Project Proposal - 01: Remastered **Character**, **Environment**, and **Animation** of **Simon Belmont** in **Castlevania** II: Simon's Quest

Outcomes

01 - Environment Art (10 pts)
Remaster a boss level from Castlevania (Dracula Level) in UE5, creating a production-ready 3d environment. Emphasizing modularity, trim sheets, tileables, and more to craft an optimized yet visually stunning and atmospheric gothic horror world.

02 - Character Art (10 pts)
Reimagine an iconic Castlevania character (Simon Belmont) with realistic anatomy, high-fidelity sculpted detail, polished PBR material definition, and more - delivering a modern interpretation that stays true to the original.

03 - Rigging & Animation (10 pts)
Interpret a set of animations from Castlevania that balance weight, believability, and stylization - enhancing the character's personality, gameplay impact, and narrative immersion.
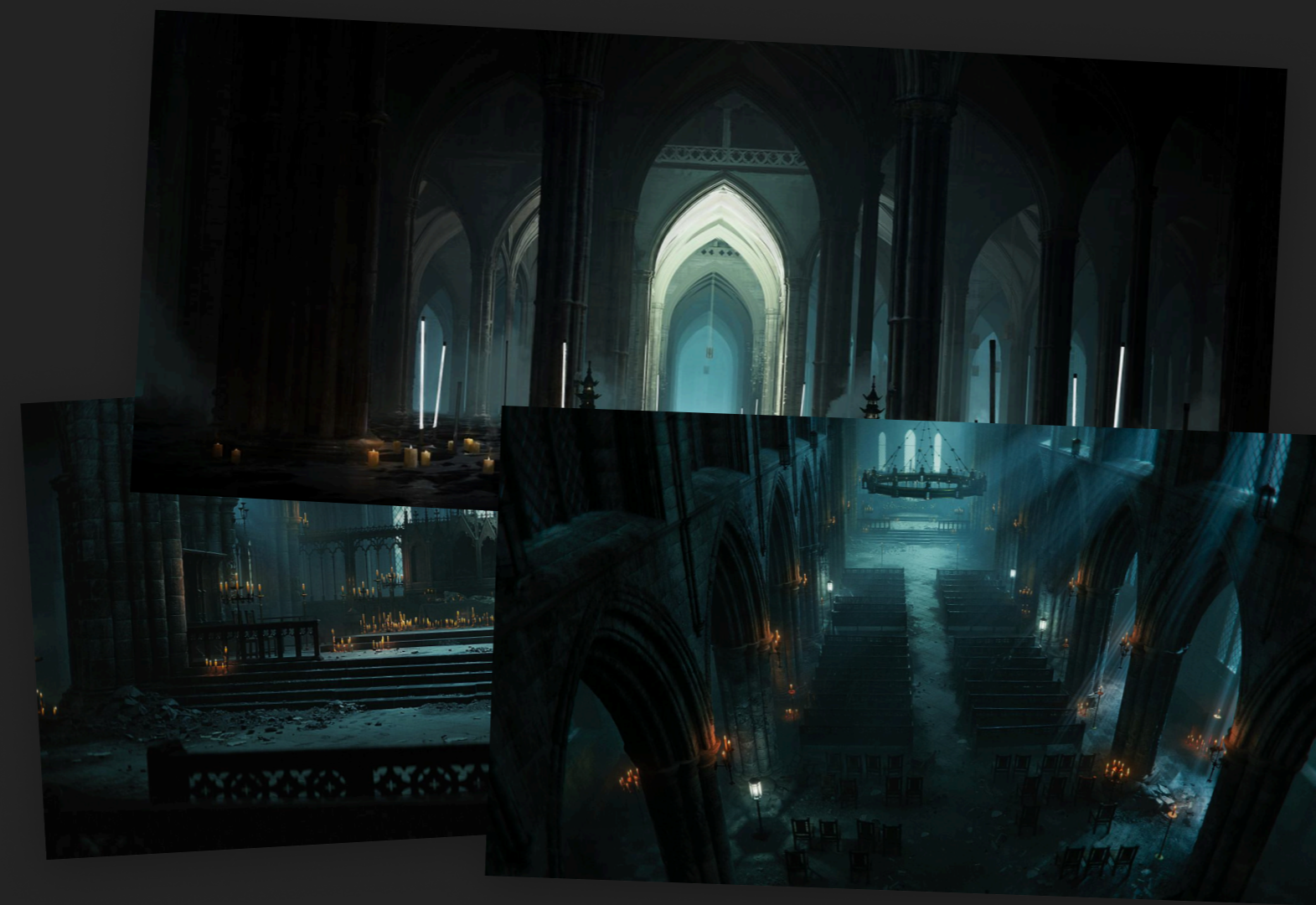
Project Brief

Reimagine an iconic character, environment, and animation from Konami's Castlevania series in UE5. This gothic horror action-adventure game offers a perfect foundation for a modern reinterpretation.

The project will focus on creating a modular **environment** utilizing real-time production techniques, complemented by stunning lighting to evoke the atmospheric tone Castlevania is known for. The **character** will feature realistic AAA standard techniques to bring them to life with a modern aesthetic. **Animation** will strike a balance between believability and stylized exaggeration, enhancing the body mechanics with a modern feel.

This combination of production-ready techniques and creative reimagining not only highlights the project's complexity but I also believe meets the criteria for a significant points multiplier dependent on the work I complete.

Technical Specifications

Character
- **Polycount**
  - 80k - 125k Max
- **Texture Sets**
  - Two 4k texture sets (with multiple maps i.e albedo, metallic, roughness, etc.
  - Textures sets will more than likely be broken down into several 2K or 1K maps not exceeding the two 4k sets.
- **Cloth Simulation**
  - UE5 in-engine cloth sim integration for Animation

Environment
- **Framework**
  - Modular kits
  - Trim Sheets
  - Tileables (virtual textures)
  - Vertex Painting
  - Decals
  - World aligned shaders
- **Rendering Pipeline**
  - Lumen & Virtual Shadow Maps
  - Nanite for rendering optimization, however, all assets will have optimized topology and clean bakes.

Animation
- **Rigging**
  - Advanced Skeleton Rig
- **Frame Rate**
  - 30 FPS
- **Loops**
  - Seamless loops derived and re-imagined from original sprite sheets
  - Loops will include: Idle, Walk, Jump, Attack
- **Cloth Simulation**
  - UE5 in-engine cloth sim integration for Animation

Target Look

Gothic Horror Atmosphere
A dark, moody environment with dramatic light and shadow contrasts should evoke mystery and danger, while the rich architecture and ornate design elements will emphasize the gothic aesthetic. Realistic proportions and intricate details should bring the character (Simon Belmont) and settings (Boss Level) to life, with animations leaning toward stylization yet weighty to amplify the supernatural. A palette of grays, blacks, and blues is accented by deep crimson, lush purples, and spectral blues to highlight key art direction from the game.