

Vertical Unreal - EatBallRampage - Arte

Arte creado por mi:

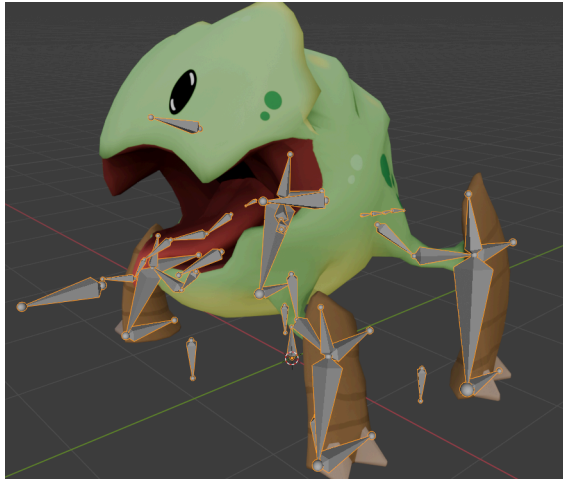
Modelo del Esferosaurio (Personaje principal):



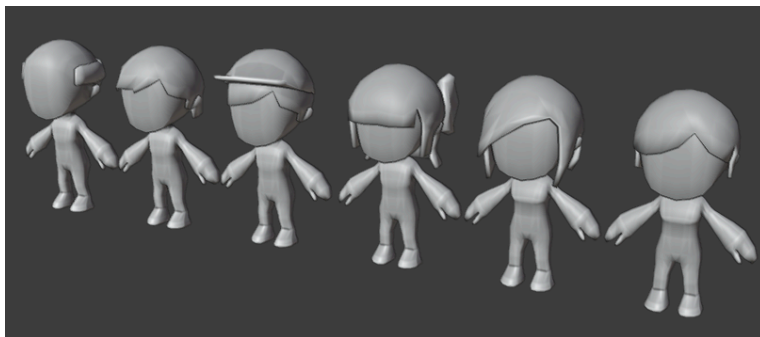
Texturizado del Esferosaurio (Personaje principal):



Animaciones del Esferosaurio



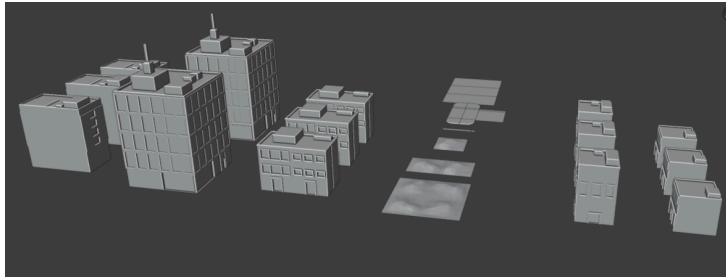
Modelos de ciudadanos



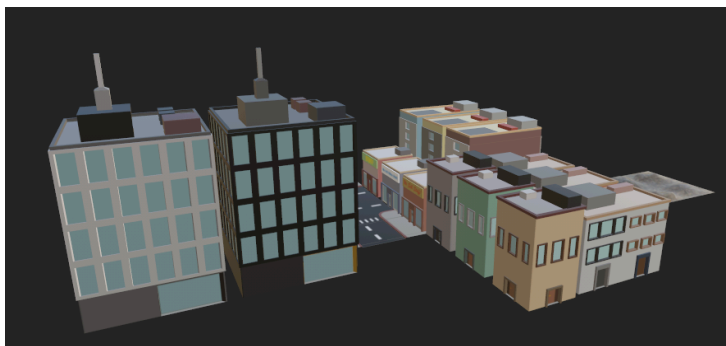
Texturizado de ciudadanos



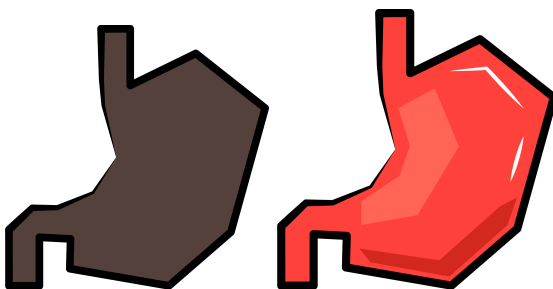
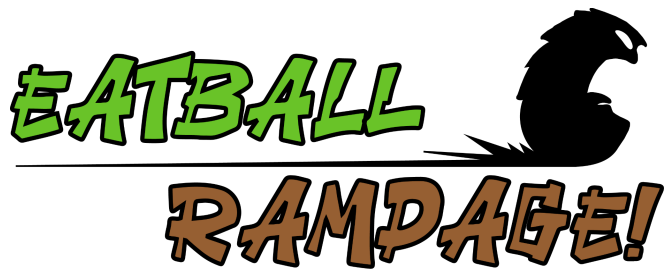
Modelado de edificios y elementos del mapa

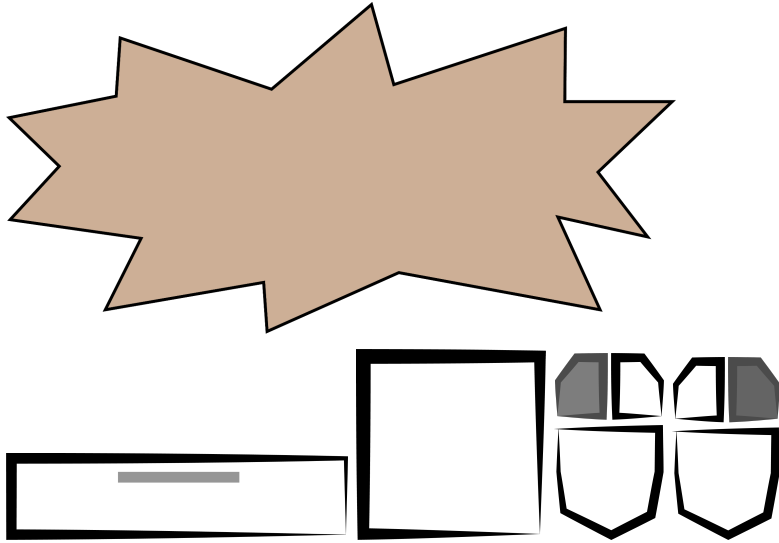


Texturizado de edificios y elementos del mapa

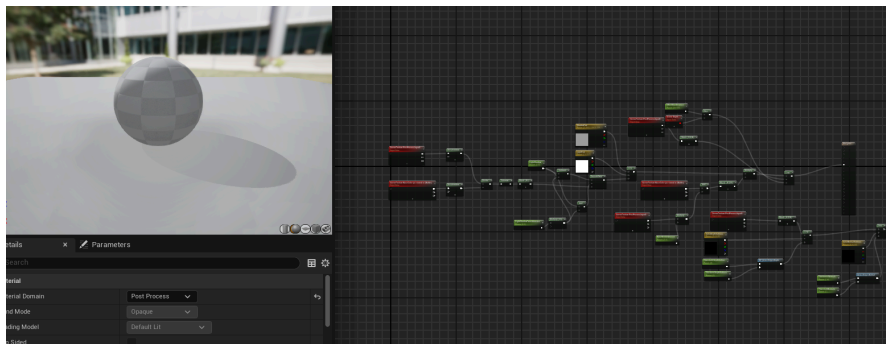


Elementos de UI

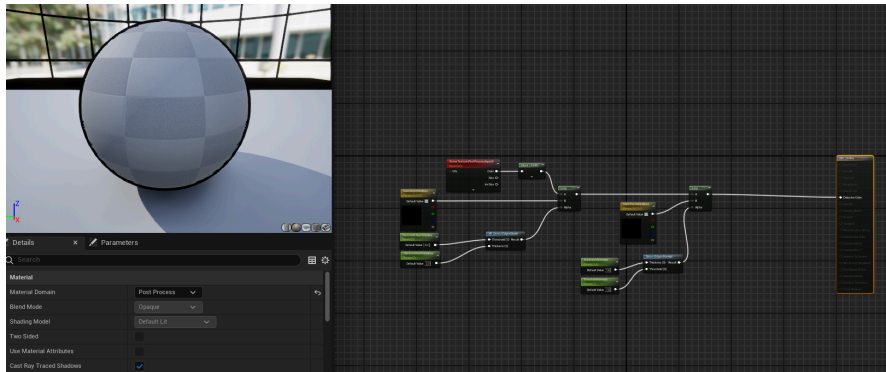




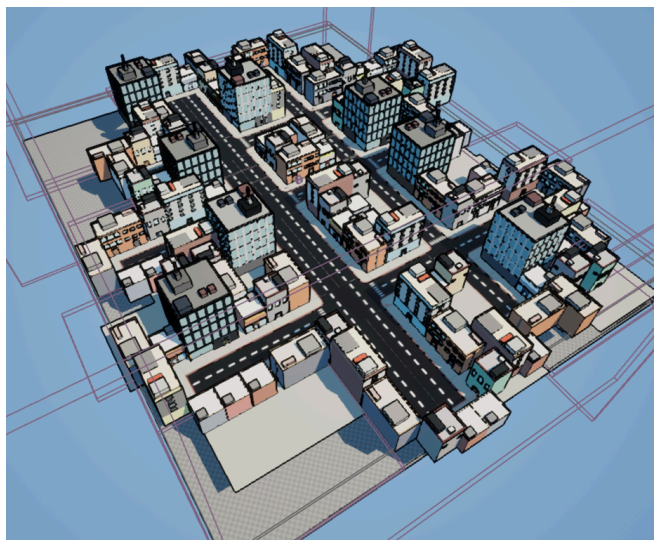
Toon Shader



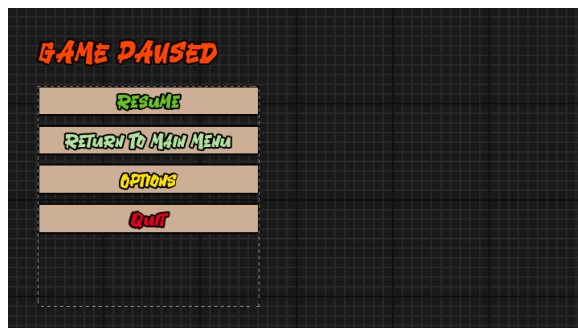
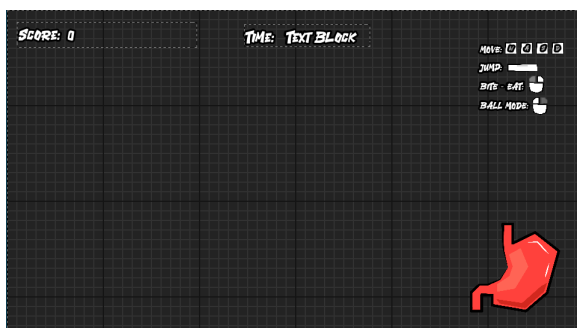
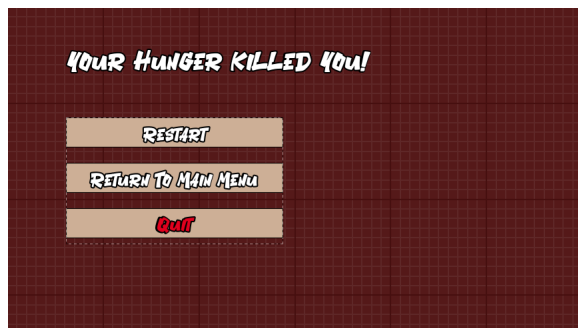
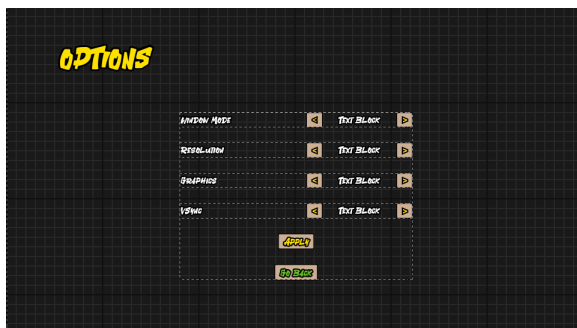
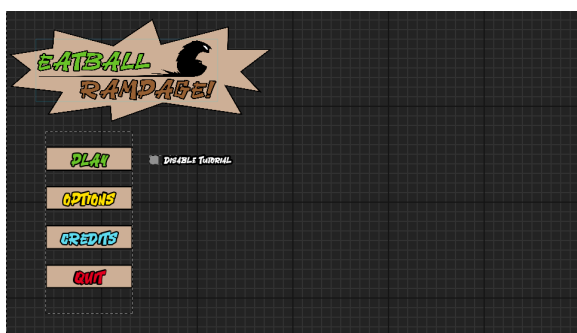
Outline Post Process



Diseño de nivel



Diseño de interfaces



Arte descargado:

Tipografía BigDex: <https://www.dafont.com/es/bigdex.font>

Música menú principal: <https://freesound.org/people/Xythe/sounds/516912/>

Música del juego: <https://www.youtube.com/watch?v=hEq7c9m8x7c>