



PORTFOLIO

2022.1 - 2022.12

Airan Xu

**PROJECT 1 -
LAND DOWN UNDER
CONCEPT DESIGN**



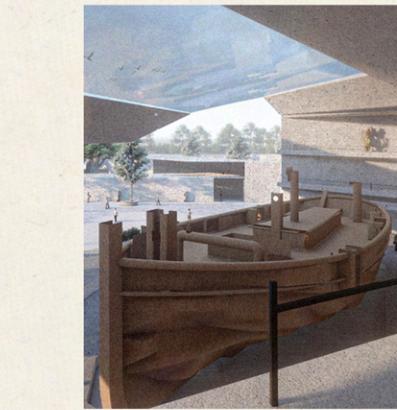
**PROJECT 2 -
END OF AUTUMN
GAME DESIGN**



**PROJECT 3 -
TIME WELL
GAME JAM**



**PROJECT 4 -
CLOTILDA MUSEUM
ARCHITECTURE
DESIGN**



**PROJECT 5 -
ARTWORKS
ILLUSTRATION**



Project 1 - Land Down Under

Category: Concept Design (Individual Project)

Time: 2022.6 - 2022.12

Overview

World Synopsis

In the future, human civilization has established several large space stations to expand the territory. However, a catastrophe befalls. The abnormal sunspot activities have engendered a disorder of gravity. The earth has suffered from a huge bombardment of meteorites that destroyed most of the earth's surface. Strong impact opened a crack along the coastline that is later named as the "Deep Valley".

Although most humans have been evacuated to outer space right before the disaster, the rest couldn't escape. The surviving people form tribes and establish their homelands. Due to the radiation of the meteorites, some people's bodies evolve and can harness the power to control natural forces.

Gameplay

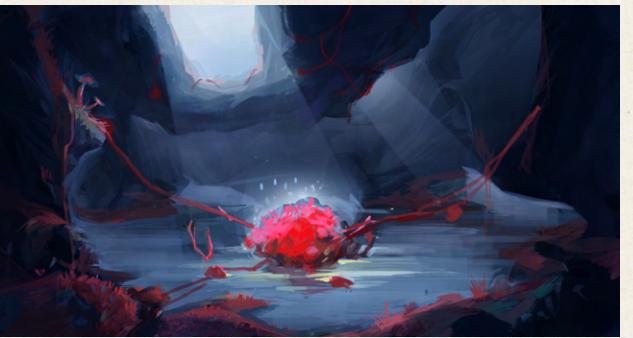
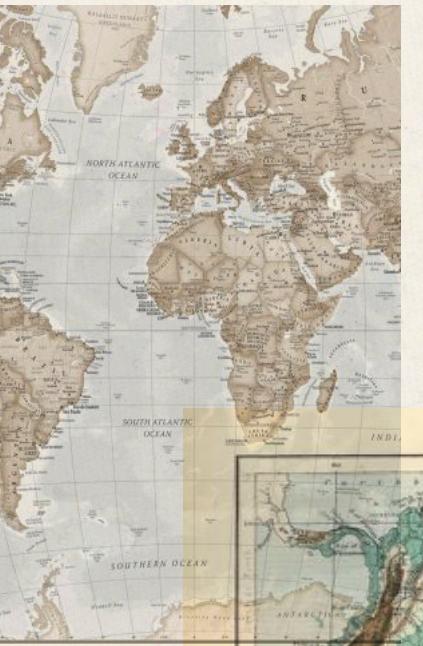
This is an open-world adventure game where the player can switch between two characters K. and Roy.



RE:CONNAISSANCE commissioners:
K. & Roy



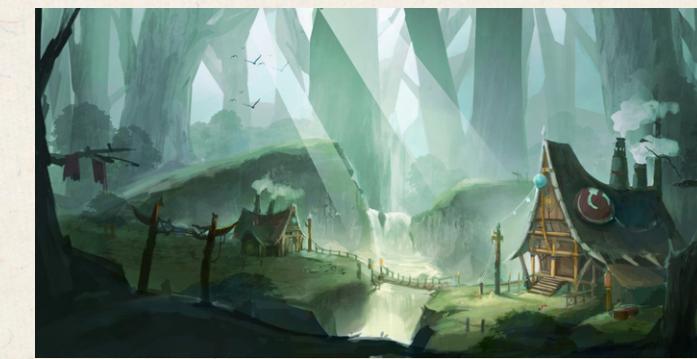
Outer Space Station: Zaira



Deep Valley



Ruined Iquitos



The Achuar



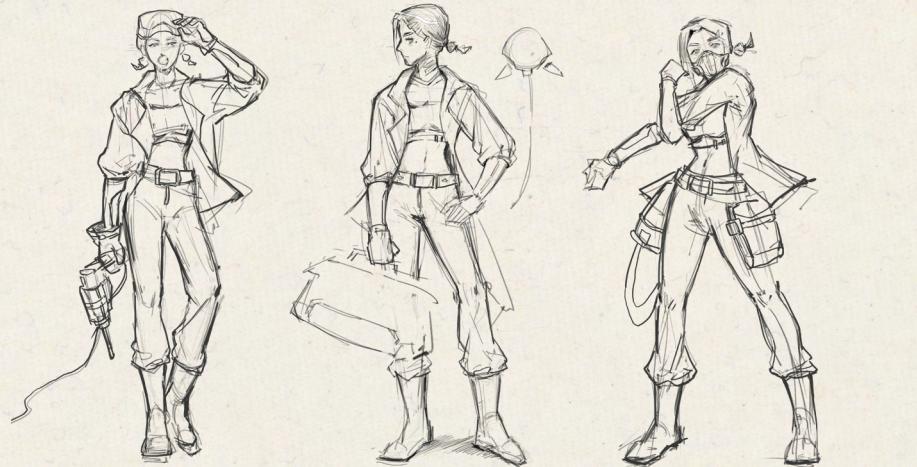
People in the Achuar:
Tono, Jose & Pepe

Character Design - The Commissioners

K. - The Mechanic

K. is a mechanic who takes the RE:CONNAISSANCE mission with her partner Roy. She drives Raven-47 for low-air scouting and uses detecting devices to assess earth environment.

In gameplay, K. uses a light gun weapon. Her artificial arms enable her to remove heavy objects. Micro missiles are equipped on Raven-47 that can hit the first solid target.



K.'s Sketches & Poses



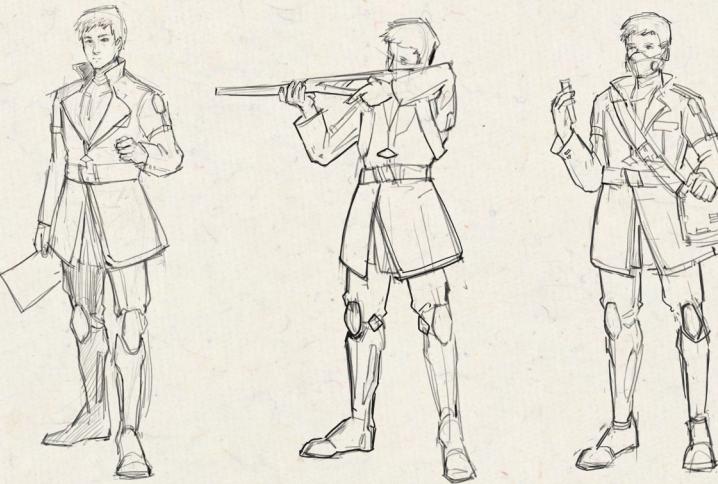
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Roy - The Scientist



Roy Weapon Design



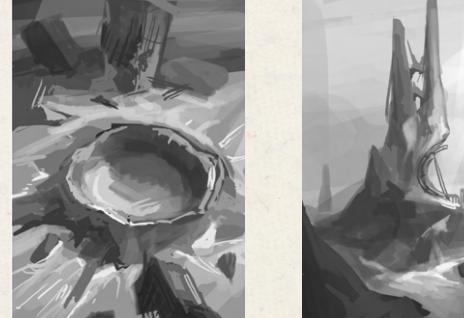
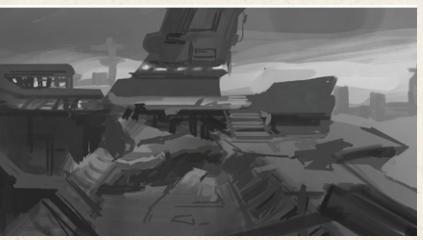
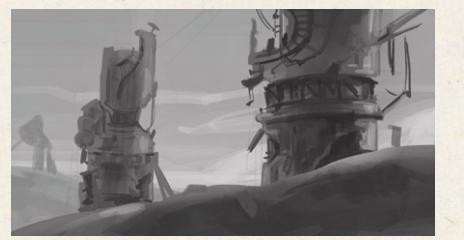
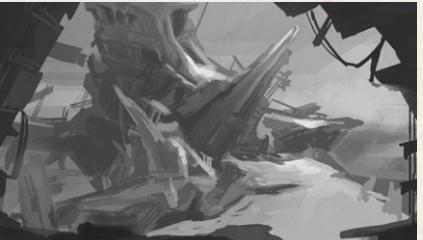
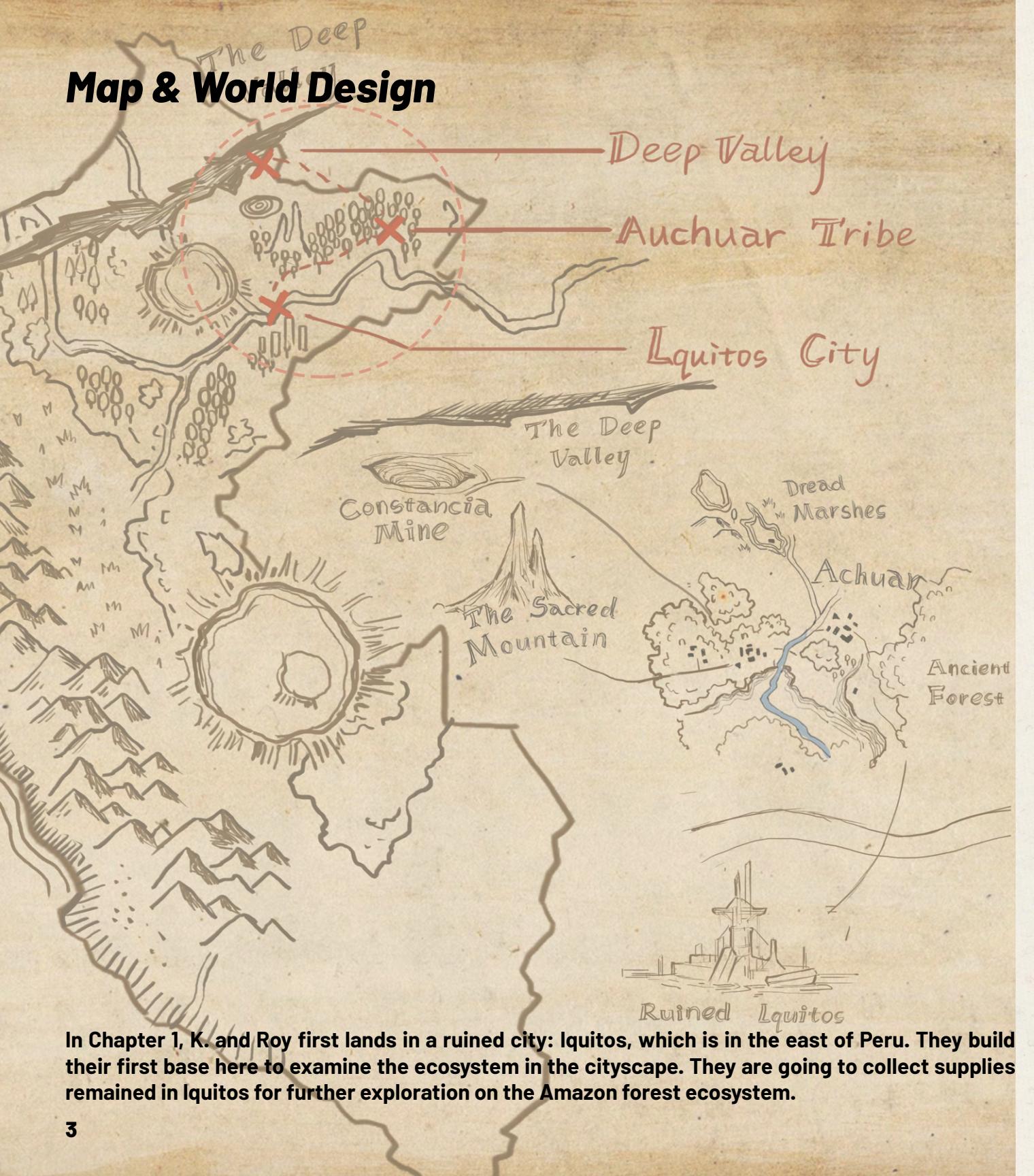
Roy's Sketches & Poses

Roy is a Biomedical Scientist with his mission partner K and the commander of the spaceship 1000-busa. He mainly analyzes water, soil, and ecological system to assess whether earth could be re-inhabited. Roy and K. wear respiratory masks due to the toxic atmosphere on earth.

In the game, Roy is armed with a heavy pulse rifle. He can plant a temporary biotic field to restore health.

2

Map & World Design

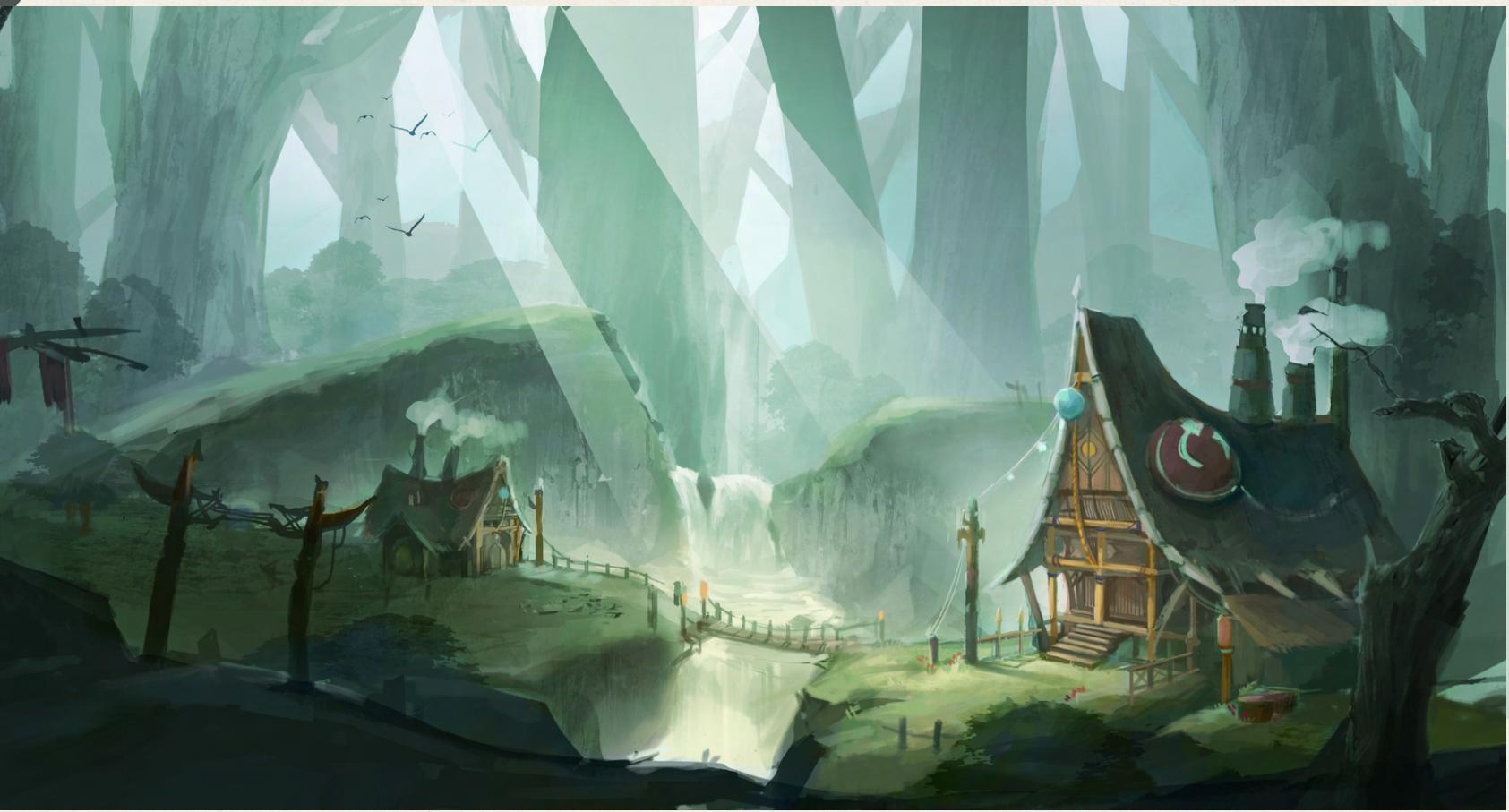


NPCs and Environment Design

Pepe - The priestess



In Chapter 2, Roy and K. encounter Pepe near the Sacred Mountain and save her from the monsters. Pepe leads them to her home - Achuar, where the atmosphere is purified through trees.



The Anchuar Tribe

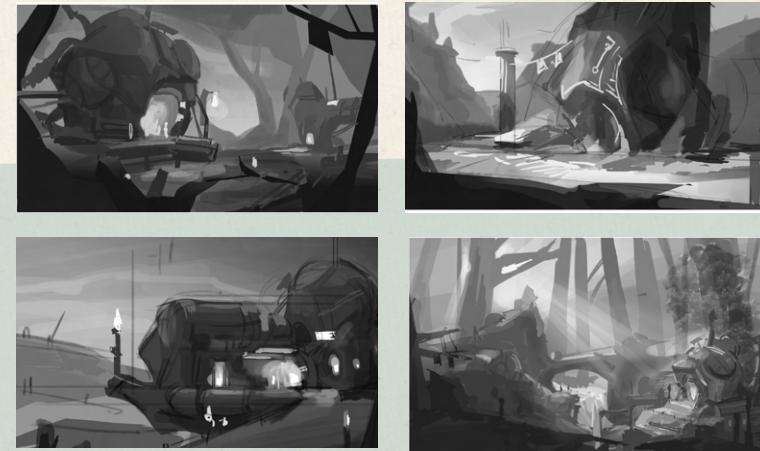
Pepe is one of the priestesses in the Achuar tribe. Only 12 years old, she is able to harness the elemental power of the forest and summon spirited creatures.

Pepe usually wears a large skull helmet, which has a pink orb that will shine when it detects a mutated troll nearby. The rod she has can summon the creatures and cast spells.

In the forest, most of the creatures have mutated due to the meteorite bombardment. Some of them such as the fuzzy wisps have absorbed the forest power. While the others such as the Crimson trolls have been hosted by the spores in the Deep Valley.



Mutated Monsters - Crimson Trolls



Initial Thumbnails Composition for the Tribe



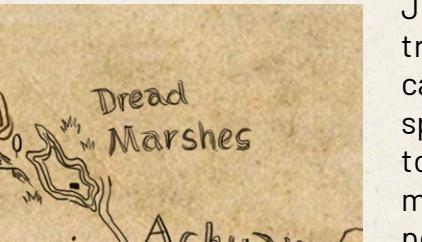
Sprited Forest Creature - Fuzzy Wisps

NPCs and Environment Design

Jose - The Herb Dealer



5



Jose is an old merchant wandering among different tribes. He mainly sells the herbs he collected in the canyons. However, he also secretly sells hallucinating spores found in the deep valley at extraordinary prices to the warlords. Although the spores will bring one moment of extreme pleasure and the increase of power, after a long term, the spore will gradually take over the host and leads to the mutation. He lives in Dread Marshes that is close to the deep valley.



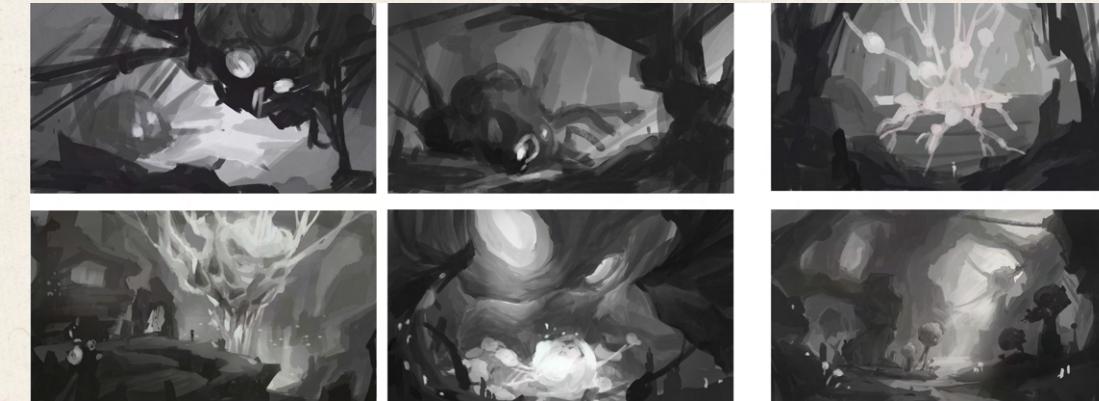
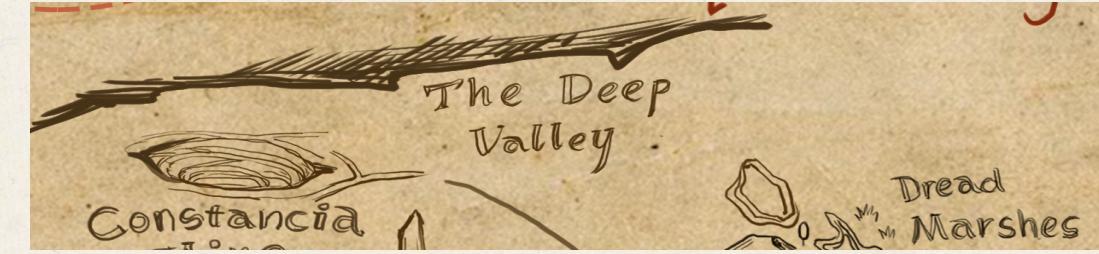
Exterior Design

Elevation of Jose's House

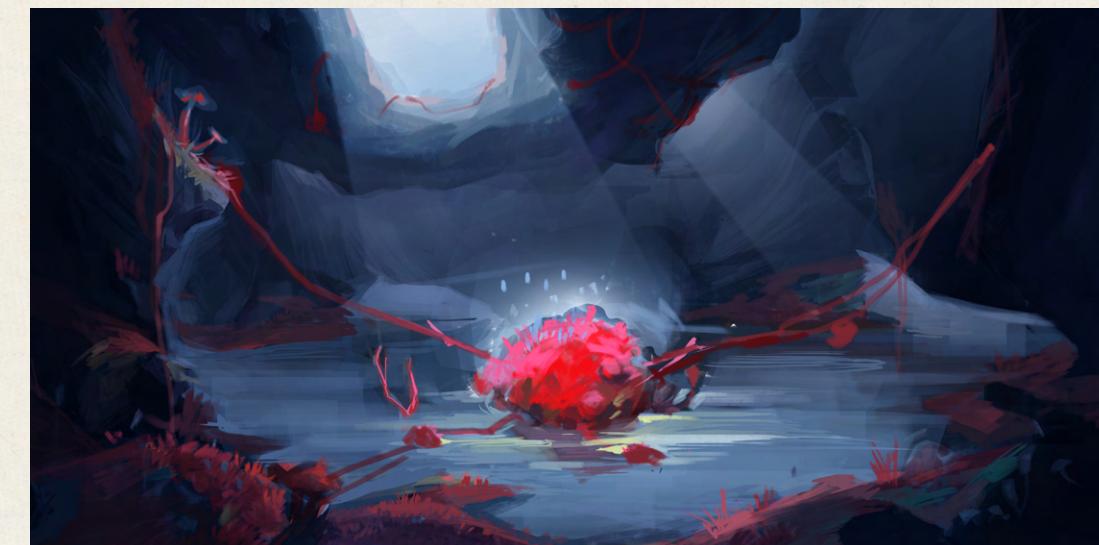
Interior Design



Dread Marshes



Initial Thumbnails Composition for Deep Valley



Deep Valleys

5

NPCs and Environment Design



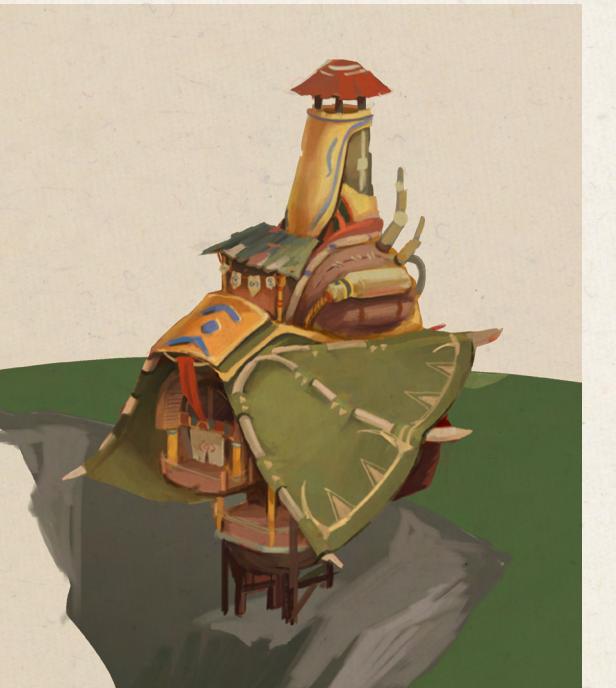
Mask Culture

In the Achuar culture, the mask is a symbol of identity. It connects spirituality and serves as the amulet to each character. The masks are made from copper, animal skulls, and metal pieces mostly by the blacksmith Tono.

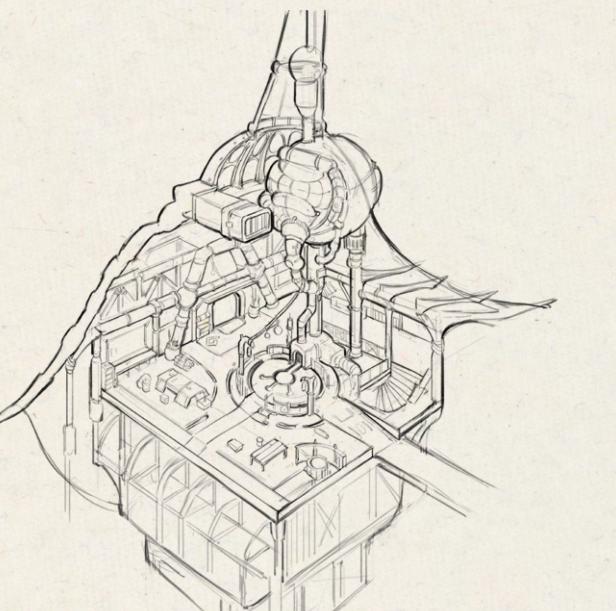
Tono always wears a facial mask with two elongated horns. Underneath the mask, his face was largely distorted due to the infection of spores. Decades ago, Tono was a warrior in a tribal fight. The warlord insidiously gave all of the warriors a potion mixed with spores to increase their power to win the fight. Soon after, most of Tono's comrades were turned into ghouls due to the possession of the spores. Tono was lucky to escape from the possession, yet the spores marred his face with inerasable scars.



Tono - The Blacksmith



Exterior Design



Interior Design



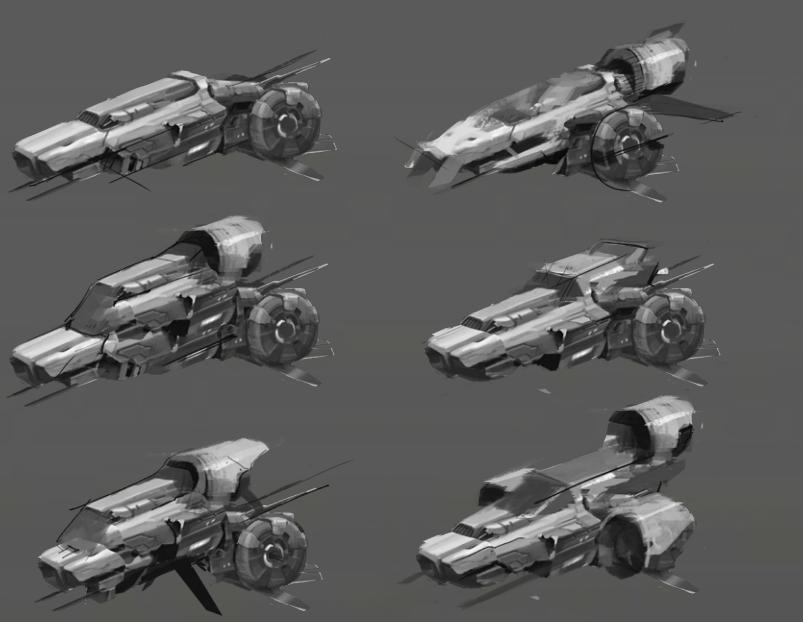
Tono's House on the Cliff



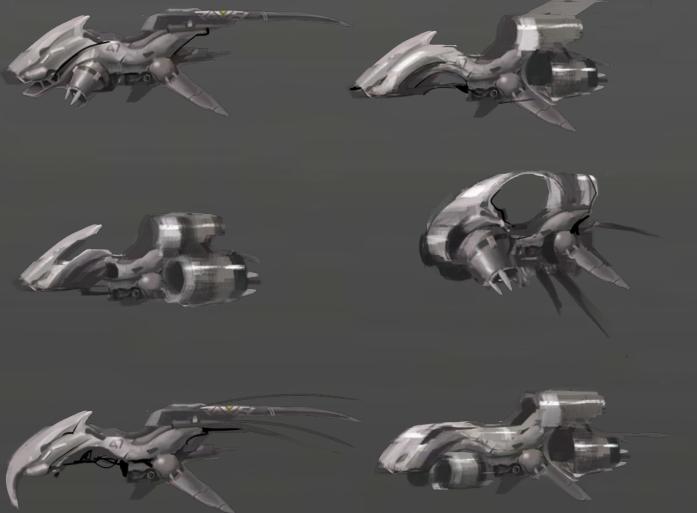
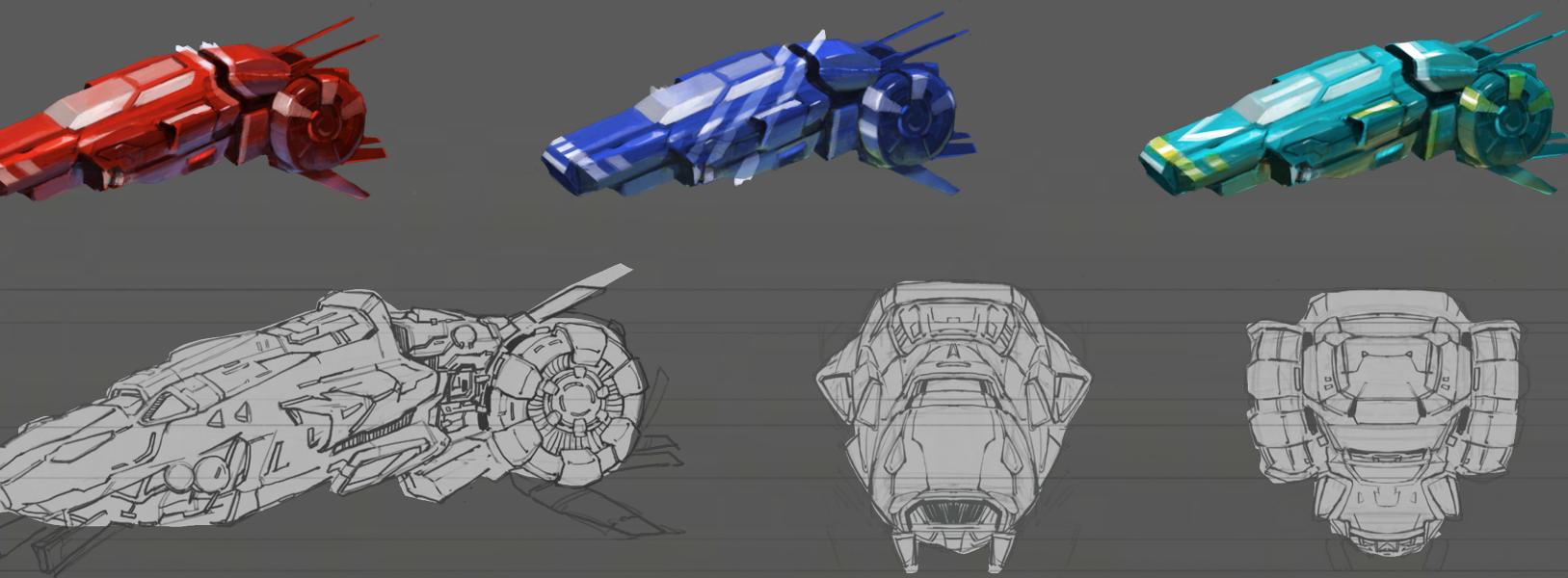
Tono's Transportation Creature: Tiger

Tono has a giant dog partner: Tiger. He usually rides it to scout materials for mask-making. Sometimes, they will even travel to the city for some rare metal pieces.

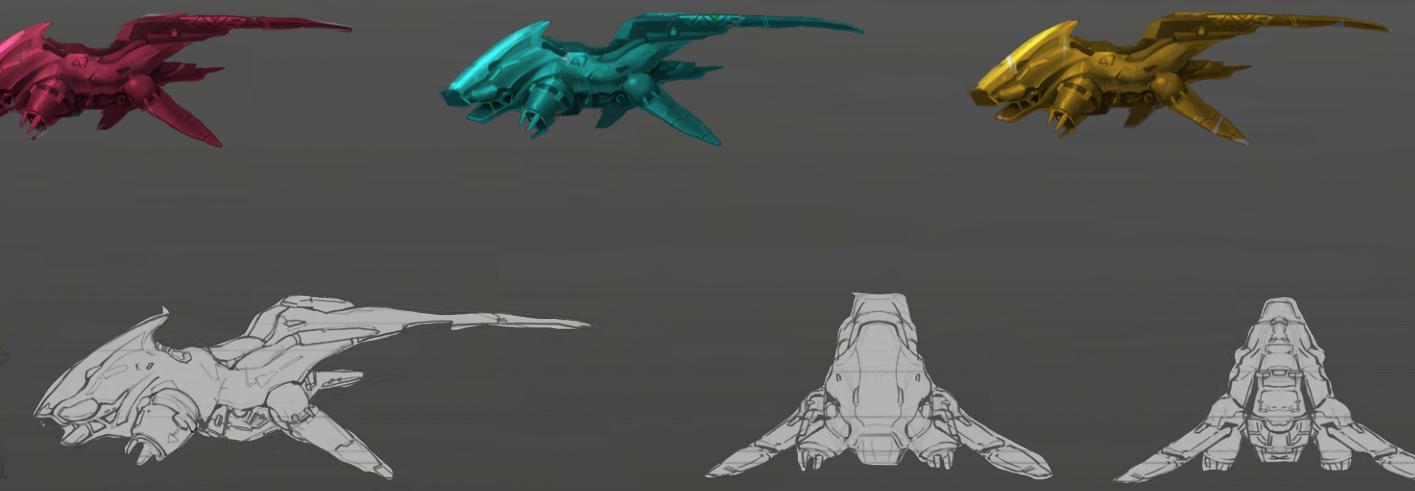
Transportation Design



1000-Busa



Raven-47



3D Modeling - Pepe



Front and Back Drawings



Three Views

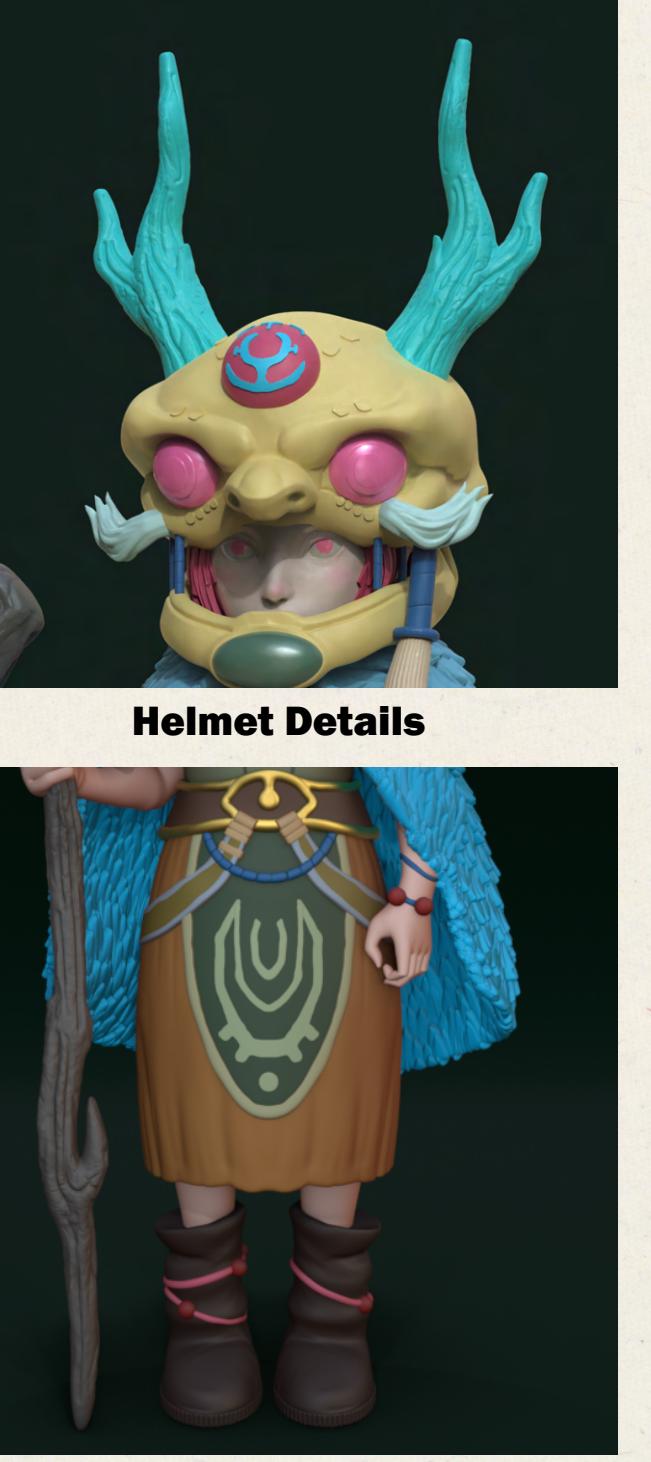
According to the 2D design, I create a 3D model of Pepe using Maya, Zbrush and Substance Painter.



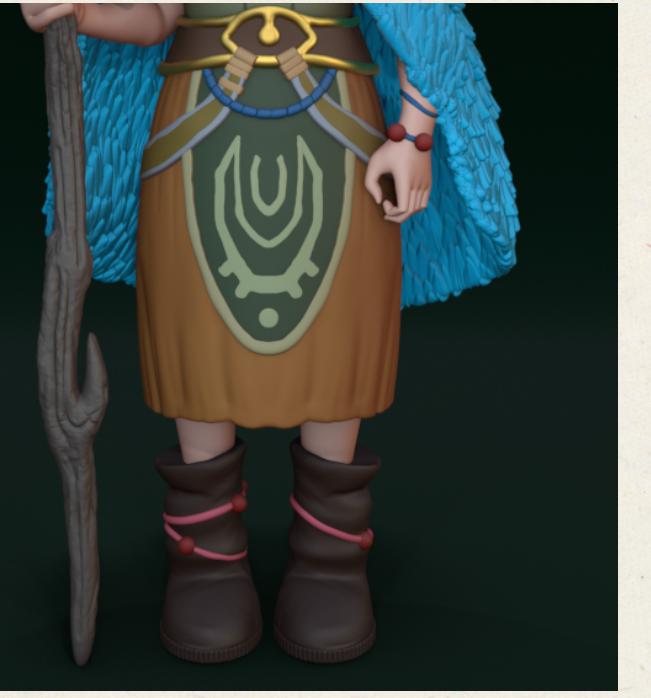
Three Views in Zbrush



Four Perspectives in Color



Helmet Details



Clothing Details



References

Project 2

End of Autumn

Category: Digital Game Demo (Individual Project)

Time: 2022.1- 2022.7

Video Link: <https://youtu.be/NxOjOUVRokw>

Game Overview

Genre: 2d adventure game

Platform: Unreal Engine

Game Type: single-player game

Gameplay Mechanic: solving puzzle

Target Player: 7+ player

Story

Roundhead is a scarecrow born on the autumn pumpkin farm. One day he overhears the word "spring" from the passing birds. In their description, "spring" is a vibrant and vivid green season. It is nothing like autumn with dead trees and gloomy weather. The urge to see "spring" immediately strikes Roundhead. He plans to run away.

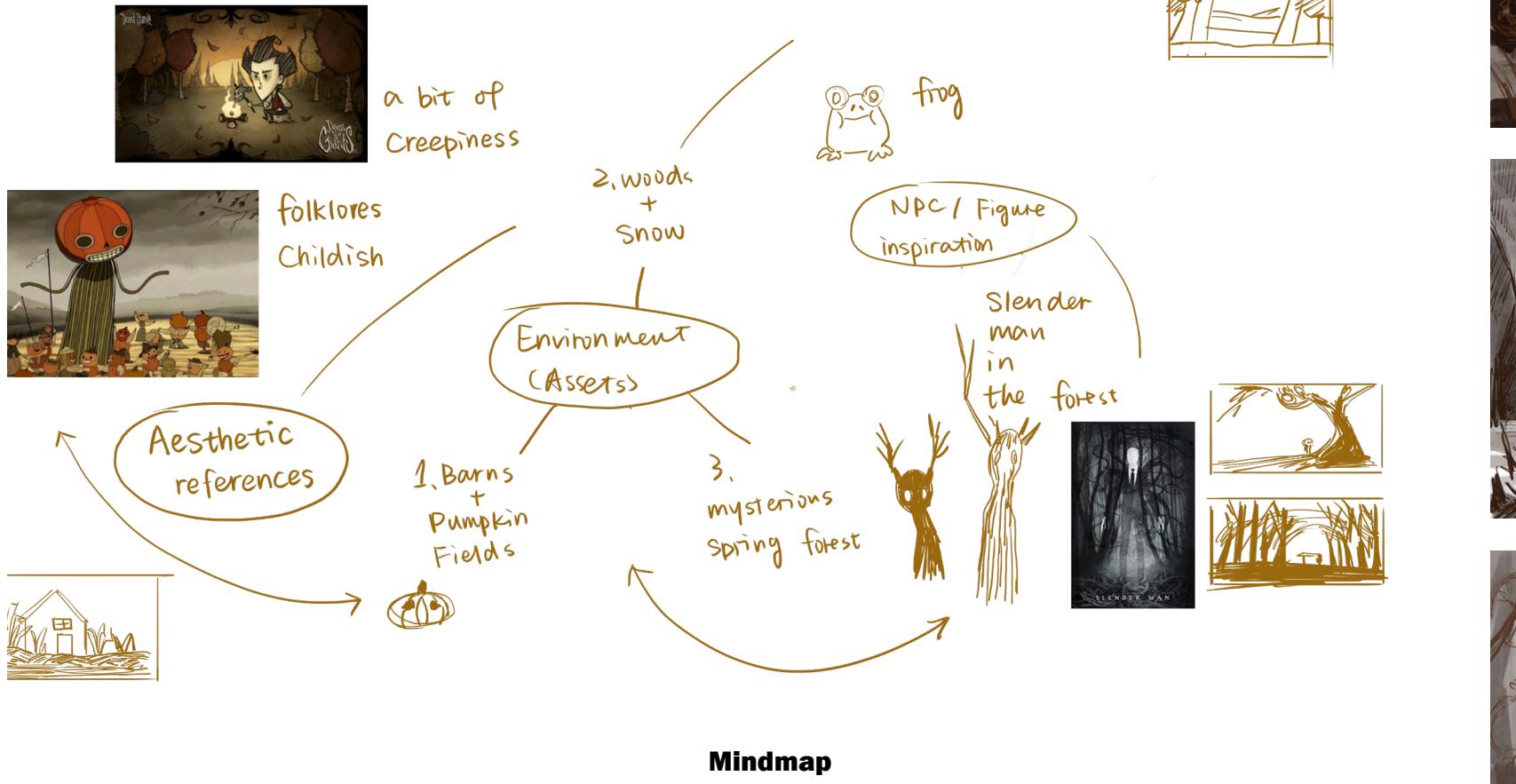
On the journey, he encounters a crow who is not intimidated by his look. The crow laughs at him for his stupid runaway journey. "Although you can escape this dread farm, you will never run away from your fate. Scarecrows only belong to autumn and farms," he says, "You will have a better life staying here rather than going out."

Roundhead's determination is hardly affected by what the crow says. He keeps traveling. However, on the journey, he starts to lose something, like the hat, to keep marching on. Eventually, he has to make a more significant sacrifice, such as the leg. Will Roundhead make it to the spring? Will he finally run away from his destiny?



Initial Concepts

Idea Generation



The initial prototype of this game was from a side-scrolling environment project in the course F10 338W Game Illustration. Based on my fascination with American countryside tales and scenery, I created a grim autumn scene that took about 10 seconds walking from the left to the right in Unity. The inspiration mainly came from Over the Garden Wall and Don't Starve.

Environment Design Sketches



Character Design Sketches

Character Brainstorming

I conceived four possible characters - little girl, frog, scarecrow and crow that could fit in with this autumn environment as well as the game mechanics.

I finally chose the scarecrow as the main character of this adventure game, which focuses on visual storytelling and puzzle solving.

Character - Roundhead

Character IntRoundhead is a scarecrow born in a desolated barn in the autumn. He is eager to chase the spring. However, the crow laughs at him for his ridiculous dream. The crow said to him: "You are just like Sisyphus, always making futile attempts. In the end, You will still have the same fate. You will decay and await the next autumn's coming. So why don't you choose an easier path?"

Roundhead is determined, but even the belief could be challenged by all the sacrifices he has to make. He gradually deforms from a figure into a ruined pumpkin head. He used his last strength to jump over the hill. He doesn't last to see the spring.

The crow came over. He is the Death himself. With a sigh, he flies away with the cold pumpkin head.



12

Animation Sprites of Roundhead



Different Stages of Roundhead



The Crow as the Death

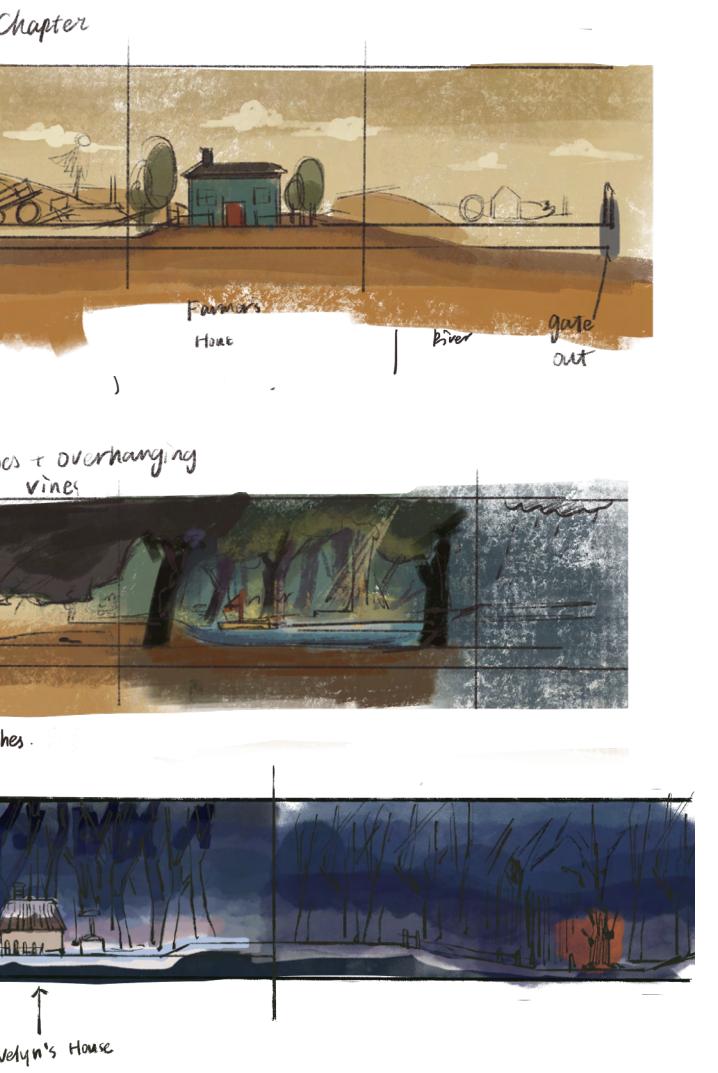
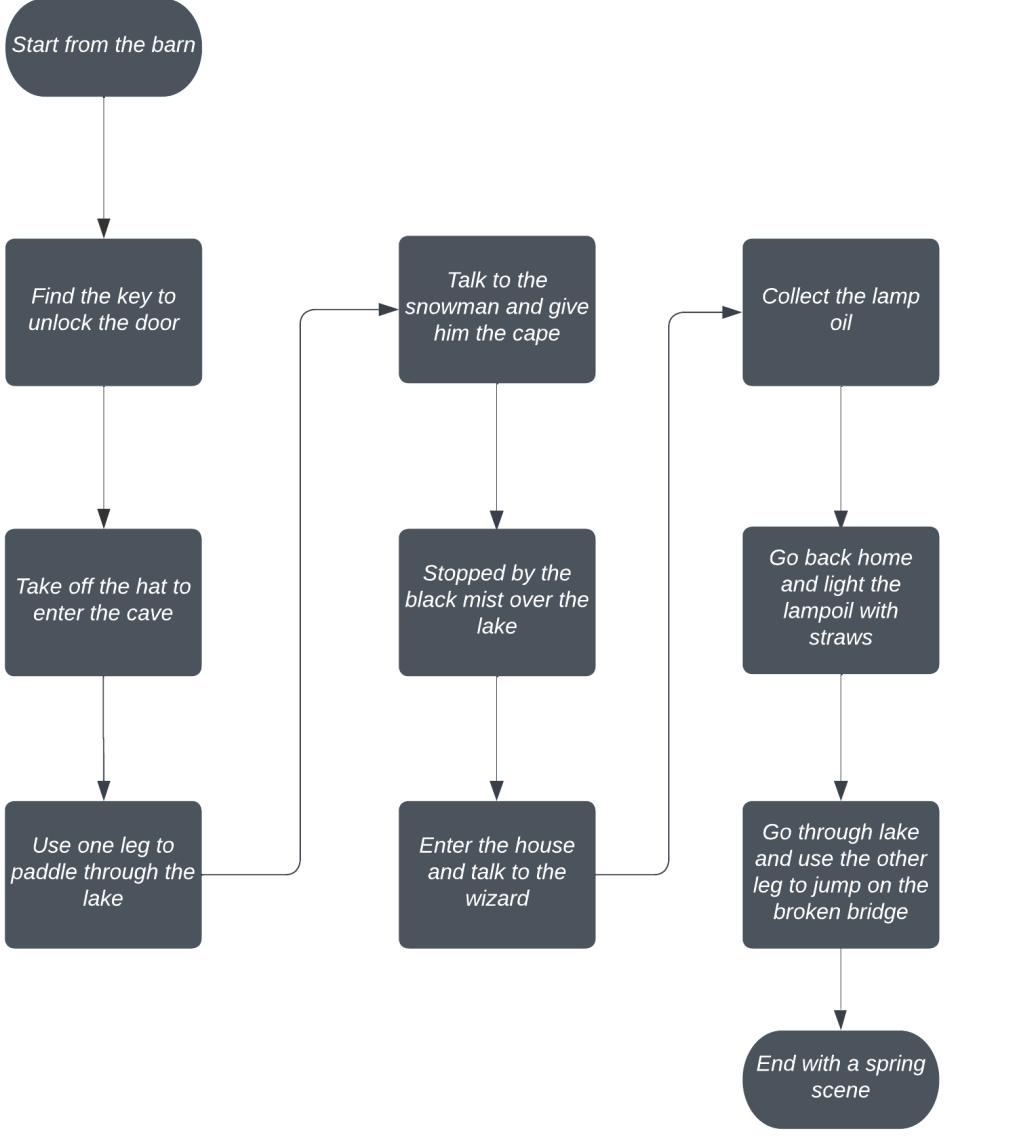


Game Screenshots



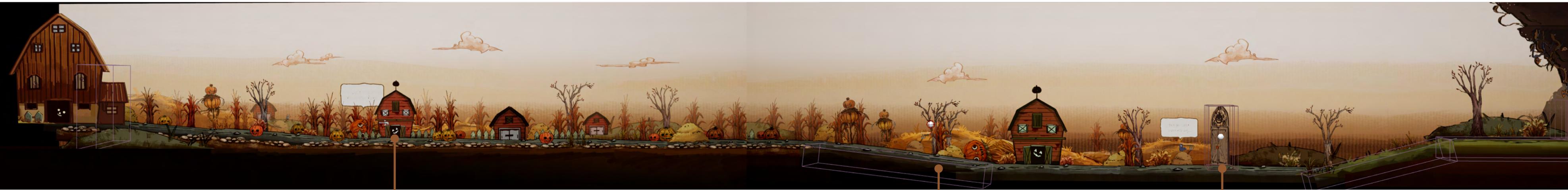
12

Game Flow & Initial Level Sketches



Side-scrolling Scenes

Chapter 1: Autumn





Chapter 2: Winter



Talk to the snowman
and give him the cape

Enter the house and talk to
the wizard and help her to get
the lamp oil in the center of
the lake

Collect the lamp oil and
give it to the wizard



Autumn-Winter Transitional Animation



Witch's House



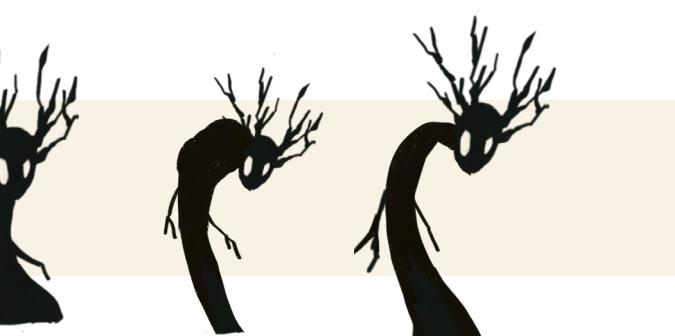
The spring: the ending

Art Assets

Starting Menu



Environment Sprites



Programming

Character Stage Changing



Stage 1



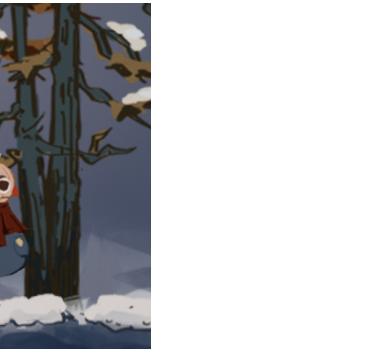
Stage 2



Stage 3



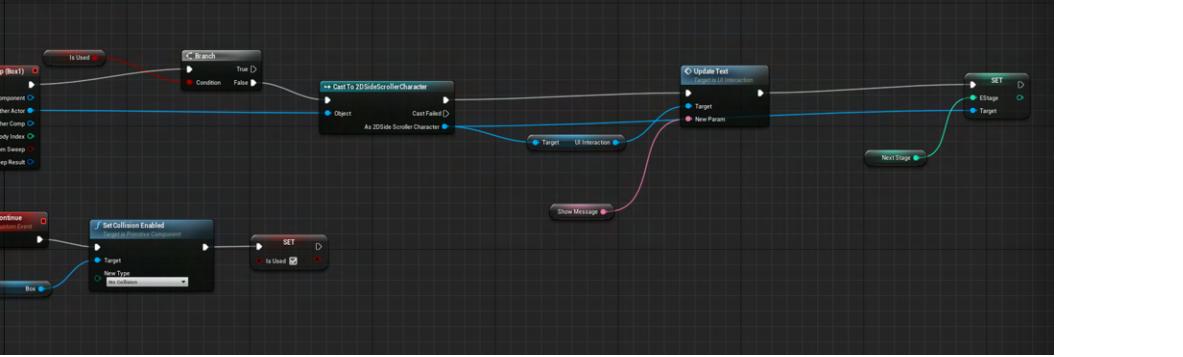
Stage 4



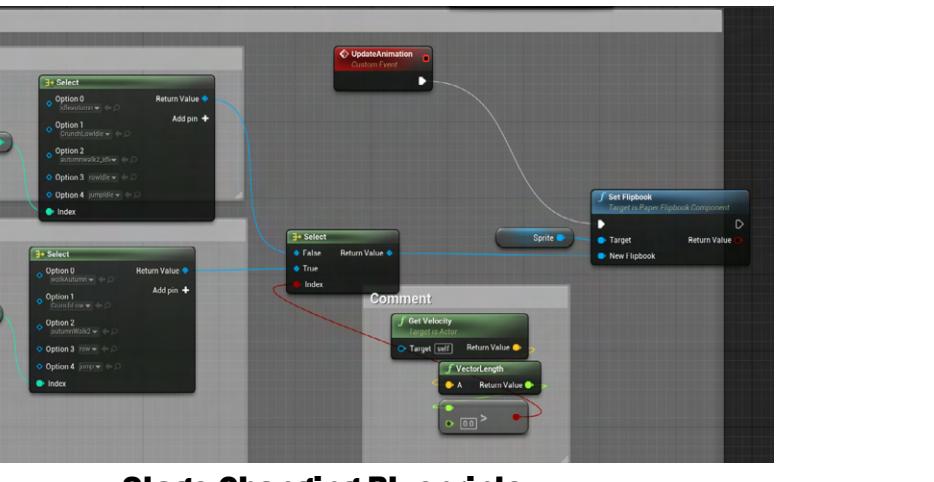
Stage 5



Two Blockings: the left one is to trigger the hint, the right one is to trigger the stage changing

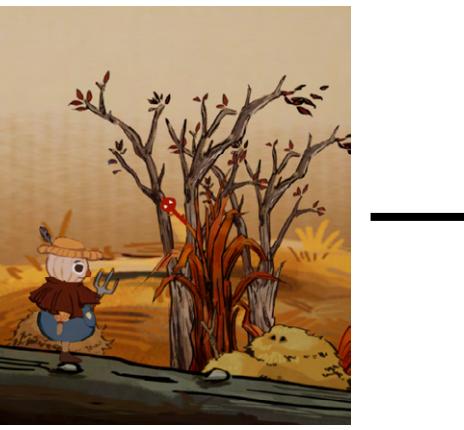


Triggers Blueprints



Stage Changing Blueprints

Door Opening Function



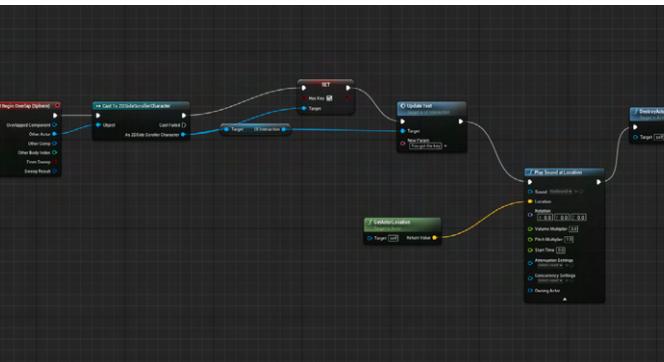
Player finds the key



Player uses key to open the door



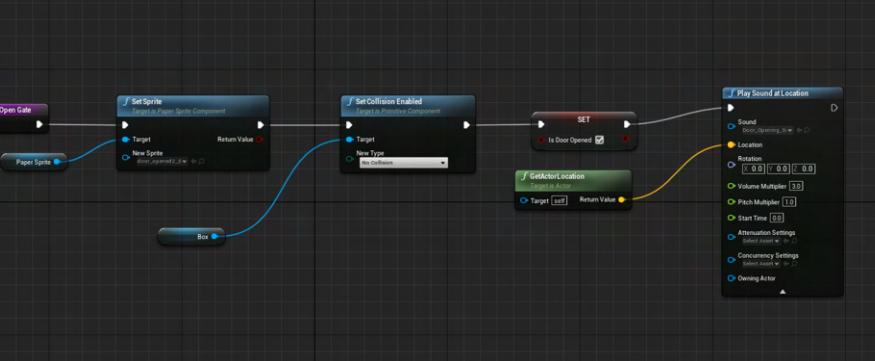
Key BPA



Key BPA Blueprints



Door Collision



Door BPA Blueprints

Other Works

Time Well

Category: Gam Jam (Team Project)

Time: 2022.4

Link: <https://cornerseatstudios.itch.io/time-well>



This is a game demo for Ludum Gamejam 50 under the theme: delay the inevitable. In this rogue-like game, you are stuck in a time loop and have to defeat a boss to break out of the loop. Defeat minions in the first round to earn coins and buy time or health in the shop. Activate the boss at any time by interacting with the time crystal by pressing "e".

As the art leader, I learned to collect references, create pixel art assets, including the cover, the character and environment design, and the UI surface.



Character Design



Shop UI Surface



Map Overview



Boss Battle Scene

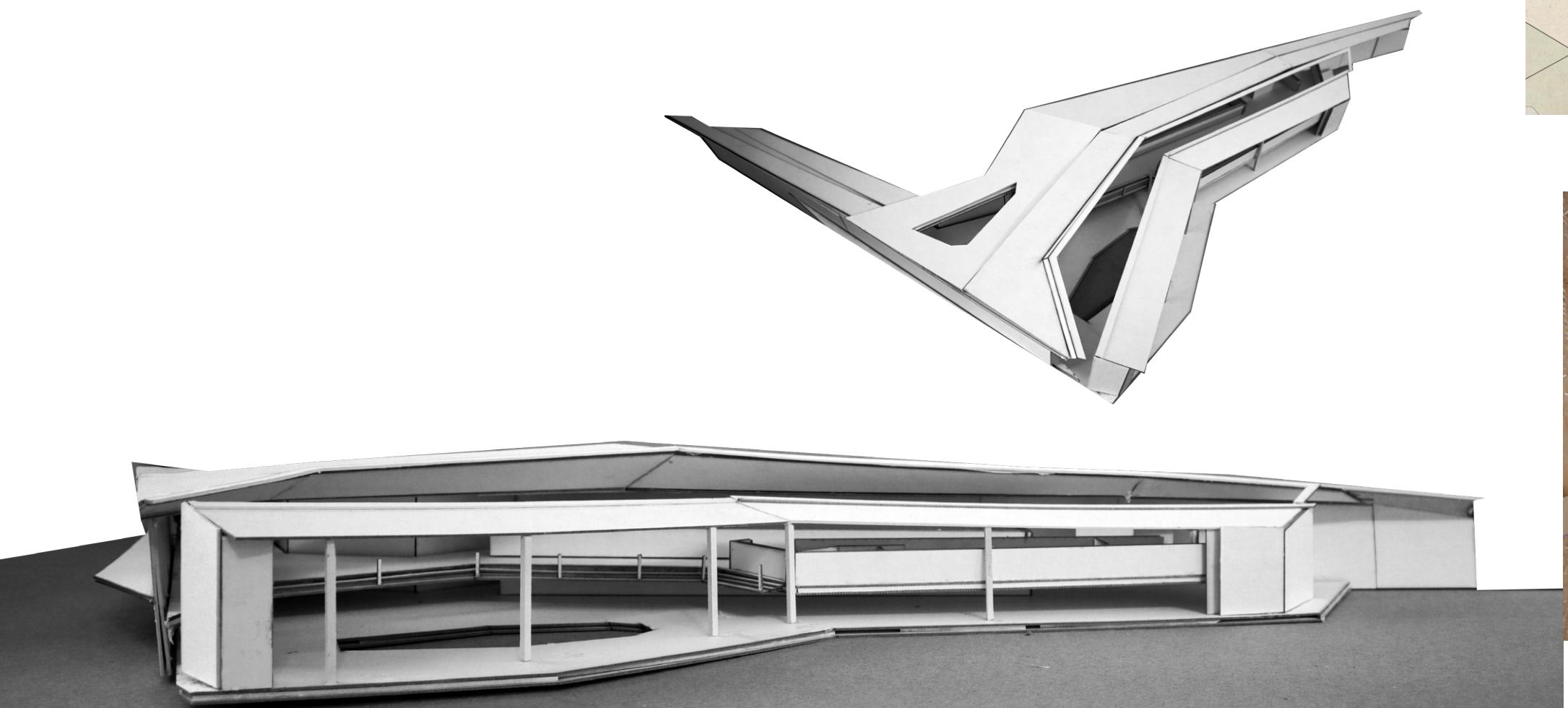
Clotilda Museum

Category: Architecture Project

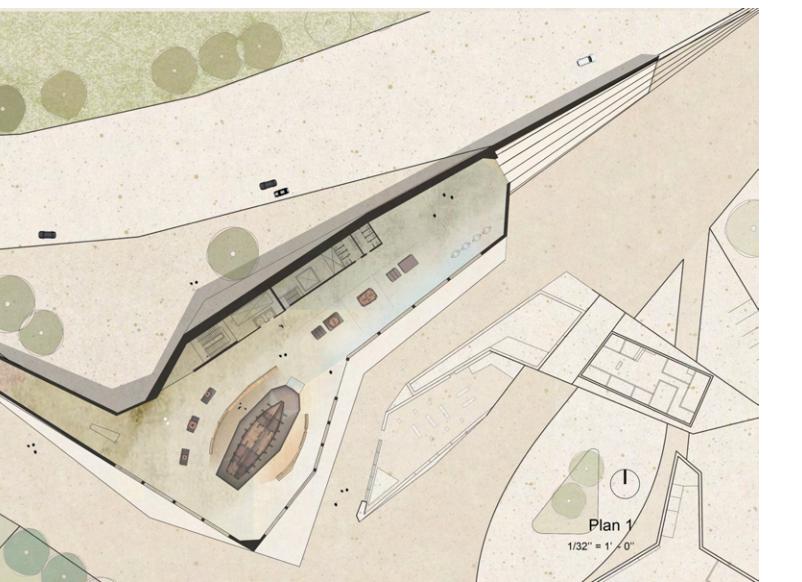
Time: 2022.1 - 2022. 5

Project Description

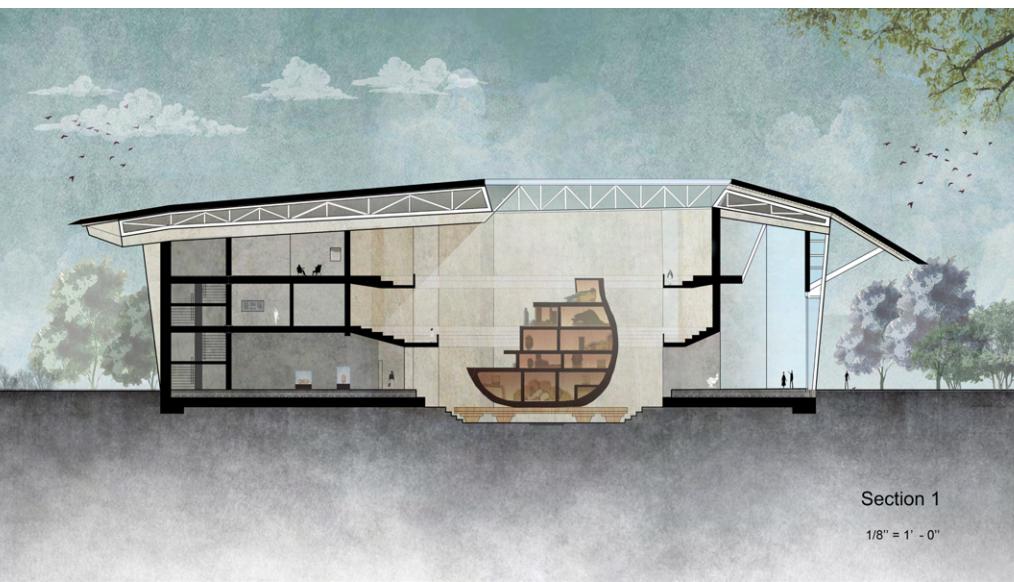
The project is to construct the Museum of the Clotilda in Africa Town, Alabama to retain the wreckage of the Clotilda. The site encompasses a range of programs such as public spaces, education centers, and cultural preservations. The elongated museum and programs engage with the site landscape to provide a connected, experiential atmosphere.



19



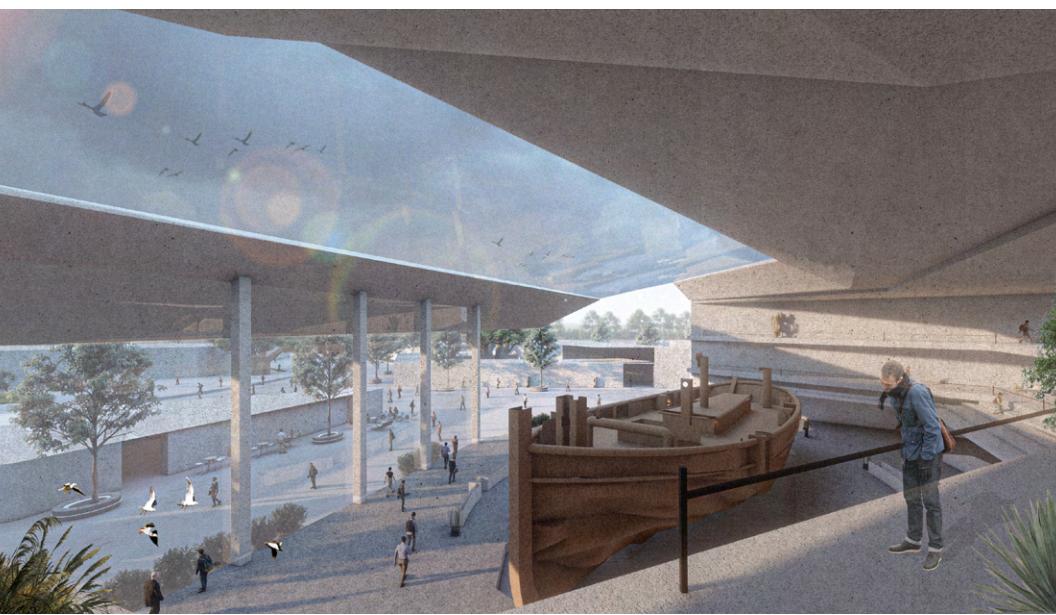
Plan



Section Drawing



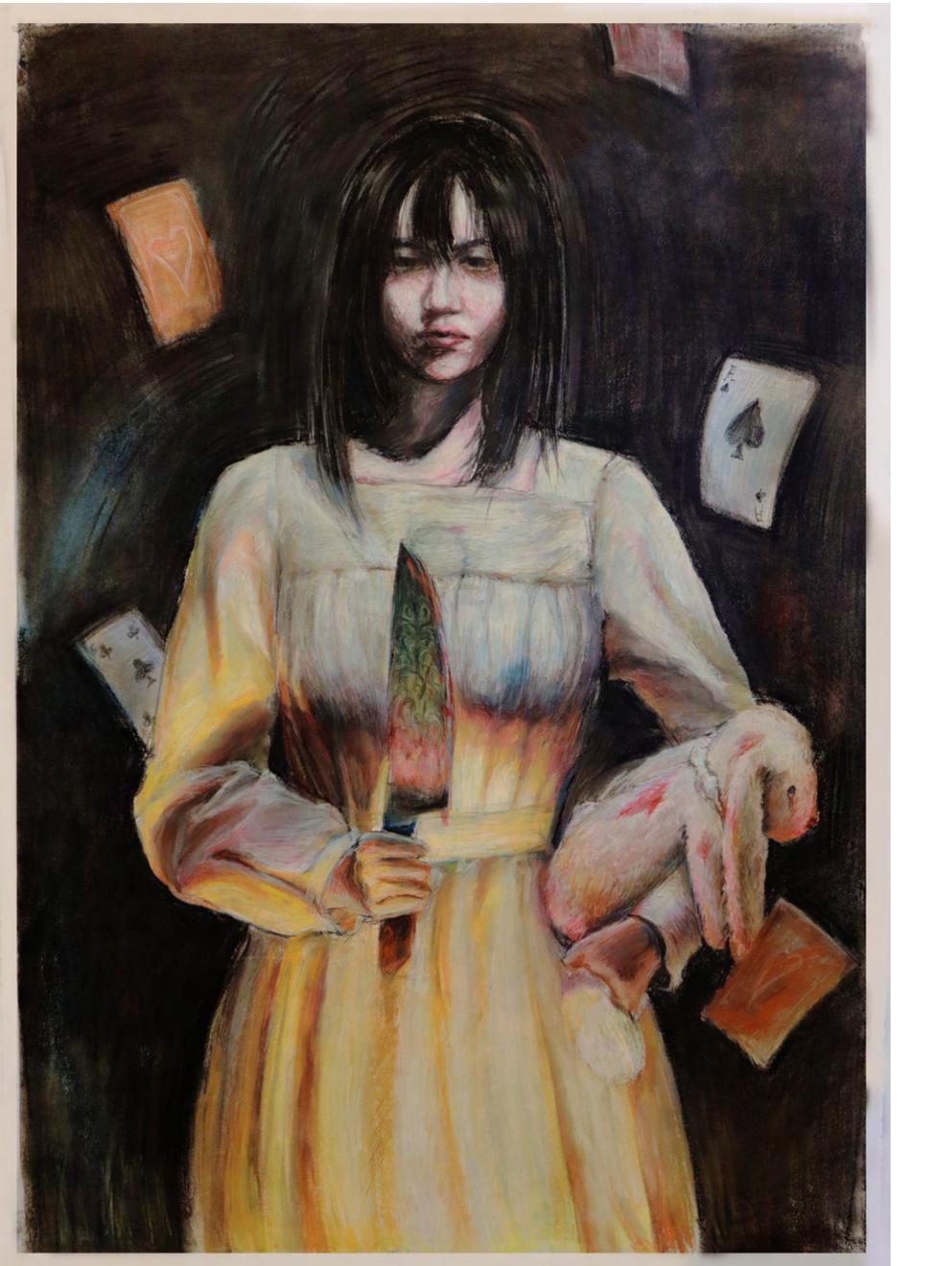
Site Plan Model



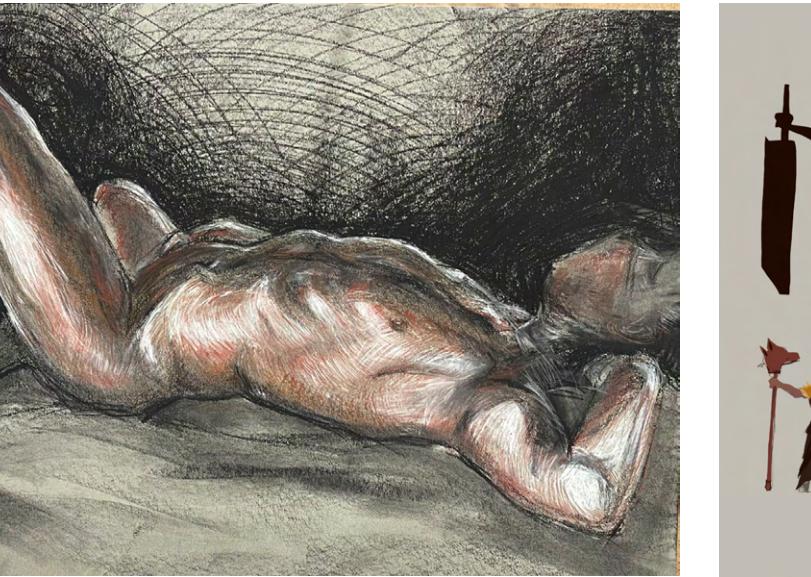
Interior Rendering

19

Artworks



"Alice"
36 inch * 48 inch, pastel
F20 201E Anatomy Figure Structure
2021.10



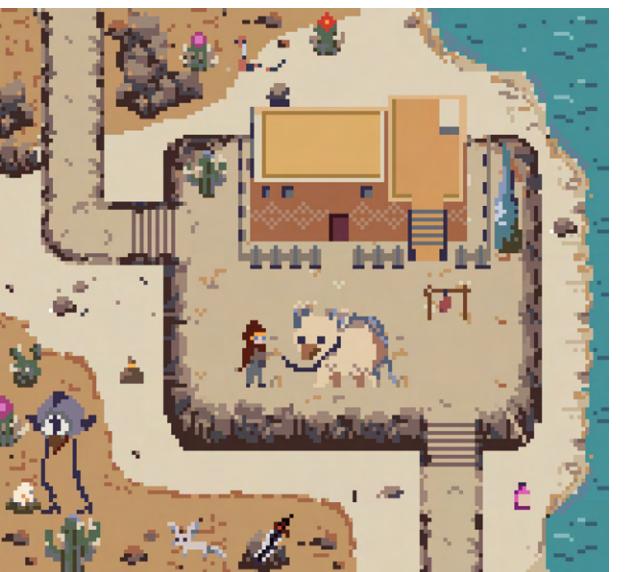
Still Figure Drawing
14 inch * 22 inch, charcoal
F20 201E Anatomy Figure Structure
2021.12



Character Design
16 inch * 9 inch, Photoshop
F10 338W Game Illustration
2022.2



Environment Practice
2065px * 1109px, Photoshop
2021.5



Bit Map Drawing
8 inch * 8 inch, Aseprite
F10 338W Game Illustration
2022.3



Architecture Design
16 inch * 9 inch, Photoshop
2022.4



Portrait Drawing
6 inch * 6 inch, Procreate
2022.6