Castle Crew

Aveline, Oisin, Philip, Caoimhe, Mantas, Aoibhinn

RECAP

Asked to create a castle.

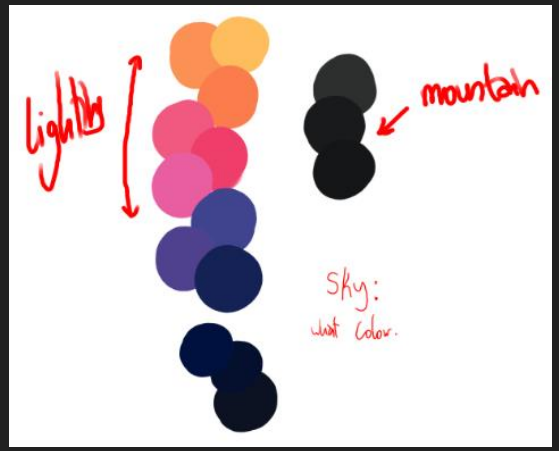
Decided to set our castle on a snowy mountain, strong focus of history/culture in it. Viking Norse folklore focus.

LORE / STORY

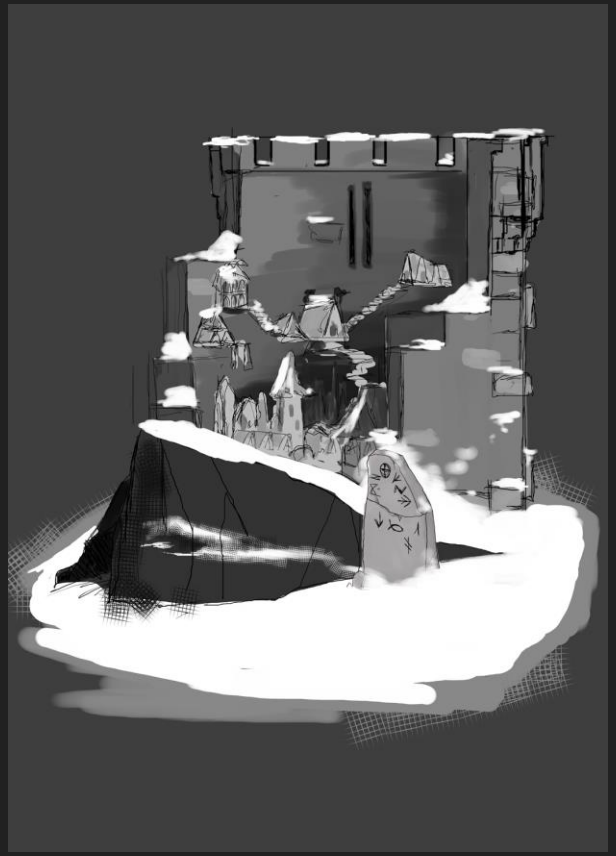
Due to both the medieval setting we were given and the Norse inspiration we decided to take, we decided to aim for a backstory that both justified the set piece and fit with the setting.
With these points in mind we decided to make the world a post apocalypse one, specifically post Raganrok, the end times of Norse mythology. With the mountain kingdom being one of the only survivors. This is reflected in their iconography and culture, being based around and reflecting the events they witnessed from their mountain, further emphasizing the fear they would have at travelling to a barren, ruined surface.

CONCEPT ART - DESIGN CHOICES

Aveline

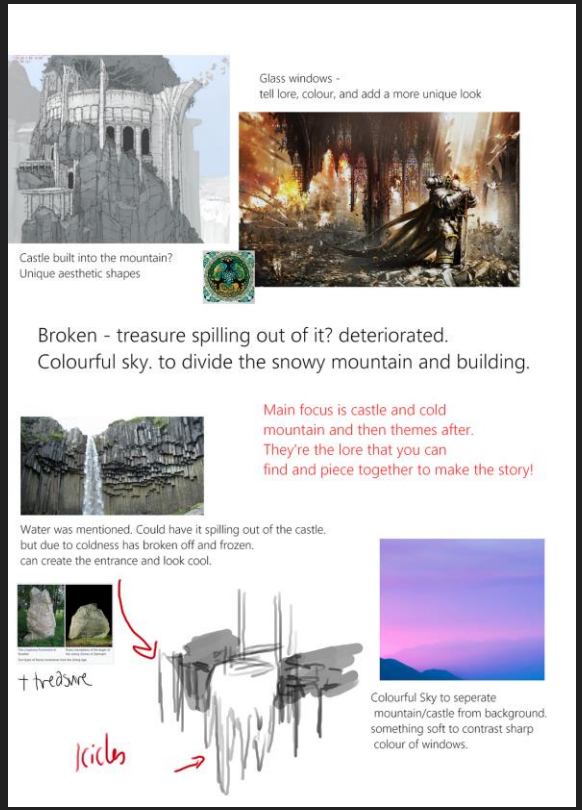


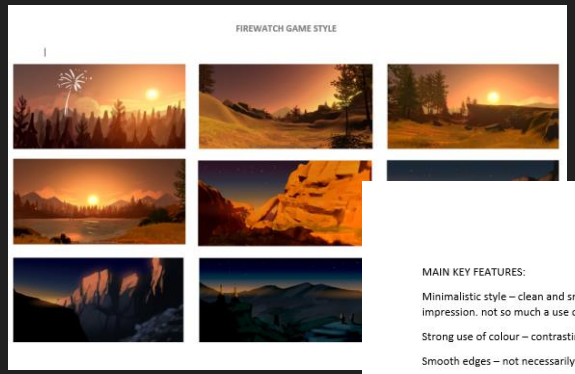
Caoimhe



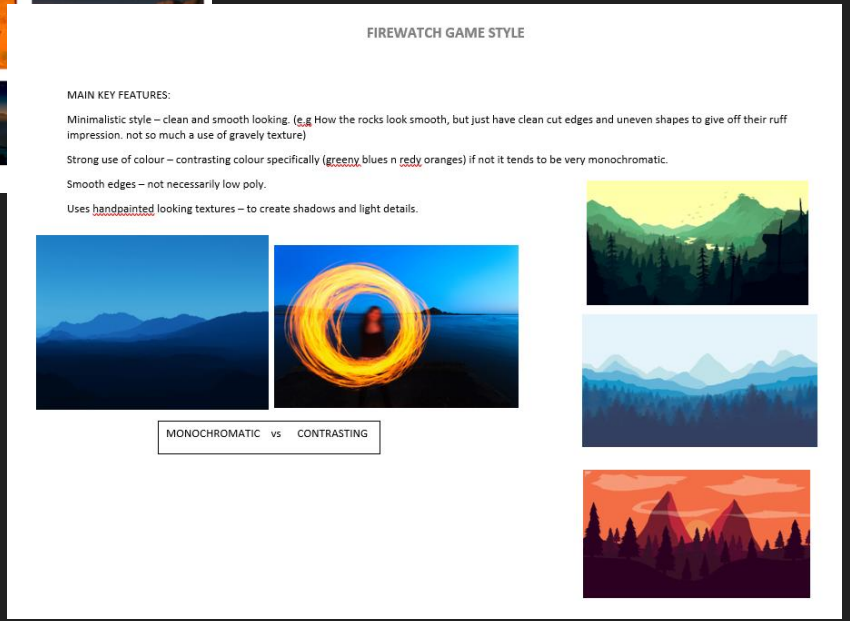
Caoimhe

CONCEPT ART - DESIGN CHOICES





STYLE

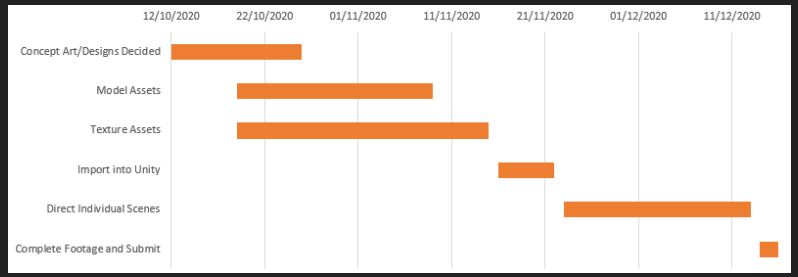


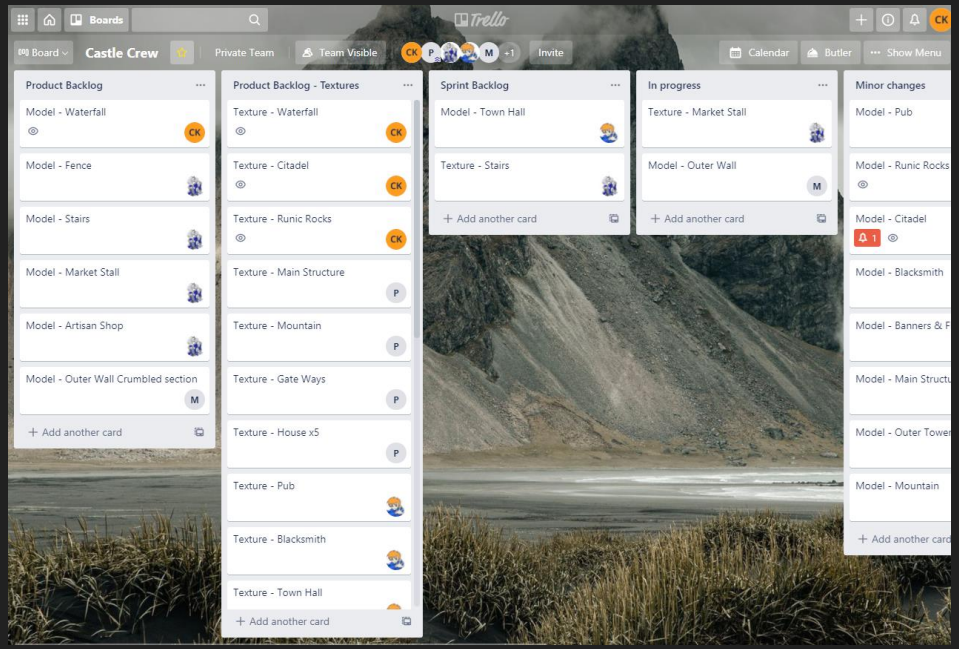
KEY FEATURES/ DESIGN IDEAS

MODEL BREAK DOWN

Used Trello to organise our assets, gantt chart.

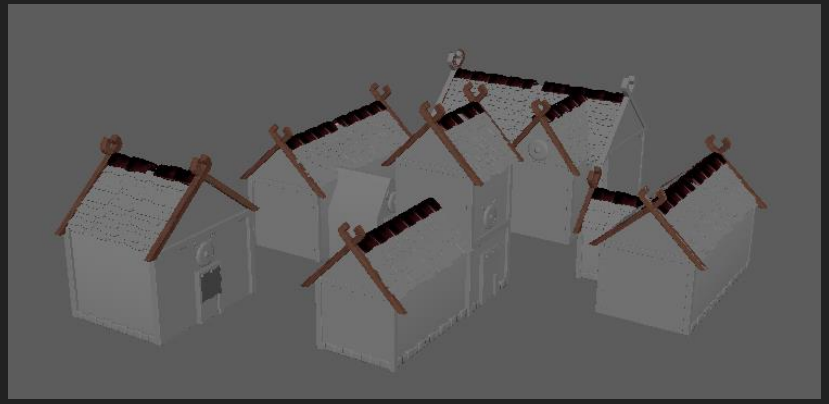
Philip assigned assets to everyone, depending on what they wanted to work on.





DEVELOPMENT

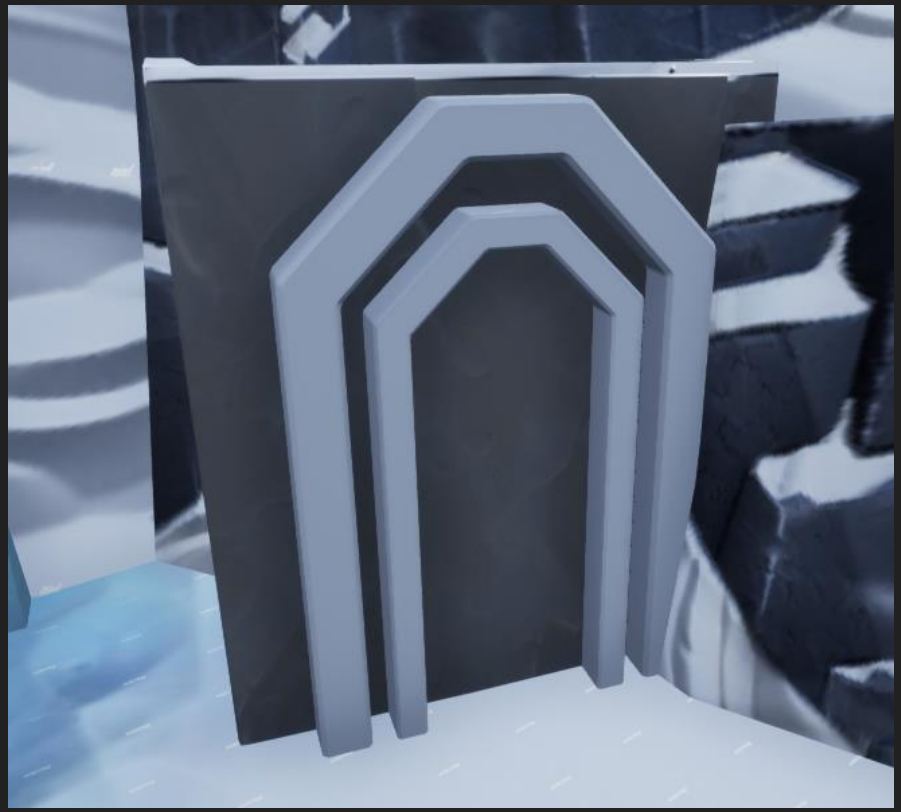
Philip - model (TOWN)



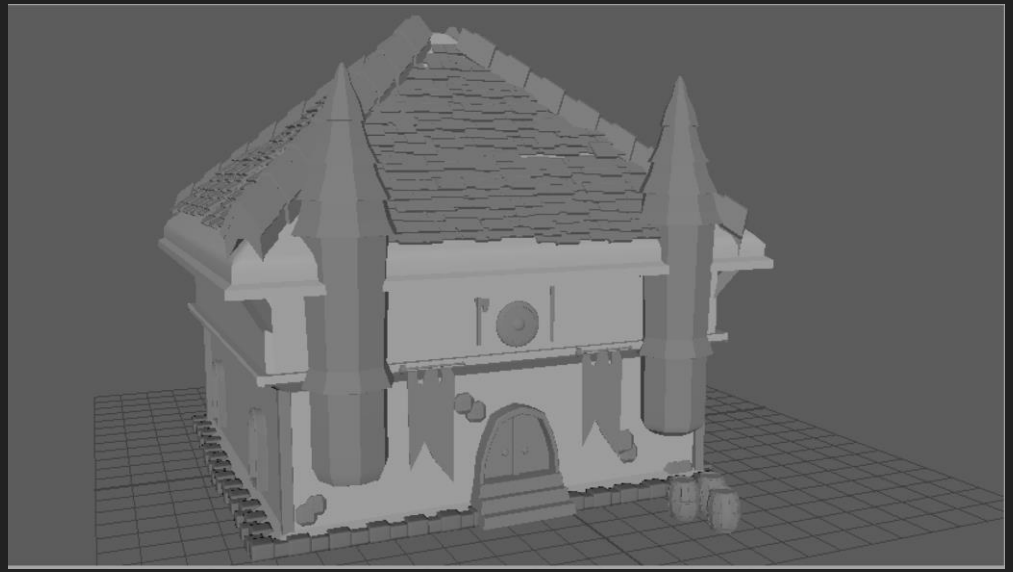
Phil - Mountain

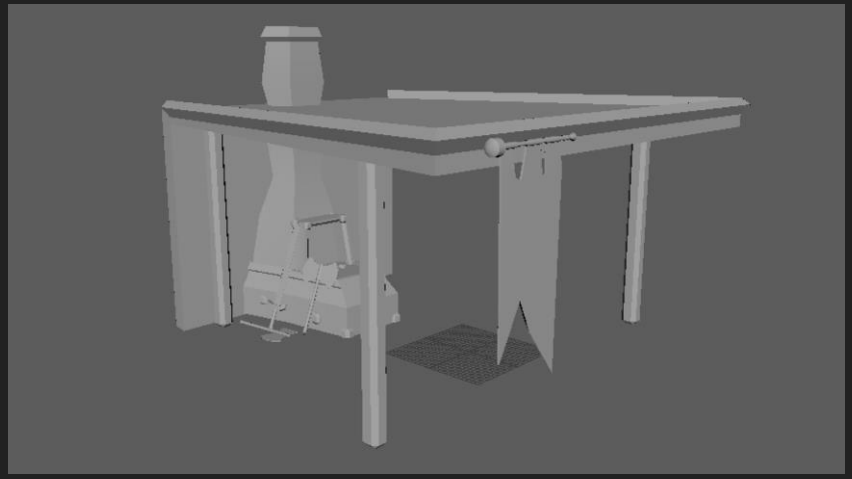
Main Structure

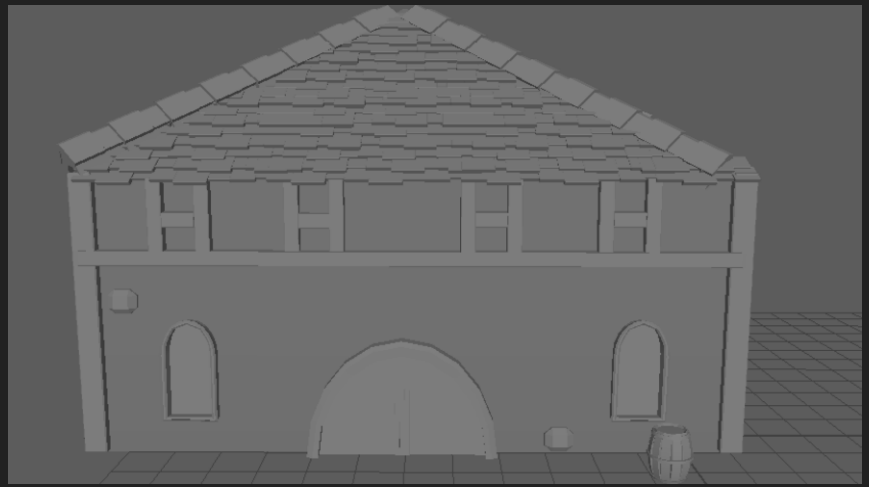
Phil - Gateway



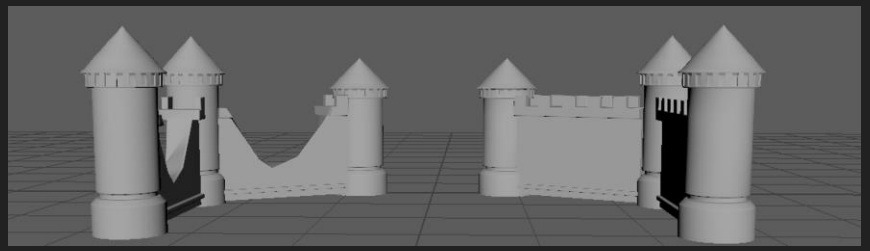
Oisin - Model (TOWN)

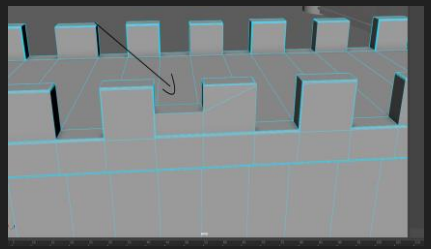


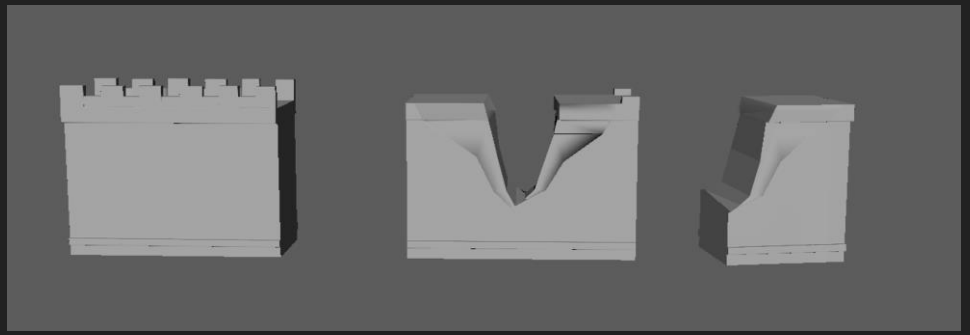


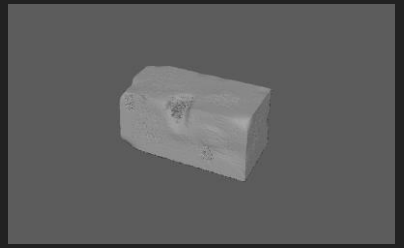


Mantas - Models (TOWN, CASTLE WALLS)

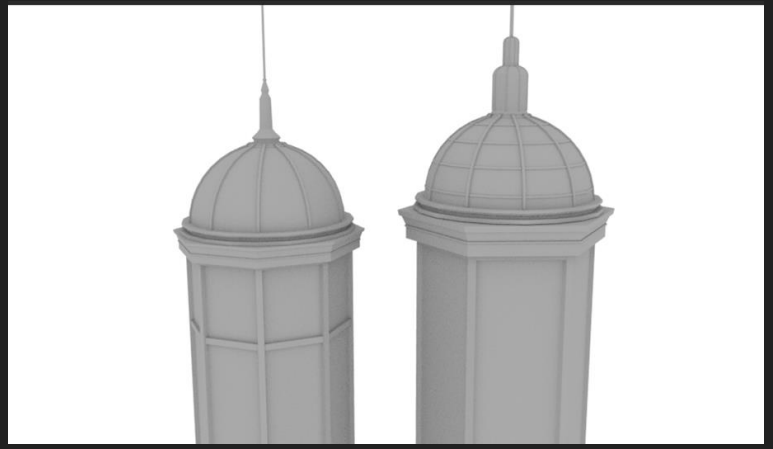


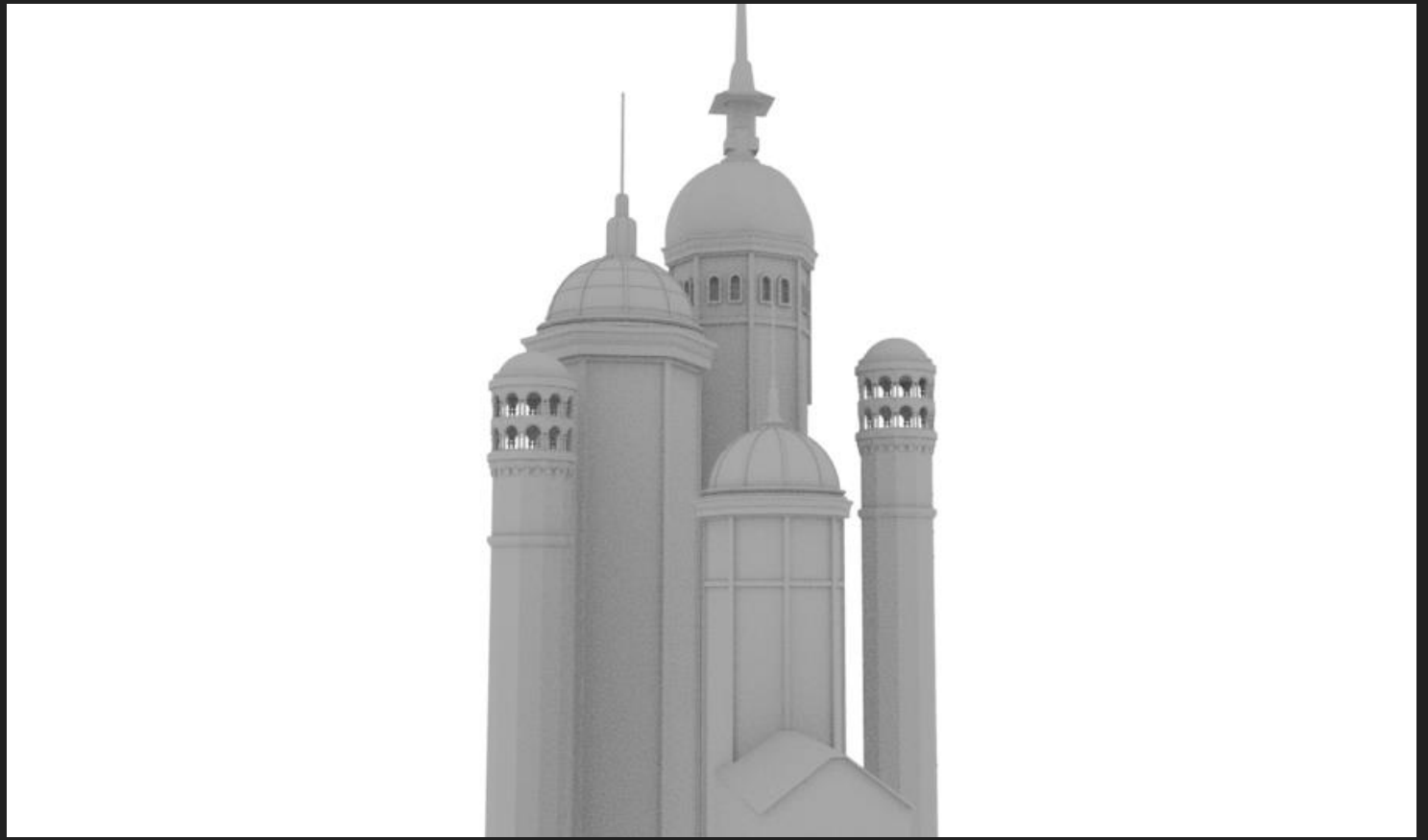




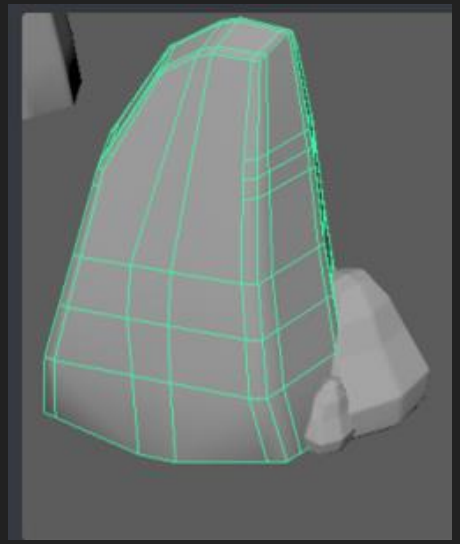


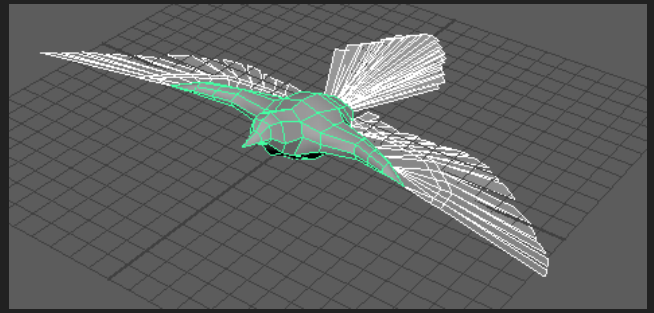
Caoimhe - Model (CASTLE)

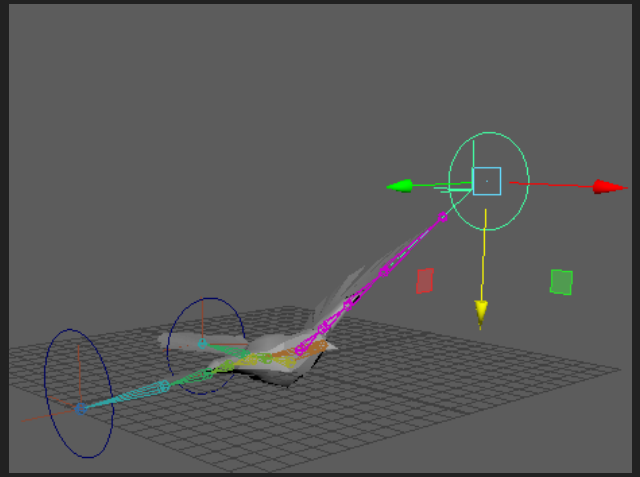


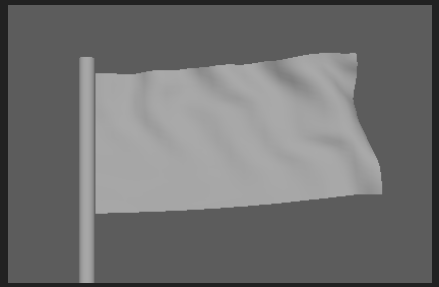


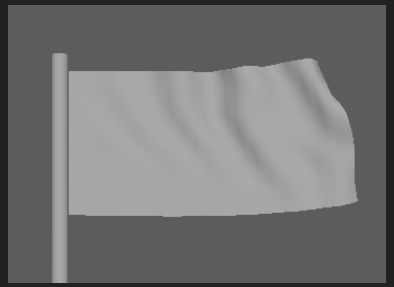
Additional Assets

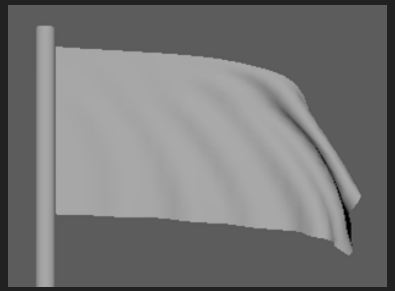




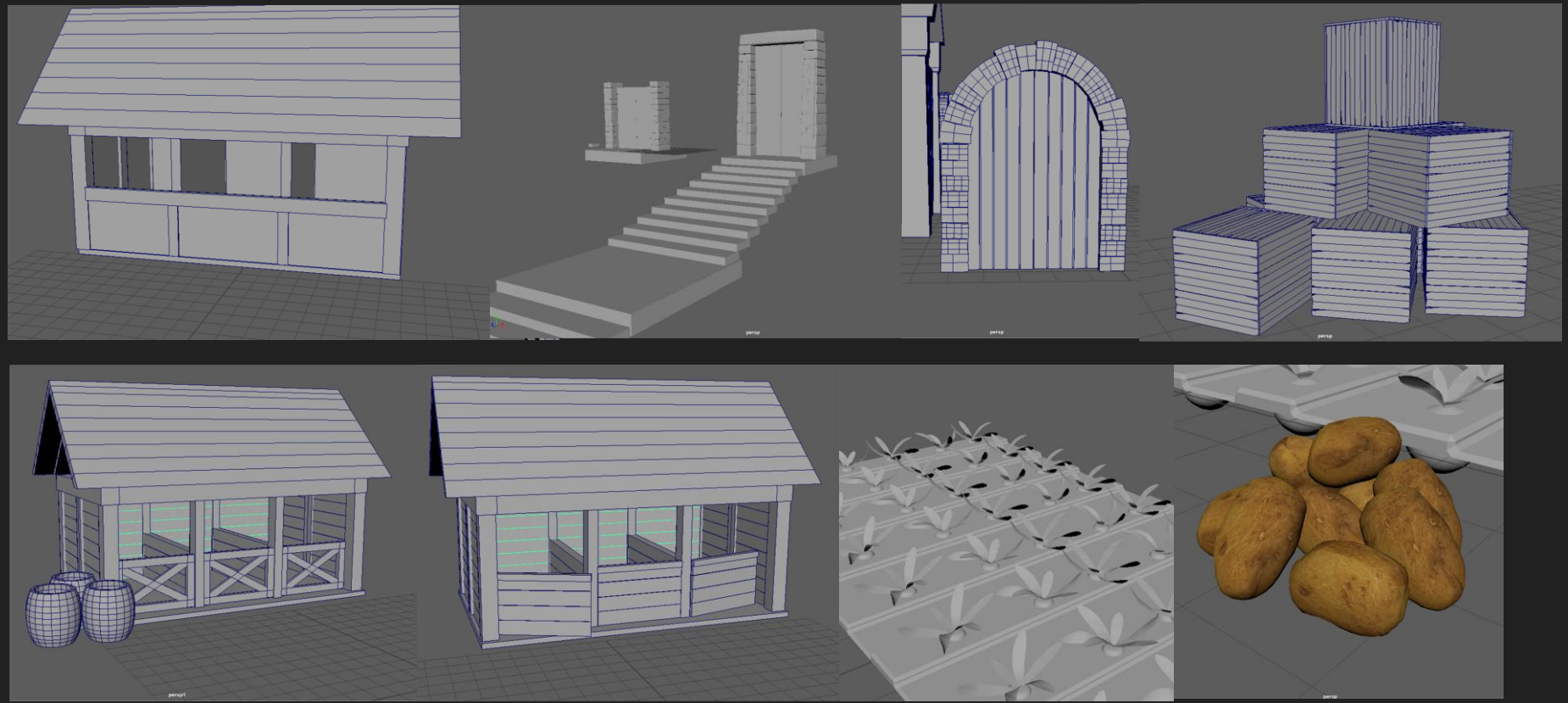








Aveline - Model (CASTLE)



THE VIKING ALPHABET
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designed by vexels

TEXTURES

wanted : hand painted, somewhat stylistic looking. Still keeping realism.

Philip shared substance painter textures with us. After re-evaluating our goals and design choices we decided on these textures:

Helped each other with textures and UVs. Through calls and looking at each other's models.

TEST RUNS

UNREAL RENDER

After bringing the assets together, placing and adding effects. We Rendered some shots to help give us a better idea of our final product and see what final adjustments we could make: