

Rudy Baldi

Test for **2D Game Artist** position

Theme

Since there was no brief on which theme to choose, I went on a slightly futuristic cartoony look. Several reasons bring me to this conclusion.

- After checking the best Gacha games...
- I wanted to keep the original design language from the Japanese Gachapons :
 - colorful
 - plastic feel
 - rounded shapes
 - Modern feel

Process

Quick sketches to get the feel of the shape and proportions of a Gachapon. In my current job, we don't have time to sketch, I'm a bit rusty. I miss it :P

Some concerns I had when making this test.

I find the choice of grid given in the test disturbing. This is the one used for a building and doesn't fit the scale of a Gachapons. The grid for the chest would have been a better choice for me. It is a more coherent scale.

Reference for Gachapon



Extraction of the main features

- 1 - Tank
- 2 - Interaction mechanism
- 3 - Exit
- 4 - Capsule



THEME

Rounded toyish shape

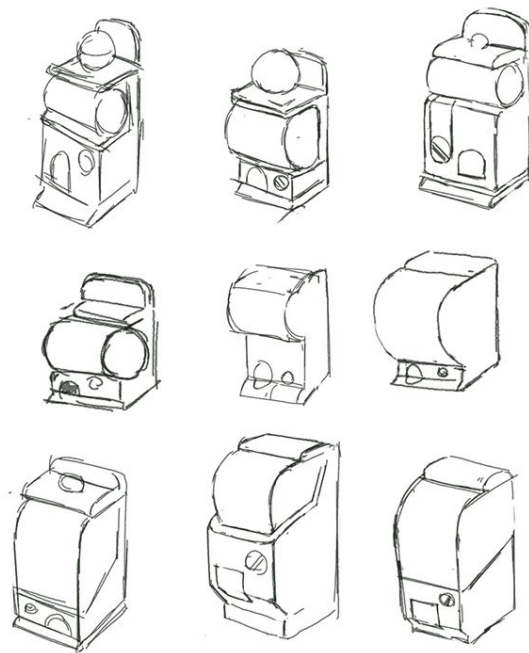
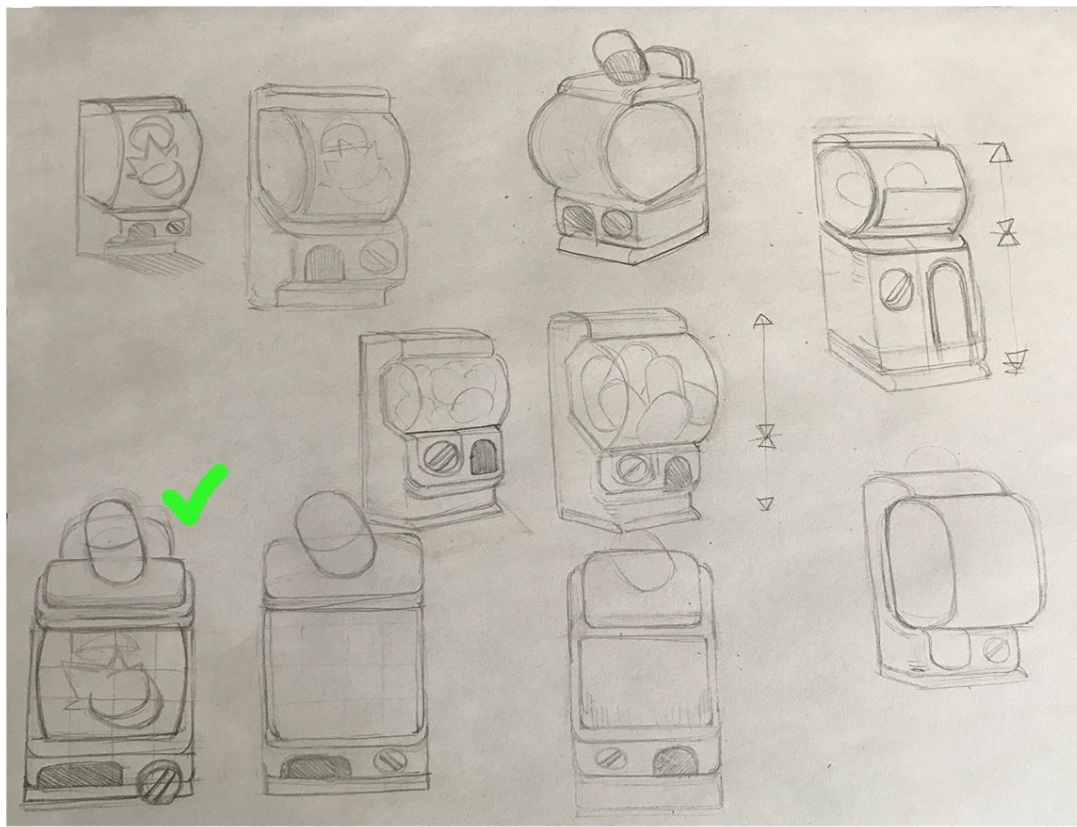


Simple shapes



Colors





FINAL

Colors tests



FIT GACHA BOX FOOTPRINT IN THE GRID

(see Task2_gachapon.mp4 for the FX)

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