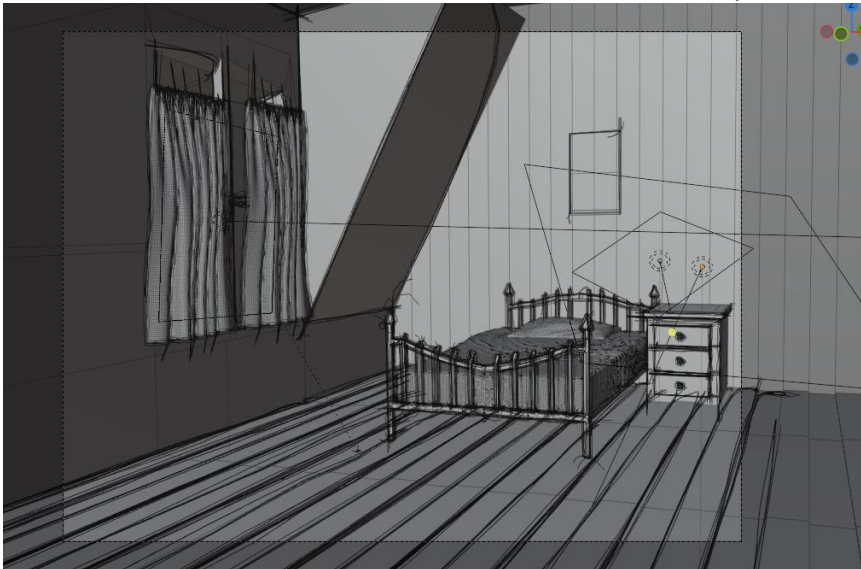Metamorphosis – Art Creation,

David Hájek

I was one of the artist that helped with creation of the game feel and presentation within the game. I have created the assets as follows:

-Main menu background
-Animated Gregor (Cockroach)
-Animated Apples (Both of them)
-Background for the gameplay
-Endscreen background

Process of creating the main menu:

At first, we wanted to use the current main menu as a mere splash screen, but we stepped out of that idea, thus I began working on the current main menu.

I used the 3D software Blender and did some manual touch ups later on in Photoshop.

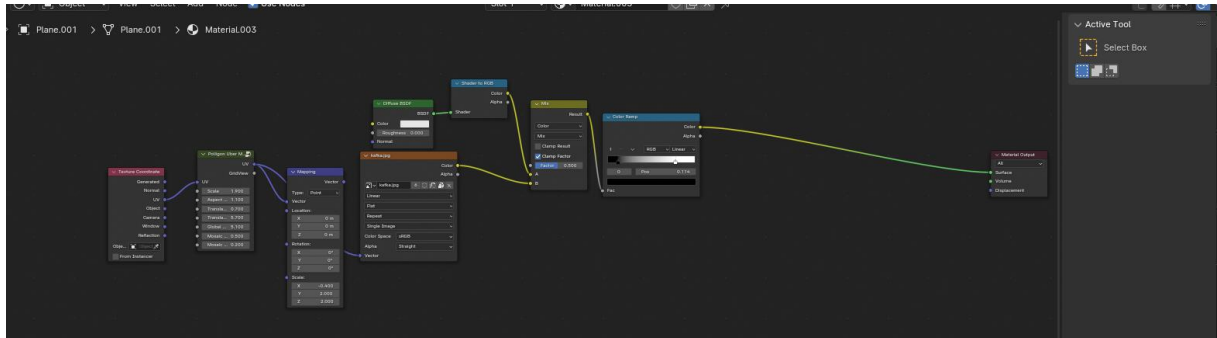(Figure 1 – Blockout of the main menu with no textures)

As the first step of any creation in 3D is to create a blockout of the scene, which took very little time.
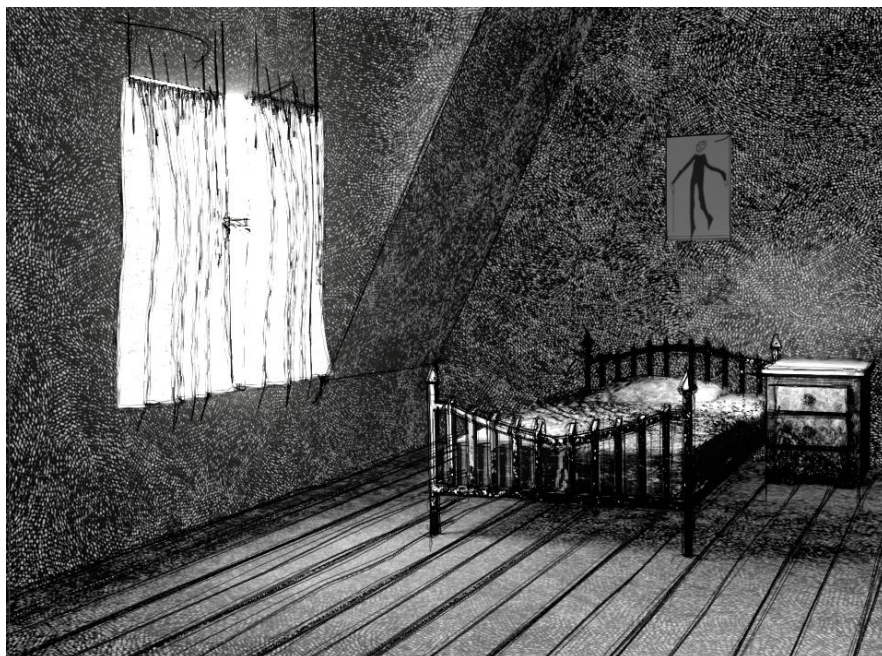My main inspiration was the metamorphosis image

(Figure 2. Inspiration)

Once I had the blockout finished, I had to create a shader that would mimic the crosshatchy and inky style, which took some time.

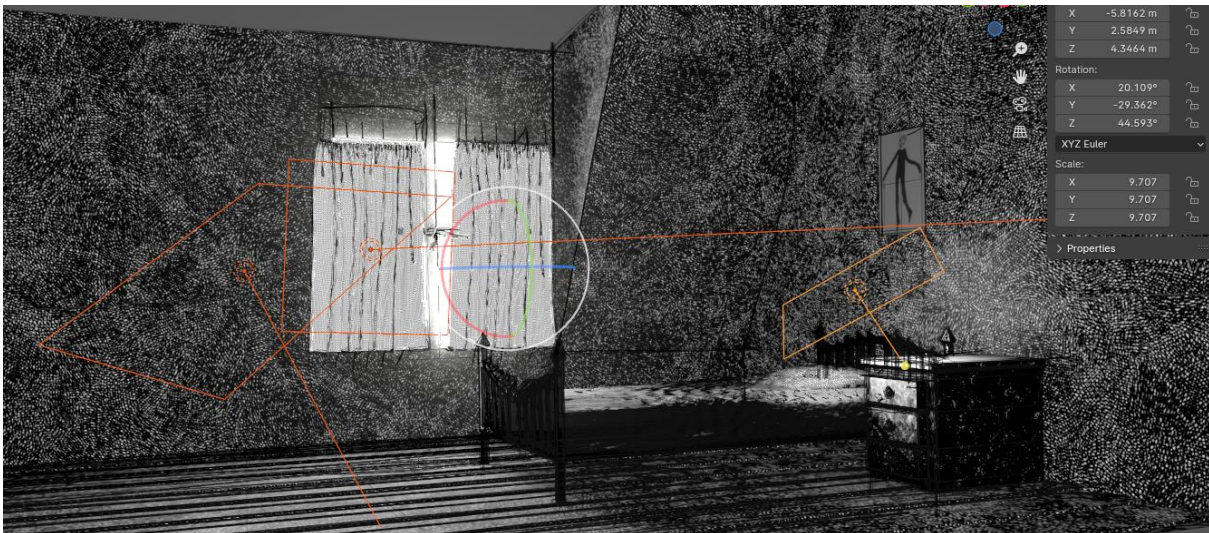(Figure 3. Crosshatch style shader in blender)

I then applied the texture and toyed around with the settings to match the feeling we were going for.

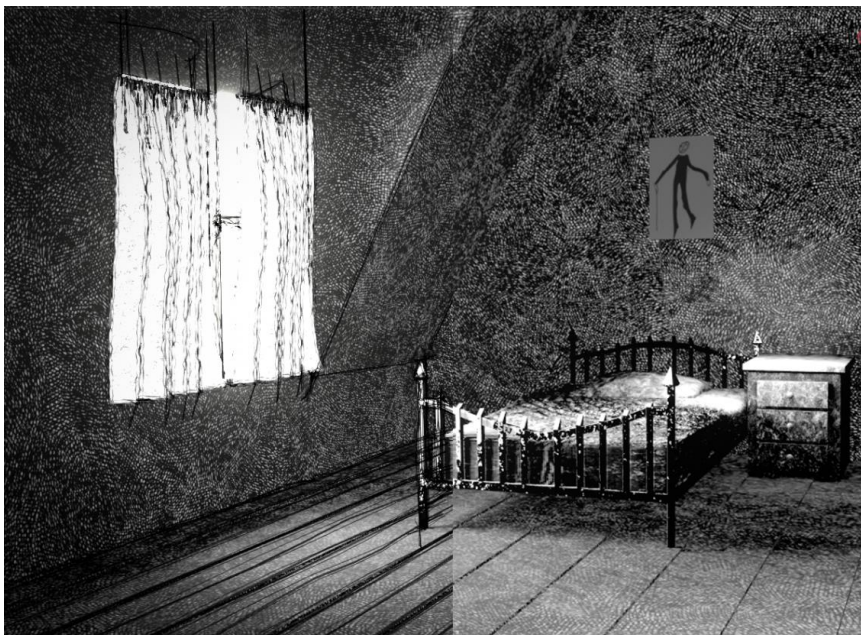(Figure 4. The same scene with the texture applied)

Once that was finished, I had to light up the scene with area and spotlights.

(Figure 5. Highlited area lights in the scene)

Once the lighting was finished, I applied an outline to all of the objects, to emulate the sketchy feeling that we wanted to get.

(Figure 6. Side by side comparison with and without the lineart)
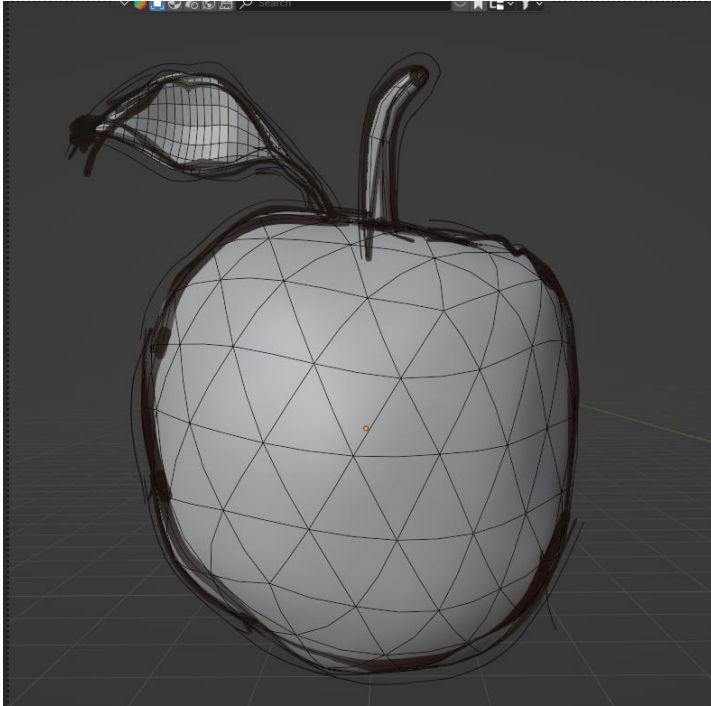
With everything finished, all that was left was to render it out.
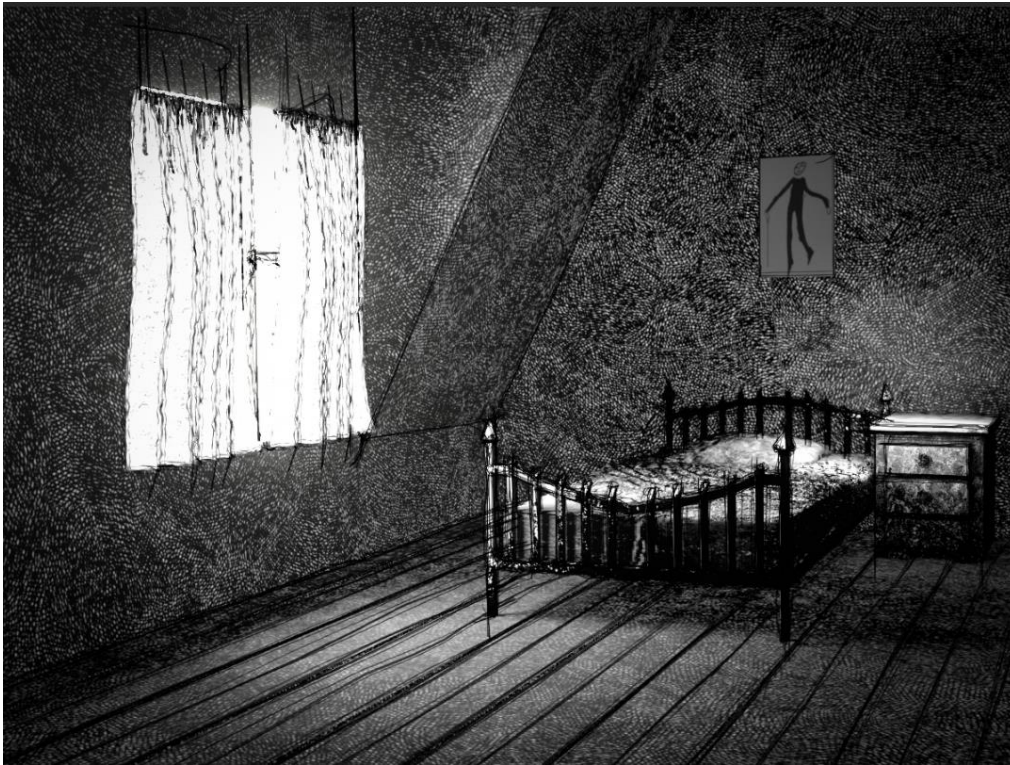
(Figure 7. Finished product)

Process of creating the Apples:

(Figure 8. Model of the apple)

Same process was applied when creating the apple. I first had to model the apple and texture it.

The texture for the apple was provided by Eliška, which I projected on the apple.

(Figure 9. Shaded apple)

All that was left now, was to create the outlines the same way I did for the background.
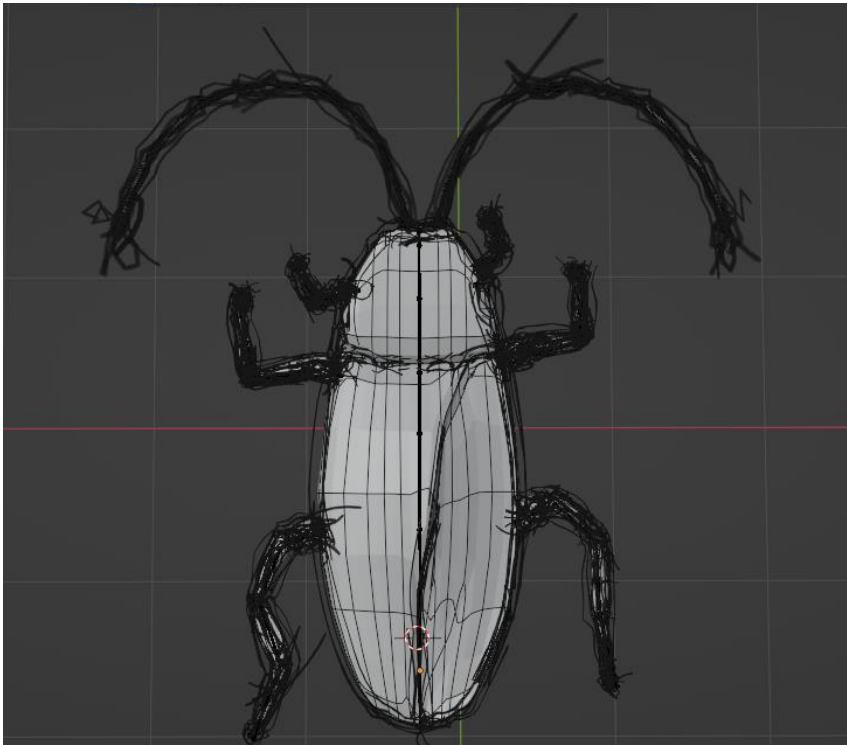
Once that was finished, I animated the apple to rotate. Rendered the apple as images and used an online tool to create a spritesheet out of it.

(Figure 10. The animated apple spritesheet)

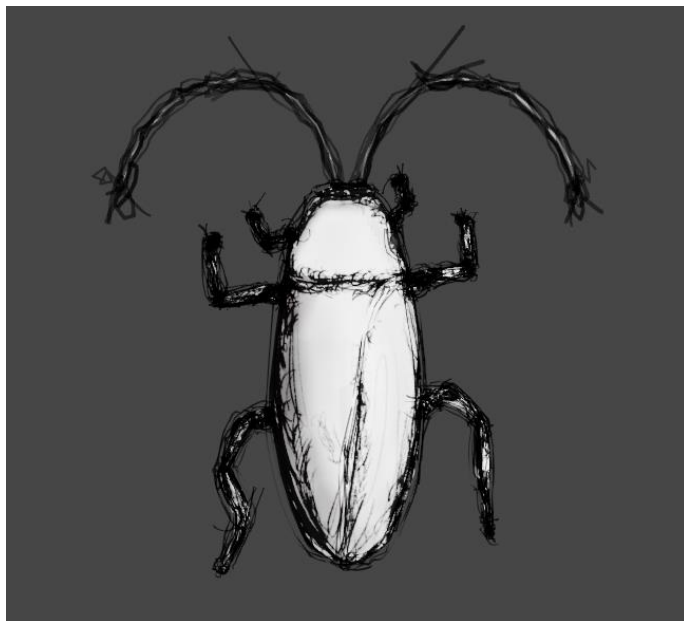The same process was also applied when creating the rotten apple.

Process of creating the Cockroach (Gregor):
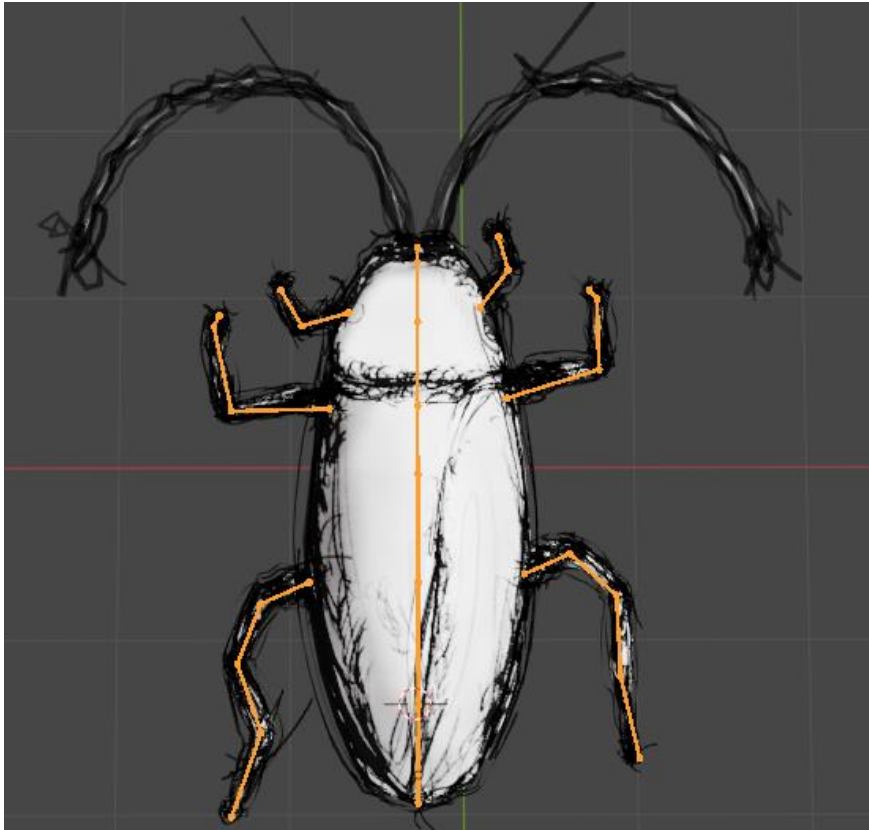

(Figure 10. Modeled gregor)

I first had to model gregor using reference provided by Eliška.

Once I finished the modeling, I applied the same process as before to texture him.

(Figure 11. Textured gregor)

Once the model was finished, I had to create an animation rig for gregor, constantly adjusting the weights each bone had to create a good animation for him.

(Figure 12. Highlighted rig of Gregor)

I then created a 8 frame animation of gregor squggling around, making it loop.

Once the animation was finished, I exported the image sequence and made it into a spritesheet, same process as with the apple.

Process of creating the Gameplay Background:

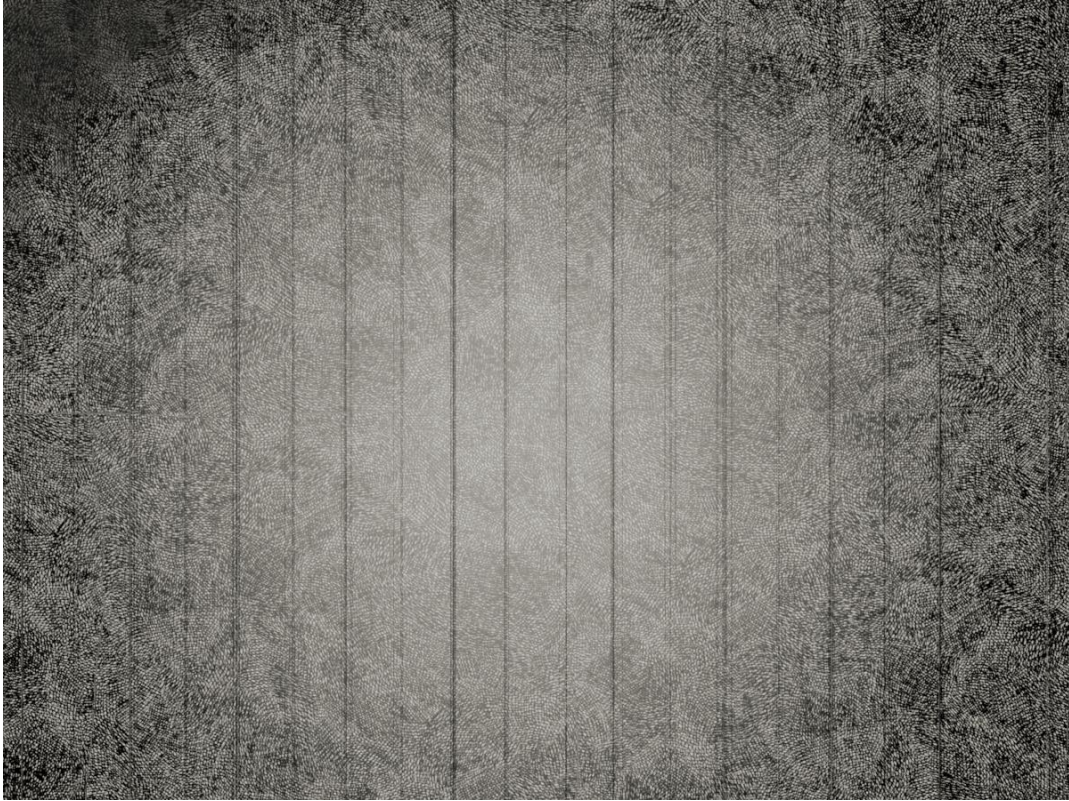(Figure 12. Highlighted rig of Gregor)

When creating the game background, I did alot of back and forth, experimenting with how good the contrast is when gregor is on the outer edge, middle and with the hud.

(Figure 12. First background version)

This version was way too dark and the contrast was very poor when gameplay testing.

(Figure 13. Second background version)

This version was created after alot of back and forth, making it much less contrasted so that the UI, apples and gregor are clearly visible at all times during gameplay.
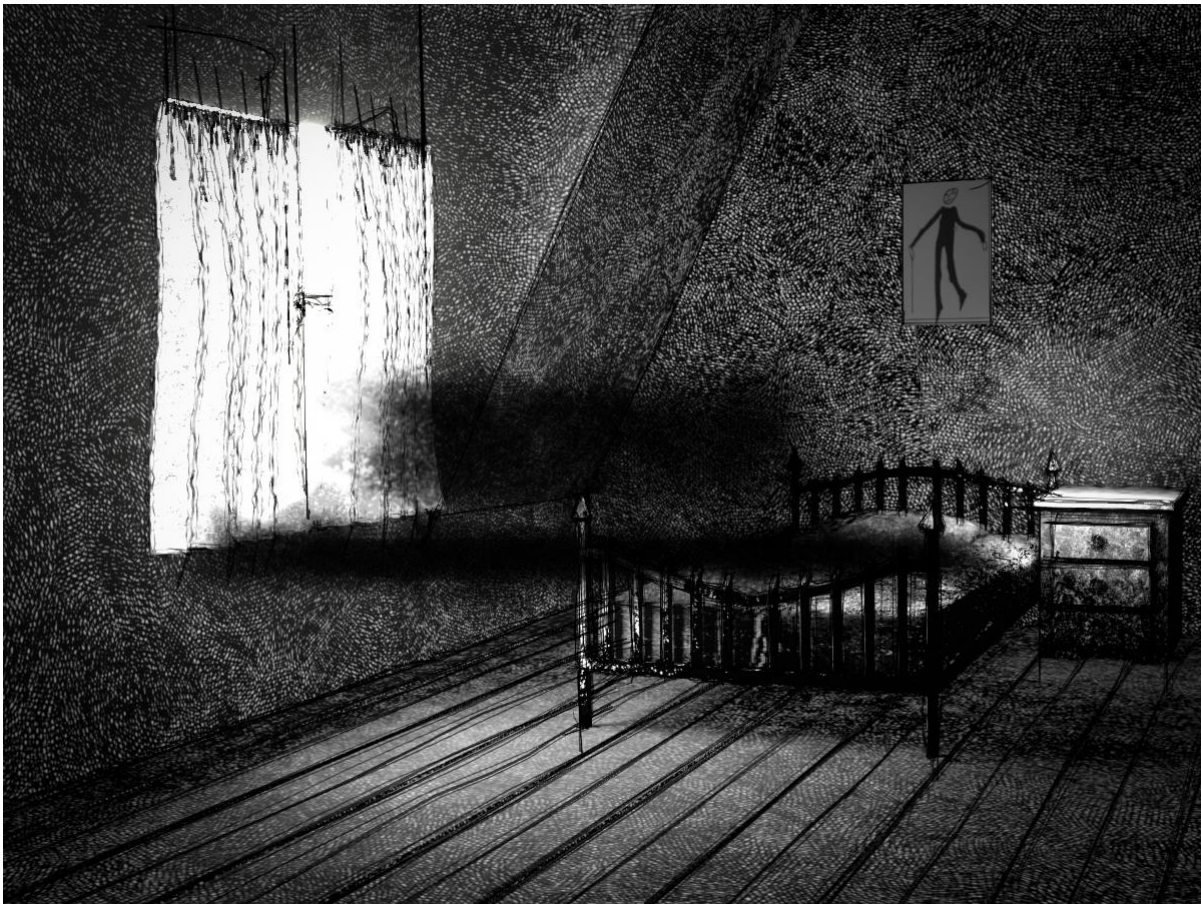
Process of creating the EndScreen Background:

This process was very straightforward, all I had to do was create 2 version with a painterly dark shade in the center, so that the text in will be easily readable.
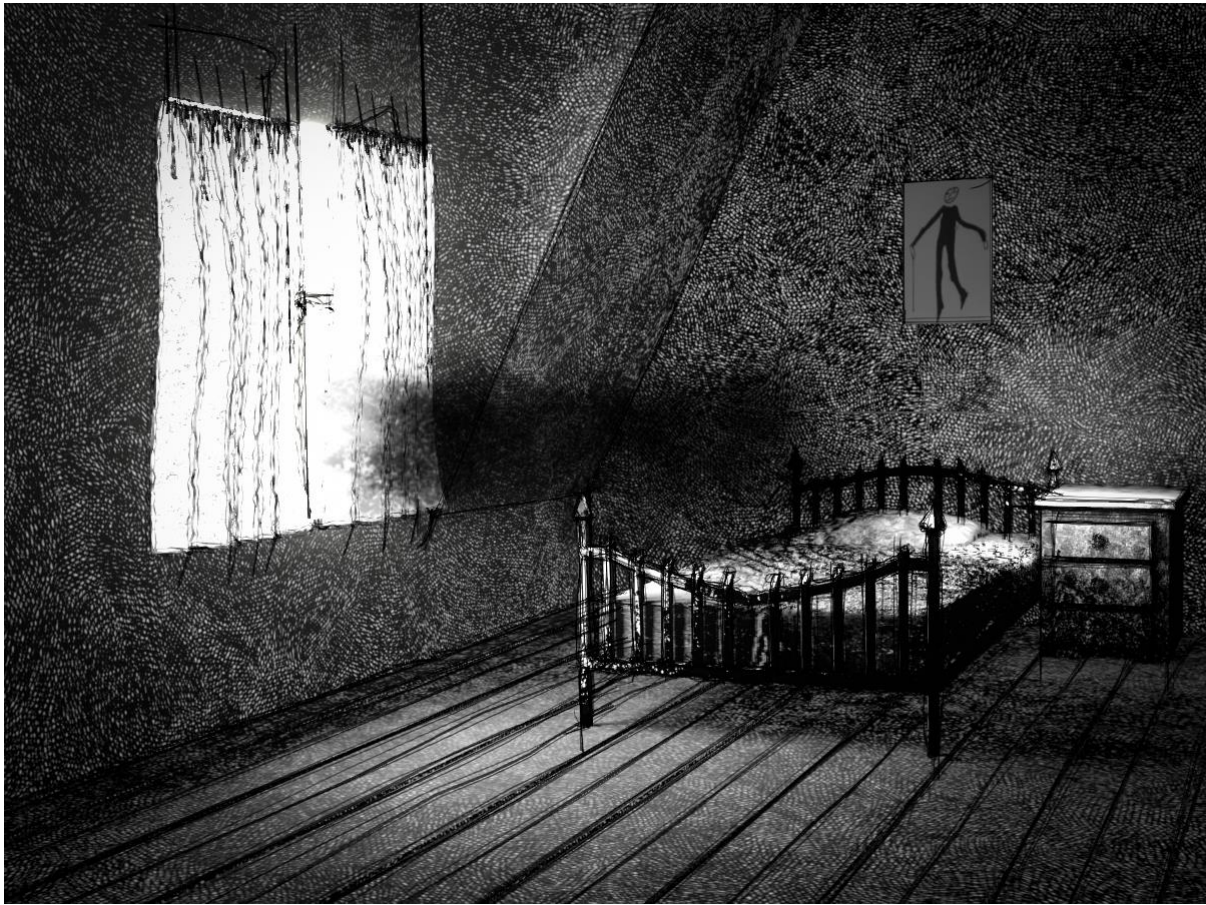
(Figure 13. Gameplay Background - Final)

I then had to create the other version, for when the player dies. Using Photoshop to create a natural „text shadow"

(Figure 14. DeathScreen - Final)

Finishing thoughts:

I would have enjoyed the project alot more if it was the only project that I had to work on, but as we had about four in total, I really had to juggle around them and find time for each. I very much enjoyed the teamwork that this project offered, using git and working on the same thing all together was very fun and a valuable lesson when it comes to teamwork, which I am sure will be plenty of in the future.