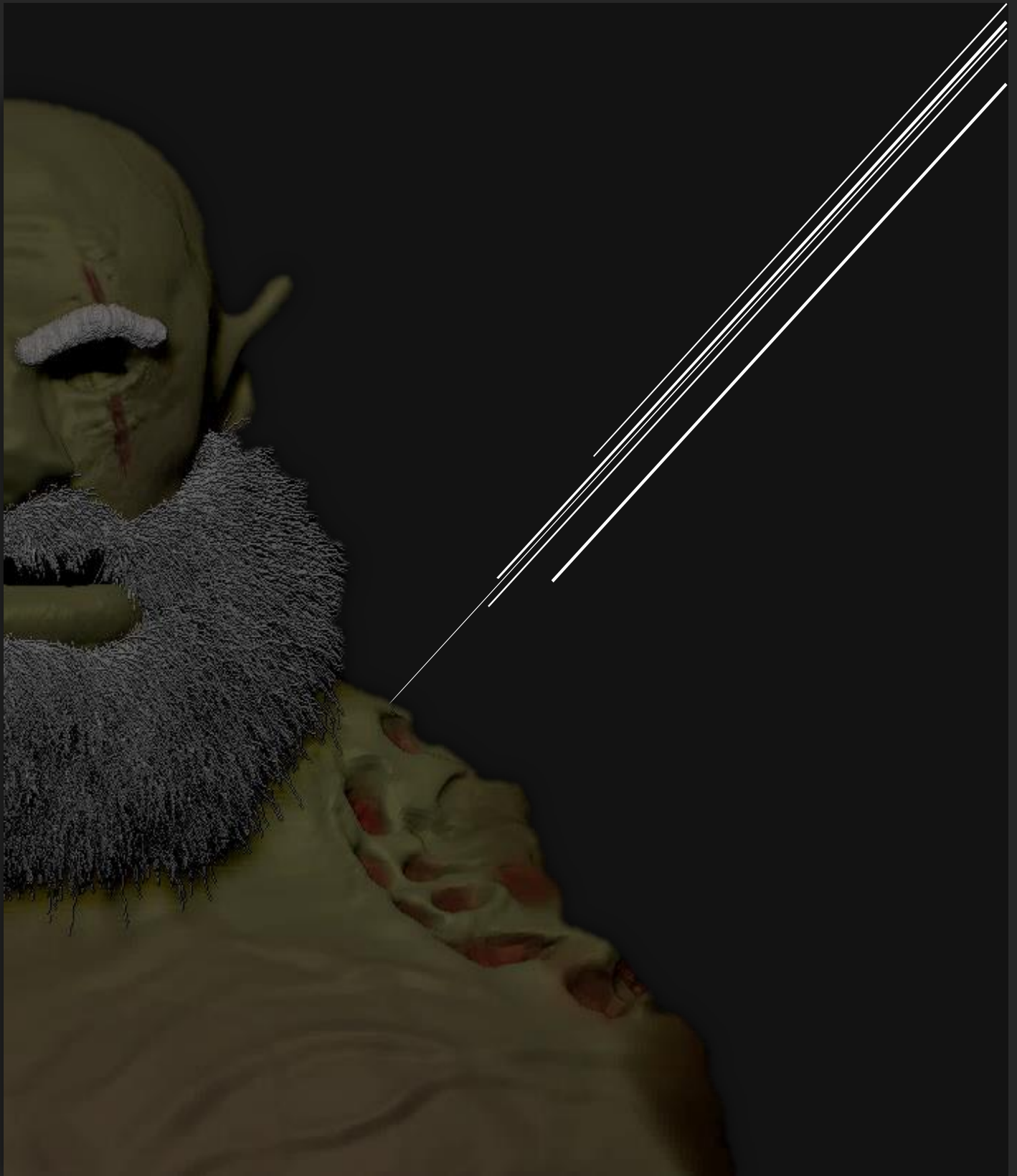
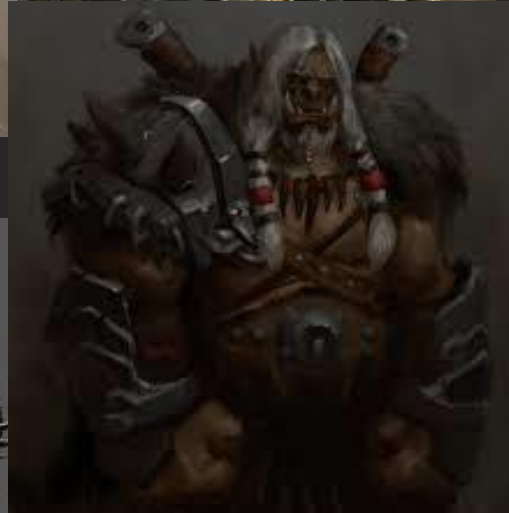




Hunter Portfolio

Lewis Gronland 0148995

Reference images



1



In this guide I will look at what I have done throughout the creative venture course up to this point, looking into what I have done in the team and the process I went through. As I was positioned with the characters design and creation, I will be talking about the process of researching and designing the Orc character we will be using in our animation. In this process I have used Adobe Photoshop, and Zbrush to create the character.



We knew that for the animation we wanted an older more battered and bruised character over a younger character as we didn't want to make him a fast-moving fighter but someone who was more experienced. To show this we wanted to give him some kind of major injury, something that made the way he fights more unique. We concluded that to do this we would have him missing an arm from the creature that he battles in the animation from a previous fight, giving him a relationship with the monster and giving



an indication of how dangerous the creature truly is.

Originally the character was going to be an old human male clad in thick European style Armor and some kind of claymore. However, we felt that the character didn't really work for the kind of character that we wanted to portray as I wanted the character to wear his scars with pride as a show of his strength. So, I decided to move for a wilder look working with the idea that he is the leader of a small tribe that relishes in fighting and hunting.



After looking more into the look, I wanted to experiment more with the characters race. I looked at a few different races that would best work with the warrior look that we wanted to portray and after testing a few different options I found that I became quite fond of the Orcs who typically have a powerful body and commonly shown in more barbaric armour which worked for the team.



I looked into various depictions of Orcs such as through games like the World of Warcraft and fantasy portrayals in Dungeons and Dragons to get a better idea of the characteristics of Orcs and how they act in different medias to help me when applying it to my character.

As he would be going through a darkly lit cave, I knew that I didn't want to make him look too dark so that it would be hard to see him in some scenes of the animation. I was drawn more towards the sandy colour for the orc as well as the iconic green look. I tried playing around with the skin to try to give that sandy worn look while trying to keep it green for the iconic look to help people better associate with the character.



After getting a better feel for the character I wanted to look into what kind of clothing he would be wearing, keeping in mind the wild style that I wanted to portray with the character. I decided to make the armour light so the character would have more flexible movement which would help more if he's used to fighting bigger monster rather than in a heavy slower armour which would affect his mobility. I also wanted it to capture the tribal look, so I played around with face paint and teeth for a more savage look by making the teeth crooked and the paint messier.

Once I figured out the kind of look that I wanted to go with, I then looked at what colour I would use for the armour looking towards more greys and browns to create a very simplistic set of armour using basic metals

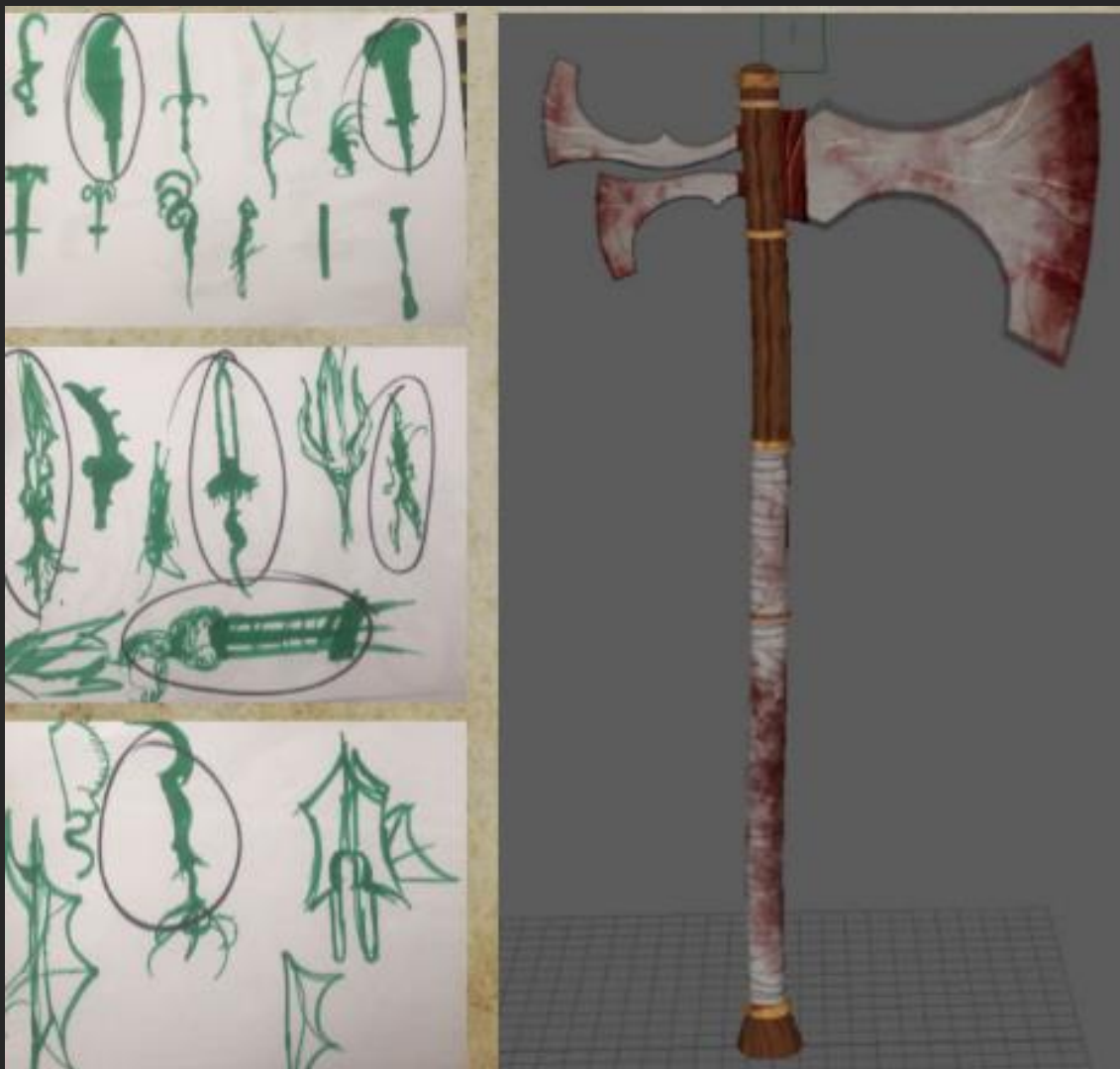
Lewis Gronland
P148995

and animal bones that would give him an intimidating look, highlighting the war paint and scars of war.



During this time, we also looked into the kind of weapon he would be using to fight with. Although it was originally a broadsword, I wanted him to use something a bit wilder and the characters look changed and after Rhys displaying a list of different weapon templates the axe became something that I instantly thought would work nicely with our character. I decided that I wanted him to use a larger axe over a smaller single hand axe as he is a powerful orc his strength would give him the power to use it in a way that would be less believable compared to a human character.

I also gave the axe a chain connected from the bottom of the axe to his arm. This was done with the idea of it being used as a safety mechanism if for whatever reason he needs to let go of the axe he will still be able to pull it back to him. Although originally, we were considering him using it to create distance for enemy's during a fight.





I wanted to work a bit more on the characters face to make him feel a bit older. I tried adding some hair and a more wrinkled look as I felt that my character still felt a bit too young and I wanted to portray an old tribal leader.

Once happy with the design, I decided to take it over to Z-Brush to start to transition from 2D to 3D. I decided that I would use Z-Brush over Maya as I wanted to improve my skills in the software to try and make a more realistic style character looking into human anatomy and trying to implement it as best I could into my design.

in order to help me achieve this I looked into different tutorials such as the Orc rider and bull creature course from Flipped Normals to look



and understand how they would look at anatomy and implement it into a fantasy character. I also bought a few different hair, monster parts and scar brushes and skin texture maps that I would be able to use for my character. I feel that these helped me create a bit more detail in my work that what I would have been unable to do with my current ability

in the software.

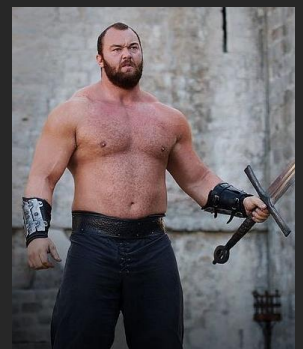
As the characters anatomy were around the same as a human character, I decided to use my existing male character as the base of my orc. With the help of one of Rhys's models to help clean up my anatomy more. I then removed the head and modelled a basic face for the body which I then put together using the Zmodeller tool. The modelling process was done utilising the clay build-up brush to add and remove to the mesh as well as the move tool, as well as using the mirror tool

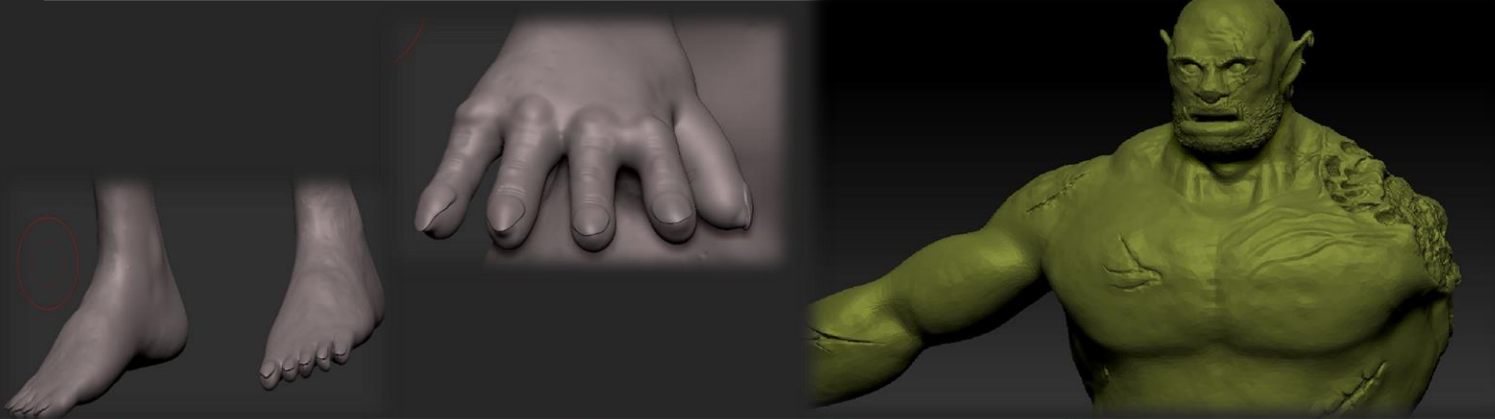
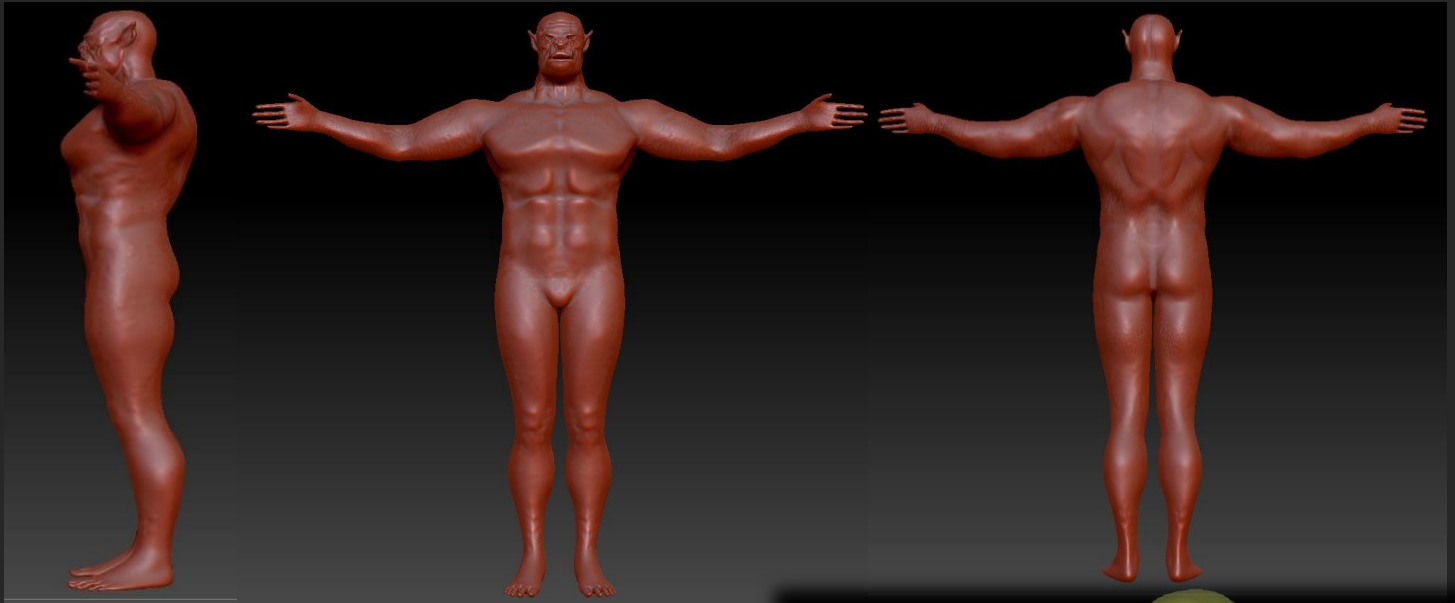


Now that I had a basic outline of the character, I then wanted to make him look stronger, giving him a larger build closer to a weightlifter. I used references to help with this such as strongman Hafþór Júlíus Björnsson to help get a better understanding of how to show power through my character.

I then worked on the left arm trying to give it a rugged cut rather than just a clean cut as I wanted to show it as a serious injury on the character. I also worked on giving the character a more believable skin texture that worked to create a more leather like skin further pointing to a more rugged and durable body.

The high res mesh is 6 million polys while the low-res mesh is 6,000 polys. This will be useful when the character isn't the main focus of the scene, as we can replace him with the low res model which will help out when we need to render out the animation. although it is likely that I will bring down the high res as it may be too high which will make it difficult to run in Maya while we are animating so that will likely be changes to around a million.





I then wanted to test a few different facial styles for the character. I felt that this would give me a chance to test out some unique looks on the character to give him more personality during this process. I tested various different beards, some hair styles and ear accessories to see what worked with the character. After testing out a few different options I decided to keep the character bald with some kind of unkempt beard.

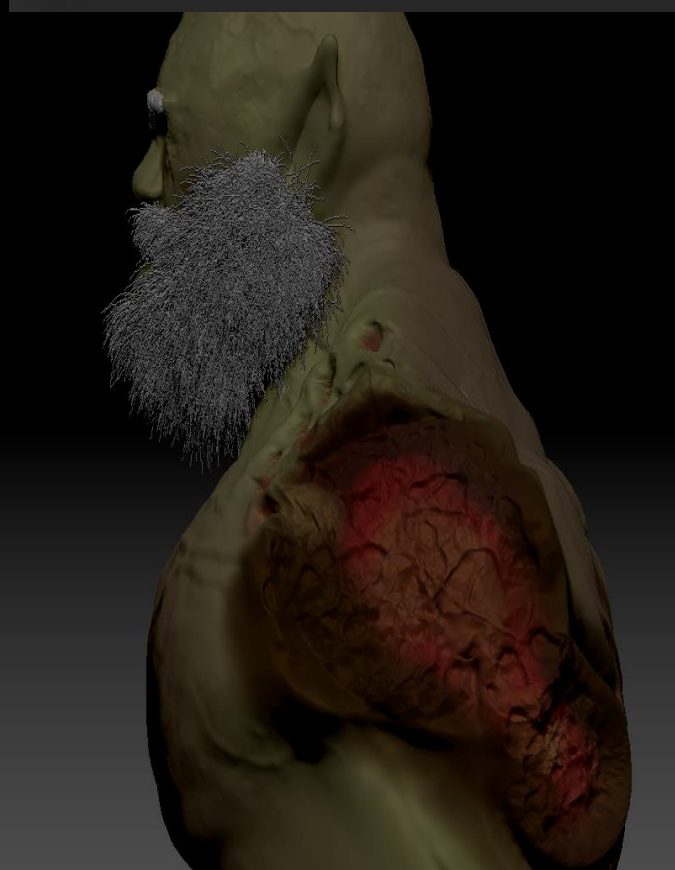


When I was happy with the mesh of the character, I then moved onto trying out some colour on the orc to see if the skin colour I was thinking of in my drawn designs still held up well on the 3D character. It gave me a chance to test out the skin texture on the character. I started at a much brighter green to get a rough idea of the traditional orc while also testing out some blue for the war paint on the character and the wound which I painted red to get a better feel of how big the area around the wound was.

Once I did this, I was able to push the characters look further towards the darker sandy colour that I wanted for the character as I was trying to get a more aged look. I also tried to make the wound look a bit burned as if he tried to seal the wound quickly. Looking at the body I had placed several injuries across the body, so I tried to add more colour to them to make them stand out a bit more visually. Once I was happy with the look I then tried testing out a few different fibre mesh looks for the character which ended up with the current haggard beard and eye brows, however these will not be used in the animation as will be rather looking into adding hair texture through Maya as it should be easier to work with through the animation process.



This is currently where the character stands at the moment, I am currently working on adding the 3D armour and weapon to the character which will be very similar to the drawn designs. Once that is done, I will be taking the character into substance painter to finalise the look of the character and his armour and weapon, While I do this Rhys will be using the model to create the characters rig. Allowing us to quickly move onto the animation stage of the production that will be split into parts and handled but us all as a team to help speed up the animation process. I will also be looking into seeing if I can utilise some effects like crumbling pillars and touch effects to try to improve the visuals of the animation and make it seems more dynamic.



Throughout this course so far, I have been able to learn and gain a better understanding of software such as Zbrush that have given me the opportunity to improve the quality of my work and as I gain a better understanding of the tool I can use and how anatomy works I see that the quality of my models can only get better. I have also been able to utilise drawing courses to help make my designs stand out a bit better than previous designs as well as the importance of dynamic posing which really makes the character stand out more giving it more life, this will be something I will want to further work on to provide the most benefit when turning these designs into 3D models. As we move closer to the end of this process, I hope that I will be able to further learn new techniques and information to create the highest quality animation that we as a team are currently able to.

