



MULTIPLE WEAPON POSSIBILITIES
CHARACTER CAN RECEIVE
VARIOUS WEAPONS



ARGONIAN WARRIOR

ARGONIAN BEAST 01



INSOMNIAC
GAMES

FONGOIDS
SINGLE CHARACTER VARIATIONS
-INTERCHANGEABLE PARTS
-TEXTURE SHAPES
-SKELETON DRIVEN PROPORTIONS



INSOMNIAC
GAMES

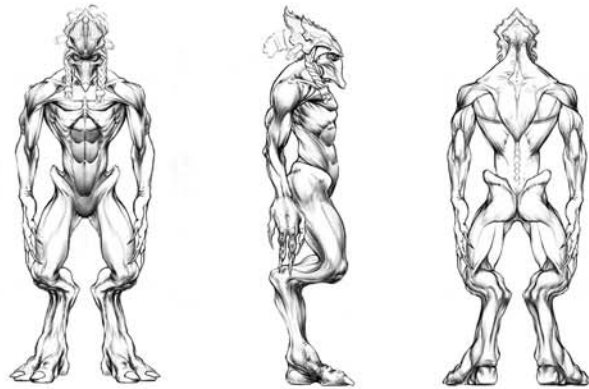


Concept Work

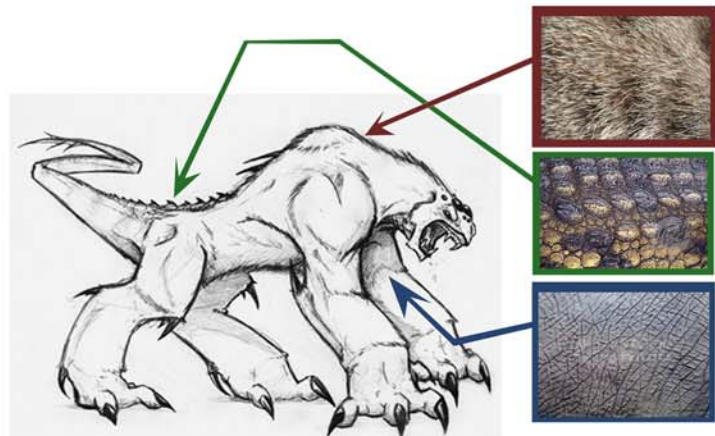
Create Orthos of your character to go off of while modeling. Drawing your character with different expressions and poses will help you decide how this character will act and will help you achieve a natural and balanced looking model.

Feel free to exaggerate all you want, but do everything with a purpose.

It is also helpful to decide what sort of textures will be used on the finished model. (Do you want scales, or fur, or a stripe pattern for the shoulders?) Deciding all this up front will smooth out your workflow, and you won't have to halt your work before texturing to figure this all out if you have it all decided up front.



Find examples or samples of the various textures that will be used on your model so you already have a finished vision of the model while you are creating it.



Final Project must be below a total of 10,000 Tri's. That includes any props and weapons that go along with the character.

The final texture map will be a 2048x2048 size map. All that is required is a Diffuse map, however, you may use a Specular, Gloss, Normal, & Glow map if you like.

Only the Diffuse and Normal map will be allowed to be 2048x2048. All others will be 512x512 if you choose to use them. But to achieve the best results, always start painting with a 2048. You can scale it down later and that way you have a high resolution texture for all your work.

Map Examples

Diffuse Map

The most basic map, you will do all your texture painting on this



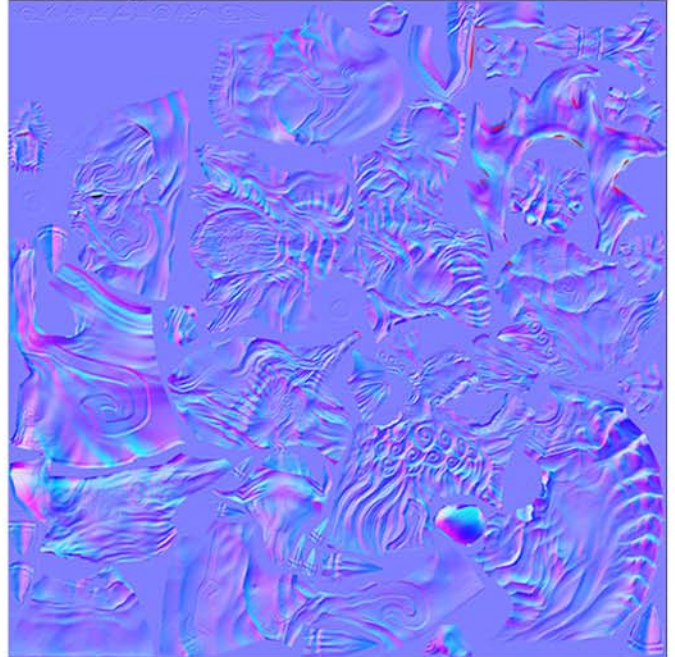
Glow Map

A simple map created from your diffuse map. If there is anything painted on this map other than black, then it will make the texture glow the color that it is painted.



Normal Map

Helpful for achieving the look of a high resolution model on a low resolution mesh. Created from models made in Zbrush or Mudbox most often. However some programs will create a normal map from the Diffuse map, these are NEVER as good as one created from a high resolution mesh and should only be used on simple things



Specular Map

Another simple map which controls the shine on the model. If an area is painted brightly, then that part of the texture will shine as if it were wet, or made of plastic for example. If it is dark then it will barely shine, like skin or dirt. Most often these are done in Greyscale but if you paint in color then the shine will be that color, which is very useful for giving something like copper it's colored shine.



Artwork by Andy Cheng

This is a great piece to look at for all aspects of the proper workflow. You see his concept art at the top. (Keep in mind I'm not requiring multiple full color illustrations, but at least one will be required). You can tell he went through multiple ideas until he ended up with his final design.

This image is to give you an idea of what a normal map can accomplish. Notice the high resolution model on the right side. With a polycount somewhere in the tens to hundreds of millions.

Now look at the left image, this is the ingame model, and at the top left he states that it is only 9617tris. So you can really accomplish anything with a rule of below 10,000 tris.

This is the final presentation. This is the in game model with a Diffuse map as well as all the other maps I showed you on the previous page. If you look back and forth between the two pages you will be able to notice each maps purpose and how it is helping to achieve this final look.

For example, notice the glow on his face (glowmap). Or how the shine on the lions arms is a red shine instead of it just shining white (specularmap).



Name: summon Stalker
Race: Norms
Class: Invoker
Artifact: organic shell
Artifact power: Fire/Lava

DOMINANCE WAR

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