Waikiki Flat

Work sample for IO Interactive
by Jenz Olsson

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from concept to render

My objective for this work sample was to take this concept art of an Hawaiian flat and create it into an interior 3d game enviroment. And the look and feel should be suited for an upcoming first person camera game. I didnt got any restrictions or strict guidelines so I used common sense and how I would do it in my work day.

I began mocking everything up in 3d and did a first lighting test. After that I had to make some changes to the scale in order to fit a firstperson game. So the tiling objects, the doors and windows would fit into a divedid by 2 grid. (I even tested to build the room in Unreal ED with BSPs to check the scale and feeling of it. I could have done it final in Unreal but I decided afterwards to complete it and render it in the my 3d software.)

When the room was ready to be built real I began with completing the walls and floors. Then I could start with having a finished empty apartment. And after that it was just building and placing every other object in the scene.
It is only the shark mouth and the curtains in the right window that are missing.

workflow

I worked so that I began finishing one to three props, placed them in the scene and made a render. To get a look how they would fit into the room and to compare them to each other.
After that I went through them again, tweaking the texture and adjusting the colors. And after that a couple of more props, new render and tweaking all. Doing so over and over until I felt I was done.

I used mainly Modo for the most parts of the project. For building the low-poly and high-poly models . Normalmaps are also baked in Modo except for some of the props where I used Xnormal to get better result. When texturing I used Photoshop CS2 and when getting normalmap details from the diffuse texture I used crazybump.

In this example I used a copyrighted image from the internet as reference and made it as a direct copy. I wouldnt do that normally because of legal
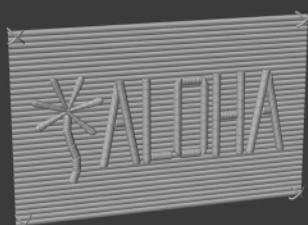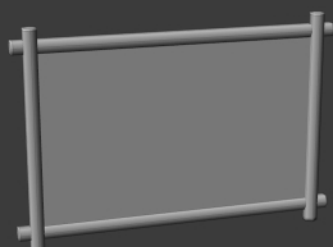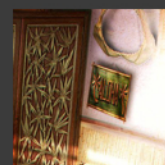
gallery

These screenshots shows some of the props that were used in the render. They were taken from inside of XNormal. The texture sizes should be around 1024x1024 except for the lamp that uses a 512x512.