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| HANDOVER DOCUMENT  Thrust 2 Land Speed Record Car and Steering Wheel |  |
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| 05-05-2022  THE EARTH MUSEUM  Authored by: Roland Bako | logo-placeholder |

Contents

PROJECT DETAILS:

The project is part of The University of Winchester’s year 2 semester 2 Group Client Project. Despite the group nature of the project and multiple agreed models this handover document only contains details of the Thrust 2 land speed record car and the Thrust 2 steering wheel 3D models made by Roland Bako. Handover documents for the rest of the models to be provided by the other group members individually as previously agreed.

Client: The Earth Museum – Contextual Objects

Contact person: Dr Janet Owen

Project start date: Jan 2022

Project end date: May 2022

Final project presentation: 12 May 2022

Project mentor: Dr Debs Wilson

Project group contact: Roland Bako

Project Group members: Luke Jackson, Saaya Sekiguchi, Ryan Skeets, Roland Bako

DELIVERABLES & FORMAT:

3D Modelling – Isle of Wight Heritage Services

1. Thrust 2 land speed record car



1. Thrust 2 land speed record car steering wheel



Format must be:

* .FBX format 3d model with 1 texture-set with the standard PBR material maps (albedo/metallic etc)
* 2048 x 2048 textures maximum.
* Limit to 100,000 triangles for the whole model.

SOFTWARE

Blender 3.0

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* Google G.I.S. (used only for the additional environmental scene)
* Node Wrangler

Quixel Megascans

Quixel Bridge

MODEL 1 DETAILS

Model name: Thrust 2 land speed record car

Delivered format: Thrust2.fbx file downloadable from <https://sketchfab.com/rolandbako.art>

No of individual parts:

No of materials used:

Triangles:

MODEL 2 DETAILS

Model name: Thrust 2 land speed record car steering wheel

Delivered format: T2SteeringWheel.fbx file downloadable from <https://sketchfab.com/rolandbako.art>

No of individual parts:

No of materials used:

Triangles:

Modelling notes: Although efforts were made to adhere to the models’ real-life scale, dimensions, and details due to the lack of available data, measurements, and visual evidence this was not feasible. Numerous parts were created without any evidential guideline whatsoever however the 3D artist deemed it necessary in order to represent the model as authentical as possible.