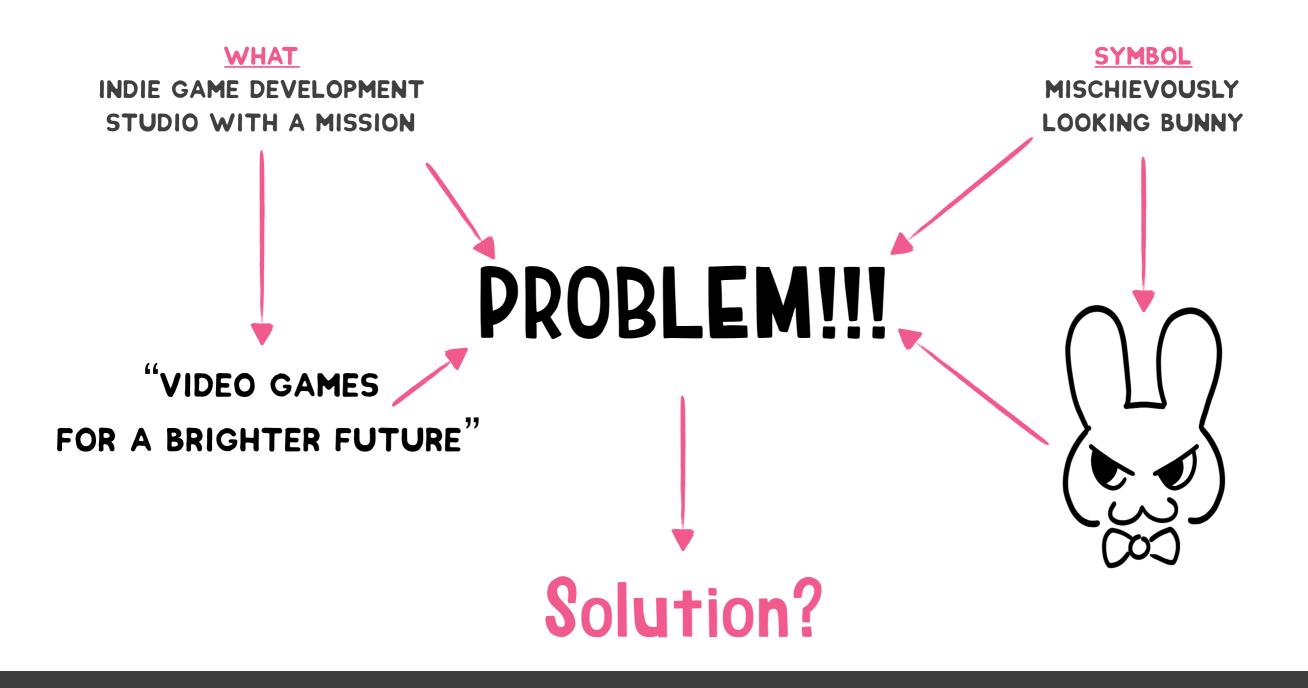




## **PINKBUNNY STUDIO**



SIMPLIFY

#### **ICON**

#### HOPE VEGAN & CRUELTY FREE MAYBE A LITTLE MYSTERIOUS?



#### **TYPOGRAPHY**

#### PERSONALISED PUNKISH & YOUNG CHAOTIC BUT WHOLE





RINKBUNNY



TASK 1: LOGO & WEB FOR MY STUDIO



# VIDEO GAMES FOR A BRIGHTER FUTURE

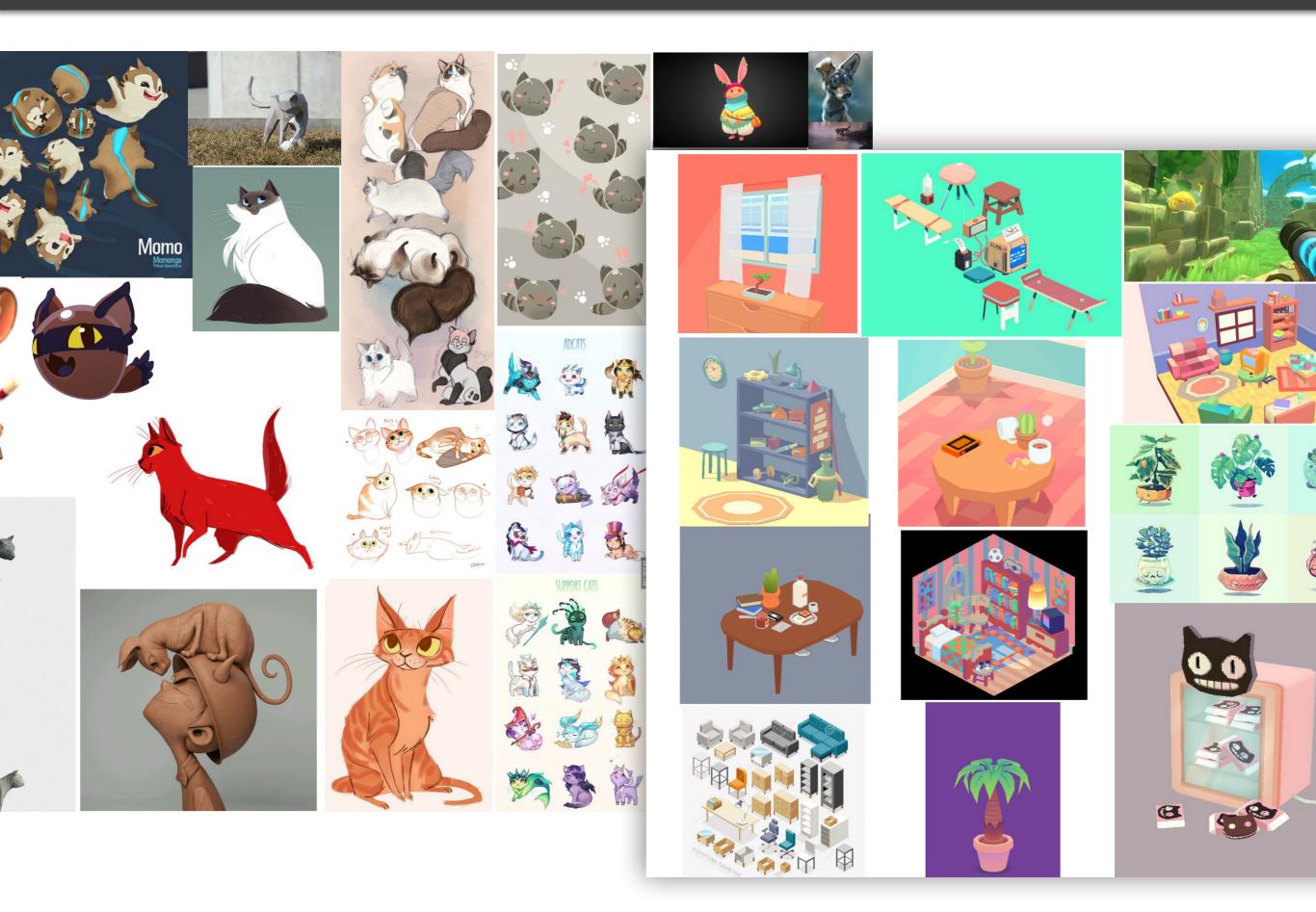


### Mission

AT THE MOMENT VIDEO GAMES ARE THE EASTEST GROWING AND MOST INFLUENTIAL

#### TASK 2: CHARACTER & ENVIRO DESIGN FOR HANDICATS

MOODBOARDS



Object

Texture- Texture-

Rendered

 $\checkmark$ 

 $\checkmark$ 

 $\checkmark$ 

 $\blacksquare$ 

 $\checkmark$ 

 $\checkmark$ 

≤

≤

 $\checkmark$ 

≤

Flower- leaves Image: Constraint of the constraint of th			z-brush	MAYA	retopo	Unity	MAYA	PS	apply material in Unity
POLY Flower Pot- Basic I	ELS	Flower- leaves	₹		<ul><li>✓</li></ul>		<ul><li>✓</li></ul>		<ul><li>✓</li></ul>
Flower Pot- BasicIIIIIFlower Pot- CatIIIIICouchIIIIIIMini chairIIIIIIChairIIIIIISide tableIIIIIICat bedIIIIIILampIIIIII		Flower- Bonsai	₹		<ul><li>✓</li></ul>		<ul><li>✓</li></ul>	<ul><li>✓</li></ul>	
CouchIIIIMini chairIIIIIChairIIIIIISide tableIIIIIICat bedIIIIIICat scratcherIIIIIILampIIIIIII	POLY	Flower Pot- Basic		V			<ul><li>✓</li></ul>		<ul><li>✓</li></ul>
Mini chairImage: Constraint of the sector of th		Flower Pot- Cat	₹		₹		<ul><li>✓</li></ul>		<ul><li>✓</li></ul>
ChairIIIIISide tableIIIIIICat bedIIIIIIICat scratcherIIIIIIILampIIIIIIII		Couch							
Side tableImage: Constraint of the sector of th		Mini chair		Z			<ul><li>✓</li></ul>	<ul><li>✓</li></ul>	
Cat bedImage: Cat scratcherImage: Cat sc		Chair		Z			<ul><li>✓</li></ul>	<ul><li>✓</li></ul>	
Cat scratcherImage: Constraint of the scratcherImage: Constraint of the scratcherLampImage: Constraint of the scratcherImage: Constraint of the scratcher		Side table		₹			<ul><li>✓</li></ul>		<ul><li>✓</li></ul>
Lamp		Cat bed		₹			<ul><li>✓</li></ul>		<ul><li>✓</li></ul>
		Cat scratcher		V			<ul><li>✓</li></ul>	<ul><li>✓</li></ul>	
Carpet 🗹		Lamp							
		Carpet				₹			<ul><li>✓</li></ul>

Model-

Maya-

Model-

#### • AT LEAST 3 CAT MODELS

- AT LEAST 10 ENVIRO. OBJECTS
- ALL RETOPO. TO LOW POLY
- ALL WITH UVS
- TEXTURED
- GAME READY

#### • OPTIONAL- POSES

#### Characters

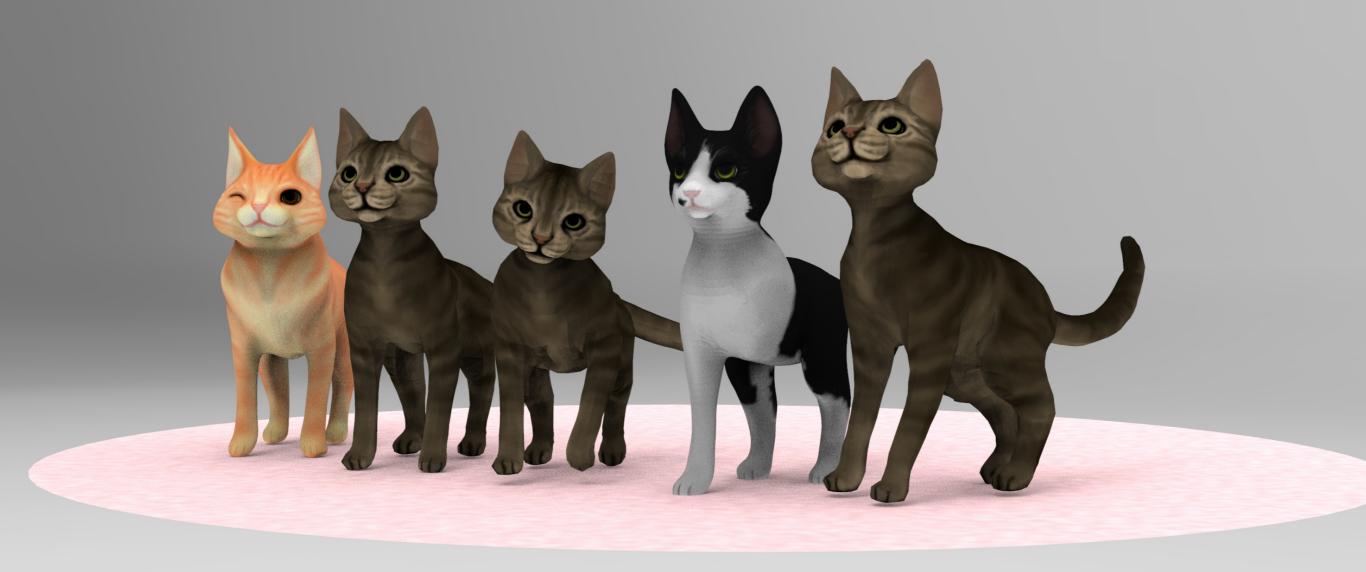
Name	Model- Z-Brush	Maya- retopo	Maya- UVs	Texture- Substance	Maya- create RIG	Maya- apply RIG or edit	Maya- Pose- sit	Maya- Pose- Idle	Maya- stand- tail up	Maya- pose- lick balls	Maya- animation- walk	Maya- anim jump	Maya- anim sit down	Maya- anim,- lay down	Renders
GEORGE	2	•	₹	<ul><li>✓</li></ul>	2			<ul><li>✓</li></ul>	2	2					
Sir Thomas Trueheart	₹	≤	₹	≤						•				-	₫
Vivi	₹	₹	₹	<ul><li>✓</li></ul>											2
O.J.	<ul><li>✓</li></ul>	<ul><li>✓</li></ul>	<ul><li>✓</li></ul>												
EYES!!!!	₹		2	<ul><li>✓</li></ul>											V

#### Asstes

UVs-

Model-

#### TASK 2: CHARACTER & ENVIRO DESIGN FOR HANDICATS



#### TASK 2: CHARACTER & ENVIRO DESIGN FOR HANDICATS



GOALS

Task	Difficulty	Priority	DONE
Retopology	1	HIGH	✓
UV- creation	1	HIGH	
Modeling- basics	2	HIGH	
Rigging- basics	2	HIGH	
Quadruped- rig- body	3	HIGH	
Quadruped- rig- face	6	OPTIONAL	
Quadruped- body animation- walk	5	HIGH	
Quadruped- body animation- jump	6	MEDIUM	
Quadruped- body animation- sit down	5	MEDIUM	
Quadruped- body animation- lay down	5	MEDIUM	
Quadruped- facial animation	6	OPTIONAL	
Quadruped- posing- body	3	HIGH	✓
Quadruped- posing- body and facial expressions	6	OPTIONAL	
Quadruped- posing- sit	3	MEDIUM	
Quadruped- posing- idle- tail up	3	MEDIUM	≤
Quadruped- posing- lay down	3	MEDIUM	
Quadruped- posing- balls licking	4	MEDIUM	
Quadruped- posing- stretching	4	OPTIONAL	
Quadruped- posing- sneak	4	OPTIONAL	

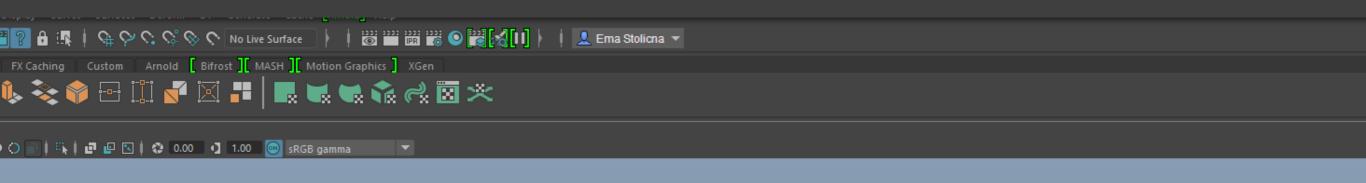
Maya- checklist

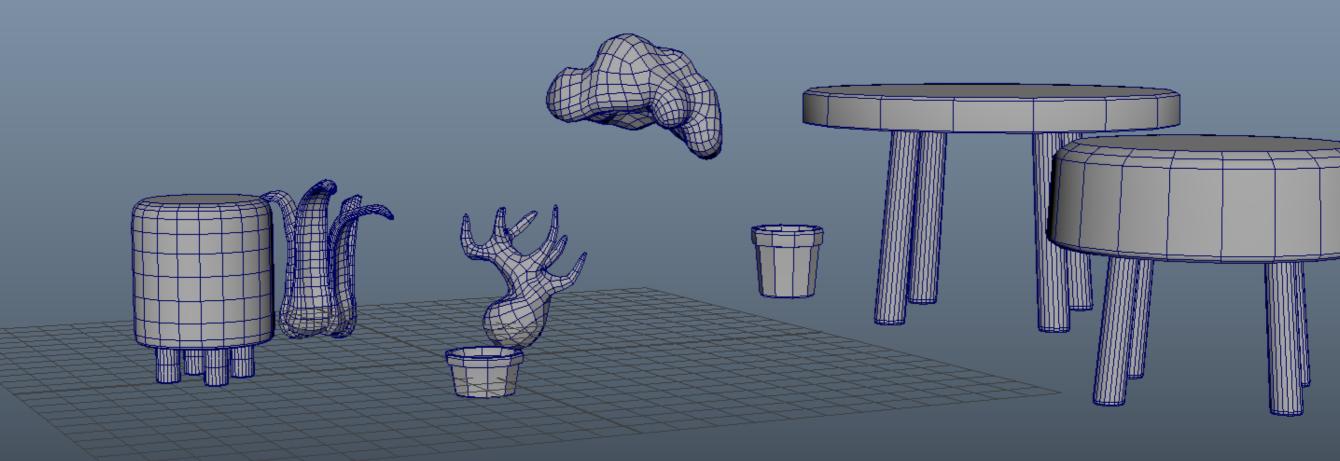
#### • LEARN BASIC WORKFLOWS

- MODELING
- RETOPOLOGY
- UVS
- **RIGGING**
- POSING

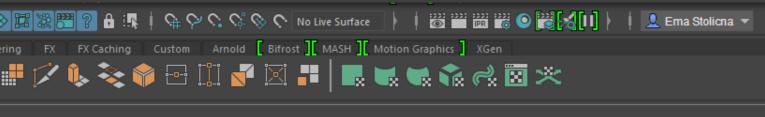
#### • ULTIMATE GOAL: ANIMATION



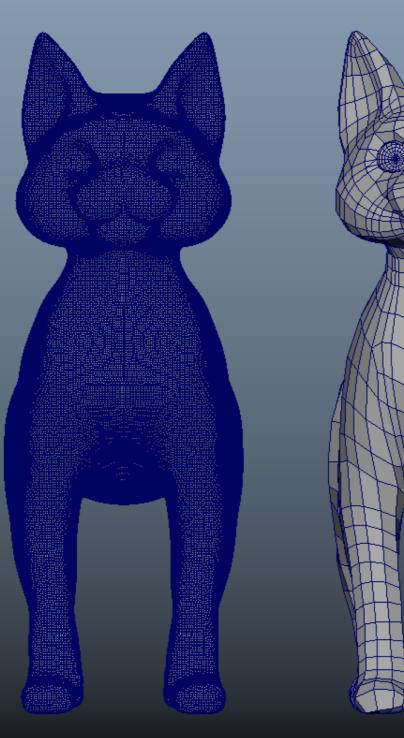


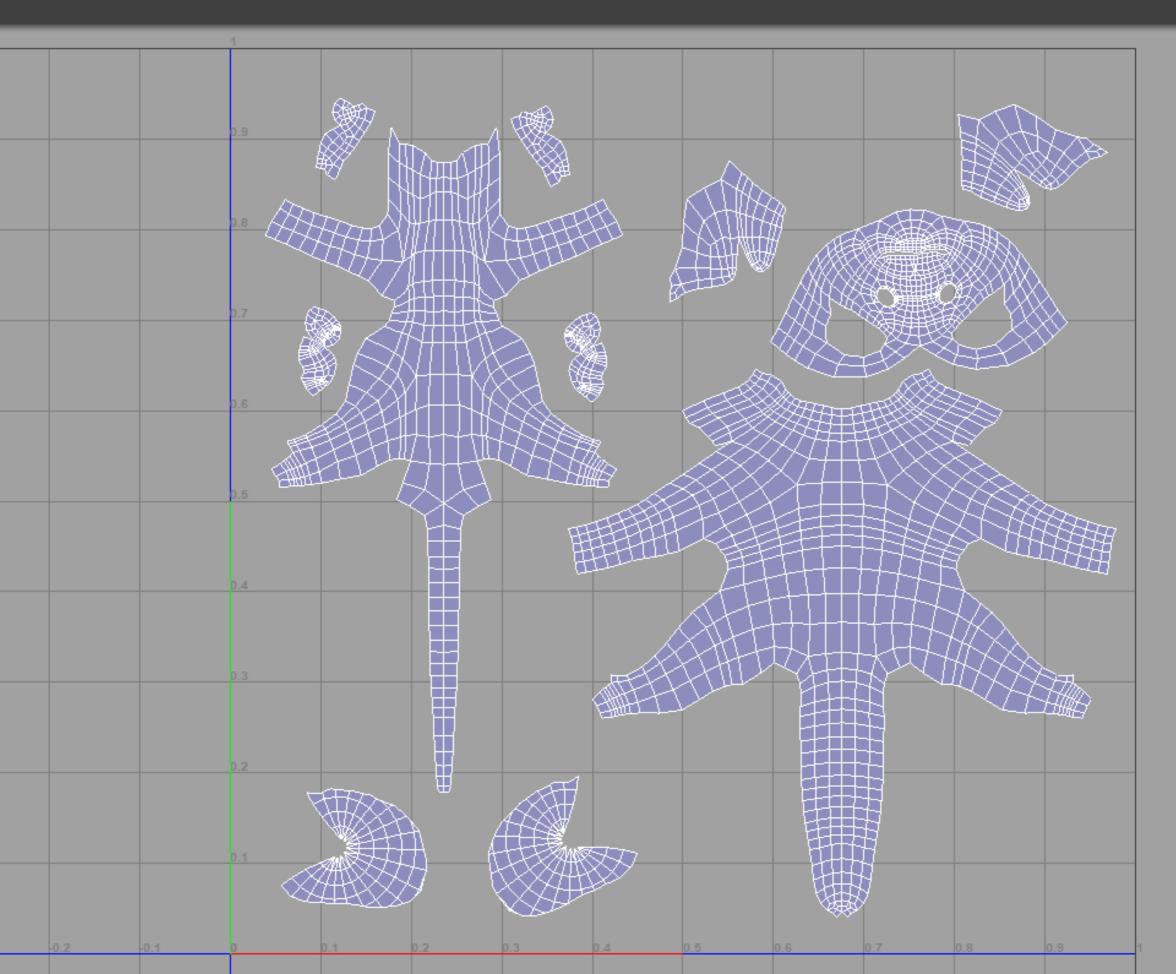


#### RETOPOLOGY



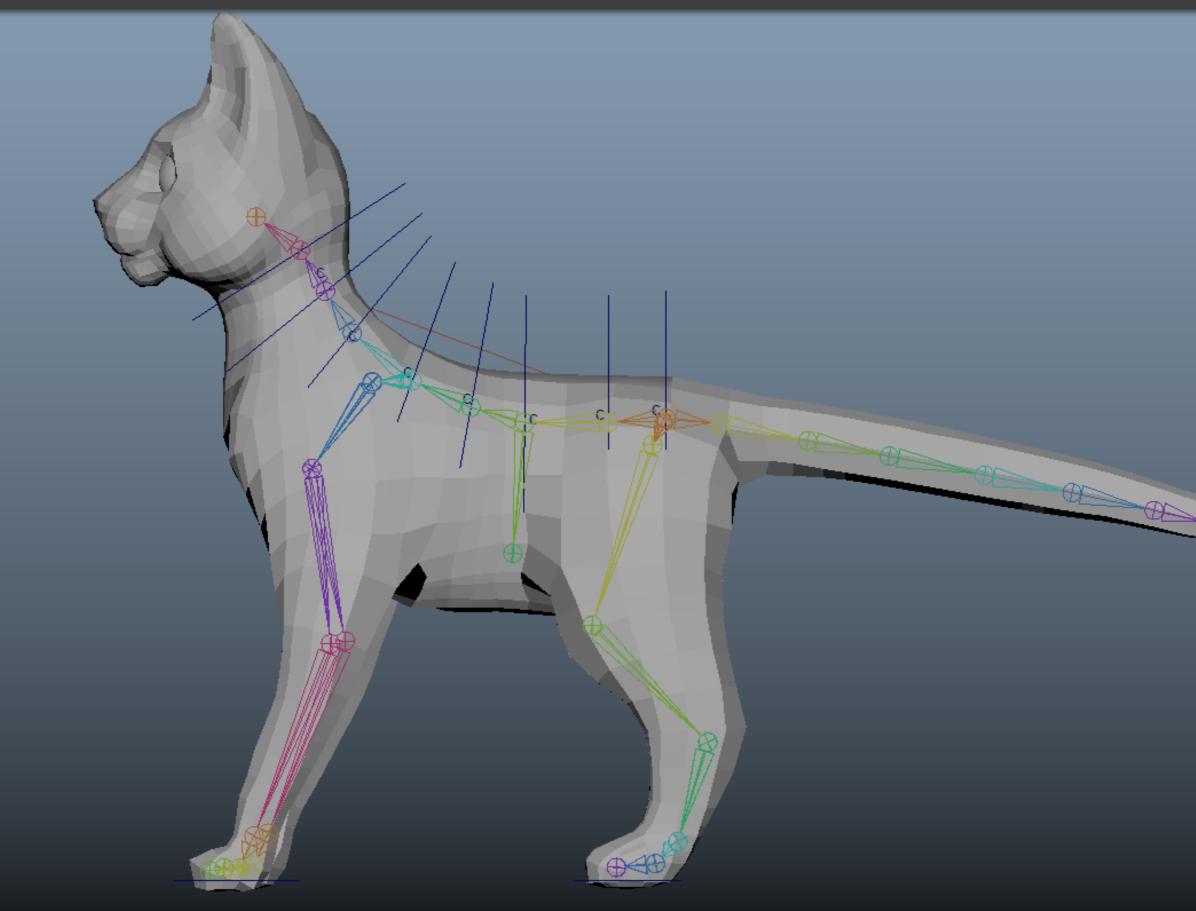
- 🤍 | 📚 🍽 🗘 🕋 | 📪 🖳 🔄 🗘 0.00 🖓 1.00 😡 sRGB gamma

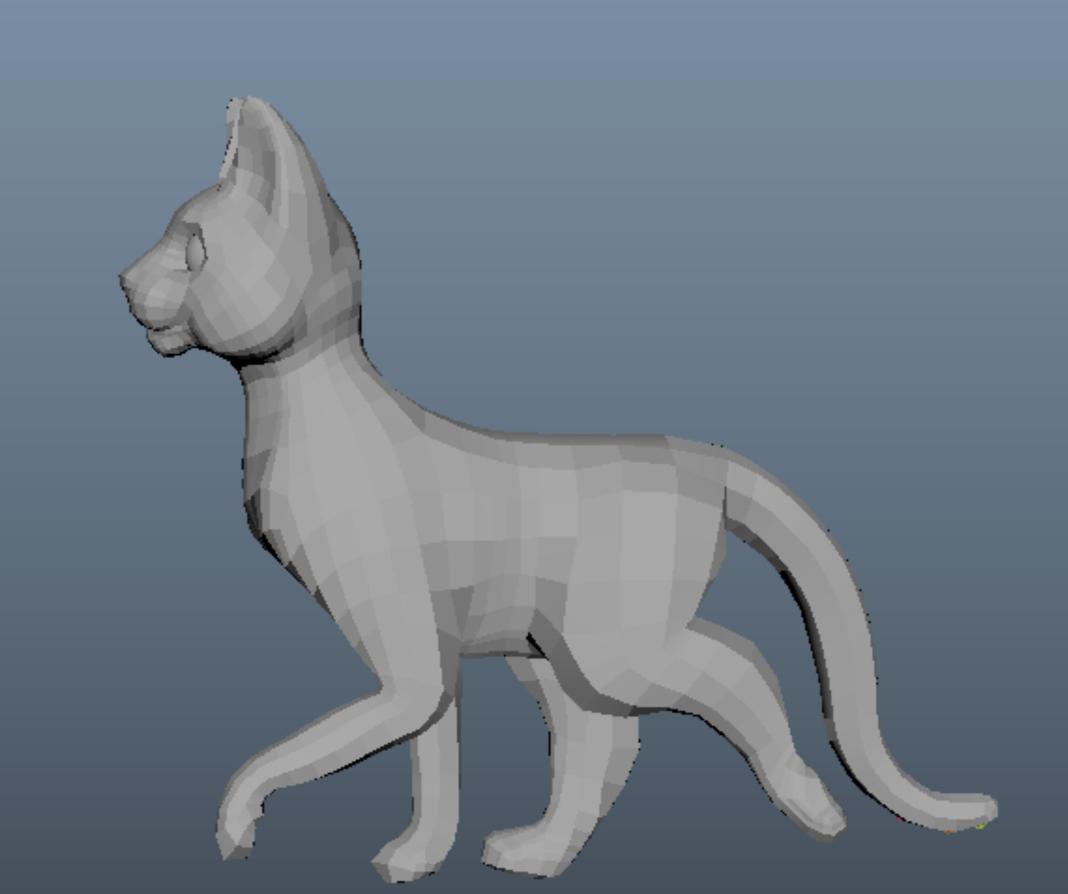


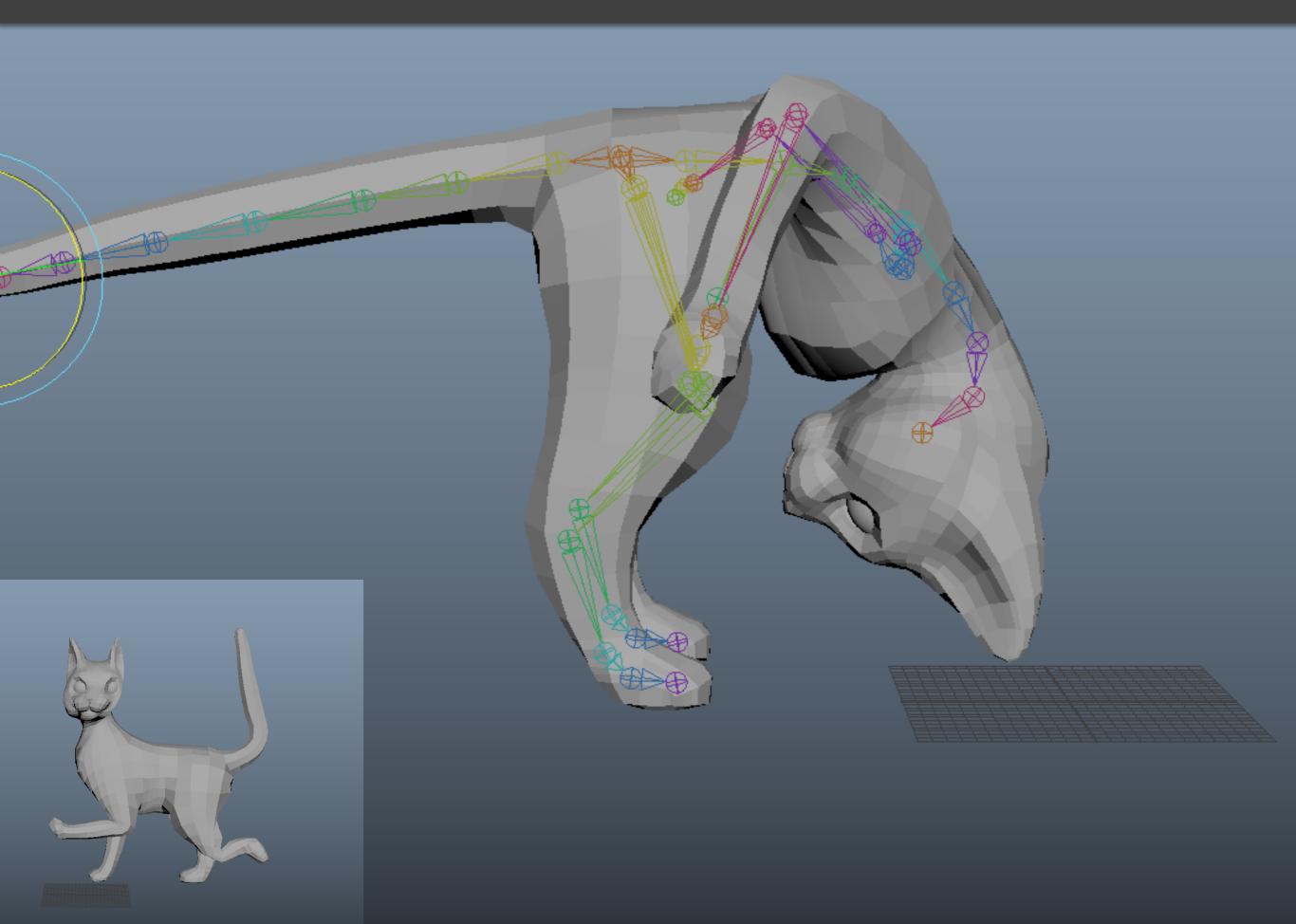


UVS

RIGGING







# THANK YOU FOR YOUR ATTENTION

