

Mia Harries - EYCC Assignment 2 - Character

by Mia Harries

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Course: Computer Games Design
Module Details: Evolving your Creative Craft
Assignment: 3D Model / Turnaround

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Five Iterative Designs



I picked my favourite design and made 5 different iterations of Darius's possible clothing, the idea was to give him some sort of adventuring / battle clothing. The bottom two designs are my favourite by far, they stick with the warm colour palette, but in the final design I will add some blue accessories to contrast the red. I will mix both designs and some element of the others for my final one, picking and choosing from my notes.

Reference Images of the Final Design



Darius Rhadose - Oatelon

Here is the final design I chose for Darius, I have him in an A pose to clearly see each accessory and piece of clothing on his body. In the bottom right is a closeup of his face to see his facial structure and position of his "hole" on his body. The hair is a simple shape, but in a game it would freely move and sway like flickering flames with dripping magma. I'll be sticking with this red theme to really push the whole "Fire Dragon Prince" idea I have for him. Sticking with the fearless personality type I'll express it through my final render of him.

Rendered 2D Image of Completed Artefact

Final:



Process:

Base Colours + Textures



Initial Sketch



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GRADEMARK REPORT

FINAL GRADE

78/100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (74%)

TASK E (Orthographic projections): The orthographic projections submitted are clear and produced with a uniform scale, allowing these to serve as suitable blueprints for 3D modelling. These are also rendered in colour with additional important details included – well done.

3. Cognitive & Intellectual Skills (72%)

TASK D (Iterative design): The iterative designs show further exploration of the chosen theme with subtle differences and design choices. This is good as it shows that a favoured design is being refined at this point. Colour choices are based in colour theory and are documented in the submitted work.

Use of annotations on the designs is also good to see as this helps communicate your thoughts and design choices to an audience.

4. Practical Application Skills (83%)

TASK F (Final Design): The final rendered design is dramatic and interesting as an image – this is not just a character design but an expression of personality as well. Lighting effects are produced well with elements of the character emitting light as well as a general light source for the image. The character is recognisable from the preliminary design work and the orthographic references, showing a high consistency in the creative work produced for the assessment. Good work.

5. Transferrable Skills for Life and Professional Practice

(not assessed in this assignment)

Overall Mark: 78%

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