Game and Art DESIGN PORTFOLIO

(Web Design and Codes not Included)

by :
Xiaolin Yang

selected works
2016 - 2020

Xiaolin Yang

PORTFOLIO

Xiaolin Yang

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DESIGN SKILLS

01. Computer

Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Adobe After Effects, Maya, Unity, JavaScript, Nuke, Python, SQL, Cubase,VVVV, C++, Java, OpenGL

02. Knowledge

Animation Production Basis, Audio Visual Language Visual Communication Design , 3D Lighting and Rendering, Script and Split Mirror, Digital Photography Technology, Visual Effect, 3D Binding and Animation, Physical Engine , Audio Processing Interactive Media Design, CG Creation Basis, Film Synthesis Basis, Digital Graphic Design, 3D Model and Mapping, Virtual Reality Technology Basis, Advertising Creativity and Performance

EDUCATION

*Beijing Institute of Technology,Zhuhai (2016-2020)
*Guangzhou Yuexiu Foreign Language School (2013-2016)
*Guangzhou Railway No.1 Middle School (2010-2013)
*Primary School Affiliated to South China Normal University (2004-2010)

EXPERIENCE

*2014 : Volunteer in Guangzhou Library
*2017-2018: Journalist in international cooperative
*2019 : Work in Guangzhou Brickware Network Technology Limited Company

HOBBIES & INTEREST

Travelling , Photography, Chinese Traditional Culture, Singing, Deisgn, Fashion, Advertising, Drawing , Film, Novels

01

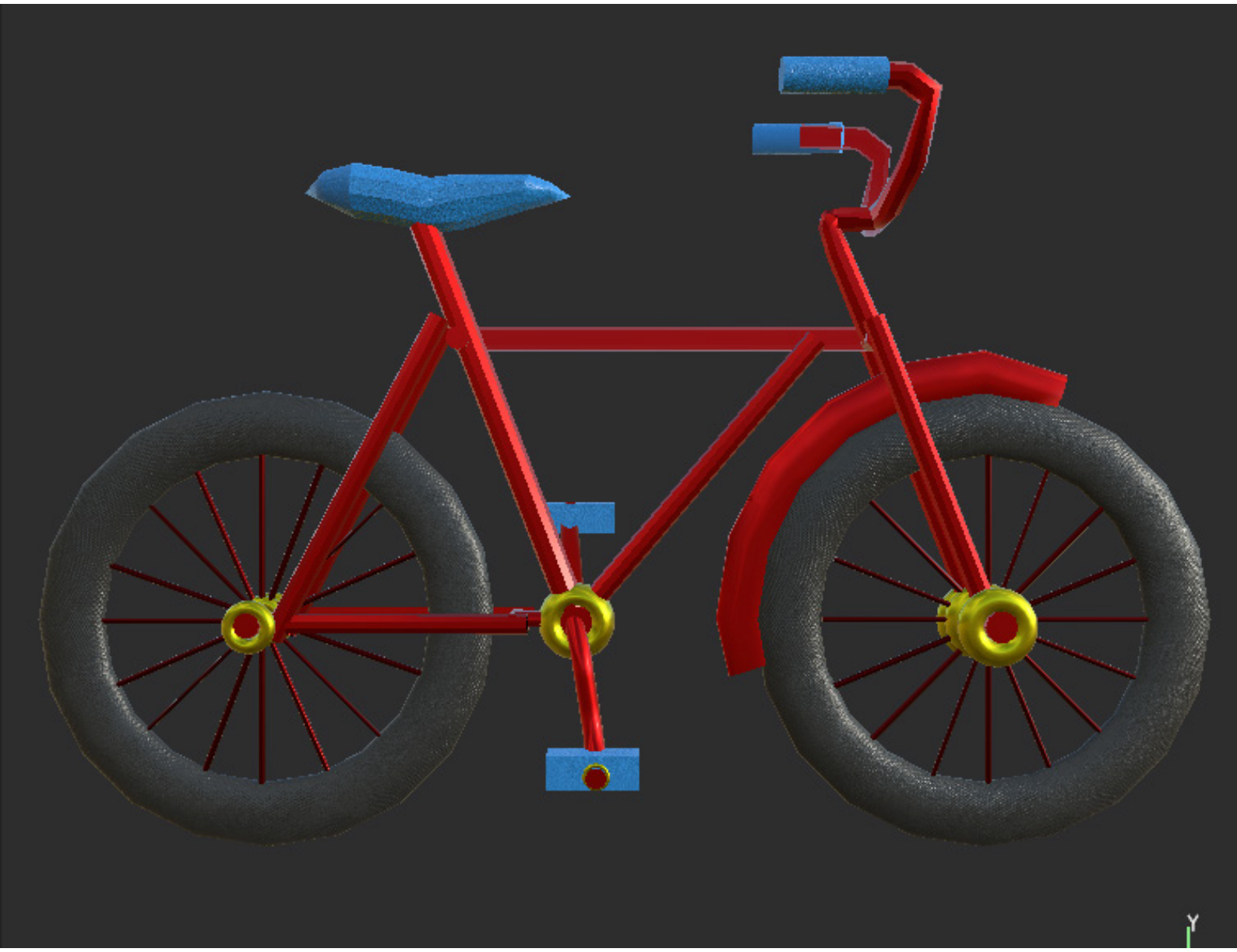
3D Model and Render

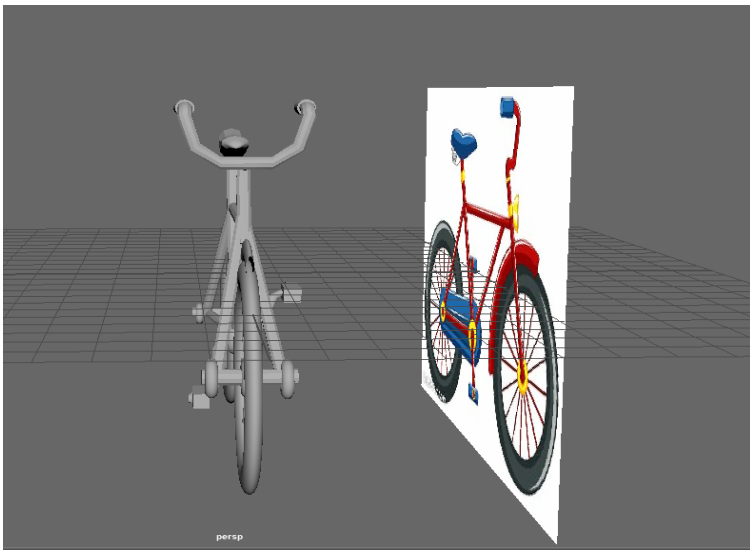
BIKE
Model and Mapping

Made For	Comprehensive Training of Game Development
Year	2019
Design Tool	Maya, 3D Painter

Description

In the comprehensive training class of game development, I am responsible for bike modeling in my own group. As the team leader asked for a bicycle model with animation style, I found a picture that met the requirements on the Internet. Although this picture only shows the side view of the bicycle, I carefully model it according to my own actual observation. At the same time, I made a material map for the model and further refined the map in 3D painter.

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CHEESE AND WINE
3D Lighting and Render-Part 1

Made For	3D Lighting and Render
Year	2018
Tool	Maya

Description

In the three-dimensional lighting and rendering class, this model has always been used as a teaching model. The biggest highlight here is to render the transparency material of the wine cup, and let the wine in the cup have the corresponding color effect. In order to make the wine clear and transparent, I will lighten the color.

Secondly, the texture of cheese is also one of the highlights. After adding cheese to the cheese, I added a lot of textures on the basis to make it look exactly the same as the cheese sold in the market.

In addition, the texture of grapes is also based on the idea of texture rendering. The only difference with cheese is that there is no need for too obvious texture processing.

FRUIT
3D Lighting and Render-Part 2

Made For	3D Lingthing and Render
Year	2018
Tool	Maya

Description

This is the final assignment of 3D lighting and rendering.

The highlight of this work is to add different materials to various fruits. Among them, it takes a long time to add material effects to the apple. At that time, when designing materials, I used to render materials according to the actual observation, hoping that the effect was red background and yellow pattern. In order to achieve realistic results, I have been balancing the proportions of the two colors in texture processing.

In addition, the illumination of light affects the effect of materials. This rendering uses not only natural light, but also direct light.

02

3D Animation

MOUSE Animation

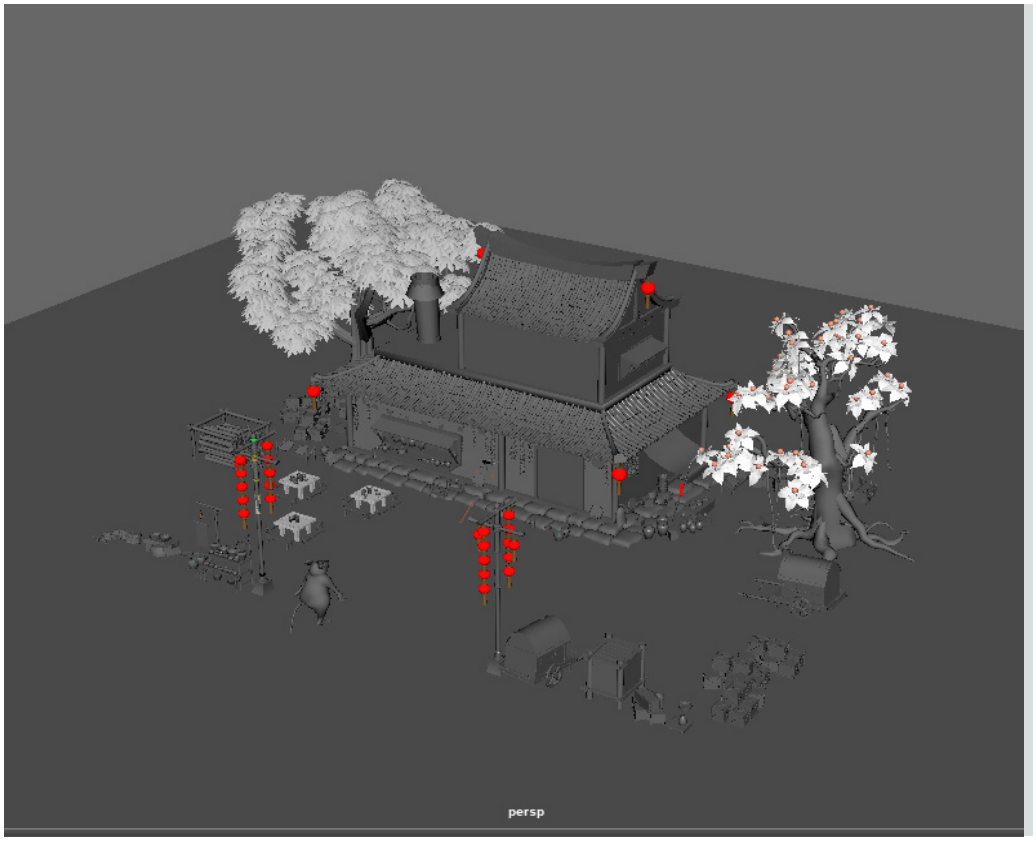
Made For	Special Topic I of Digital Art and Basis of Animation Production
Year	2018
Tool	Maya

Description

The action design of the model is divided into two parts: the mouse gets up and walks.

Getting up is the highlight of the whole action. I designed the mouse animation according to the inspiration of the actors' rising action. Among them, the biggest one is to consider the sequence of hands and feet as well as the movements of legs and wrists when the mouse gets up. In addition, after keyframing the corresponding key actions, I also want to see the motion of the whole animation. When the action of the model passes through the plane or the action appears unreasonable, I have to make corresponding changes immediately and add the key frame.

The part of mouse walking is designed according to the standard walking decomposition diagram.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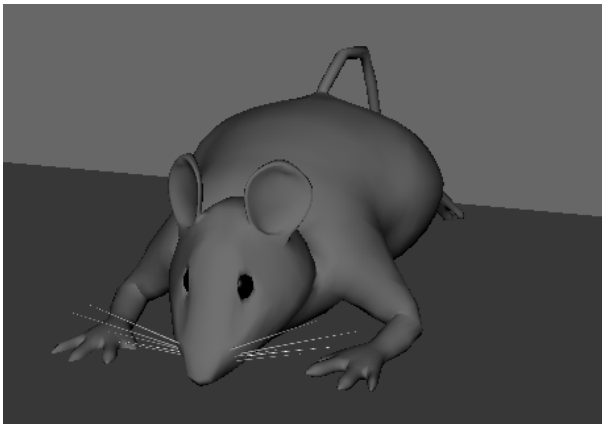
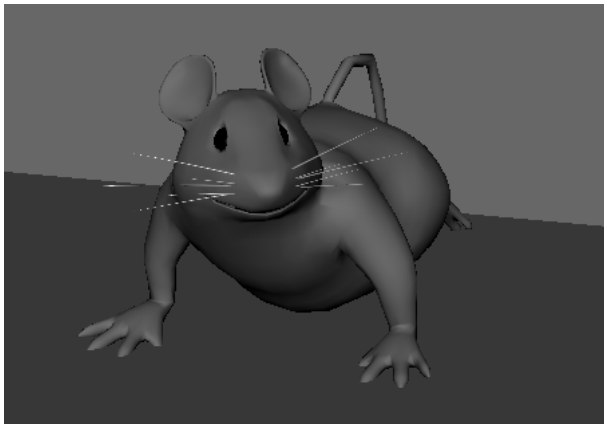
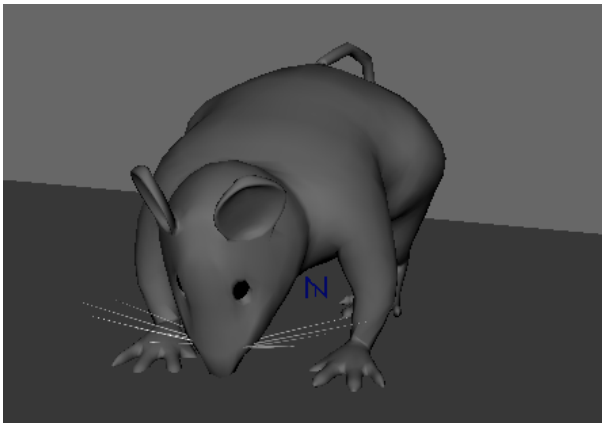
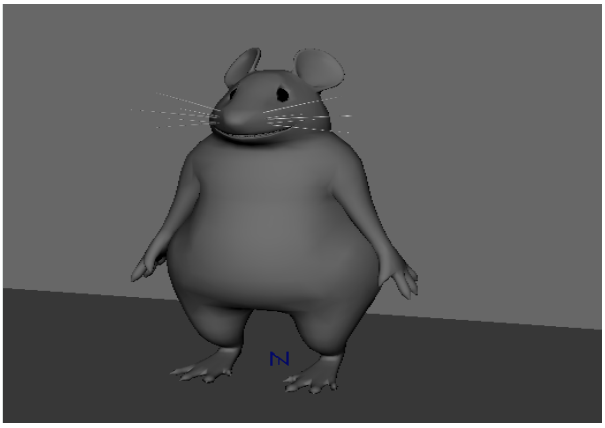








03

Visual Effect

EXPLOSION
Particle Effect by AE

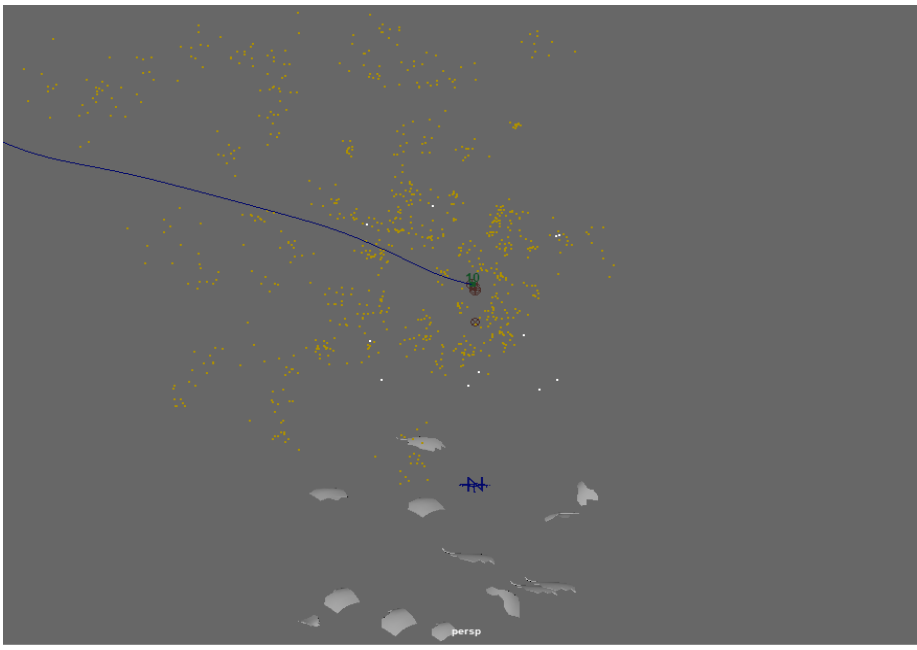
Made For	Visual Effect
Year	2019
Tool	Adobe After Effects

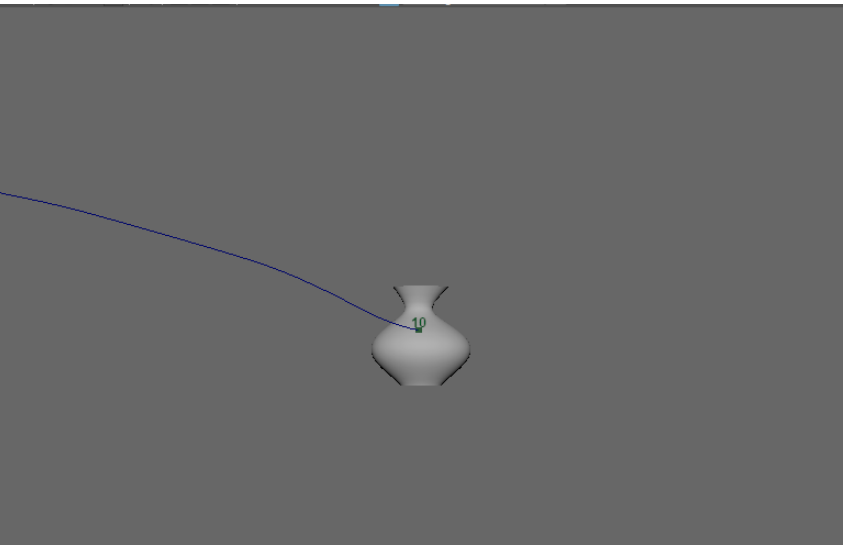
Description

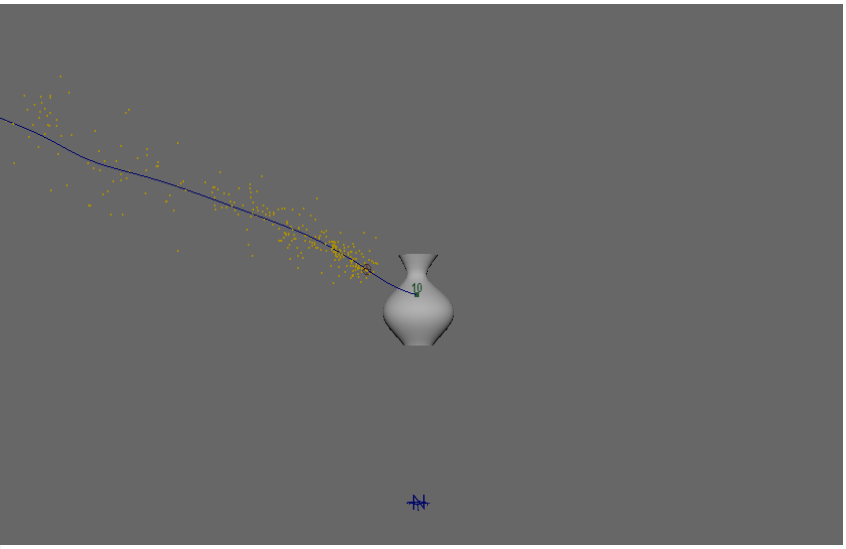
I chose a live shot Desert video as the background of this special effect. Import the image of the stone to be the object of the explosion into the video. The effect is that a magic beam hits the stone and disappears. When making this special effect, you should first design the action path of magic beam, then find your favorite effect in the particle effect column and adjust the particle parameters. Secondly, after the light beam reaches the stone, it is necessary to make the explosion effect. When making, pay attention to the time and speed of explosion. At the same time, the stones are treated transparently, so that the stones disappear after explosion. Finally, according to preference, the effect of rock explosion can be supplemented. The most important thing to pay attention to in making this special effect is to adjust the sequence frame to ensure the sequence of various special effects. In addition, pay attention to the influence of special effects on the surrounding environment.

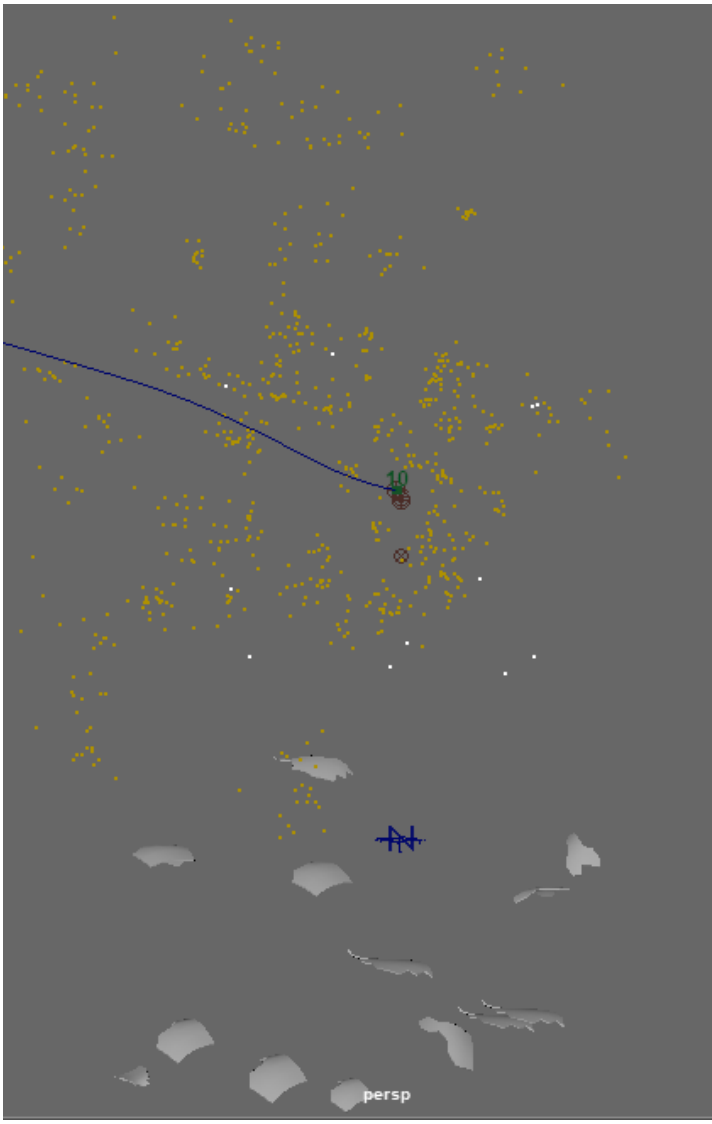
VASE EXPLOSION
Visual Effect by Maya

Made For	Visual Effect
Year	2019
Tool	Maya









Description

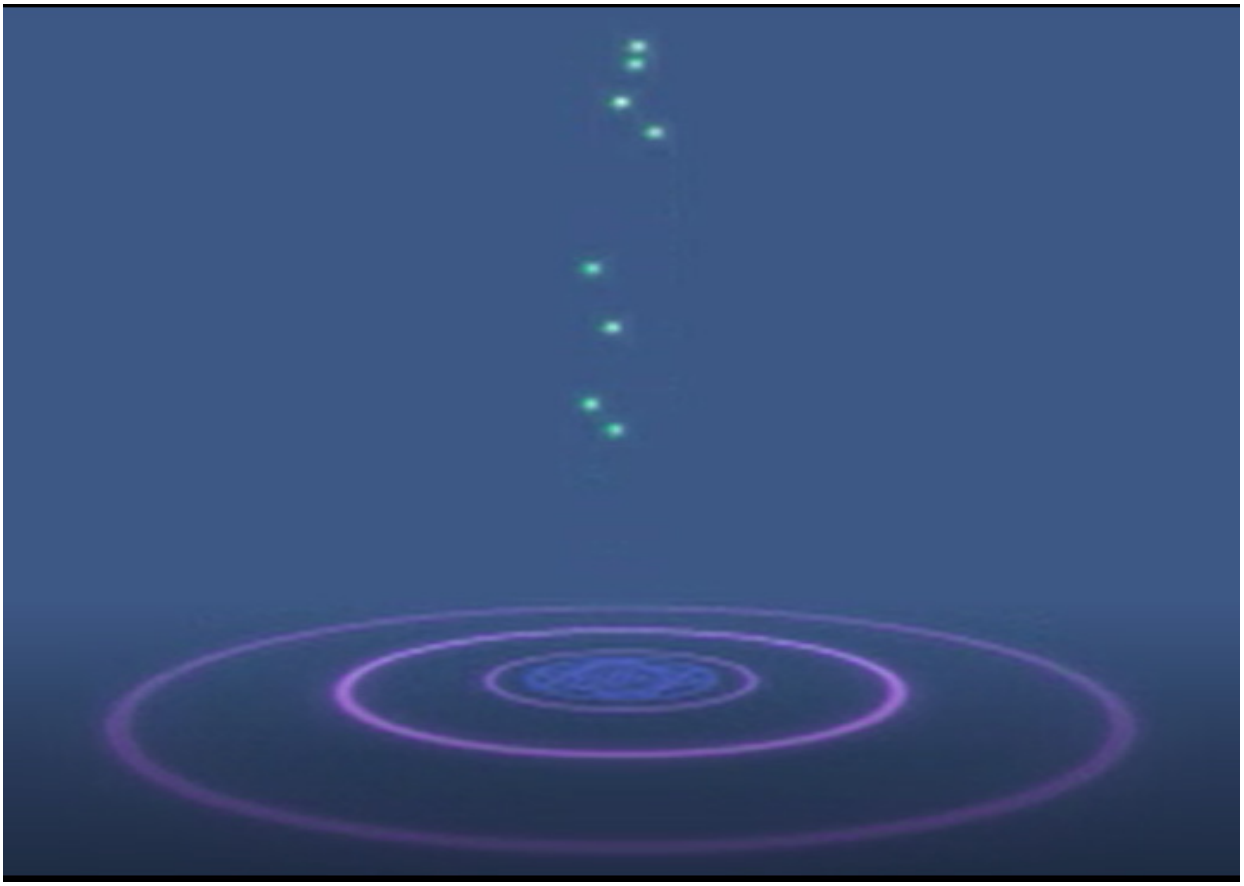
Open Maya, make a vase model with the surface nurbstopoly, solid the vase model, and then remove the surface. Then, divide the vase model into several pieces, use the middle key to focus on one point and align the pieces, remove the pieces that do not rotate in the x-axis direction, and finally hit the pieces. Next, instantiate the fragment. After that, create emitter 1, set the time of particle dropping, bind with the fragment, and then make appropriate adjustments on the particle panel according to the effect of fragment dropping to make the particles conform to the logic. Next, make a simple butterfly model in Maya's new scene and animate it. When done, import it into the vase scene. In addition, create emitter 2 to float the particles by adjusting the panel. Then, let the particles of emitter two bind to the butterfly and make appropriate adjustments.

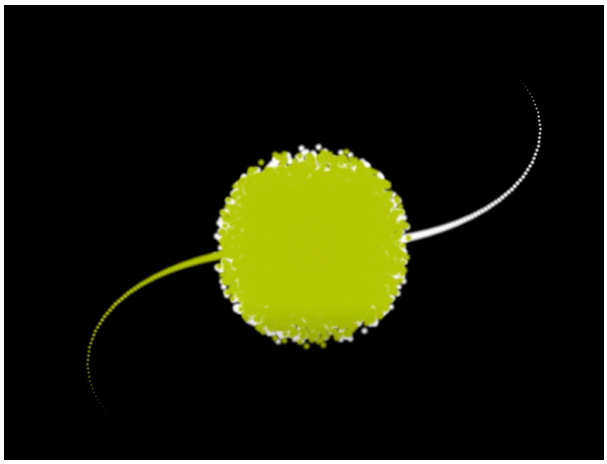
MAGIC EFFECT
Visual Effect by Unity

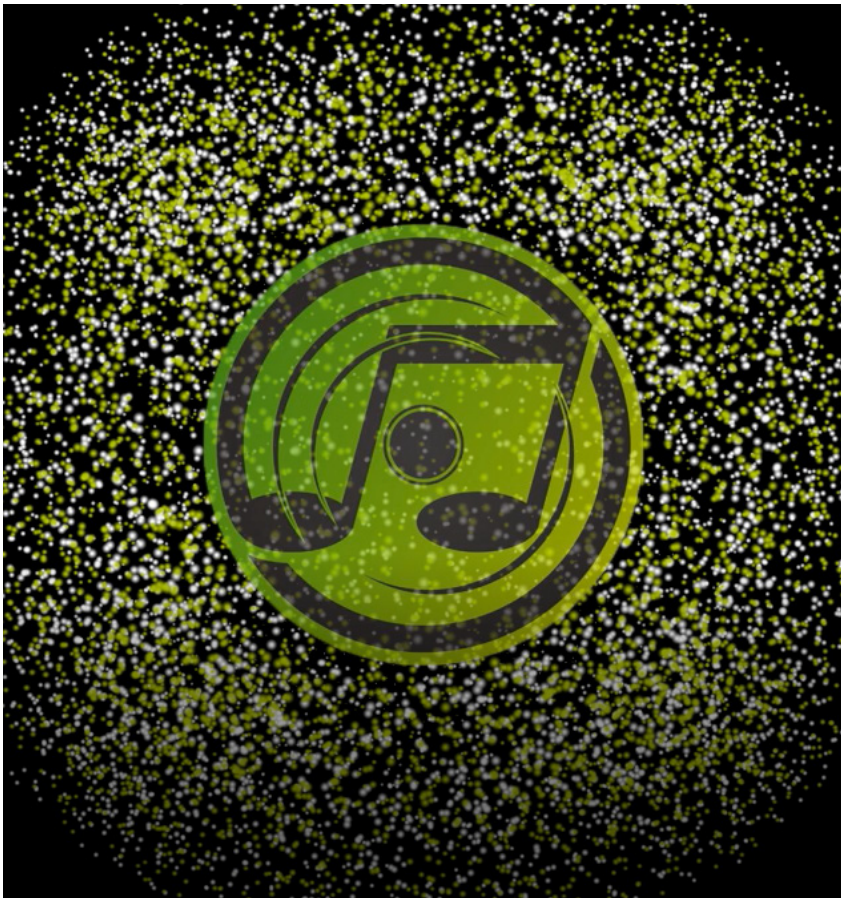
Made For	Visual Effect
Year	2019
Tool	Unity

Description

This is the magic effect displayed in unity using particle effect. According to the number of particles, the direction of the particle emitter and the effect of color, make the corresponding magic effect. The presentation forms of various effects can be adjusted by importing corresponding pictures







LOGO EFFECT
Visual Effect by AE

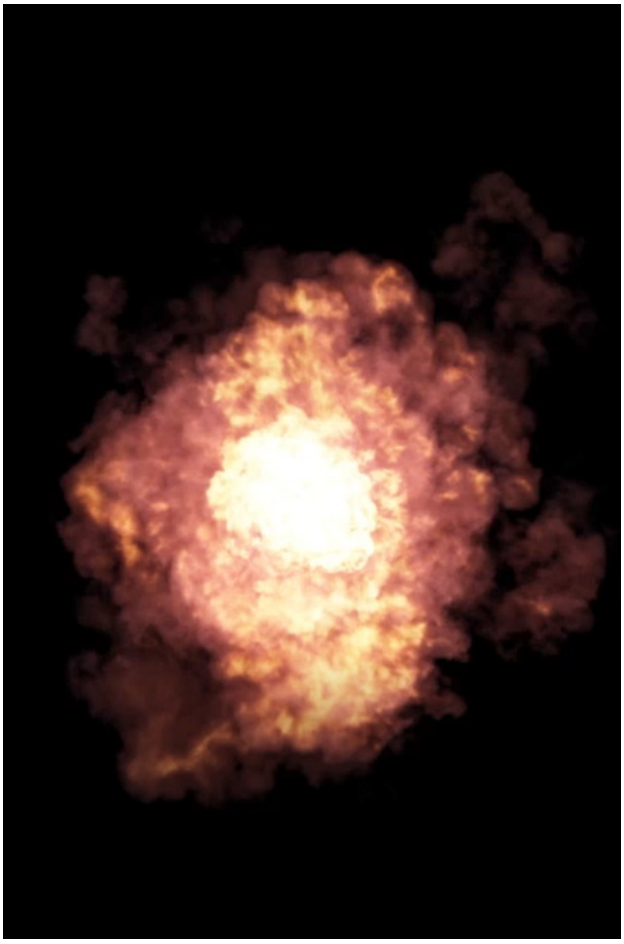
Made For	Visual Effect
Year	2019
Tool	Adobe After Effects

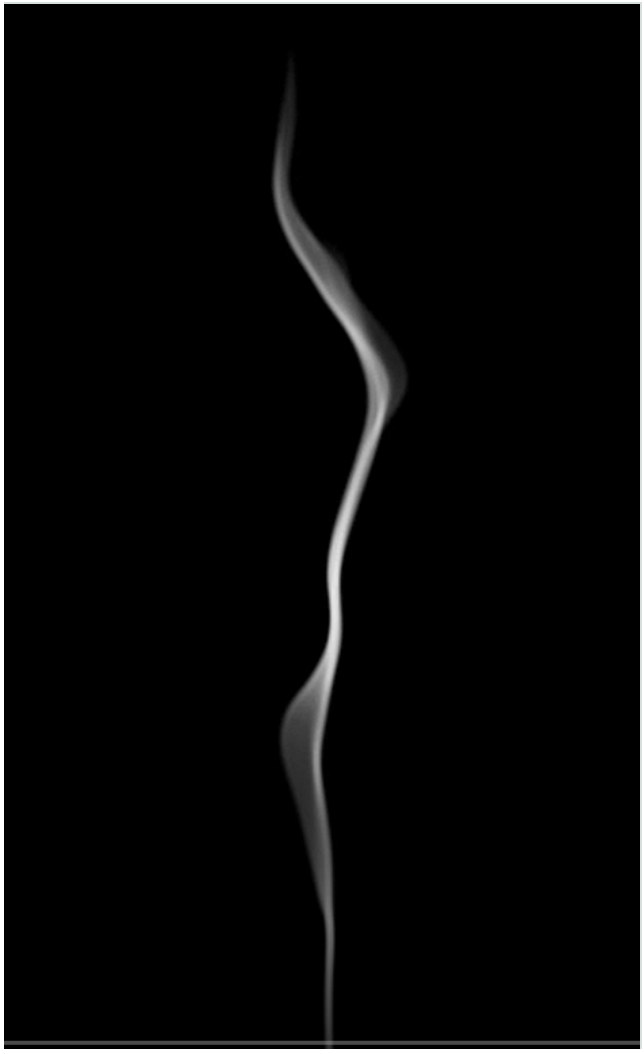
Description

Use AE particle effect and adjust image transparency to make a logo display effect.

EFFECT
Design by AE

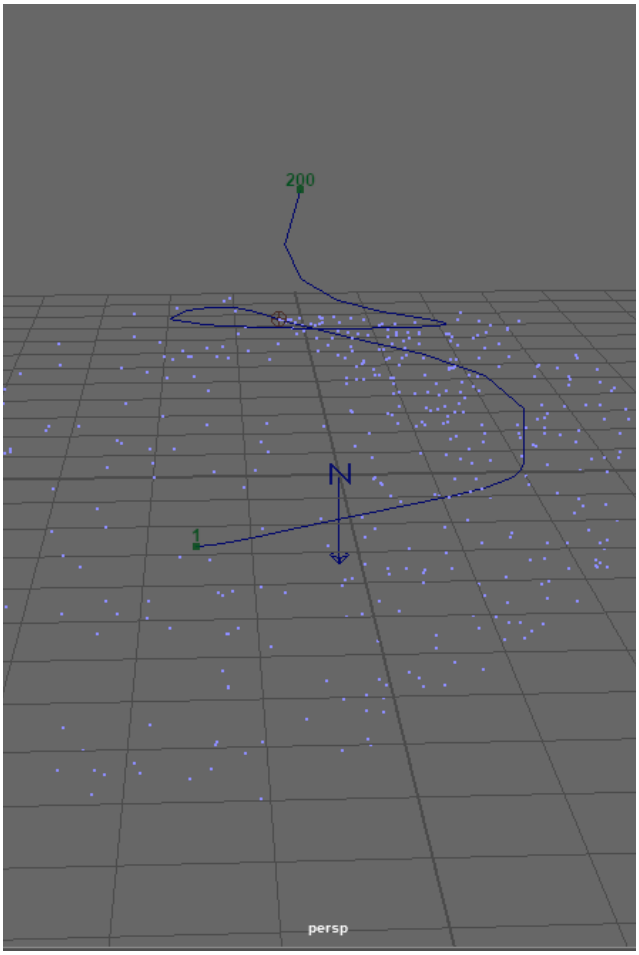
Made For	Visual Effect
Year	2019
Tool	Adobe After Effects

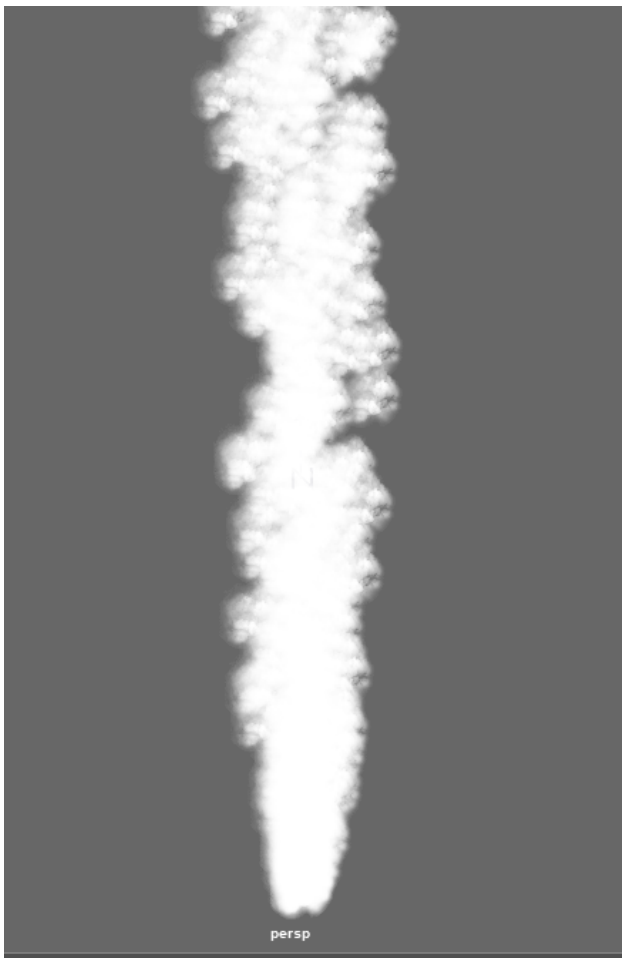




Description

These are special effects made of particles on AE.





EFFECT
Design by Maya

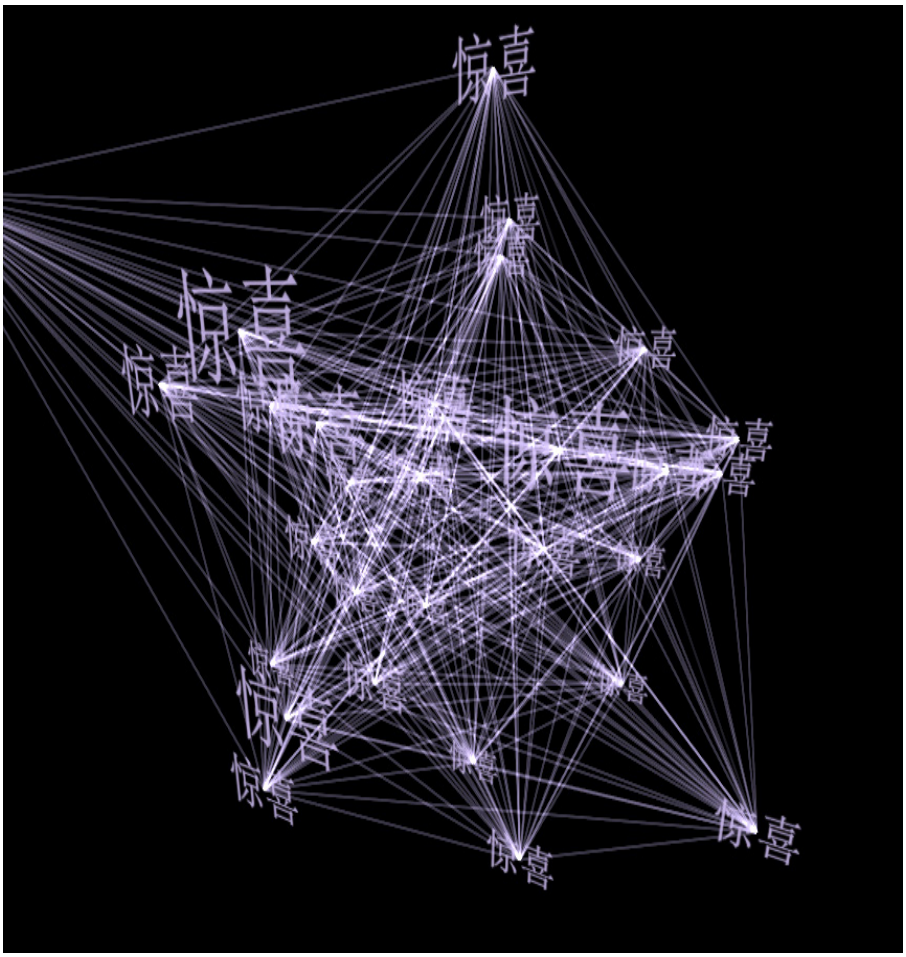
Description

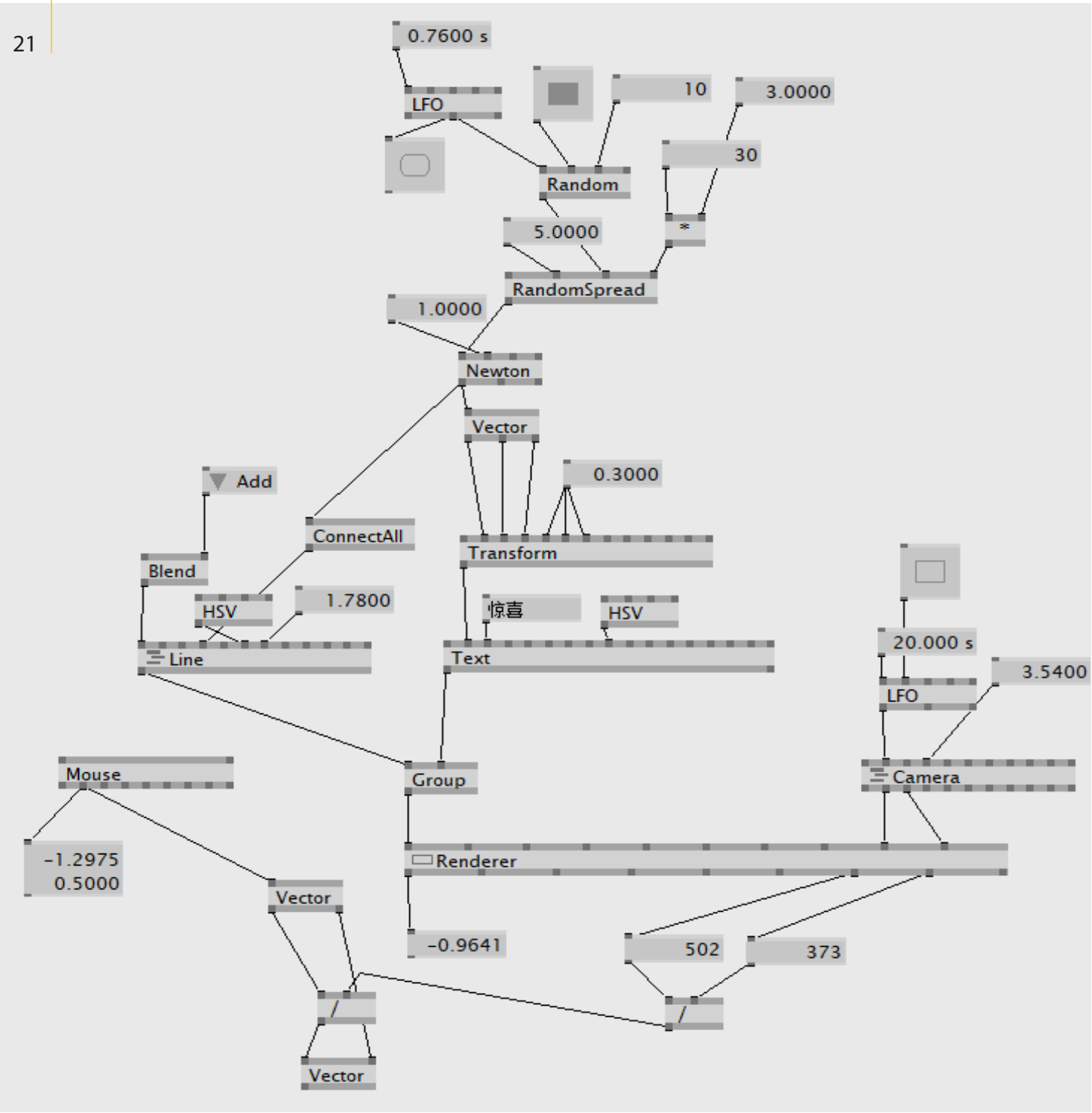
These are special effects made of particles on Maya.

Made For	Visual Effect
Year	2019
Tool	Maya

04

Interactive Media Design





LINE AND WORD
Design by VVVV

Made For	Interactive Media Design
Year	2019
Tool	VVVV

Description

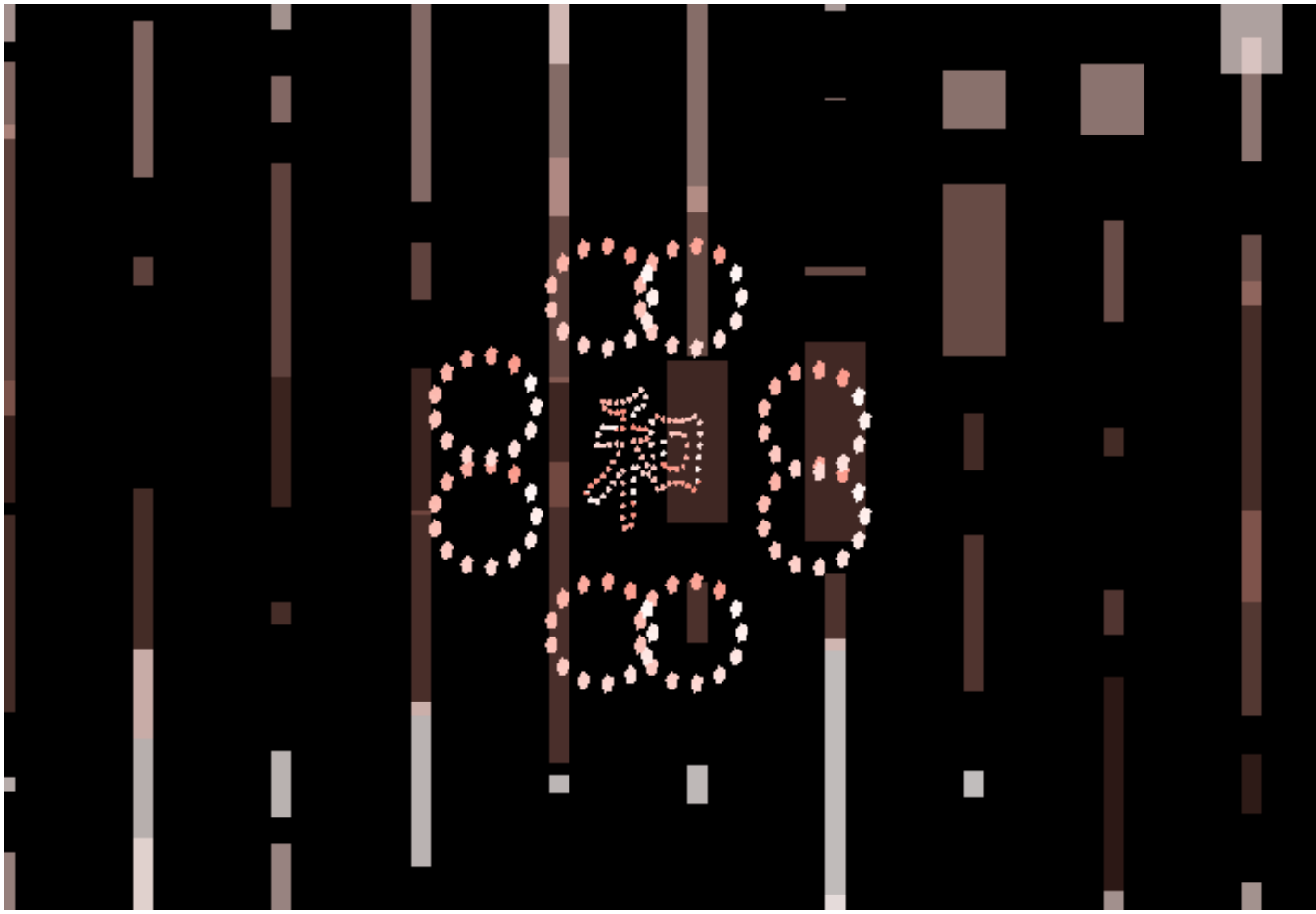
Using the mutual connection of modules on vvvv to achieve the synthesis effect of point and line or line and text. In this process, only parameters need to be adjusted. Open the render interface, and make detailed color and animation numerical changes according to the effect of the interface.

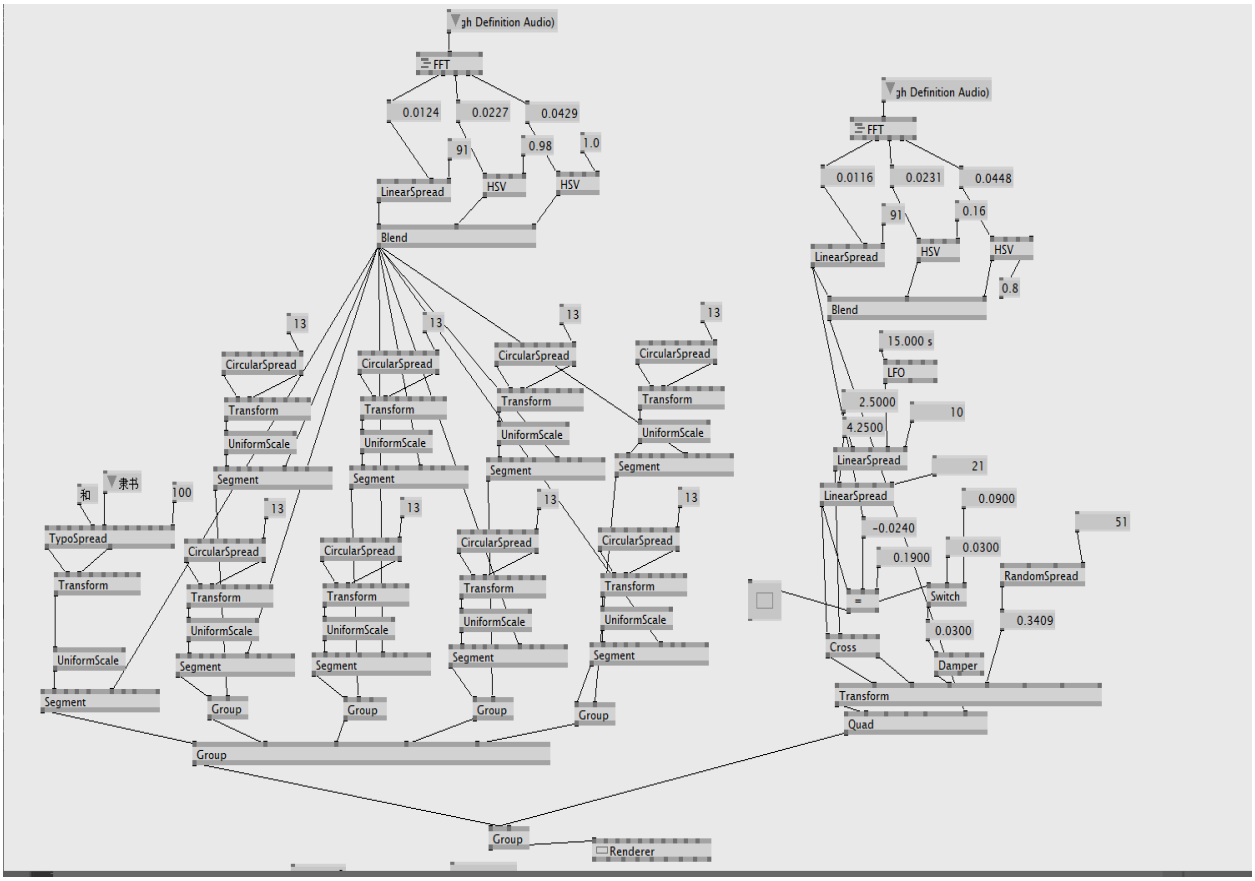
CREATION of INTERACTIVE MEDIA WORKS
Design by VVVV

Made For	Interactive Media Design
Year	2019
Tool	VVVV

Description

Under the premise of not using the mouse to control the operation, use various modules of vvvvv to design various special effects, such as circular spread, zigzag spread and background special effects. Finally, FFT is used to control the sound.

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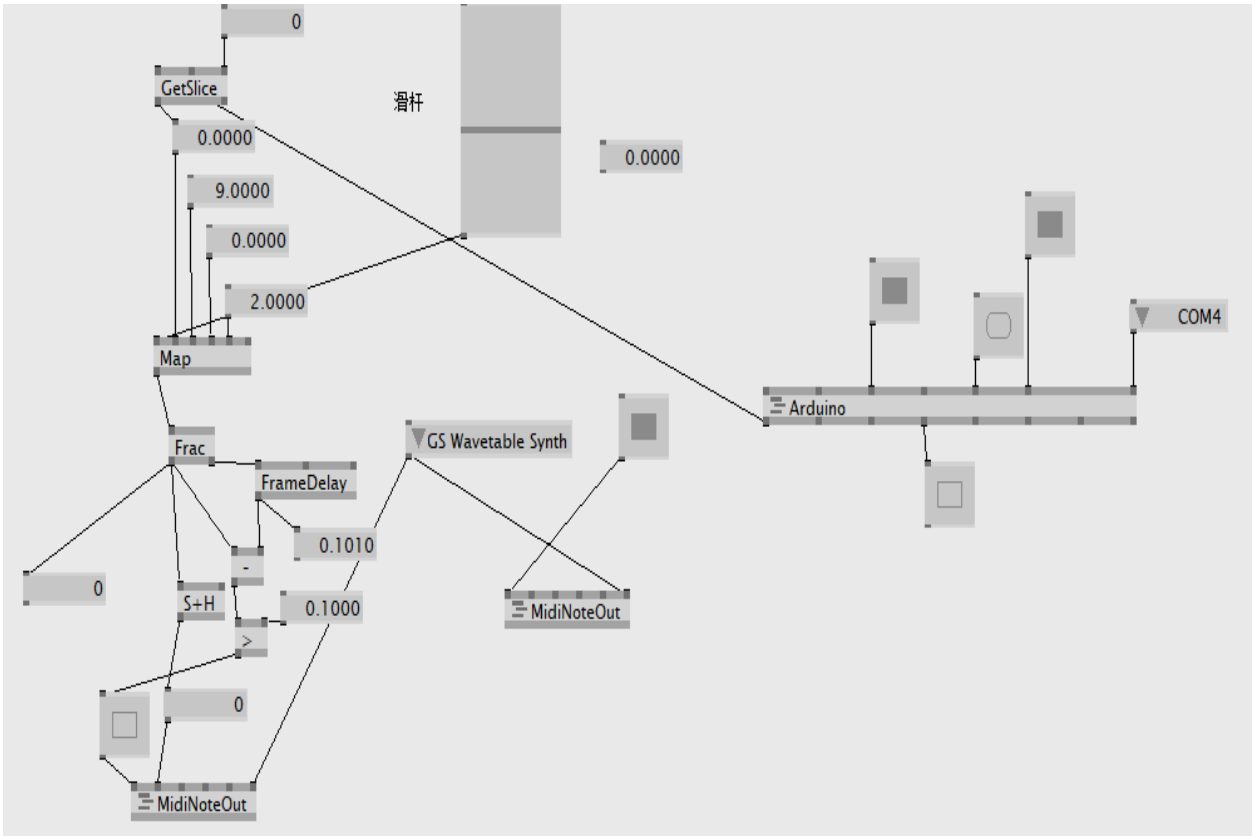
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05

Photo Processing

OLD TOWN
Photography

Made For	Digital Photography Technology
Year	2019
Tools	Nikon D3200, Adobe Photoshop

Description

The two photos taken in Tangjia ancient town, and the color, contrast and other effects of Photoshop are adjusted accordingly to reflect the nostalgic charm of Tangjia ancient town.

06

Graphic Design

ADVERTISING DESIGN
Design by Adobe Photoshop

Made For	Advertising Creativity and Performance
Year	2018
Tool	Adobe Photoshop

Description

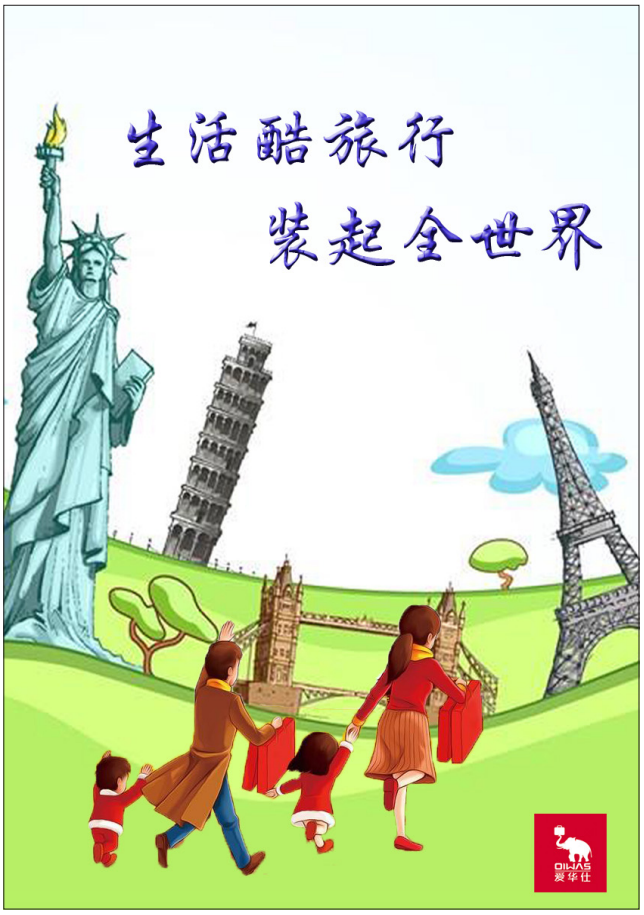
The biggest highlight of Angkor's advertising design is the combination of the most iconic scenic spots and scenery in Siem Reap. In this way, the whole advertisement has coordination. Therefore, I add "Khmer smile" and sunset scenery together, and add text in the blank to let the content of the advertisement go straight to the theme.

The book cover design is based on the content style that I designed for a magic novel. The cover makes iceberg waterfall and the universe star appear to the readers together, which has a strong attraction and shock. At the same time, the title is arranged vertically to balance the proportion of text and text. In addition, a few short sentences from the content of the novel are added as quotations under the title, which can attract readers to enter the reading state.

The package design of OIWAS is based on the advertising slogan 'Cool life, travel, pack the world'. Therefore, in the design, choosing a family to pick up their luggage and move towards the world's famous scenic spots becomes the focus of the design. In this way, it not only conforms to the slogan, but also attracts guests.

高棉阳
吴哥6日跟团游
看美丽夕阳 住舒畅酒店
高棉不仅有吴哥窟，
而且还有淳朴的微笑
盛夏季节，
若想看最美夕阳，
那非暹粒莫属

《玉钻与虹晶》的番外篇
银河飞瀑
宗筱桐·著
这究竟是神话传说？
还是事实？
中国少年儿童出版社


生活酷旅行
装起全世界

Beef Boodles With Rattan Pepper(Illustrator)
Design by Adobe Photoshop

Made For	Advertising Creativity and Performance
Year	2018
Tool	Adobe Photoshop

Description

This is a hand-painted advertisement designed to imitate the advertising design style of Mucha. Because the advertisement requires the effect of "electric hemp", in the character designer, I deliberately let my hair show the explosive effect. In addition, this is an ad for instant noodles. Therefore, I drew the advertisement as a picture of office workers eating instant noodles at noon and enjoying the taste of instant noodles, aiming to attract people with empathy and make the advertisement both artistic and commercial.

My Personal Art Photo Design by Photoshop

Made For	Entertainment
Year	2019
Tool	Adobe Photoshop

Description

This is a Christmas themed art photo designed according to my photo. The biggest highlight is that the boots on the character's head are blooming, and Santa Claus is active on the boots. In addition, there are two little Santa Claus on the left and right shoulders of the character. On the whole, the festival atmosphere is particularly strong.

07

Visual Communication Design

LOGO AND PRODUCT Design by Photoshop

Made For	Visual Communication Design
Year	2018
Tool	Adobe Photoshop

Description

This is a logo and its corresponding product design. Because the style is close to the sports brand, so in the product design, it is mainly sports clothing products, and then do some other peripheral product design, such as stationery, notebook, mobile phone shell.

LANKET-LANSTER

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C:0 M:0 Y:0 K:0

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yangchuguo2020@163.com

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Thanks for your time