Infusing the Style of Film Noir into a Game Environment in UDK.

Formerly:
'Infusing the Style of Film Noir Into a Game Environment.'

Project Progress Review
Games Practical Project
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Computer Games Art

About The Project

Firstly, What is Film Noir?

Coming from the French, meaning '*Black Film*' was a popular form of Movie present in the 1940's to 1950's and in some cases is still being produced today in Modern Cinema.

e.g. The Man Who Wasn't There (2005)

Crossfire (1945)

The Project itself will be the implementation of some of the common features found within a film noir into two separate game environments in UDK (Epic Games, 2014.)

The Project will be centred around a more mature audience as already stated in my proposal due the implementation of:

o *Alcohol Reference*

o *Blood*

o *Drug Reference*

o *Alcohol Reference*

o *Suggestive Themes*

(Information provided by ESRB ratings system)

MATURE 17+

M

ESRB

The Man Who Wasn't There (2005)

About The Project

The Genre will be a Detective Noir/Action-Adventure. Similar to that of L.A. Noire *(Rockstar 2011)* or Mafia II *(2010)*.

Programs such as 3DS Max *(Autodesk 2014)* will be used in the modelling and unwrapping of assets for the environment
   Photoshop *(Adobe 2014)* for texturing and creation of shader materials.
   UDK *(EPIC Games 2014)* will be used for the building, lighting and rendering of the environments.

L.A. Noire (Rockstar 2011)

A large portion of reference material that is being used for The Project has come from Architecture and Style books based on Early 20th Century American architecture and Style articles as well as popular film styles common during said time period. i.e. *Film Noir*.

As well as references, research into creating shaders in UDK has already helped improve the outcome of some of the assets produced.
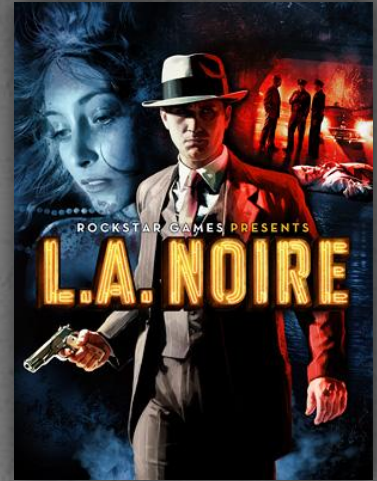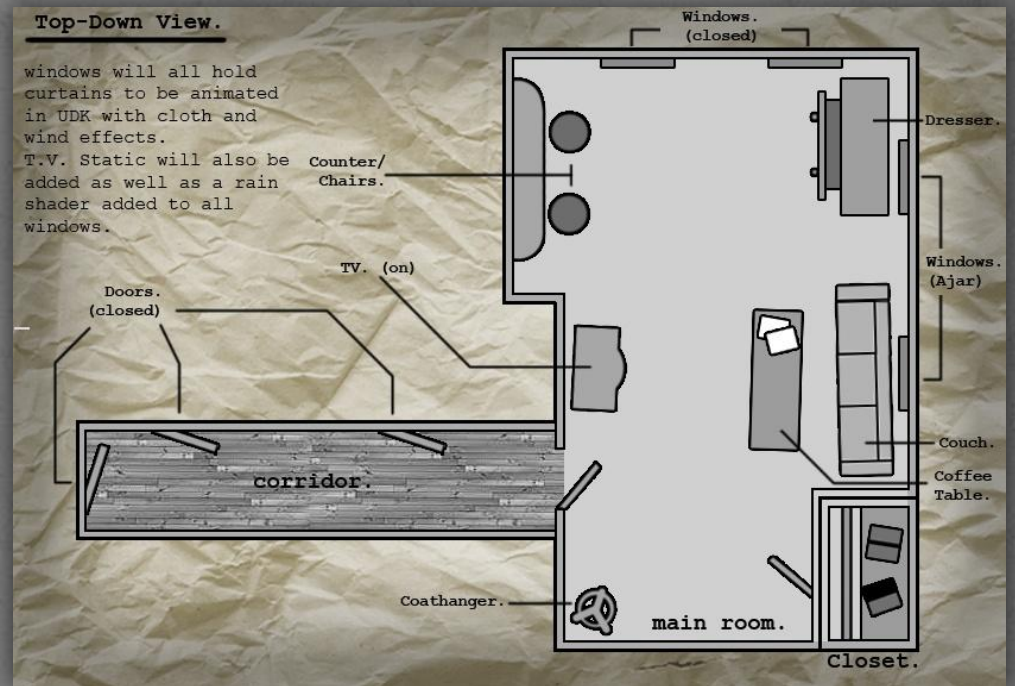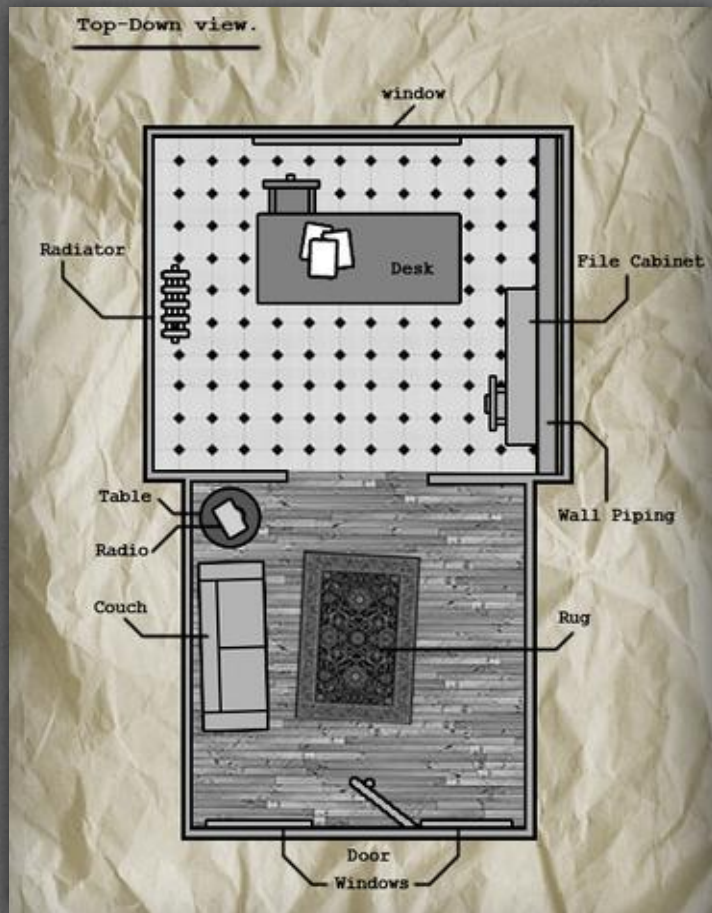

Mafia II (2K 2010)
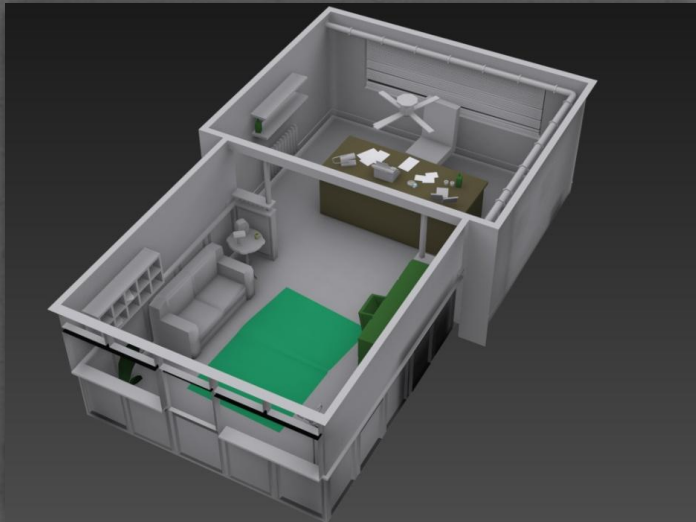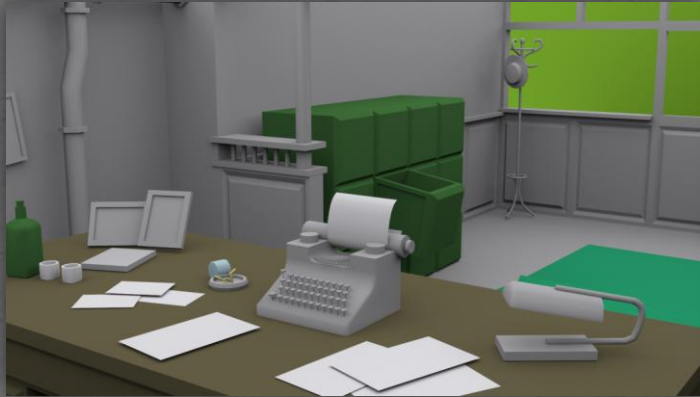
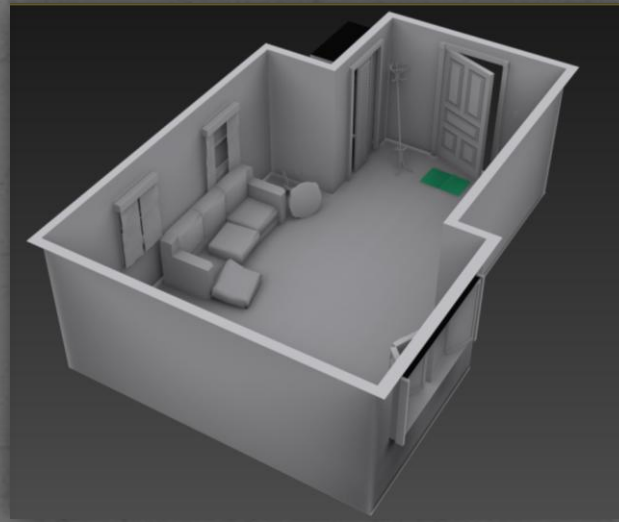# Product Progress

Planning: Top-Down Views

Notable changes from the Second Environment after some feedback, The apartment scene is now more of a crime scene, featuring a more cluttered aesthetic.

Product Progress

Environment Renders and In-Engine

(Completed Blockout 1)

(Unfinished Blockout 2)

Product Progress
Is the project up to date?

Week Begins (Monday)	FINAL YEAR PROJECTS September 2014	Important Dates	Project Milestones (Weekly)
20th Oct '14		24/10 - Proposal Hand-in	Hand in Project Proposal.
27th Oct '14			Make Necessary Changes from Feedback.
3rd Nov '14			Complete Moodboards, Concepts and Model Sheet. Research appropriate methods for use in UDK.
10th Nov '14			Start Blockout Environment 1.
17th Nov '14			Start Blockout Environment 2.
24th Nov '14			Practice UDK Effects in engine.
1st Dec '14		Progress Review	Finish Blockout/Begin Unwrap of Assets.
8th Dec '14	Term Ends (Friday).		Export finished assets and start building environments in UDK. Create Appropriate shaders and particle effects and implement them where needed. *(i.e. moving cloth, smoke, rain, TV static)*
15th Dec '14	Winter Break		
22nd Dec '14			
29th Dec '14			Complete Asset placement for both environments.
5th Jan '15	Term Restarts (Monday).		Begin Lighting **Both** Environments. Add animated lights *where/if possible*. (time permitted on animated lights)
12th Jan '15			
19th Jan '15			
26th Jan '15			Complete Lighting, Begin rendering. Render Beauty Shots of Environment, Begin Video Run-through of environments.
2nd Feb '15		Hand in Component 1	
9th Feb '15	Animex		Finish editing footage.
16th Feb '15			*Polish work for Hand-in*
23rd Feb '15			
2nd Mar '15		06/03 - Product Submission	Complete all Products and Hand in.
9th Mar '15		13/03 - Report Submission	Hand in Completed Report.

For more information here is The Final Year Project Blog: http://daleoldhamfypm2110254.weebly.com/

References

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Thank You.