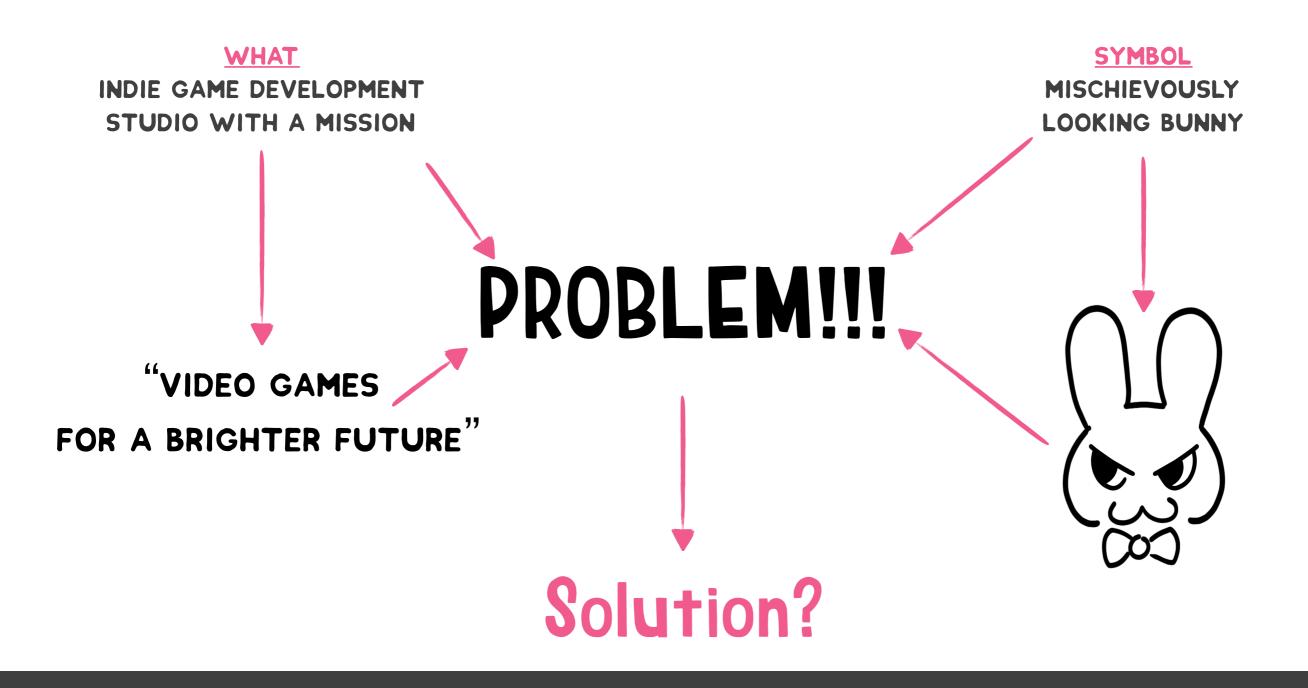


PINKBUNNY STUDIO



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

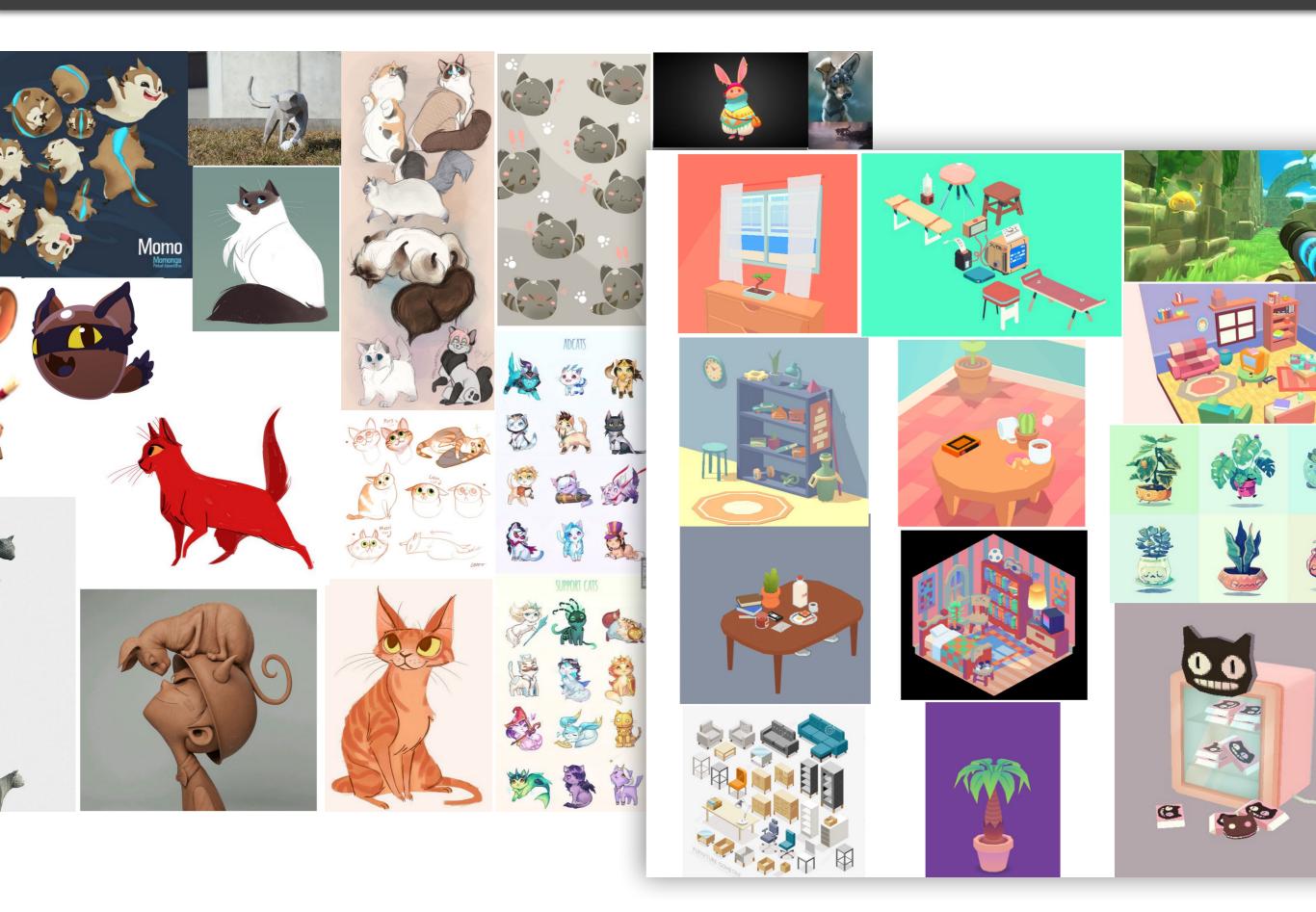


Mission

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 I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I I	ELS	Flower- leaves	₹		✓		✓		✓
Flower Pot- BasicIIIIIFlower Pot- CatIIIIICouchIIIIIIMini chairIIIIIIChairIIIIIISide tableIIIIIICat bedIIIIIILampIIIIII		Flower- Bonsai	₹		✓		✓	✓	
CouchIIIIMini chairIIIIIChairIIIIIISide tableIIIIIICat bedIIIIIICat scratcherIIIIIILampIIIIIII	POLY	Flower Pot- Basic		V			✓		✓
Mini chairImage: Constraint of the sector of th		Flower Pot- Cat	₹		₹		✓		✓
ChairIIIIISide tableIIIIIICat bedIIIIIIICat scratcherIIIIIIILampIIIIIIII		Couch							
Side tableImage: Constraint of the sector of th		Mini chair		Z			✓	✓	
Cat bedImage: Cat scratcherImage: Cat sc		Chair		Z			✓	✓	
Cat scratcherImage: Constraint of the scratcherImage: Constraint of the scratcherLampImage: Constraint of the scratcherImage: Constraint of the scratcher		Side table		₹			✓		✓
Lamp		Cat bed		₹			✓		✓
		Cat scratcher		V			✓	✓	
Carpet 🗹		Lamp							
		Carpet				₹			✓

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	•	₹	✓	2			✓	2	2					
Sir Thomas Trueheart	₹	≤	₹	≤						•				-	₫
Vivi	₹	₹	₹	✓											2
O.J.	✓	✓	✓												
EYES!!!!	₹		2	✓											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	

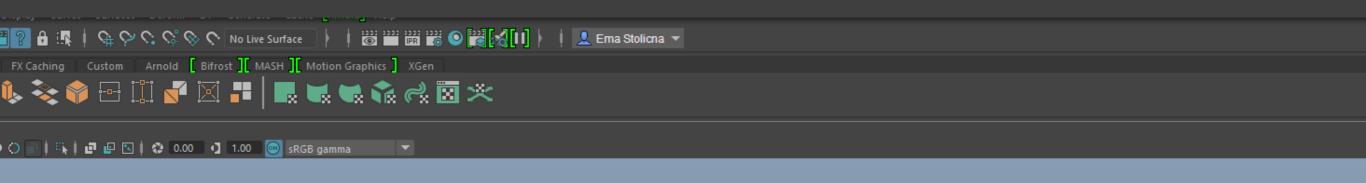
Maya- checklist

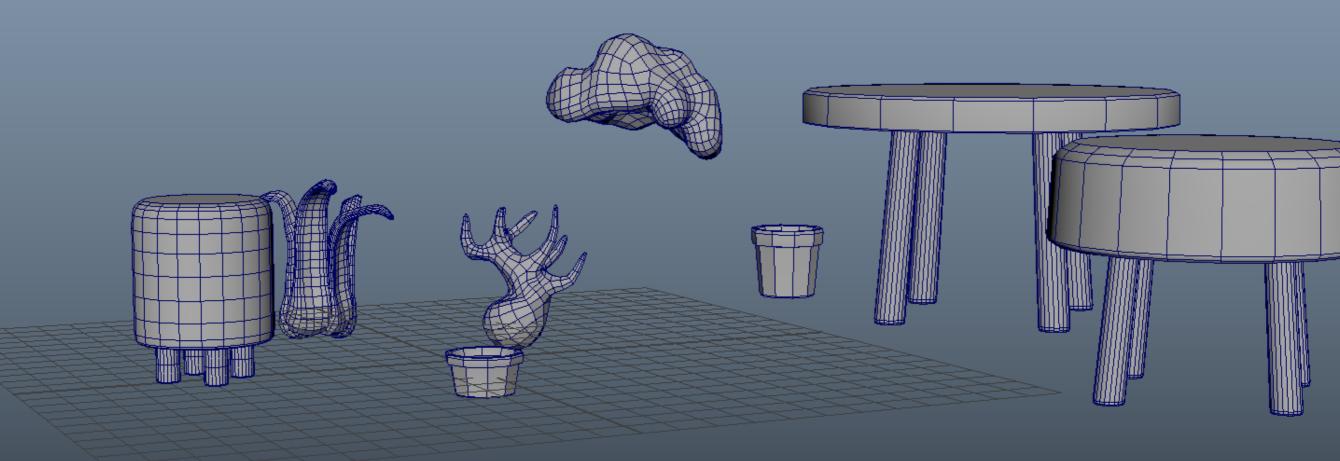
• LEARN BASIC WORKFLOWS

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

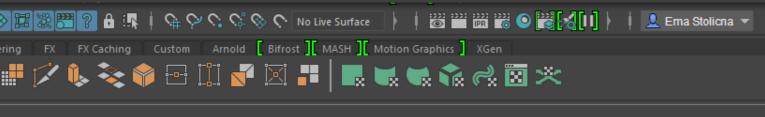
• ULTIMATE GOAL: ANIMATION



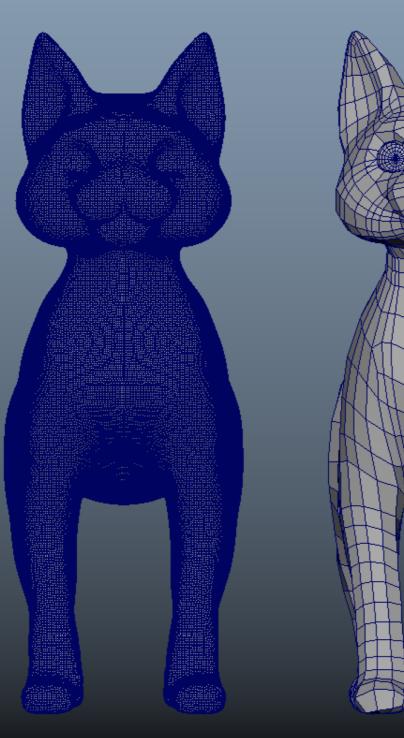


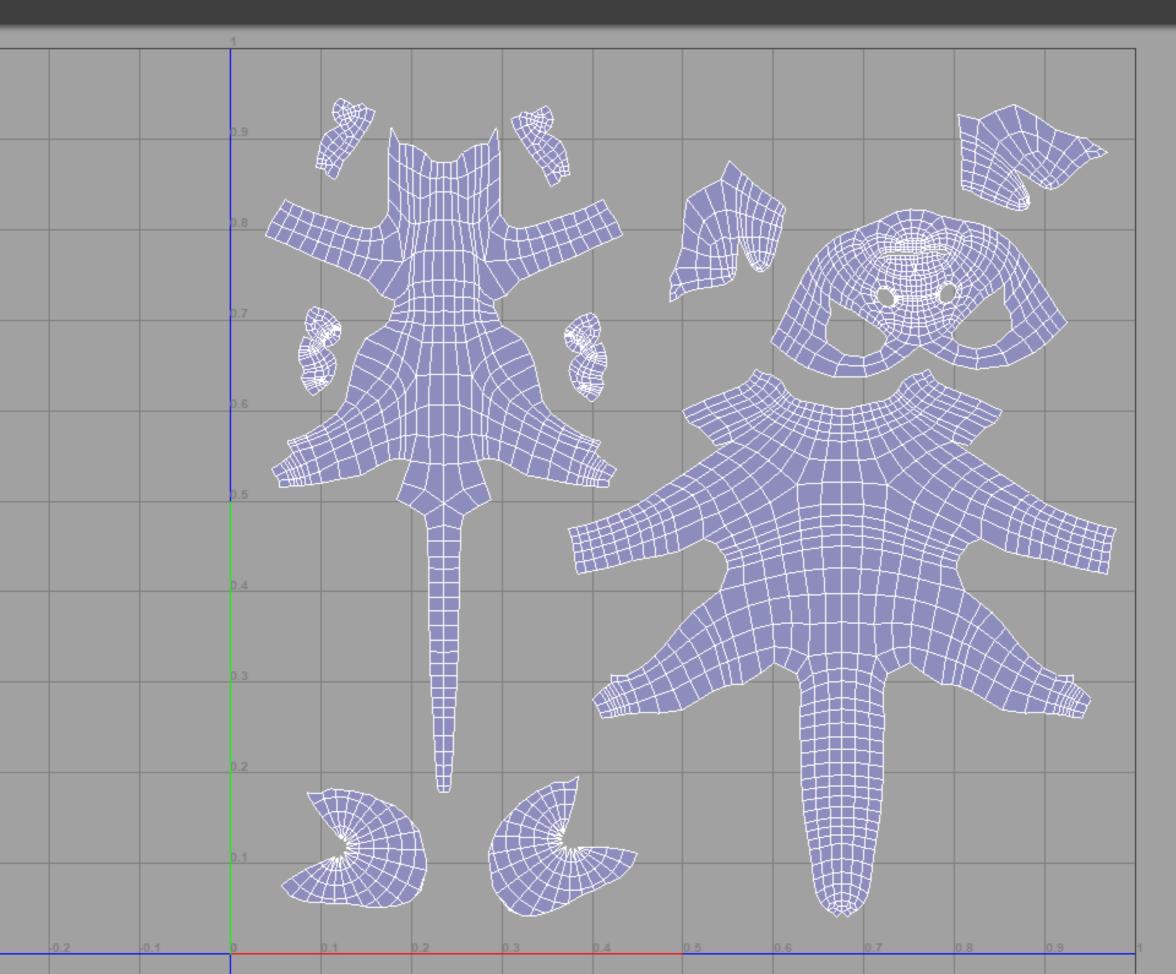


RETOPOLOGY



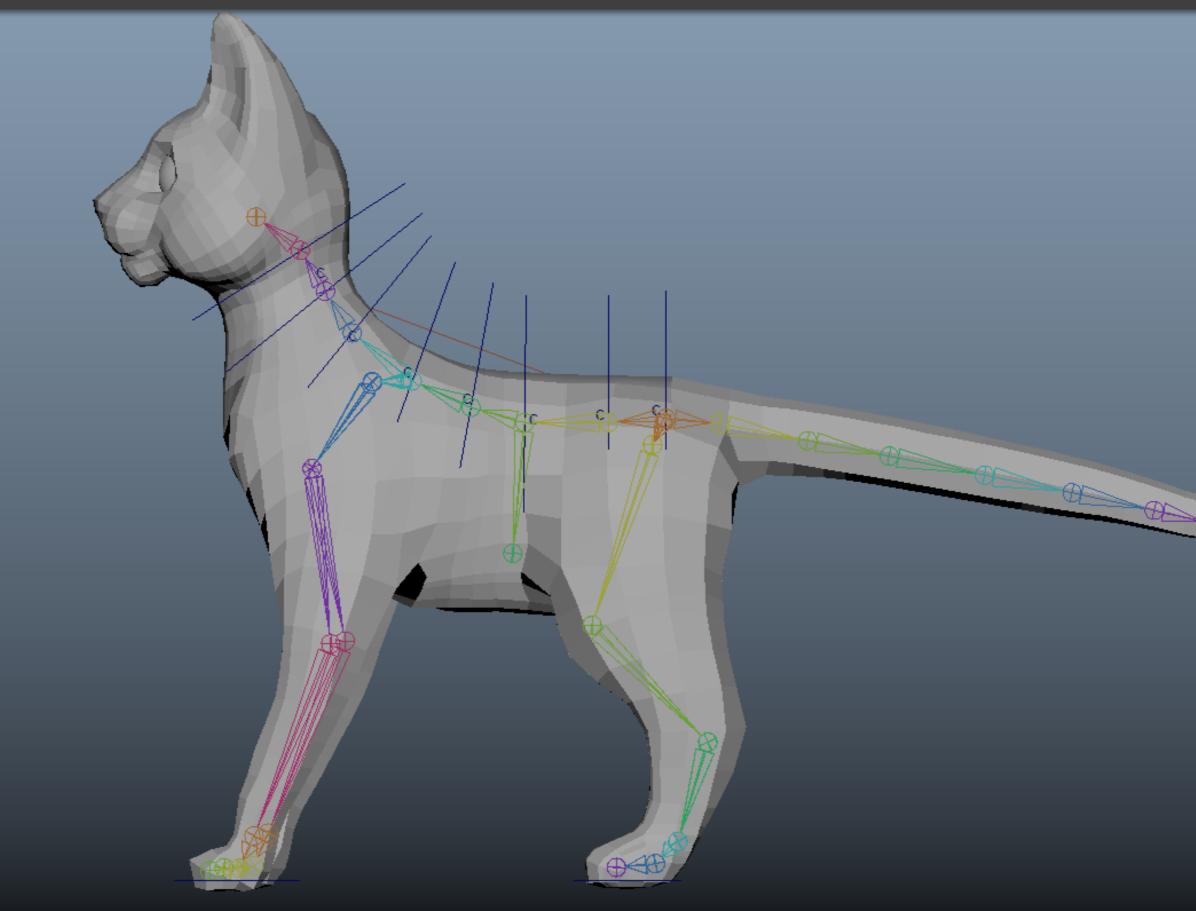
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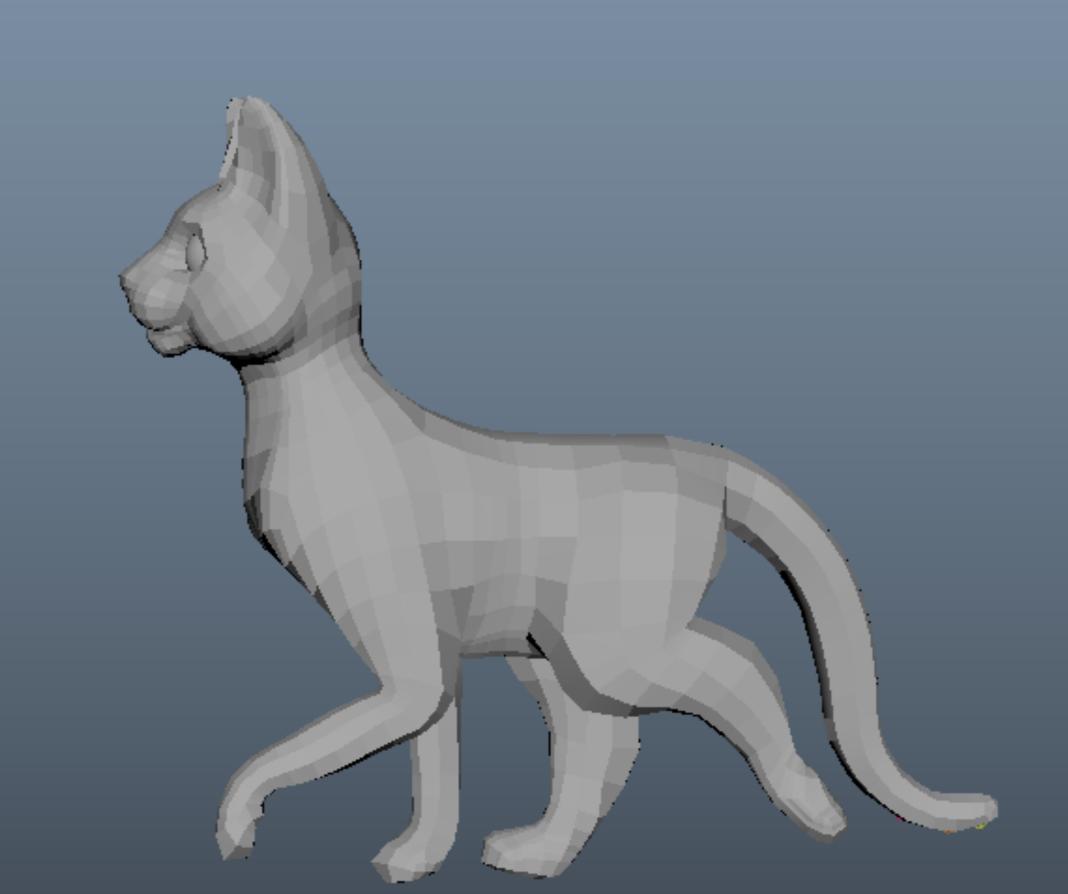


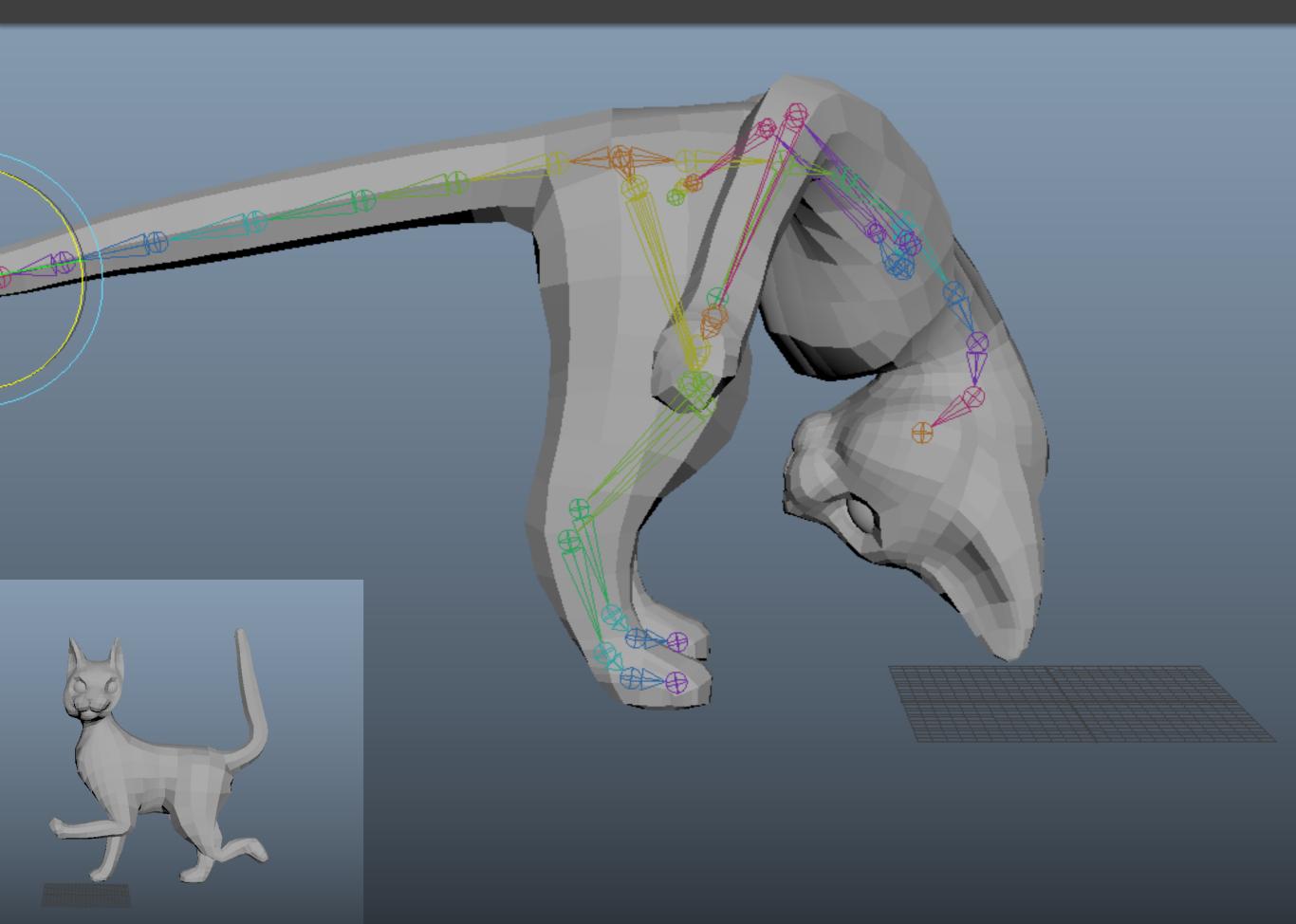


UVS

RIGGING







THANK YOU FOR YOUR ATTENTION

