FMP PROJECT PROPOSAL

Yiwen Chen

23013924

A jobless vagabond hoodlum, timid and following his elder brother into society, lacking experience, often makes foolish mistakes.

He is a small-time hoodlum mingling in society, always fantasizing himself as a powerful gangster who commands authority, with a dominant and rough personality, enjoying ordering others around.

Story continuation: The two of them were imprisoned for bank robbery, failing to learn their lesson and plotting an escape.

Sculpt models in **ZBrush**, or make clothes in **Marvelous Designer**
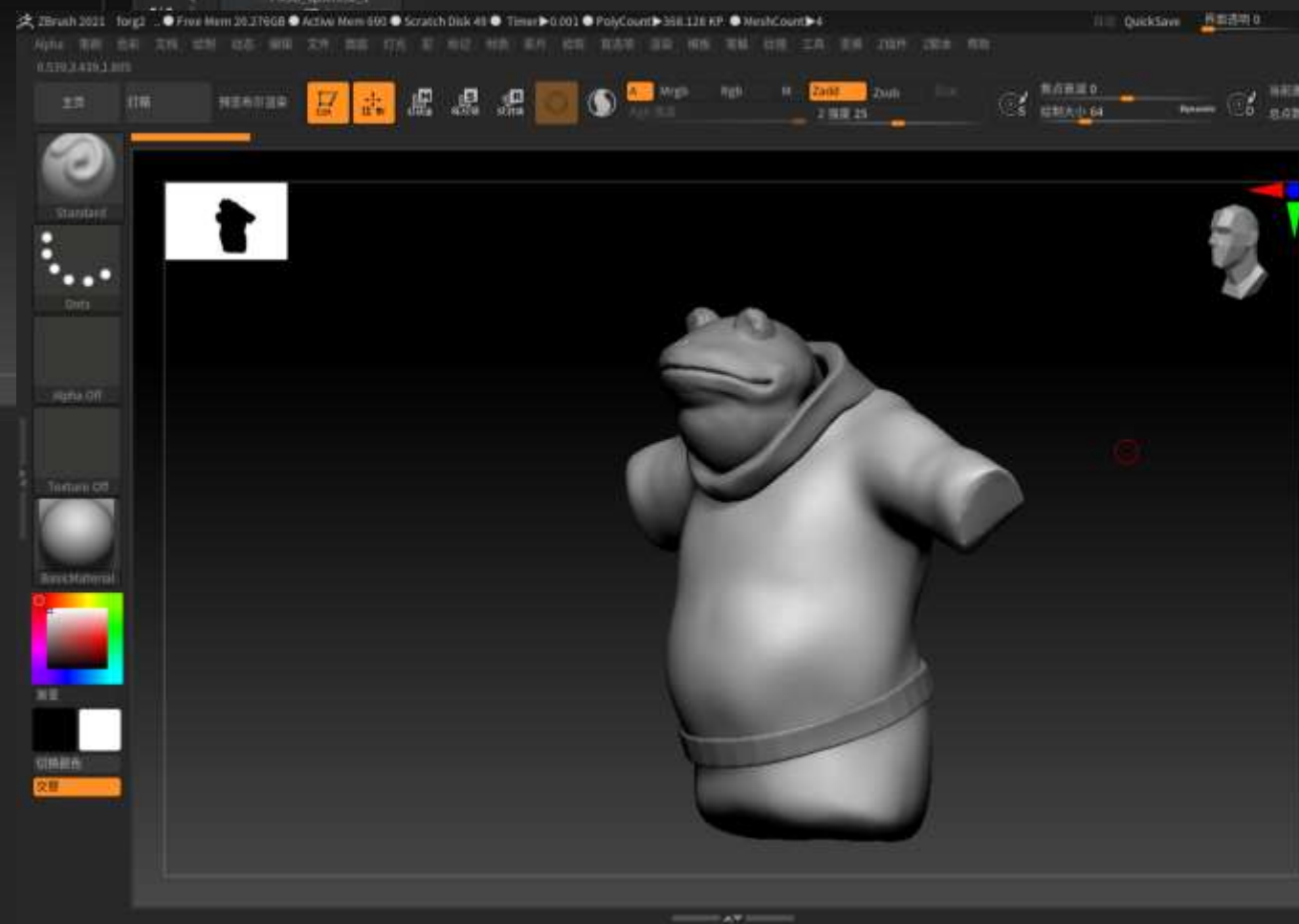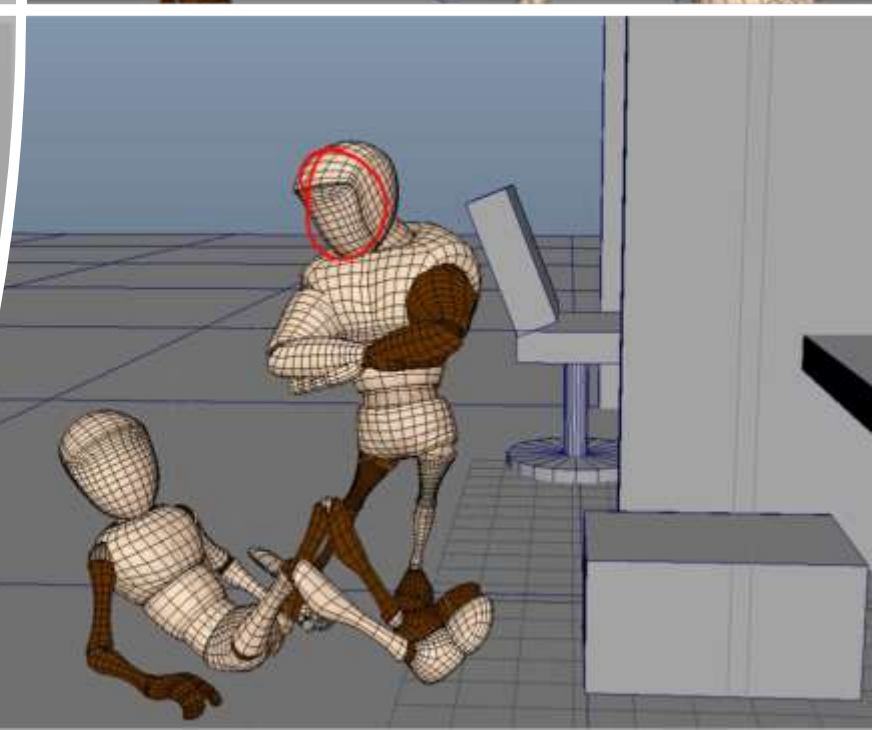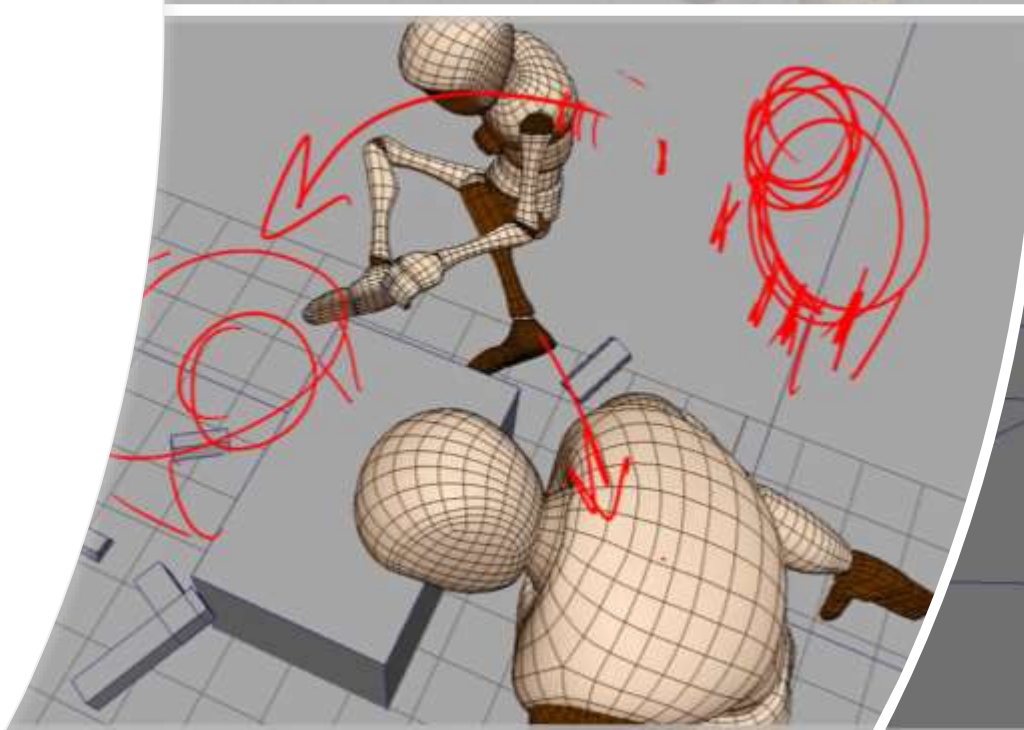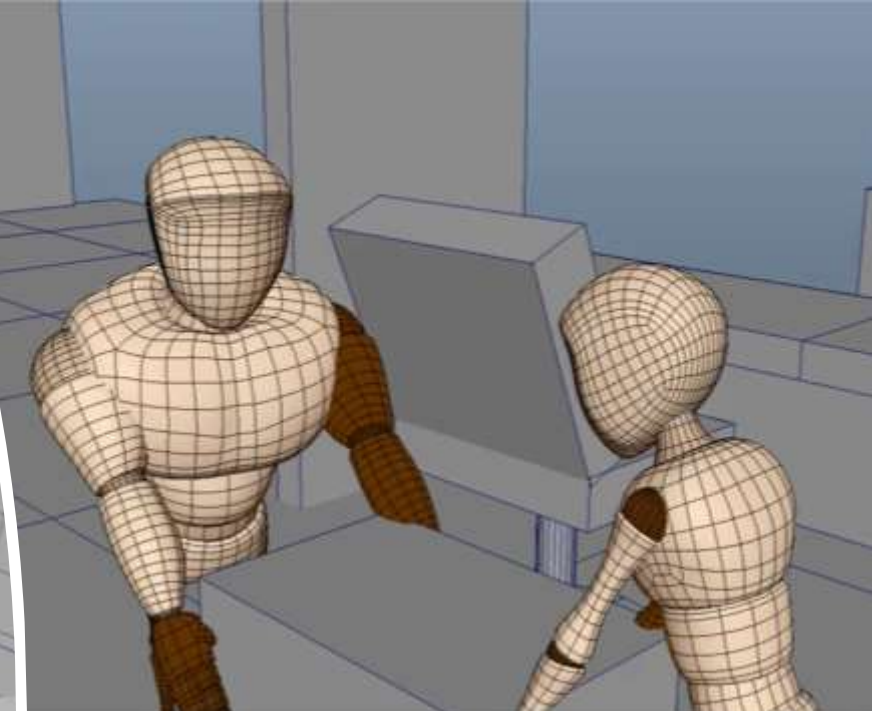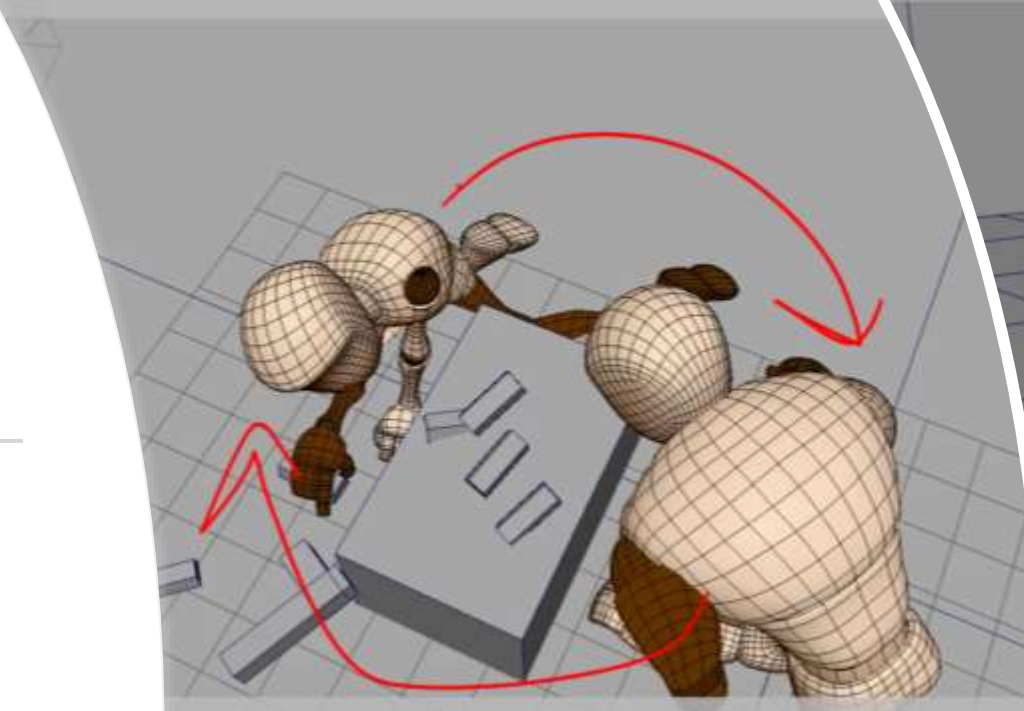
Refrence

Workflow

- Using Maya as the main animation software, import into UE for rendering.

- Utilize ZBrush and Marvelous Designer as auxiliary modeling tools, and use UE assets to construct the scene.

Timeline workflow plan

- 6.17-7.21   week1-4   Modified storyboard, scene design
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- 7.22-8.18   week5-8   Art style, modeling, rigging, character texture

- 8.19-9.8   week9-11   Scene modeling, import animation tests, test model rigging and adjust

- 9.9-11.10   week12-20   Animation

- 11.11-   week21   Post editing, sound effects