For the DTO you are developing:
The DTO I am developing is a modern bus-stop asset for a computer game.

What is the purpose?
The purpose of my bus-stop that I have designed is to immerse the player in the world of the game. It needs to be a realistic looking model, placed around a map for use and for players to see as they experience the game.

Who are the potential users?
The potential users of this model are fellow developers of the game and players that will be viewing and using the model.

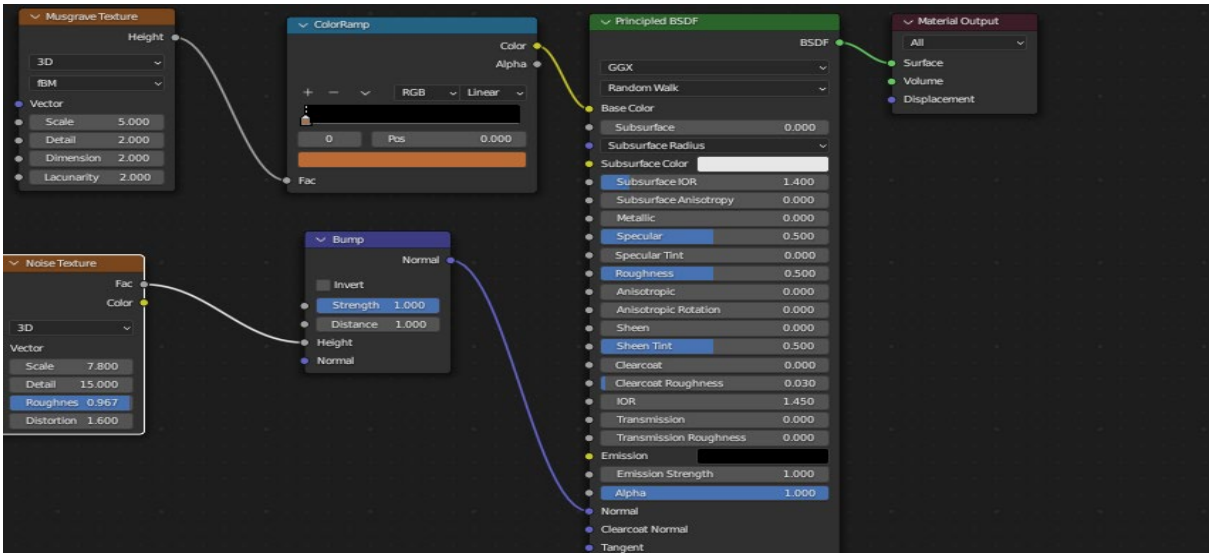
What are the requirements?
The requirements for my Bus-stop are that the model will be able to fit well within the scenery of the map. It will have a modern look, and have realistic textures to go with the model.
It needs to be easily recognisable as a bus stop from a long way off.

What are the specifications?
The specifications for the model is that my model can fit a player. Though it is a digital model making it to real-world measurements will ensure it has the right ratios and is easily scaled when it is put in the game. It should be 2m high, 3.5m long and 1m wide.
It should be easily recognised as a bus stop by at least 90% of those who use it.

What tools and techniques did you use in developing the DTO?
I was using blender and the modelling tools within blender that I used were loop cuts, extruding and bevelling, just to name a few, I used reference images to find accurate lengths and heights for the model.


Bevelling


Extruding



Texturing – I used the node editor to create realistic materials for the model. Textures add variations that make the material look less computer generated as nothing in the real world is all exactly the same colour all over.

Reference image that I based by bus stop on. Mine has a flat roof.

What testing (you checking your DTO) did you do to make sure it met the basic functionality?

The testing I did to make sure I reached basic functionality was making sure it looked like the reference images as I developed the model and the materials. As the final product will be seen on a computer screen checking what it looks like on the screen during development was fine. I also made sure the sizes were close to the specifications as I scales the different pieces.

I also tested the best placement for the chair and windows to see how those looked best.

What improvements did you make as a result of your testing?
My first design had very sharp and rigid edges as it was made up of just a cube, but after looking at the images I realised the edges on the real bus stop were more rounded. That small detail made the model look like a computer generated model. I added a bevel to some corners to make it look less sharp and this made the model look far more realistic., I also found ideal lengths and heights for the glass and the bench.

How did these changes improve the DTOs fitness for purpose?
These changes will make the model look more realistic. When added into the game a fake looking bus stop would remind the players that they are playing a computer game and could spoil their enjoyment of the game. Having the windows in the right place and the seat at the right height will make it easier for the players to interact with the model and it will look more natural and easier to rig

What conventions did you follow?

I started my plan with some reference images and a sketch of how I want my model to look, after consulting with my team they agreed that my idea could be made with addition of feedback to make the asset look better.

What trialling (getting other people to use the outcome) did you do to develop the outcome?
I asked my friends and teacher for some feedback and constructive criticism. This helped very much as I was able to find what was most wrong with the model and what I could change by finding the similarities between friends, teachers and my team.

What improvements did you make as a result of your trialling?
The improvements I decided to make were extending the length of my design and adding a bench with rusted supports and adding dust to the windows for extra detail, another improvement I made was adding a bevelled roof to the bus stop model.

How did these changes improve fitness for purpose?

How can you show the tools and techniques you applied were effective in producing a fit-for-purpose outcome?