

# LANCER

Quinn Johnston

Dagv 2240: Character Development

**Fall 2025**

# INSPIRATION



SONIC ADVENTURE'S CHAO



SPITFIRE LOGO

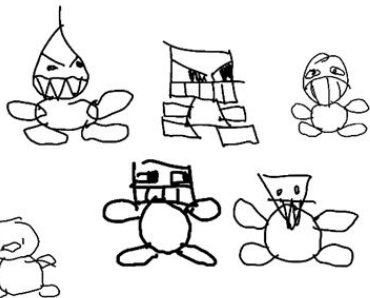


NEWGROUNDS  
ANGRY FAIC

# SKETCHES

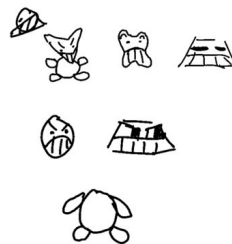
Classes:

Wizard  
Warlock  
Ranged  
Fighter  
Knight  
Paladin  
Witch

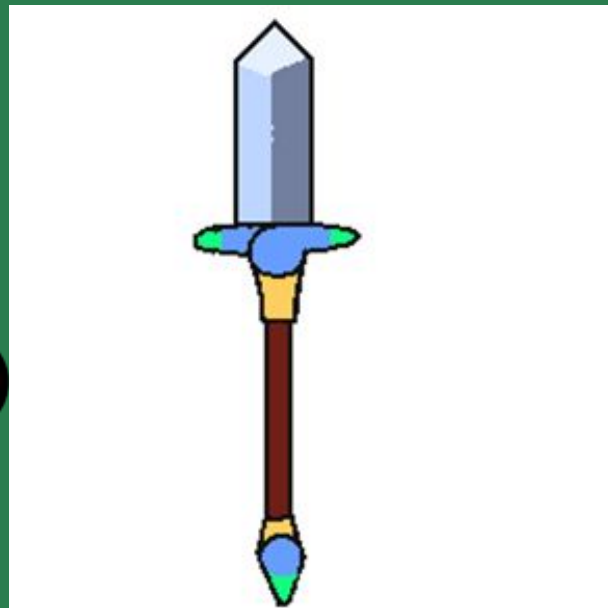


Only 4 Classes:

1. Melee □ × ○
2. Ranged △ ▽ ▷
3. Support ○ ♥ ☆
4. Tank ▢ □

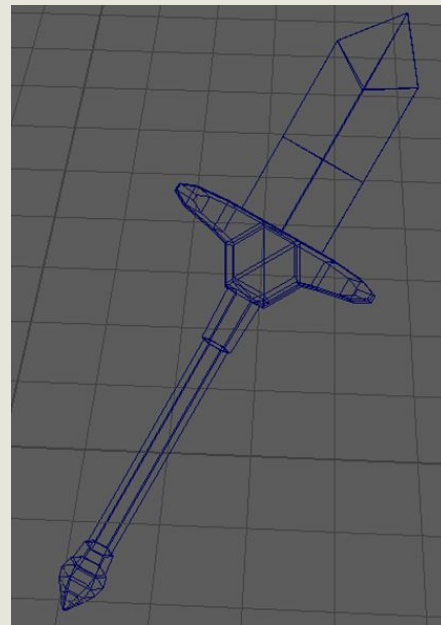
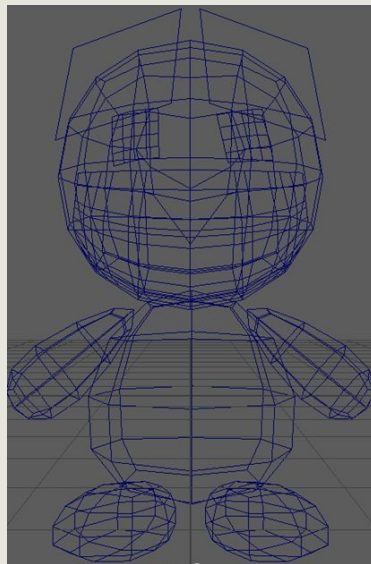
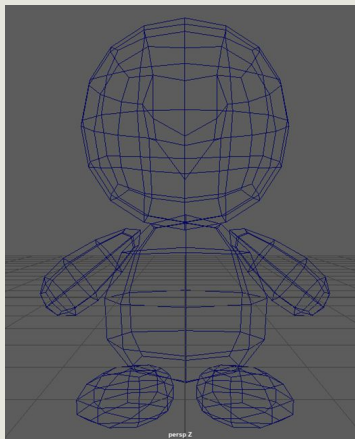
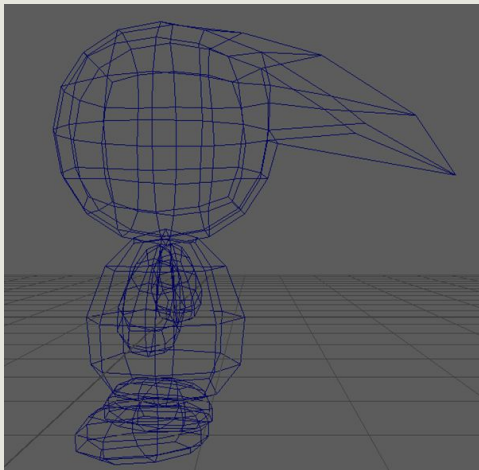
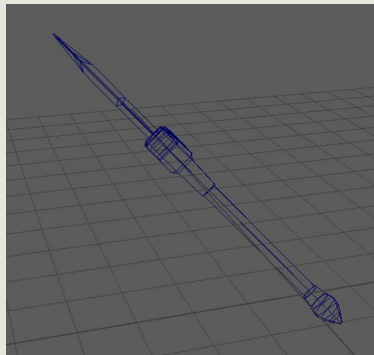


# CONCEPT ART



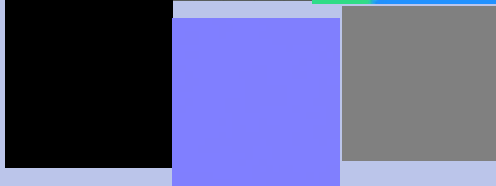
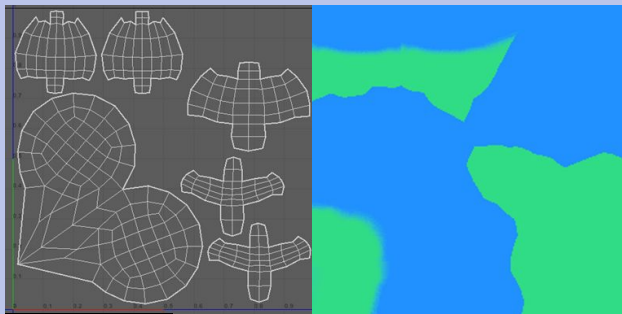
# MODELING BREAKDOWN

Efforts were made to keep the model low poly

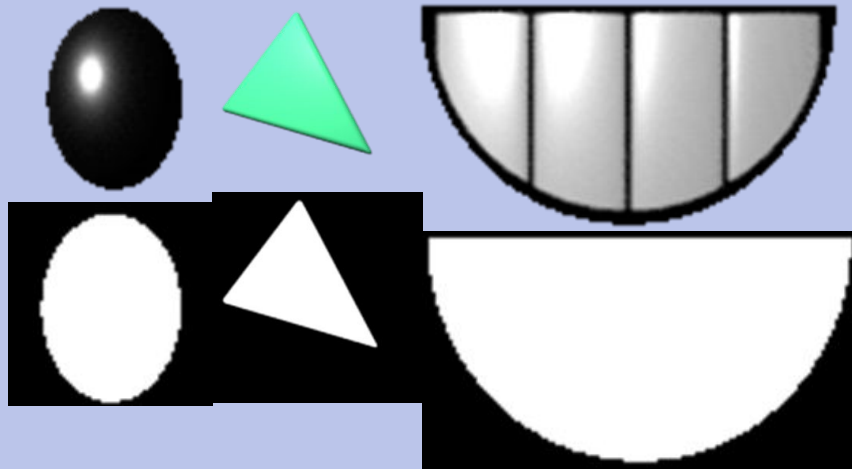
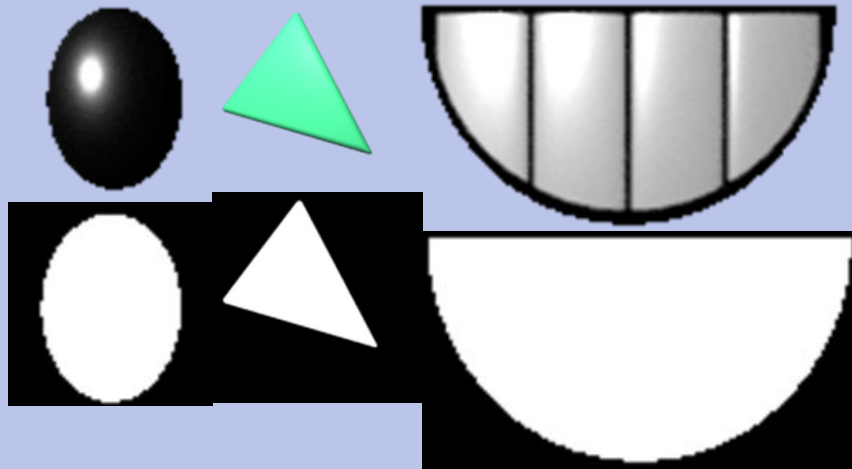


# SURFACING AND UVS

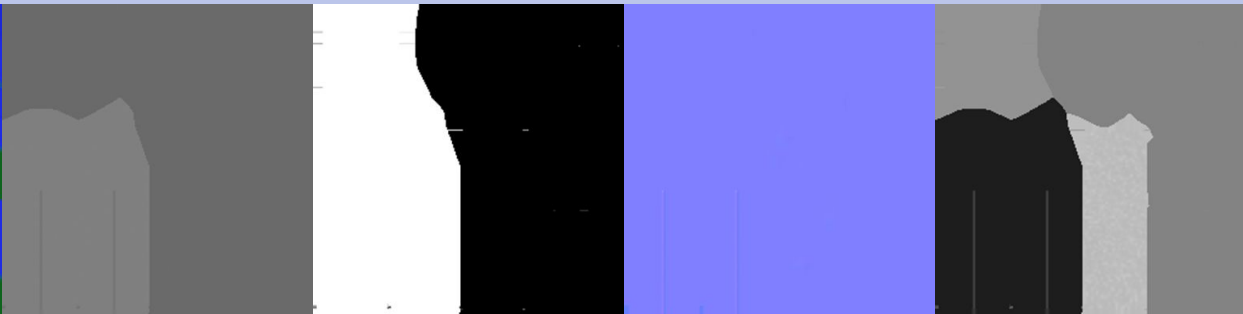
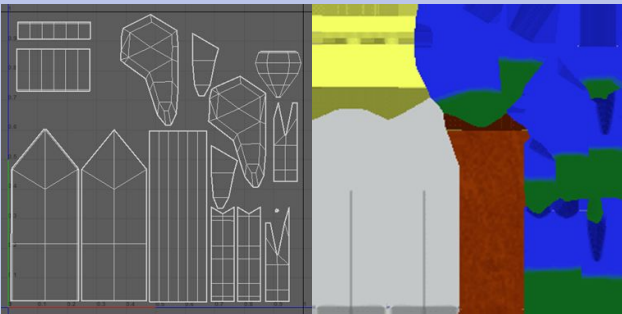
LANCER BODY:



LANCER FACE:



WEAPON (LANCE):



# RENDERS



3/4THS

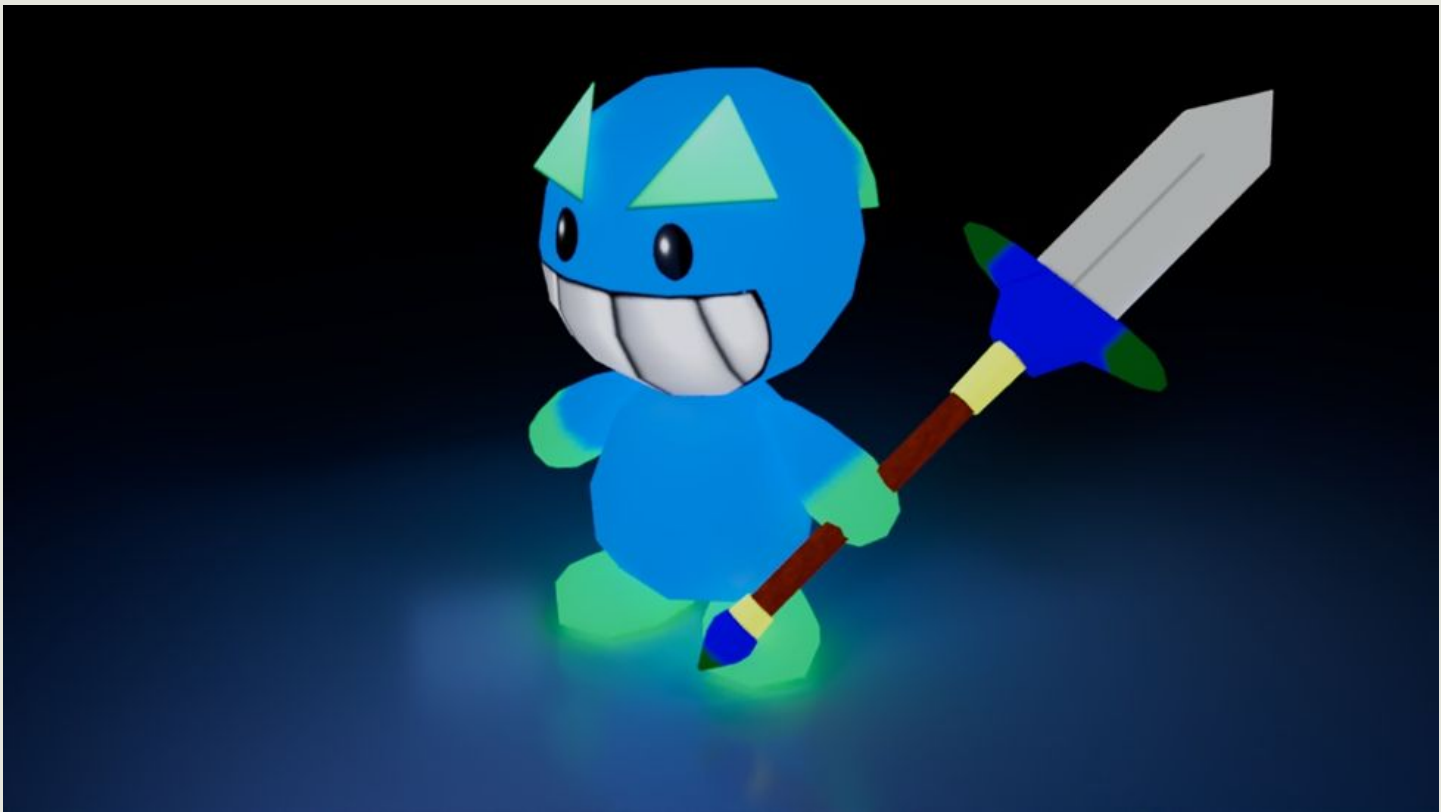
SIDE



FRONT



# BEAUTY SHOT





# REFLECTION

In wanting to replicate the styles of sonic, newgrounds, and overall edgy early 2000s graphics I learned a lot. First of all, simple striking shapes were very important. The silhouette was also an important focus for me. Initially I made the models rather high poly, which was alright, but I felt it struggled to have the more grungy aspects of the look, which were important to me. So I lowered the polygon count and that's when the model started looking right to me. I also made sure to get really low res 90's style renders for the face, after which I projected those on to the face, which I believe worked really well for me. The final thing I learned was to use the base color as the emission color, which really gave the model the cartoony look that I wanted.

In the future I'd like to make the rest of the characters in the concept art and make them fight for a little video series in the reel format.