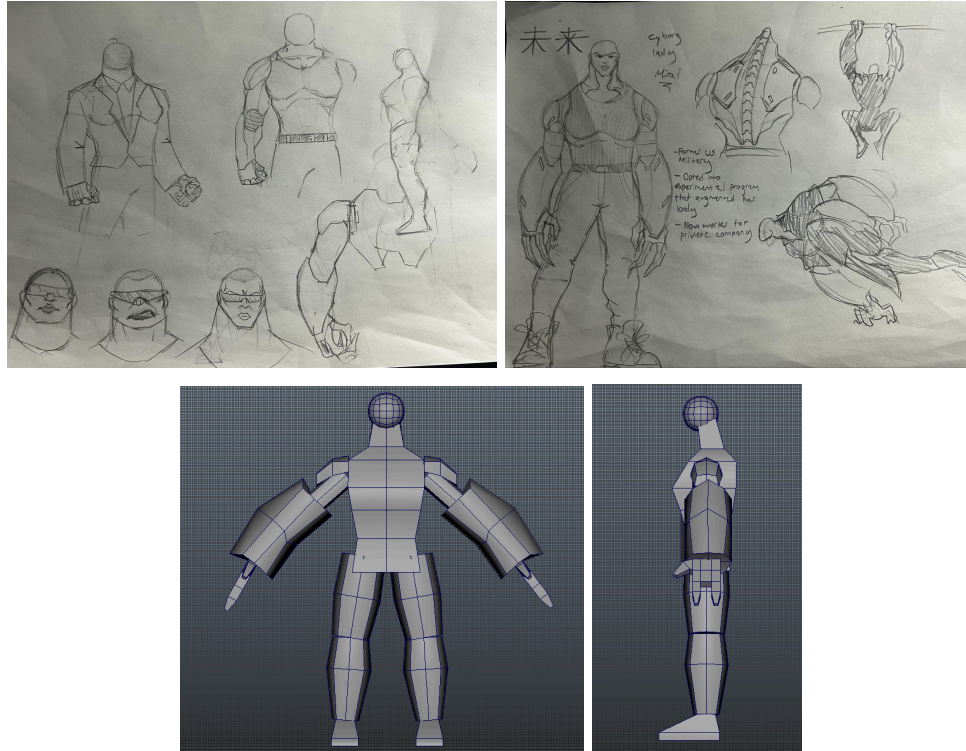


Screenshots of Character Sketches and Whitebox



In this final project, I decided I would take the creative route as it would challenge me to make a new character and also sounded pretty fun. When thinking of character ideas, I realized I hadn't made a female character up to this point, so I started to think of ideas for a female character. The one that stuck out to me was this idea for a huge, cyborg woman who is an assassin/operative for a private company in the future. I started to sketch out ideas and from the book *Drawn to Life* by Walt Stanchfield, I remember a part where it talked about simplifying where possible, so when I was sketching, I tried to keep that in mind and avoid over designing stuff. Once I had figured out my proportions, arm design, and headshape, I came up with one encompassing sketch and started white boxing it in Maya. The proportions aren't quite there and some bits are pretty jank, but that's the whole point of the whitebox. Just getting general ideas down. With the next part of this project, I think I'll probably throw what I've got into Zbrush and start sculpting off of that, reimport it back into Maya for retopo, and then UV it for Substance.

Link To Final Project in GitHub:

https://github.com/Lukeinator65/LukeGalgoci_UVU-AGD-Portfolio/tree/main/UnityProject/Assets/MayaProject/scenes/Character/FinalProject

Link to YouTube Video:

<https://youtu.be/sSoY4dgAkwa>