

GAME IN ARCHITECTURE FINAL PROJECT

Make a choice before or on the second half.

Simply send me the name of your chosen model. You have three to choose from.

Each student will develop, illustrate, and present a conceptual design proposal (architecture, landscape architecture, interior design, set design, or even industrial design) using Twinmotion as your rendering tool. The minimum presentation should consist of still images, assembled into a sequential and annotated full-screen "slide show" of at least 10 "slides", which the student submit. Note that these 10 slides must contain output from Twinmotion pertaining to and illustrating the design proposal (which means that any background photos or visuals cannot count toward the required number of slides, although students are encouraged to add such information to enhance their presentation). You may begin this process as early as the second half of this class, because you might NOT have enough time to complete this process during the later week.

Still images must be assembled into a single document for presentation or logically in an online folder according to our submission guideline.

The First Part of Requirement for Twinmotion:

Render 10 still renderings minimum:

1. #5 Print Quality: 3840X2160 Exterior from at least 2 sides of the building.
2. #5 Print Quality: 3840X2160 Interior from the lobby to the hall way.
3. File sharing with me.

Animation Videos minimum

1. #7 1920X1080 Full HD short video clips of Exterior from at least 2 sides of the building.
2. #3 1920X1080 Full HD short video clips of Interior from the lobby to the hall way.
3. File sharing with me.

Make a movie

1. Insert all min. 10 video clips in video mode.
2. Add 1 second title of your short movie.
3. Add music to your movie.
4. Add transition effect on every changing video.
5. Render the entire in MP4.
6. Upload to YOUTUBE.
7. Send me link of your movie.

Gallery will be up running for your Twinmotion exhibition. I will post your movie link in our gallery exhibition with all of your movies. Please create an image of your cover page with your name and this course name; resolution of this image should be 1920×1080. Forward it to me.

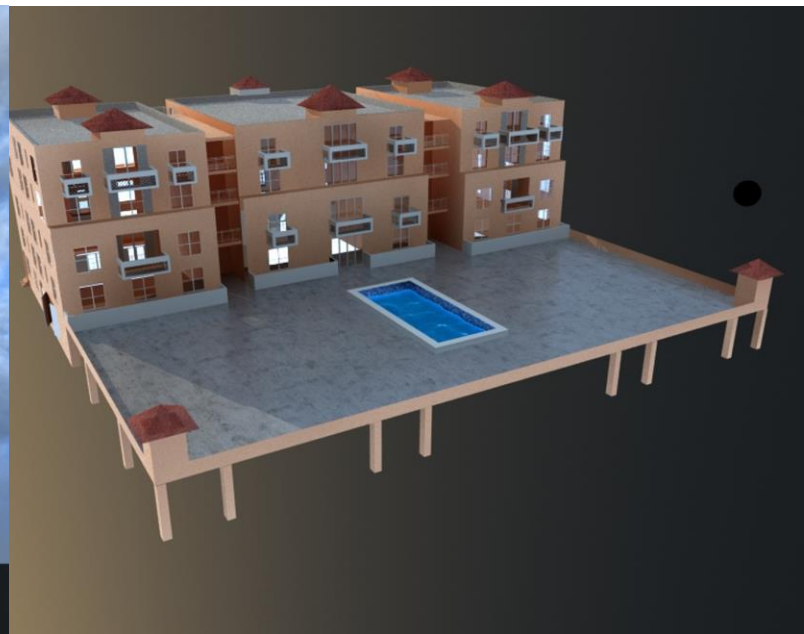
The Second Part of Unreal Engine:

You have to build an EXE file in Unreal Engine, so I can play your visualization game. There will be a 10 points deduction, if you are NOT able to create a playable game version of your chosen project.

Acceptable Subjects for Final Project:

Three choices and three sizes to choose from.

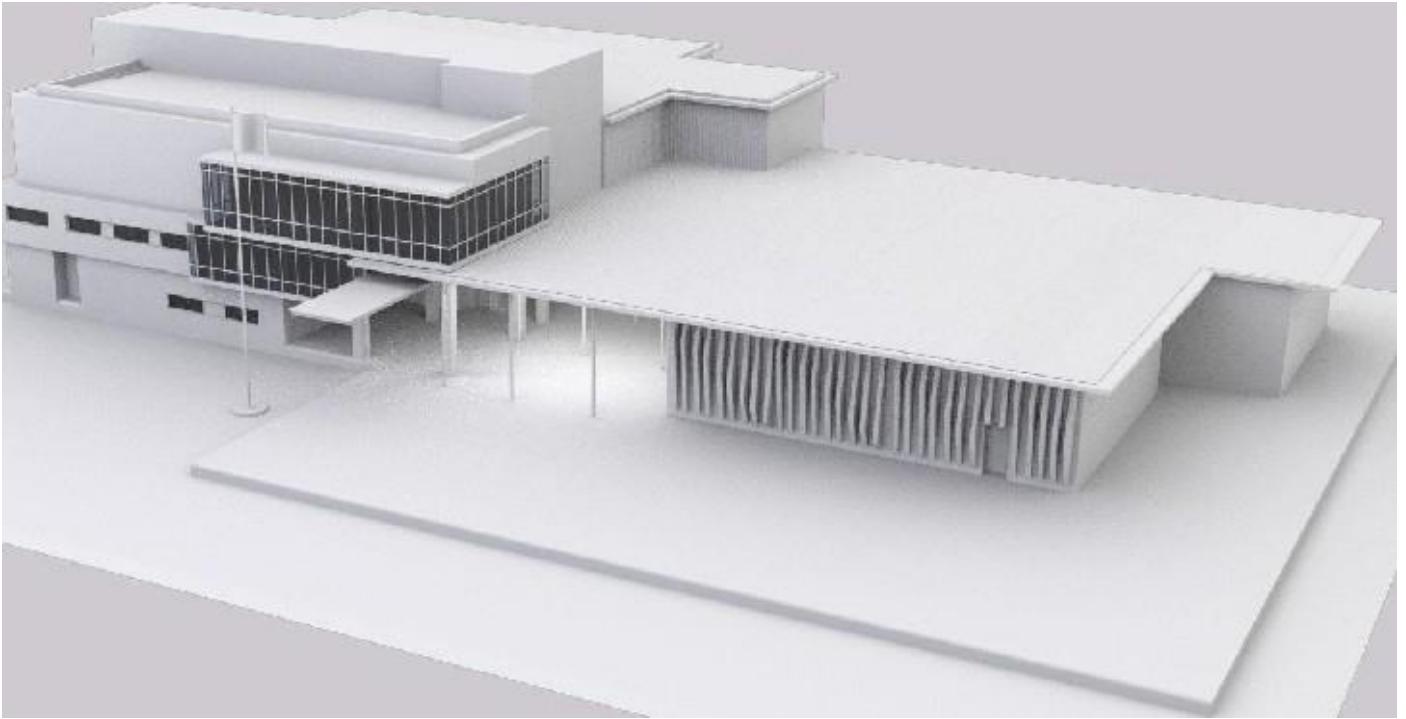
Hotel.



A Mansion



A School



These files provide to you as it. These files need clean-up, and all UVW mapping require reset. A lot of works are involved with these files. No furniture or minimum landscape objects are in the files. You have to download from Epic's Market Place or make them yourself. They need times to clean-up, and download from the website.. Not possible to start render without clean-up. You may choose to export into your favorite modeling program to clean-up. Once chosen your project, you will NOT allow to switch your project. So choose wisely...

Grading:

See the Course Grading document for a description of the grading criteria for final projects.

Deliverables:

Each student must provide a name for your final project by the third section. You need to provide a renderings with sunlight, and both daylight and night renderings in the final presentation in Twinmotion. Students must submit these renderings and animation containing at least 4 slides with imagery made from these 3D models and similar to those they intend to present. An EXE of the entire visualization in a playable game format from Unreal Engine 4.

At the end of the class, students must submit to the instructor a via share drive containing copies of all files used in their final project presentation. If you choose to use a web application like Google Docs as a presentation tool, please export a copy of your presentation as a PDF file and submit that on the share drive. Final projects will be considered incomplete if this "hard copy" is not submitted by the end of the course. Please read the deadline for final project submission on our website.

Requirement for the Final:**Twinmotion**

Min. 6 Exterior Renderings and 6 Interior Renderings.

Resolution: 1600X1200 recommended.

All materials are required. Both daylight and night time scenes are required.

#7 1920X1080 Full HD short video clips of Exterior from at least 2 sides of the building.

#3 1920X1080 Full HD short video clips of Interior from the lobby to the hall way.

Unreal Engine 4

A playable EXE file of your visualization game. 10 points deduction, if you are not able to create a playable game version.

All final project files MUST be labeled with the student's name (example: your share folder name and supplied to the instructor on Google Drive or similar by the end of the submission date.

Late Final Projects will not be accepted barring medical emergencies. A 20 points penalty if submit it on the last day.