

# TFG

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## ANCIENT TEMPLE ANEXO II

ÍNDICE DE IMÁGENES

Presentado por Cristina Ortega Redondo

Tutor: Francisco Martí Ferrer

Facultat de Belles Arts de San Carles

Grado en Bellas Artes

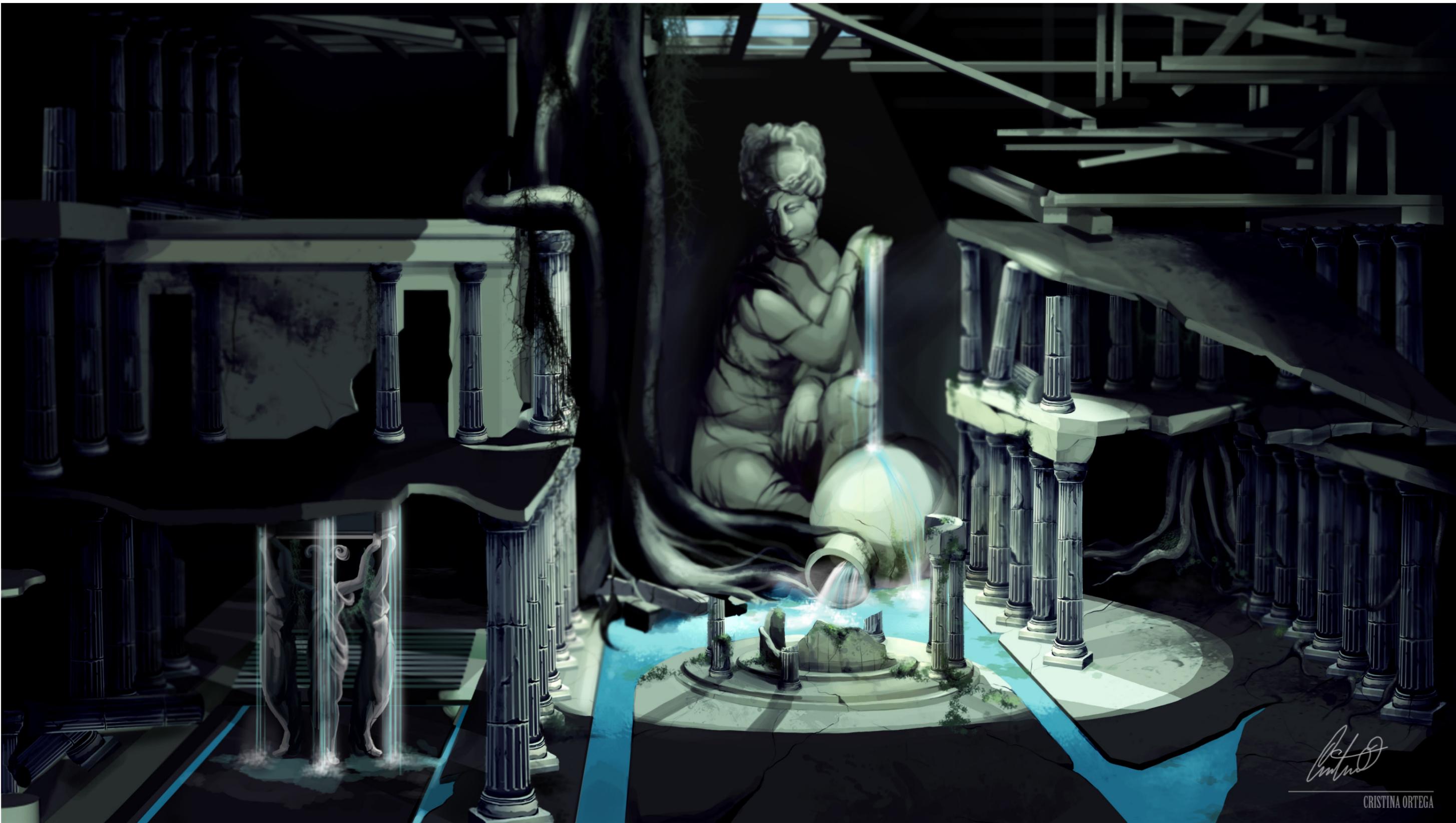
Curso 2013-2014

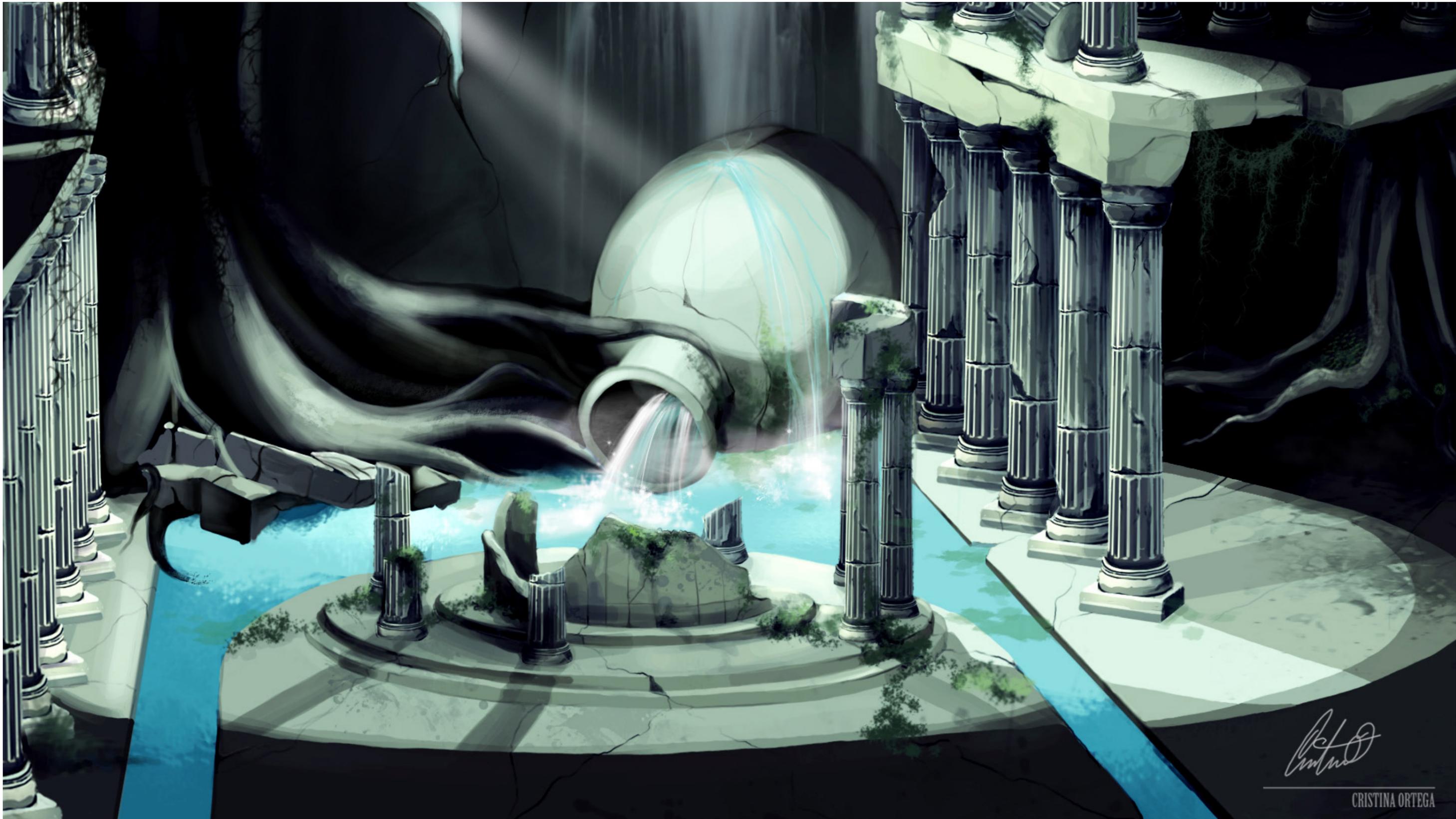


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ALZADO

Árbol gigante cuyas ramas se entrelazan con la arquitectura.

Techo de piedra derruido por el que se filtra la luz.

Tablones cubierta

Tercer piso cubierto de columnas y ruinas.

Tercer piso con techo derrumbado sobre las columnas.

Acceso mediante escaleras al tercer piso.

Techo derruido del segundo piso,

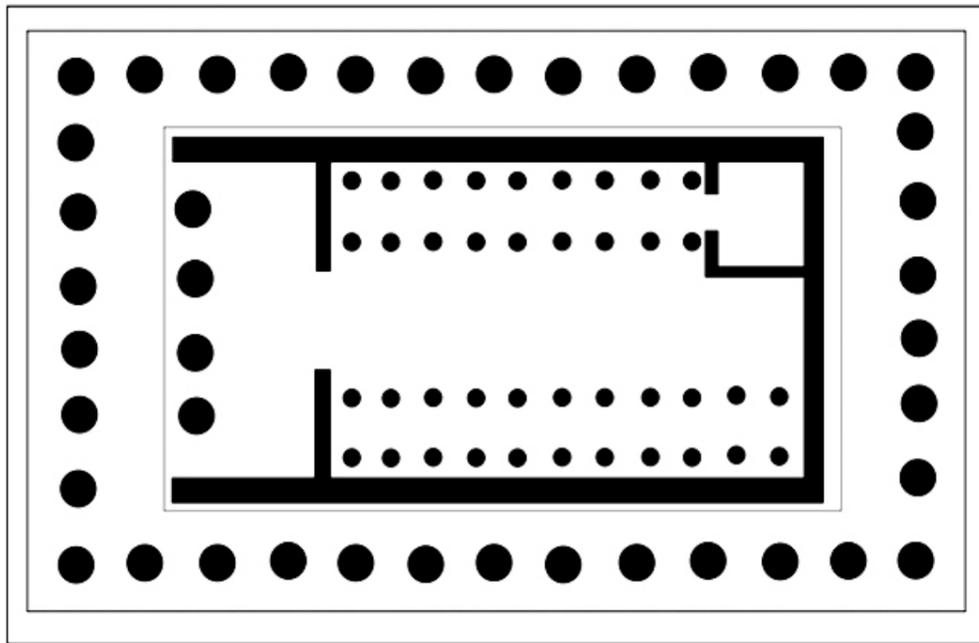
Segunda planta, conserva una de las paredes, con entradas flanqueadas por columnas y dinteles.

Árbol que atraviesa el primer y el segundo piso.

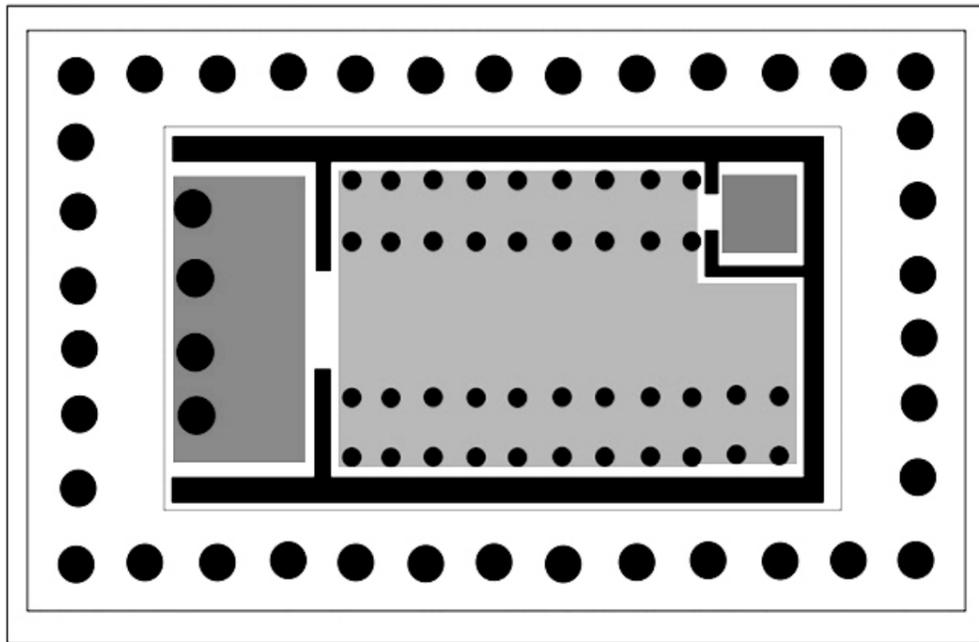
Esta parte de la primera planta, presenta una fuente central con circuito acuático que se alimenta de la piscina central. Mediante unas escaleras, se accede a la entrada al opistodomos.

Cántaro. Su flujo de agua se añade a la piscina central.

PLANTA

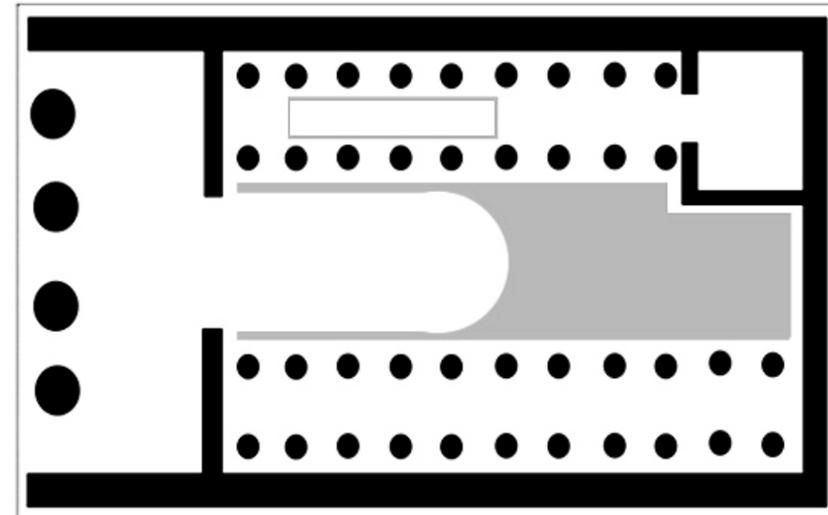


DISTRIBUCIÓN

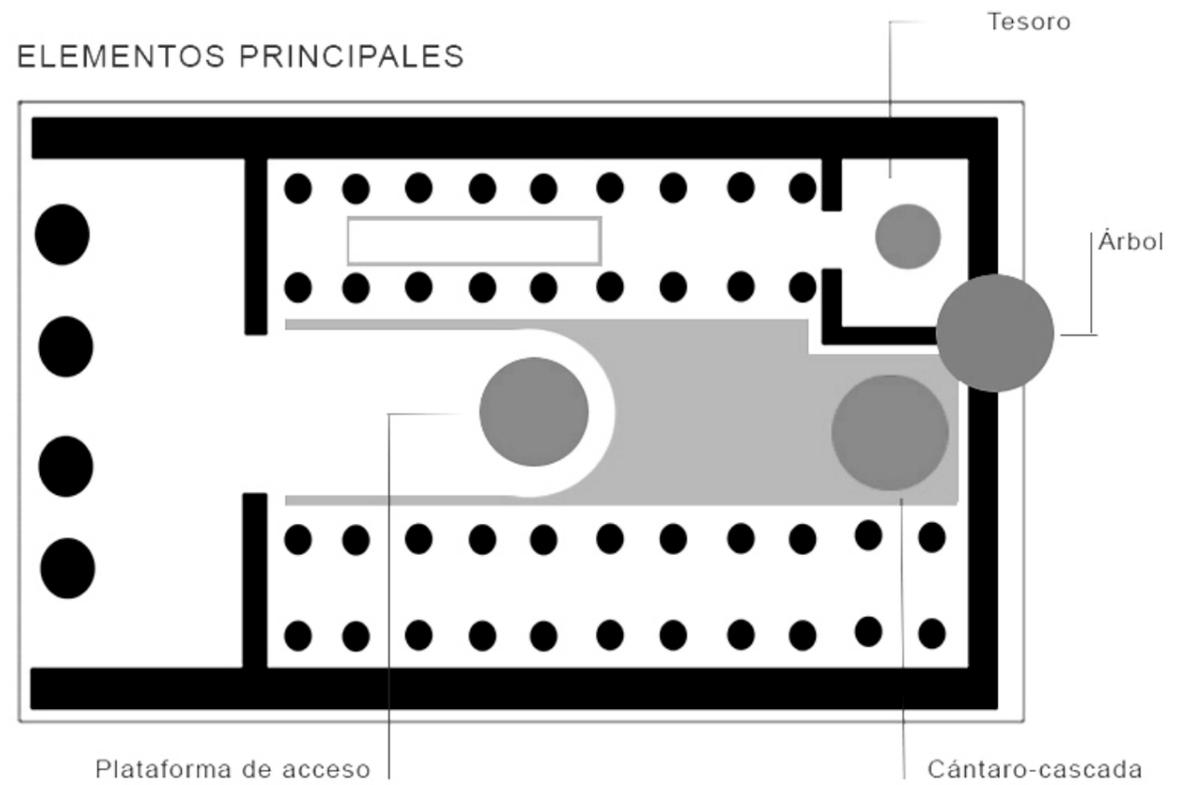


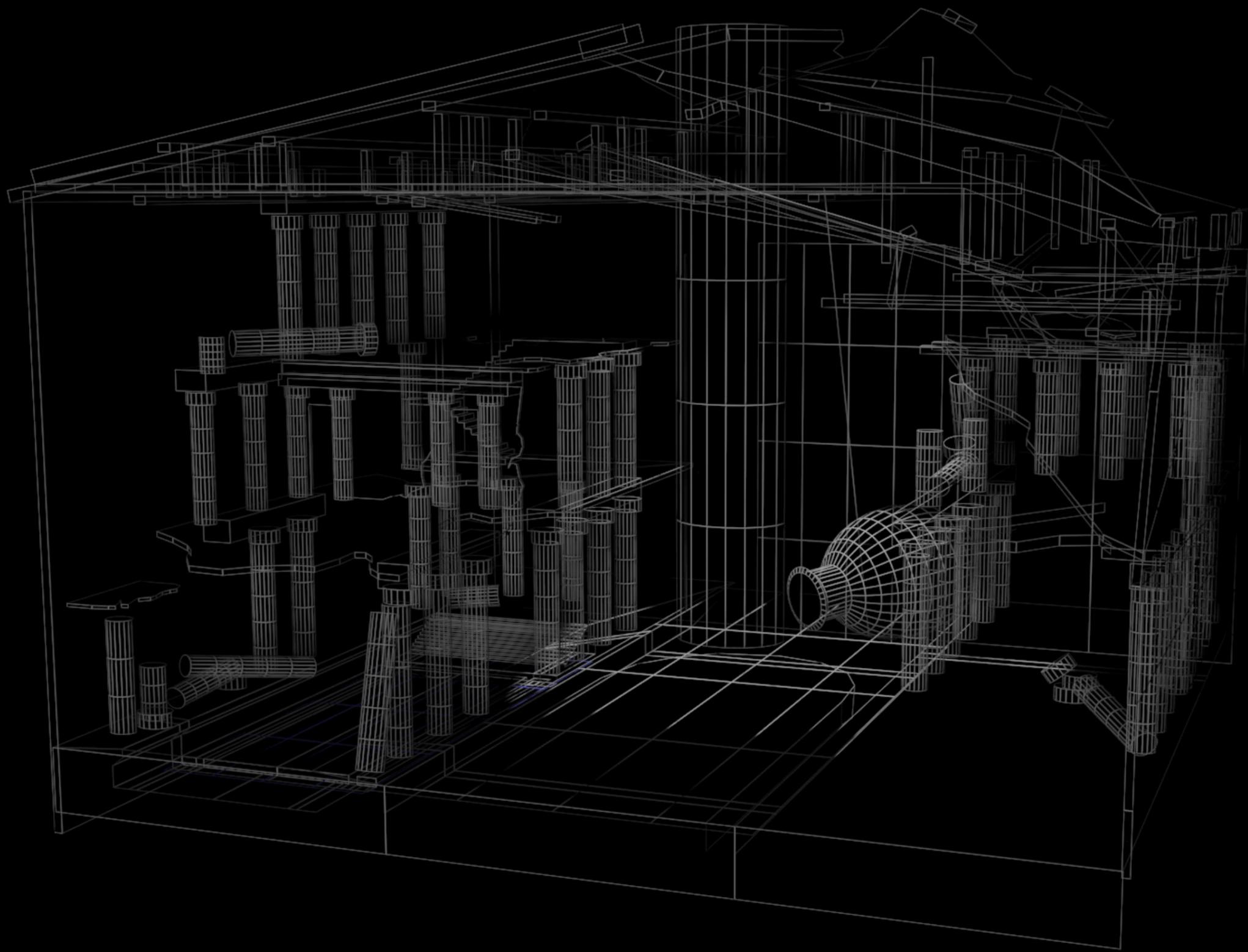
- PRONAOS
- NAOS
- OPISTODOMOS

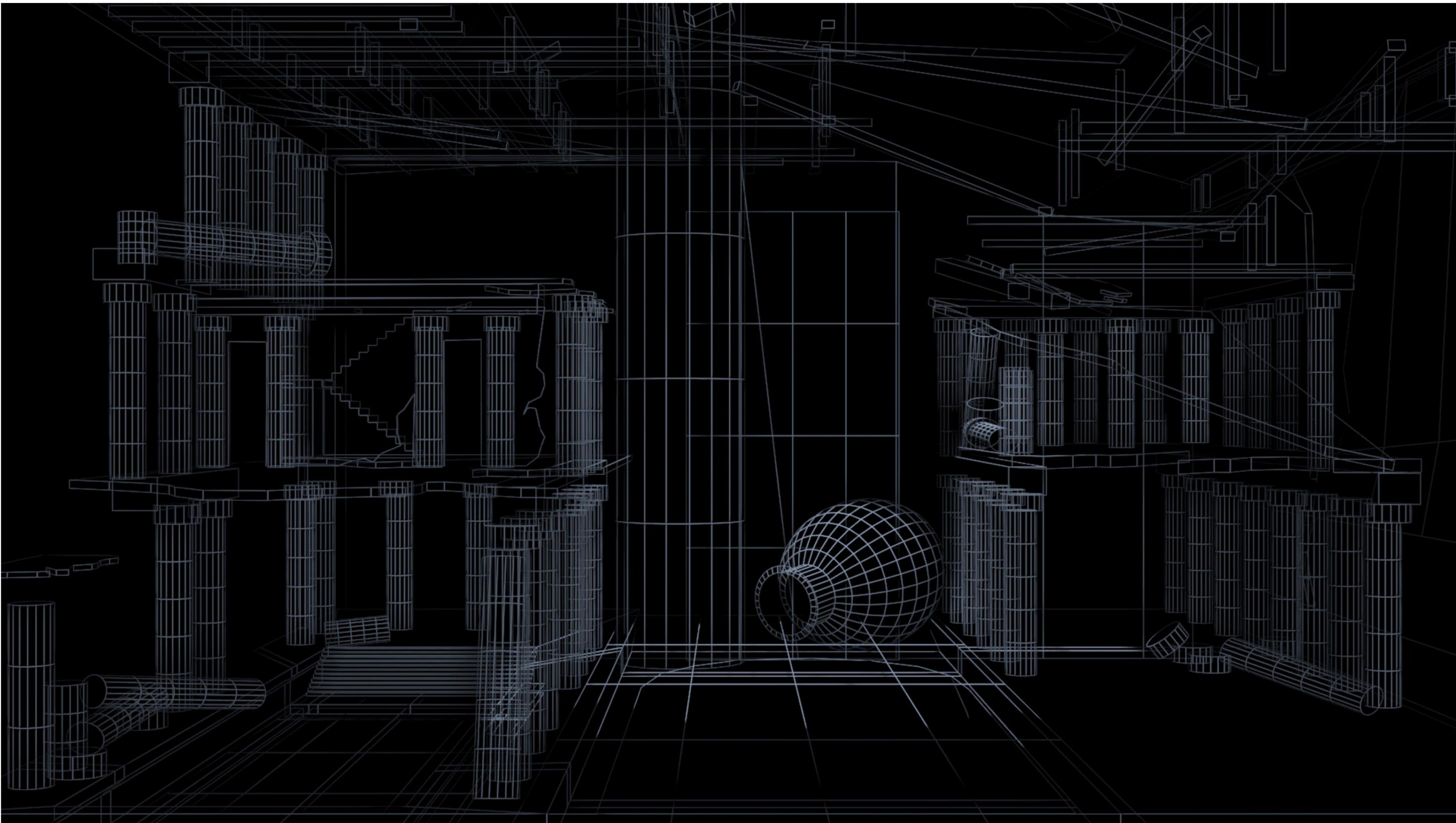
ZONAS PRINCIPALES DE AGUA

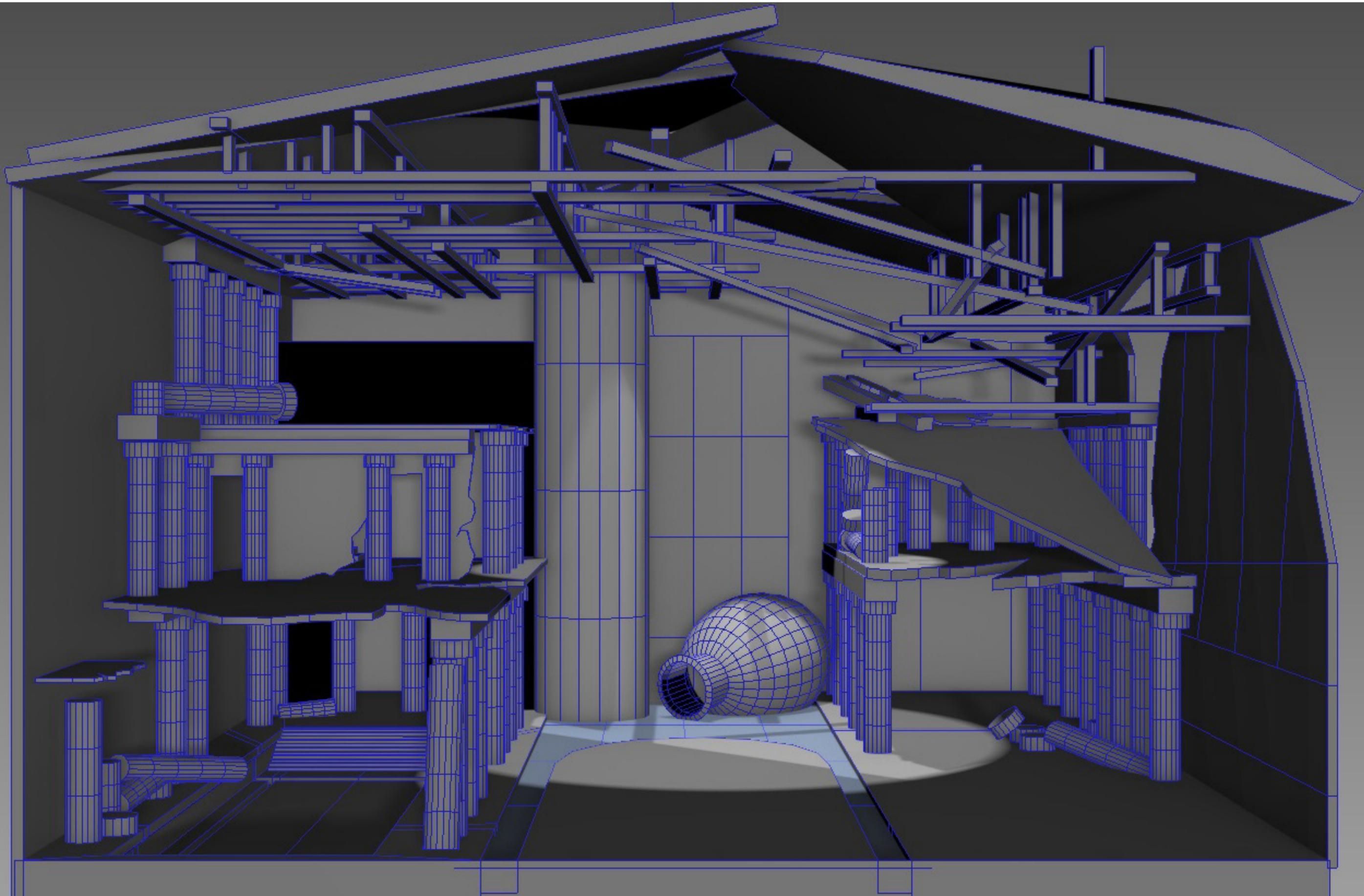


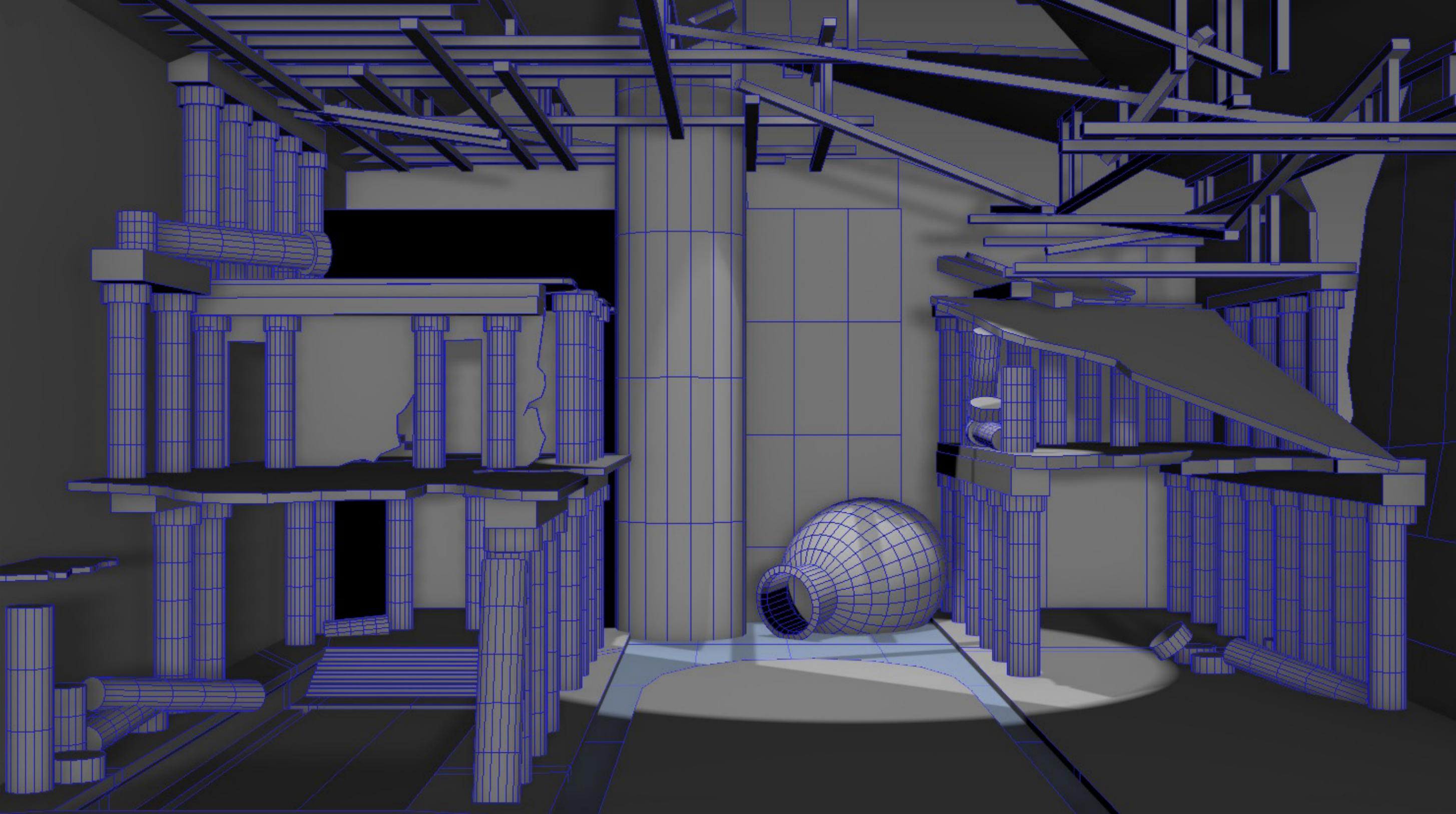
ELEMENTOS PRINCIPALES

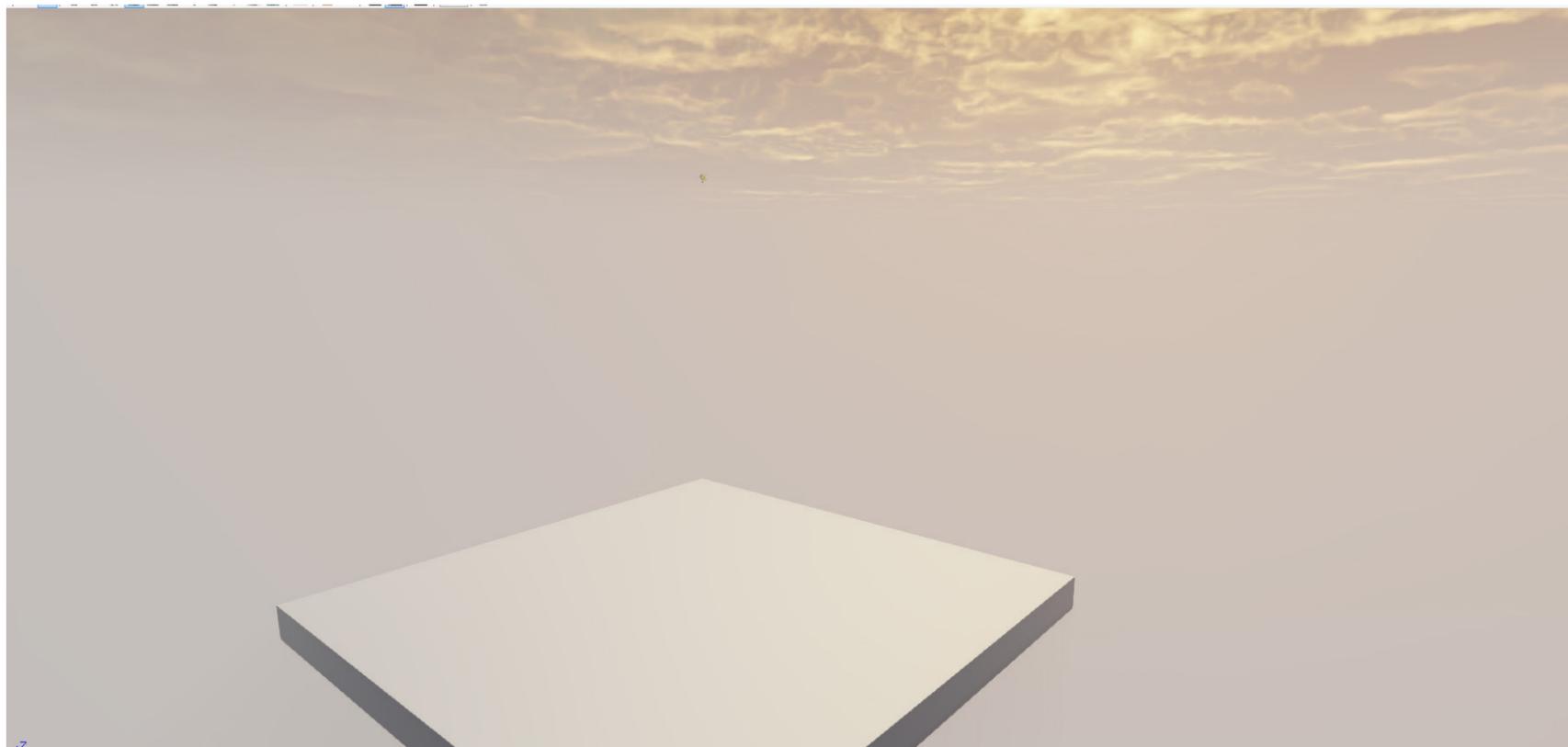
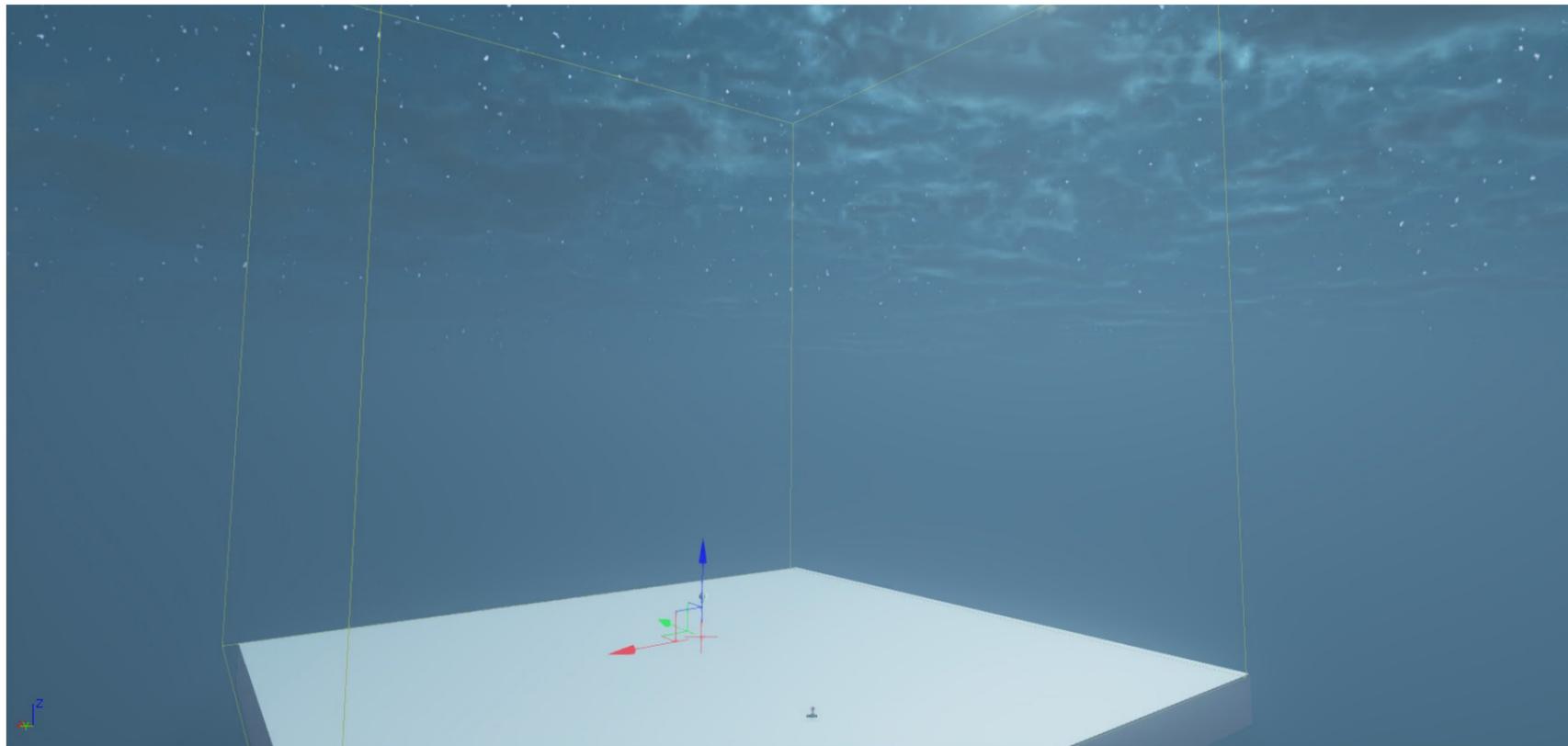








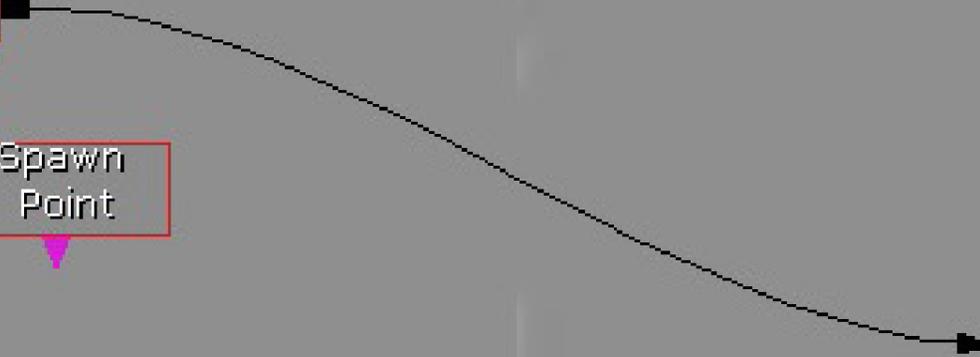




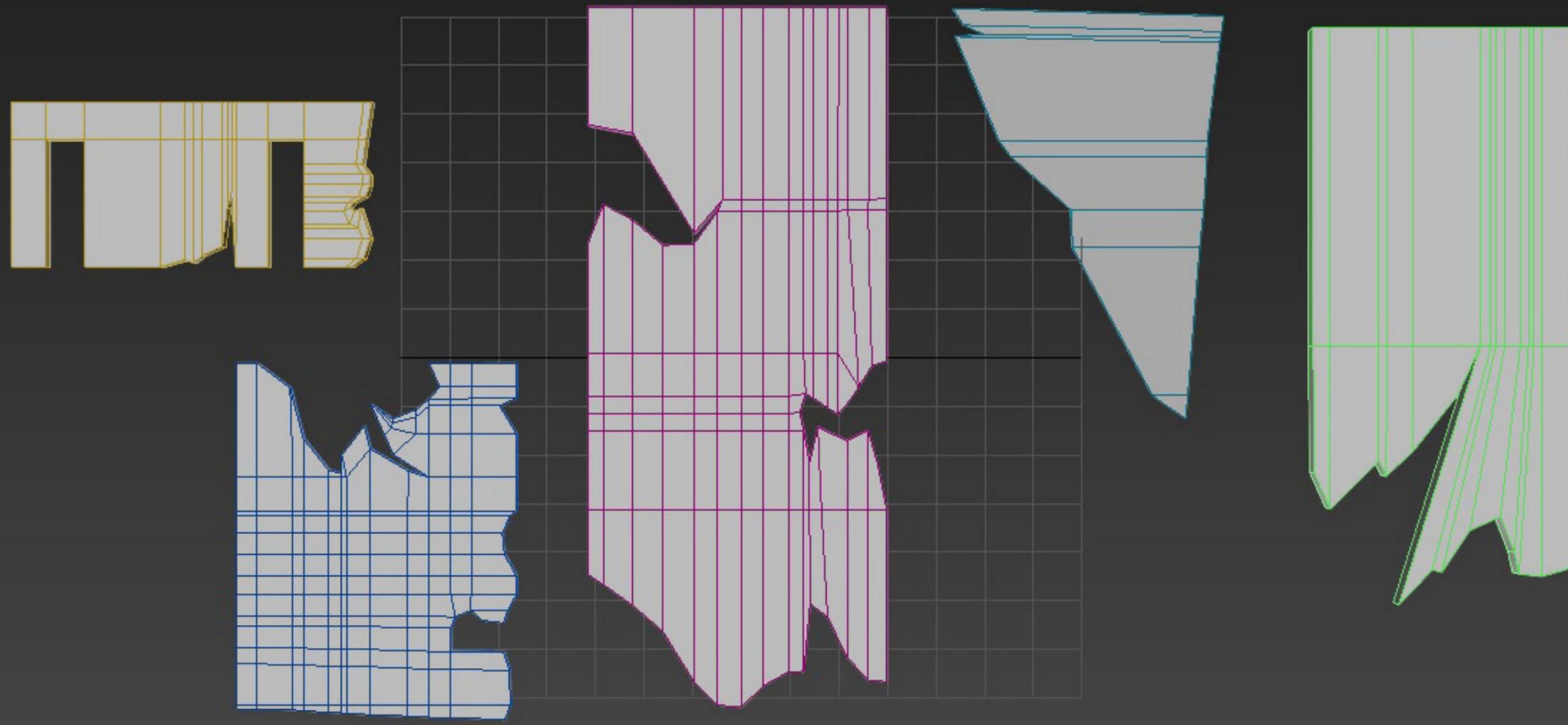
Player Spawned



Instigator Spawn Point

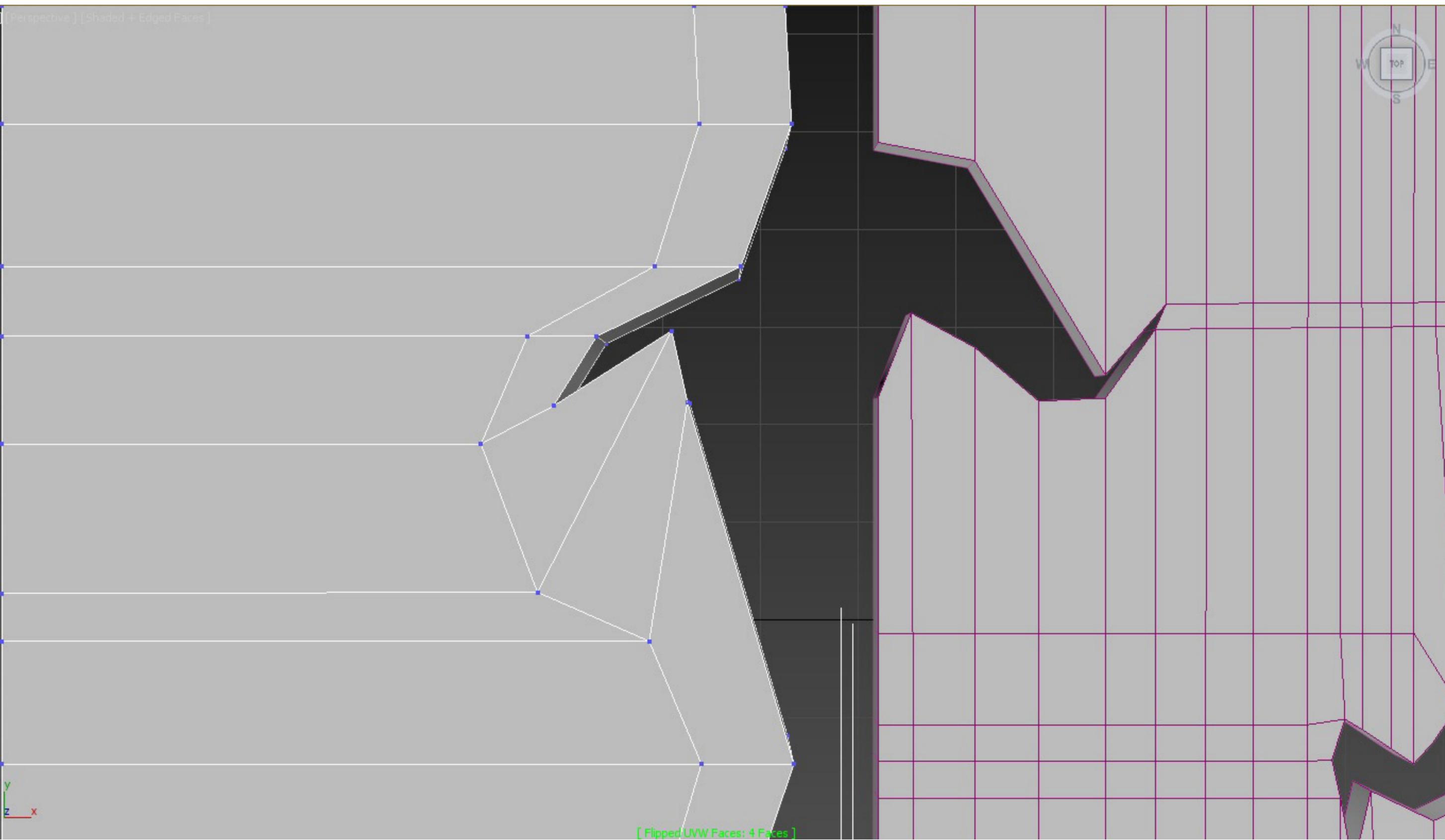
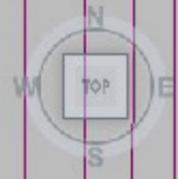


[+][Perspective][Shaded + Edged Faces]



[ Flipped UVW Faces: No selection ]

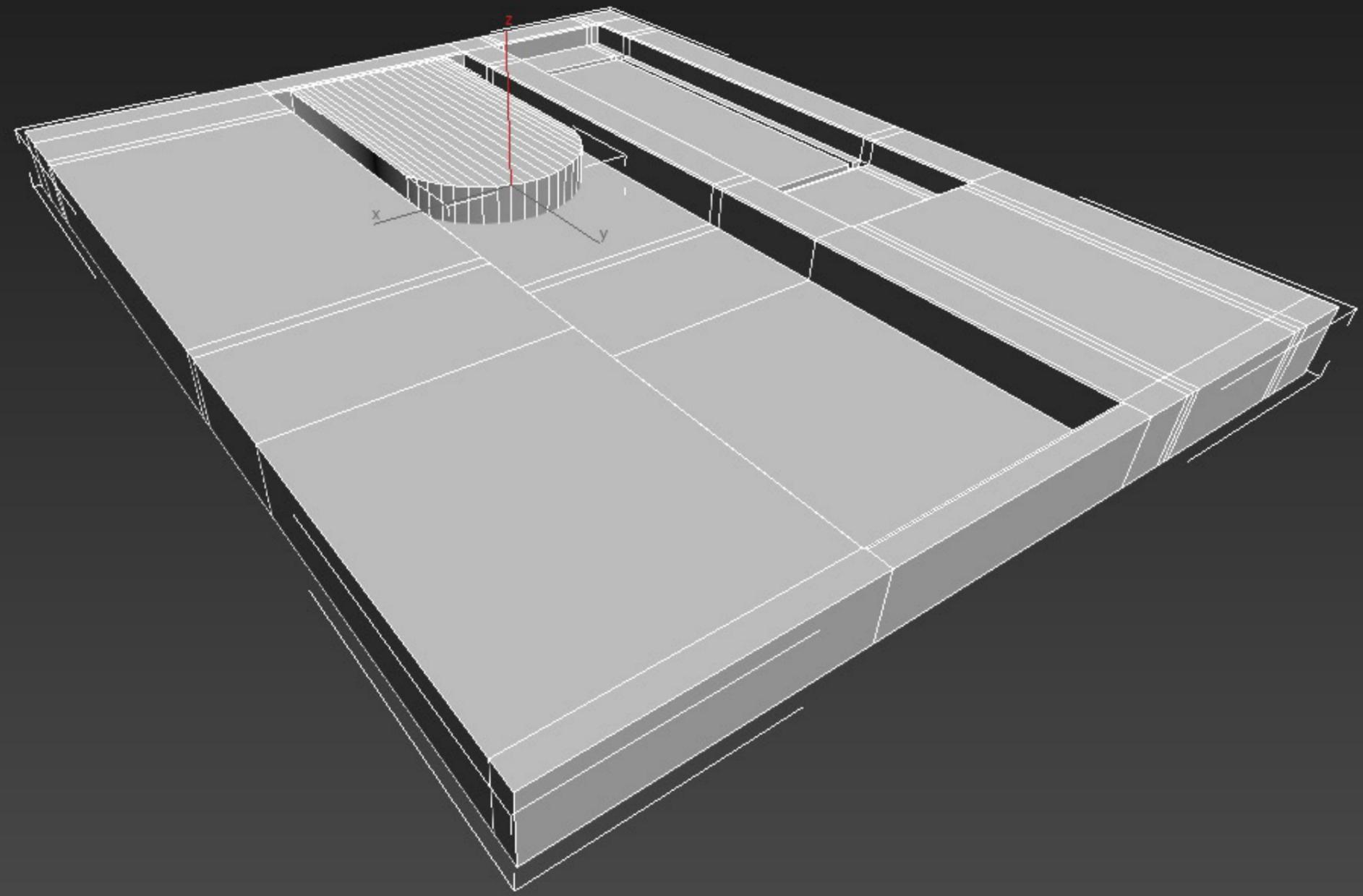
[ Perspective ] [ Shaded + Edged Faces ]



[ Flipped UVW Faces: 4 Faces ]

[+] [Perspective] [Shaded + Edged Faces]

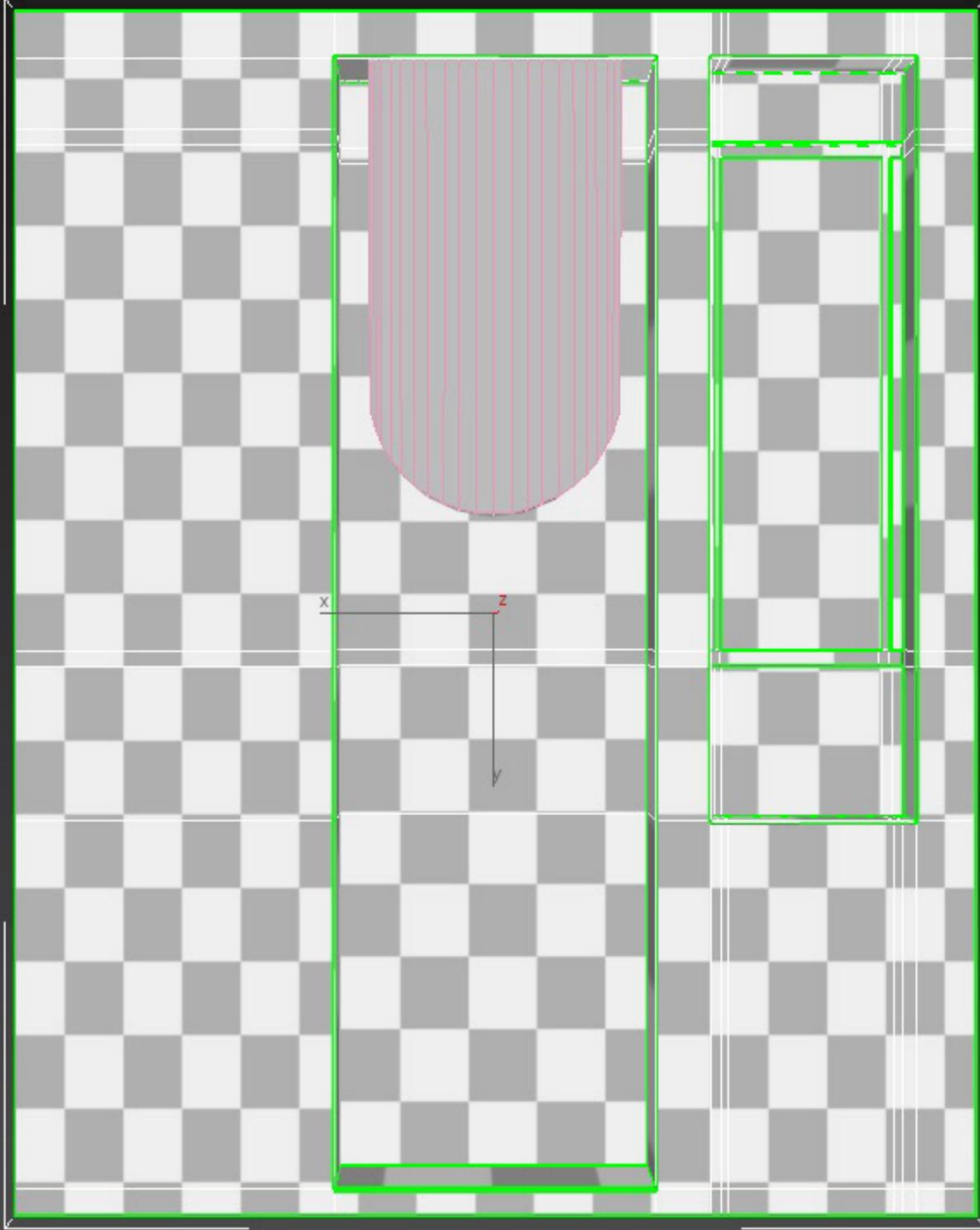
2 Objects Selected  
Polys: 360  
Verts: 364  
FPS: 100,203



[ Flipped UVW Faces: 0 Faces ]

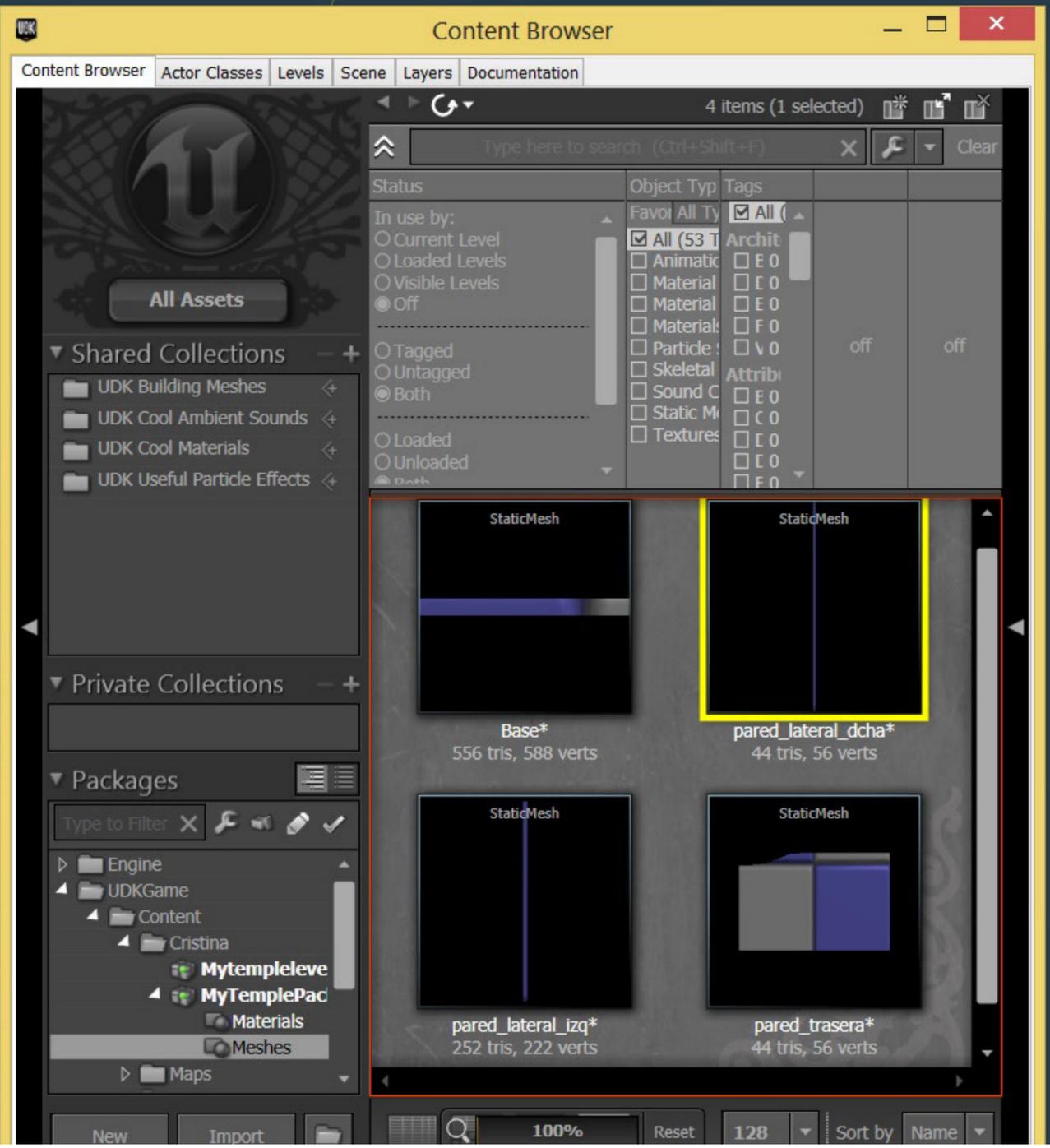
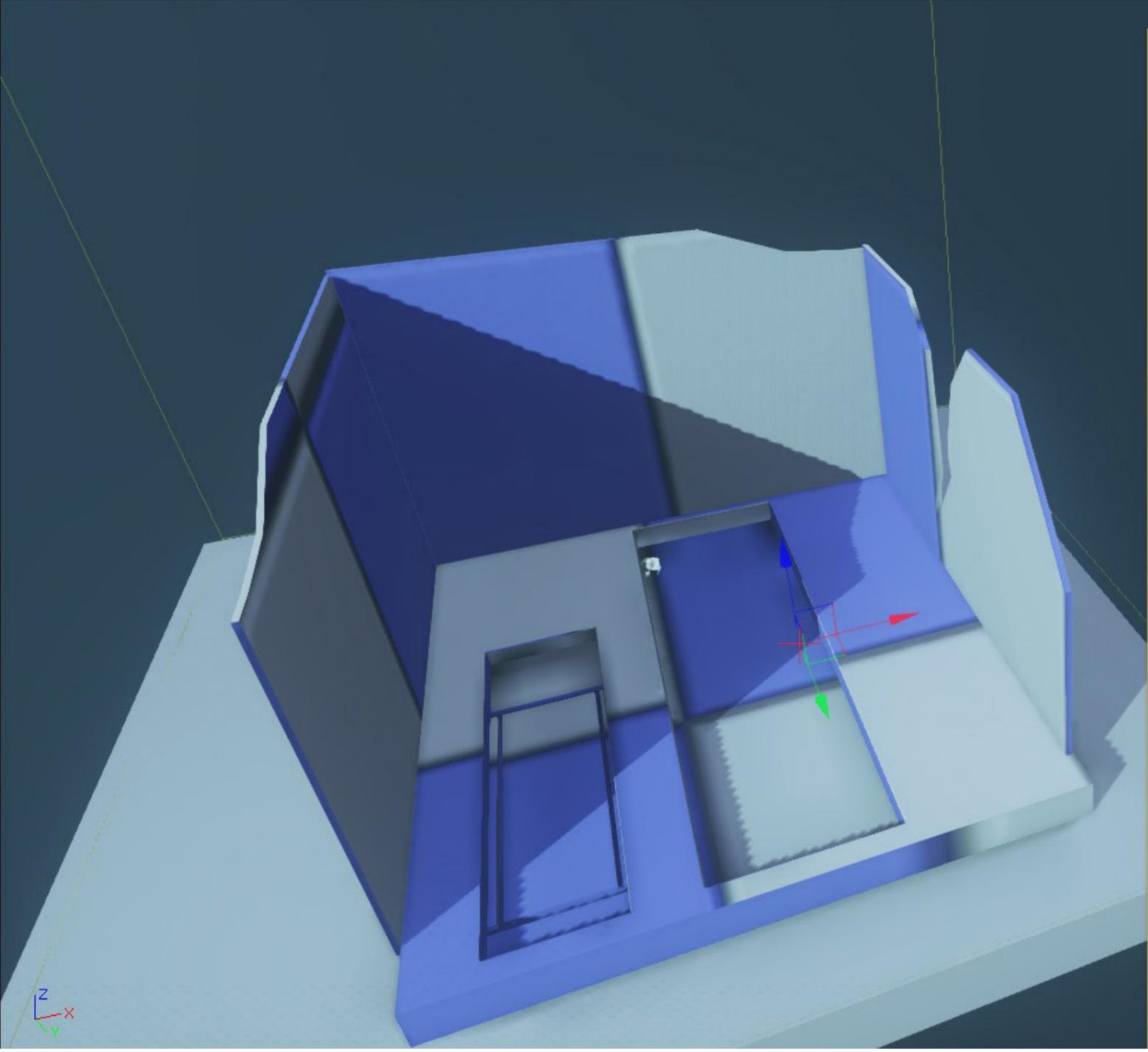
[+] [Perspective] [Shaded + Edged Faces]

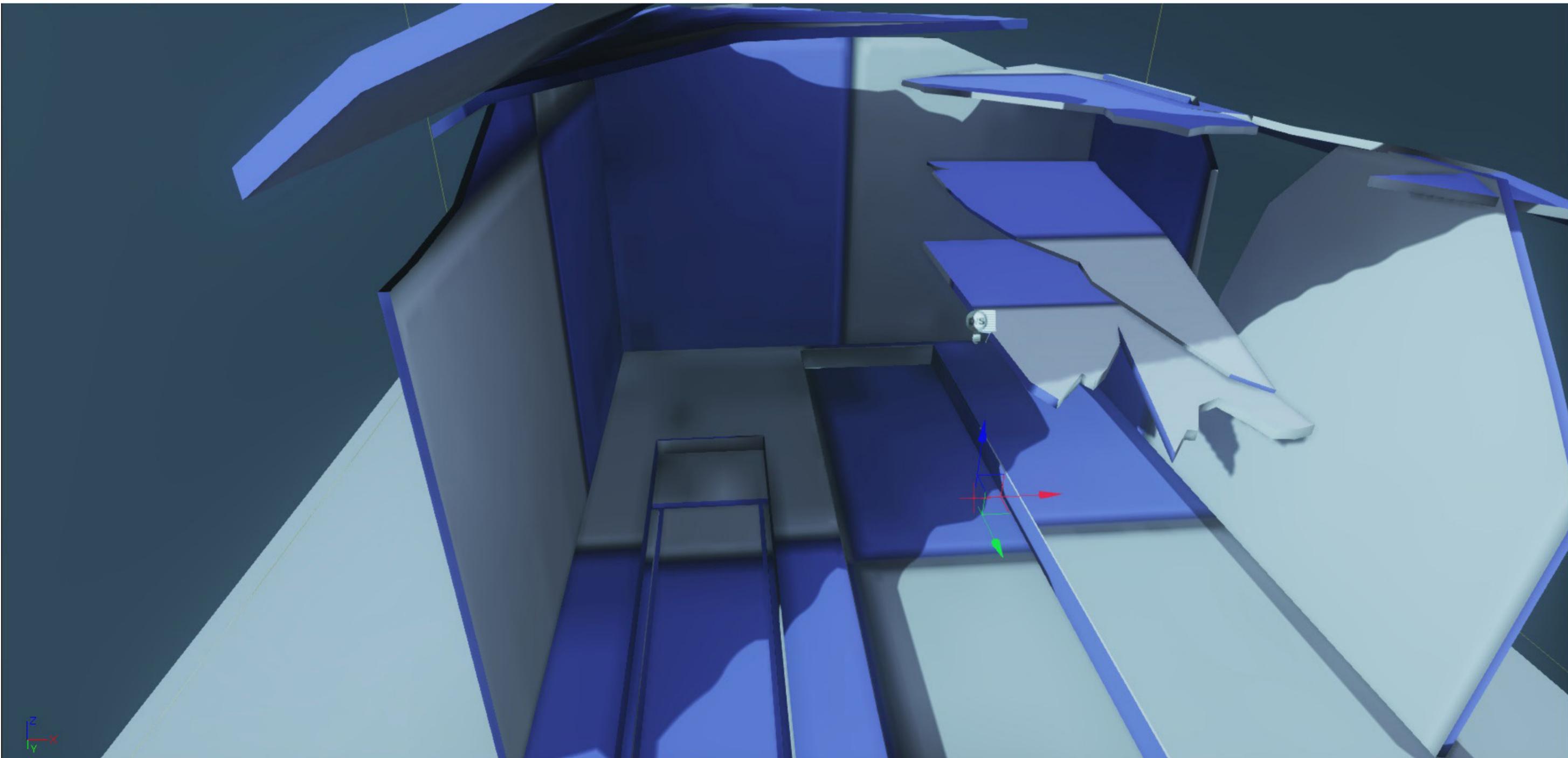
base  
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Verts: 280  
FPS: 41,123

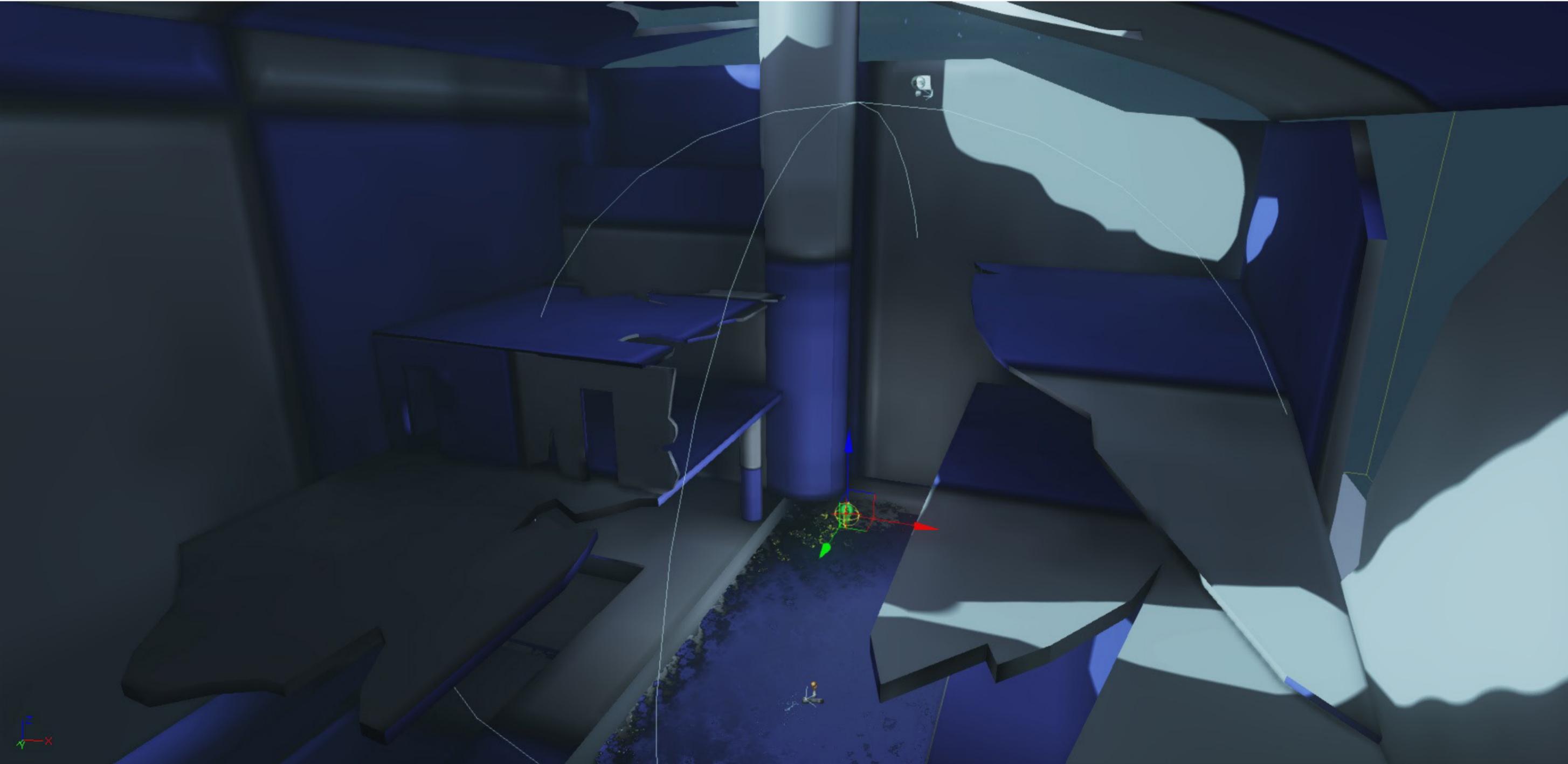


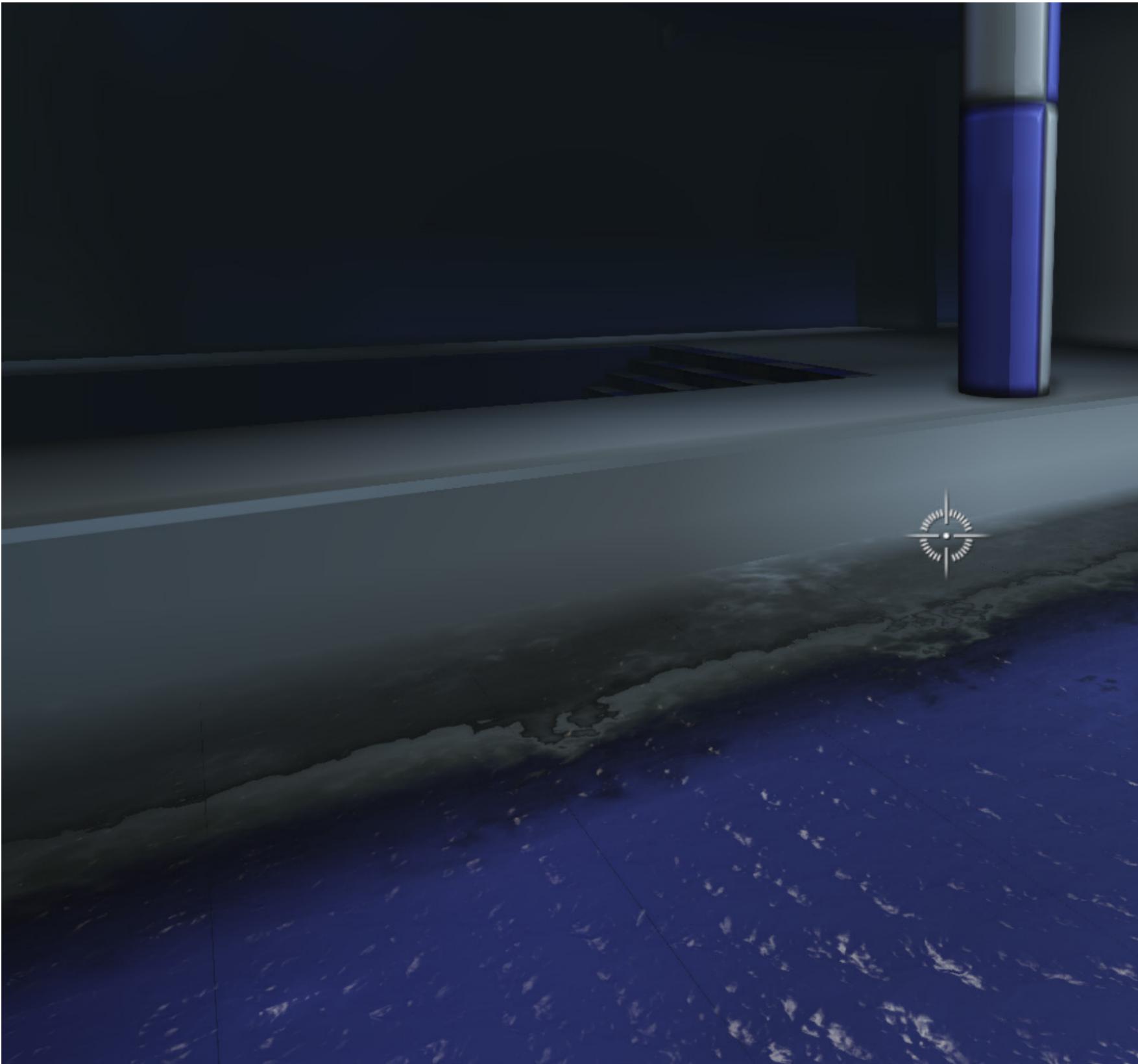
[ Flipped UVW Faces: 0 Faces ]

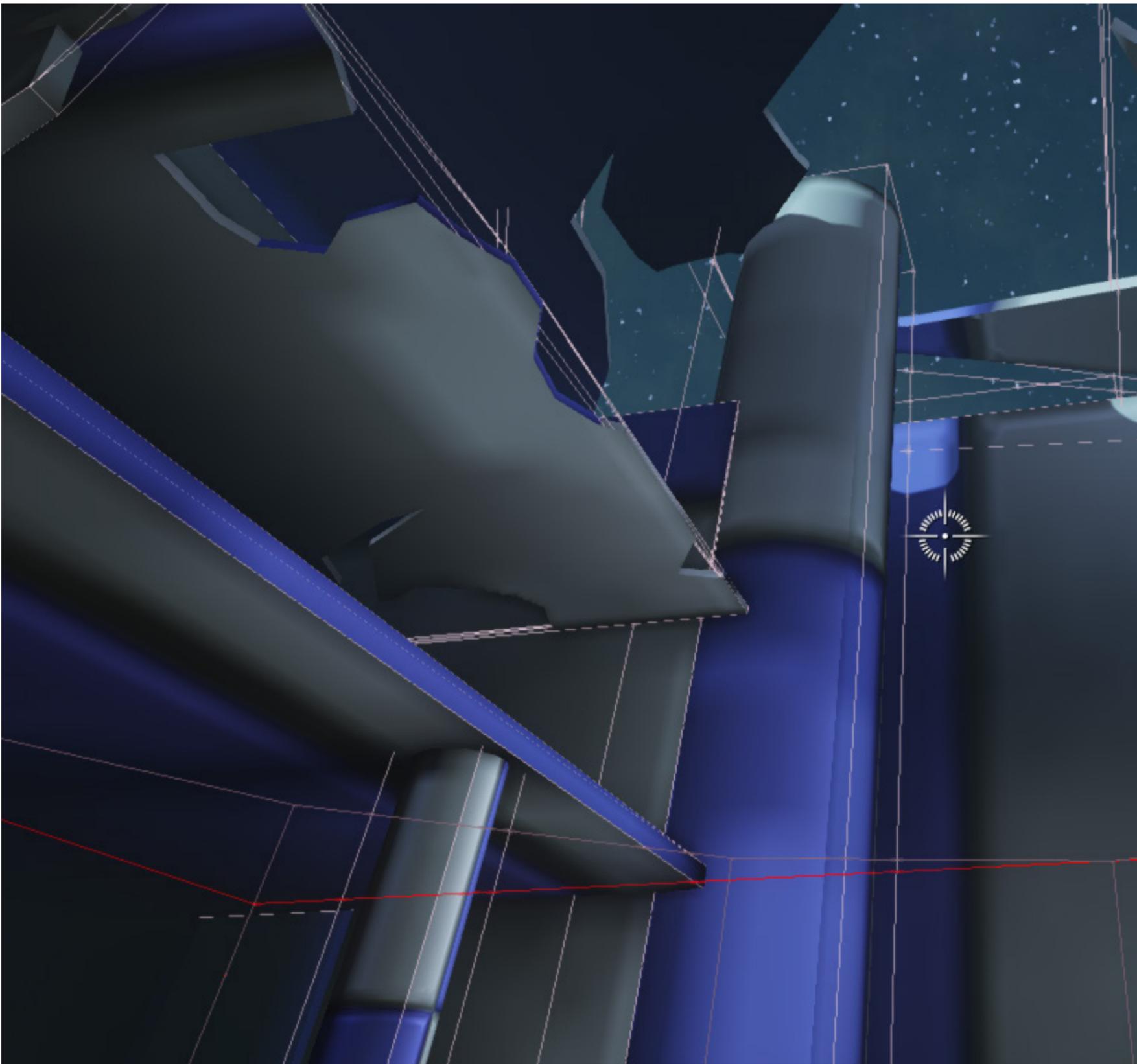


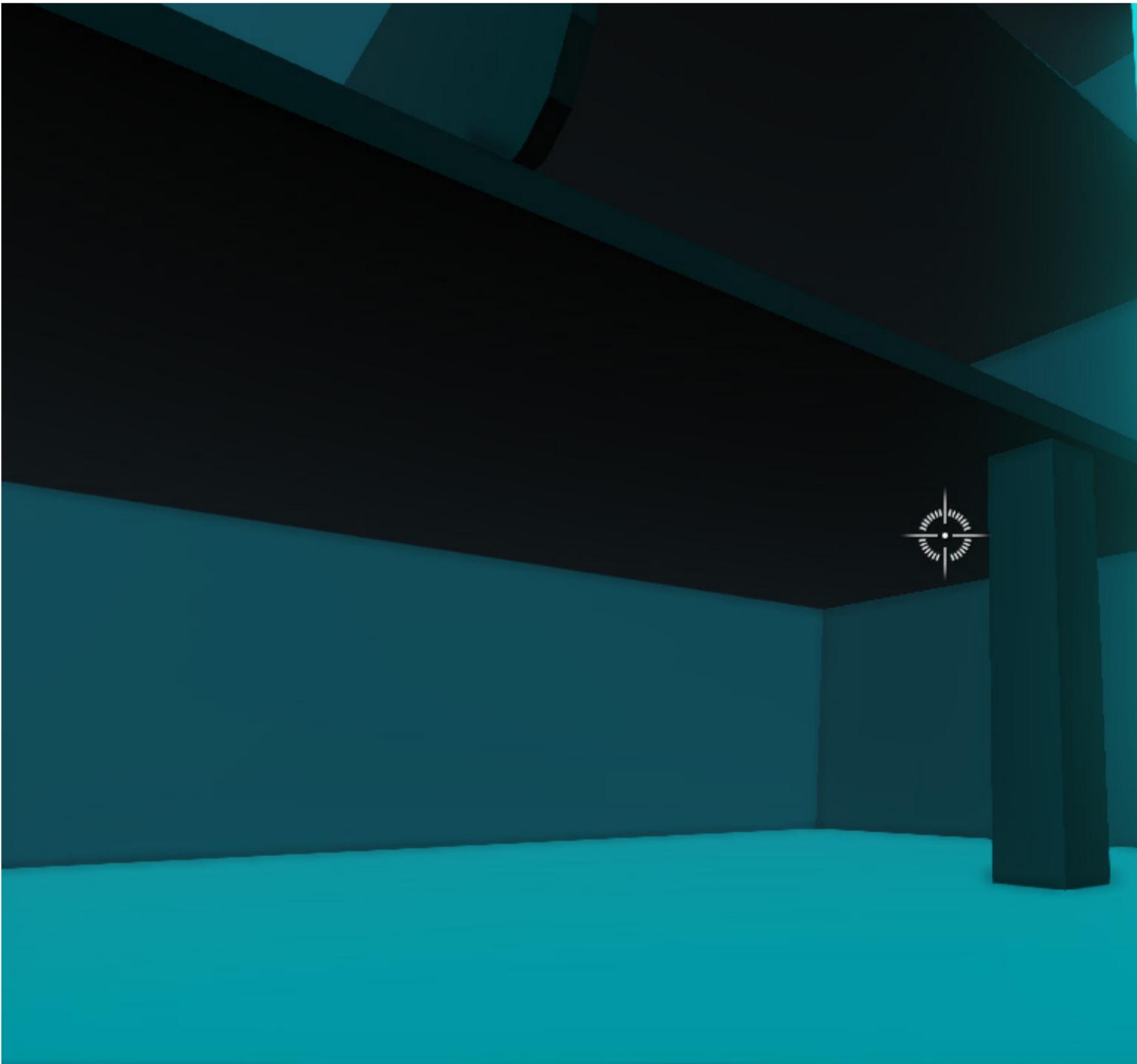


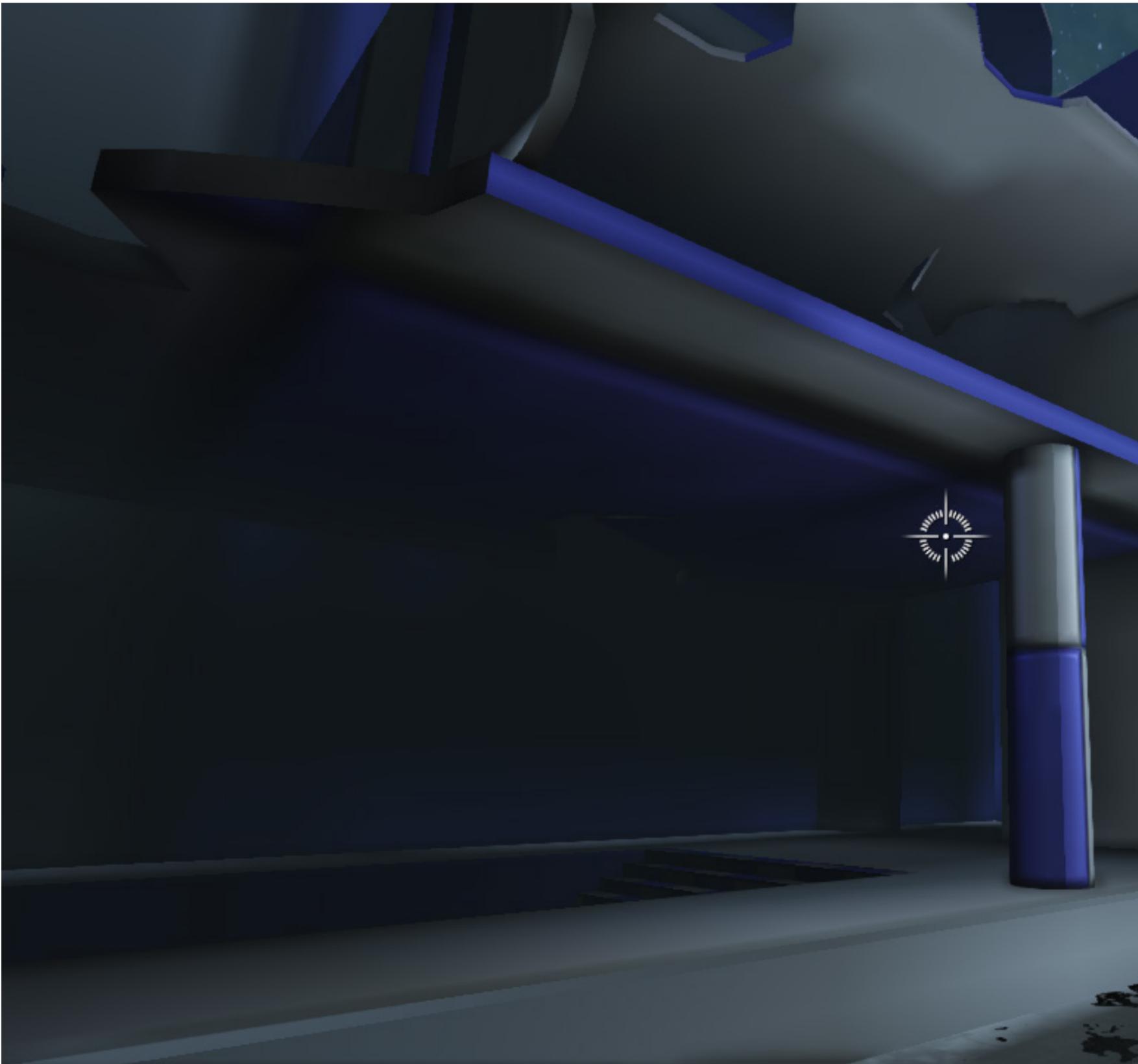


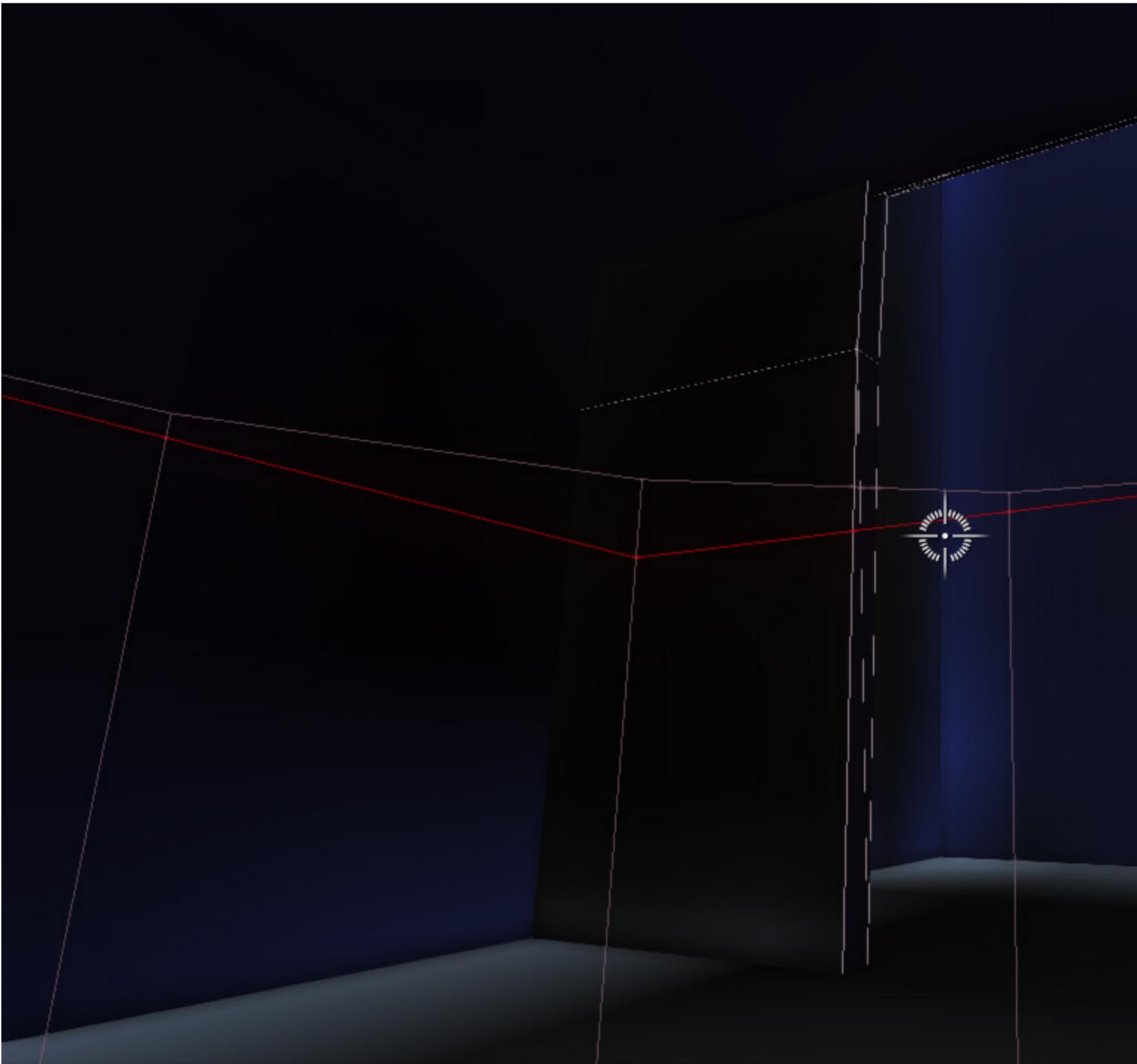


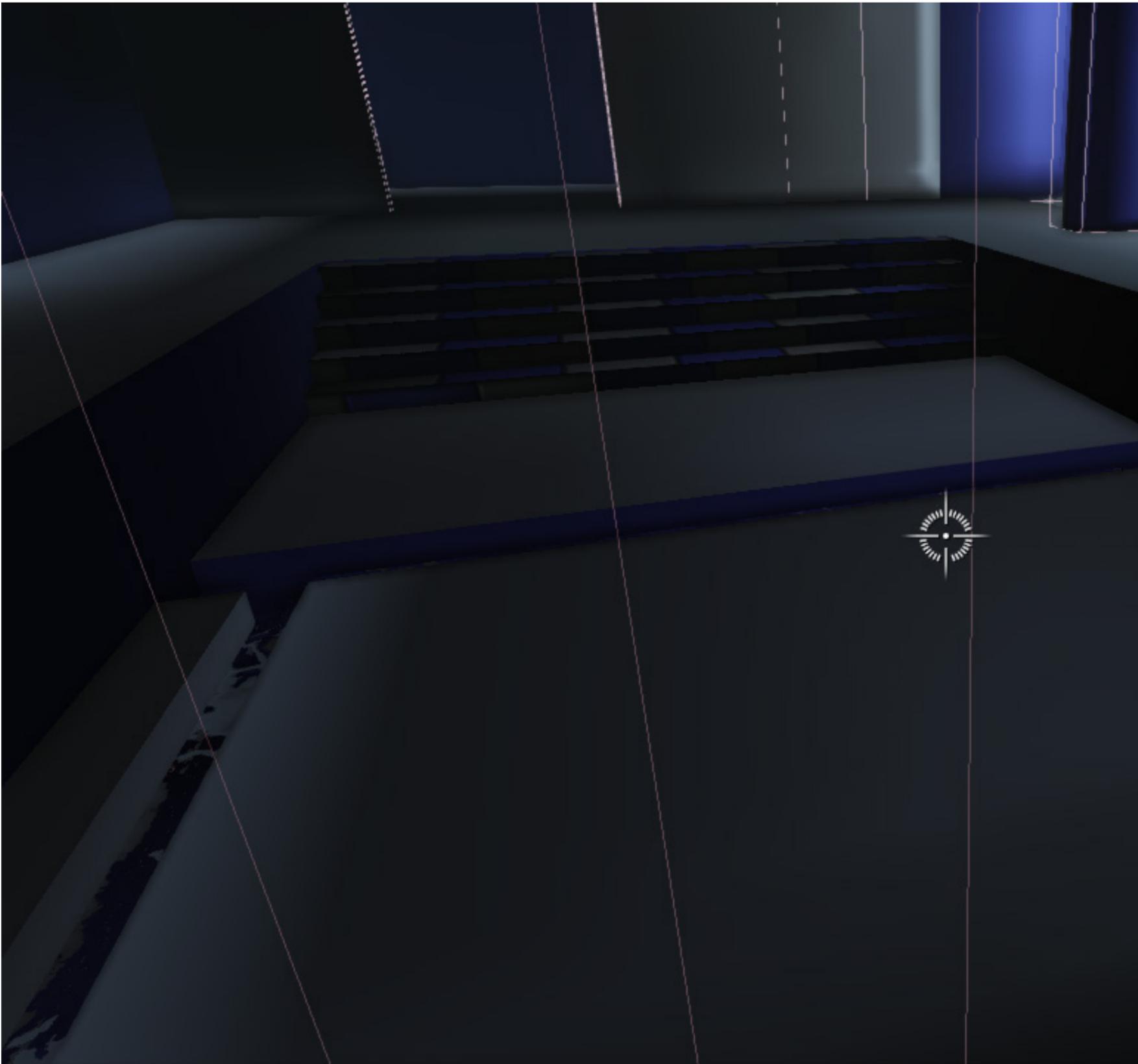




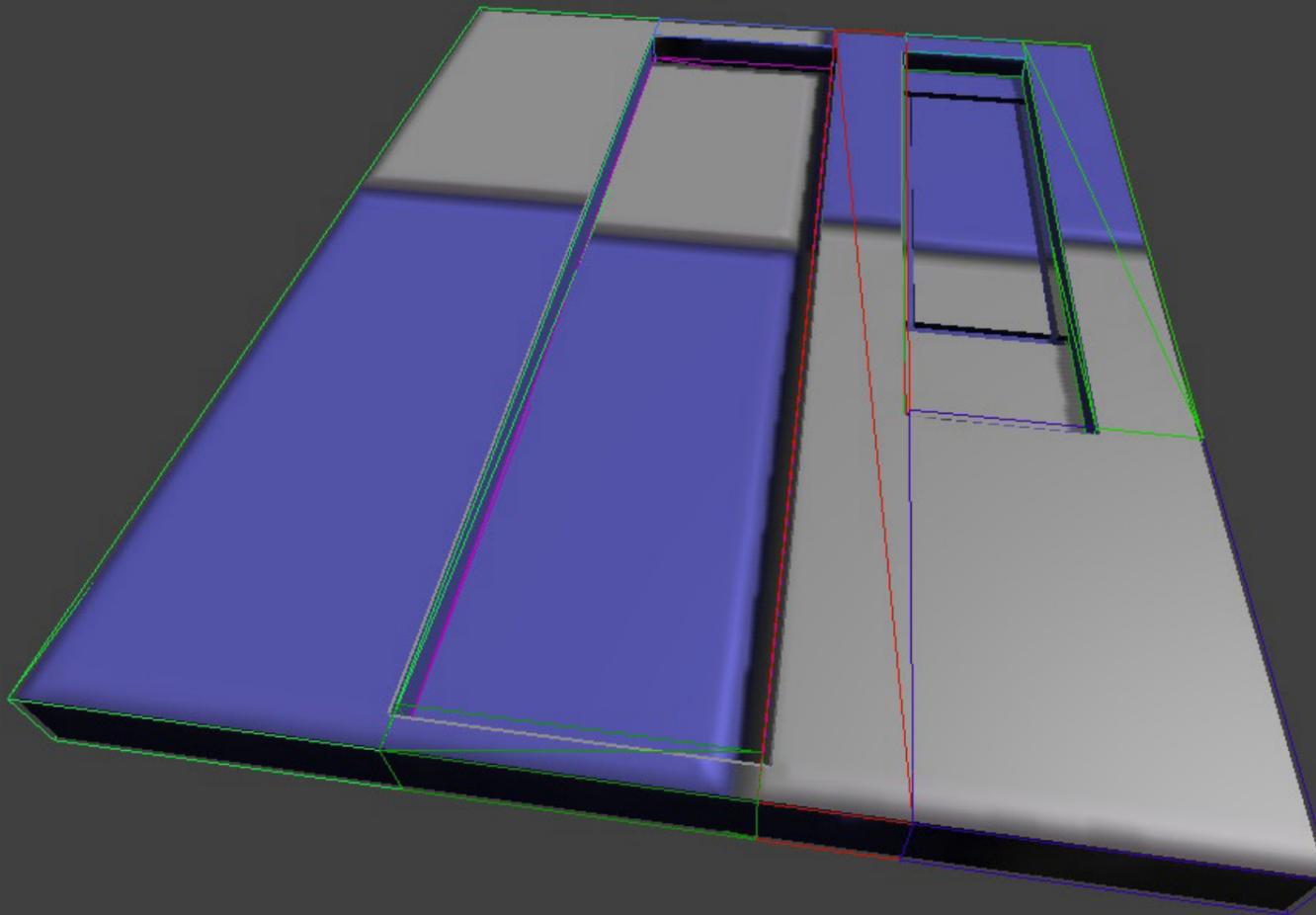








Triangles: 556  
Vertices: 588  
UV Channels: 2  
Approx Size: 2258x2675x168  
Num Primitives: 9  
kDOP Tree Size: 5.09 [KB] not stripped  
Resource Size: 22.59 [KB]



Properties: MyTemplePackage.Meshes.base\_higher

Type here to search

**Body Setup**

Can Become Dynamic	<input type="checkbox"/>
Console Preallocate Instance Count	0
Foliage Default Settings	None
<b>Light Map Coordinate Index</b>	1
<b>Light Map Resolution</b>	32
LODDistance Ratio	1.000000

**LODInfo**

▼ [0]

▼ Elements

▼ [0]

<b>Enable Per Poly Collision</b>	<input checked="" type="checkbox"/>
<b>Enable Shadow Casting</b>	<input checked="" type="checkbox"/>
<b>Material</b>	None
LODMax Range	2000.000000
Partition For Edge Geometry	<input checked="" type="checkbox"/>
Per LODStatic Lighting For Instancing	<input type="checkbox"/>

**Source File Path** ..\..\UDKGame\Content\Cristina\mesh\base\_higher

**Source File Timestamp** 2014-03-05 10:39:09

Streaming Distance Multiplier 1.000000

Strip Complex Collision For Console

Use Full Precision UVs

**Mesh Simplification**

Original Mesh

Triangles: 556

Vertices: 588

Desired Quality

Simplification Type Max Deviation

0 100 100

Silhouette Normal

Texture Normal

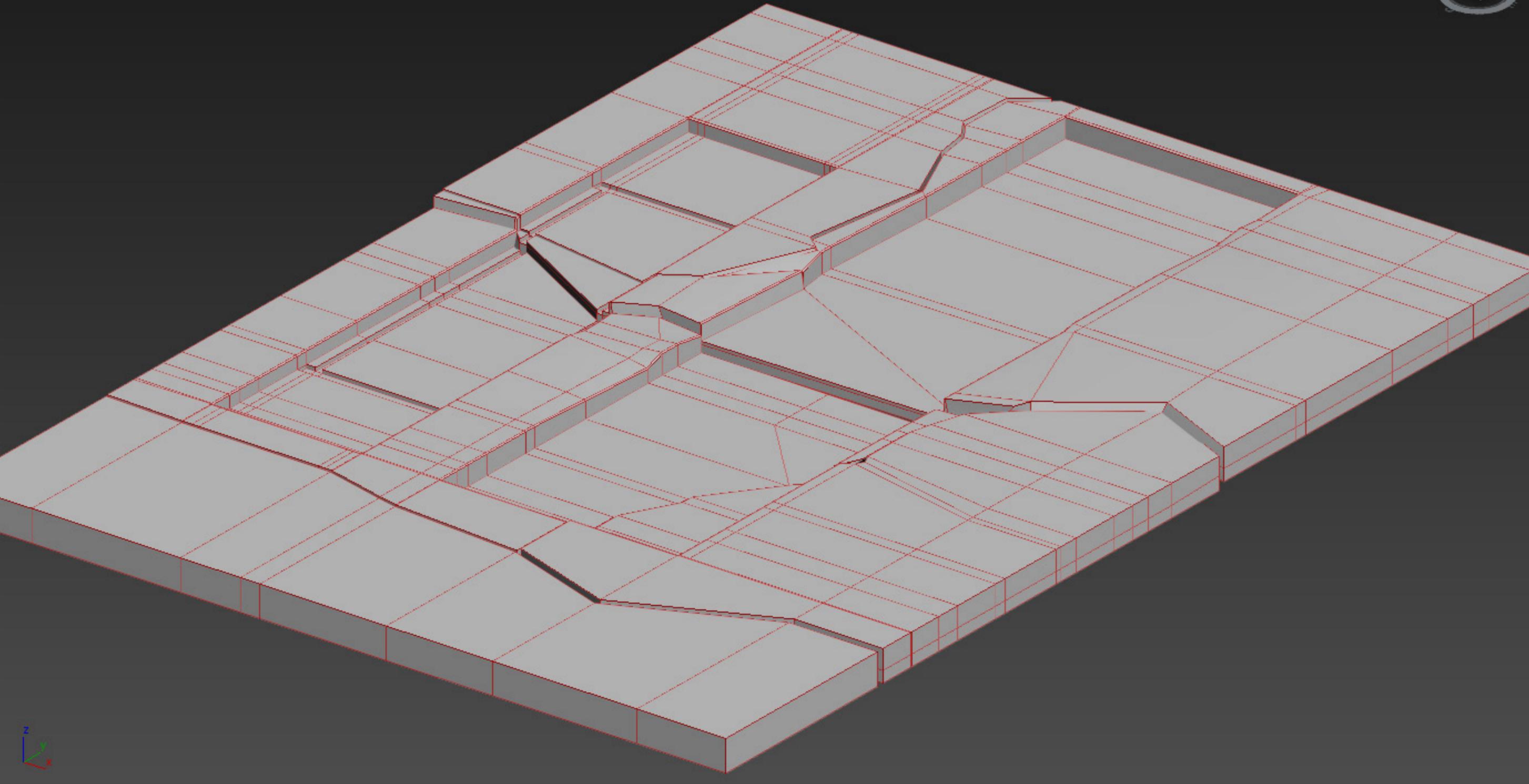
Shading Normal

Repair Options

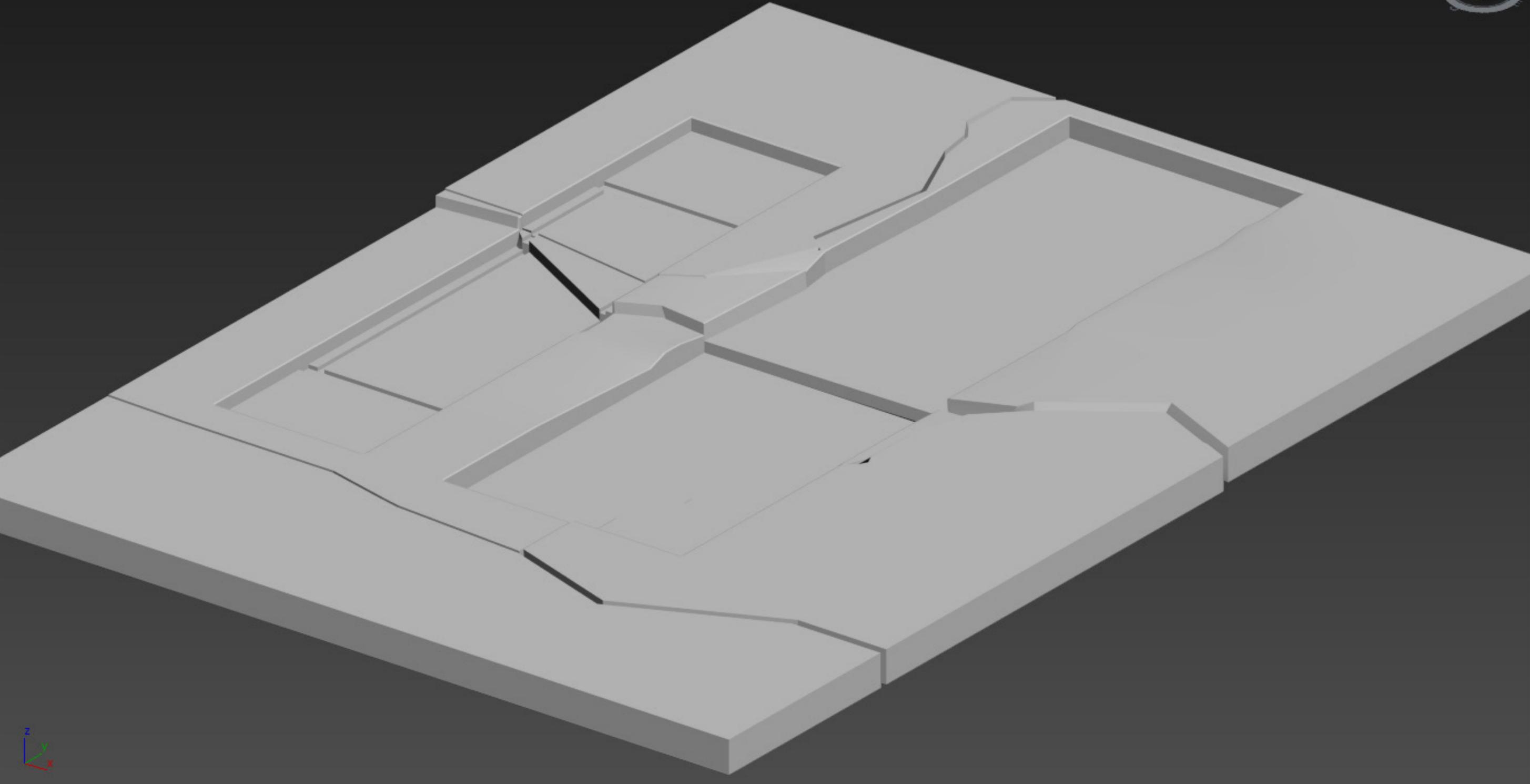
Welding Threshold 0.100000

Recompute Normals

Hard Edge Angle Threshold 60.000000

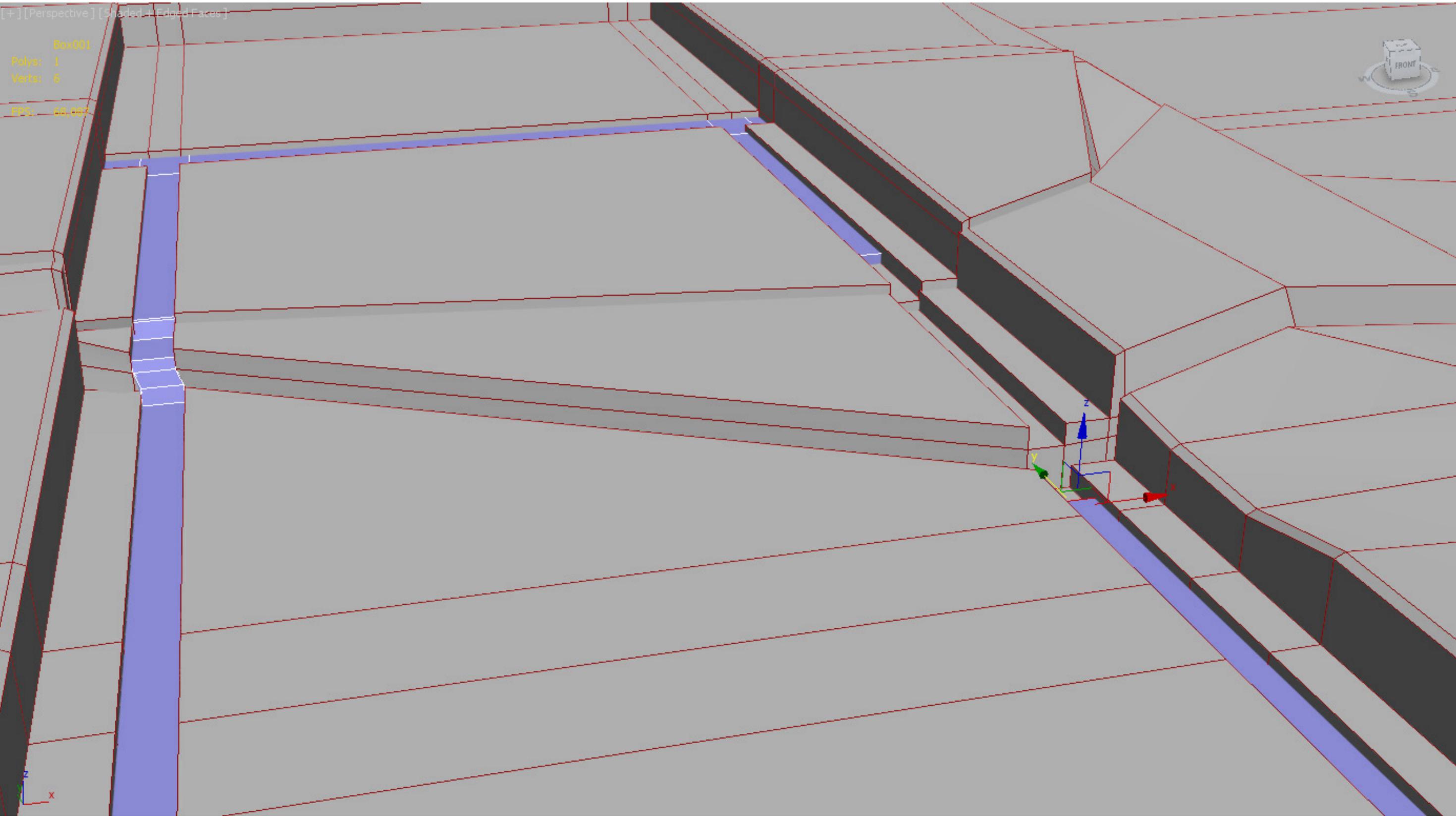


[+][Orthographic][Shaded]



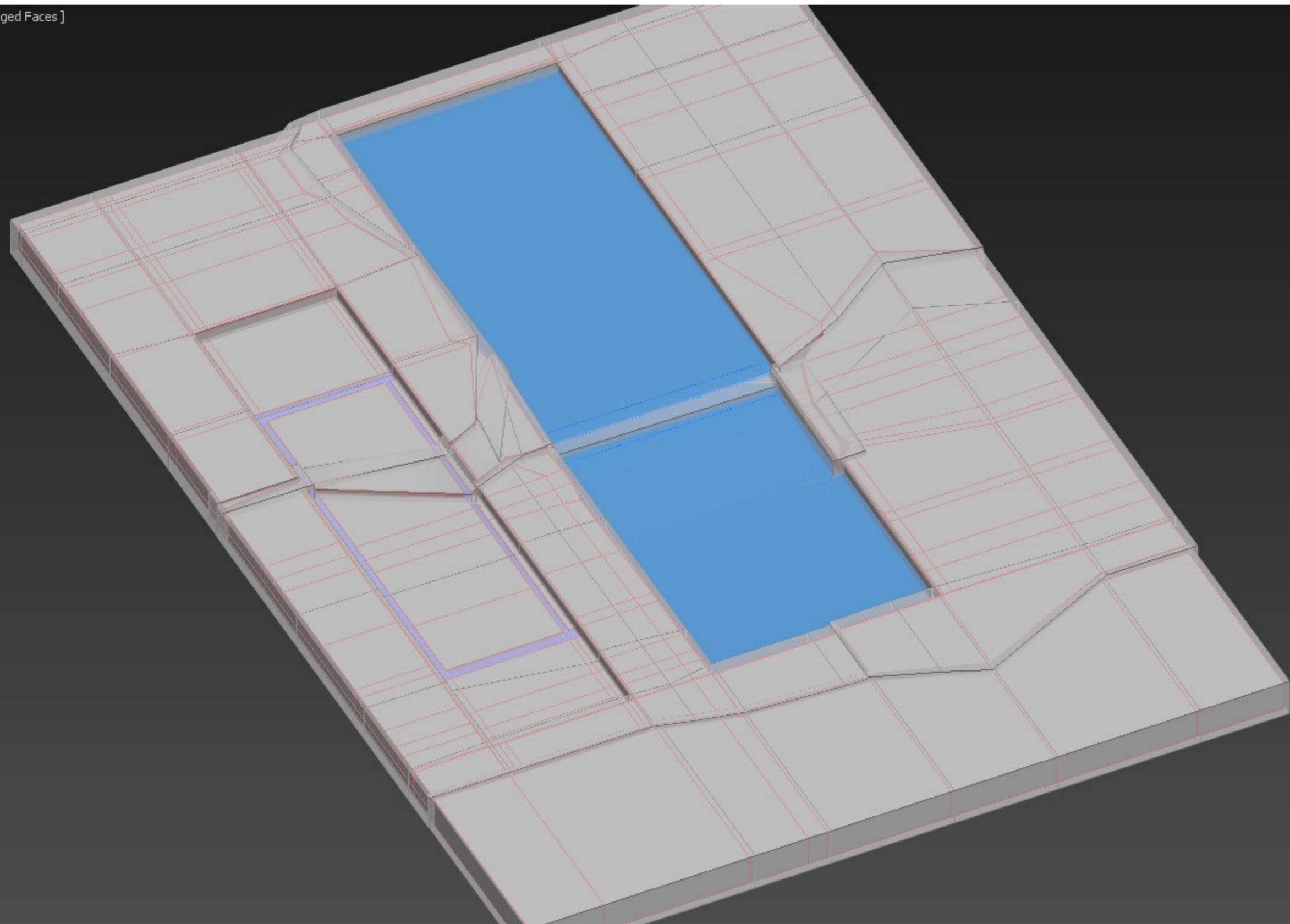
[+][Perspective][Shaded+Edged Faces]

Box001  
Polys: 1  
Verts: 6  
FPS: 60,000

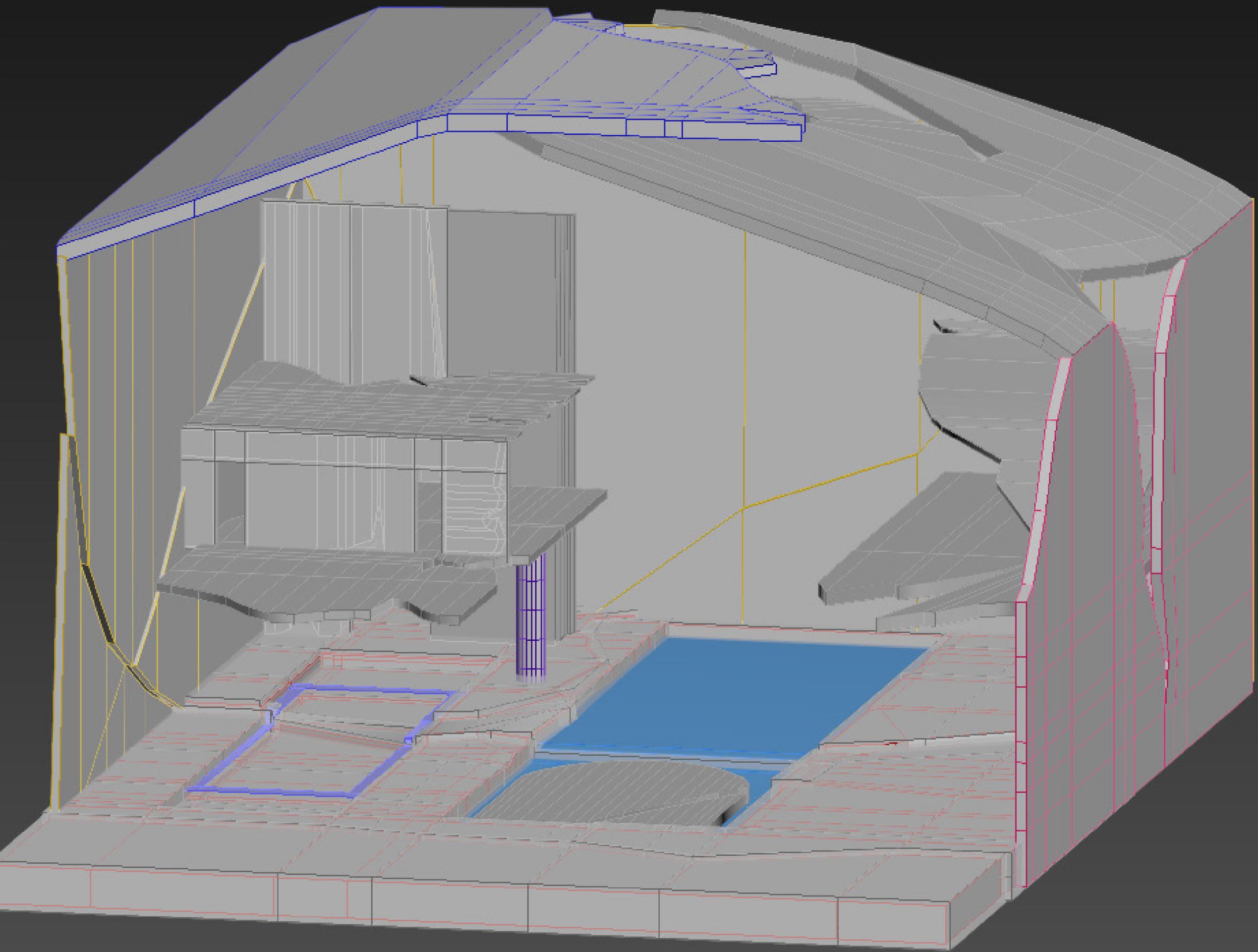


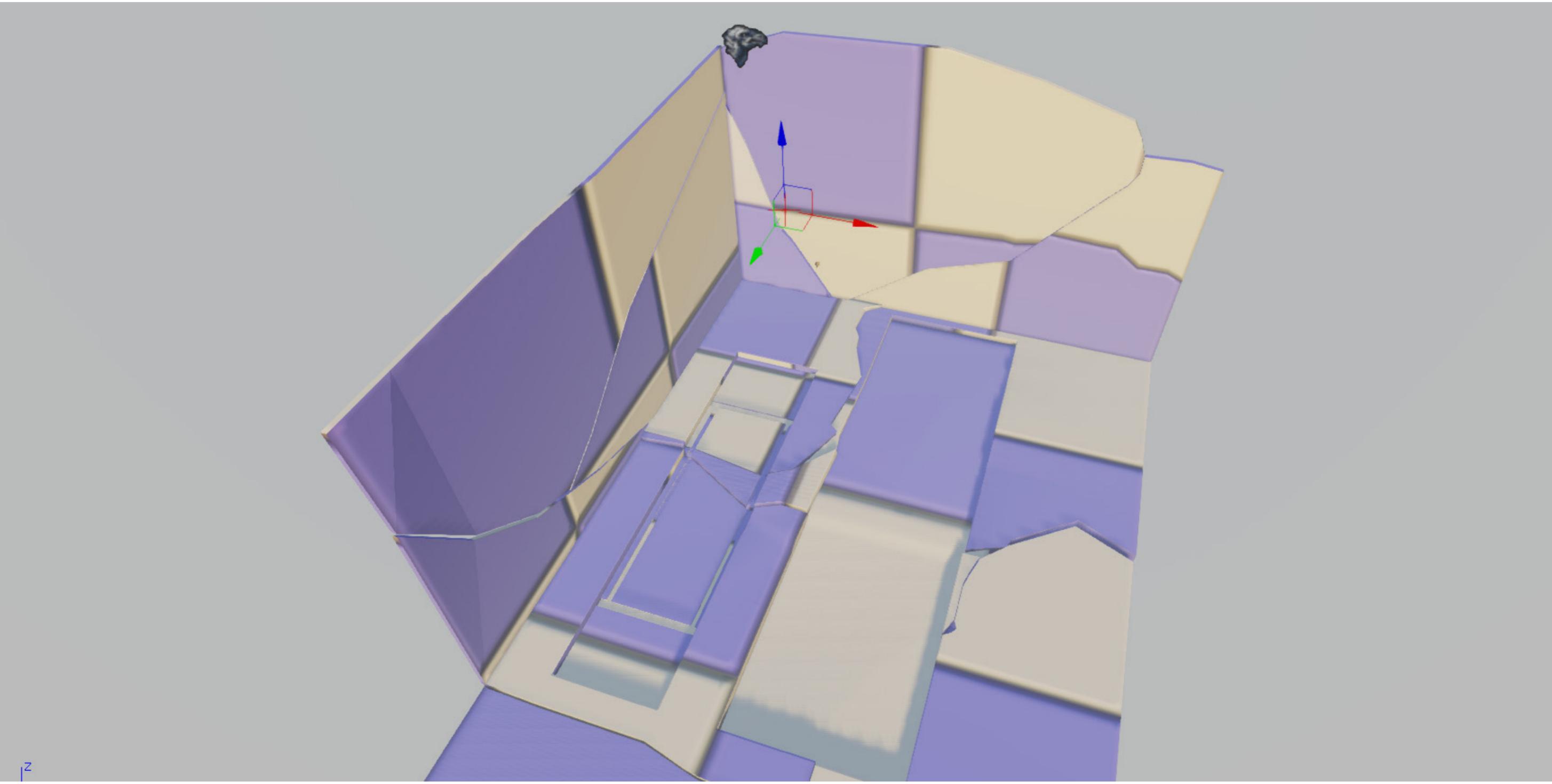
[+][Orthographic][Shaded + Edged Faces]

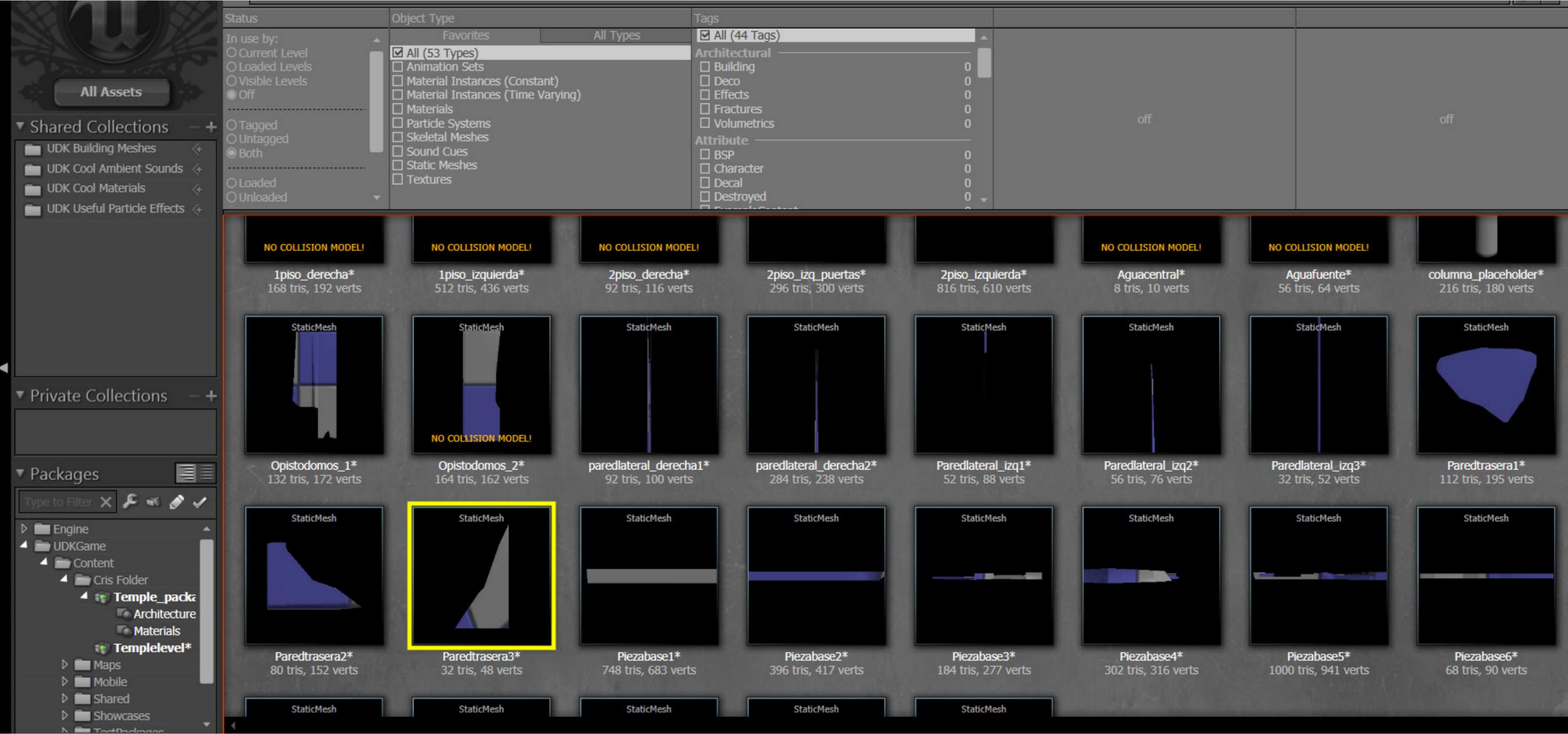
Polys: 0  
Verts: 0  
FPS: 124,670

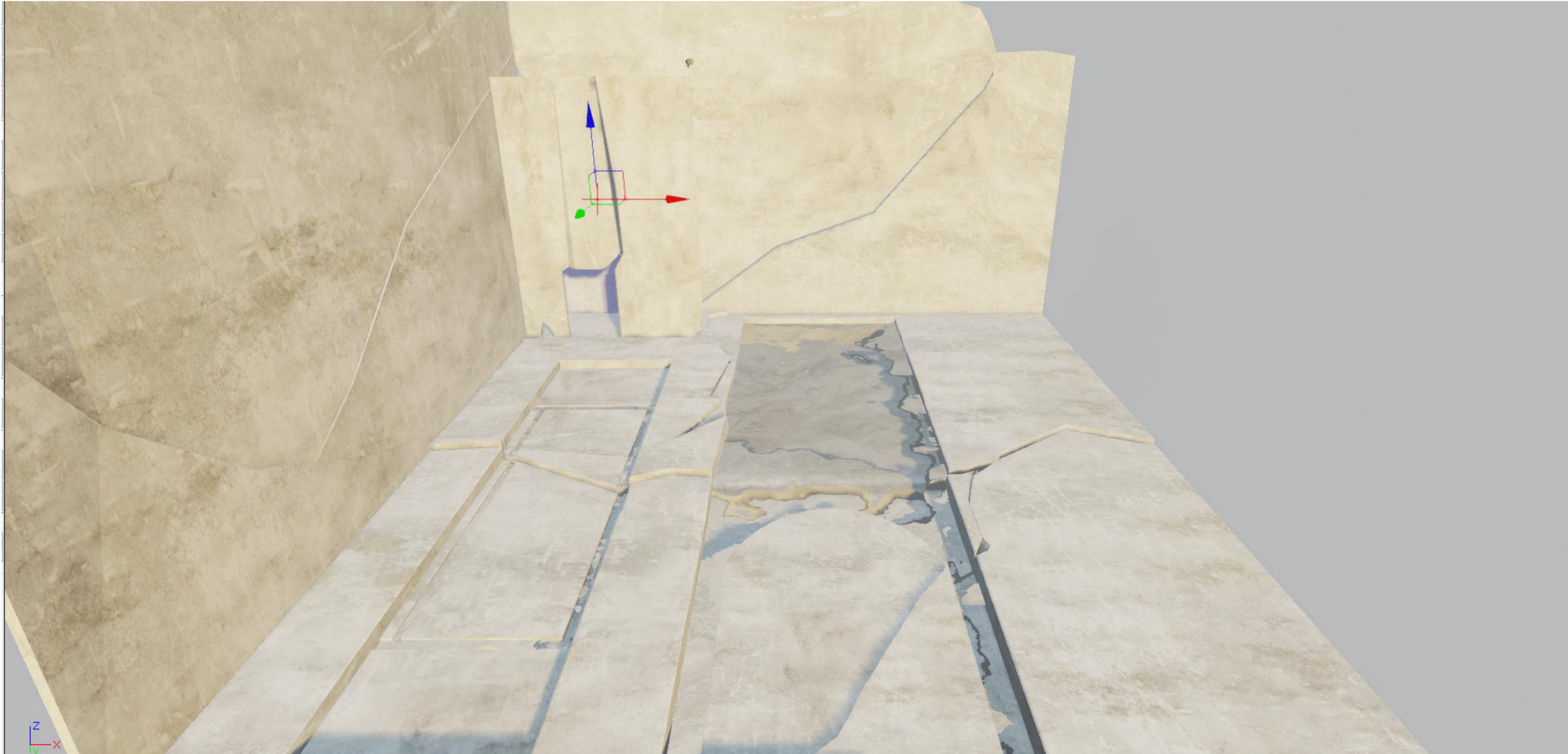


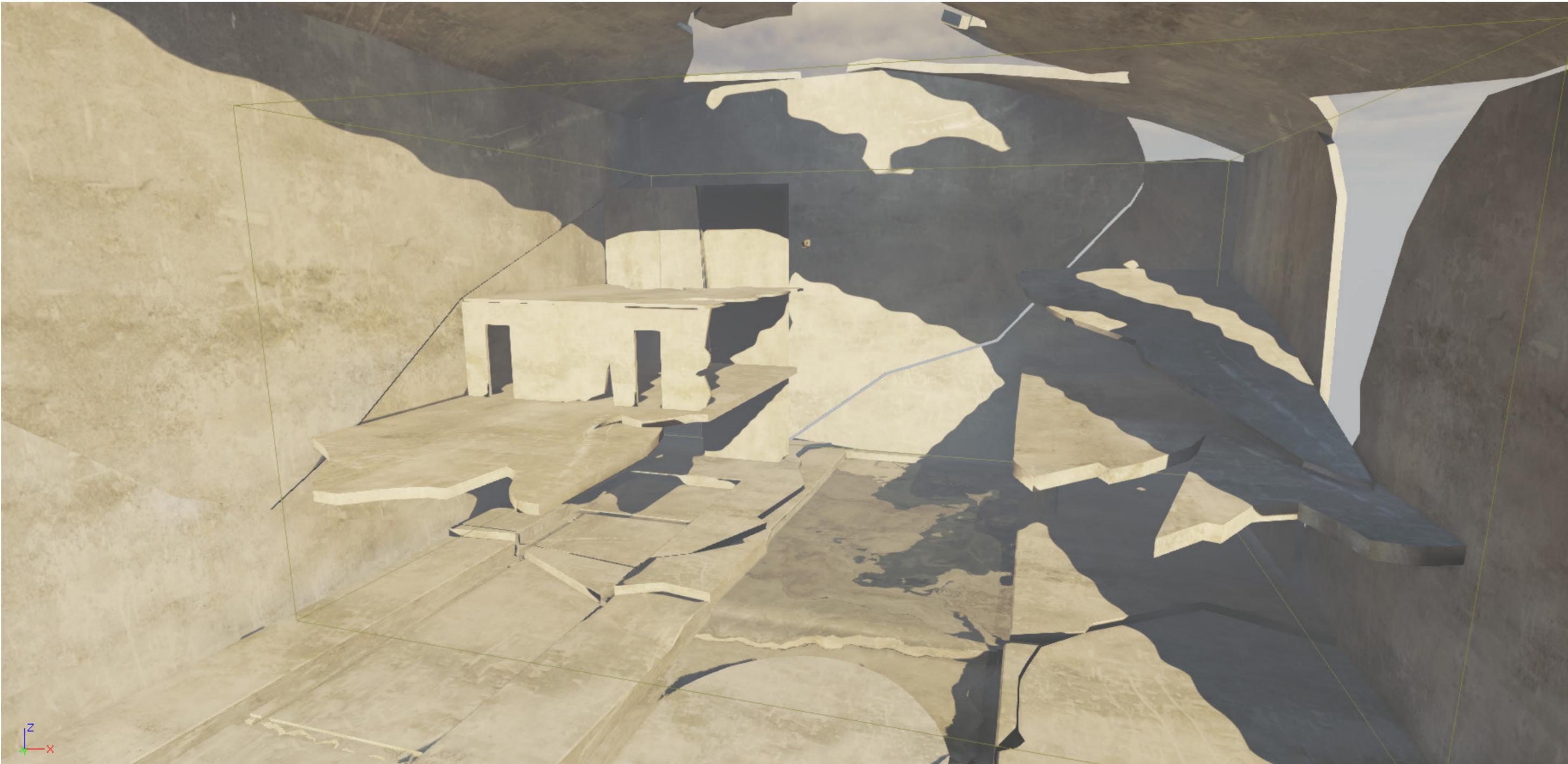
FRONT









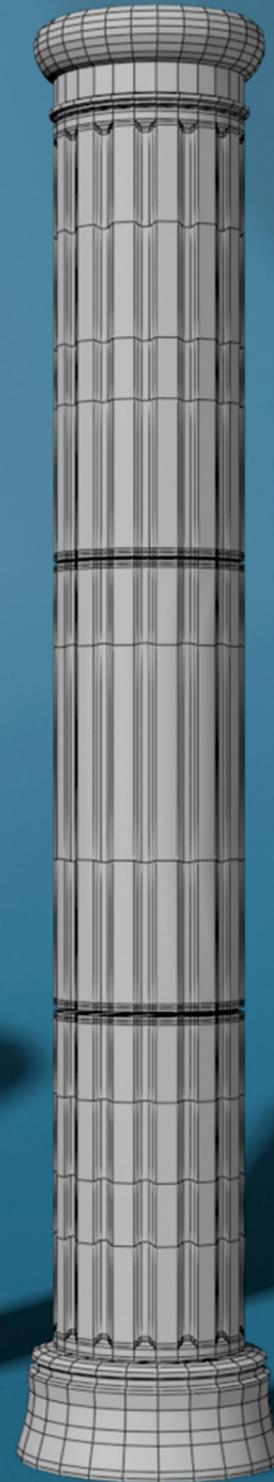




HIGH POLY [485610 TRIS]



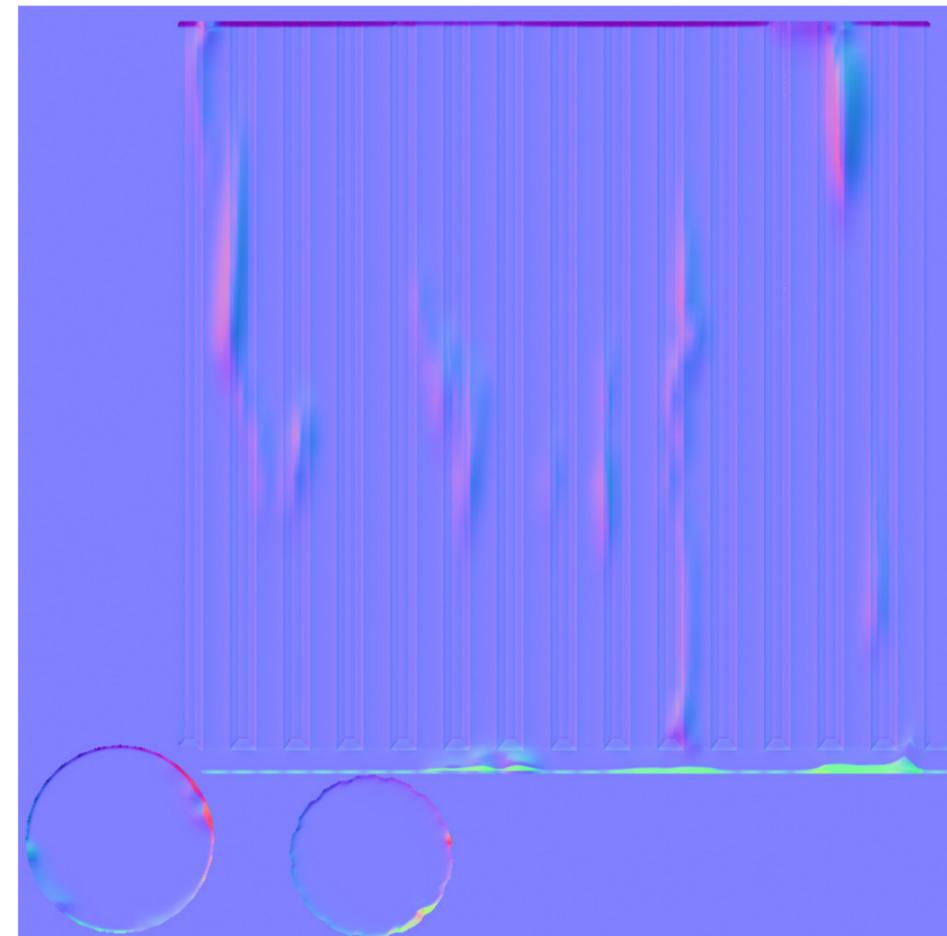
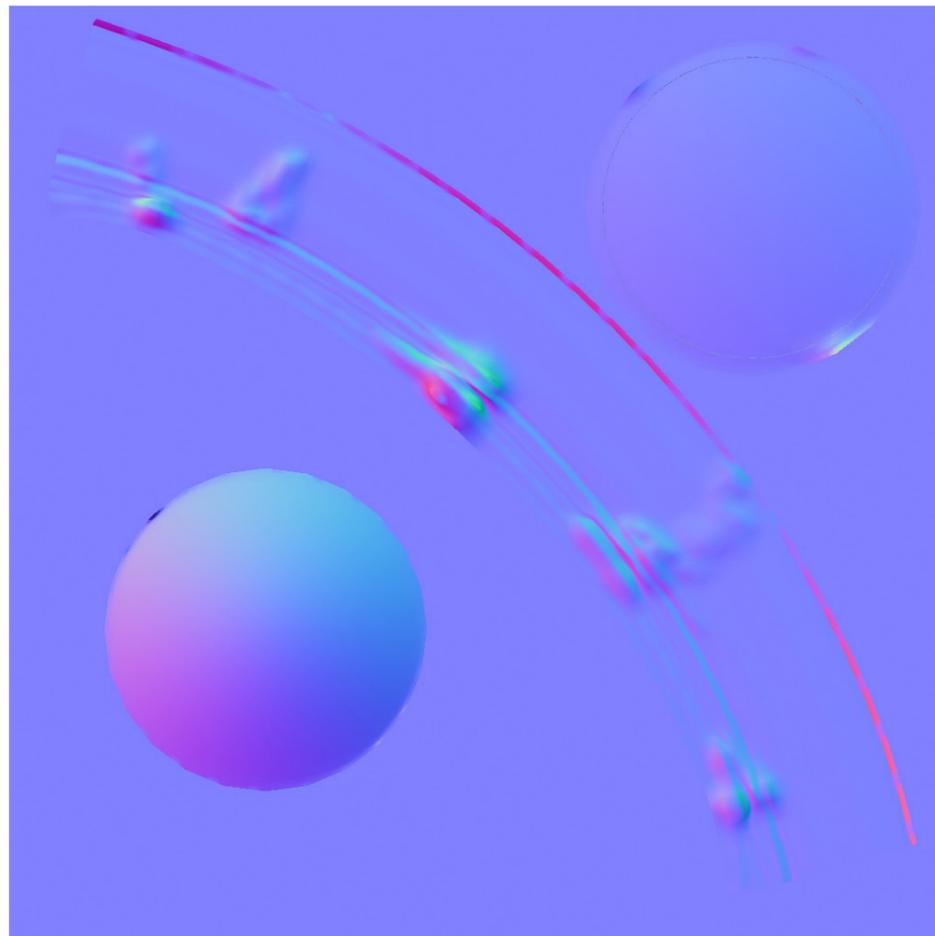
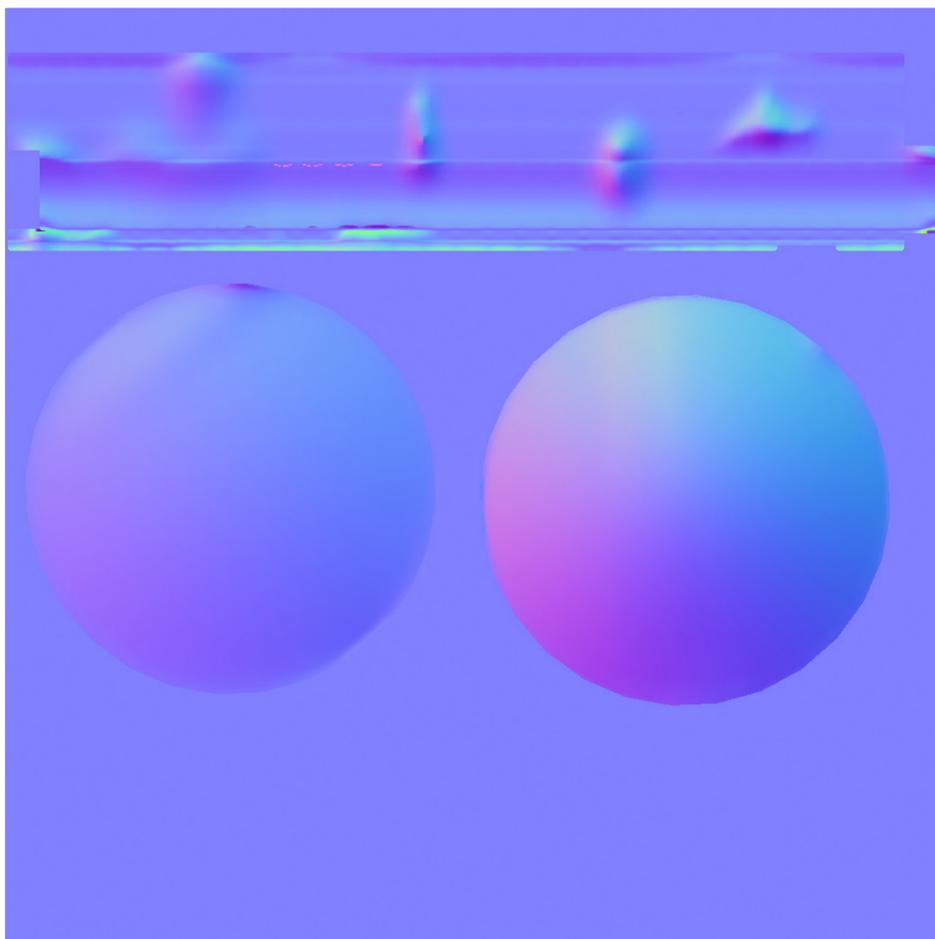
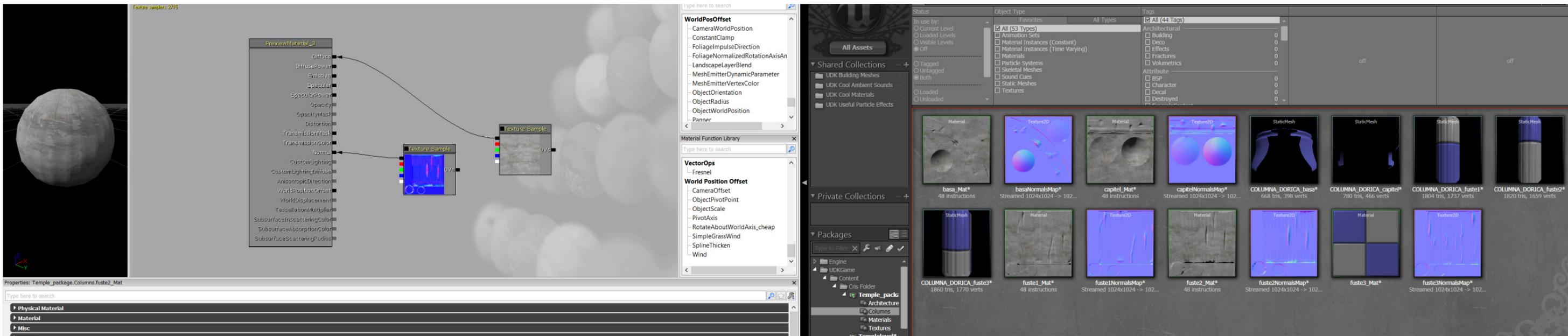
LOW POLY + NORMAL MAP

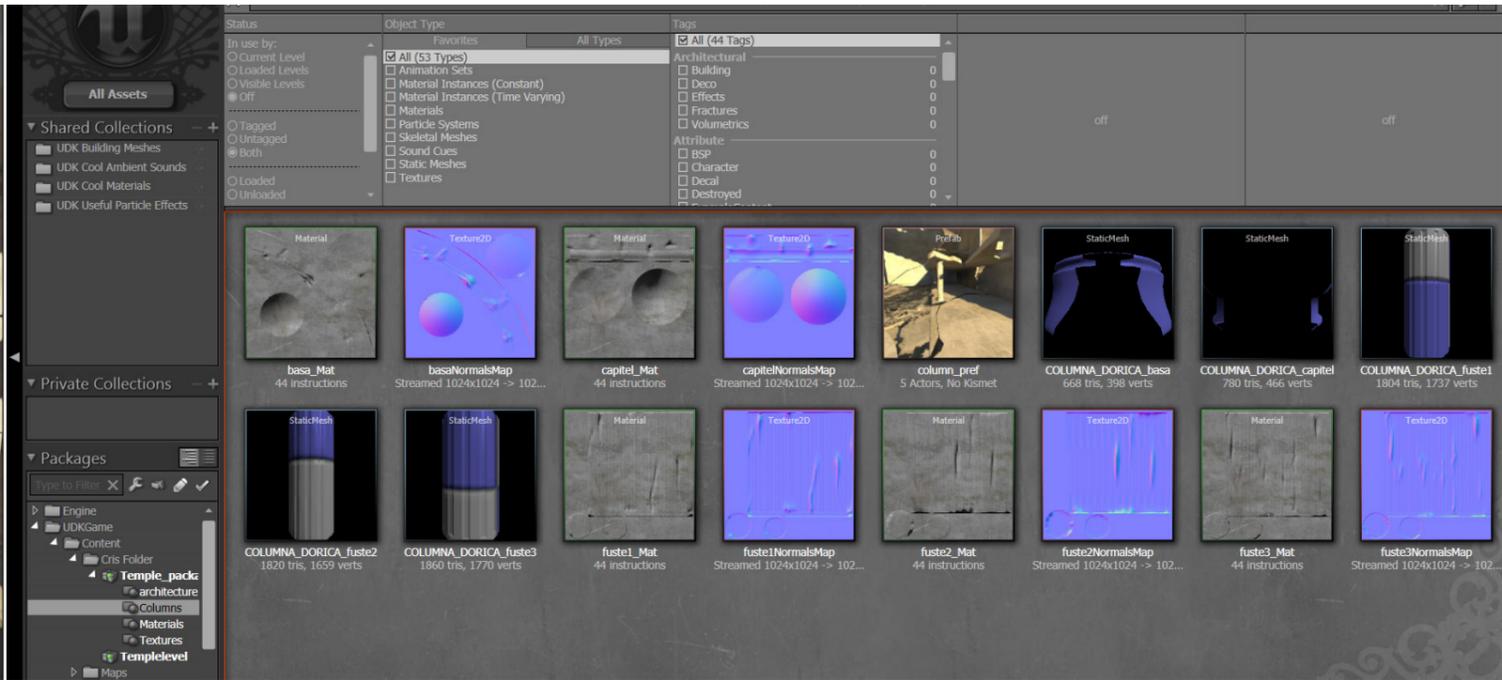
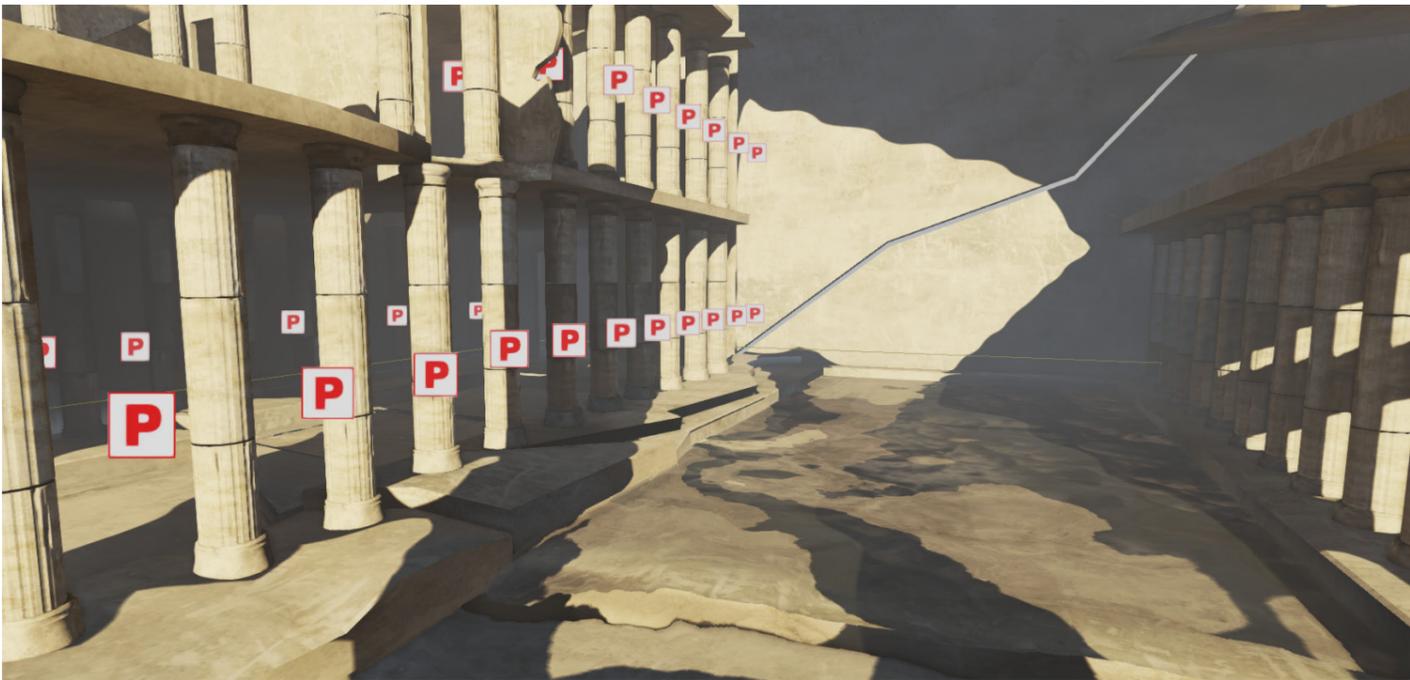
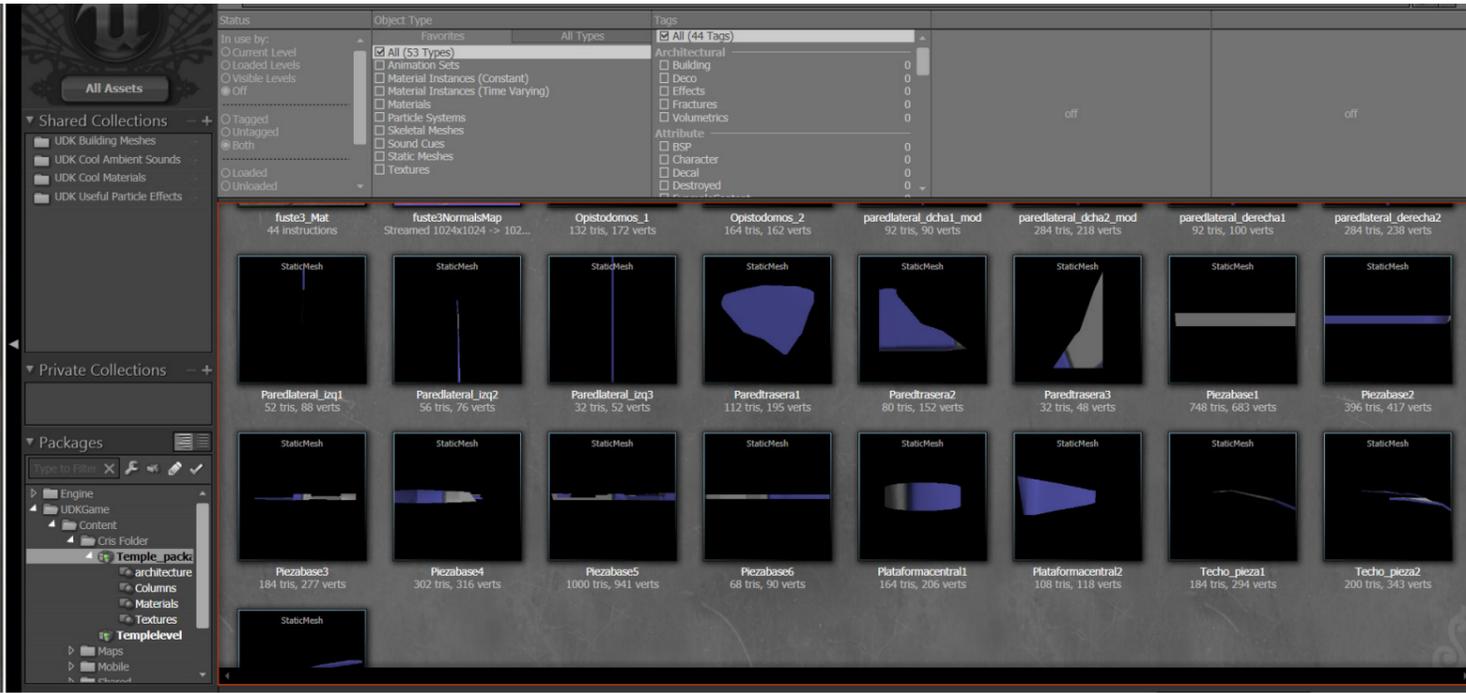


LOW POLY [4334 TRIS]



LOW POLY UNWRAP

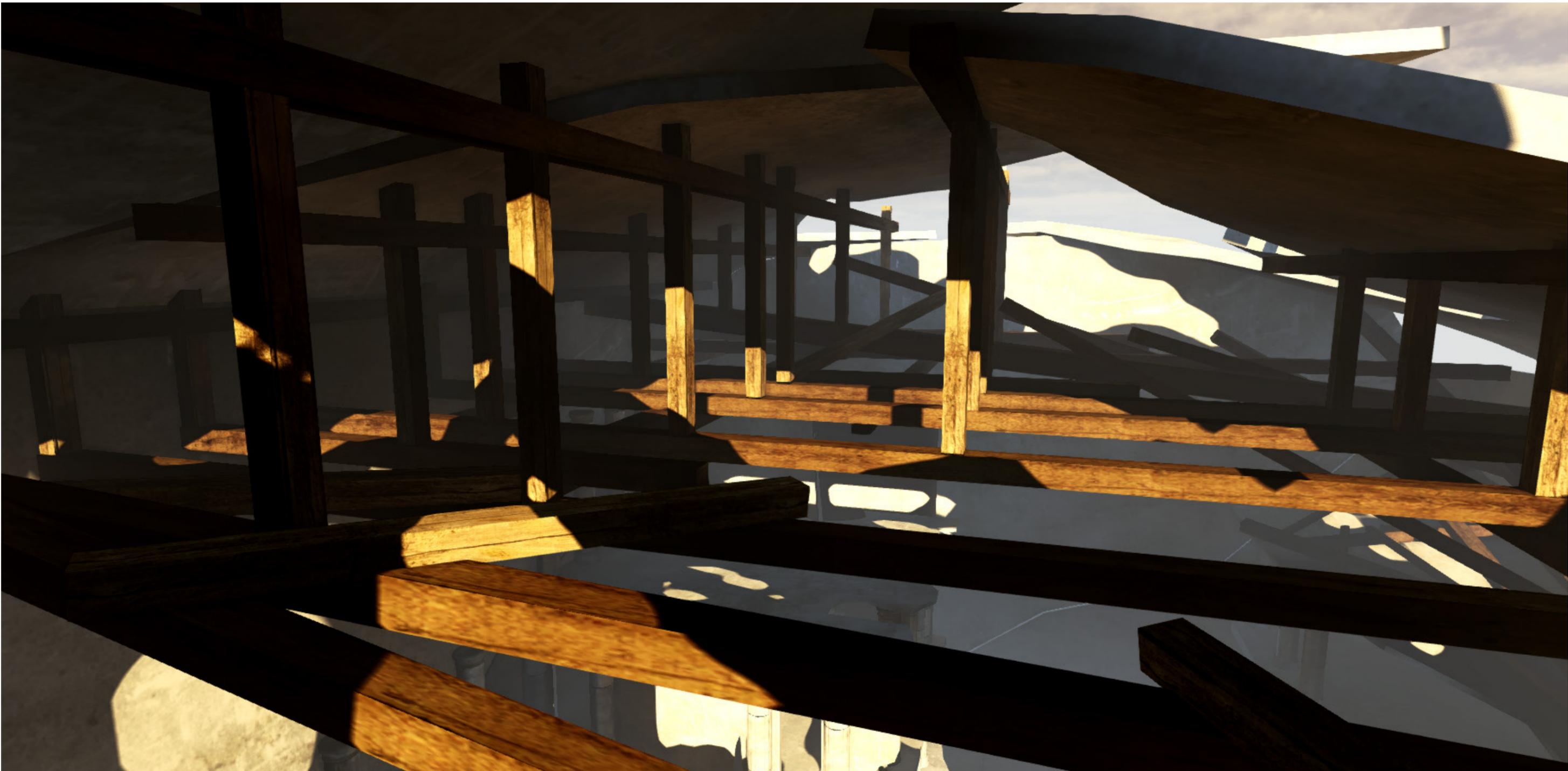


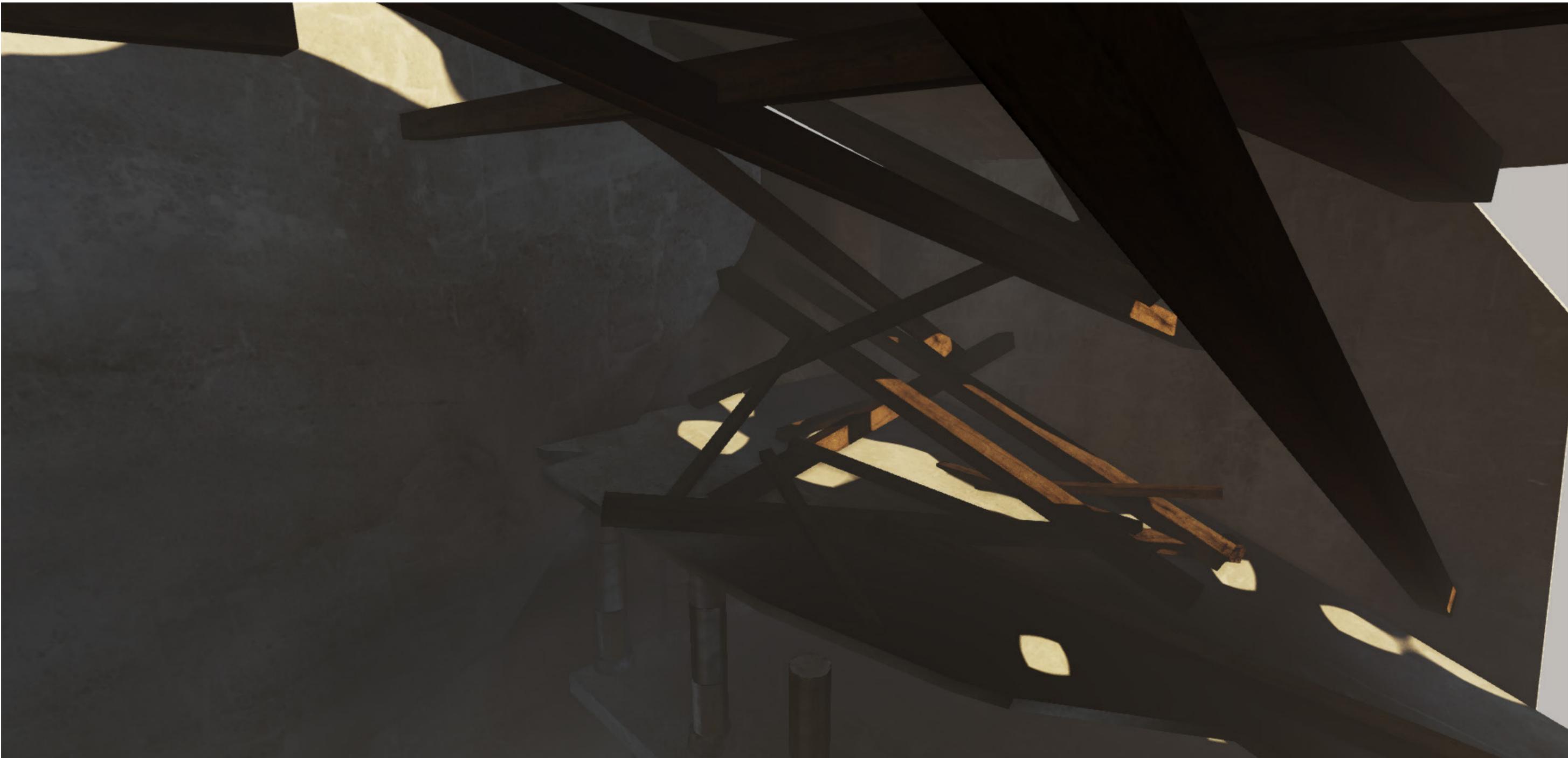


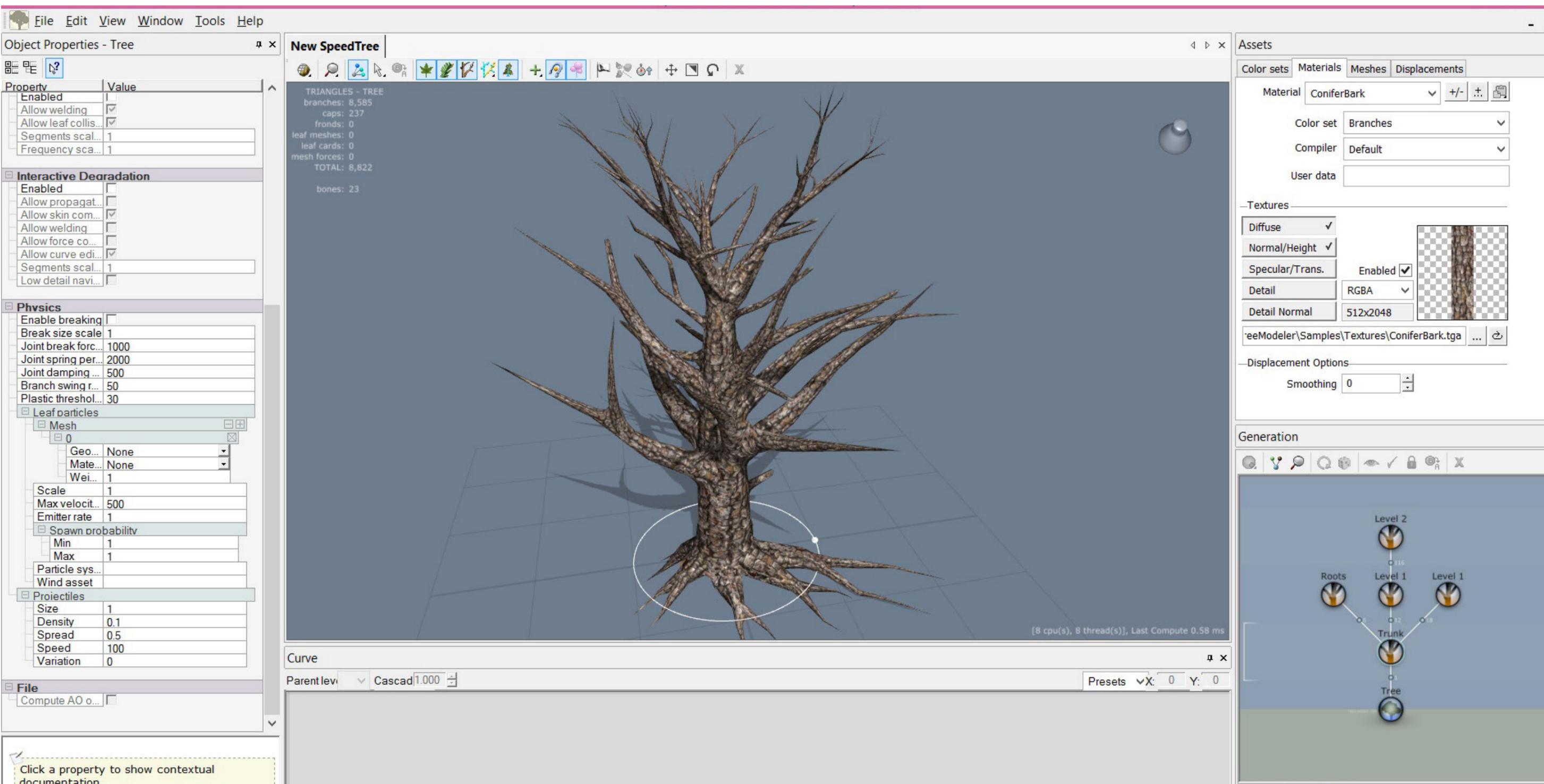


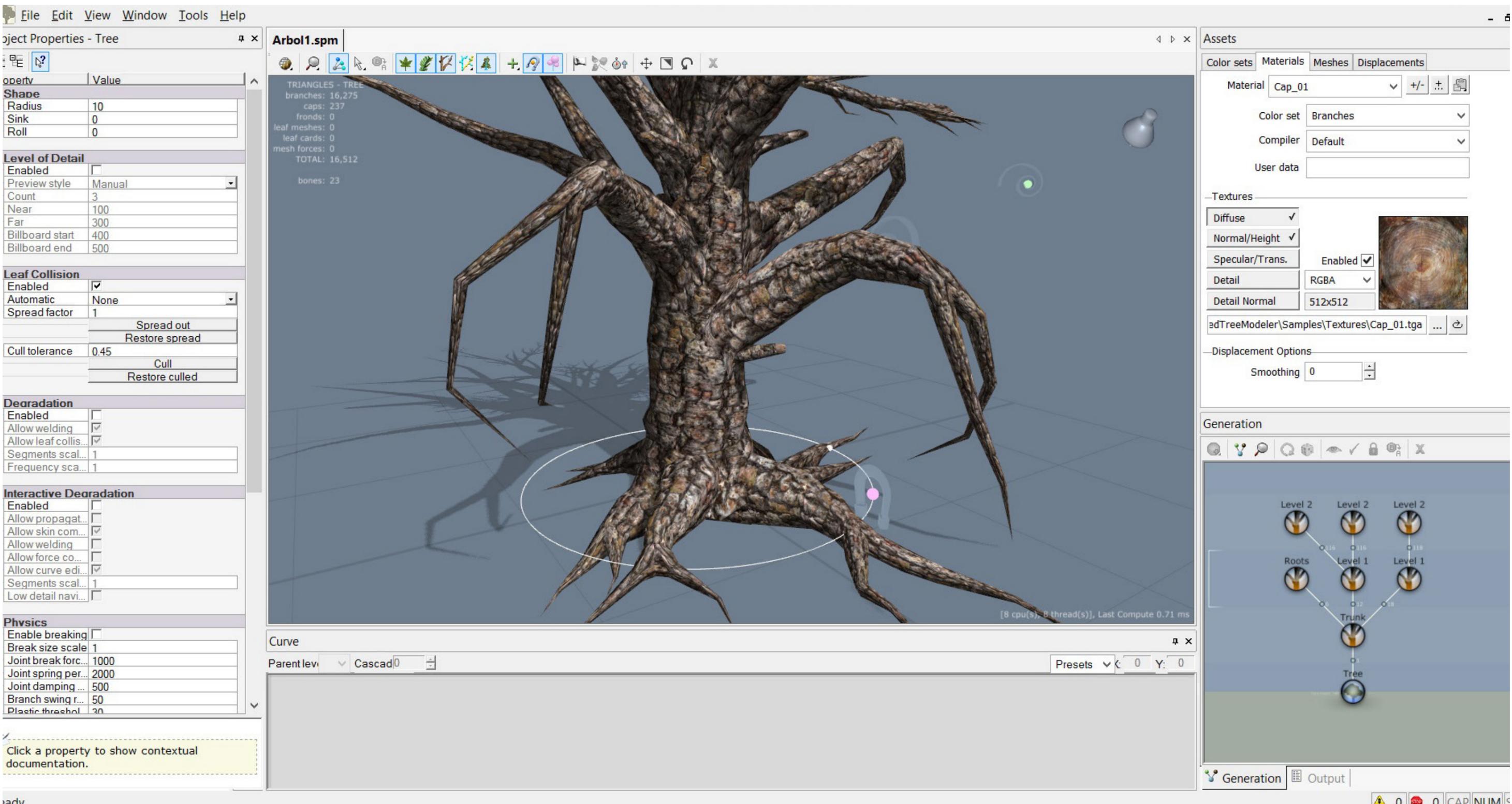


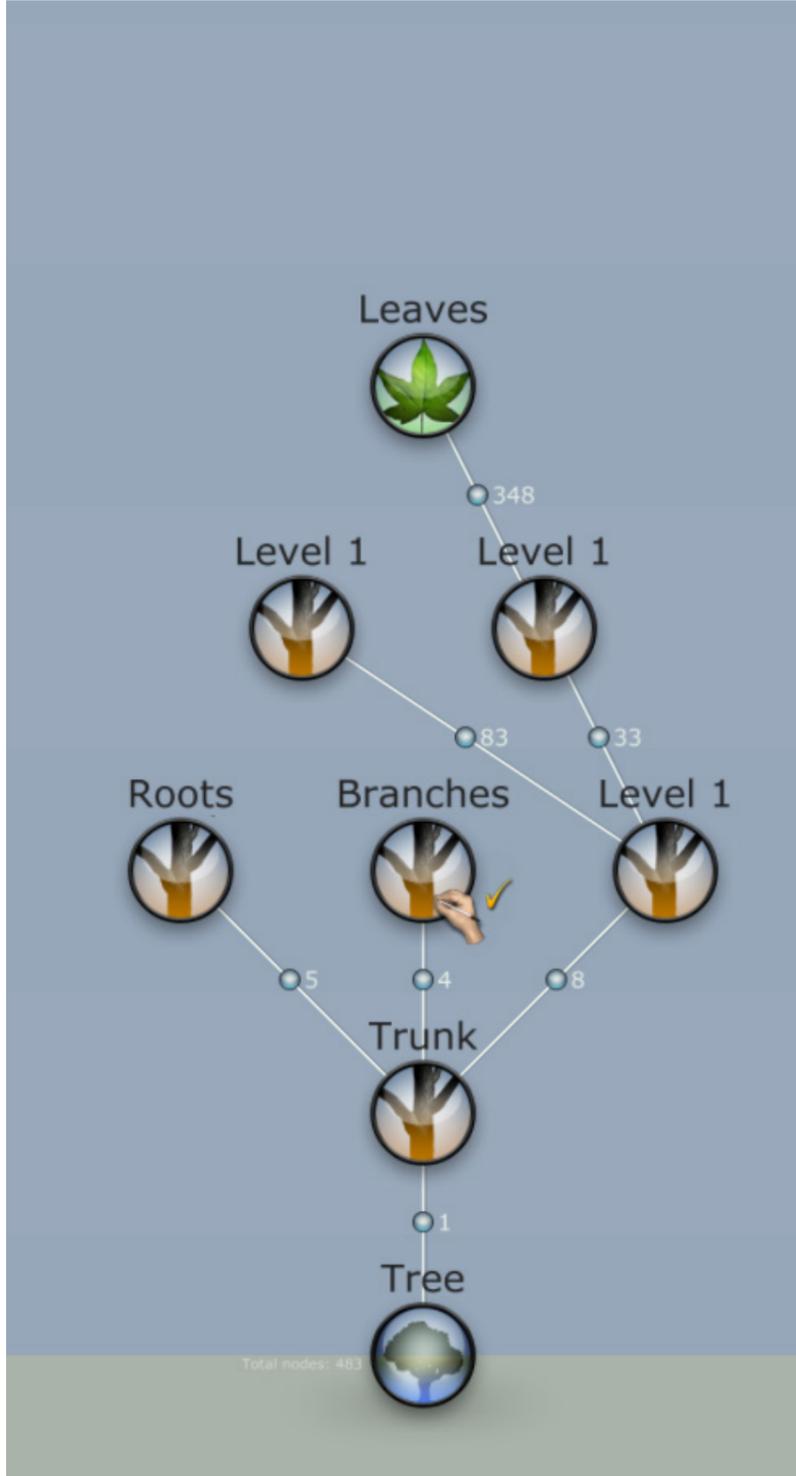
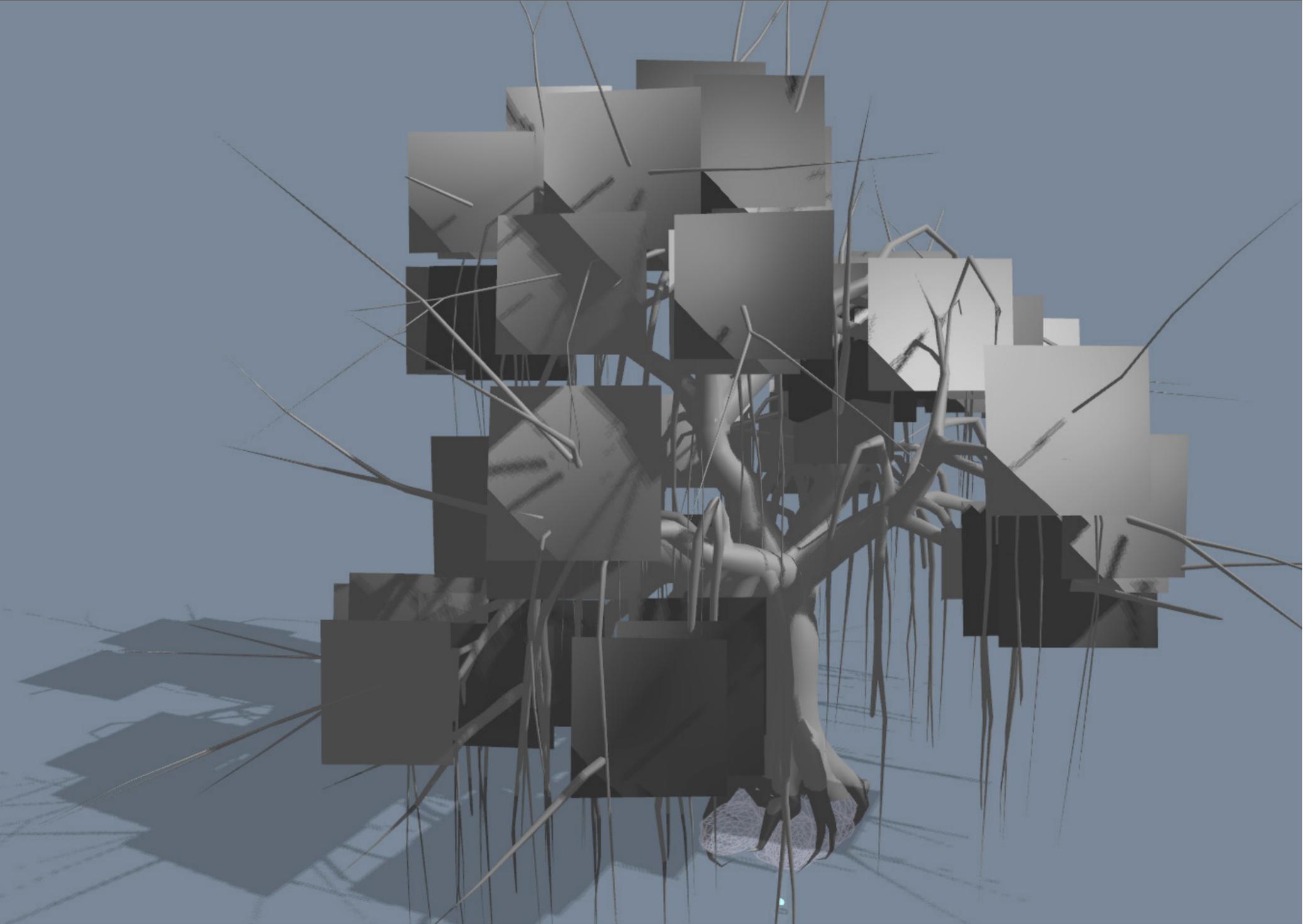


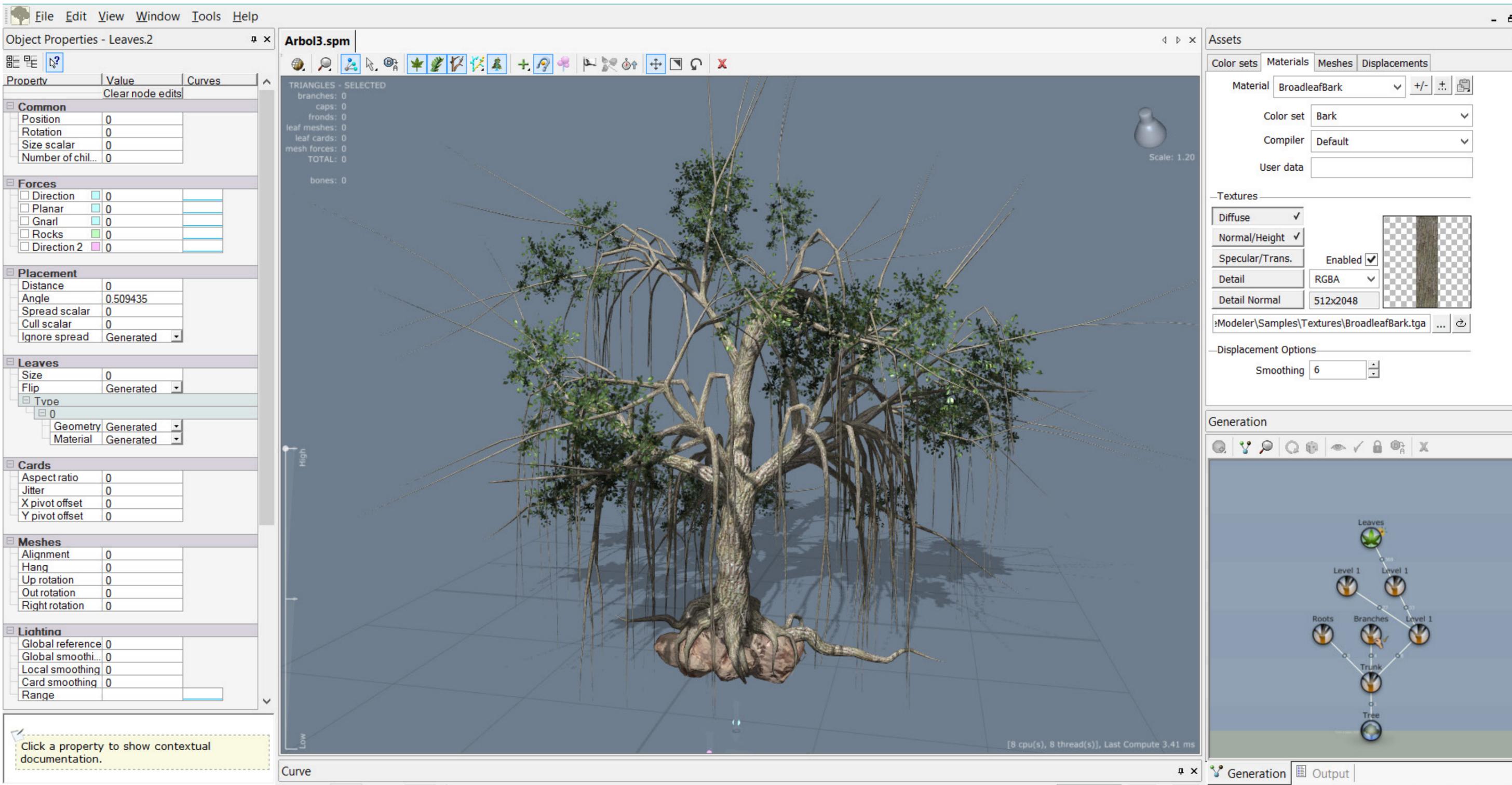














SpeedTree Compiler Session Properti...

Texture Atlas

Trees

SpeedTree Compilation

Compilation complete

Cancel Open Output Folder Run Preview Application Done

Output

19:28:51 Ready.  
 19:30:46 Starting compilation to output directory [E:\Cris-PC\Desktop\TFG Prod PROPS\Arboles\Arbol1\compilado]  
 19:30:54 Copying files...Done.  
 19:30:54 Create billboard images...Done  
 19:30:54 Create texture atlas...Done  
 19:30:55 Creating output tree files...Done.  
 19:30:55 Compilation complete (0.817668 seconds).

Property Value

**Compilation**

Output folder E:\Cris-PC\Desktop\T...

Output file

Coordinate ... Right-handed, Z up

Byte order Little-endian

Include wind

**Steps**

Copy textur...

Texture atlas Generate

Billboards Generate

Generate o...

Start Compilation (F7)

Session Prefix

**Texture Atlas**

Reference file

Enable

Filename Tree1

Selected layer Diffuse

Filename prefix TextureAtlas

Hide unused la...

**Layers**

**Diffuse**

Enabled

Filenam... Diffuse

**Normal/Height**

Enabled

Filenam... Normal

**Lavout**

Recalculate

Packing alg... Bottom-Up, Left-R...

**Target size**

Width 1024

Height 512

Algorith...

**Billboard Atlas**

Merge into text...

Oversampling r... 2

**Edge streak**

Enable

Pixels 20

Billboard bord... 0.03

Normals type Tangent-Space

Set relative weights

**Lavout**

**Target size**

Width 1024

Height 1024

**Name:** Compilation:Start Compilation (F7)  
**Desc:** Start the compilation process

Filename Full Path

Arbol1.spm E:\Cris-PC\Desktop\TFG Prod PROPS\Arbol

<ADD TREES> <Click here to add new Trees to the Session

Property Value

LOADED TREES

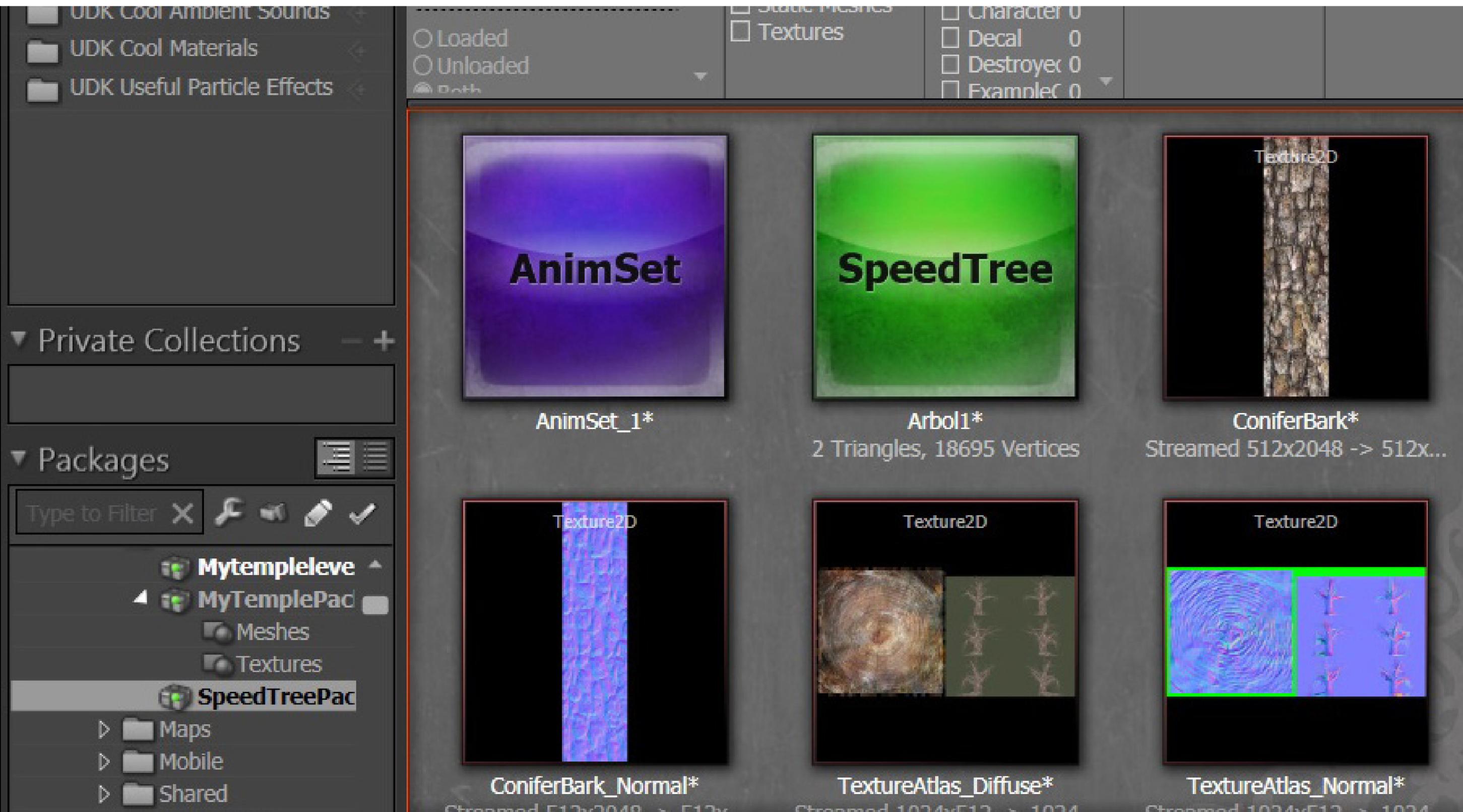
Property Value

Texture Properties

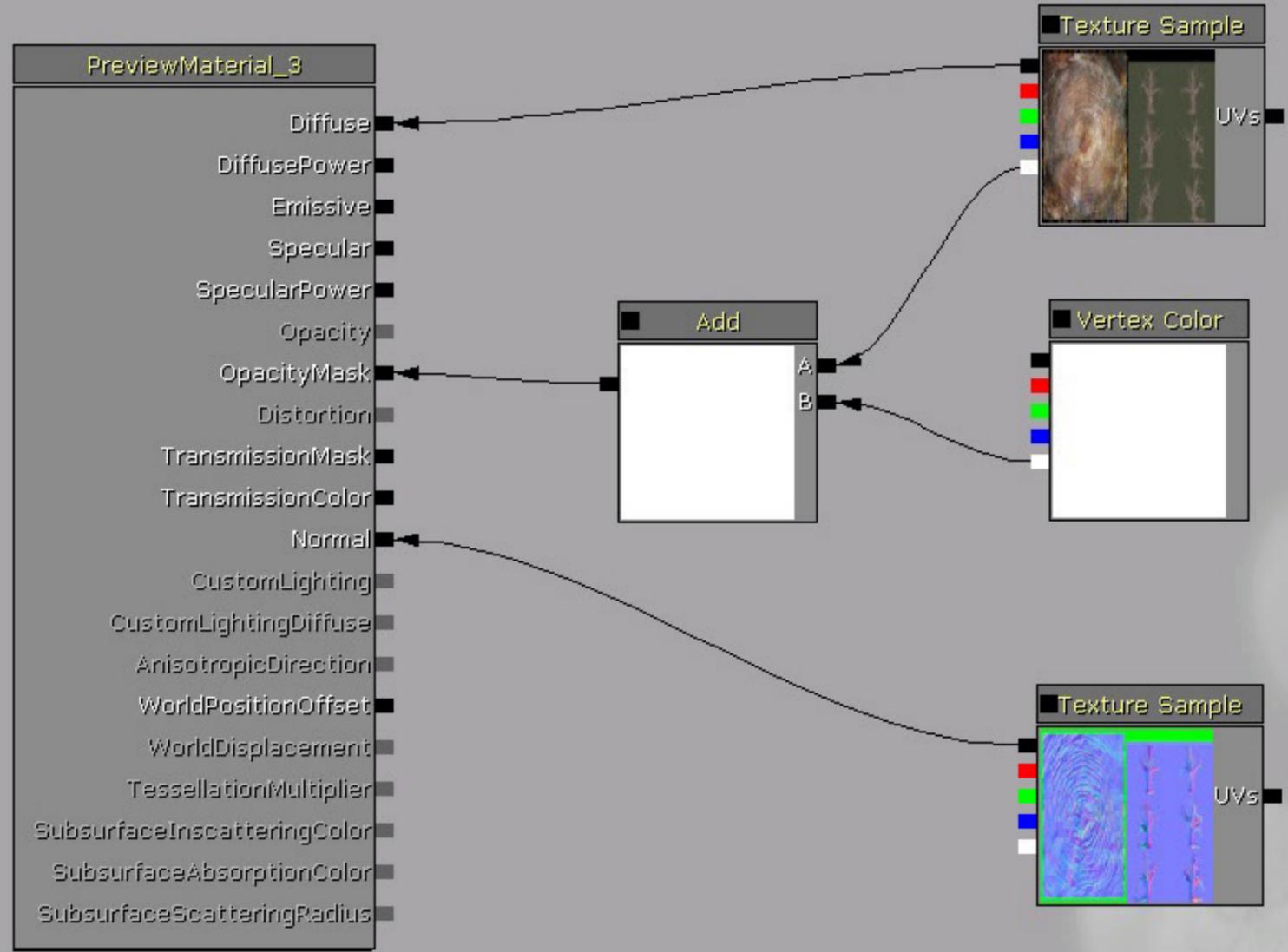
Property Value

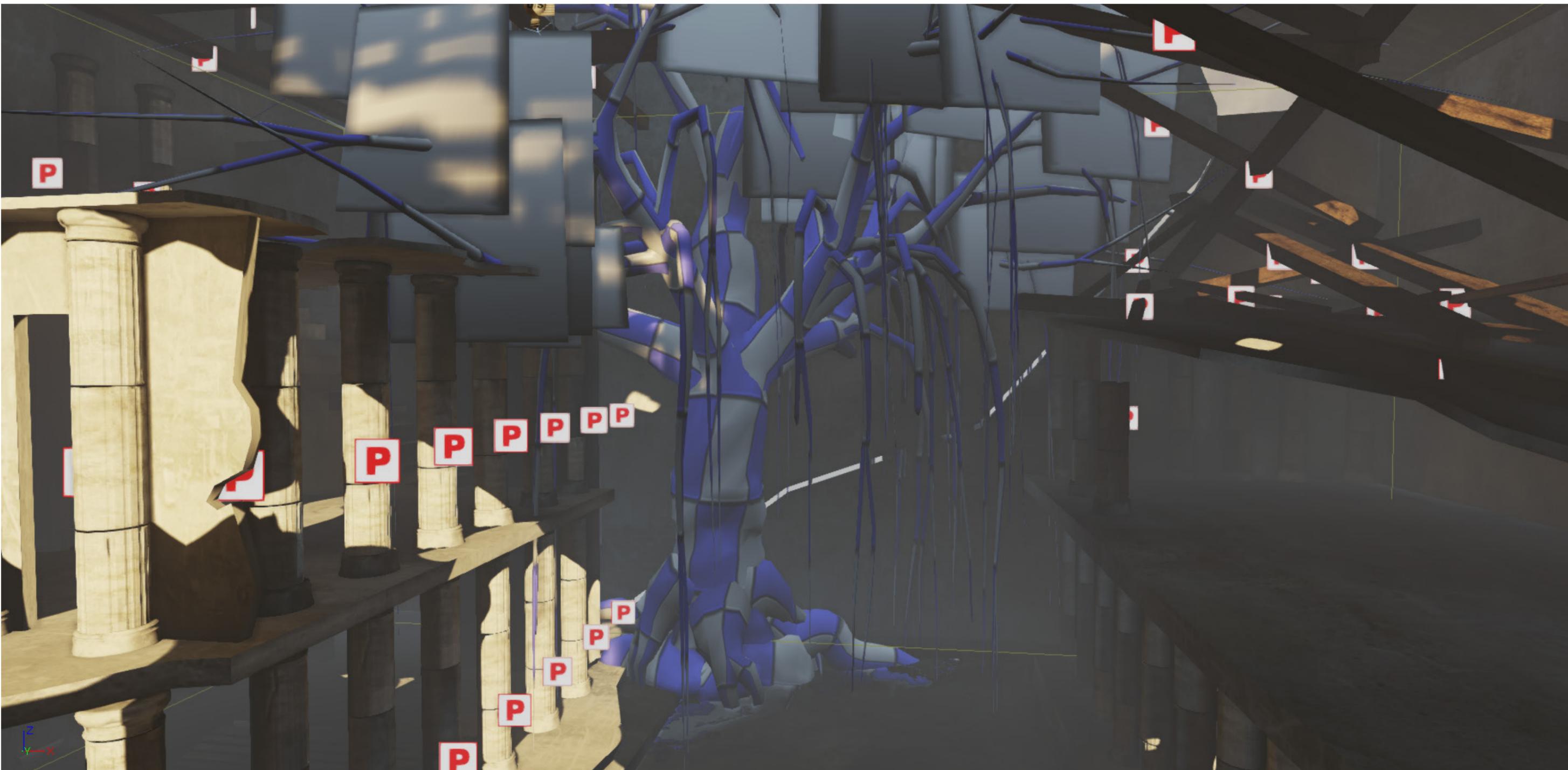
512

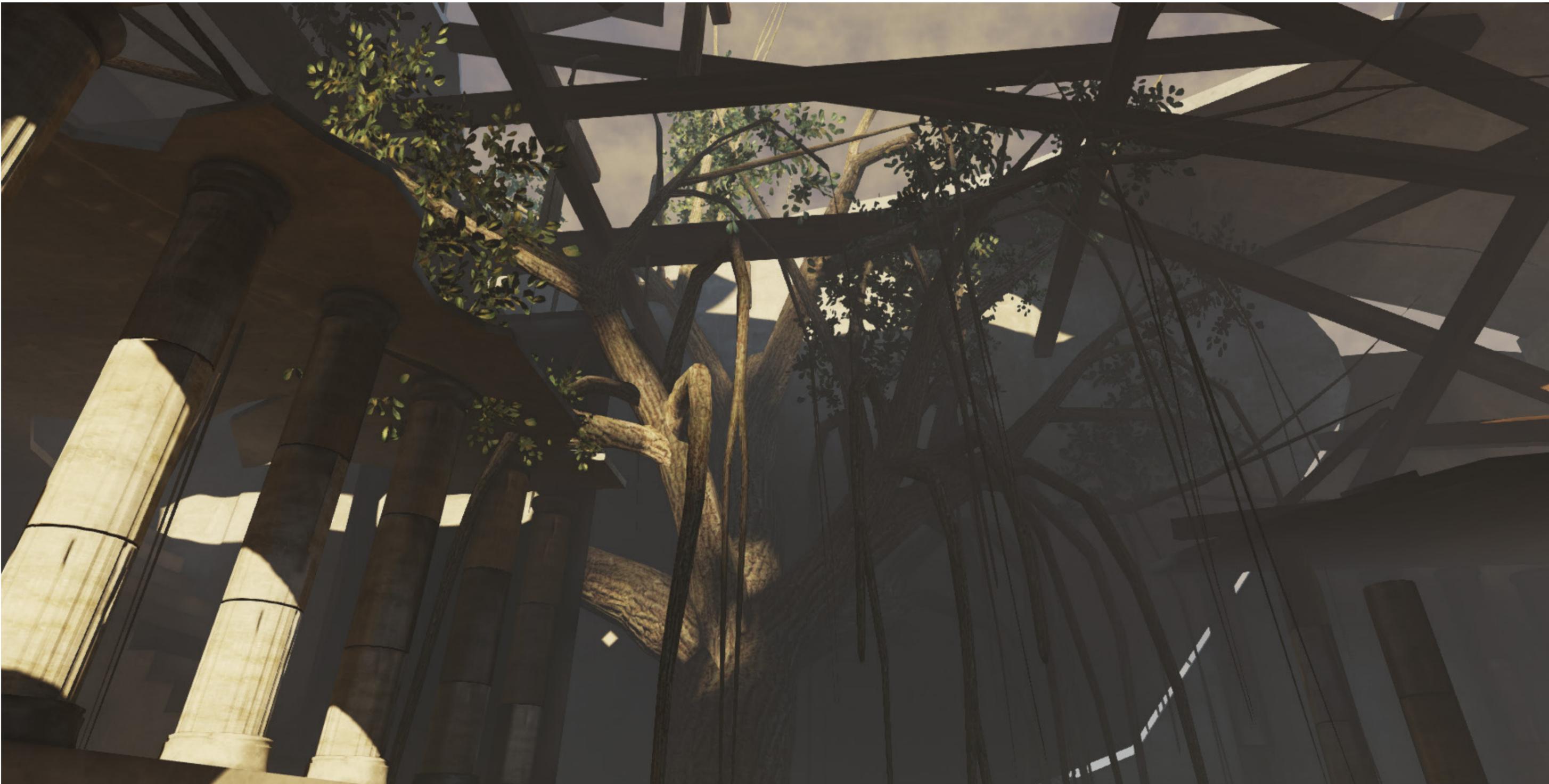
1024



Vertex shader: 50 instructions  
Texture samplers: 2/15







File Edit View Window Tools Help

Object Properties - Level 1

Property	Value	Curves
<b>Forces</b>		
Allow forces	<input checked="" type="checkbox"/>	
Magnet	0.25 ± 0	
Twist	0.25 ± 0	
Gnarl	0.25 ± 0	
Magnet2	0.25 ± 0	
<b>Geometry Types</b>		
FronD	<input type="checkbox"/>	
Branch	<input checked="" type="checkbox"/>	
Cap	<input checked="" type="checkbox"/>	
<b>Random Seeds</b>		
Generation	617	
Forces	11510	
Spine	7777	
Branch	868825387	
LOD	518716096	
Randomize all		
<b>Segments</b>		
Multiplier	1	
Style	_noth relative	
Accuracy	20	
Length	10	
Optimization	0.5 ± 0	
Radial	12	
Cap	1	
Weld	3	
<b>Spine</b>		
Length	60.374 ± 1	
Start angle	0.3 ± 0	
Alignment	0 ± 0	
Roll	0 ± 0.2	
Disturbance	0.778 ± 0	
Jink frequency	0.1 ± 0	
Jink amount	0.25 ± 0	
Break chance	0.5 ± 0	
Break spot	0.7 ± 0.25	
<b>Bifurcation</b>		
Chance	0.8 ± 0.2	
Spot	0.4 ± 0.2	
Angle	0.25 ± 0	
Distance	1.5 ± 0	
Radius scale	0.85 ± 0	
Adjust frequency	<input checked="" type="checkbox"/>	
Web	<input type="checkbox"/>	
<b>Disturbance</b> float		
The amount of randomness applied to each angle along the spine length.		
By entering Node Mode, individual		

TRIANGLES - SELECTED  
 branches: 7,748  
 caps: 162  
 fronds: 0  
 leaf meshes: 0  
 leaf cards: 0  
 mesh forces: 0  
 TOTAL: 7,910  
 bones: 21

Assets

Color sets Materials Meshes Displacements

Material bark\_002 +/- .: .

Color set Branches

Compiler Default

User data

Textures

Diffuse

Normal/Height

Specular/Trans. Enabled

Detail RGBA

Detail Normal 2048x2048

od PROPS\Arboles\bark textures\bark\_002.jpg ...

Displacement Options

Smoothing 0

Generation

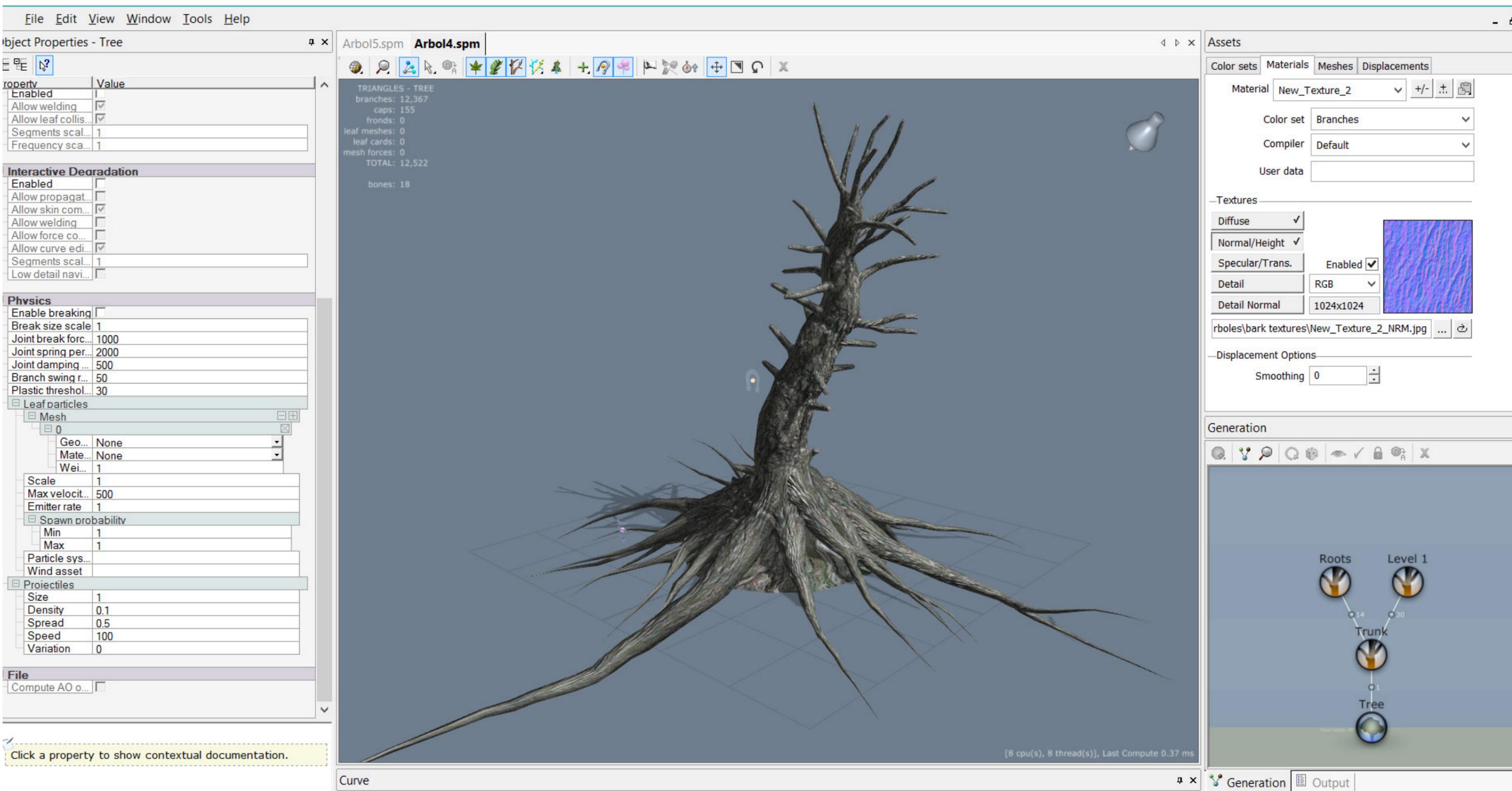
Roots Level 1

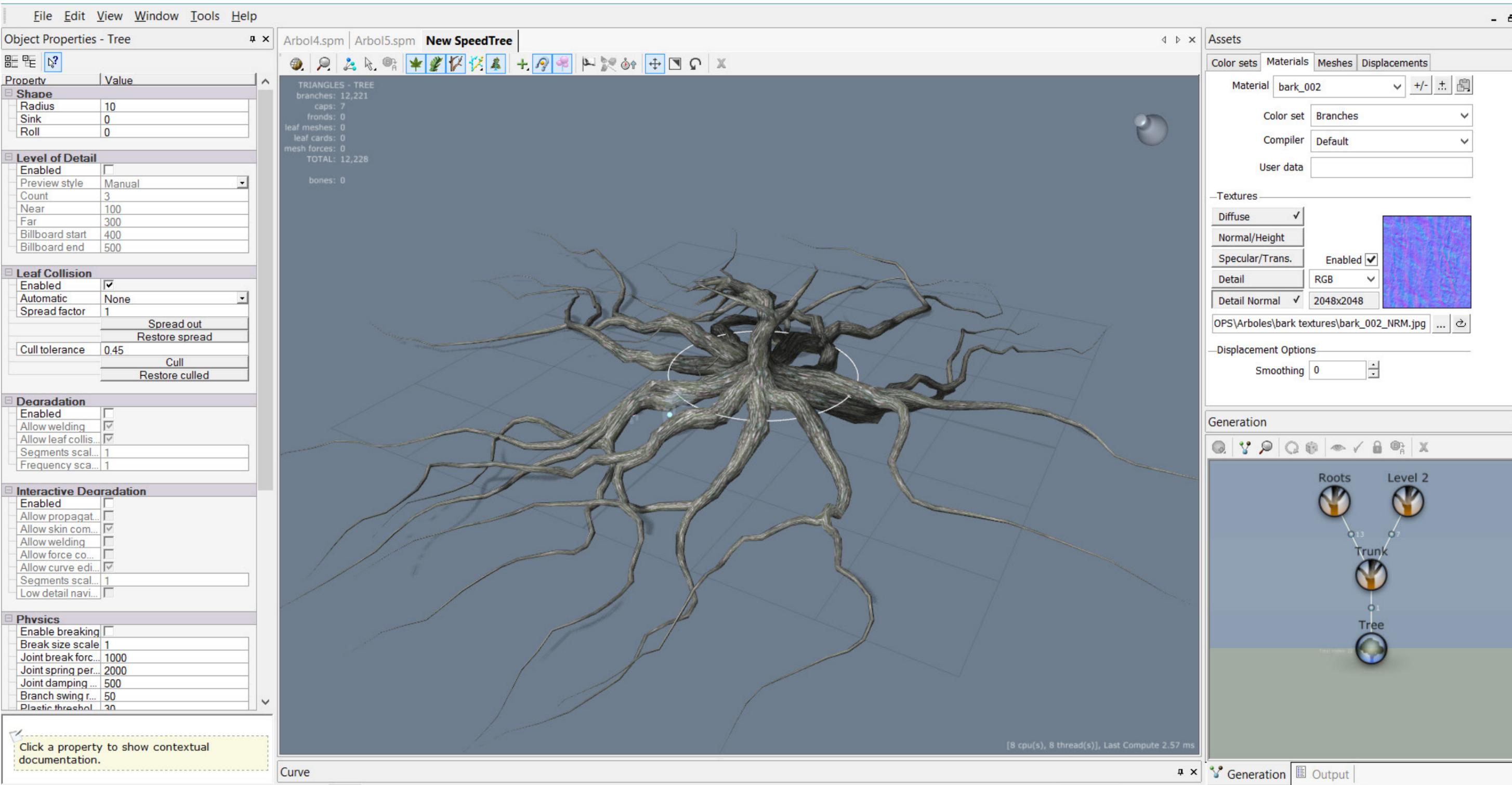
Trunk

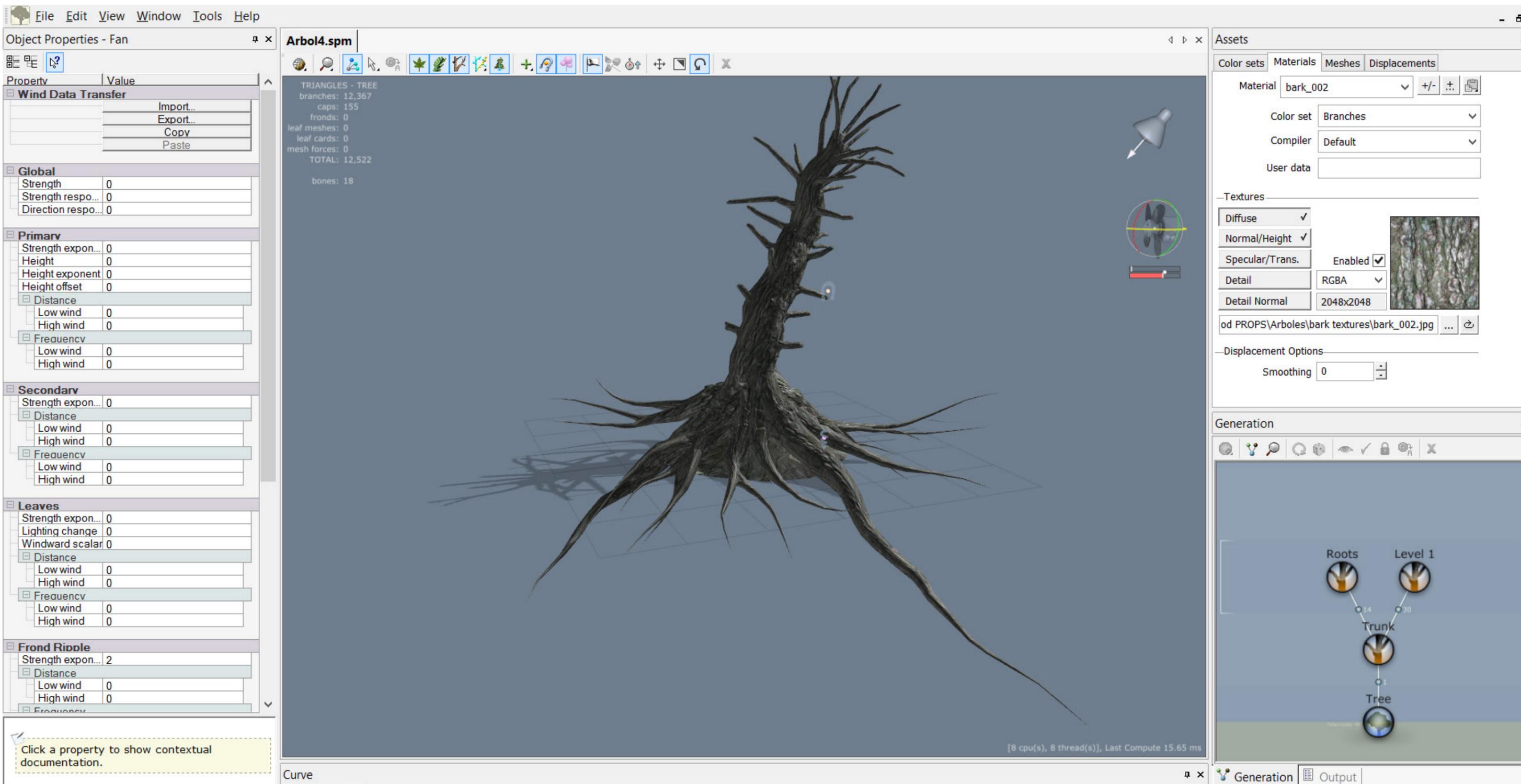
Tree

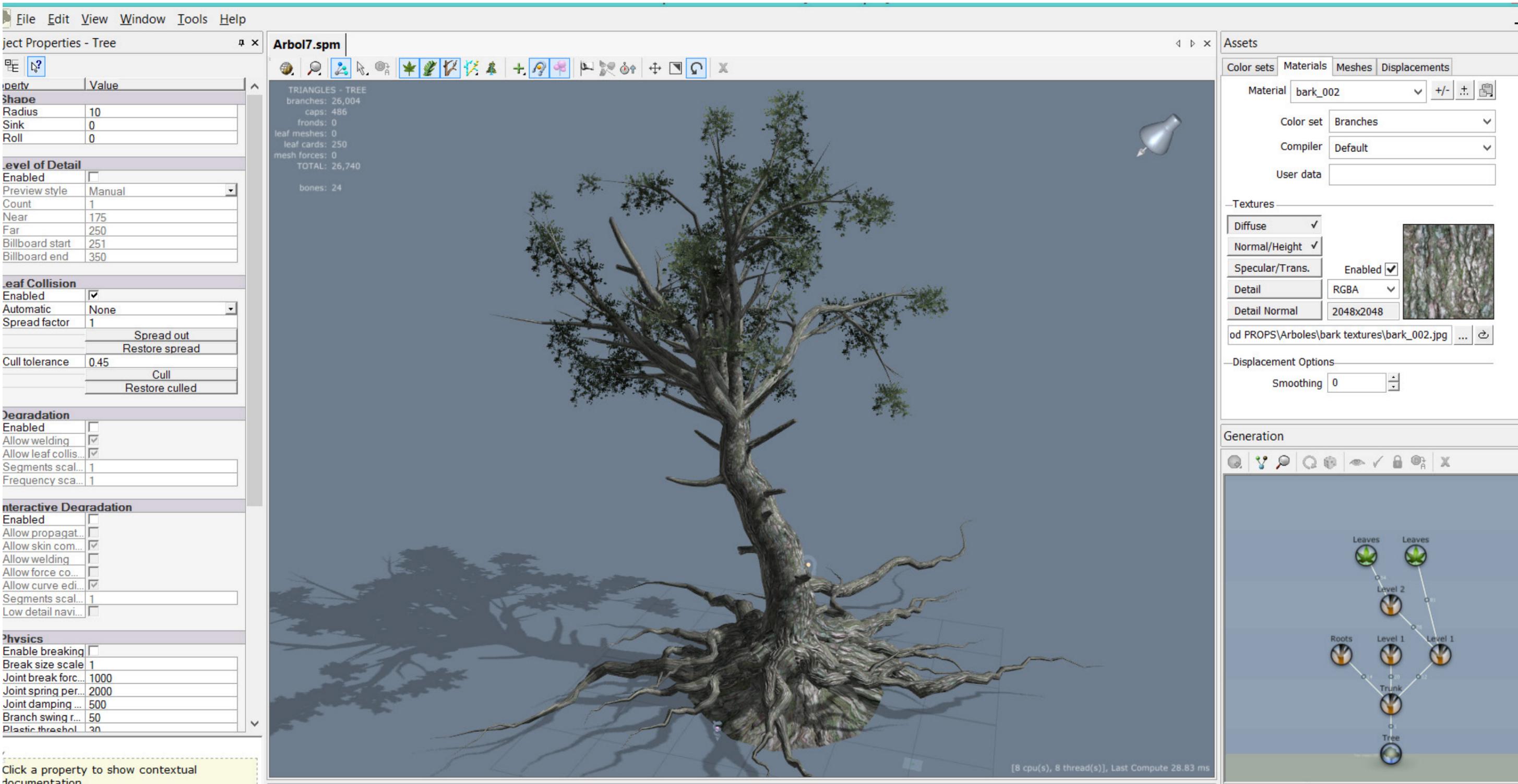
[8 cpu(s), 8 thread(s)], Last Compute 3.83 ms

Curve - Level 1.Spine:Disturbance.Profile















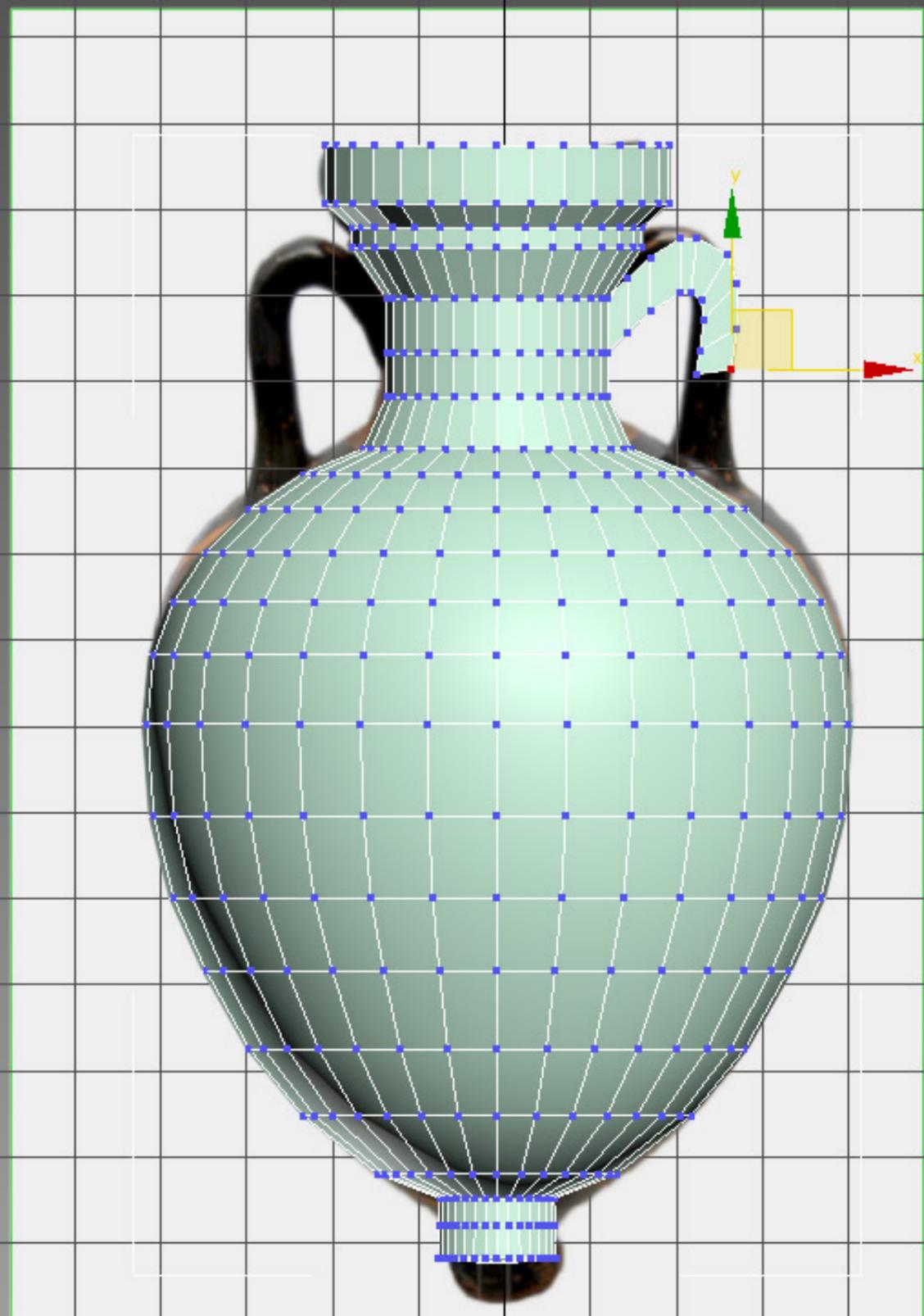


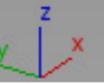
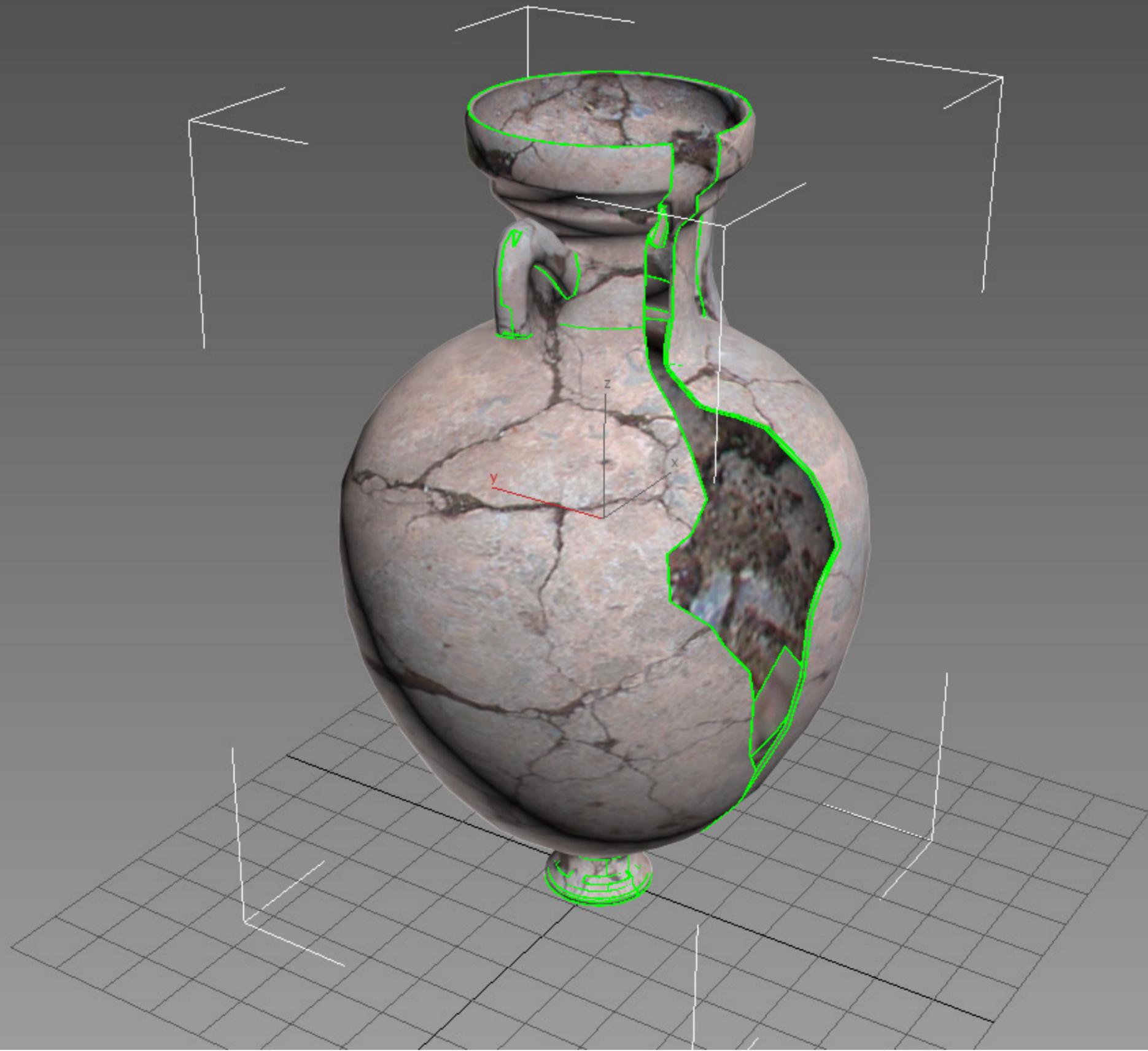




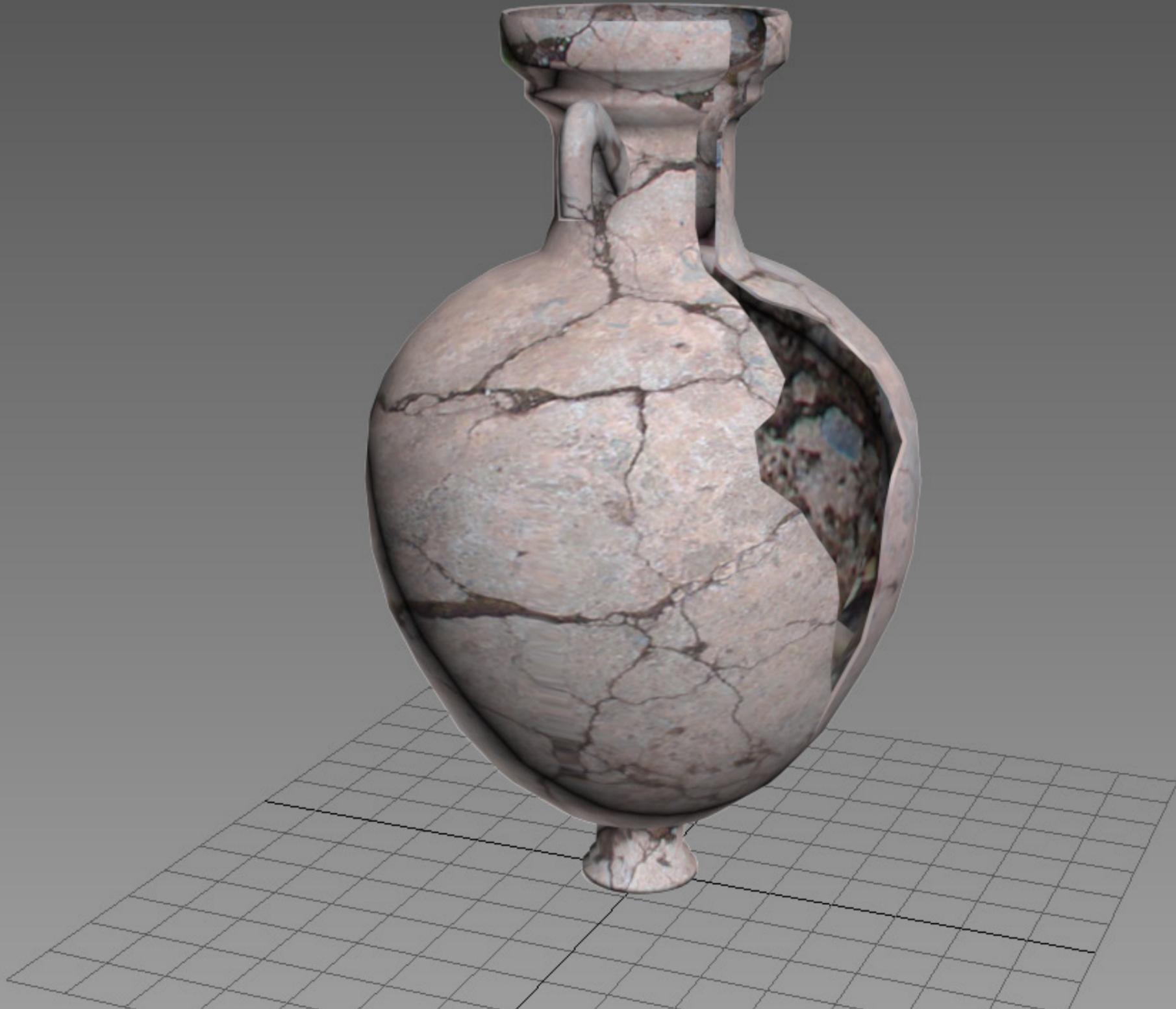


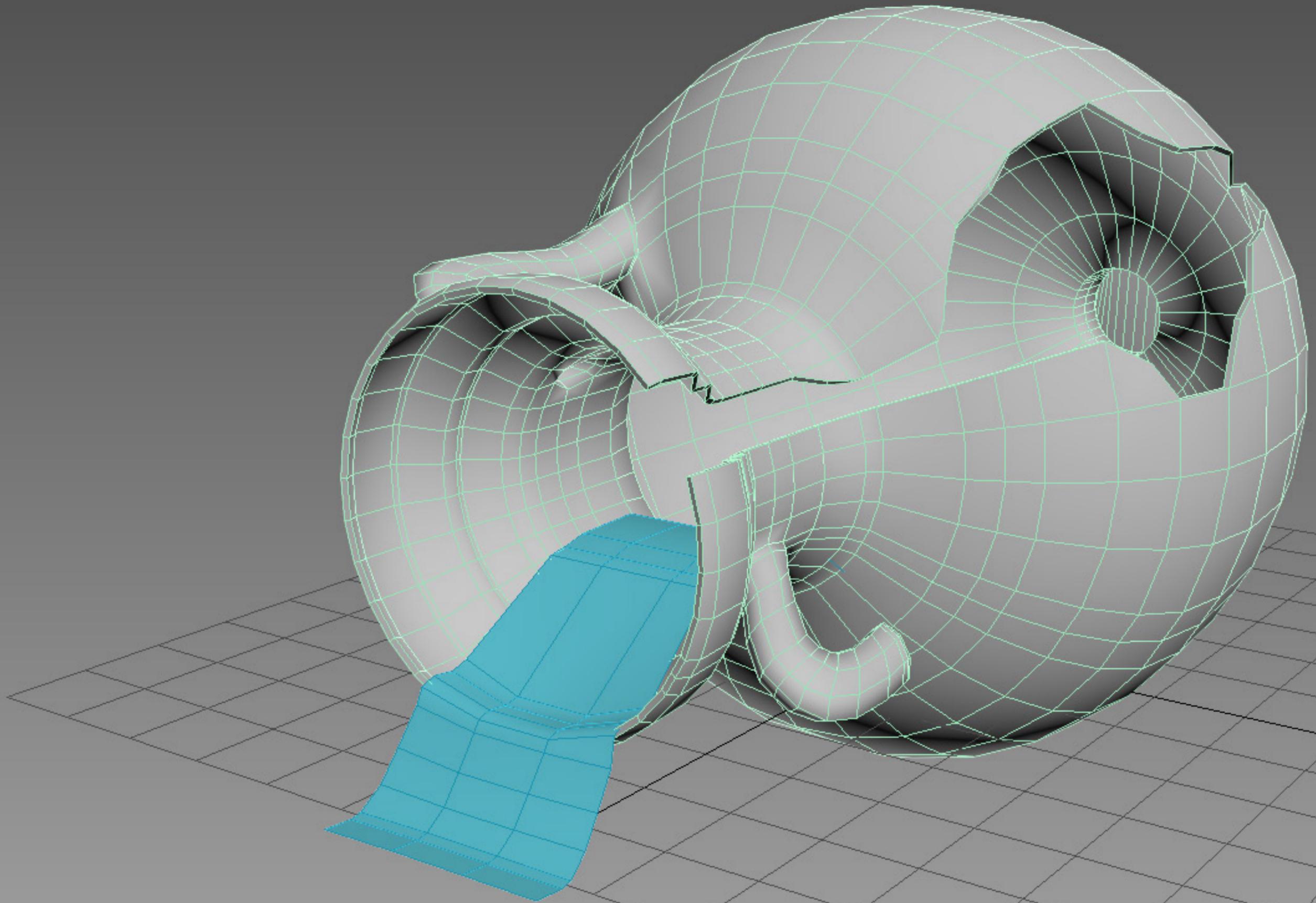






[+] [Perspective] [Shaded]









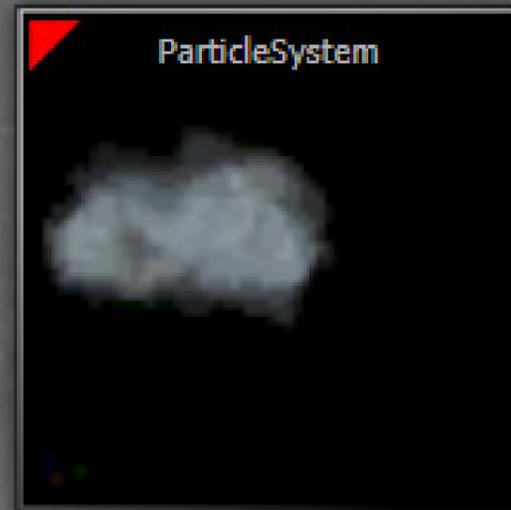
P\_WaterfallSpray



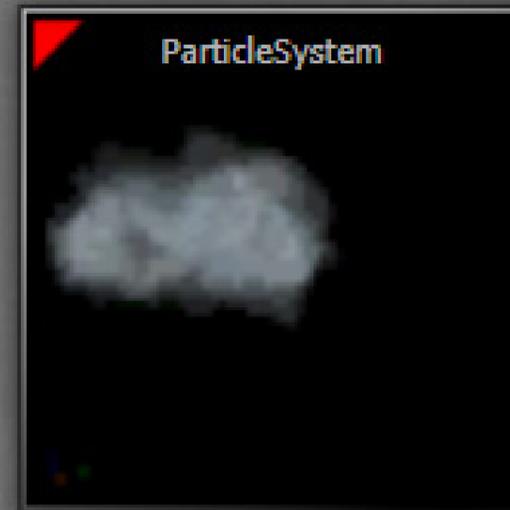
P\_WaterMist



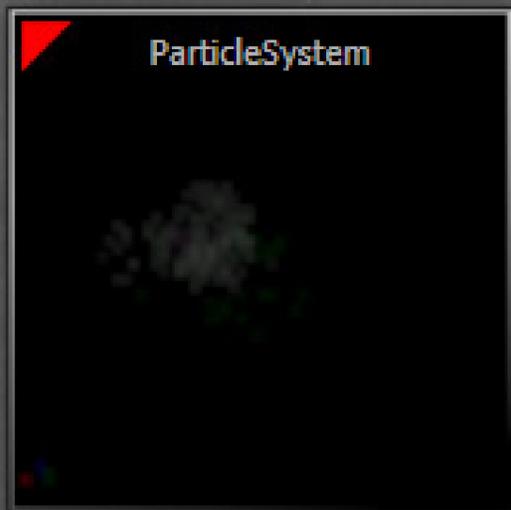
P\_WaterSplash\_01



P\_WaterSplash\_02



P\_WaterSplash\_03



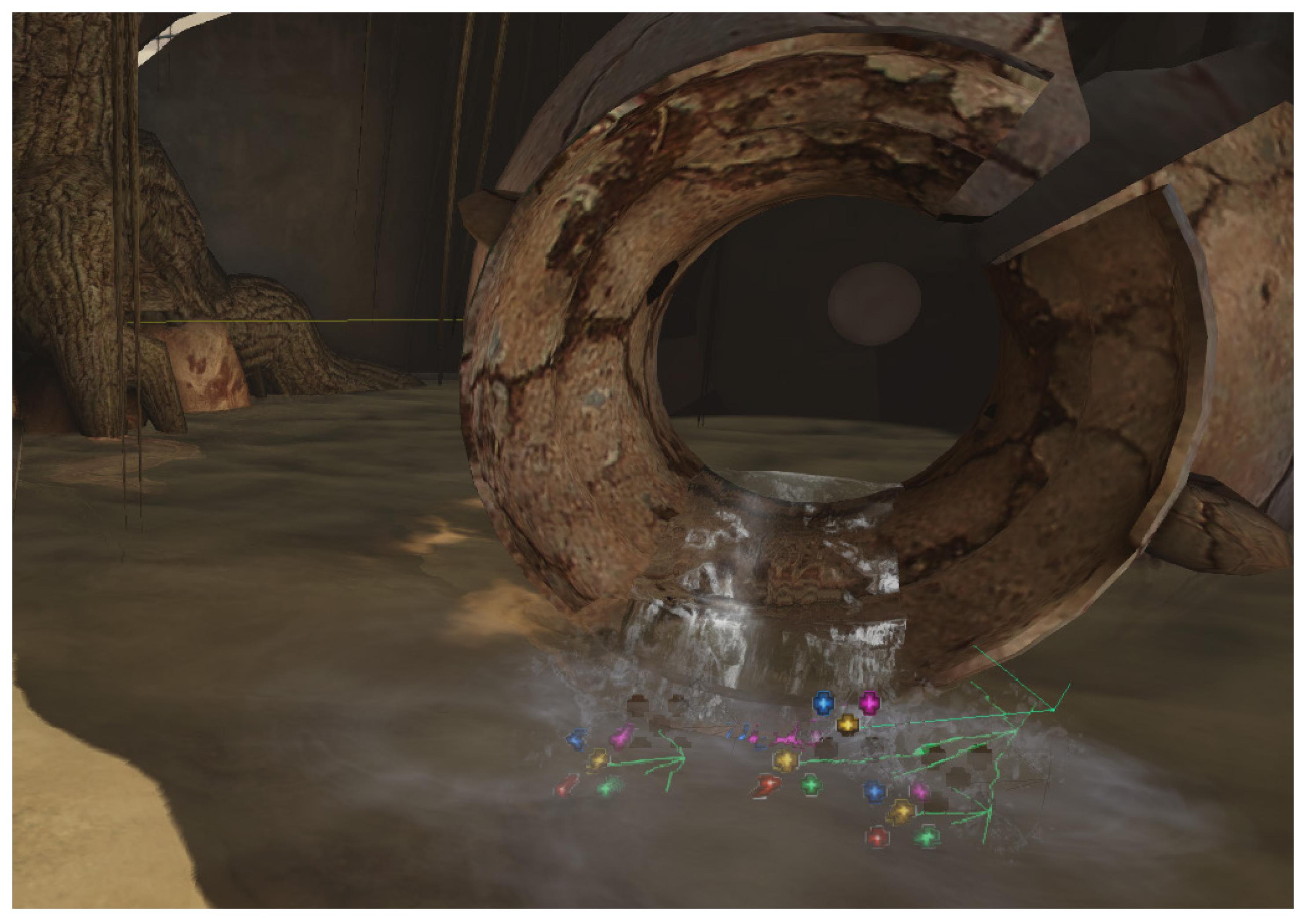
P\_WP\_Water\_Splash\_Small



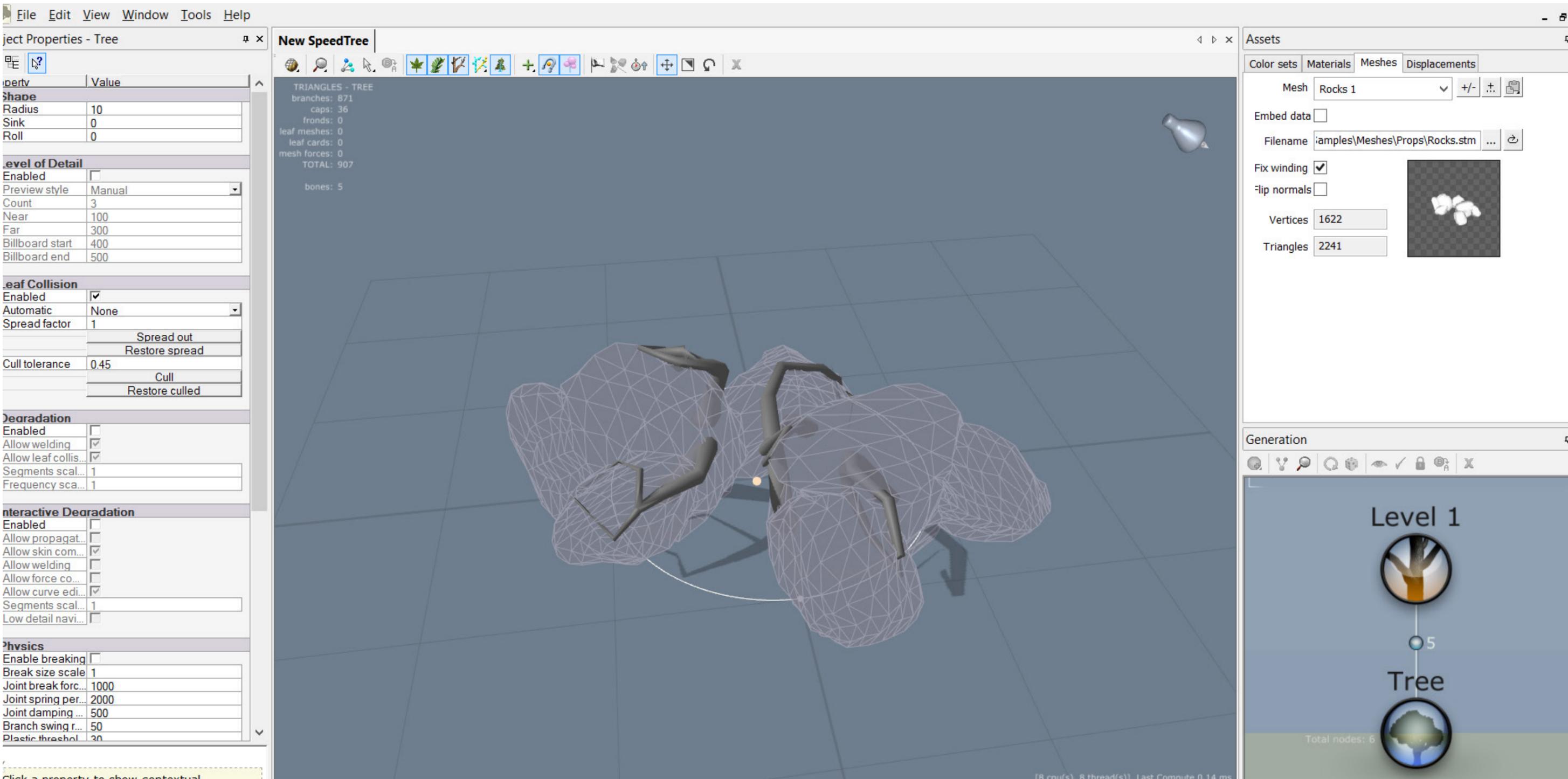
PS\_Manta\_Water\_Effects

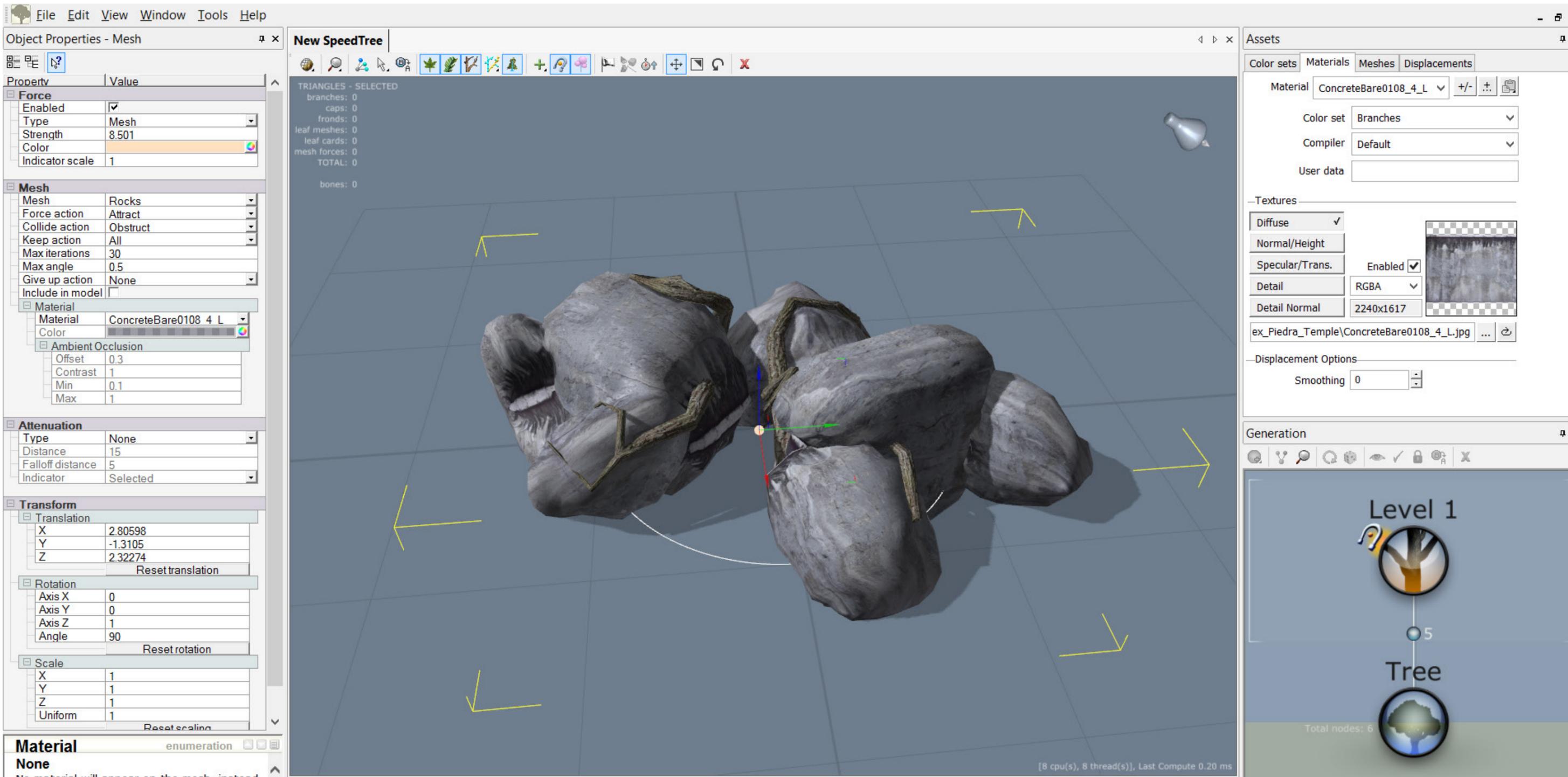


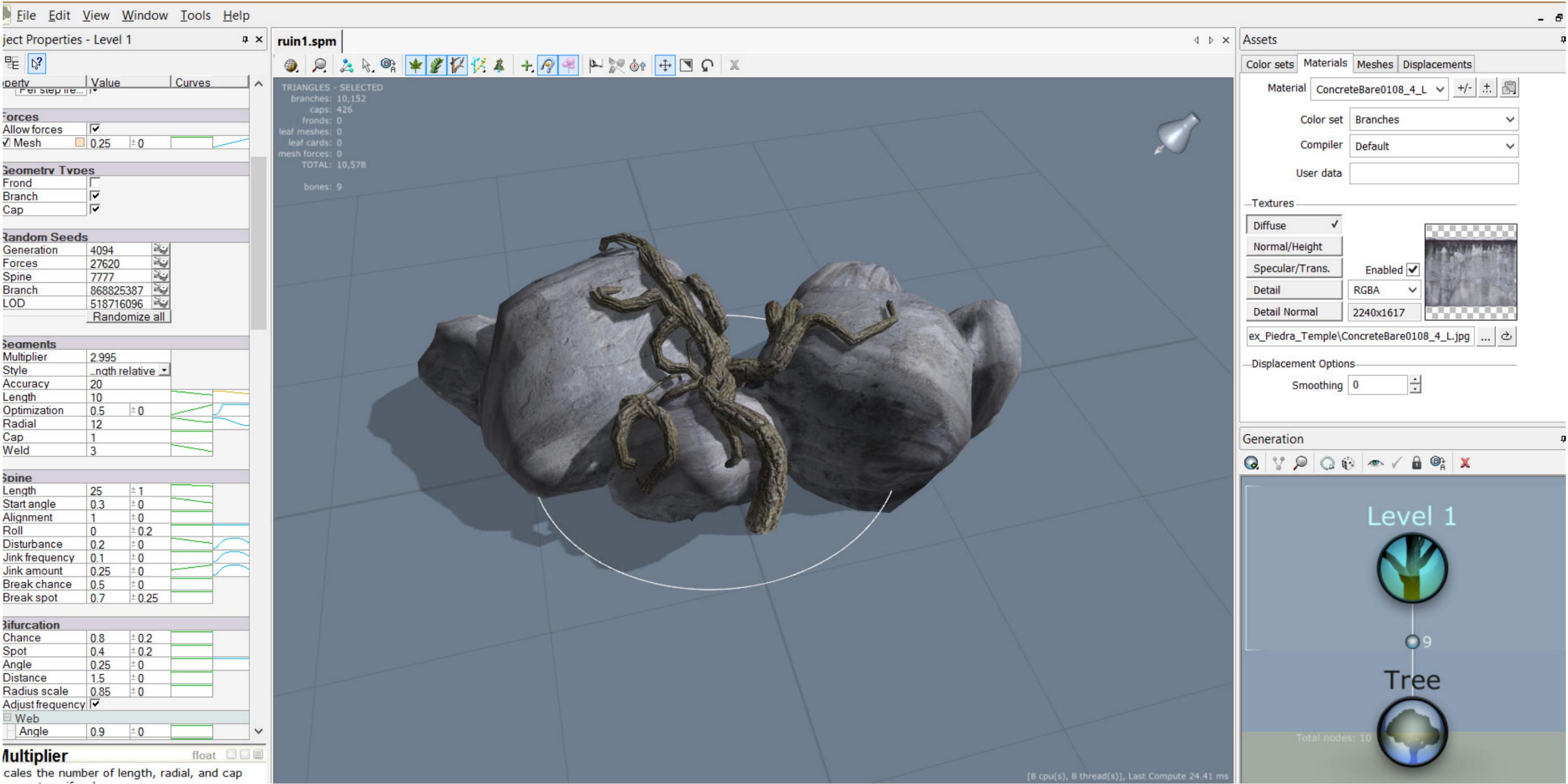
PS\_WaterRipple\_01

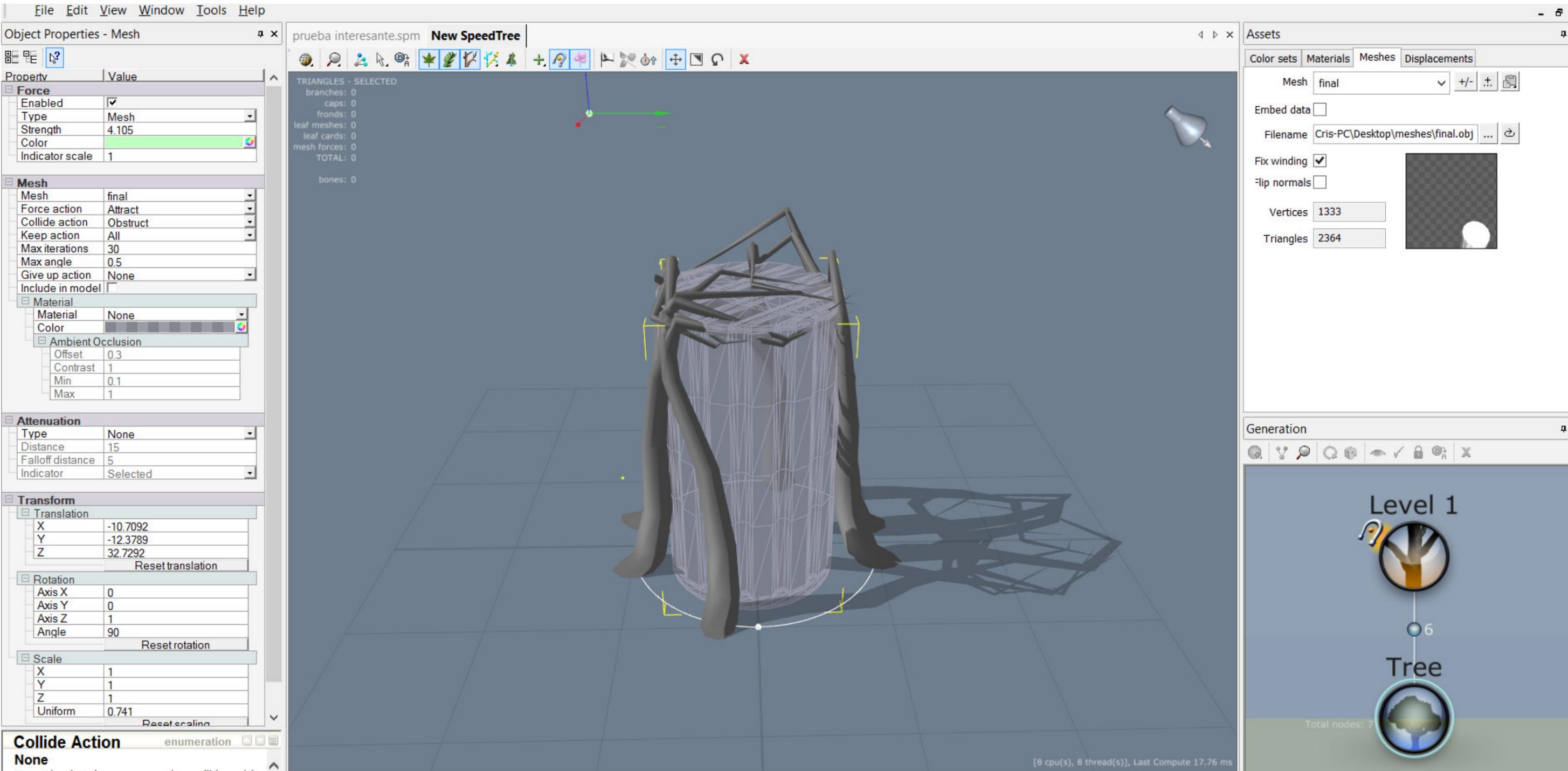


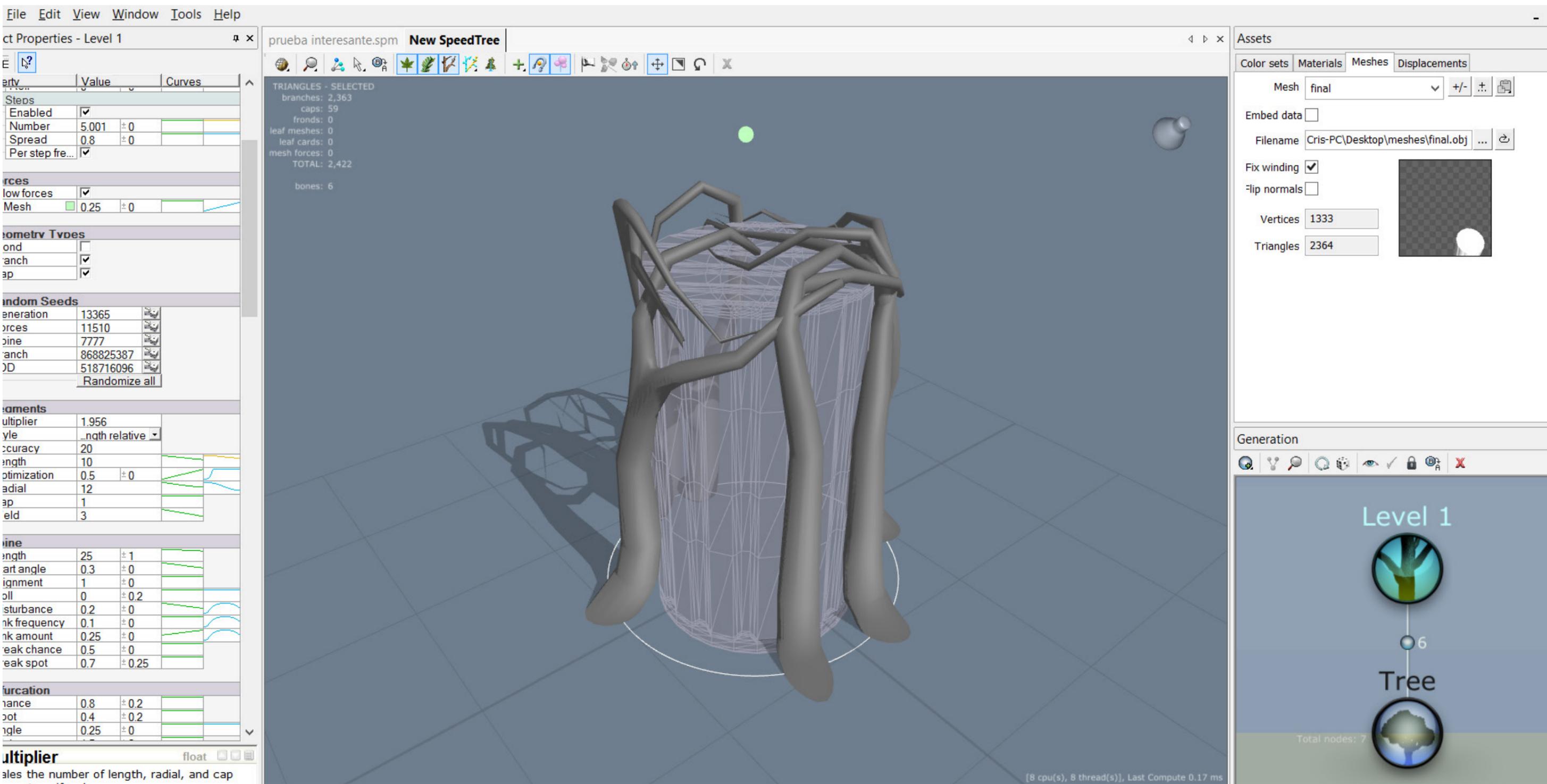


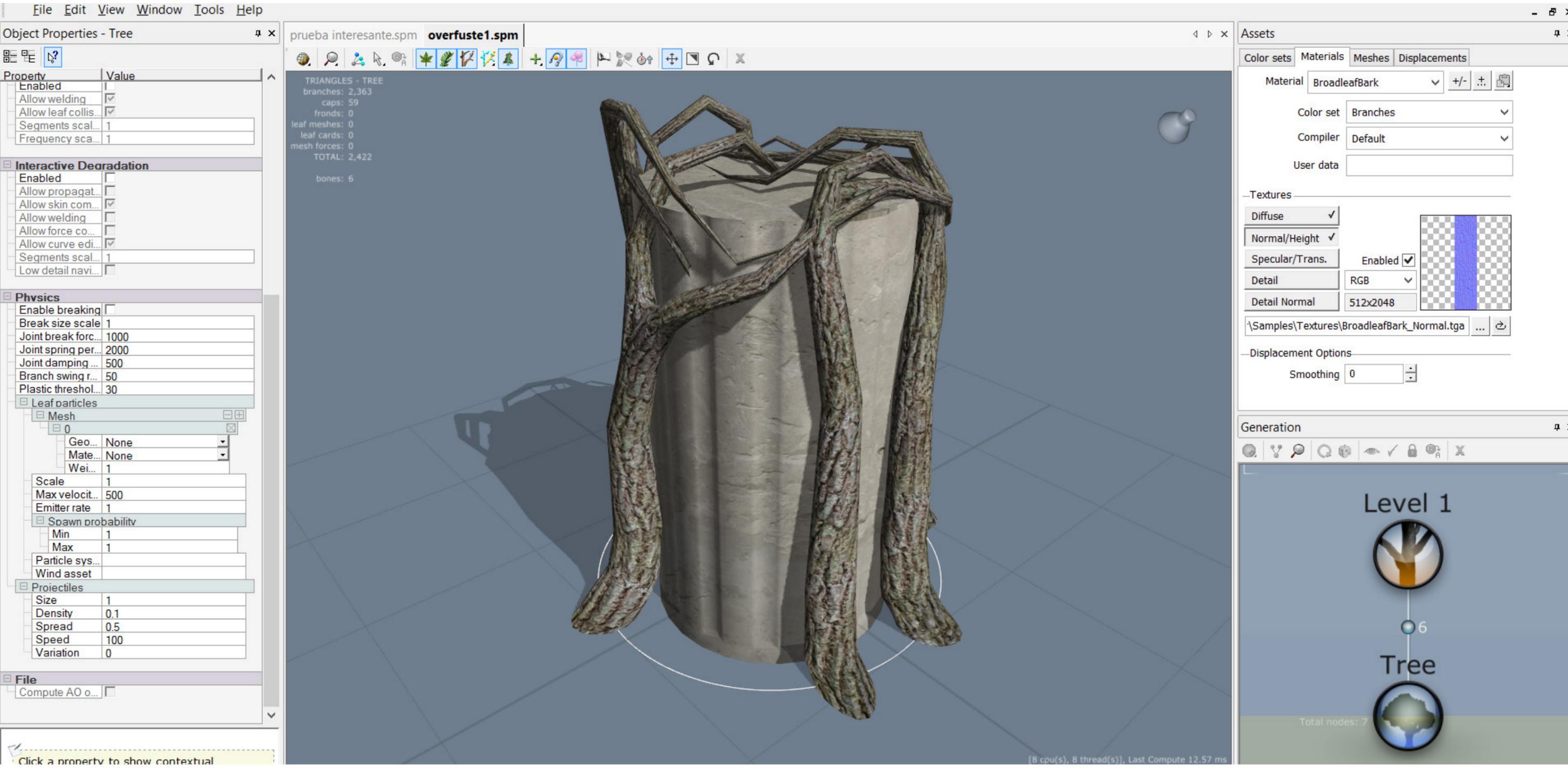


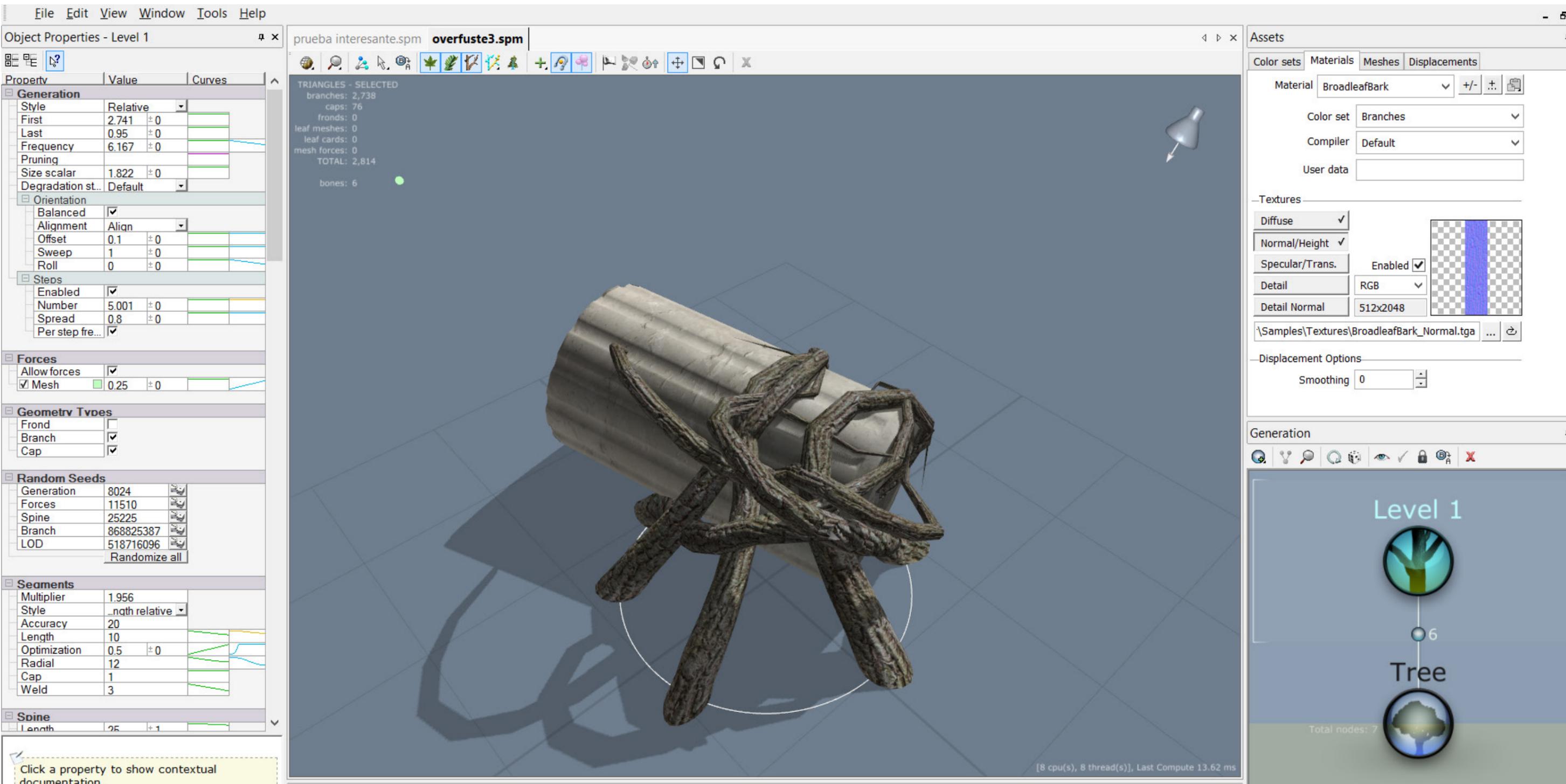












File Edit View Window Tools Help

Object Properties - Level 1

prueba interesante.spm overfusteincl1.spm

TRIANGLES - SELECTED  
 branches: 2,297  
 caps: 71  
 fronds: 0  
 leaf meshes: 0  
 leaf cards: 0  
 mesh forces: 0  
 TOTAL: 2,368  
 bones: 6

Property Value Curves

**Generation**

Style	Relative	
First	2.741 ± 0	
Last	0.95 ± 0	
Frequency	6.167 ± 0	
Pruning		
Size scalar	1.822 ± 0	
Degradation st...	Default	

**Orientation**

Balanced	<input checked="" type="checkbox"/>	
Alignment	Align	
Offset	0.1 ± 0	
Sweep	1 ± 0	
Roll	0 ± 0	

**Steps**

Enabled	<input checked="" type="checkbox"/>	
Number	5.001 ± 0	
Spread	0.8 ± 0	
Per step fre...	<input checked="" type="checkbox"/>	

**Forces**

Allow forces	<input checked="" type="checkbox"/>	
<input checked="" type="checkbox"/> Mesh	0.25 ± 0	

**Geometry Types**

Fron	<input type="checkbox"/>
Branch	<input checked="" type="checkbox"/>
Cap	<input checked="" type="checkbox"/>

**Random Seeds**

Generation	5455	
Forces	11510	
Spine	25225	
Branch	868825387	
LOD	518716096	
Randomize all		

**Segments**

Multiplier	1.956	
Style	...nqth relative	
Accuracy	20	
Length	10	
Optimization	0.5 ± 0	
Radial	12	
Cap	1	
Weld	3	

**Spine**

Length	25 ± 1	
--------	--------	--

**Random Seeds** integer

Various seed values are used to procedurally generate nodes. Each random number has been separated out into groups of like properties.

Assets

Color sets Materials Meshes Displacements

Material BroadleafBark

Color set Branches

Compiler Default

User data

Textures

Diffuse

Normal/Height

Specular/Trans. Enabled

Detail RGB

Detail Normal 512x2048

Displacement Options

Smoothing 0

Generation

Level 1

6

Tree

Total nodes: 7

[8 cpu(s), 8 thread(s)], Last Compute 16.01 ms

Curve

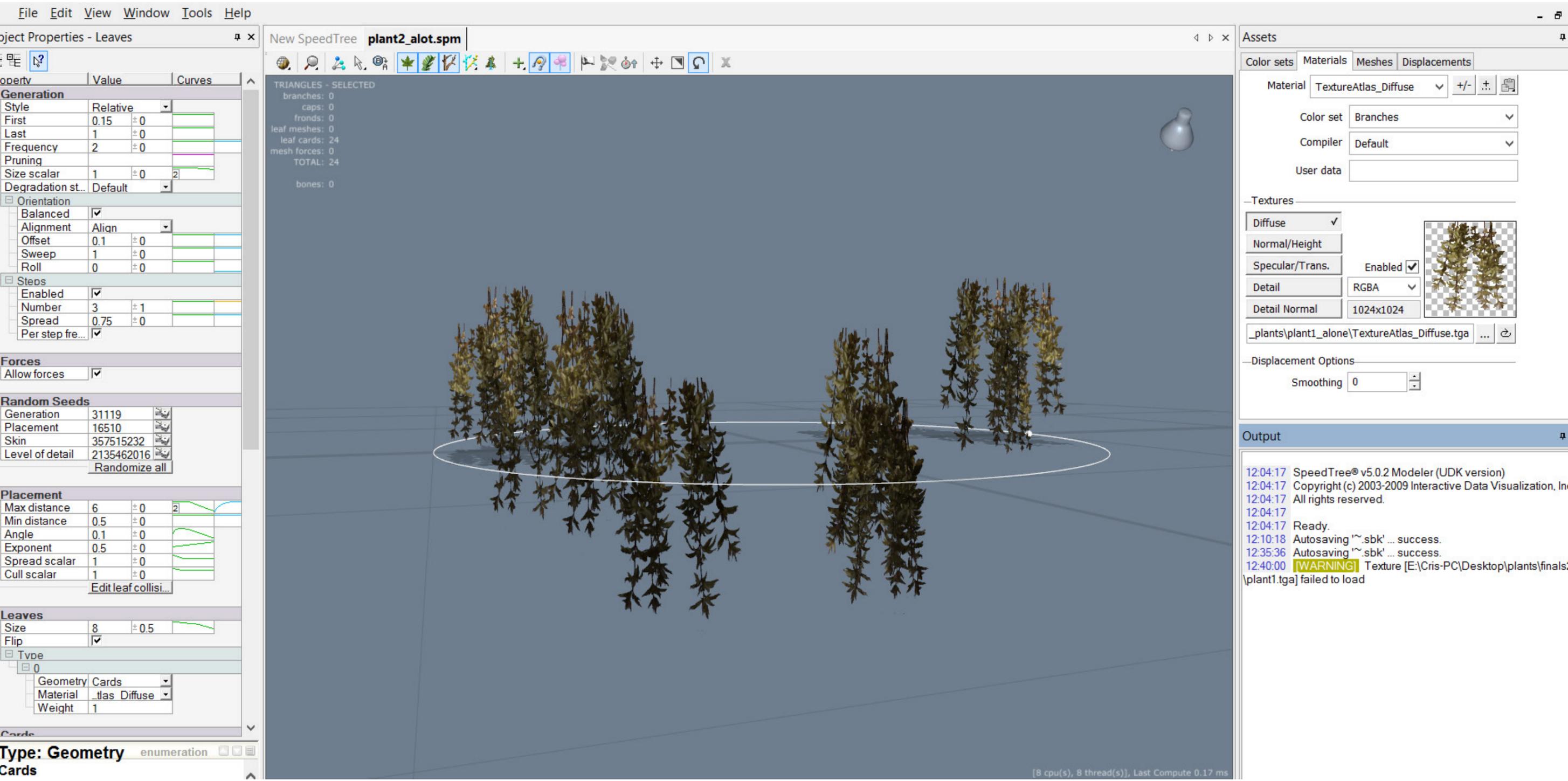






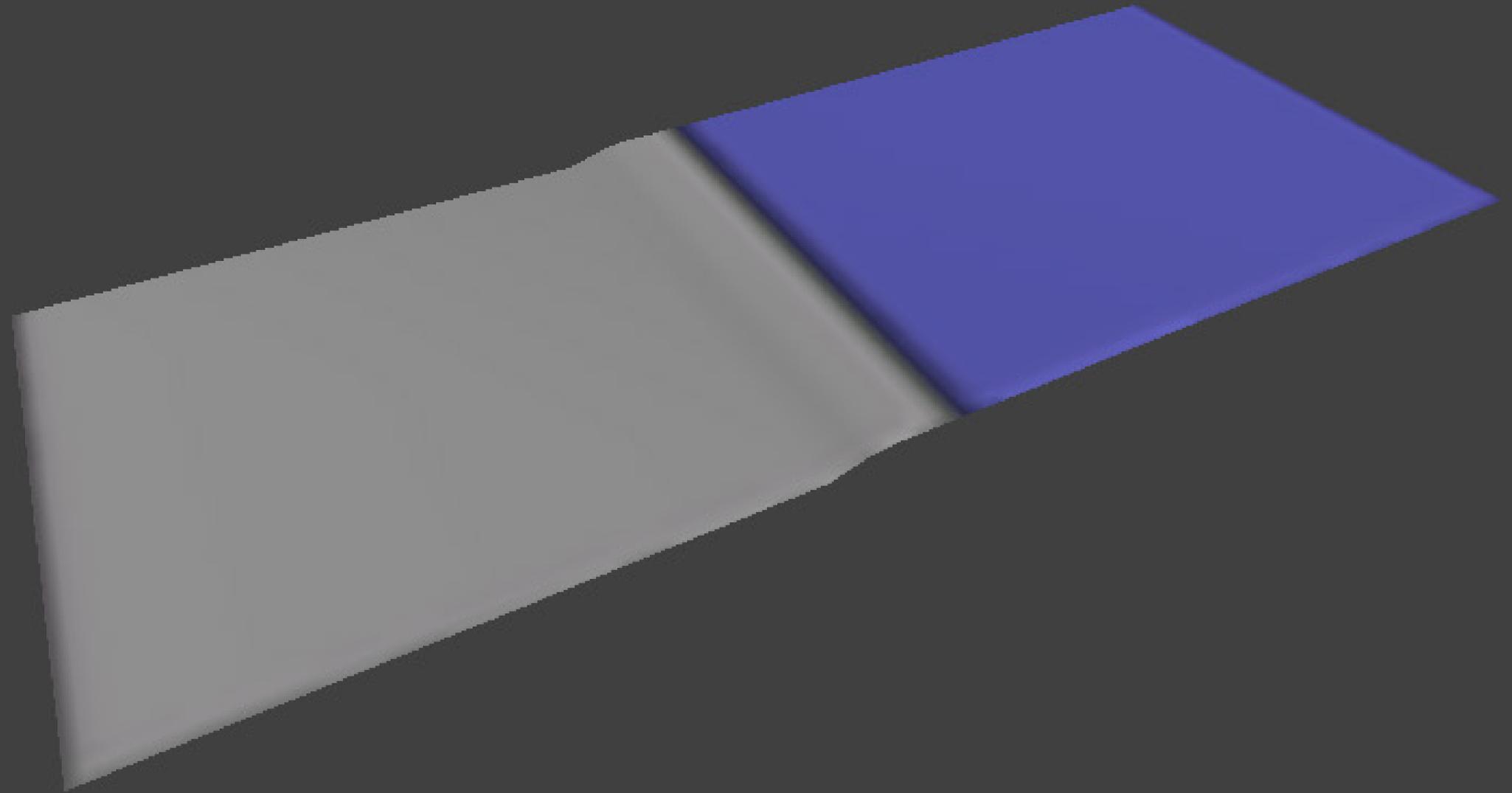




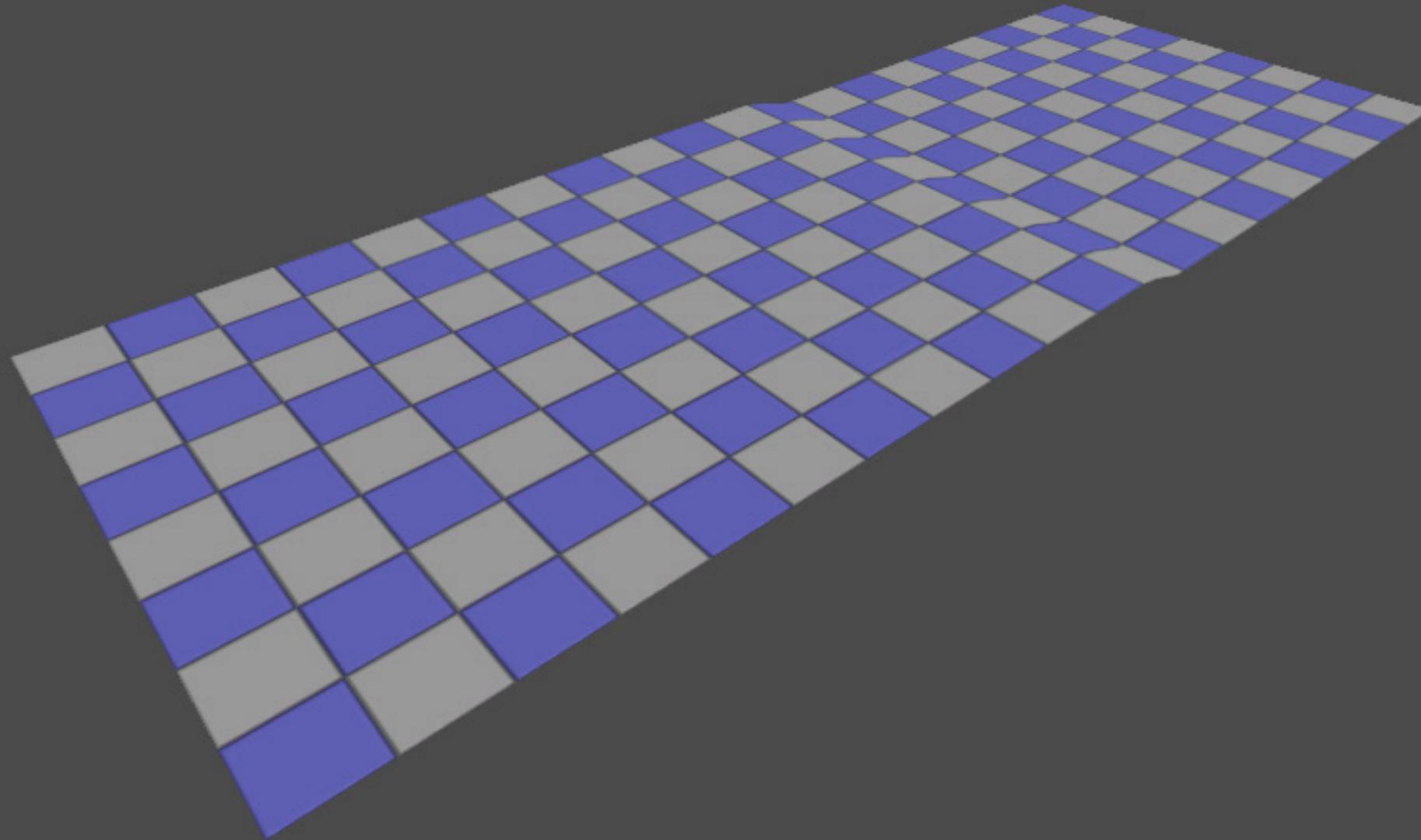


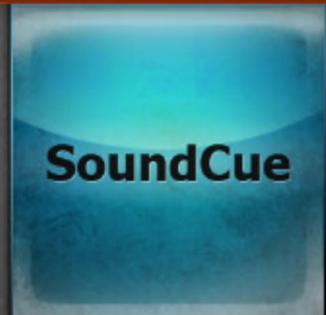


Triangles: 8  
Vertices: 10  
UV Channels: 2  
Approx Size: 2501x6064x82  
kDOP Tree Size: 0.07 [KB] not stripped  
Resource Size: 0.39 [KB]

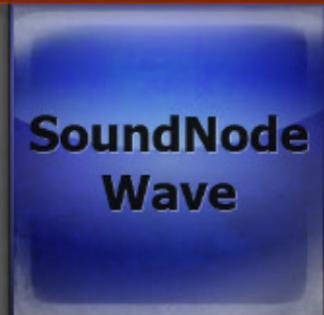


Triangles: 456  
Vertices: 260  
UV Channels: 2  
Approx Size: 2501x6064x82  
kDOP Tree Size: 4.31 [KB] not stripped  
Resource Size: 12.57 [KB]

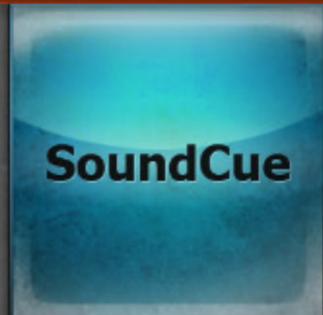




A\_Character\_Footstep\_WaterS  
hallowLandCue  
1.84s [Character]



A\_Vehicle\_Hoverboard\_Water  
Disrupt01  
1.69s Mono



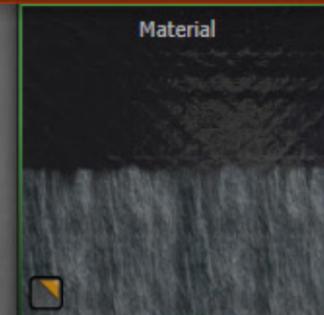
A\_Vehicle\_HoverBoard\_Water  
DisruptCue  
1.69s [Vehicle]



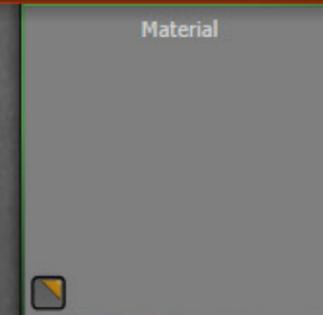
Hoverboard\_Water\_Sound  
Forever [Ambient]



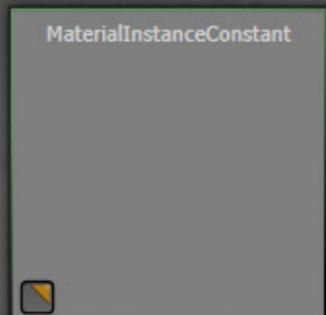
M\_FluidActor\_Water



M\_Liquid\_SM\_Waterfall\_01



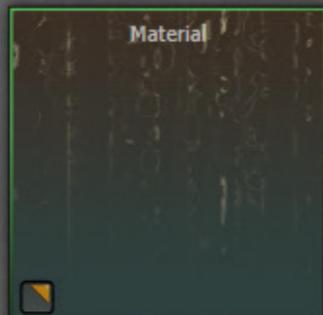
M\_MistonWater



M\_MistonWater\_INST



M\_TerrainWater\_01\_Opt



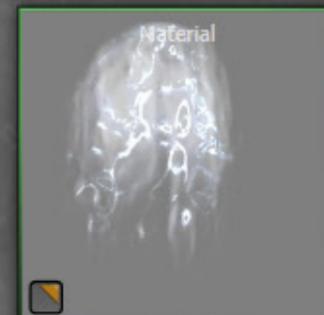
M\_TerrainWater\_02\_Opt



M\_UDK\_waterfall\_mist



M\_UDK\_waterfall\_mist\_INST



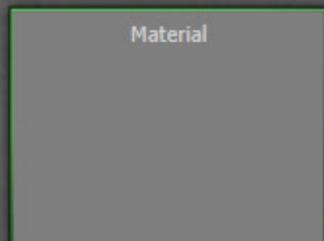
M\_UDK\_WaterfallSpray\_Master



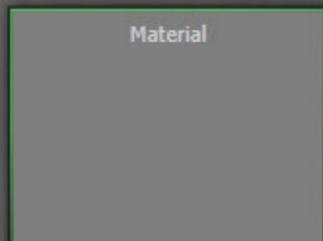
M\_UN\_Liquid\_BSP\_BlueWater0  
2  
117 instructions



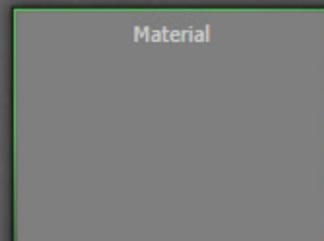
Material



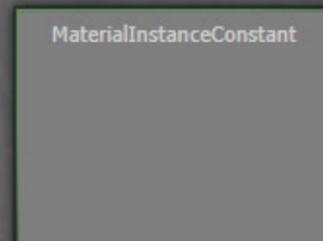
Material



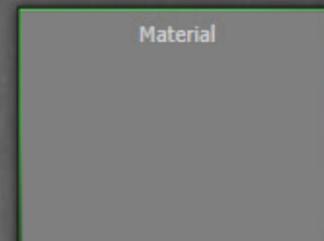
Material



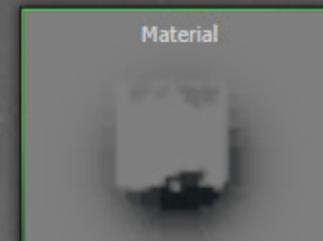
Material



MaterialInstanceConstant

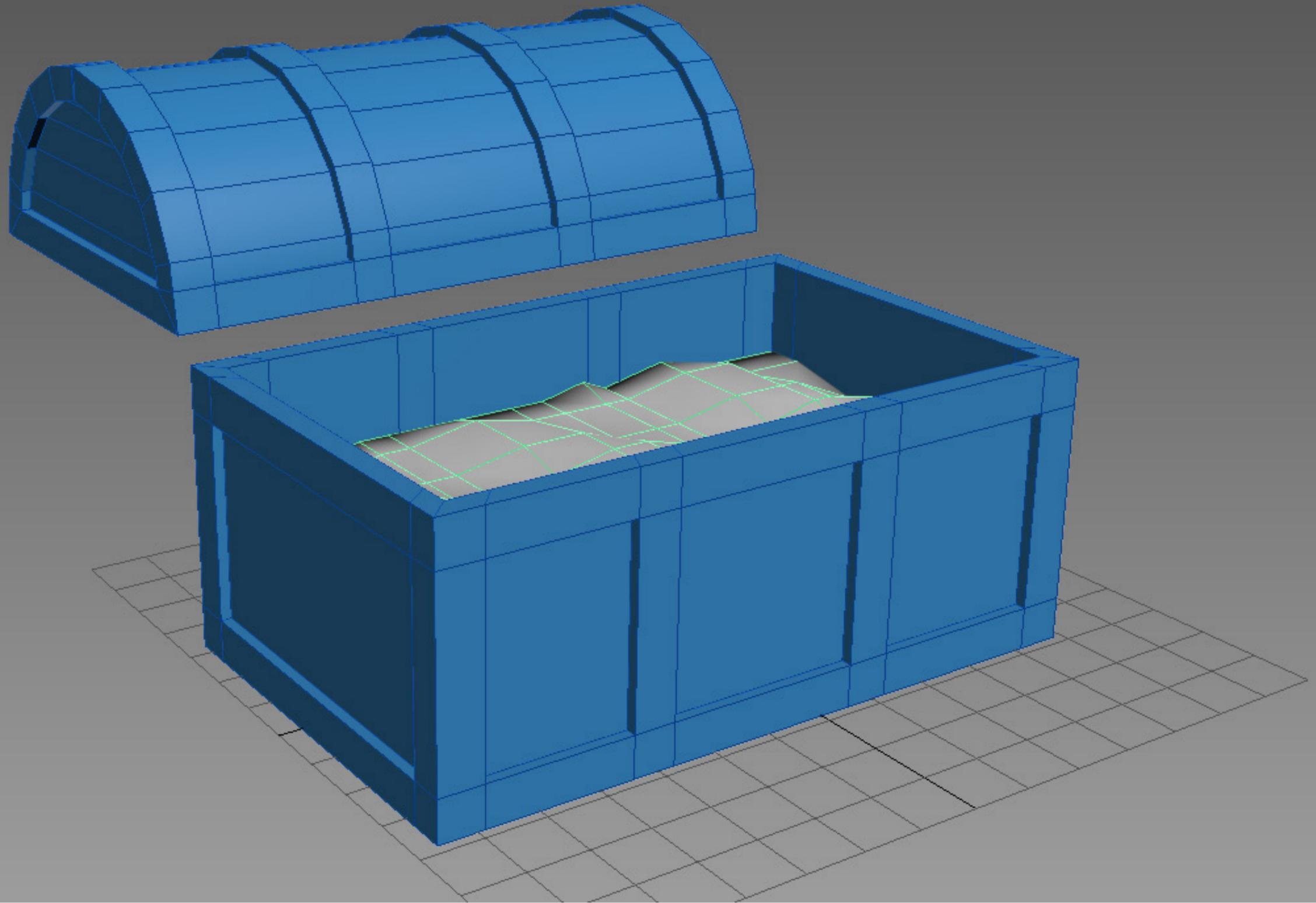


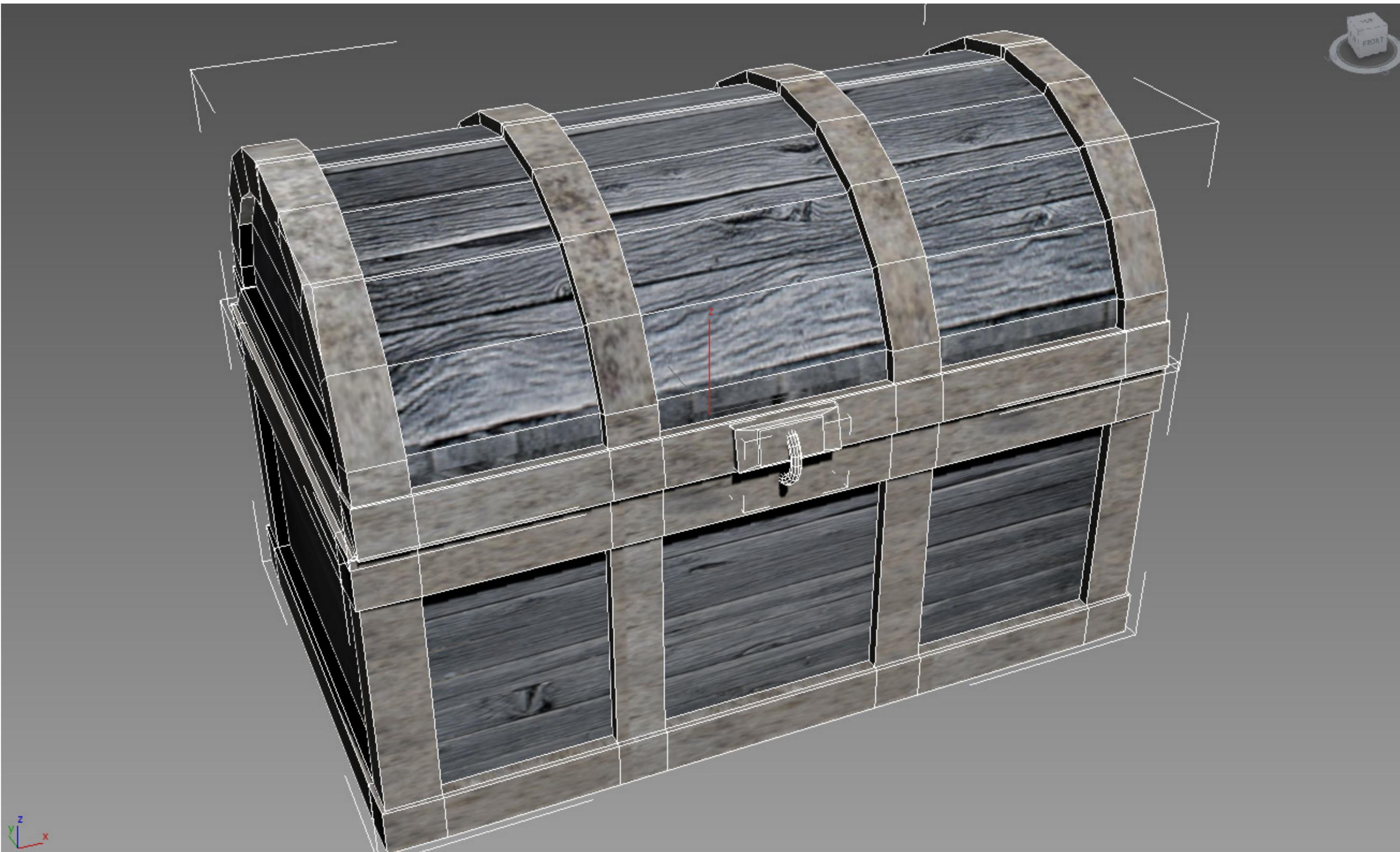
Material

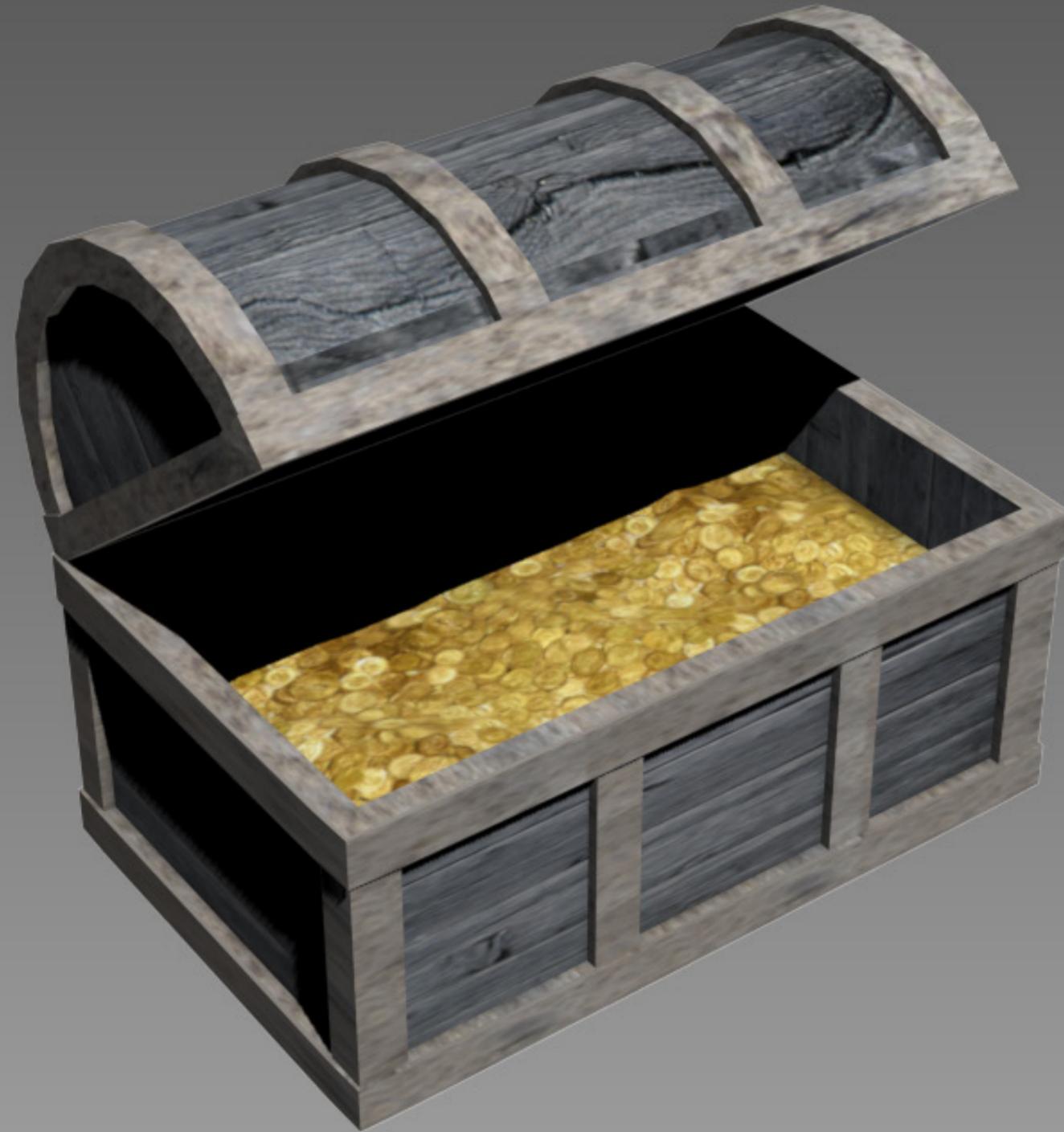


Material

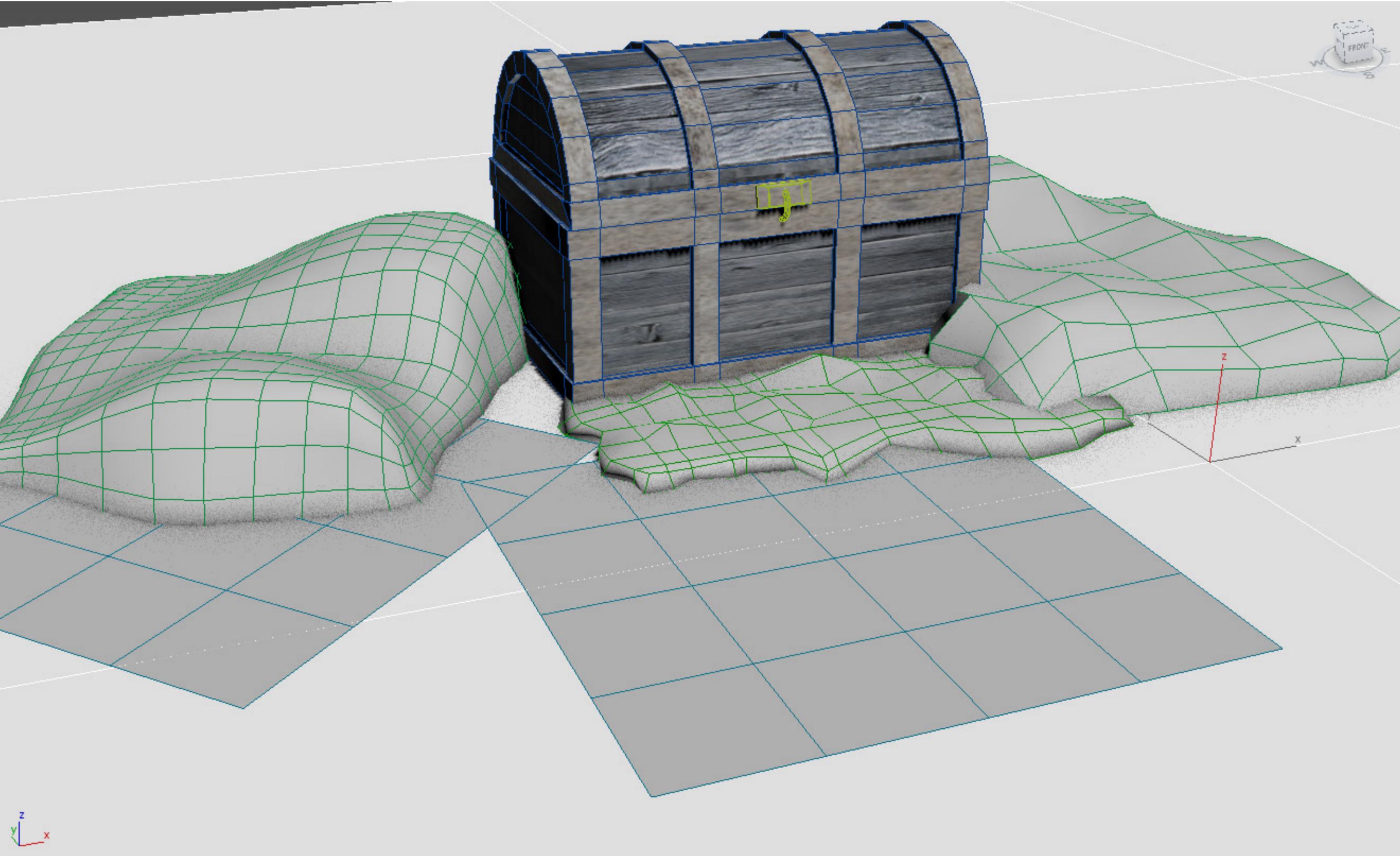


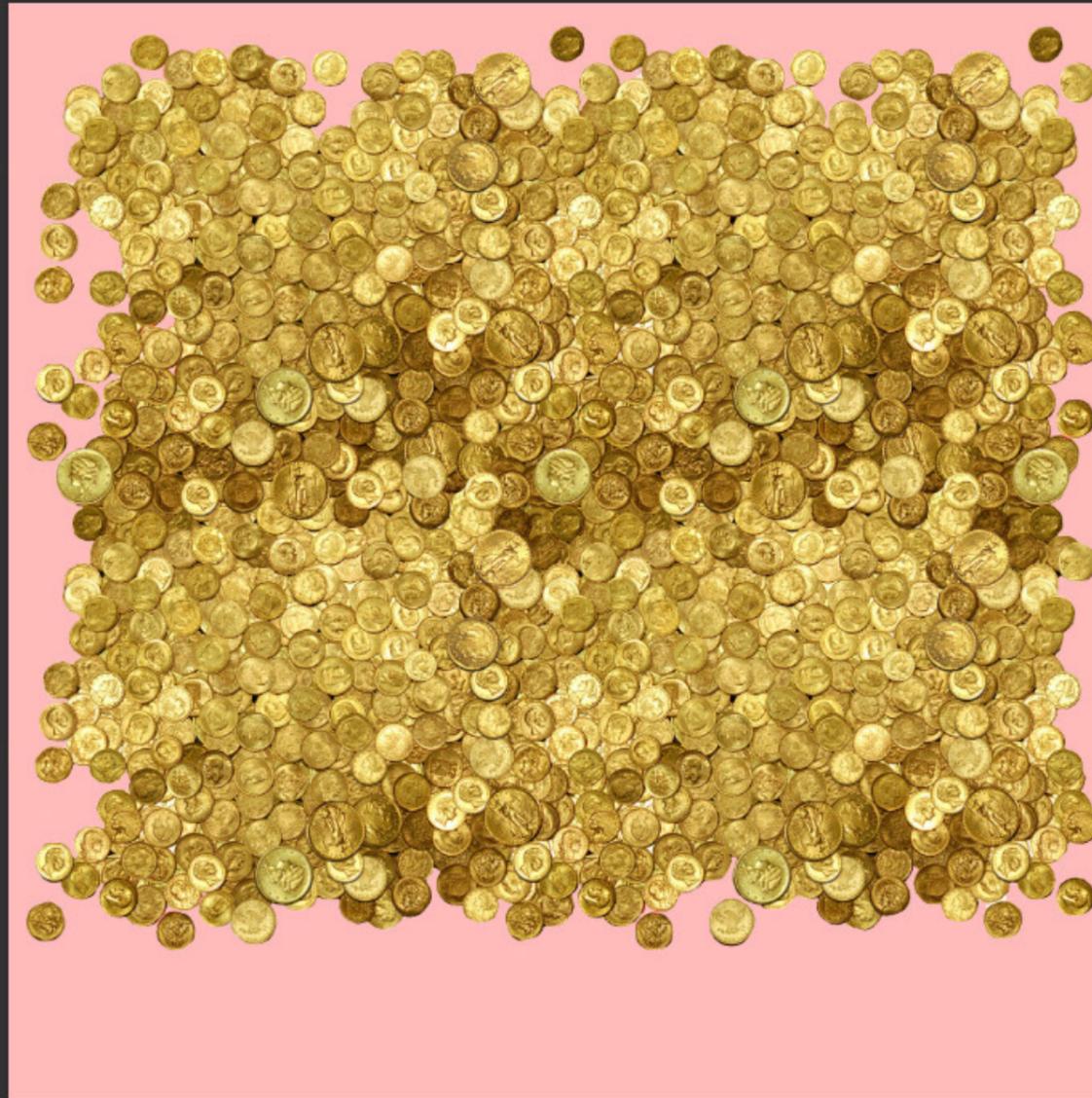






z



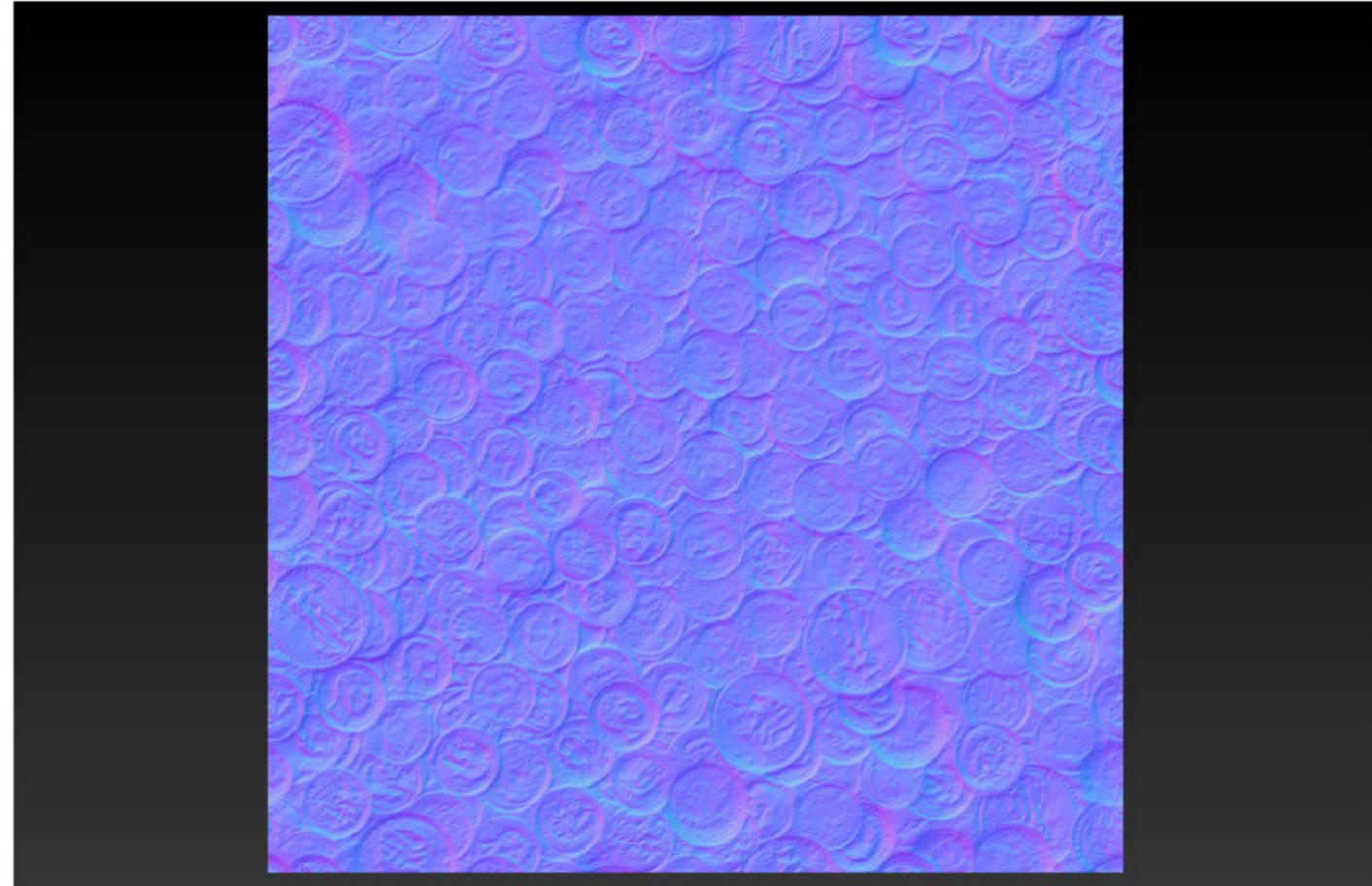


3D Preview:

Normals+Displacement  Specular  Diffuse



Normals Displacement Specular Diffuse



Intensity:  50%

Common Surface Settings

Relief:  Invert  Equalize

Fine Detail:  5%

Medium Detail:  15%

Large Detail:  30%

Base Surface:  85%



**All Assets**

Shared Collections

- UDK Building Meshes
- UDK Cool Ambient Sounds
- UDK Cool Materials
- UDK Useful Particle Effects

Private Collections

Packages

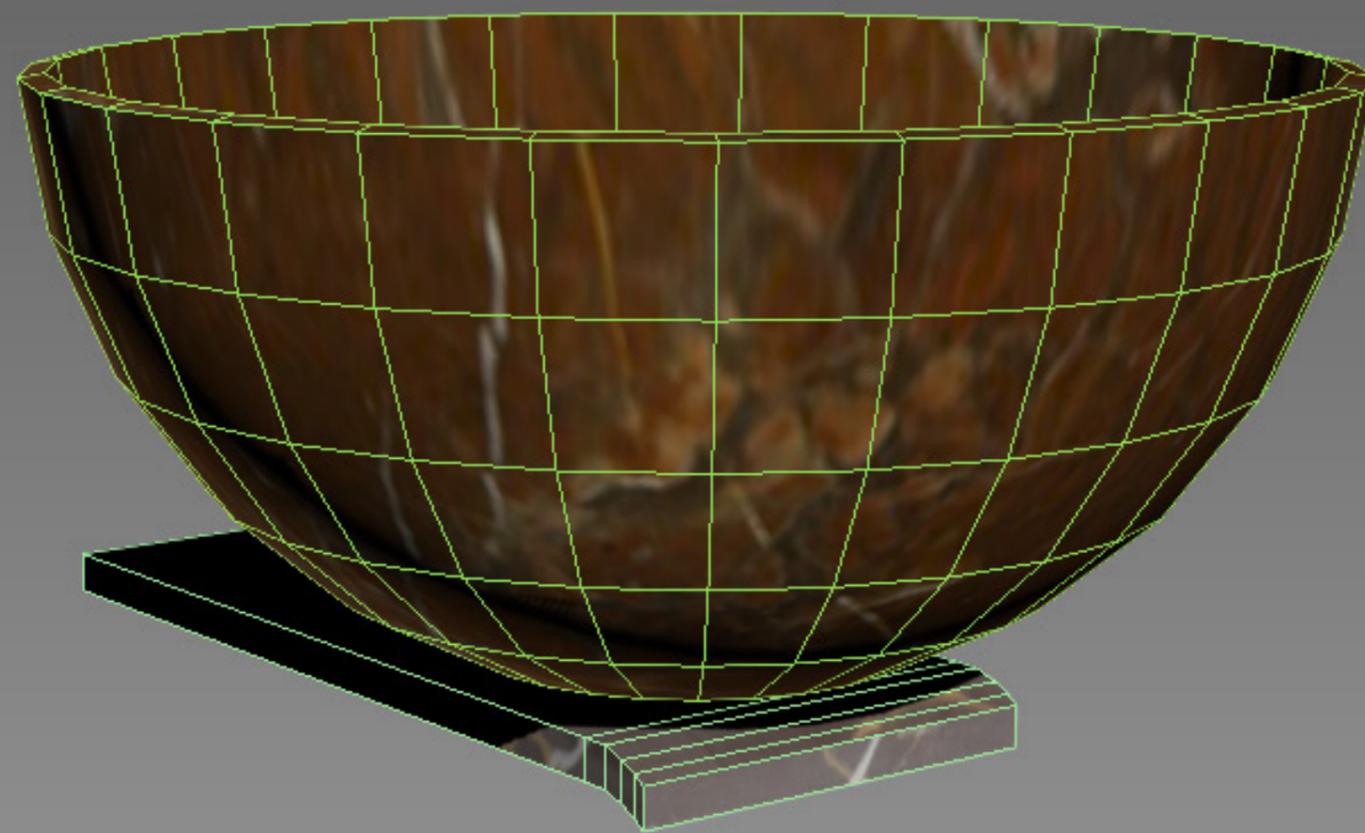
Type to Filter

- Engine
- UDKGame
  - Content
    - Cris Folder
    - MyPackage\***
    - PrefabTemple
    - Temple\_pack
      - architecture
      - ceilingwood
      - Columns
      - Materials

Status	Object Type	Tags
In use by:	Favorites	All Types
<input type="radio"/> Current Level	<input checked="" type="checkbox"/> All (53 Types)	<input checked="" type="checkbox"/> All (44 Tags)
<input type="radio"/> Loaded Levels	<input type="checkbox"/> Animation Sets	Architectural
<input type="radio"/> Visible Levels	<input type="checkbox"/> Material Instances (Constant)	<input type="checkbox"/> Building 0
<input checked="" type="radio"/> Off	<input type="checkbox"/> Material Instances (Time Varying)	<input type="checkbox"/> Deco 0
<input type="radio"/> Tagged	<input type="checkbox"/> Materials	<input type="checkbox"/> Effects 0
<input type="radio"/> Untagged	<input type="checkbox"/> Particle Systems	<input type="checkbox"/> Fractures 0
<input checked="" type="radio"/> Both	<input type="checkbox"/> Skeletal Meshes	<input type="checkbox"/> Volumetrics 0
<input type="radio"/> Loaded	<input type="checkbox"/> Sound Cues	Attribute
<input type="radio"/> Unloaded	<input type="checkbox"/> Static Meshes	<input type="checkbox"/> BSP 0
	<input type="checkbox"/> Textures	<input type="checkbox"/> Character 0
		<input type="checkbox"/> Decal 0
		<input type="checkbox"/> Destroyed 0

chest_base* 508 tris, 680 verts	chest_lock* 244 tris, 200 verts	chest_metal_DIFFUSE* Streamed 512x512 -> 512x5...	chest_metal_DIFFUSE_Mat* 48 instructions	chest_metal_NORMAL* Streamed 512x512 -> 512x5...	chest_top* 684 tris, 788 verts	chest_wood_DIFFUSE* Streamed 512x512 -> 512x5...	chest_wood_DIFFUSE_Mat* 48 instructions
chest_wood_NORMAL* Streamed 512x512 -> 512x5...	Coins_DIFFUSE* Streamed 512x512 -> 512x5...	Coins_NORMAL* Streamed 512x512 -> 512x5...	coins1* 1216 tris, 790 verts	coins2* 476 tris, 286 verts	coins3* 304 tris, 246 verts	coinschest* 444 tris, 312 verts	coinsplane* 32 tris, 25 verts
							NO COLLISION MODEL!

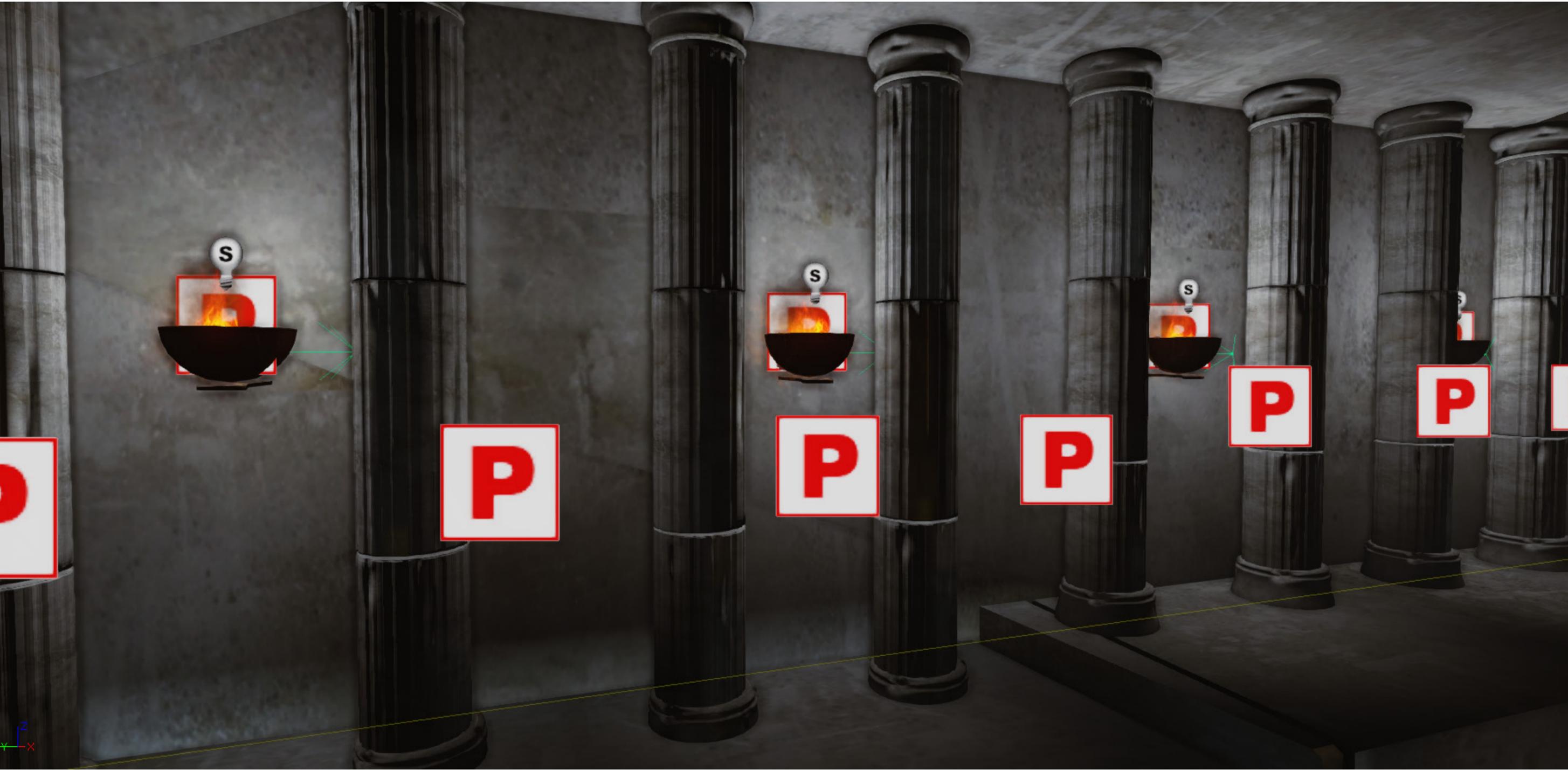




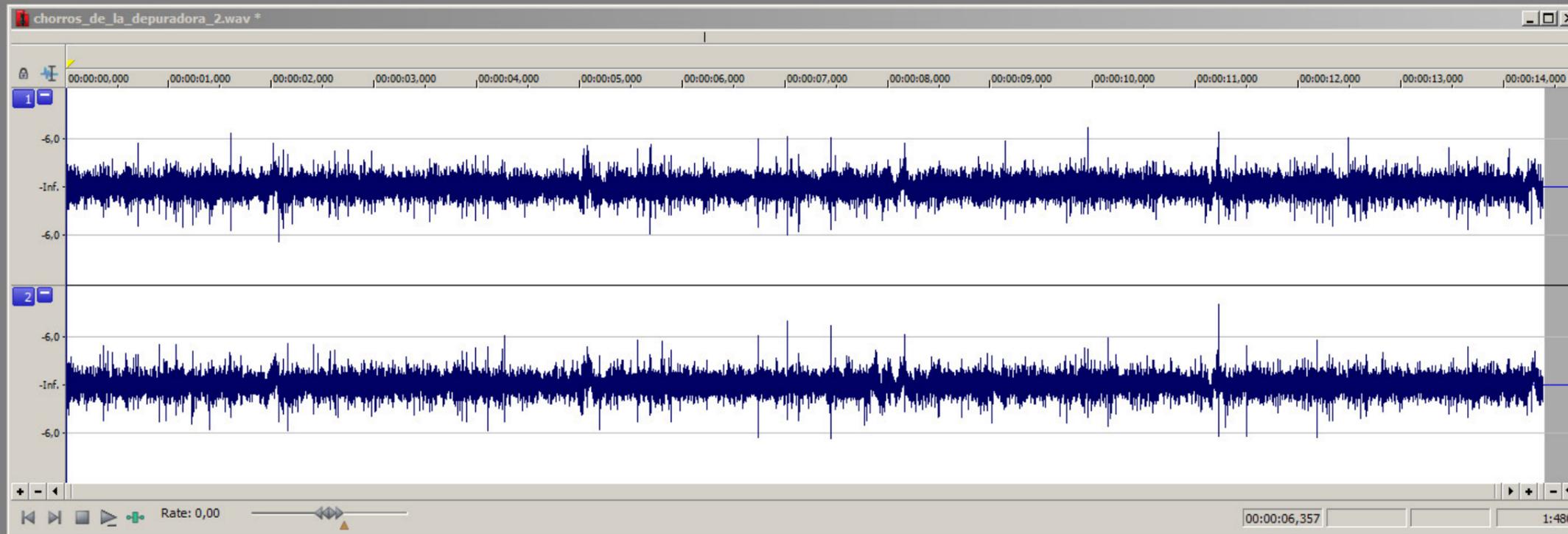
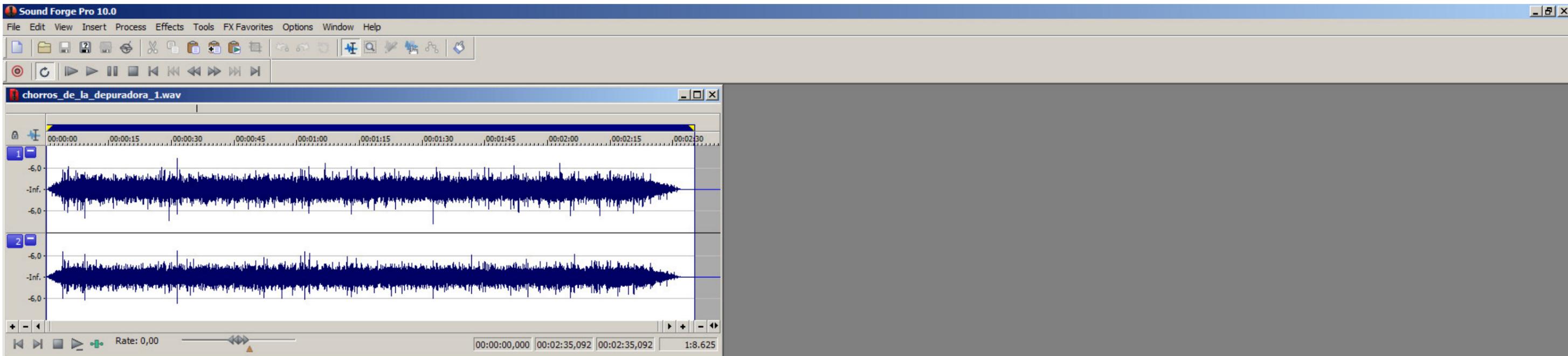




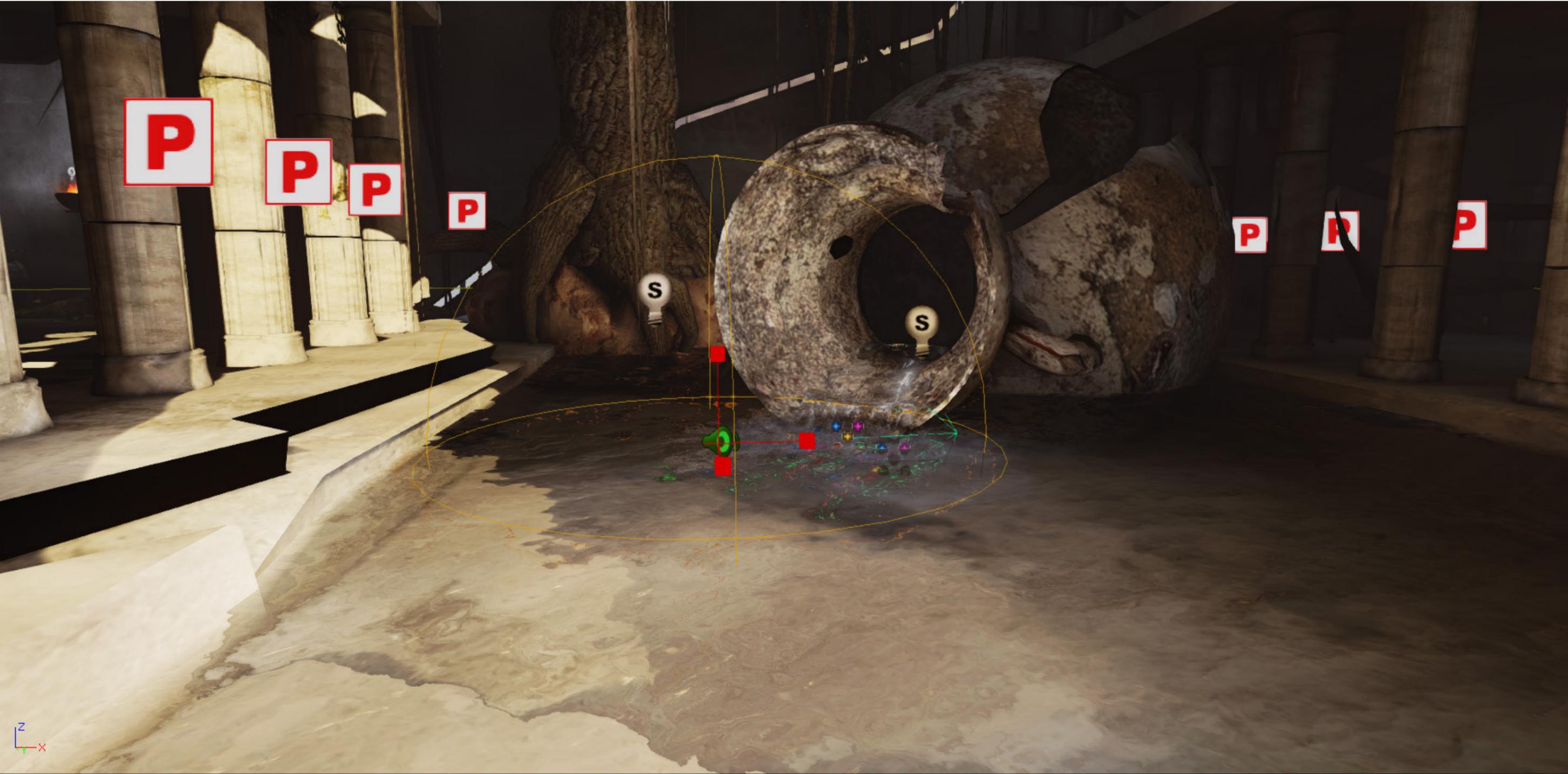




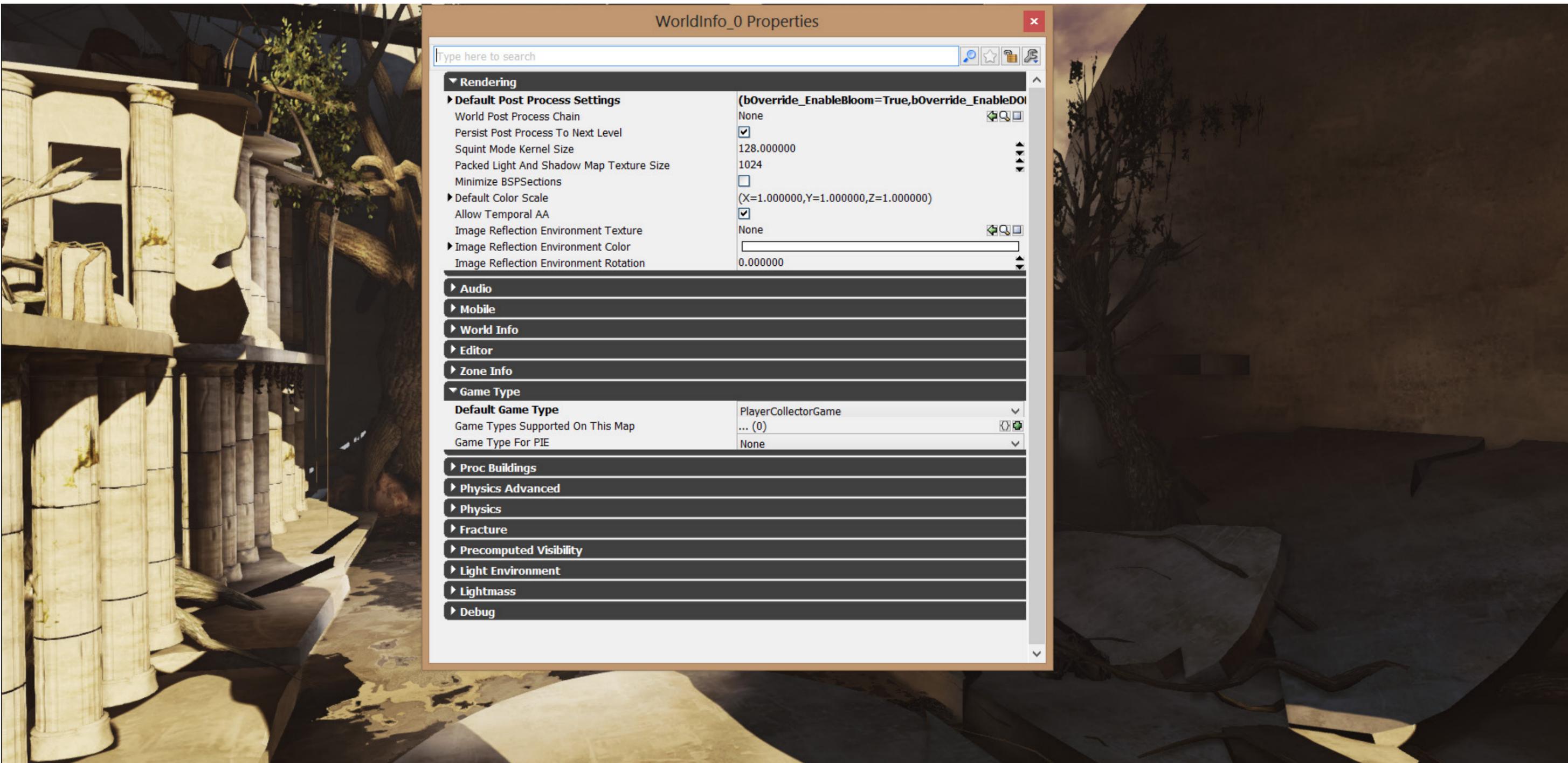












LIGHTING NEEDS TO BE REBUILT



















CRISTINA ORTEGA

# ANCIENT TEMPLE