

Design Sheet for Magic Turret

Design Intent:

EQ-Games needs a turret asset for an upcoming Unity Engine videogame project.

The model needs to be built in a way where it *looks interesting from a top-down/overhead perspective*.

Turret's Use In Game:

The turret will be directly controlled by a player to shoot at dragons. The player will rotate/swivel his turret clockwise and counterclockwise with a joystick, similar to games like *Puzzle Bobble*:



The images below depict our videogame and our **placeholder** turret asset.

We would like something that is much more **medieval/fantasy** looking, instead of the futuristic look of the turrets in the images below.

The turret will shoot magical blasts of electric energy that look like this:



The visual design of the turret should fit in a **medieval/fantasy/Swords and Sorcery** environment. Here are some **reference images** for the look that we desire:





Turret Requirements:

- Low polygon model (1000 - 10,000 Tris)
- Diffuse Map (2K)
- Roughness Map (2K)
- Reflectivity Map (2K)
- Normal map (2K)
- Glow/emissive Map (2K)
- High Polygon Model
- *The base of the turret and the turret itself must be separate so that the turret can swivel left and right.*