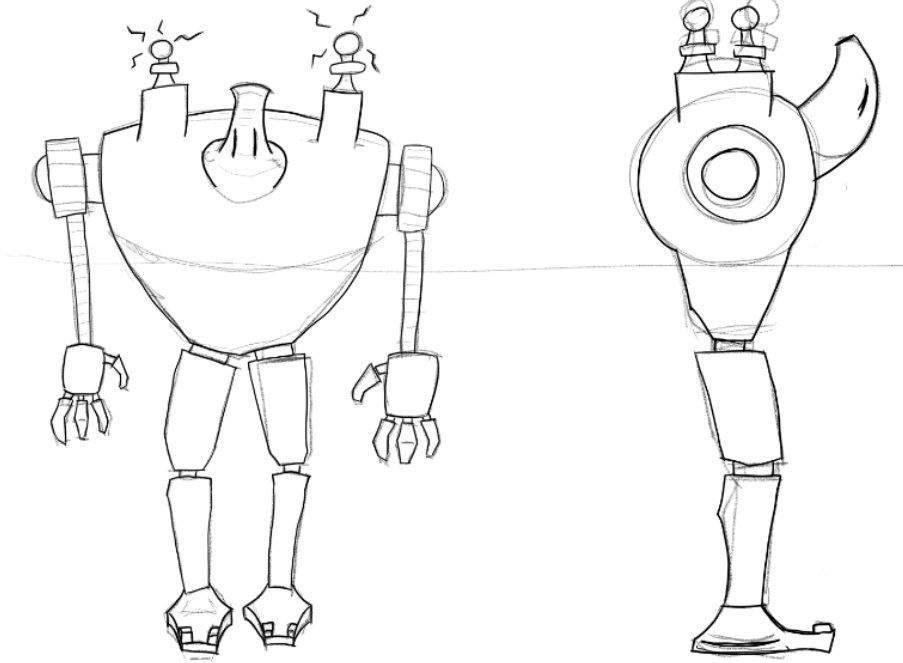


Beta-493

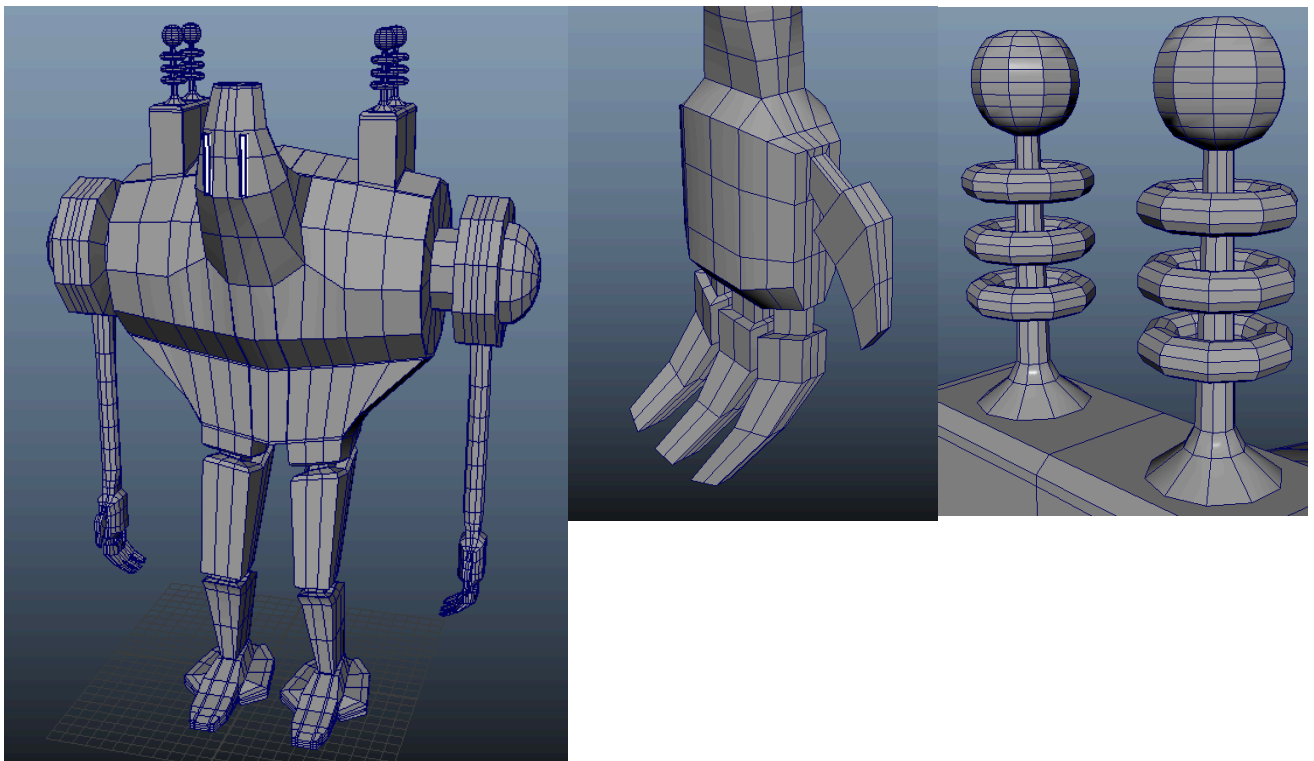
Mason Straga
Character Dev
Fall 2025



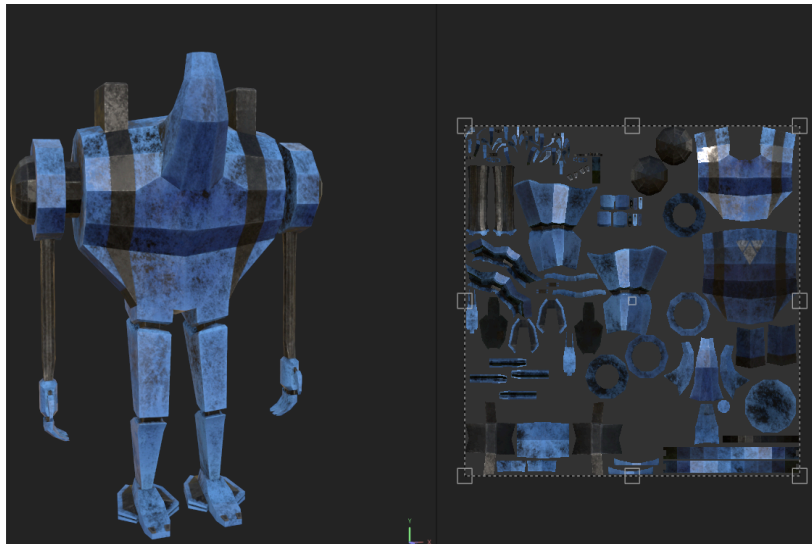
Early Designs



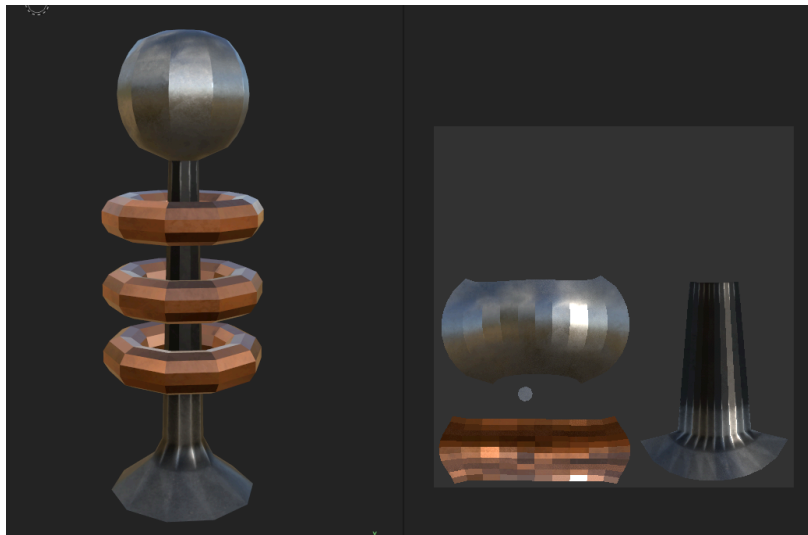
Topology and Edge Flow



UV's and Materials

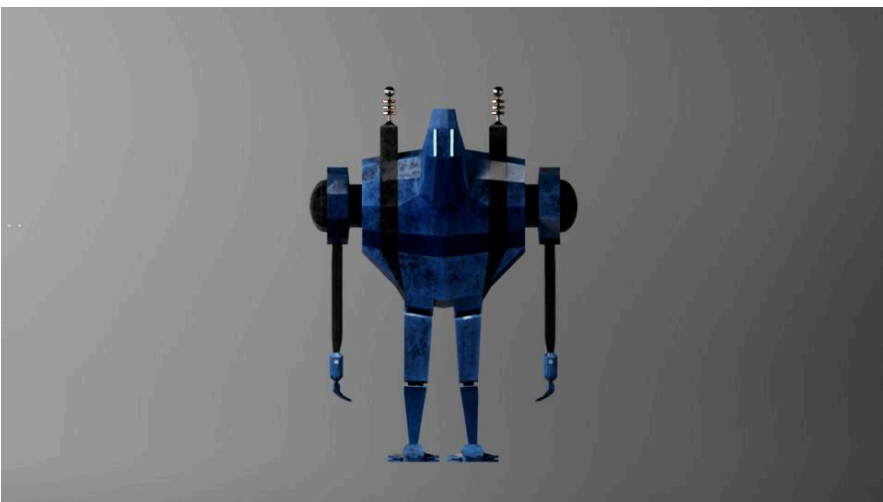


Plastic Armor Glossy - Blue
Steel Painted Clearcoat - Black
Grunge Cobweb - Dirt and
Scratches



Silver Armor
Steel Dark Aged
Copper Worn

Final Renders



Going forward:

With this character I learned how to better use tools made for connecting meshes, mainly the target weld tool. Before I had just been bridging edges to each other. I'm a fan of machines and in the future I want to pull more from references. With so many moving parts, one can't simply imagine all the intricacies and details. By pulling from many references I'll make more detailed and visually interesting models.