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UNREAL ENVIRONMENT WORK

The images included with this PDF are samples of some contract work I did for PrivateVR. A majority of the work involved taking an environment modeled in UnrealEd and making a series of tweaks and fixes to make the environment suitable for an upcoming demonstration.

Audience

The major fix in this sample was in the smoothing of the seating model, which was producing some odd shading results. Additional minor fixes to lighting and adding doors to block off incomplete or closed areas were made.

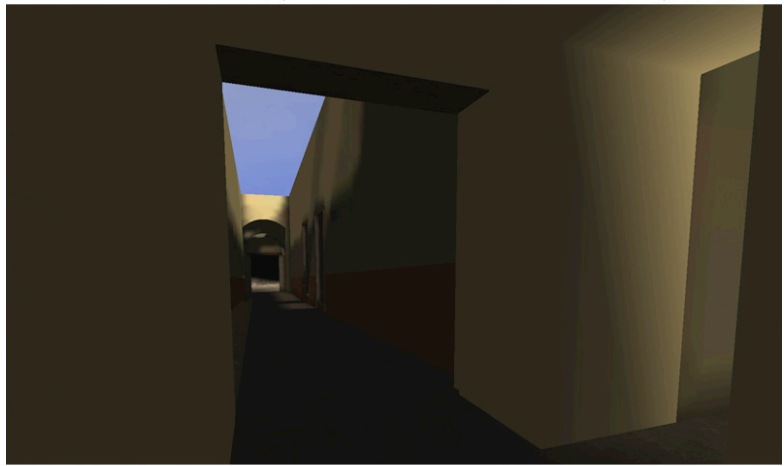
audience | Unreal environment editing. before and after | Rob Brunskill



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Back Alley

The original environment was missing structures along one edge of the map, so some simple additions were made to fit the budget and time frame of the project. In addition, changes were made to the lighting to brighten up an open-air alley way, and doors were added to close off incomplete areas.



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Back Stage

All of the geometry shown in the 'after' image exists in the 'before' image, however a glitch in the geometry of the alcove was causing that geometry to vanish. I had to diagnose and fix the problem, in addition to subduing the lighting and adding several closed doors.

Fountain

Aside from some alterations made along the street, mostly to patch gaps in the original geometry, I refined the fountain outside the theater by adding the fountainhead emblem (textured using photo reference), and replacing the surface of the water with a dynamic liquid surface.



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Stage

Another view of the audience, facing the stage, giving another view of the seating and how the shading was changed, in addition to showing the addition of several doors and several other changes to give the stage a more finished look.