

For The Spring 2026 3D Team And Beyond

BASIC INFORMATION & OVERALL ADVICE

Hello! This document is here to help you navigate the Monarch Odyssey project and where the 3D Team left off in Fall 2025. This course was online via Zoom, so the working environment may be different if the Spring 2026 course is in-person. Having it in person will allow for more personal collaboration, which is a bonus that online courses don't always offer due to the nature of the course (communication will likely be better in person, too).

This semester was a lot of reorganization and clarity regarding the 3D Team's models, textures, assets, etc. We put a primary focus on modeling buildings this semester, rather than other tasks, because the Programming Team was fixing a lot of the base game for the entire semester, so world-building wasn't a focus. However, we were able to complete most, if not all, of Kaufman Mall and the Quad area this semester. Most of the buildings should be textured now as well, since we noticed many buildings completed in previous semesters weren't textured. There are issues with some buildings from this semester; however, we also discovered that some buildings from earlier semesters have problems or need to be scrapped entirely.

For this type of project/course, communication between Teams and Team Members must be there. This ensures that everyone completes their work in a timely manner and that people can vouch for each other throughout the semester. Ultimately, your grade is your own; however, not submitting work can still affect another person's grade if nobody can vouch for it. There should be more communication throughout the week, rather than only in course meetings. If there are any problems, questions, or concerns, they should be addressed **EARLY** in a sprint to get proper help.

On Microsoft Teams, all files from every semester are available, including an overall 3D Asset folder where fully completed buildings uploaded to the game should go. These folders can be difficult to navigate, and we tried to organize them better, but they might still need some changes. Going through announcements in the 3D Channel on Teams will also lead to important information. Any models from the Fall 2025 Semester are still located in the Fall 2025 folders, as some things need to be fixed, and it will be easier to find them there than in the entire 3D Asset folder. You can also read the 3D Team note from the Spring 2025 semester for more clarification on aspects that were not worked on this semester.

PROGRAM FOR UNITY

- Unity 2021.3.43

- Crown Client: 2021.3.43f1
- Crown Server: 2021.3.10f1

WHERE TO START

- Fix up any models/assets that have issues and determine if they need to be scrapped.
- Assign 3D Modelers to buildings that are not completed.
- Texture buildings that have been modeled. If there is a 2D/UI Team, have them help with texturing buildings if they need more work.
- If there are more people on your team than ours (we had six people and two of them were new to 3D Modeling), you can split the team into 3D Modelers and World Builders.
- World-Builders should add buildings, assets, and other assets to Unity.
- An environmental building can also be started if there are enough people, including amenities like lime scooters, bike racks, benches, and trees.
- Create a current master list of environmental assets in the game to keep things organized and prevent loss as we add more.

ADVICE FOR MODELING

If there is anything to stress when 3D Modeling, please **DO NOT** use planes when building.

When you upload your files make sure that **EVERYTHING** is combined into one mesh as well.

- When exporting buildings to upload into the game, make sure they are exported as STLs and the meshes are combined.
- Lighting and cameras are removed from the file.
- The file size has been optimized.
 - Too many vertices will make the file too big.
 - Meshes are grouped properly for texturing.
 - Surfaces are correct for texturing.
- Check the subdivisions on each face.
- When starting a project, please make sure you have the maximum number of undo history. There are many times when someone makes a mistake and needs to hit undo a fair amount of times.

THINGS THAT NEED TO BE FIXED/REWORKED

- Dominion House
 - Window Faces & Roof
- Engineering & Computational Sciences Building
 - Roof does not appear correctly when imported into Unity
- Perry Library
 - Imported into Unity, building wonky

- S.B. Stadium
 - Revise entrance of the Stadium
- Monarch Hall
 - A lot of vertices and built with planes
 - May need to be scrapped
- Engineering Systems Building
 - A lot of vertices and built with planes
 - May need to be scrapped

IMPORTANT DOCUMENTS

- [Building Master List](#)
 - Details all the buildings at ODU; however, since construction is ongoing, it may need to be updated as time goes on. We updated it based on what changed, such as the Alfriend Chemistry Building being demolished or the Barry Arts Museum being under construction.
 - There are Model Assignments and Texture Assignments. When both are completed and approved, then a building can be marked as complete in the Status section. **DO NOT** mark a building as complete if either item has not been completed; this is to ensure that everything is organized. There were issues with unaccounted-for buildings and textures during the semester. If something is In Progress, it is actively being worked on by someone, or it needs to be fixed. Any buildings with issues will be documented in a separate section of this document.
 - Everything should be accurate; however, some buildings were found hidden in Unity's game files, so they may have been missed.
- [Fall 2025 GDD](#)
 - You can find basic information about the project as well as updates from the 3D Team during the Fall 2025 Semester. The most helpful information here is the Tutorials, Modeling & Texturing, and Notes tabs.
 - **Tutorials:** This semester, we worked with the 2D/UI Team on texturing buildings, so some tutorials help explain how to assign a material to a face and how to export a file as an FBX. Additionally, there is another tutorial on how to reduce file and polygon sizes. There were some issues with larger files this semester, and someone had to restart their work, which is why these have been added to prevent it in the future.
 - **Modeling & Texturing:** Certain material colors are being used on buildings for the game; they have been documented in the GDD. There are sample photos of what you should be looking for in terms of building style and textures. The Building Master List and ODU Map (good to get the layout of a building for modeling) are also linked there.

- **Notes:** This tab details any crucial notes/meetings that the Team had this semester. Additionally, it gives a brief overview of what each team member did this semester.
- [End of Semester Presentation](#)
 - This details what each Team did this semester in a presentation. It goes over the tasks people completed and the issues we ran into.
- [Main NPCs for Resources](#)
 - Didn't use this semester; however, it is documented from a previous semester, so if you work on NPCs this semester, you have easier access to it.

OVERVIEW OF WORK THIS SEMESTER

Lashaun Armstrong:

- 43rd Parking Garage (experimental, limit testing what works and why it goes wrong)
- Quality of life workflow
- Touch ups and verifying models

Alex Flanigan:

- Dominion House
- Welcome Center

Miche Giacchetta:

- Brodrick Dining
- S.B. Stadium

Kellyn Moorefield:

- Organizing documents (Master List, Teams, GDD, etc.)
- Texture Goode Theatre
- Texture Scotland House
- Model E.V. Williams Engineering & Computational Sciences Building

Aayush Kamath:

- Owen's House
- Soccer Stadium
- Hickson Art Studio

Mykie Williams:

- Perry Library - First building I've ever designed and first time building something without following a tutorial and just looking at a ref. I had some issues with the symmetry but turned out pretty decent for my first building.
- Music Center
- Fountain - Struggled with the lion, the first model was definitely better. Figured out how to hold multiple components at once to help shape the mane and toes.

CONTACT

If there are any questions or concerns, please feel free to reach out to previous Team Leads/Producers for clarification. You should still be able to reach Leads who have graduated via email; if not, Alex can reach out to them.

- Kellyn (Co-Producer)
 - kmoor050@odu.edu
 - Graduated Fall 2025
- Lashaun (Team Lead)
 - iarms002@odu.edu
 - Graduated Fall 2025
- Alex (Co-Lead)
 - mflan011@odu.edu
 - Graduating Spring 2026