

## Personal project proposal

Over the easter break, I took some time to really think about what I wanted to do for my personal project. I summarised the priorities I wanted to take away from this project. I want to:

- Develop skills in something I want to do in the future.
- Have something that will be relevant to show in my showreels for future jobs.
- Do something that will be a starting point that will lead to my Final Major Project.

Recently, I was really interested in being an environment designer for survival horror-type games. However, I took the part of environment designer for my Collab Unit project and realised that creating destroyed buildings was something I didn't entirely take to. I started to think about what else I could develop my skill in for this goal of mine. I really am passionate about fantasy and survival horror games, and within VFX I really enjoy 3D modelling, even though it's something I need development on.

I started to look at elements within these types of games, such as character design, environment design, and effects such as fire and water. What really stood out to me during this research was weapon design. The weapons in these games were so detailed and unique, and weapon design is vital in a lot of games that are being created in the industry.

I started to look at general 3D modelling of guns. These in particular stood out to me for the detail and aesthetic chose:



I really liked the idea of including a scope, and illuminated pieces of technology within these guns.

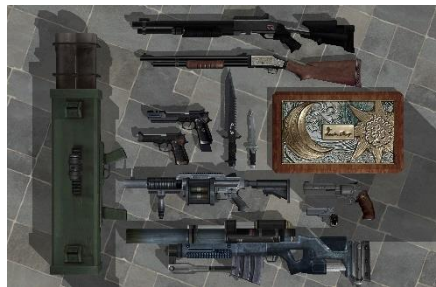
<https://sketchfab.com/3d-models/realistic-futuristic-assault-rifle-5a3e76de5a5d49c19daaabb4152b085>

<https://sketchfab.com/3d-models/ronan-rifle-55d8e4e977c54a989409dd80f9f2675a>

[https://www.reddit.com/r/Maya/comments/fl7i6c/finished\\_this\\_gun\\_concept/](https://www.reddit.com/r/Maya/comments/fl7i6c/finished_this_gun_concept/)



A game I took inspiration from was 'Resident Evil', with a vast array of weapon designs, from old-fashioned to new tech-designed guns:



<https://www.polygon.com/resident-evil-village-re8-guide-walkthrough/22434139/gun-weapon-list-attachment-customizable-part-mod-upgrade-handgun-magnum-shotgun-assault-rifle>

[https://www.youtube.com/watch?v=TJ6HMw\\_V82M](https://www.youtube.com/watch?v=TJ6HMw_V82M)

<https://www.deviantart.com/lezisell/art/Resident-Evil-Remake-REmake-Weapon-Pack-XPS-537621101>

I then started researching swords. A type of sword, in particular, I am really passionate about making is a fantasy sword. I love how these can be so creative, and colourful and have elements to them such as glowing lights and orbs. Some inspiration I found through research again were these:



<https://www.artstation.com/artwork/DAdm4E>

<https://www.drugscience.org.uk/metxd.php?vid=4&cid=173&zsh=sword+model+3d&xi=2&xc=21&pr=84.99>

<https://3docean.net/item/fantasy-sword-23-3d-model/27986339>

One game I take inspiration from for fantasy sword design is 'World of Warcraft'. The unique and wacky designs can combine fire and glowing orbs within the weapons:



<https://alessiarimmer.artstation.com/projects/XBNlgY>

These designs also got me thinking about how I could add another layer to my personal project and challenge myself some more by adding animation to my weapon design, If I were to make a fantasy sword I could make a glowing orb floating on the handle, or even make the fire animated that is radiating from the sword.

If I were to apply animation to a gun, I could perhaps showcase technical parts opening within the gun. Example of this here: <https://sketchfab.com/3d-models/ronan-rifle-55d8e4e977c54a989409dd80f9f2675a>