**Design Statement:**

This is a collection of pieces I have produced over the last few years for tabletop roleplaying games. It includes a set of blueprints I produced as a hand-out for a game I ran; a map of a shanty town I used in a game I ran; and character art I created for a player character that I played.

The design of the mechanical figure depicted in the blueprints is reverse engineered from a piece titled Steampunk Dinosaurs by an artist with the handle Sumerky on deviantart.com. The scale I chose for the figure, each grid square of the image representing a 5 ft square, is intended to be convenient for use within the D&D combat system. After sketching the figure, I used loose lines, leaving some circles along the neck and tail incomplete, and the annotations to indicate that within the setting the document was hand-made.

The map is of a shanty-town in the Shadowfell, an alternate plane of existence in the universe of Dungeons and Dragons (D&D) characterized as bleak and desolate. To produce the map first I sketched a layout, and painted gentle hills of gray dirt. To depict the buildings, I layered shades of brown in lines perpendicular to a primary axis, these elements intended to indicate roof slats and a crossbeam, respectively. The benches as well as four tower structures, and a few of the buildings are duplicated layers rotated and in cases transformed.

To depict the character, I first sketched the figure, gathering reference images as needed for particular elements. Then I did line-work to render the character in a cartoon style. I introduced flat colors and different values for parts of the jacket to indicate shadows. Next, I rendered the face, with special attention to the eyes and the shadows downward side of the face.

All three pieces were created using Photoshop and my Wacom Cintiq pen display. While creating these pieces I gained familiarity and expertise with photoshop. I familiarized myself with additional keyboard shortcuts and features, including image adjustments, filters, and certain textured brushes. In particular I learned to refine the edges of a selected area, which was useful in adding color to the character. I also benefited from the practice drawing with the Cintiq and have since been able to improve my shortcut layout with the Cintiq’s built-in buttons to expedite my workflow. Ultimately my work on these projects has expanded my knowledge of Photoshop and the Cintiq, while helping to maintain and improve my skills at drawing.

**List of Files:**

Blueprint Handout Side - <https://raw.githubusercontent.com/toadSTL/LCAD_Application_Portfolio/main/TabletopRPGCollection/Blueprint-Side-Notes-Final.png>

Blueprint Handout Above –

<https://raw.githubusercontent.com/toadSTL/LCAD_Application_Portfolio/main/TabletopRPGCollection/Blueprint-Top-Final.png>

Town Map -

<https://raw.githubusercontent.com/toadSTL/LCAD_Application_Portfolio/main/TabletopRPGCollection/Morrun-Map.png>

Character Art - <https://raw.githubusercontent.com/toadSTL/LCAD_Application_Portfolio/main/TabletopRPGCollection/characterArtPortfolioPiece.png>

**References:**

<https://www.deviantart.com/sumerky/art/Steampunk-dinosaurs-259622817>