

JACK HUANG

VMD105



I am taking this class because I would like to learn the digital design software to improve my design skills. My goal is to be a gaming designer.

In this project, I am mainly using blue color and use Apple Chancery and Rosewood Std.



PHOTOSHOP PROJECT



DESIGN IS MORE ABOUT CREATING
THAN JUST COPPING

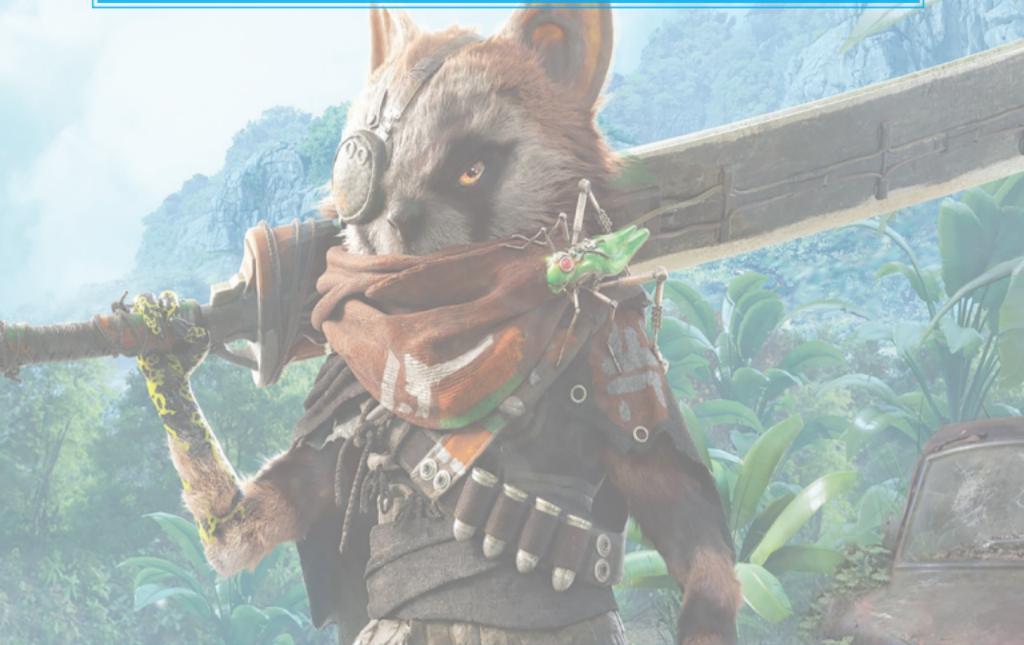
ADOBE PHOTOSHOP FINAL PROJECT

This project is made of three different colors which are yellow, red, and orange. I put several layers that have different elements together, and then tried different blending setting. Furthermore, I also need to take out some elements that I don't need to create the unified effect.

VECTOR PROJECT



VECTOR PROJECT



It is the first time that I create my own character. I drew it looking like a dog, and put equipment on him which makes him look like a gaming character. because this character is consist of different irregular shape, I needed to do a lot of intersection to create each part of the body. Finally, when putting all the shapes together, he looks great.

NO MATTER WHAT MONSTER ATTACK THIS VILLAGE
HE ALWAYS APPEARS TO SAVE PEOPLE



MOTION FINAL PROJECTS

Before starting doing this project, I need to plan out what I should have for each sence, and design what motions the character should have in different senses. For the main character that I made in my AI project, I separate his body to different layers because different part of his part would havev different motions. eventually, I am satisfied that the characters that I made become vivid characters in the screen.

