

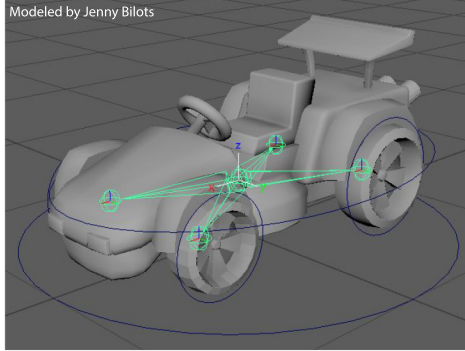
Jamie Presement

April 2019

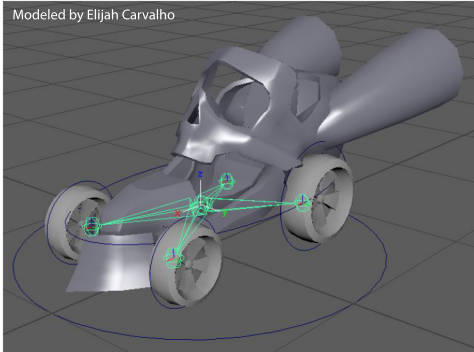
Student Technical Director/Rigger for Battle Drifters

Battle Drifters is a Mario-Kart inspired battle-racing game that I worked on during my fourth semester of Humber College's 3D Animation, Art and Design program. The Battle Drifters team was made up of second year animation students working on assets and art, and second year programming students putting everything together in Unreal Engine. My role in production was to rig and generally oversee all vehicles in the game.

Modeled by Jenny Bilots

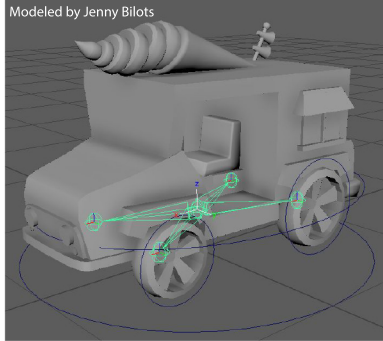


Modeled by Elijah Carvalho

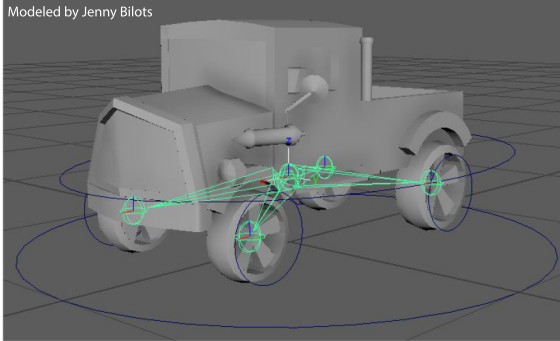


Despite their varying designs, all five cars share the same skeleton. This was done intentionally so that vehicle animations could be transferred from mesh to mesh seamlessly, if needed.

Modeled by Jenny Bilots



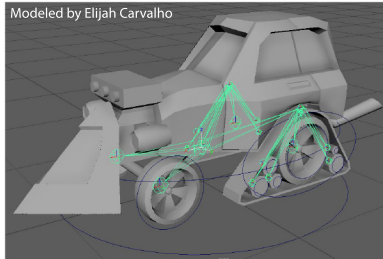
Modeled by Jenny Bilots



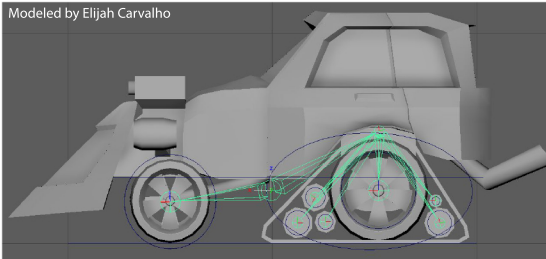
The Snow Plow vehicle is the same base skeleton, plus some added controls for each individual smaller wheel in the tread system, as well as the main band itself.

My role also consisted of preparing each vehicle in Unreal Engine for the programmers to work with.

Modeled by Elijah Carvalho



Modeled by Elijah Carvalho



This included setting up blueprints for vehicle movement, as well as baking down vehicle animations into the joints, and then importing animation data into Unreal, into the corresponding vehicle skeleton. Each vehicle has 11+ customized animations.

*Snow Plow Vehicle

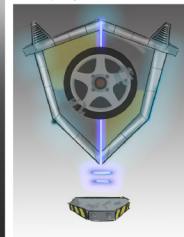
Concept by Christopher Chin



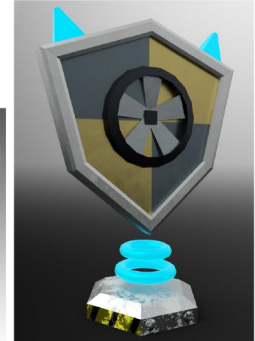
Model by Jenny Bilots



Concept by Sahaar Chhabra



Model by Aryan Khandan



Another smaller portion of my responsibilities in production included modelling and surfacing assets.