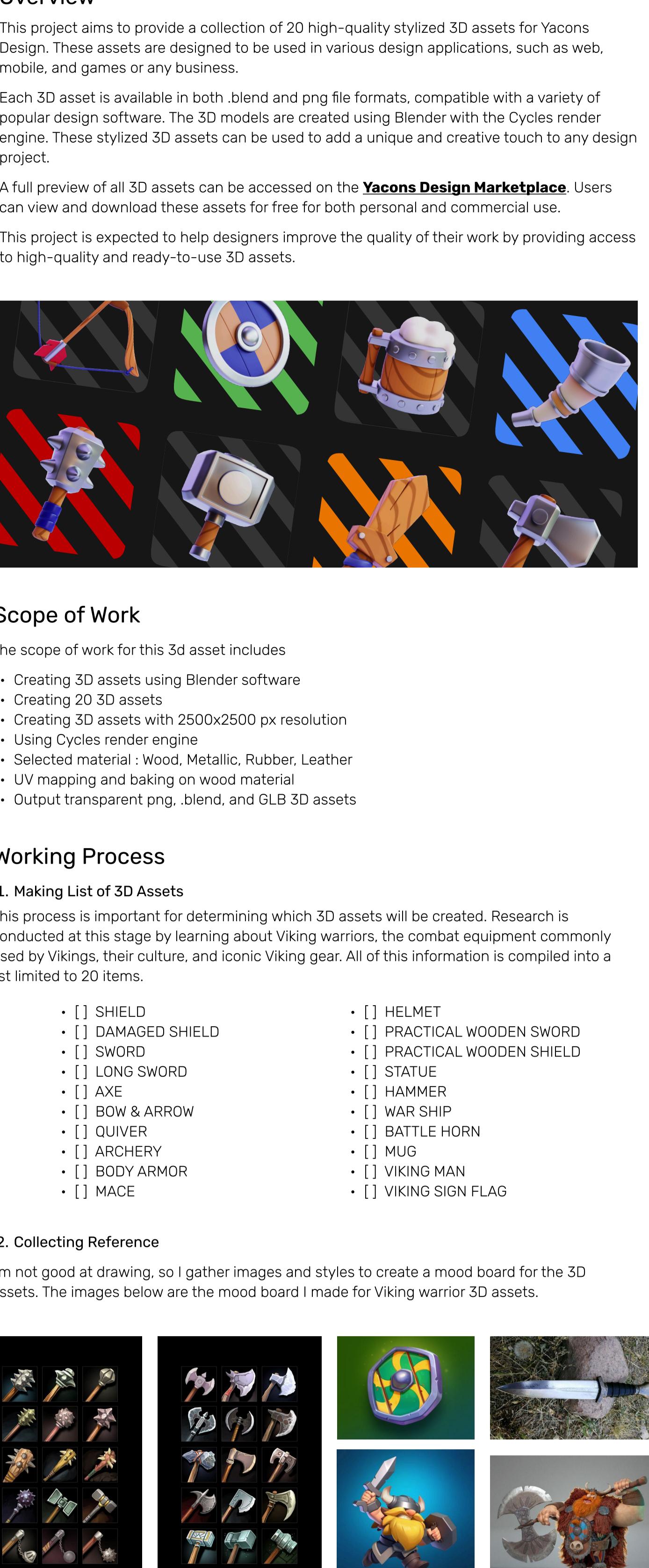


3D Game Assets Themed Viking Warrior



Overview

This project aims to provide a collection of 20 high-quality stylized 3D assets for Yacons Design. These assets are designed to be used in various design applications, such as web, mobile, and games or any business.

Each 3D asset is available in both .blend and .png file formats, compatible with a variety of popular design software. The 3D models are created using Blender with the Cycles render engine. These stylized 3D assets can be used to add a unique and creative touch to any design project.

A full preview of all 3D assets can be accessed on the [Yacons Design Marketplace](#). Users can view and download these assets for free for both personal and commercial use.

This project is expected to help designers improve the quality of their work by providing access to high-quality and ready-to-use 3D assets.



Scope of Work

The scope of work for this 3D asset includes

- Creating 3D assets using Blender software
- Creating 20 3D assets
- Creating 3D assets with 2500x2500 px resolution
- Using Cycles render engine
- Selected material : Wood, Metallic, Rubber, Leather
- UV mapping and baking on wood material
- Output transparent png, blend, and GLB 3D assets

- [] HELMET
- [] PRACTICAL WOODEN SWORD
- [] PRACTICAL WOODEN SHIELD
- [] STATUE
- [] HAMMER
- [] WAR SHIP
- [] BATTLE HORN
- [] MUG
- [] VIKING MAN
- [] VIKING SIGN FLAG

Working Process

1. Making List of 3D Assets

This process is important for determining which 3D assets will be created. Research is conducted at this stage by learning about Viking warriors, their culture, and iconic Viking gear. All of this information is compiled into a list limited to 20 items.

- | | |
|----------------------|-------------------------------|
| • [] SHIELD | • [] HELMET |
| • [] DAMAGED SHIELD | • [] PRACTICAL WOODEN SWORD |
| • [] SWORD | • [] PRACTICAL WOODEN SHIELD |
| • [] AXE | • [] STATUE |
| • [] BOW & ARROW | • [] HAMMER |
| • [] QUIVER | • [] WAR SHIP |
| • [] ARCHERY | • [] BATTLE HORN |
| • [] BODY ARMOR | • [] MUG |
| • [] MACE | • [] VIKING MAN |
| | • [] VIKING SIGN FLAG |

2. Collecting Reference

I'm not good at drawing, so I gather images and styles to create a mood board for the 3D assets. The images below are the mood board I made for Viking warrior 3D assets.



3. Making 3D Assets in Blender

After gathering ideas and choosing a style, I use Blender software to create 3D models. For the 3D assets, I'm using a casual, minimalist style with less detail in the textures and materials.

