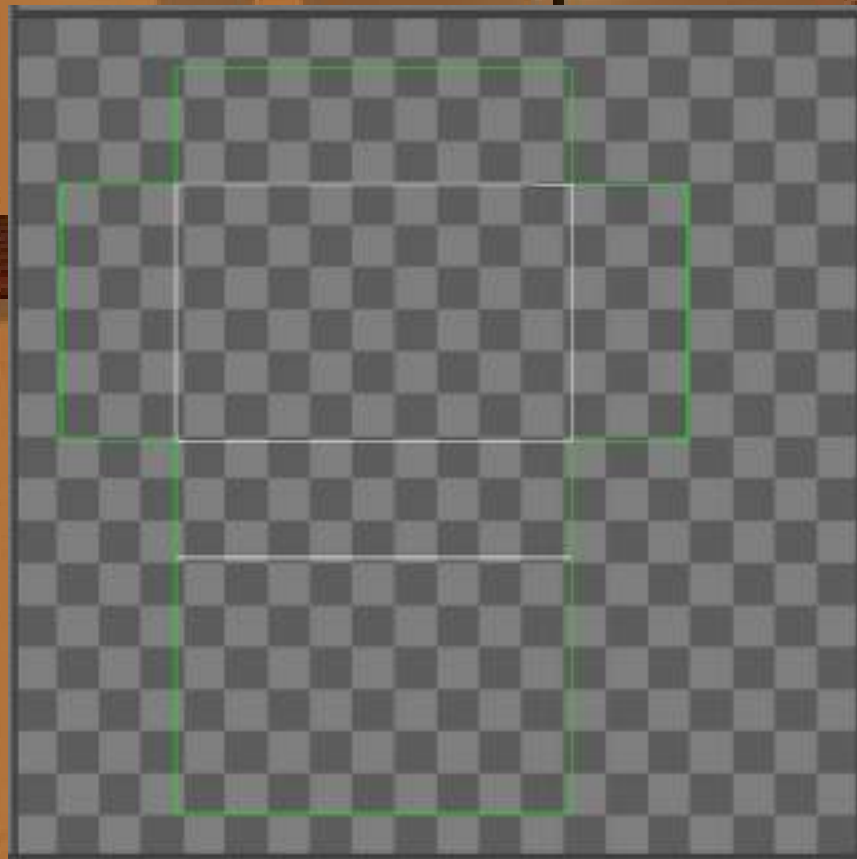
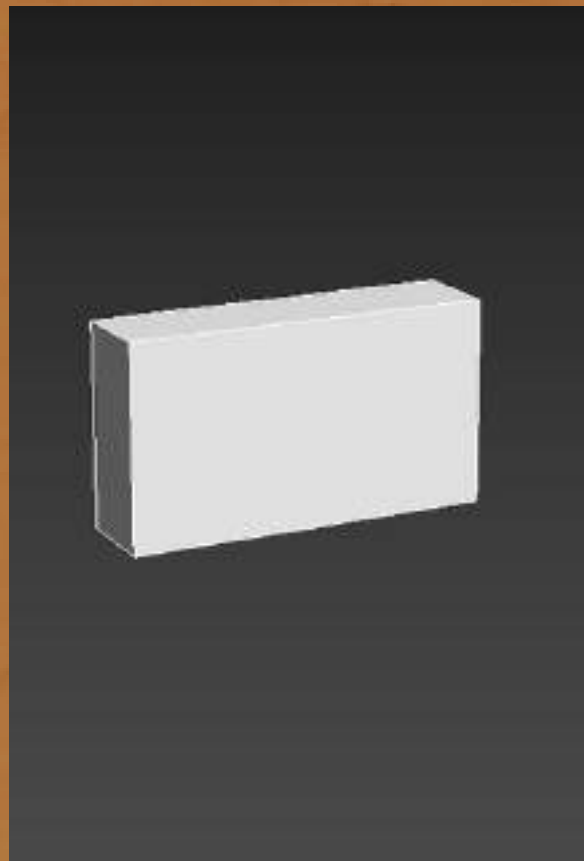


Normal

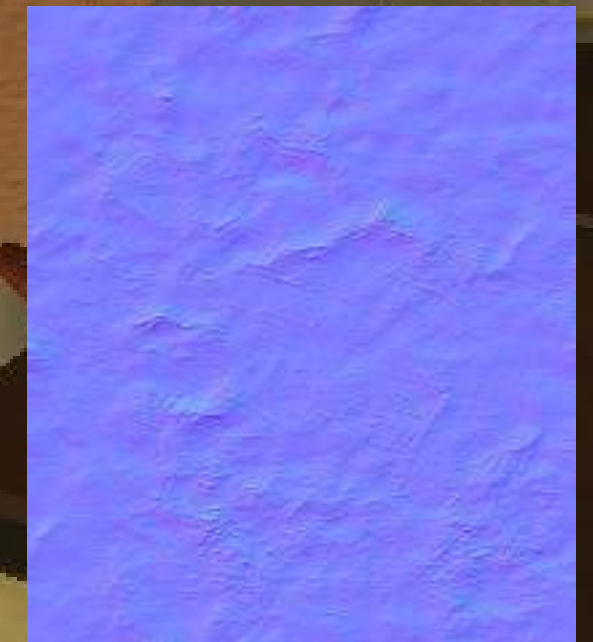


11 - SEMI SEMIMURO

Total
Polys: 6
Tris: 12
Verts: 8



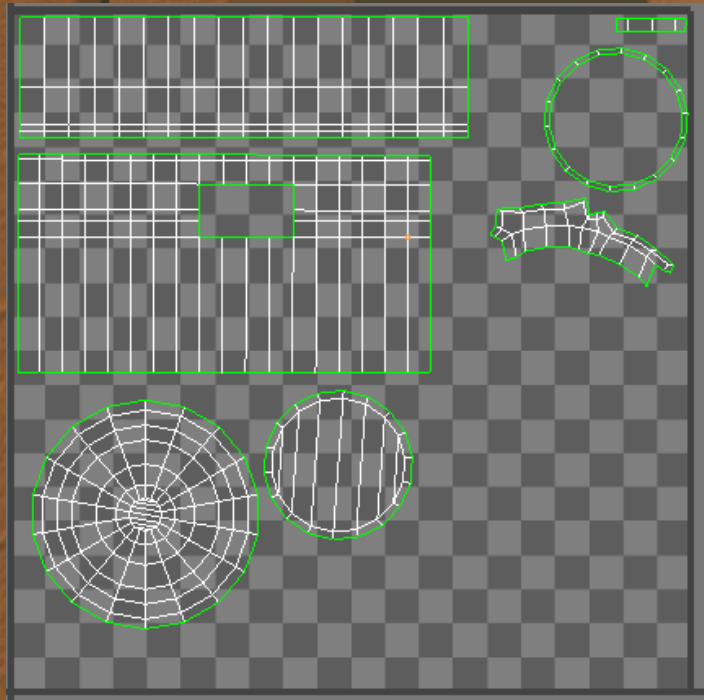
Base



Normal

12 - BUZÓN

Total
Polys: 366
Tris: 736
Verts: 370



Base



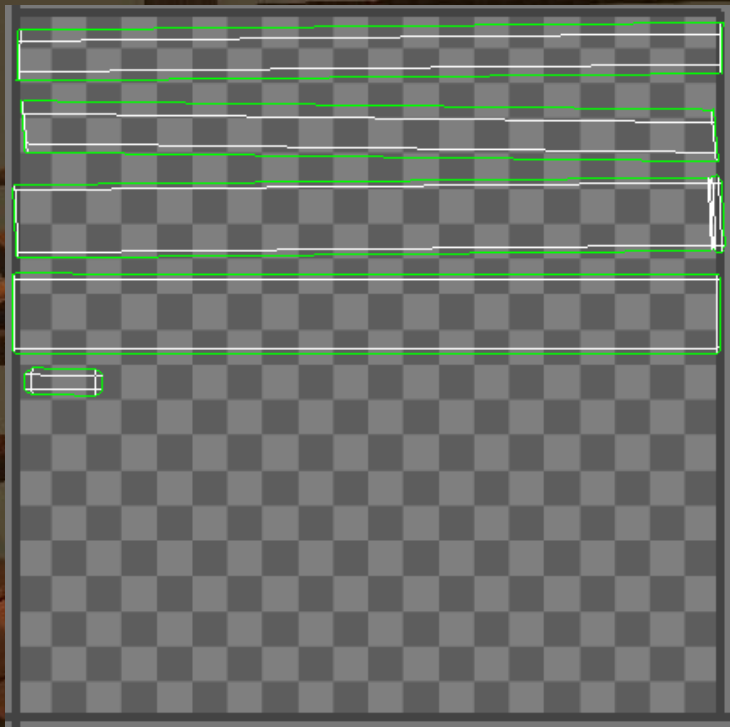
Height



Normal

13 - LISTÓN BANCO

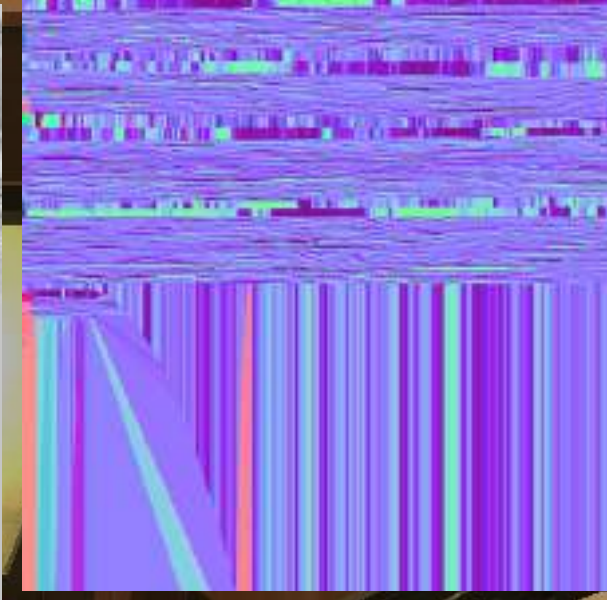
Total
Polys: 54
Tris: 108
Verts: 56



Base



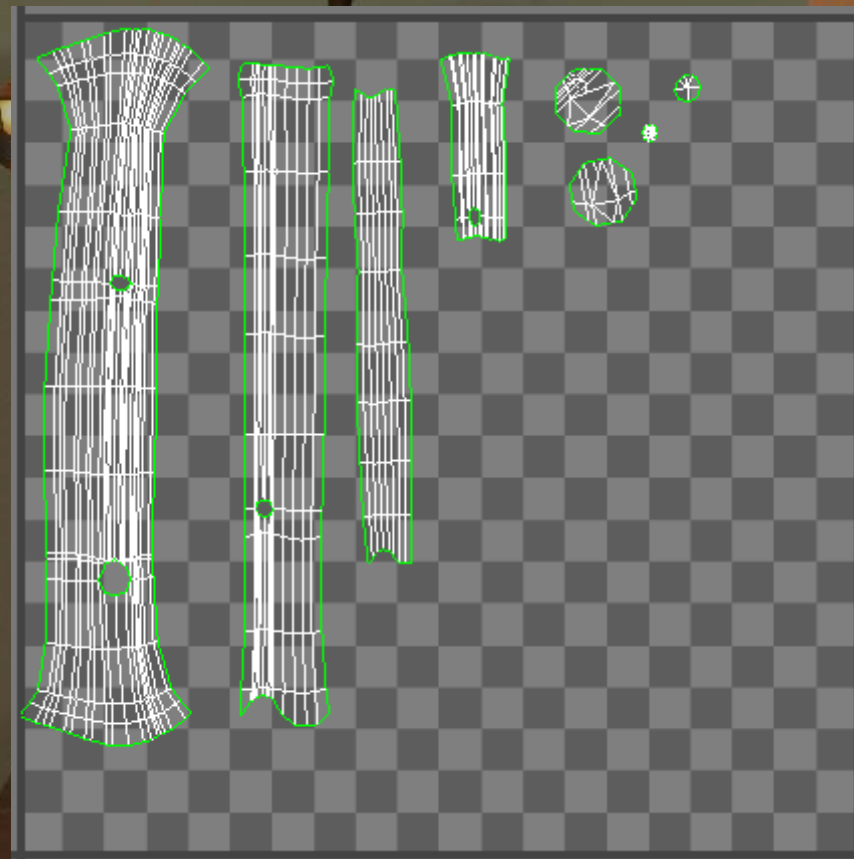
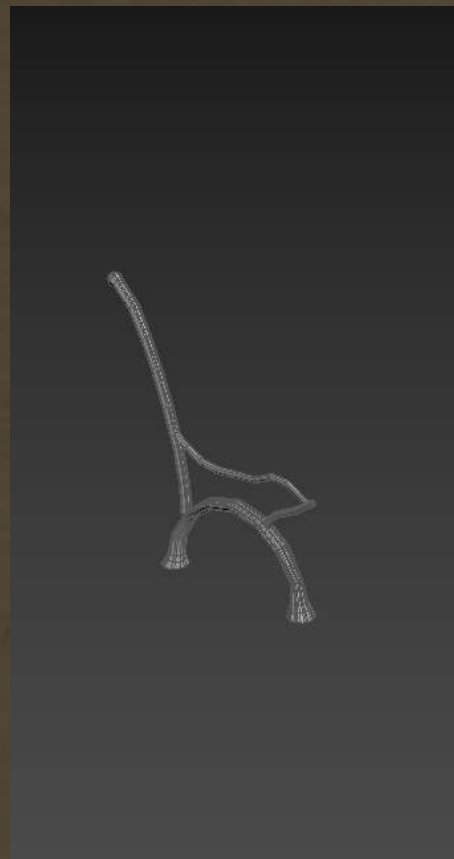
Height



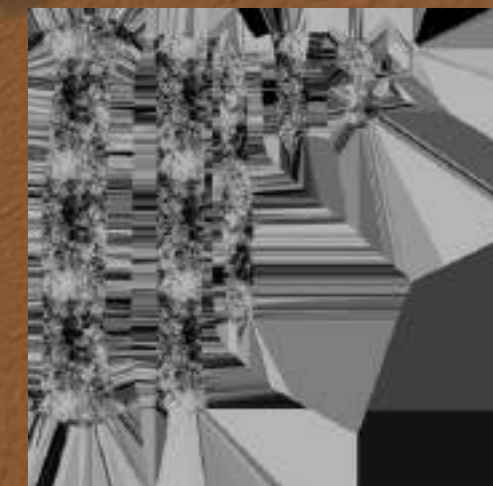
Normal

14 - PATA BANCO

Total
Polys: 660
Tris: 1.308
Verts: 654



Base



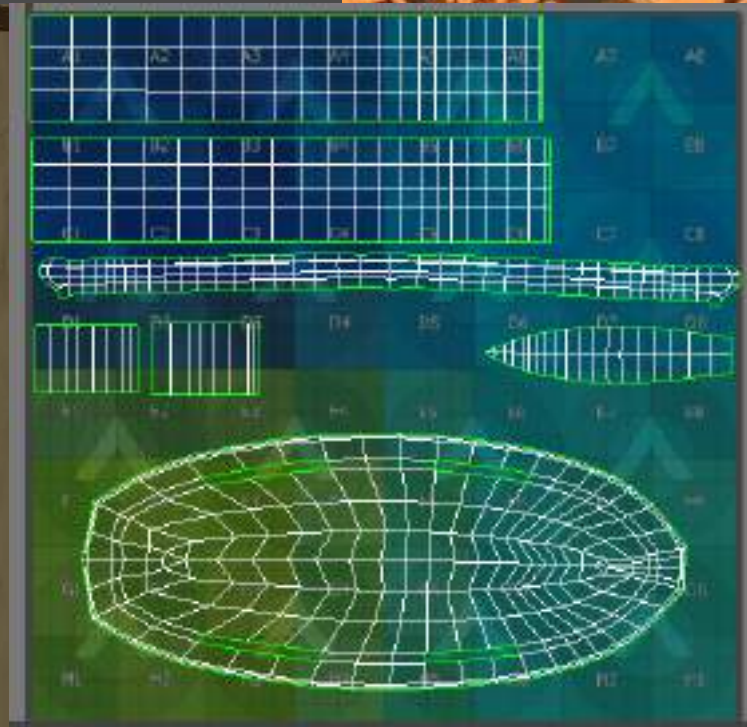
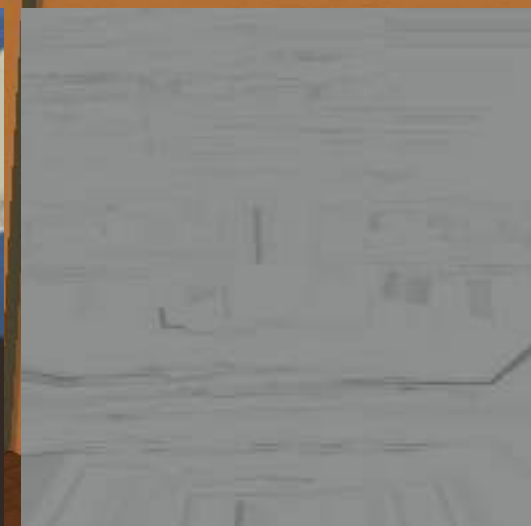
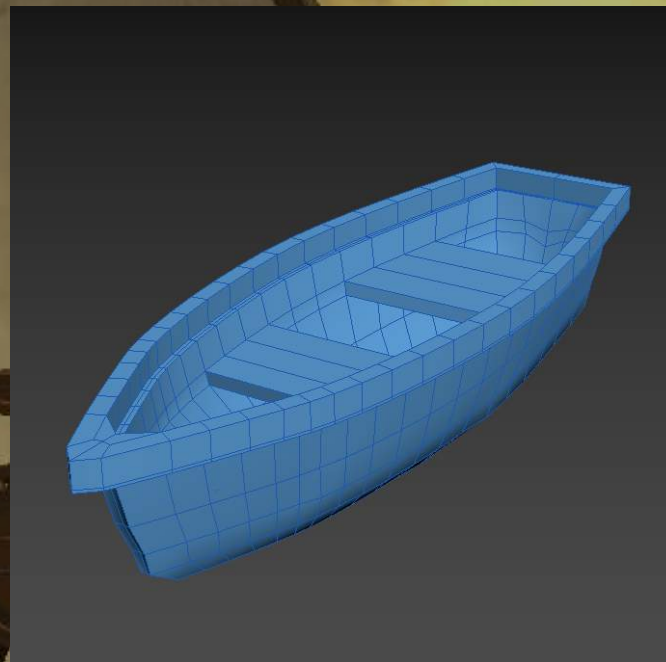
Metalness



Normal

15 - BARCA

Total
Polys: 722
Tris: 1.446
Verts: 721



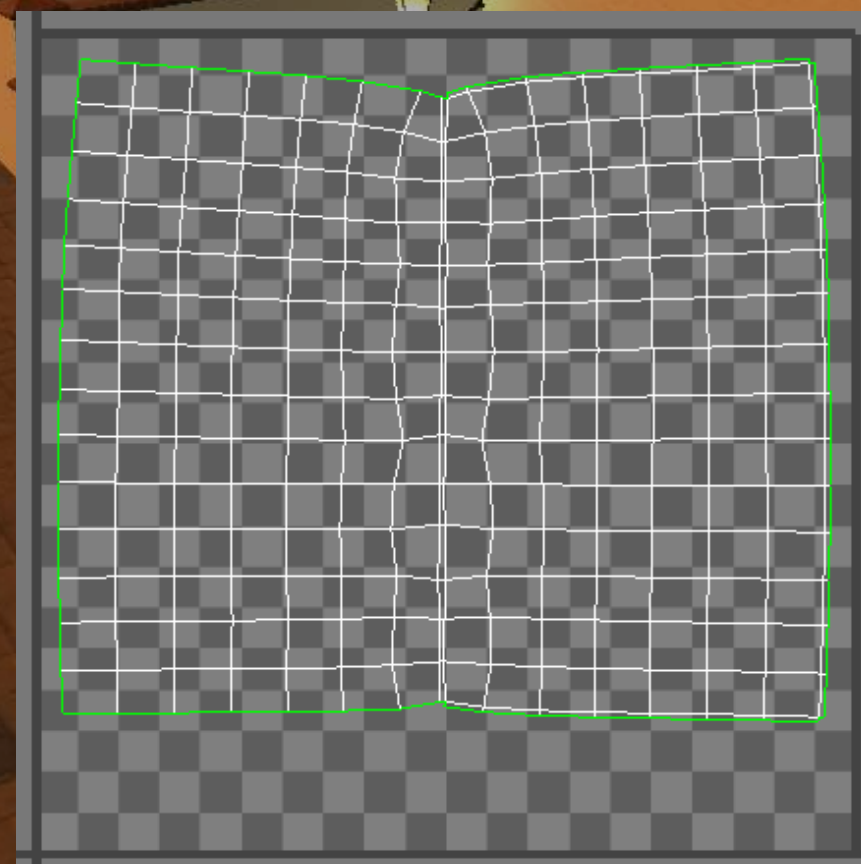
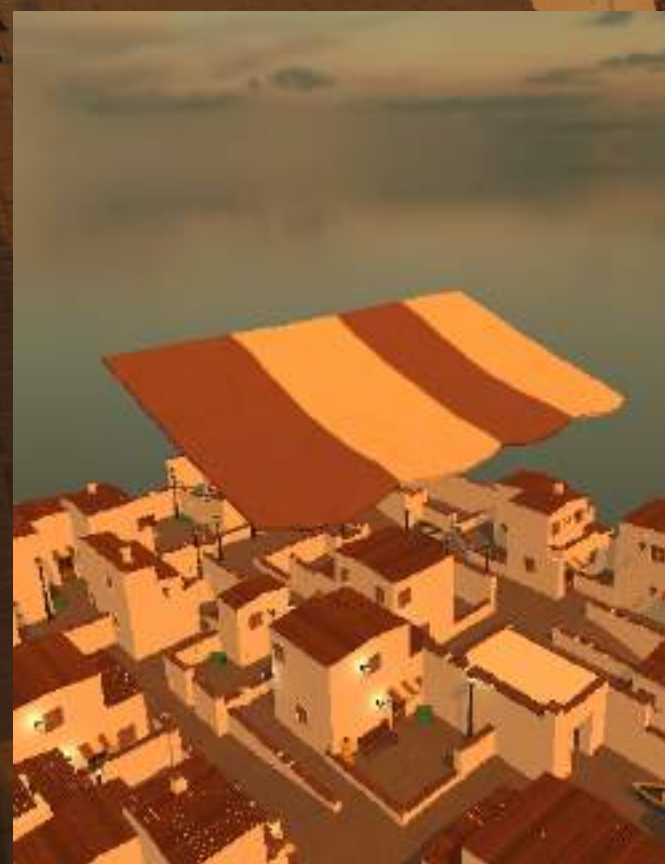
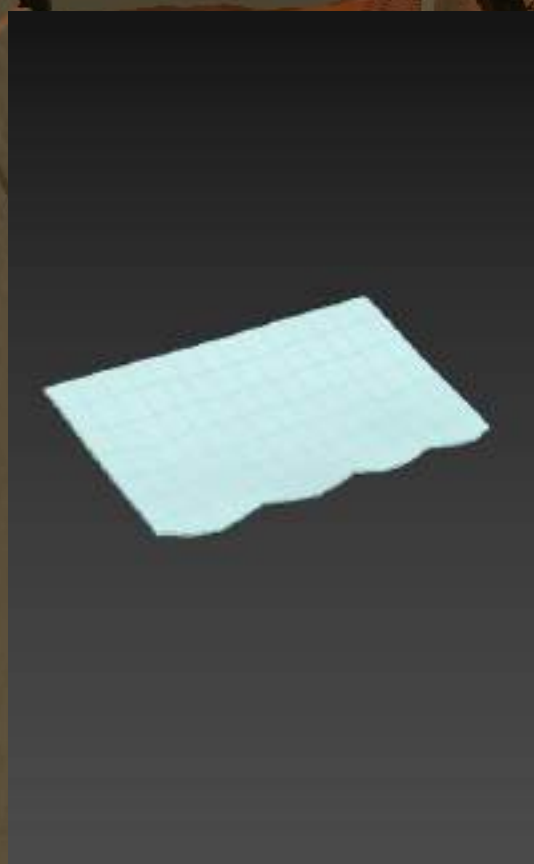
Base

Height

Normal

16 - TOLDO

Total
Polys: 238
Tris: 476
Verts: 240



Base



Height

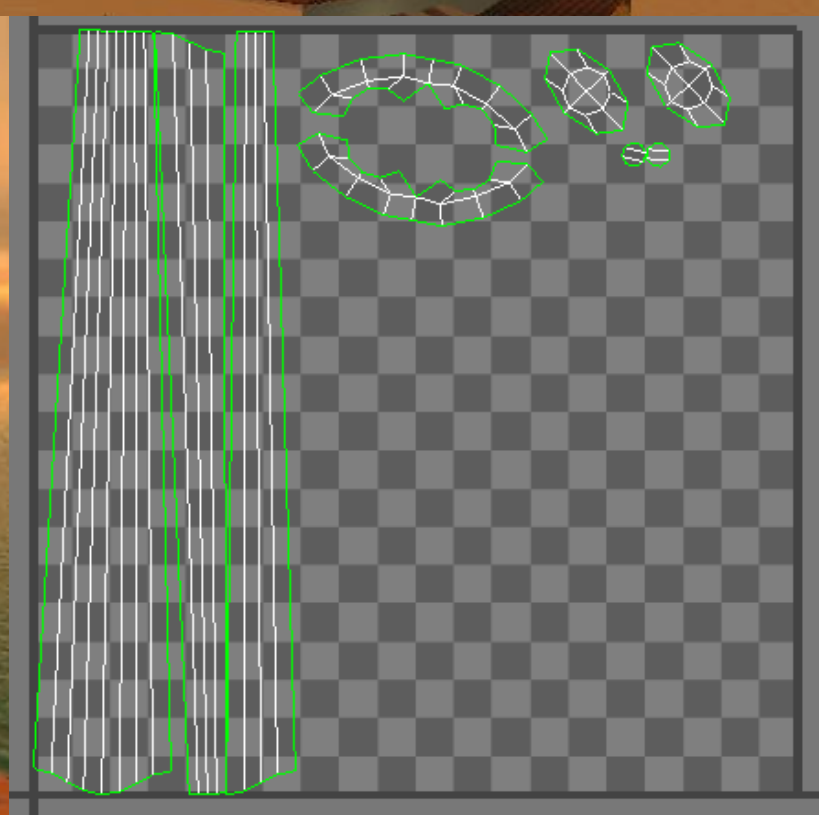
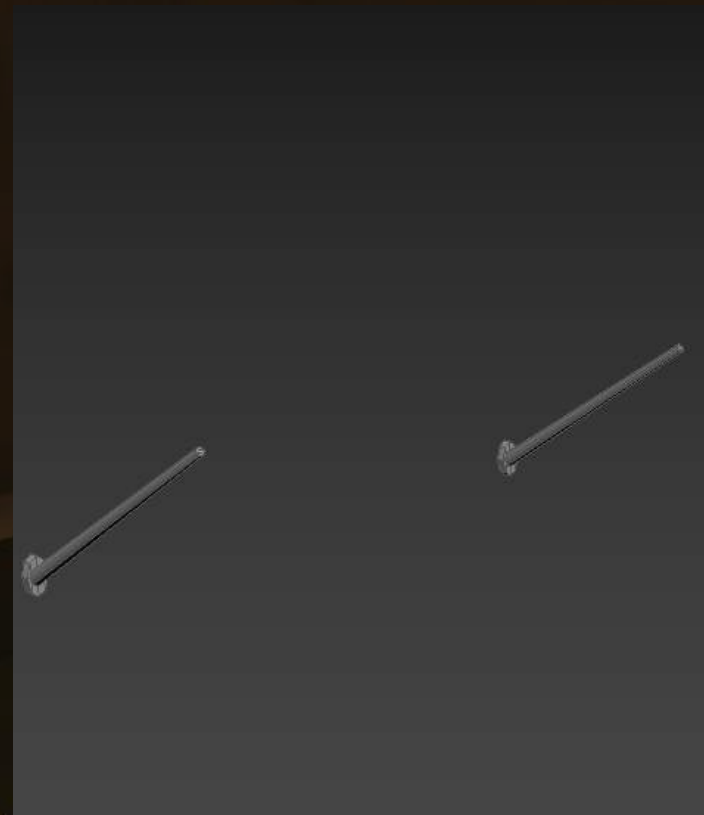


Normal

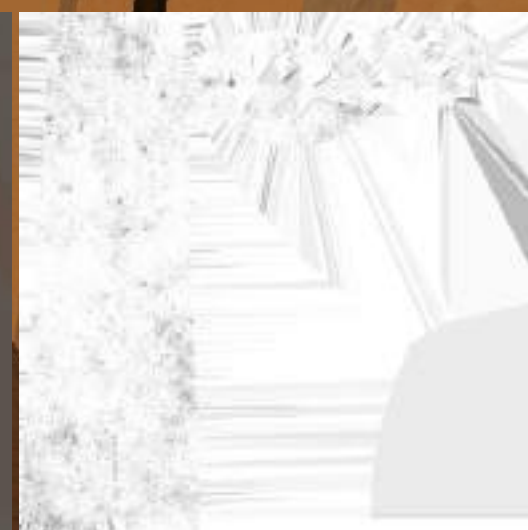


17 - SOPORTES TOLDO

Total
Polys: 78
Tris: 156
Verts: 82



Base



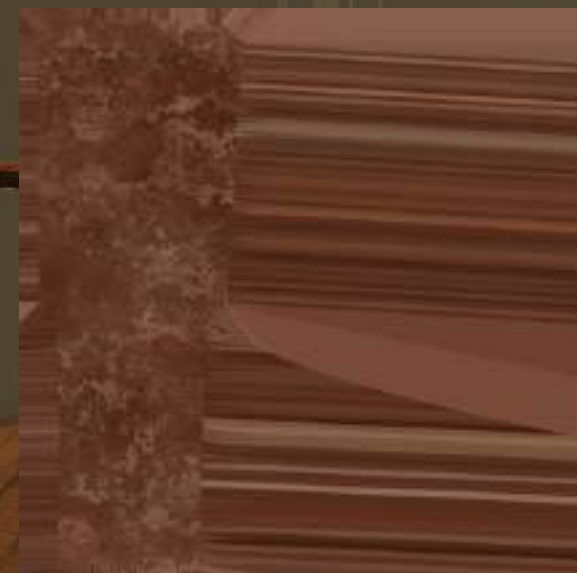
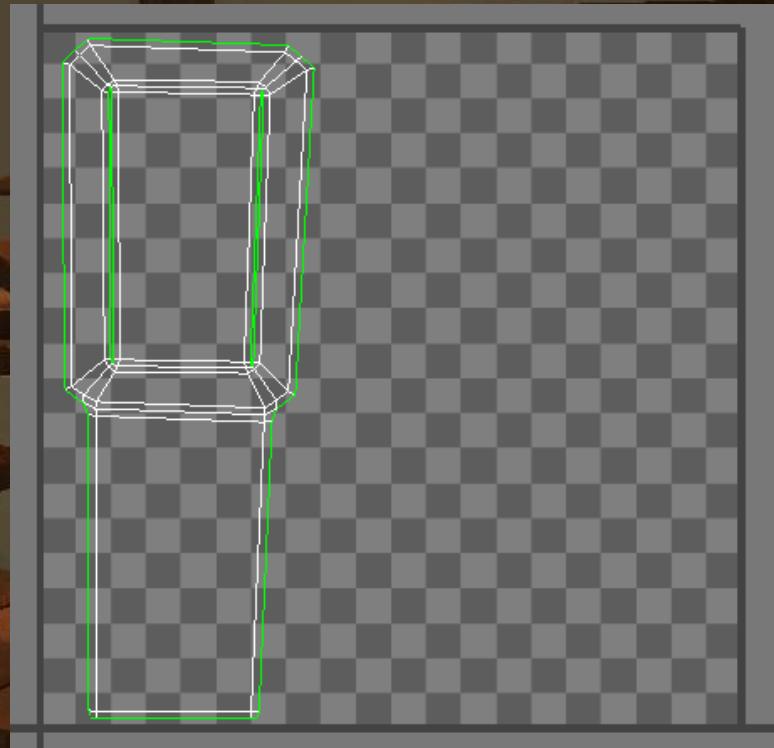
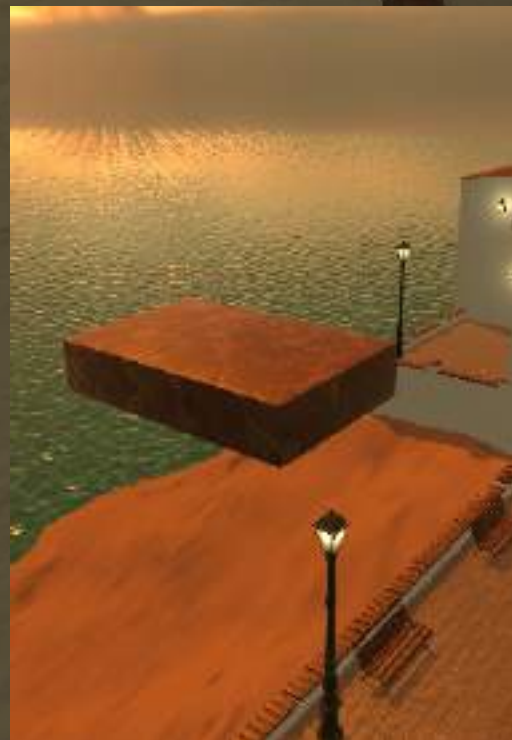
Metalness



Normal

18 - LADRILLO VALLA

Total
Polys: 54
Tris: 108
Verts: 56



Base



Height

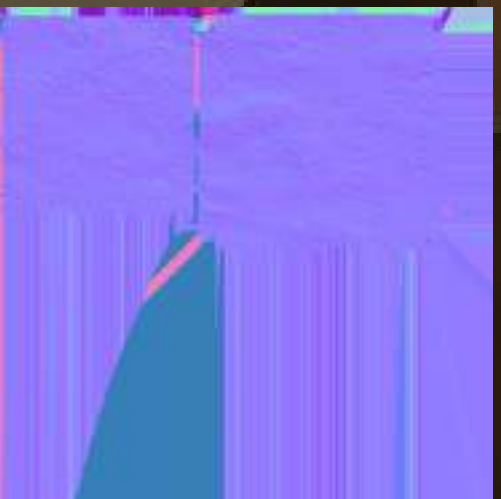
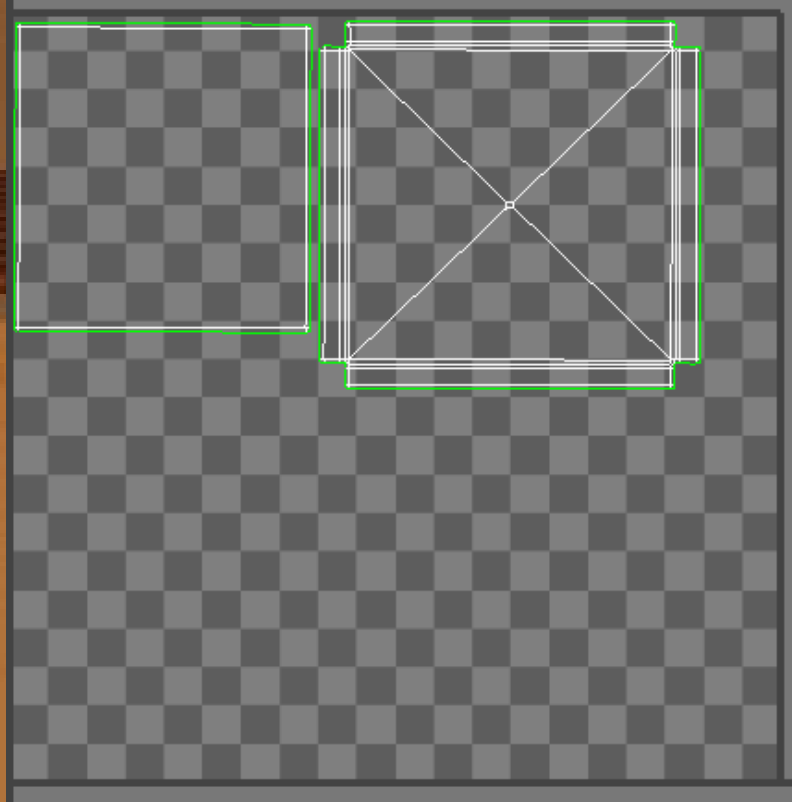
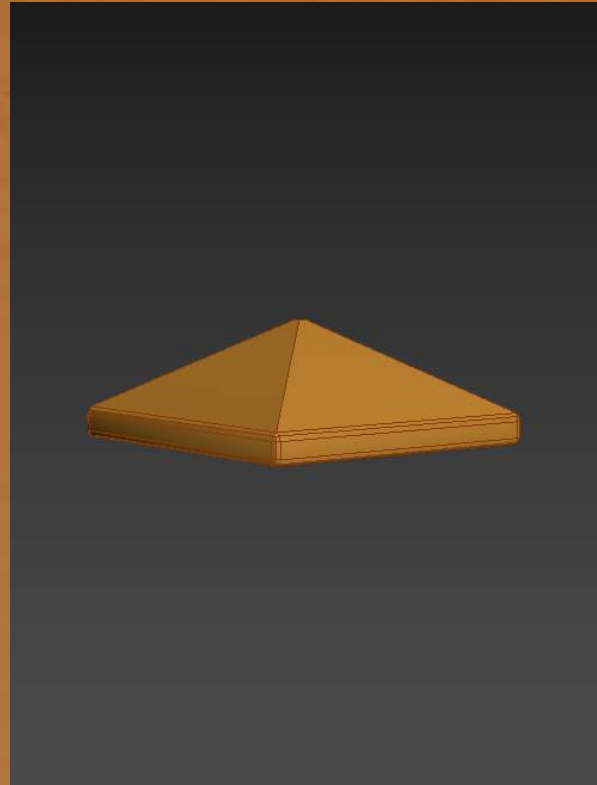


Normal



19 - LADRILLO PILAR VALLA

Total
Polys: 58
Tris: 116
Verts: 60



Base

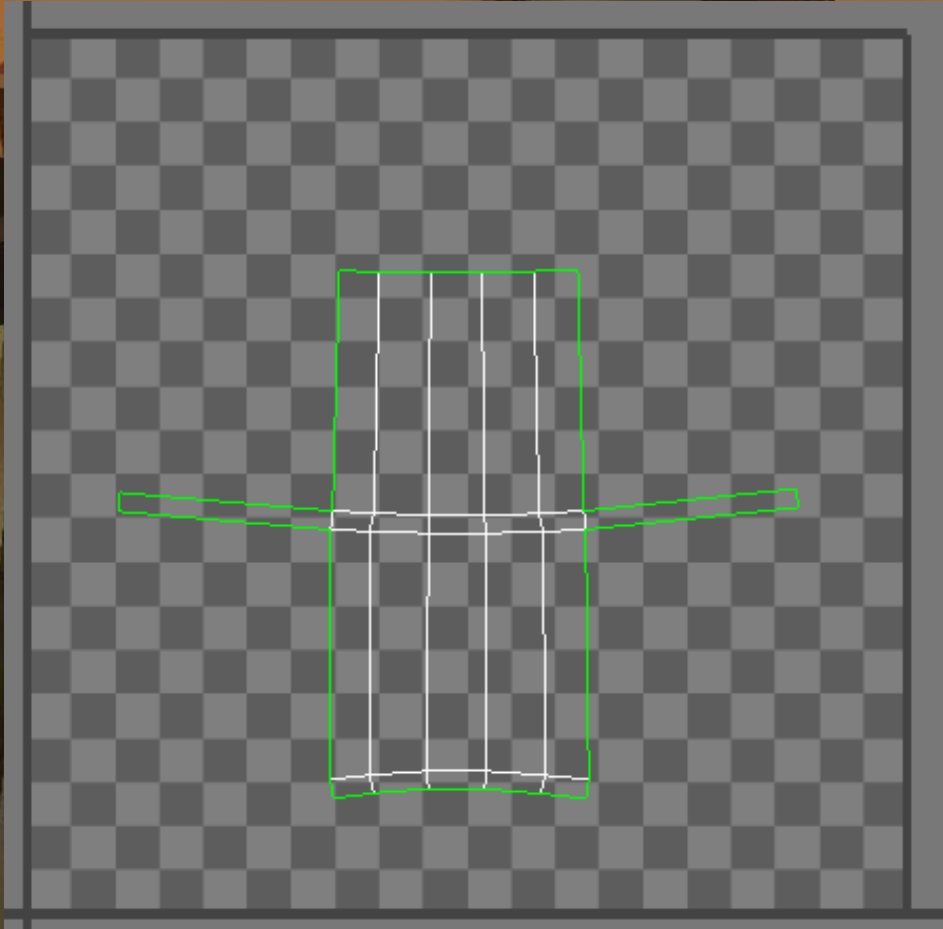
Height

Normal



20 - PARED CIRCULAR

Total
Polys: 22
Tris: 44
Verts: 24



Base

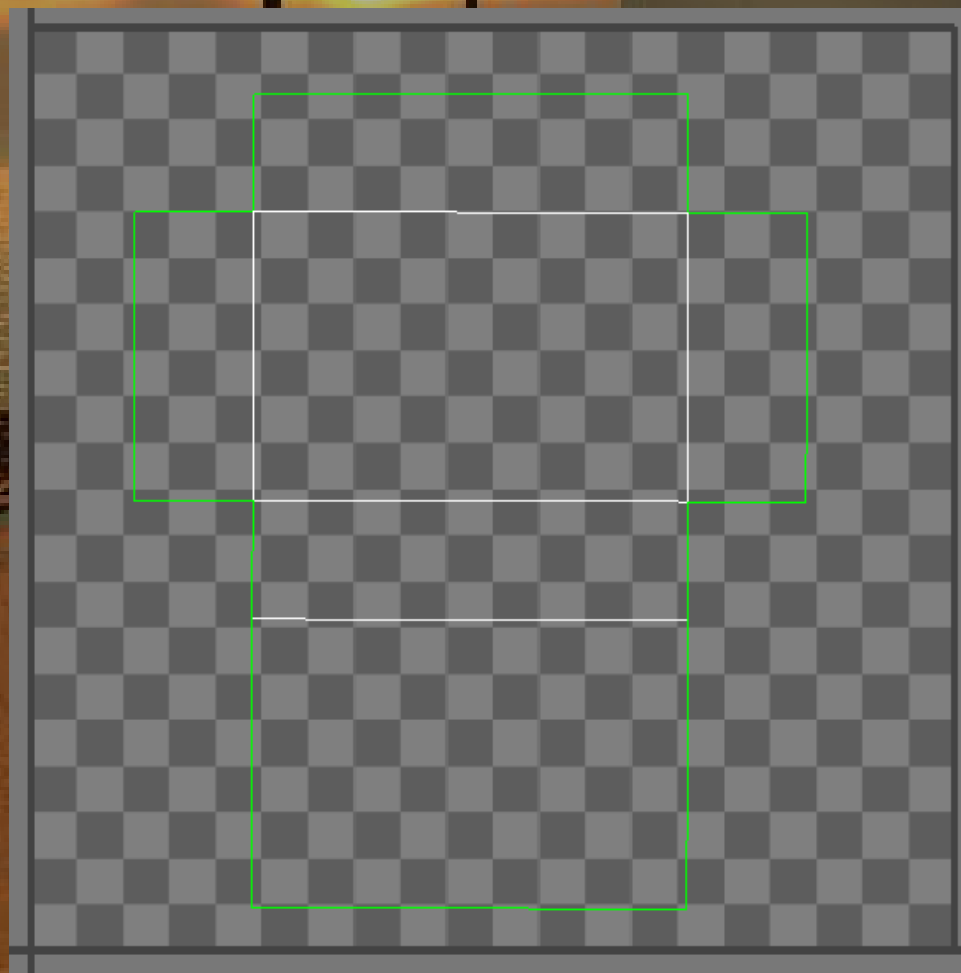
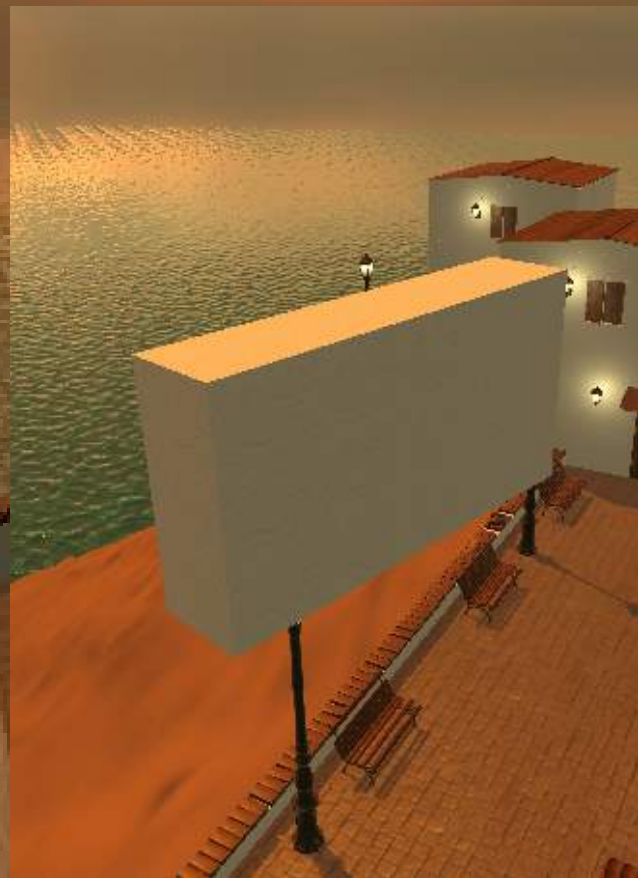


Normal

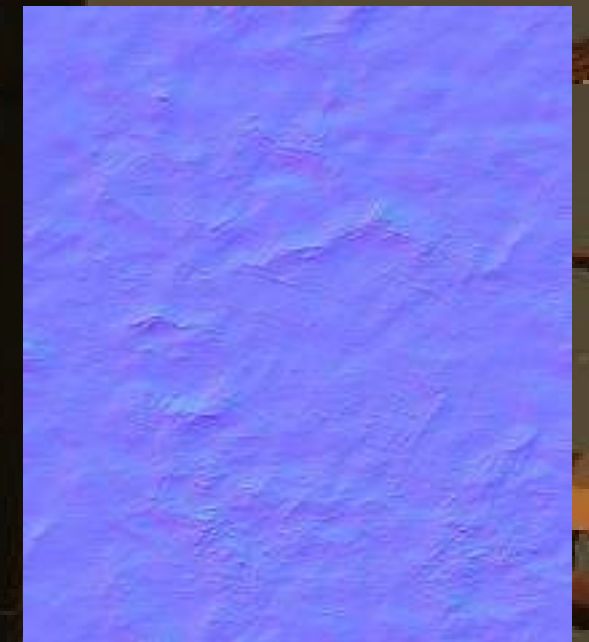


21 - MURO VALLA

Total
Polys: 6
Tris: 12
Verts: 8



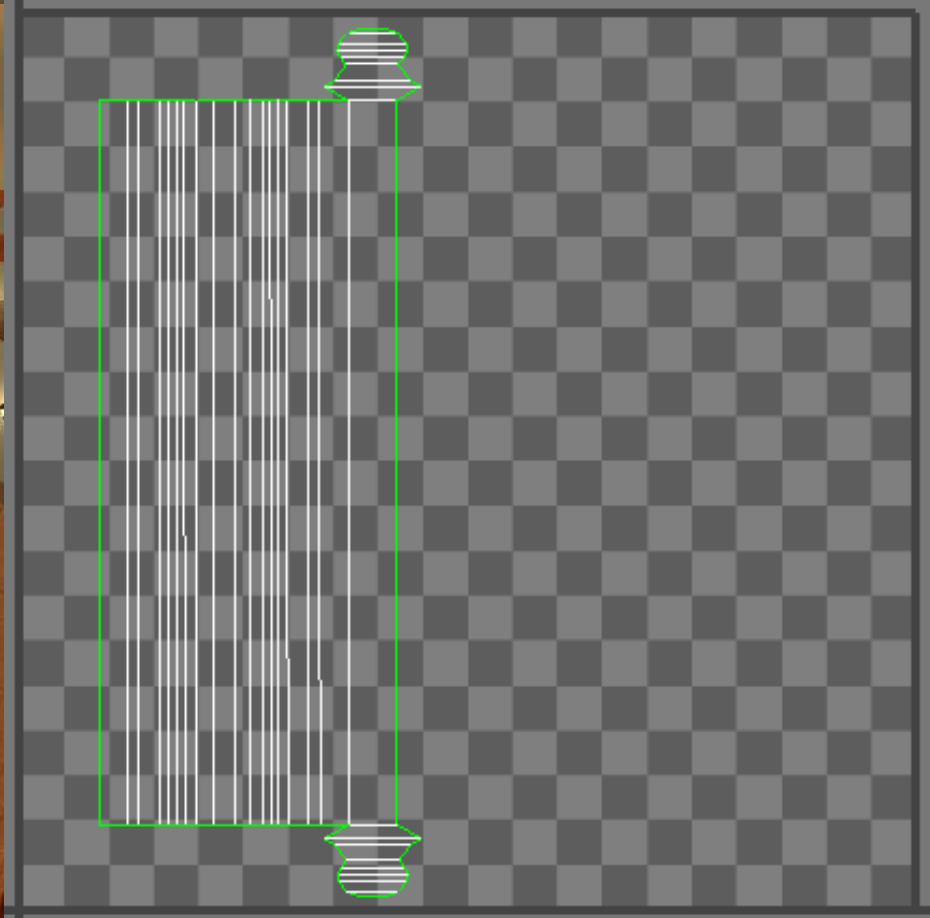
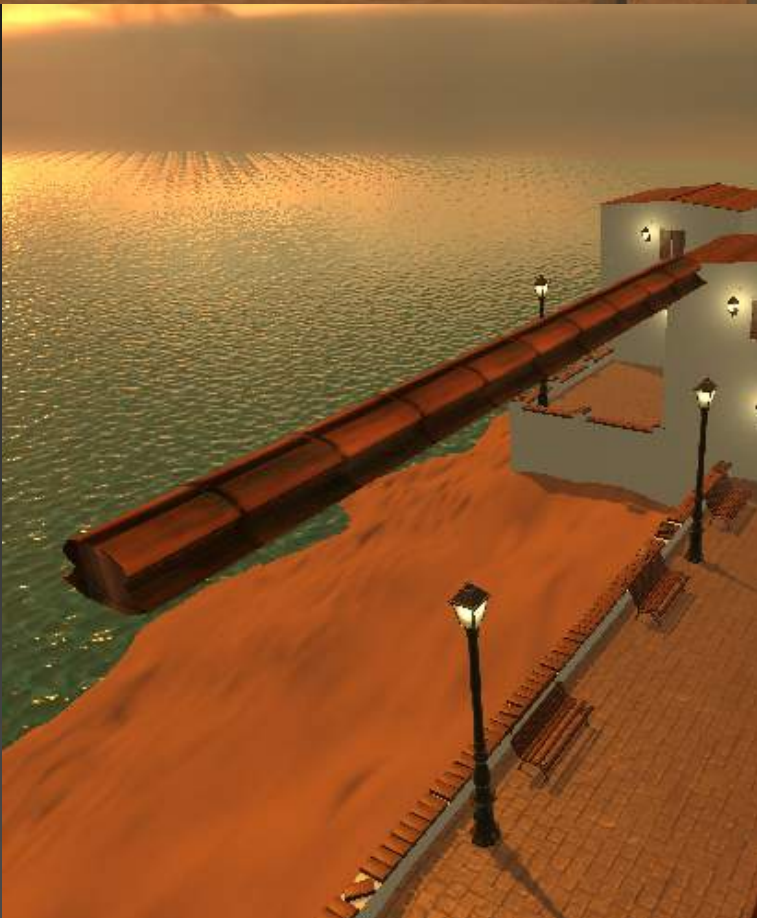
Base



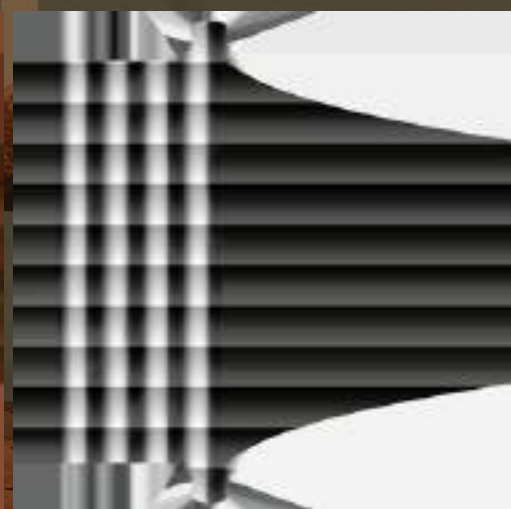
Normal

22 - TEJA CENTRO

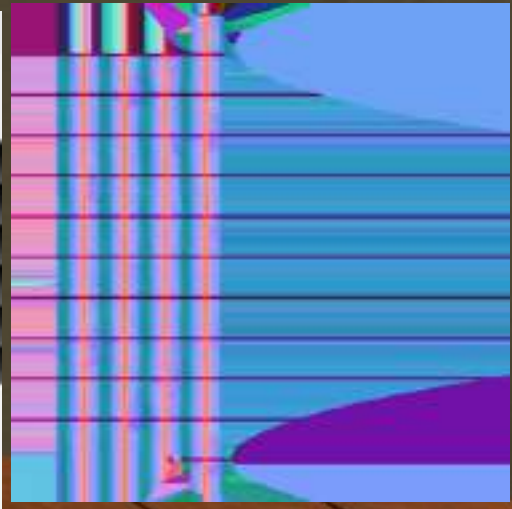
Total
Polys: 34
Tris: 68
Verts: 36



Base



Height

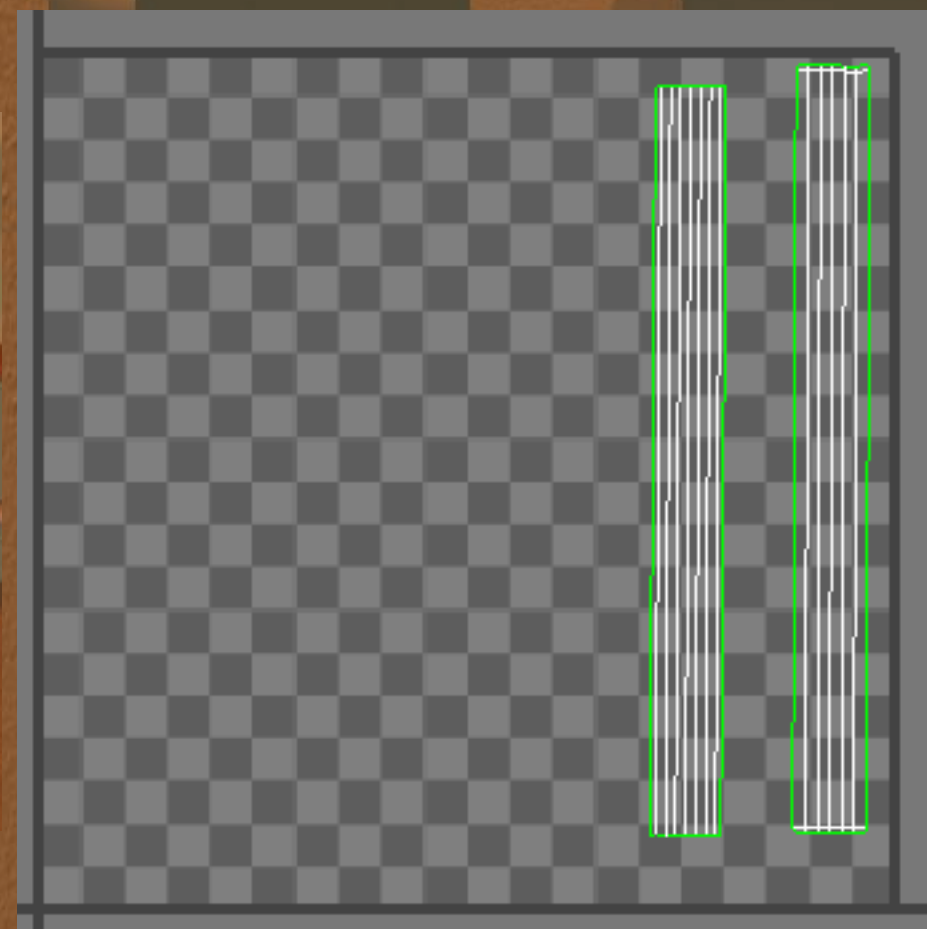
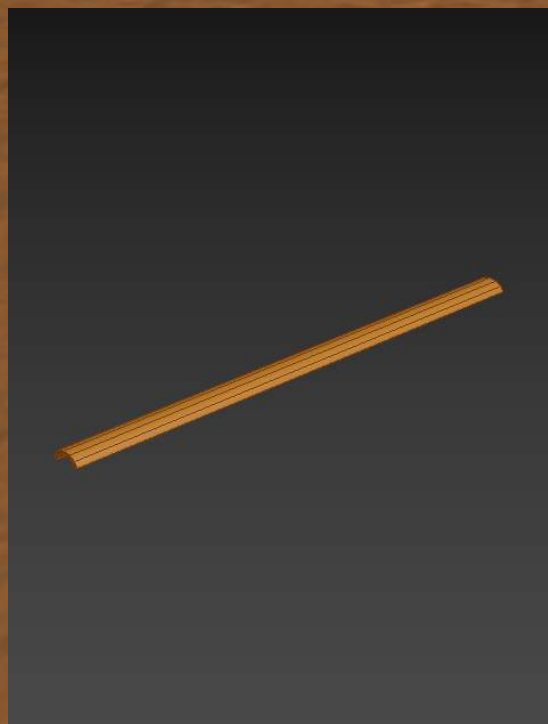


Normal

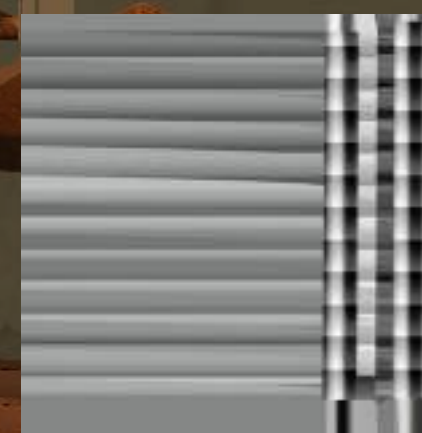


23 - TEJA LARGA

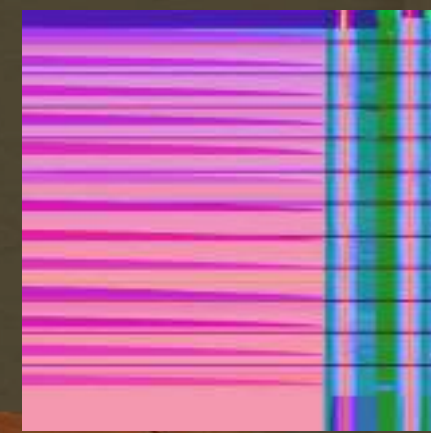
Total
Polys: 26
Tris: 52
Verts: 28



Base



Height

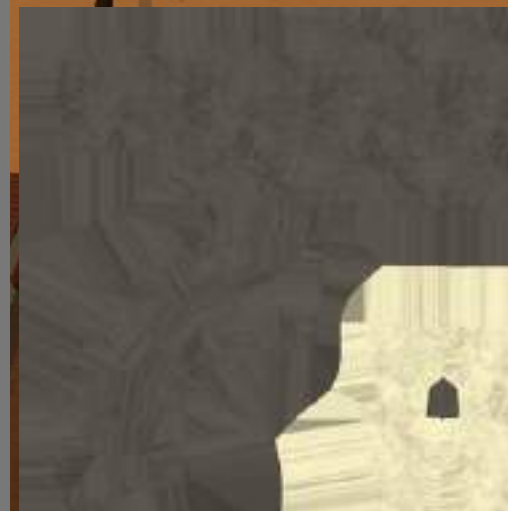
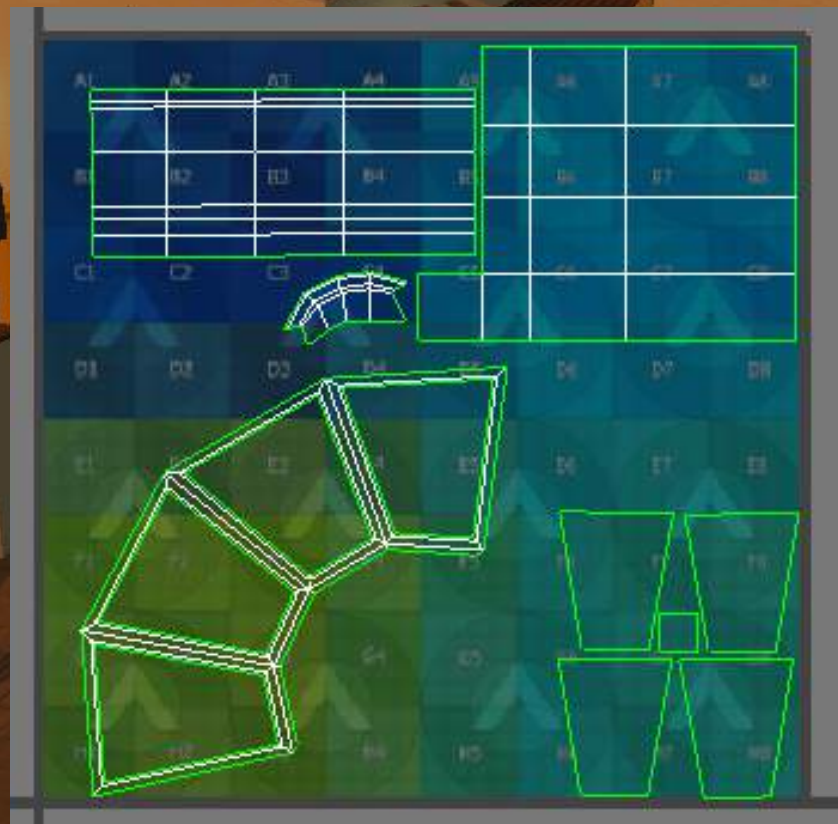


Normal



24 - FAROL

Total
Polys: 98
Tris: 196
Verts: 100



Base



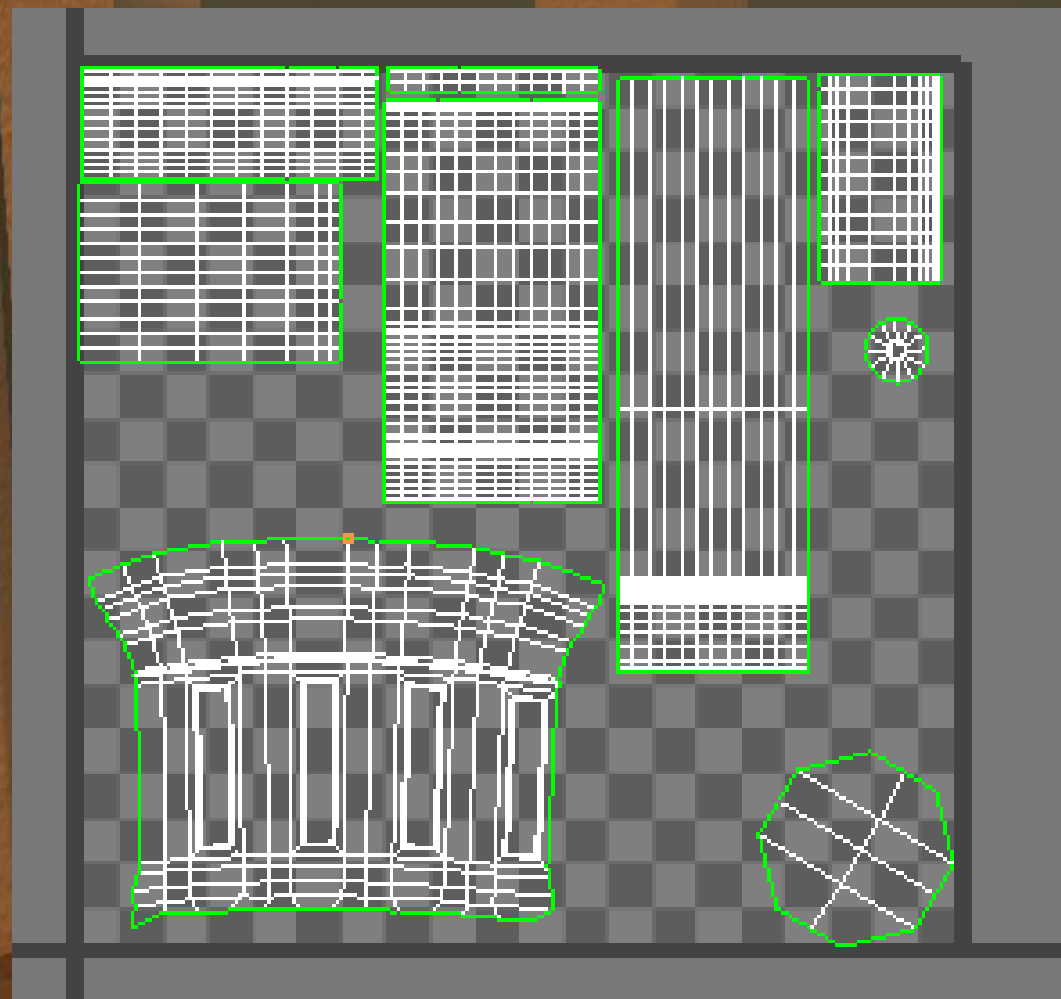
Normal



Normal

25 - POSTE FAROLA

Total
Polys: 1.413
Tris: 2.826
Verts: 1.415



Base



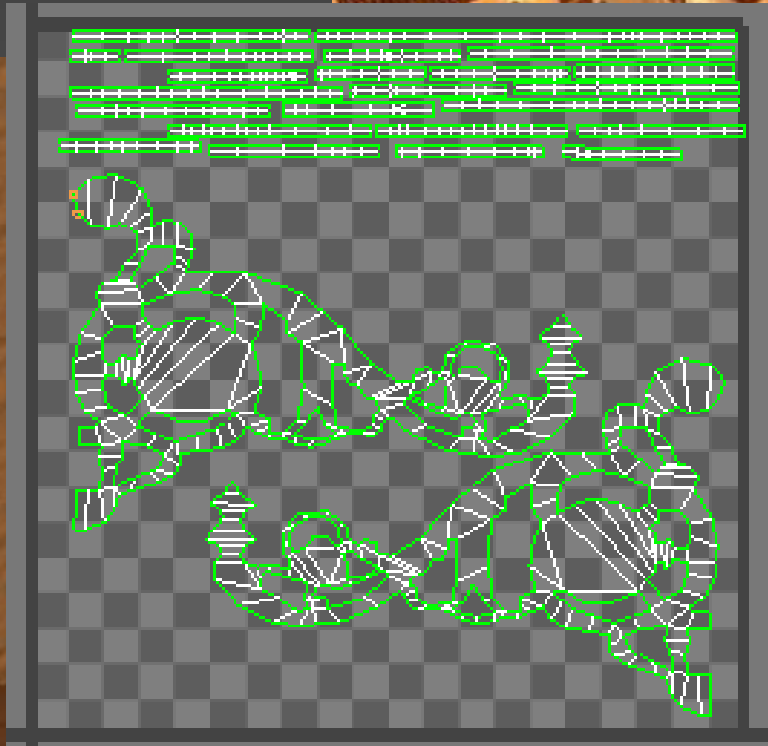
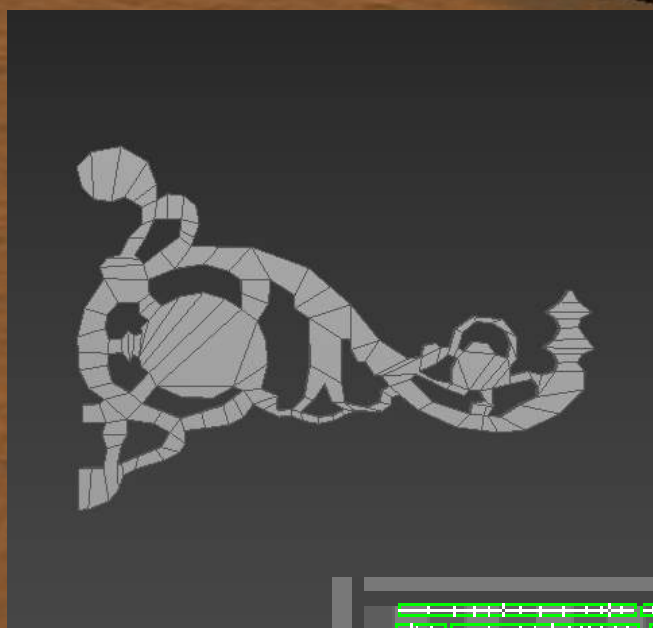
Height



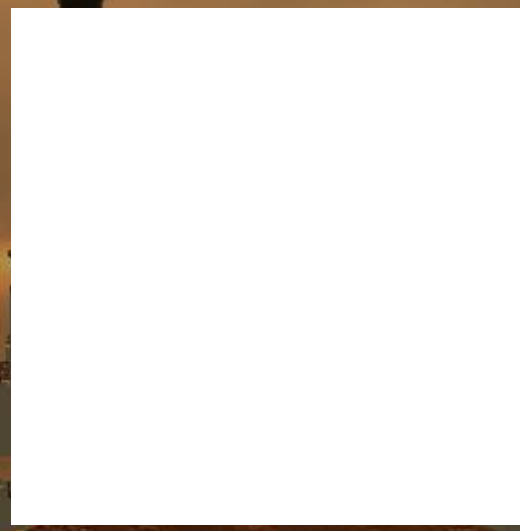
Normal

26 - SOPORTE FAROL DE PARED

Total
Polys: 794
Tris: 1.596
Verts: 774



Base



Metalness



Height

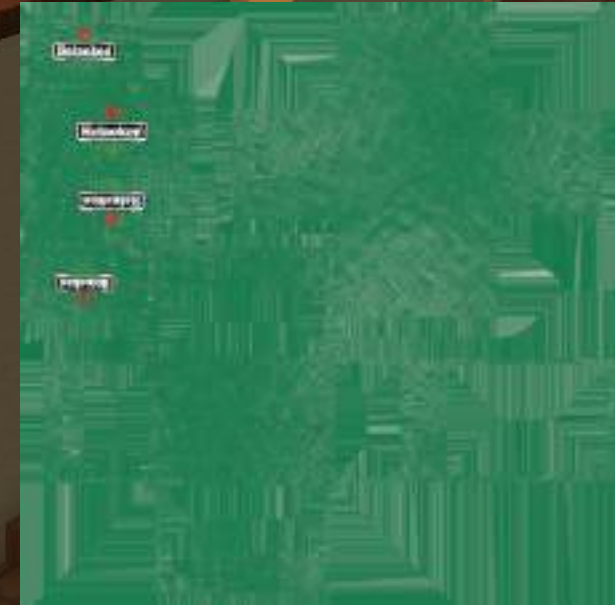
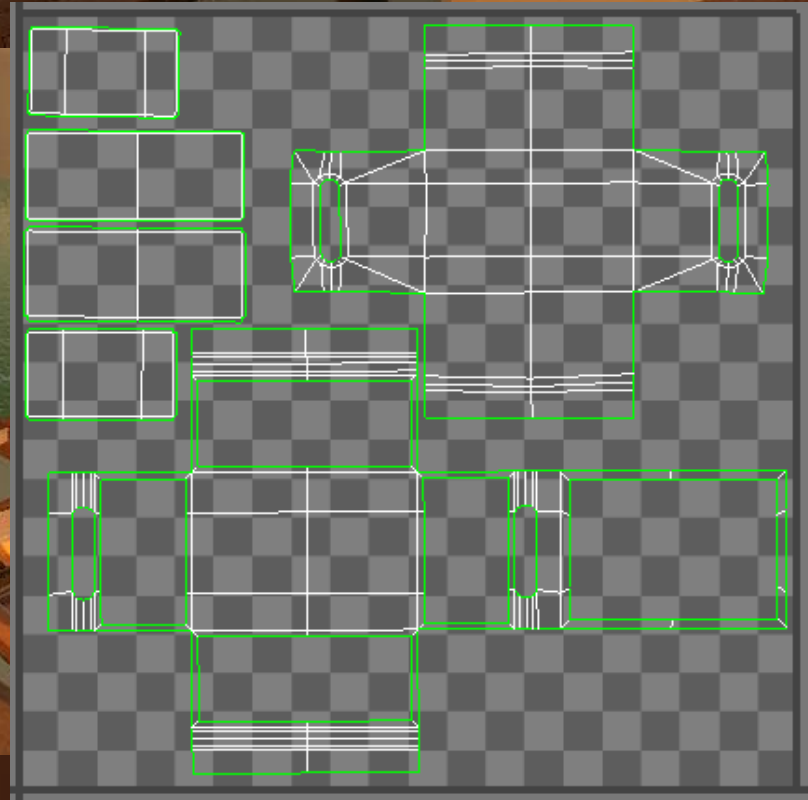
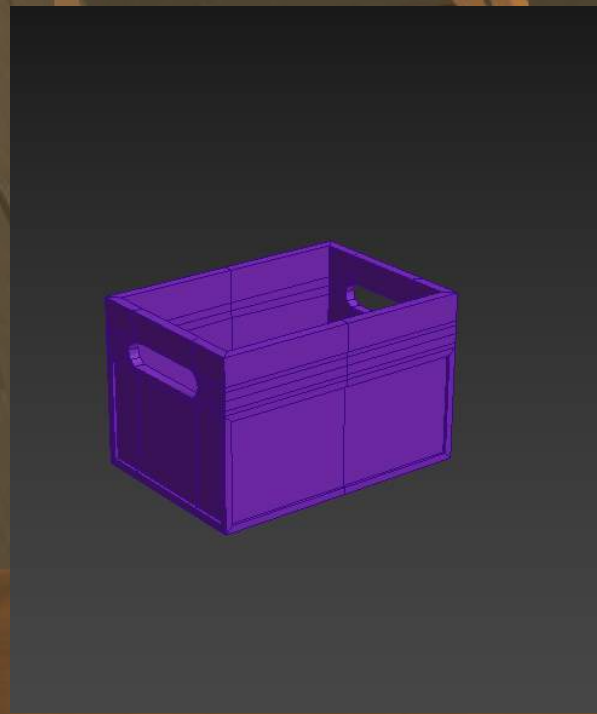


Normal



27 - CAJA DE CERVEZA

Total
Polys: 194
Tris: 396
Verts: 196

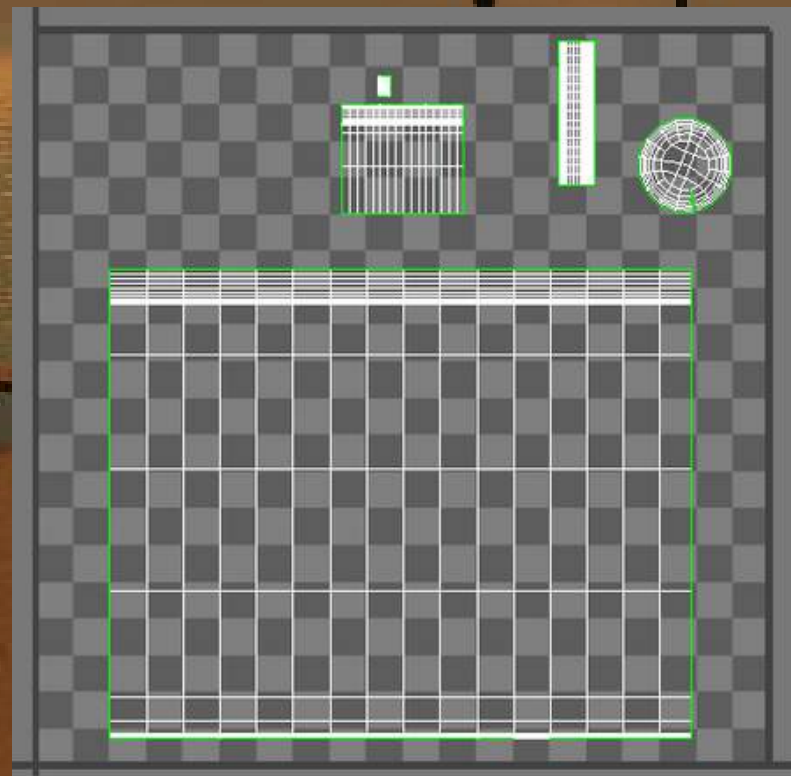
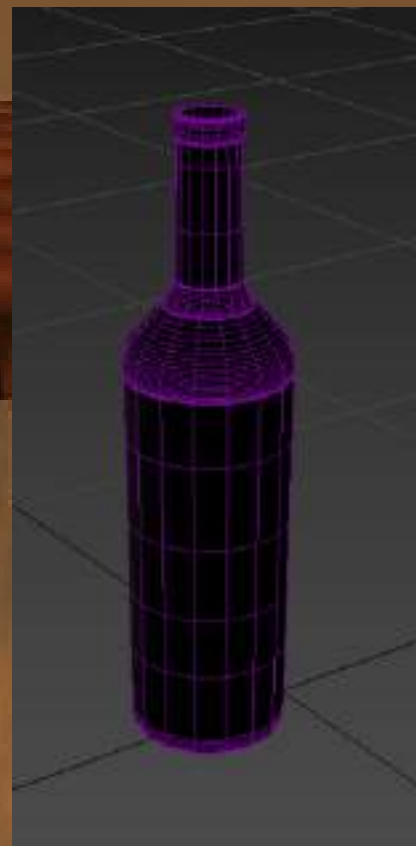


Base

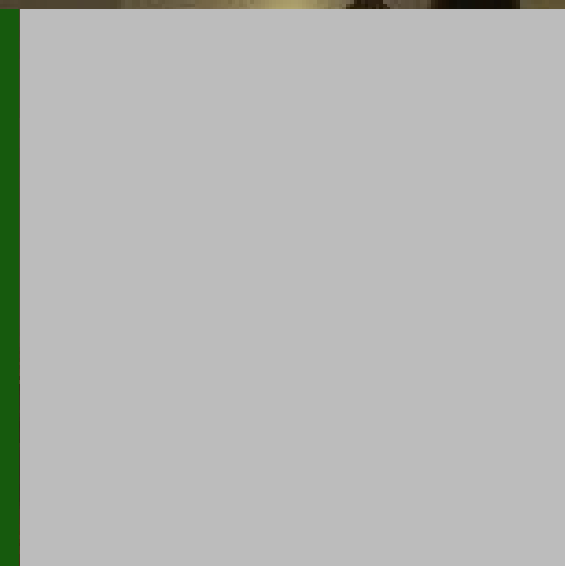


Normal

28 - BOTELLA



Base



Metalness



Normal

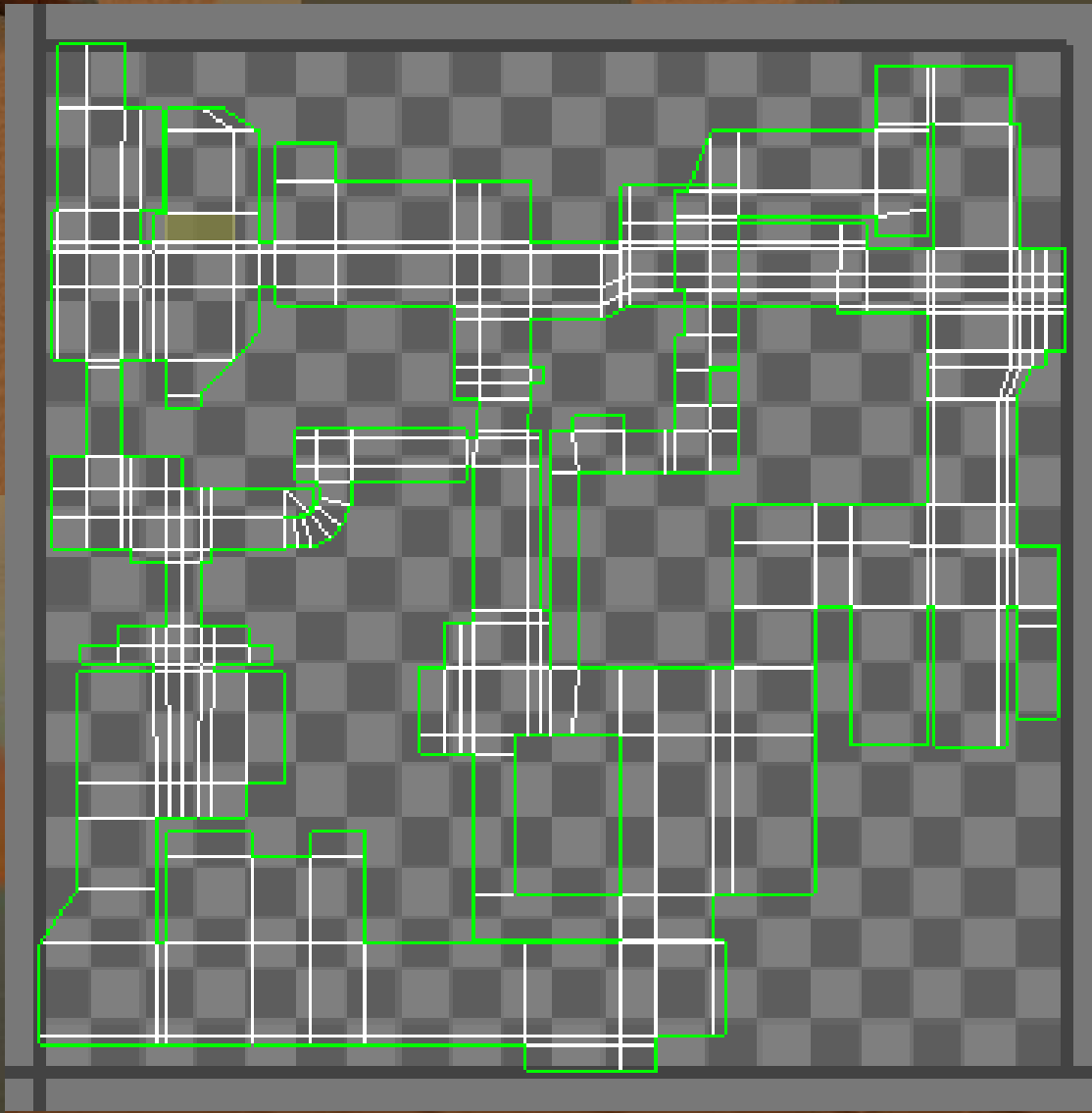
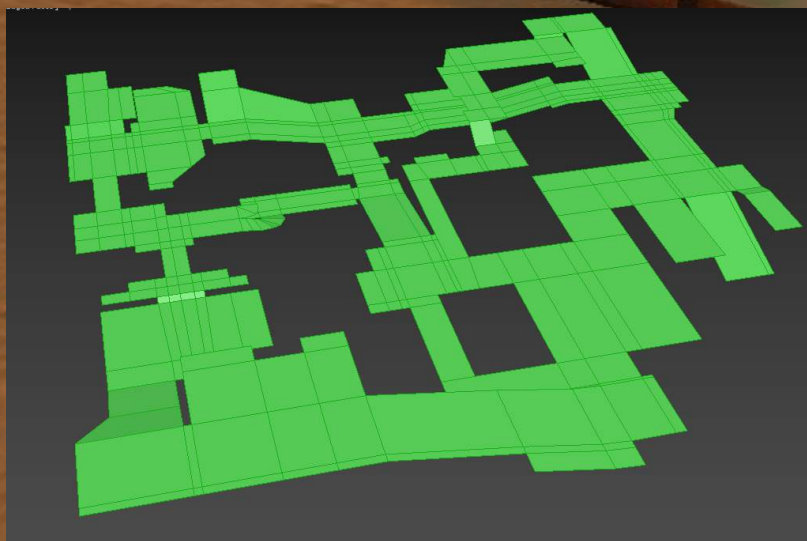
Total
Polys: 1.596
Tris: 0
Verts: 1.606



< Persp

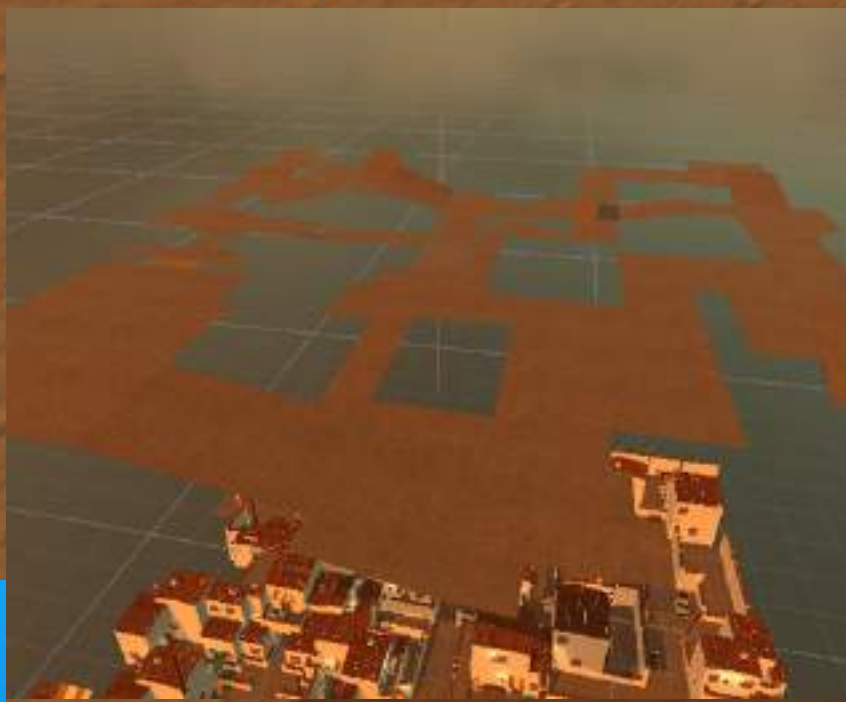
29 - SUELO

Total
Polys: 350
Tris: 704
Verts: 516

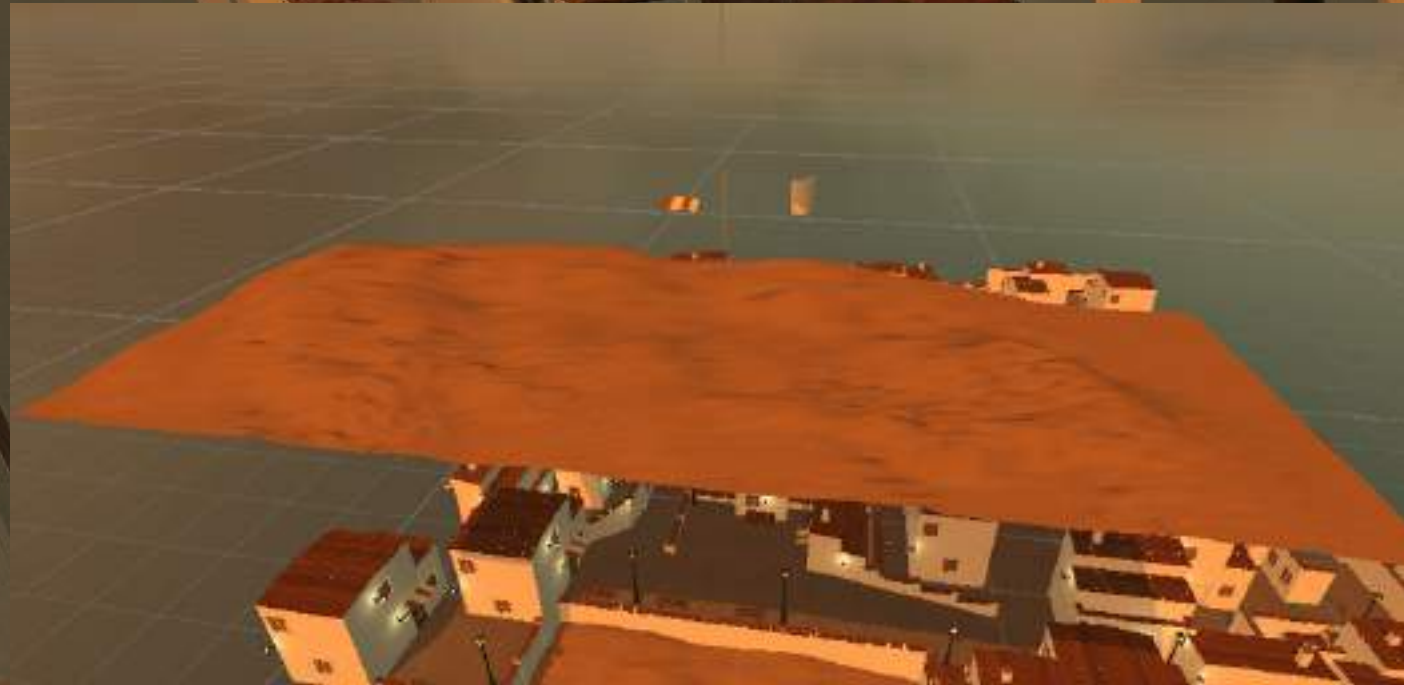


Base

Normal



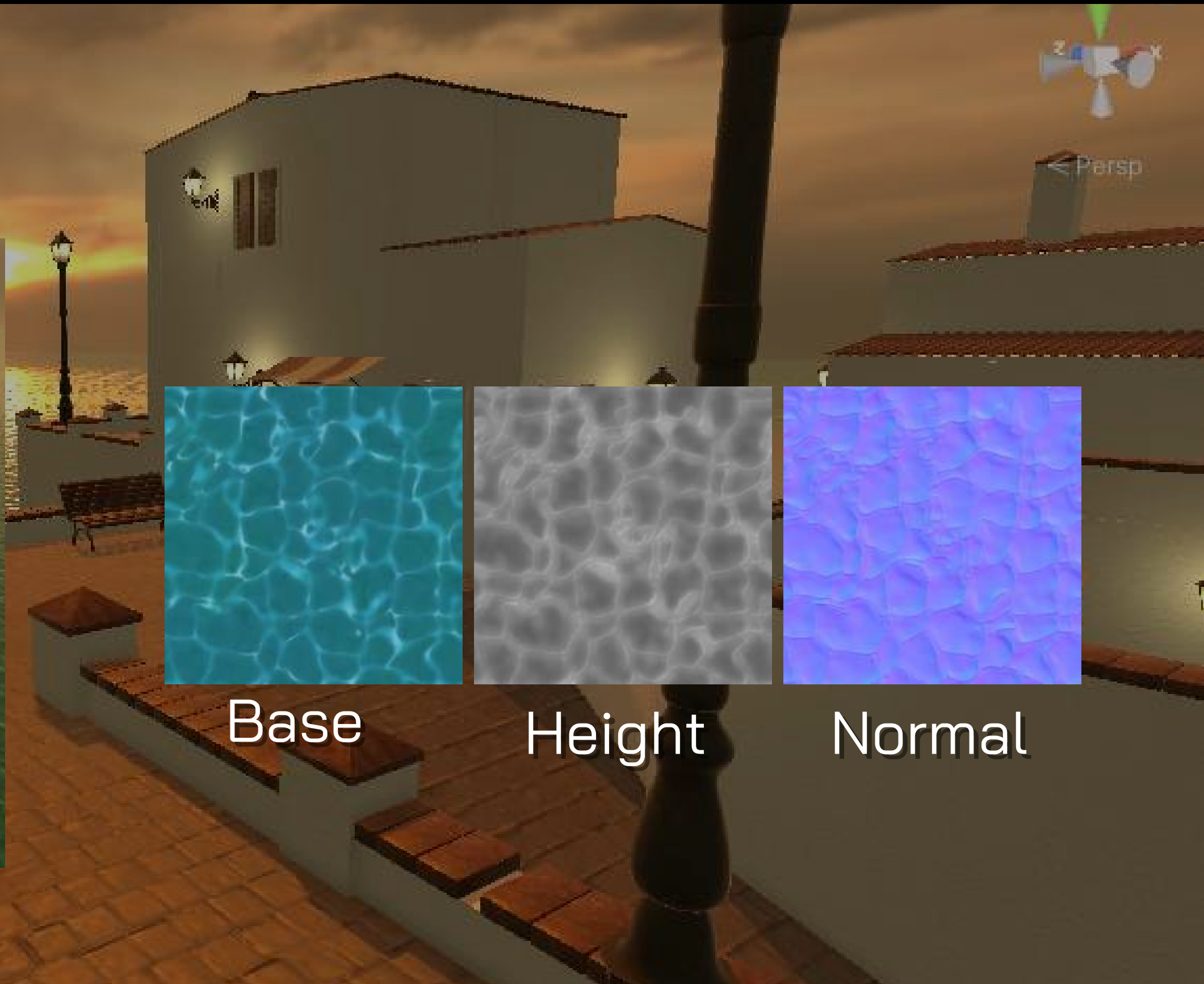
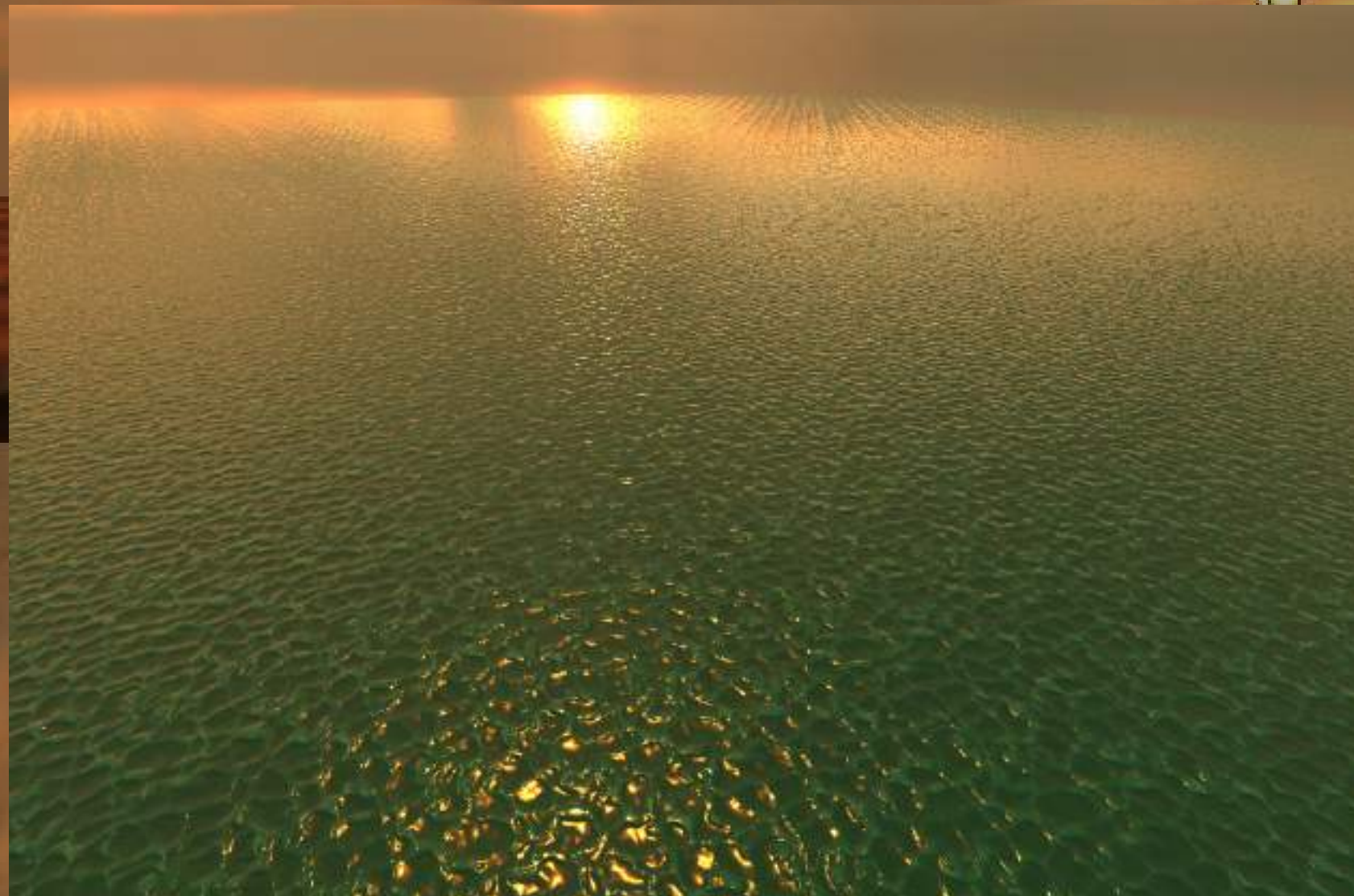
30 - PLAYA (TERRAIN)



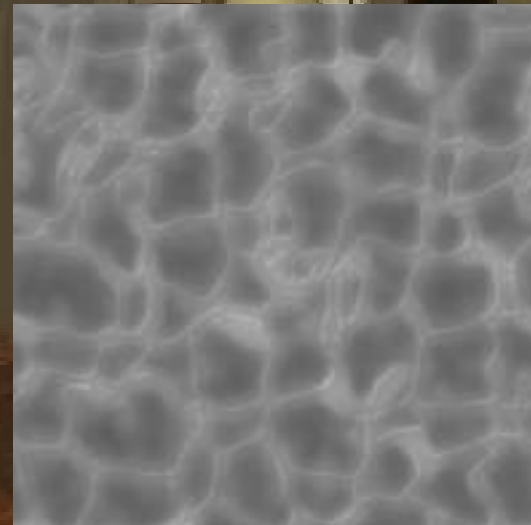
Base



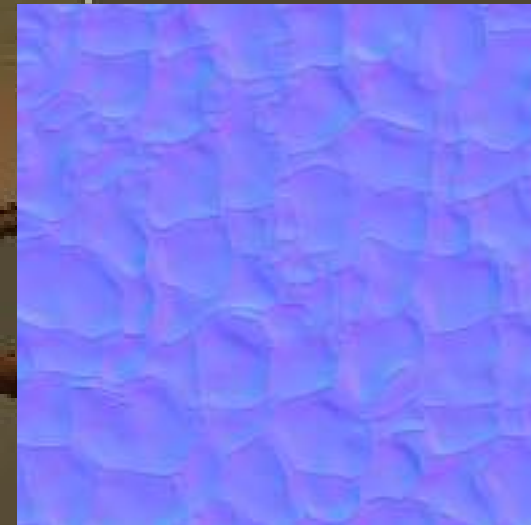
31 - AGUA (PLANO)



Base



Height



Normal

32 - BIBLIOGRAFÍA Y MEMORIA DE SOFTWARE



Se han utilizado texturas y materiales de Poliigon, Quixel Bridge, Adobe Substance Community Assets y Architextures. Los assets que utilizan texturas de alguna de estas páginas web están marcados con su logo en la esquina inferior izquierda.