80's Druglord Motel:
A Prop and Storytelling Driven Environment™
GOALS:

- **Rich Storytelling through worldbuilding**
  - Props, Set dressing, and visual cues. I want this environment to be easily identifiable for what it is immediately.
- **Gumroad "Behind the Scene"**
  - Break down the scene and give insight to its creation
- **AAA Polish**
  - Quality immediately recognizable as AAA. All the bells and whistles.
- **Featured:**
  - Front page of Polycount and Artstation. Polycount recap. 80.lv.

LATEST UPDATE:

Upcoming Milestones:

- Furniture:
  - Model, Unwrap, Mask:

- ● Bedframe
- ● Mini Desk
  - ■ Mask and Unwrap:
    - ● Nightstand
    - ● Chairs
    - ● Bottom Trim
    - ● Door Trim
- ○ Door:
  - ■ Unwrapping and Material
- ○ Flair:
  - ■ Beer Bottles
  - ■ Soda Cans
  - ■ Cig Packs
  - ■ Coke Brick
  - ■ Zippo
- ○ Bed Finalize
- ○ Hitboard Finalize
- ○ Mini Fridge
- ○ Safe
- ○ Dufflebag

Trello Task Board:

https://trello.com/b/P3EEfdDE

Pintrest Ref Boards:

https://www.pinterest.com/radxxx/set-dressing-and-world-building/

https://www.pinterest.com/radxxx/80s-druglord-motel-asset-list/

Asset List
(All assumed to be 80's versions)

S: Absolutely Needed, Cannot have scene without it

A: High Priority

B: Would make the scene awesome, but not essential

C: Wishlist

- ● **Structural**

  - ○ **S** Walls
  - ○ **S** Floor
  - ○ **S** Door Inside
  - ○ **S** Door Outside
  - ○ **S** Doorframe
  - ○ **S** Trim
  - ○ **S** Window
  - ○ **S** Closet Door
  - ○ **A** Ceiling Fan
  - ○ **A** Hallway / Outside

- ● **Furniture**

- ● **Basic**
  - ○ **S** Dresser
  - ○ **S** Bed
  - ○ **S** Microwave
  - ○ **S** TV
  - ○ **S** Chairs
  - ○ **S** Table
  - ○ **S** Miror
  - ○ **S** Side Table
  - ○ **S** Drawer
  - ○ **S** Lamps
  - ○ **S** VCR
  - ○ **S** Venetian Blinds
  - ○ **A** Placeholder
  - ○ **A** Placeholder

- ● **Hero Props and Prop Bundles**

- **S** Grenade Rigged Door
- **S** Closet Stash
- **S** Hitlist board
- **S** VHS Tapes of different variety
- **S** Drug bundle; Syringes, Coke on mirror, baggies, Coke Brick Briefcase etc.
- **A** "Colorful-Character Infused" Weapon
- **A** Closed Safe

● Small Props

- **Household/Live-in Items**
  - **S** AC Unit
  - **S** Telephone
  - Placeholder
- **Movies**
  - Carton of Cigs
  - Placeholder
  - Placeholder
- **Drugs**
  - Bricks of coke
  - Cache of Pot
  - Syringes
  - Scales
  - ~~Pills and Pill Bottles~~
- **Posters**
  - Placeholder
  - Placeholder
  - Placeholder
- **Ammo**
  - Spent amo
  - Placeholder
  - Placeholder
- **Cash**
  - Singles
  - Bundles
- Walkie Talkie
- Jerry Can
- Dufflebags
- Fruit waste
- Pizza Boxes
- Zippo

- ○ Cubans
- ○ Room Service Placard

● Decals

- ○ Rug Stains
- ○ Bullet Holes in ceiling
- ○ Bloody handprints
- ○ Ammo Shop Flyer

Ingestion:

GUMROAD:

Intro Video: Explaining the series.
Part 1: Pre-Production and Reference Gather.
- ● Go over how important pre-pro and concept is. Show process for gathering images and pintrest boards.

Part 2: Scene Organization and 3D Concept in Maya
- ● Go over the maya housekeeping including layers, groups, etc. Introduce the idea of 3D Concept scene and how I go from Idea to realization.

Part 3: UE4 Scene Set-Up.
- ● Creating the UE4 project and base world settings. Exporting, Importing, Getting stuff in game, naming conventions, and getting everything ready.

Part 4: Composition, Lighting, and Polish.
- ● World building in UE4. Replacing the concept scene with assets. Tips on what it means to be a structure, prop, etc. Particles and Post Process tweaking (LUT, DoF, etc)

T_Asset_D / Albedo / RGB
T_Asset_S / Spec / RGBA
       R Roughness
       G Metalness
       B Height
       A AO
T_Asset_N / Normal / RGB

Baked in ref