

Wild West

Short Pitch

Creating a realistic environment of the Wild West (Rose Creek 1879)

Long Pitch

I would like to do the environment of The movie *Magnificent Seven* (2016, Antoine Fuqua). The movie portrait the Wild West - Rose Creek Town in 1879 - but in the springtime. It shows the town of a saloon, church and other shops. Also there is a pond at the end of the small town and mountains and walnut trees in the distance.





The scene should be at daytime, therefore the color palette is involving brown, yellow and green. There will be dust flowing smoothly as well.



Objectives and Achievements

1. Consistent art style, surfacing, lighting, and modeling details.
2. Realist art style
3. Create animation, shaders, particles and sound effects.

Schedule

Date	Due	Working for Next Week
05/07/2018	Project Pitch, Asset List, References, Whitebox	Modeling and Texturing
05/08/2018-05/31/2018	Modeling and Texturing Setting up the scenes and the objects and textures	Setting up the scenes Particle systems, lightings, animations and sound
06/01/2018-06/30/2018	Setting up the scenes and the objects and textures Particle systems, lightings, animations and sound	Final polish
07/02/2018	Full build of final project	Presentation

Asset List

#	Priority	Set	Type	Asset	Material	Textures
1	high	Ground	Landscape	Landscape	m_rockyGround	t_rockyGround_diffuse t_rockyGround_normal t_rockyGround_roughness
2	high	trees	Static mesh	Sm_tree1 Sm_tree2 Sm_tree3	m_tree	T_tree_diffuse T_tree_normal t_tree_roughness

				Sm_tree4 sm_tree5		
3	high	grass	Static mesh	sm_grass1	m_grass1	T_grass_diffuse T_grass_normal t_grass_roughness
4	high	pond	mesh	sm_water	m_water	T_water_diffuse T_water_normal t_water_roughness
5	high	church	mesh	sm_church	m_church	T_church_diffuse T_church_normal t_church_roughness
6	high	Church bell	mesh	sm_bell	m_bell	T_bell_diffuse T_bell_normal t_bell_roughness
7	high	Wagon shop	mesh	sm_wagonBu ilding	m_wagonBuildin g	t_wagonBuilding_diffuse t_wagonBuilding_normal t_wagonBuilding_roughness
8	high	Boarding house	mesh	sm_boarding House	m_boardingHous e	t_boardingHouse_diffuse t_boardingHouse_normal t_boardingHouse_roughness
9	high	Sheriff Office	mesh	sm_sheriffOff ice	m_sheriffOffice	t_sheriffOffice_diffuse t_sheriffOffice_normal t_sheriffOffice_roughness
10	high	stable	mesh	sm_stable	m_stable	T_stable_diffuse T_stable_normal t_stable_roughness
11	high	saloon	mesh	sm_saloon	m_saloon	T_saloon_diffuse T_saloon_normal t_saloon_roughness
12	high	Houseware Store	mesh	sm_housewa reStore	m_housewareSto re	t_housewareStore_diffuse t_housewareStore_normal t_housewareStore_roughness
13	high	Bank	mesh	sm_bank	m_bank	t_bank_...
14	high	Furniture store	mesh	sm_furnitureS tore	m_furnitureStore	t_furnitureStore_...
15	high	shop	mesh	sm_shop	m_shop	t_shop_...
16	high	tents	mesh	Sm_tent1 Sm_tent2 sm_tent3	M_tent1 M_tent2 m_tent3	T_tent1_... T_tent2_... t_tent3_...

17	high	Wooden boxes	mesh	sm_woodenBox	m_woodenBox	t_woodenBox_...
18	high	Small homes	mesh	Sm_house1 Sm_house2 sm_house3	M_house1 M_house2 M_house3	T_house1_... T_house2_... t_house3_...
19	high	ladder	mesh	sm_ladder	m_ladder	t_ladder1_...
20	high	barrels	mesh	sm_barrel	m_barrel	t_barrel_...
21	high	Wood pieces	mesh	Sm_wood1 sm_wood2 sm_wood3	M_wood1 M_wood2 m_wood3	T_wood1_... T_wood2_... t_wood3_...
22	high	wagon	mesh	sm_wagon	m_wagon	t_wagon_...
23	high	dirt	decal	-	m_dirt	t_dirt_...
24	high	chairs	mesh	Sm_chair1 Sm_chair2 sm_chair3	M_chair1 M_chair2 m_chair3	T_chair1_... T_chair2_... T_chair3_...
25	high	tables	mesh	Sm_table1 Sm_table2 sm_table3	M_table1 M_table2 m_table3	T_table1_... T_table2_... T_table3_...
26	high	bucket	mesh	sm_bucket	m_bucket	t_bucket_...
27	high	fense	mesh	sm_fense	m_fense	t_fense_...
28	high	Sematory	mesh	Sm_cross1 Sm_cross2 sm_cross3	M_cross1 M_cross2 m_cross3	T_cross1_... T_cross2_... T_cross3_...
29	low	bar	mesh	sm_bar	m_bar	t_bar_...
30	high	sky	skybox			
31	low	glass	mesh	sm_glass	m_glass	t_glass_...
32	low	candle	mesh	sm_candle	m_candle	t_candle_...
33	low	Bottles	mesh	Sm_bottle1 Sm_bottle2 sm_bottle3	M_bottle1 M_bottle2 M_bottle3	T_bottle1_... T_bottle2_... T_bottle3_...
34	low	stairs	mesh	sm_stairs	m_stairs	t_stairs_...
35	low	scarecrow	mesh	sm_scarecrow	m_scarecrow	t_scarecrow_...
36	medium	rocks	mesh	Sm_rock1 Sm_rock2	M_rock1 M_rock2	t_rock_...

				sm_rock3	m_rock3	
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Wireframe

