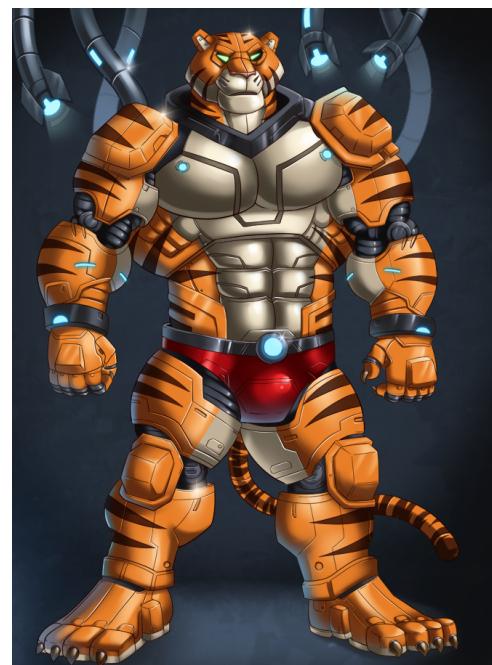


Design Report : Olympoids

Pre-Production & Planning

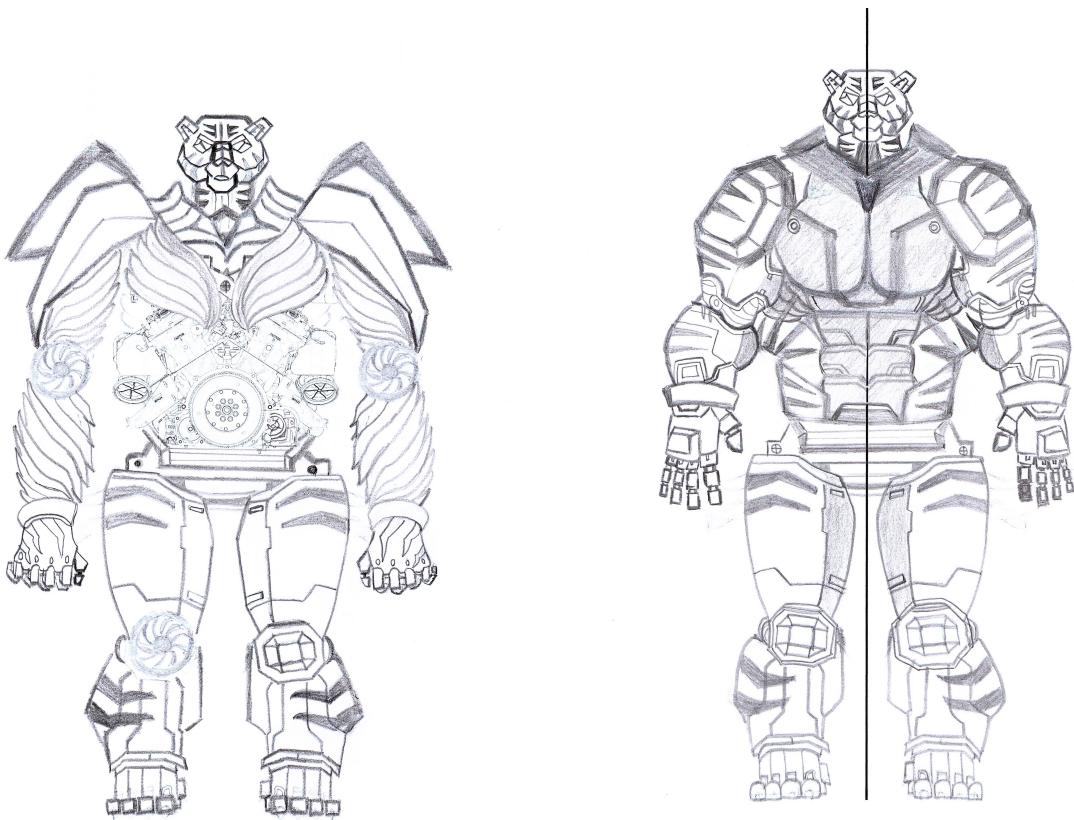
It all started with me revisiting a game I used to play as a child. We were brainstorming ideas for the Games Project. The name of the game is Captain Claw by Monolith Productions which was released in 1997. Despite being so ancient, the graphics are really good especially the cutscenes in between the gameplay. In the last of the cutscenes there is a humanoid tiger (also the last Boss level of the game) which I find is designed really well (shown below, left) . From here on I decided that I will be making a Tiger Robot for the assignment.



I am a car enthusiast so I tried to take as much inspiration as I can from there. I am a big fan of Formula 1 racing and a watch connoisseur both of which inspired my character. I was also inspired by Optimus Prime from 'Transformers'. With time the character was starting to take shape in my mind. So I created a list of objects which I was using to make the component parts of my robot character.

Component	Inspiration	Component	Inspiration
Stomach	Ferrari V12 engine	Chest Wings	Front wing from F1 car
Backbone	Engine cover of F1 car	Shoulder Wings	Split Wings from the Pagani Huayra
Bicep shield	Optimus Prime	Elbow joints	Turbine from planes
Head	Image from web	Legs	Image from web

After roughly listing all the parts I started sketching my character.



I wanted to create something complex as a transformer. The image on the left is my first complete sketch. After finishing the sketch I started modelling in Maya with the basic component parts of the robot like the turbine, chest wings, bicep shield, shoulders, etc.

After designing the small parts I moved to the head. Modelling the head took a lot of time. After the head I spent a lot of time trying to model the chest and the stomach but it was not looking so good and I was breaking shapes. After wasting a lot of time trying to model the engine I realised that modelling a 3d character to this detail would take more than a month for me and was not a good pursuit.

After losing too much of valuable time I had to sketch a simpler version of the robot (shown above on the right). I was wrong to think that I could just go and 3d model something as complicated as a transformer on my first try. Then I had to start modelling the simpler version again from scratch excluding the head since it is the same in both.

Techniques & Surfaces

1. Head: for the head I started with a cube with 4 division on height, width and depth. Then I used tools like insert edge loop, multi-cut tool, target-weld tool, booleans difference , bevel to sculpt it.
2. Chest/shoulders : started with cube and used insert edge loop, multi-cut tool, target-weld tool, bevel.
3. Torso : started with cube and used insert edge loop, multi-cut tool, target-weld tool.
4. Abs/ Breast: made each with individual cubes and used bevel.

5. Hands: Used a 8 side cylinder then remove the 4 edges out of 8 from top and bottom of cylinder and then extruded and shaped them.
6. Fingers: I did not use extrude for fingers. Instead used different blocks of cube and a cylinder in between finger as joints.
7. Legs: Used a 8 side cylinder then remove the 4 edges out of 8 from top and bottom of cylinder and then extruded and shaped them.
8. Feet: Used a cube, extruded it and then shaped it accordingly.
9. Wings: used extrude, insert edge loop, multi-cut tool, target-weld tool.

Process & Discussion

My lack of experience costed me a lot of time. Also I wish I had reserved more time for the assignment.

Inspiration



