Gargždai „Vaivorykštė“ gymnasium 3D model

Autodesk 3ds Max and Unreal Engine

Gargždai „Vaivorykštė“ gymnasium

Project done by:
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Oskaras Daukintis
Form IIa
IT teacher
Raminta Birgėlienė

MIK-11, 2018

Stages of work

0. Analyzed the school‘s layout and its enviroment

1. Designed 3D models of the school and other objects *(Autodesk 3ds Max)*

2. Textured 3D models based on real photos *(Autodesk 3ds Max)*

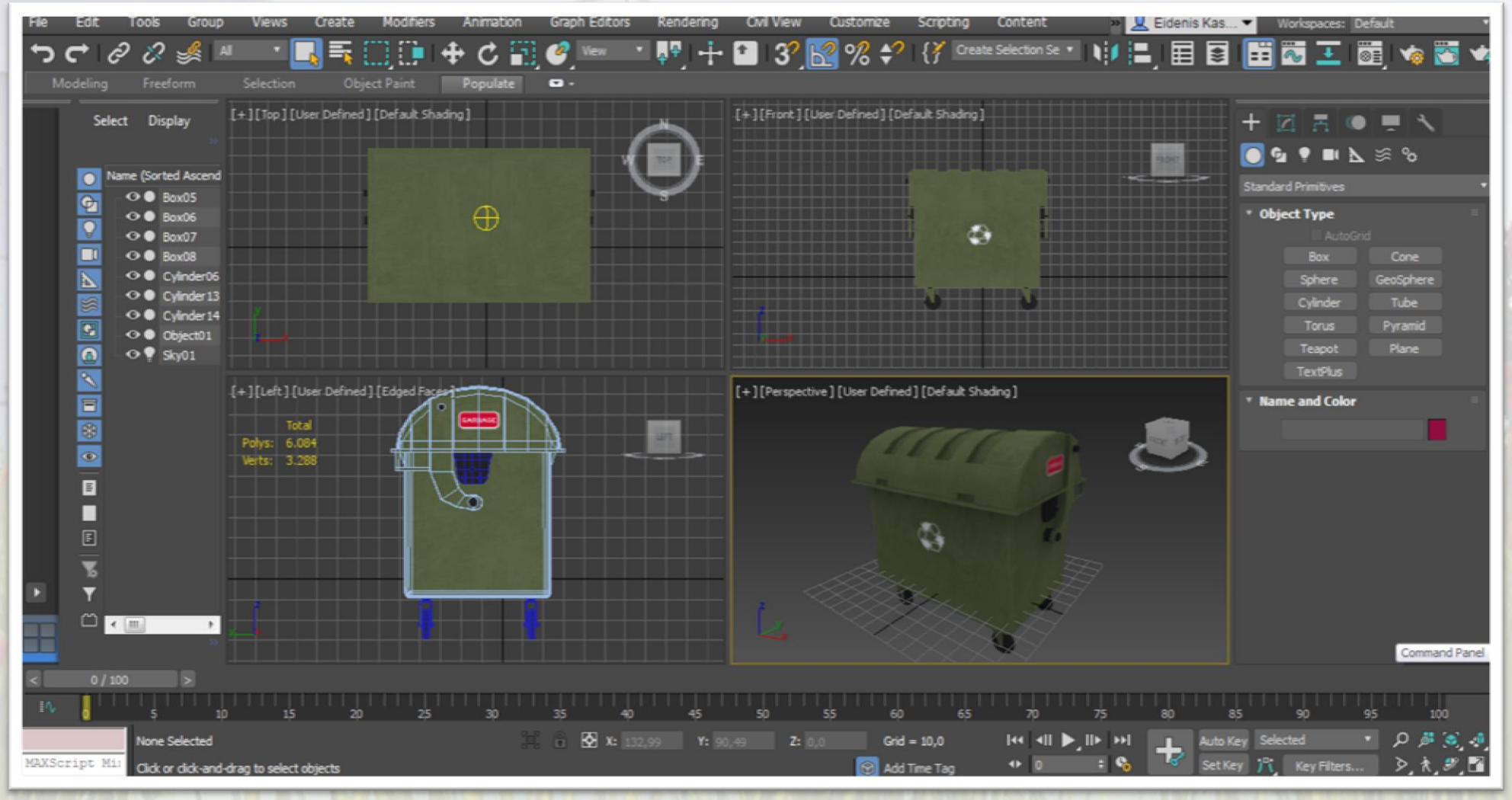
3. Modelled the school with its enviroment (Unreal Engine)

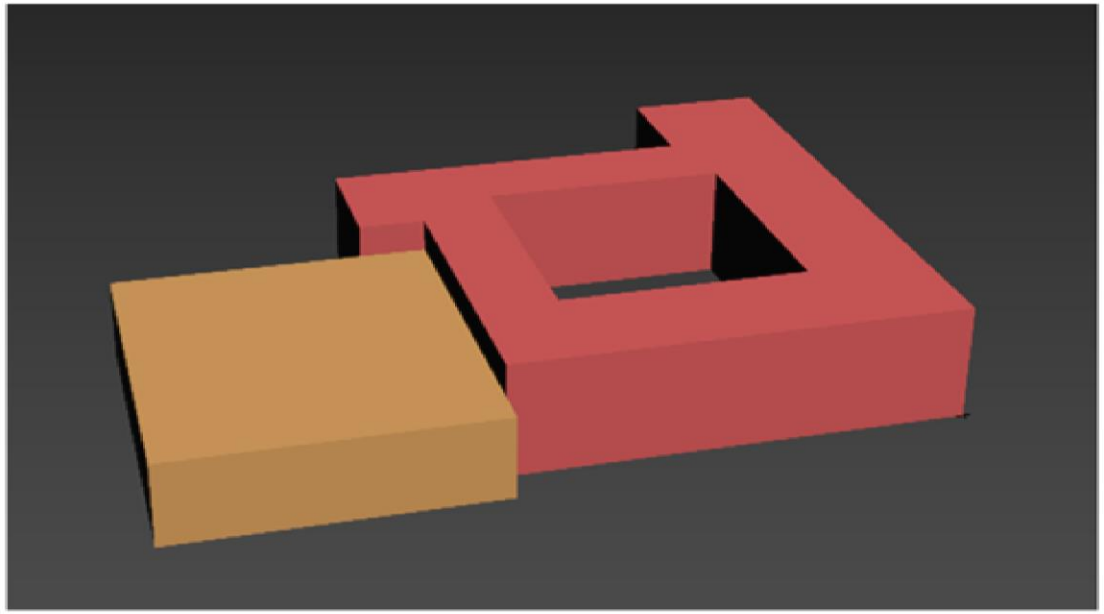
4. Filmed the finished model and edited the clips into a movie *(Unreal Engine)*

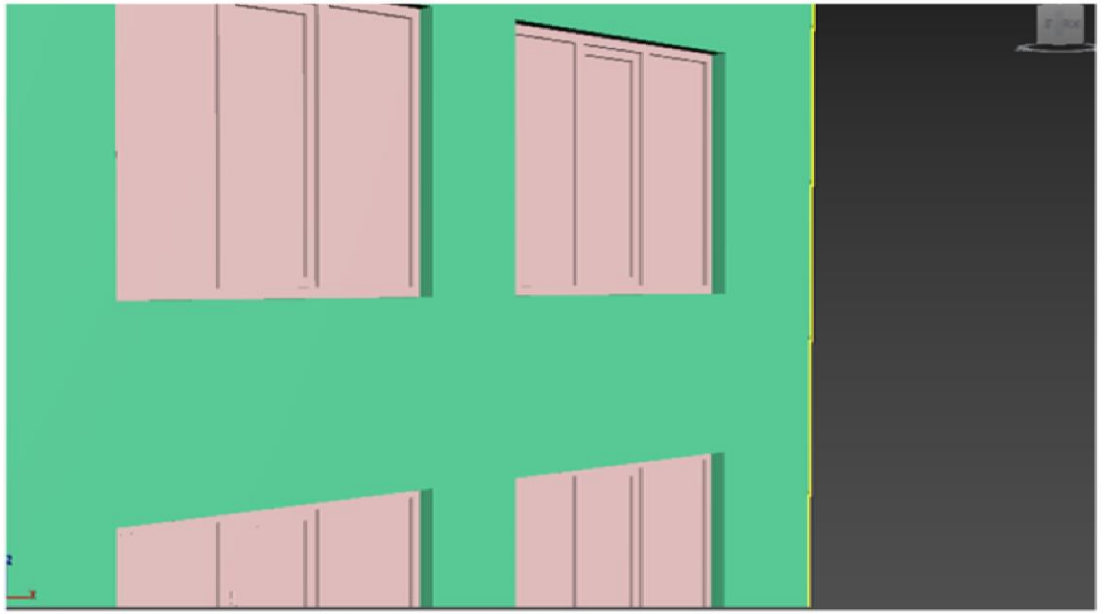
Used music was made free to use by creator

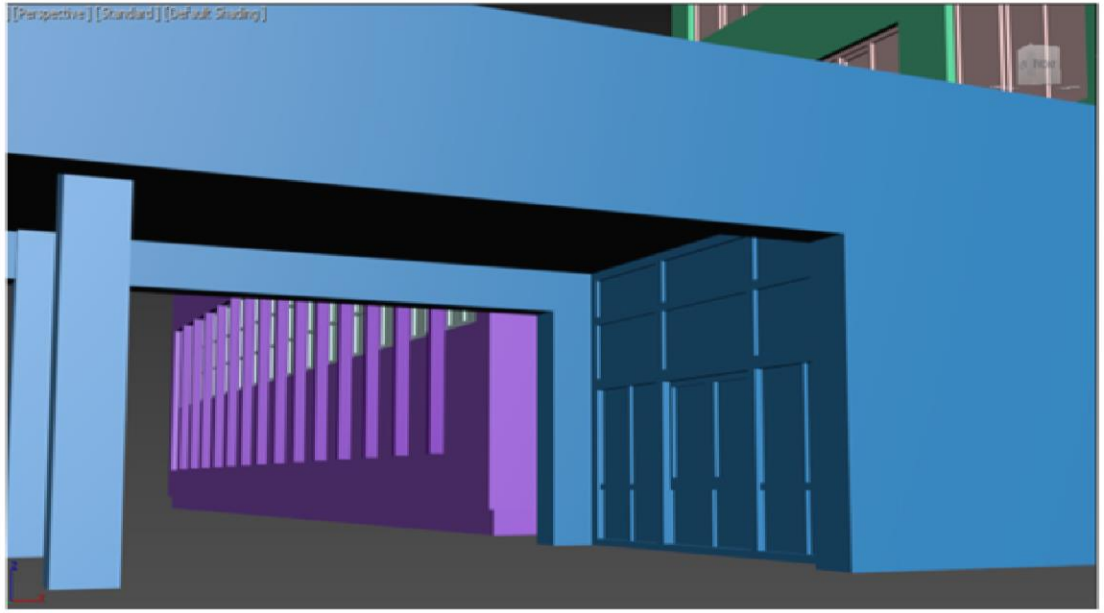
0. Analyzed the school‘s layout and its enviroment

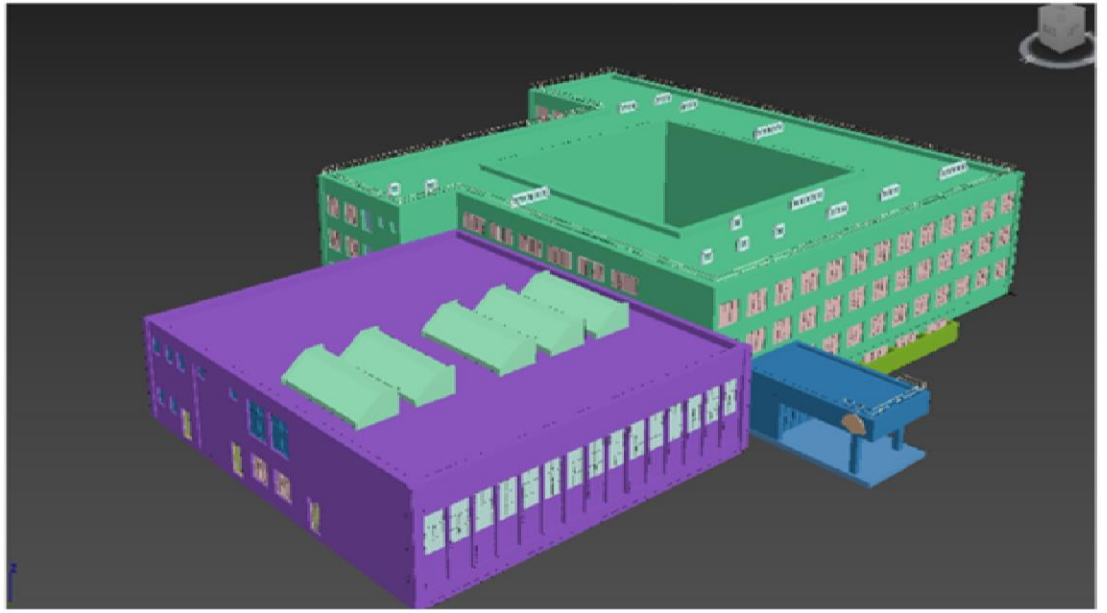
1. Designed 3D models of the school and other objects *(Autodesk 3ds Max)*

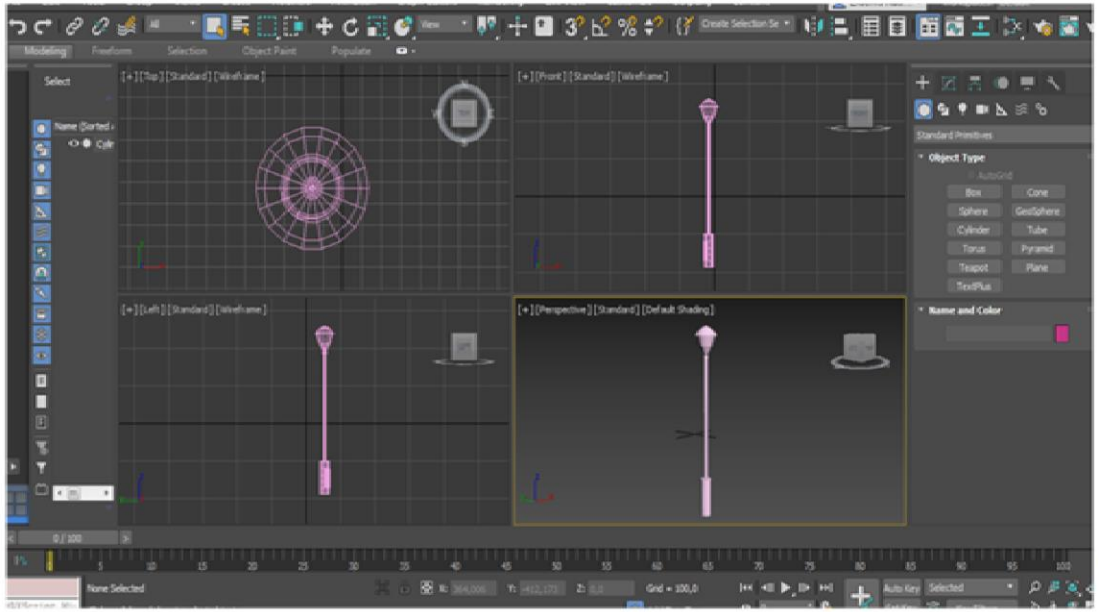


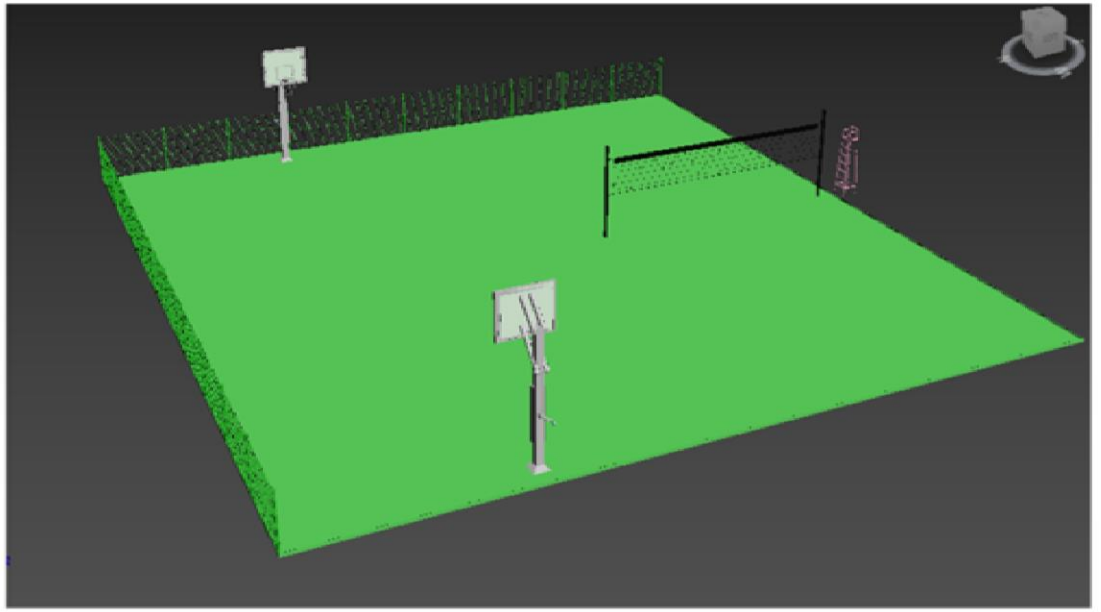


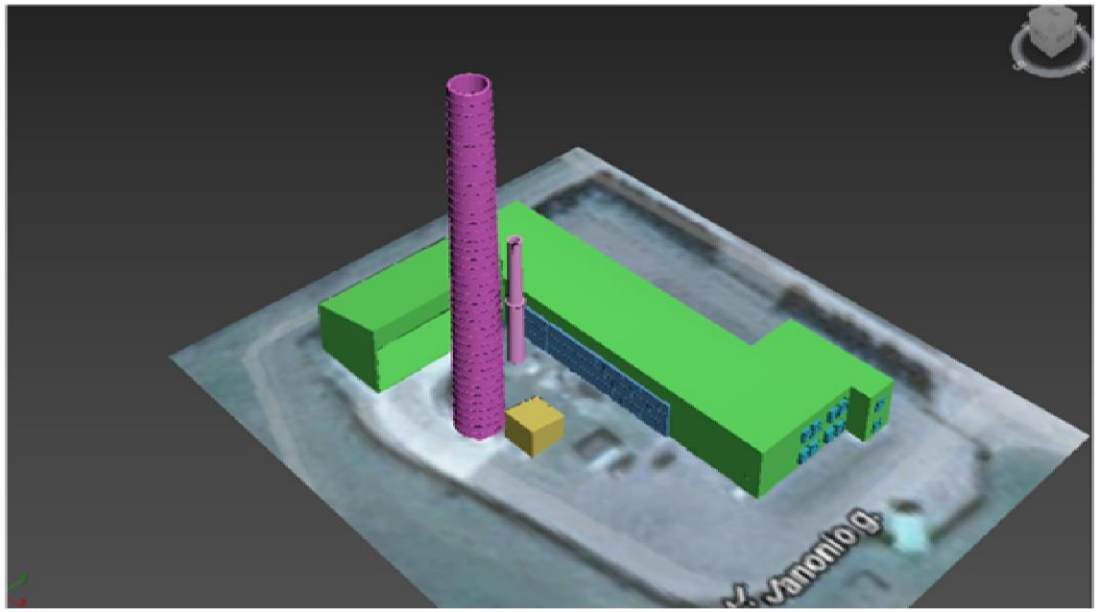


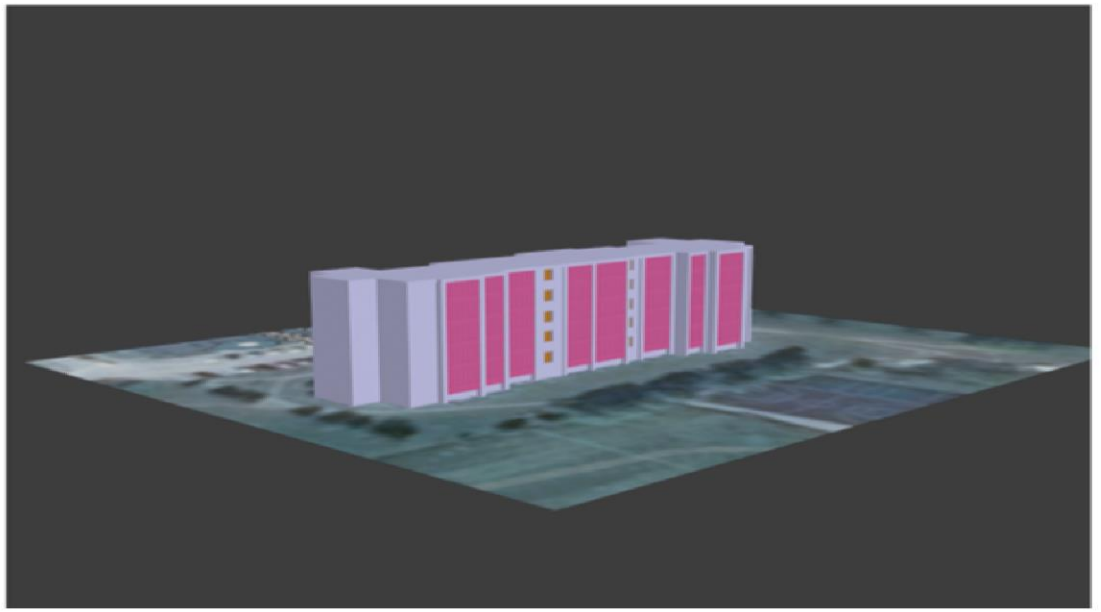




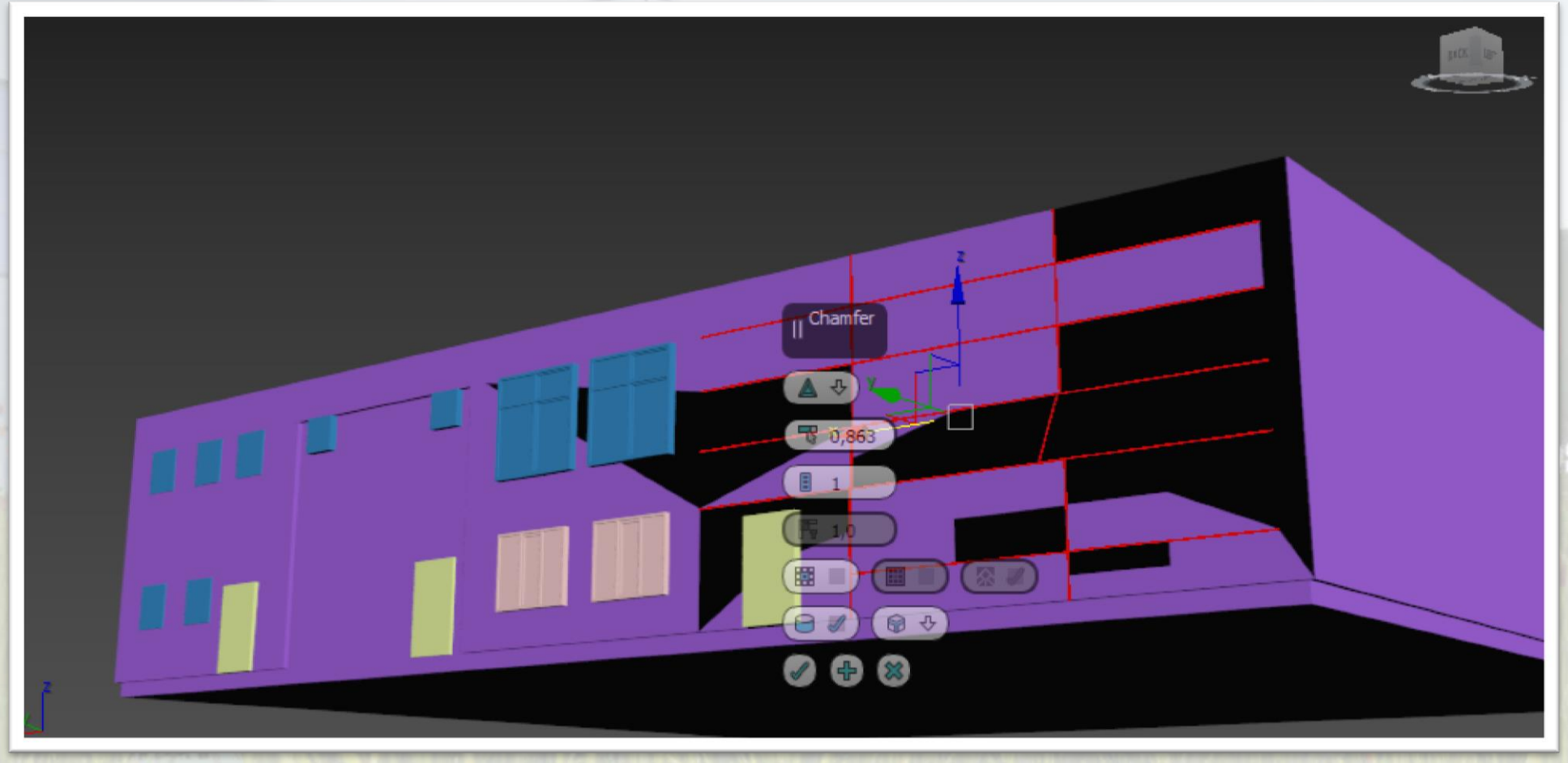




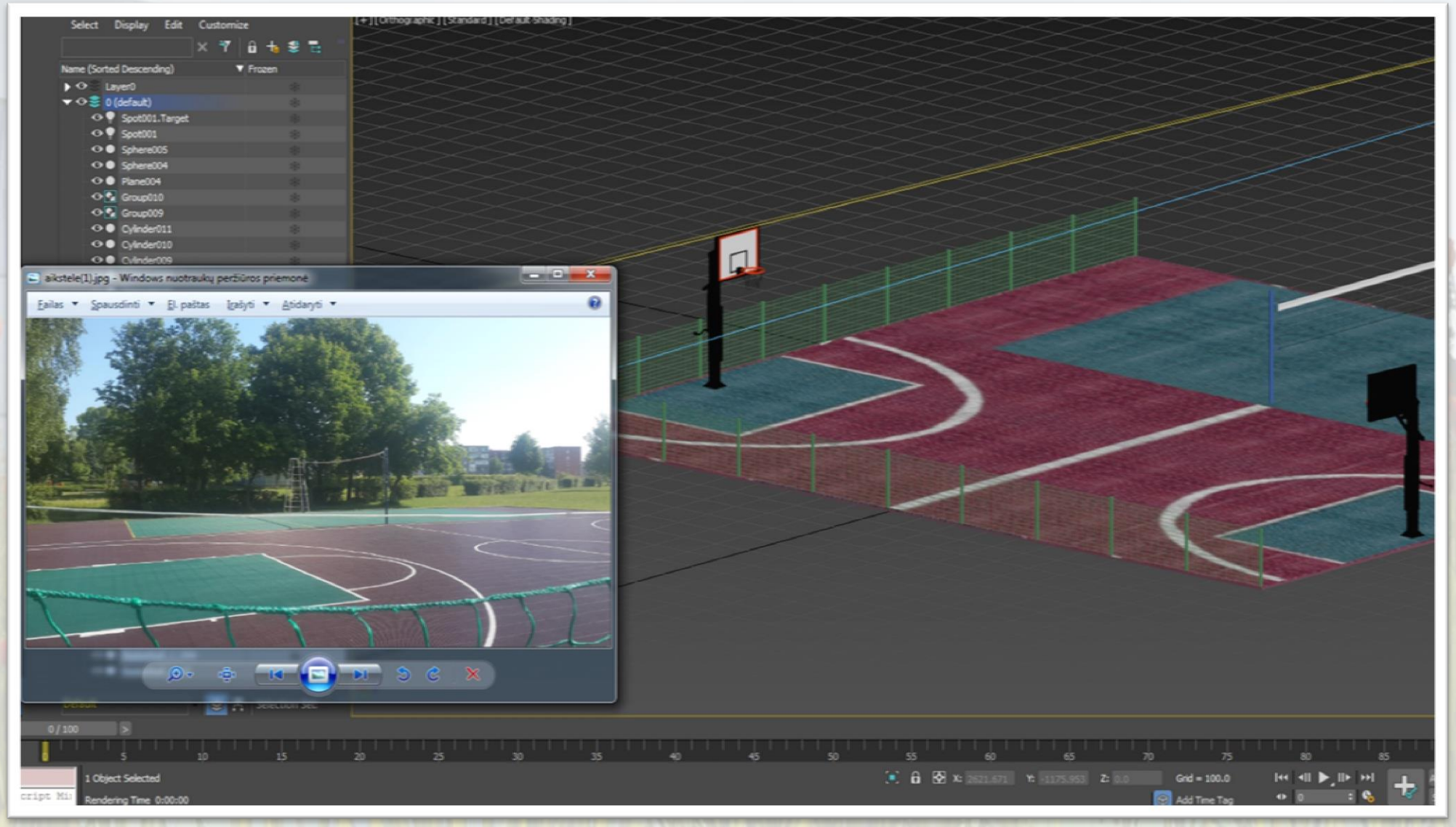


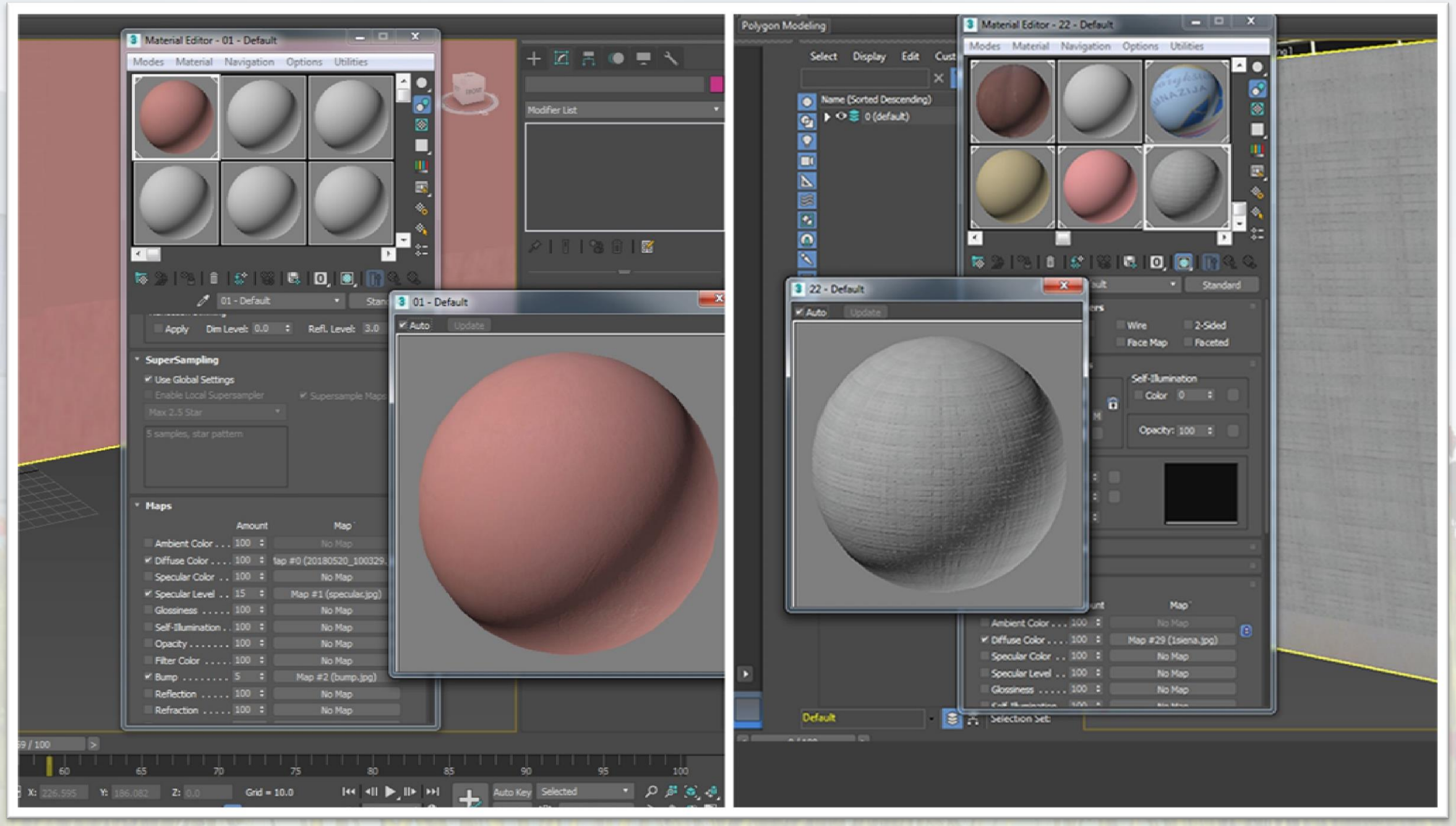


Problems



2. Textured 3D models based on real photos
(Autodesk 3ds Max)

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Modes Material Navigation Options Utilities
Modifier List
01 - Default
Apply Dim Level: 0.0 Refl. Level: 3.0
SuperSampling
Use Global Settings
Enable Local Supersampler
Max 2.5 Star
5 samples, star pattern
Maps
Amount Map
Ambient Color . . . 100 No Map
Diffuse Color . . . . 100 tap #0 (20180520_100329.
Specular Color . . 100 No Map
Specular Level . . 15 Map #1 (specular.jpg)
Glossiness . . . . . 100 No Map
Self-Illumination . . 100 No Map
Opacity . . . . . 100 No Map
Filter Color . . . . . 100 No Map
Bump . . . . . 5 Map #2 (bump.jpg)
Reflection . . . . . 100 No Map
Refraction . . . . . 100 No Map
01 - Default
Auto Update
Polygon Modeling
Select Display Edit Cust
Name (Sorted Descending)
0 (default)
Material Editor - 22 - Default
Modes Material Navigation Options Utilities
22 - Default
Auto Update
Standard
Wire 2-Sided
Face Map Faceted
Self-Illumination
Color 0
Opacity: 100
Map
Ambient Color . . . 100 No Map
Diffuse Color . . . 100 Map #29 (1siena.jpg)
Specular Color . . 100 No Map
Specular Level . . 100 No Map
Glossiness . . . . . 100 No Map
Default
Selection Set:
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X: 226.595 Y: 186.082 Z: 0.0 Grid = 10.0
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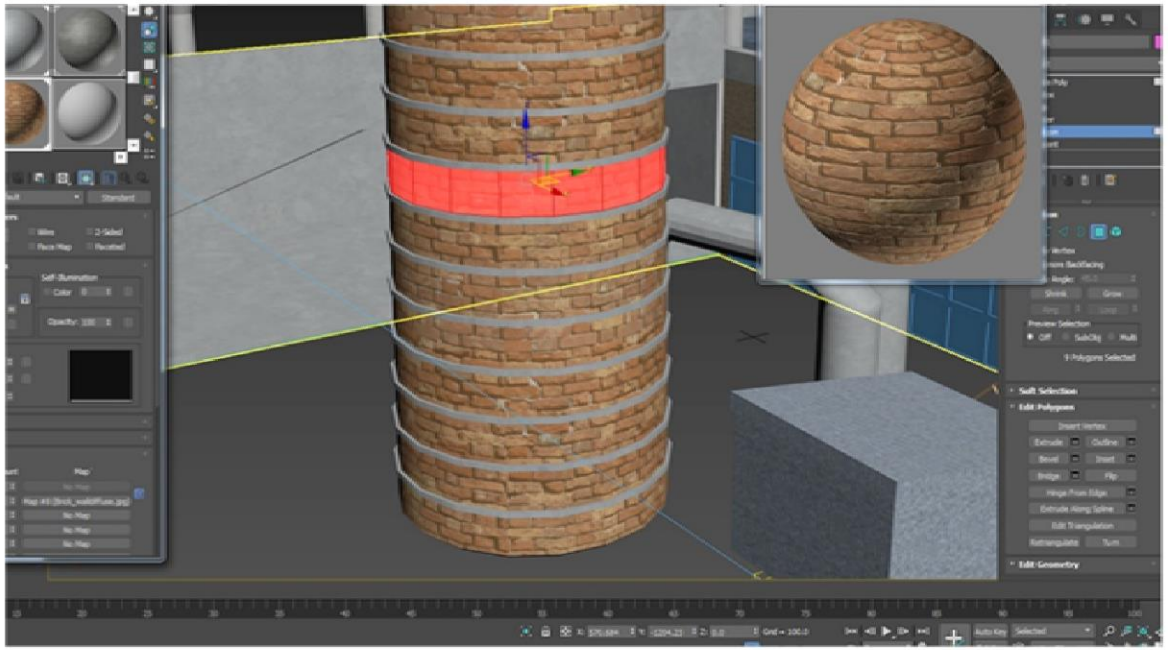

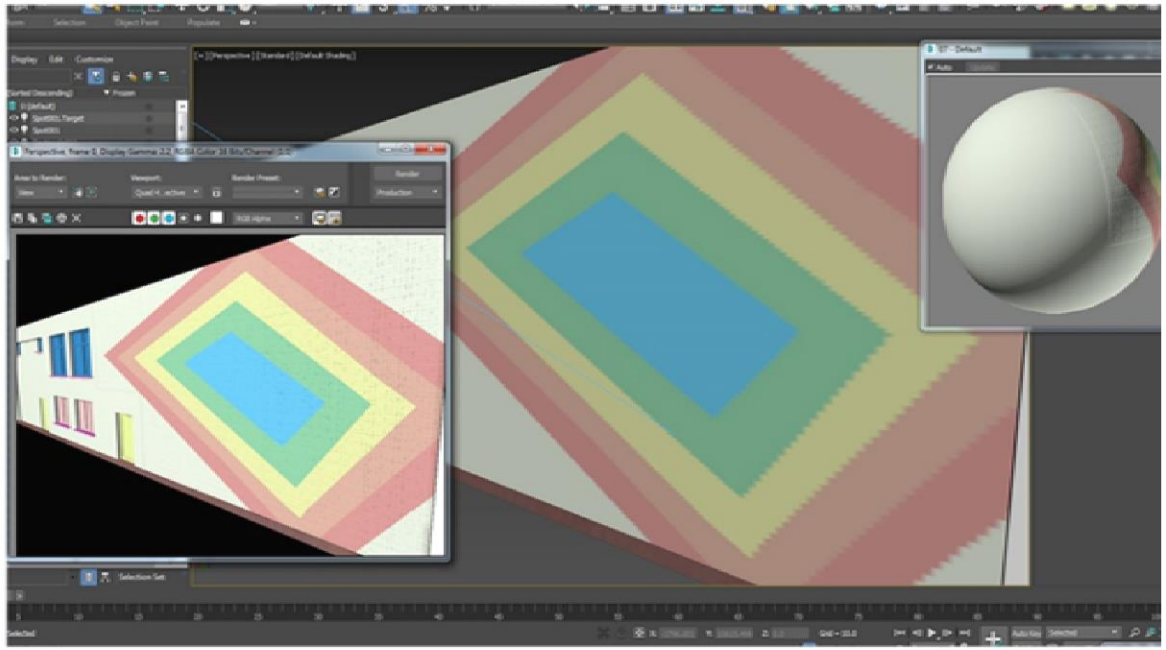

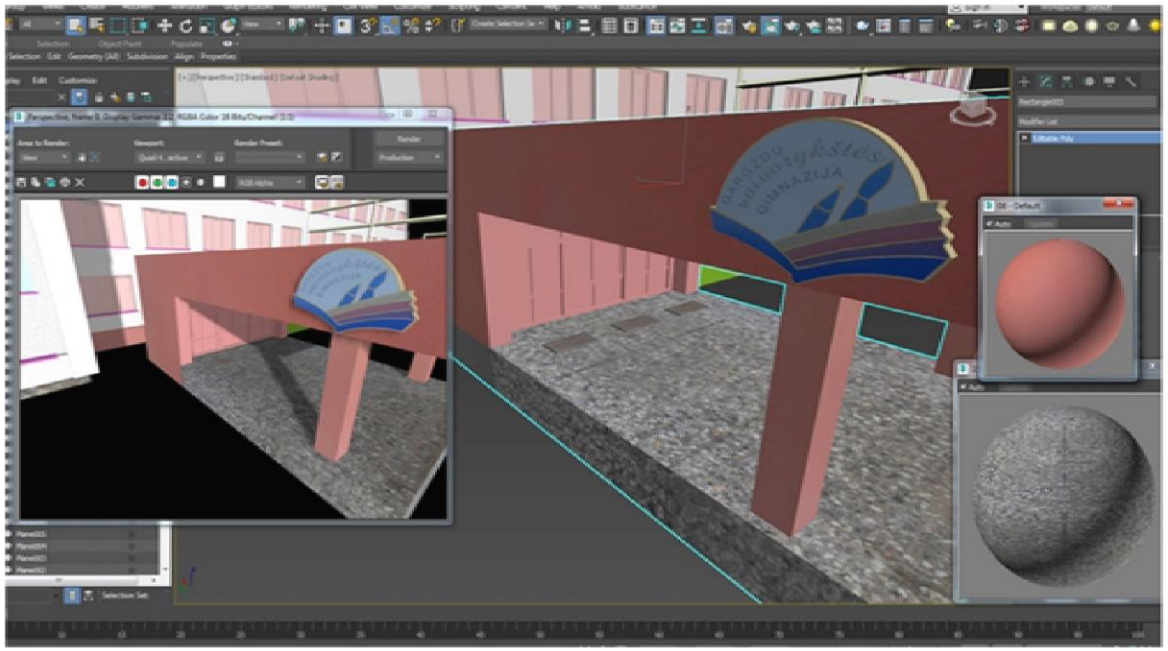

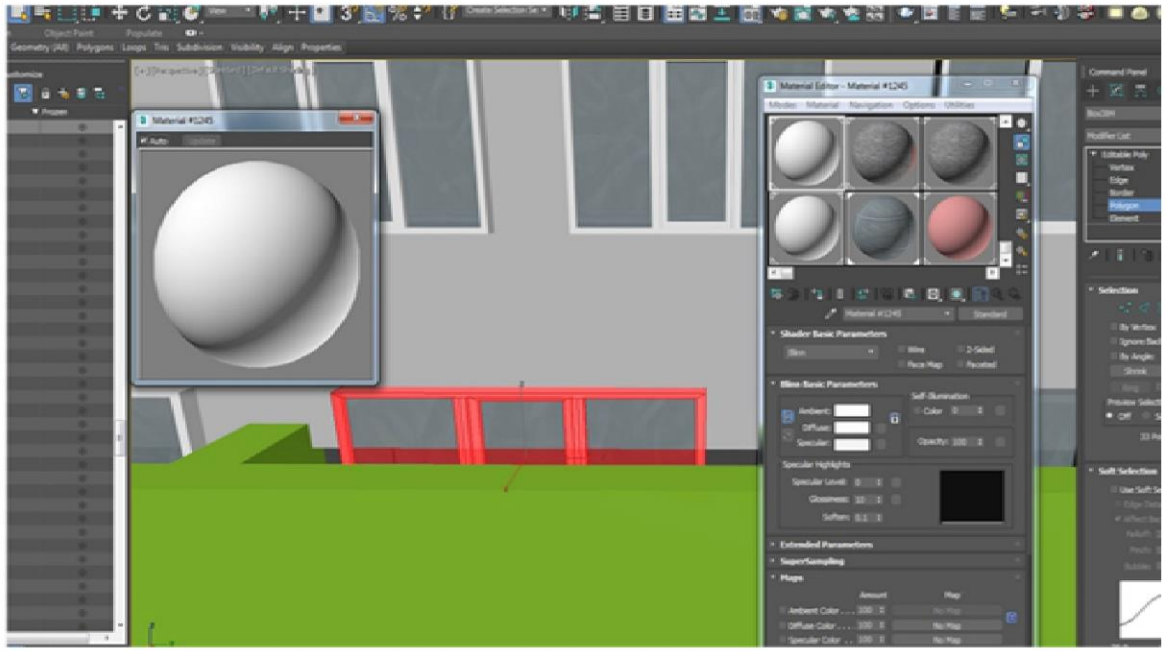

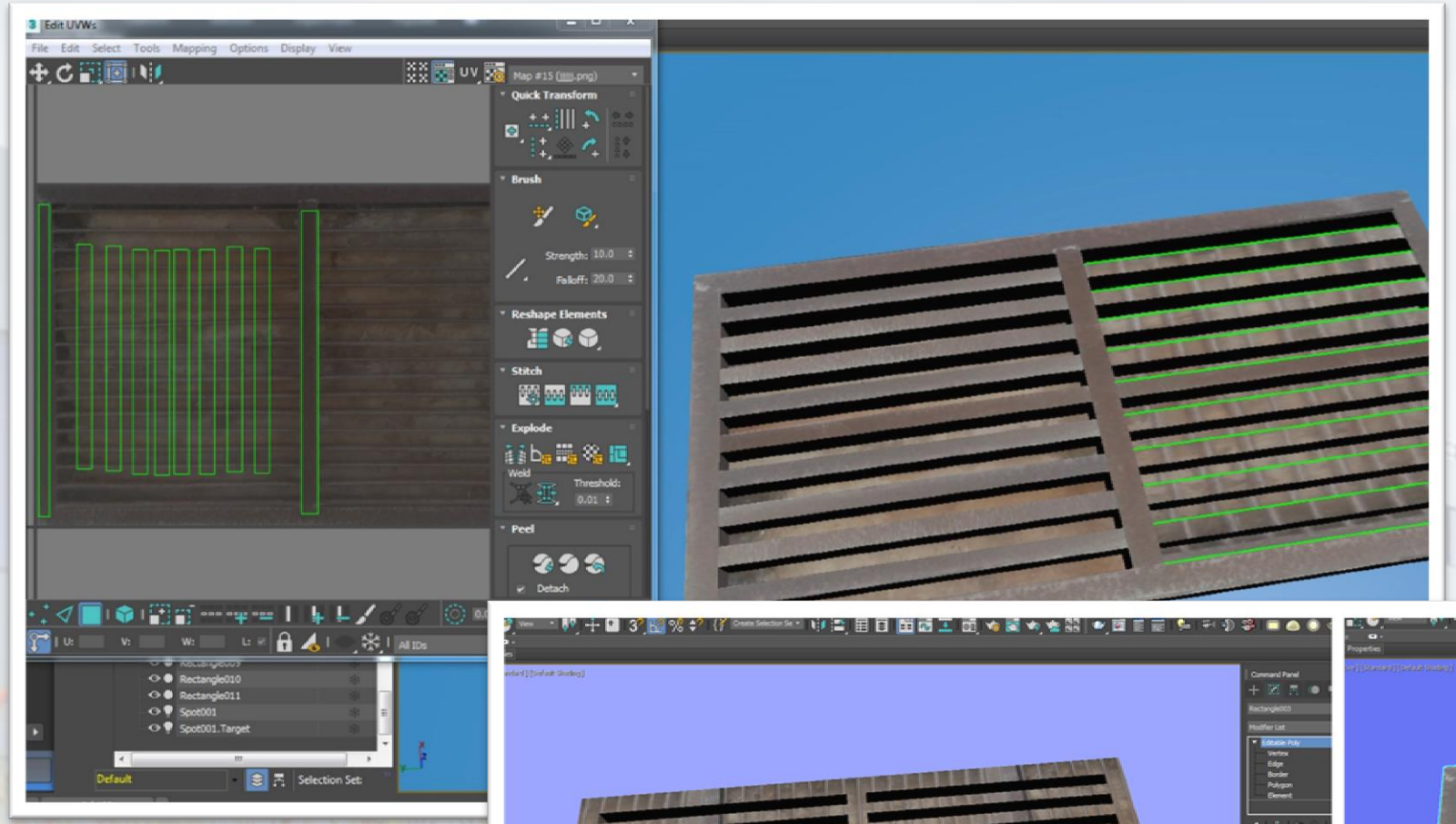
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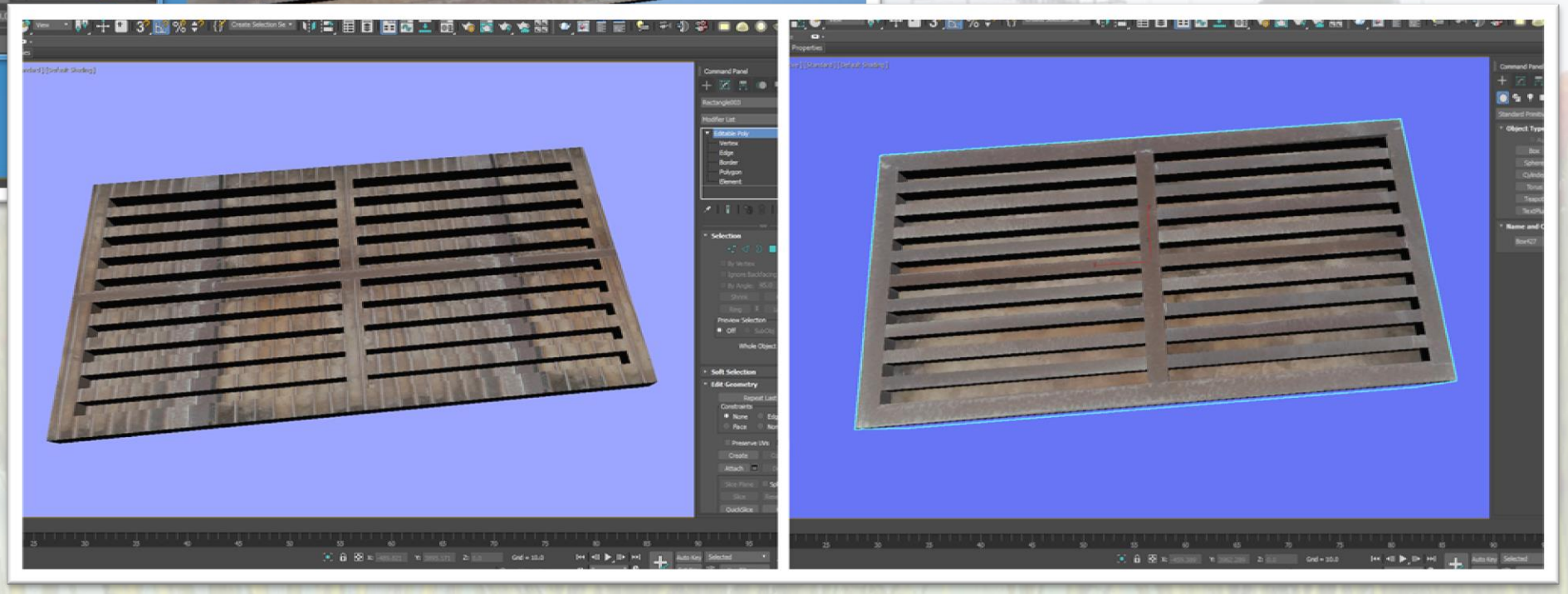
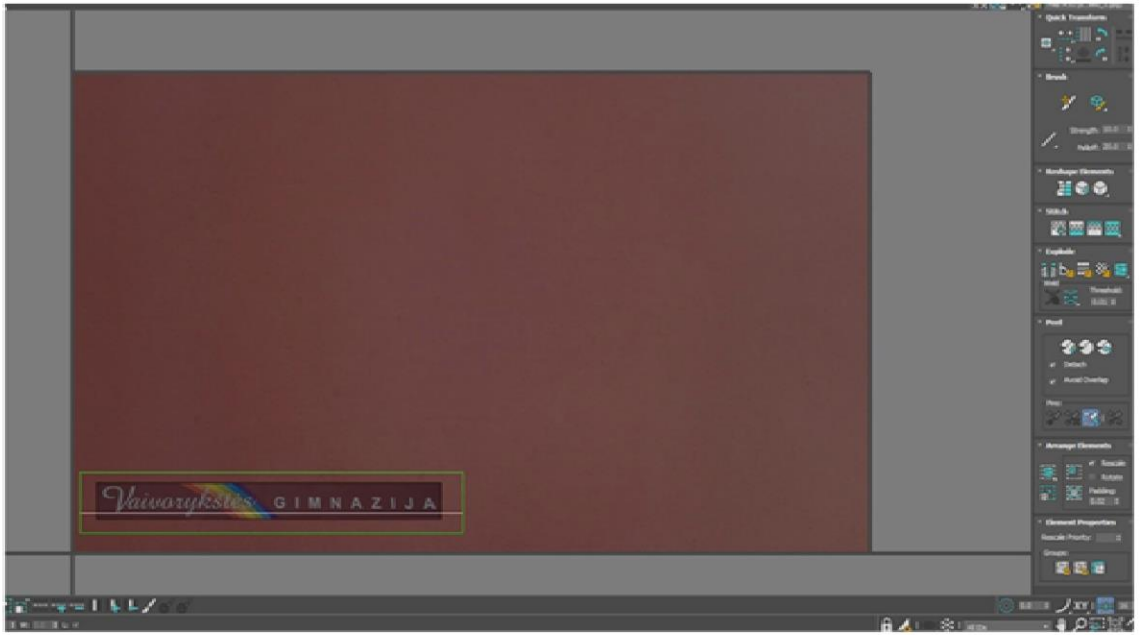
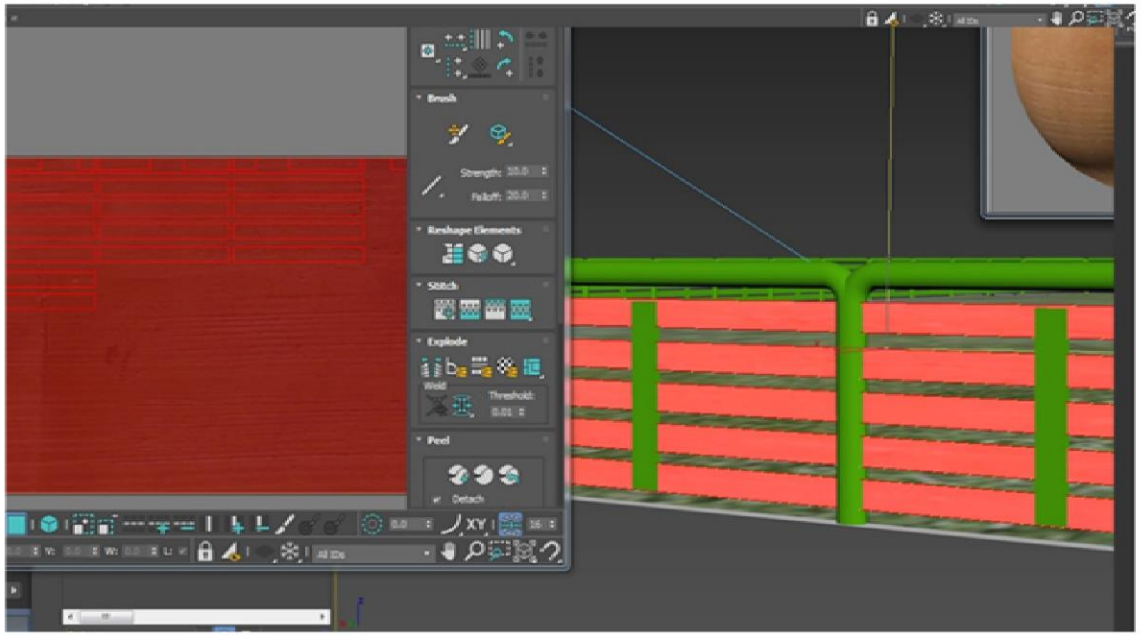
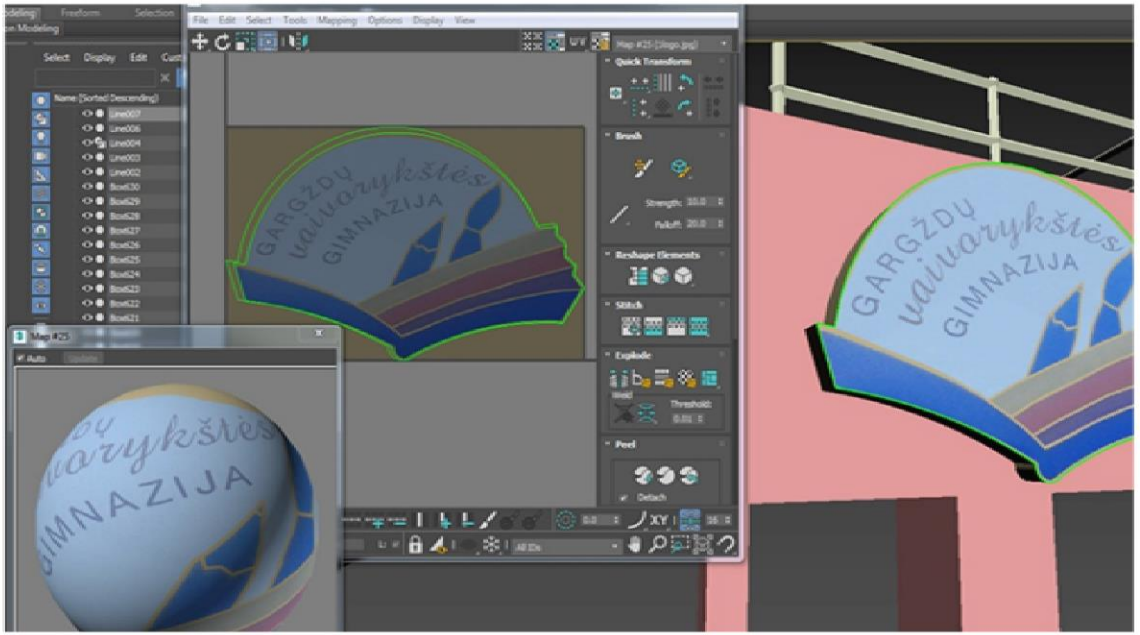
File Edit Select Tools Mapping Options Display View
Quick Transform
Brush
Strength: 10.0
Falloff: 20.0
Reshape Elements
Stitch
Explode
Weld
Threshold: 0.01
Peel
Detach
Rectangle010
Rectangle011
Spot001
Spot001.Target
Default
Selection Set:

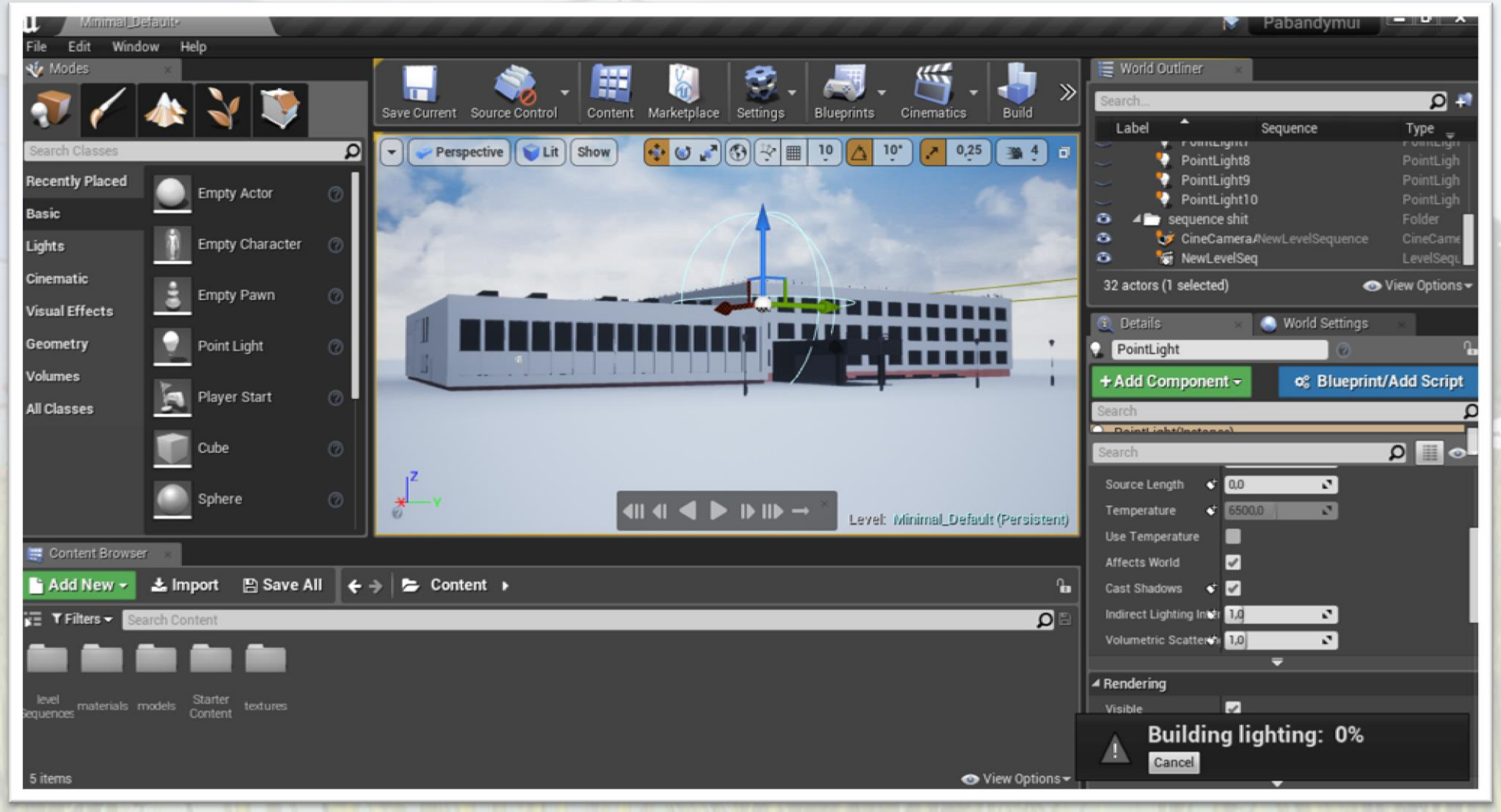


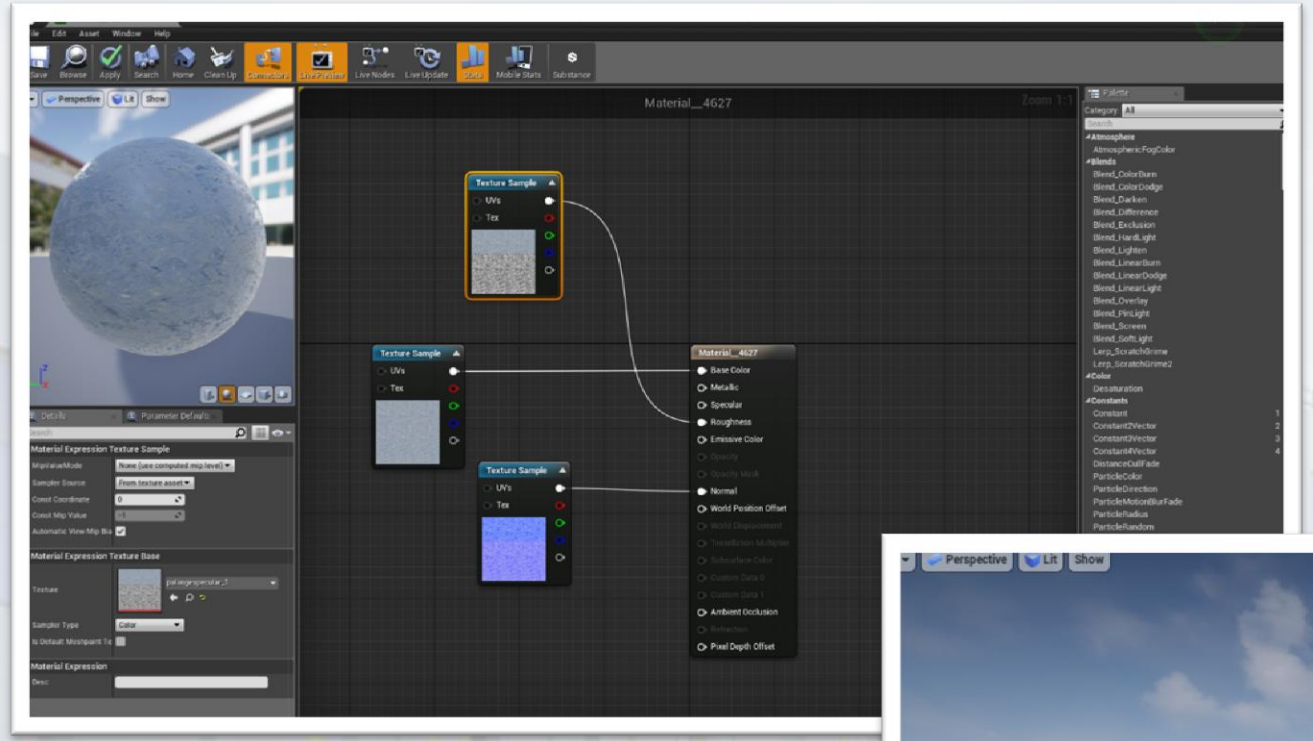

Vaivorykštės GIMNAZIJA



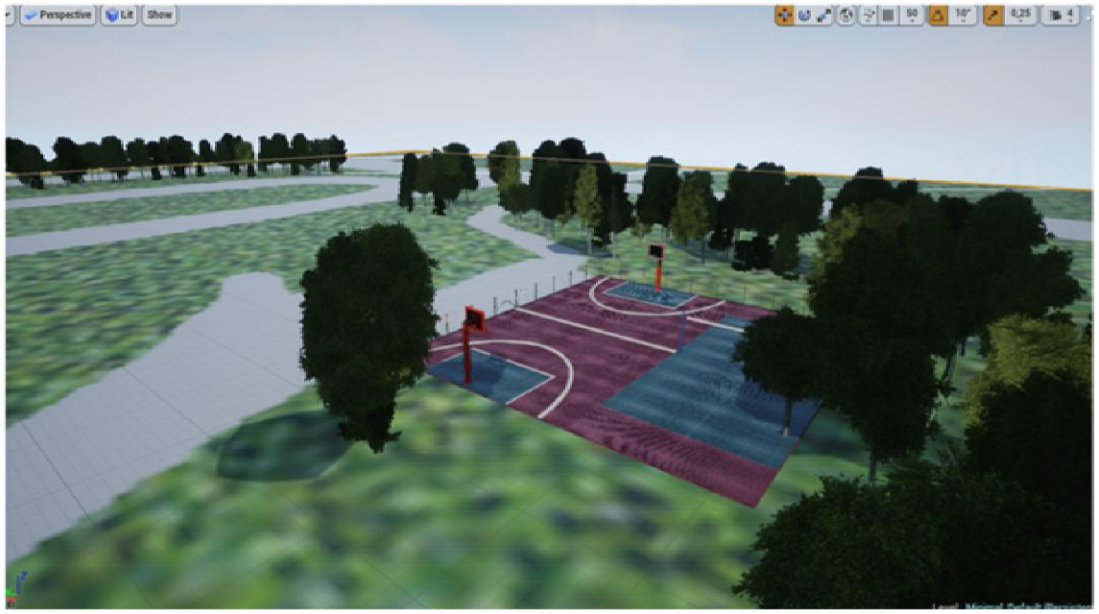

GARGŽDŲ vaivorykštės GIMNAZIJA

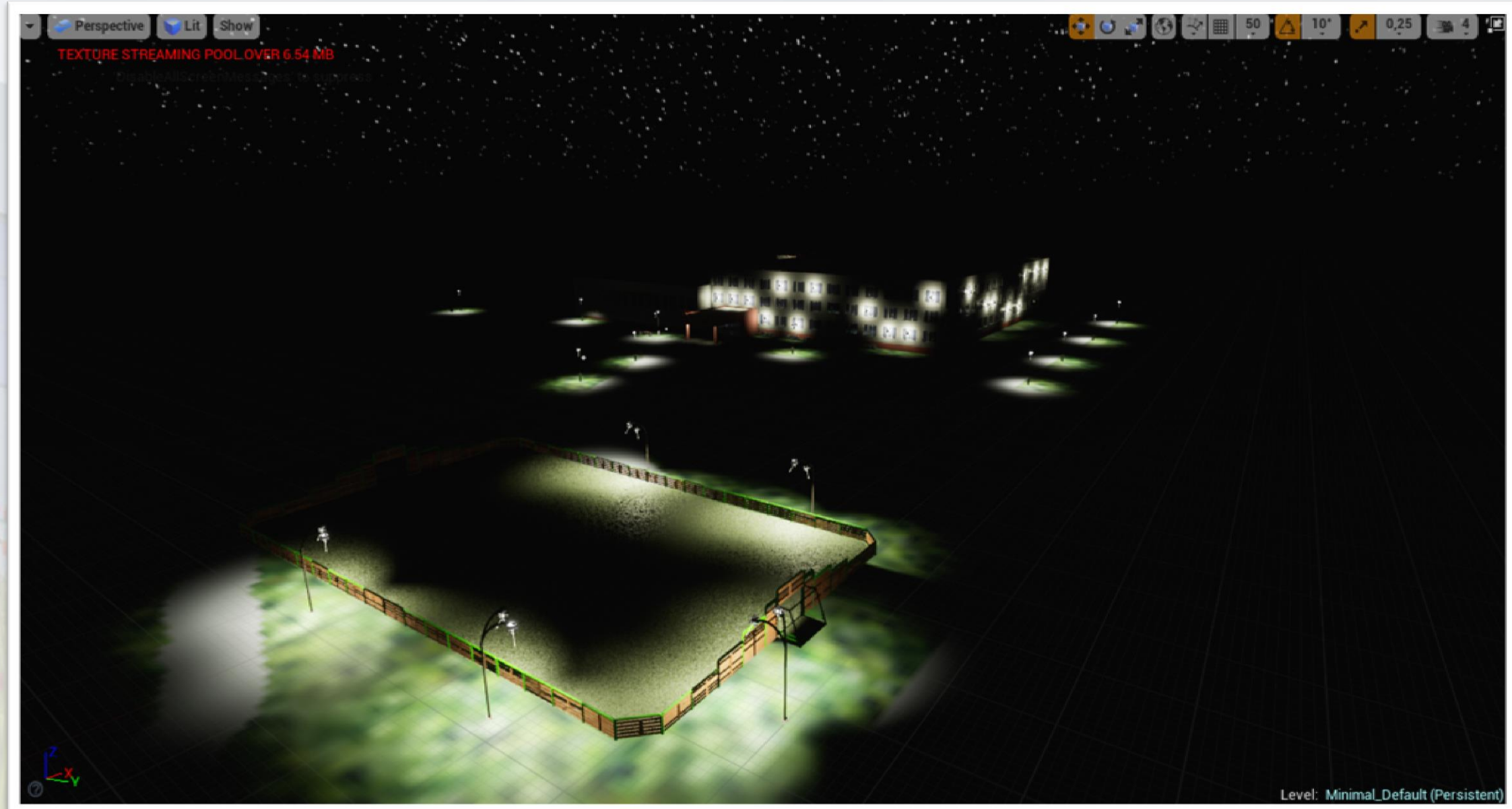
3. Modelled the school with its enviroment (Unreal Engine)



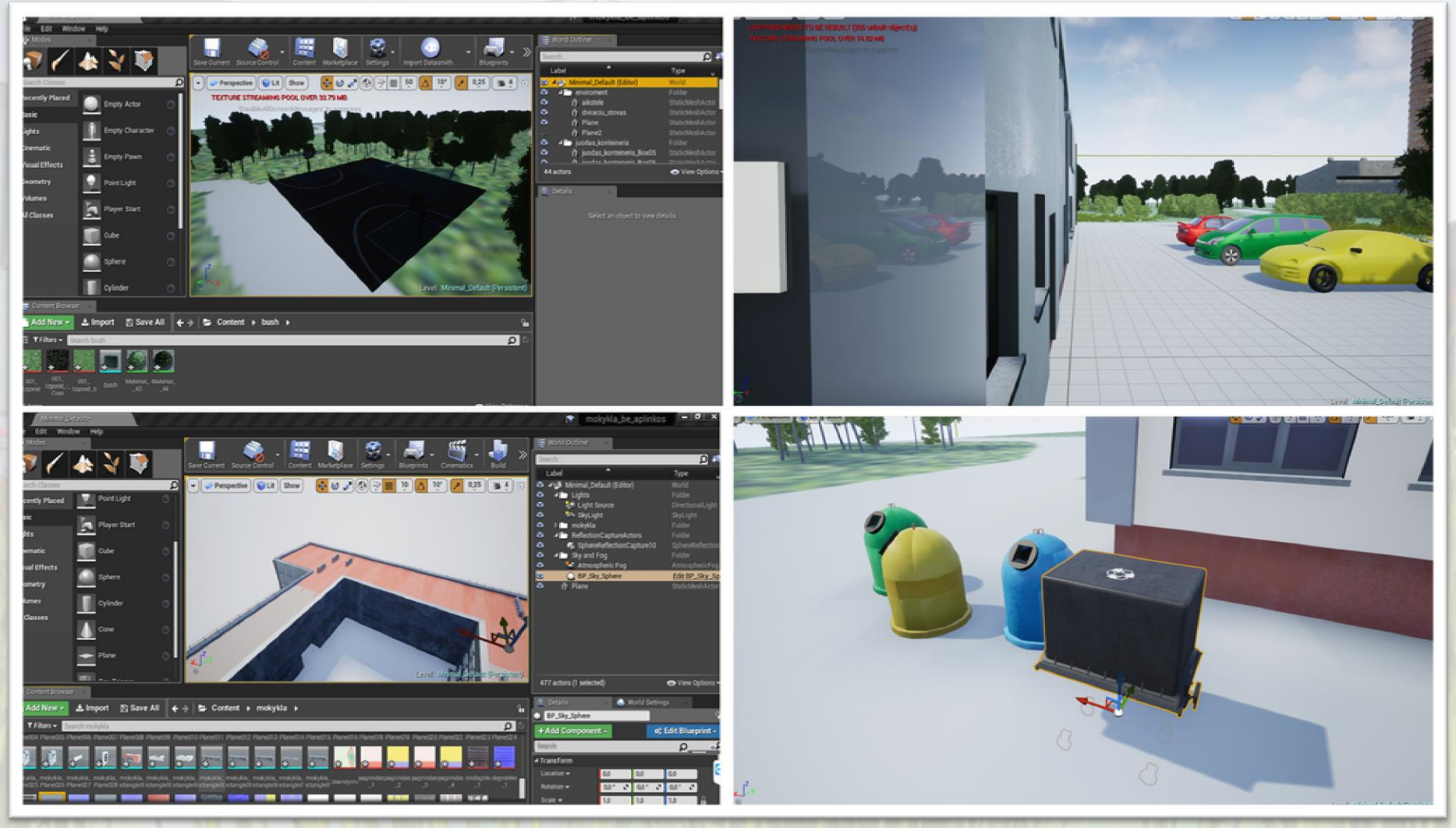

Material_4627
Texture Sample
UVs
Tex
Base Color
Metallic
Specular
Roughness
Emissive Color
Normal
World Position Offset
Ambient Occlusion
Pixel Depth Offset

Perspective
Lit
Show




Perspective
Lit
Show
TEXTURE STREAMING POOL OVER 6.54 MB
50
10°
0,25
4
Level: Minimal_Default (Persistent)

Problems


TEXTURE STREAMING POOL OVER 33.79 MB
Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Content Browser
Add New
Import
Save All
Content
bush
mokykla_be_aplinkos
Cone
Plane
Add Component
Edit Blueprint
Transform

4. Filmed the finished model and edited the clips into a movie *(Unreal Engine)*

Thanks for attention!