

Chloe Nash- 2304981

by Chloe Nash

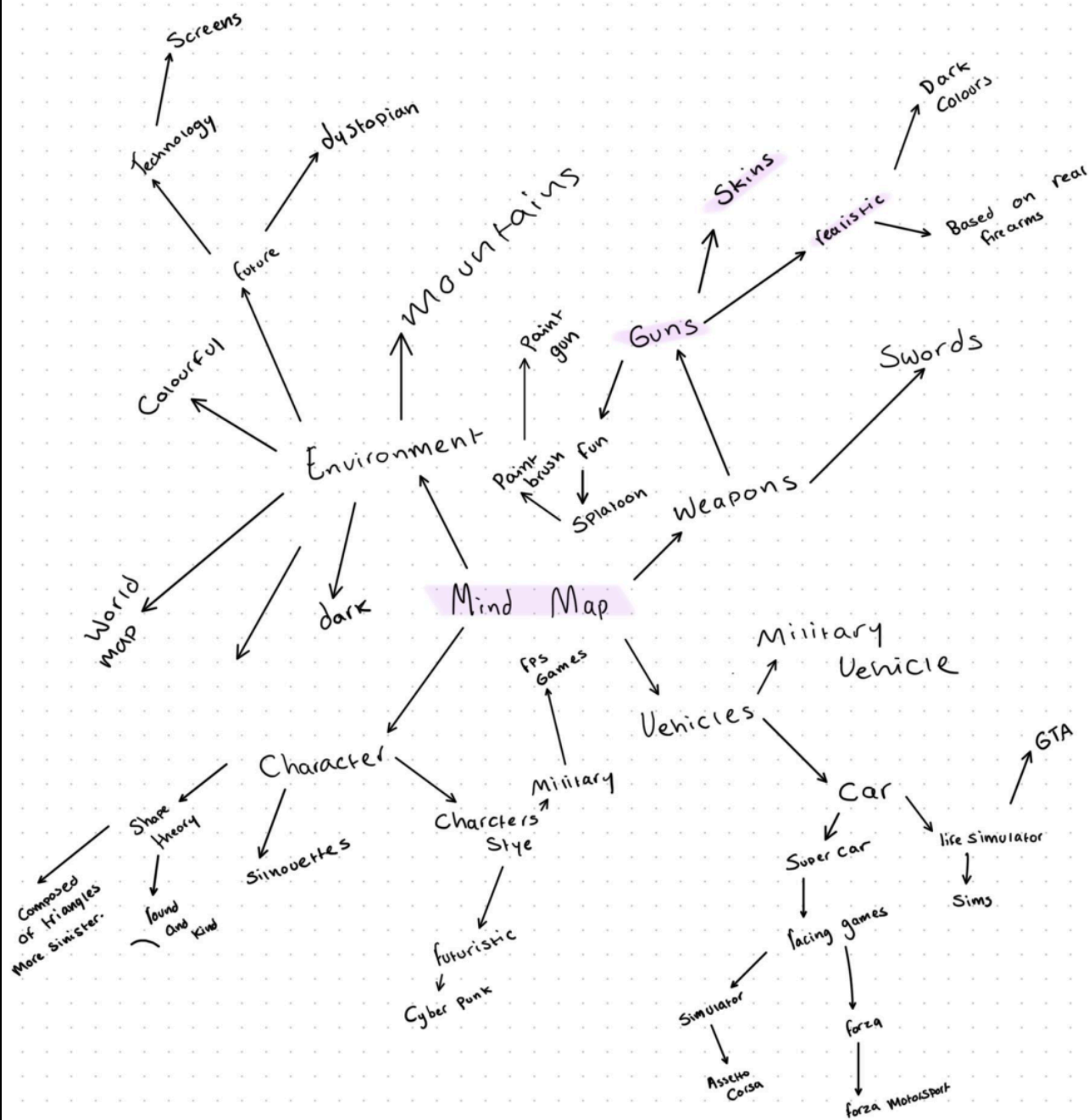
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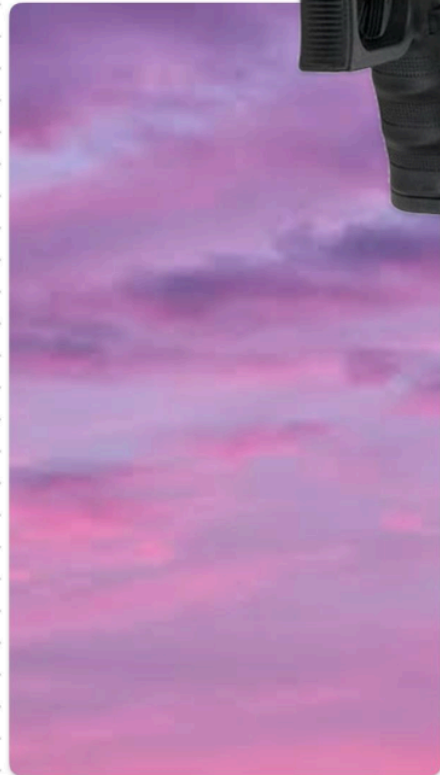
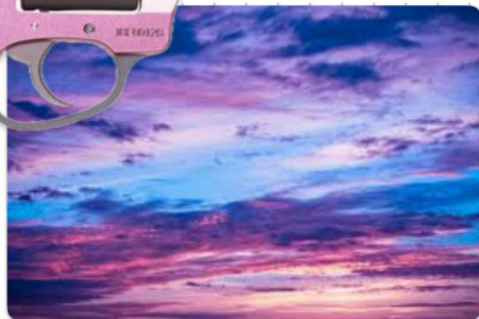
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Word count: 35

Character count: 261



Pistol
Inspired by
Sun set



Mood board 1

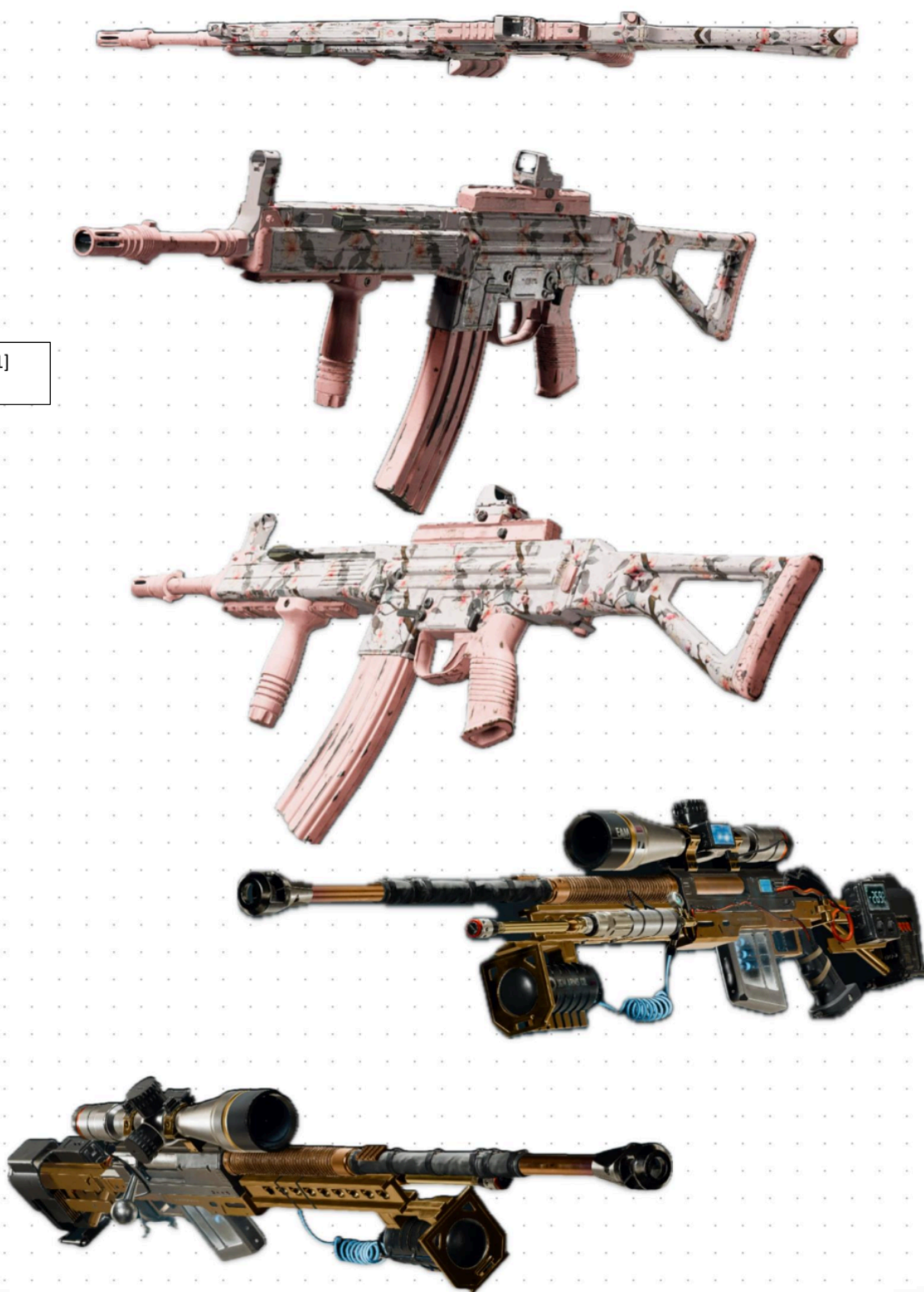
For this mood board I was inspired by the idea of sun sets. This gun is supposed to be realistic but also dreamy and fun at the same time. I've combined a series of images from different sun sets and colour pallets to create a dream world vibe. A gun like this is made to be used in a battle game that's realistic but also has a specific target audience and some stylised aspects to the game.



Mood board 2

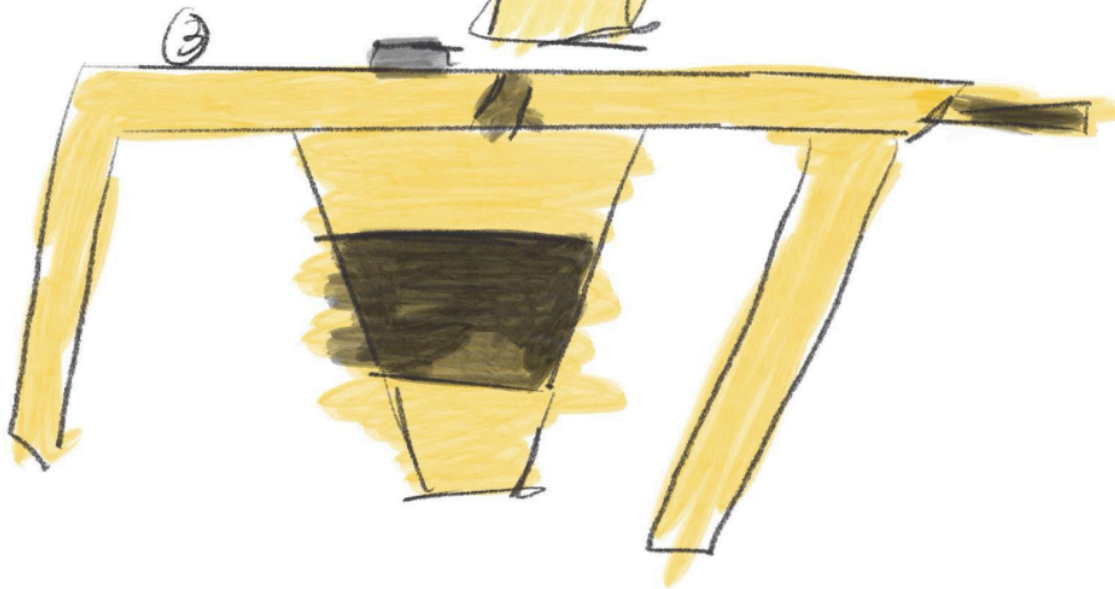
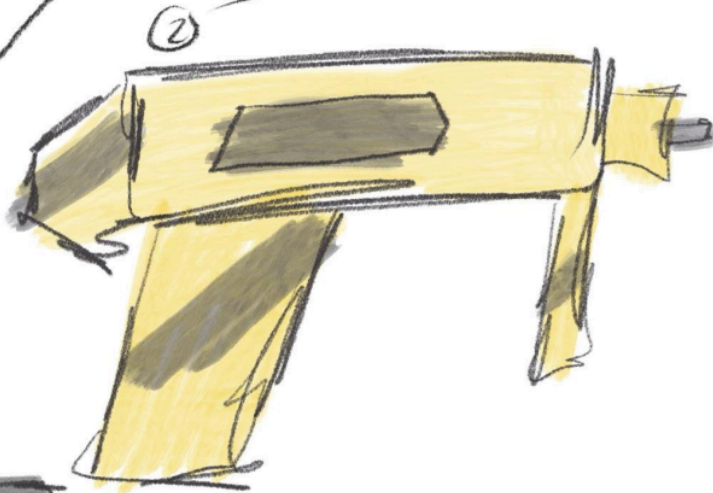
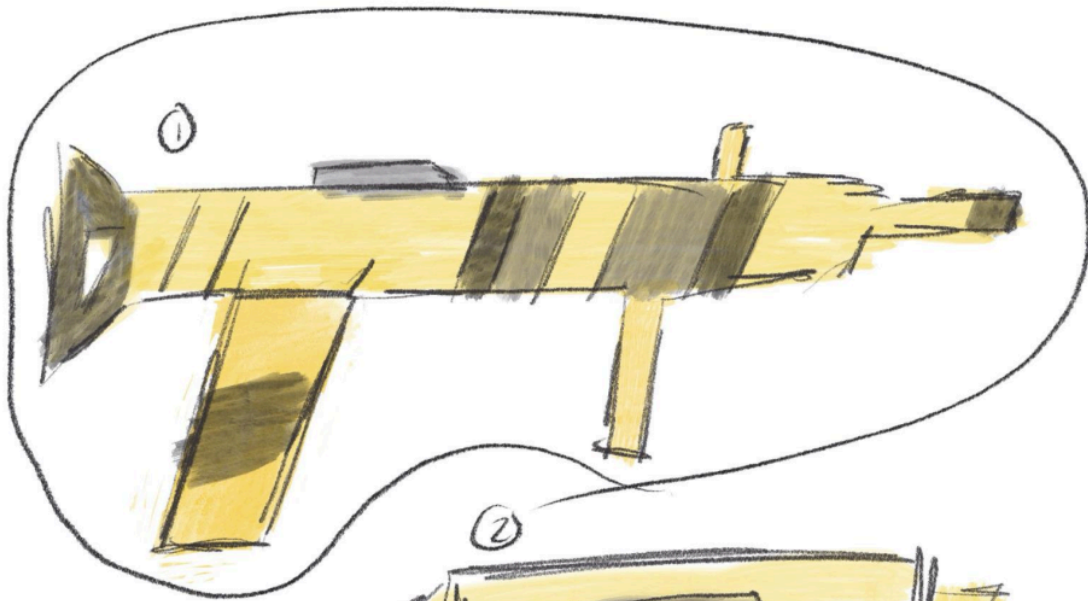
This is my second mood board and also the mood board I decided to go for. My inspiration for this gun is bumble bees and wasps so it will have a black and yellow colour pallet and theme. I like the idea of a sub machine gun for this style as when I think of wasps I relate them to aggressiveness. I also think people think of caution and the word cautious when they're around a wasp or bee and the colours also remind me of caution tape

[1]



COD BO6 GUNS

I have picked two of my favourite guns from bo6 to talk about. I chose this game as it has the perfect style and the style of game Ive created this gun design for. BO6 has some very stylised and cool guns but also has some realistic guns that you can customise by adding camouflages to. For example, the Model L is an assault rifle and a serious gun, but you can personalise it for example here I have put the cherry blossom skin on it. Then the other example I've used is the brainstorm sniper rifle that is a lot more stylised but still serves an obvious purpose that any player can understand quickly.



Initial designs

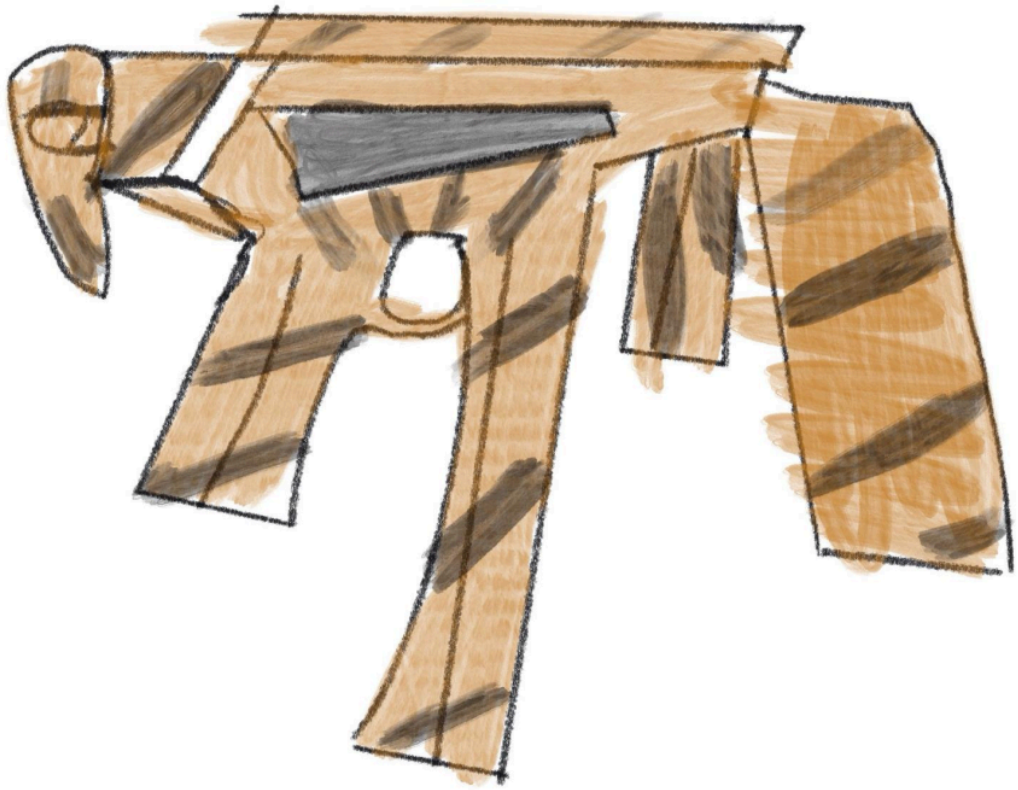
These are my initial rough designs. I have tried different gun sizes and styles but have stuck with an SMG. I think an SMG fits the wasp theme well. I have created 6 initial designs all using the same colour palette that consist of yellows and blacks as seen below. These sketches are in the very early days of development as I just wanted to get the style of gun and the colours correct before I go ahead with the final process.

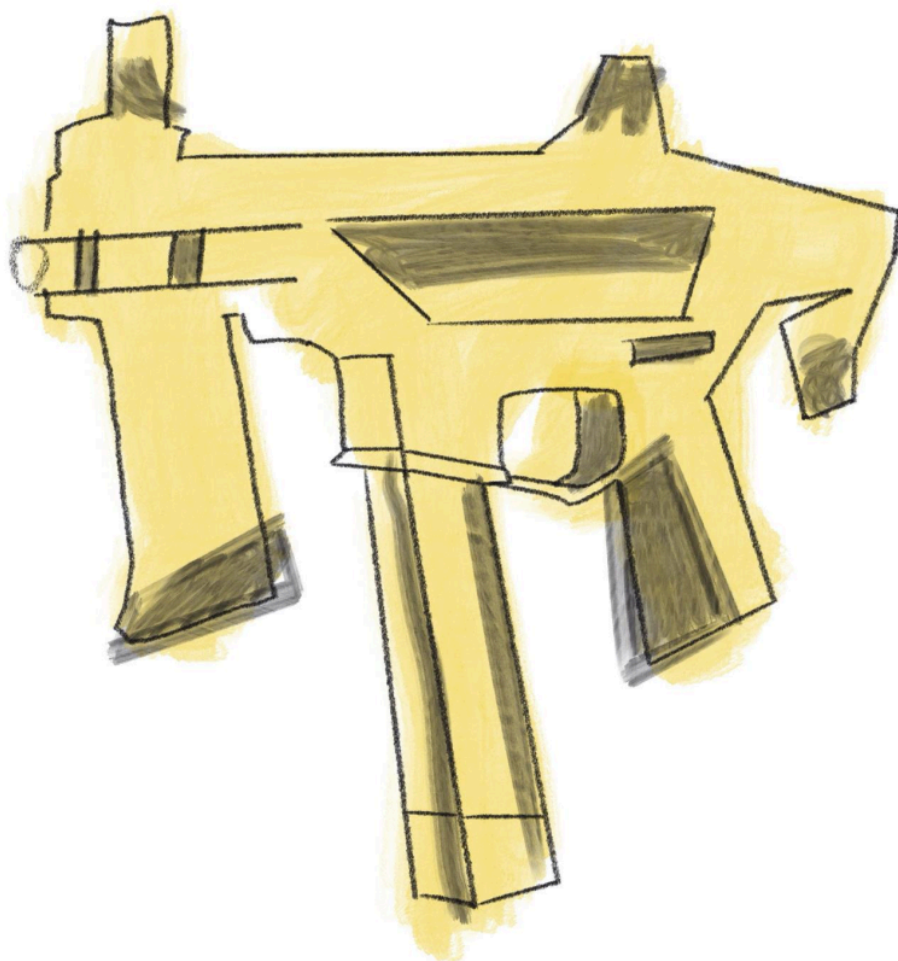


[2]









Bibliography

[1] Call of duty black OPS 6 by Treyarch, personal screenshots of the game. (Accessed, November 13th 2024)

[2] white submachine gun 3d model by plasmic from pixel squid,
<https://www.pixelsquid.com/png/white-submachine-gun-3021644213948257529?image=H01>
(accessed, November 14th 2024)

FINAL GRADE

56/100

GENERAL COMMENTS

1. Engagement With Literature Skills (52%)

The bibliography is in IEEE format as requested and contains a few sources, though these could be expanded upon with more weapon designs and related imagery - this would enhance the marks awarded.

2. Knowledge & Understanding Skills

(not assessed in this assignment)

3. Cognitive & Intellectual Skills (62%)

TASK A (Mind Map): The mind map explores all four elements of the brief, which is an interesting approach – this shows that you are considering all options before narrowing ideas and keywords too early. This is a good approach to have with projects which offer a degree of freedom. Consider adding colour and taking on Tony Busan's approach to mind mapping as this may also help with creative thought generation.

4. Practical Application Skills (55%)

TASK B (Moodboards): The moodboards explore a number of themes, which is good – not just weapon designs but colours and natural inspiration, adding a more creative element to the process. Consider using more imagery on these – they're a good start but I feel the inspiration can be pushed a little further in both.

Adding written context to the design considerations is useful as this does help with understanding your vision for the weapon designs.

TASK C (Visual Designs): The initial designs explore some shapes around weapon design and a rationale for the chosen style. I do feel this lacks a little refinement even at the rough stage – consider functionality and weapon features, such as trigger guards, magazine shapes, accessories/rails for attachments, etc. They don't have to be drawn intricately but identifying these design elements will go a long way in making the gun designs feel more plausible. Additionally, if these features are identified, you can more effectively plan the colour scheme of the weapon.

5. Transferrable Skills for Life and Professional Practice

(not assessed in this assignment)

Overall Mark: 56%

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