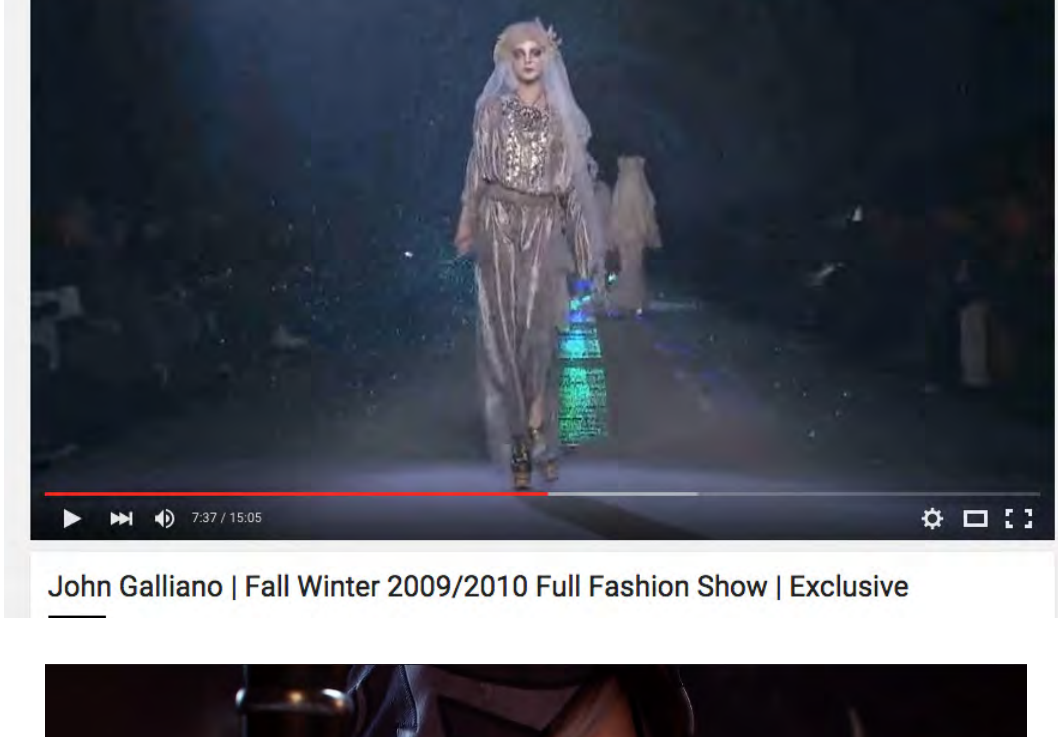
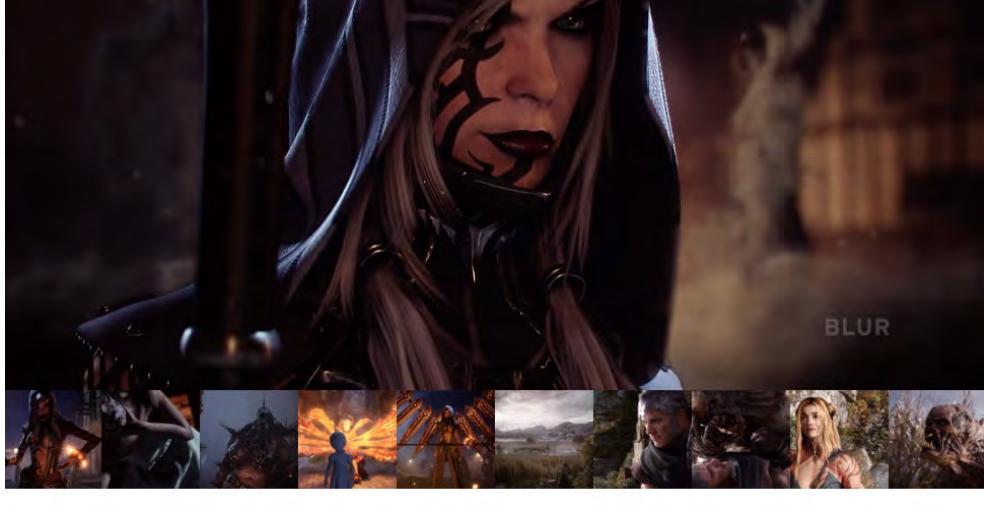


Project One: The Timekeeper

Inspiration: For my first ZBrush model, I wanted to design a character that could be in a cinematic trailer for a video game. The highly detailed and realistic characters in the trailers like the ones from Blizzard and Blur heavily inspire me. Besides game characters, fashion is also a huge inspiration of mine. I was influenced by John Galliano's designs below. The details of the dresses, accessories, and make up in his designs were something I wanted to recreate.



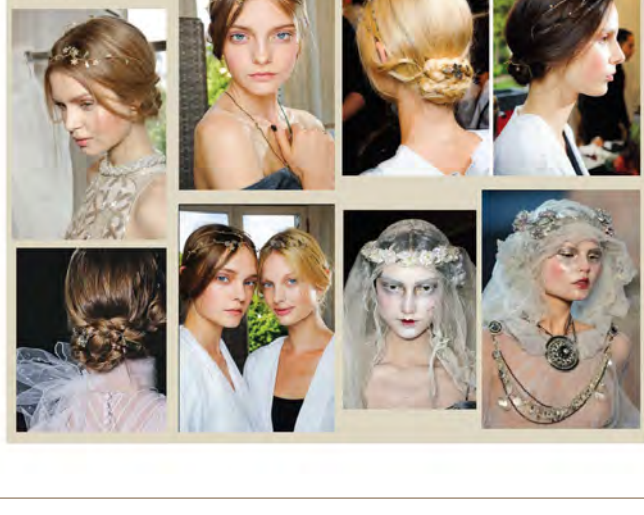
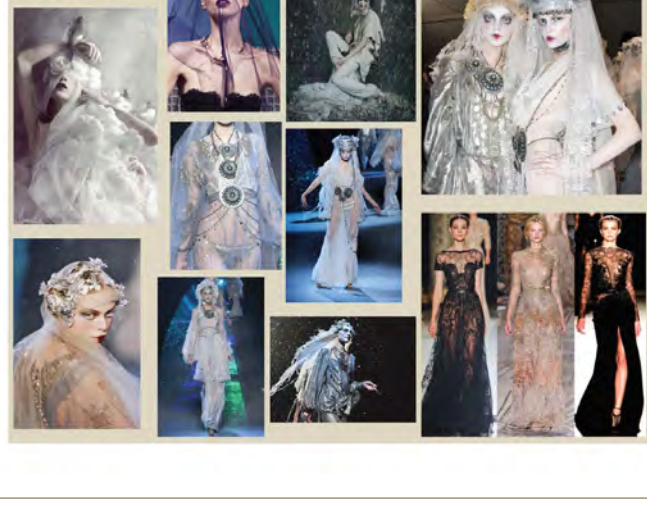
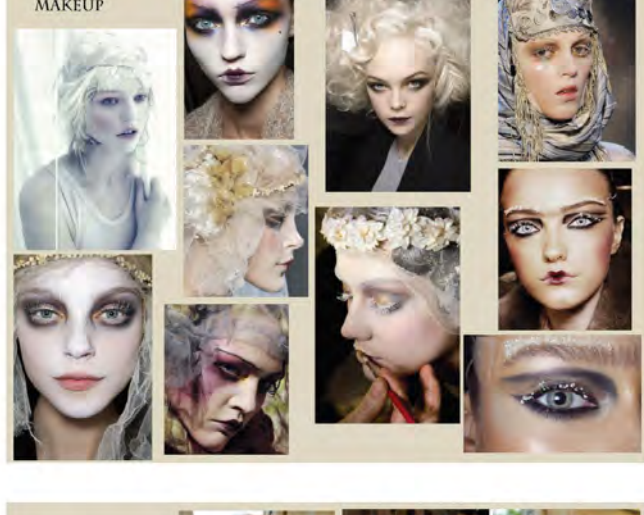
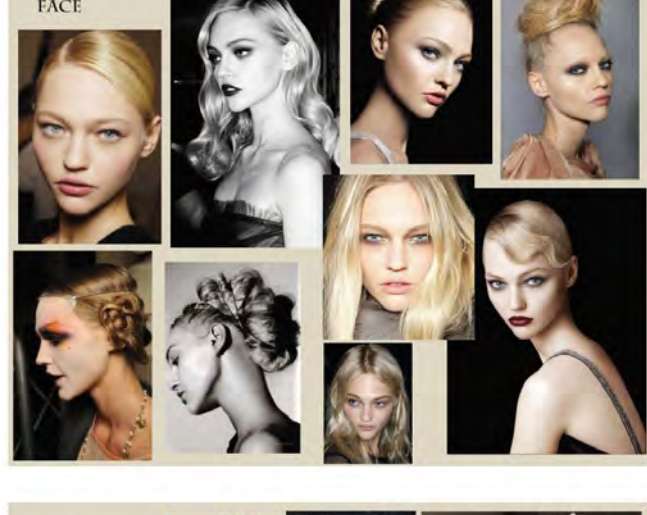
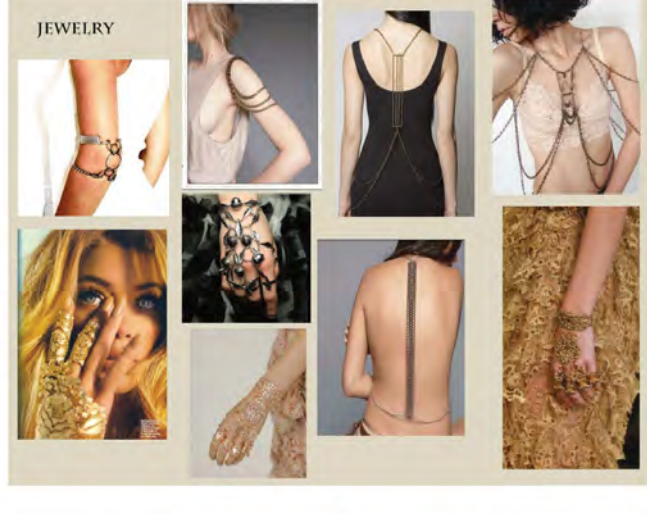
John Galliano | Fall Winter 2009/2010 Full Fashion Show | Exclusive



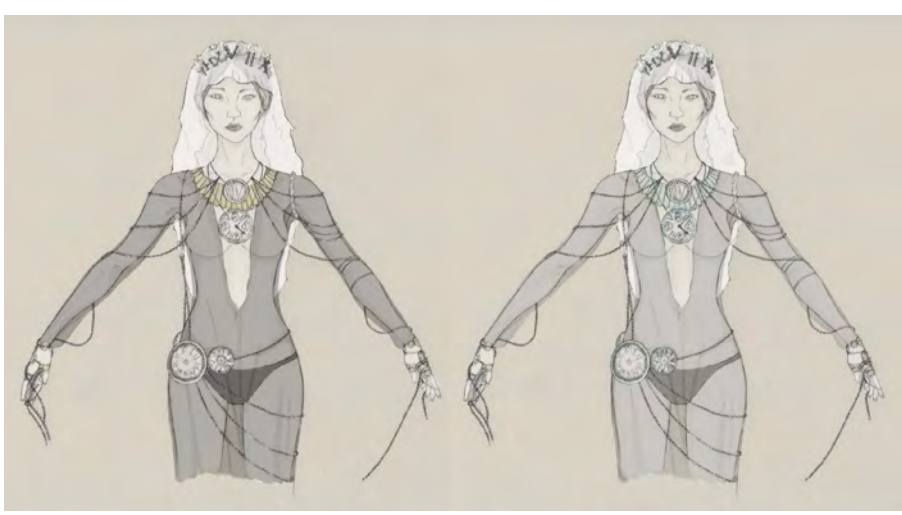
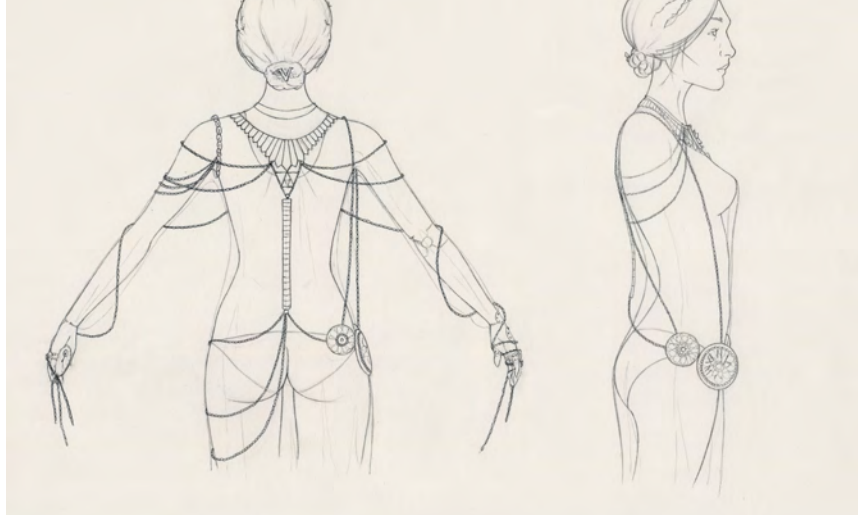
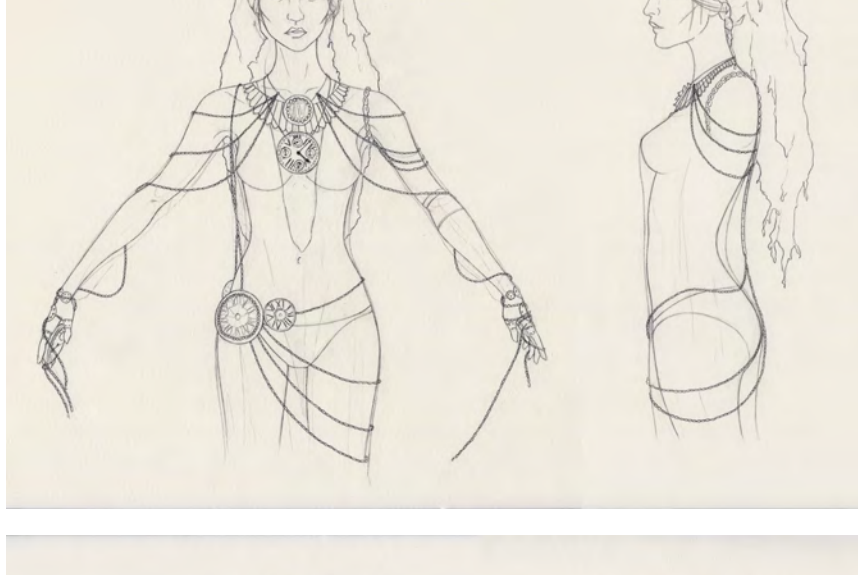
KNIGHTS CONTRACT

FILED UNDER:  
Games

Ideation Process: I wanted a highly detailed character that would test my limits in ZBrush to learn the program. I decided to go for a character that was a keeper of times Someone who looks immortal, yet her clothes and make up looked aged by time. I began researching more into jewelry, watches, makeup, hair, and clothes and compiled them together for references.



Concept Sketches: Once references were found, I moved on to sketching the concept.



Final Product: Below is the final render of my character. This process taught me how sculpt, remesh, topologize, and texture in ZBrush and also how to design an original character from scratch.





## Project Two: The Adventurer

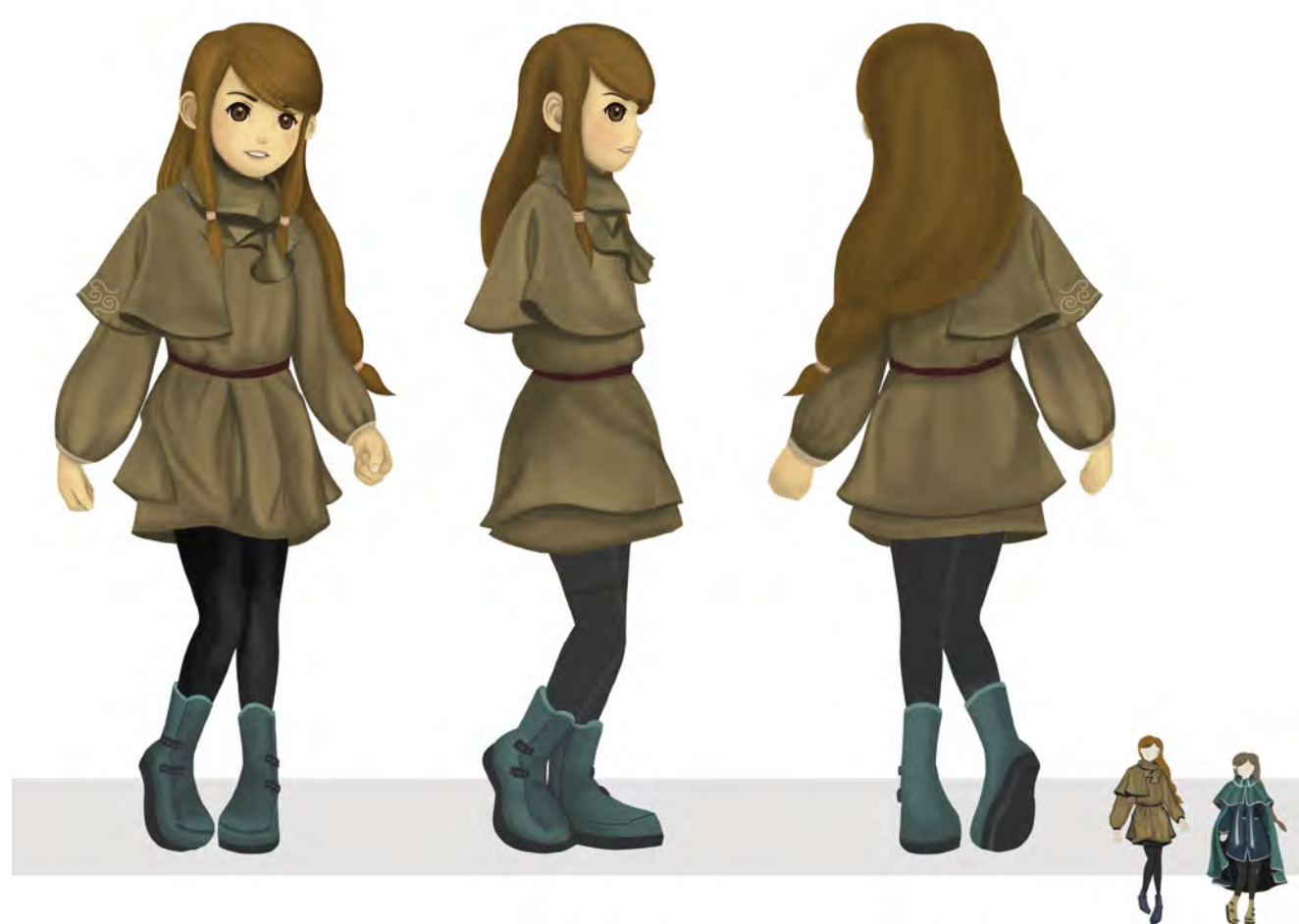
Inspiration: Crystal Chronicles is one of my all time favorite games from my childhood and I absolutely adore the art style. For this project, I wanted to design a character that had a similar style and could fit into a game or animation.



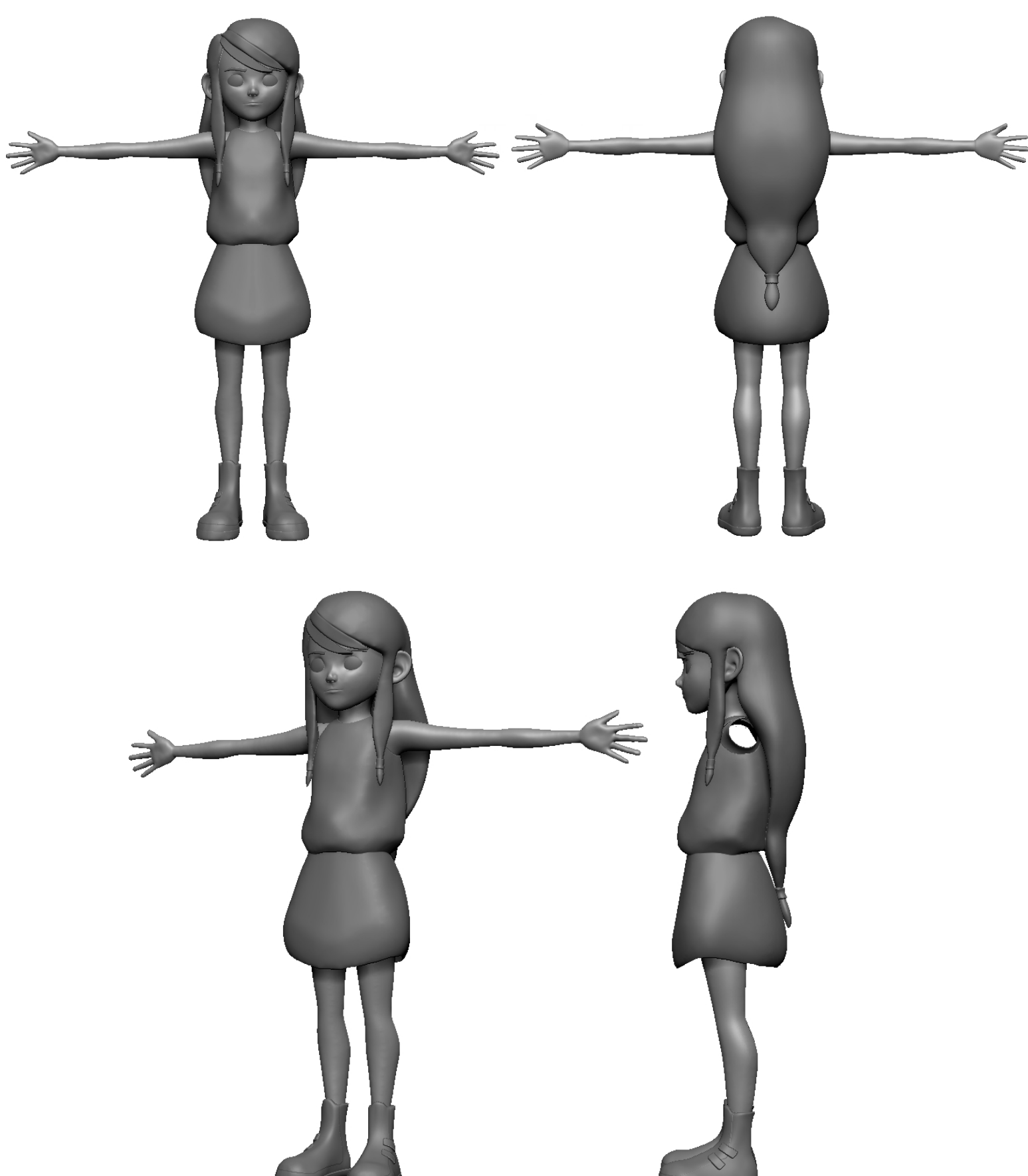
Ideation Process: I began doing silhouettes to explore character options while also researching fashion designs for clothing ideas. I created a storyline to help establish what kind of character I wanted. The story was a fantasy adventure.



Concept Sketches: After narrowing down which silhouettes I liked, I began designing the character and costume. I did several options for the design and color in Photoshop before deciding on the final.



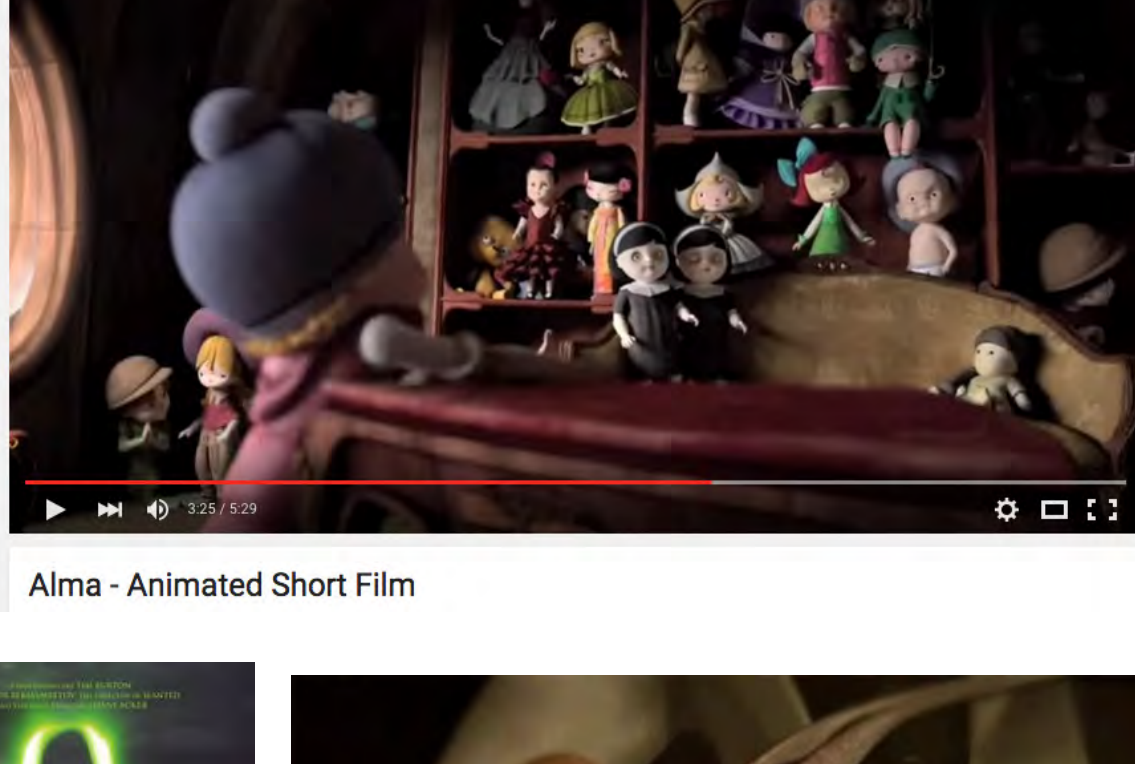
Final Product: I ended up modeling this character in ZBrush for my Senior film so I made her clothing simpler for animating purposes. The film is still in progress. I just finished her rig so now I'm moving on to texturing her using Maya, Photoshop and Mari.



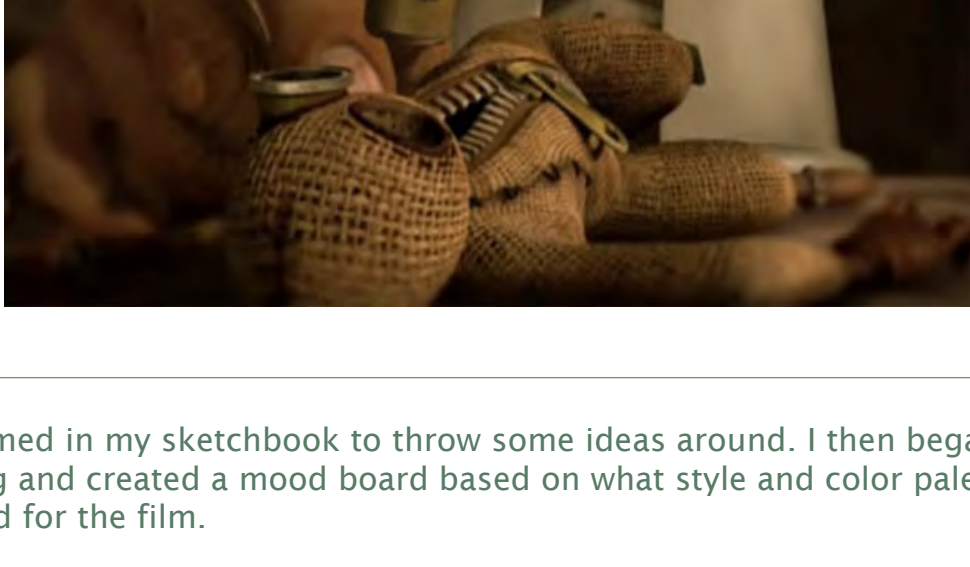
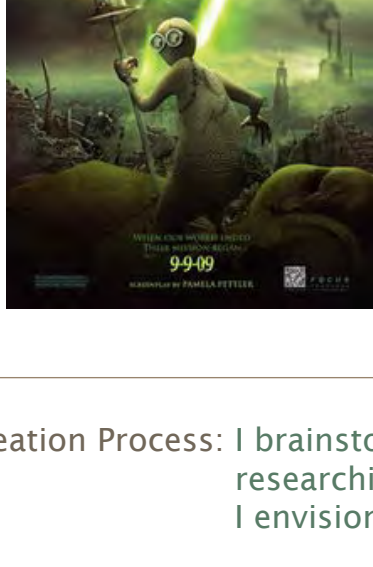


## Project Three: Toy Heaven

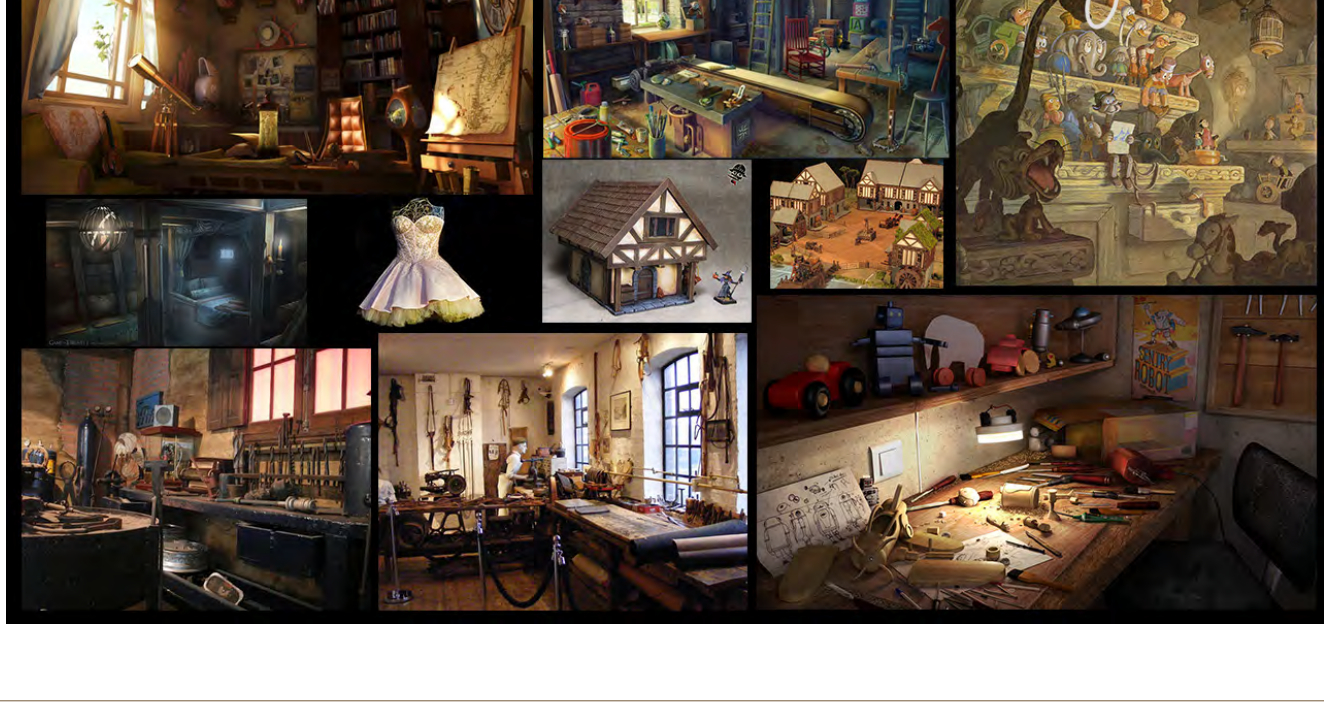
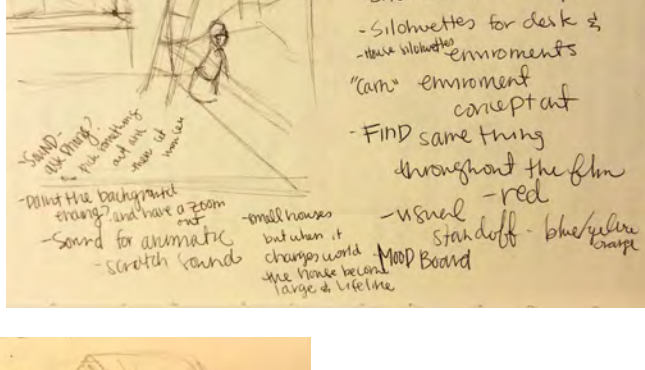
Inspiration: Toys were the inspiration for my senior film. I wanted an opportunity to model and texture an entire toy workshop. The two films below were my film inspiration in their quirky doll designs and environment.



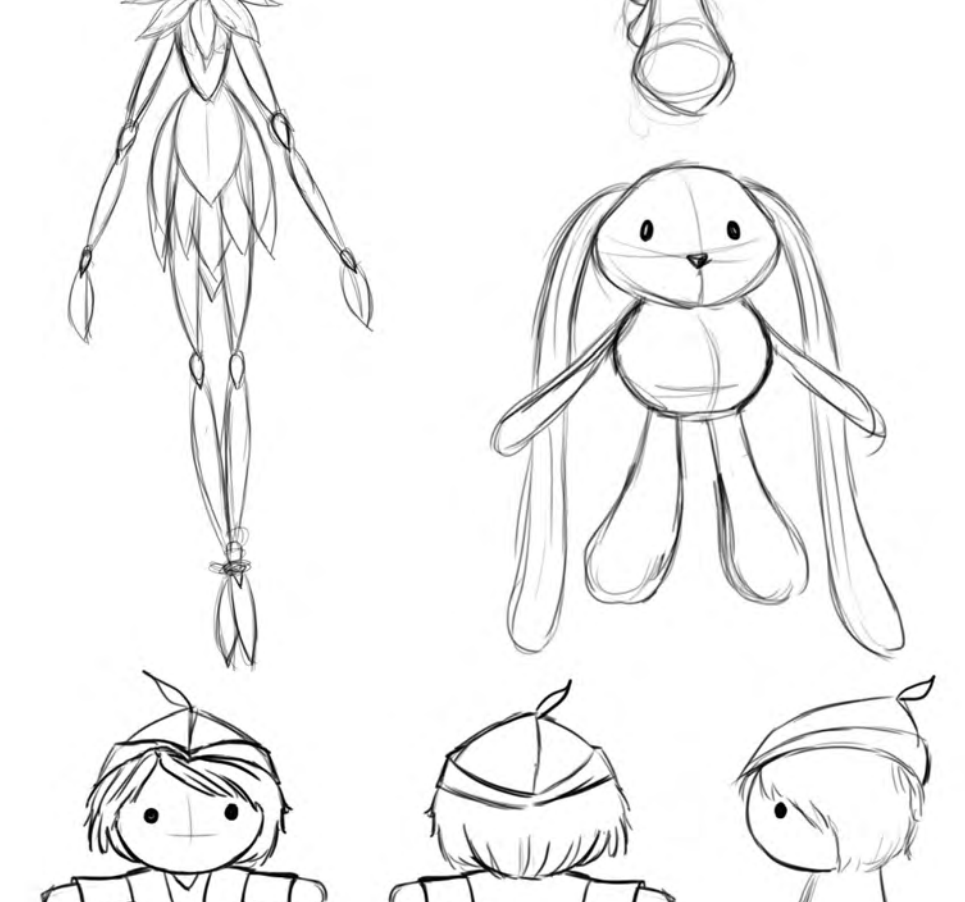
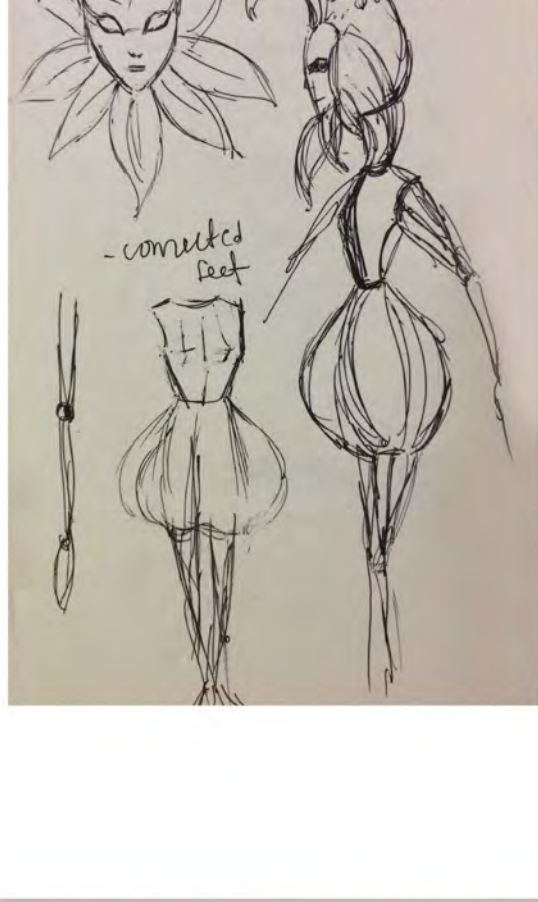
Alma - Animated Short Film



Ideation Process: I brainstormed in my sketchbook to throw some ideas around. I then began researching and created a mood board based on what style and color palette I envisioned for the film.



Concept Sketches: These were my sketches for the toys and environment.



Final Product: I modeled the toys and set environment in Maya and ZBrush. Textures will be done in Maya and Mari.

