

# LANCER

Quinn Johnston  
Dagv 2240: Character Development

Fall 2025

# INSPIRATION



SONIC ADVENTURE'S CHAO



SPITFIRE LOGO

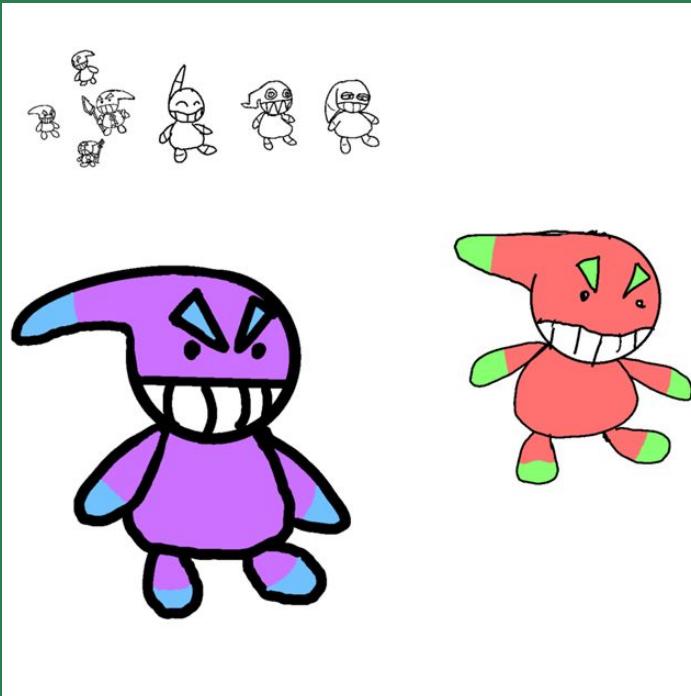
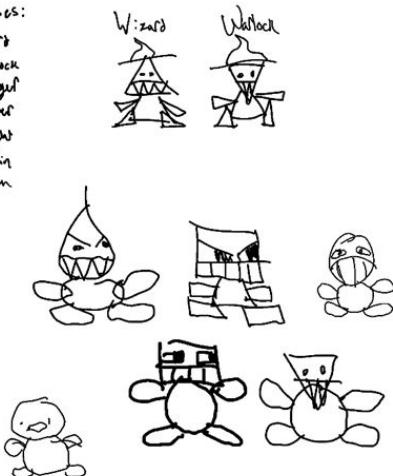


NEWGROUNDS  
ANGRY FAIC

# SKETCHES

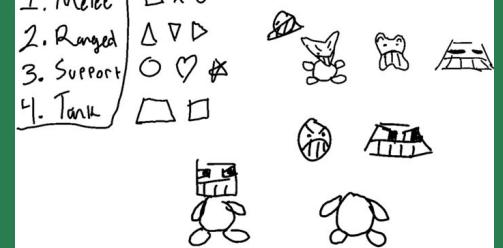
Classes:

- Wizard
- Warlock
- Ranger
- Fighter
- Knight
- Paladin
- Warrior

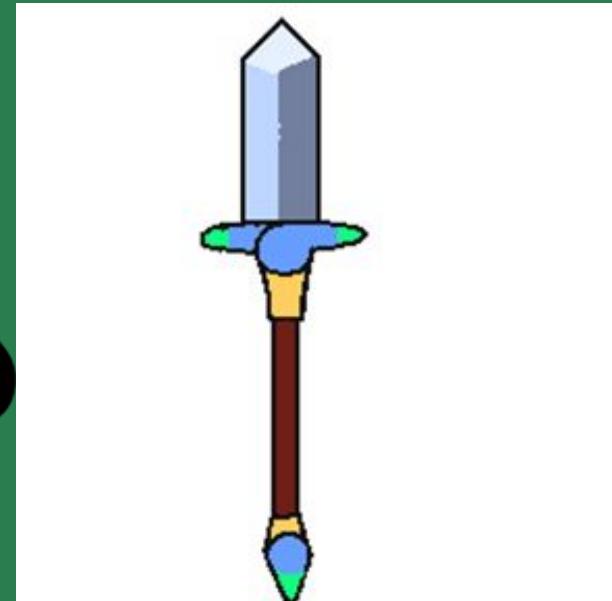


Only 4 Classes:

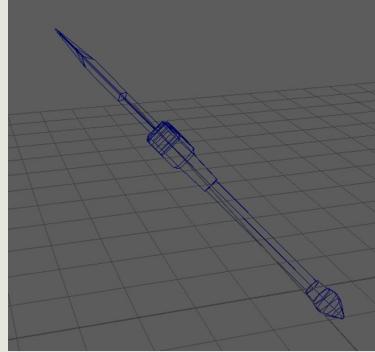
1. Melee	□ × 0
2. Ranged	△ ▽ △
3. Support	○ ⚪ *
4. Tank	□ □



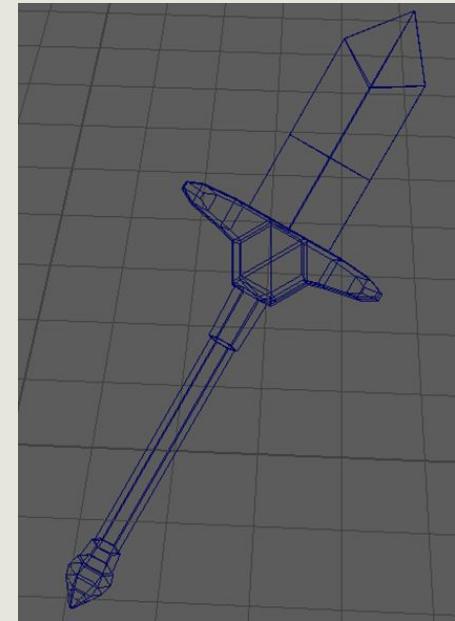
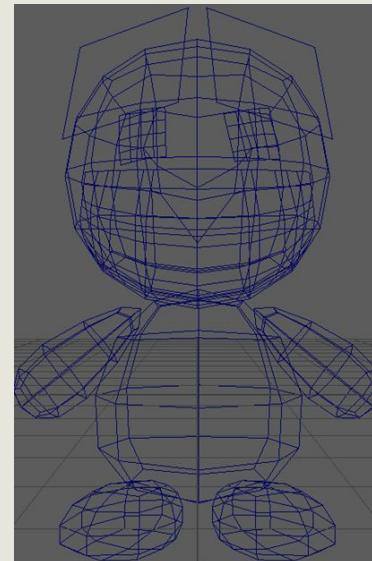
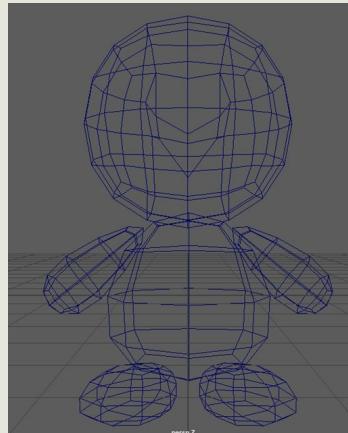
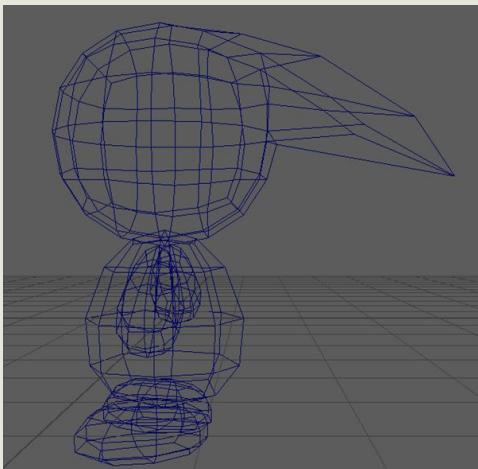
# CONCEPT ART



# MODELING BREAKDOWN

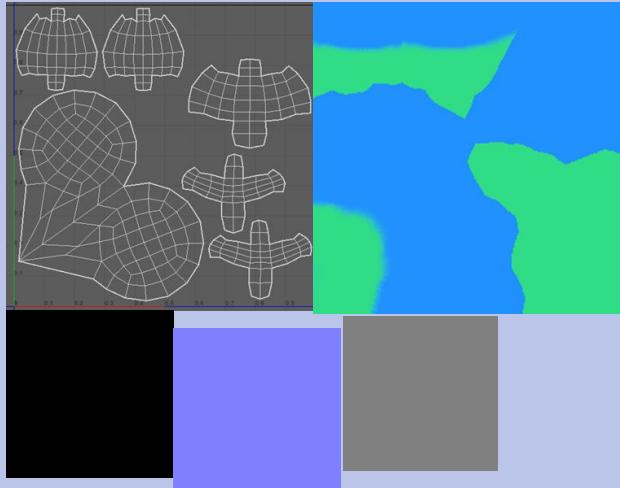


Efforts were made to keep the model low poly

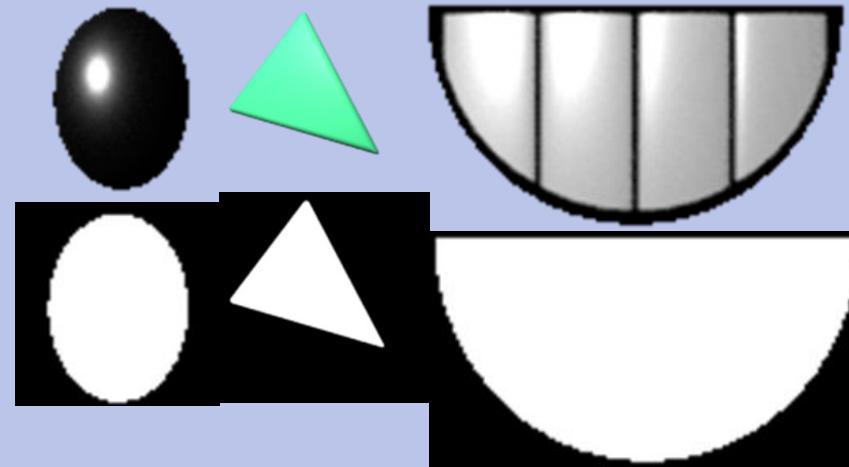


# SURFACING AND UV'S

LANCER BODY:



LANCER FACE:



WEAPON (LANCE):



# RENDERS



3/4THS

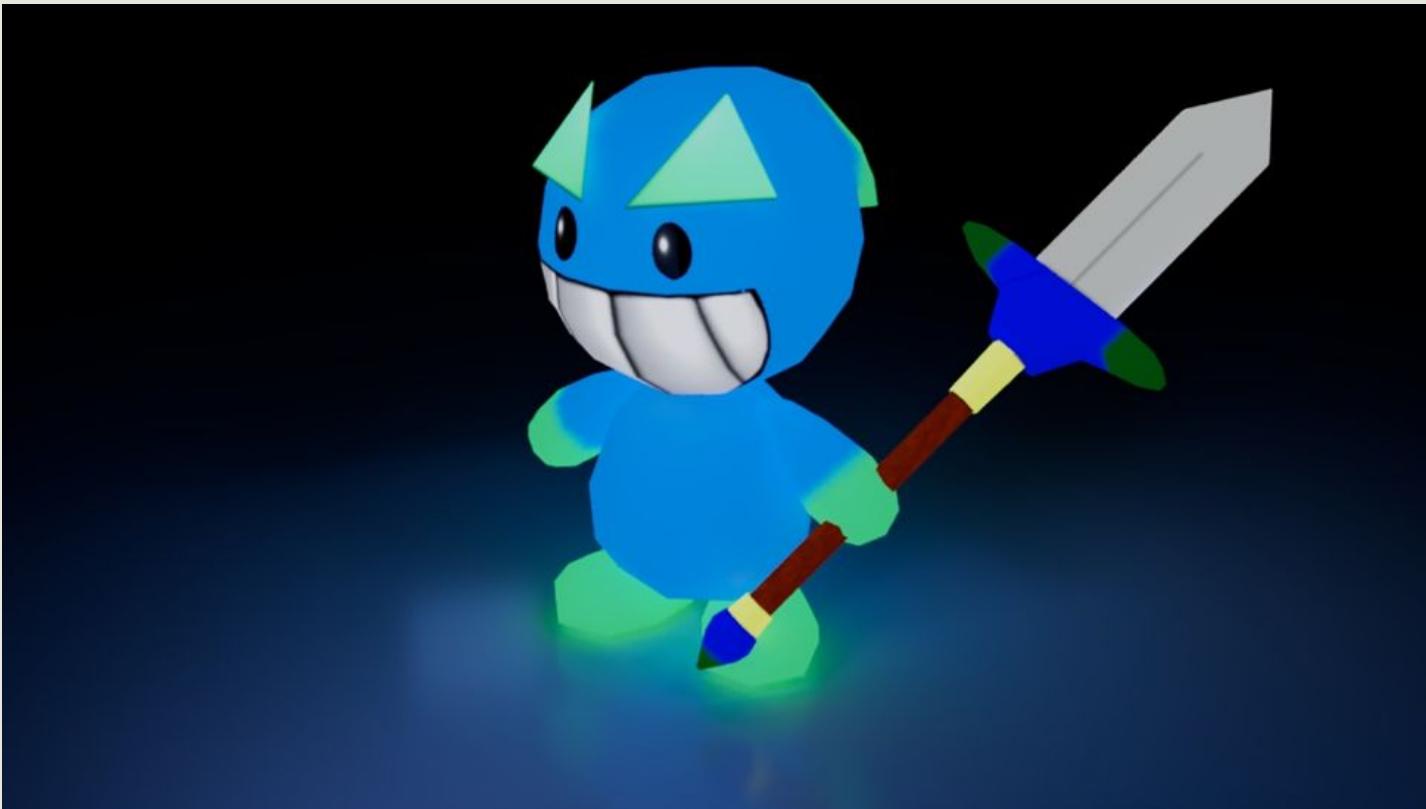
SIDE



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.