

Job Order 2

GamCo, Ltd. CLIENT SPEC SHEET

JOB ORDER 2a Course Layout

DUE: 02/28/15

JOB ORDER 2b Comple Player/Vehicle Model Environment

DUE: 02/28/15

Assigned by: Creative Director, Games Division

Assigned to Team: _____ Team Member: _____

Client: UR Games LLC.

Job Description:

2.a. Create a 2D top-view map of the game environment to scale in Illustrator/Photoshop. This is a temporary map for scaling the 3D world and checking navigation.

2.b. Acquire from 3rd party source or create 3D player/vehicle, obstacles and other objects to demo a new game course using the map from 2.a. Then model the course environment: build terrain and environment assets using either Unity 3D or 3ds Max. Use Photoshop to build texture maps, win/lose screens and GUI elements.

Primary use: The object of the course is to train people to guide/drive the player/vehicle through the course to the goal, while avoiding traps.

Overview: From this can come a basic driving game, treasure hunt, etc. with a puzzle maze or timed trial for example.

Each design needs to be creative, simple, efficient and fun. Remember you must finish on time.

Timeline and Specification Requirements:

- **Player/Vehicle** has a maximum polygon count of 3000. Scale: meters.
- **Design Notes:** Importing the 2D map into Unity: Save map out as 4069x4096. in Unity, create a New Project. Then import the map and rescale to 4096 x 4096. Create a Character Controller, a Plane and a Cube asset in Unity. Create a New Material for the Plane, add the map as a Diffuse Map, and apply this Material to the Plane. Scale up the Plane until it is in proper scale with the Cube (1x1 meters) and Character Controller (H = 2 meters) See Lynda.com: Level Design Basics in Unity with Adam Crespi, Ch 1.4 "Sharing the sandbox...."
- **Textures:** Blinn Shaders and Flattened or Baked Bitmaps Only. -- **No** procedural or layered Maps, but separate Diffuse, Specular, Normal & Bump maps are supported. Max size 1024 x 1024
- **File Name** - Last name, first name, underscore p2.max (e.g. **abouaf_j_J2a.max**)

Sign off: Layout 3D World Date _____ Initials _____

Completion 3D Modeling Date _____ Initials _____