コーヒー
¥200

ADOBE INDESIGN

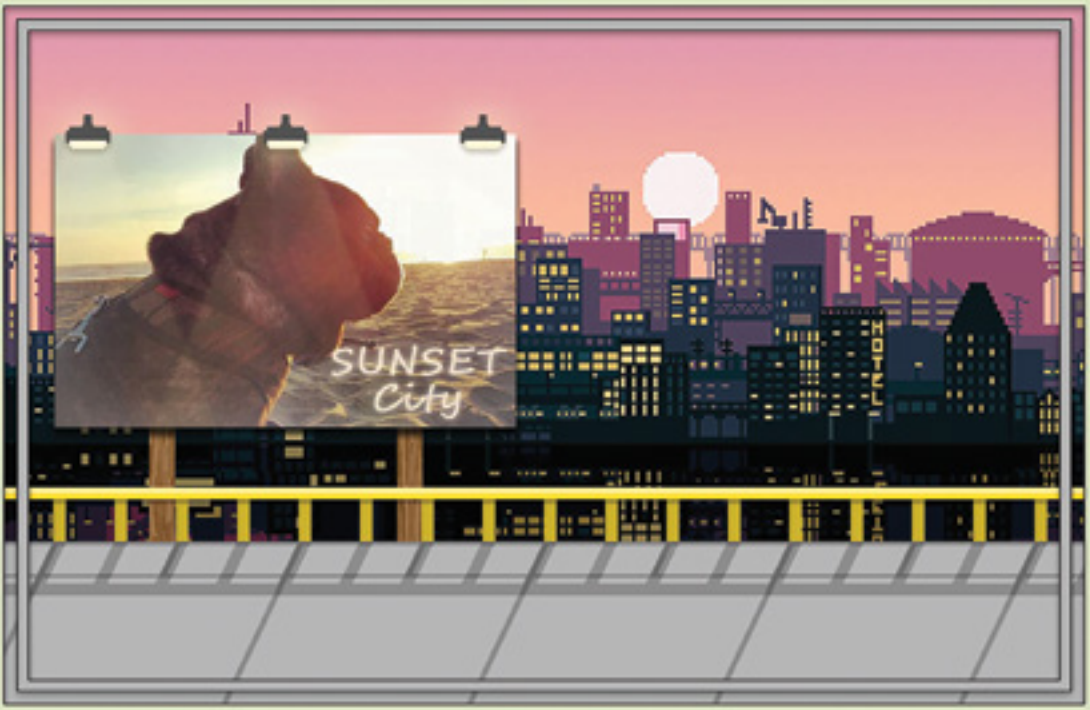
VMD 105 ..... FINAL

When I first decided to declare a career change to something in video game design, I understood that I needed to take classes and learn as much as possible. In the process of taking this class, I learned that I tend to over-complicate my design by choosing to hand-draw everything and adding everything and anything my mind is attracted to. I do not think I plan on changing that aspect of my work ethic anytime soon because it lead to me pushing myself as much as possible.

Using Corbel typeface.

Using PANTONE+ CYMK Coated colors 168-1 and 168-7.

DEFINITELY RECCOMEND TAKING THIS CLASS.

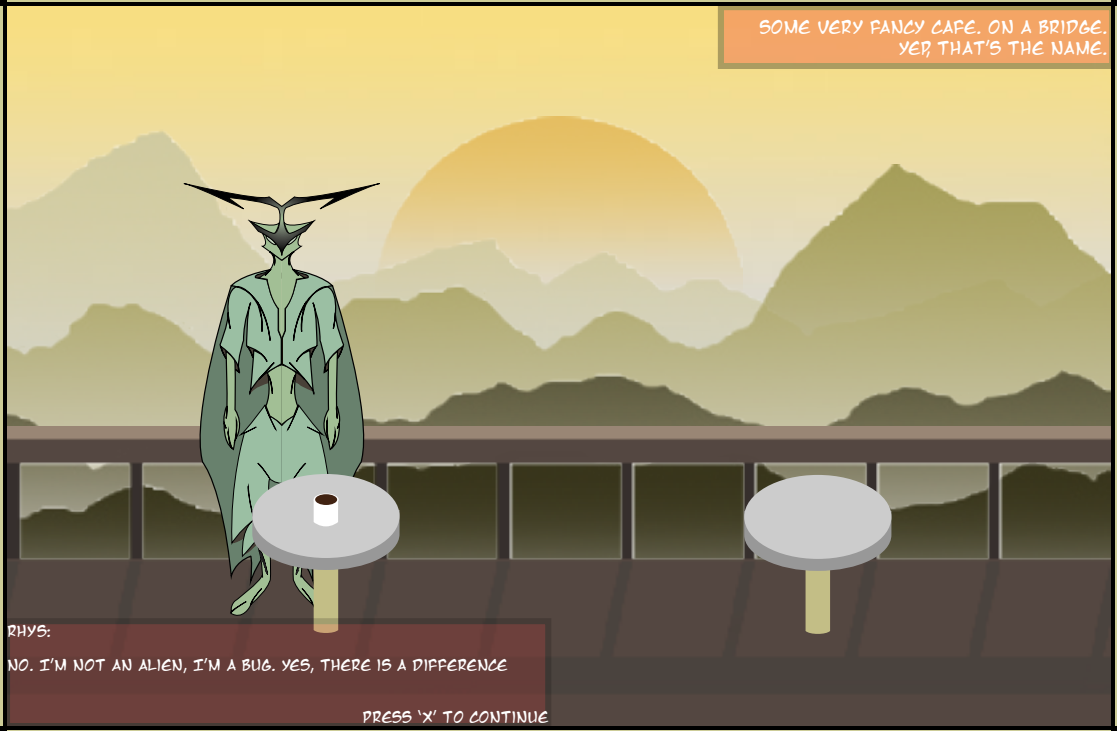

SUNSET
City

VMD 105

ADOBE PHOTOSHOP

FINAL

I have used photoshop before so this project was enjoyable to create. My subject matter and art style is heavily influenced by video games. So I took a photo of my dog at the beach and I wanted to essentially create a background using that photo as inspiration. Melding that with my particular affinity for game art led to creating a city by the water when the sun was setting. I could have-- and wanted to-- add more elements in the foreground as well as incorporate type better, but I only realized that by the time everything was already submitted.


SOME VERY FANCY CAFE. ON A BRIDGE.
YEP, THAT'S THE NAME.
RHYS:
NO. I'M NOT AN ALIEN, I'M A BUG. YES, THERE IS A DIFFERENCE
PRESS 'X' TO CONTINUE

ADOBE ILLUSTRATE

VMD 105 FINAL

Transitioning from only using photoshop to using Adobe Illustrator proved to be quite challenging. However, I wanted to challenge myself using one of my more complex character designs that I created before taking this class and re-create him as a vector. I paired him with just a simple background that I whipped up because I had to edit how complex I wanted the composition to be. Overall, I am extremely happy with the way it turned out if I could redo this I would probably make a more fitting setting for my dude.

CAFE
TALK
TALK

ADOBE ANIMATE

VMD 105 FINAL

Animate was extremely difficult. There were so many new concepts and techniques that were hard to integrate with my current skillset. One thing I did want to accomplish was using a more organic looking motion-tween instead of just having a character moving without actually "moving". So I used a super simple character design where I could get away using a 3-frame walking animation to loop indefinitely. I accomplished that; but it took so much more time than I realized. All the graphics are the early stages of a video game I am working on so it was kinda cool to show that to everyone.