



GAMEART MASTERS DEGREE PROGRAM

MODULE ONE

THE POWER PLANT

Gustavo de Freitas Horn



WEEK 01

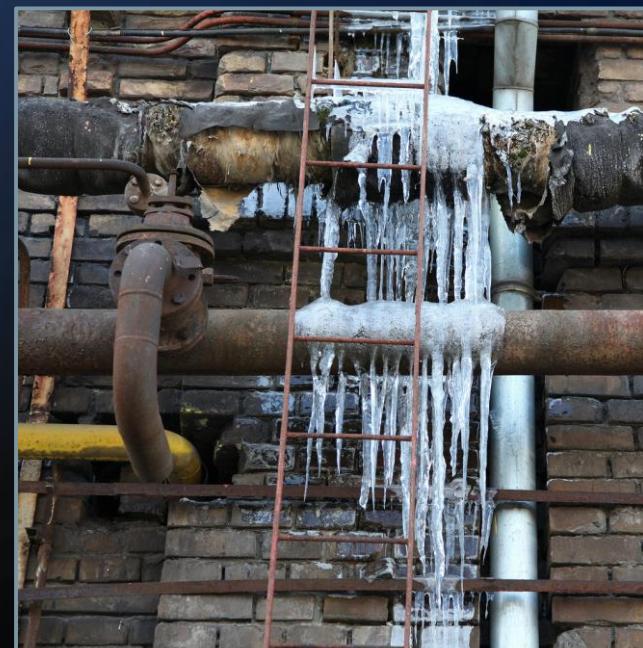
CONCEPT ART BIBLE

WEEK 01

Setting: snowplains, late
22nd century

Game genre: Top-down
platformer

Environment: Industrial
Sci-Fi

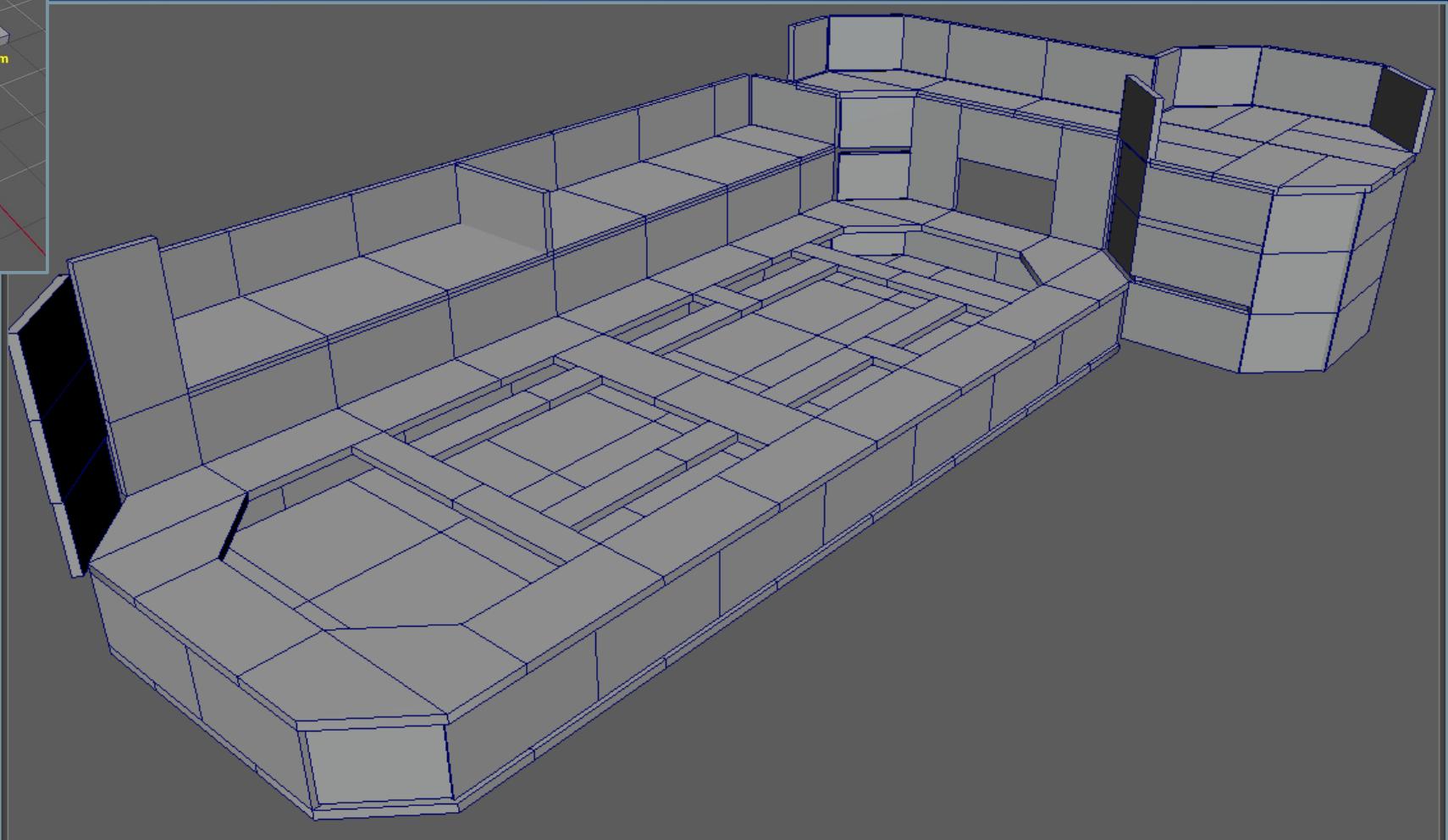
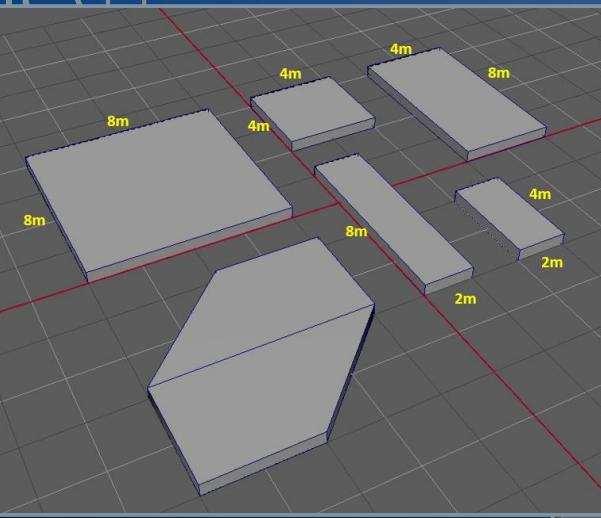




WEEK 02

SCENE BLOCKOUT

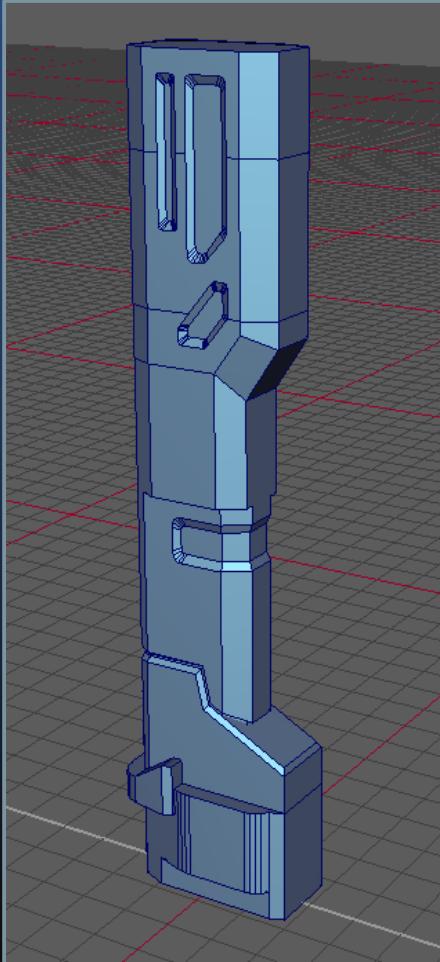
WEEK 02



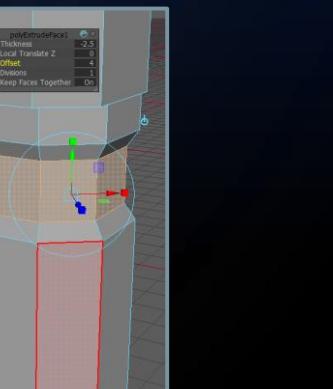
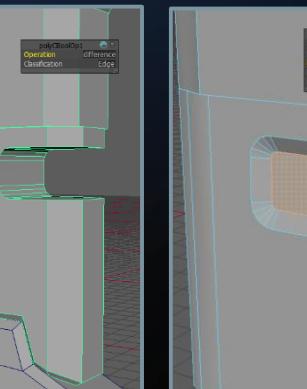
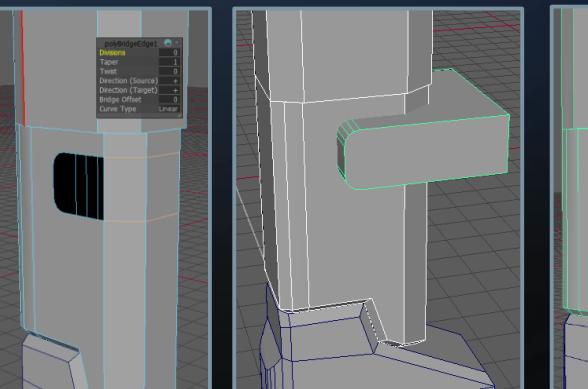
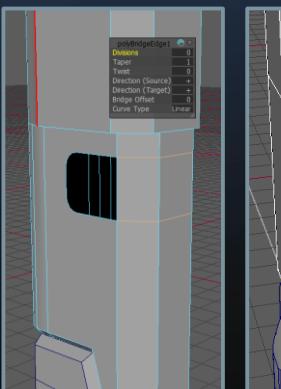
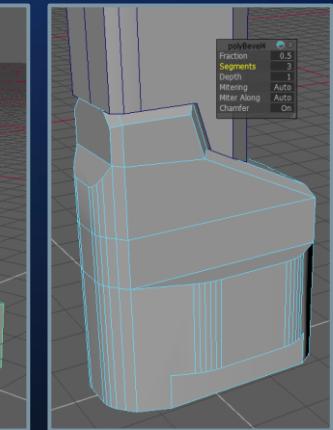
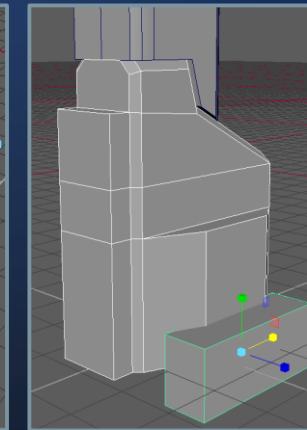
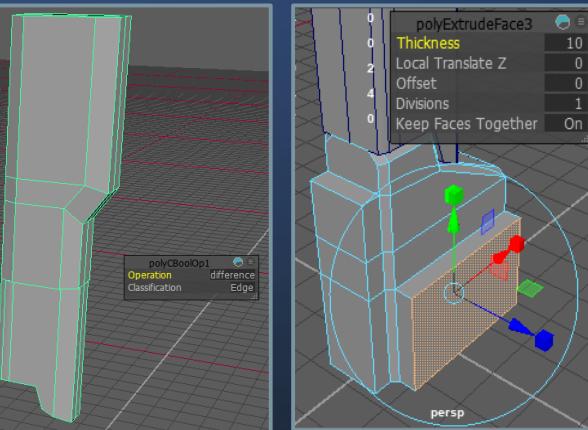
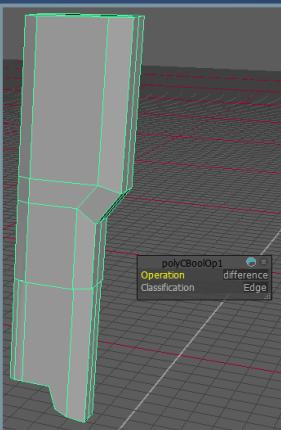
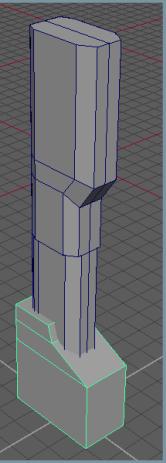
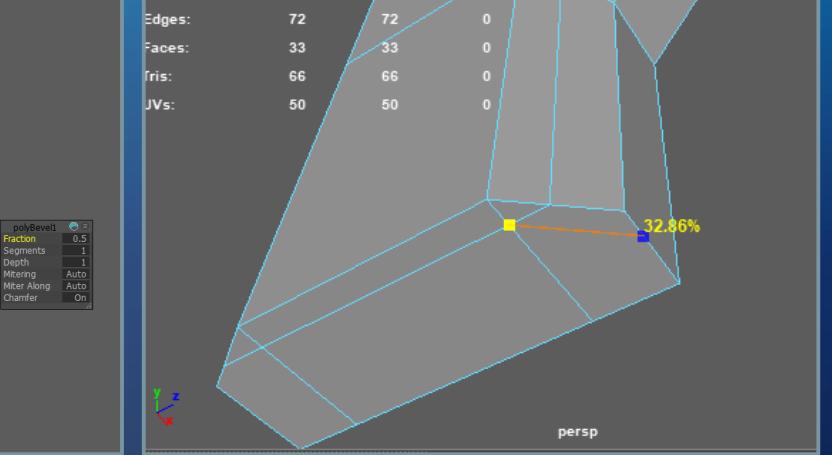
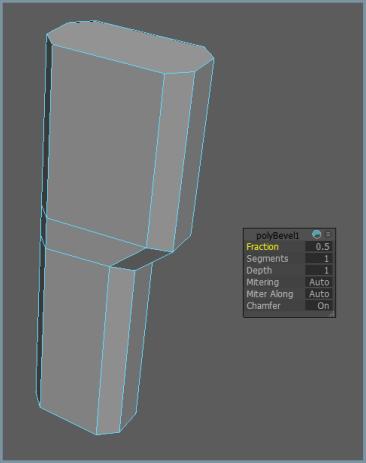
WEEK 02 STRUCTURES



Reference: Sewing machine, gun



Pillar - 4m height

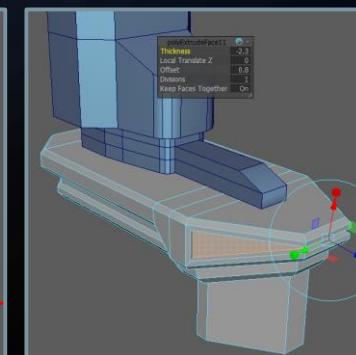
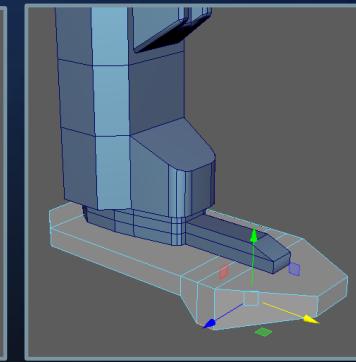
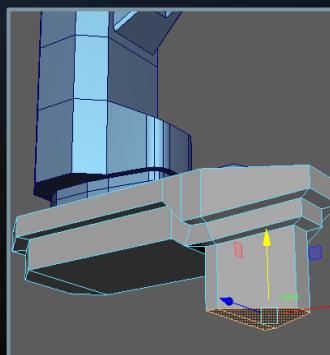
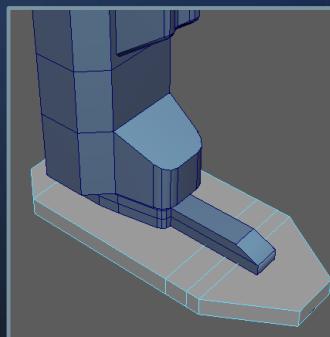
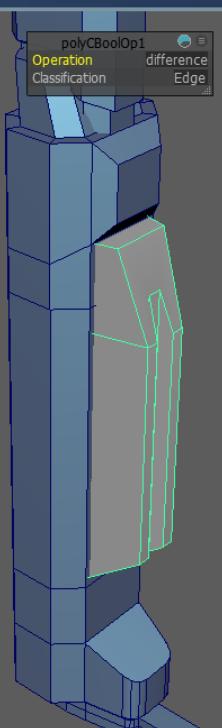
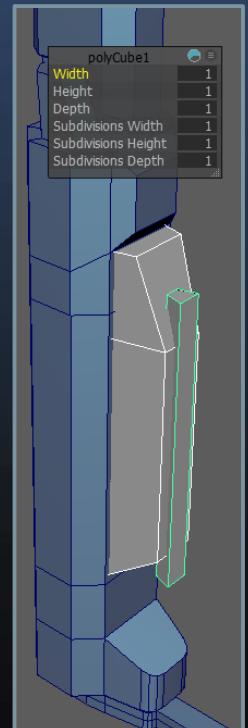
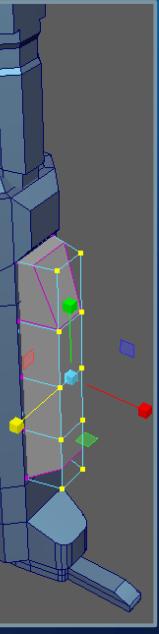
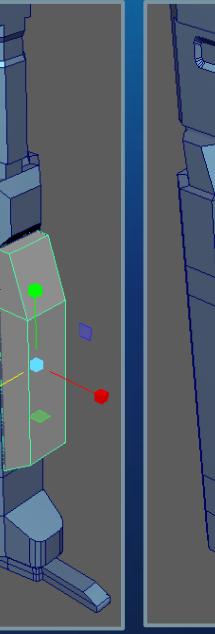
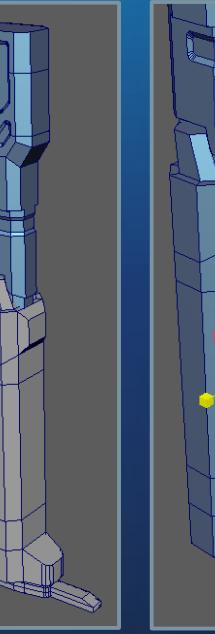
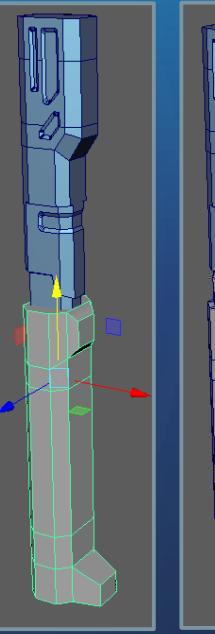
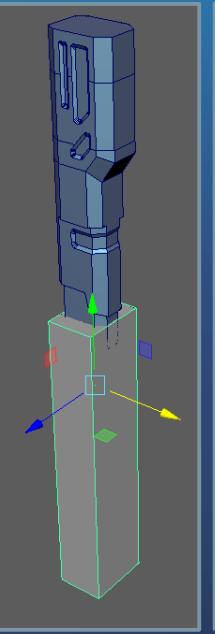
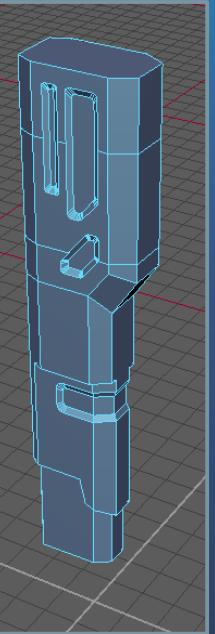
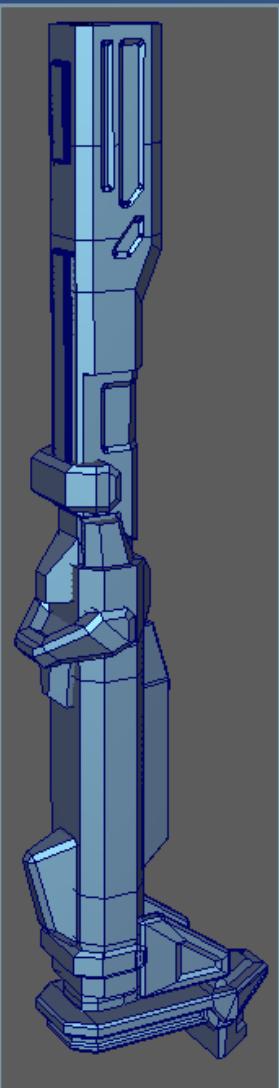


WEEK 02 STRUCTURES

Reference: Drilling rigs



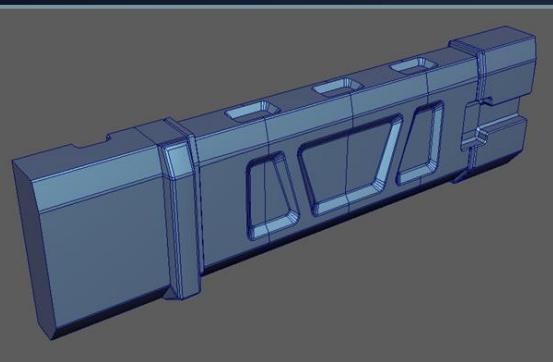
Pillar - 8mheight



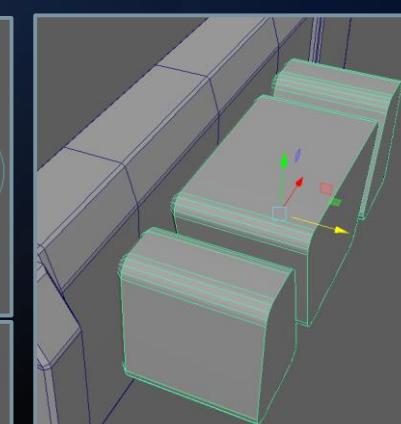
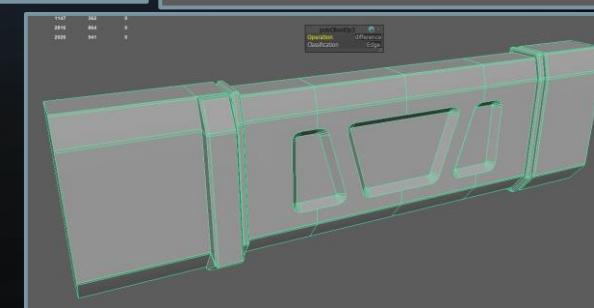
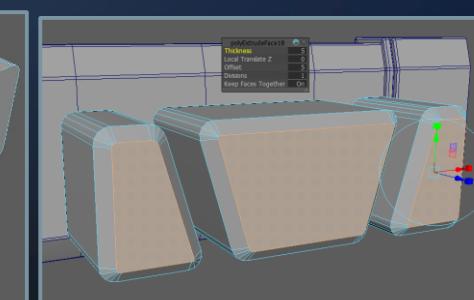
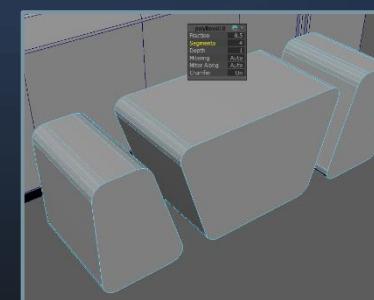
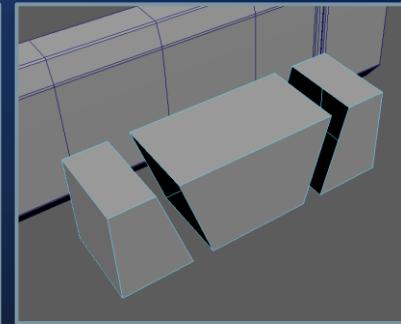
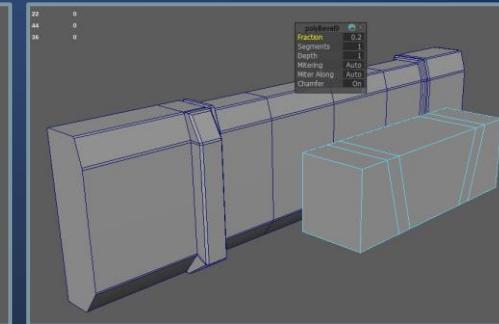
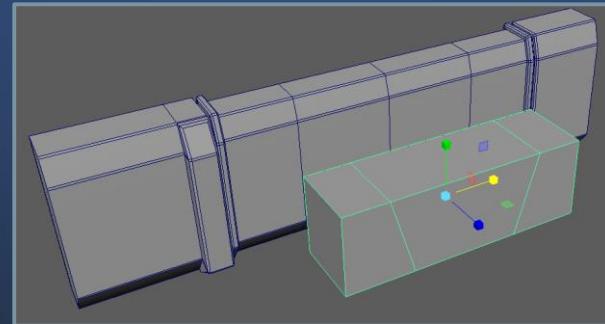
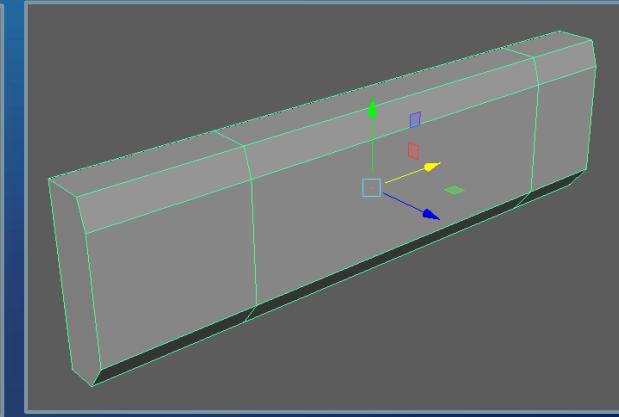
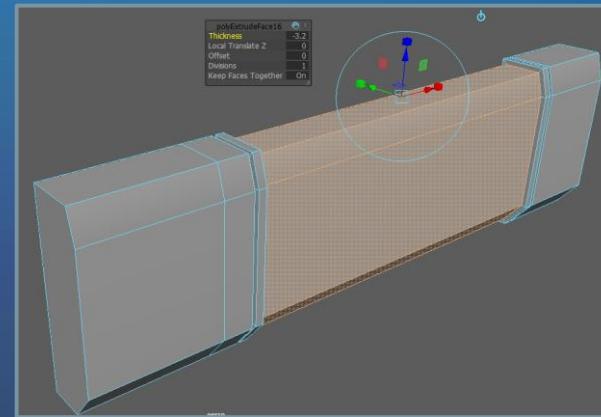
WEEK 02 STRUCTURES



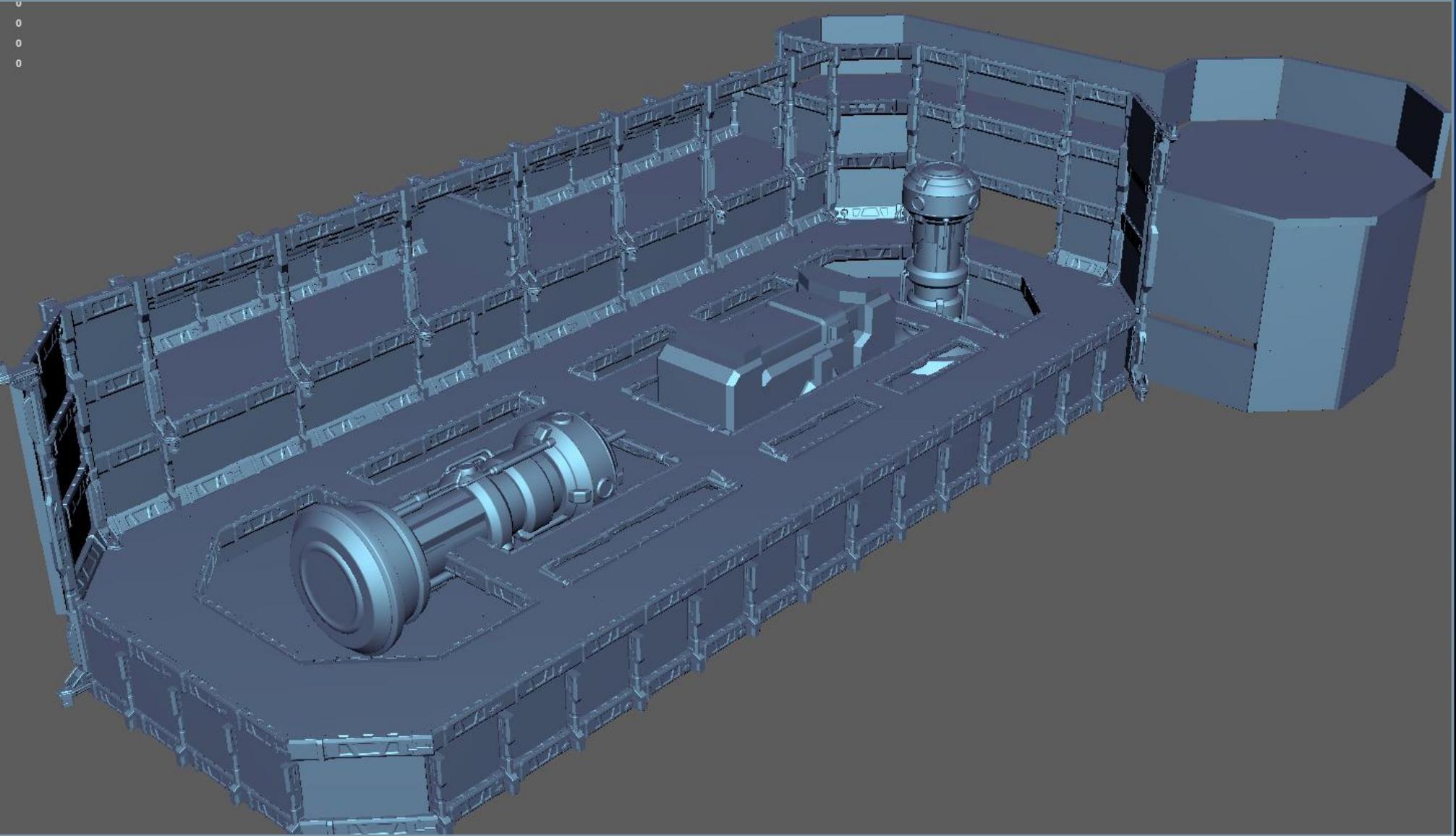
Reference Printers



Beam/skirting



WEEK 02

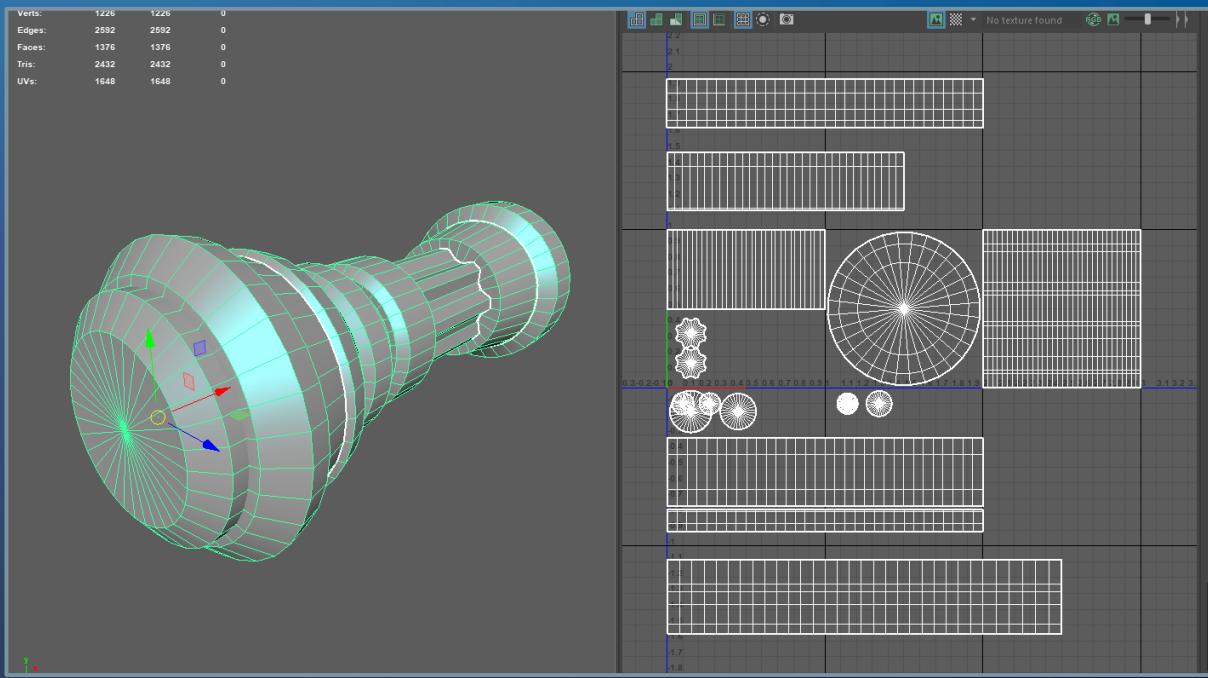
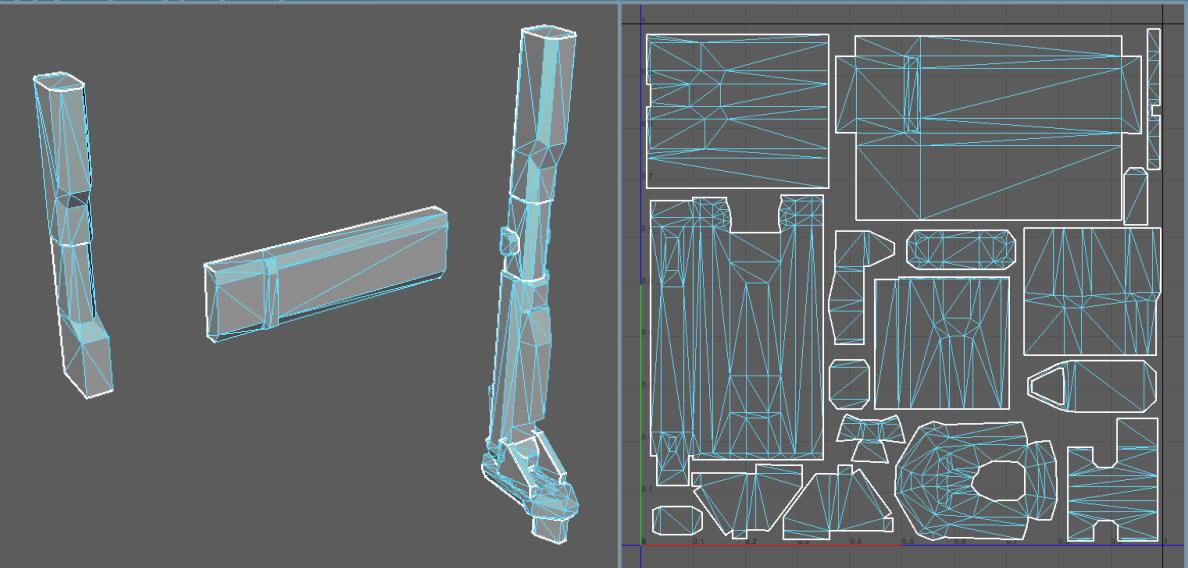




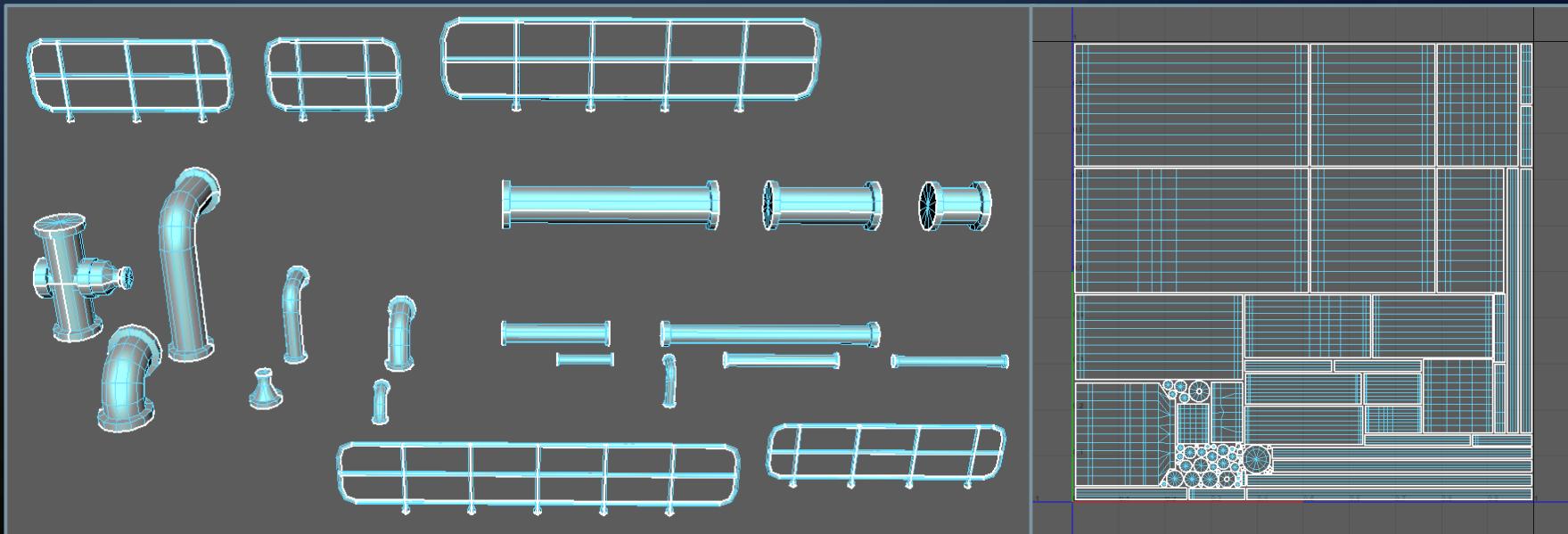
WEEK 03

ASSETS MESHES

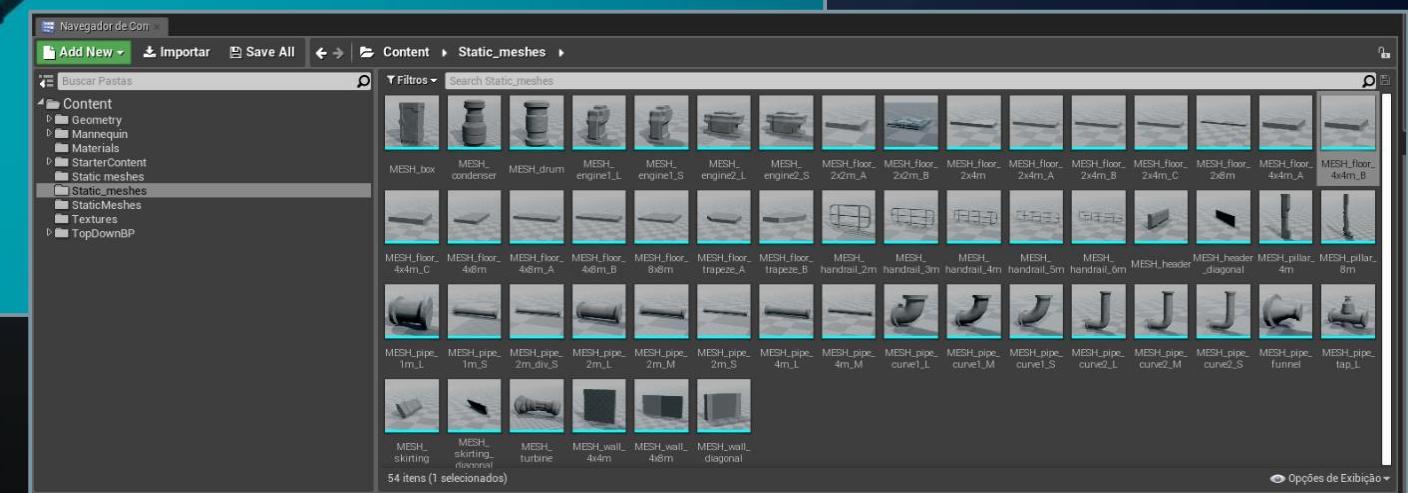
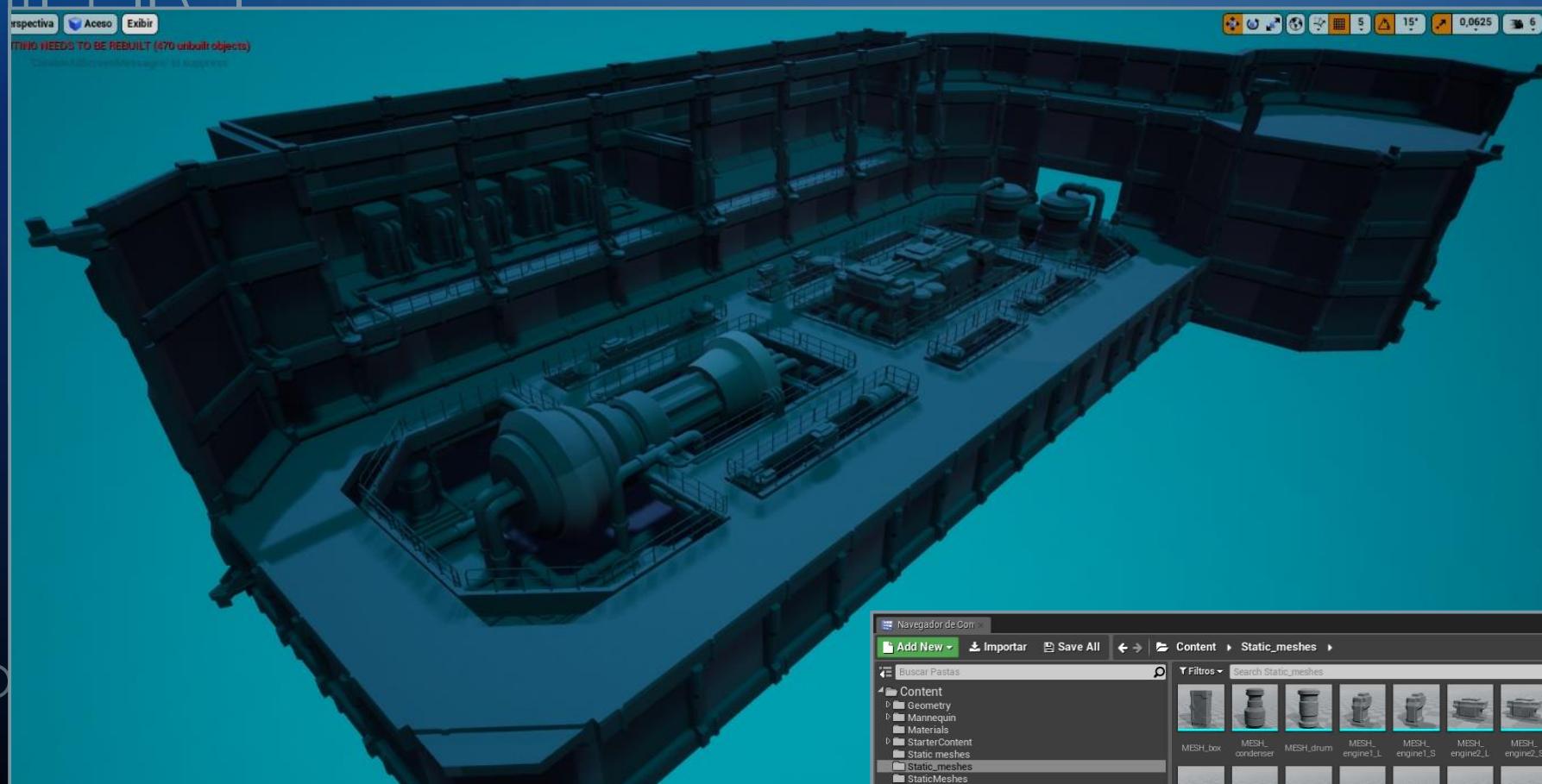
WEEK 03



Several meshes in one
UV set



WEEK 03

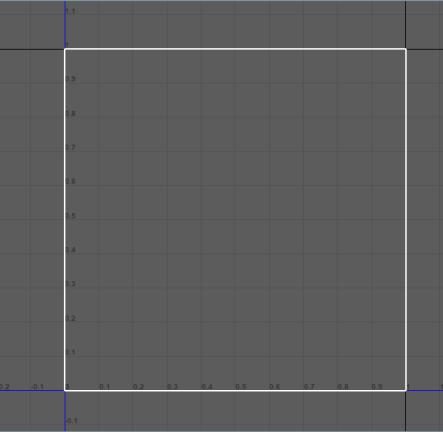
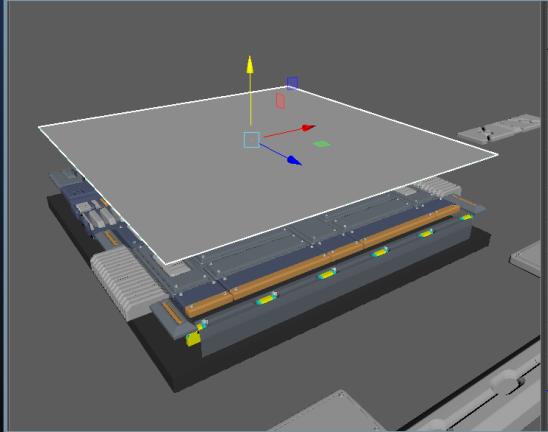
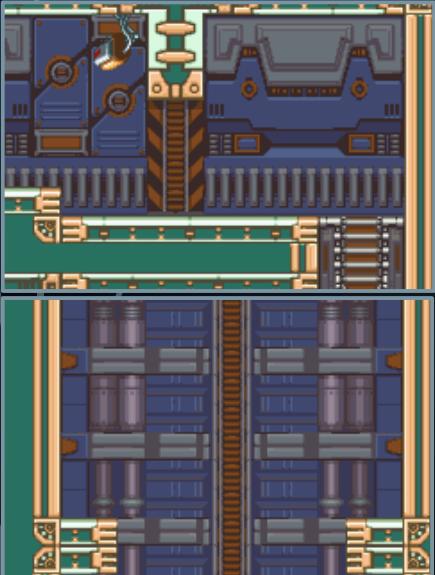
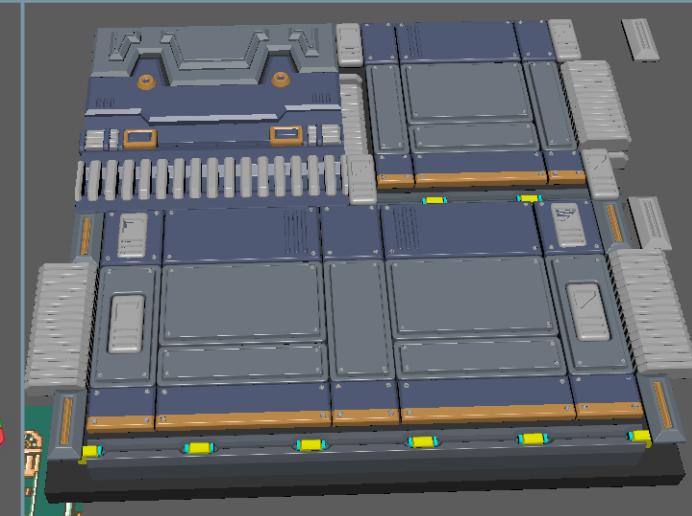
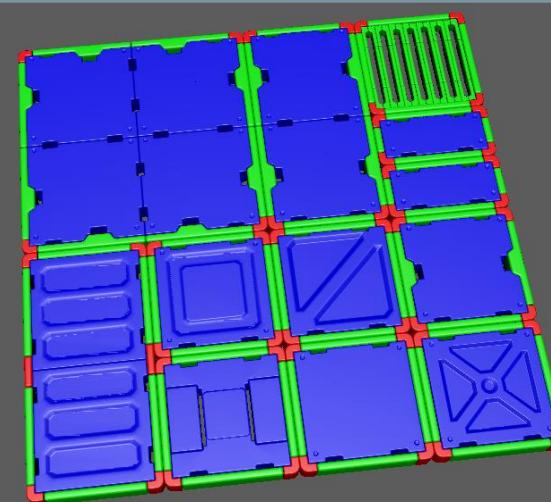
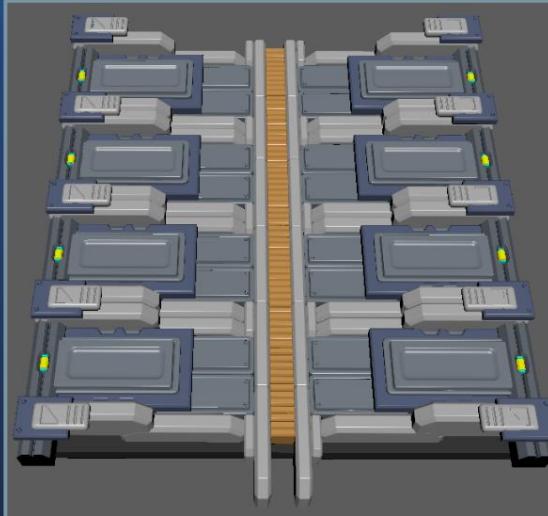
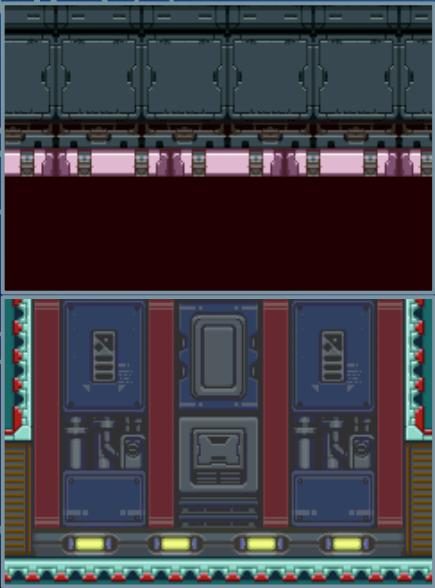




WEEK 04

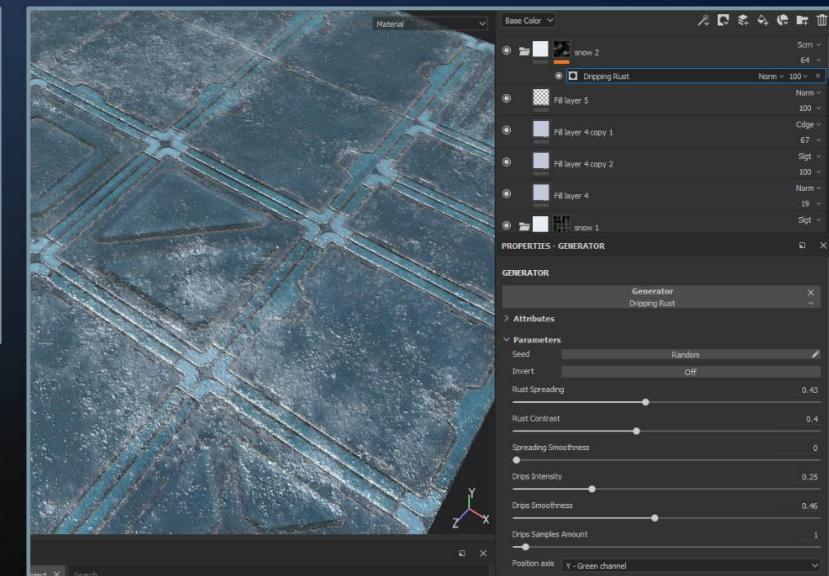
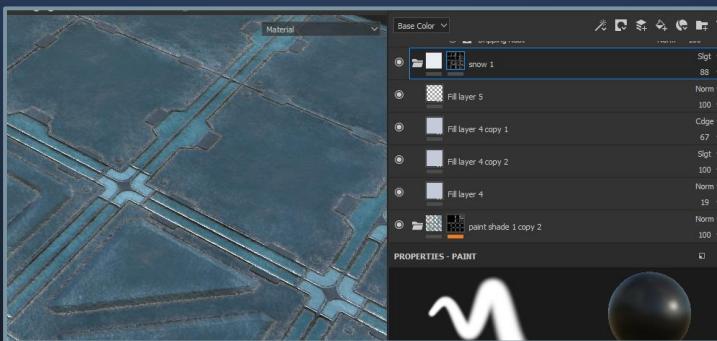
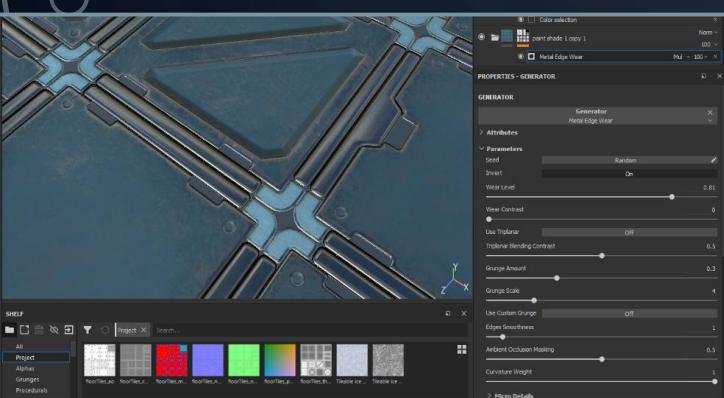
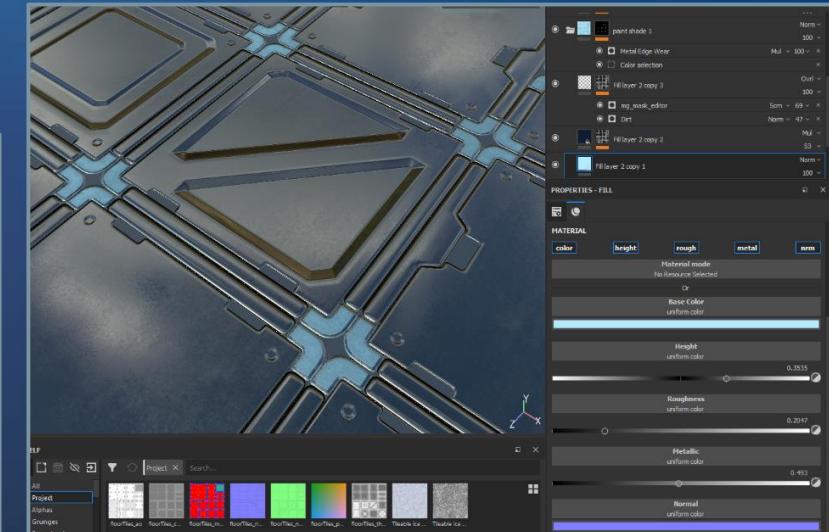
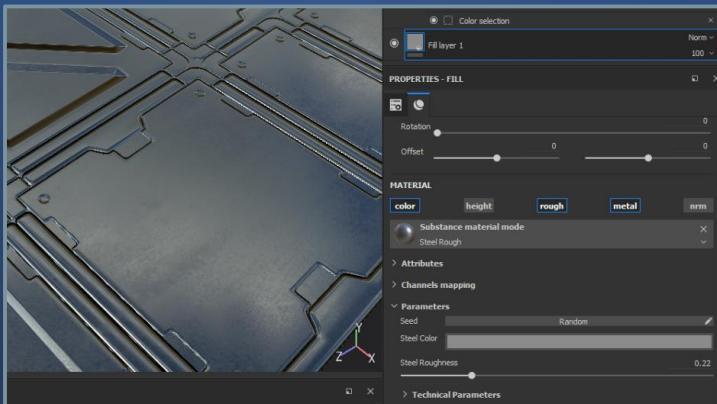
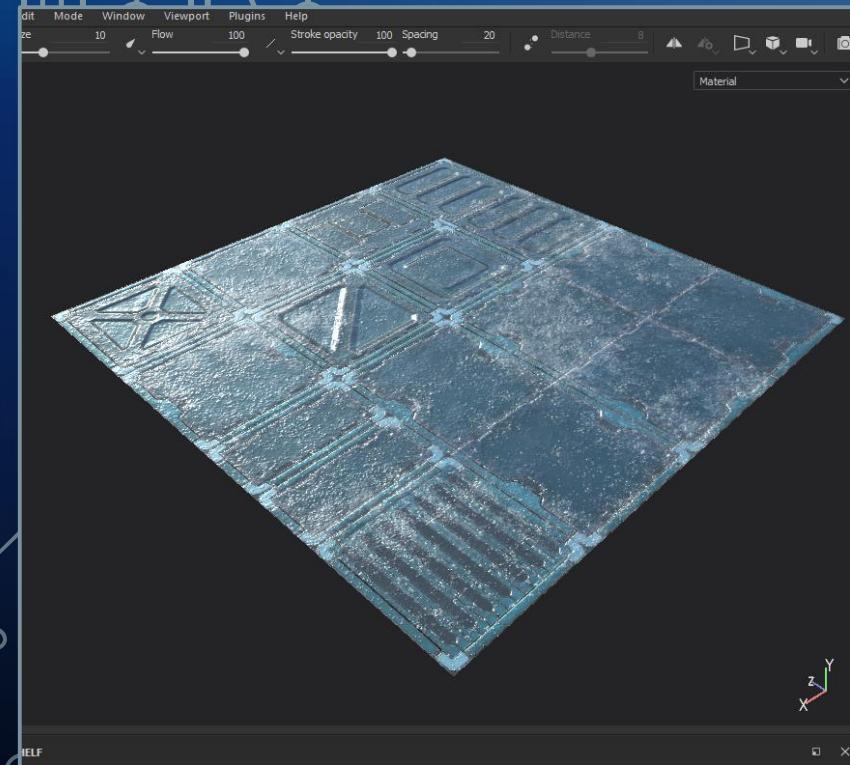
MATERIALS TEXTURES

WEEK 04

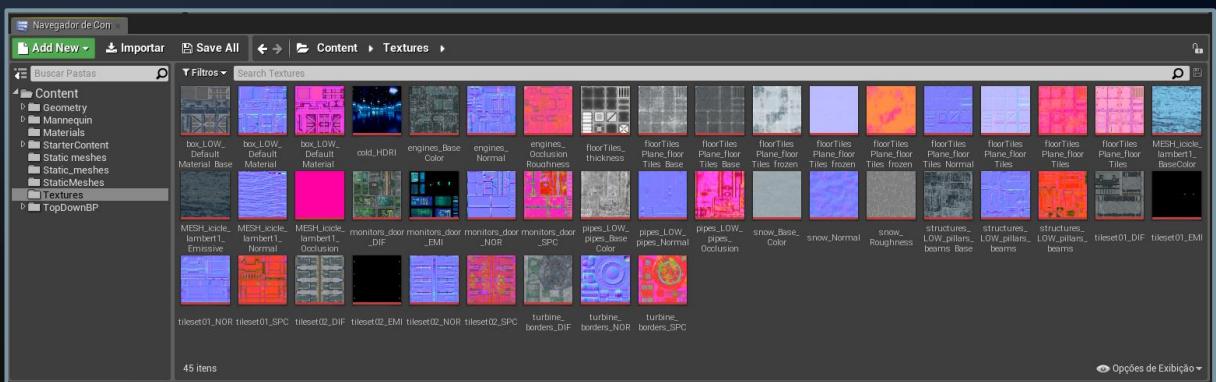
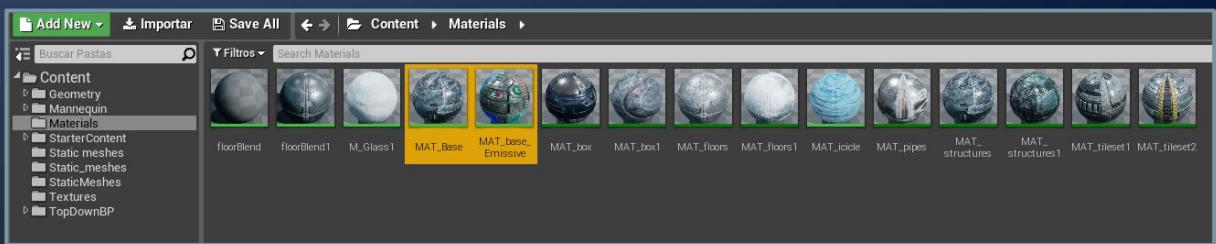
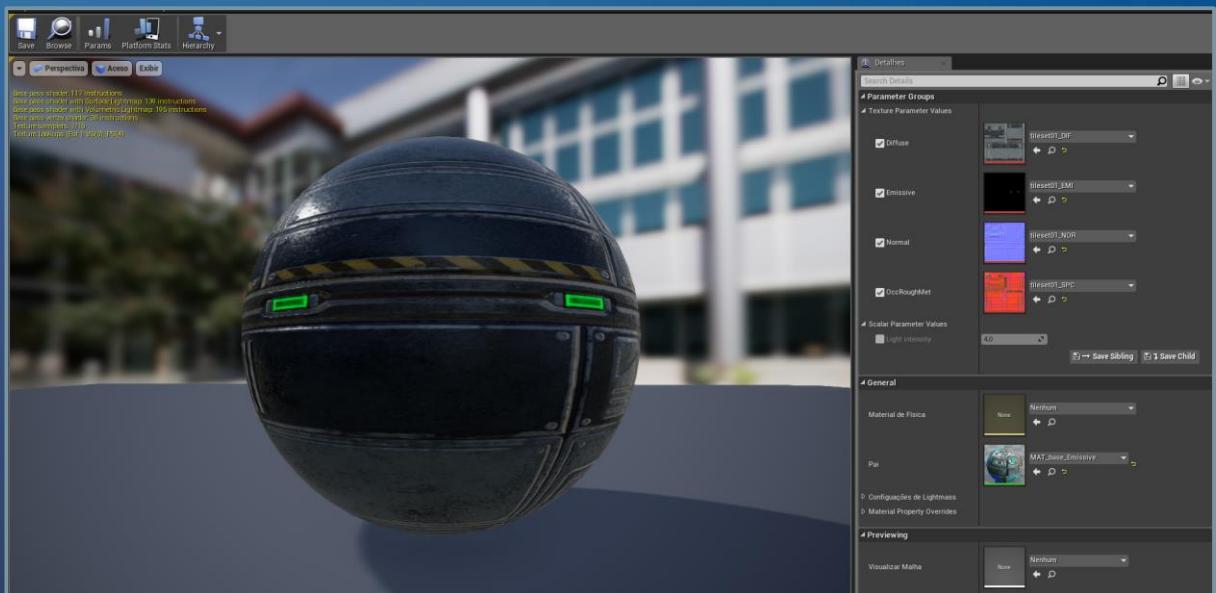
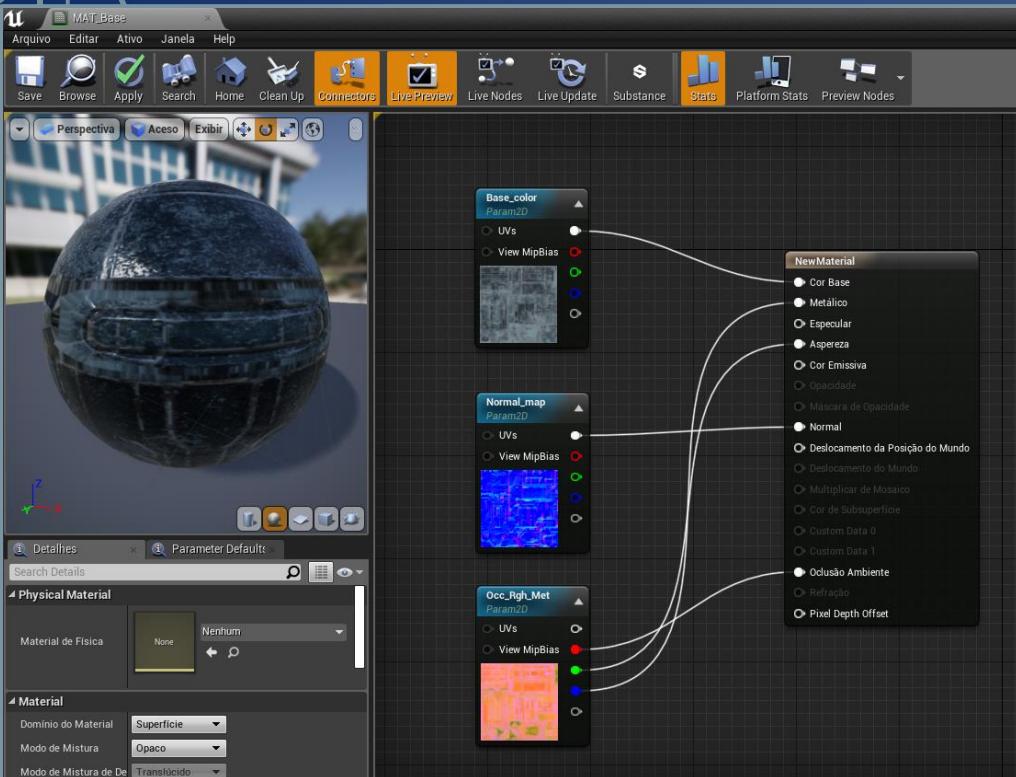


Tile reference:
Mega Man Zero (Gameboy Advance)

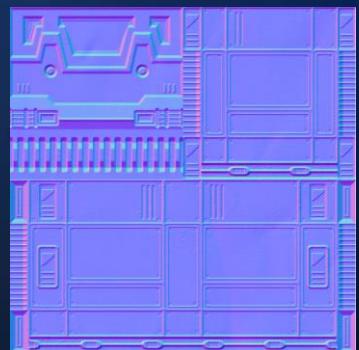
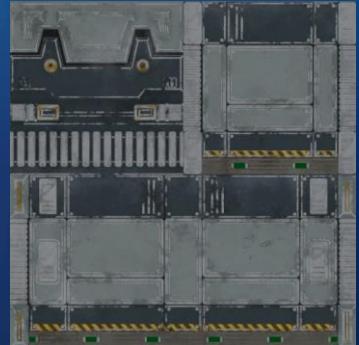
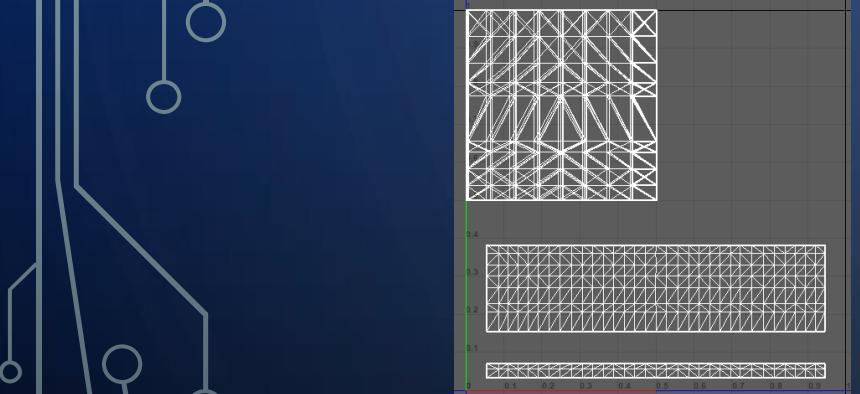
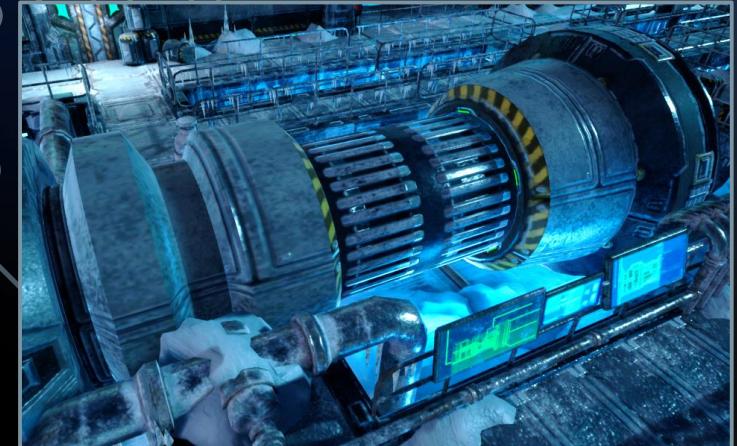
WEEK 04



WEEK 04



WEEK 04





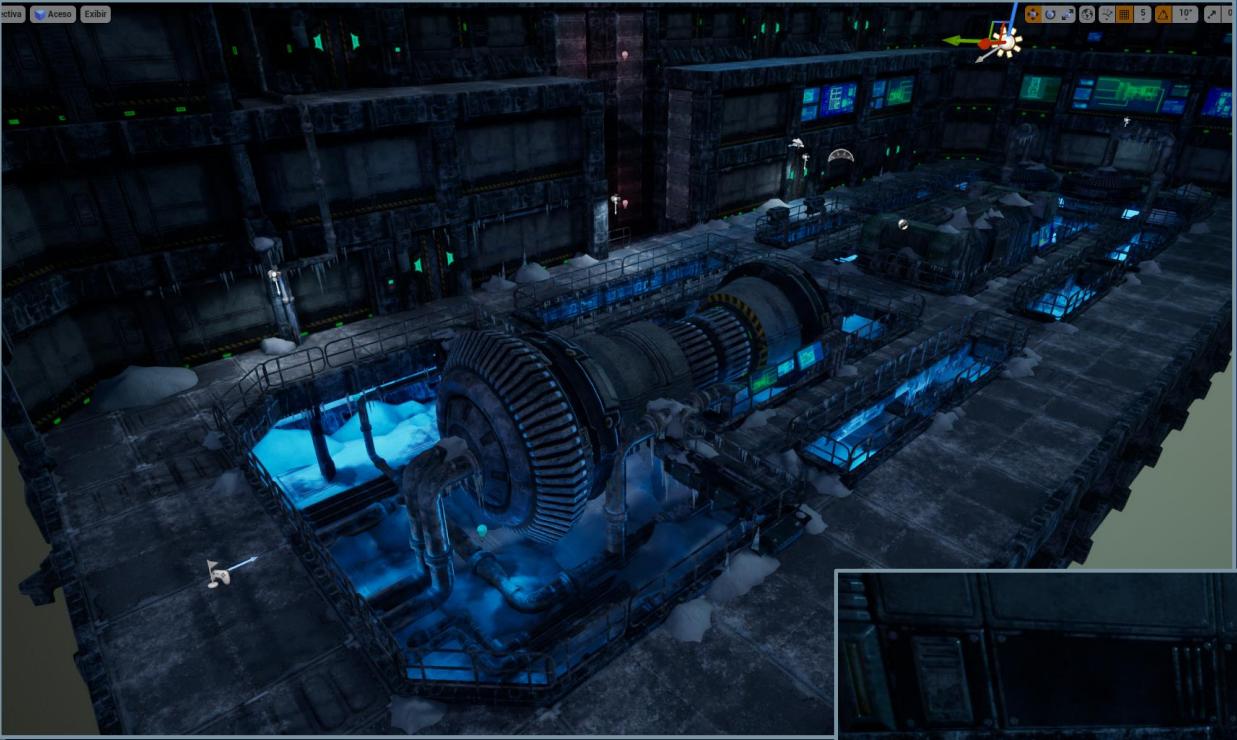
WEEK 05

LIGHTING

WEEK 05



WEEK 05

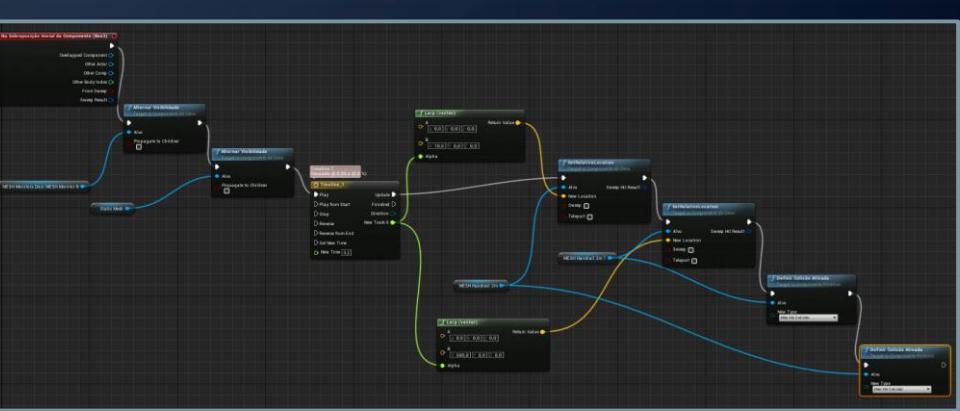
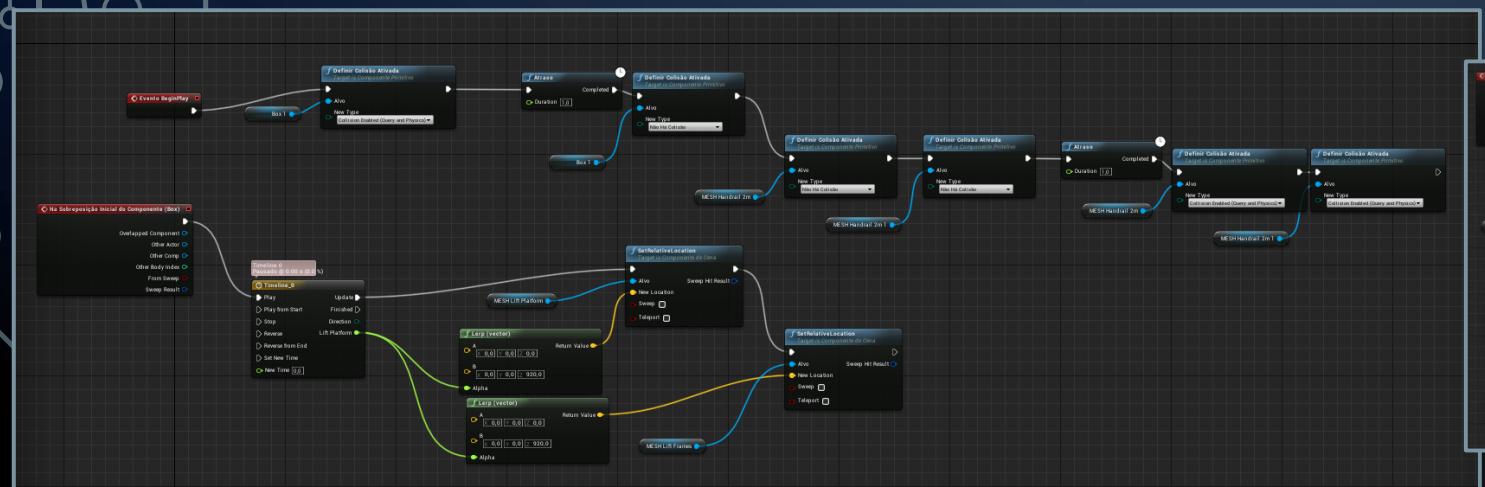




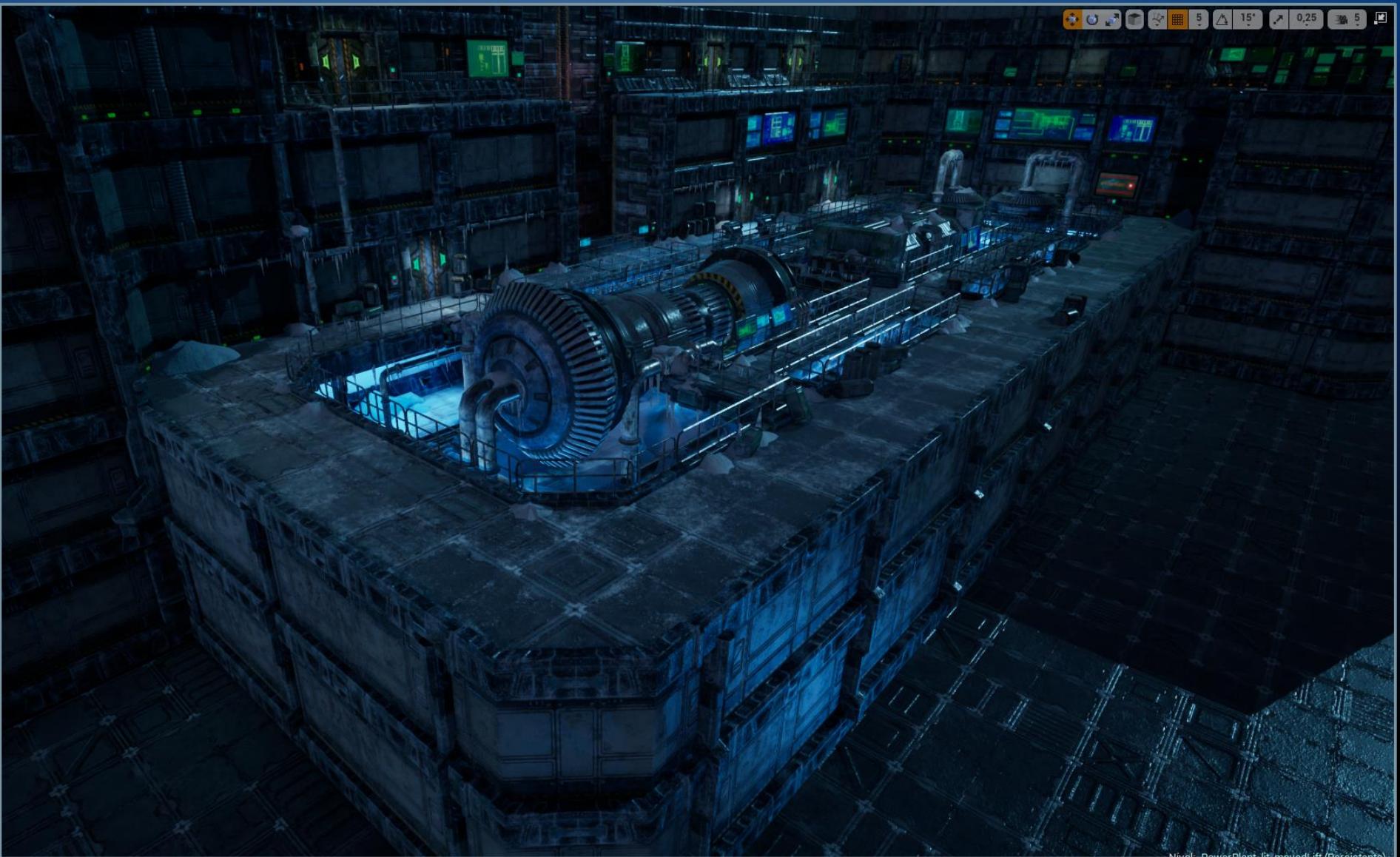
WEEK 06

BLUEPRINTS
REFINEMENTS
TOUCH-UPS

WEEK 06



WEEK 06



WEEK 06



Nivel: PowerPlant_lit_movedLift (Persistente)

WEEK 06

