

Cameo Appearance

As part of the final deliverable you should make a cameo appearance in the game. Here are three suggestions:

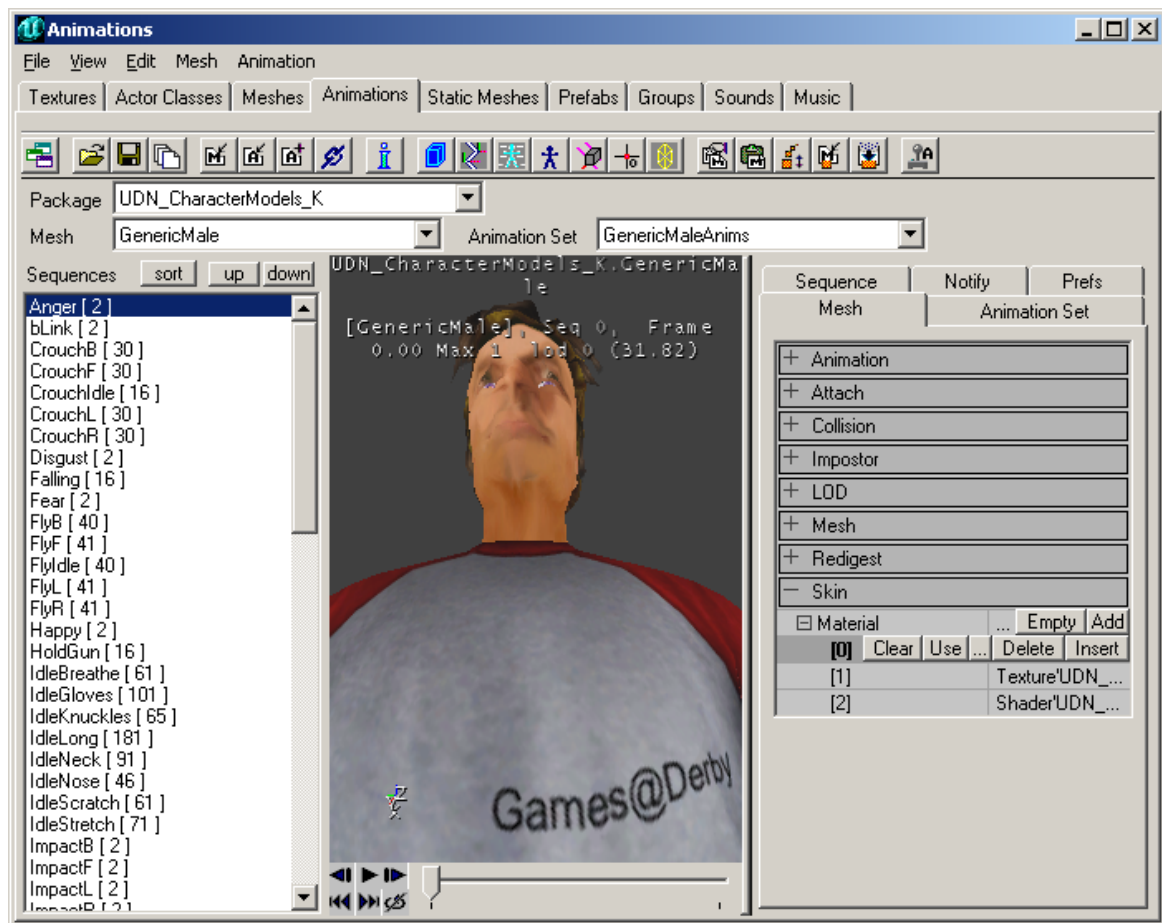
- Simple: This is a picture of you that appears in the game, for example in a photo frame.
- Intermediate: More advanced students will make a cameo appearance as an NPC somewhere in your final level. I will leave their role in the game completely up to you. It can be as little as standing around in the background of a level.
- Advanced: It would be a much nicer touch to play an integral part in the game. You might even want to consider the approach Game Designer David Cage took in his cameo appearance in the game Indigo Prophecy (aka Fahrenheit).

Rather than modeling a character from scratch, a faster method is to alter our existing Generic Male or Female models. Alter the geometry first before editing the textures. You have already taken photos of yourself as part of an earlier exercise, so use these photos when adapting the textures.

Texture Alterations

Instead of creating brand new textures you may want to edit an existing texture. The easiest option is to export the textures associated with the GenericMale character. Make alterations to these in Photoshop then import them back in the texture browser.

Once we have a texture selected in the Texture Browser, head over to the Animation Browser and apply it to the character.



You'll find that changing the face texture won't make that much difference, as it relies on you also changing the geometry of the face. Making some alterations to the clothing will result in a much larger visible change.