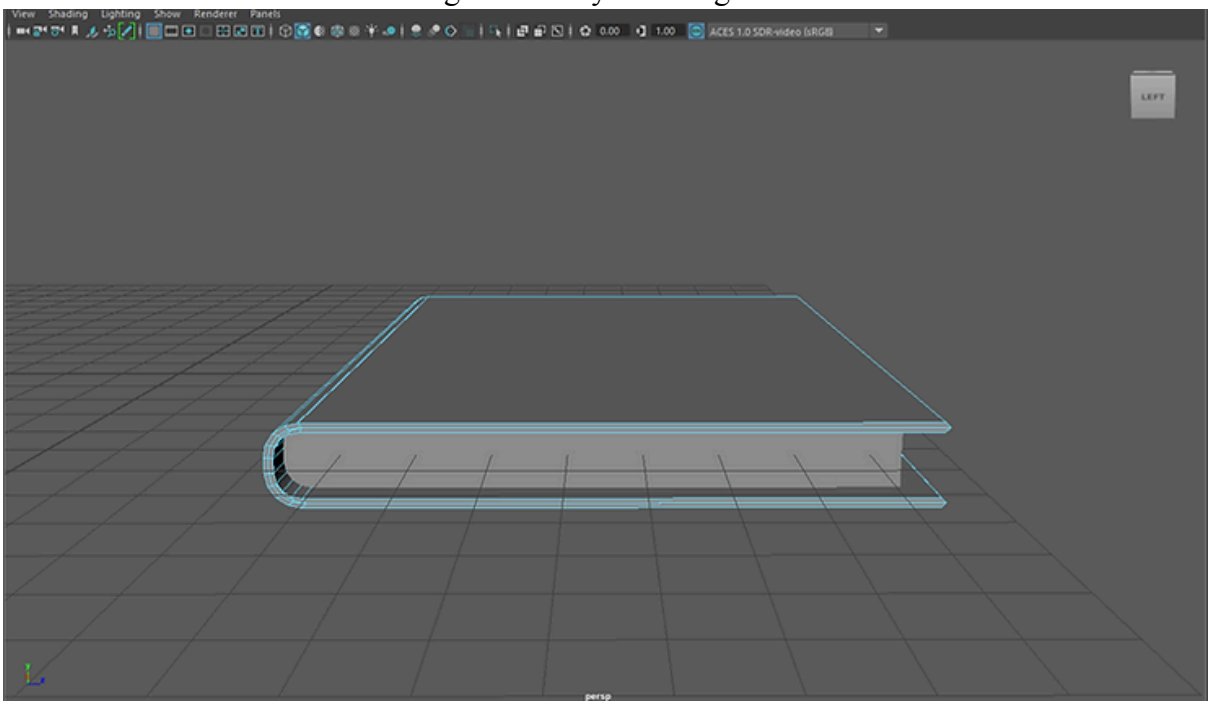
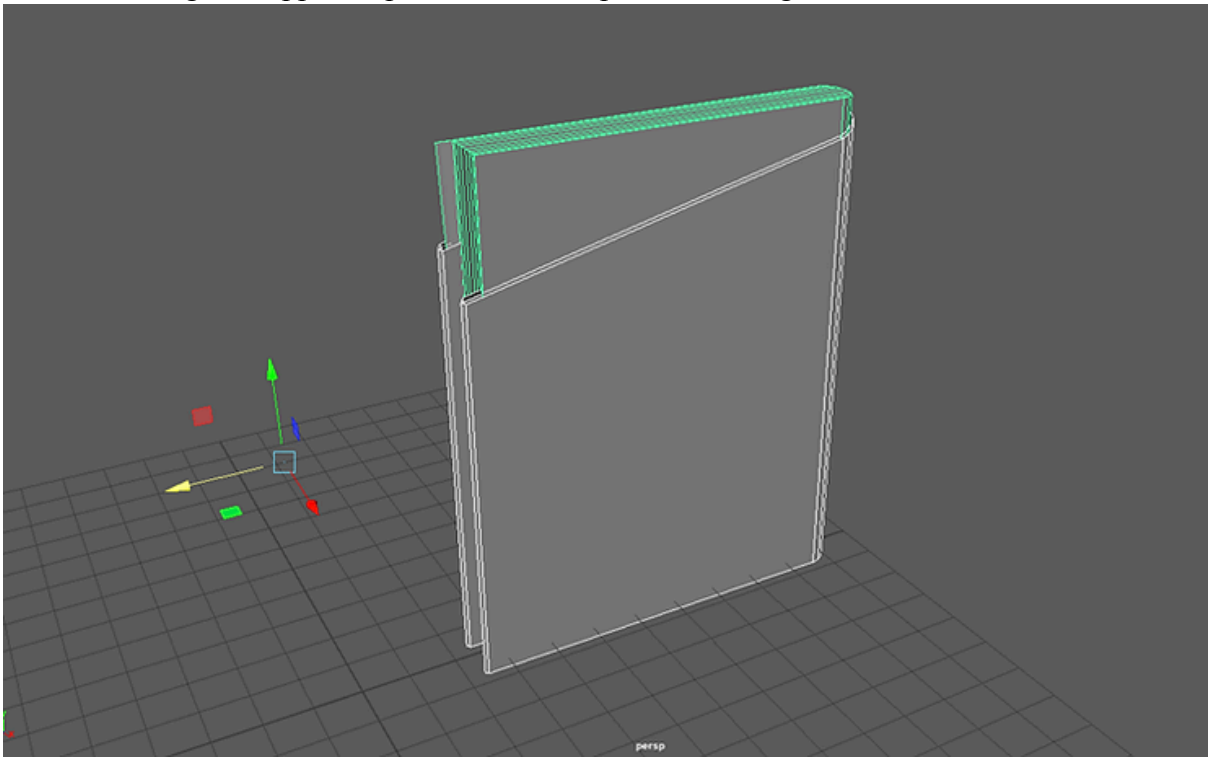
Week 6 - Tattered Books

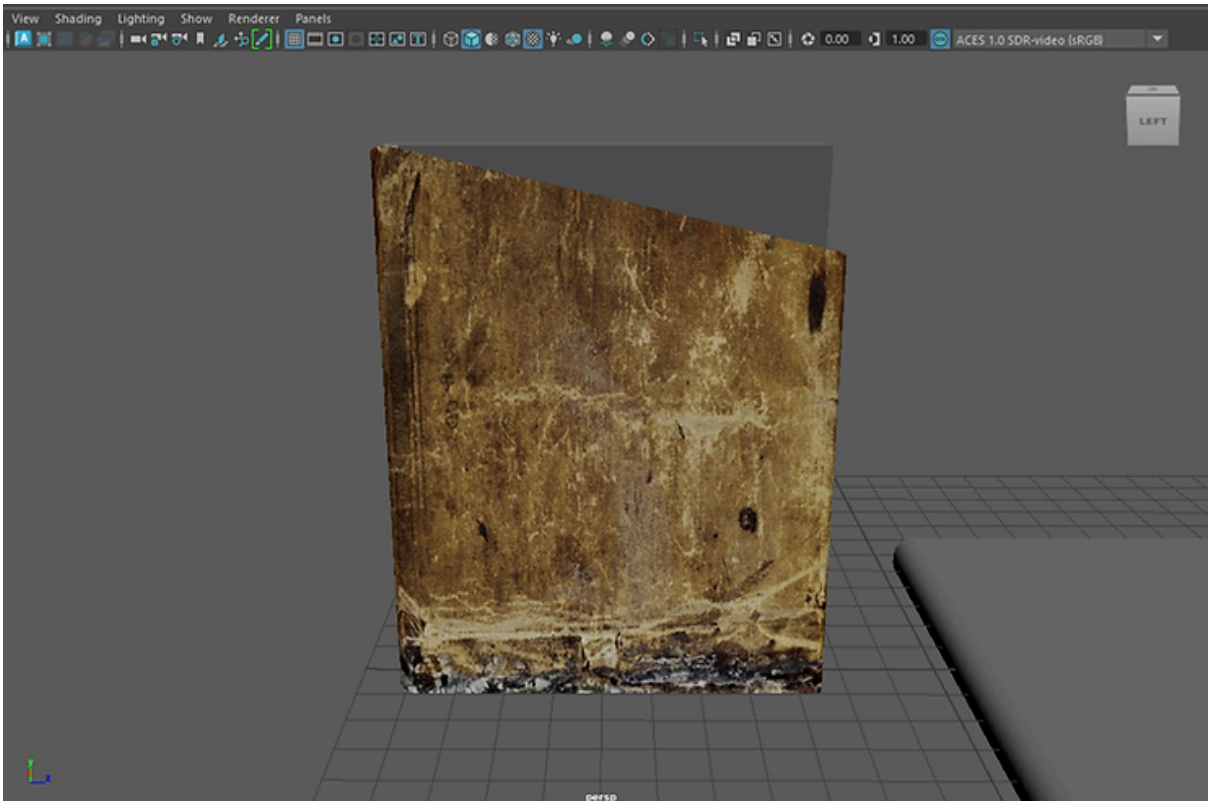
During week 6 I had a discussion with my team on what I would do next. We all had a talk about what we were doing and what still needed done. After the discussion I went onto Codecks to look at the Asset List to decide what to do next. I went with the design of a Tattered Book. First of all I had to go onto Maya to design the Book.



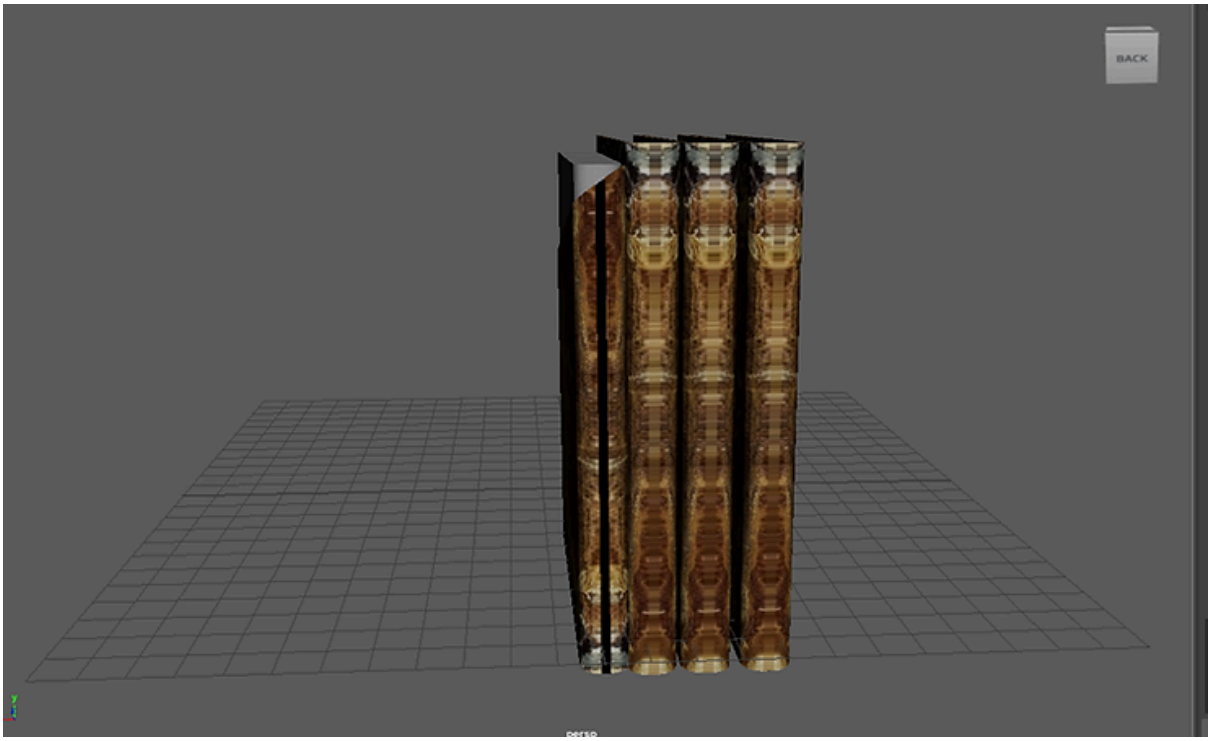
I made the design of a simple book on Maya so now I would have to make it look more tattered looking and ripped in places so it isn't perfect looking like it is now.



I started with using the Multi cut tool to cut the pieces of the cover off the book and now I would continue to give it more of a worn and weathered look.



I then added an image so the book looked more tattered and gave it a bit of color that would add to the scene. The Image I found was of an old tattered book so I thought it would work well with what I was trying to do.
These are a few of them stacked together because you could have one of them alone but there might be a stack of them together so I did this. In the scene they would more likely be gathered like this.



I did the same again by copying the book I model I made without the Texture and then added a new one with a blue colour and made them smaller. I copy and pasted a few of them and then aligned them next to the other ones.

