One Night In Tarrytown... Project Overview

The game is still in a working state so the credits and contributions are in flux as the game evolves.

Role: Lead Designer, 3D Artist, Student Mentor

Software Used:
Unity Game Engine
Blender
Substance Painter
Procreate
Adobe After Effects
Adobe Photoshop

Game Visual Design:
I collaborated in length with Edward Downs and Pete Willemsen to establish the layout of the game . I was responsible for the design implementation and final environment composition within the game engine. My responsibilities included importing, texturing and placing all the models in the game engine as well as adding collision modifiers, and creating the environmental lighting. Pete Willemsen made the atmospheric fog.

Game Assets & Character Art:
I made approximately 60% of the models including,the church, mausoleums, rock walls, environmental foliage, candles and candle holders, chain-link fences, various graveyard structures, wand, and the two main characters Nellie and the Headless Horseman (included on website).

Nellie was started by using a base human body mesh that was included in Blender, only the hands and head were used from the original base. These elements were then altered to fit the character's design needs. The head was heavily modified (see below), while the hands were made slightly more stylized. The hair, eyes, and clothing were all created from scratch. For the animation I used a rig that blender provided which was then altered to fit the ghost character. I then animated the character rig and applied that movement to the mesh of the ghost model.
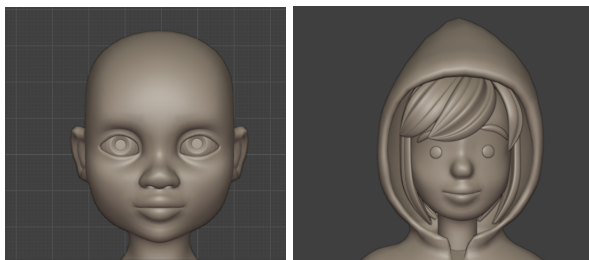
Additional Assets:
Student researchers, Haeun Lee and Erika Theien, made 20% of the models. Haeun made many of the environmental assets in the game including, cornstalks, pumpkins, bats, flowers, mushrooms, keys, and the cat (which is still being implemented into the final game). Erika made the large rocks, tree stump, and additional tombstones.

20% of the models were purchased and or were provided within Unity and or Blender.

Tombstones - 50% of the tombstones were purchased as base meshes, then further modified in Blender and textured by me in Substance Painter. Purchased pack - 115 3D Kitbash Models - Graveyard Builder 2 - MEGA Pack

Pine Trees - Unity Game Engine Asset

Supplemental Fence Pieces and Mausoleum: One mausoleum was sourced from the kitbash listed above and altered. Portions of the perimeter fencing were also taken from this kit and modified to fit the scene.

Leaves and Tree Textures - All trees except the pine trees were built by me. The textures for the trees and leaves on the ground were purchased and then altered in Photoshop. www.textures.com

Raven - Purchased Unity asset. We used the purchased model and the animation controller.

Student Researchers:

I mentored three students on this project, two Art and Design Majors and one Art Minor. We met weekly to problem solve software and to review creative output. I was responsible for implementing their work into the game engine and updating issues with mechanics and or designs, if needed. Gianna De Lorenzo, in collaboration with Erika Theien, worked on the opening 2D animated sequence. Gianna did all the character development, storyboards, and illustrations and collaborated with Erika on the 2D hand-drawn animation. Gianna was also responsible for compositing and animation in After Effects. When the project was close to being done, I did the final edit in After Effects including final sound design and effects such fog and the animated glowing eyes.