

# ITGM 505N01/ A2: Diorama Environment Options



A



C

David Kumeau - France  
The winner of the Annual Painting Competition 2015.



B



D

Simone Pohlentz - U  
The winner of the Annual  
Painting Competition 2014.





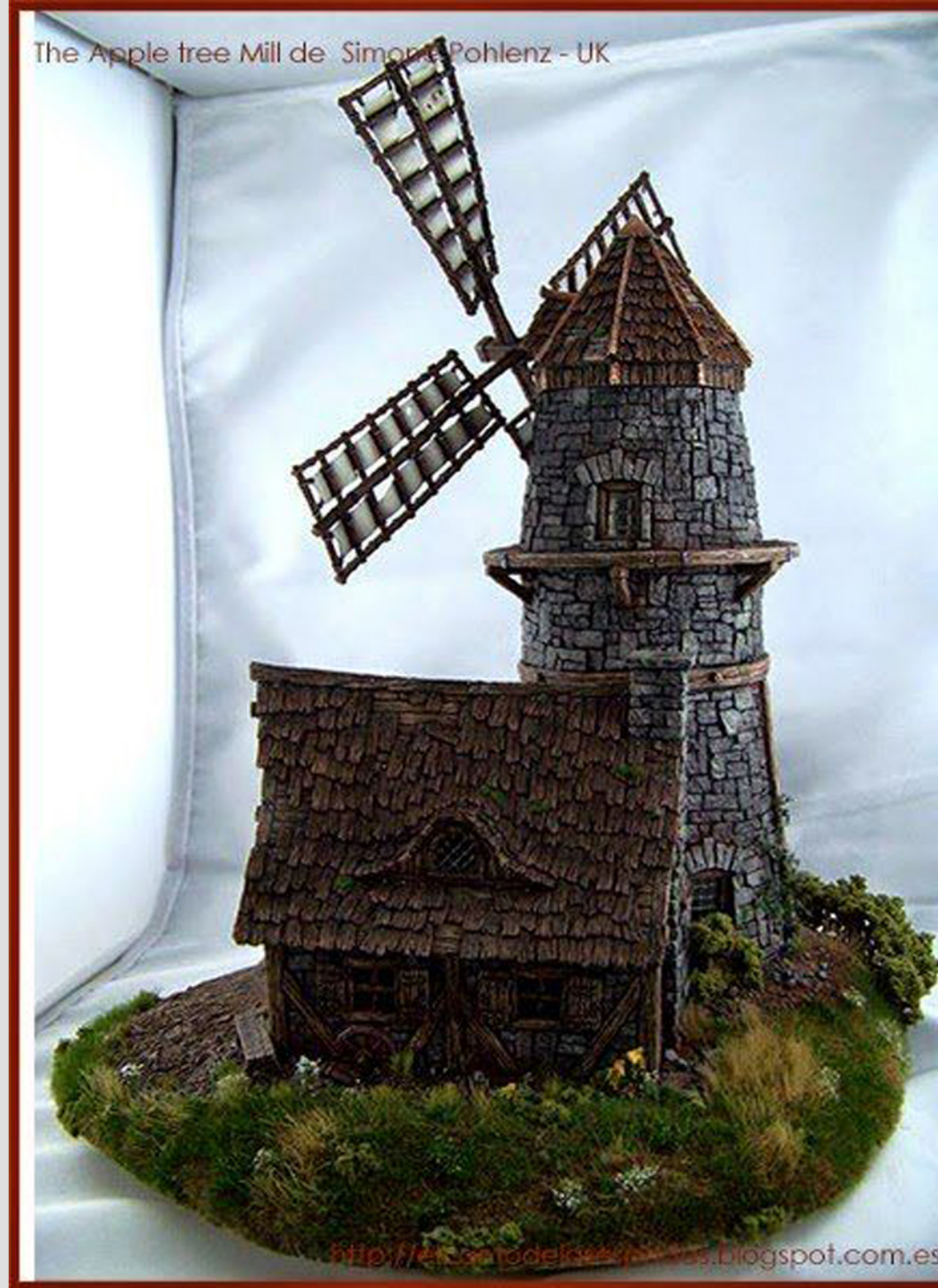
# ITGM 505N01/ A2: Diorama Environment

## Chosen Diorama

Simone Pohlenz - UK  
The winner of the Annual  
Painting Competition 2014.

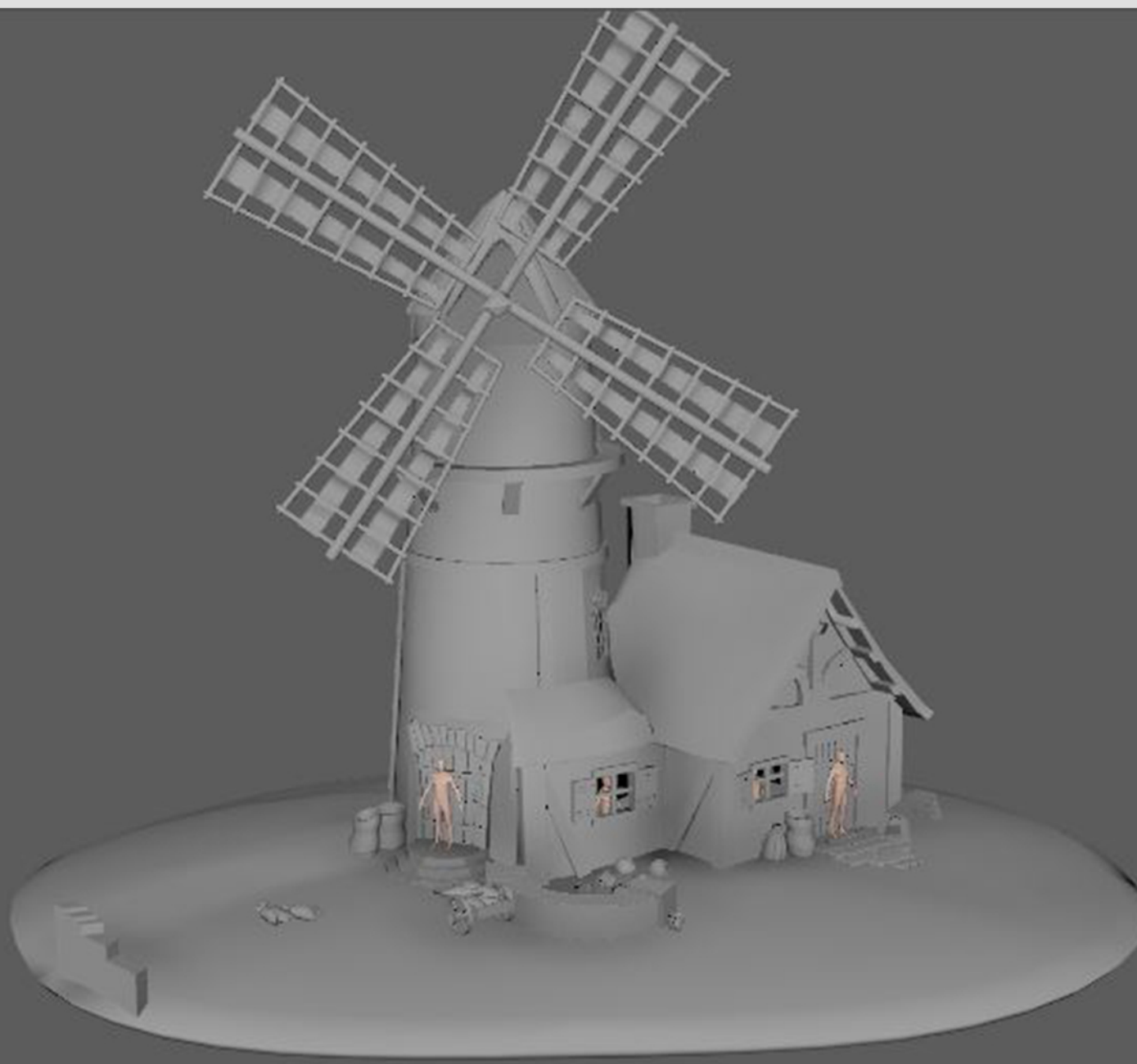
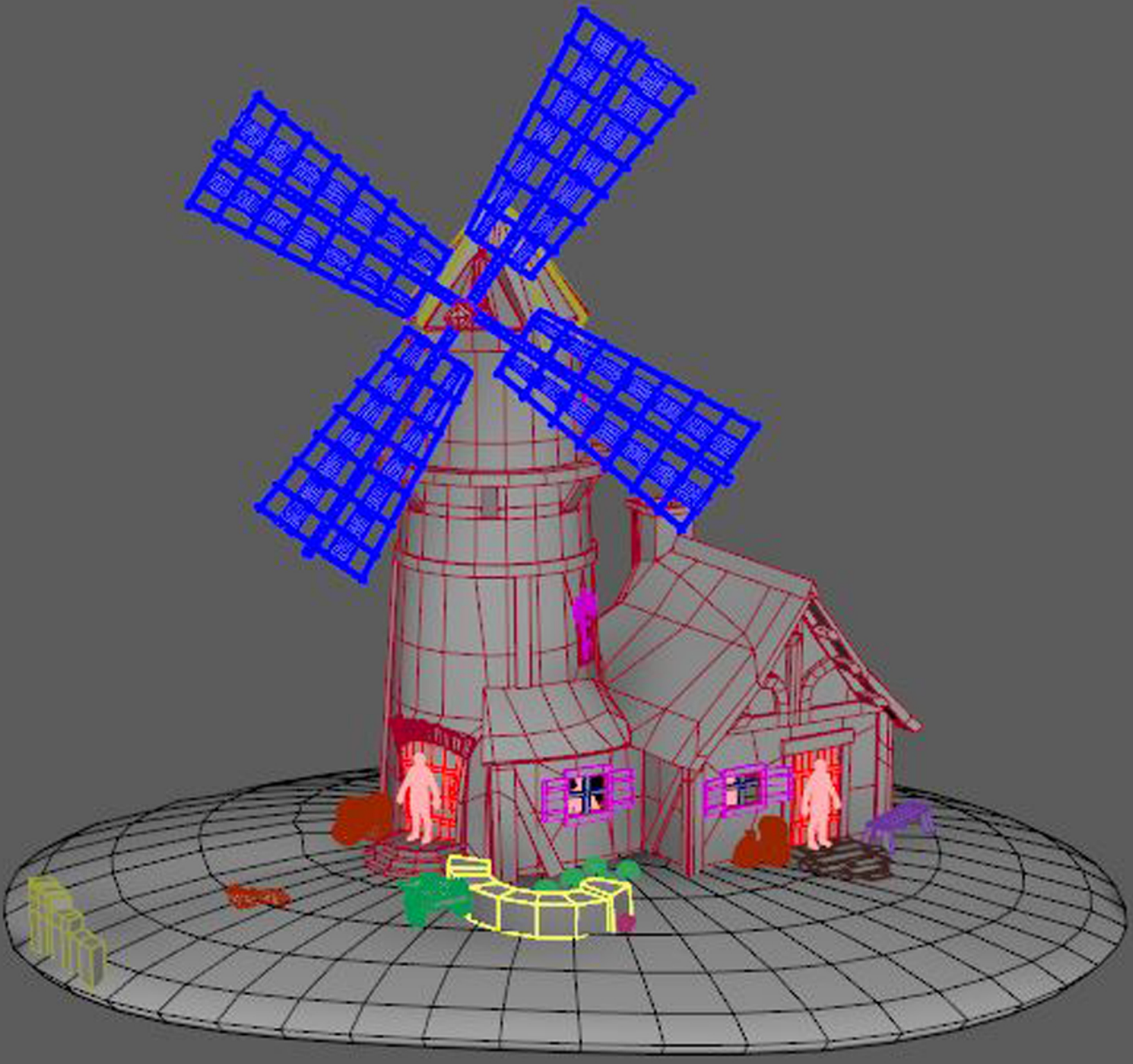


The Apple tree Mill de Simone Pohlenz - UK



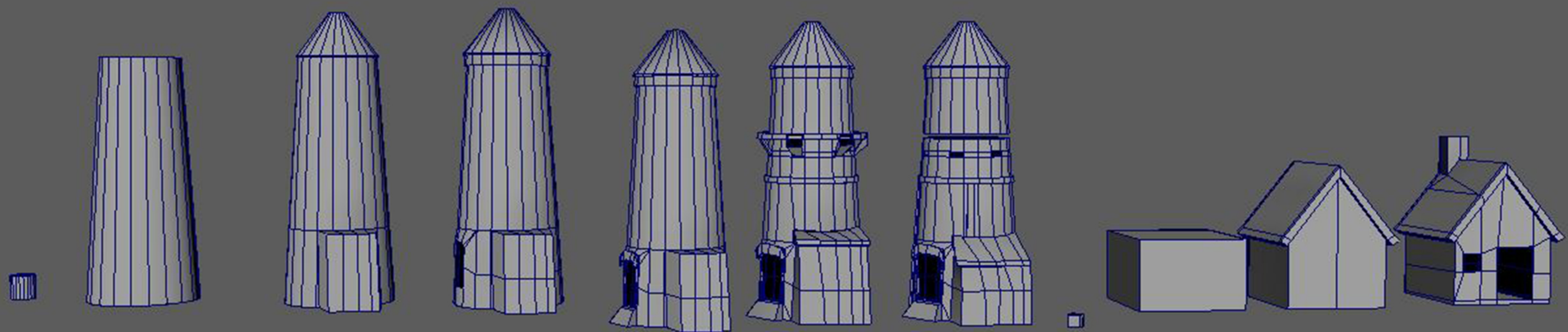
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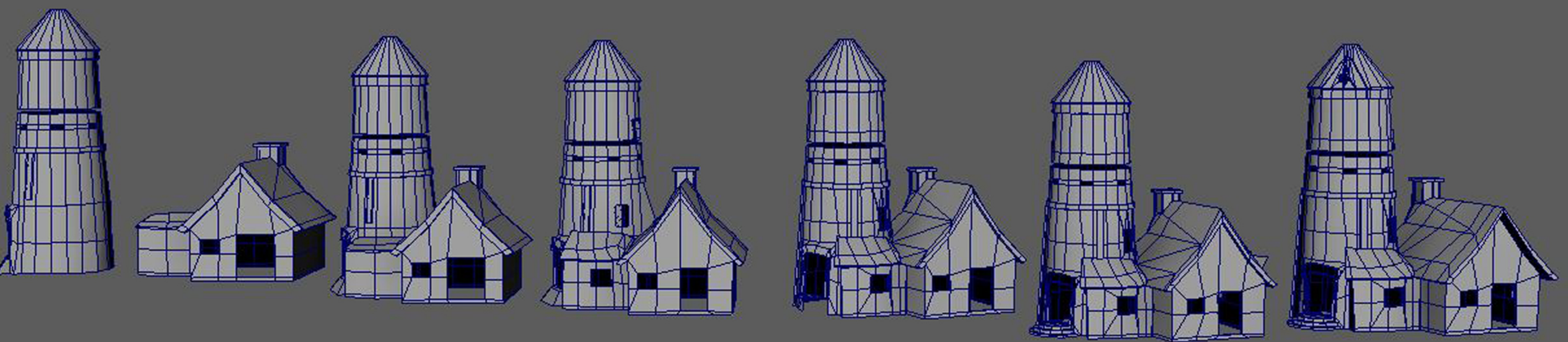




1



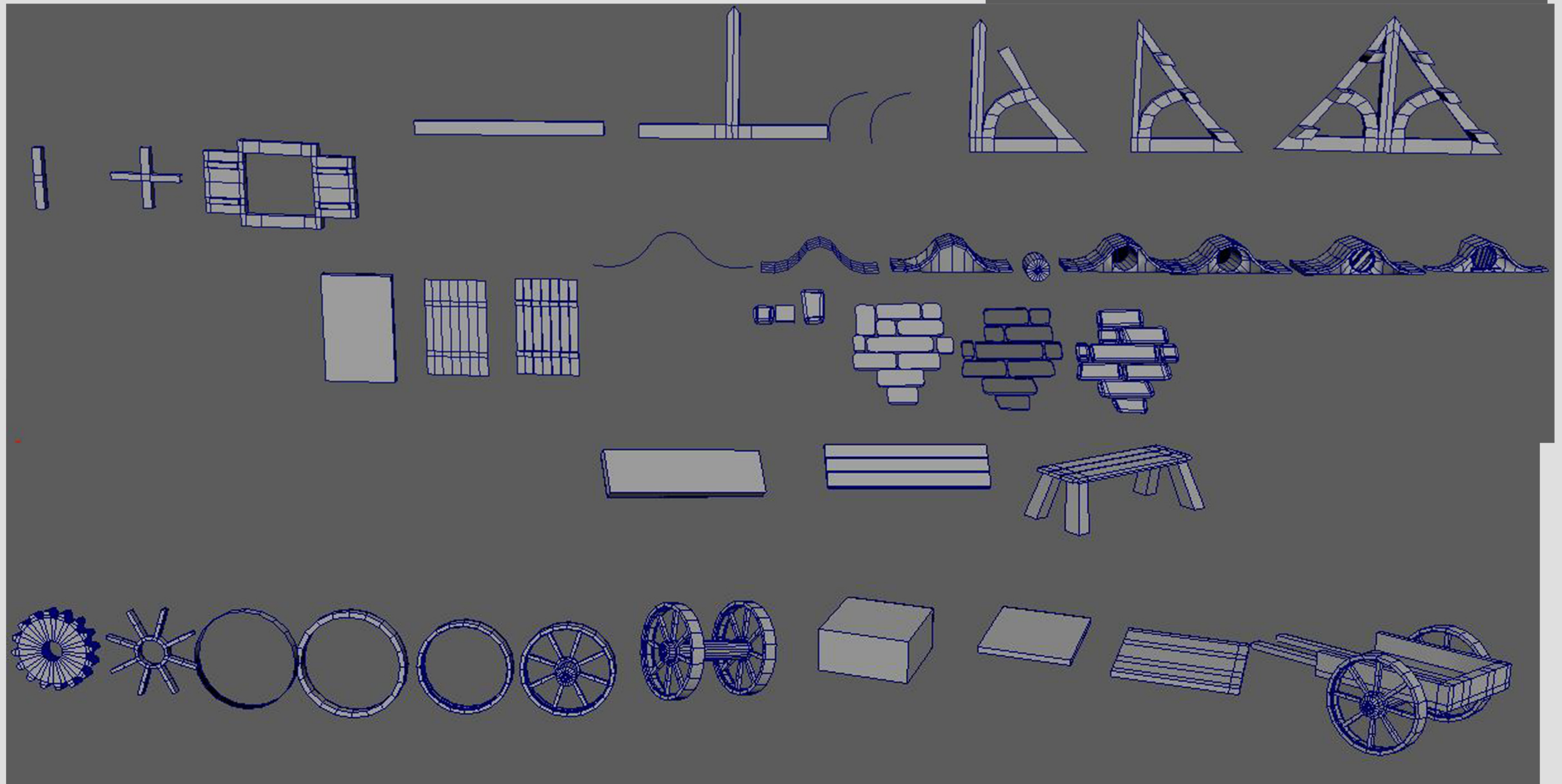
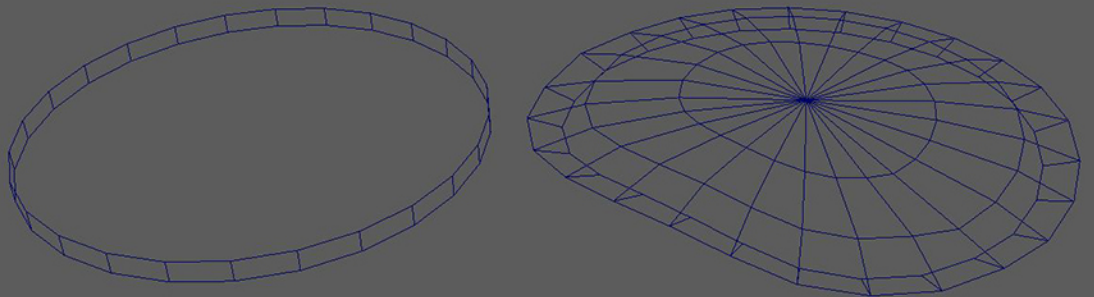
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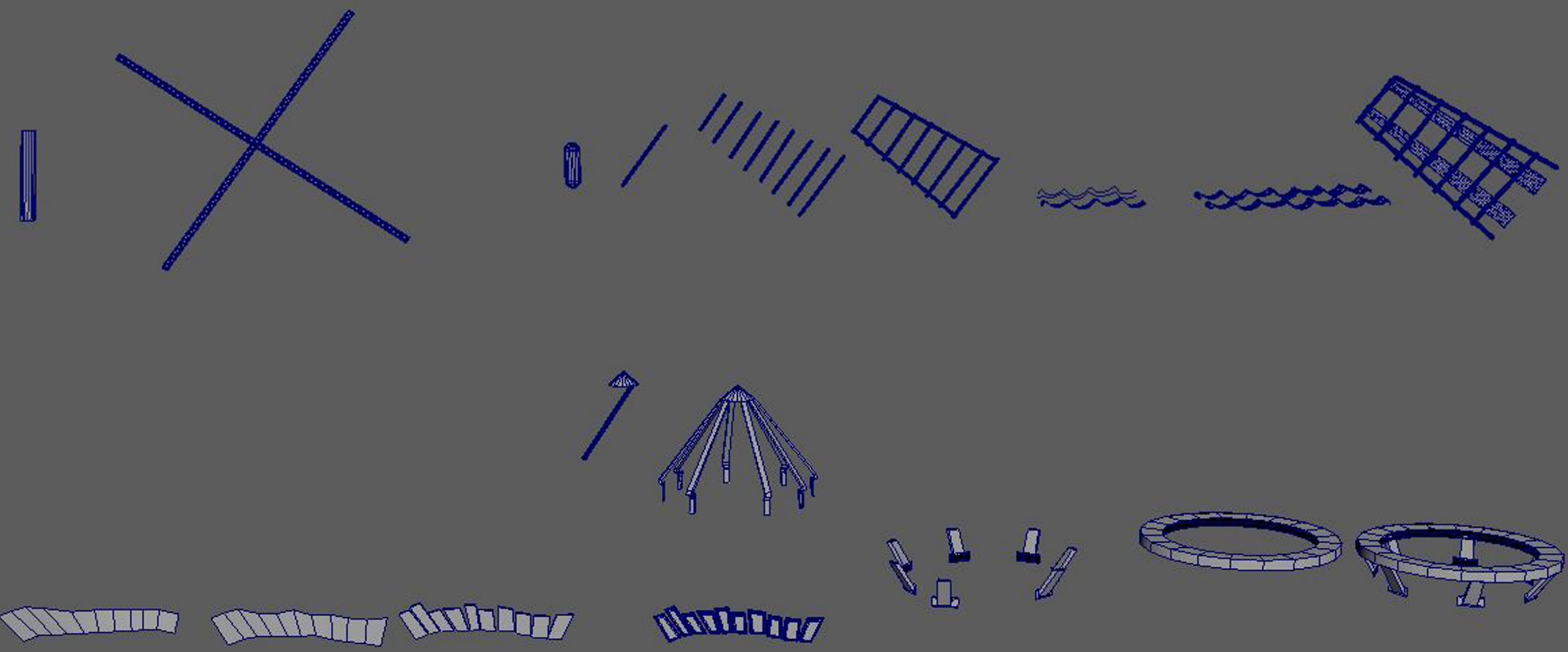


# ITGM 505N01/ A2: Diorama Environment

## Extra Parts Progress 1









# ITGM 505N01/ A2: Diorama Environment

Camera Shot 1 (Flat Shaded)

**Final Polycount:**

Verts:	31286	31286	0
Edges:	59757	59757	0
Faces:	28578	28578	0
Tris:	56697	56697	0
UVs:	34446	34446	0



persp



persp

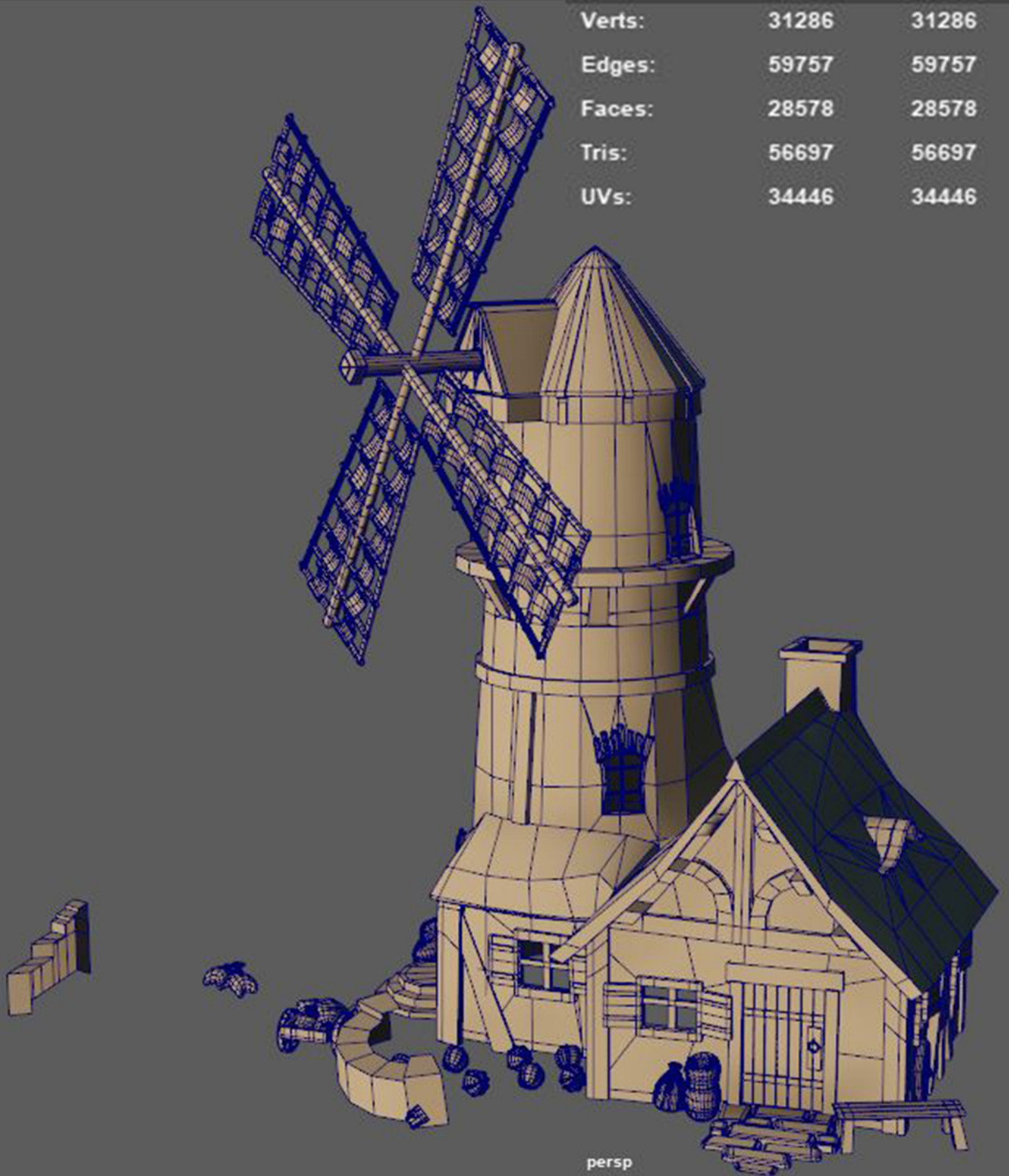


# ITGM 505N01/ A2: Diorama Environment

Camera Shot 2 (Flat Shaded)

### Final Polycount:

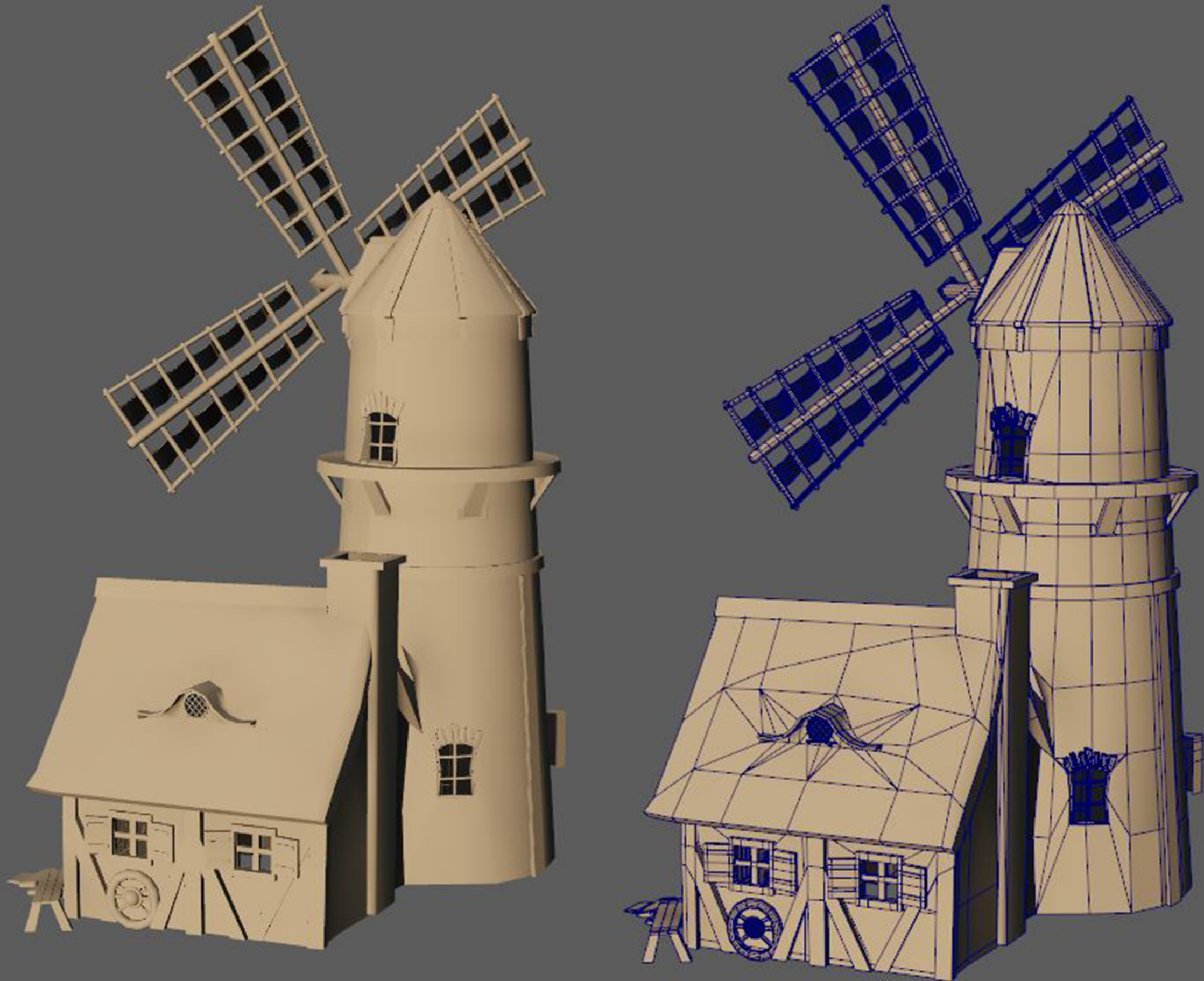
Verts:	31286	31286	0
Edges:	59757	59757	0
Faces:	28578	28578	0
Tris:	56697	56697	0
UVs:	34446	34446	0





# ITGM 505N01/ A2: Diorama Environment

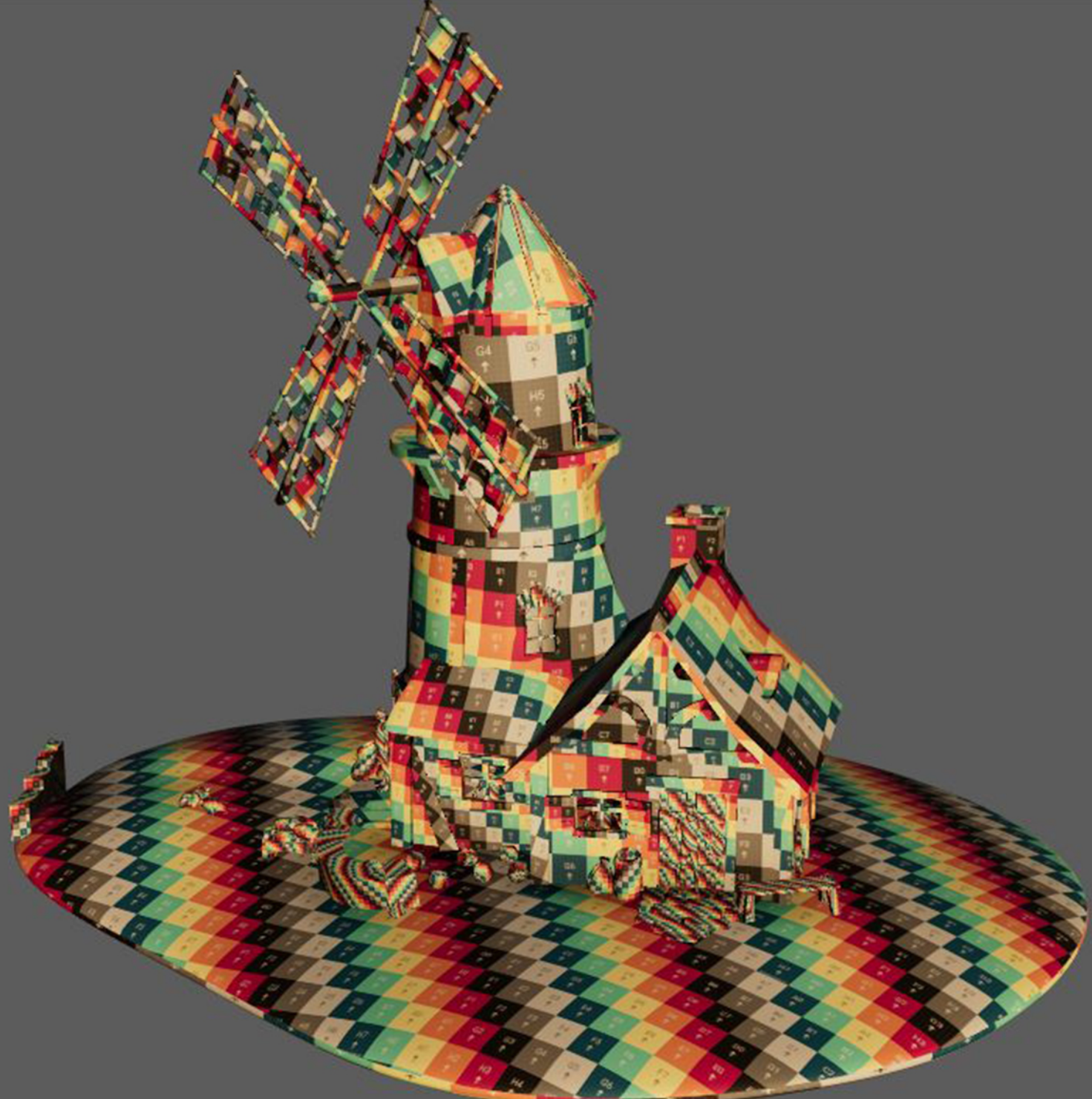
Camera Shot 3 (Flat Shaded)



## Final Polycount:

Verts:	31286	31286	0
Edges:	59757	59757	0
Faces:	28578	28578	0
Tris:	56697	56697	0
UVs:	34446	34446	0









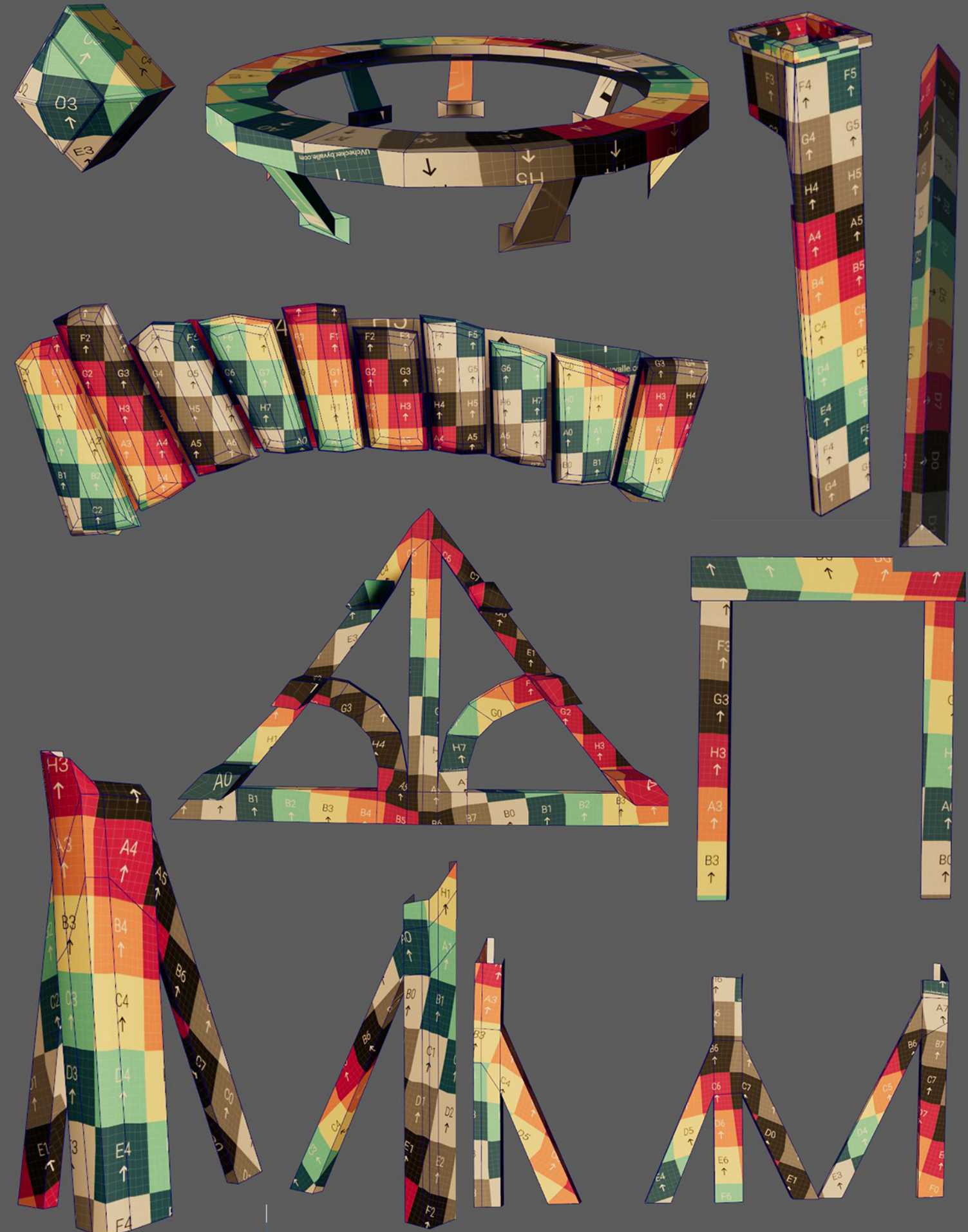
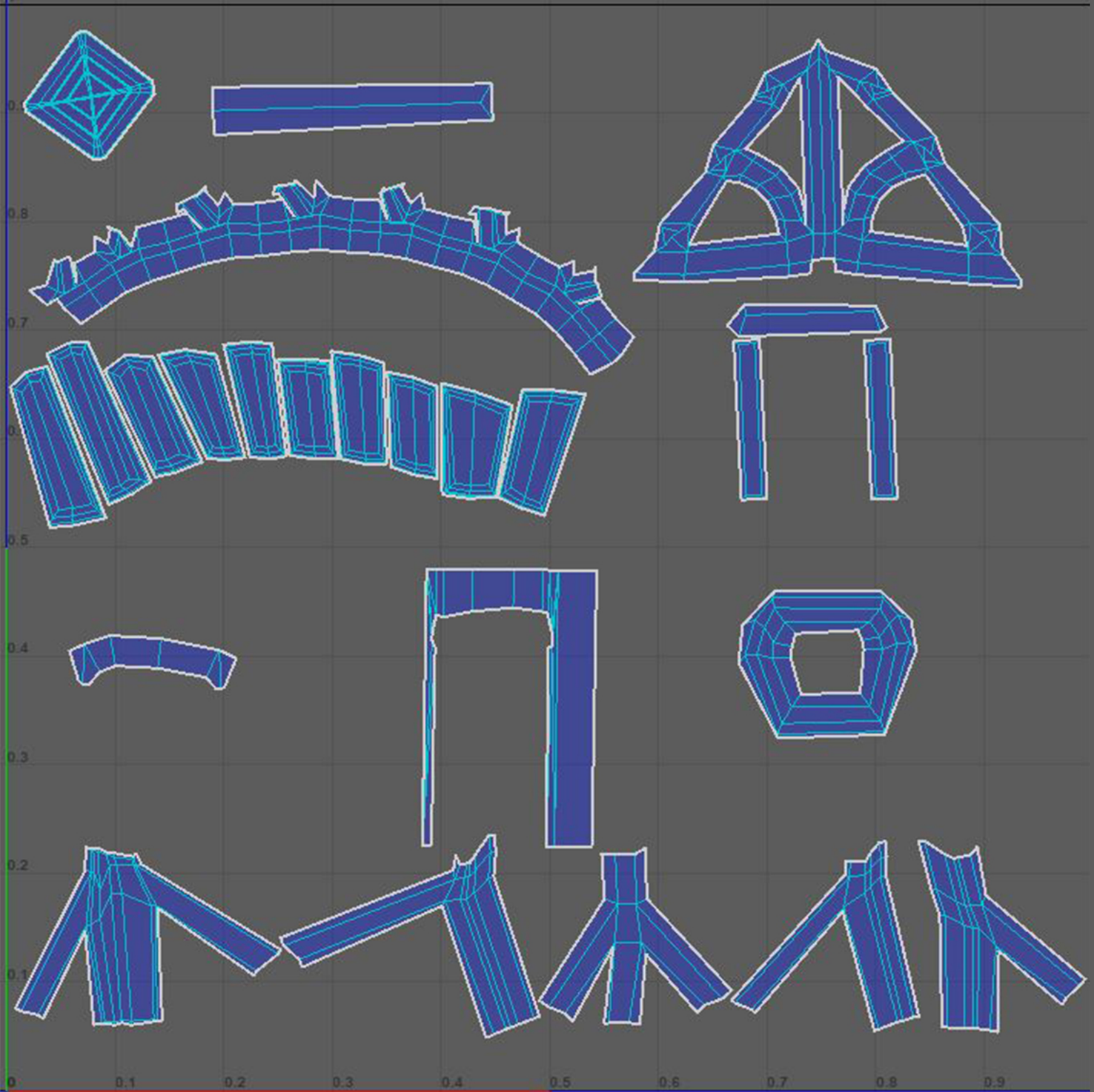






# ITGM 505N01/ A2: Diorama Environment

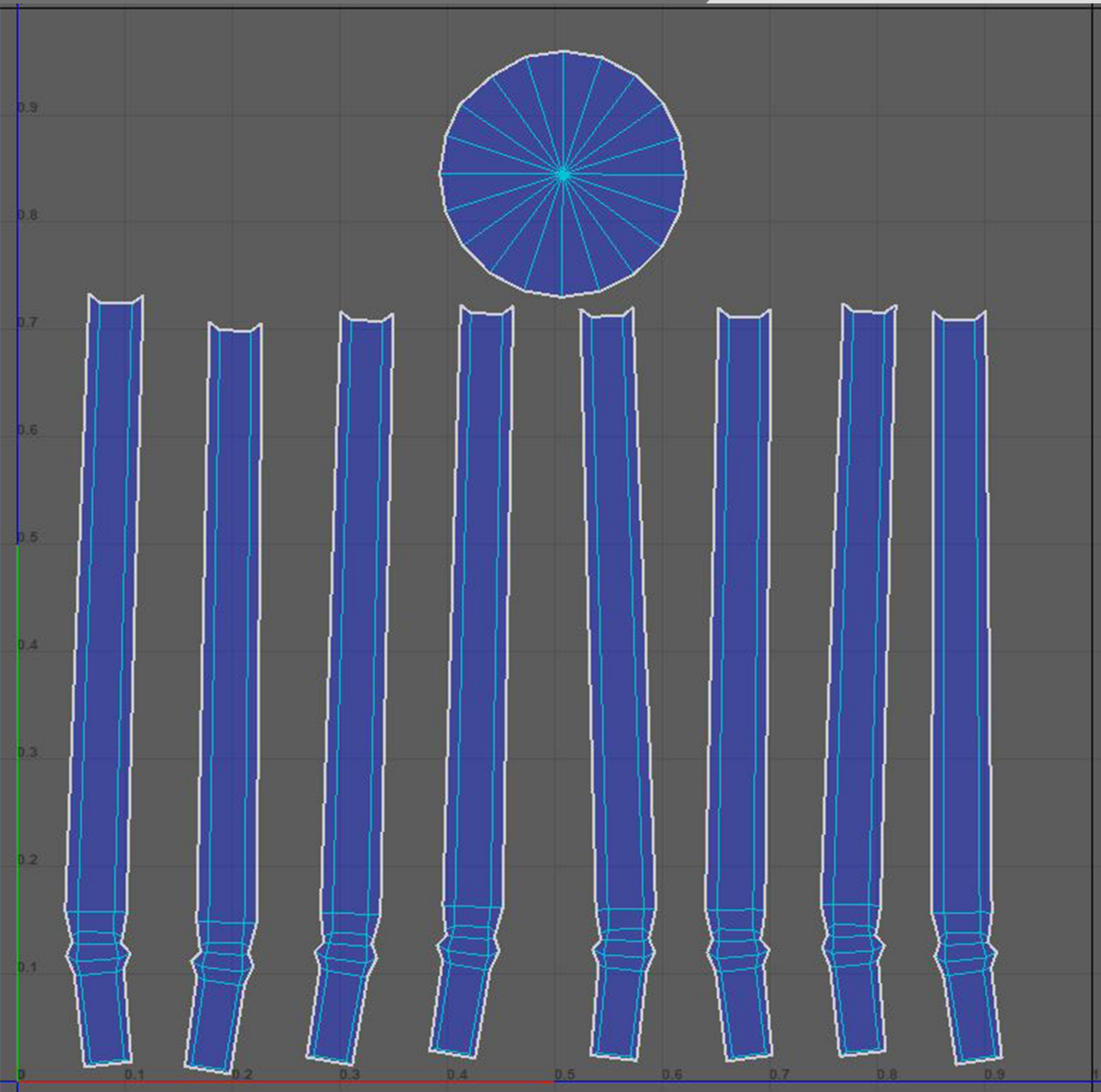
## UV's & UV Checker: Building Parts





# ITGM 505N01/ A2: Diorama Environment

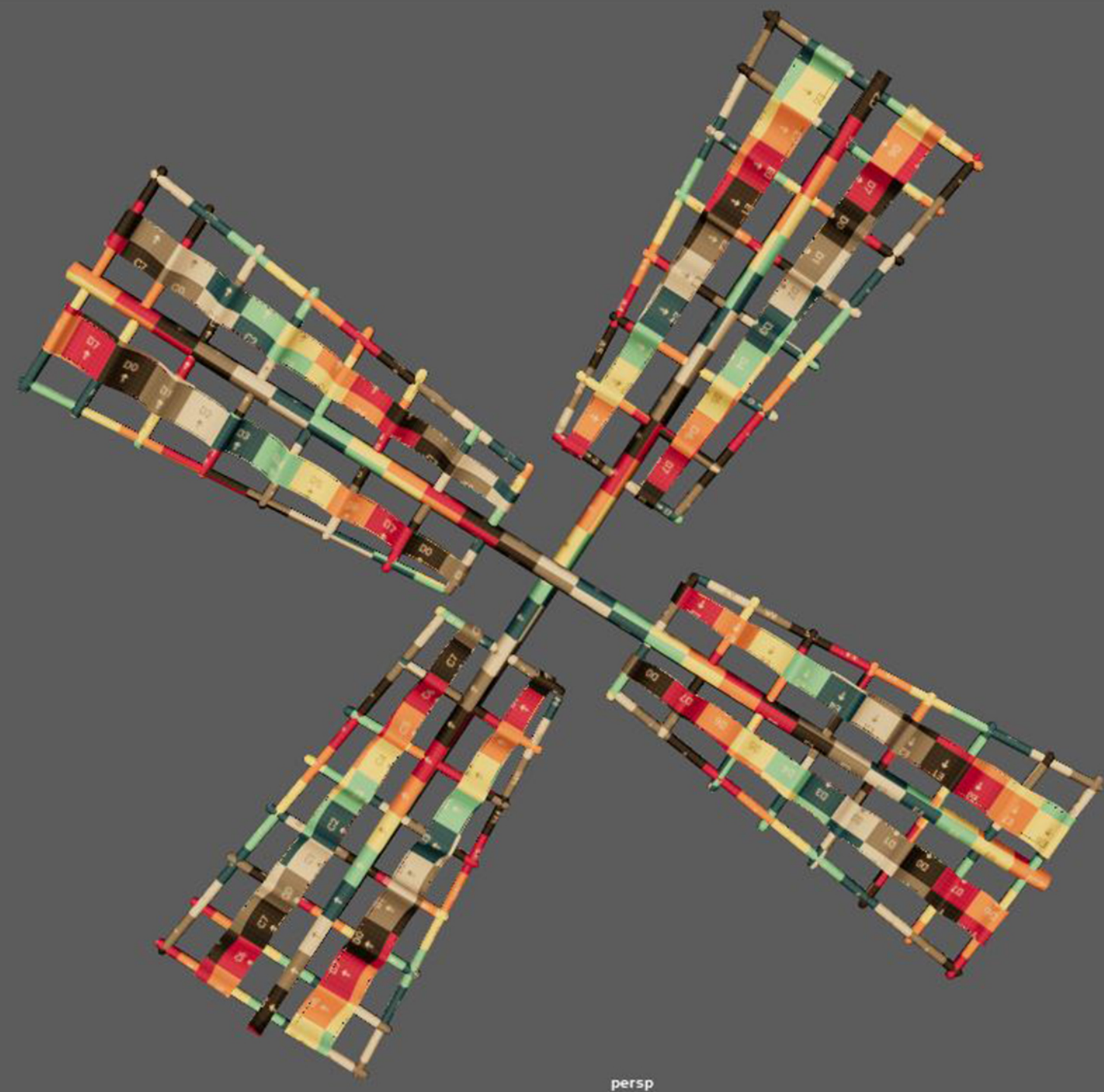
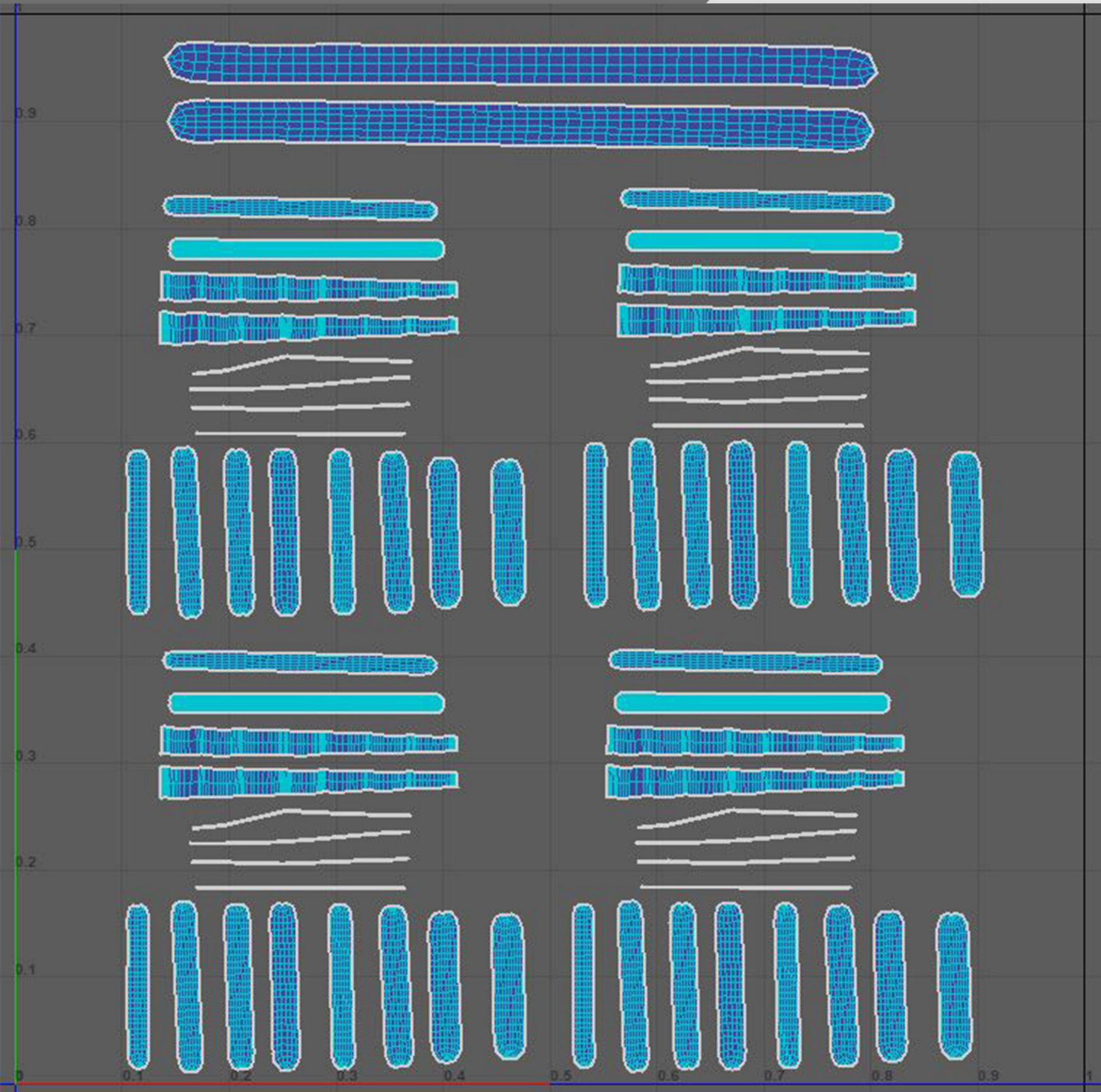
UV's & UV Checker: Windmill Peak





# ITGM 505N01/ A2: Diorama Environment

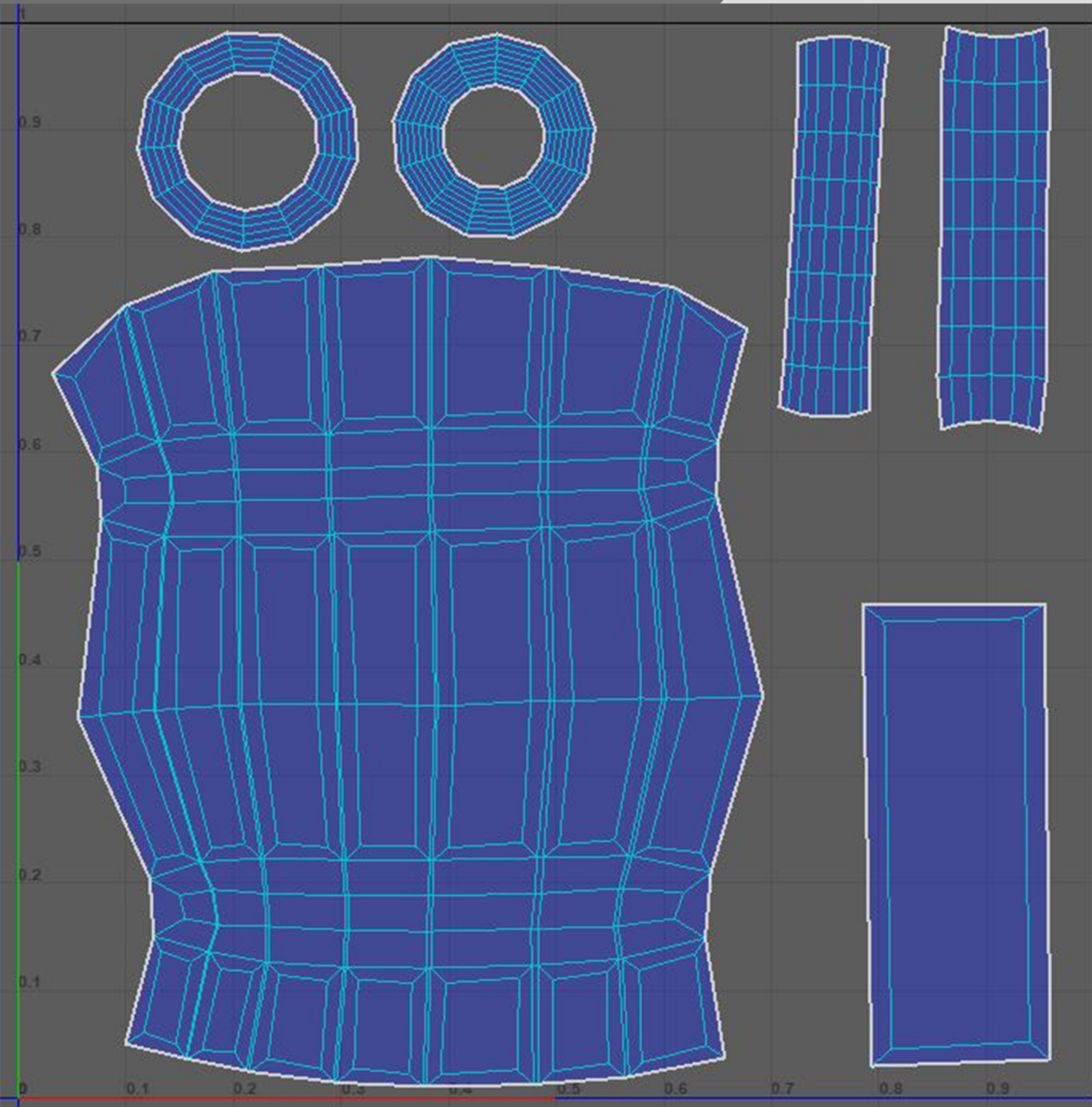
UV's & UV Checker: Windmill Fan





# ITGM 505N01/ A2: Diorama Environment

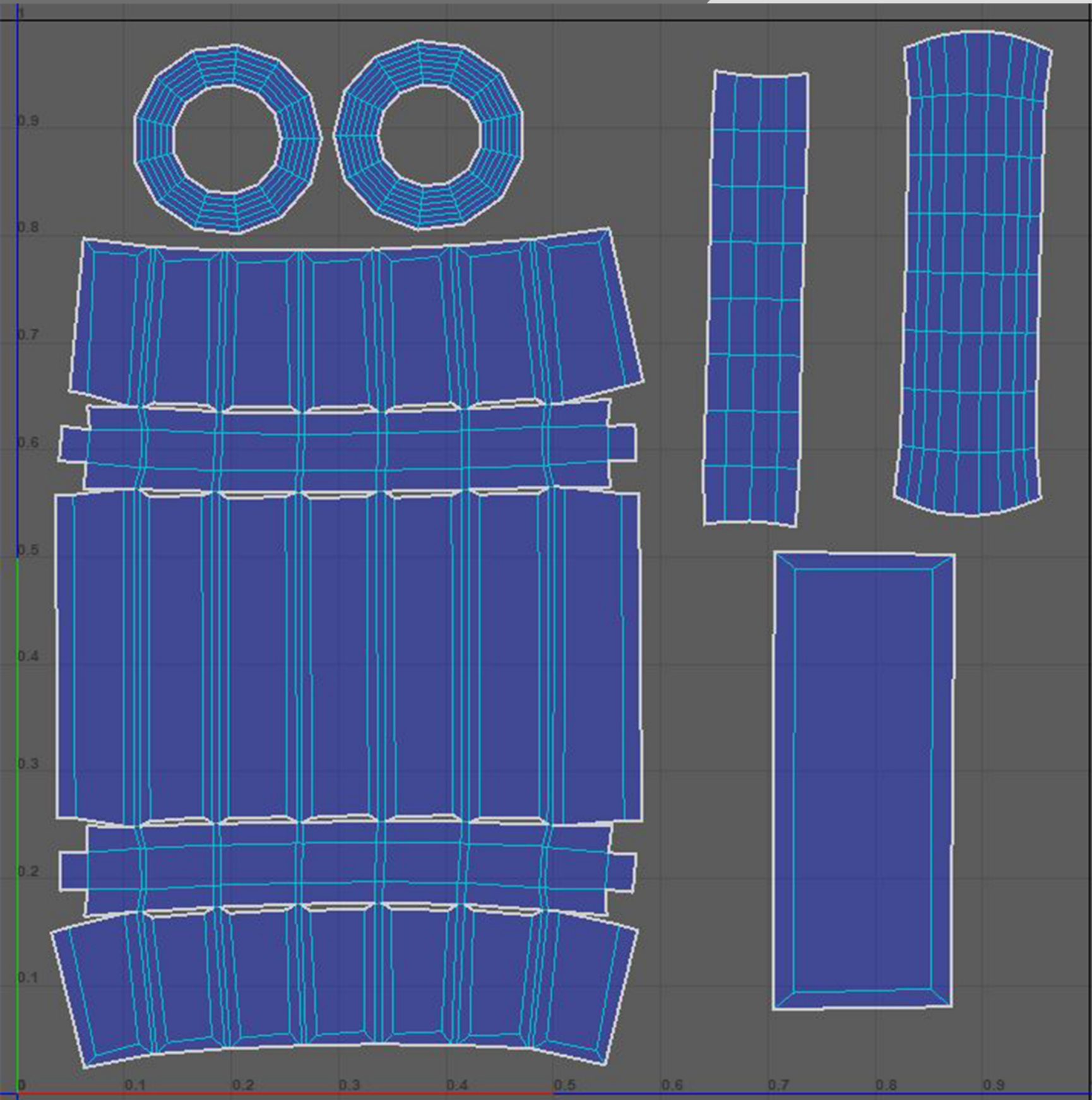
## UV's & UV Checker: Windmill Door





# ITGM 505N01/ A2: Diorama Environment

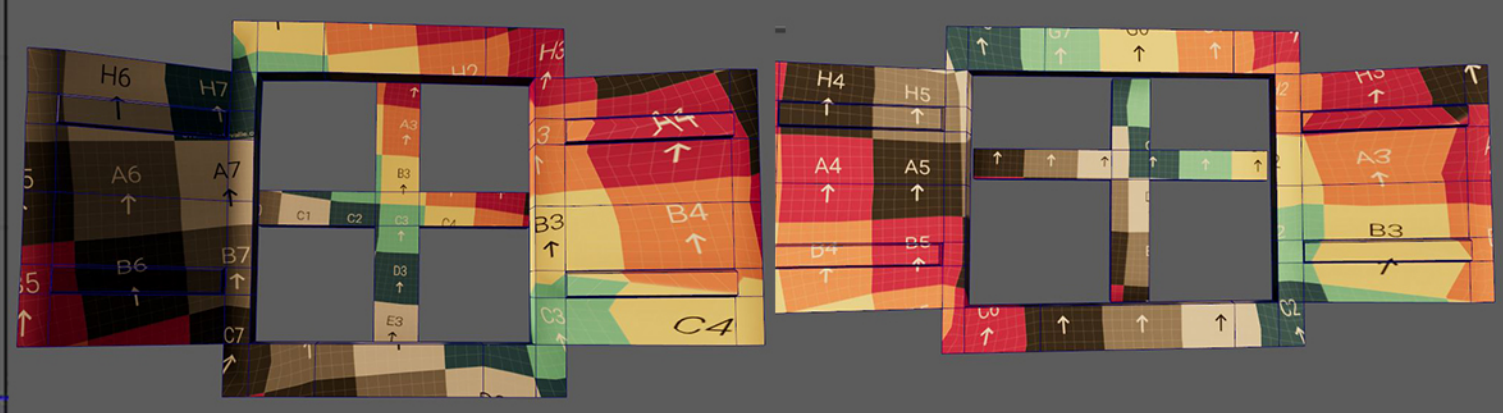
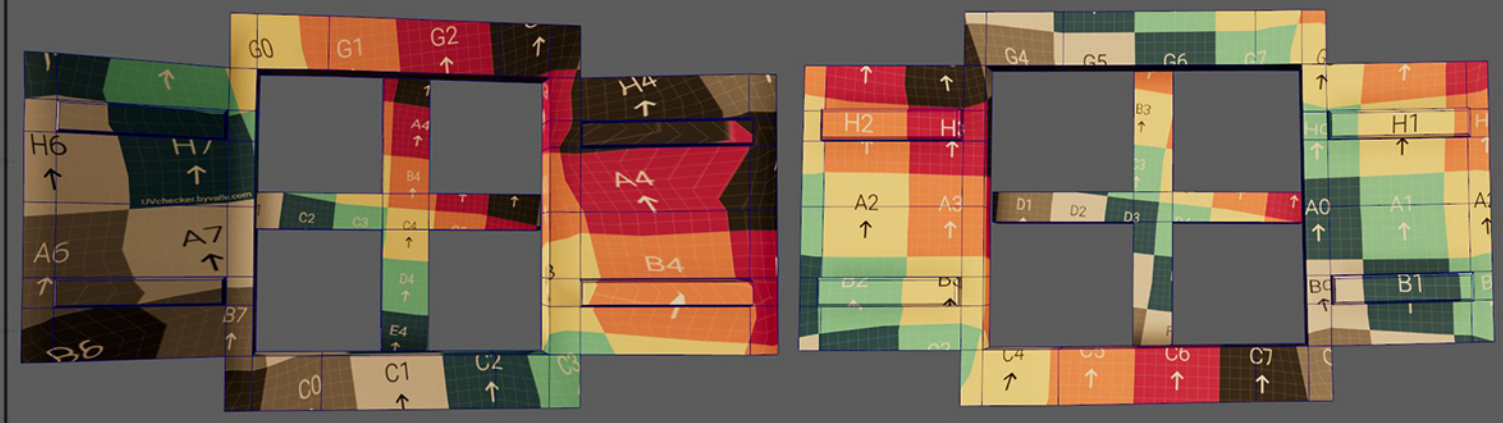
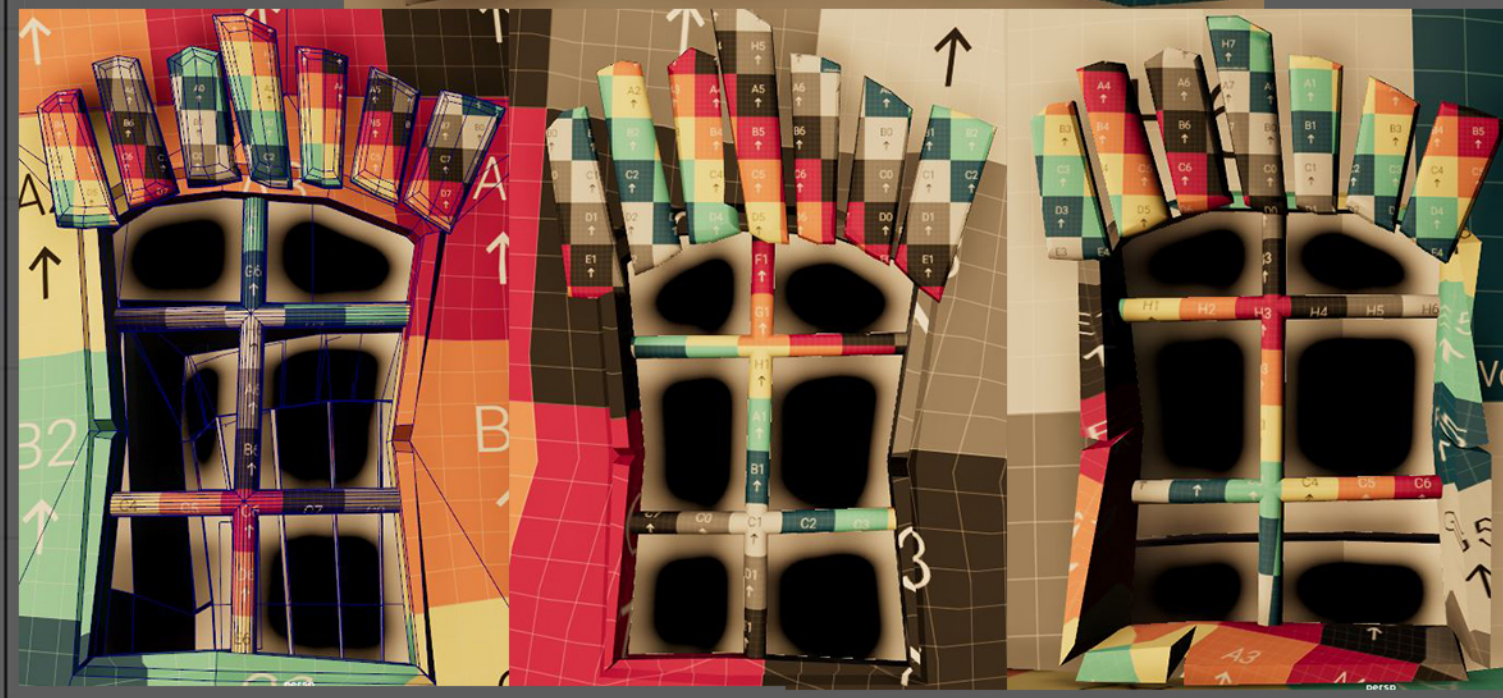
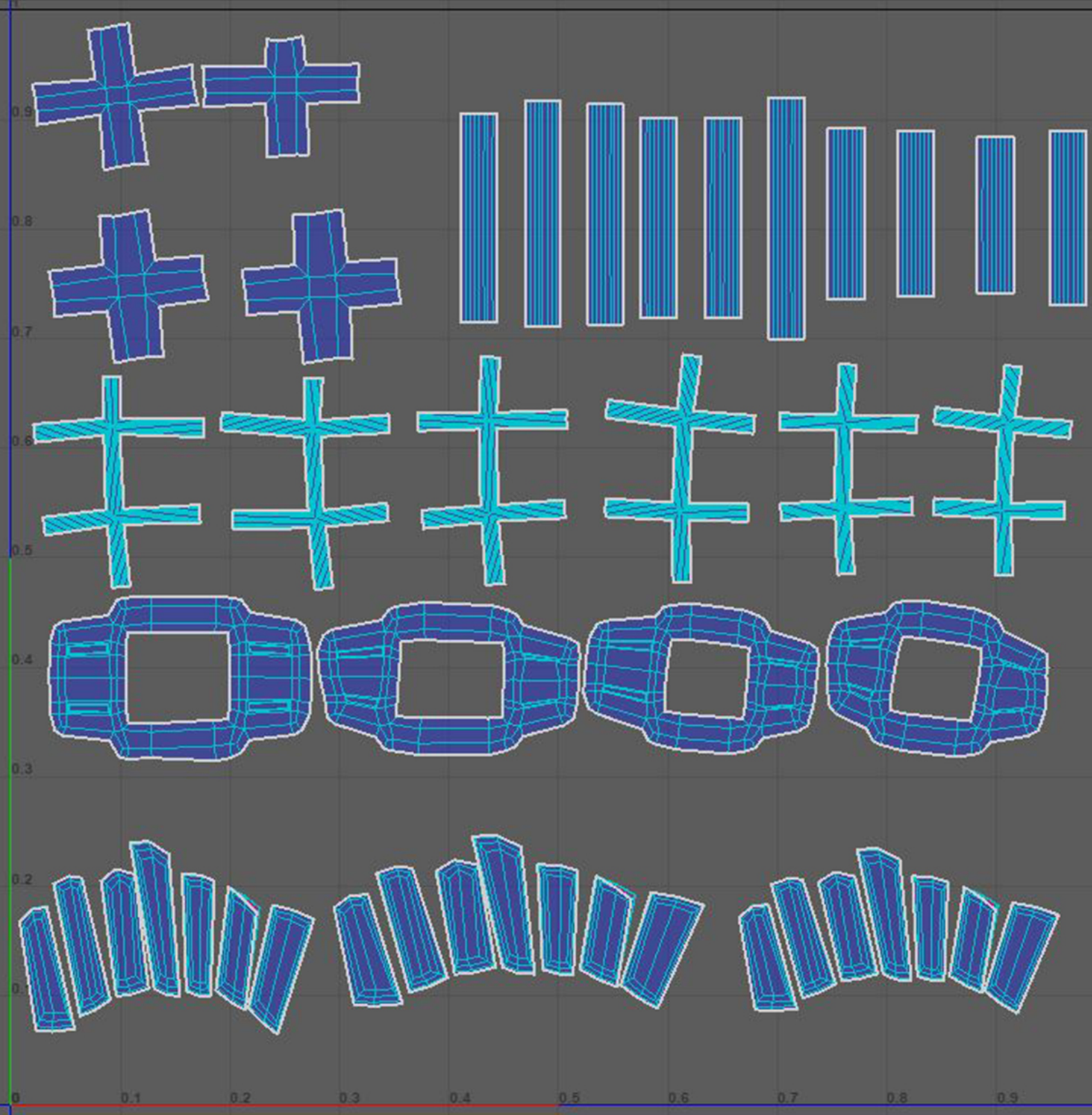
## UV's & UV Checker: House Door





# ITGM 505N01/ A2: Diorama Environment

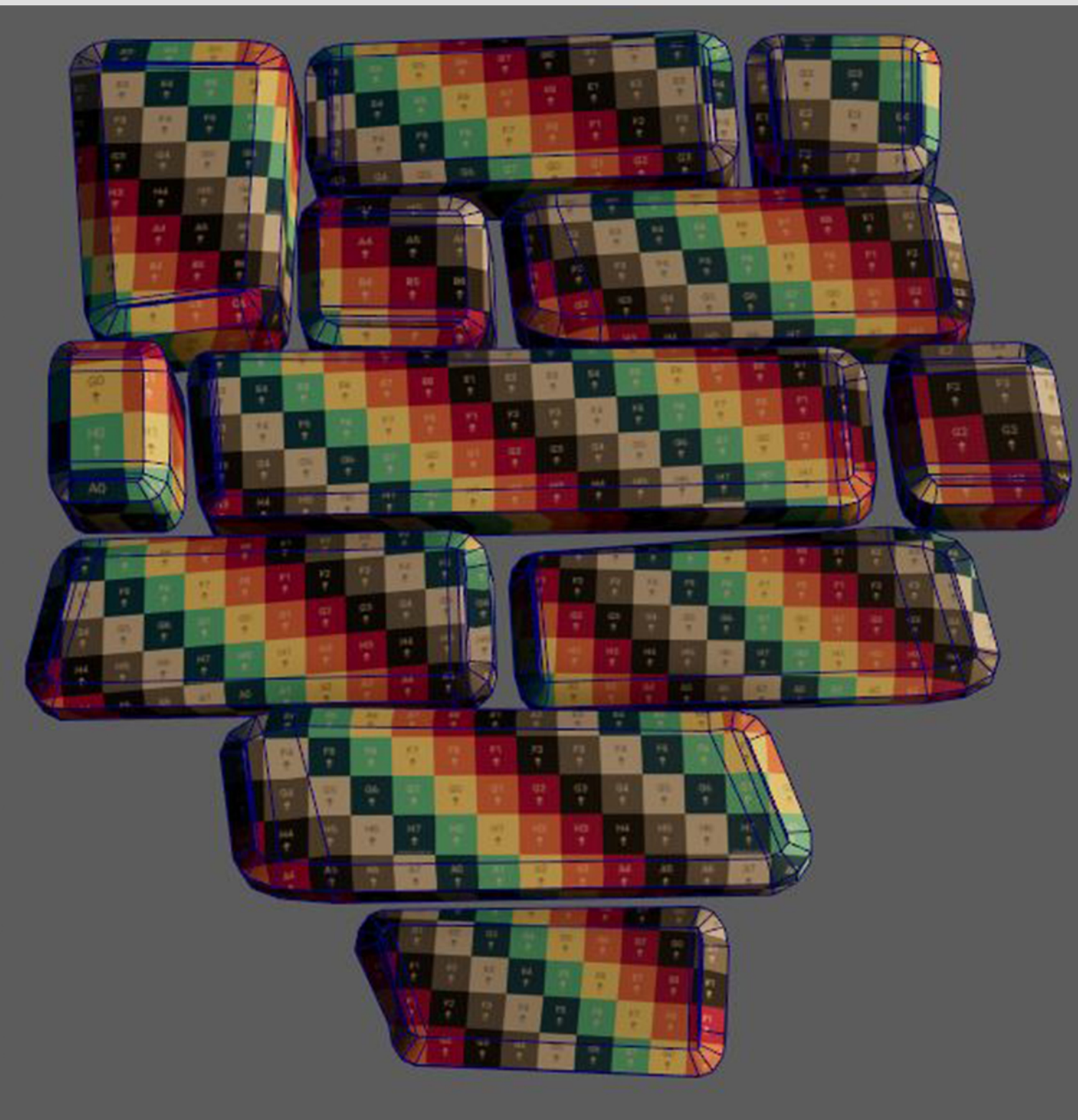
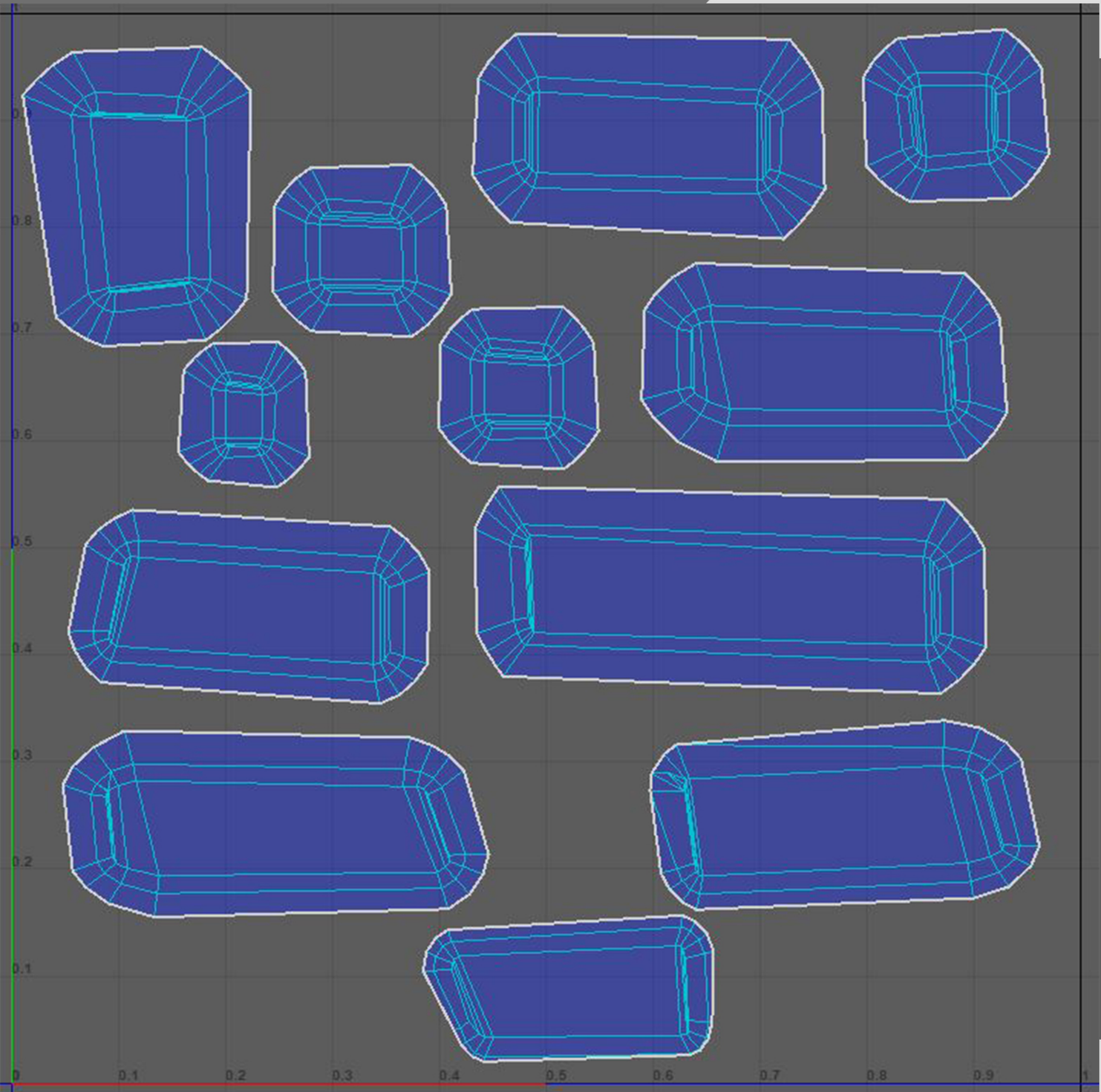
## UV's & UV Checker: Windows





# ITGM 505N01/ A2: Diorama Environment

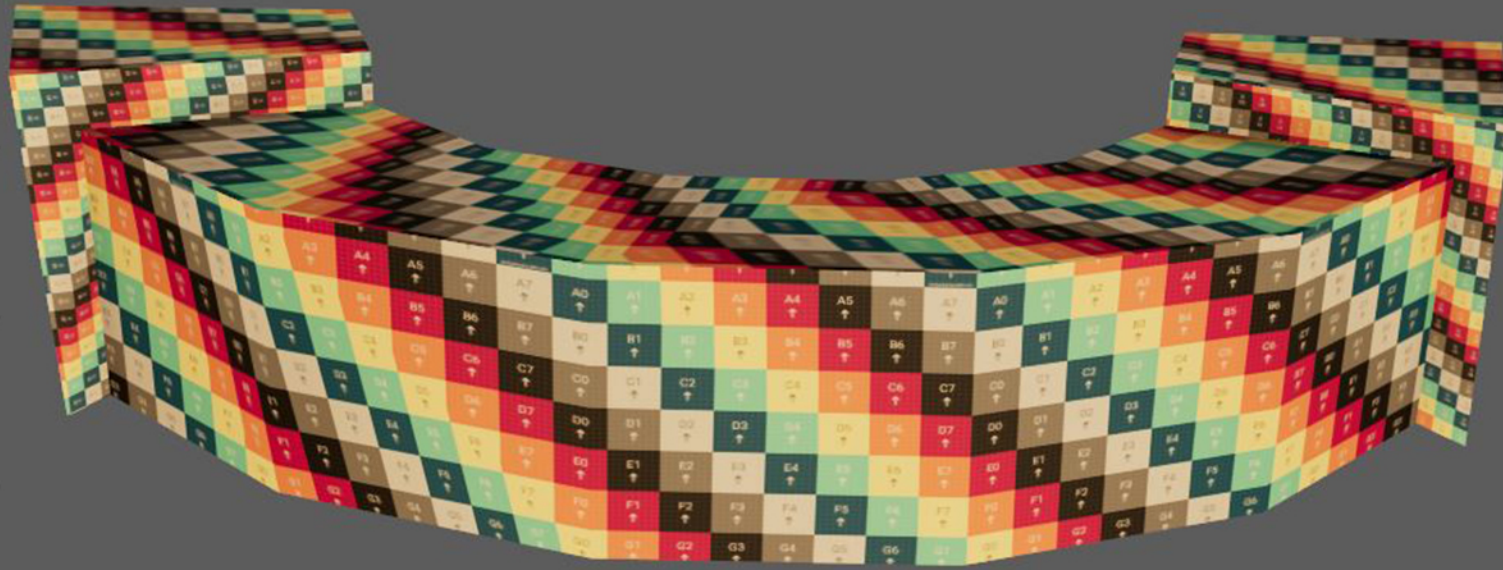
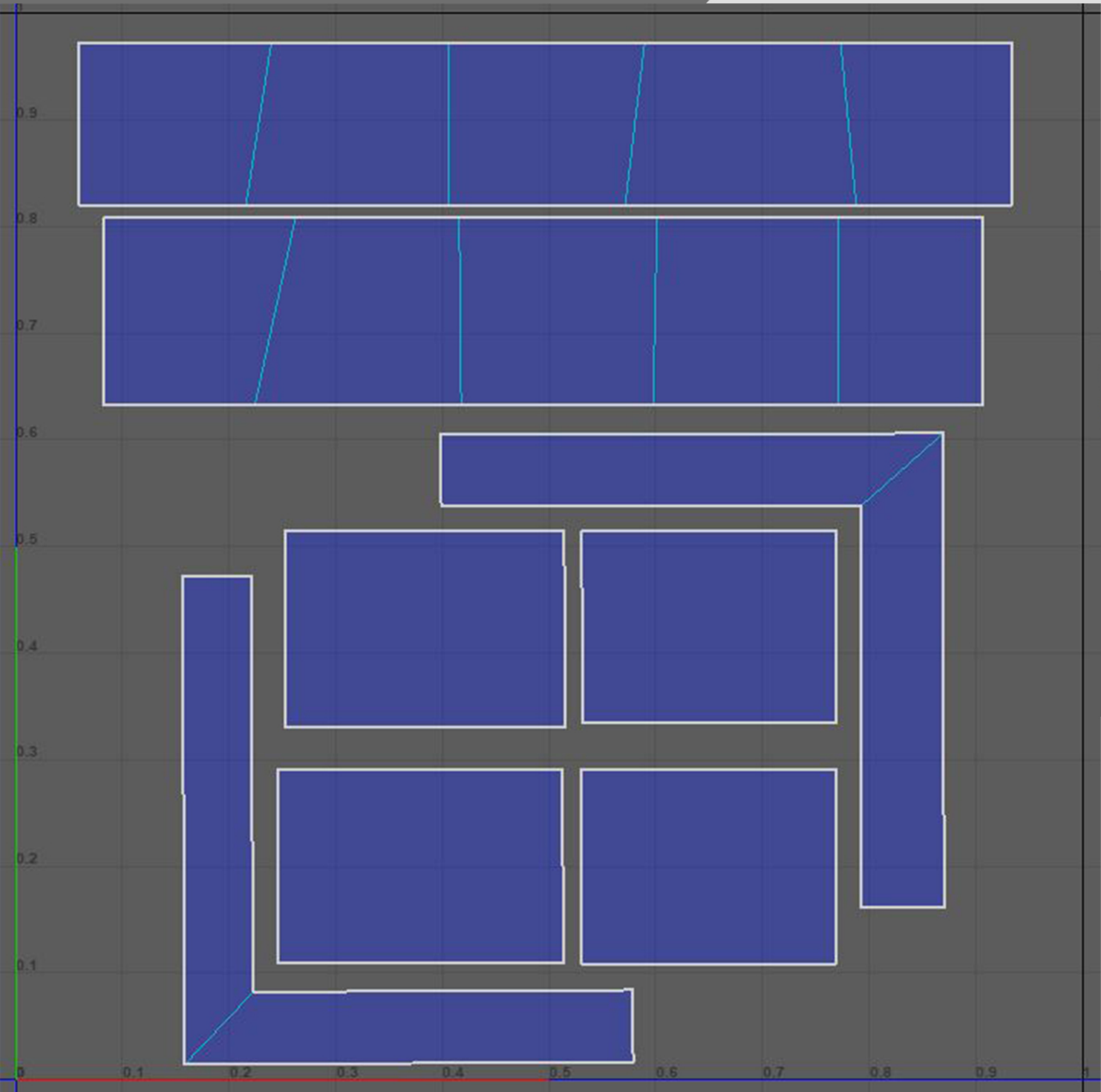
## UV's & UV Checker: Ground Rocks





# ITGM 505N01/ A2: Diorama Environment

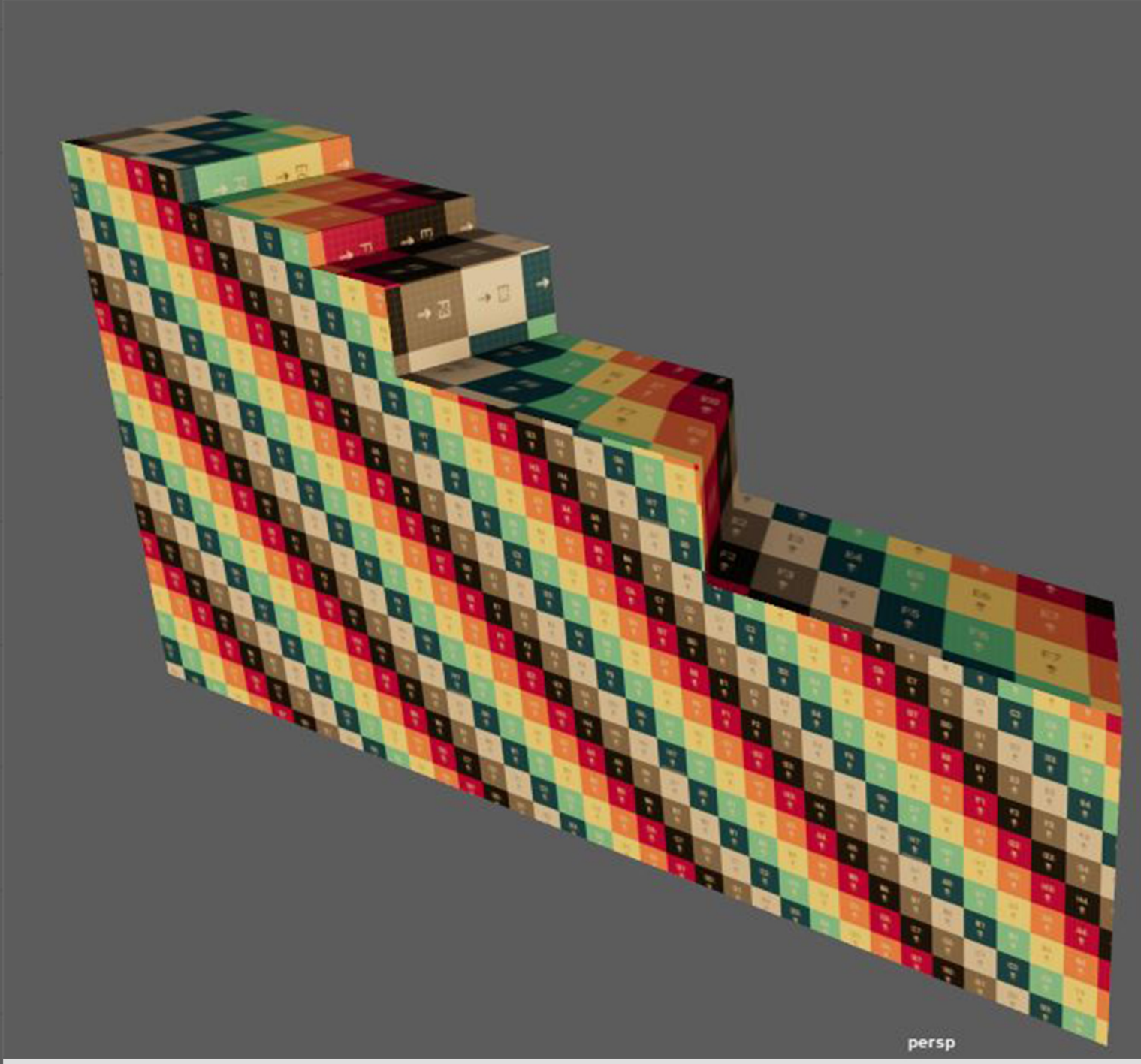
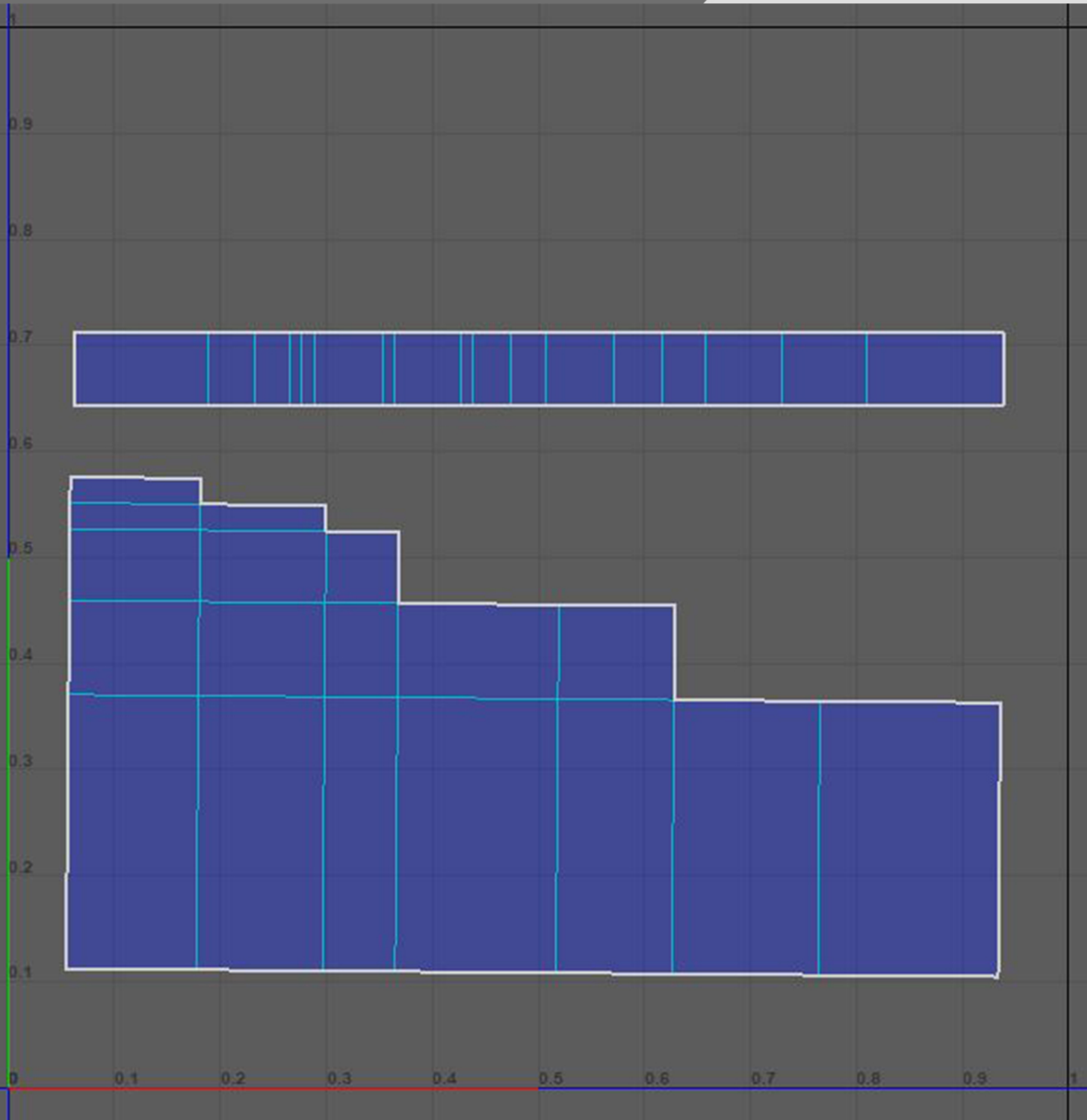
## UV's & UV Checker: Circular Wall





# ITGM 505N01/ A2: Diorama Environment

## UV's & UV Checker: Side Wall



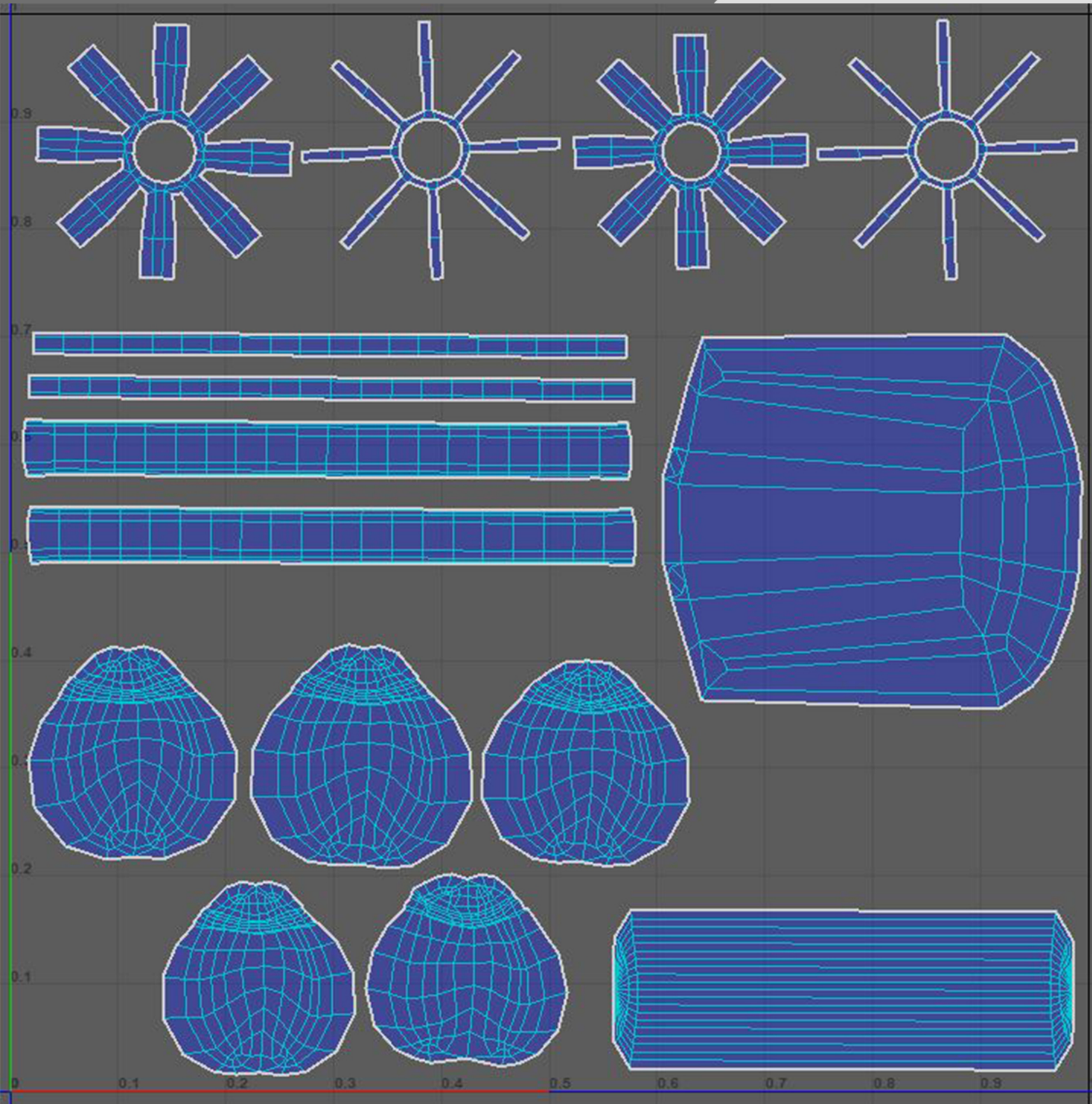






# ITGM 505N01/ A2: Diorama Environment

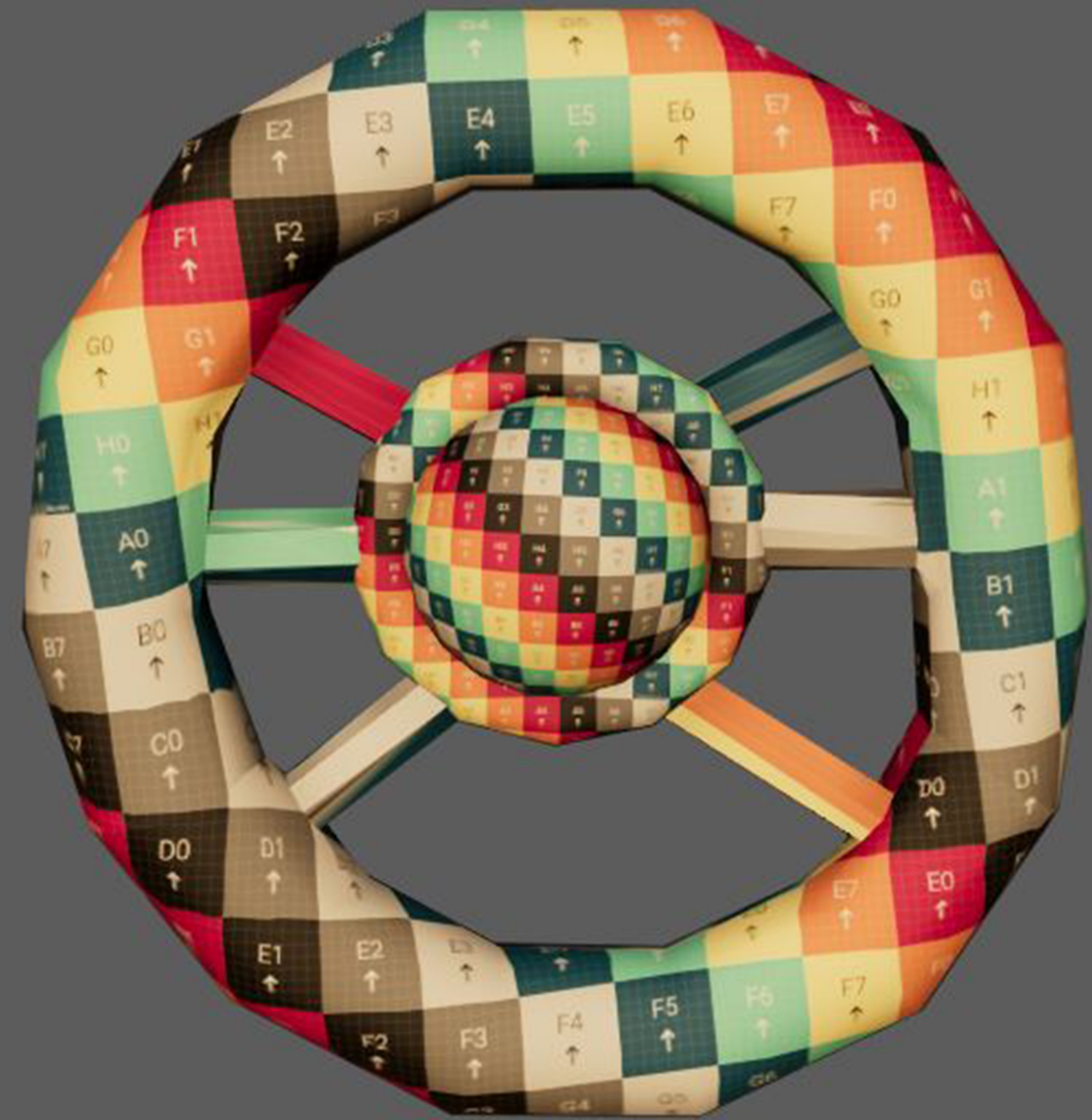
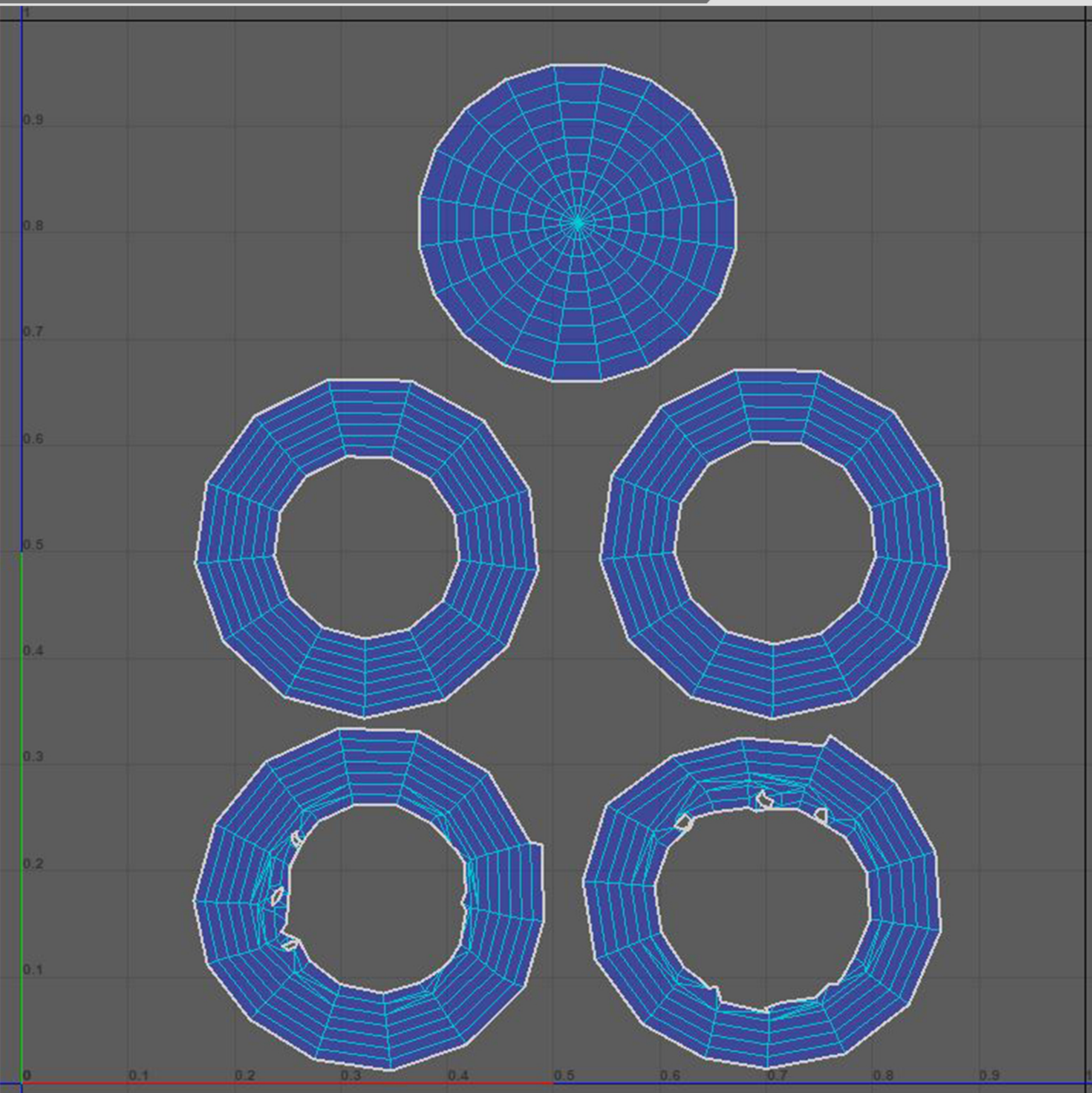
## UV's & UV Checker: WheelBarrow





# ITGM 505N01/ A2: Diorama Environment

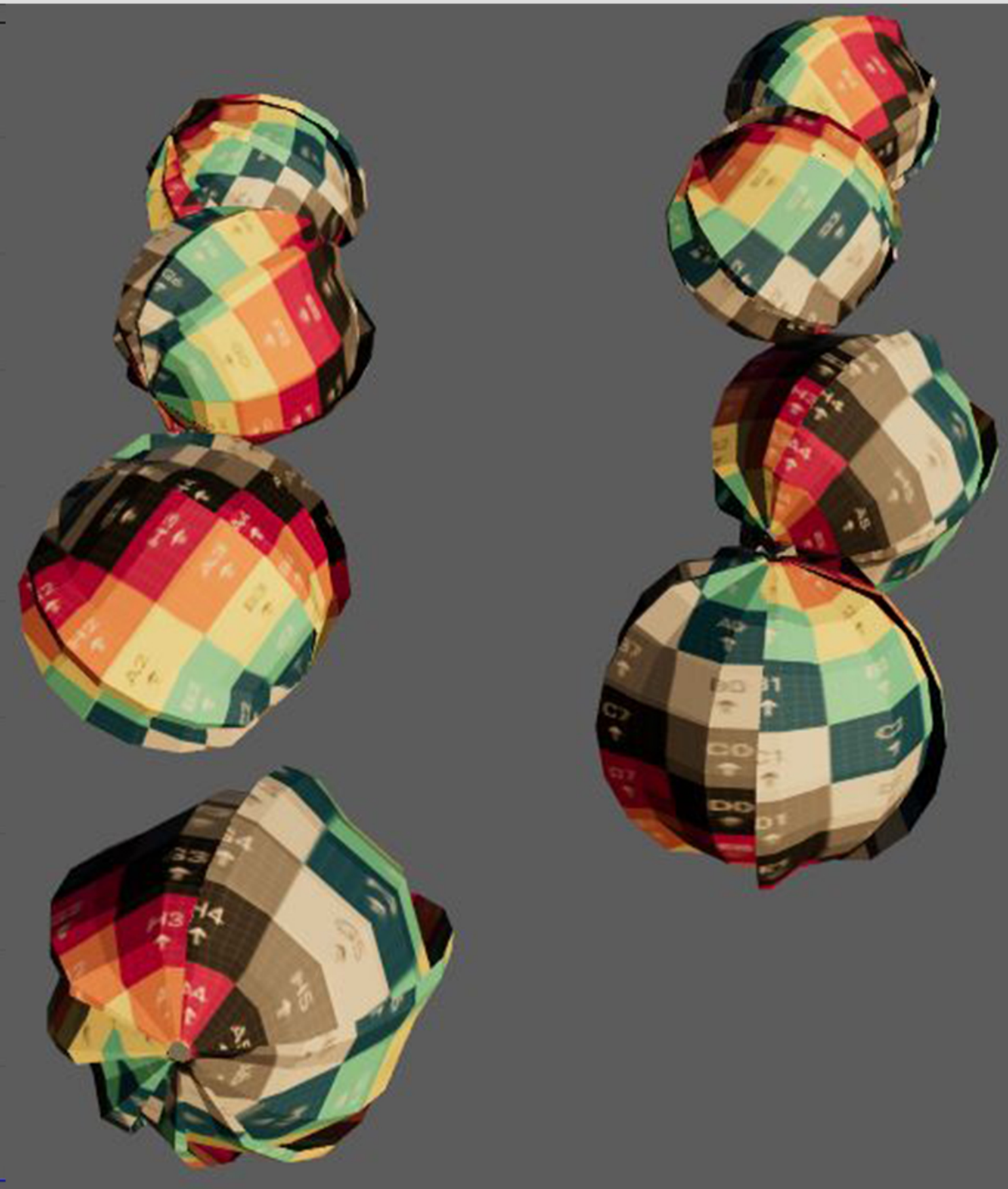
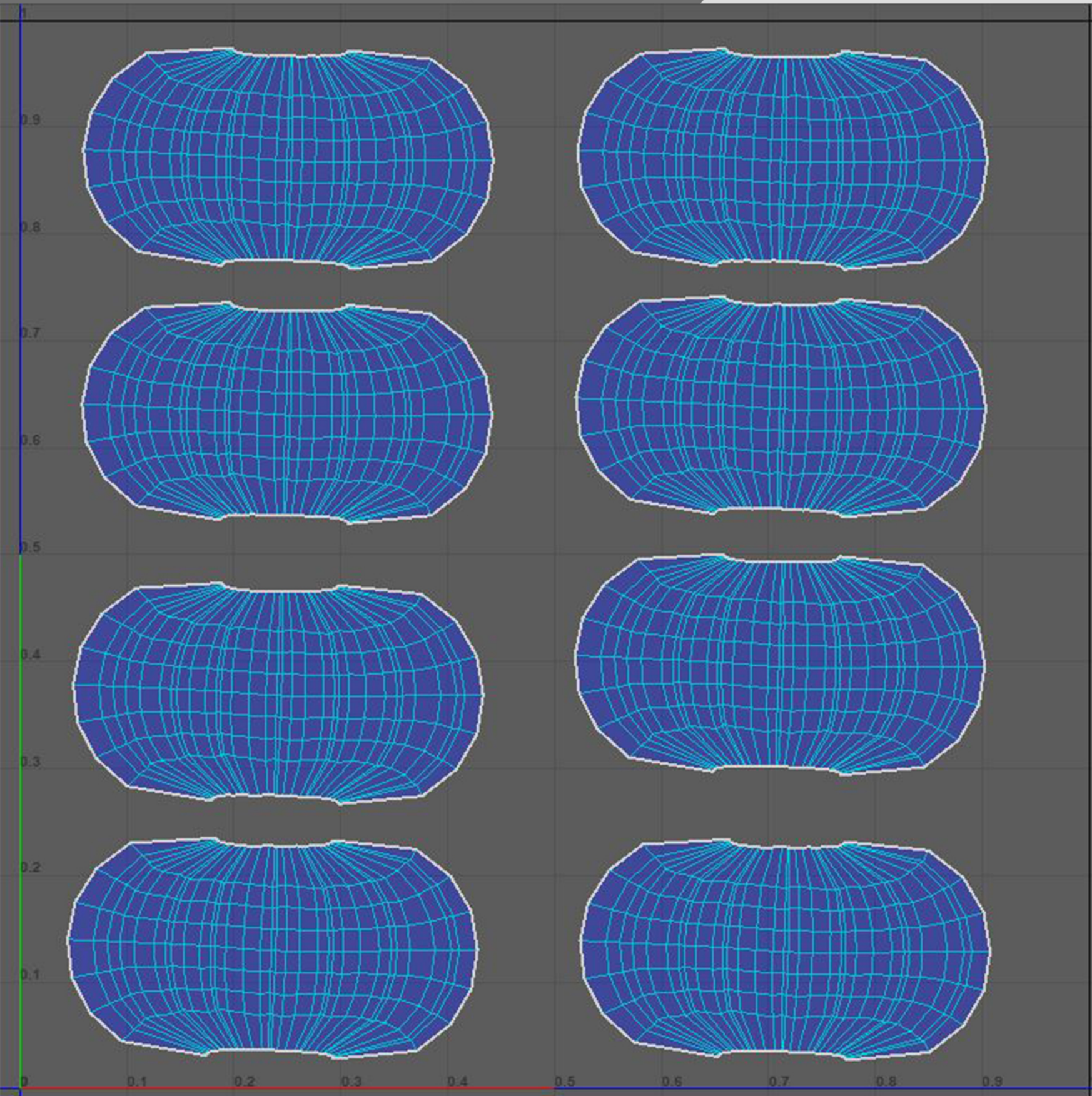
UV's & UV Checker: Wheel





# ITGM 505N01/ A2: Diorama Environment

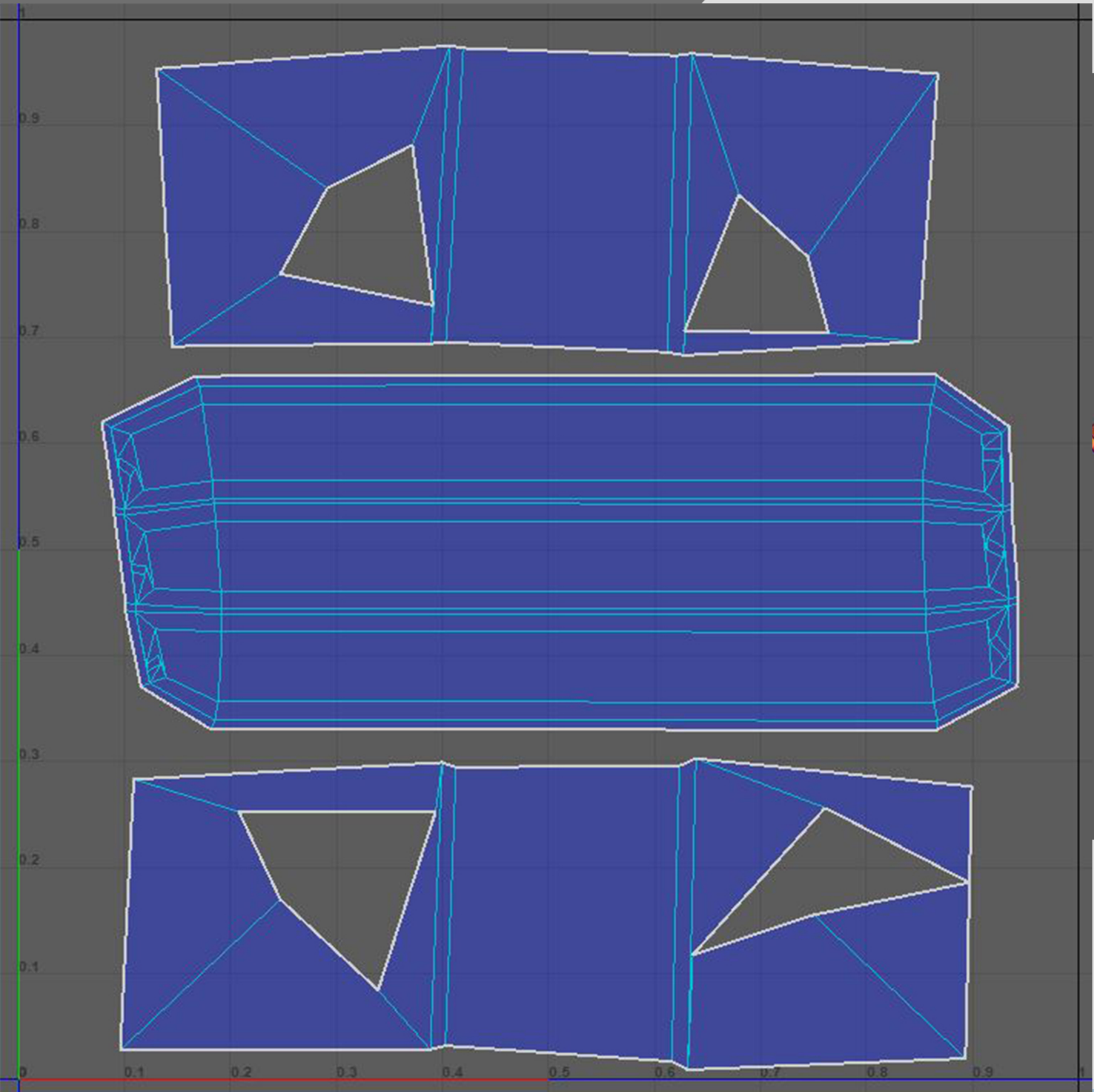
## UV's & UV Checker: Cabbages





# ITGM 505N01/ A2: Diorama Environment

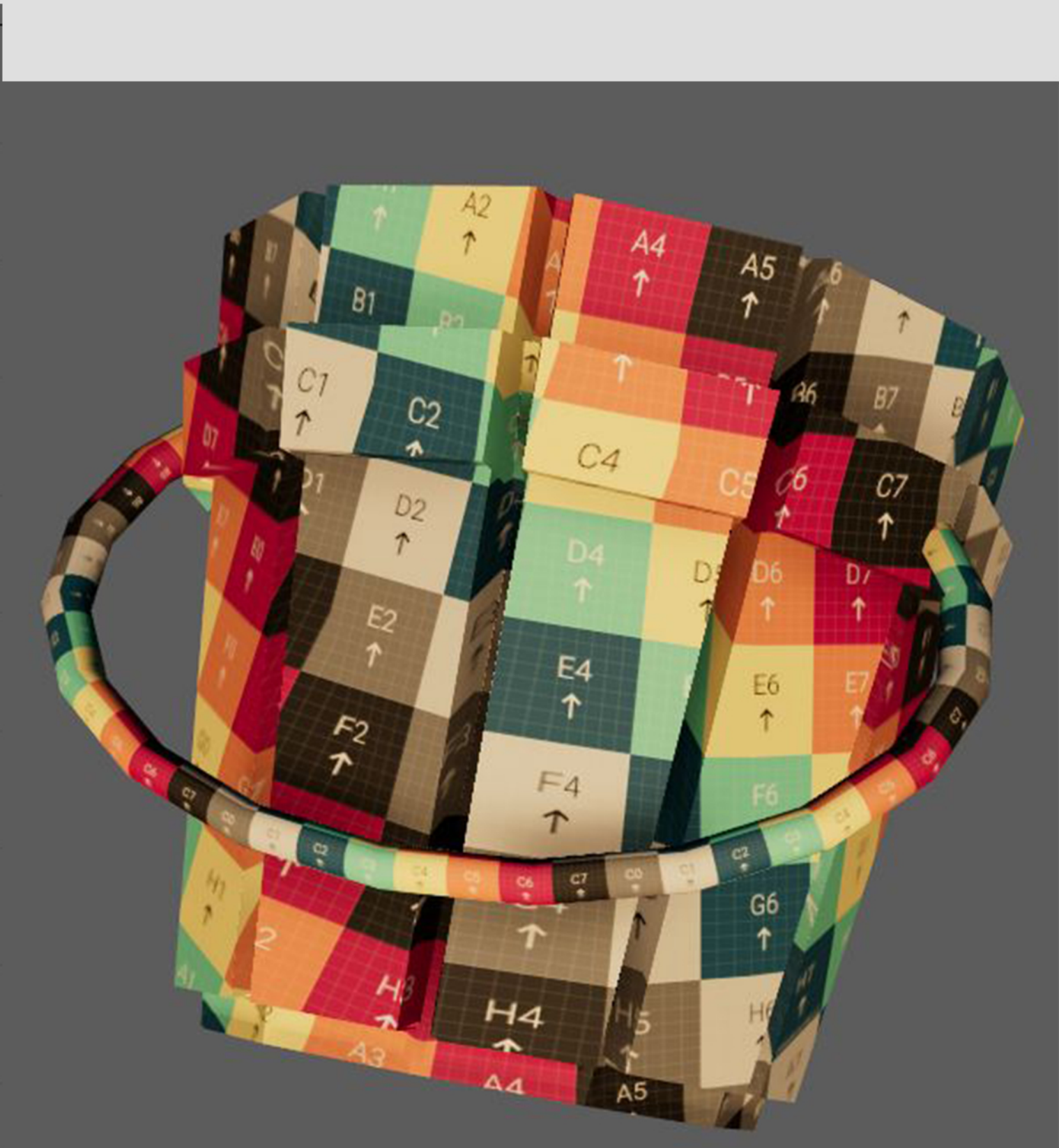
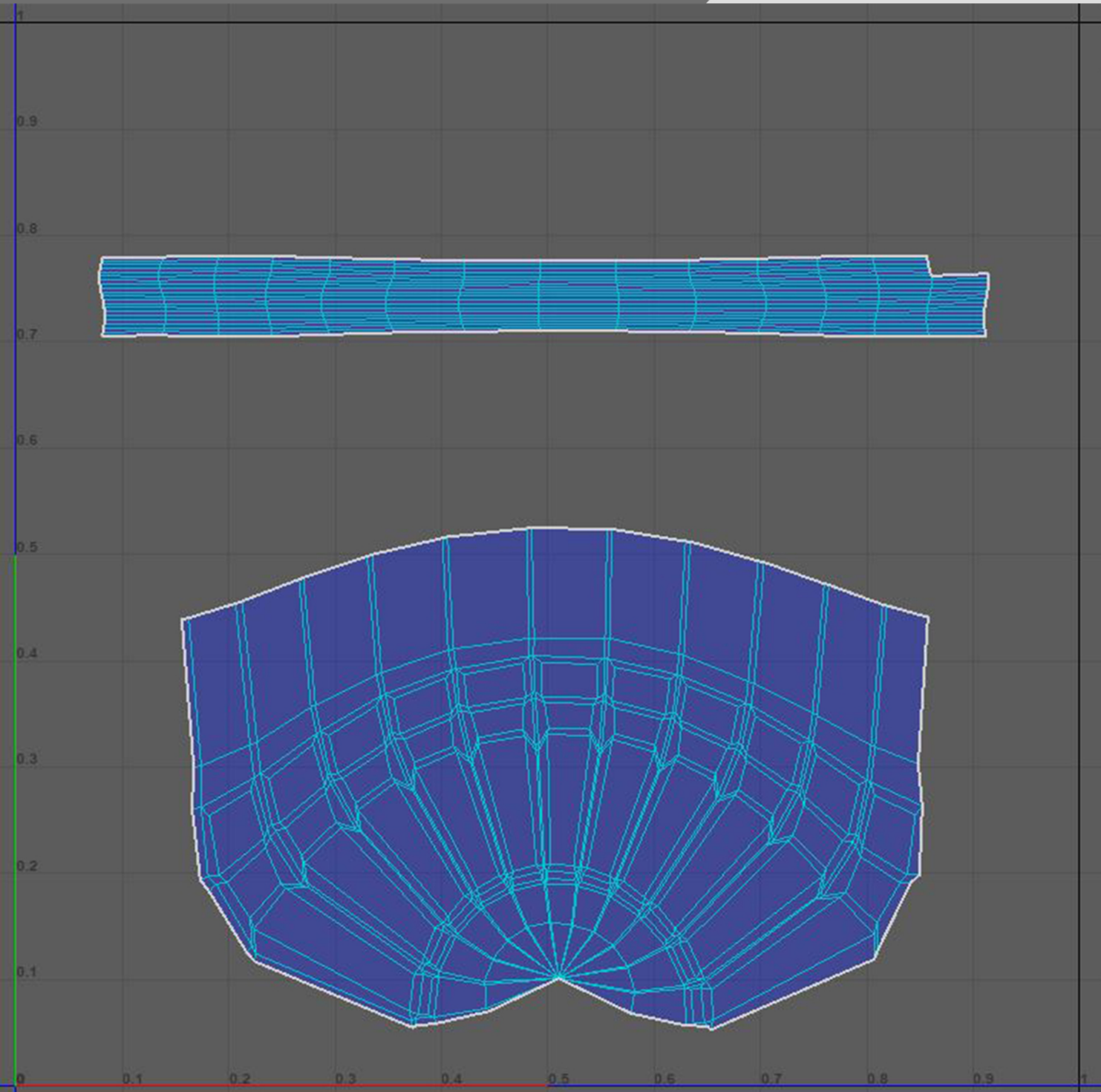
UV's & UV Checker: Bench





# ITGM 505N01/ A2: Diorama Environment

UV's & UV Checker: Bucket

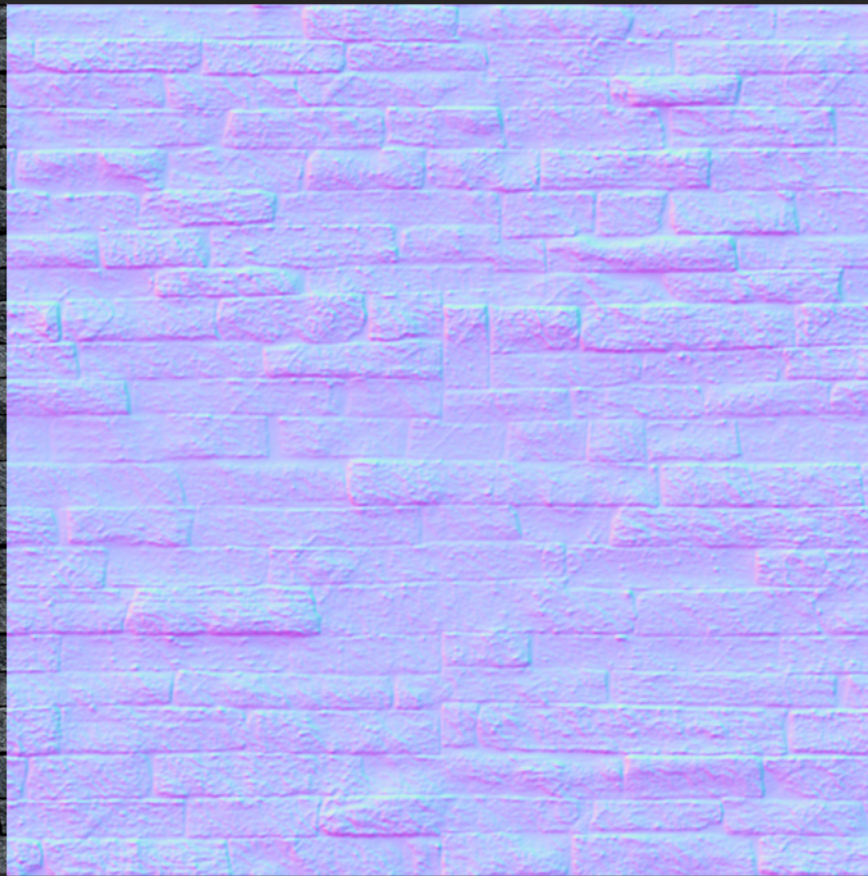




# Bricks



Diffuse

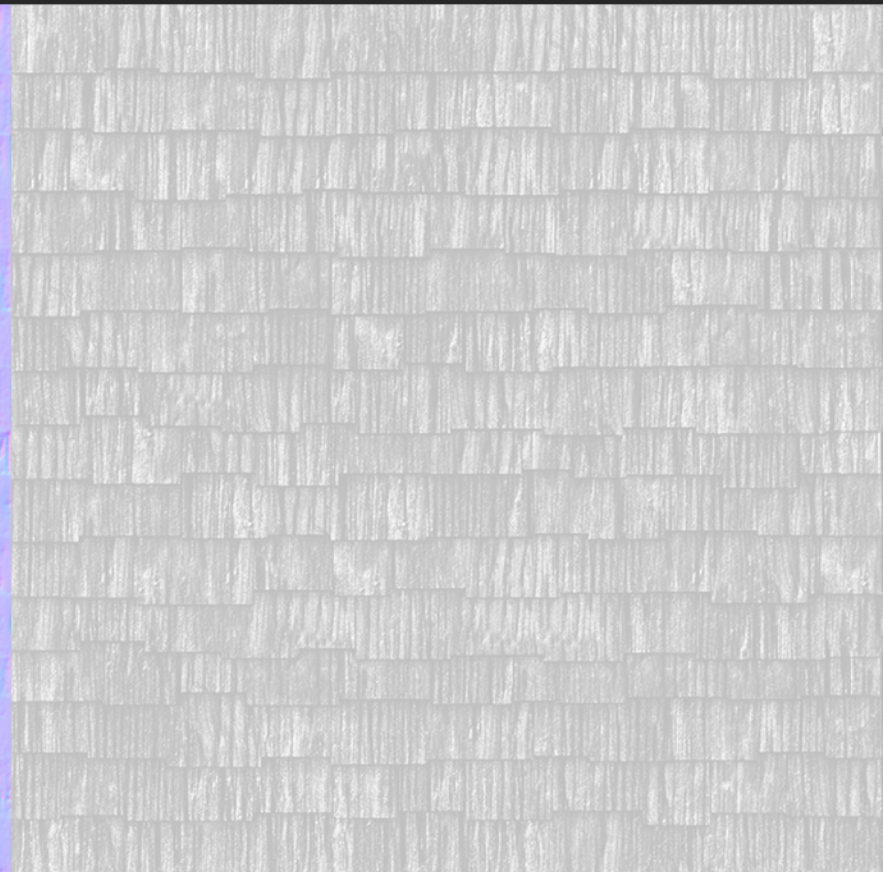
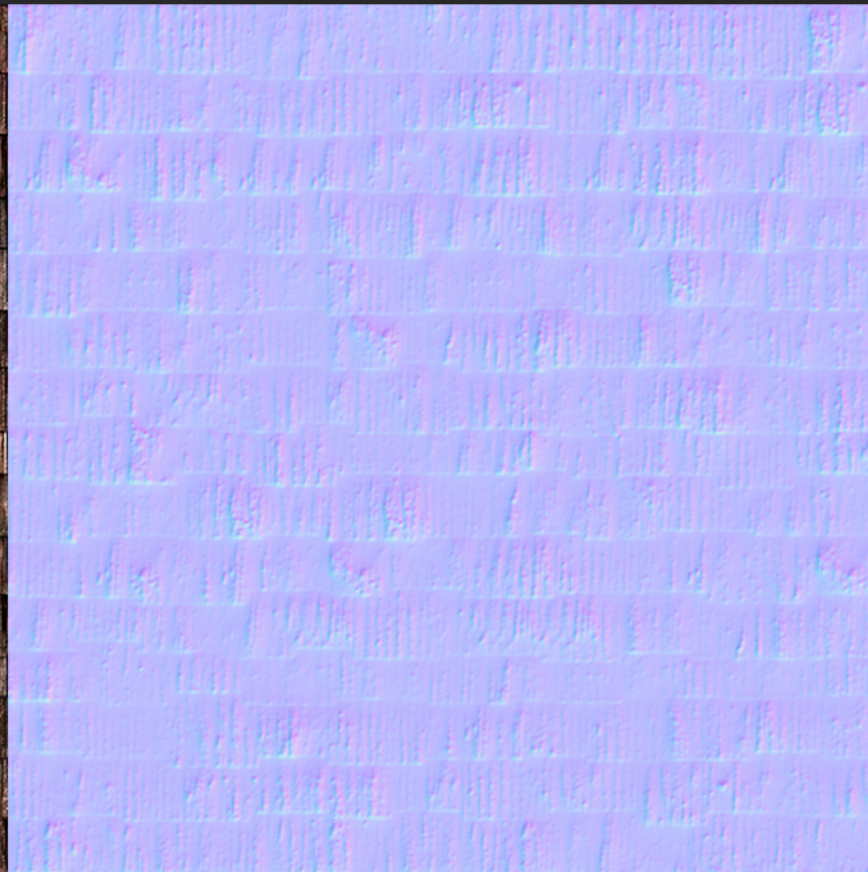


Normal



Roughness

# Roof

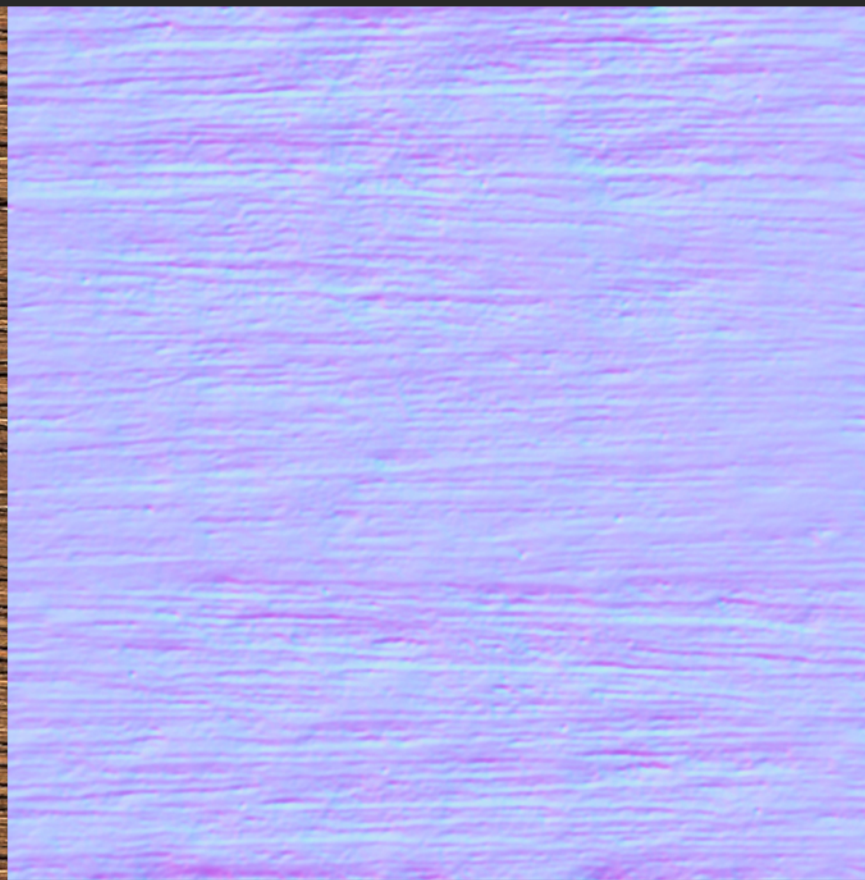




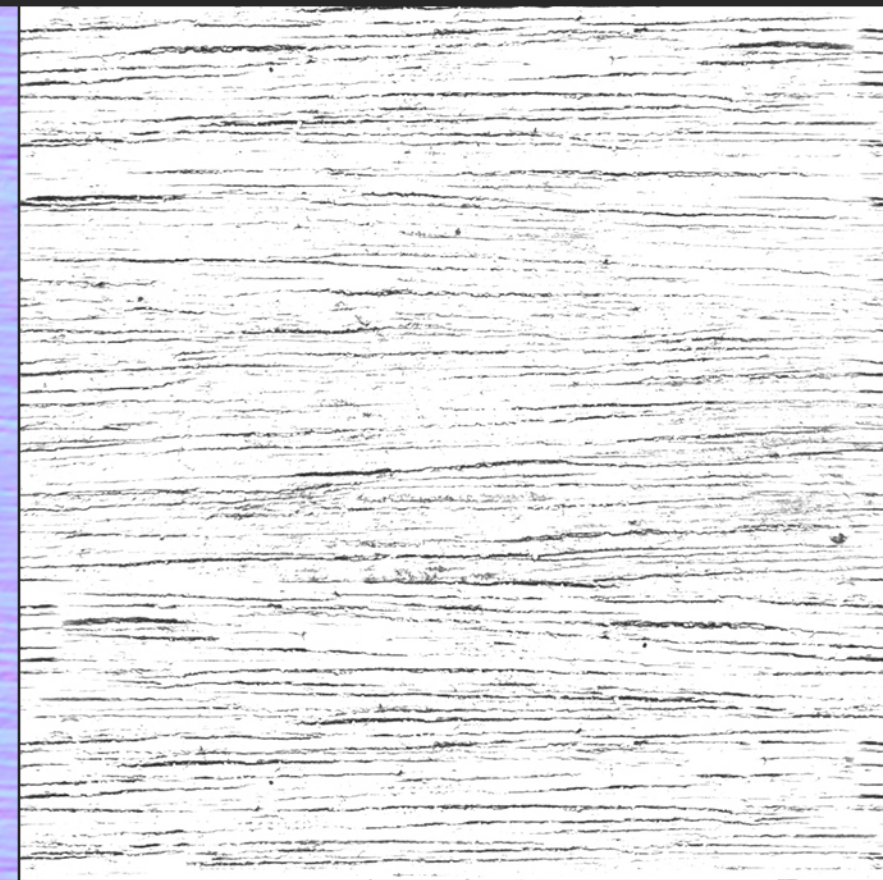
# Door Wood



Diffuse



Normal



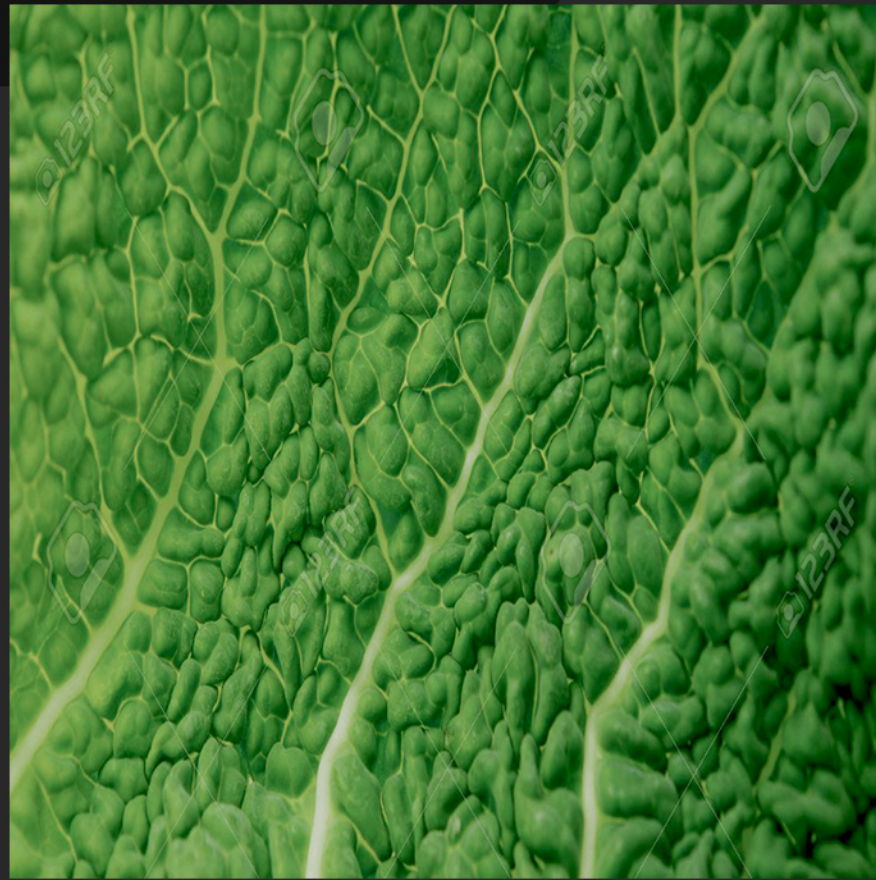
Roughness

# Rocks

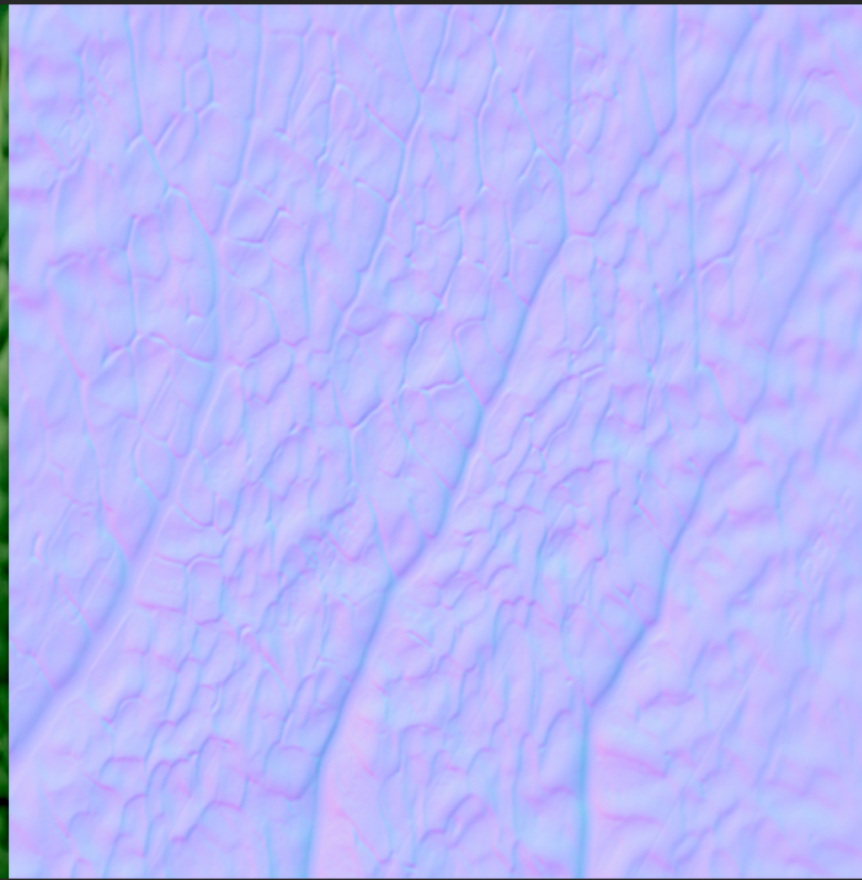




# Cabbages



Diffuse

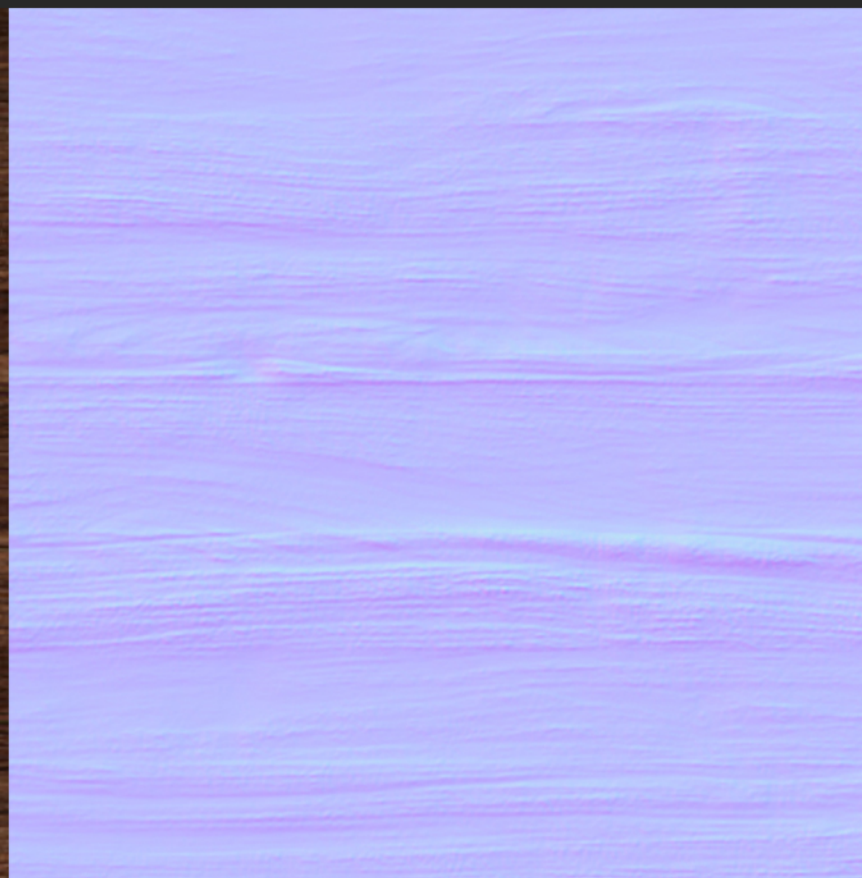


Normal



Roughness

# Fan Wood

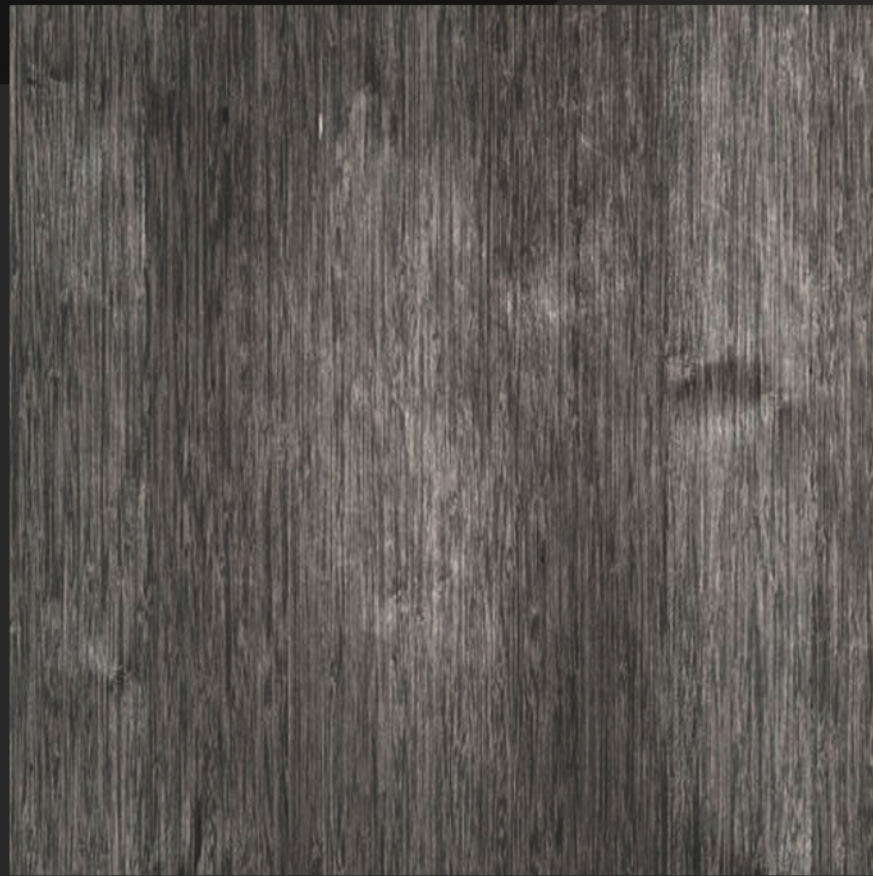




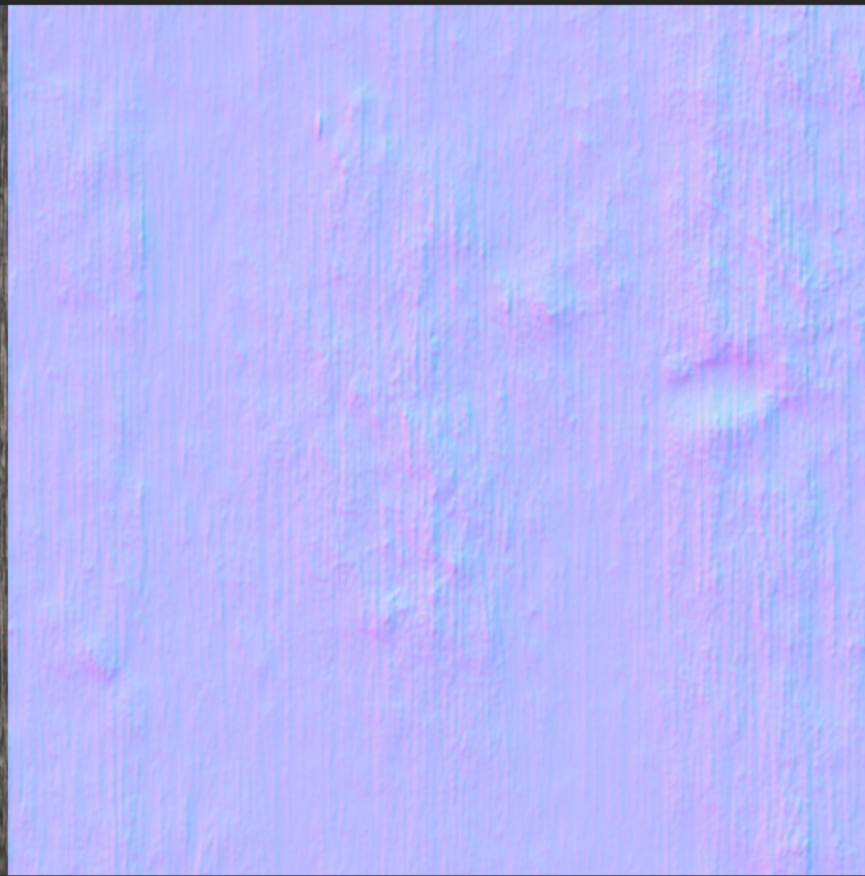
# ITGM 505N01/ A2: Diorama Environment

Textures (1000 X 1000)

## Grey Wood



Diffuse

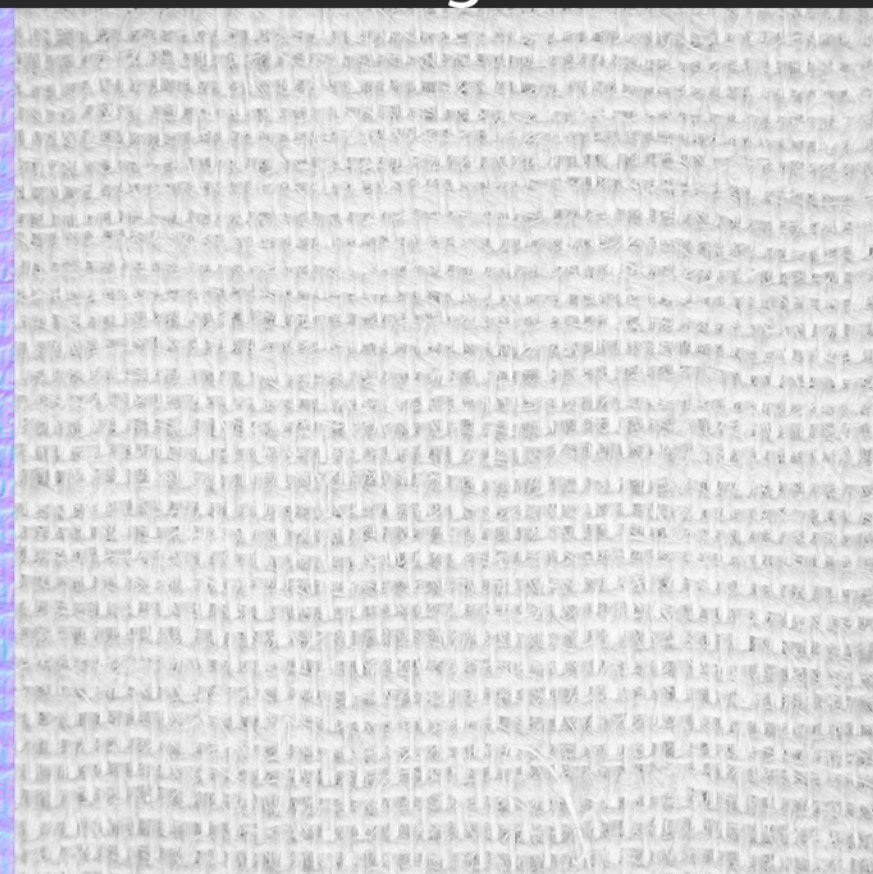
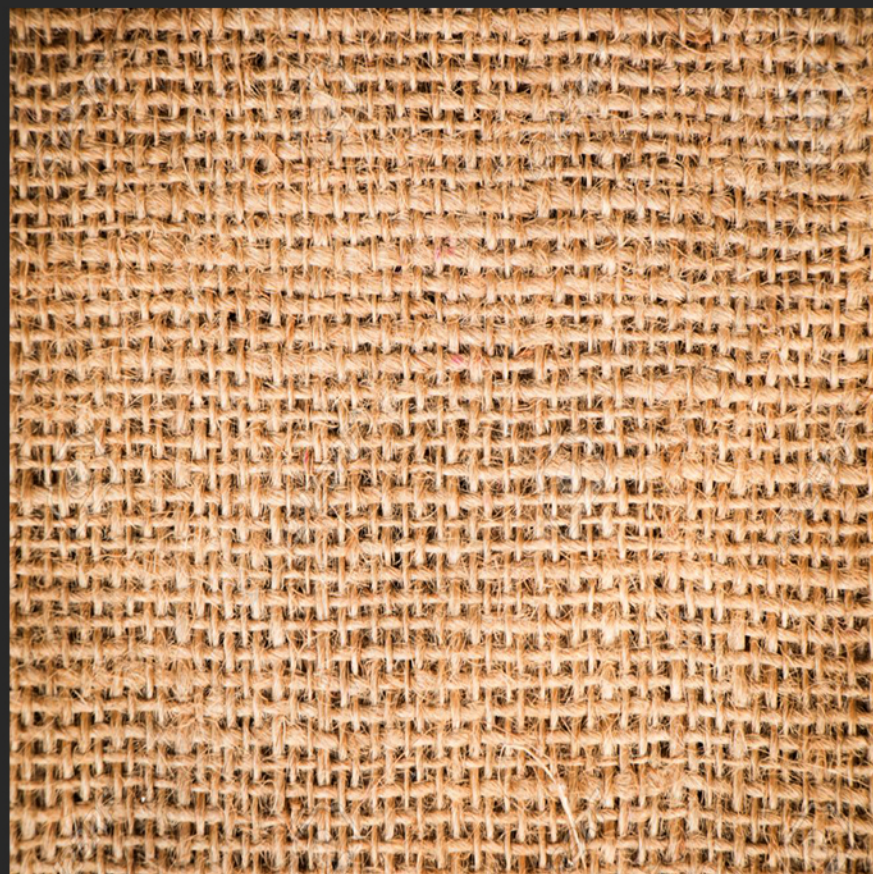


Normal



Roughness

## Sacs



Sunique Plante

Splant20@student.scad.edu



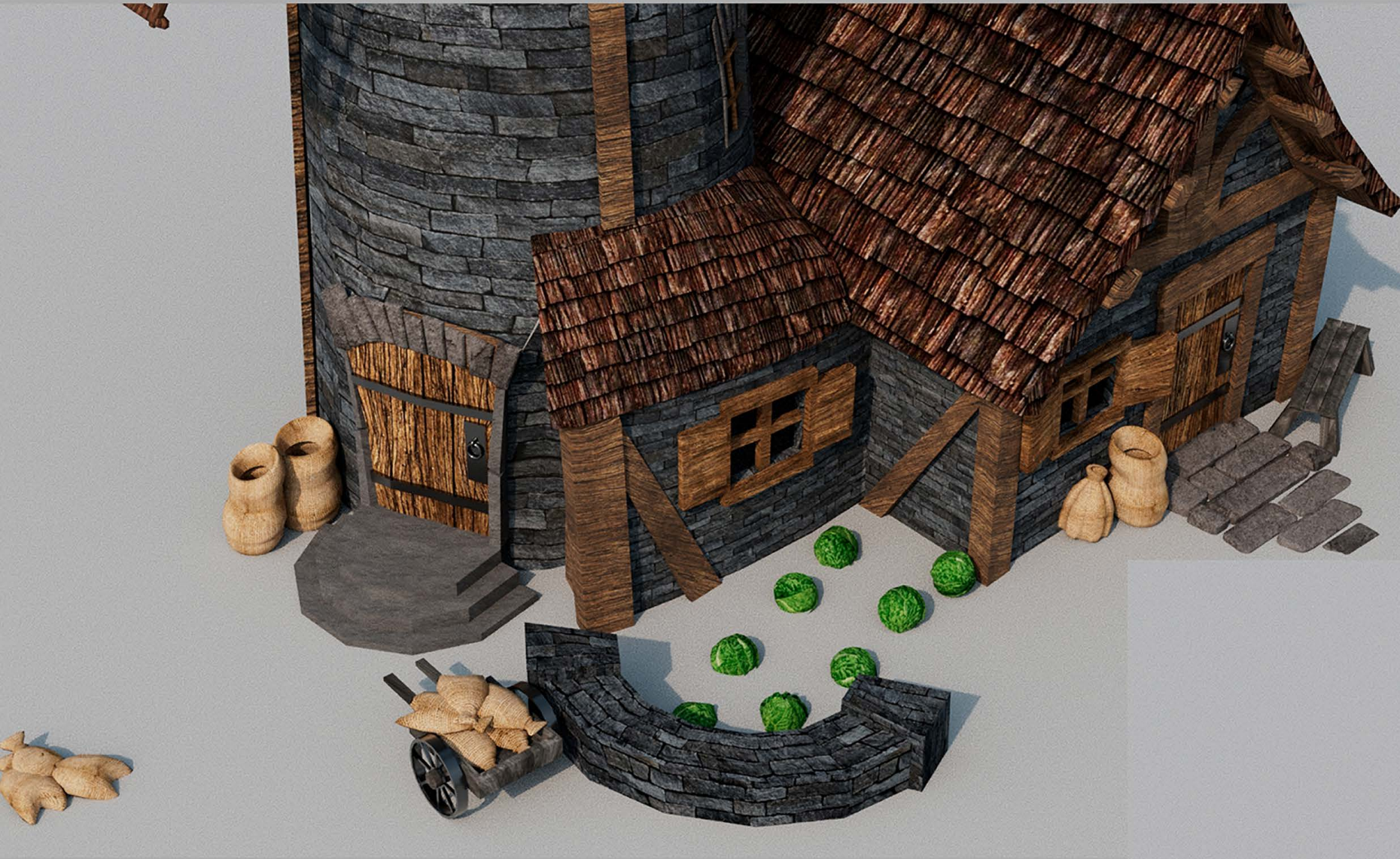








Arnold Render





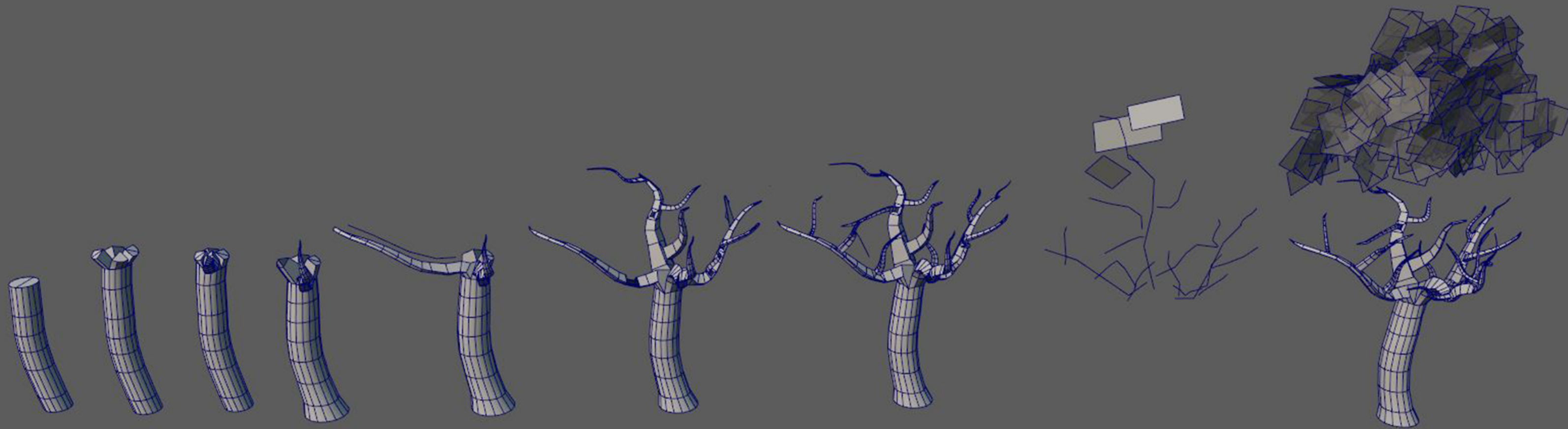
**ITGM 505N01/ A3: Diorama Environment**  
Tree & Foliage Reference





### Final Polycount of Tree with leaves:

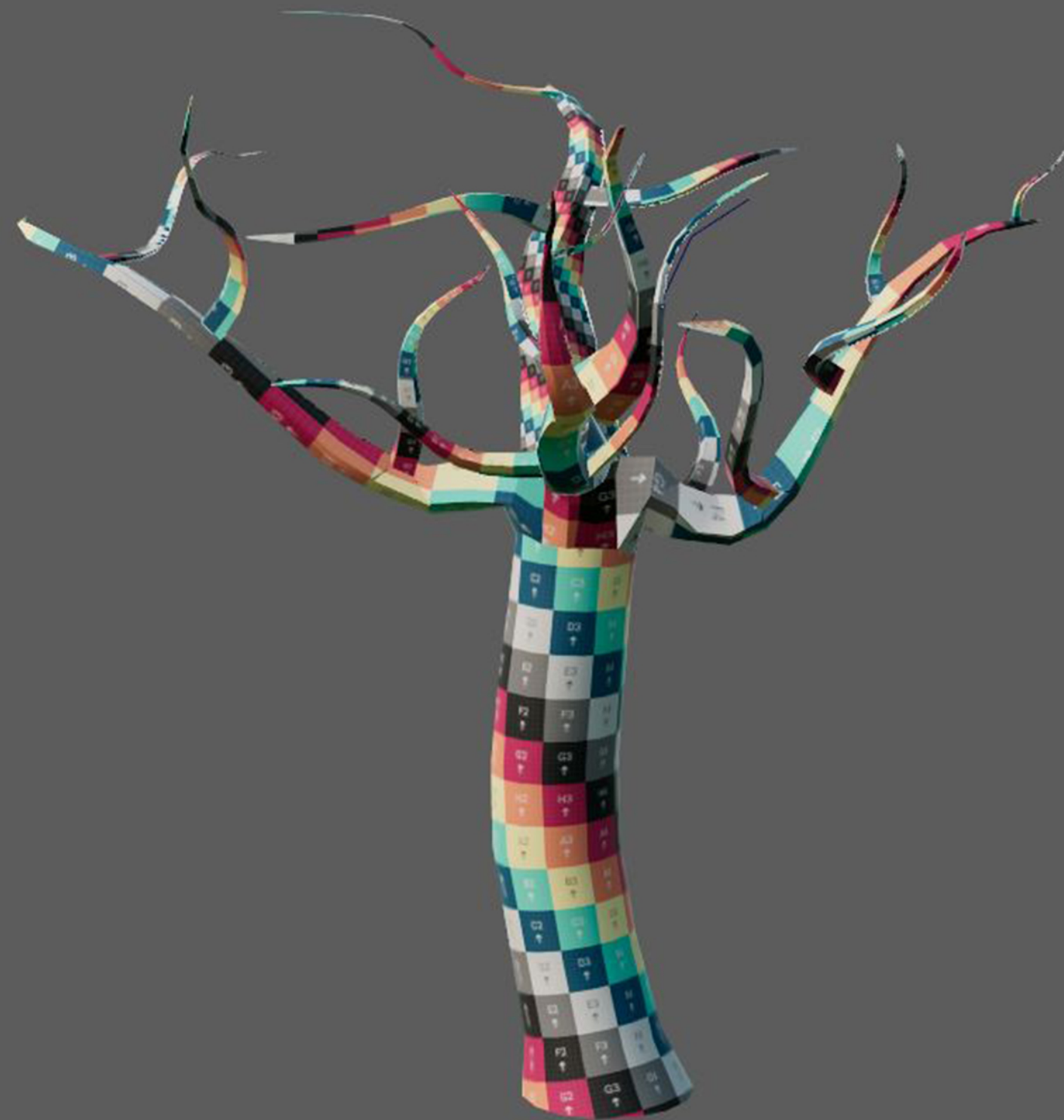
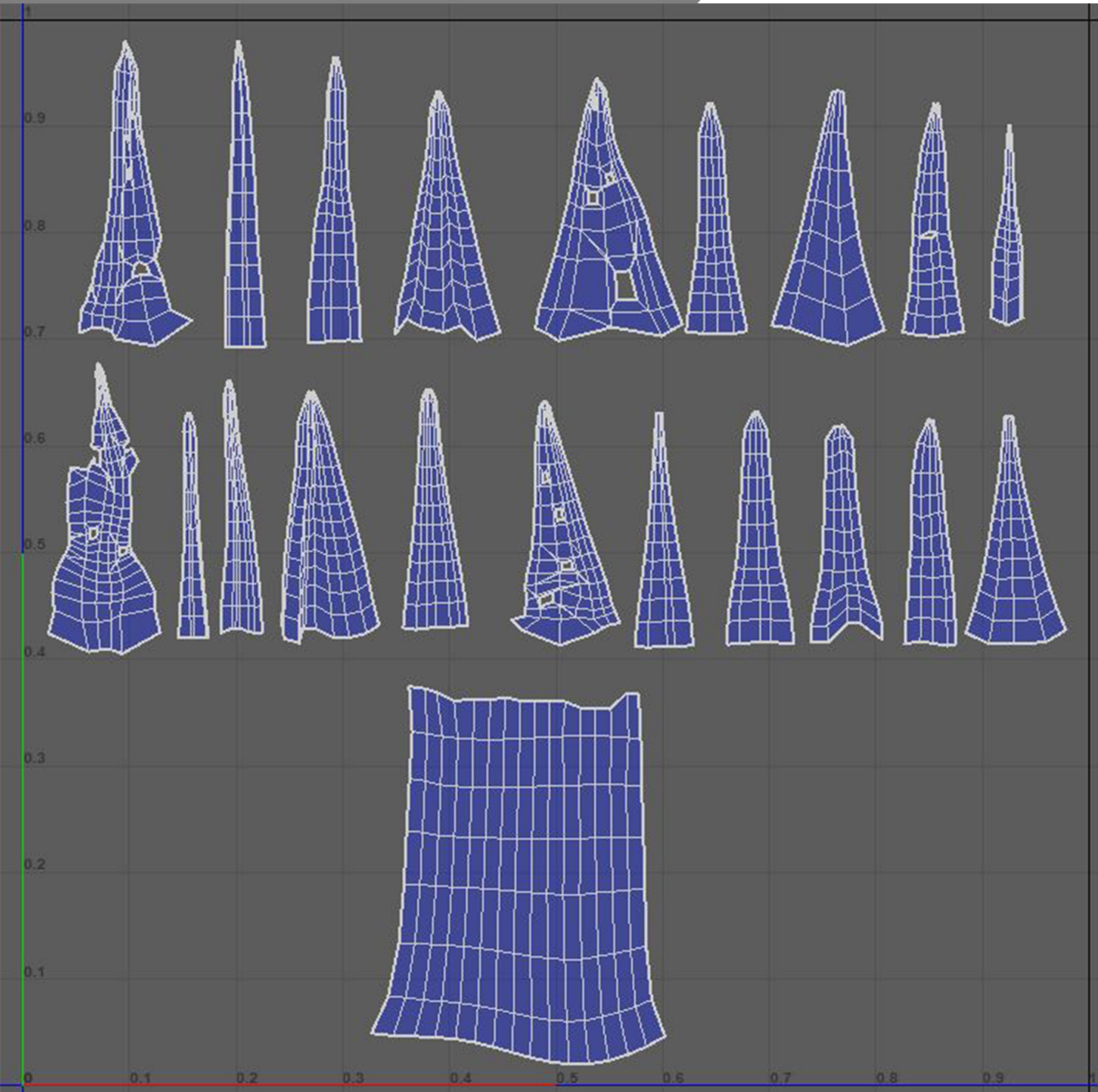
Verts:	2543	1104	0
Edges:	4025	1104	0
Faces:	1738	276	0
Tris:	3355	552	0
UVs:	2923	1104	0





# ITGM 505N01/ A3: Diorama Environment

## UV & UV Checker of Tree





Tree Textures Maps



Green Leaves

Light Green Leaves

Alpha Leaves

Tree Bark

Bush Texture Maps



Diffuse

Alpha

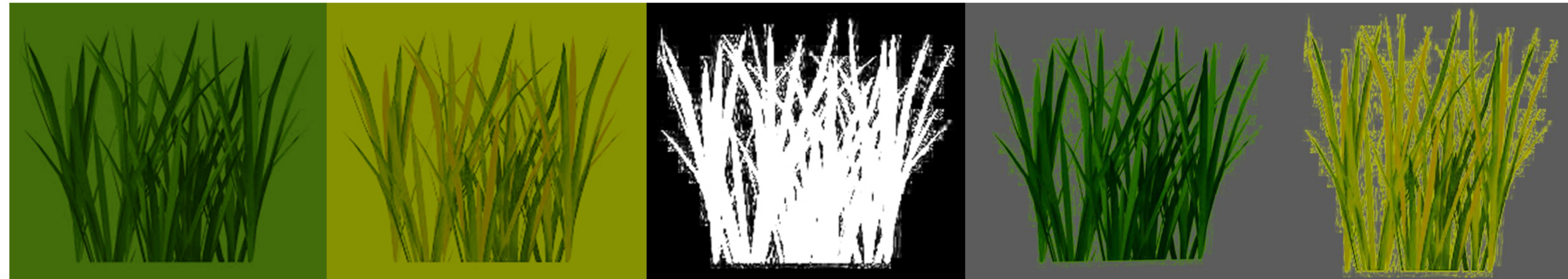
Viewport Snap

Flower Bush Texture Maps





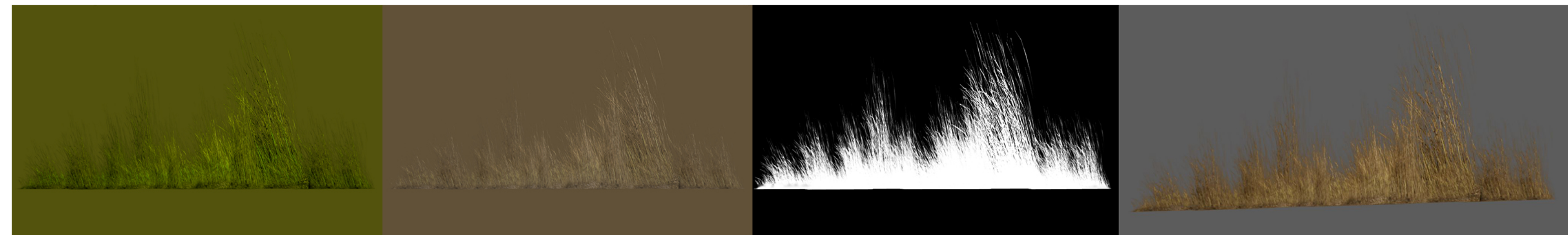
## Grass Textures Maps



Diffuse

Alpha

Viewport Snap

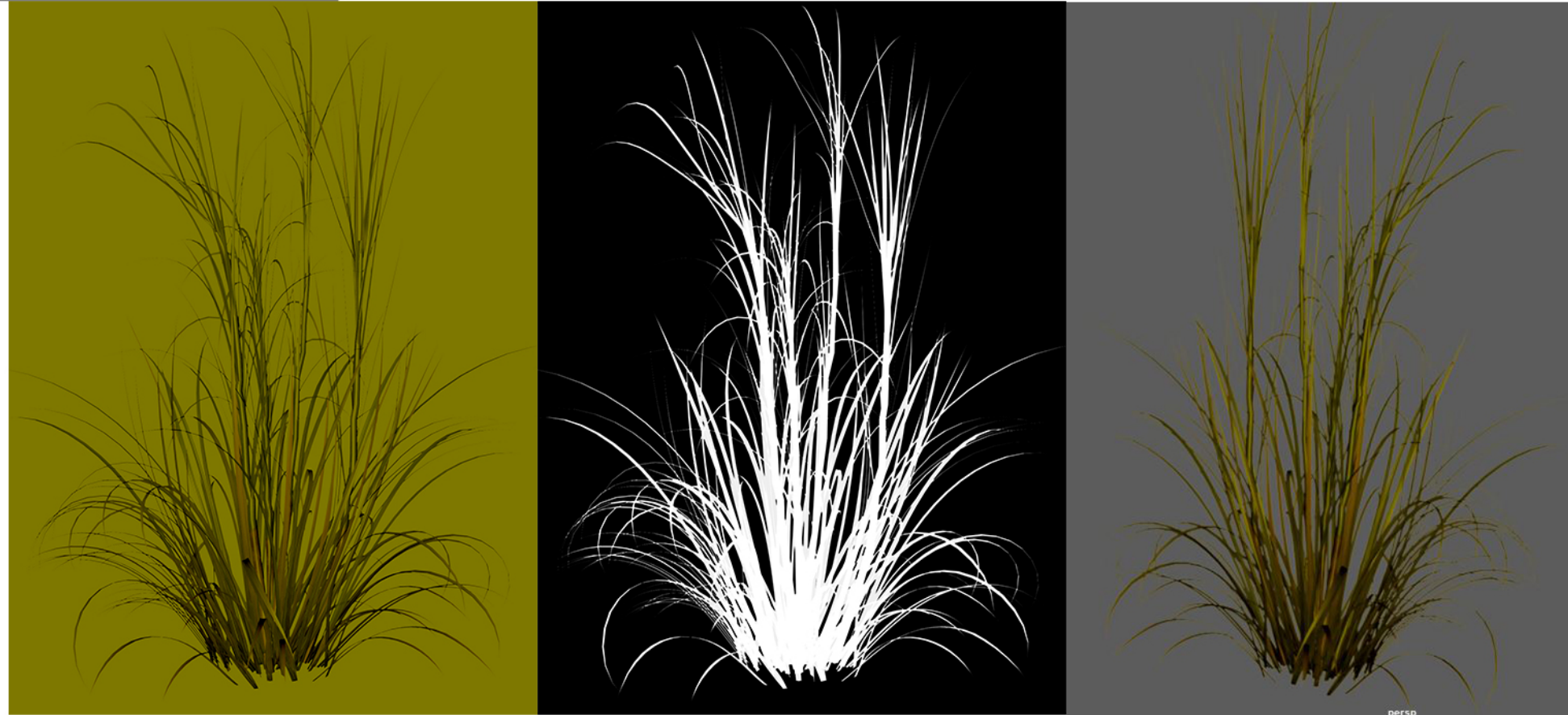


Diffuse

Alpha

Viewport Snap





Diffuse

Alpha

Viewport Snap



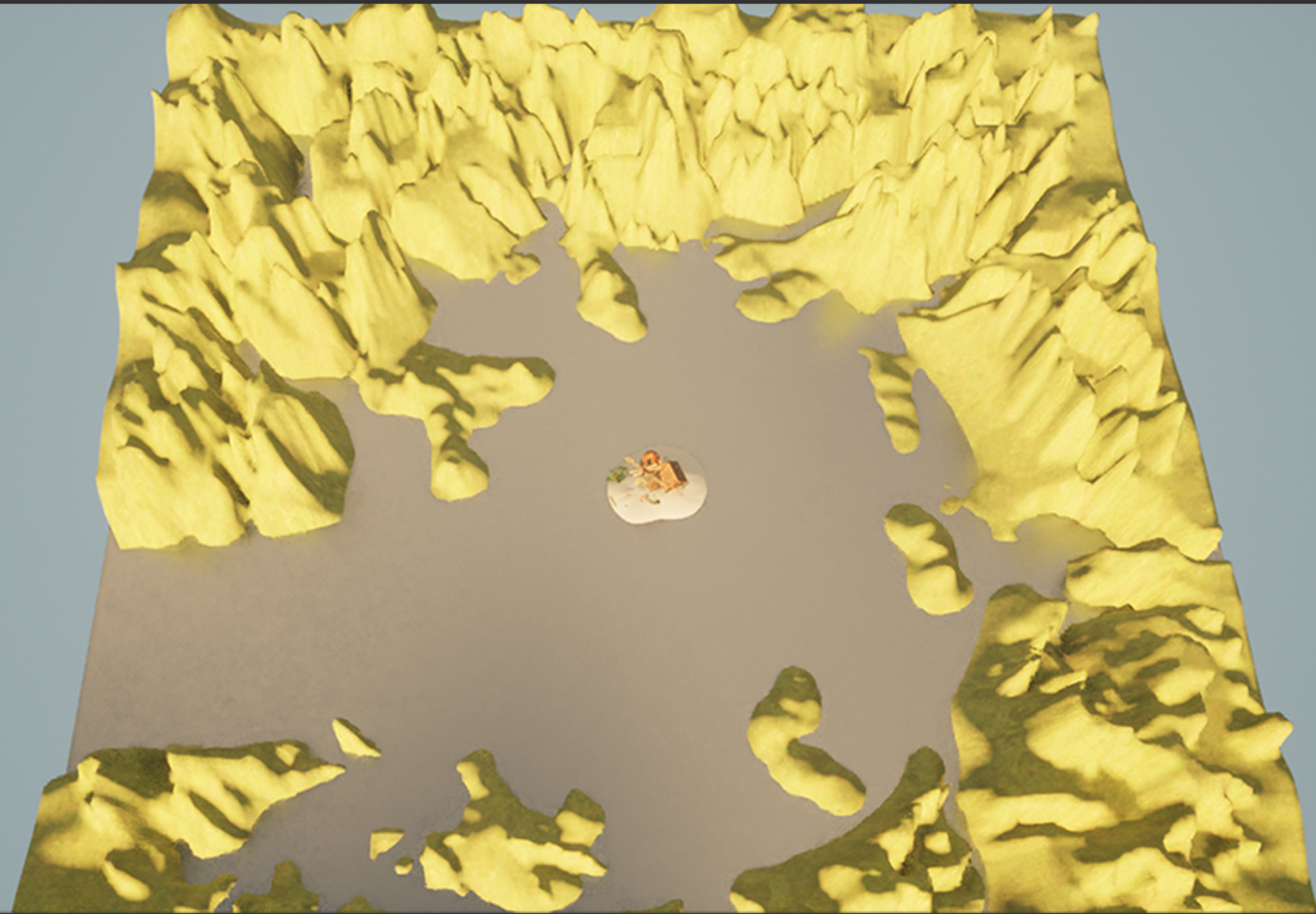


# ITGM 505N01/ A3: Diorama Environment

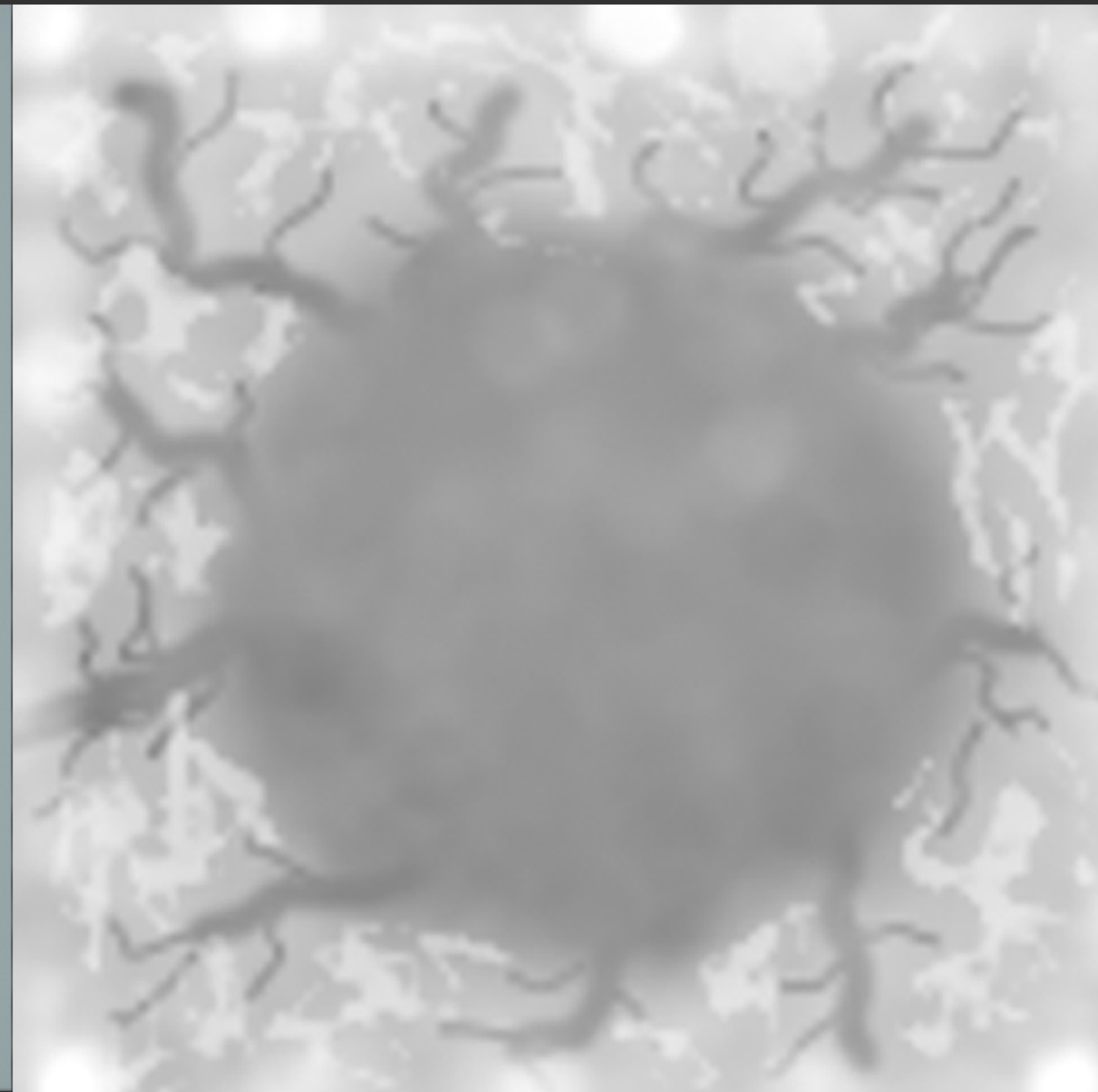
## Tree Render with Foliage







Unreal Viewport



Landscape Heightmap



















