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Contents:

Glyde	4
Tekton	12
Digital Art	20

3

GLYDE



GLYDE is an open world exploration game where you take control of a young "Roosvian" -- a species of bird people who occupy sky islands!

Glyde Concept Art:

Glyde
concept
art



Ushanka hat
chosen as
headwear
alongside
goggles





The game has a wide range of movement options, including wallsliding and jumping.



This is upgraded by collecting healing seeds, allowing you to fly and sprint for longer!

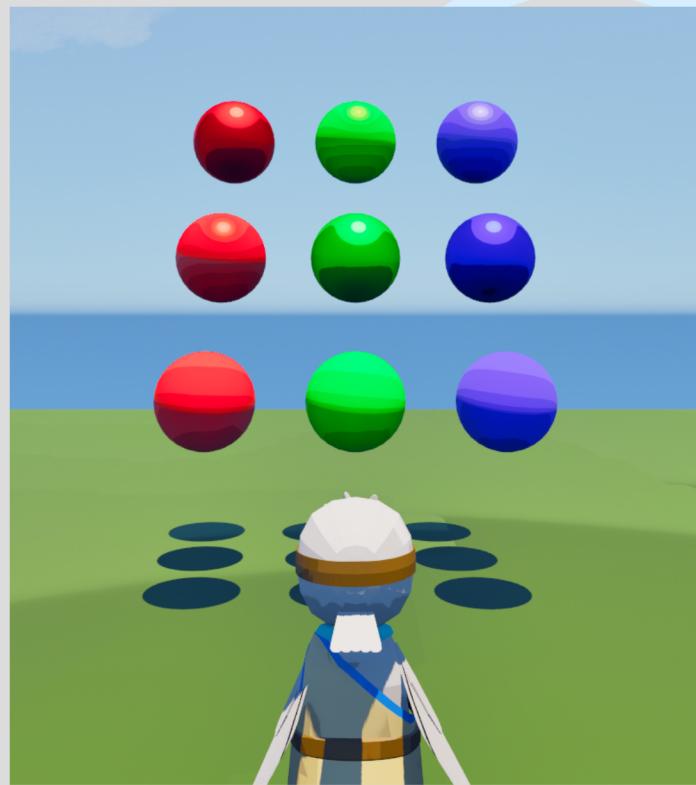
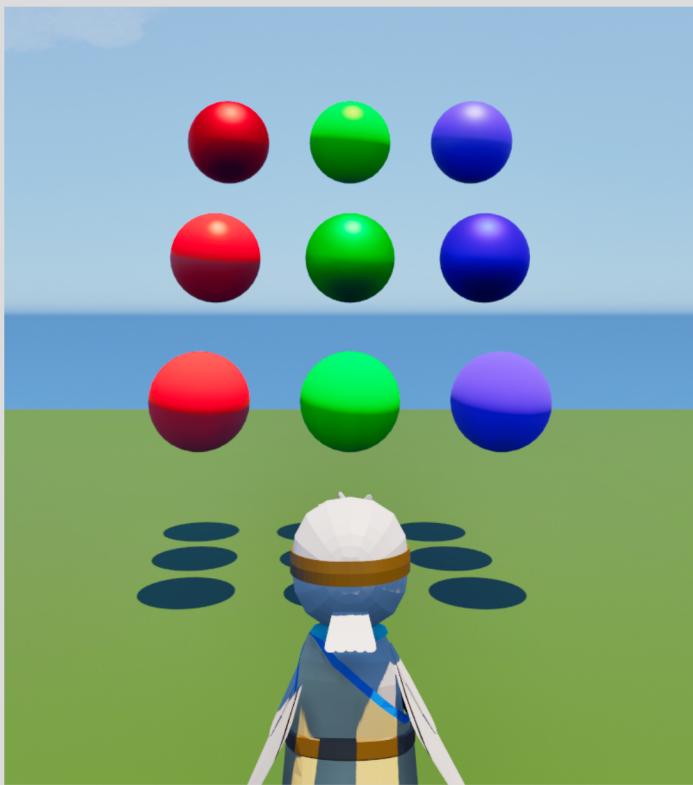
The game also features a stamina system, which is used for flying, double jumps and sprinting.





9

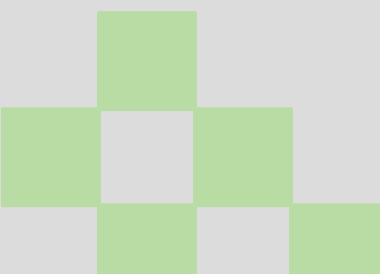
Glyde features realistic gliding, taking into account angle of attack and angle of banking to get the direction and velocity you should be flying in!



This is a post processing volume that features physically based lighting to create a cel shaded effect.



11





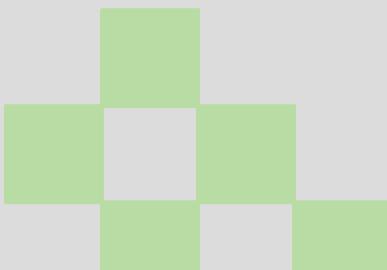
TEKTON

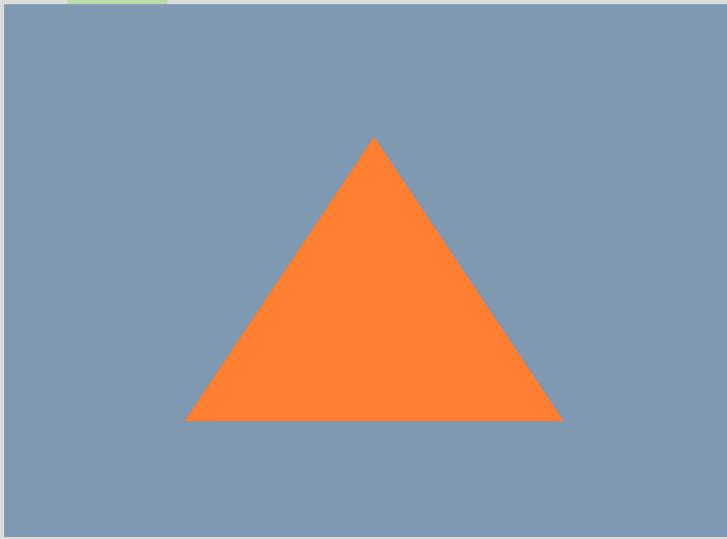
12





TEKTON is a 3D voxel game built around the premise of creativity and allowing the player to build incredible structures!

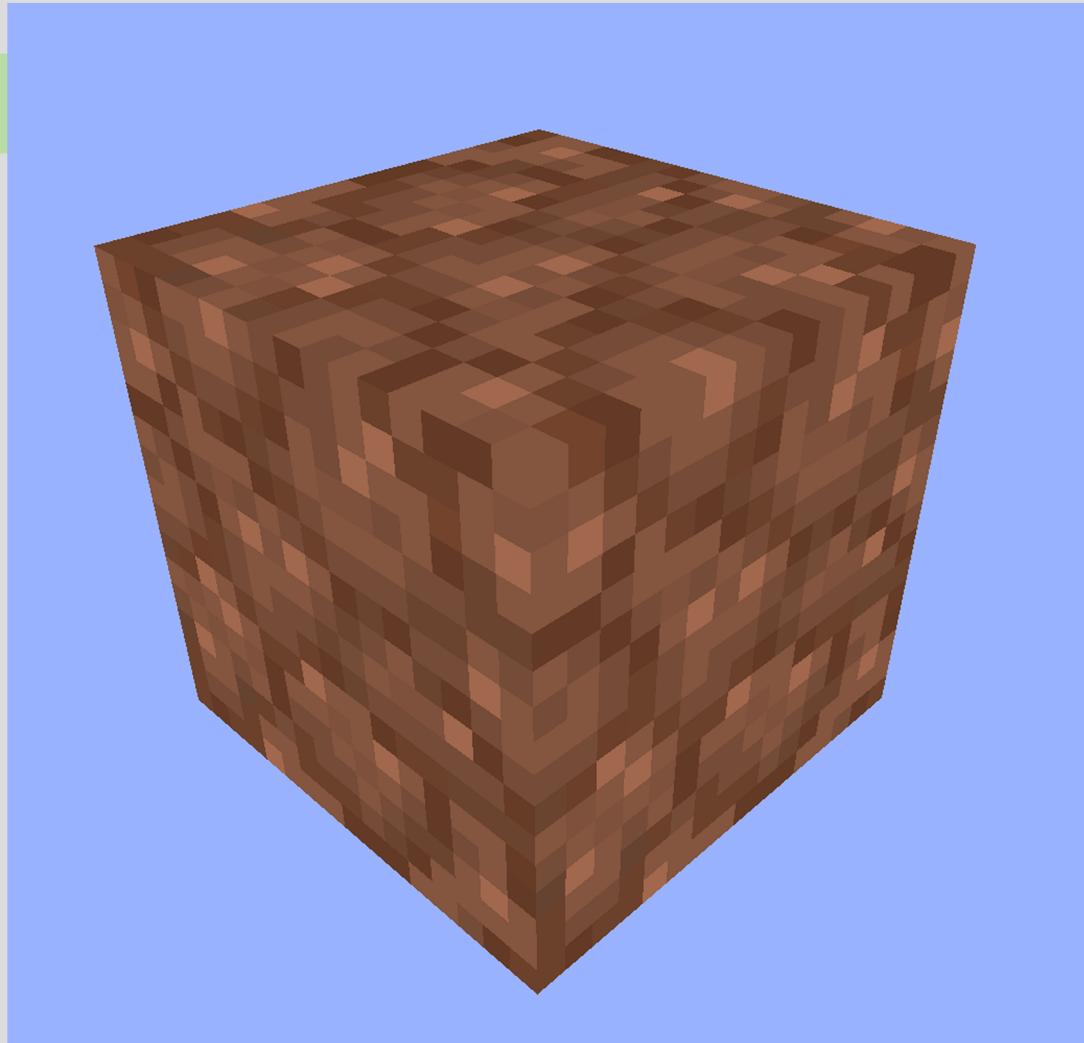




Both shapes on this page were created solely through a self-coded rendering engine.

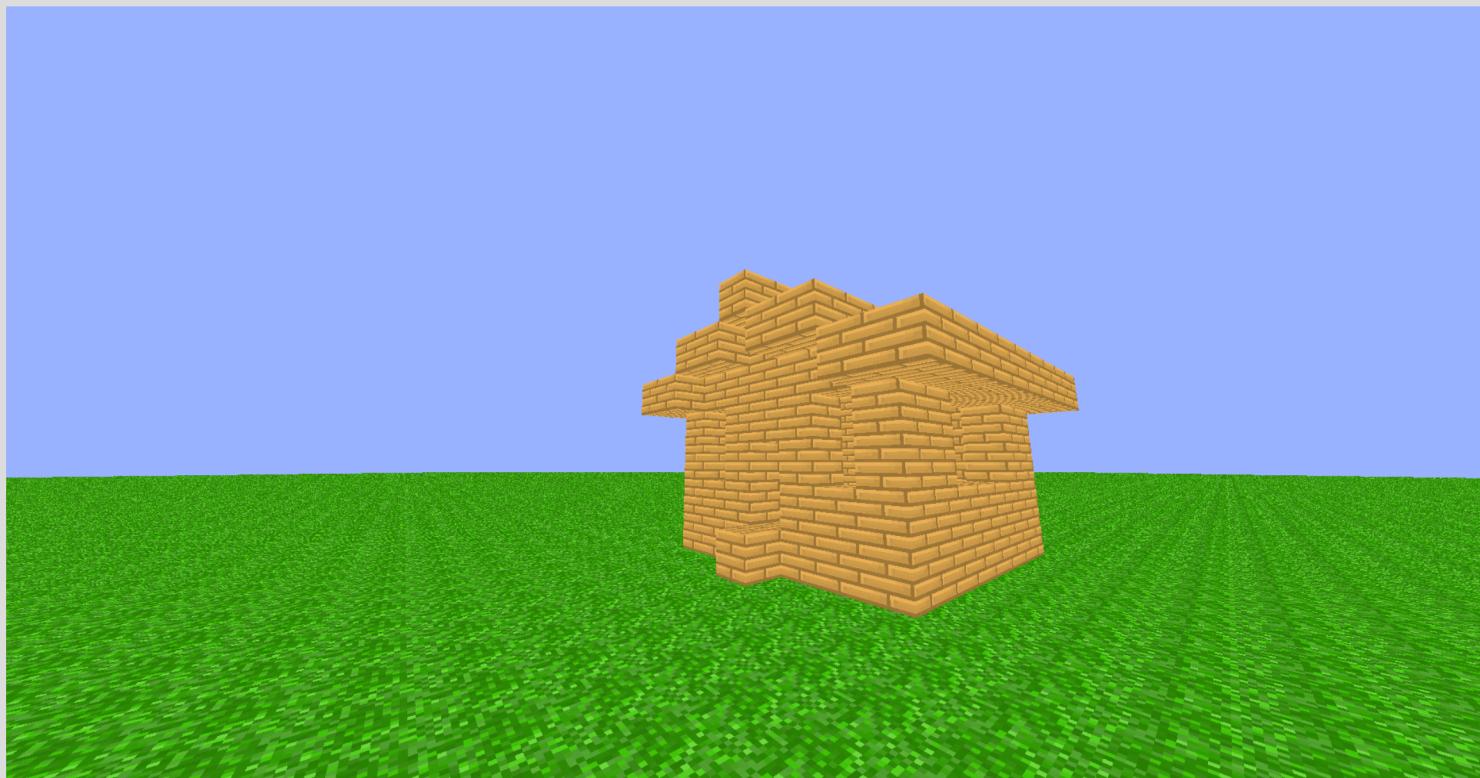
This project was created through the use of OpenTK, a library that allows for writing OpenGL code in C#.

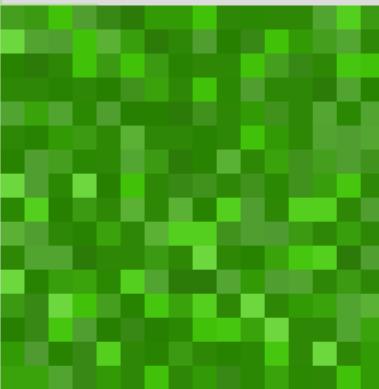




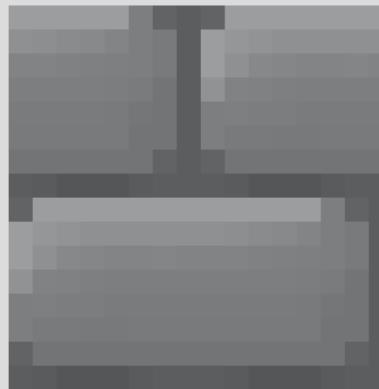
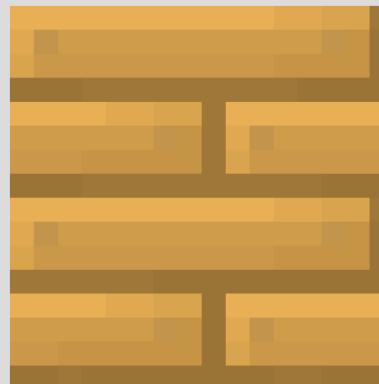
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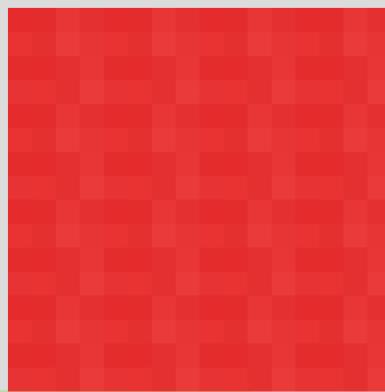
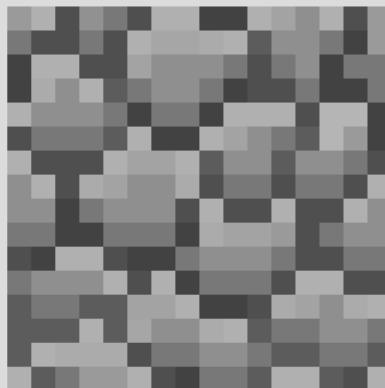
This basic house is just a small demo of what would be possible in later stages of the game, which would include advanced building tools and colour palettes for all texture types.





This project also served as a foray into pixel art. These textures would all be used in the final game.







DIGITAL

ART

On the 17th of November
2023 I set myself the
challenge to do a sketch or
piece of art every single
day. Here is a collection of
some of those pieces.

25th October 2024



31st
December
2024



25th April 2025



24

