BA(Hons) Games Art – Year 3

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Haste in 3D Retopology - Summer Work

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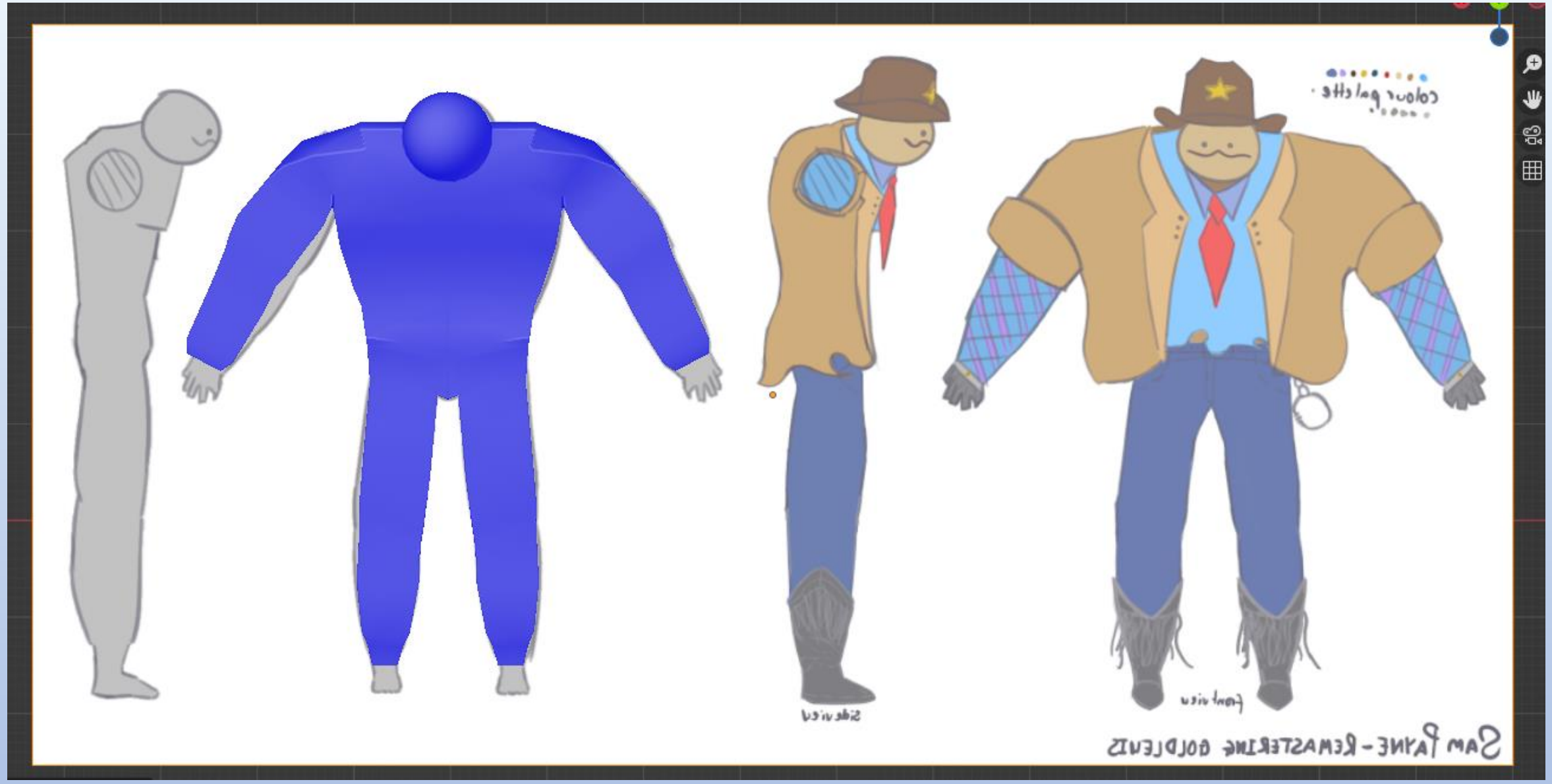
Total Pages: 4

1.1 – Character Blockout



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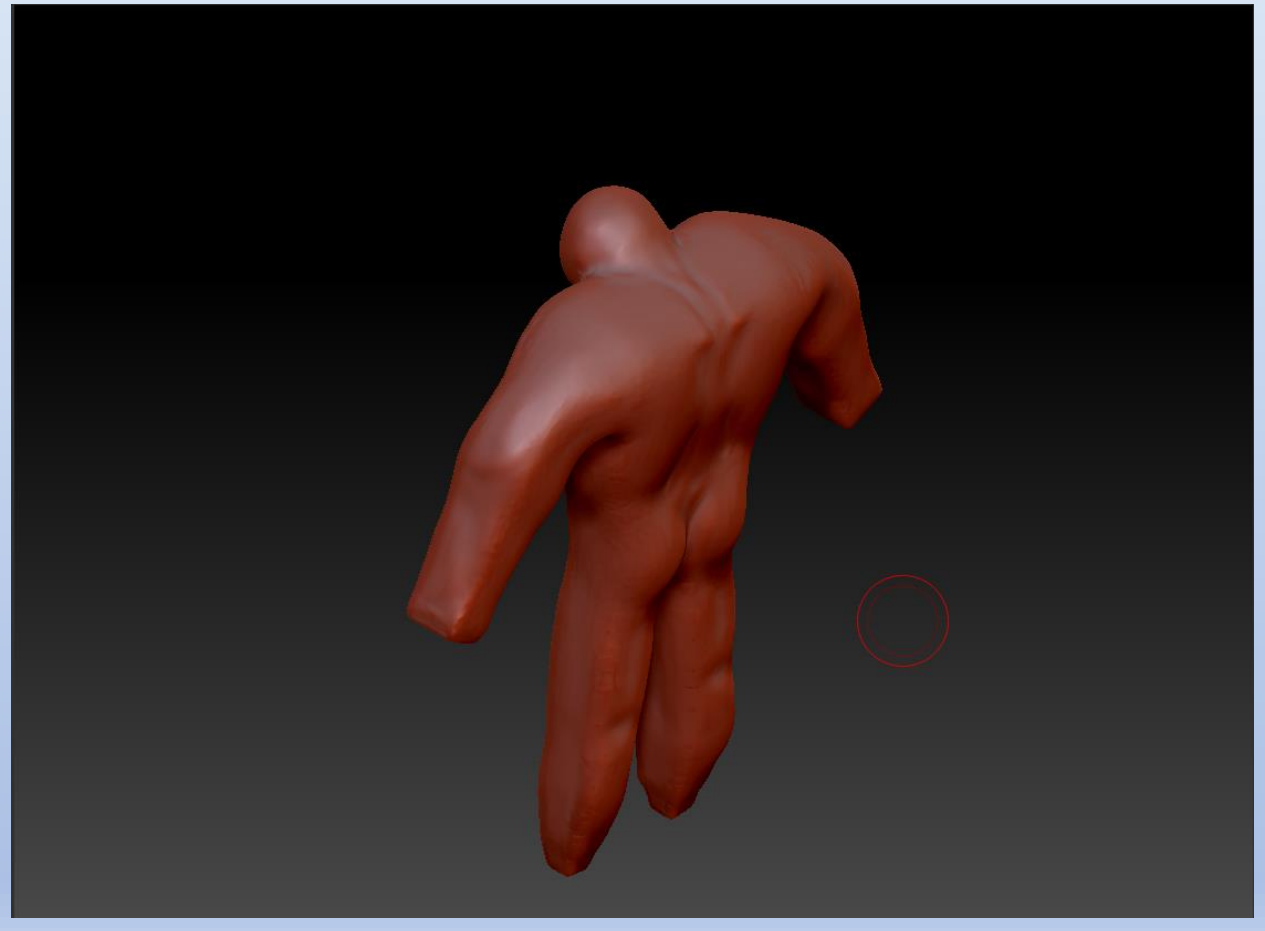

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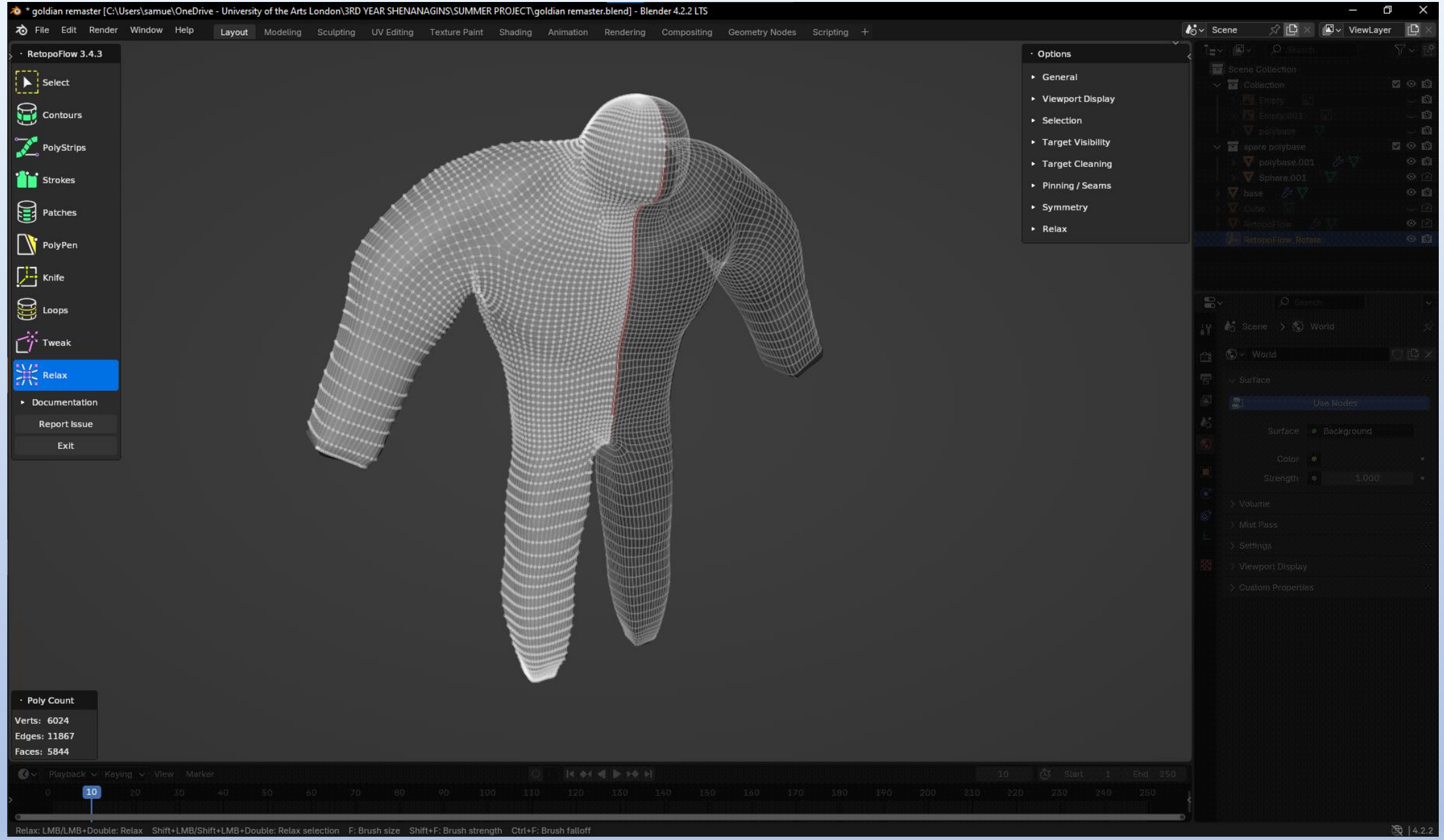
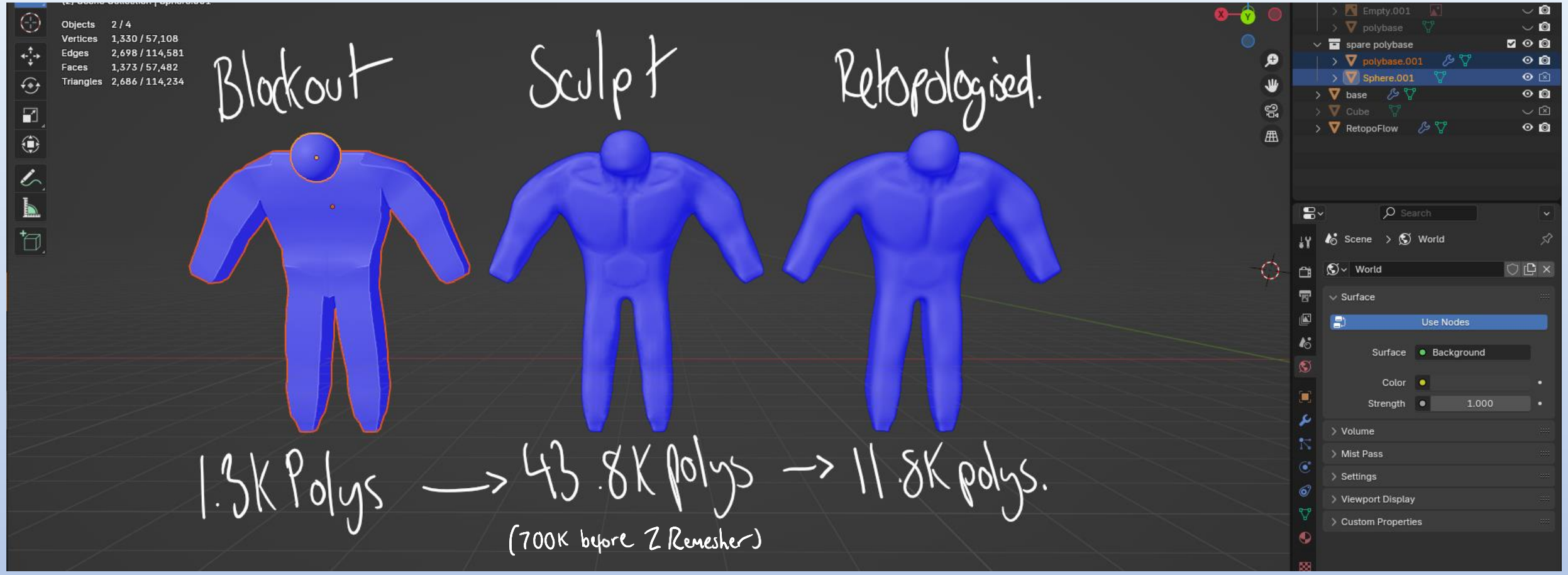


1.3 – Character Retopology



BA(Hons) Games Art – Year 3

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Final Major Project
- 3 By 3 Summer Research

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Total Pages: 3

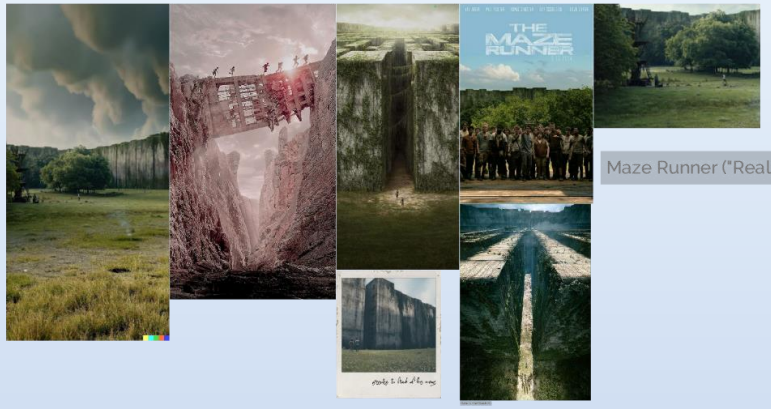
1.1 – Concept 1 – Realised 3D Environment: Cinematic

In my 2 Environmental Pieces I have made in the time I have been here at UAL, I've created 2 structures/ buildings surrounded by land, like canyons or sand dunes. I do really enjoy constructing this type of diorama, but want to expand on the scale of this, as I feel that my attention to detail in previous projects has been overlooked.

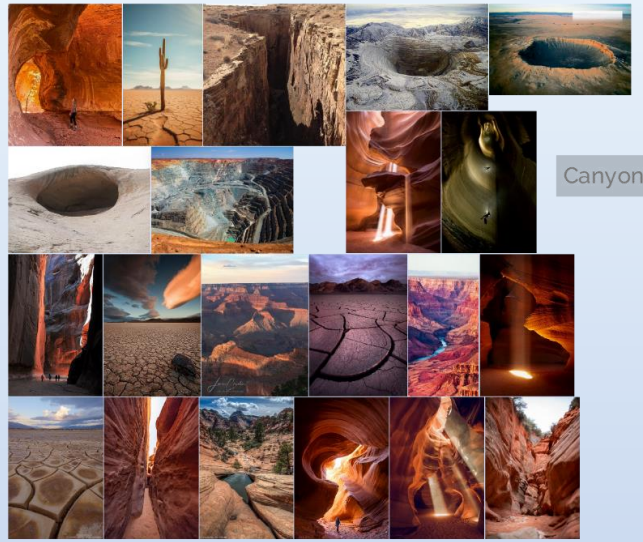
One of my concepts for FMP is to create my most realised and focused environment yet, taking in all the feedback I have received to create the best scene I can! I have an idea as to what I want to layout for it.

Idea 1 consists of a House in the middle of a cliffside, much like Ravine's Requiem, except it's a circular pit, with tons of cliffs and waterfalls above. Residing in the House is a Machine which is connected to the ground with roots and allows people to control Tectonic Plates in the surrounding area.

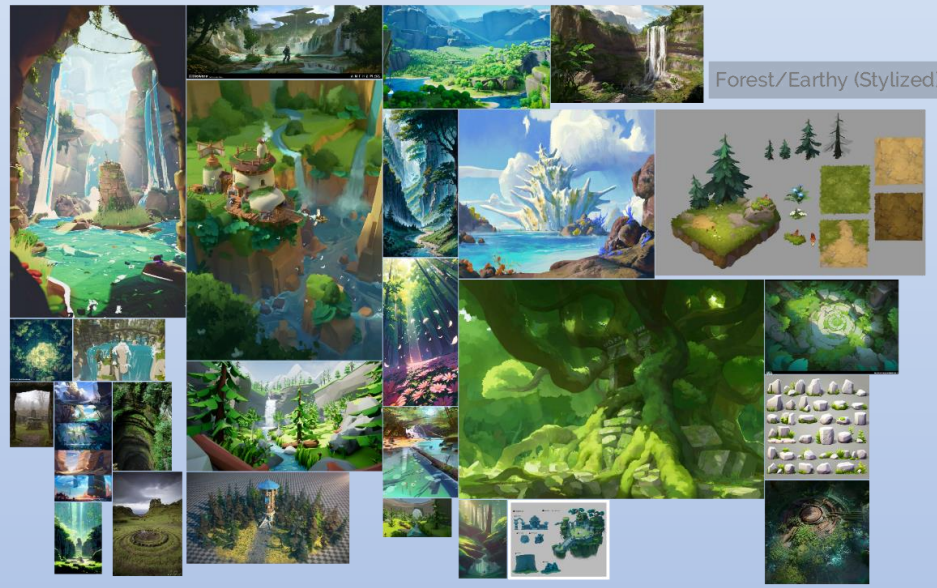
Cinematically, I aim to take the GGST approach and do it frame by frame for a more stylized outcome.



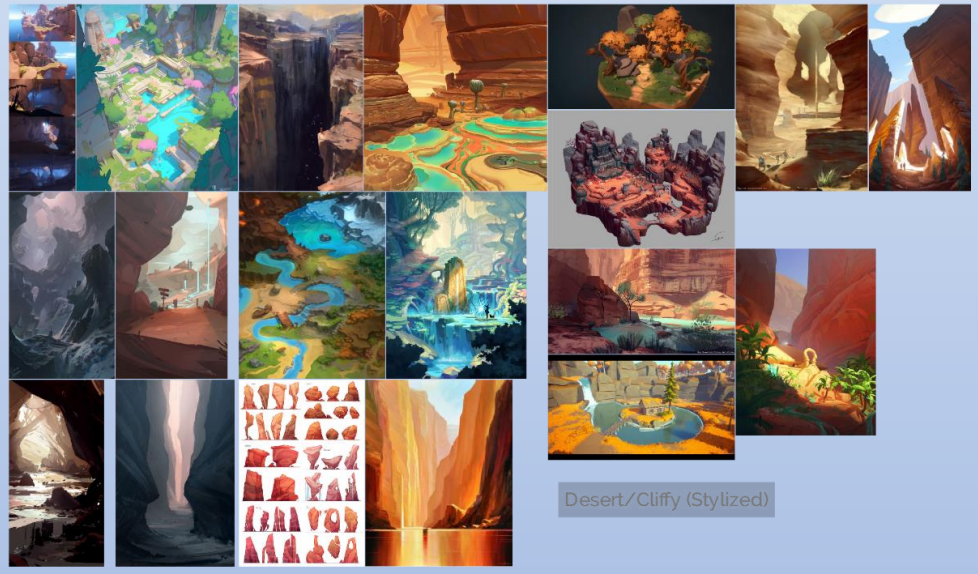
Maze Runner ("Realism")



Canyon Pits (Realism)



Forest/Earthy (Stylized)

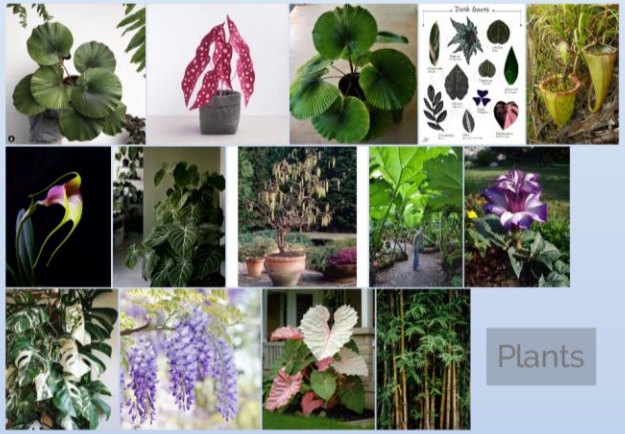


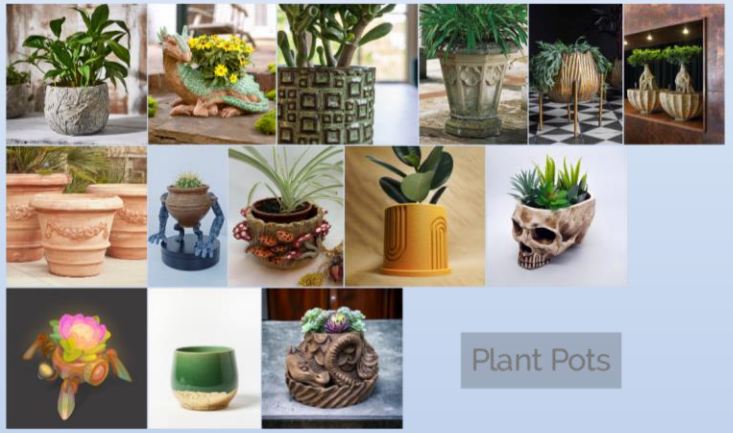
Desert/Cliffy (Stylized)

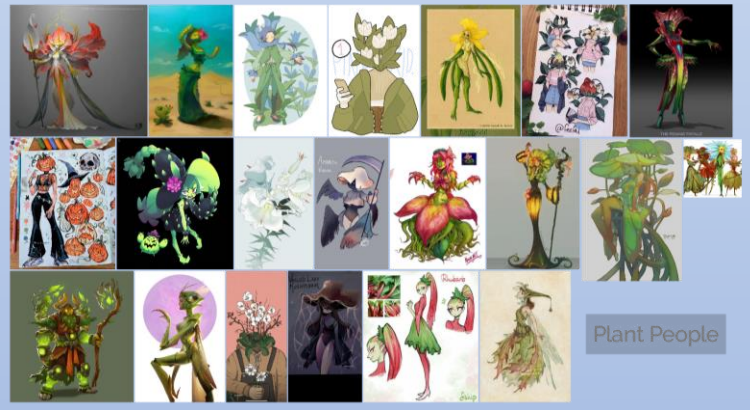
1.2 – Concept 2 – Realised 3D Character: Artbook

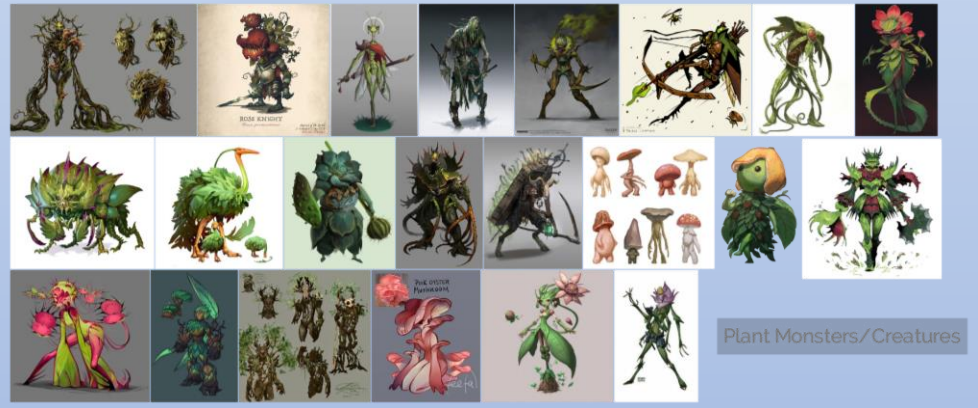
I have had an idea of creating a character for a while that consisted of either an anthropomorphic plant, and or a plant creature. I am fond of the idea as I think it allows me to explore the concept of my art style, and push what I enjoy drawing the most, meanwhile also challenging my 3D capabilities, due to the dynamic nature of plants.

I'm thinking of creating an artbook type of project, where I do a few different fully Realised 3D characters and present them in this old-fashioned, sort of lost tea-stained Guide/Wikipedia essentially. I feel a project like this allows me to explore both monsters and anthropomorphosis which excites me! I also spoke to Peter at the start of Year 2, as this is when this idea formed, and I have been waiting for a chance to work on it!







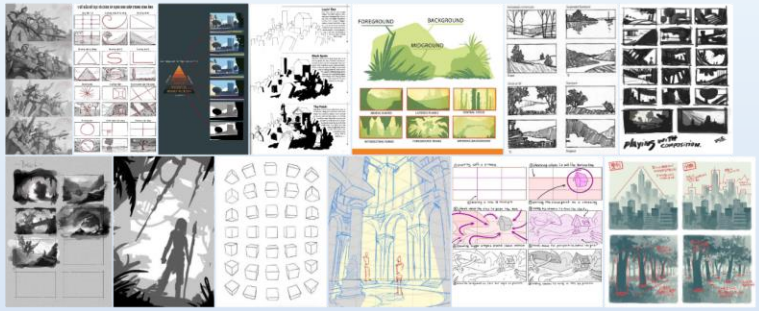


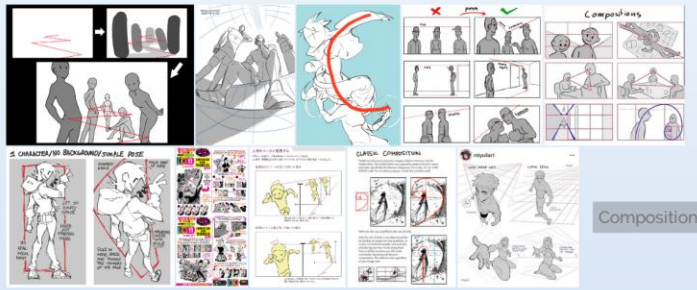
PETER PLANTS

anthurium veitchii
arbol de pan
cycads
syngonium wendlandii mature
anthurium regale
calatheas (white star)
marantas
stromanthe
anthurium pedatum
mus
fica
borsigiana variegata
batflower integrifolia
begonia escargot
licuala orbicularis/grandis
caladium
xanthastoma
aglaonema pink
euphorbious
aeoniums
proteas
leucadendron argentium

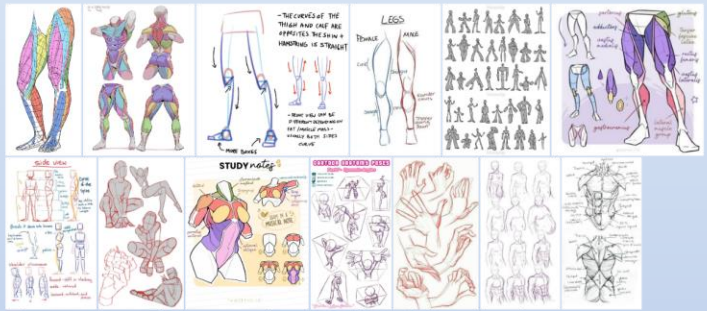
1.3 – Concept 3 – 2D Studies: Remastered Splash Art

Composition of Environment

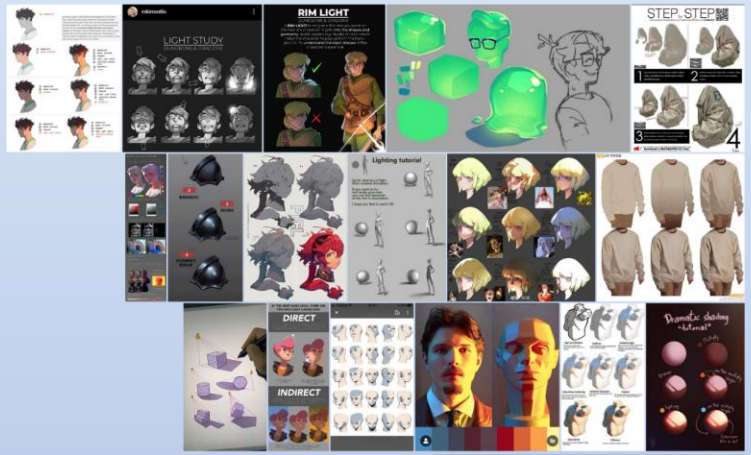




Composition of People

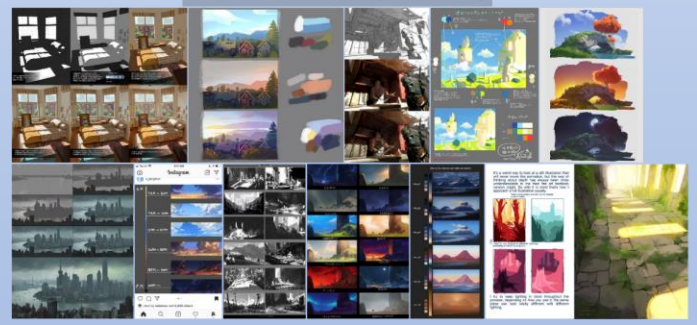


Anatomical 2D References



2D Rendering/Lighting for Characters

Environmental Lighting/Rendering



My final concept for FMP isn't necessarily as creatively driven as the other ideas I have produced; however, the content of what I want to do would be incredibly important to my progression as an artist.

Whilst my main medium is 3D, I do feel that I am held back at times by not feeling as confident or strong in my 2D abilities, therefore if I have my final major project be my progression in 2D art, I hope I would be able to come out the other side much stronger and confident in my abilities.

Product wise, I would take some old work that I would've done previously, and remaster it with my new abilities. I personally think I should do a rework iteration every month or so, as my schedule of work with this project would be to study a different core fundamental each week, and document the results, so that a linear progression can be seen overtime!

I believe having it be the core structure of my FMP would make it so much easier for me to focus and commit to these skills, as otherwise I find it hard to practice or make time, whereas this would be my only focus as my chosen FMP idea.