Visualization II

-Jai Dodechani

Game Art & Design

L5

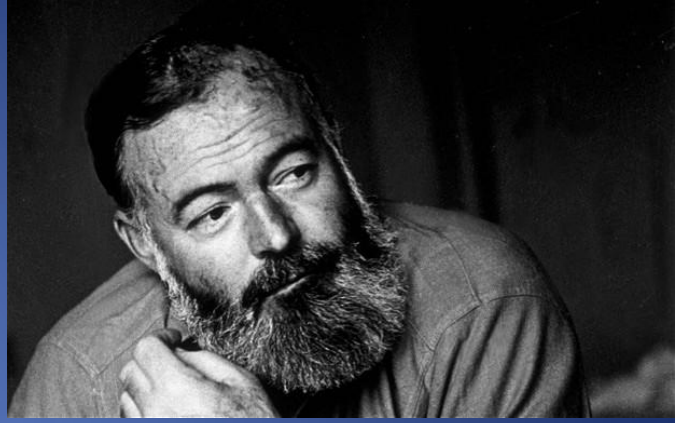
Brief:

- Visualise a story from the following stories;
  - A Day's Wait by Ernest Hemingway.
  - A Hero by R.K.Narayan.
  - My India by Jim Corbett.

Scene from;

A Day's Wait

By Ernest Hemingway



He came into the room to shut the windows while we were still in bed and I saw he looked ill. He was
shivering, his face was white, and he walked slowly as though it ached to move.
"What's the matter, Schatz?"
"I've got a headache."
"You better go back to bed."
"No. I'm all right."
"You go to bed. I'll see you when I'm dressed."
But when I came downstairs he was dressed, sitting by the fire, looking a very sick and miserable boy
of nine years. When I put my hand on his forehead I knew he had a fever.
"You go up to bed," I said, "you're sick."
"I'm all right," he said.

When the doctor came he took the boy's temperature.
"What is it?" I asked him.
"One hundred and two."
Downstairs, the doctor left three different medicines in different colored capsules with instructions for
giving them. One was to bring down the fever, another a purgative, the third to overcome an acid
condition. The germs of influenza can only exist in an acid condition, he explained. He seemed to know
all about influenza and said there was nothing to worry about if the fever did not go above one hundred
and four degrees. This was a light epidemic of flu and there was no danger if you avoided pneumonia.
Back in the room I wrote the boy's temperature down and made a note of the time to give the various
capsules.

"Do you want me to read to you?"
"All right. If you want to," said the boy. His face was very white and there were dark areas under his
eyes. He lay still in the bed and seemed very detached from what was going on.
I read aloud from Howard Pyle's Book of Pirates; but I could see he was not following what I was
reading.
"How do you feel, Schatz?" I asked him.
"Just the same, so far," he said.
I sat at the foot of the bed and read to myself while I waited for it to be time to give another capsule. It
would have been natural for him to go to sleep, but when I looked up he was looking at the foot of the
bed, looking very strangely.
"Why don't you try to go to sleep? I'll wake you up for the medicine."
"I'd rather stay awake."

After a while he said to me, "You don't have to stay in here with me, Papa, if it bothers you."
"It doesn't bother me."
"No, I mean you don't have to stay if it's going to bother you."
I thought perhaps he was a little lightheaded and after giving him the prescribed capsules at eleven
o'clock I went out for a while.
It was a bright, cold day, the ground covered with a sleet that had frozen so that it seemed as if all the
bare trees, the bushes, the cut brush and all the grass and the bare ground had been varnished with ice. I
took the young Irish setter for a little walk up the road and along a frozen creek, but it was difficult to
stand or walk on the glassy surface and the red dog slipped and slithered and I fell twice, hard, once
dropping my gun and having it slide away over the ice.

We flushed a covey of quail under a high clay bank with overhanging brush and I killed two as they
went out of sight over the top of the bank. Some of the covey lit in trees, but most of them scattered
into brush piles and it was necessary to jump on the ice-coated mounds of brush several times before
they would flush. Coming out while you were poised unsteadily on the icy, springy brush they made
difficult shooting and I killed two, missed five, and started back pleased to have found a covey close to
the house and happy there were so many left to find on another day.
At the house they said the boy had refused to let any one come into the room.
"You can't come in," he said. "You mustn't get what I have."
I went up to him and found him in exactly the position I had left him, white-faced, but with the tops of
his cheeks flushed by the fever, staring still, as he had stared, at the foot of the bed.

I took his temperature.
"What is it?"
"Something like a hundred," I said. It was one hundred and two and four tenths.
"It was a hundred and two," he said.
"Who said so?"
"The doctor."
"Your temperature is all right," I said. "It's nothing to worry about."
"I don't worry," he said, "but I can't keep from thinking."
"Don't think," I said. "Just take it easy."
"I'm taking it easy," he said and looked straightahead. He was evidently holding tight onto himself
about something.
"Take this with water."
"Do you think it will do any good?"
"Of course it will."
I sat down and opened the Pirate book and commenced to read, but I could see he was not following,
so I stopped.

"About what time do you think I'm going to die?" he asked.
"What?"
"About how long will it be before I die?"
"You aren't going to die. What's the matter with you?"
"Oh, yes, I am. I heard him say a hundred and two."
"People don't die with a fever of one hundred and two. That's a silly way to talk."
"I know they do. At school in France the boys told me you can't live with forty-four degrees. I've got a
hundred and two."
He had been waiting to die all day, ever since nine o'clock in the morning.
"You poor Schatz," I said. "Poor old Schatz. It's like miles and kilometres. You aren't going to die.
That's a different thermometer. On that thermometer thirty-seven is normal. On this kind it's ninetyeight."
"Are you sure?"

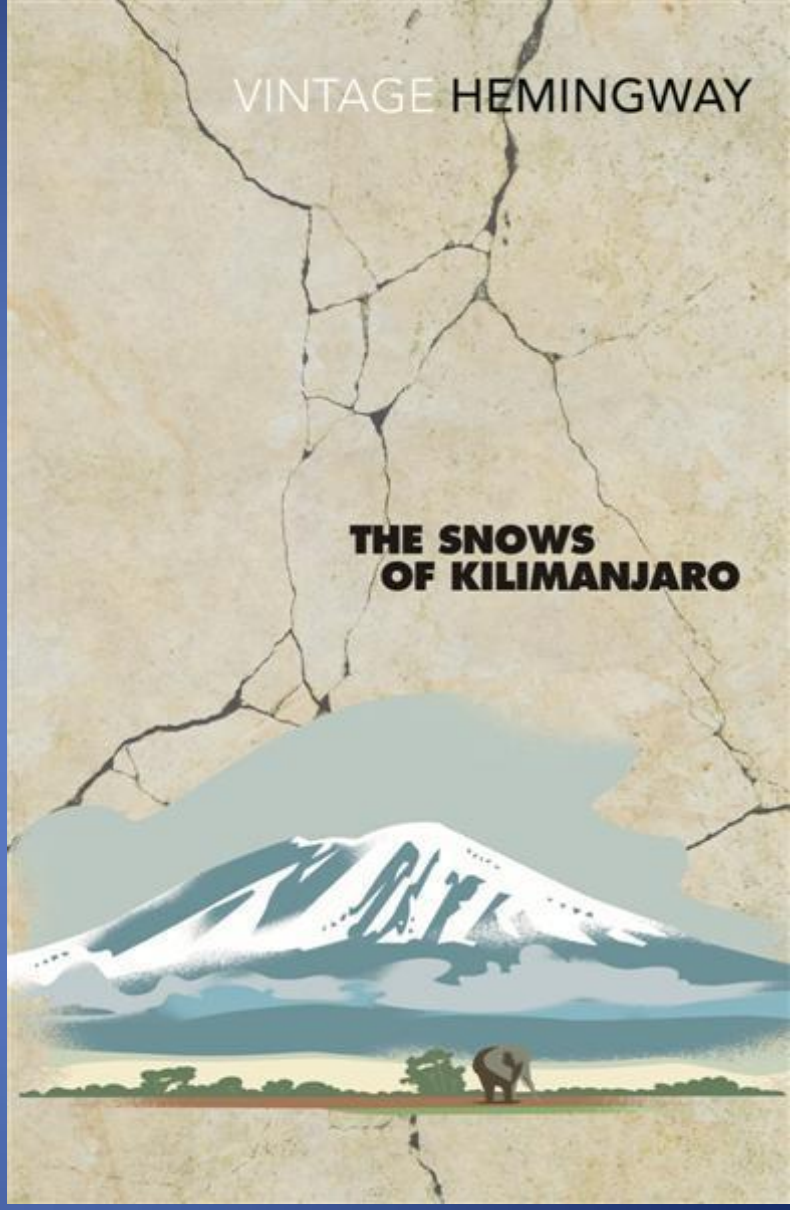
"Absolutely," I said. "It's like miles and kilometres. You know, like how many kilometres we make
when we do seventy miles in the car?"
"Oh," he said.
But his gaze at the foot of the bed relaxed slowly. The hold over himself relaxed too, finally, and the
next day it was very slack and he cried very easily at little things that were of no importance.

-Ernest Hemingway.

My Analysis of the scene.

- The story revolves around a boy who gets confused between the two metric terms Degrees Celsius and Degrees Fahrenheit.
- So when he is ill, & when he gets to know his body temperature then he thinks that he is going to die.
- The scene is happening inside the house.
- We can also understand that there is winter season in the story and most accurately I think Holiday season as the boy is at home and it was snowing outside.
- This also shows that how innocent children are.
- There are certain areas of the house described.
- This story was published in 1933, which is a World after the Great Depression, 1929.

- It was published in ‘The Snows of Kilimanjaro’.
- Also the father who is the narrator of the story calls his boy ‘Schatz’ which in German means ‘Darling’.
- And while the book was published Ernest Hemingway was in Africa.
- So, I think he took the point of view of a father in Germany and his son who studies in France.
- The difference in the local dialect or local standard units confused the boy to make him think that he is going to die.



The Snows of Kilimanjaro

Understanding the area where the scene is happening.

•We understand that the bedroom is on the first floor while the fireplace in on the ground floor.

•There is also a fireplace in the living room on the ground floor which could well possibly be near the stairs, as at that time most of the fireplaces used to be near the stairwell.

•As it was living room, there will be a table on which doctor had kept the medicines.

- There was a book shelf in the room from where the narrator picks a book and narrates it to boy.
- It was a bright cold day and it was snowing. They also had a dog, Irish setter.

Illustrations of this story

When the boy locks himself in the room.

He doesn't allow anyone to get in so that no one else gets what he is suffering from. He is also waiting to die

When the boy gets to know about the difference

When the boy is in his thoughts and father is reading him a story from the bookshelf

Game Concepts

Concept #1:

- Inspired from Ernest Hemingway's A Day's Wait, there could be a level inside the house where the scene was happening.
- The father could be the player and has to take care of his son and bring all the medicines and other things to make his son feel better.
- The player can also read the book to the other character.
- Getting to eat from kitchen, going out to shop in snow.
- A RPG game out of this would be very helpful to understand the story as well as have an interaction with the person playing and the game.

A Role Playing Game from the POV of the Father in the story A Day's Wait.

Game Concept #2:

- In this concept the player is in his room, and he hears people screaming.
- Because there was a fire that broke out in the near factory. And now the player has to try and save everyone in the village and come out alive from the place.
- He could save people trapped in the fire and others in his neighbourhood.
- His house, road to factory and the factory itself could be a level.

A survival game mixed with elements of RPG is the genre for this game concept

Scene from;

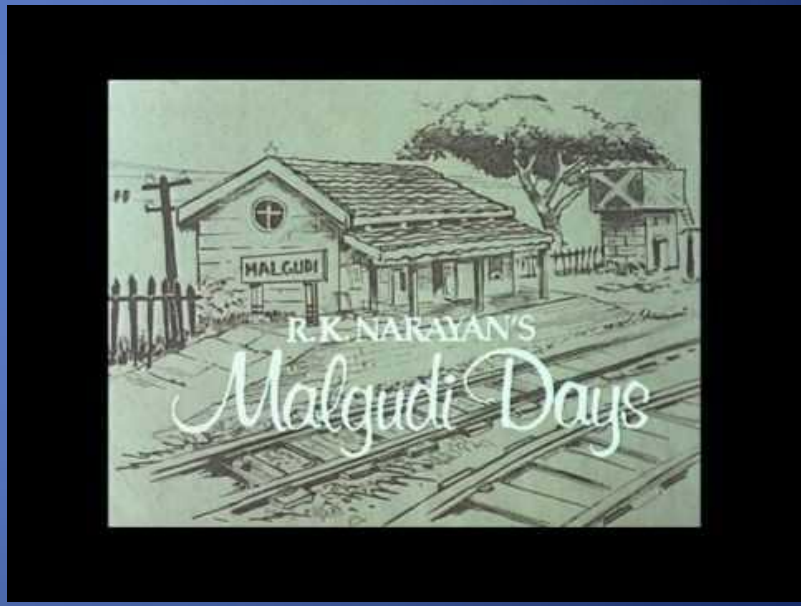
A Hero

By R.K.Narayan

- As the story is too large to fit it in. I will skip to the analysis part.

Analysis of the Scene

- The story is written by and Indian who describes the family life of an upper class Indian during British rule in India.
- 'Malgudi' , a fictional town created by the writer.
- The story is of a boy who is very scared of darkness and is punished by his father who is a lawyer to spend a night in his office room alone.
- There as his nightmares were capturing him, he in attempt to hurt the ghost in his dream, bit a thief who sneeked into their house.

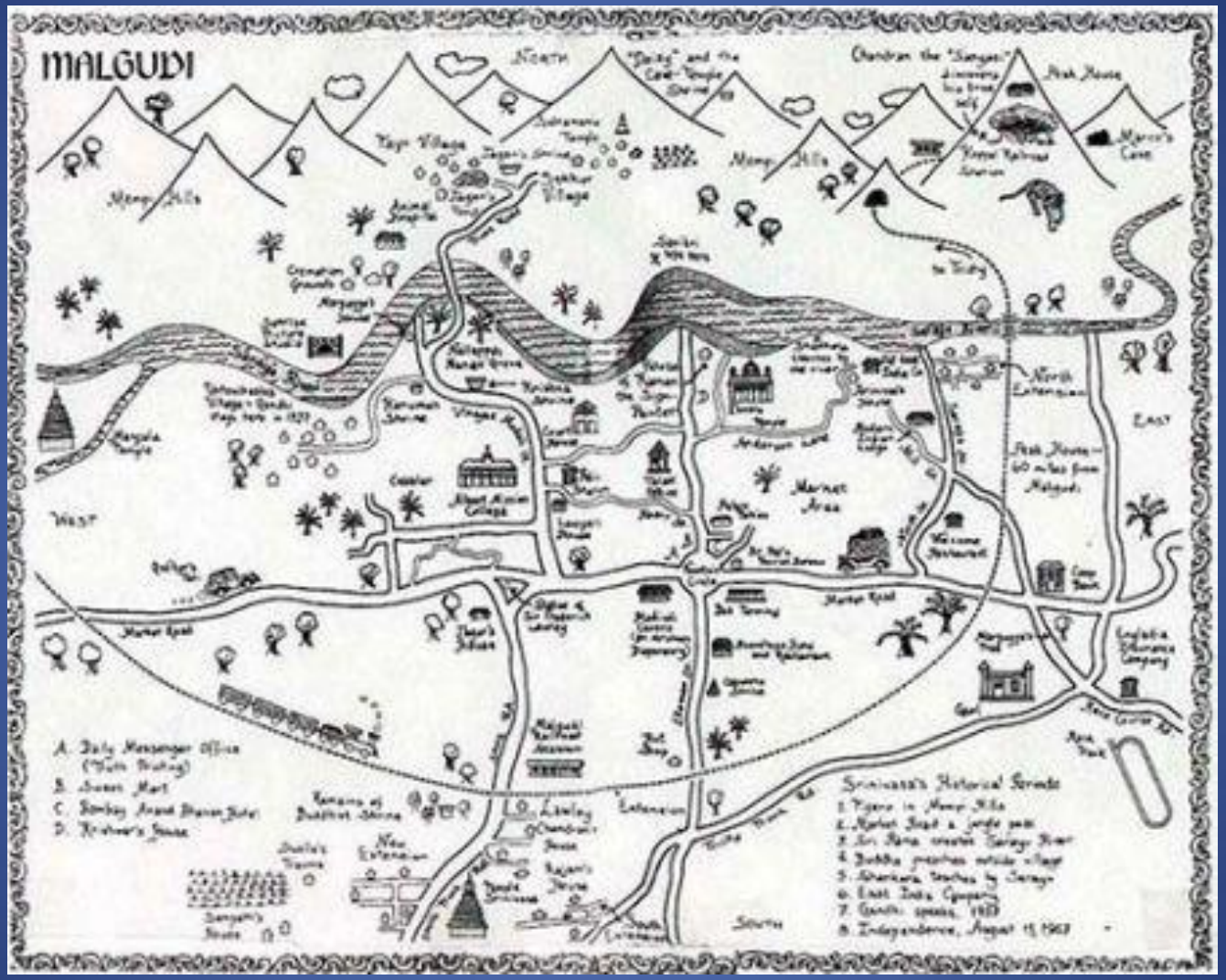


- There are a lot of short stories such as this one, all of them happening in this village of Malgudi.
- Narayan had successfully, depicted Malgudi , as a microcosm of India.
- The landmarks in Malgudi are;
  - The Sarayu River.
  - Market Street.
  - Mempi Forest.
- Narayan had created this place which he never thought of.
- Most of the elements are from his childhood and the people are the ones whom he meets or sees in his everyday life.

Understanding the environment of the scene.

- A hall lamp in hall.
- A passage where he used to sleep beside his grandmother.
- The office room was on the other side of the passage.
- We also understand that his father was a lawyer and as every lawyer, his father too had a library of law books.
- Street lamp outside the window.
- Bench in the office room under which he had his bed laid.

Illustrations of the story



Map of Malgudi, made by Dr. James M. Fennelly, a scholar in Narayan's works.

•There is also a series of serials based on Narayan's works named, 'R.K.Narayan's Malgudi Days'.

•The illustrations of the series is done by none other than R.K.Laxman who is very famous for his illustration of 'Common Man' which is very relatable.

•He was the person to visualise the series into his illustrations.

•It was produced by Padam Rag Films, and Shankar Nag was the director of the series.

Shankar Nag

Common Man by R.K.Laxman

- There is a episode dedicated to this particular short story in the series titled, ‘A Hero’.
- Here is the link to it:

https://www.youtube.com/watch?v=lSY2npEB2dw

Analysis of the video

- The visualisation of the book was a very relatable. Ranjit Chowdhary was responsible for the screenplay and the dialogues.
- The scene depicted justifies the time and the era the book was set.
- Except what the book has, there also had additional look of the village school and protest of Indians for Freedom.
- Sharad Joshi was the man behind the translation from English to Hindi.
- John Devraj, Ramesh Babu and Syed are the Men responsible behind the art.

Sharad Joshi

Scene from

Lalajee

By Jim Corbett

While Jim Corbett is on duty at a place called Mokama Ghat, he comes across a man called Lalajee, affected by cholera. Corbett gives him shelter and sees that he is provided with proper treatment. Fortunately for Lalajee, he survives the almost fatal disease. Corbett learns from him that he was a thriving merchant. Being swindled by his partner he was ruined and became a bankrupt. Driven from place to place, Lalajee had reached Mokama Ghat and it was on account of 'Sahib's' kindness that he was saved. But now, Lalajee has no place to go to. Jim Corbett hands him over an amount of Rs.500/- (quite a lot of money in the first half of the last century) and a railway ticket to go to his place. He advises him to start life afresh.

After quite a long time, one day when Jim Corbett returns home after work he finds a shadowy figure waiting for him. To his pleasant surprise, he recognizes the person to be none other than Lalajee.

Lalajee tells Corbett that he started his business with the money he had lent him; he has been doing quite well and now he has come to return the money that Corbett had lent him. Lalajee insists on repaying the loan with interest. But Jim Corbett declines it. Only to satisfy Lalajee, he accepts the amount of Rs. 500/- he had given him.

“The quality of mercy is not strained, it blesseth him that gives and him that takes" says William Shakespeare in The Merchant of Venice. Jim Corbett, out of sheer love for humanity, extended the quality of mercy to Lalajee and Lalajee recompensed it with his genuine feeling of gratitude. In this sense, both Jim Corbett and Lalajee are blessed.

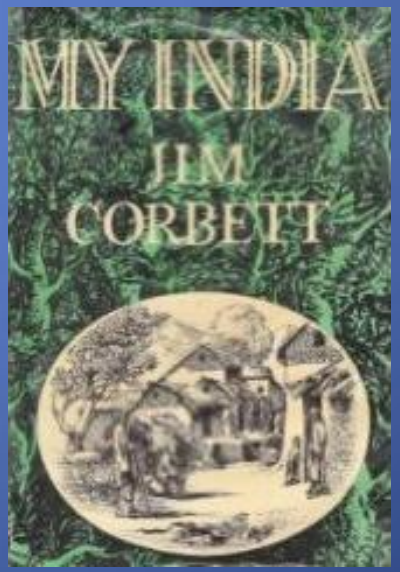
Analysis of the scene

•It is a short story from the writer's life. Jim Corbett a British Indian hunter, who later became an author.

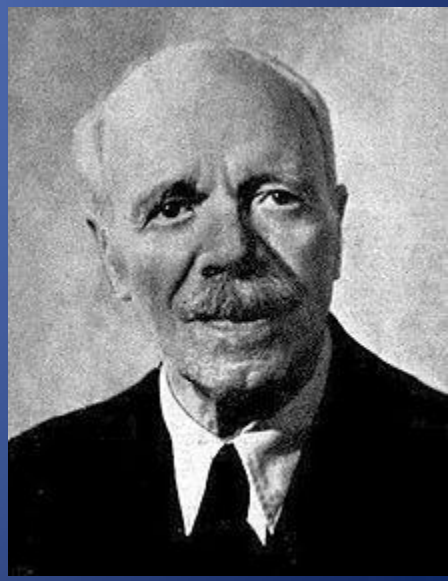
•There are many such short stories which the writer Experienced in India, they are in his book 'My India'.

•He travelled throughout the country hunting, writing, meeting people.

•He was also a very avid photographer, after his retirement he authored Man-Eaters of Kumaon, Jungle Lore.



My India



Jim Corbett

•In this scene, he states that he works on Mokama Ghat station.
•He meets a cholera ridden man, Lalajee. He helps him and takes him to cure him. Later, after understanding that he was a merchant who was backstabbed by his partner in business, he gave him 500 Rs. To help him start a new life.
•Later Lalajee comes back just to thank him and return his money.
•The kind gesture of the writer and a very honest man on the other hand.
•This is what Jim Corbett found in India.
•Jim Corbett national park in Nainital is dedicated to him.

Jim Corbett National Park

Understanding of the Scene

- As it is given that the scene happens on the railway station, Mokama Ghat.
- Mokama Ghat was located four kilometres east of Mokama on the banks of River Ganga.
- It was on a very important route for trade with east India, but its importance was lost after Rajendra Setu was build.
- Jim Corbett joined railways when he was 18years old working as a fuel inspector and assistant station master.

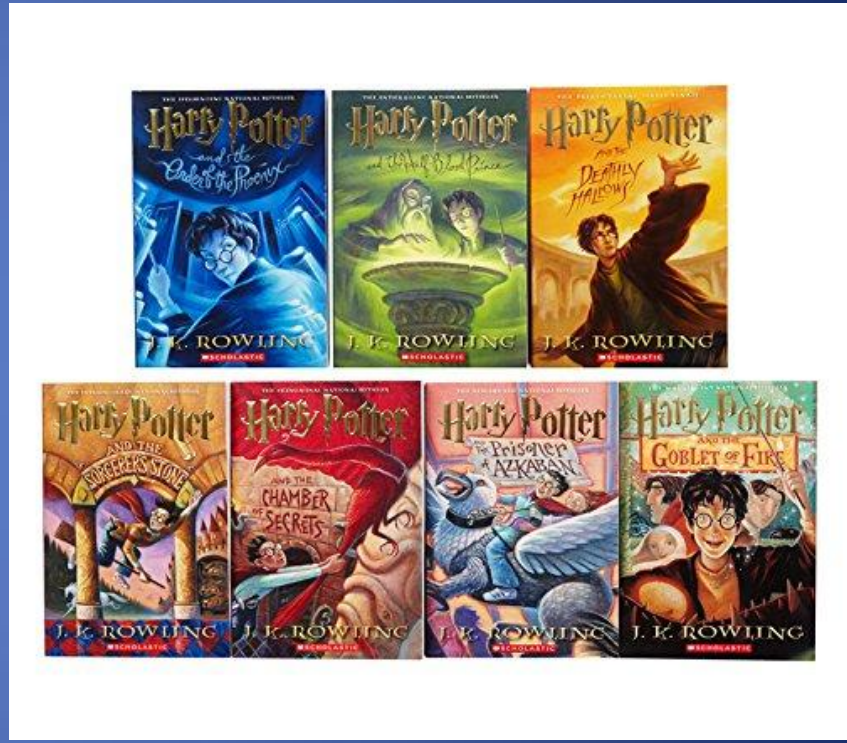
Mokama station

Mokama Junction

References

These are the references of books or stories that were produced into visual media, that is, movies, games, TV shows etc.

1) Harry Potter
   - Books were written by J.K.Rowling, who was declined by more than 10 publishers to publish her book which later turned to become a high selling books.
   - As the books, the movies also was loved by the audience.



All the Harry Potter Books

J.K.Rowling

Analysis of the books and the movies.

- Though it is a very popular debate between the fans of books and the movie fans, but as movies have a time constraint there is a lot of content that goes missing, which makes the books a clear winner here.
- But for an 8 movie franchise, they justified the look and texture of the wizard school.
- All the location and the events that were happening in the movies are greatly extracted from the books.
- The casting is another big step which was gracefully done by the makers.
- The screenplay was done by Steve Kloves for all the parts except for the 5th part which was done by Michael Goldenberg.

Steve Kloves

Michael Goldenberg

•There are a lot of crisp details in the book but as a person who is adapting and getting inspired from the book, he has to take care of other things of what he has to squeeze in and what should opt out.
•And for achieving this, Steve and Rowling had to discuss of what to be in the movie and what shouldn't. As the writer knows what material is useful as a reference to further movies and what isn't.
•Though there is same amount of entertainment in both books and movies, the adaption of the books and the places and the characters and their relationship all turned well for the movies and it served its purpose.

A link of the video of the interview between J.K.Rowling and Steve Klovers on how Harry Potter franchise movies were adapted

https://www.youtube.com/watch?v=LPX_q3JVFSw

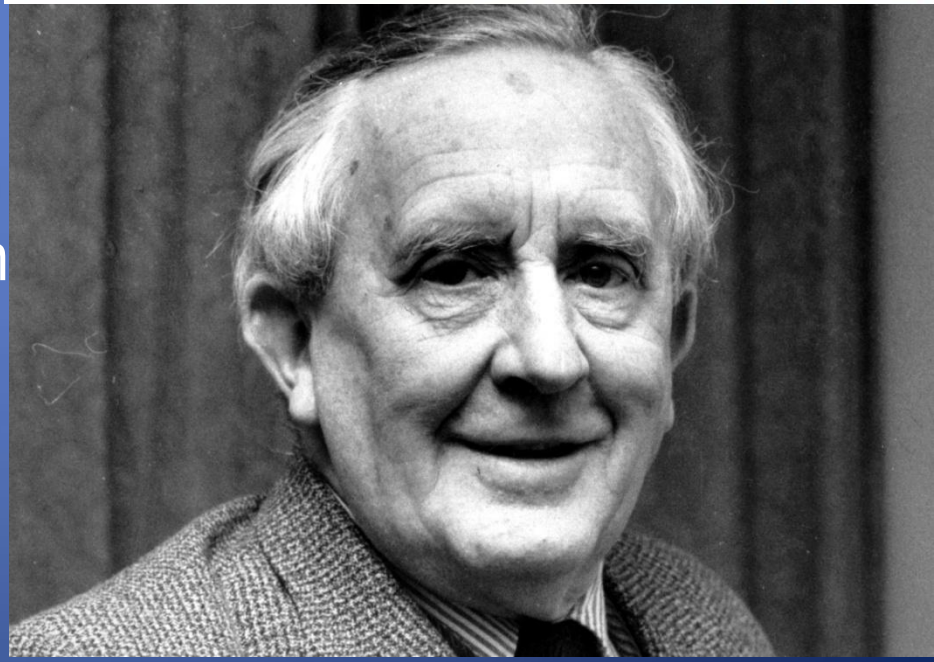
Harry Potter Books	Harry Potter Movies
1. The books delve into the character development part and build each characters' personality properly.	1. The movies miss out on many delicate details that the book originally presented in the story.
2. The books dive deep into the back story of the characters. Without compromising the integrity of the story.	2. The movies skip many characters and miss out on the development of many to keep with the time restraints.
3. The books don't provide any visual relief which makes it difficult to follow for some audience	3. The movies are easier to follow and do not overcomplicate the storyline. While keeping the base plot intact.
	4. The movies communicate better visually making them more audience friendly.

Harry Potter Books	Published on	Harry Potter Movies	Released On
Harry Potter and the Sorcerer's Stone	30th July, 1997	Harry Potter and the Sorcerer's Stone	4th November, 2001
Harry Potter and the Chamber of Secrets	2nd July, 1998	Harry Potter and the Chamber of Secrets	15th November, 2002
Harry Potter And the Prisoner of Azkaban	8th July,1999	Harry Potter And the Prisoner of Azkaban	31st May, 2004
Harry Potter And the Goblet of Fire	8th July,2000	Harry Potter And the Goblet Of Fire	18th November, 2005
Harry Potter and the Order Of Phoenix	21st July,2003	Harry Potter and the Order Of Phoenix	11th July, 2007
Harry Potter and the Half-Blood Prince	16th July,2005	Harry Potter and the Half Blood Prince	15th July, 2009
Harry Potter and the Deathly Hallows	21st July, 2007	Harry Potter and the Deathly Hallows Part I	19th November, 2010
		Harry Potter and the Deathly Hallows Part II	15th July, 2011

2) Lord Of The Rings

- This is one of the series where some people tend to like the book more while some like the movies.
- The choice is very subjective. The books were written as a sequel to J.R.R. Tolkien's novel 'The Hobbit' published in 1937.
- The book has three volumes;
  - The Fellowship of the Ring.
  - The Two Towers.
  - The Return of the King.

Lord Of the Rings books



J.R.R. Tolkien

Analysis of the books and movies

•While working on the book, Tolkien wanted to make just one book of the story but due to financial and story issues it had to extend to three volumes.

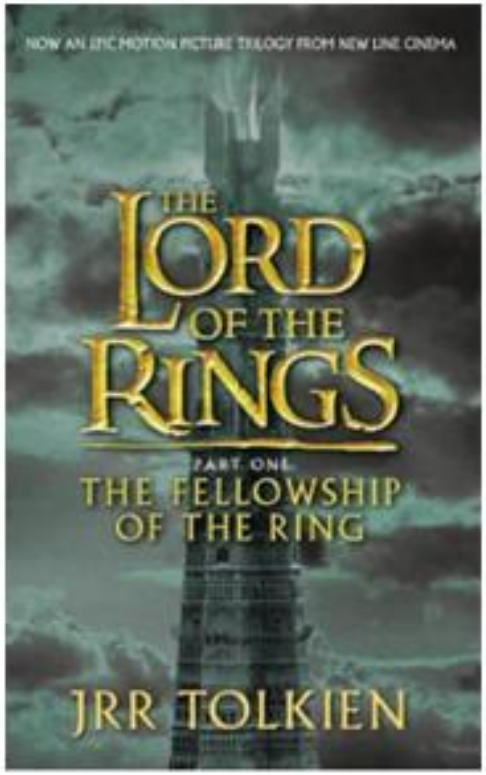
•The movies were directed by Peter Jackson, and music was done by Howard Shore.

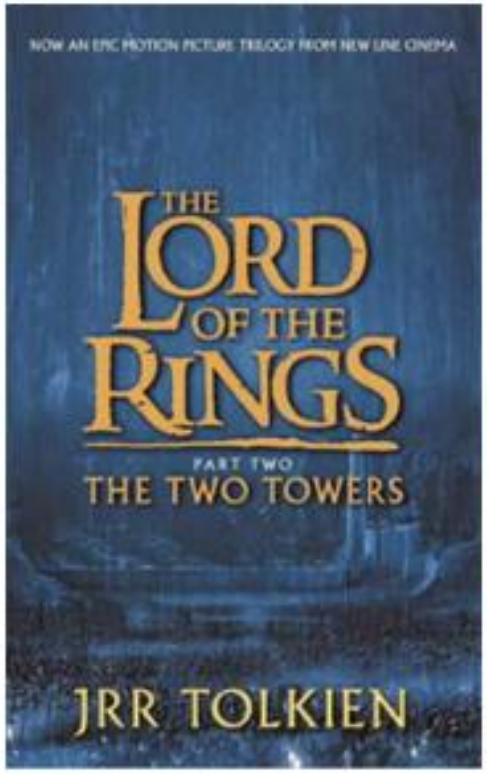
•People also believe that the background music did the trick for the movies. People who prefer book over movies will agree that the audio support that was provided by the background score in the movie helps them when they read the book again.

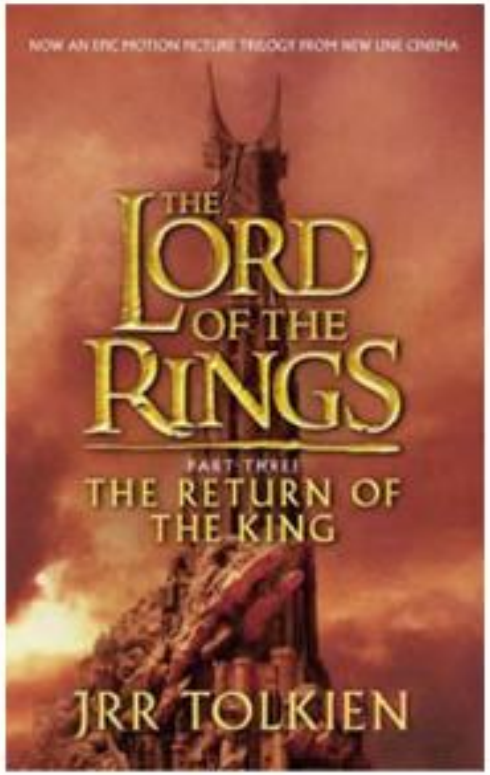
Peter Jackson

Howard Shore

- One of the reason that both the movies and books are equally good is that the length of the movies was much longer than the usual movies but still did not lose the grip of the audience throughout.
- Though there were some chapters in the books that weren't or very less depicted in the movies, but the cast, their acting and most importantly the advantage of audio aid helped the audience relate the book to the movie.
- The way the director generalised the scenes and then sewed them together so that all different kinds of readers could relate to it.
- The gap between the recreation of books into movies is 47 years.
- The delicacy of the types of characters in the books is well taken care in the movies.
- The books are one of the best selling books selling over 150 million copies. J.R.R.Tolkien was one the best writers in the world.

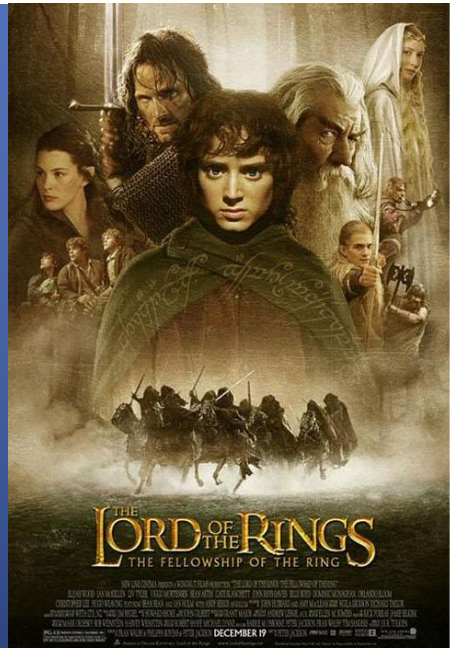


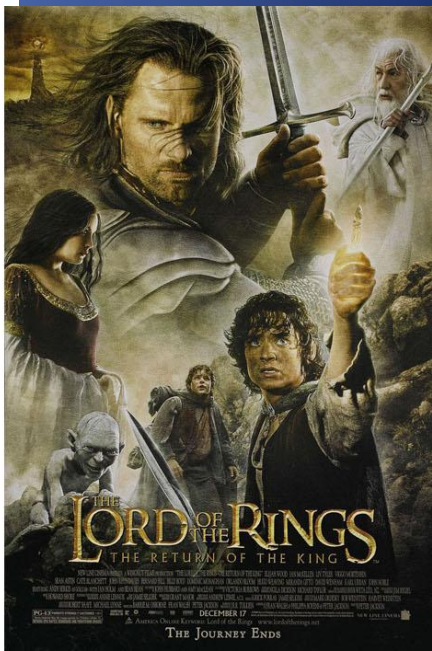




Books by John Ronald Reuel Tolkien (J.R.R.Tolkien)

Movies directed by Peter Jackson





Lord Of The Rings Books	Lord Of The Rings Movies
1. The books give the reader freedom to imagine the fantasy world as they wish.	1. The movies kind of restrict you to believe the setting as you see but also provide a visual aid for the books.
2. The books have a lot more content than the movies.	2. The movies have to cut short the script so that they would fit in the time restrain.
3. The books doesn't have a audio aid.	3. The biggest advantage movies have is that the work on background score is phenomenal.
4. Some people, find books boring after watching the movies first.	4. The trilogy is still counted as the one of the best trilogy in the movie industry.

Lord Of The Rings Books	Published On	Lord Of The Rings Movies	Released On
The Fellowship of the Ring	29th July, 1954	The Fellowship of the Ring	19th December, 2001
The Two Towers	11th November, 1954	The Two Towers	18th December, 2002
The Return Of the King	20th October, 1955	The Return Of the King	17th December, 2003

- Combining all the three books, there are a total of 62 chapters and teh movie run time accounts, just above 11 hours including the extended version.
- There are some chapters from which less than 10% material is included in the movies. And some have less than 66% and some have more than that.
- The movies aren't arranged according to the chapters in the books, some chapters from a different volume appear in the earlier or later version of the movie.

The Fellowship of the Ring	The Two Towers	The Return of the King
A Long-expected Party	The Departure of Boromir |	Minas Tirith
The Shadow of the Past	The Riders of Rohan	The Passing Of Grey Company
Three is Company	The Uruk-hai	The Muster of Rohan
A Shortcut to Mushrooms	Treebeard	The Siege of Gondor
A Conspiracy Unmarked *	The White Rider	The Ride of the Rohrrim *
The Old Forest |_|	The King of the Golden Hall	The Battle of the Pelennor Fields
In the House of Tom Bombadil *	Helm's Deep	The Pyre of Denethor
Fog on the Barrow Downs *	The Road to Isengard |_|_|	The Houses of Healing
At the Sign of Prancing Pony	Flotsam and Jetsam	The Last Debate
Strider	The Voice of Saruman |_|_|	The Black Gate Opens
A Knife in the Dark	The Palantir |_|_|	The Tower of Cirith Ungol
Flight to the Ford	The Taming of Smeagol	The Land of Shadow
Many of Meetings	The Passage of the Marshes	Mount Doom
The Council of Elrond	The Black Gate is Closed	The Field of Cormallen

The Fellowship of the Ring	The Two Towers	The Return of the King
A Journey in the Dark	The Windows on the West	Many Partings *
The Bridge of Khazad-Dum	The Forbidden Pool	Homeward Bound *
Lothlorien	Journey to the Crossroads |_|_|	The Scouring of the Shire |
The Mirror of Galadriel	The Stairs of Cirith Ungol |_|_|	The Grey Havens
Farewell to Lorien	Shelob's Lair |_|_|	
The Great River	The Choices of Master Samwise |_|_|	
The Breaking of Fellowship		

- \| -Chapter moved to Fellowship of the Ring film.
- \|_\| - Chapter moved to The Two Towers film.
- \|_\|_\| - Chapter moved to The Return Of The King film.
- * - Not in the movie.
- Red are for chapters from which less than 10% material has been taken.
- Blue are from which about 66% material is shown.
- Green is for chapters from which more than 66% material is depicted.

3) The Witcher Saga:

- The Witcher Saga was orignally written by Andrzej Sapkowski, a Polish fantasy writer and former economist.
- The Witcher game franchise was developed by CD Projekt Red.
- It is an open world action role playing game.

Andrzej Sapkowski

CD PROJEKT RED®

The Witcher Game series

Positives and Negatives of making game from books

- Open world role playing, this hybrid genre has suited perfectly for the game.
- The story of the book and the games are very different. But the developers had taken the idea of era and characters from the book.
- The main protagonist of the book has very perfectly extracted out and well laid in the game. As for the other characters they have changed some of them and for some they have deviated from their character in the books.
- The books are a series of short stories set in the era, there is no character development in these books.
- The game is set in the present and then all the adventure Geralt (Protagonist) goes through the player gets to know more about the character which helps them to take decisions in his place.

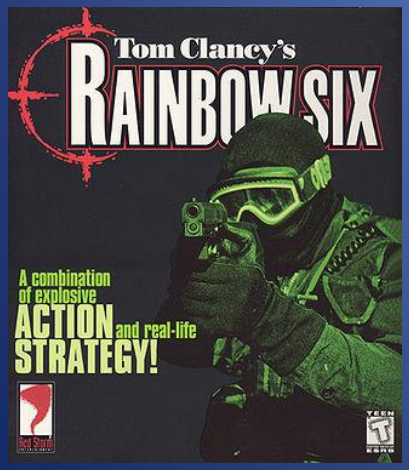
“The game — with all due respect to it, but let's finally say it openly is not an ‘alternative version', nor a sequel. The game is a free adaptation containing elements of my work; an adaptation created by different authors. Adaptations although they can in a way relate to the story told in the books can never aspire to the role of a follow-up. They can never add prologues nor prequels, let alone epilogues and sequels.” *The Witcher* is a well made video game, its success is well deserved and the creators deserve all the splendour and honour due. But in no way can it be considered to be an 'alternative version', nor a 'sequel' to the Witcher Geralt stories. Because this can only be told by Geralt's creator. A certain Andrzej Sapkowski.”

-Andrzej Sapkowski in an interview with Eurogamer

4) Rainbow Six

- The novel is a techno-thriller written by Tom Clancy. It is about a fictional multi national counter terrorist unit codenamed ‘Rainbow’.
- Rainbow six is a tactical shooter game, and it is a game series of a similar name.
- It was developed by Red Storm Entertainment, which a Ubisoft studio.

Tom Clancy



Rainbow Six Game

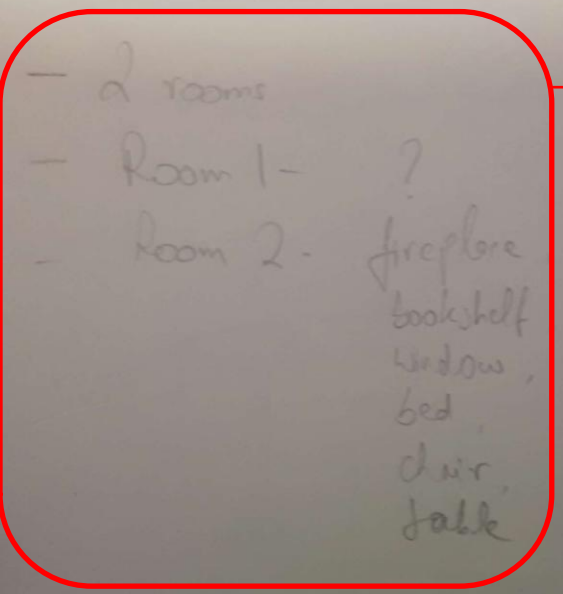
Red Storm ENTERTAINMENT

A UBISOFT STUDIO

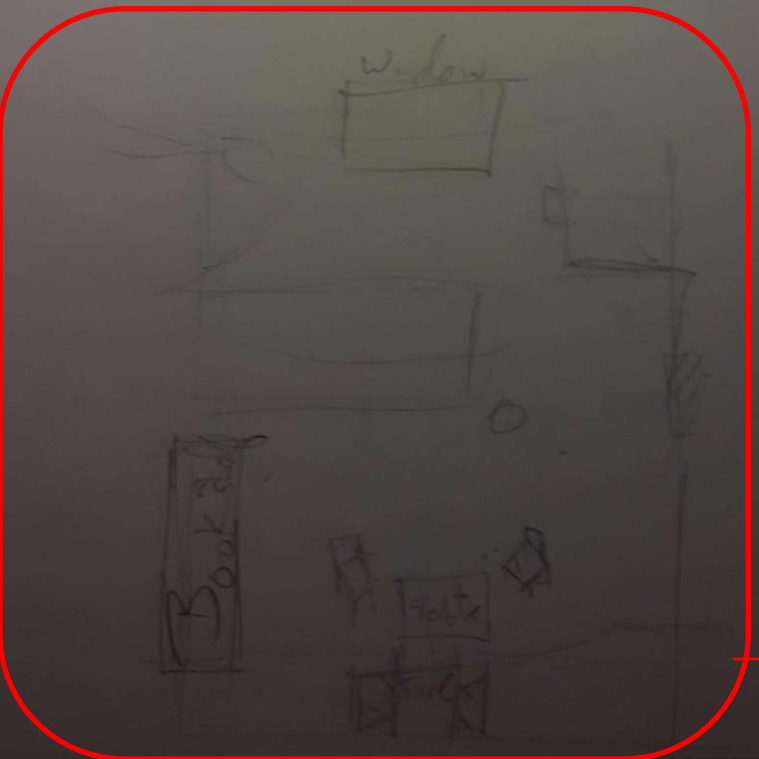
Challenges faced by writers while making such movies/games.

- The role of the director of the movies or the screenplay writers of the movies which are to be made from pre-written books have a very challenging task ahead of them.
- They need to pan the scene in such a way that every different kind of reader or person can relate that movie to the book he has read. Which means, the look of the characters, the scene, the music, etc.
- All of these tasks were done by the reader according to his knowledge but in a movie it should appeal to everyone.
- They have to generalise as well as squeeze in all the information that they can in the time restrain to make a movie.

A Day's Wait

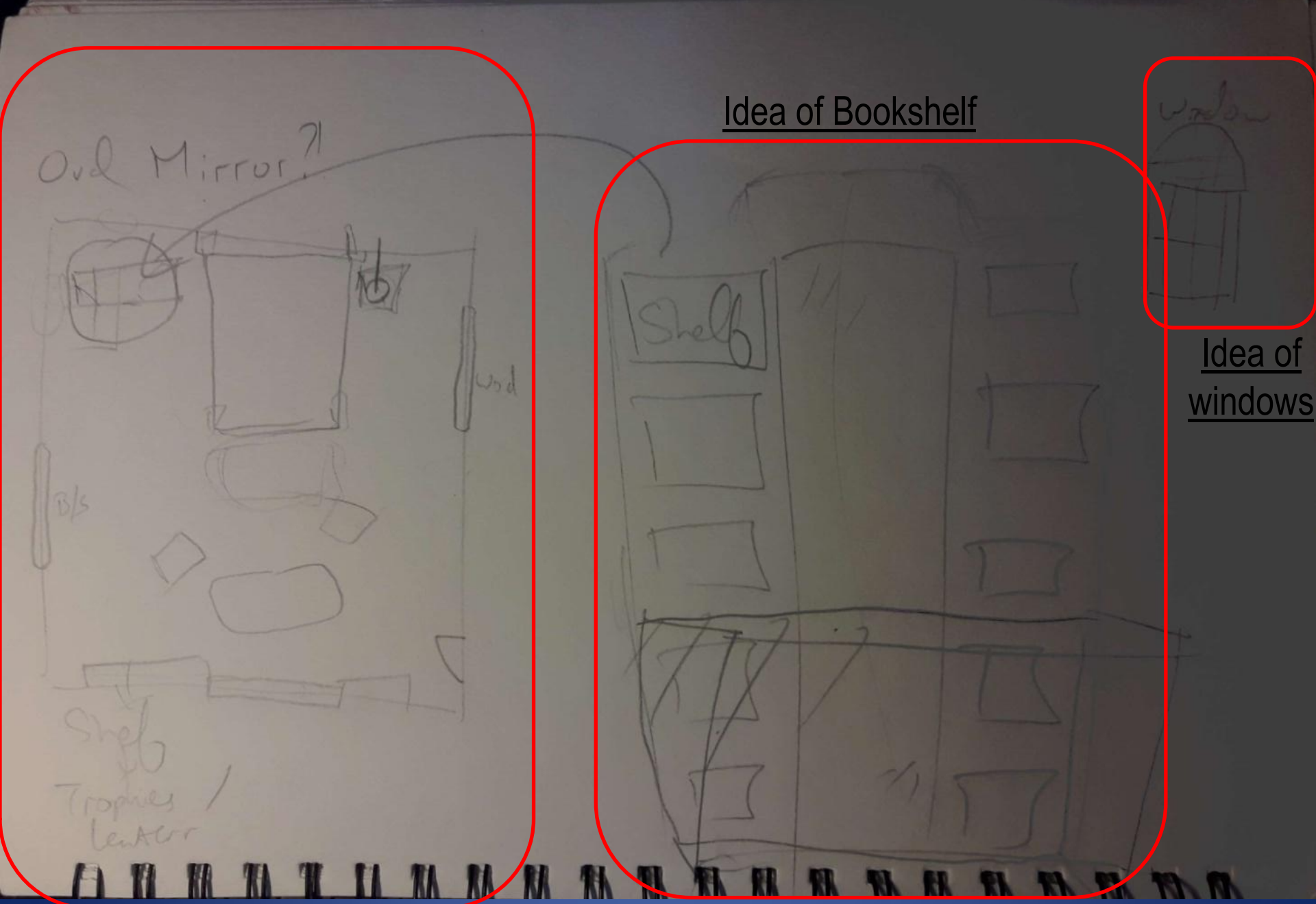


-2 Rooms
- Room 1 -- ?
- Room 2 – Fireplace
Bookshelf
Windows
Bed
Chairs
Table



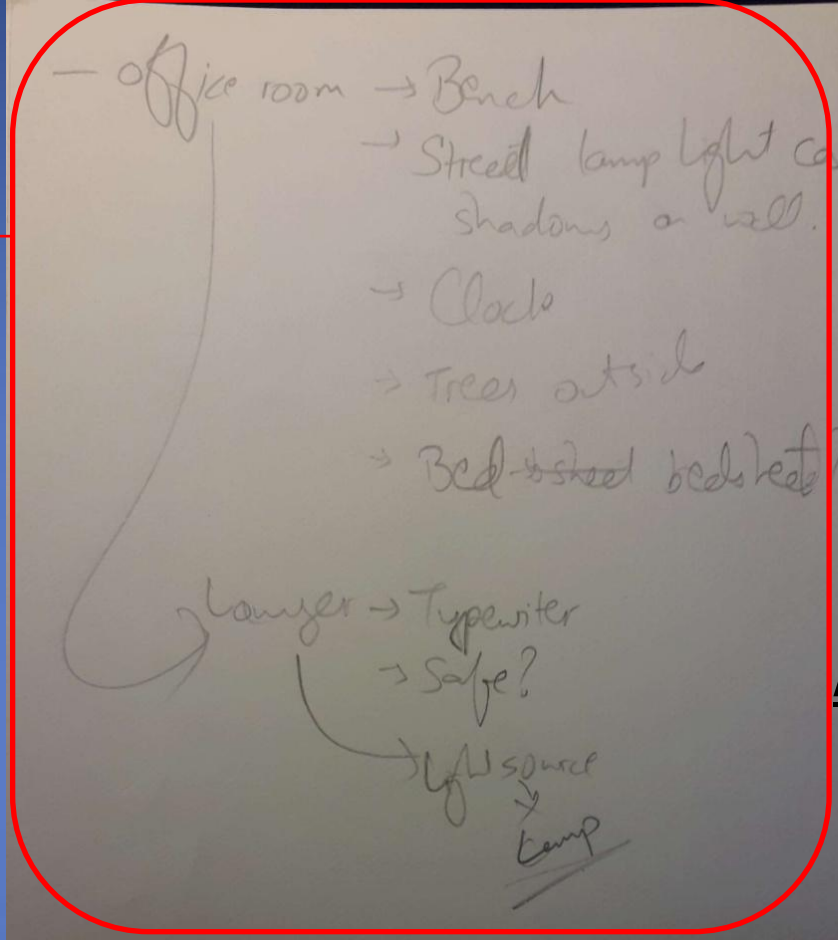
- At first, the third story wasn't circulated so I had to start my ideation process by selecting a story from the two options.
- So rather than selecting a story, I decided to start the ideation on both of them and proceed with the one that has better scope.

Layout

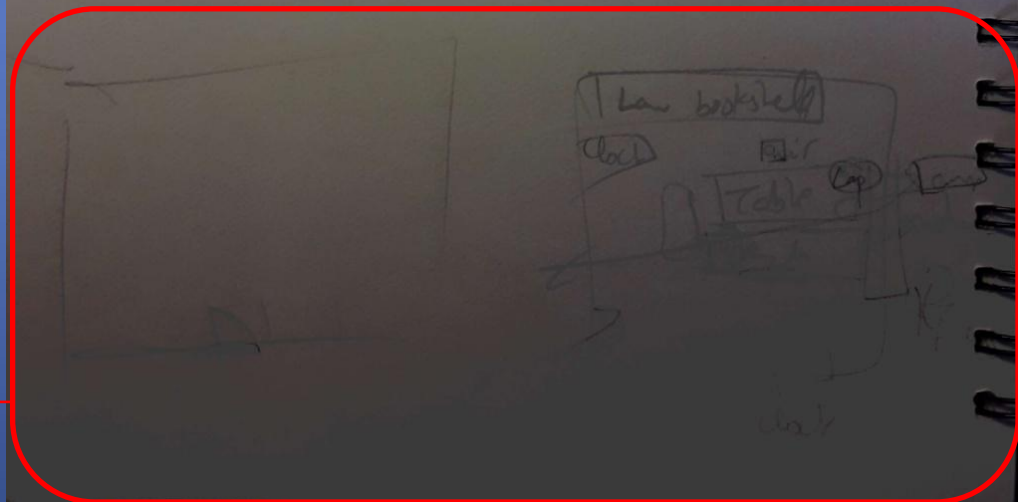


Layout from top view

-Office Room of a Lawyer
- -Typewriter
- -Safe?
- -Lamp
- -Bench
- -Clock



A Hero



Layout

Selection of a story

- I chose the story of Lalajee on which, I have to make my final output.
- The story is from the experiences of the author Jim Corbett, and his life in India.
- The scene which has been described calls for a railway station; Mokama Ghat.
- So railway station would be an integral part of the scene.
- The scope of concepts was open to me as there is not much described about the scene but its all about the story, so I can write up a concept based on it.

Mokama Railway Station

References of the present Mokama Railway Station.

Game Concepts

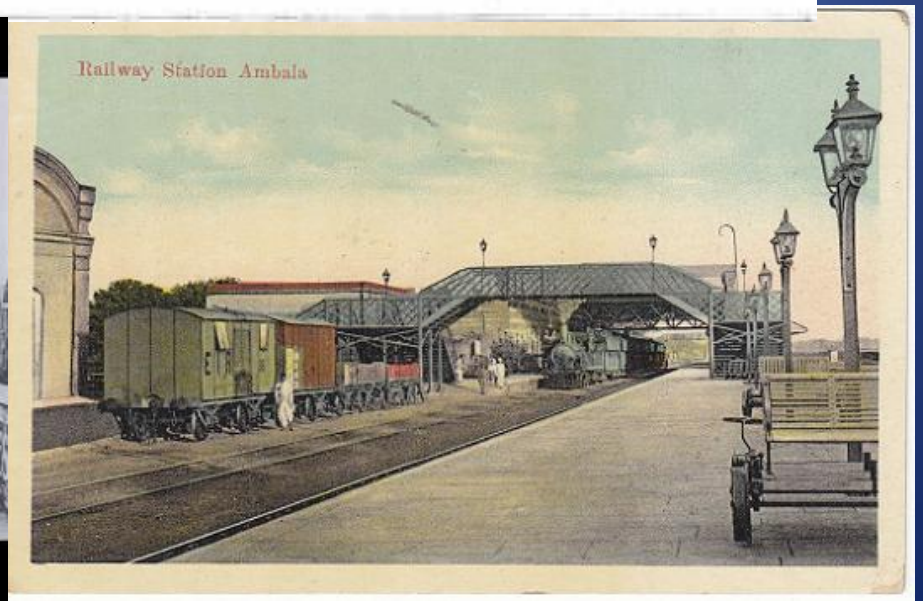
- The player is outside the railway station and he has to go in and rescue the other person who is very sick on the other platform.
- The obstacles shall be that the crowd will have a resistance on the player.
- Then the player has to make decision that whether to befriend that person or just help him and leave him.
- This way the player has to role play the character.
- As the scene and the book by the author is based on his experiences, we can adapt those experiences and give them to the player and also make it vivid by making the player to role play the character.

My Output was to make a 3D model of the scene from my game concept. But as the scene is inspired from the book, I had to start mapping and visualising the old stations and their look so that I can try and achieve it in my output.

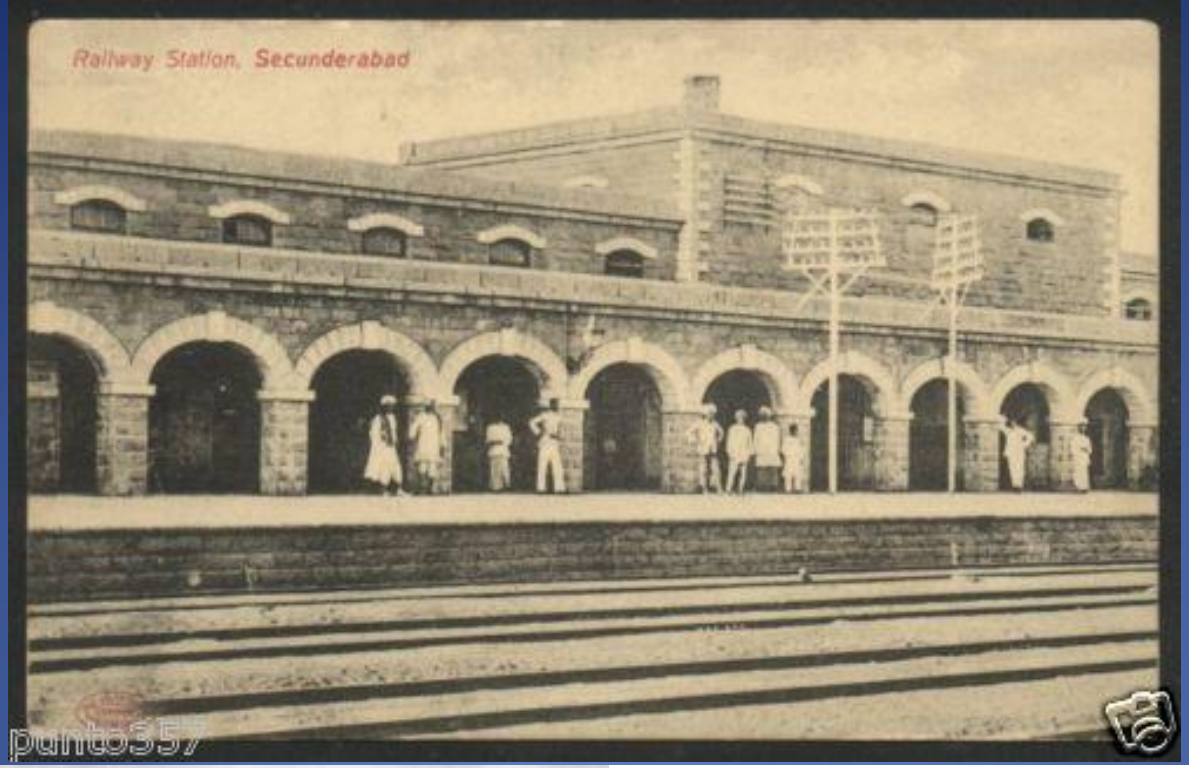
So the first part is to collect references and visualize the scene.

References

Mail Train at Poona New Station.

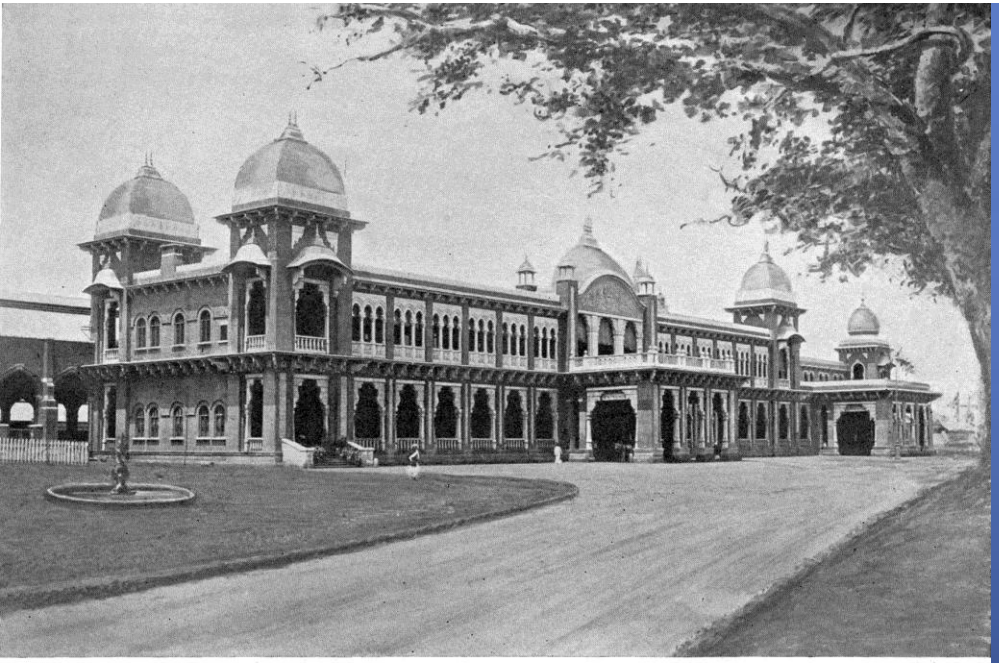


Thepostcardshop
www.delcampe.net


Railway Station, Secunderabad

LUCKNOW

Quetta Railway Station.

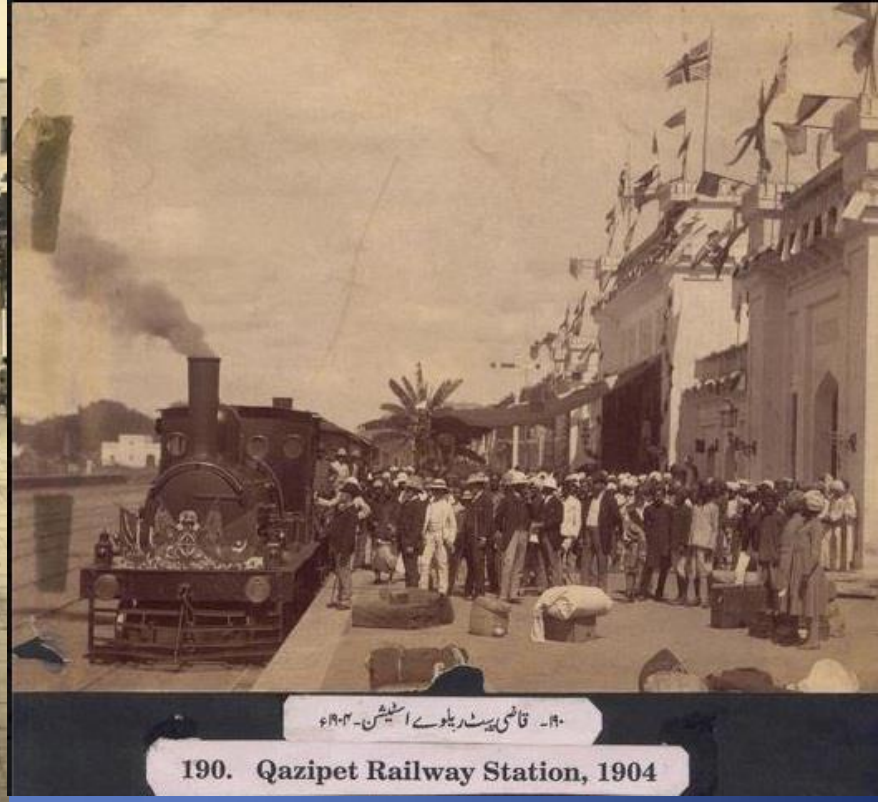


Negative by Wiele & Klein, Madras. See Page 9.

EGMORE STATION, MADRAS.

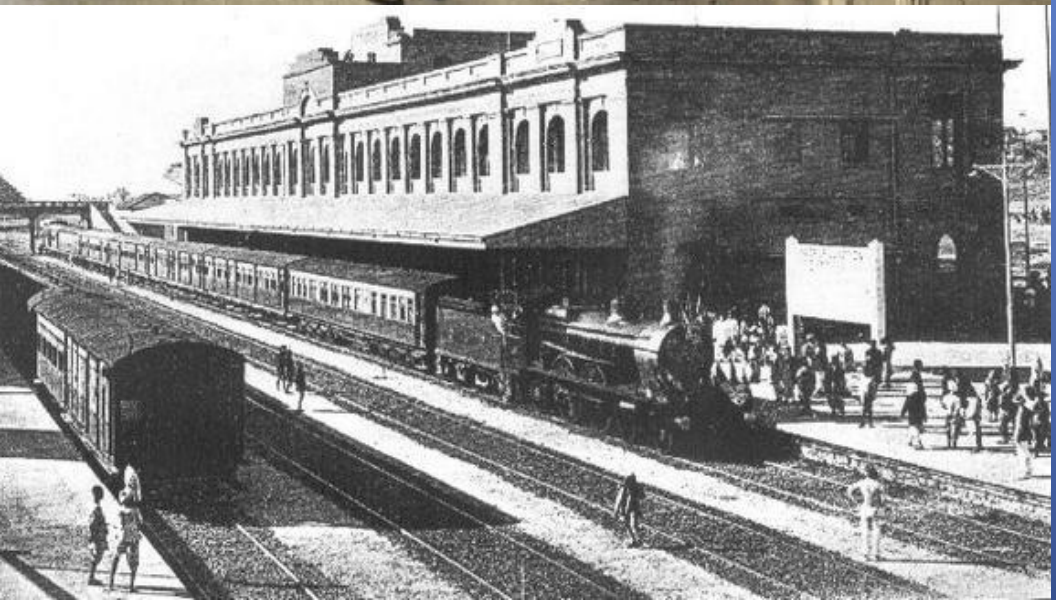
- To make a station, I had to collect images and other references of railway stations of that era in India.
- As I wasn't able to find a direct reference of the station mentioned in the book, I thought of making a station with components of different stations.

Other stations made by British but in the later period.



۱۹۰۔ قاضی پیٹ ریلوے اسٹیشن۔ ۱۹۰۴ء

190. Qazipet Railway Station, 1904



- Some references are of remains of the stations built long back, some are depicting the how railways were the backbone of the economy.

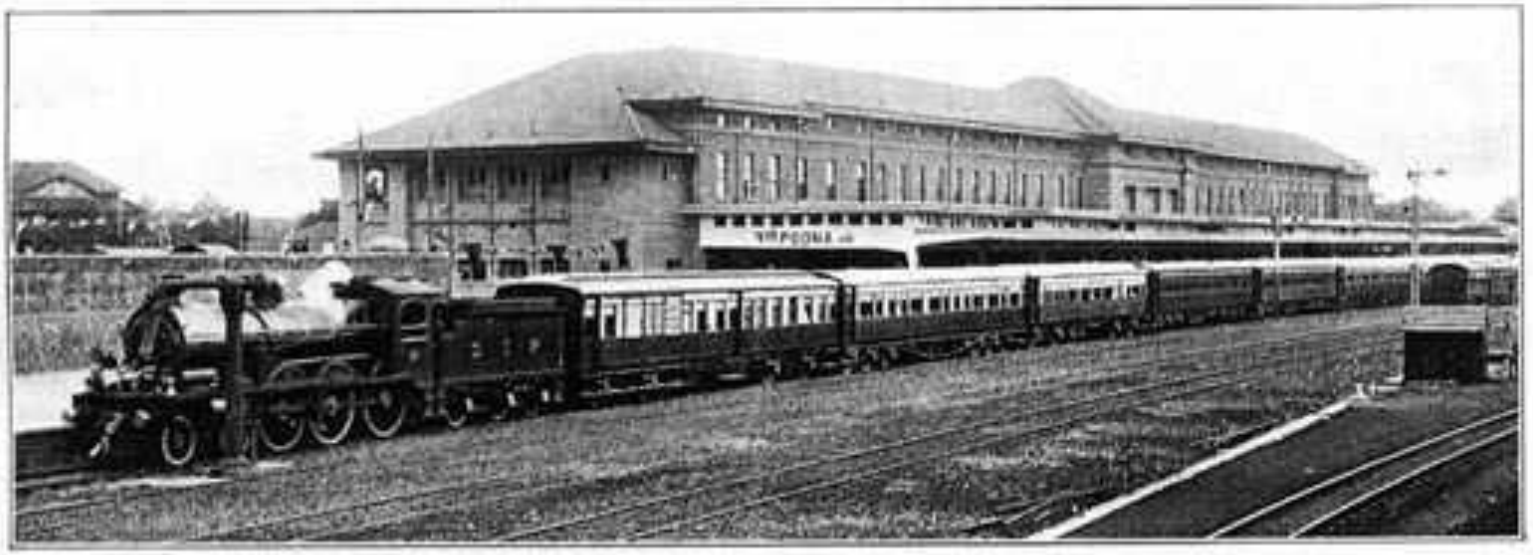
Present images of the stations built long back.

Central railway station

PLATFORM
№ 2
NOTICE

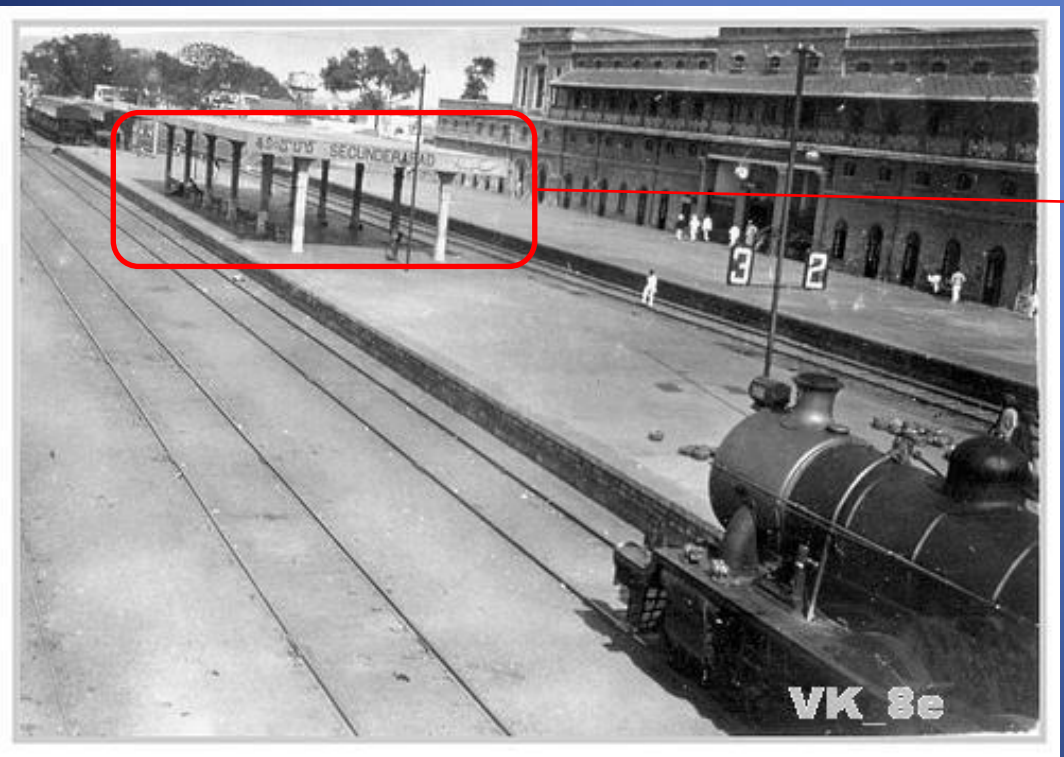
CURRENCY NOTE PRESS, INDIA.

SEALDAH MAIN STATION
Sealdah Main Station, Calcutta.
12.



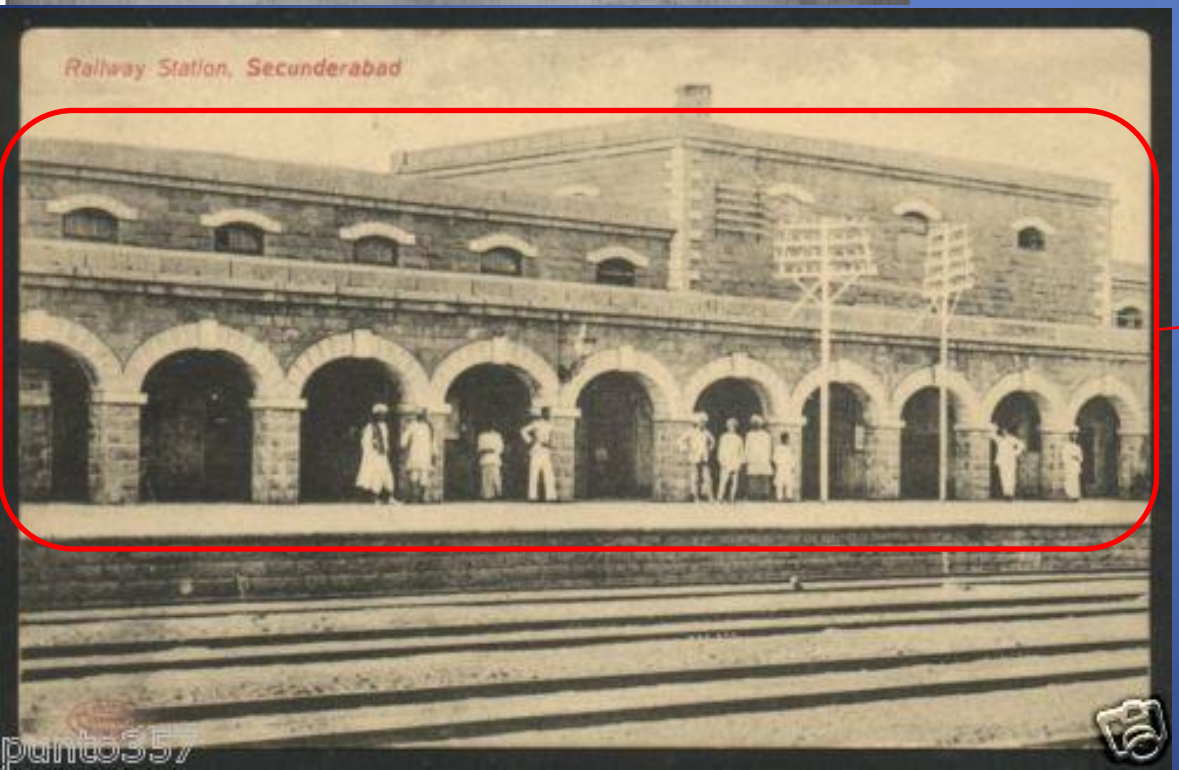
Mail Train at Poona New Station.

The entrance of this reference. Reference is of Quetta Railway Station (Now in Pakistan).

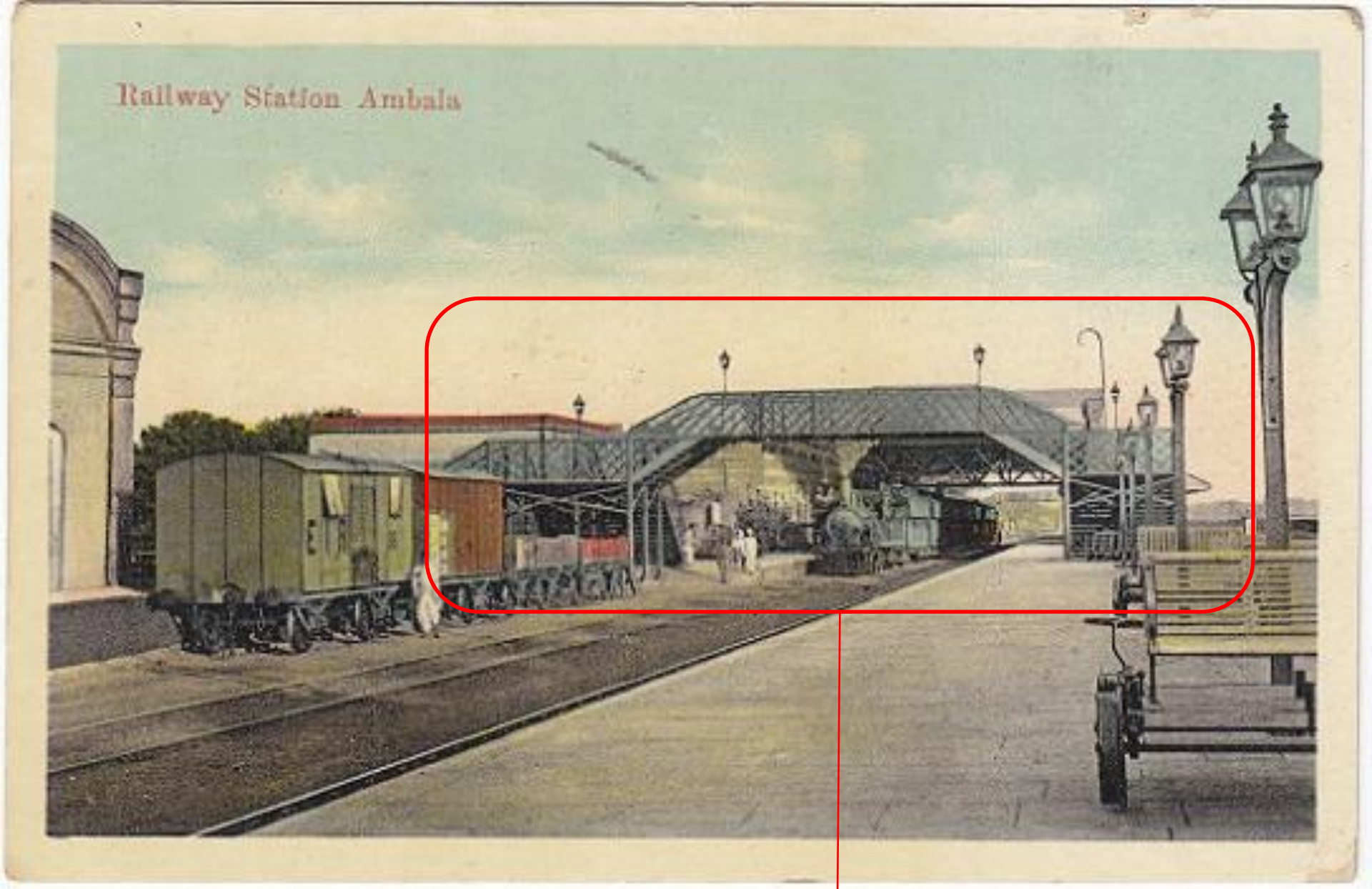


Mid platform shed of this reference.

The name plate of the railway station would be looking like this.
Reference,, as the name says, it is a station of Lucknow.



I want to include such type of entrance to the main platform of the station. It could be the backside of the entrance. Reference is of a railway station in Secunderabad.

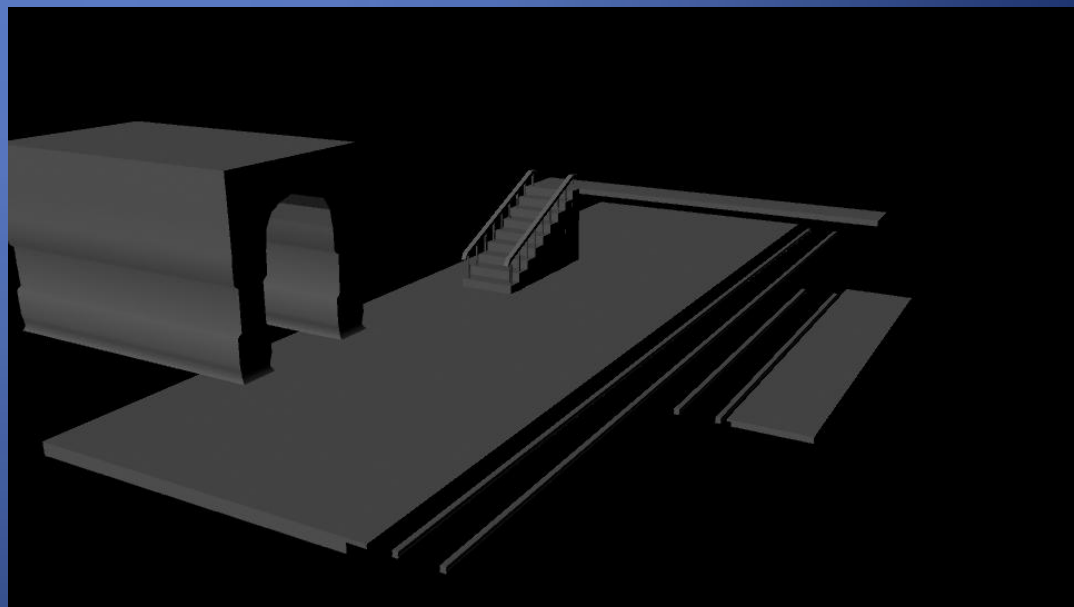


The Foot over bridge from this reference. It is the Railway station of Ambala.

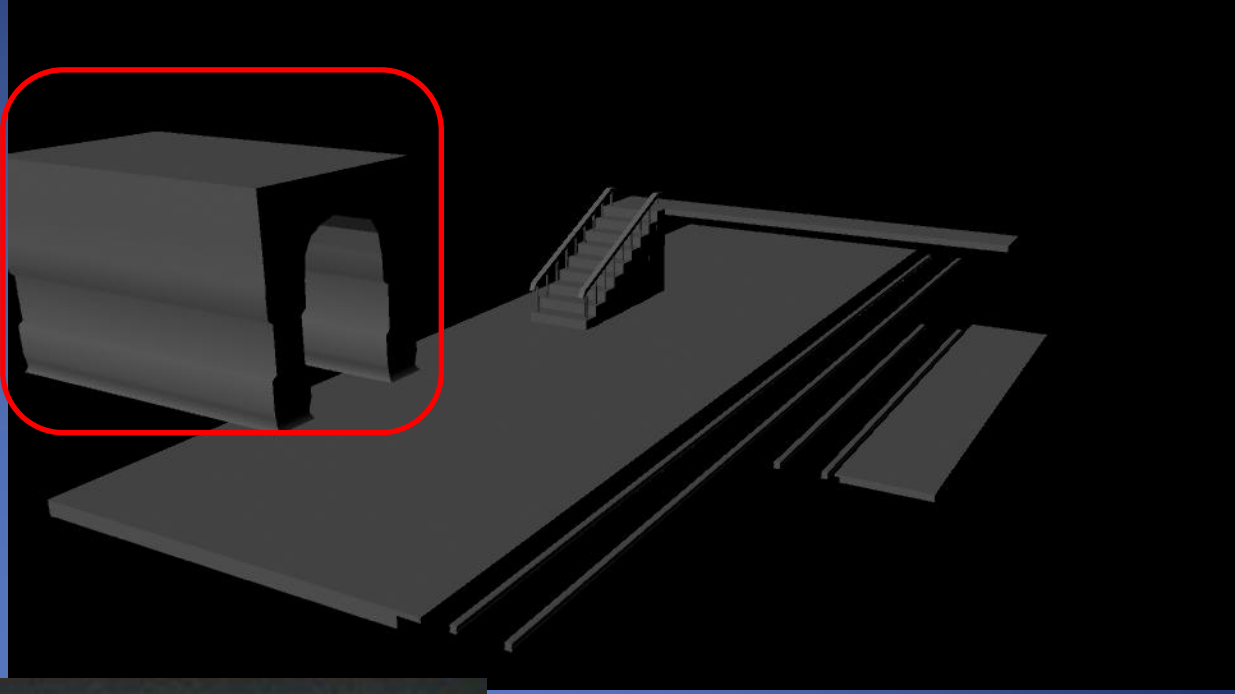
Layout of the map

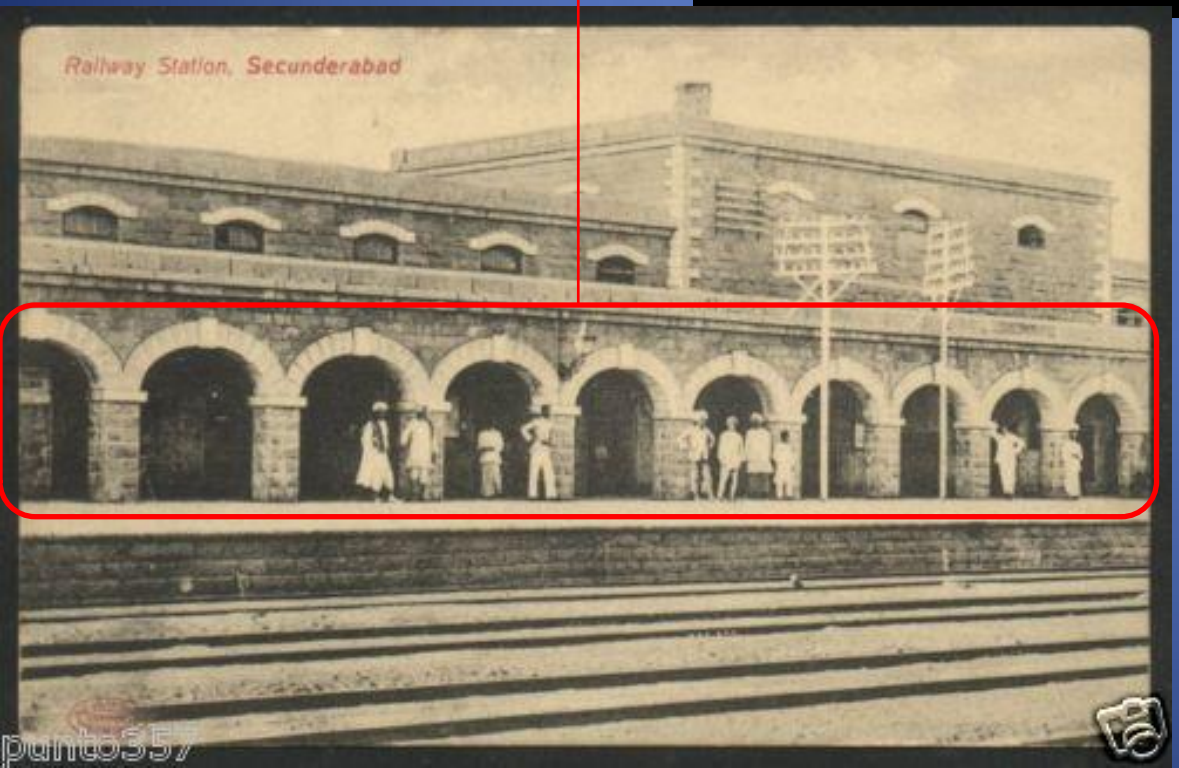
Struggles faced while modelling and texturing

- After mapping out the layout, I have to decide what would the assets look like.
- Looking at the architecture from other references, I have to try and make the station as believe able as I can.
- Asset modelling, had to be improved to reach that result. I tried some of the assets and failed in making them correctly in a proper flow manner.
- So, I had to redo the assets until it was perfectly modelled.

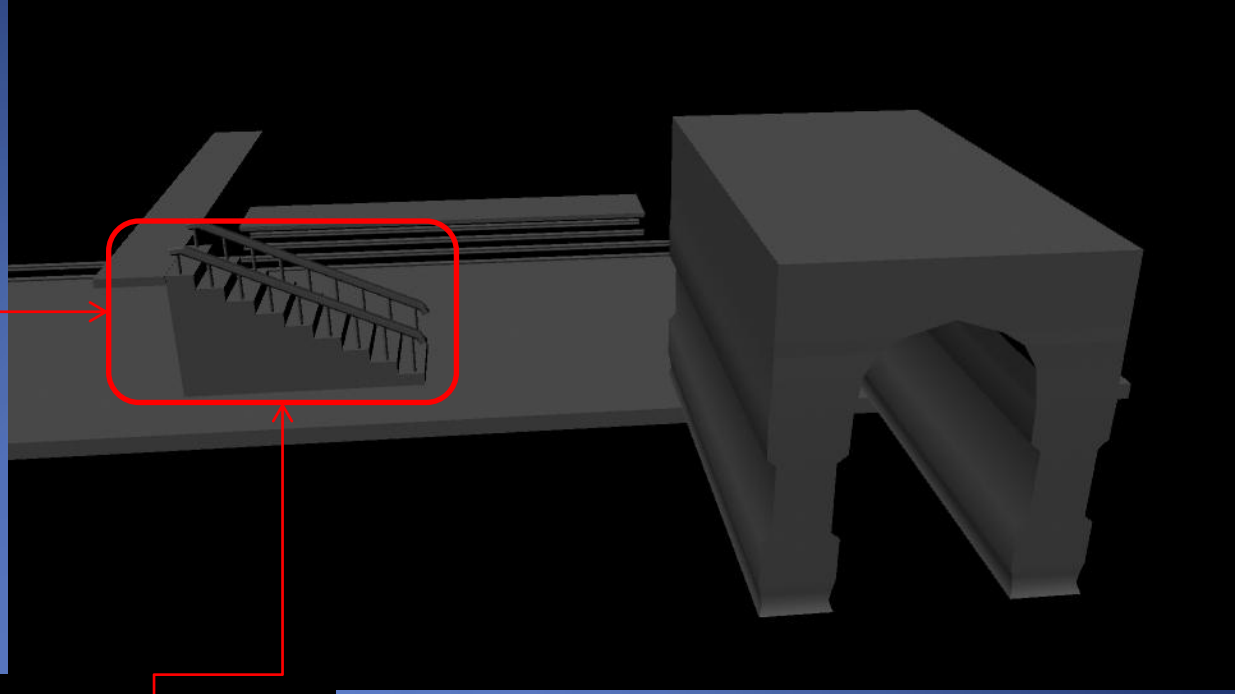


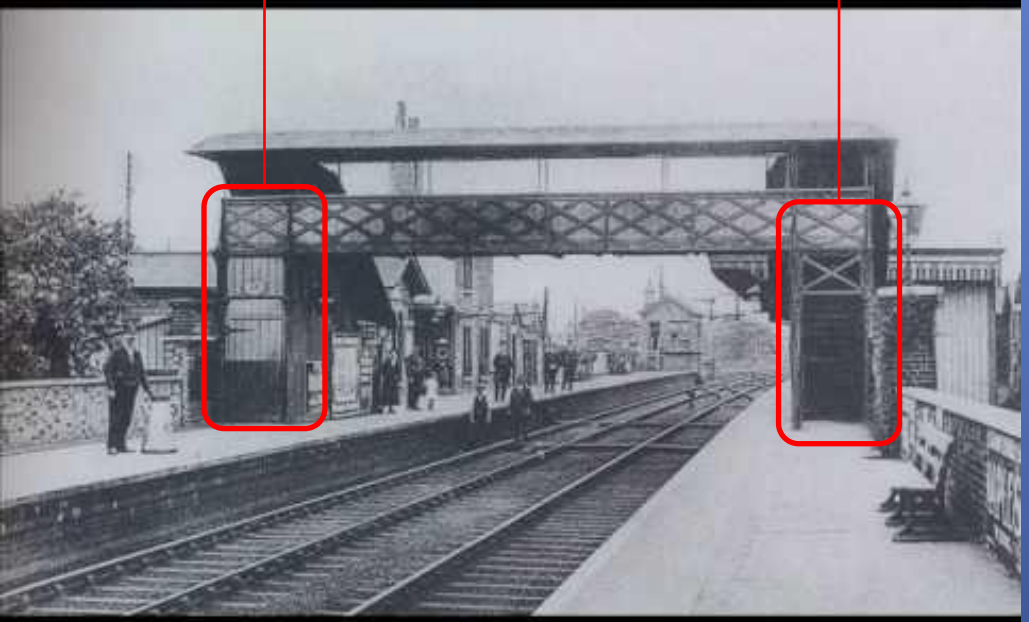
Asset Modelling.



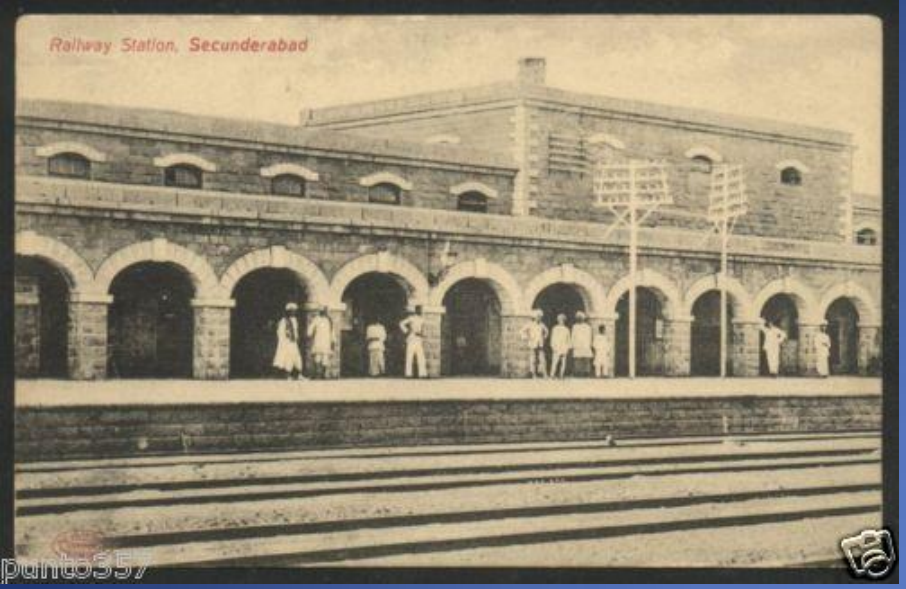


Trying to match the entrance to the platform from the reference.





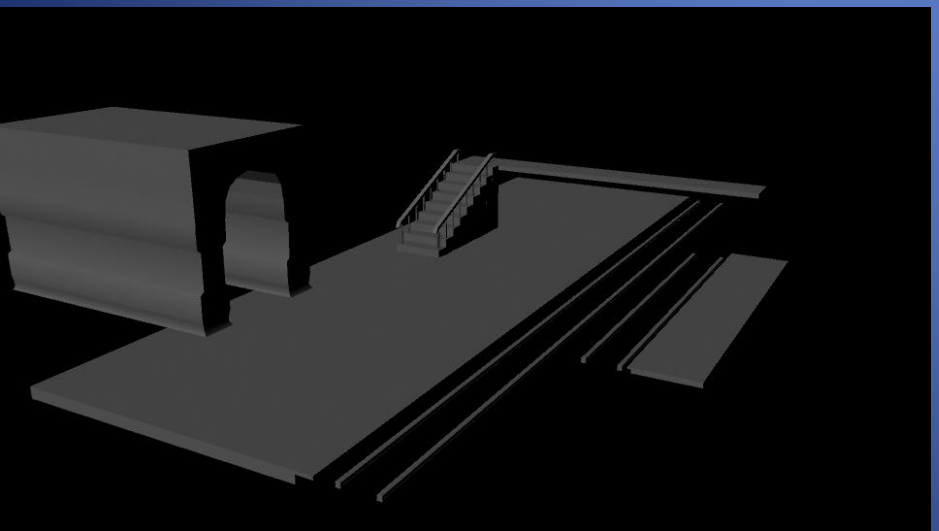
- Trying to make it by understanding the other side and the material of the stairs.
- The stairs here are looking good, but the wireframe was messed up, and also the stairs didn't depict the era or the location of the station.



Reference Image

+

Trial of Asset Modelling.



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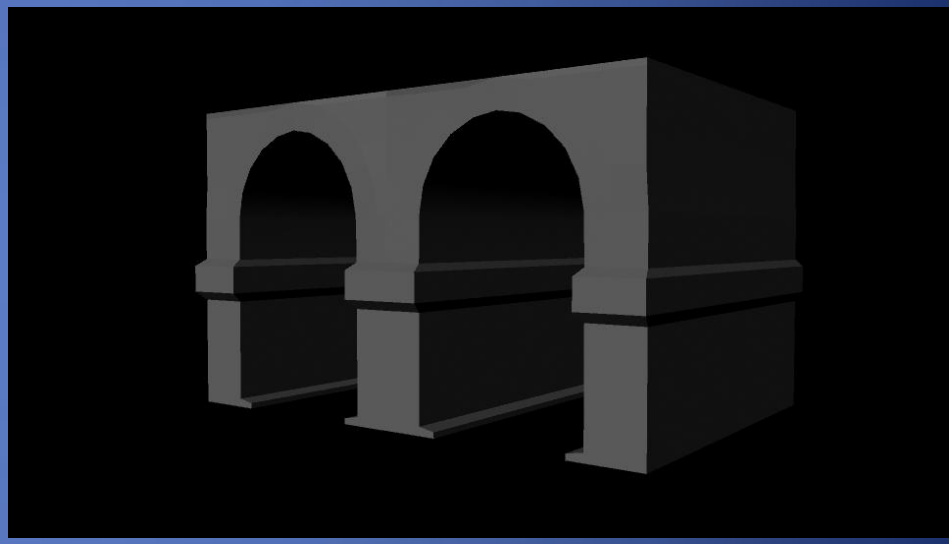
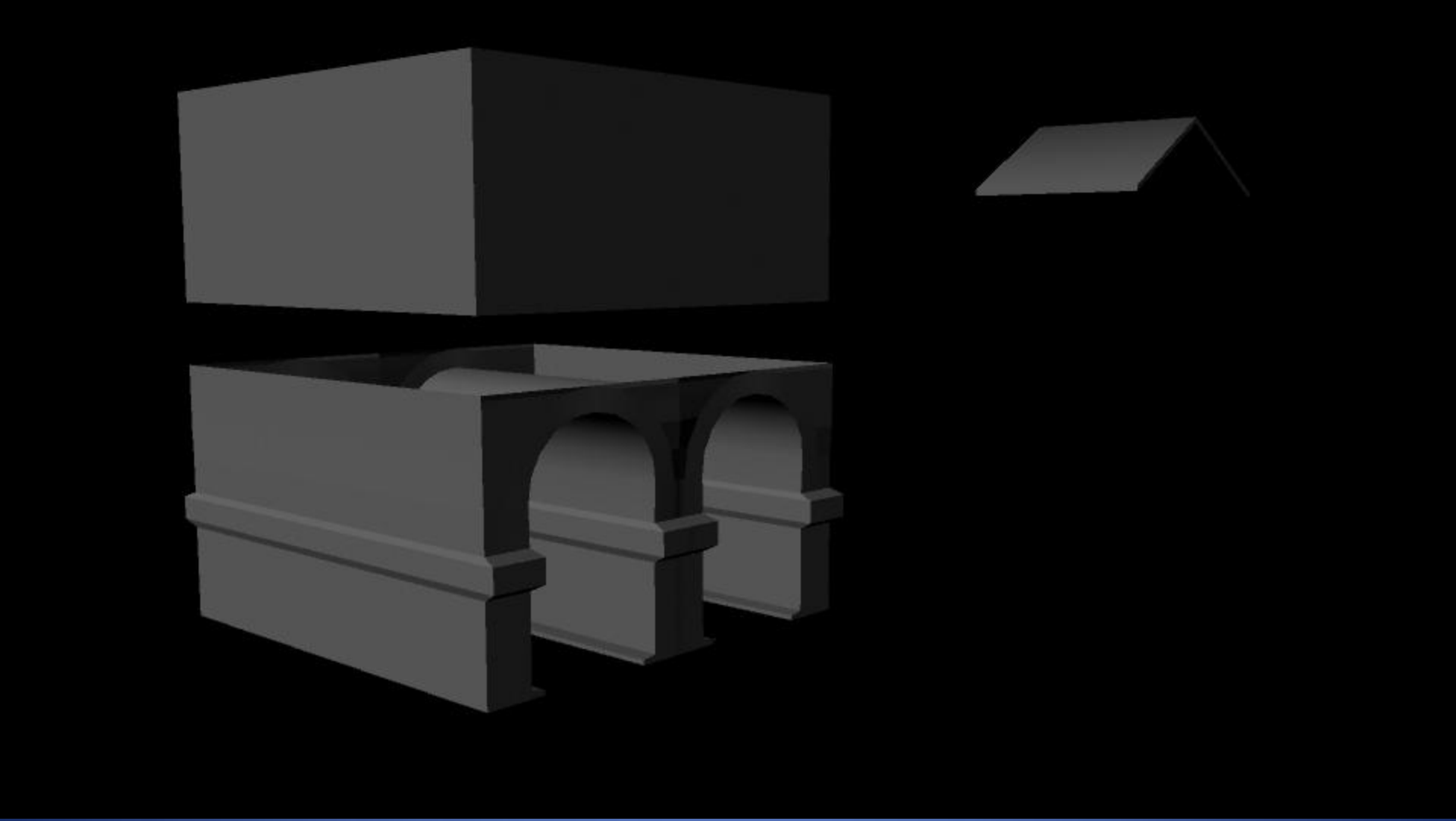


Final Asset Model of the Entrance.

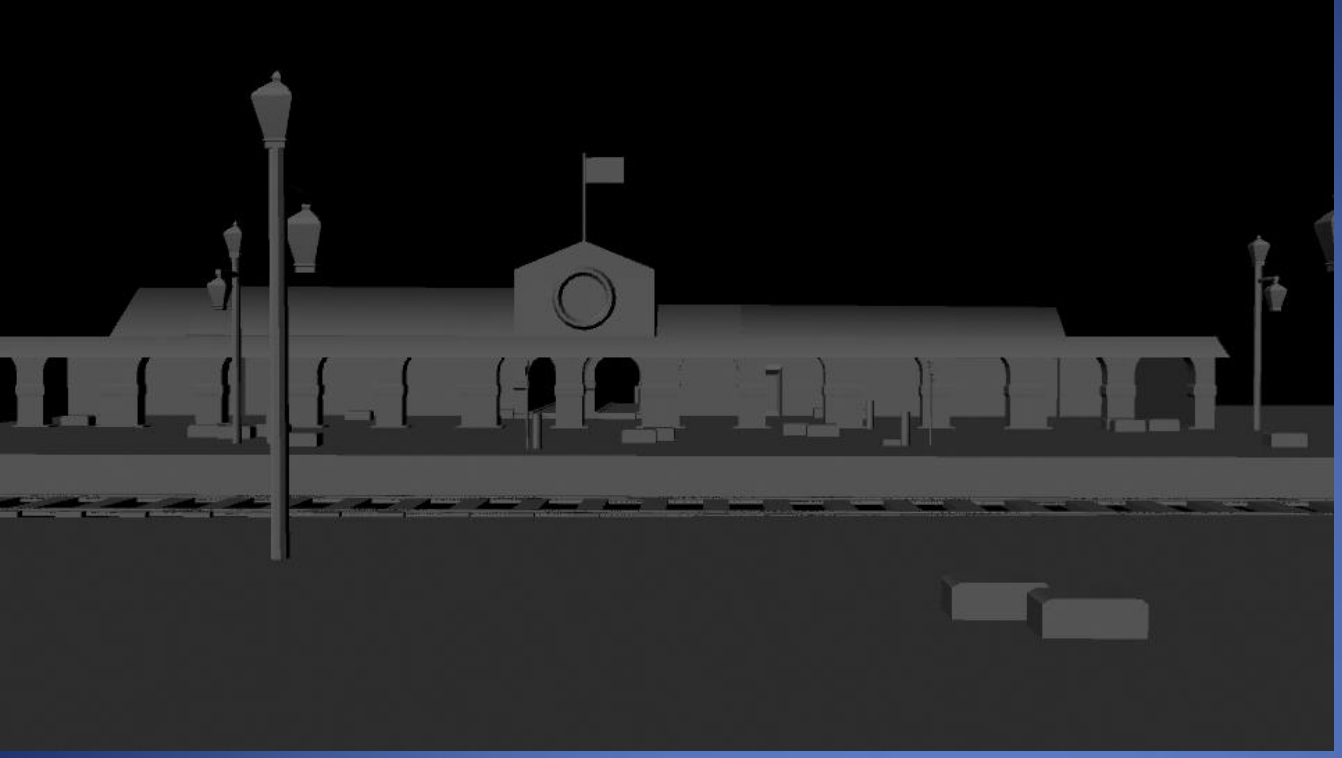


- After making the entrance, now I have to make the other assets as well.
- There was a long task of making the station, unwrapping it and then giving the look and feel to it with textures.
- Here is the entrance of the building and behind there is roof of the hut beside it.

•After making the models, I encountered another problem which is ‘Proportion’.
•All the assets now need to take their place according to the layout that I have made.
•After placing the assets, the proportion of the assets didn’t match.

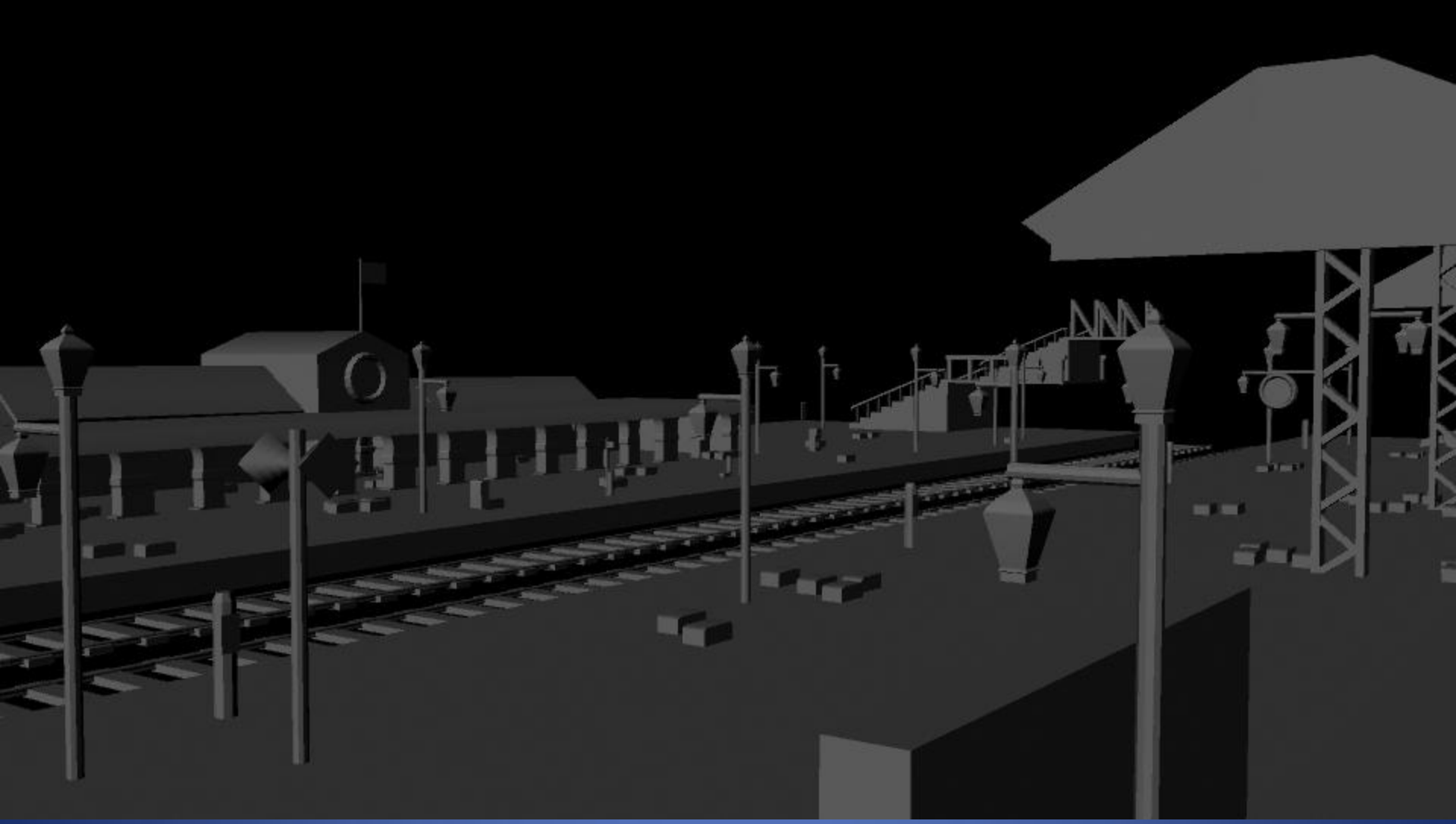
- The proportion of the lamps is very big as compared to the entrance or the shed on the other platform.
- Though it gives a feel of station, it is far from the actual station

- The platform indicators also are tall and thick as compared to what they should be.
- If there is a player in the scene, then one would understand the improportionate nature of the scene.



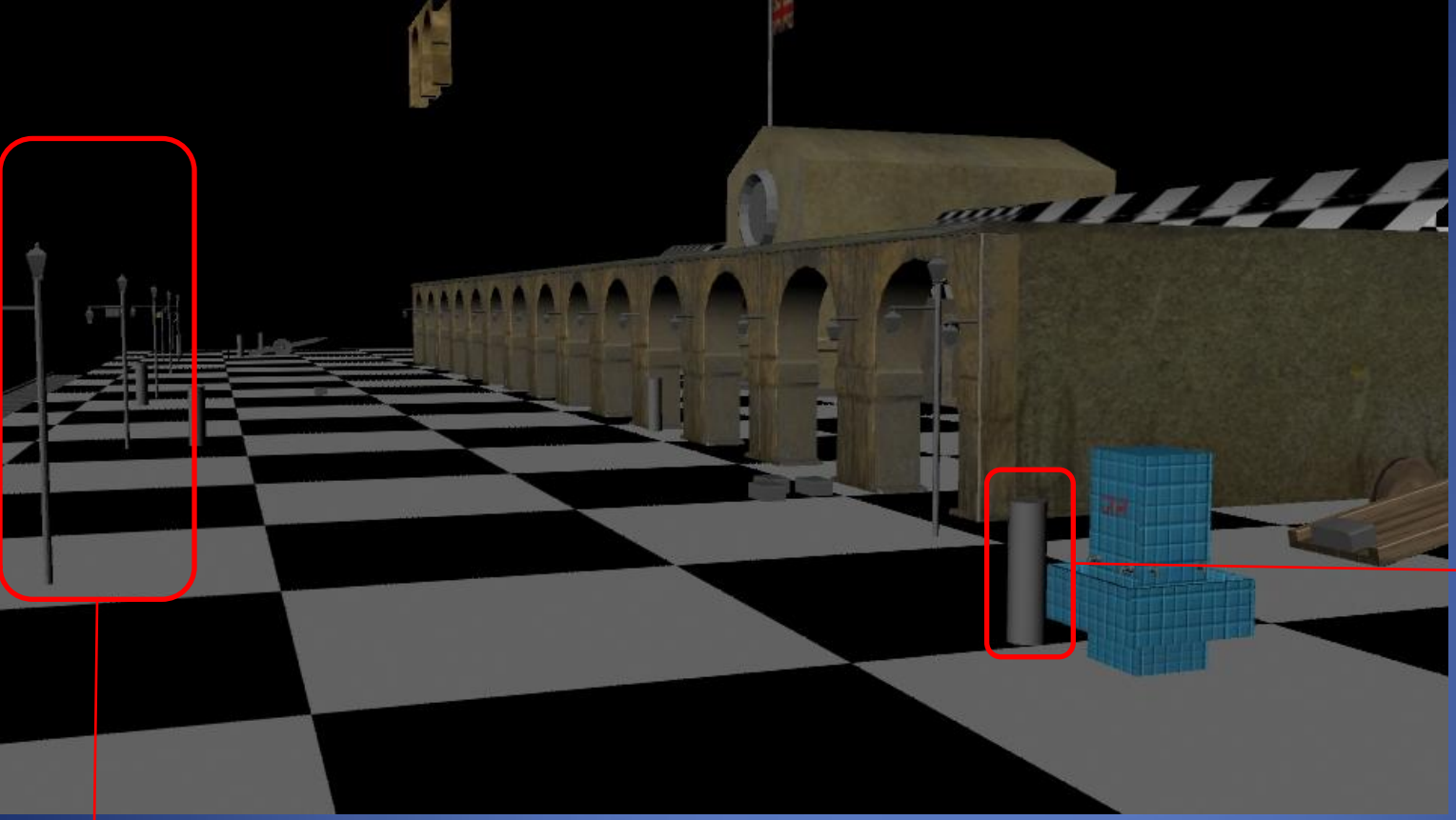
•Also, the flat ground is merging with everything else, to tackle this, there has to be some kind of angle in the assets, because there isn’t anything as right angle while modelling.

•This is from the other platform, and you can see that the lamps are taller than the entrance, logically the light in the lamp won’t even hit the ground in this way.
•Additionally, the main building and the entrance had to be reworked to more fine work.



•Here, you can clearly identify the problem. And also, how the whole scene looks after placing the models.

•To tackle the problem of proportion, I had to use a trick which is, to create a cylinder and give it a height which is to be taken as a base measure of proportion and then scale the assets and the scene accordingly.
•After setting up the scene as per proportion, Unwrapping comes next.

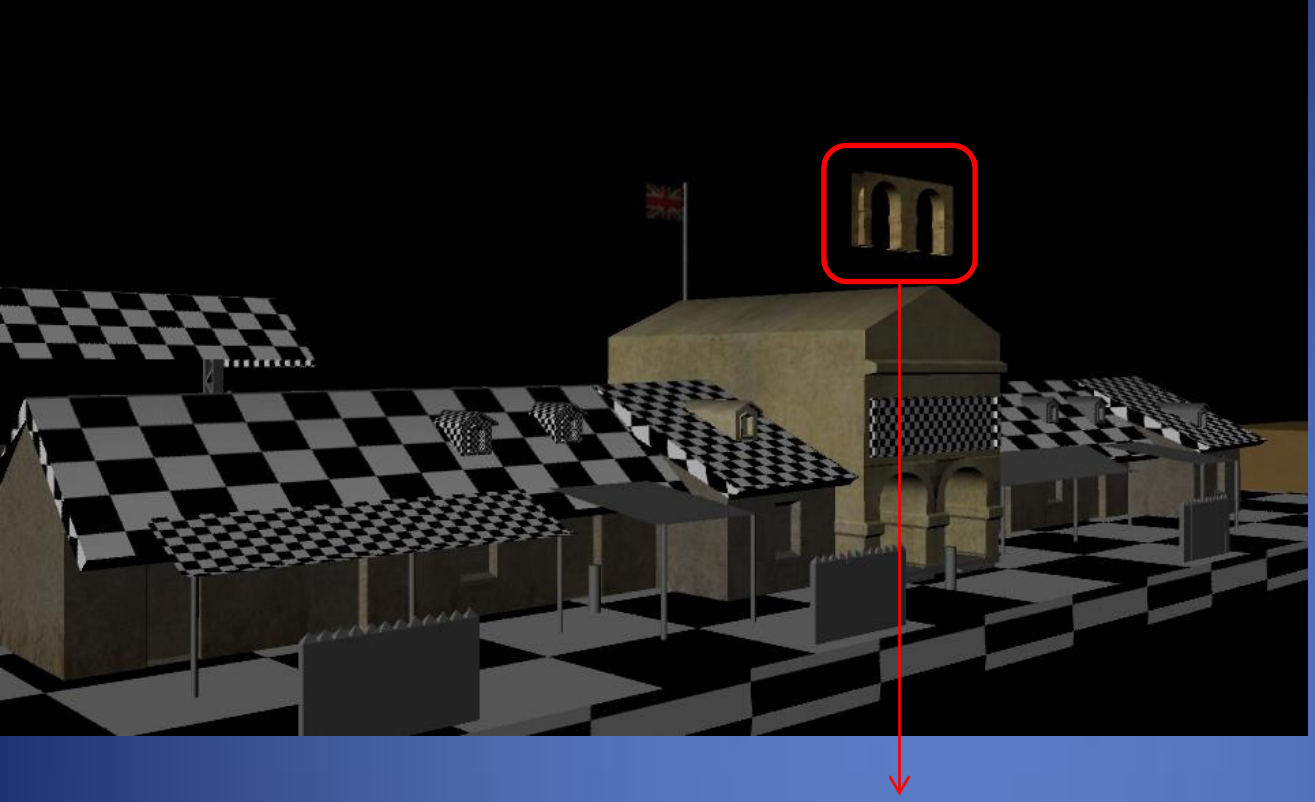


Reference cylinder for scaling to proportion.

Scaled models in proportion.

•After arranging the assets according to the layout and scaling them to size, comes the part to unwrap them.

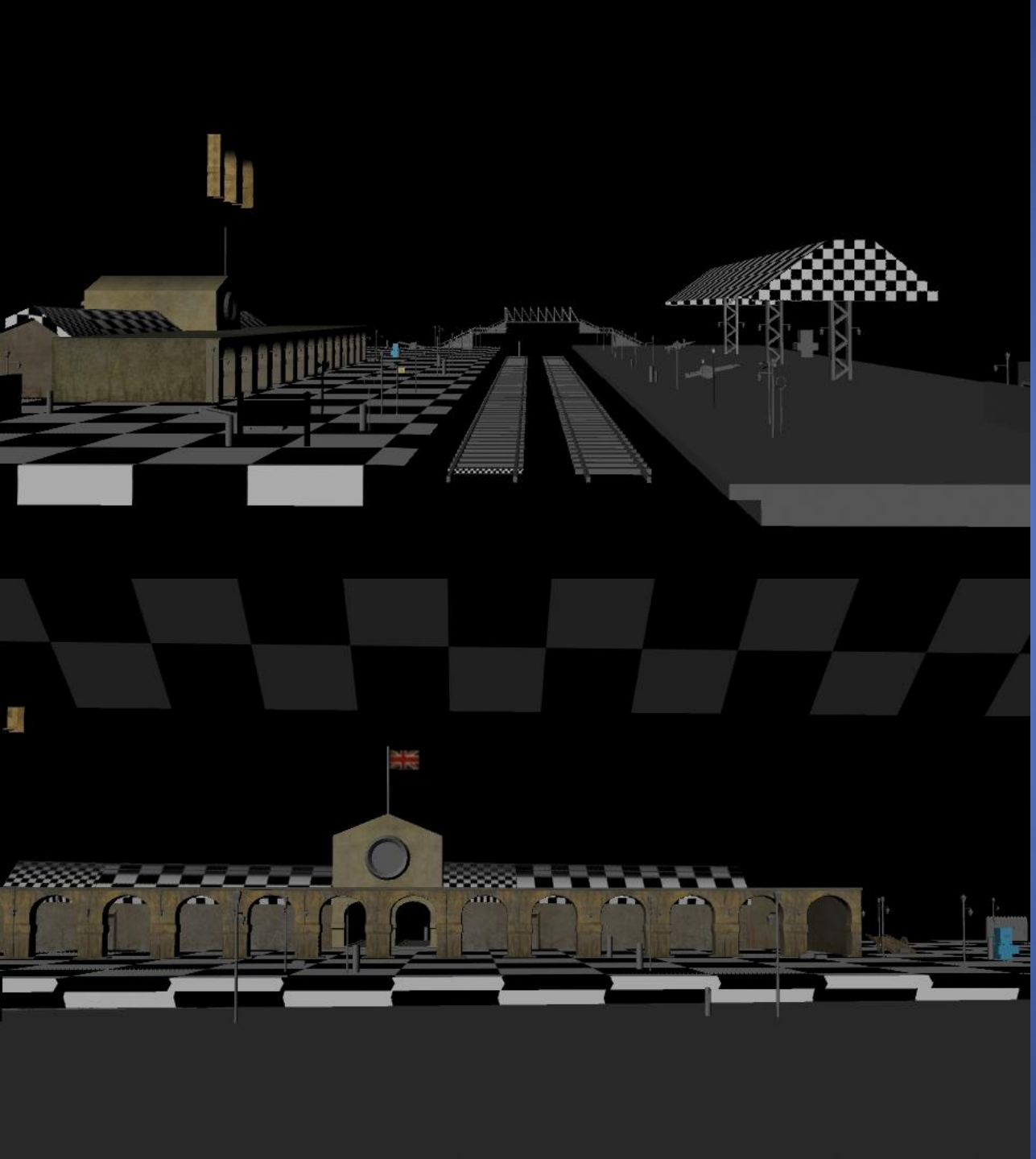
•I started my unwrapping process, with larger objects.



•Here the main building is unwrapped and there is base texture applied to it.
•The building on the sides are unwrapped separately and are also with base textures.

Trial of the texture on the entrance door

•Other assets are unwrapped as we can see the chequered black and white boxes aren't stretched or squished.
•These checkers are there to help the textured spread uniformly on all the sides.

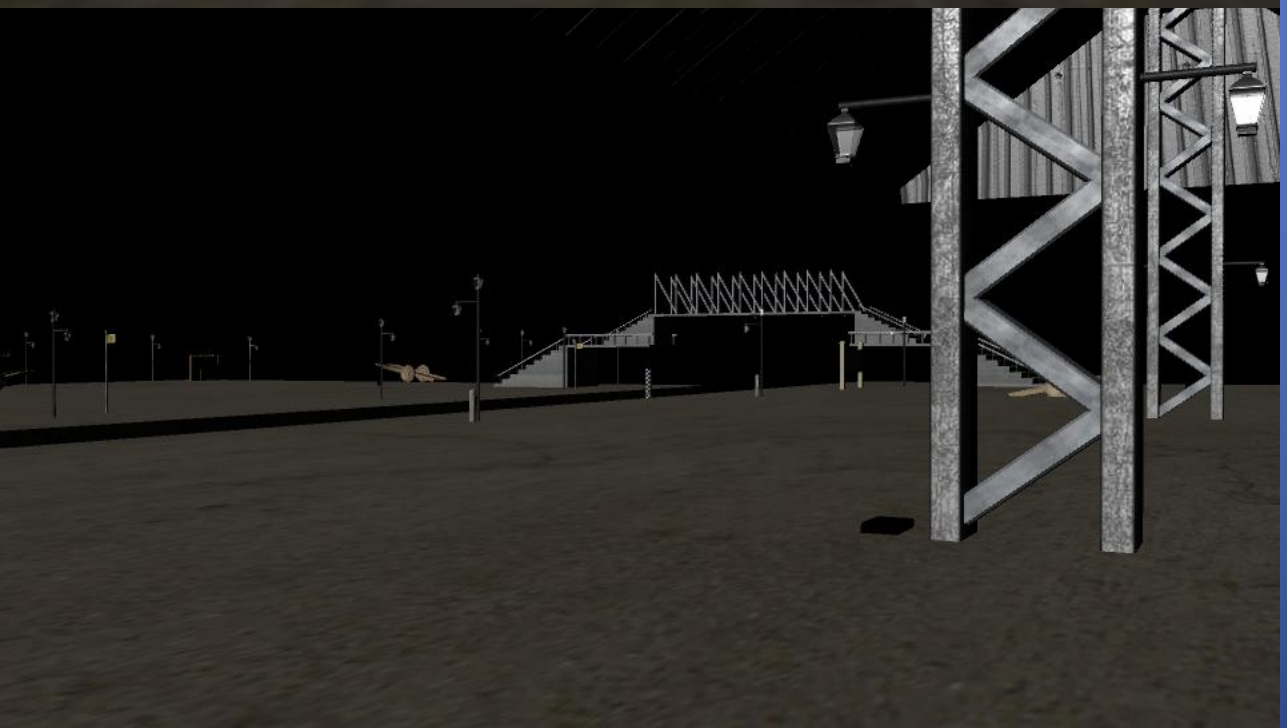


Unwrapping in progress renders.

- After unwrapping the models, now comes the task of texturing them.
- The unwraps are unfolded version of the model and to texture them any design software such as Photoshop is used.
- Now was the time to give textures to the details to make it more believe-able.

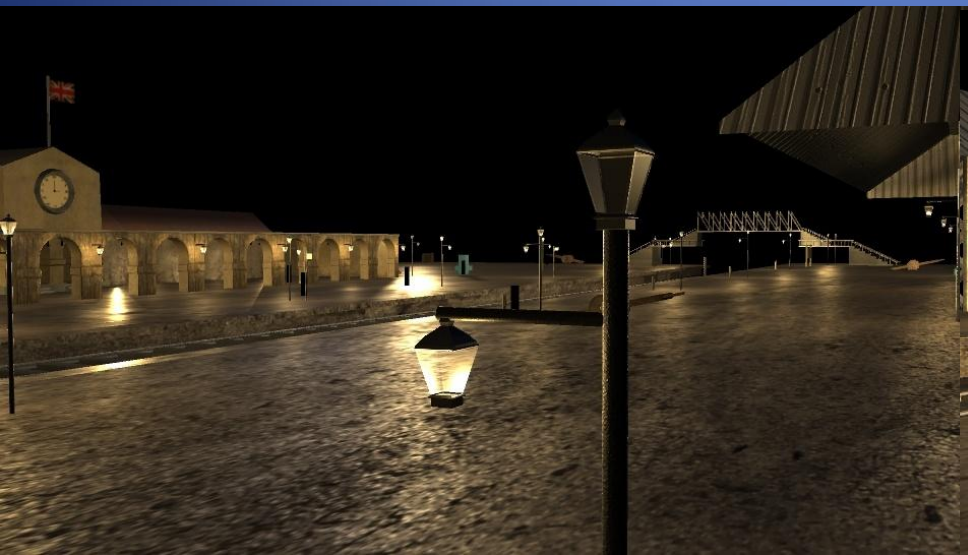
Another render of the scene.

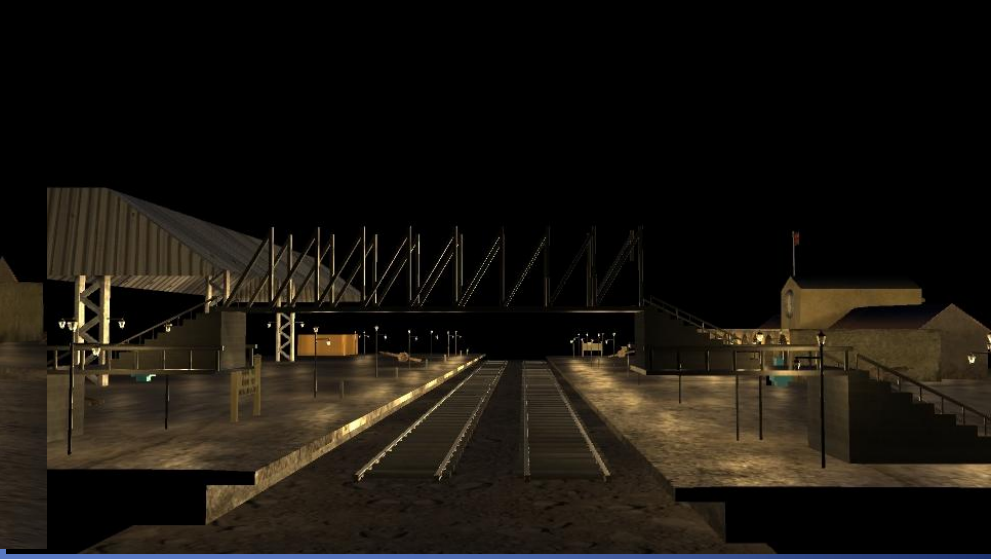
All the elements in the scene are textured.



- Other render images of the scene.
- After texturing the model, lighting the scene was the next task.
- I tried lightning in the software first, before importing the models in the Unity Game Engine.
- I did the final lightning in the Unity Game Engine.

Renders after lightning in Maya.

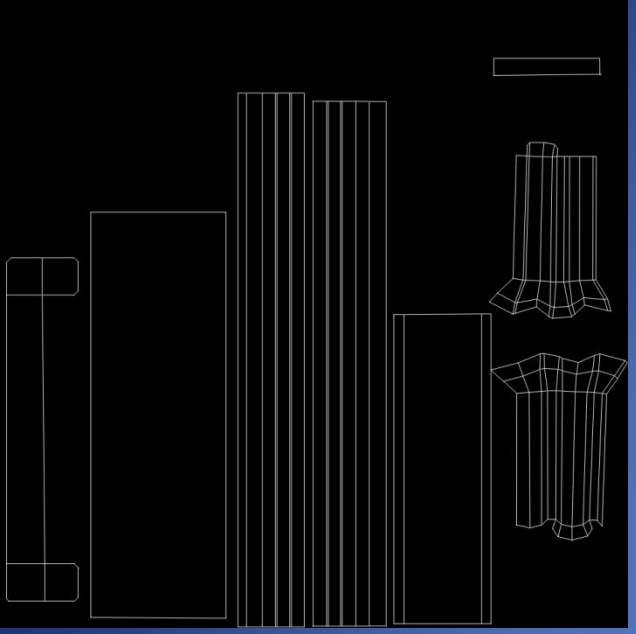




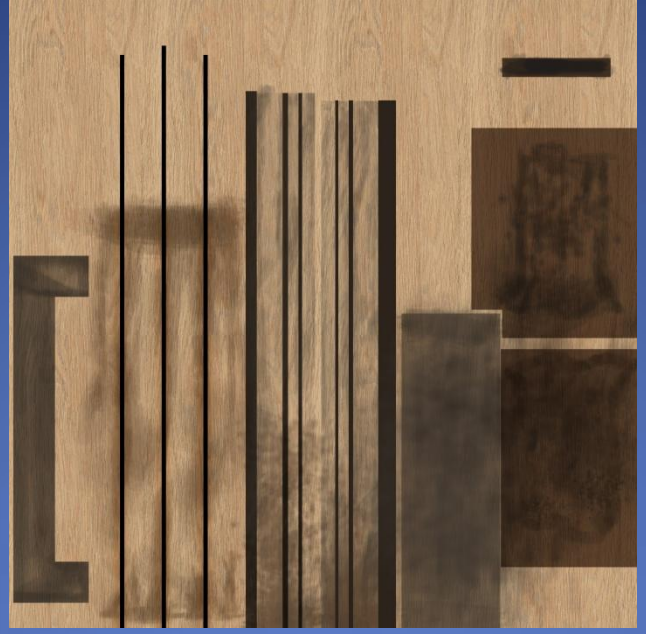
Renders after lightning in Maya.

Each and every asset was modelled and textured separately. Here are the Unwraps, diffuse maps and specular as well as bump maps as per their requirement. Lightning was done in the Unity game engine.

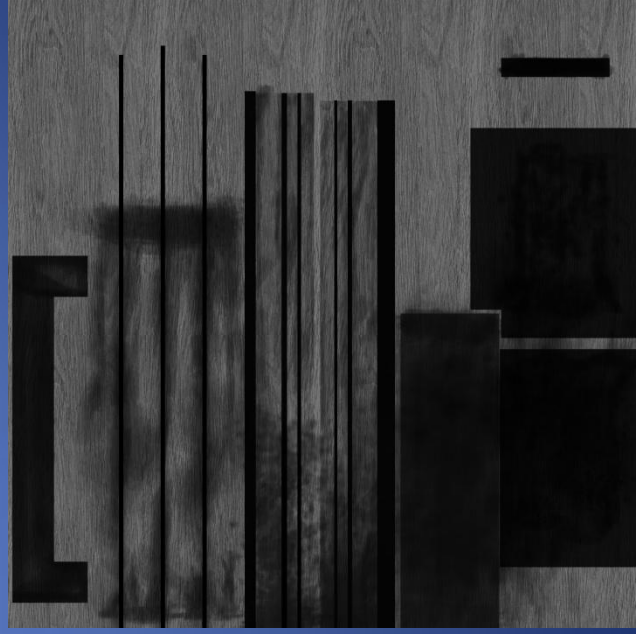
- The models and their respective unwraps and diffuse maps are given.
- Also, final render of the model is also given.



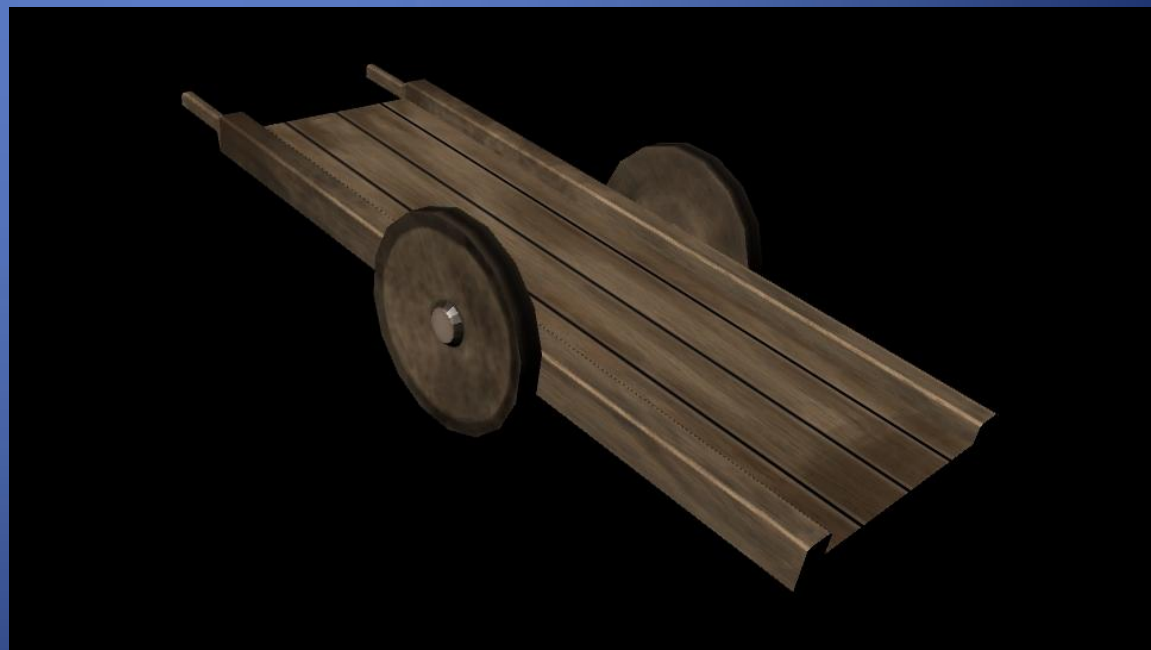
Unwrap



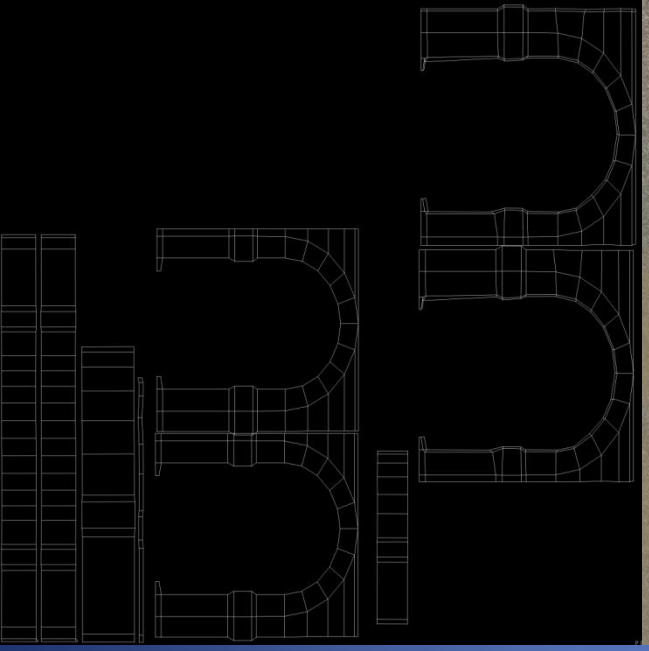
Diffuse Map



Specular Map



Final Asset



Unwrap

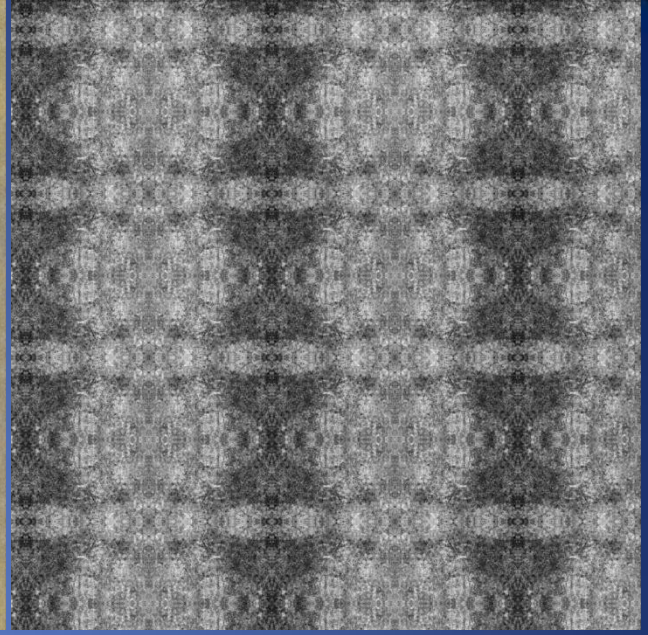
Diffuse Map

Specular Map

Final Asset

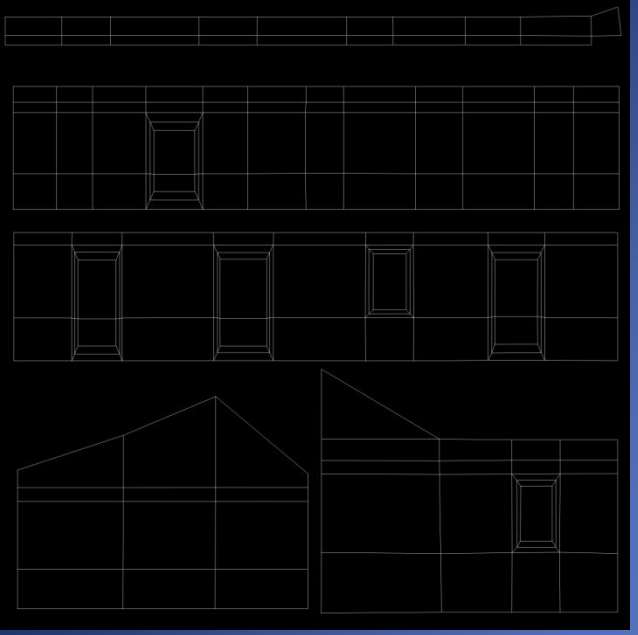
Unwrap

Diffuse Map

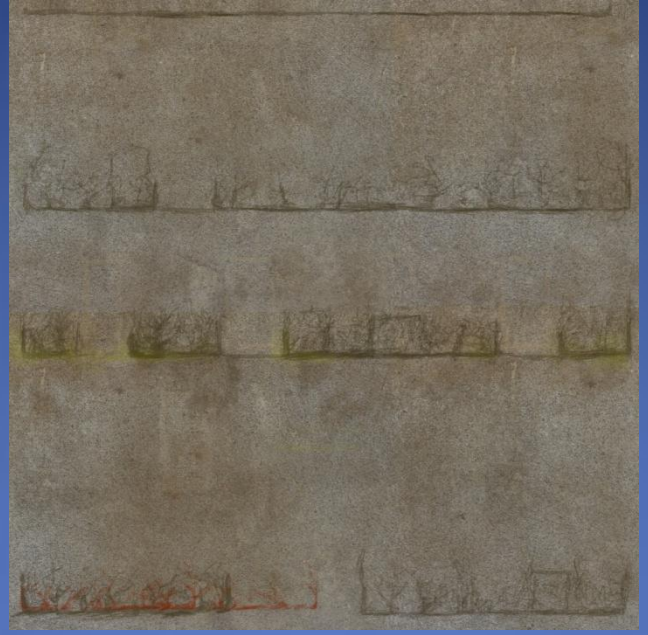


Specular Map

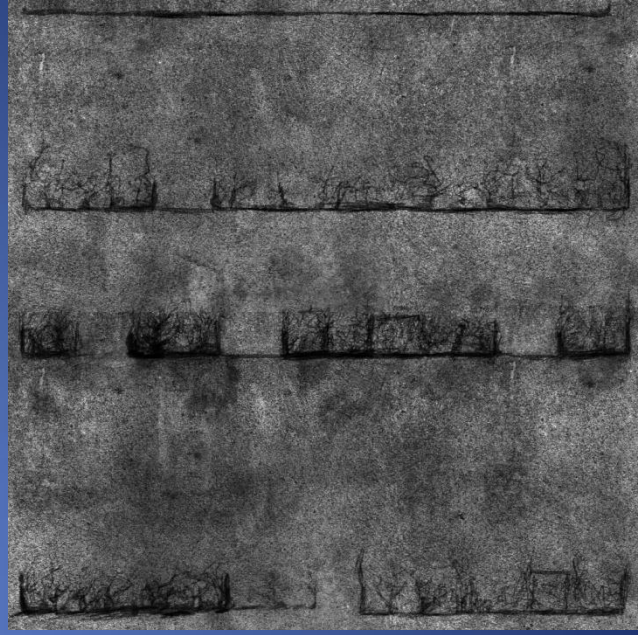
Final Asset



Unwrap

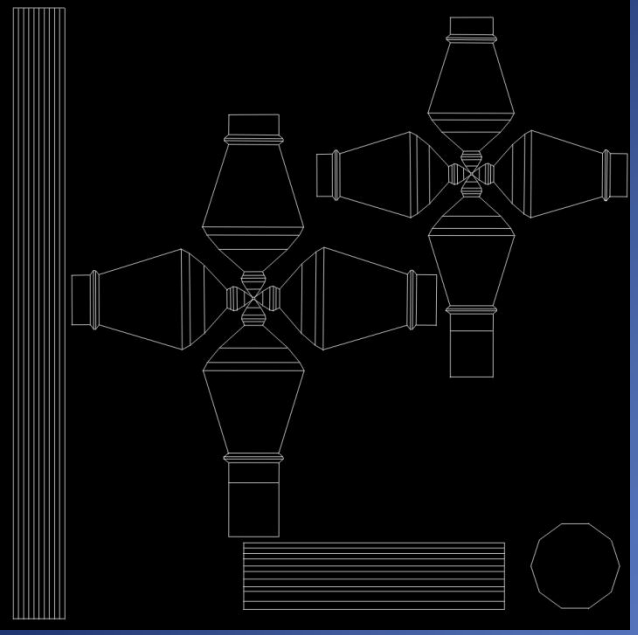


Diffuse Map



Specular Map

Final Asset



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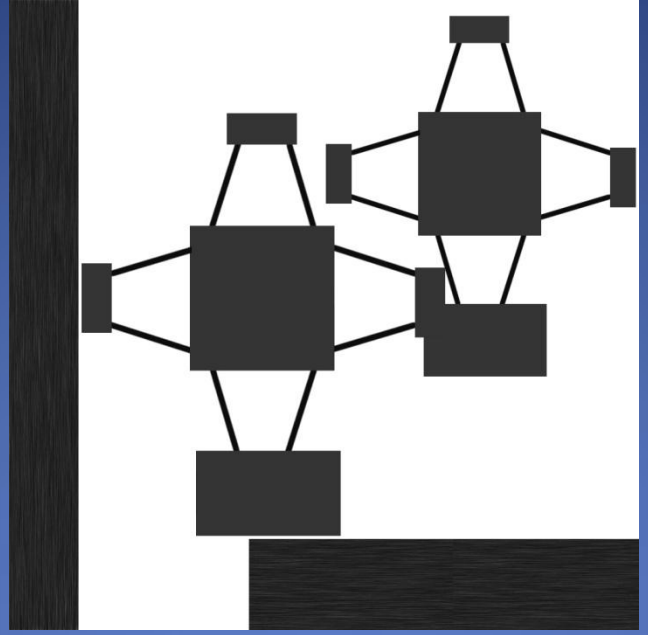
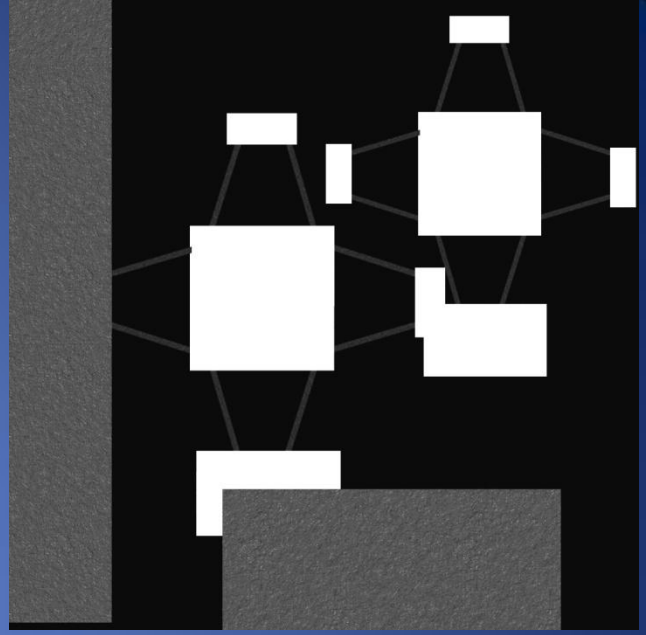
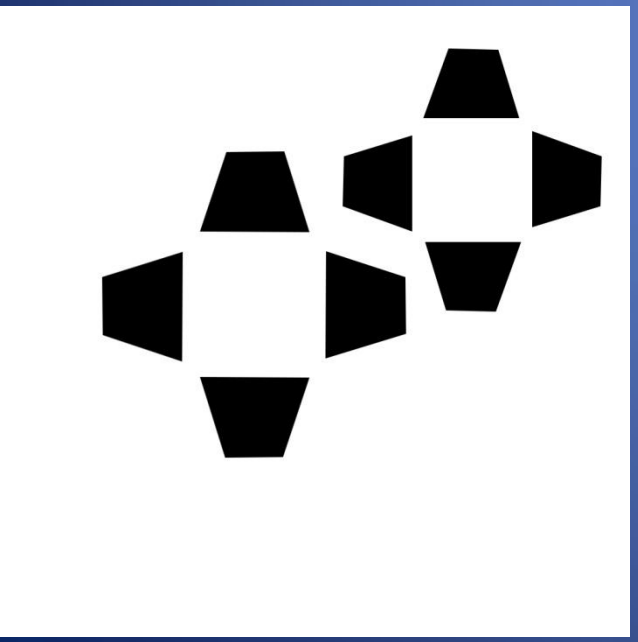


Diffuse Map

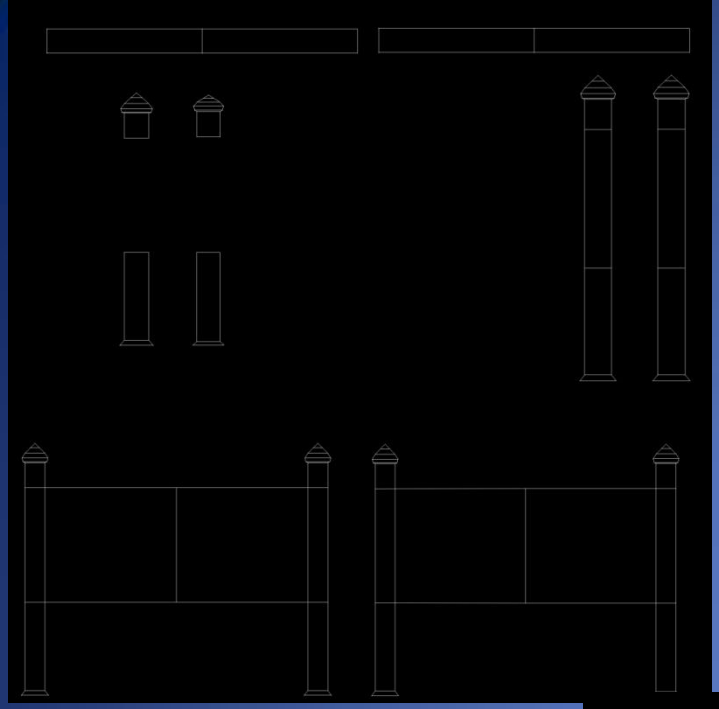


Specular Map



Opacity Map

Final Asset



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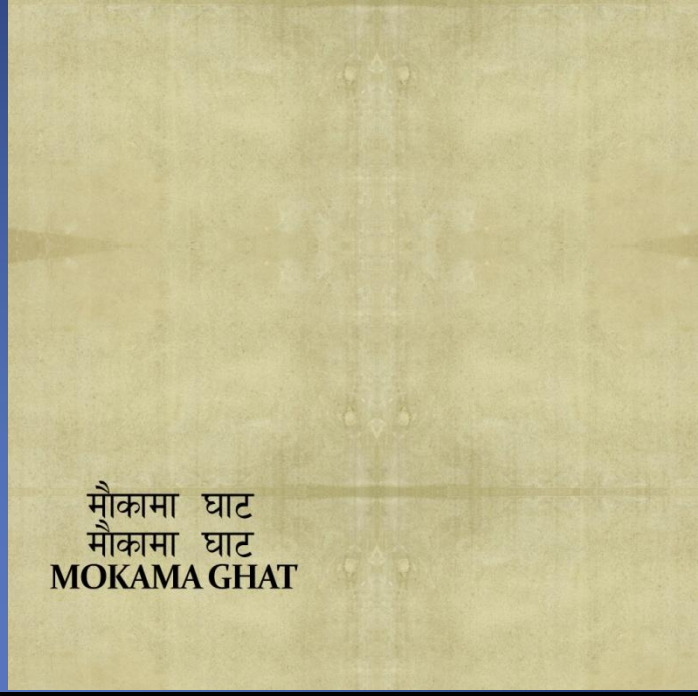
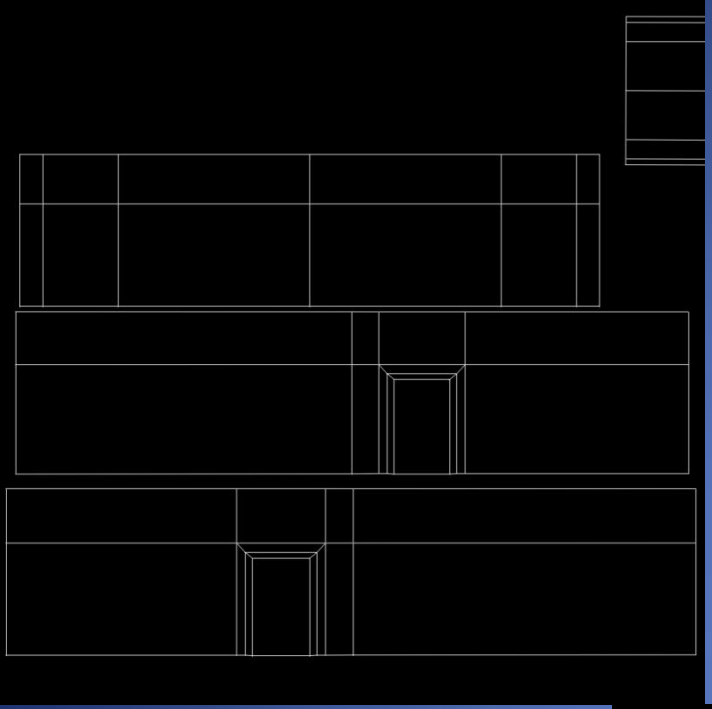
Diffuse Map



Final Asset



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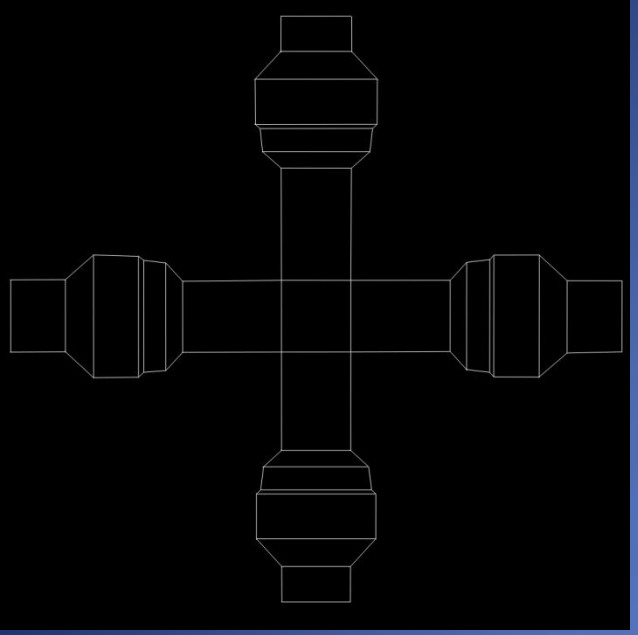
Diffuse Map

Final Asset



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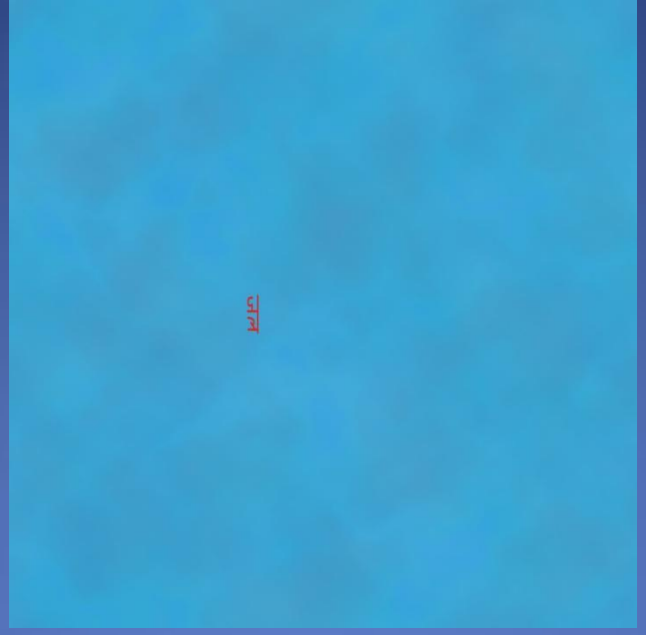
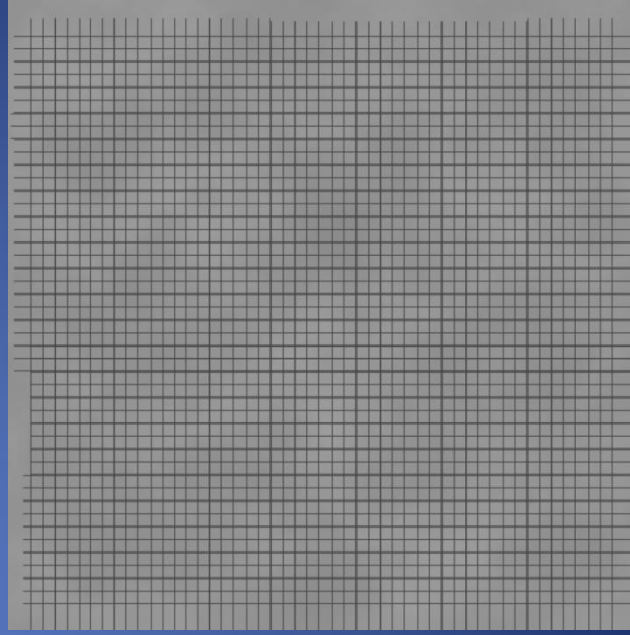


Diffuse Map



Bump Map

Final Asset

Here are some of the screenshots of the output

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