MTEC 3175

Week 9 - Create 3D or 2D Assets!

Lecture – 3D and 2D Assets

Lab – Build Assets

This Week's Plan

- Art Experience Check
- Start downloading tools (?)
- Lecture: 3D and 2D Assets
- Lab: Adding Art to Team Projects

Go install tools! (Blender? Paint.NET?)

Demo: 3D and 2D Assets

(Or: How To Compensate for a Near-Zero Art Stat)

Y9 M12 W1 • $61,033.0K

4

Level Up

Walt Sidney

Yay!

Program	469	+40
Scenario	381	+30
Graphics	390	+30
Sound	286	+30

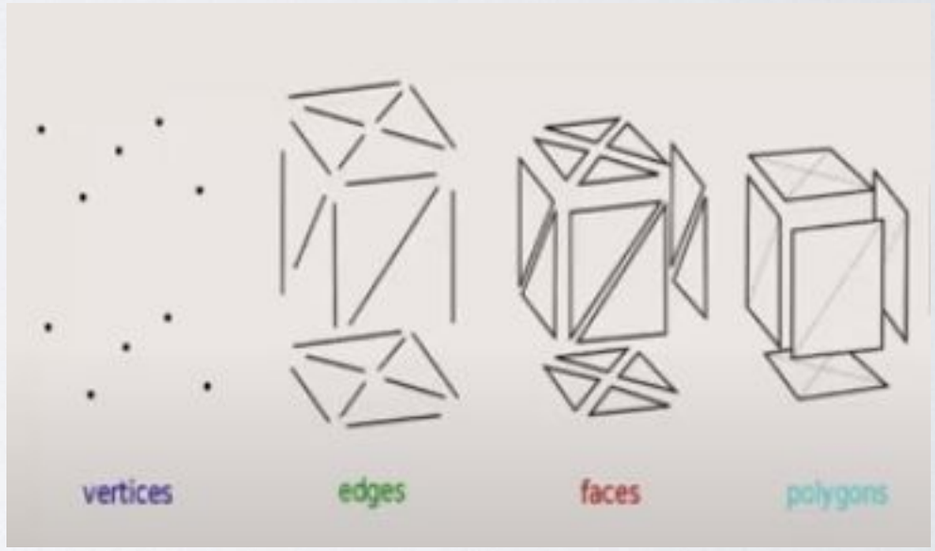
Salary +20%: $518.4K → $622.0K

OK

Debugging Hype 45 Fame 70 4

3D Art Fundamentals

- Maybe the whole class knows all this already?
- Define: Verts, Edges, Faces, Polys, Mesh, Texture, Material
- Moar Terms: Albedo, Culling, Normals, Alpha, Shaders

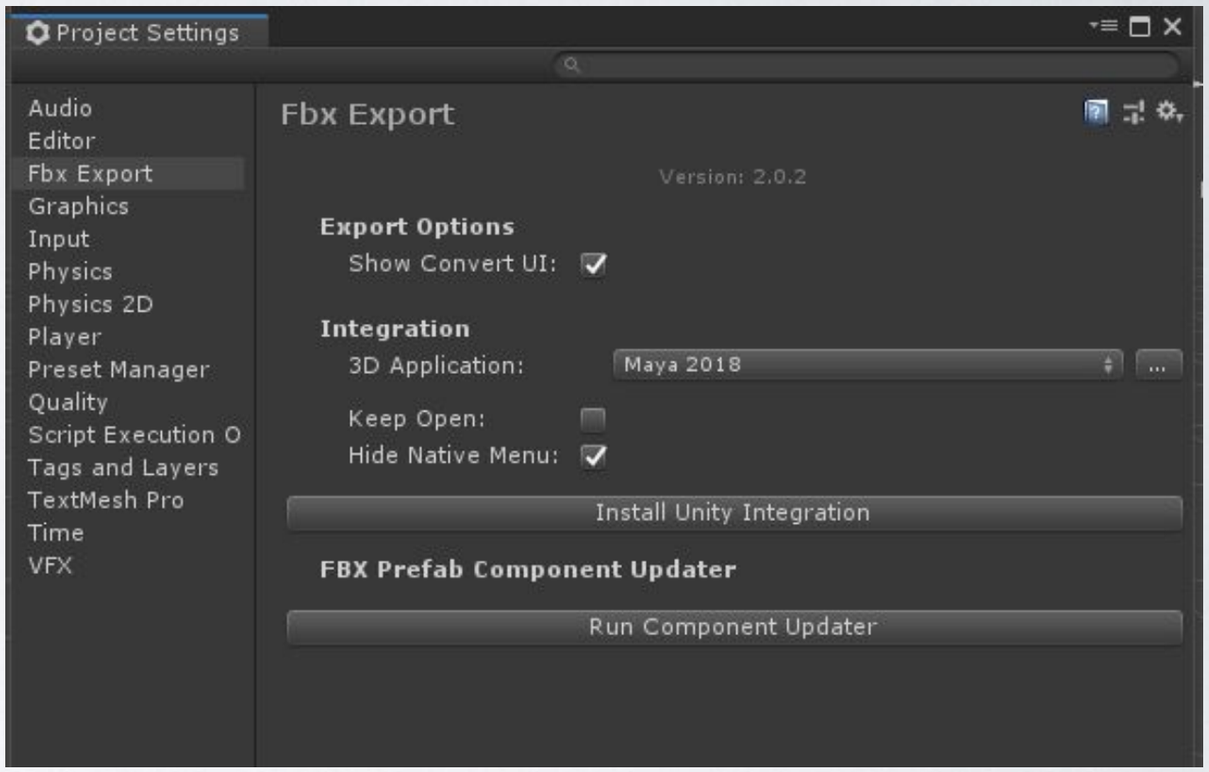


3D Art Tools

2D Art Tools

Unity File Formats

- 2D
  - Can't use .gifs or .svg
  - .png or . jpg is best



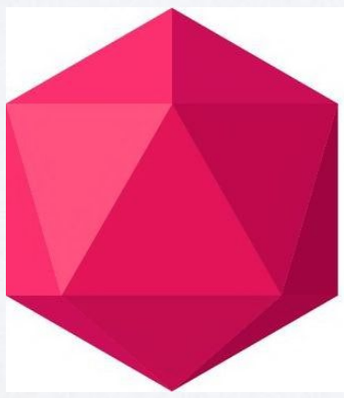
- 3D
  - .blend & .maya files directly supported, but require a local install - terrible for teams
  - .fbx is best, .obj usually also fine

Quick Assets: 3D

- Google Poly
- Turbosquid
- Sketchfab
- CGTrader
- free3d.com
- Kenney!

cgtrader

Sketchfab



Poly

Quick Assets: 2D

- Google Images

- OpenGameArt

- Spriters Resource

- Kenney Again

Demo Time?

(Introducing Mike G!)

Atlassian SourceTree

GitKraken

https://github.com/entertainmenttechnology/Levine-MTEC3175-Fall2020.git

Google Sheets

USUAL DEV WEEK 2 HOMEWORK

- Continue development!

- Make appointment for a Midterm Meeting on Calendly: calendly.com/sjklevine

- (Recommended) Finish adding initial round of 2D or 3D art resources to your project repo

- (Totally Optional) Blender & Sprite Tutorials - See OpenLab

HOMEWORK CLARIFICATION

- Start development w/ initial commit to repo!

- Make appointment for a Midterm Meeting on Calendly: calendly.com/sjklevine

- Recommended:
  - Add an initial round of 2D or 3D art resources to your project repo
  - Initial tasking added to issue tracker (Trello)
- Optional:
  - Unity Tutorials - See OpenLab
  - Blender & Sprite Tutorials - See OpenLab