

## Skills Manitoba 3D Game Asset Creation – Theme and Contest

### Stylized Chests and Loot Boxes

Loot boxes are very common in video games as a convenient way to provide players with additional supplies and rewards. Shown below are examples of chests from Fantasy, and Sci-Fi themed asset packs.



### Contest Theme and Project

There is no Skills national competition at the secondary level, at the Post-Secondary level competitors will be creating assets with a Wild West theme. Your assignment for the Manitoba Secondary 3D Game Art competition is to create a loot box with the same “wild west” look.



**These images are photographs of antique strong boxes, or reproduction strong boxes.**

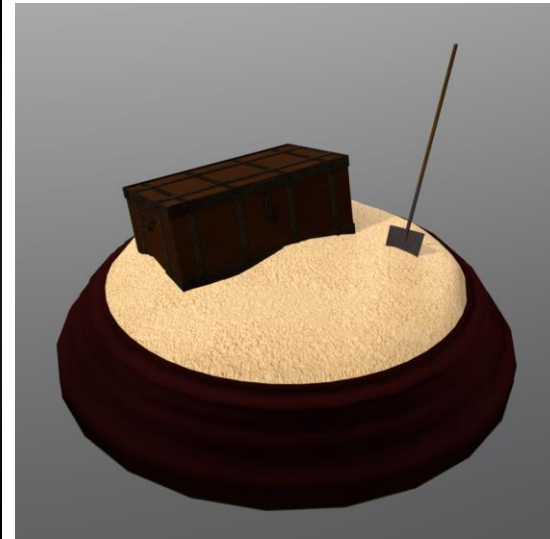
This “Wells Fargo Strong Box” is a goal object in a Western themed game. Wells Fargo in that era was a transportation, shipping and banking company. Strong boxes were about 12 inches (30cm) wide, 12 inches (30cm not including lid) high and 24 inches long. These small chests were used to safeguard valuables or shipments on stagecoach routes.

The strong box should have wood, leather and low-grade metal as the primary materials. There should be a visible lock. The chest/box should be displayed in open and closed position. Objects in the western theme should show the accumulated effect of a dry, dusty, desert environment through hand painted textures. The company name, WELLS FARGO & CO. should appear on the front of the box.

A model of the strong box in an open position and another version in a closed position should be placed in a small example environment, including lighting and small environmental objects, such as rocks, and/or appropriate vegetation may be added to enhance the Wild West look.

The first diorama image on the next page shows assets in a fantasy environment, but it has too much detail. The second diorama is simpler, but it doesn't really have the feel a specific time/place. What environment can you build to display the 2 versions of the strong box in the world of the “Wild West”?

## ENVIRONMENT DISPLAY



There are no set requirements for specific objects in the environment, it is the competitor's decision what other objects to include to provide a suitable setting. Maximum 8k tris for the entire environment. The environment should be at a scale size approx. 3 feet (~2.0 m) x 3 feet (~2.0 meters). **The challenge is BOTH to design and create the strong box, and to display it in an environment that reinforces the theme for the game.**

Final Products for Judges:

Concept Art sketch (no color) for the strongbox and environment. Digital or Manual is acceptable.

UV Mapped textures. Textures and UV map open in modeling program.

FBX Scene displayed in 3D Viewer.