Project Proposal Year IV

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Working Title: Game Concept Art

Design concept art for a game, with a 3D model and VFX programming, in a similar form to a game art book. Creating the aesthetic of the environment, characters and creatures for a non-existent game. The inspiration comes from Animal Jam, Monster Hunter and other games. The genre of the game will be fantasy, rpg. Set in future Tokyo, Japan, which has been invaded by alien creatures. It will contain the environment, characters and creatures, and tools or weapons. Final outcome will be a digital artbook presentation.

Goals

1. Concept art.
2. 3D model.
3. VFX programming.

Reasons For Selecting Project

I would like to pursue a career in concept art or similar. This will be great for my portfolio. I wish to further understand how to create good concept art and 3D models with VFX.

Proposed Research Content

I will further research different photoshop brushes that are used for concept art; how to 3D model with Blender; and how to apply different VFX with python scripting.

Links

Animal Jam: https://classic.animaljam.com/en

Monster Hunter: http://www.monsterhunterworld.com/us/

Examples for game art books:

Doom eternal: https://play.google.com/books/reader?id=AqWmDwAAQBAJ&pg=GBS.PA46&hl=en

Overwatch: https://play.google.com/books/reader?id=IAIwDwAAQBAJ&pg=GBS.PA42&hl=en

Hardware Requirements

- PC

Software Requirements

- Adobe Photoshop
- Blender
- Python

First Steps

- Create a story behind the concept to build the world, characters and creatures.
- Create a backstory for each character.
- Research the environment & create a moodboard for the environment.
- Research more into the characters and creatures & create a moodboard for the characters and creatures.

Overall Steps to Complete

- Create a story behind the concept to build the world, characters and creatures.
- Create backstories for any characters.
- Research more into the environment, characters and creatures.
- Create a moodboard for the environment.
- Create a moodboard for the characters and creatures.
- Research more into the tools / weapons and anything else needed.
- Create a moodboard for the tools / weapons and anything else needed.
- Create concept sketches for the environment.
- Create concept sketches for the characters and creatures.
- Create concept sketches for tools / weapons.
- Create references for 3D modeling.

- Create a 3D model of the character / creature.
- Create a 3D model of a tool / weapon.
- Texture the 3D models.
- Finalize the 3D models.
- Research VFX and apply it into the 3D models.
- Final touch ups.
- Structure everything and create a presentation for the overall project.