

Devlog Week by Week Breakdown

week 3

initial Safe Corp troop concept sketched

week 4

Finalization of safe Corp player troop character concept

week 5

Initial Safe Corp player troop character 3D-Model created and rigged

week 6

Safe Corp VIP and Enemy concept

week 7

Worked on presentation

Review Week 8

Finalization of Enemy concepts

week 9

Initial Enemy 3D-Model created and Rigged

week 10

Half of the necessary buildings conceptualized, sketched, and initially modeled in blender

Self - Reflection

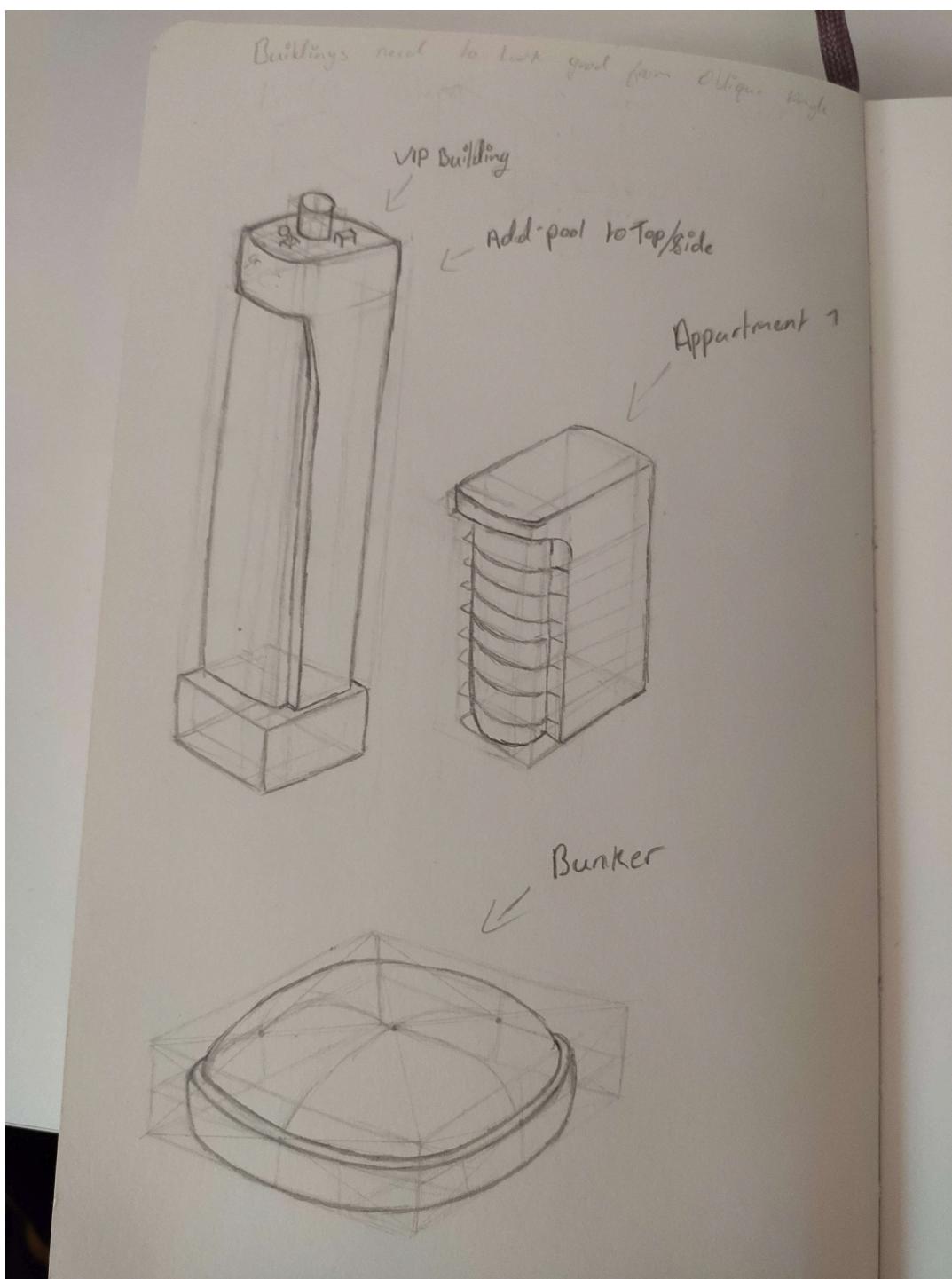
I think the most valuable skill I've honed throughout this project is the workflow from 2D to 3D. I have a lot of responsibilities as the leading artist and asset designer, so having a workflow that helped to reduce stress was a critical point for me. I didn't want to get too hung up on one thing and fall far behind, hampering the project and I think I achieved that goal I set for myself so far. By breaking the process up into parts, taking my time moving from one step to another, I feel I was able to work decently efficiently. I still have a lot to do, but I'm confident I'll get it done.

After workflow and personal management, the main challenge I faced was ideation. The main player character troop design came easily to me; however, the enemy design concept and other environmental aspects were and still are a little rougher. Communication with the team and the addition of Kira who provided art ideas and sketches, is a big help in overcoming this.

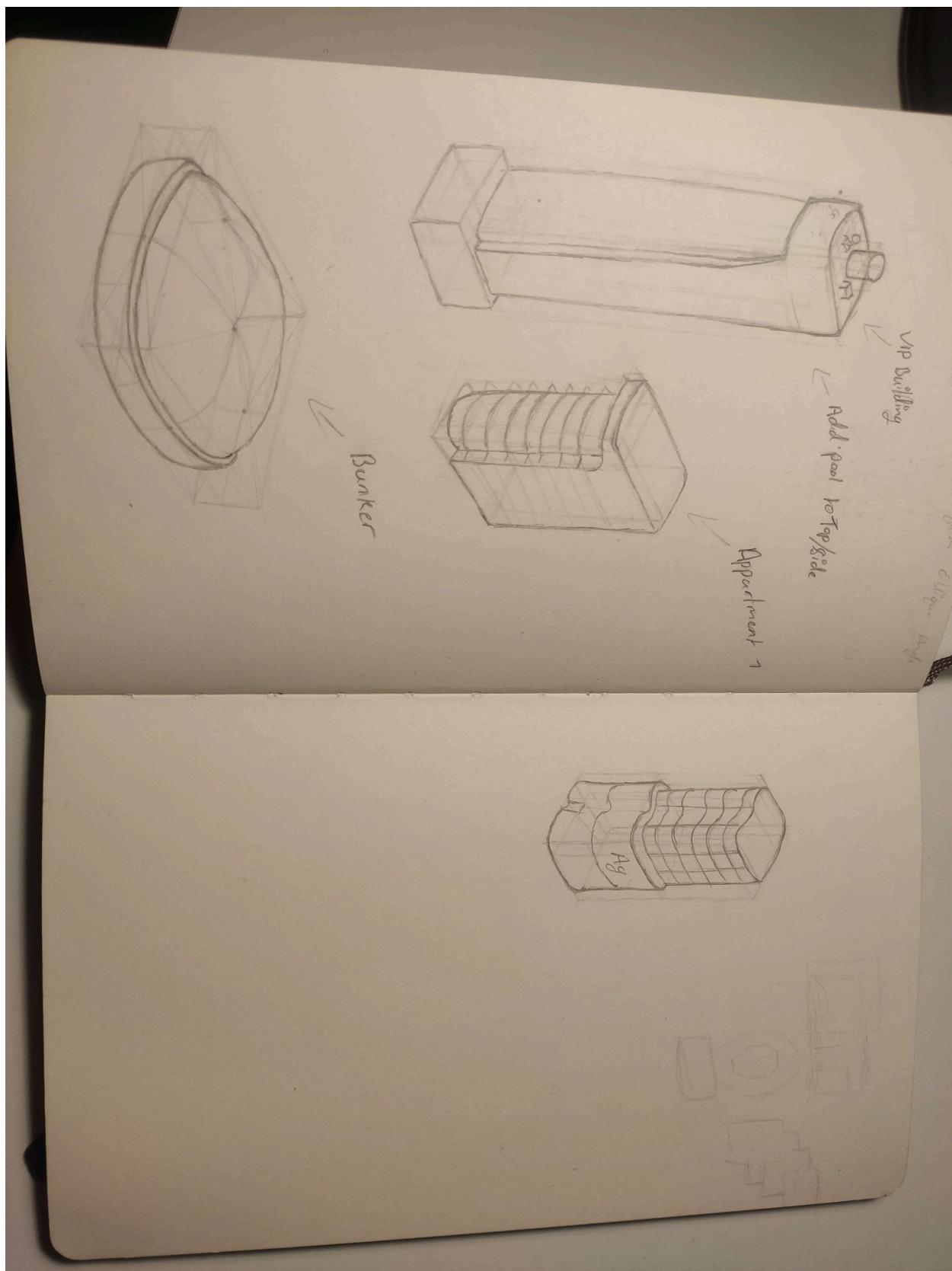
One thing I feel I can improve on is regular commits and logs to the Trello board.

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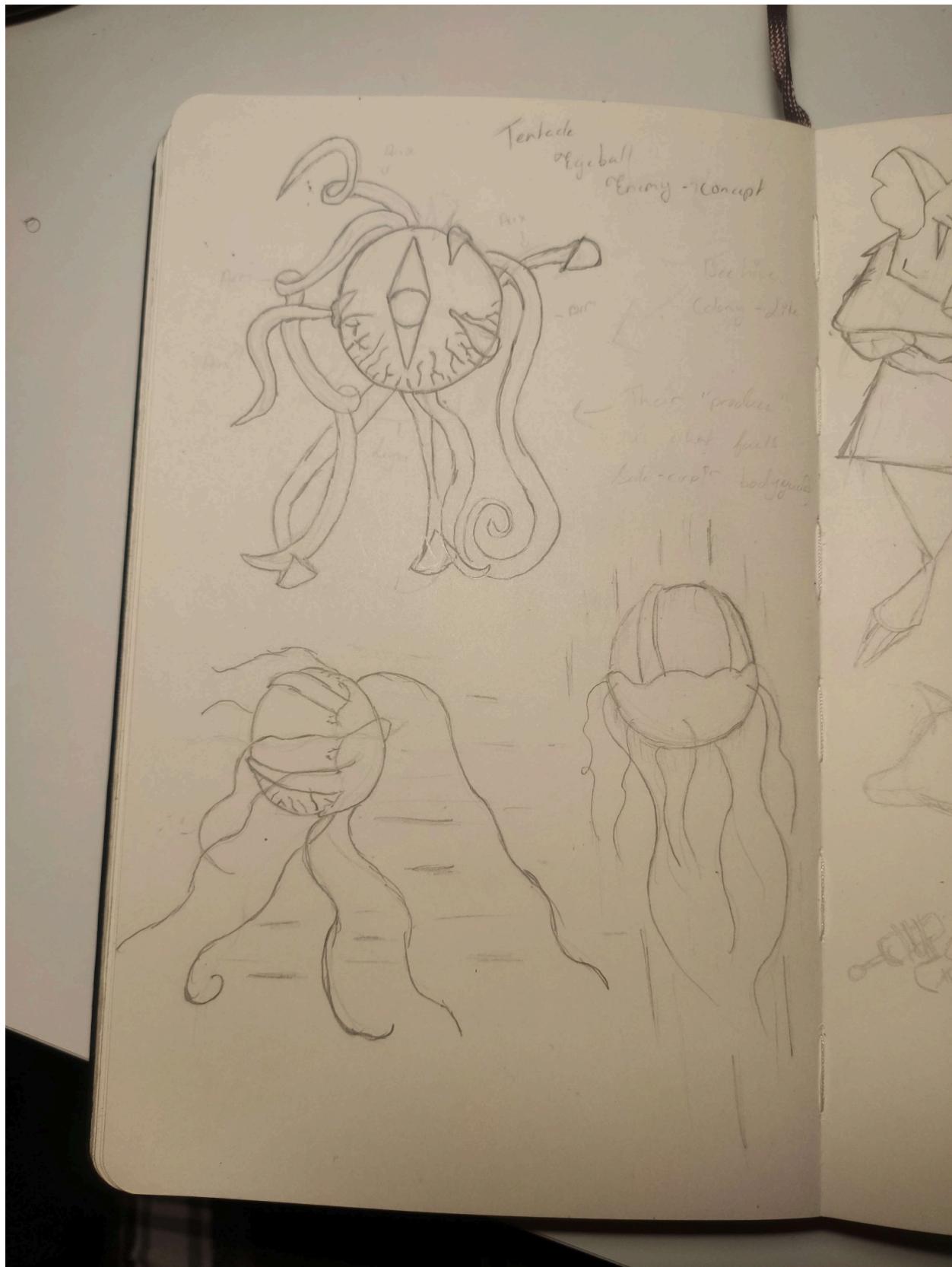
Sketches:



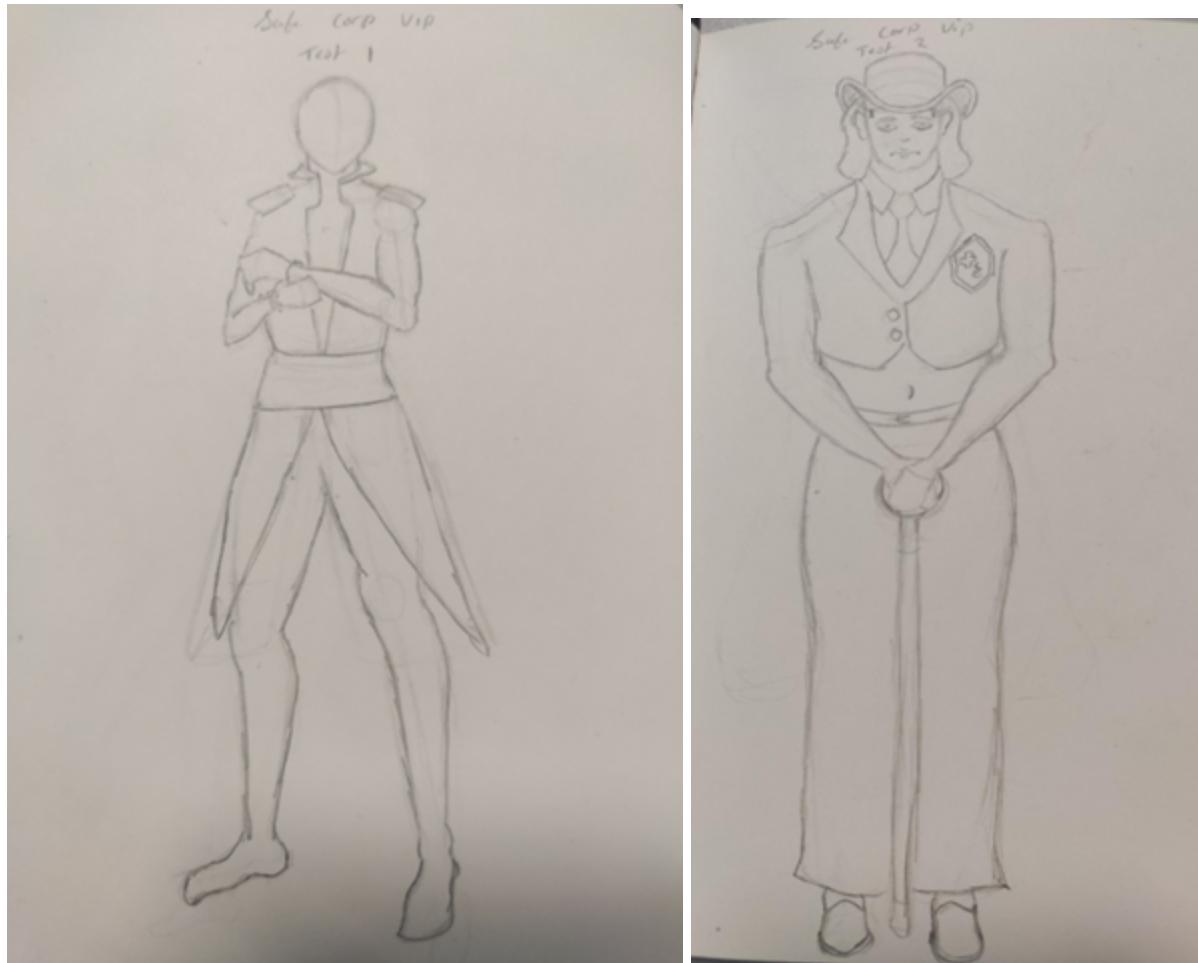
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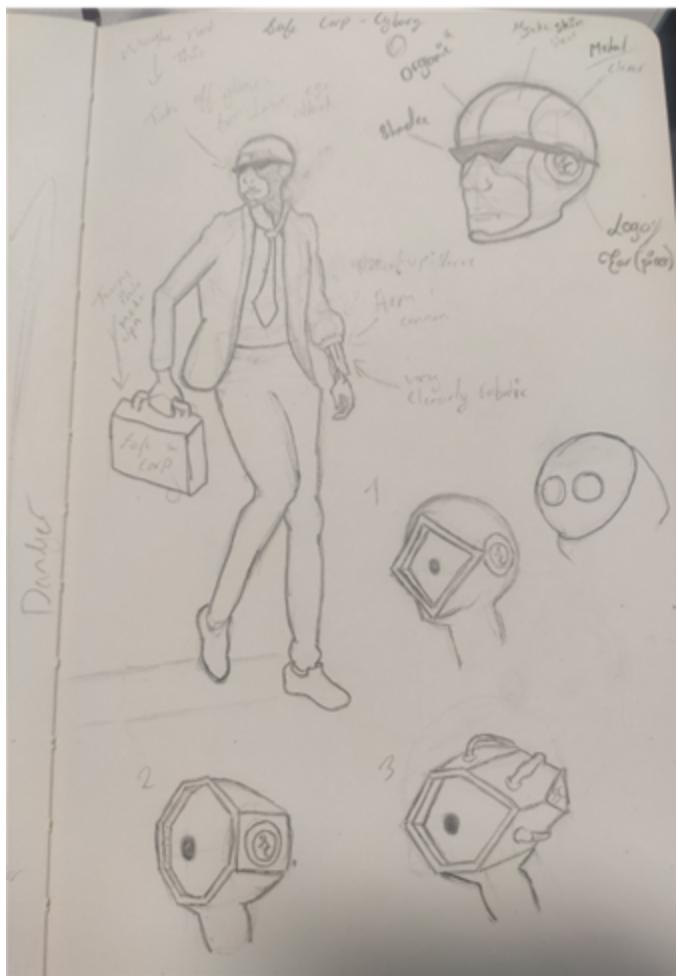
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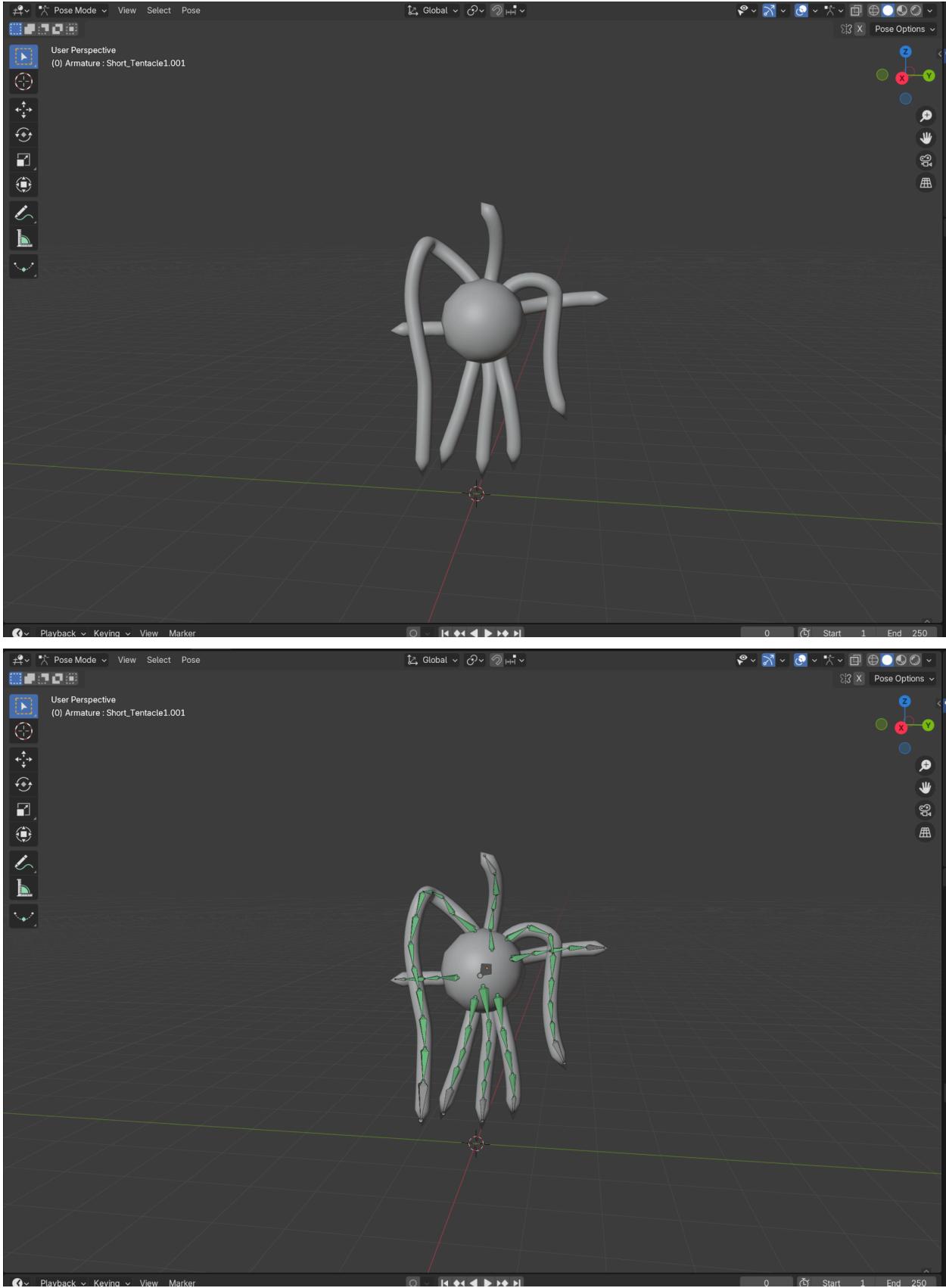


3D Renders:

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