



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.

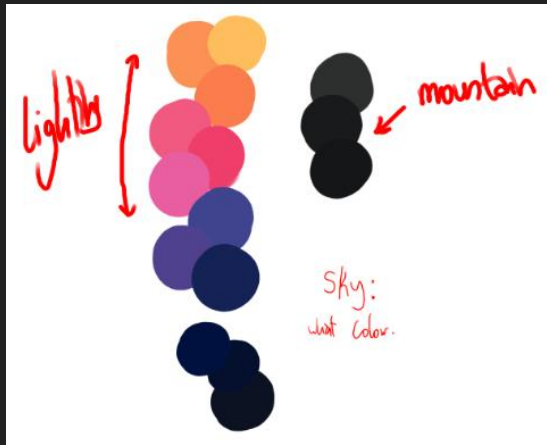
LORE / STORY

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.

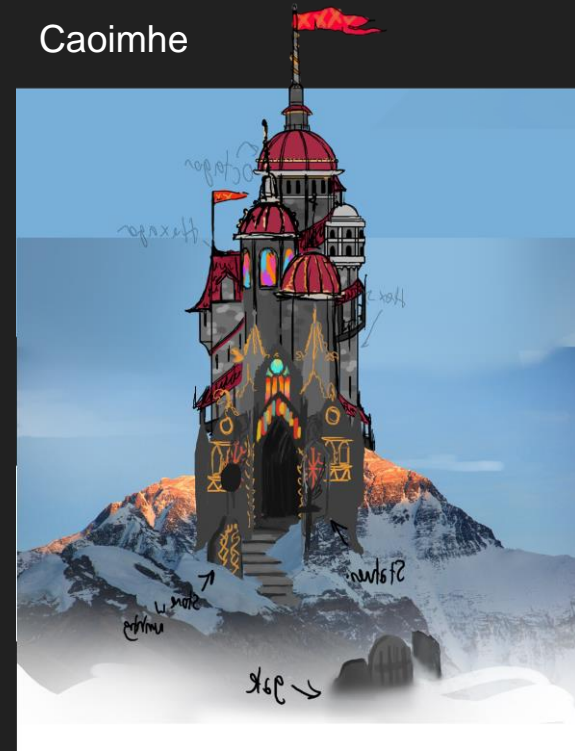
With these points in mind we decided to make the world a post apocalypse one, specifically post Raganrok, the end times of Norse mythology. With the mountain kingdom being one of the only survivors. This is reflected in their iconography and culture, being based around and reflecting the events they witnessed from their mountain, further emphasizing the fear they would have at travelling to a barren, ruined surface.

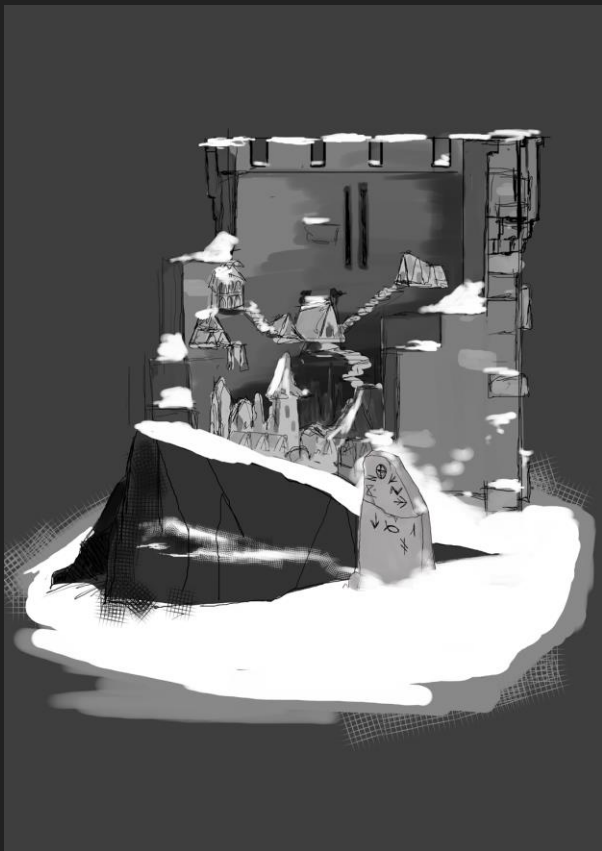
CONCEPT ART - DESIGN CHOICES

Aveline



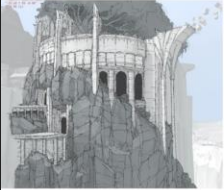
Caoimhe





Caoimhe

CONCEPT ART - DESIGN CHOICES



Glass windows - tell lore, colour, and add a more unique look



Castle built into the mountain?
Unique aesthetic shapes



Broken - treasure spilling out of it? deteriorated.
Colourful sky, to divide the snowy mountain and building.

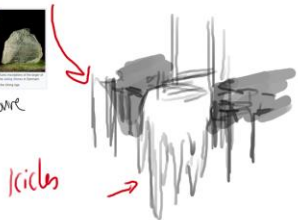


Main focus is castle and cold mountain and then themes after.
They're the lore that you can find and piece together to make the story!

Water was mentioned. Could have it spilling out of the castle, but due to coldness has broken off and frozen. can create the entrance and look cool.



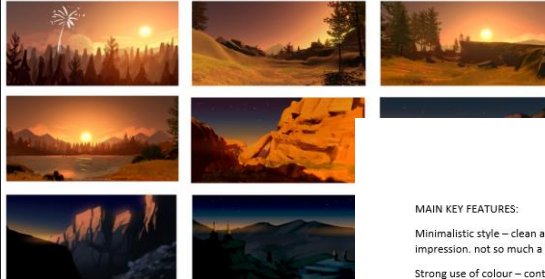
+ treasure



Colourful Sky to separate mountain/castle from background, something soft to contrast sharp colour of windows.

KEY FEATURES/ DESIGN IDEAS

FIREWATCH GAME STYLE



STYLE

FIREWATCH GAME STYLE

MAIN KEY FEATURES:

Minimalistic style – clean and smooth looking. (e.g. How the rocks look smooth, but just have clean cut edges and uneven shapes to give off their ruff impression. not so much a use of gravelly texture)

Strong use of colour – contrasting colour specifically (greeny blues n redy oranges) if not it tends to be very monochromatic.

Smooth edges – not necessarily low poly.

Uses handpainted looking textures – to create shadows and light details.



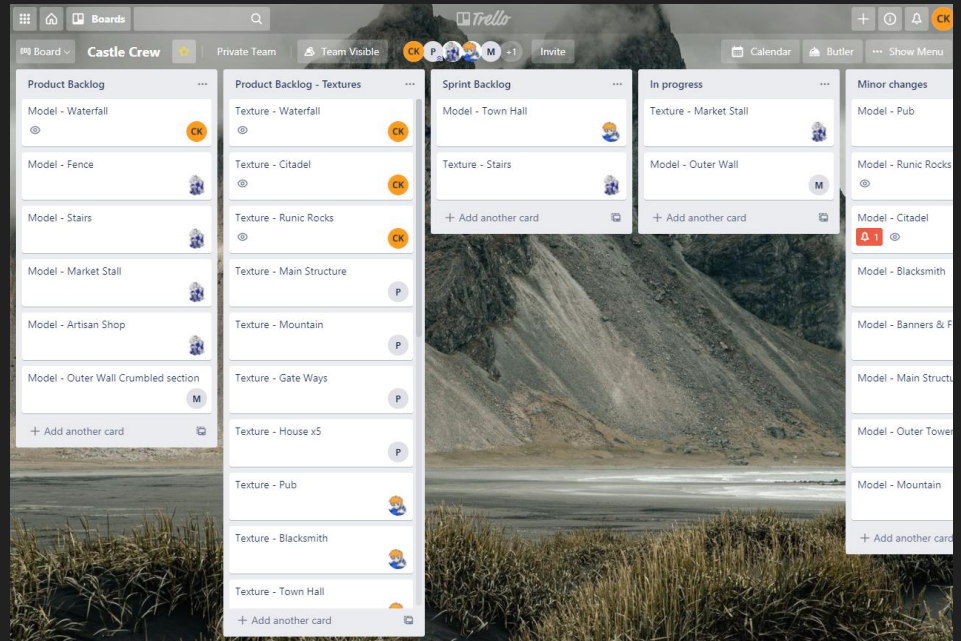
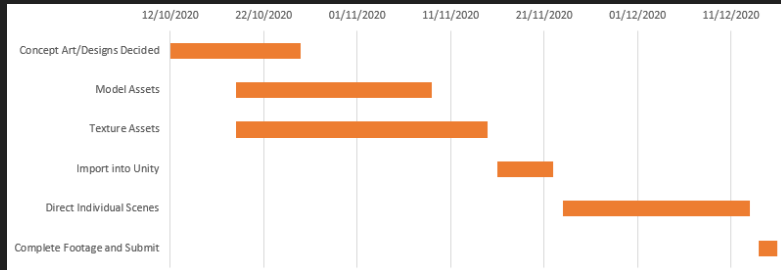
MONOCHROMATIC vs CONTRASTING



MODEL BREAK DOWN

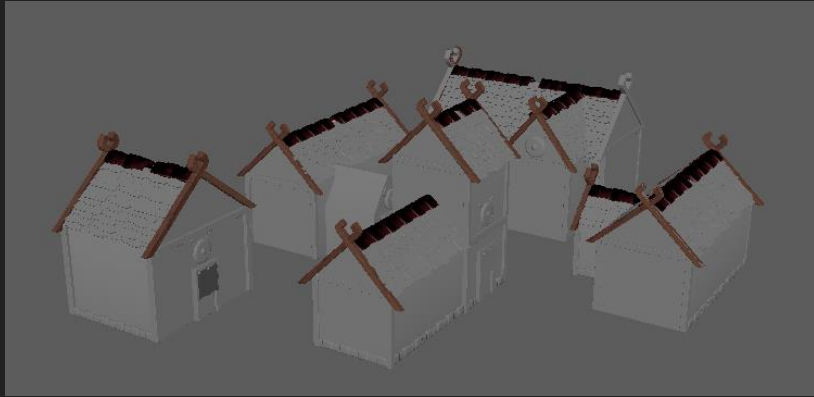
Used Trello to organise our assets, gantt chart.

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



DEVELOPMENT

Philip - model (TOWN)



Phil - Mountain



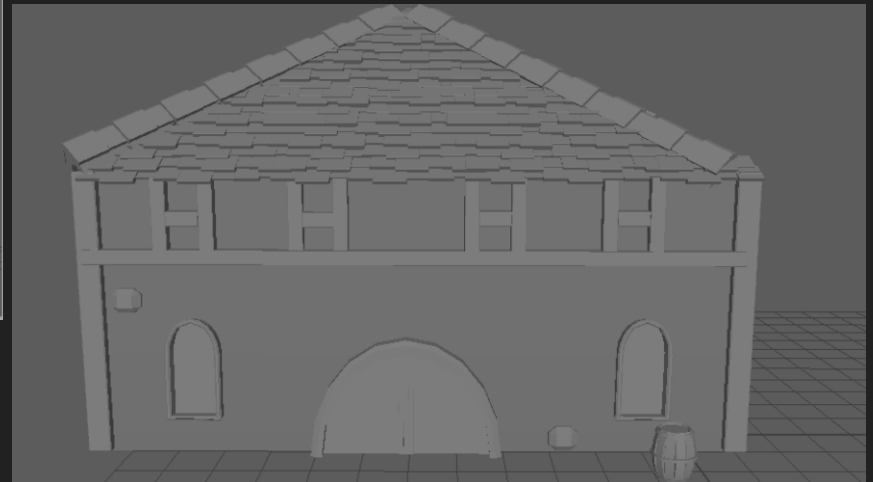
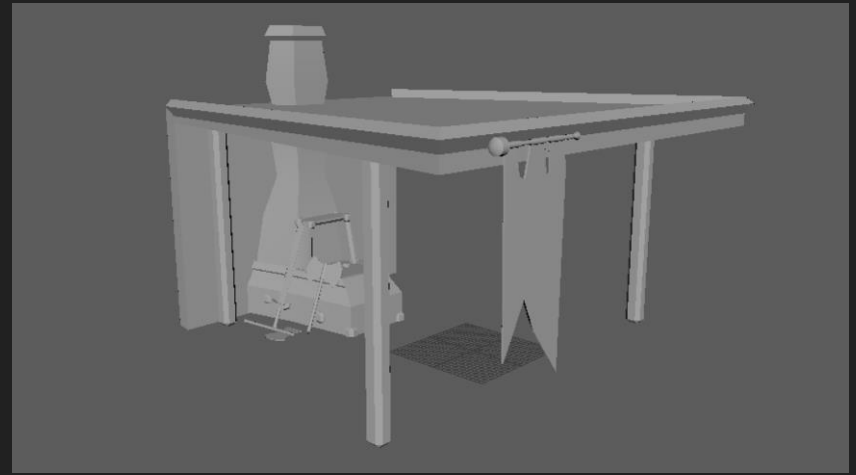
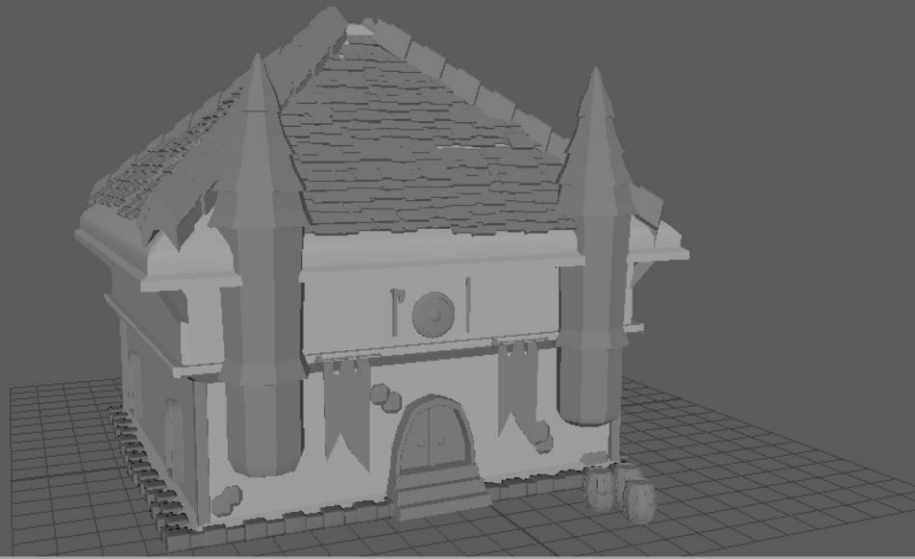
Main Structure



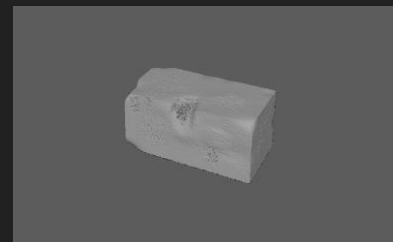
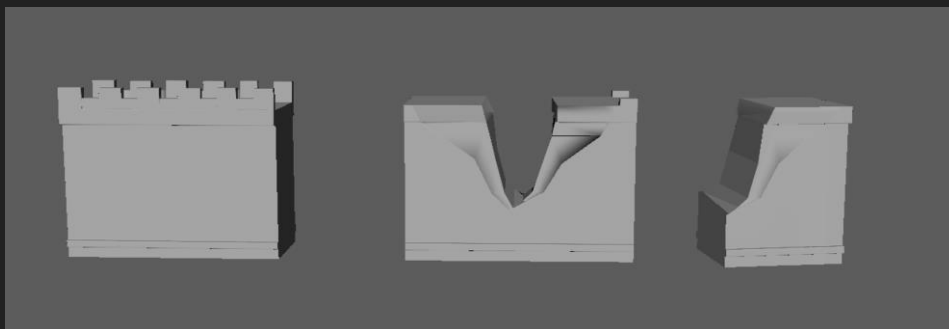
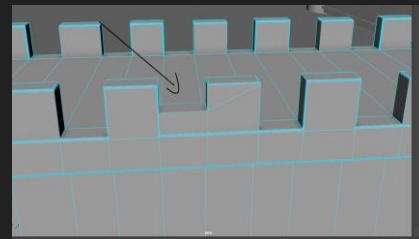
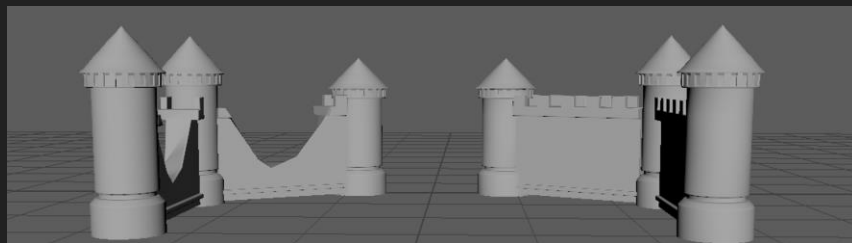
Phil - Gateway



Oisin - Model (TOWN)

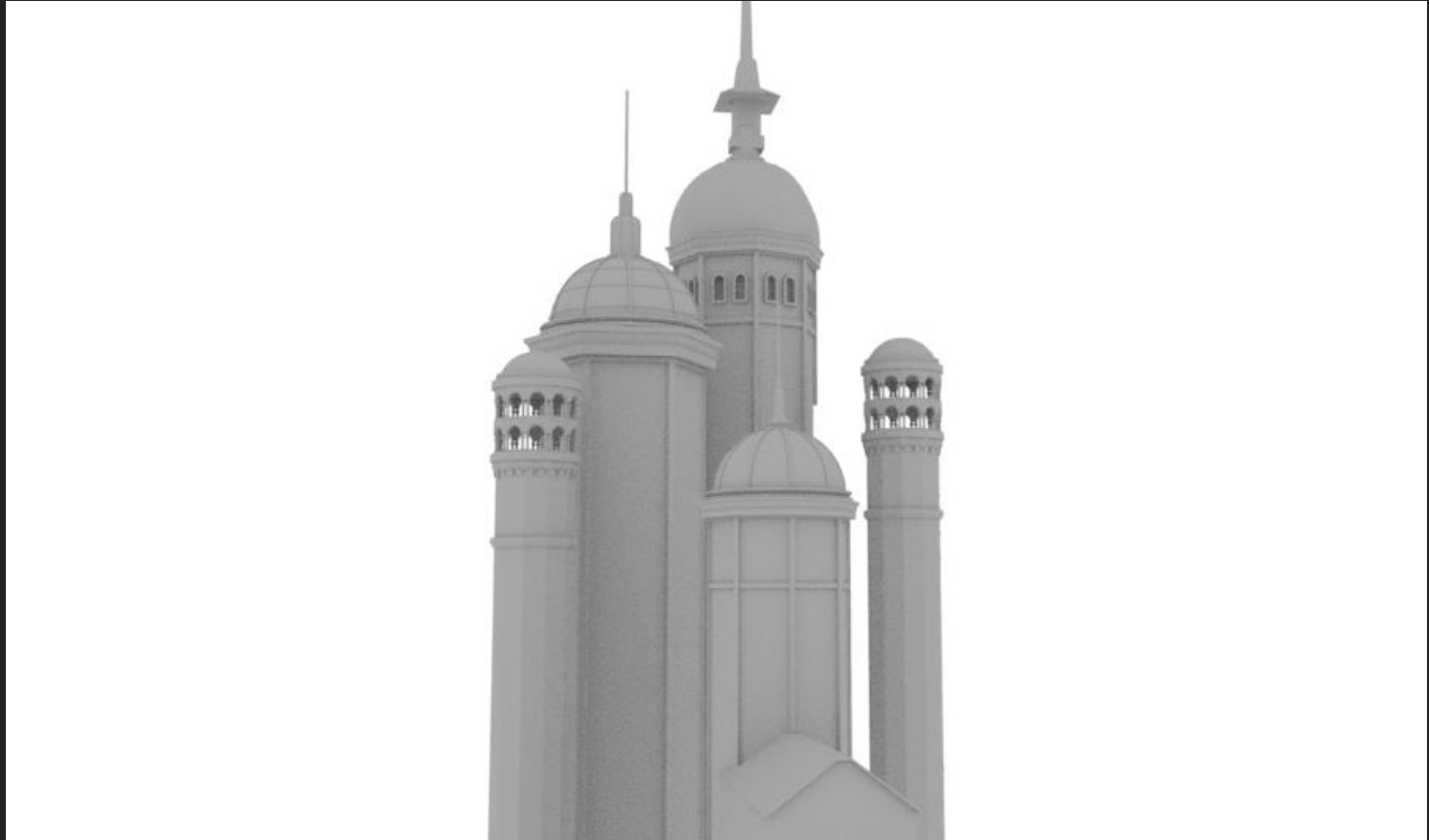


Mantas - Models (TOWN, CASTLE WALLS)

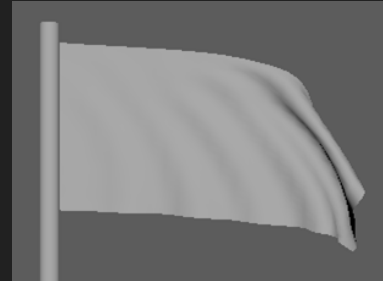
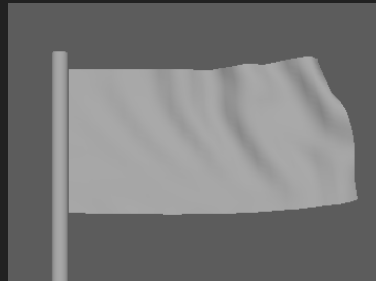
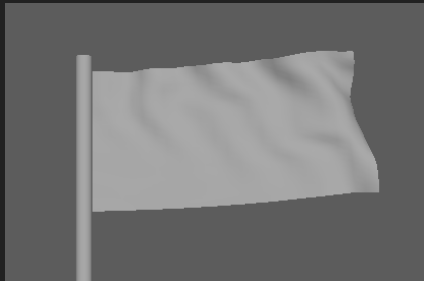
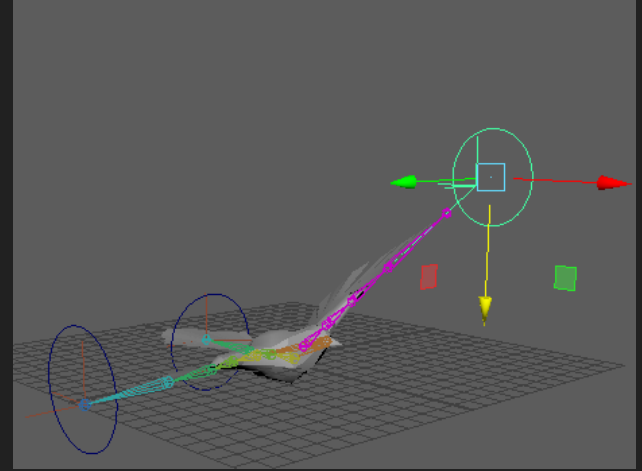
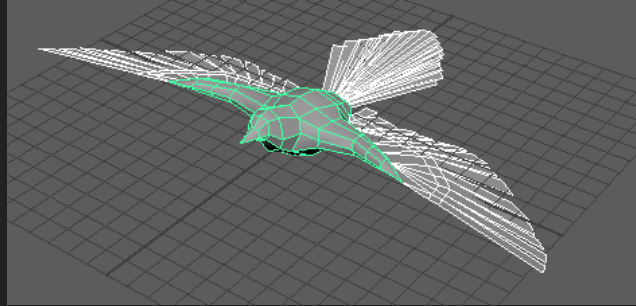
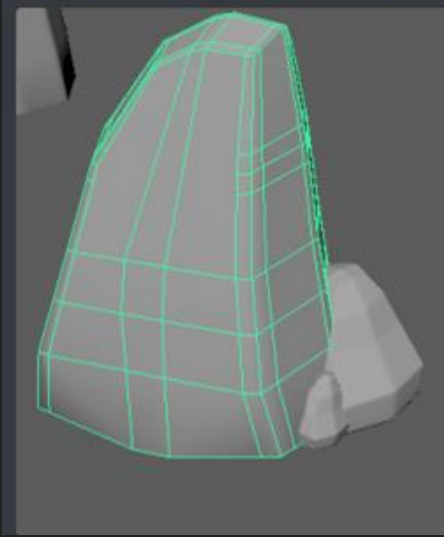


Caoimhe - Model (CASTLE)

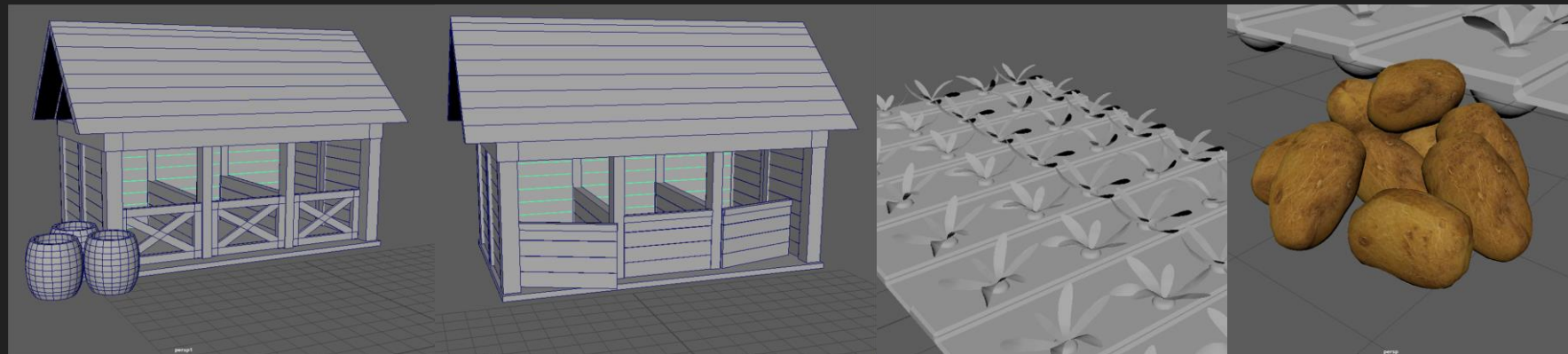
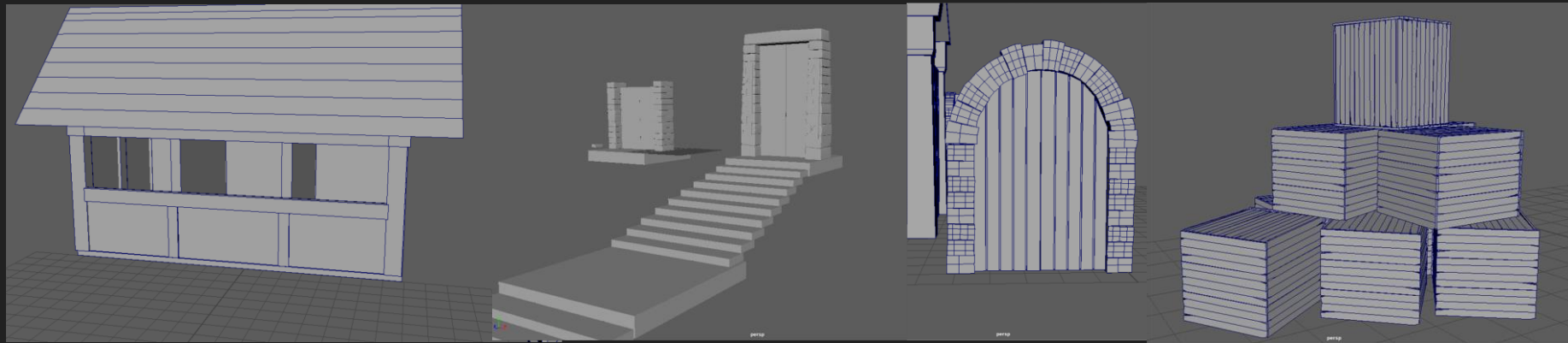


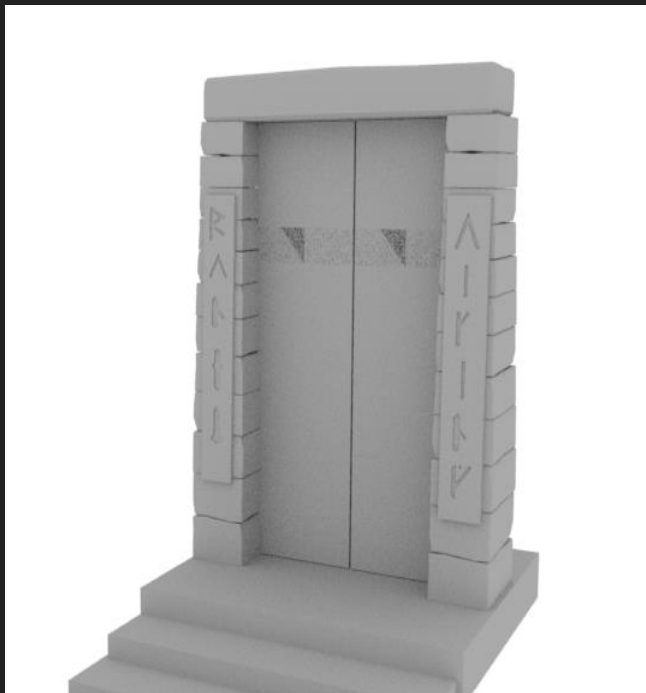
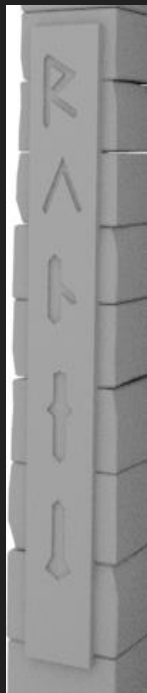


Additional Assets



Aveline - Model (CASTLE)





THE VIKING ALPHABET

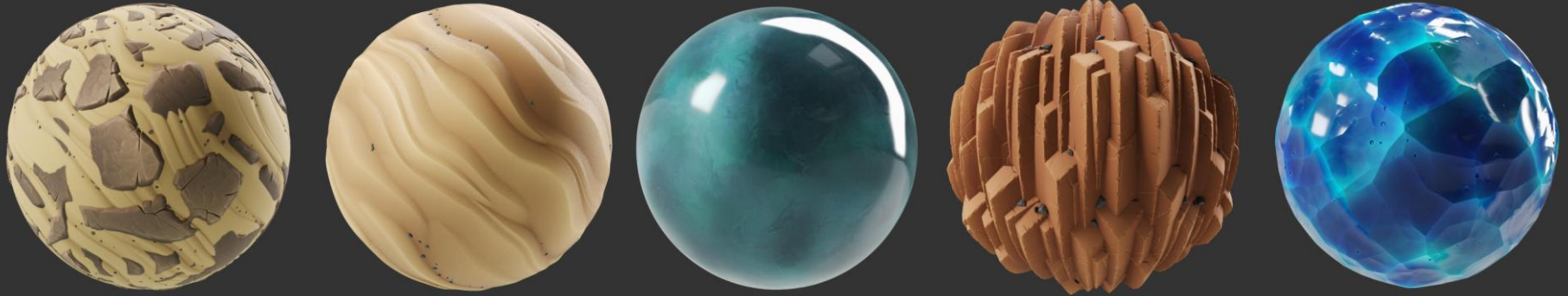
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designed by  vexels

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:

