



Uchinaru-Ryoku Technical Document

CMN6204.1

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Introduction

This technical document consists of detailed information for the advanced specialist project. The project is an environment made to be game ready by creating a modular asset pack. The asset pack is to be modelled, textured and built into a level within a game engine. The environment for this project is a Feudal Japanese village based in the world of Star Wars. There are two themes that will be combined to complete the objectives for the project. This document consists of the objectives, production workflow, inspirations, world overview and backstory, moodboards, concept art and production screenshots.

Objectives

The objectives for this project is to create a workable modular asset pack for a game engine. The assets will need to be game ready as they will be used in the final major project to build a playable game. The modular asset pack will need to be stylized and the theme of the project will be Sci-Fi Japan. The project goal will be to create assets so an environment can be built within a game engine, for example, creating wall and roof assets to then be built up to create a house.

A traditional Sci-Fi Japanese village with a shrine will be created for the project and it will be designed and based within the world of Star Wars. This environment and story is non-canon within the canon continuity, it is set in an alternate history within a reimagined galaxy. All assets will need to be identical in quality, showcasing the Star War theme as well as have a Japanese aesthetic. The environment for this project is inspired by Star Wars: Visions The Duel (Mizuno & Sakai, 2021) an animated anthology and Ronin: A Visions Novel (Candon, 2021). Both these references showcase a story set in a reimagined galaxy that draws inspiration from Japanese culture, storytelling and lore to create an alternate history of the Jedi and Sith.

The planned objectives for the game is to have the user to collect items around the environment to unlock a gateway/passage to the star asset. Therefore the collectable items will need considerable focus on creation as well as other assets for the environment.

Production Workflow

-Research

- Japanese Culture
- Japanese Traditional Villages
- Star Wars Aesthetics
- Star Wars Towns/Villages
- Temples or Shrines
- Content from other artists

-Concept Art

- Concept of primary assets
- Concept of modular assets (walls, roofs, etc.)

-Low Poly Modelling (Maya)

- Primary modular assets modelled & UV'd
- Secondary modular assets modelled & UV'd
- Tertiary modular assets modelled & UV'd

-Sculpting (zBrush)

- Primary Modular assets surface sculpting
- Importing to Maya (High Poly to low)

-Texturing (Substance Painter)

- Baking high poly meshes to low poly
- Painting textures for primary, secondary and tertiary assets
- Import texture sets to maya for texture tests

-Presentation (Unreal Engine)

- Import Meshes and textures to Unreal
- Asset pack presented in Unreal engine ready for build

Inspirations



World Overview

The village named Uchinaru-ryoku is set on a forest planet called Genbara. Genbara exists on the outer rim of the galaxy. Bamboo trees and mountains surround the village keeping it fairly hidden away. A teahouse & watchtower sits upon a hill that looks over the village with farmland on the outskirts of the main village centre. The watchtower is used to scout any dangers and unknown travellers from afar. The teahouse is used to greet friendly travelers and register their presence to the village before bestowing them down to the centre of the village. A river runs through the village between the farmland and the main gates of the village. From the main gate a market street, which is used to buy and sell goods within the village, flows all the way into the village hub square. The buildings surrounding the hub square are shops, mercenary outpost and a cantina. From the hub square stairs lead to another gate where there is a shrine/temple which resides underneath a great mountain. Small alleyways and pathways from the village square lead to the residential areas of the village. These paths and alleys are normally locked and only residents have access to bypass the gates. There is also another watchtower that is set up in the hub square to ensure no danger occurs within the village centre.

Backstory

100 years ago, travellers (what now are known as “The Great Ones”) bestowed upon a sacred shrine on the forest planet Genbara and felt a power unknown within. The shrine was surrounded by the forests and was located underneath a great mountain. The power from the shrine was unknown as the travellers were able to communicate with the wildlife around the shrine. This gave the idea to The Great Ones to create a settlement around the sacred shrine to use the shrines power for good and protect the shrine and the wildlife surrounding it. Over time The Great Ones formed a small civilization where the people were able to grow crops and communicate with the wildlife. The civilized village was named Uchinaru-ryoku.

80 years on, Jedi are known to be the most loyal servants of the Empire. Jedi clans clashed in service to feuding lords. A sect of the Jedi, who were tired of this endless cycle, rebelled and sought to control their own destiny and claim power in service of no master. They called themselves Sith. The Sith rebellion failed, because of infighting and betrayal between one another, and the once rival lords unified to create an Empire. But even an Empire at peace is not free from violence. (Brooks, 2021)

Present era (20 years on), far on the edge of the outer rim, bandits who claim to be Sith come across the planet Genbara. A Dark Lord, who is the leader of the bandits, senses a strong presence of the force coming from the village known as Uchinaru-ryoku. The Dark Lord believes a Jedi is hiding in this village. The Bandits overran and raided the village trying to find the Jedi only to realise that this strong power was coming from the sacred shrine of the village. She believe this shrine was sacred to the Jedis and sought to take all its power. From taking the shrines power the village was in a state of decay, crops died, wildlife fled and the people of the village was either enslaved or killed.

One former Sith wanders, accompanied by a faithful droid and the ghost of a less civilized age. He carries a lightsaber, but claims lineage to no Jedi clan, and pledges allegiance to no lord. Little is known about him, including his name, for he never speaks of his past, nor his regrets. His history is as guarded as the red blade of destruction he carries sheathed at his side. (Brooks, 2021)

Upon wandering the planet Genbara he comes across the teahouse upon the hill of village Uchinaru-ryoku where he is met with the teahouse master. The teahouse master tells the wanderer of the bandits hijacking his village and draining the shrines power. He understands his duty and knows the galaxy’s perpetual cycle of violence continues to interrupt his self-imposed exile, he will be forced to duel the Dark Lord to free the galaxy of Sith. It becomes clear to the wanderer that no amount of wandering will ever let him outpace the specters of his former life. (Brooks, 2021)

We are witnessing the village before the attack...

Style

The style for the project will be stylized. Inspiration from games such as Death's Door, Fortnite, Trek to Yomi and Ghost of Tsushima will have heavy influence on the style and designs for the environment.



Fig. 4



Fig. 5

Colour Theory

From research, predominantly whenever a Star Wars village/town is shown in a movie or tv series, a warm atmosphere is shown. The colours are bright and warm to mostly showcase the innocents in the villages/towns. For example Tatooine has heavy warm colours like yellow and orange. Not only are these colours used to show that the planet is very hot but it also helps to show the towns on Tatooine are innocent and full of life. While the planet has mostly warm colours there are hints of cold colours on props which give the towns a Star Wars feel and look. The use of colour theory in Star Wars will help determine the colours for the environment.

The colour theory of ancient Japanese recites to black and white. For example, in the game Trek to Yomi the game is played in black and white to give the user the feeling that the game is set in ancient Japanese history. Star Wars Visions: The Duel also makes use of a black and white texture to evoke the feeling of an old cinema classic.

Theme

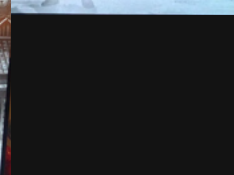
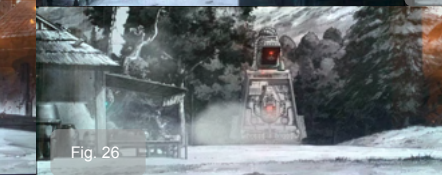
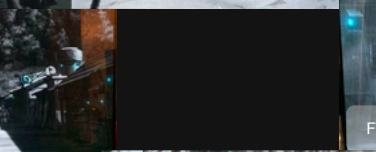
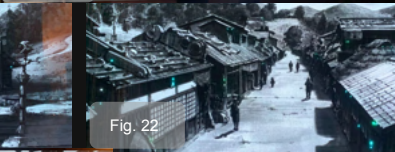
For the environment project the theme of Star Wars and Japanese themes will need to be put together. The theme for Star Wars is Sci-Fi, however, the theme from Star Wars is always different to other sci-fi films and this is because of Star Wars' unique props, creatures and clothing through the movies and series.

To get the environment theme to be Japanese I will use influence from Star Wars Visions: The Duel and Akira Kurosawa's Yojimbo (which was used as a reference to create The Duel for Star Wars Visions).

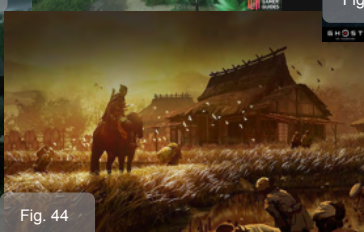
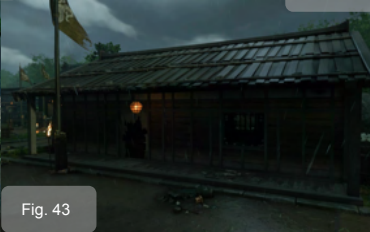


Fig. 6

Star Wars: Visions



Ghost of Tsushima



Temples



Fig. 62



Fig. 63



Fig. 64



Fig. 65



Fig. 66



Fig. 67



Fig. 68



Fig. 69

Shrines



Fig. 70



Fig. 71



Fig. 72



Fig. 73



Fig. 74



Fig. 75



Fig. 76



Fig. 77



Fig. 78

Torii Gates



Fig. 79



Fig. 80



Fig. 81

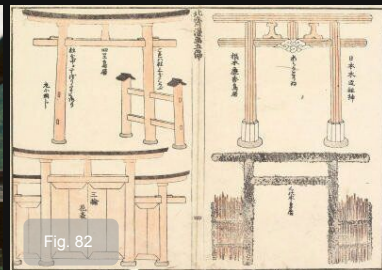


Fig. 82



Fig. 83



Fig. 84

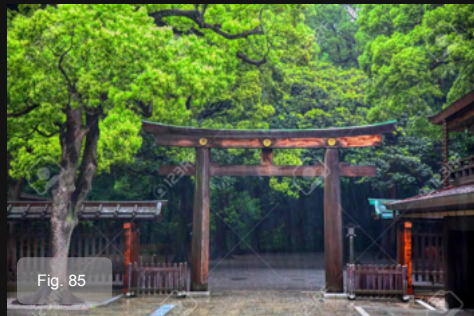


Fig. 85

Teahouse



Farmhouse



Fig. 91



Fig. 92



Fig. 93



Fig. 94



Fig. 95



Fig. 96

Forest



Fig. 97

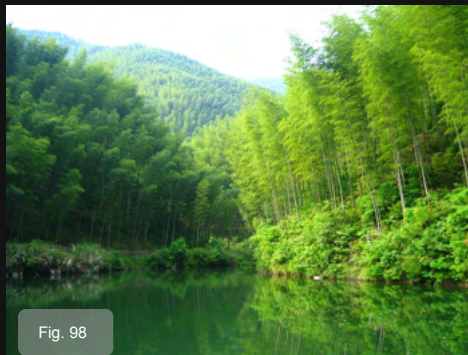


Fig. 98



Fig. 99

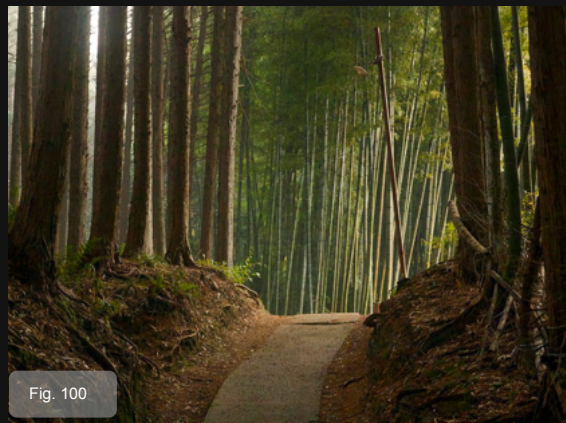


Fig. 100



Fig. 101

Star Wars Towns

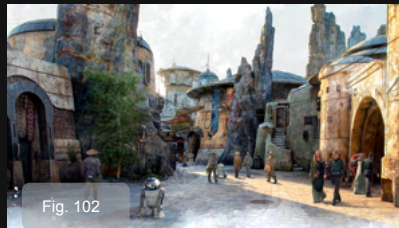


Fig. 102



Fig. 103

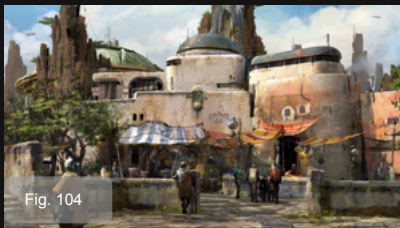


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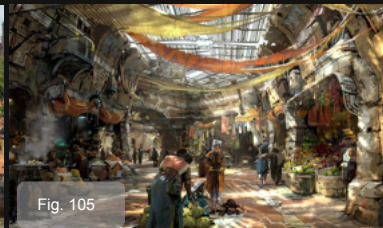


Fig. 105



Fig. 106



Fig. 107



Fig. 108

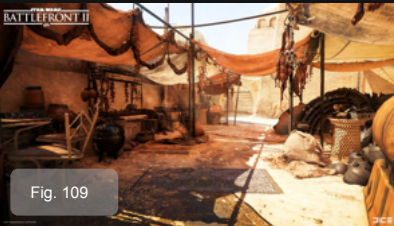


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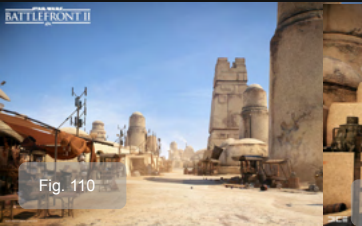


Fig. 110



Fig. 111



Fig. 112

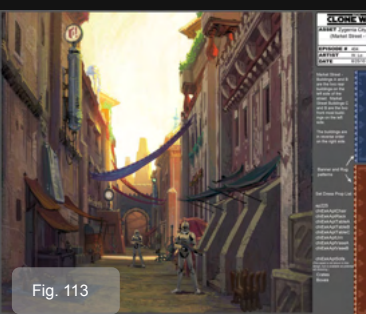


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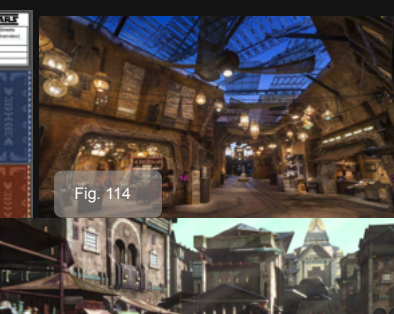


Fig. 114



Neon Lights

Fig. 116



Fig. 115



Fig. 117

Star Wars Temples

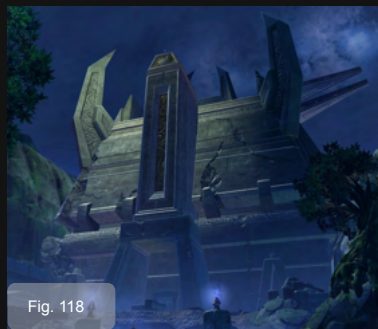


Fig. 118



Fig. 119



Fig. 120

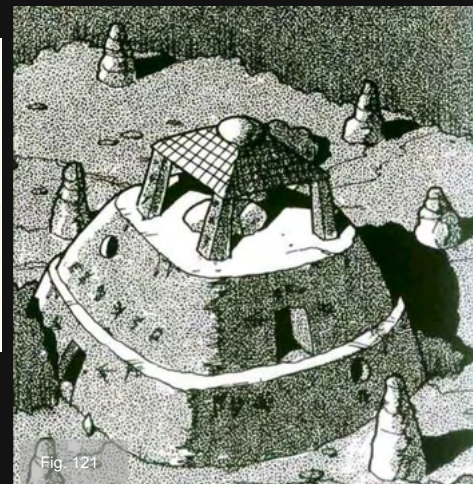


Fig. 121



Fig. 122



Fig. 123

Village Secondary Assets



Fig. 124



Fig. 125

Boxes



Fig. 126



Fig. 127

Watchtower

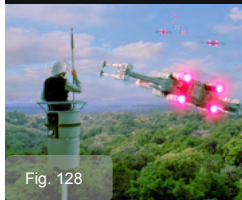


Fig. 128

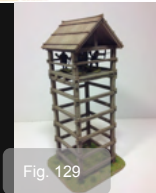


Fig. 129

Doors

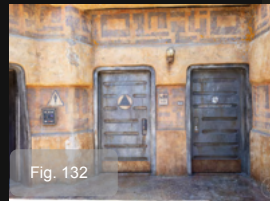


Fig. 132



Fig. 133

Banners

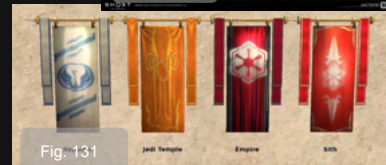
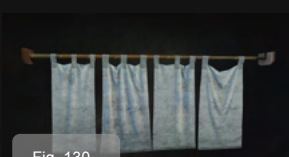


Fig. 131

Fig. 130



Bridge

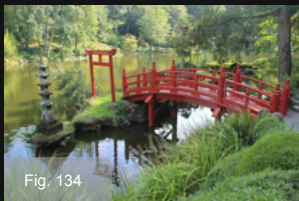


Fig. 134

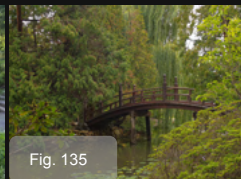


Fig. 135



Fig. 136

Lamps/Lanterns



Fig. 137

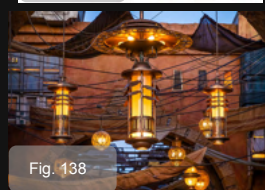


Fig. 138

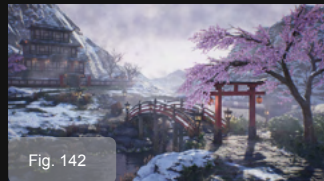
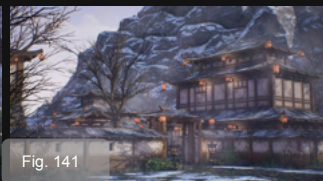
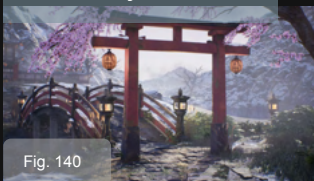
Signal Antenna



Fig. 139

Inspiration from Other Artists

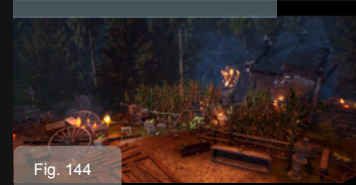
Rafał Pyra



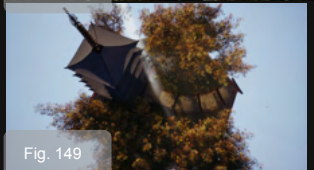
Takashi Game Environment



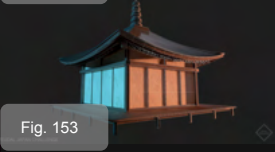
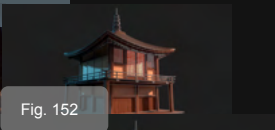
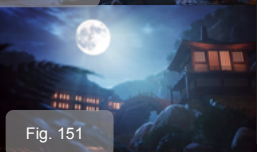
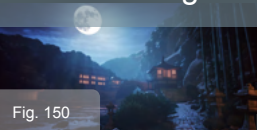
Alex Kam



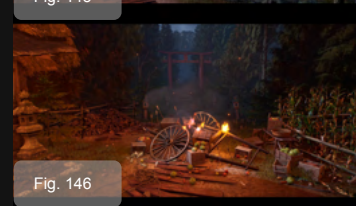
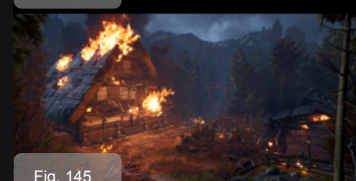
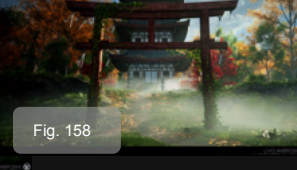
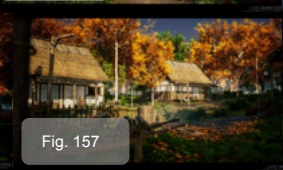
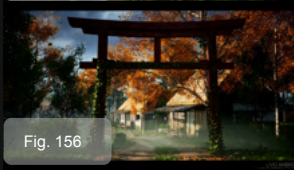
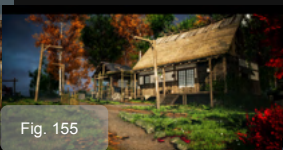
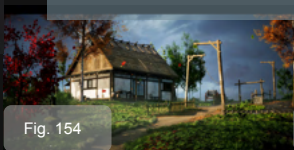
Ryan Taylor



Kem Yaralioglu



Livio Ambrosini



Modular Asset Pack Examples



Fig. 159



Fig. 160

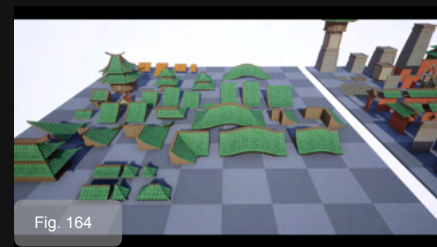


Fig. 164



Fig. 165



Fig. 166



Fig. 161

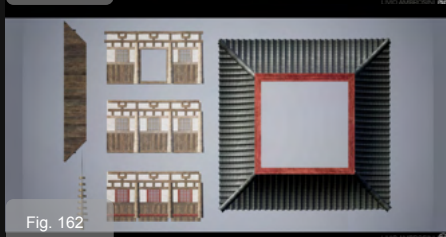


Fig. 162

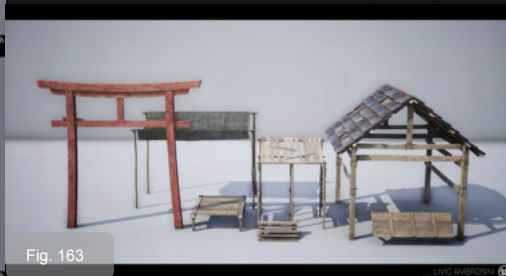


Fig. 163

Stylized Texture



Fig. 167

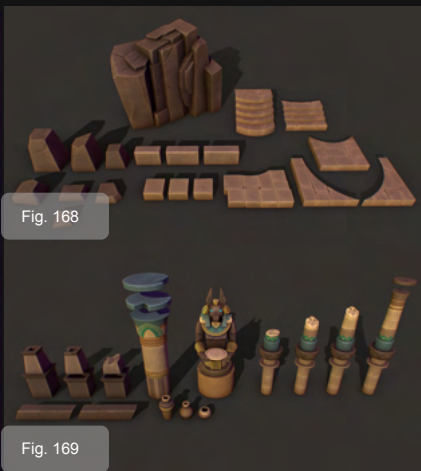


Fig. 168

Fig. 169



Fig. 170



Fig. 171



Fig. 172

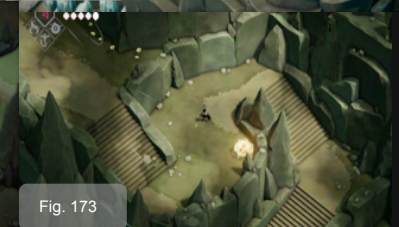


Fig. 173



Fig. 174



Fig. 175



Fig. 176



Fig. 177

Asset List

Primary

- Teahouse
- Shrine
- Farmhouse
- Village Homes
- Torii Gate

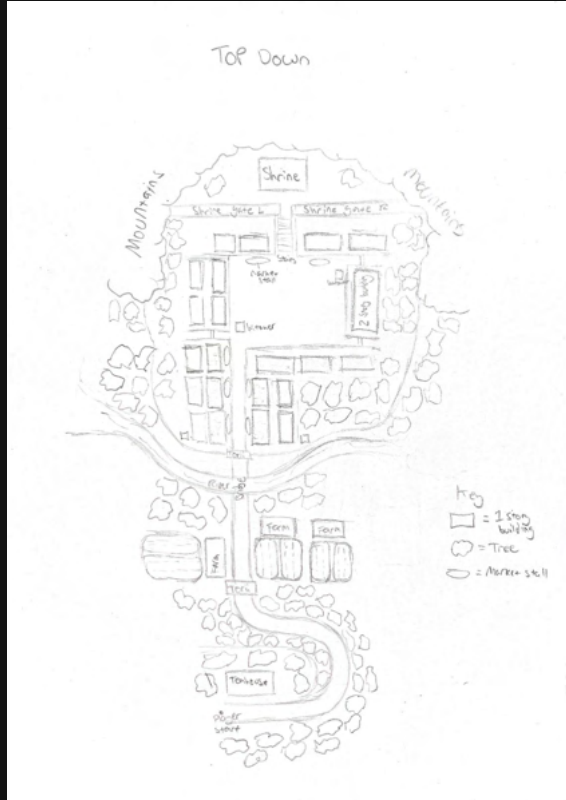
Secondary

- Antenna
- Watchtower
- Bridge
- Flags/Banners(2 Variations)
- Fence
- Alley Gate/Door
- Stairs

Tertiary

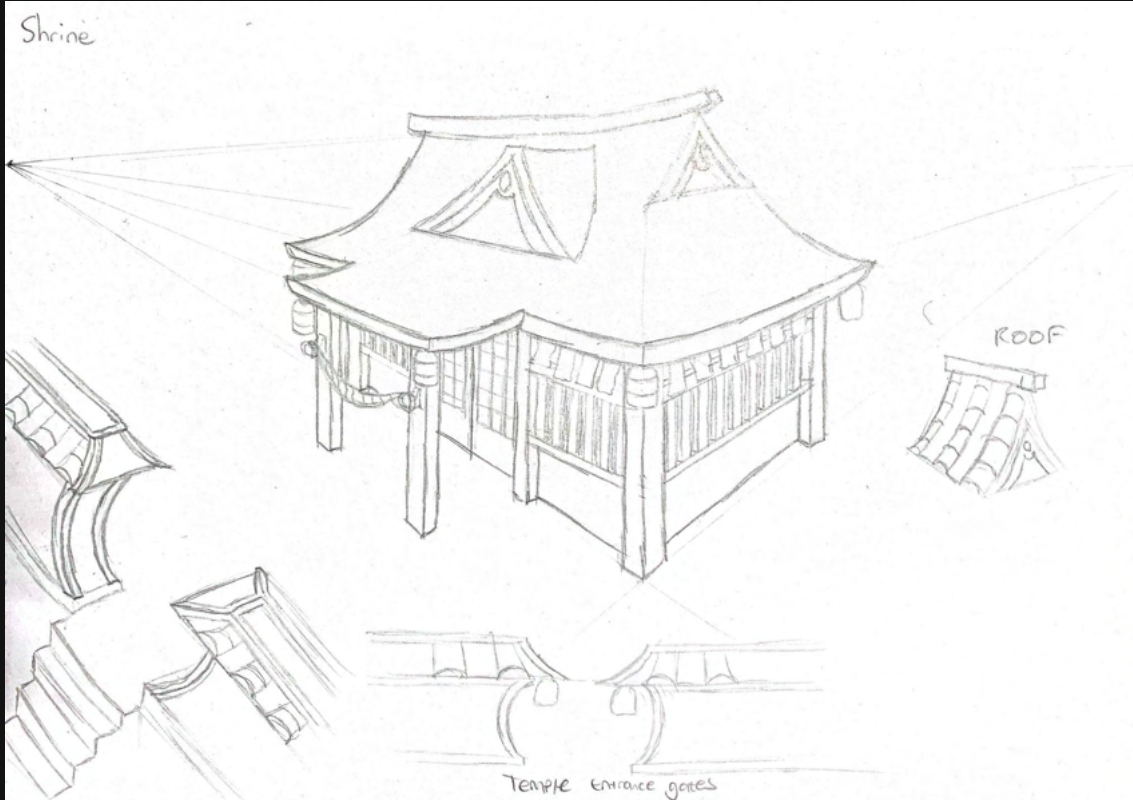
- Boxes
- Lanterns(2 Variations)
- Pots
- Bamboo Tree(3 Sizes)
- Mountain Rocks(3 Sizes)
- Bench/Table

Top Down Plan



Top Down plan of the game level. It will have the player start at the teahouse and the player will have to make their way through the environment and village to access the shrine. Farm land is located on the outskirts, across the river, of the village. The path progresses through the farmland and over the bridge towards the main gates of the village. Past the village gates come the market street where vendors are present. Moving through the market street the player comes to the main square hub which will be an open space to roam. A watchtower will be within the square hub. Continuing forward a stairway is presented and it leads to the gates of the shrine. Past the gates the shrine is presented surrounded by a mountain.

Concept Art - Shrine



Design of the shrine. The roof material will be ceramic tiles with a wooden beam on top. Wooden beams will surround the building with the main material for the walls to be concrete. Sci-fi style lanterns will be placed underneath the tips of the roof. The doors of the shrine will be traditional Japanese paper sliding door style.

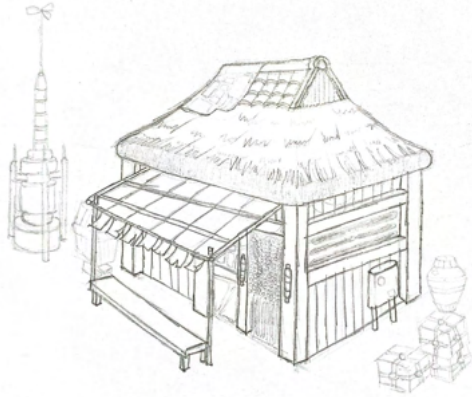
Concept Art - Village House



The roof material of the village house will be ceramic tiles with wooden beam supports. Vertical wooden beams support the walls of the house and they will be used as connectors when it comes to modelling the building walls. A steel sci-fi style door will be used to create a star wars aesthetic.

Concept Art - Teahouse

Teahouse



Wall textures From walls

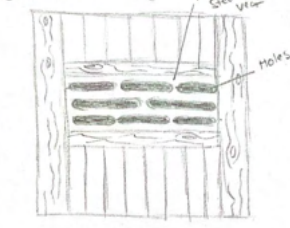


Light Model Wall without wooden pillars - do pillars separate

finer wood

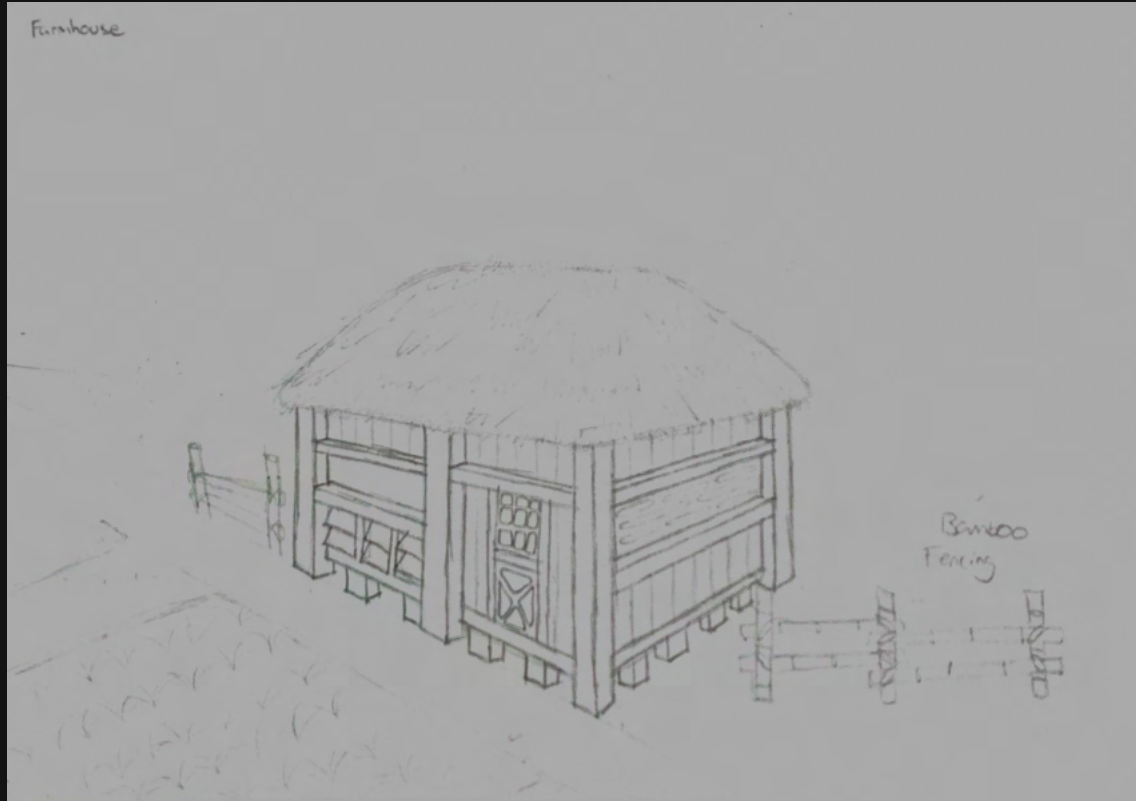


Side walls - Metal Gear Year



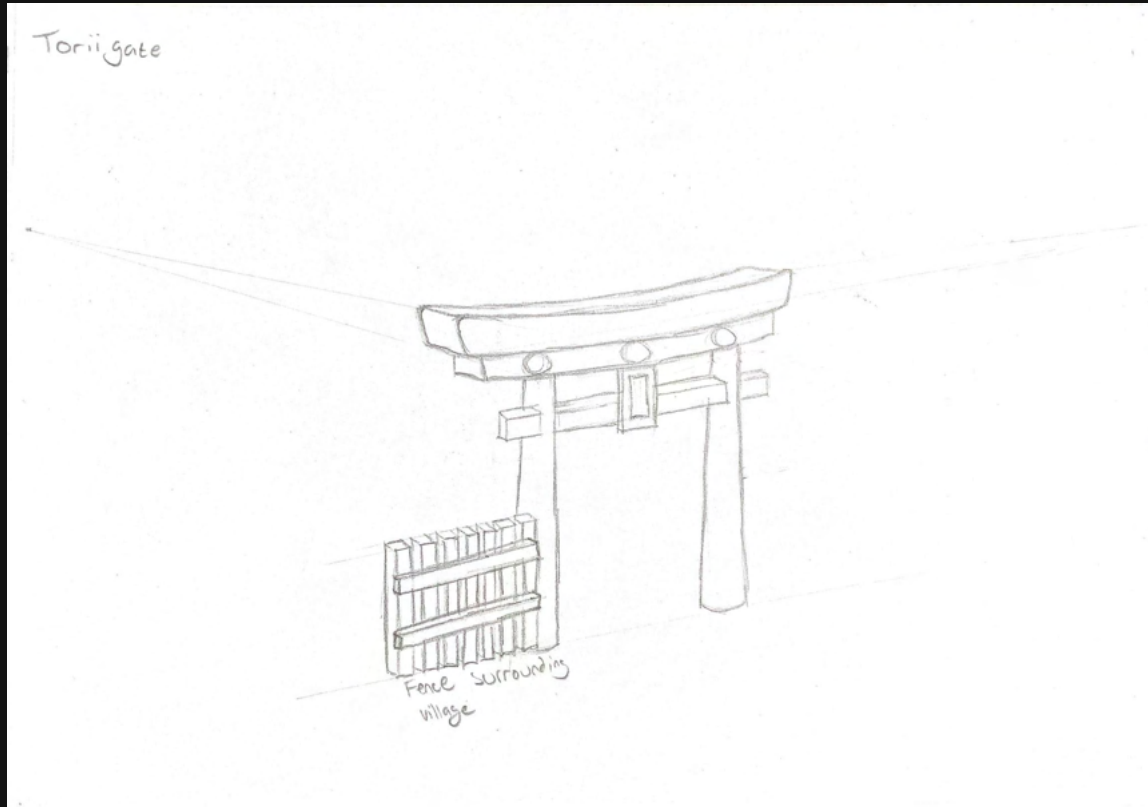
The teahouse will have a half thatched roof material and the top half being ceramic tiles. The overhead cover will be ceramic tiles. Vertical wooden beams support the finer wooden structure walls. The door will be a Japanese sliding door with sci-fi patterns. Steel vents located on the side walls to show Star Wars aesthetic.

Concept Art - Farmhouse



The farmhouse roof will be all thatched material. The whole house is raised with wooden blocks. Wooden beams support the wooden structured walls. The side walls will have steel vents to show Star Wars aesthetic. Bamboo fencing will be used to barrier off the plant bedding.

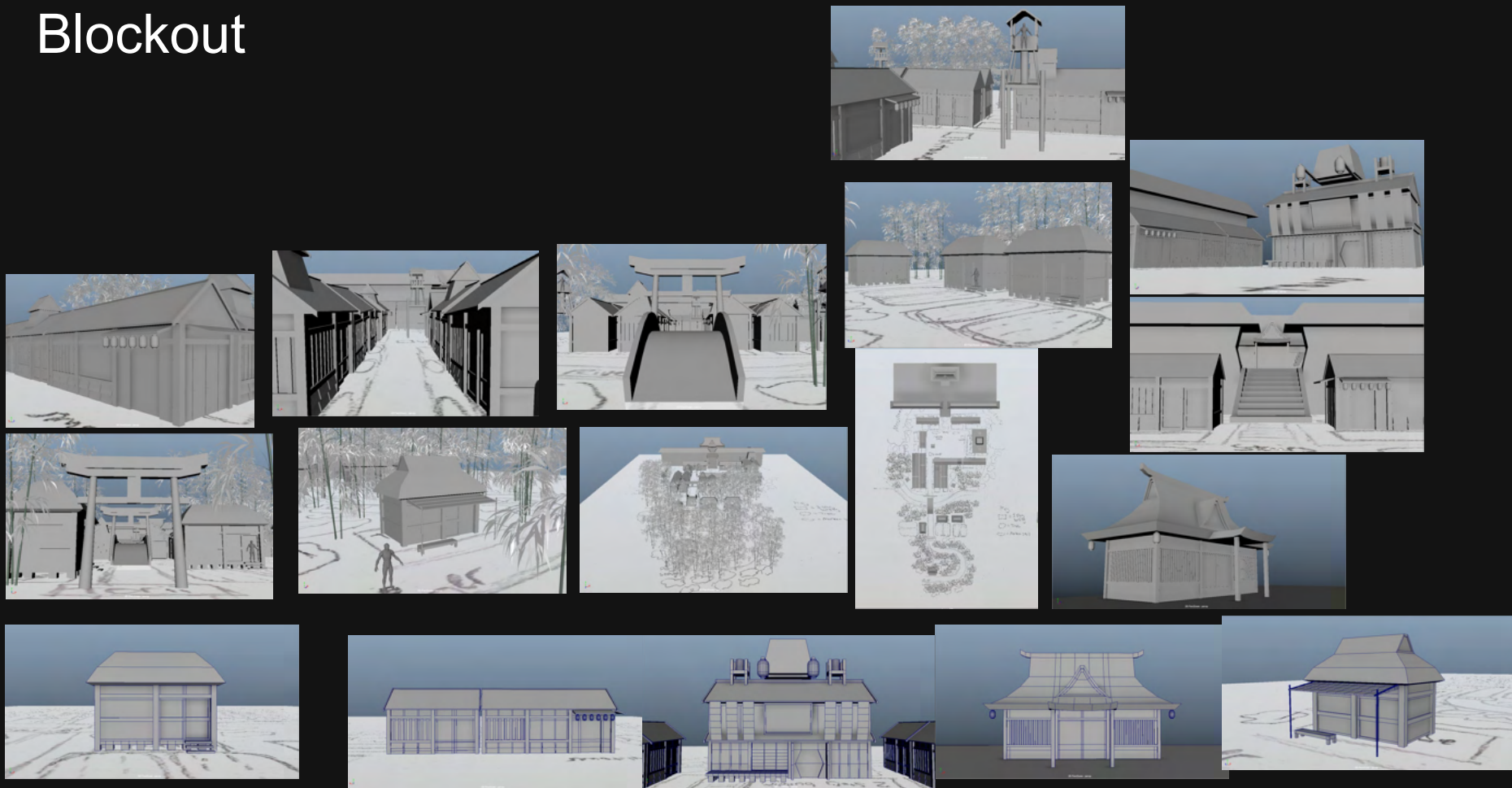
Concept Art - Torii Gate



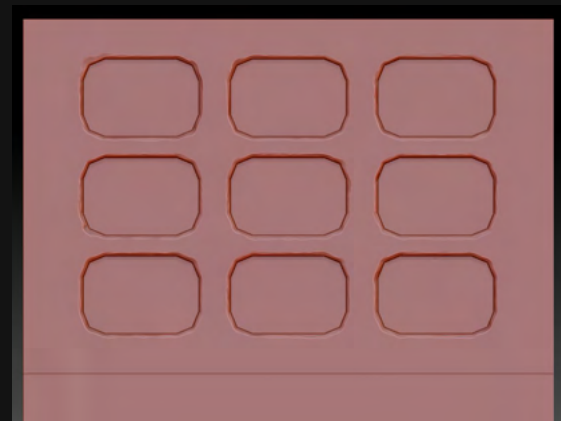
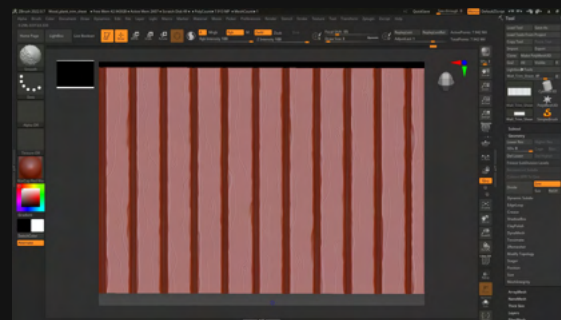
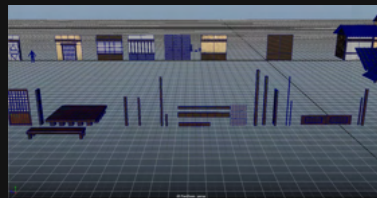
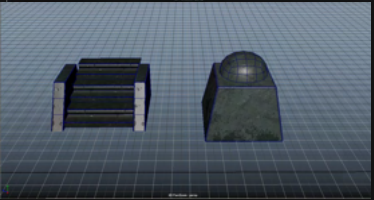
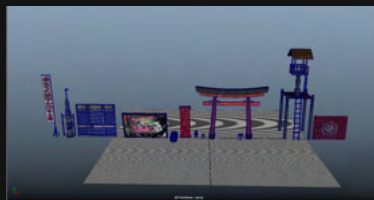
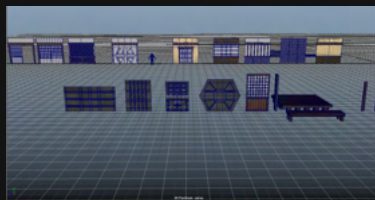
Torii gate will be all wooden with a neon signage to show Star Wars aesthetic. The Torii gate will be used as an entrance to the farmland and used as the main gates to the village. A wooden fence from the main Torii gate will be used to surround the village as a barrier.

Production

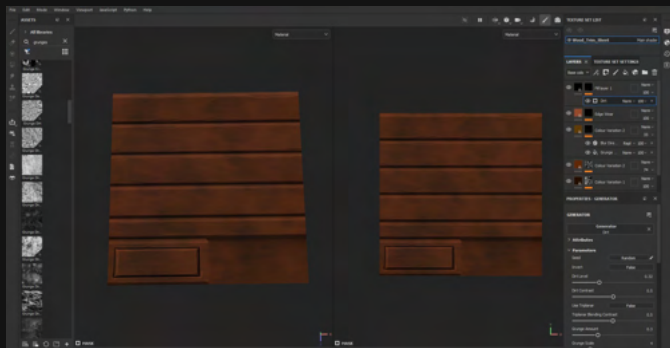
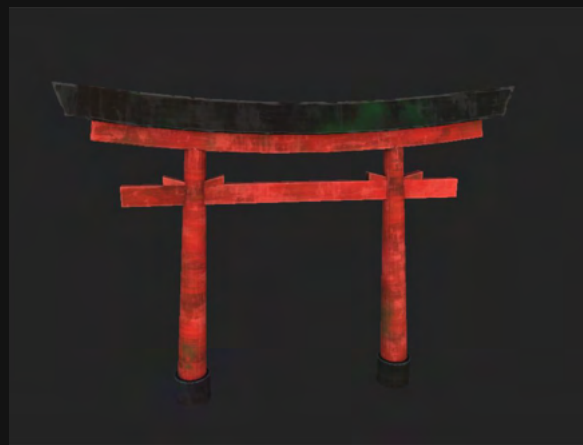
Blockout



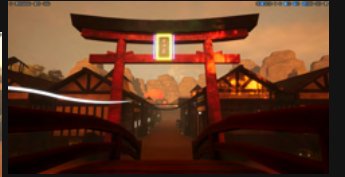
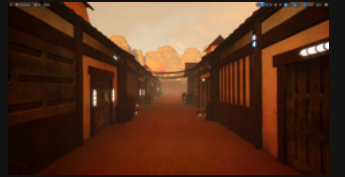
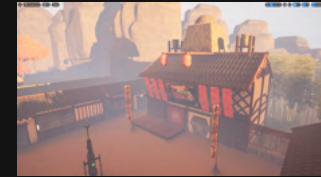
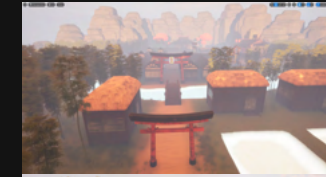
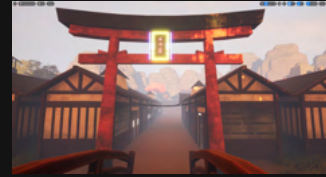
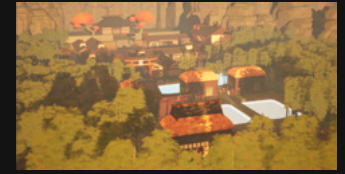
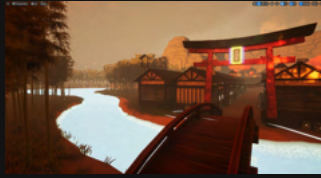
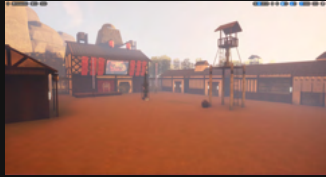
Modelling & Sculpting



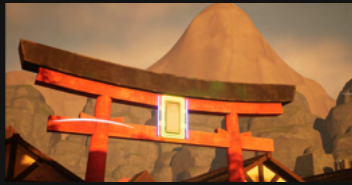
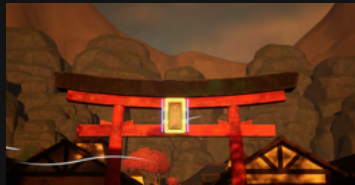
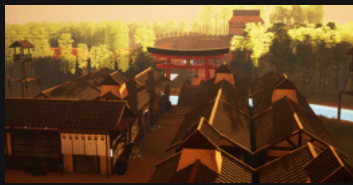
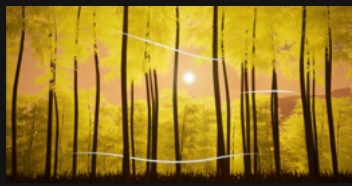
Texturing



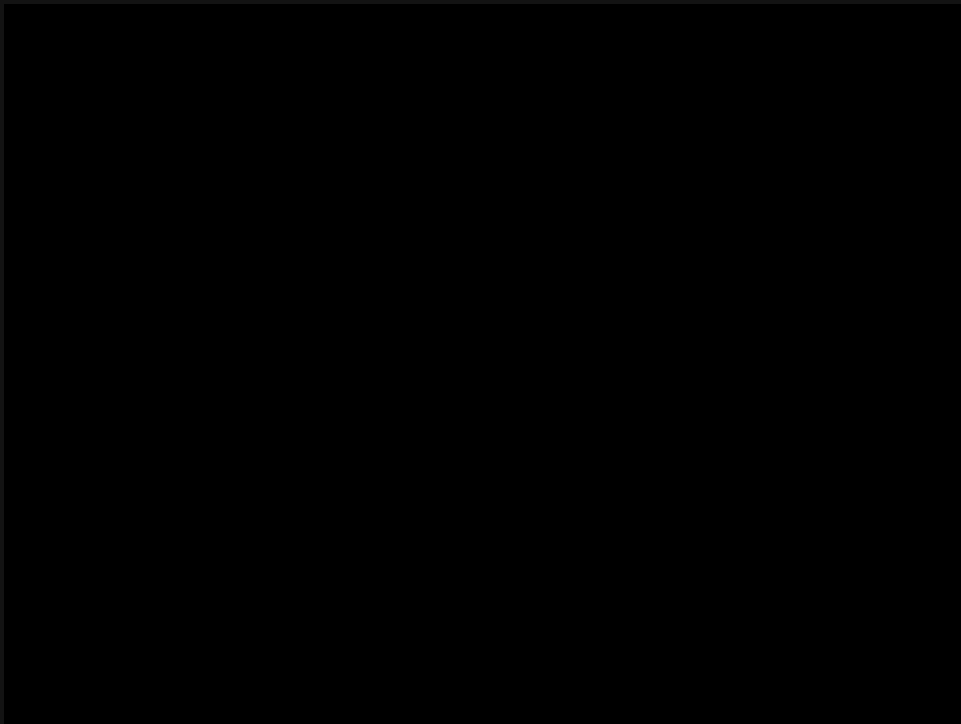
Landscaping



Final Shots



Final Movie



Walkthrough



Credits

Gonk Droid Asset - Star Wars GNK Droid by gazthing on Sketchfab

Cliff Rock Asset - Stylized Eastern Village by AleksandrIvanov

Tree Assets - Stylized Eastern Village by AleksandrIvanov

Landscape Material - Stylized Eastern Village by AleksandrIvanov

Fence Asset - Stylized Eastern Village by AleksandrIvanov

Trailer Music - Ronin's Theme by Kiji Inai from Star Wars Visions

Ambient In Game Music - Sakuya3 by PeriTune | <https://peritune.com/> Creative Commons Attribution 3.0 Unported License
https://creativecommons.org/licenses/by/3.0/deed.en_US Music promoted by <https://www.chosic.com/free-music/all/>

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