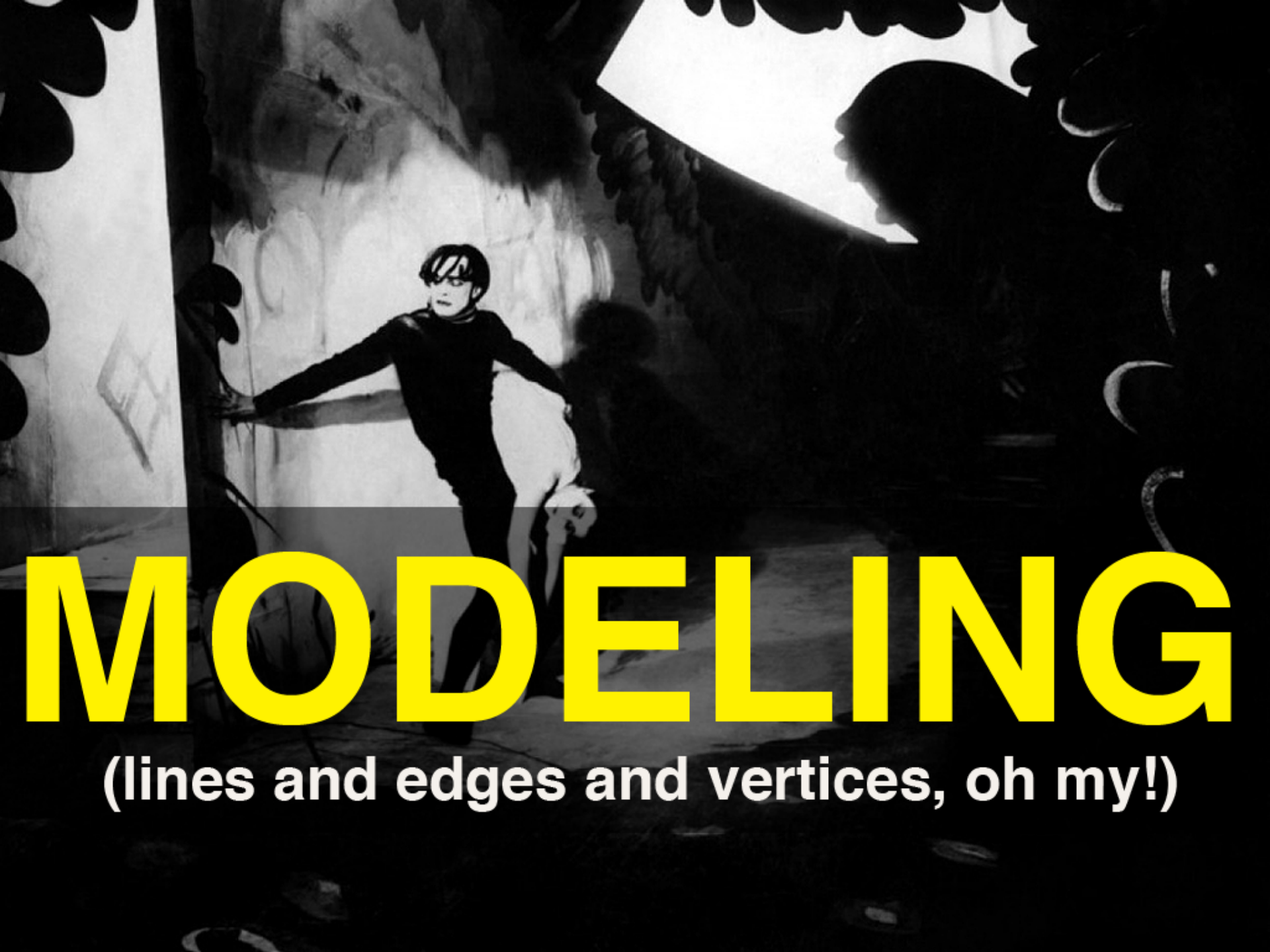

3D GAMES
(psst... they're not that hard)


Lost Toys
BEST GAME DESIGN
SENSE OF WONDER | TOKYO GAME SHOW
2013
MOST ARTISTIC
DEVELOPER SHOWCASE | CODAME
2013
OFFICIAL SELECTION
MINIBOOTH | INDIE MEGABOOTH
2013
MOST PROMISING
INDIE PRIZE | CASUAL CONNECT
2013
FINALIST
GAMERS VOICE | SXSW INTERACTIVE
2014

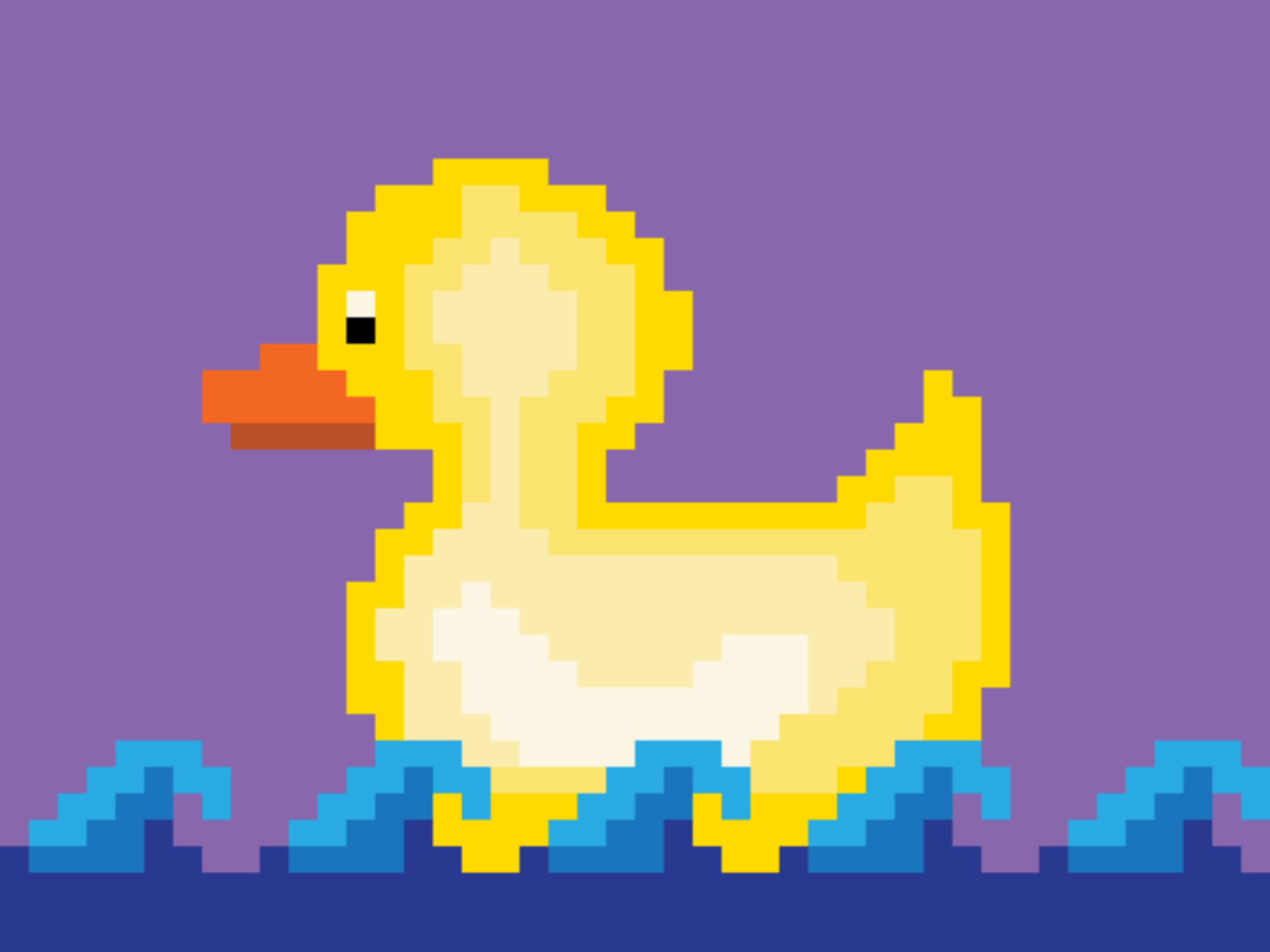


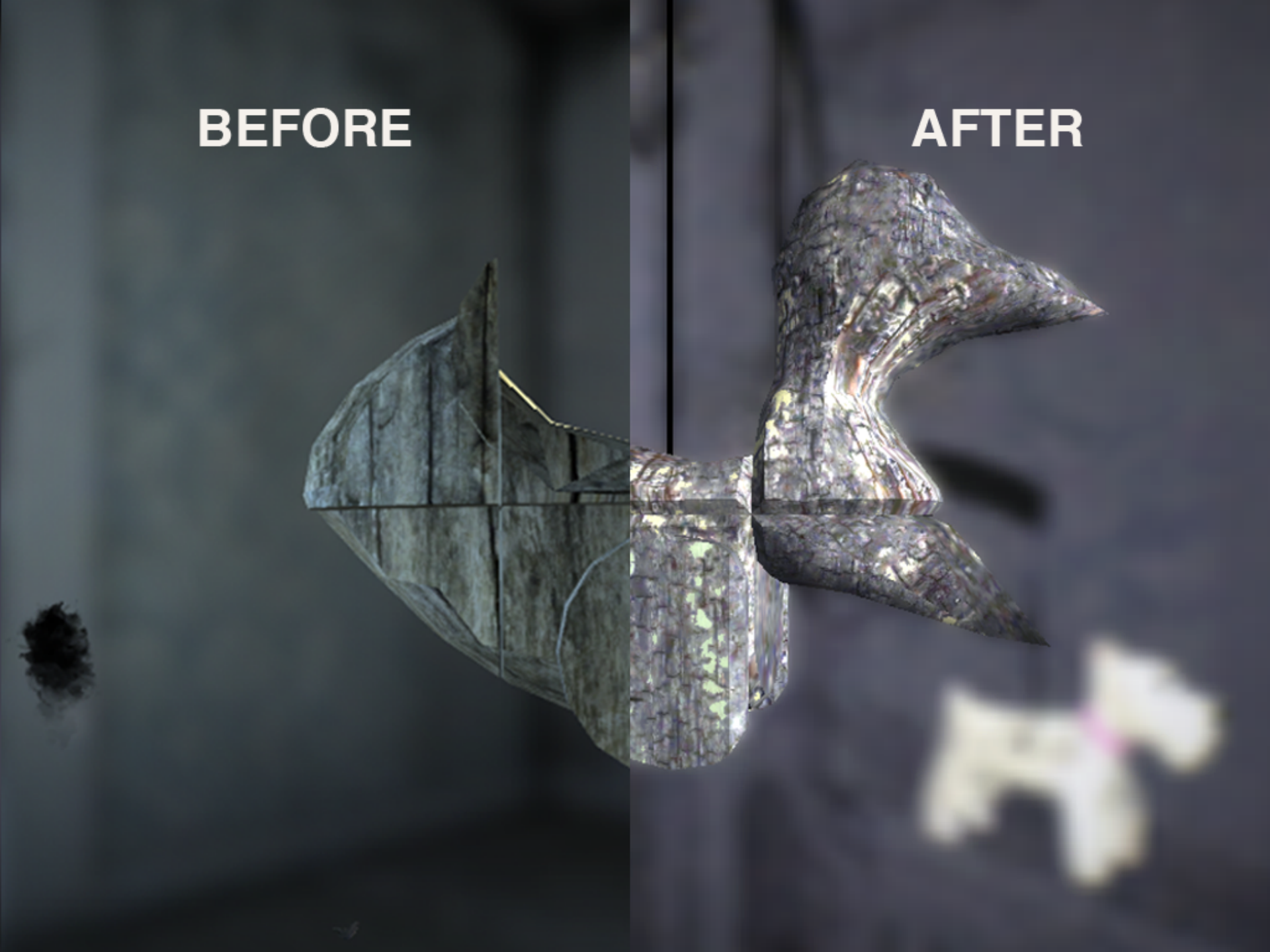
MODELING

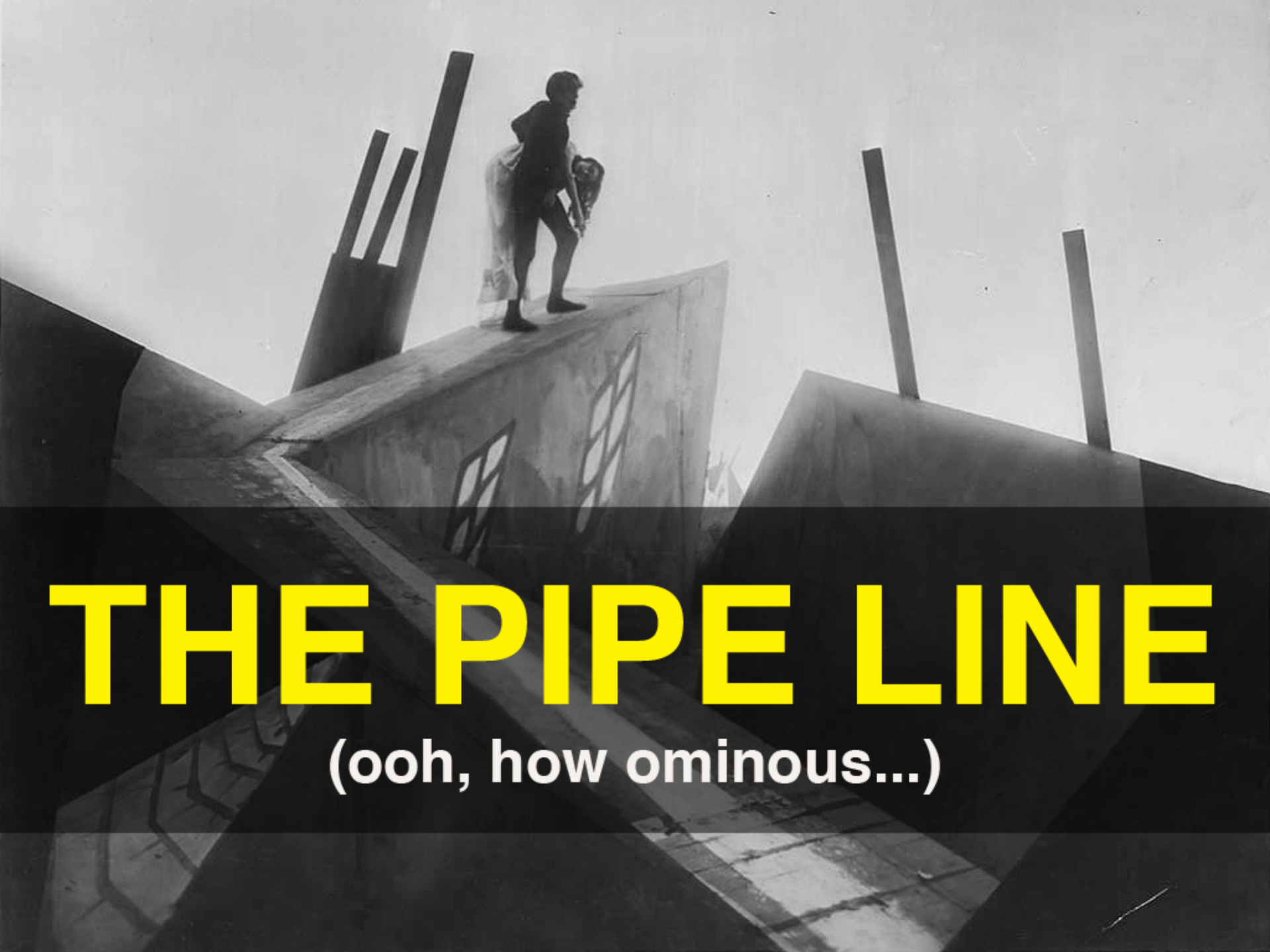
(lines and edges and vertices, oh my!)

WHY BOTHER?

(really, why?)

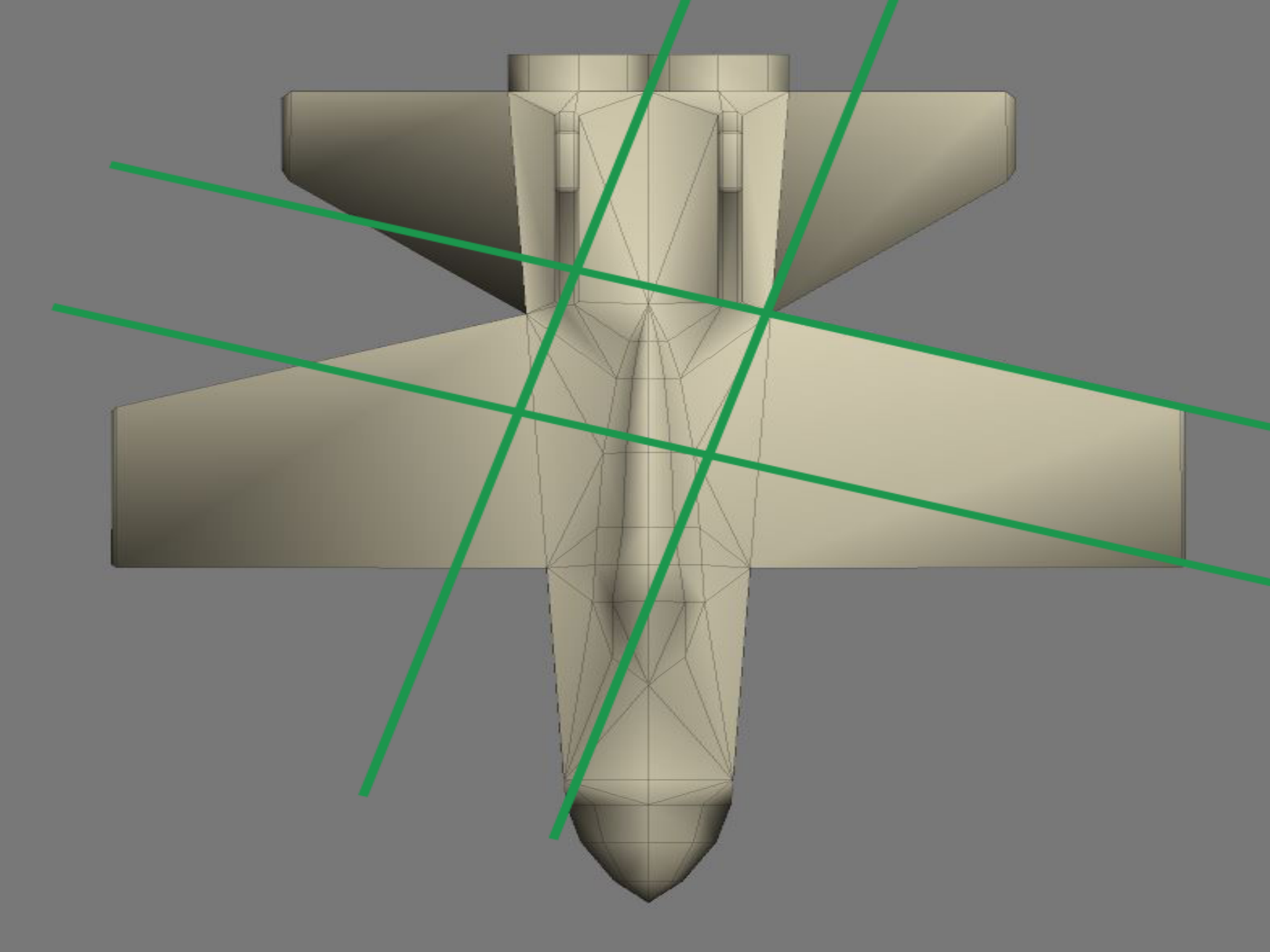


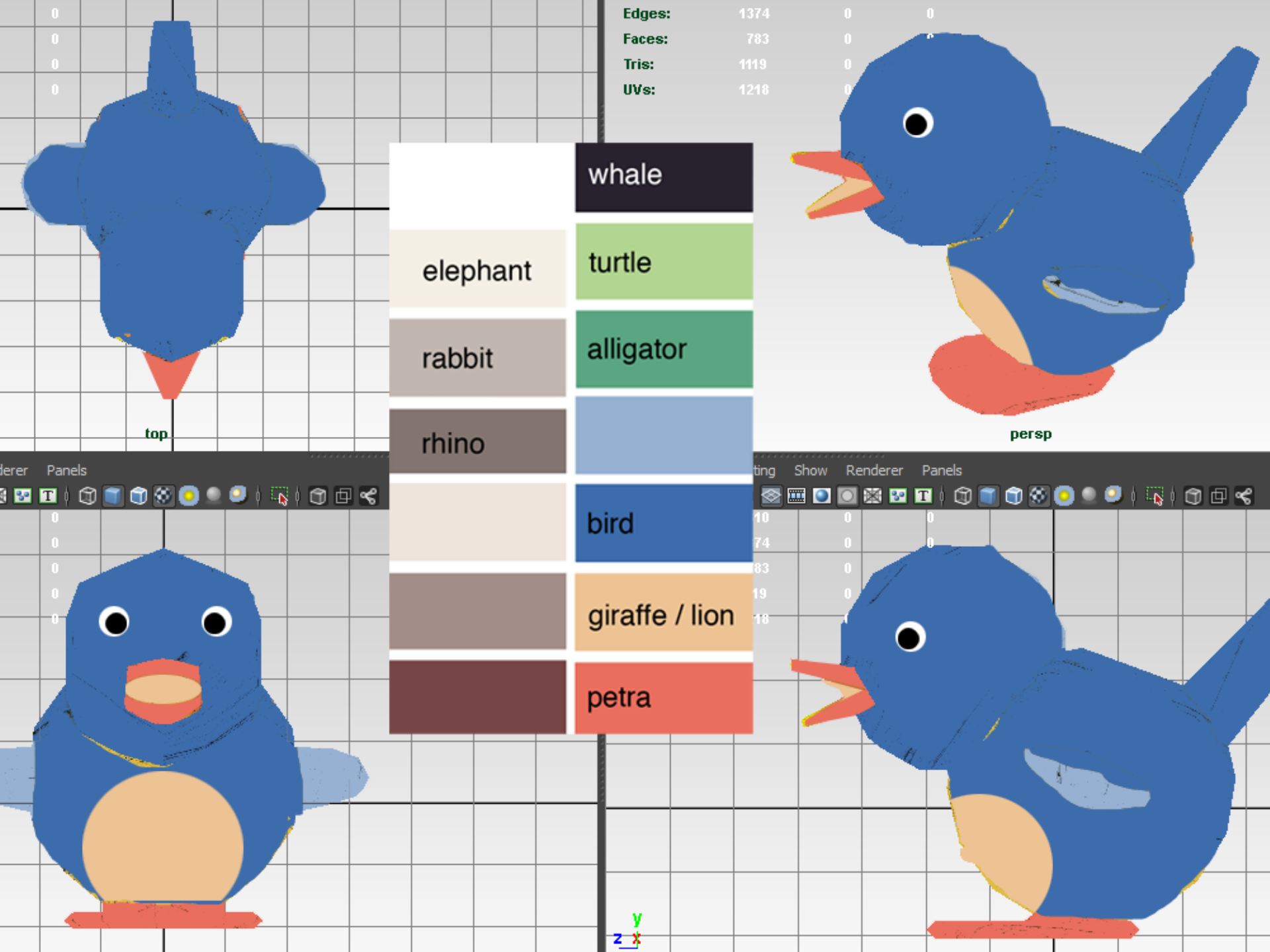

BEFORE
AFTER



THE PIPE LINE

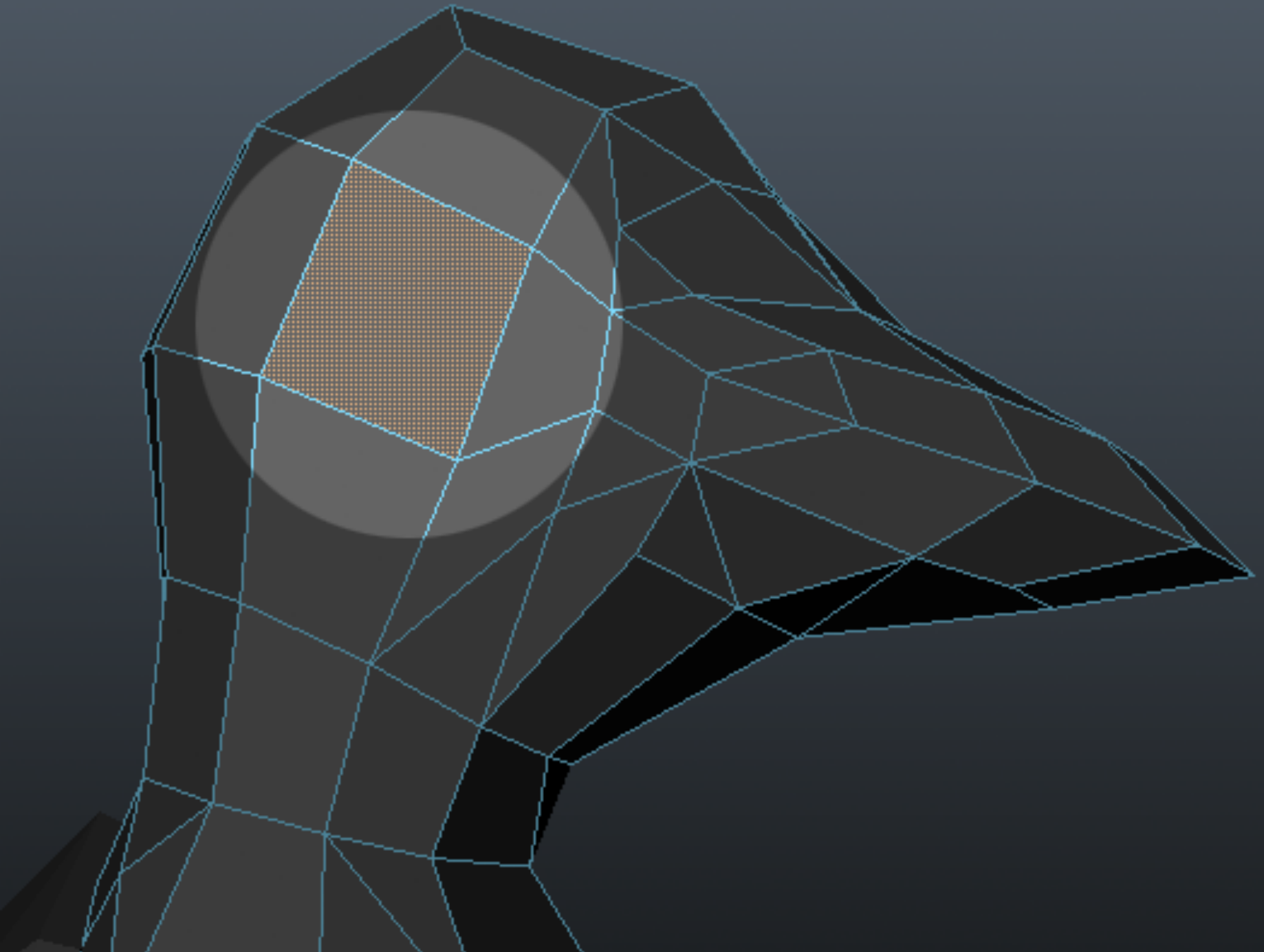
(ooh, how ominous...)

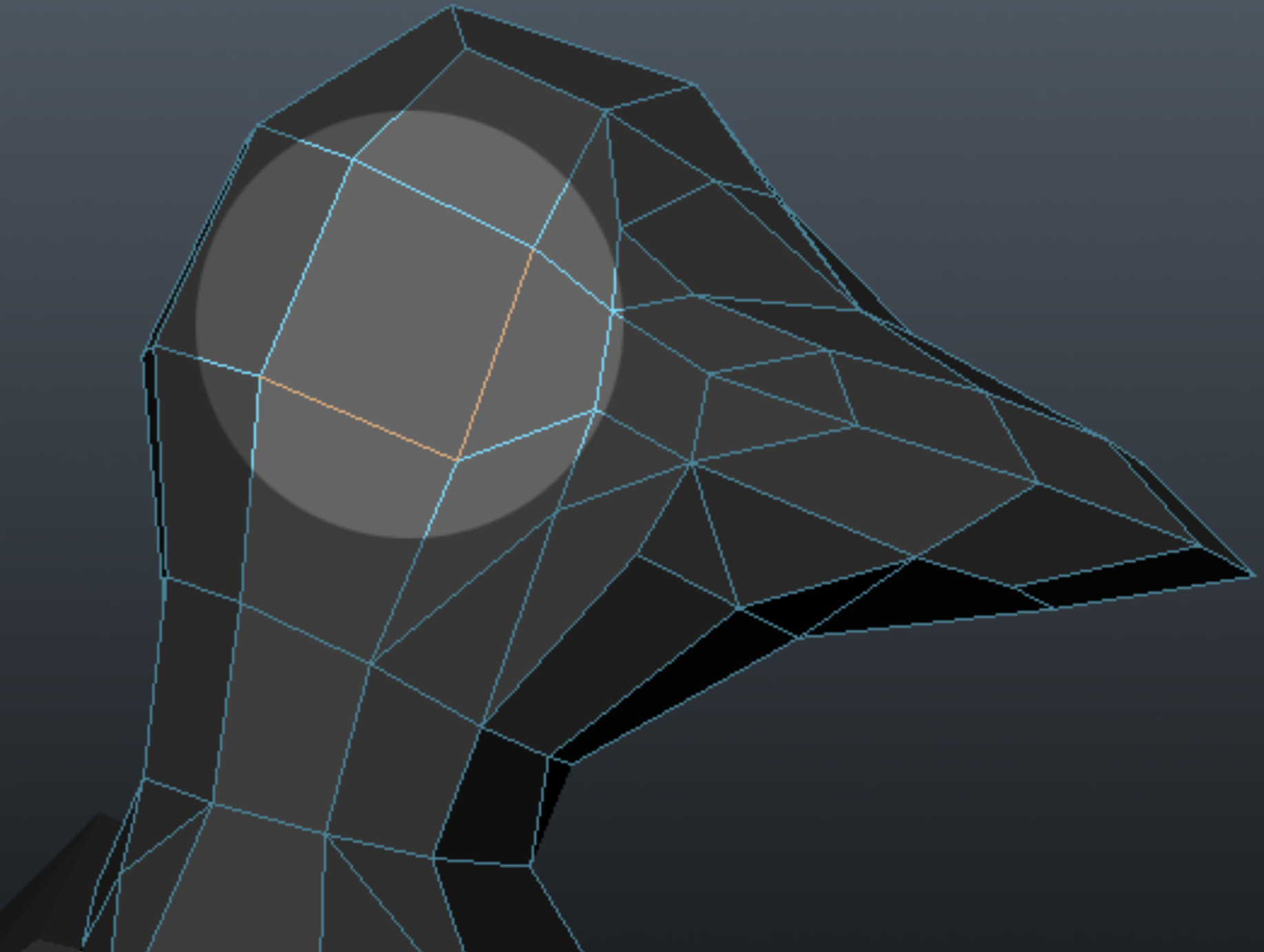


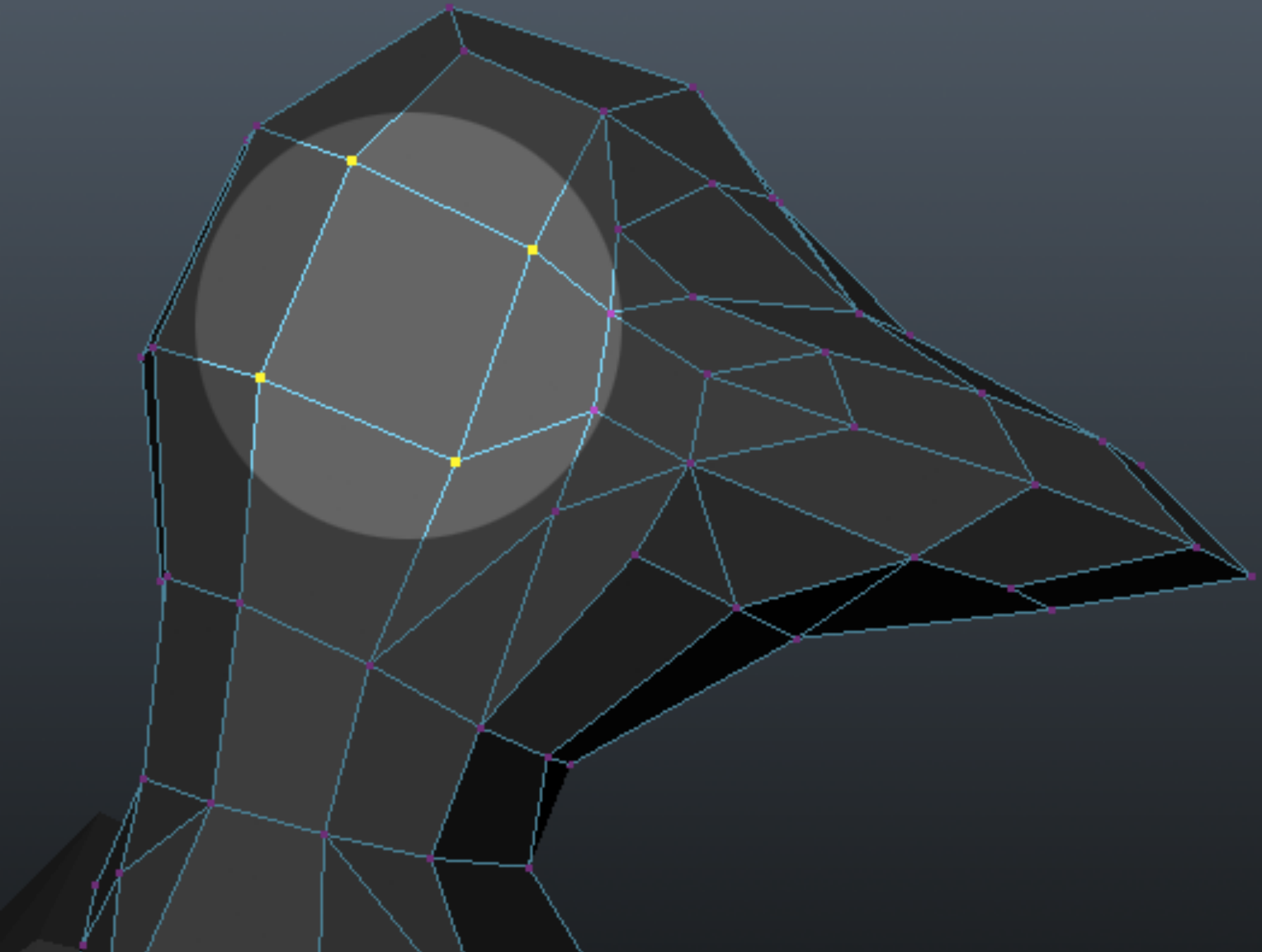

Edges: 1374 0 0
Faces: 783 0
Tris: 1119 0
UVs: 1218 0
top
persp
Panels
Renderer
Panels
whale
elephant
turtle
rabbit
alligator
rhino
bird
giraffe / lion
petra

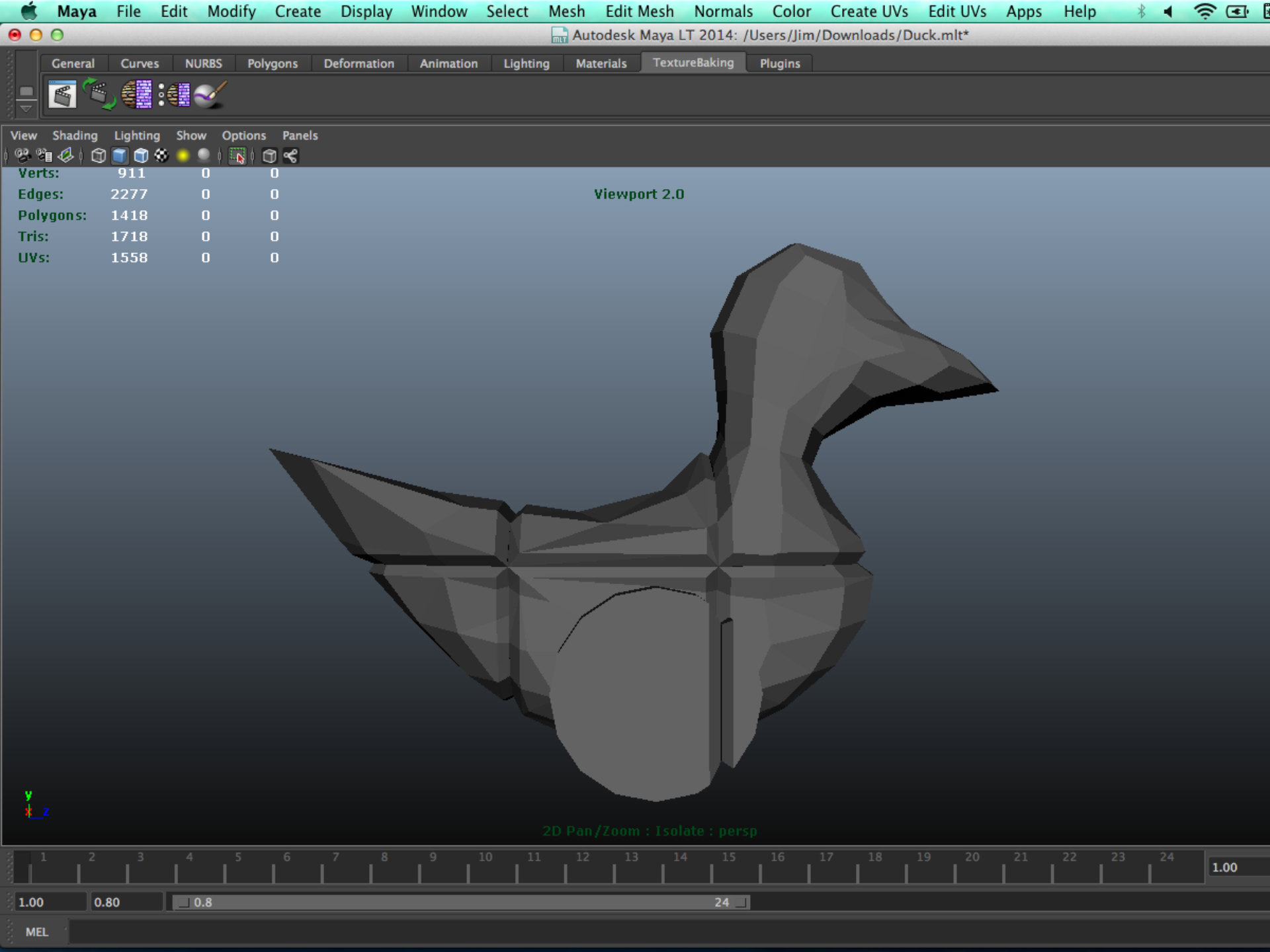

eathered }
spectrum

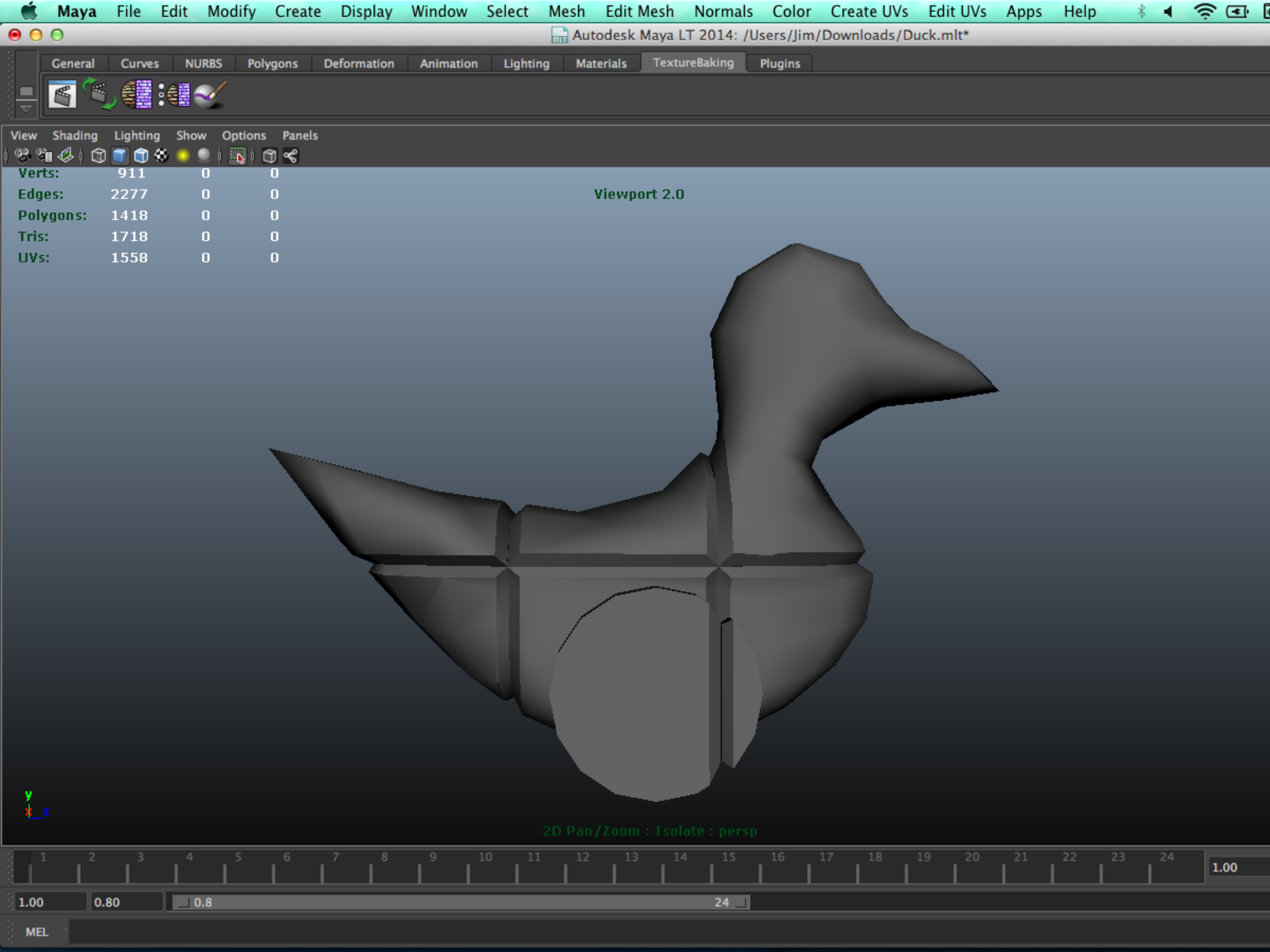

seeds








Maya File Edit Modify Create Display Window Select Mesh Edit Mesh Normals Color Create UVs Edit UVs Apps Help
Autodesk Maya LT 2014: /Users/Jim/Downloads/Duck.mlt*
General Curves NURBS Polygons Deformation Animation Lighting Materials TextureBaking Plugins
View Shading Lighting Show Options Panels
Verts: 911 0 0
Edges: 2277 0 0
Polygons: 1418 0 0
Tris: 1718 0 0
UVs: 1558 0 0
Viewport 2.0
2D Pan/Zoom : Isolate : persp
1.00
1.00 0.80 0.8 24
MEL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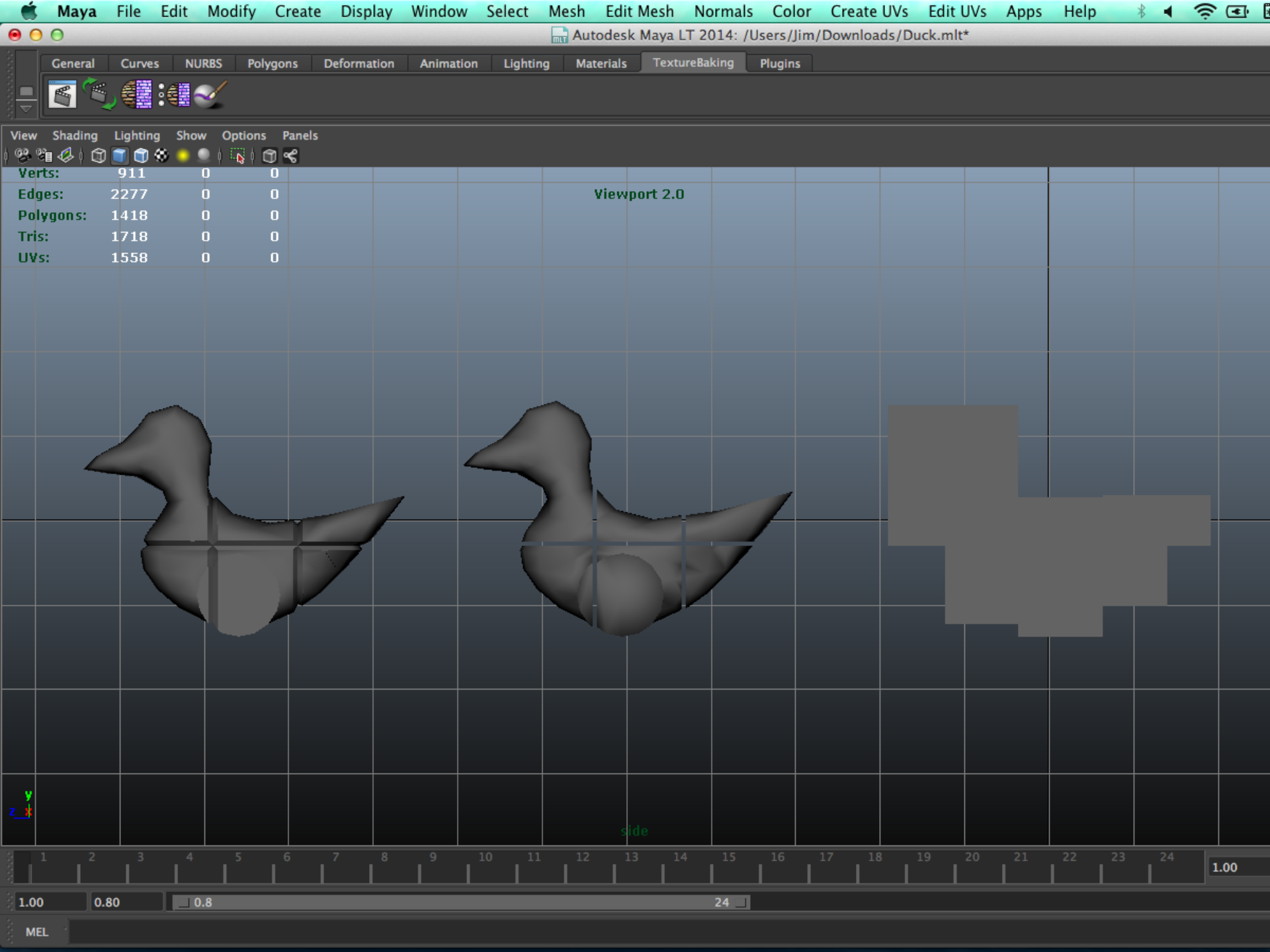
UVs: 1558 0 0
Viewport 2.0
2D Pan/Zoom : Isolate : persp
1.00
1.00
0.80
0.8
24
MEL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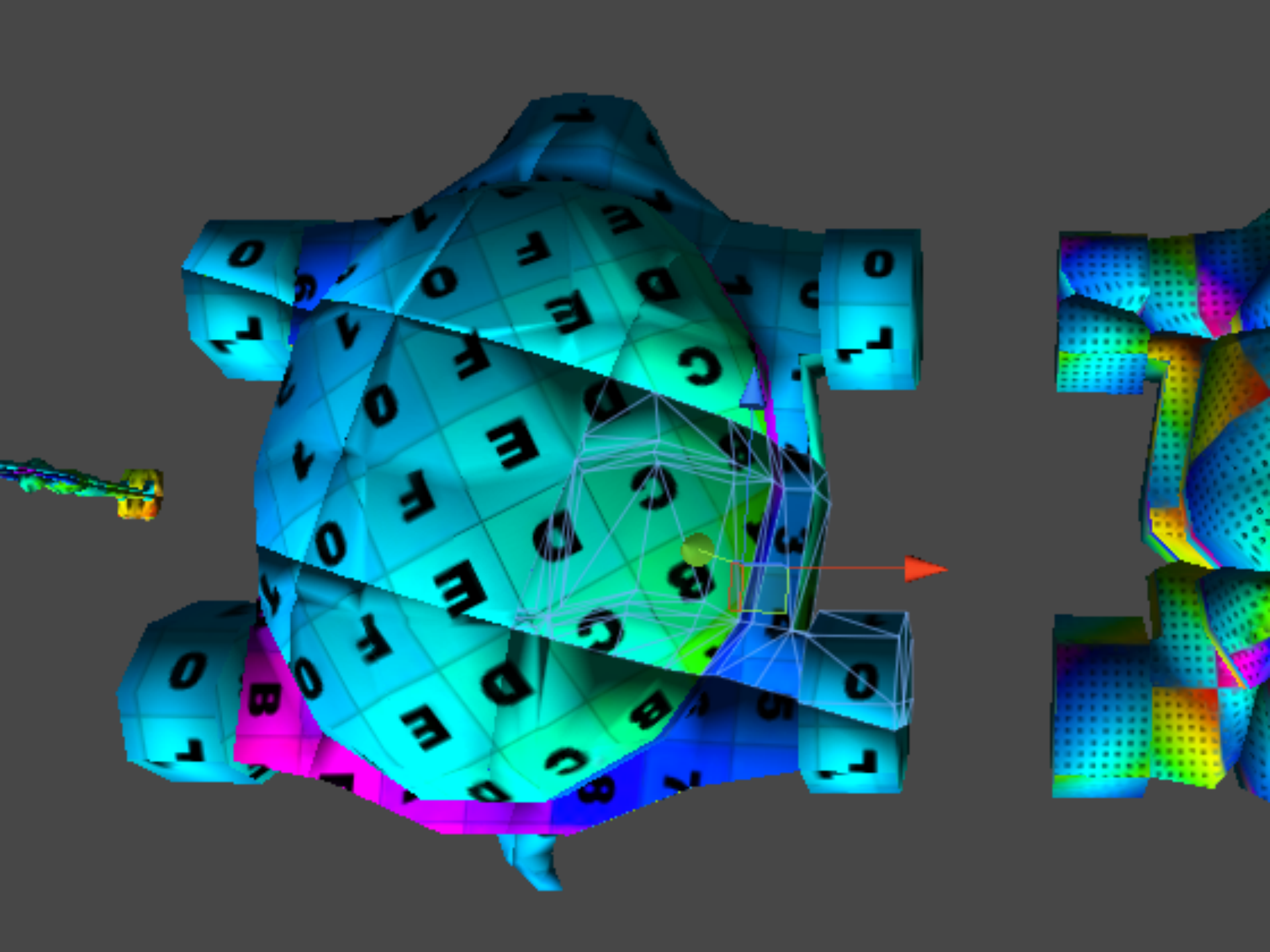
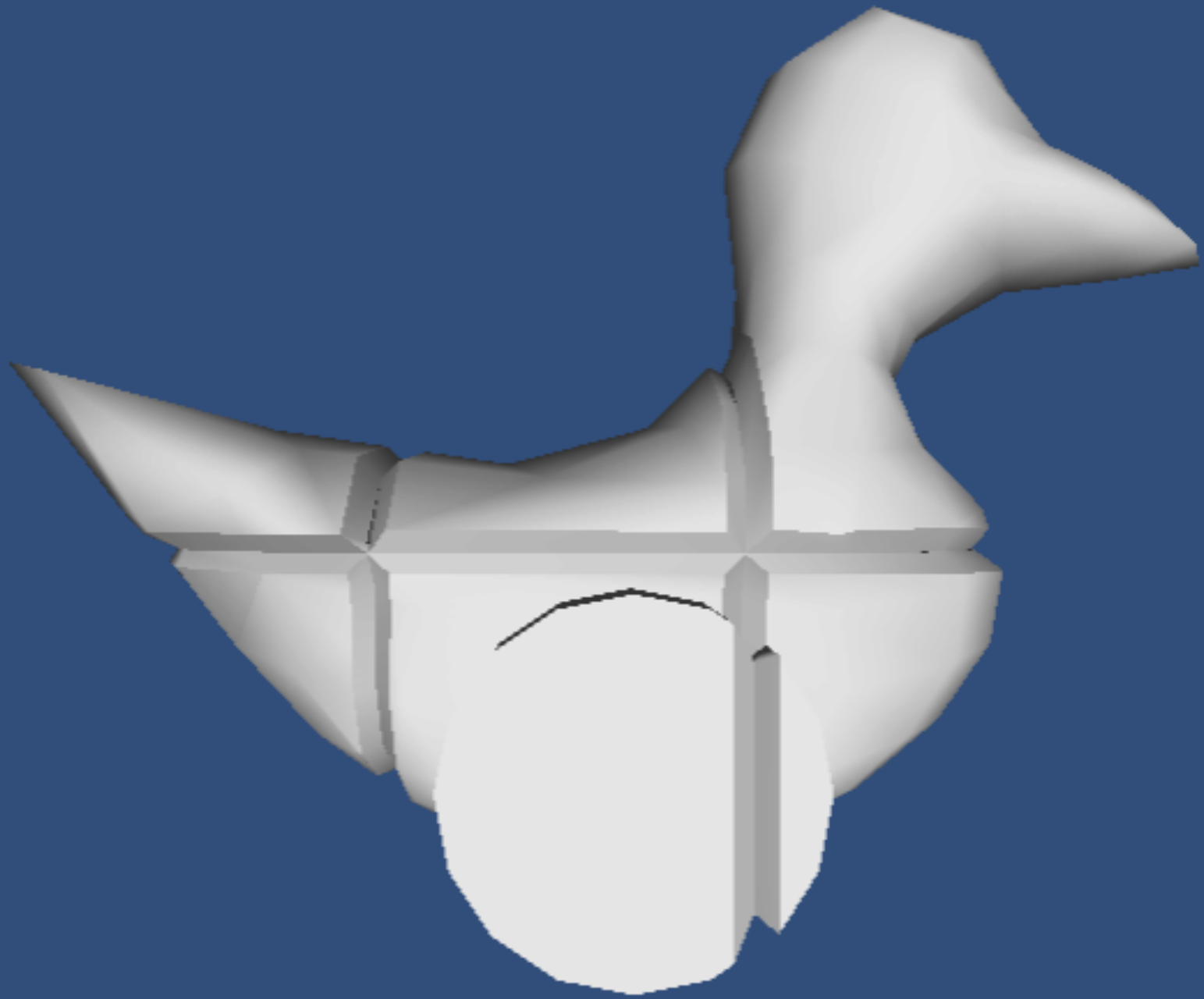
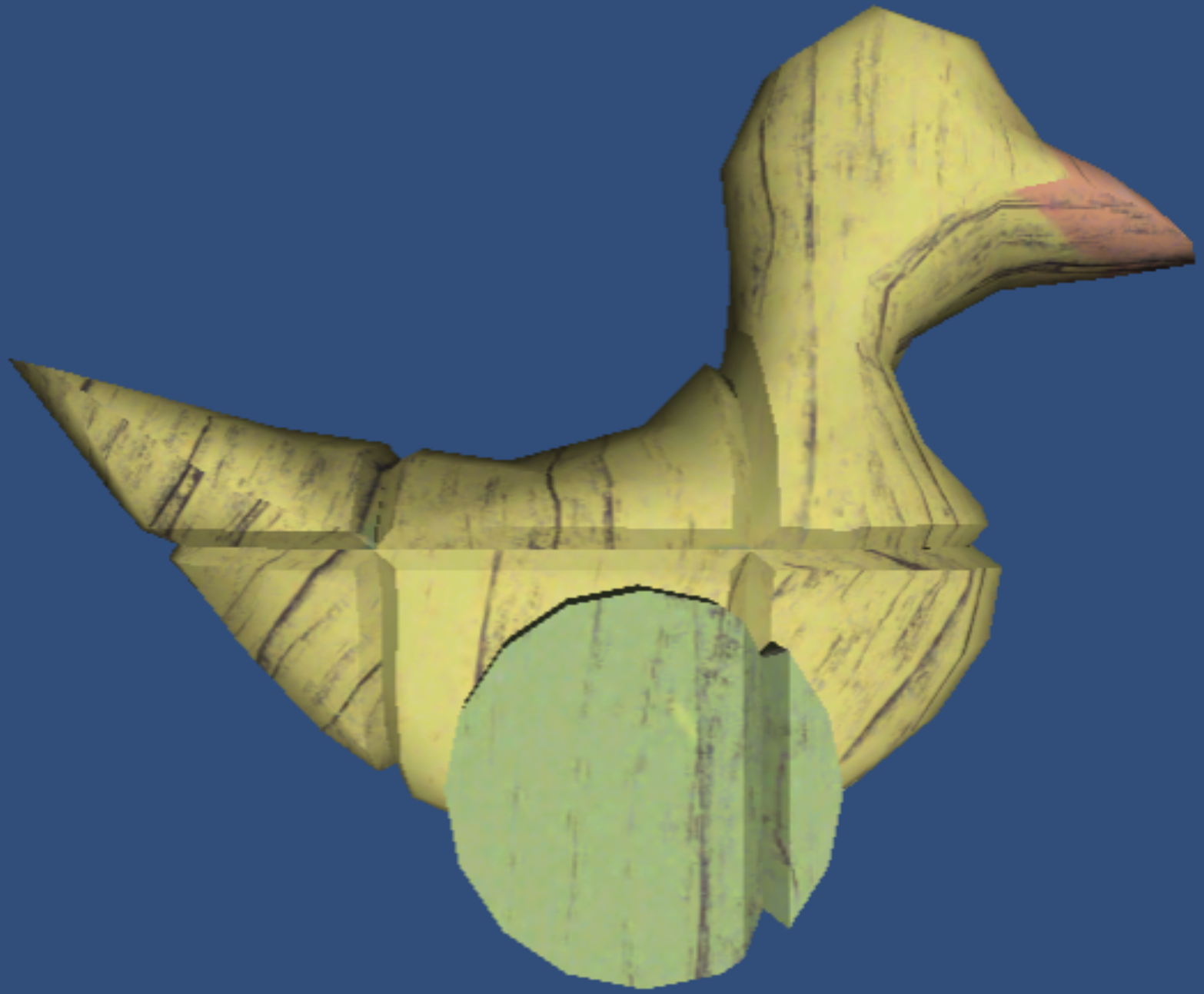
Autodesk Maya LT 2014: /Users/Jim/Downloads/Duck.mlt*
General Curves NURBS Polygons Deformation Animation Lighting Materials TextureBaking Plugins
View Shading Lighting Show Options Panels
Verts: 911 0 0
Edges: 2277 0 0
Polygons: 1418 0 0
Tris: 1718 0 0
UVs: 1558 0 0
Viewport 2.0
side
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
1.00
1.00 0.80 0.8 24
MEL

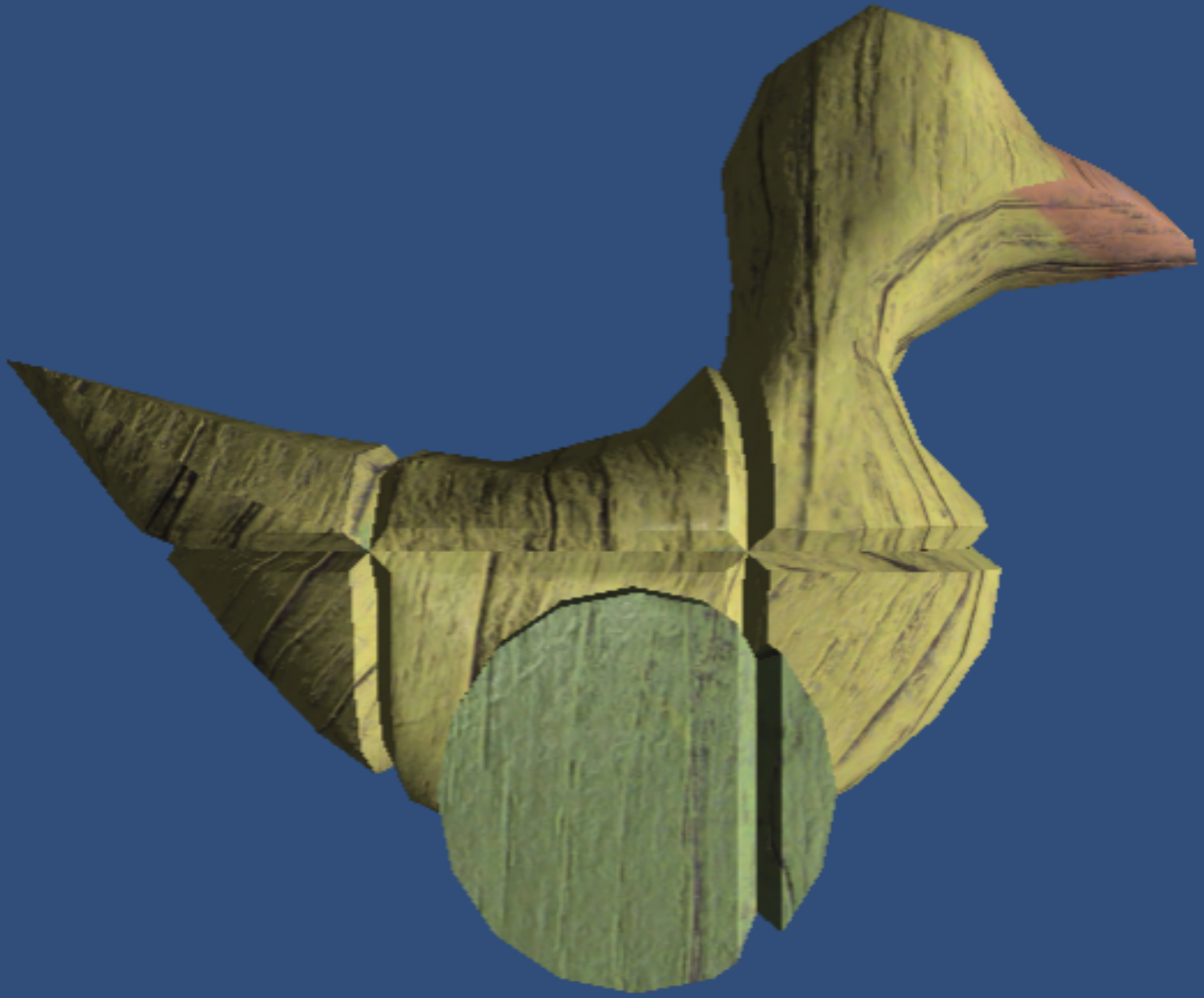
TEXTURES

(it's all in the look)







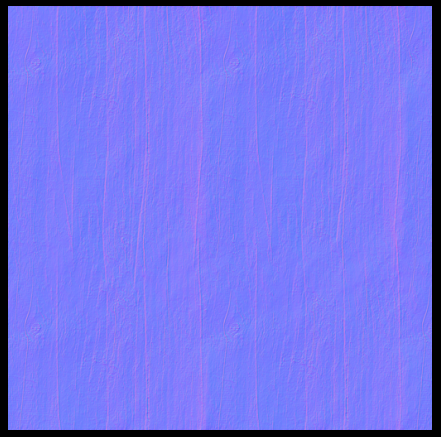



SHADERS
(with great power comes great responsibility)

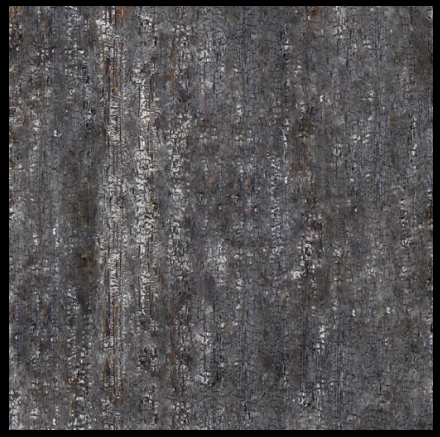
DUCK PAINT

DISSOLVE GUIDE
(shared)

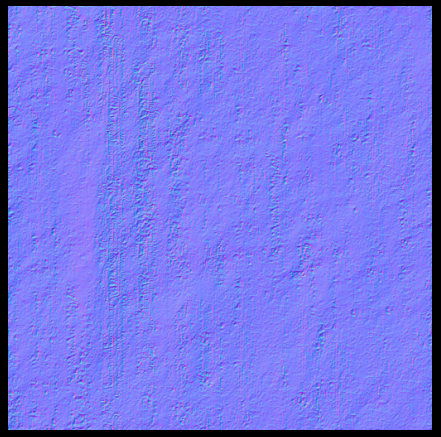
WOOD NORMALS
(shared)

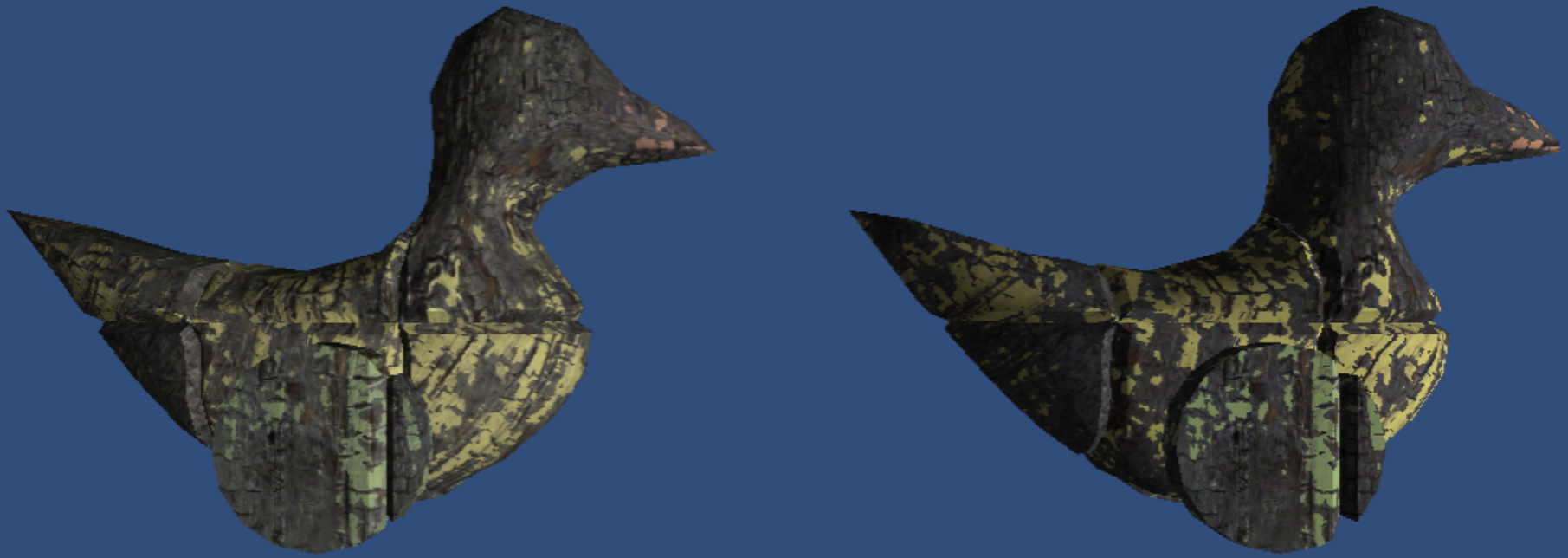


ASHES
(shared)



ASH NORMALS
(shared)



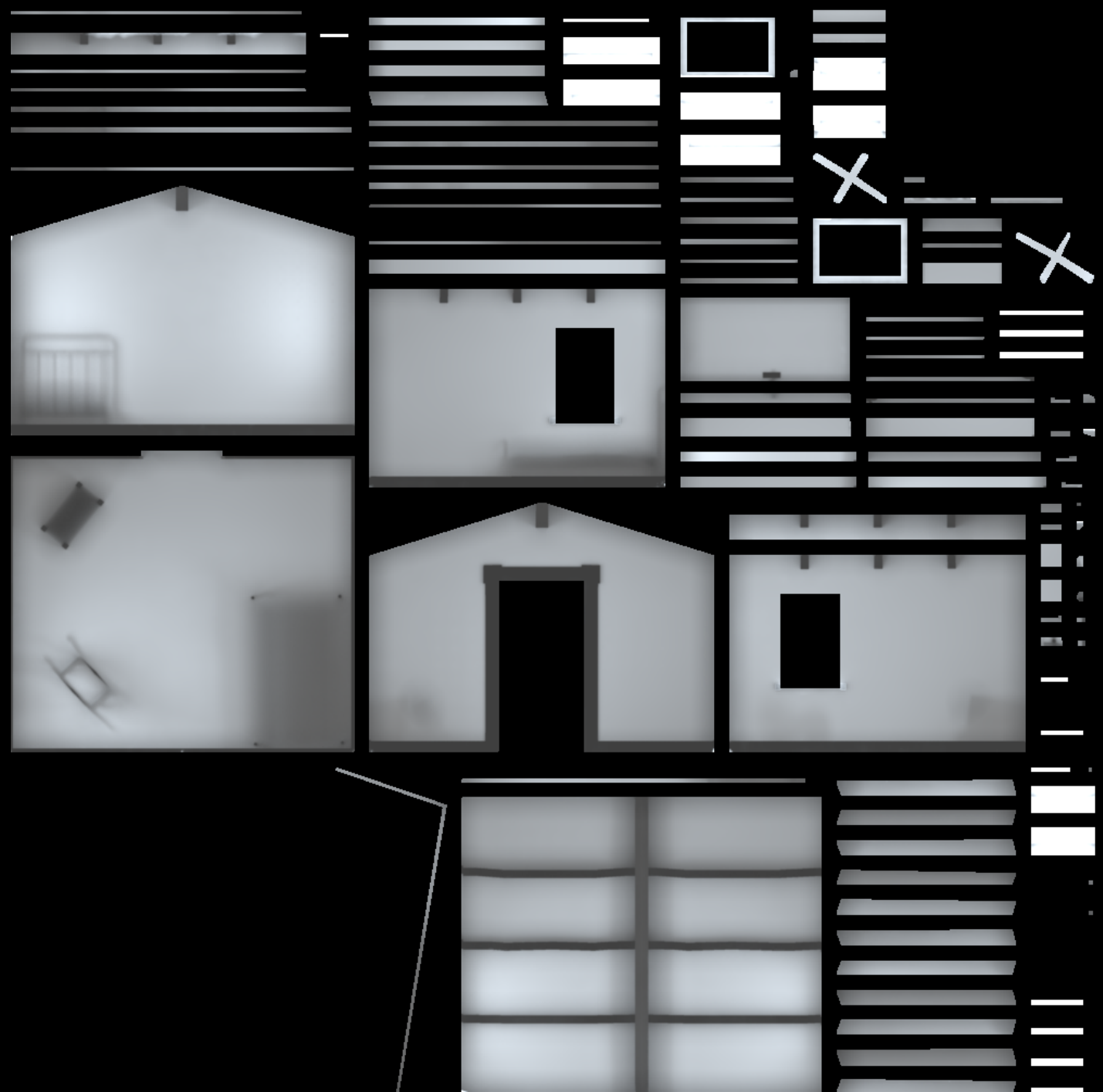


```
73      fixed dissolve = saturate(ashColor.a + _DissolveTime); // Dissolve guide stored in ash texture alpha
74      fixed rounded = lerp(round(dissolve), dissolve, 0.4);
75      fixed saturation = saturate(0.08 - _DissolveTime);
76
77      levelColor.rgb = Contrast(Saturate(levelColor.rgb, saturation), saturation);
78
79      fixed4 blended = lerp(ashColor, levelColor, rounded);
80      fixed4 normals = lerp(ashNormals, levelNormals, rounded);
81      fixed gloss = lerp(0, levelColor.a, rounded);
```


CAMERAS


0 of 4

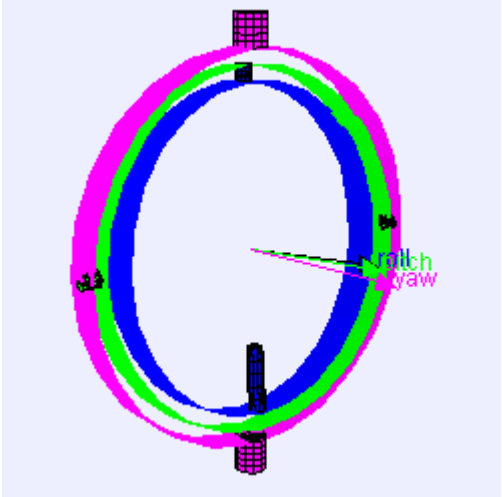

LIGHTING




POST EFFECTS
(it’s alive!?)


WITH
WITHOUT


ANIMATE
(actually, don’t do that)



Quaternions: “Compared to Euler angles they are simpler to compose and avoid the problem of gimbal lock. Compared to rotation matrices they are more numerically stable and may be more efficient.” (Wikipedia)


FIN.
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@barkingmice