

Reflection

Metamorphosis The Game

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We were split into two „Teams“ Artists : Me and Eliška. And Programmers : Elisabeth and Leo.

As an artist, our job was to create the assets that would suit the artstyle that we were all going for. At the beginning, it was pretty hectic, due to the influence of outside sources. We had to manage our time well between the other projects and try to make the best of the time we had. I spent many restless nights creating assets and getting a lot of back and forth with the team.

The order of creation was as follows:

- Eliška drew the base concept for the asset, such as an apple.
- I then went with the design She created and put that into a 3D software – Blender
- I modelled the asset and made it 3D, applying the texture that Eliška created.
- If the texture looked weird, I simply asked Eliška to change a few things and repeated the process above.
- Once that was finished, I then added the outlines and rendered it.

There was a lot of experimentation in this project, at least from my part. As I have never created any assets or scene with the style we were going for, so I had to do a lot of experimenting and a lot of back and forth when setting on the style and mood we wanted to get. But I believe if I speak for the entire art department, we did a pretty good job capturing the mood.

I very enjoyed the teamwork and the fact that I knew I had other people to rely on with other aspects of the game, not needing to check everything if it worked, as I only had the task of art at hand. Hopefully we will do more teamwork based projects eventually again.