

Owen Eastman_Final Major Project_Production
UCA_Games Art_2020/2021

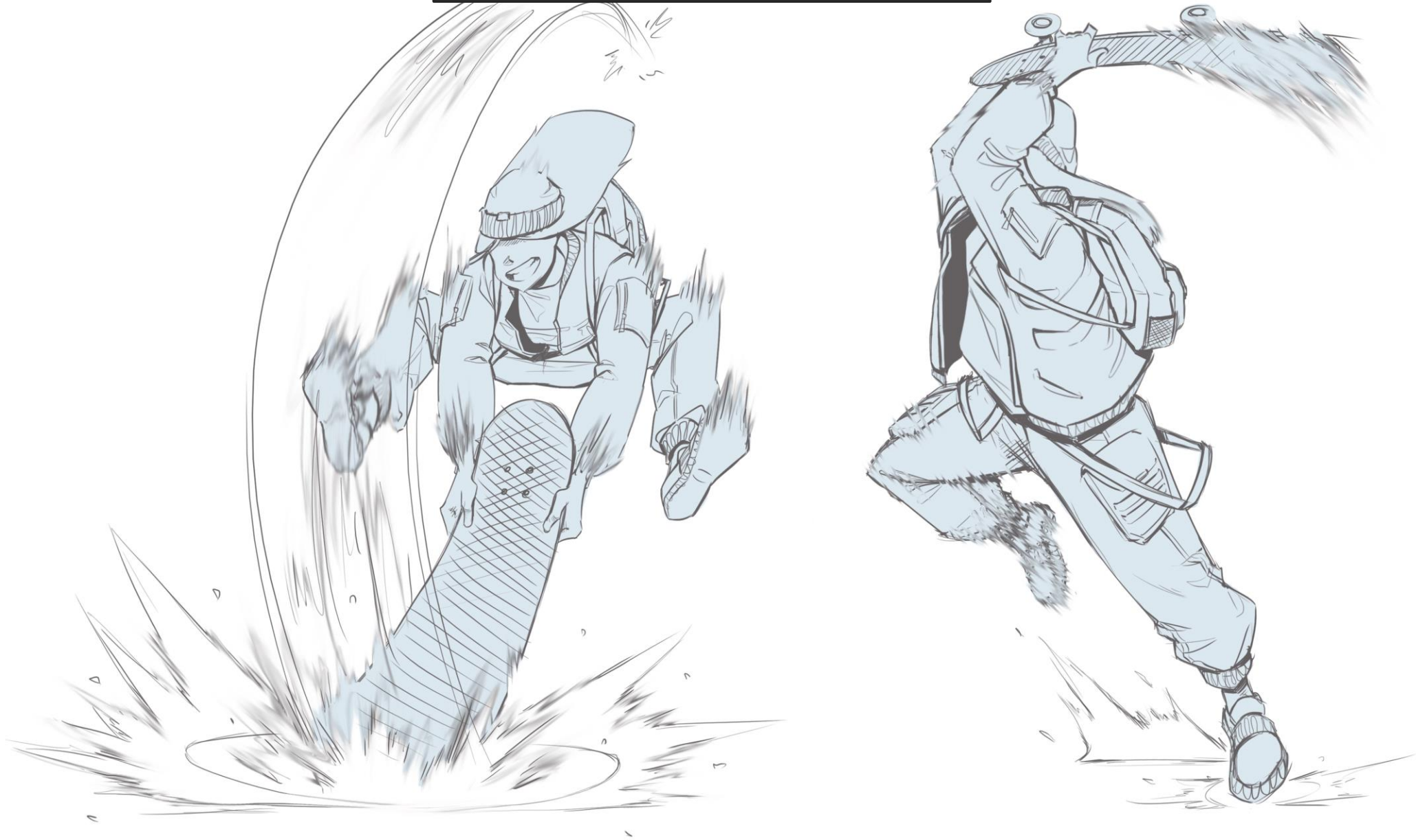
The logo features the text "PROJECT PARAGON" in a bold, black, sans-serif font. The text is set against a dark gray rectangular background. To the left of the text, there are three overlapping, stylized yellow diamond shapes that point to the left. The text has a subtle yellow glow effect. The word "PROJECT" is on the top line, "PAR" is on the second line, and "AGON" is on the third line, with a horizontal line segment above the "O" in "AGON".

PROJECT PARAGON

PRE-PRODUCTION RECAP:

- Initial sketch works completed
- Figure sketches for the initial 5 characters completed
- Re-working the original FMP plan (reduce characters from 5 to 4, direct the project focus on to the design work by scrapping the UI, sprite and gameplay content)
- Expression sheet sketches for the first two characters completed
- A series of action effect figure sketches completed for the great sword, gauntlets and skateboard characters completed

Pre-Production Work



Pre-Production Work



Pre-Production Work



MOVING FORWARD - PRODUCTION:

- Expanding from the action effect sketches (previous), begin work on the weapon designs as it is important to establish these before getting into the heart of the production process
- From the weapon work, create a series of developed sketches that showcase these and the characters together
- With these components in place, the next step is to create character sheets for each of the characters, coming to a decision on their designs through a series of body and head sheets
- Either included in the character sheet work or kept separate, return to the expression sheet work of pre-production to create some rendered expression sheets for all 4 characters
- Stepping away from the character work, the next step in the project will be some environment work, creating photo bashed thumbnail ideas of the world
- Depending on time constraints, the finale of the project will be to create a narrative/illustrative piece combining the character, weapon and environment work together into one scene

[illegible]

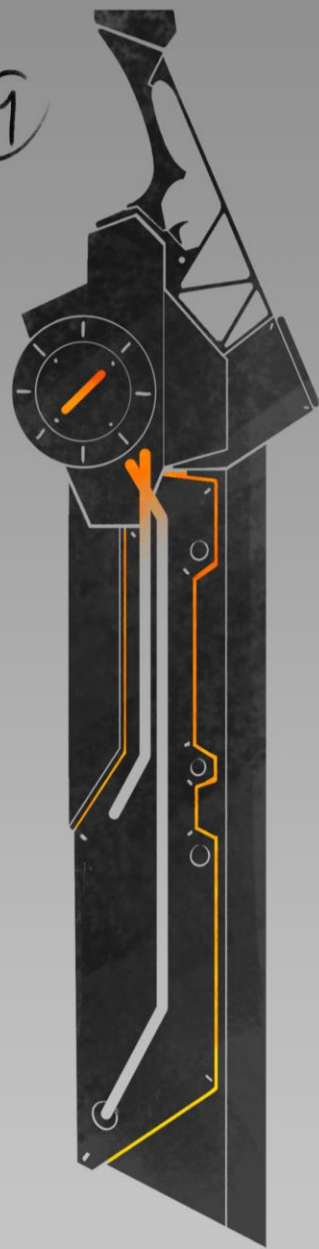
A thick black L-shaped frame is positioned on the left and bottom edges of the slide, framing the central text.

WEAPON DESIGNS

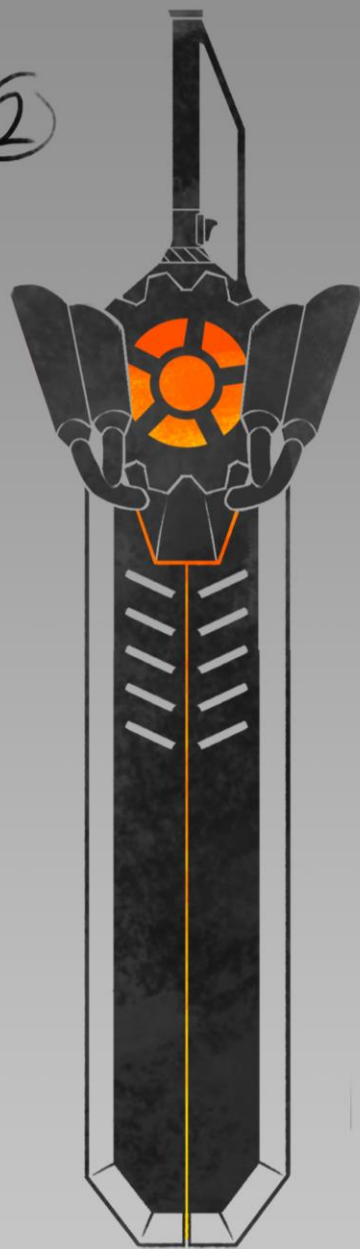
Creating concepts for each characters weapons,
experimenting with ideas and making an attempt to tailor each
design to that of their respective character



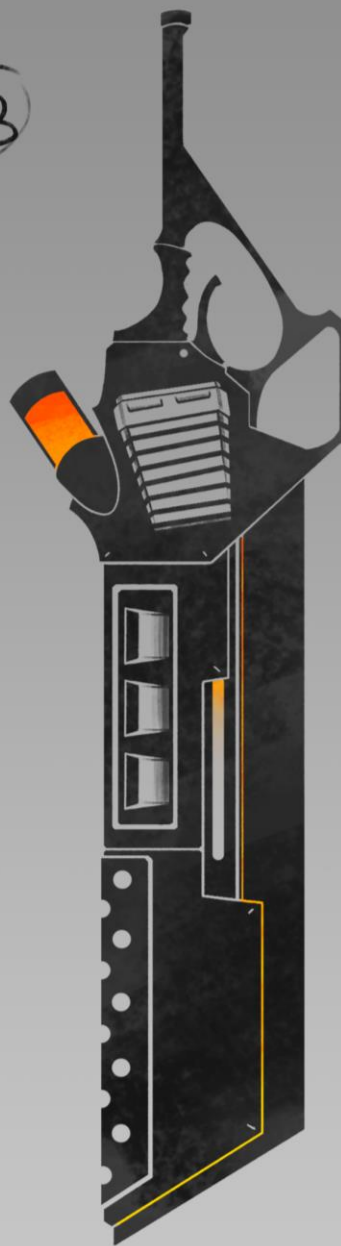
①



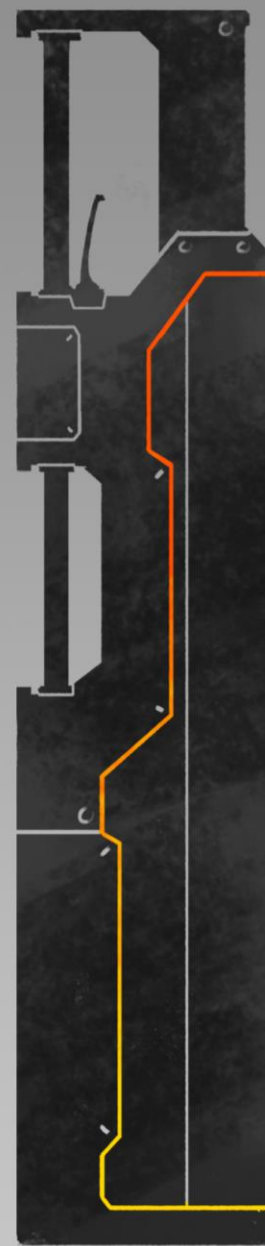
②



③

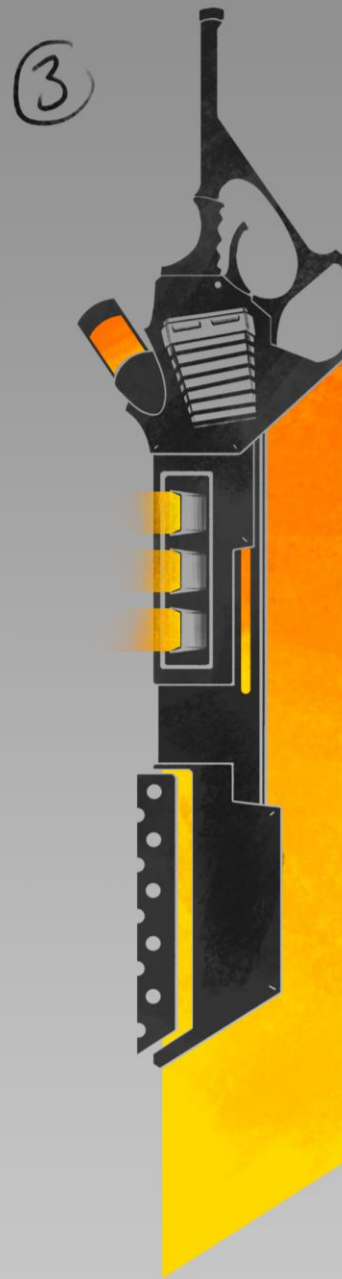
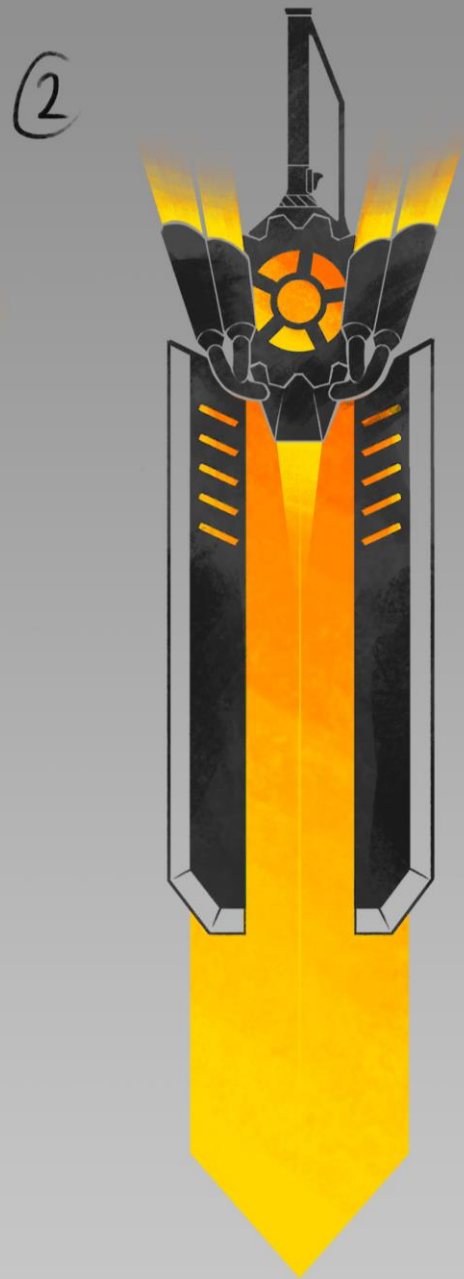


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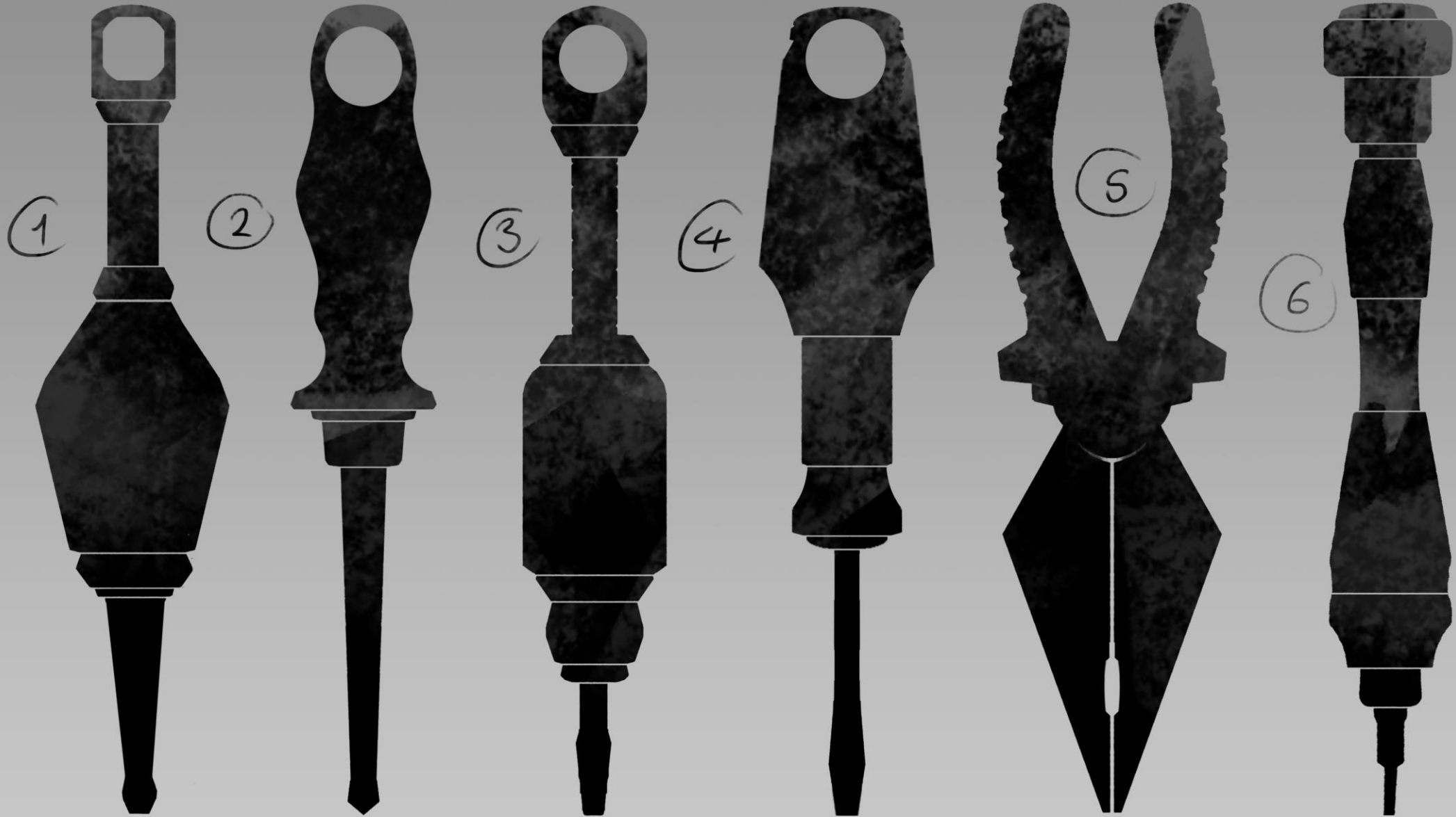


⑤





TOOLBELT / THROWABLE (KUNAI, SCREWDRIVER, PLIERS)



①



②



③



④

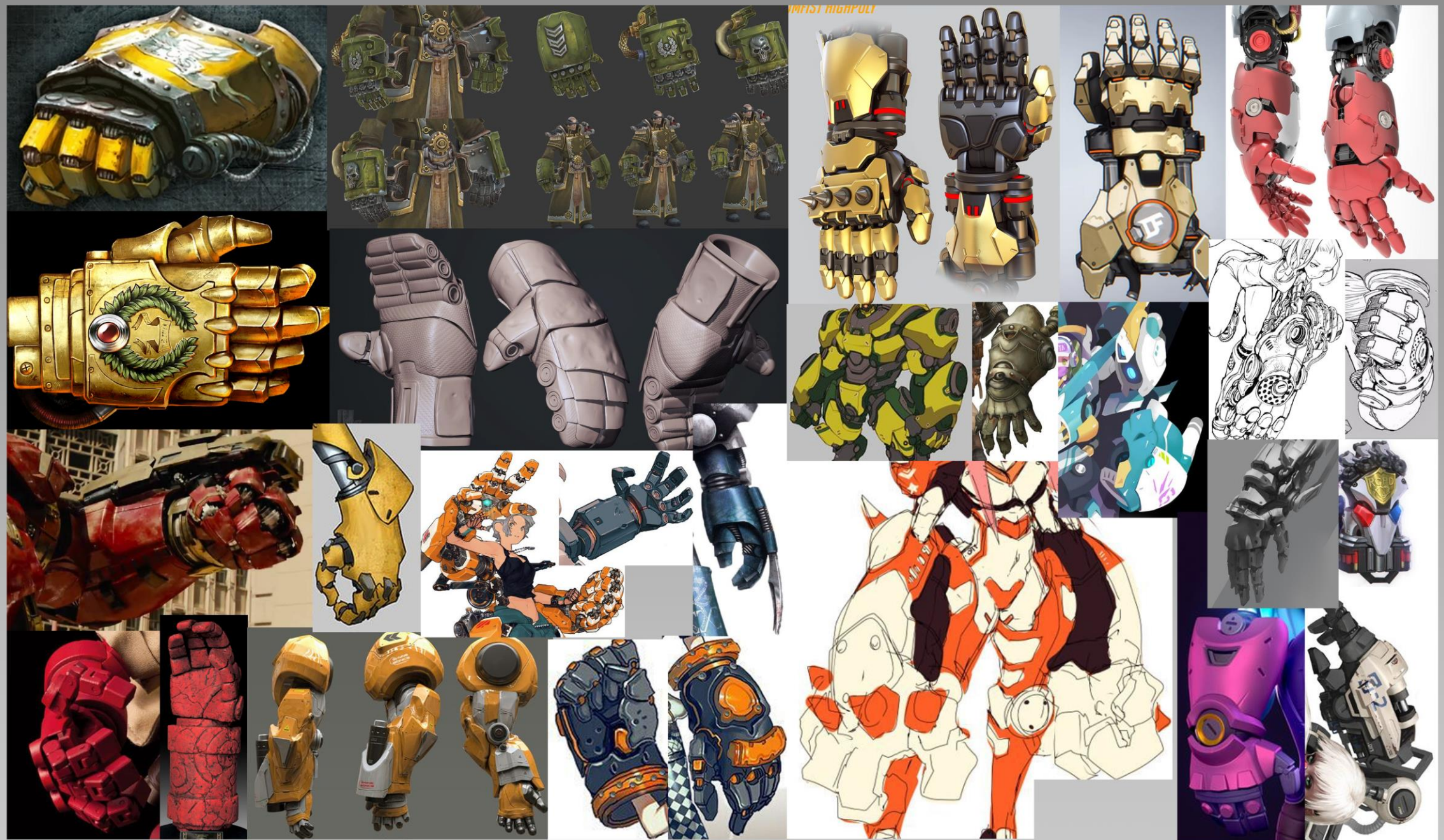


PIPE
WRENCHES

Bandage/
Tape Wrap

BOLT
WRENCHES







①



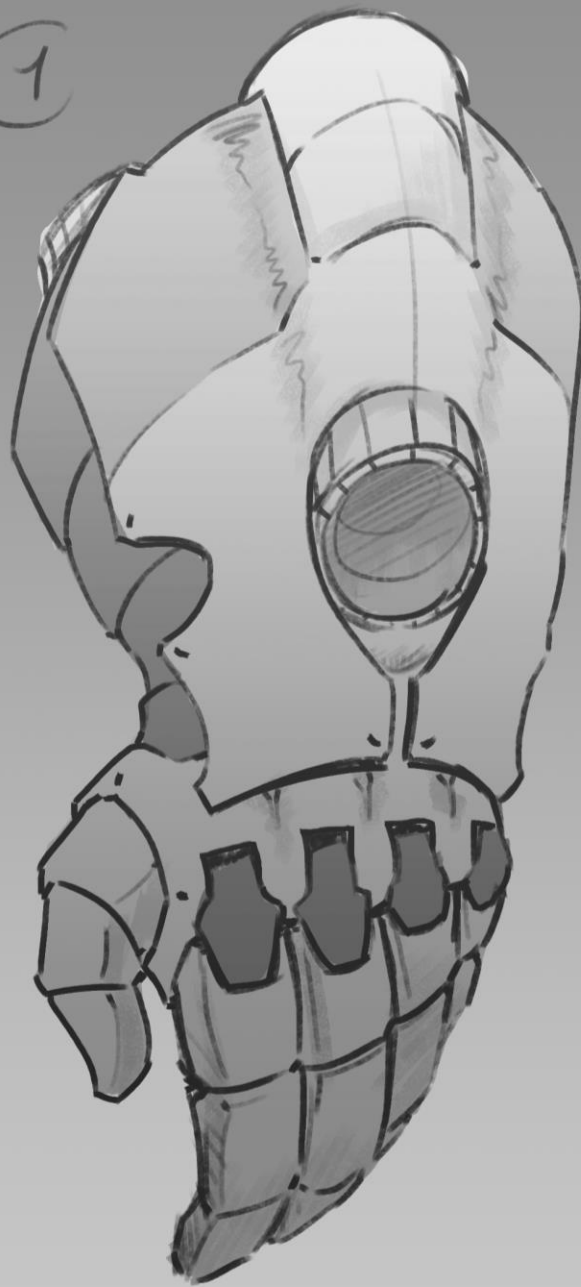
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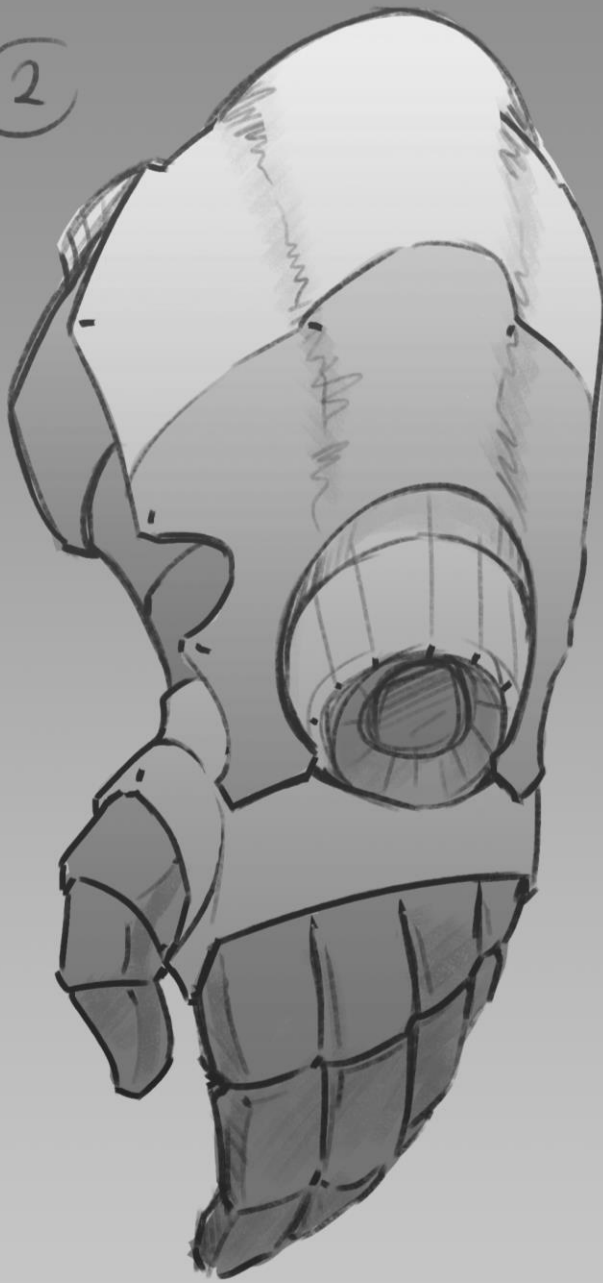
③



①



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③







BOXING
GLOVE

MMA GLOVES

③



④





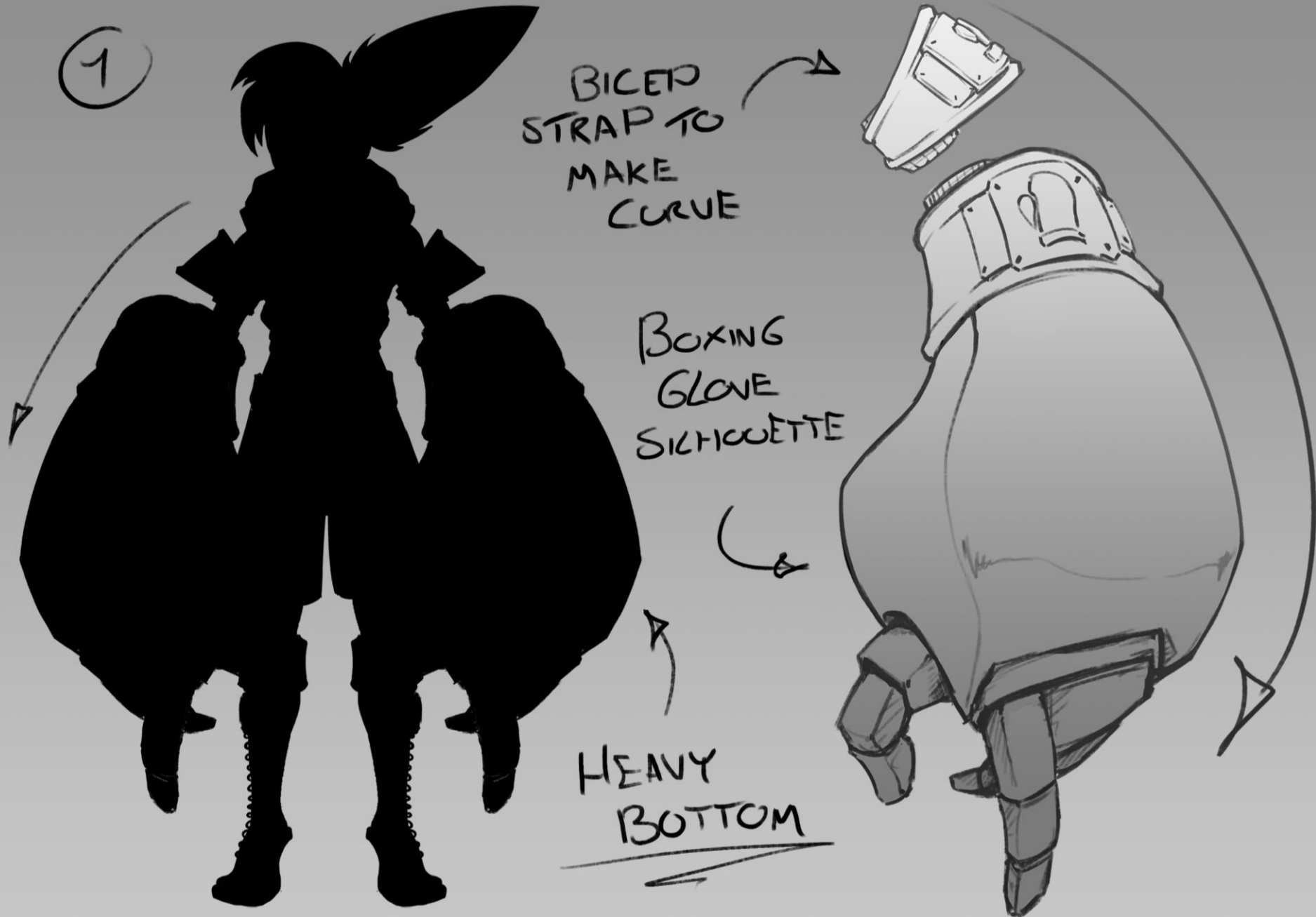
ROCKET
GANTLET

①

BICED
STRAP TO
MAKE
CURVE

BOXING
GLOVE
SILHOUETTE

HEAVY
BOTTOM





BICEP CUT
OFF POINT

INDENTS TO
SHOW
PADDING



FULL
ARM
GAUNTLET

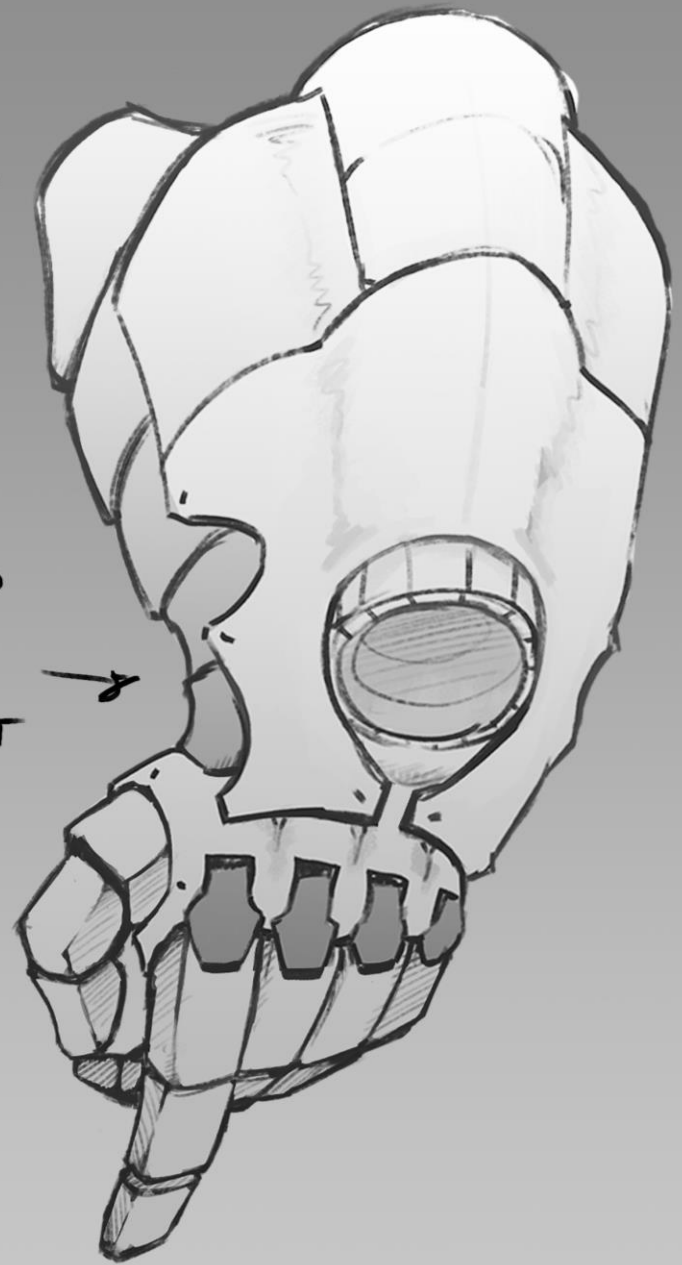
GRAPPLER
HANDS

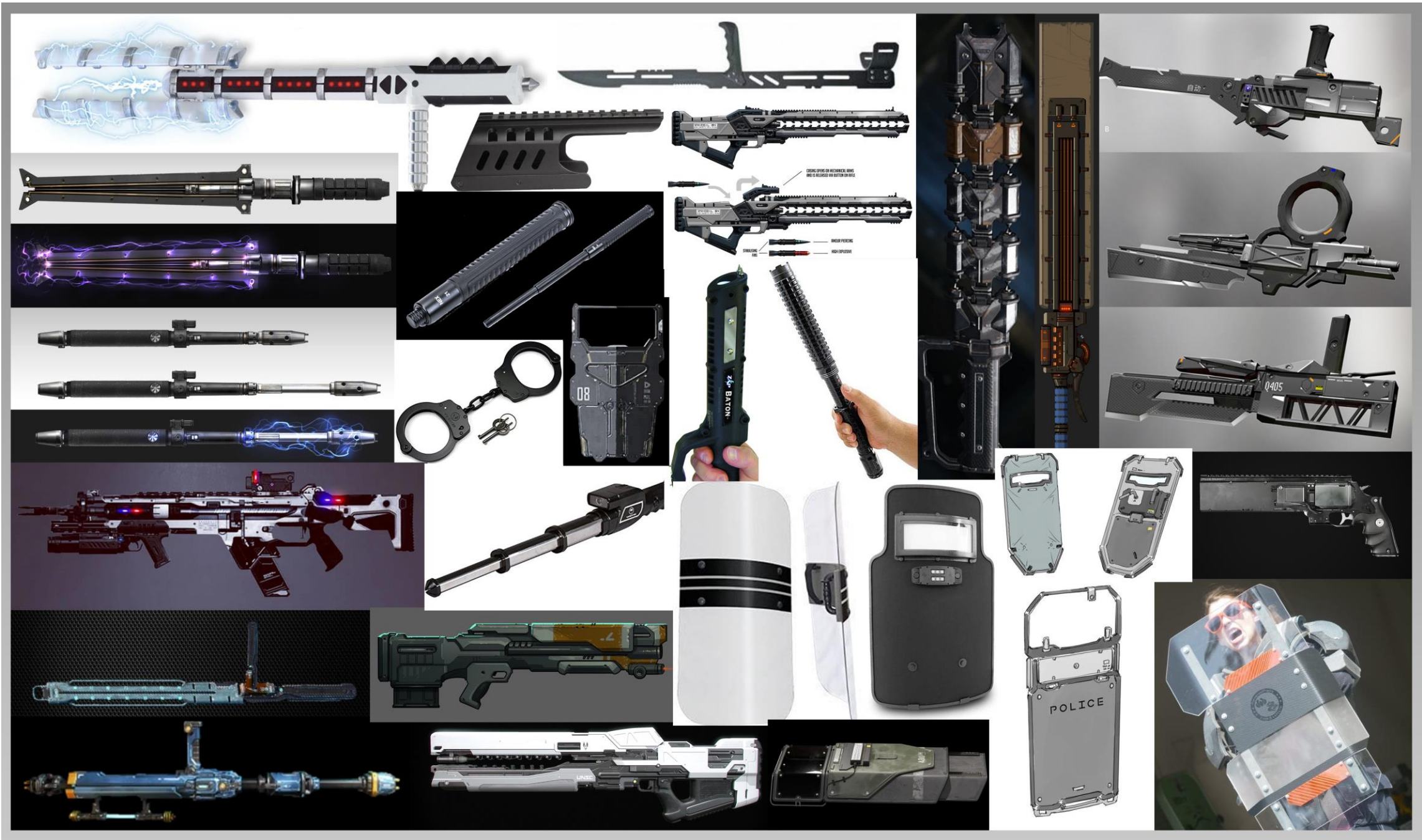
3

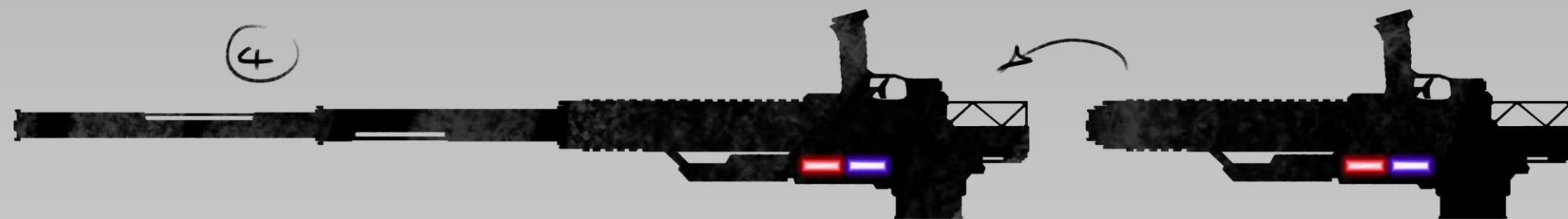
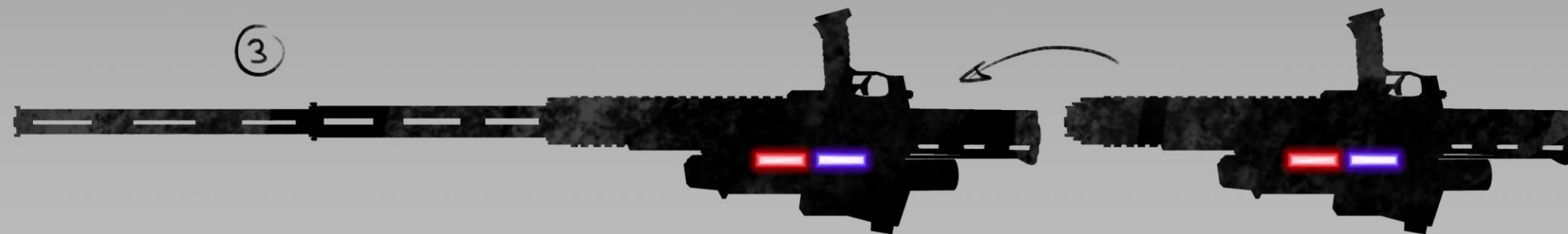
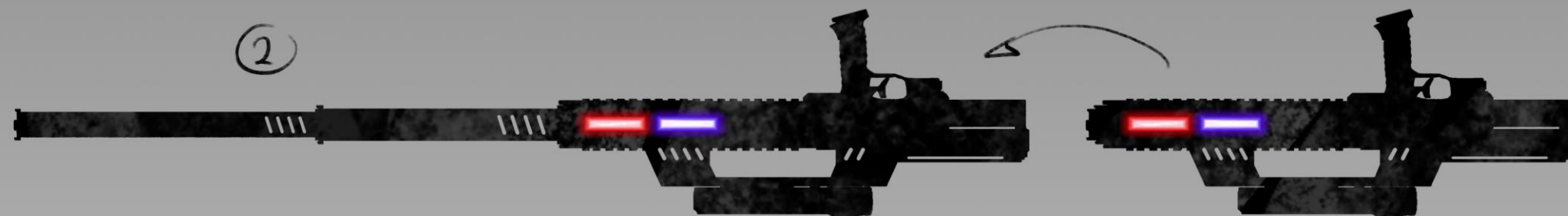
LARGE HOOD
TO COMPLIMENT
GAUNTLETS

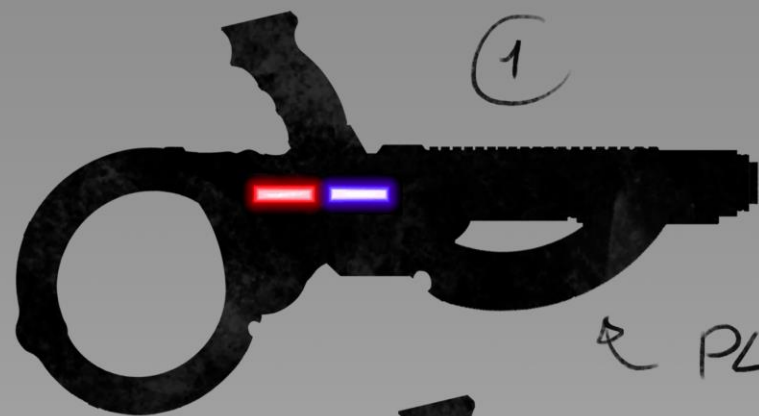
DEEP
WRIST
INDENT

LARGE
MID

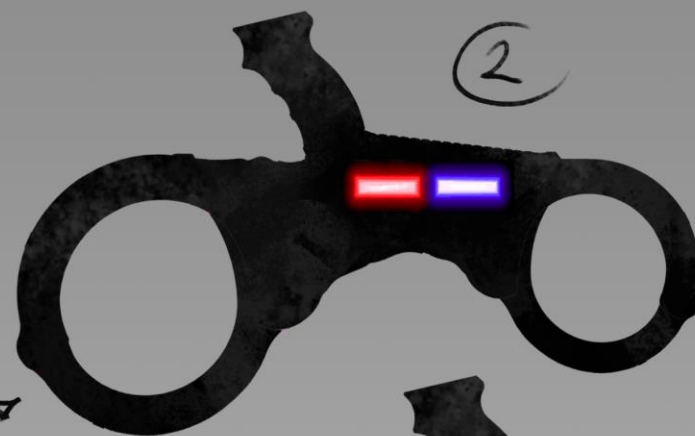








PLAIN



POLICE THEME

- HANDCUFFS
- BATONS
- SIRENS
- GRIPS



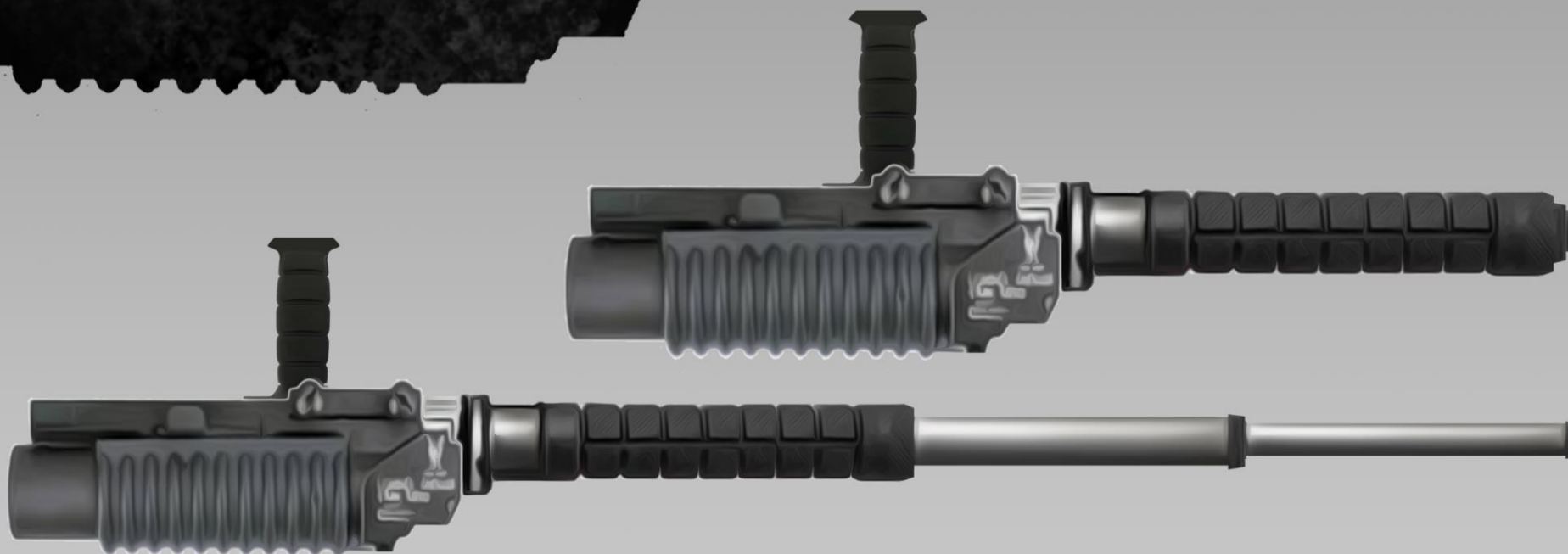
RIGHT



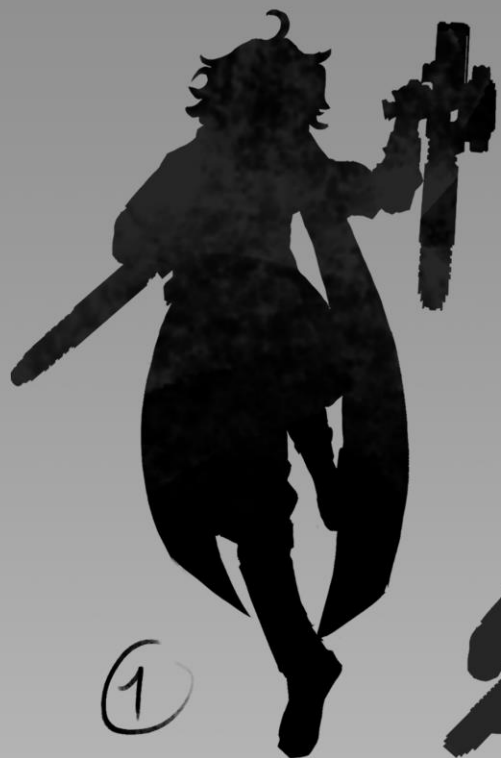
LEFT



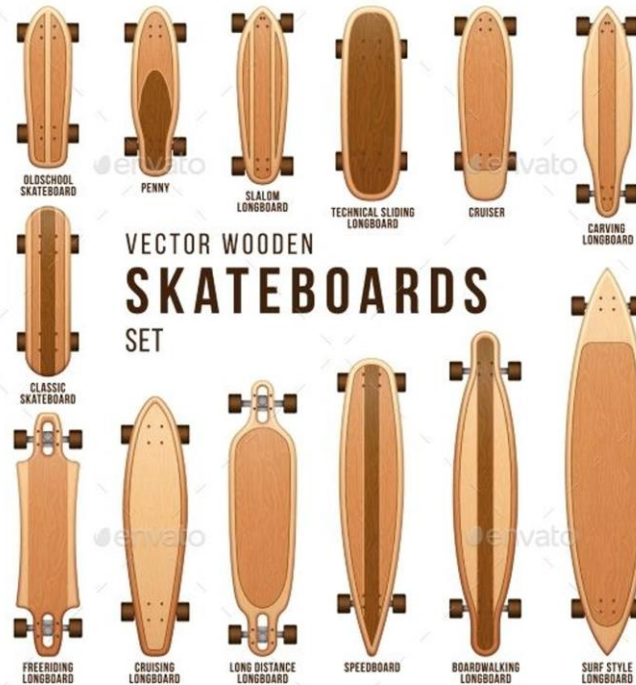
TONFA / BATON / TEAR GAS LAUNCHER
HYBRID







LONGBOARD STYLE GUIDE



Pintail

- Surfboard feel
- Deep carve
- Easy cruising



Drop Thru

- Lower centre of gravity
- Easy cruising
- Trucks drop through the deck



Drop Down

- Lower centre of gravity
- Easy cruising
- Increased stability



Down Hill

- Lots of shape through the deck
- Course grip tape
- Designed for downhill skating



Free Style

- Flexible deck
- Nose and tail
- Designed for freestyle tricks

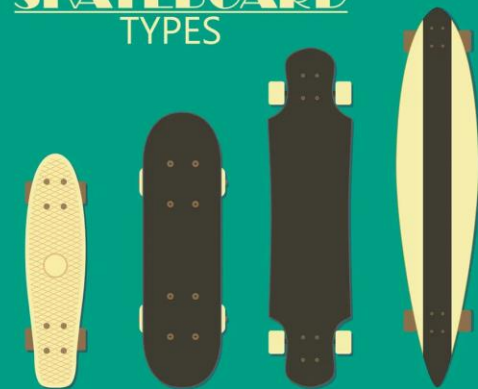


Dance

- Top mounted trucks
- Extra long deck
- Designed for longboard dance



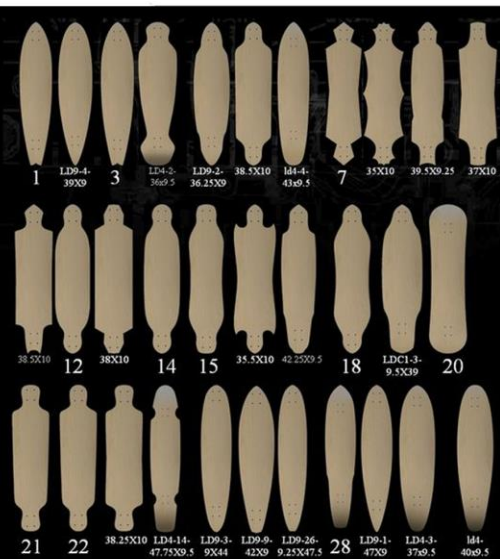
SKATEBOARD TYPES



PENNY BOARD

SKATEBOARD

LONGBOARD







1

SPIN
GRIP



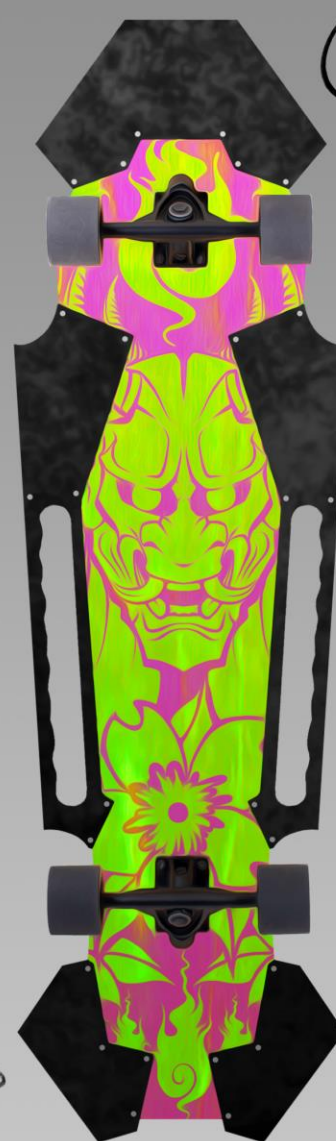
2

SIDE
GRIPS



3

INWARDS
GRIPS



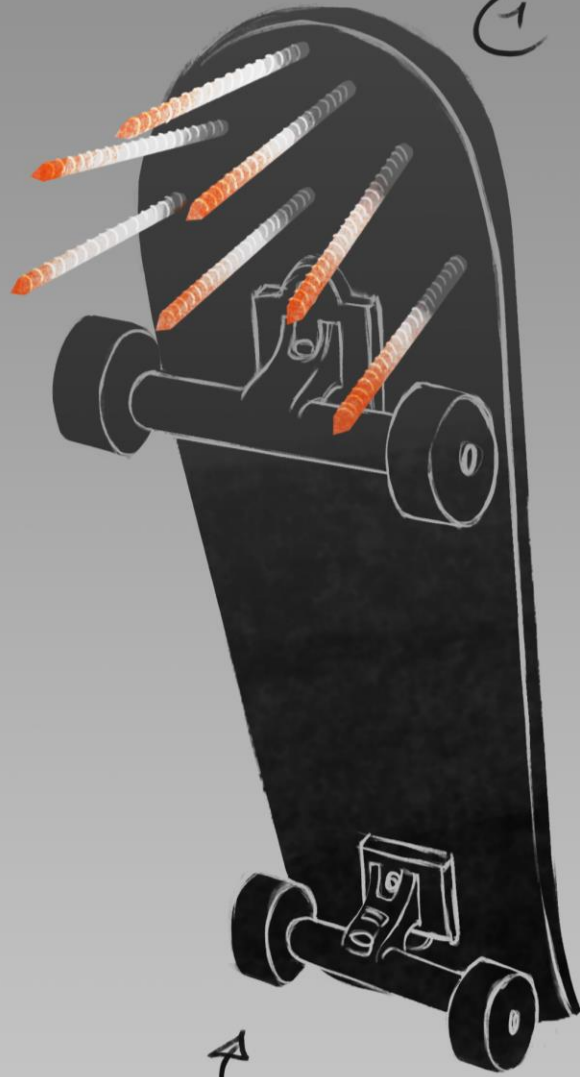
4

OUTWARDS
GRIPS



NAIL HEAD

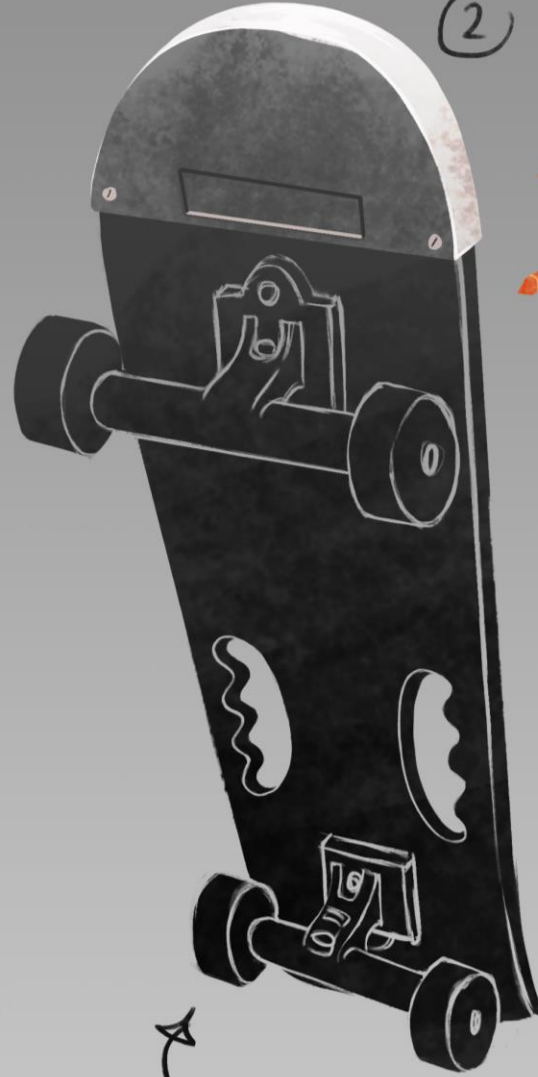
(1)



PLAIN

CAPPED HEAD

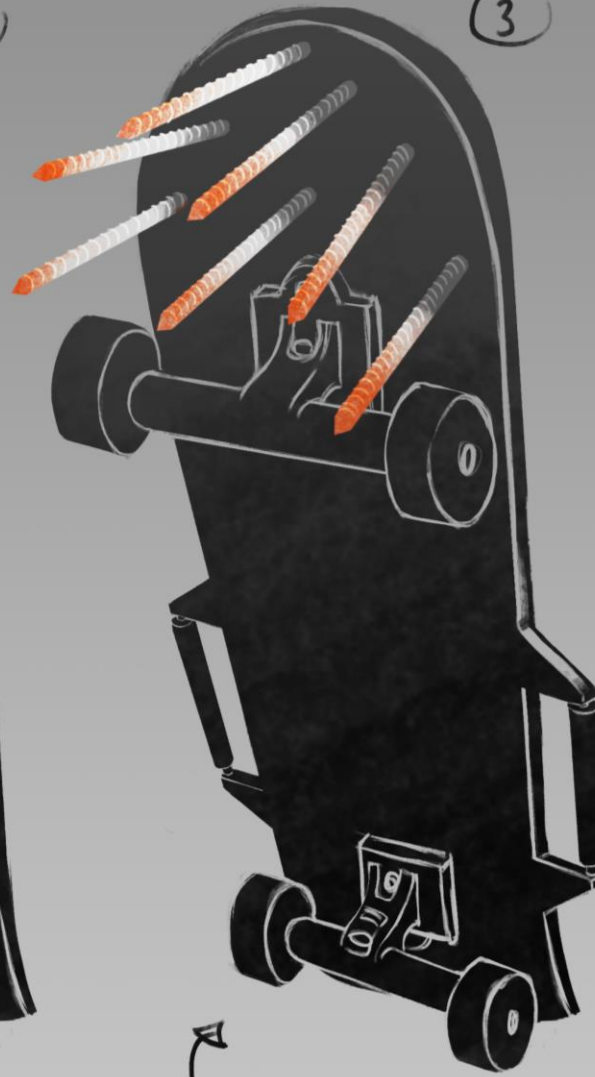
(2)



MONKEY GRIP

NAIL HEAD

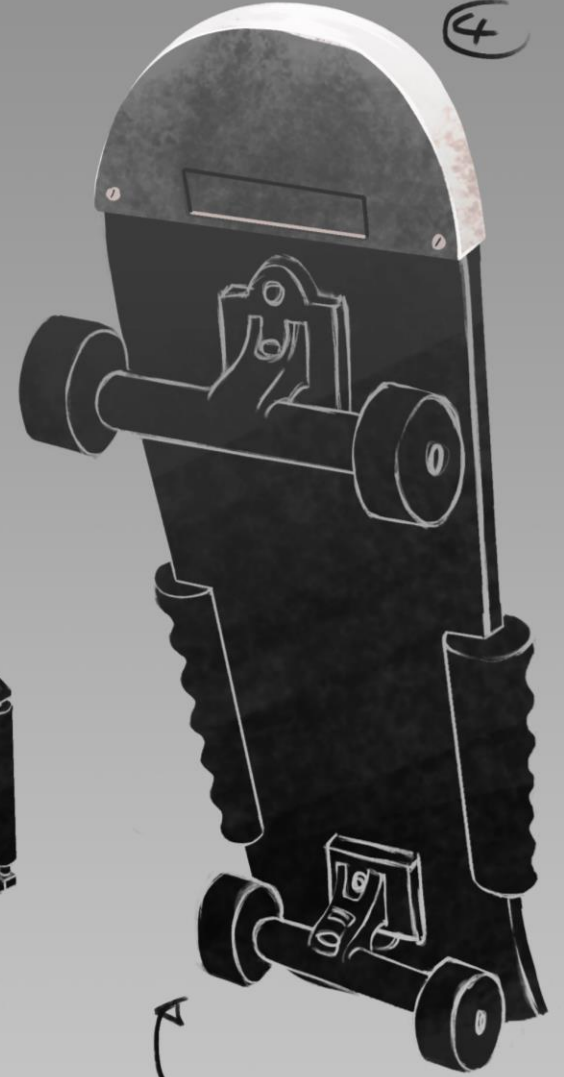
(3)



OUTER GRIP

CAPPED HEAD

(4)

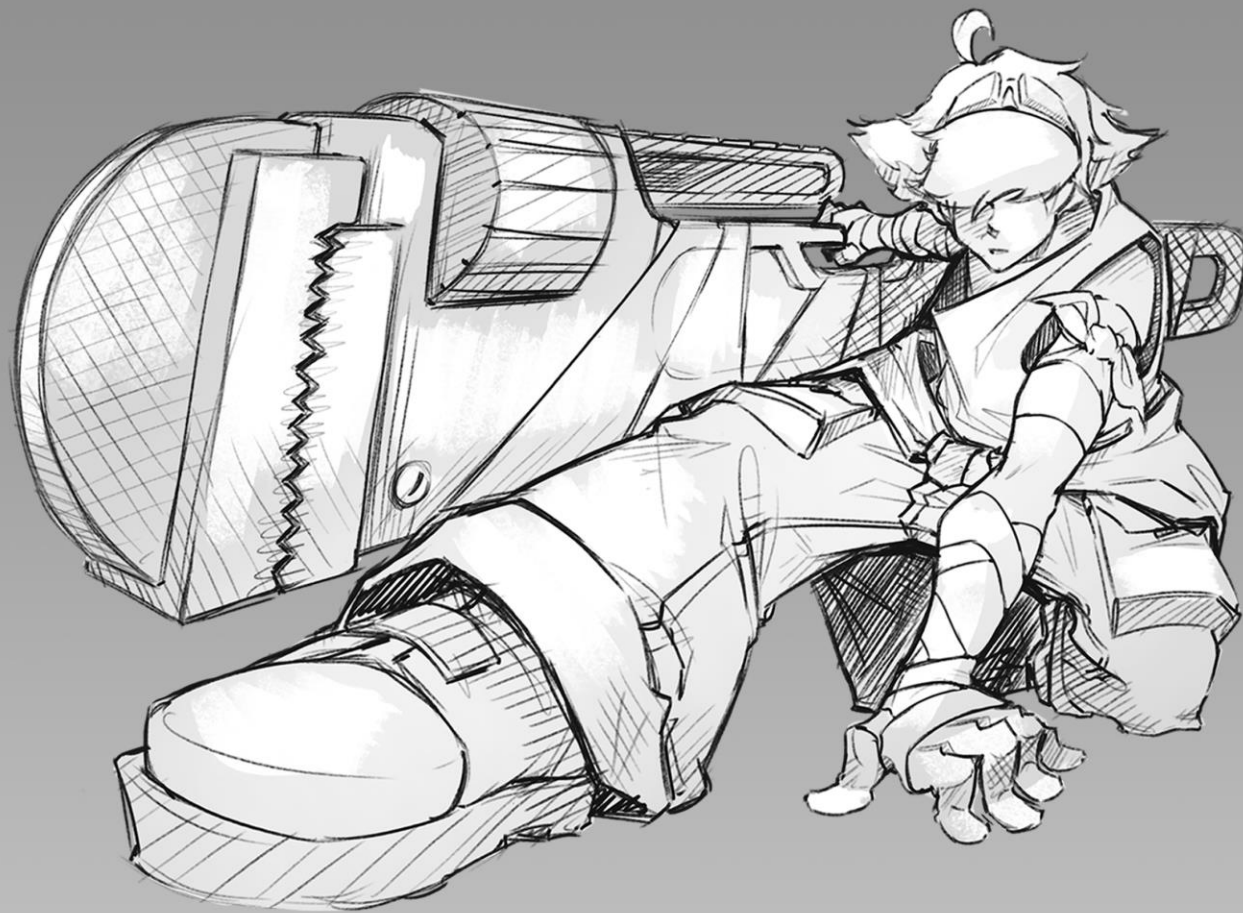


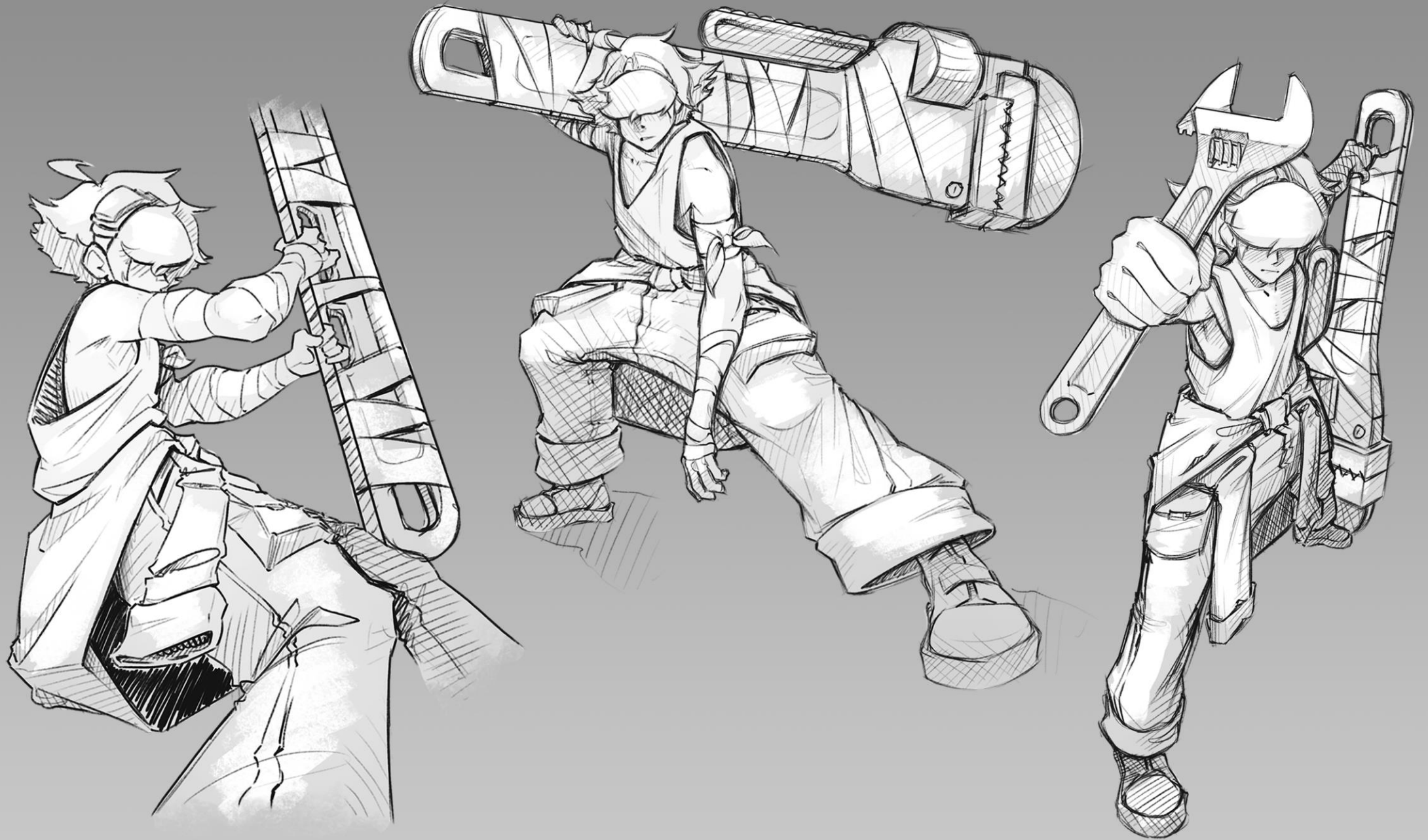
PADDLED SIDES

A thick black L-shaped frame surrounds the text. It starts at the top left, goes right, then down, then right again, forming a partial rectangular border.

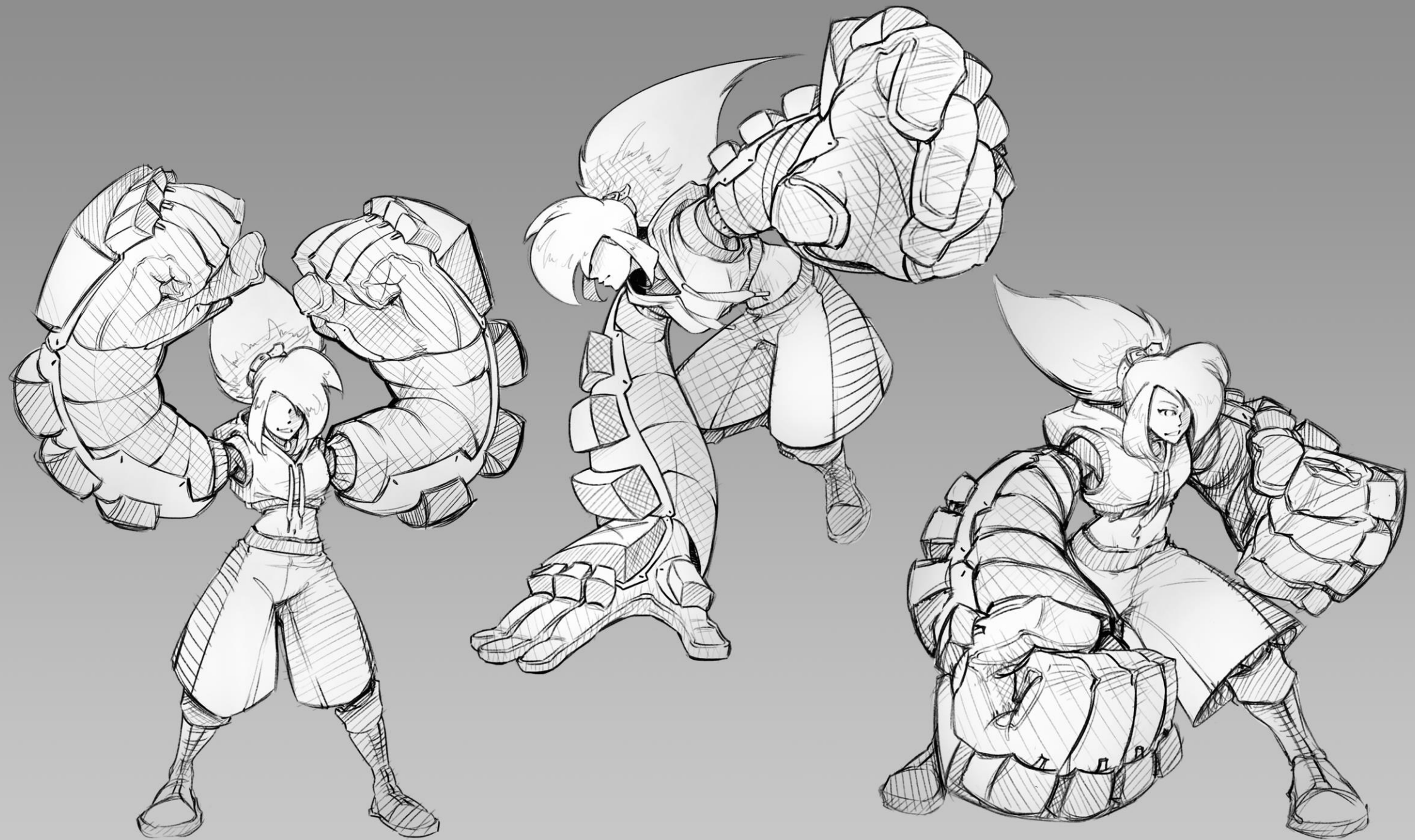
DEVELOPED SKETCHES

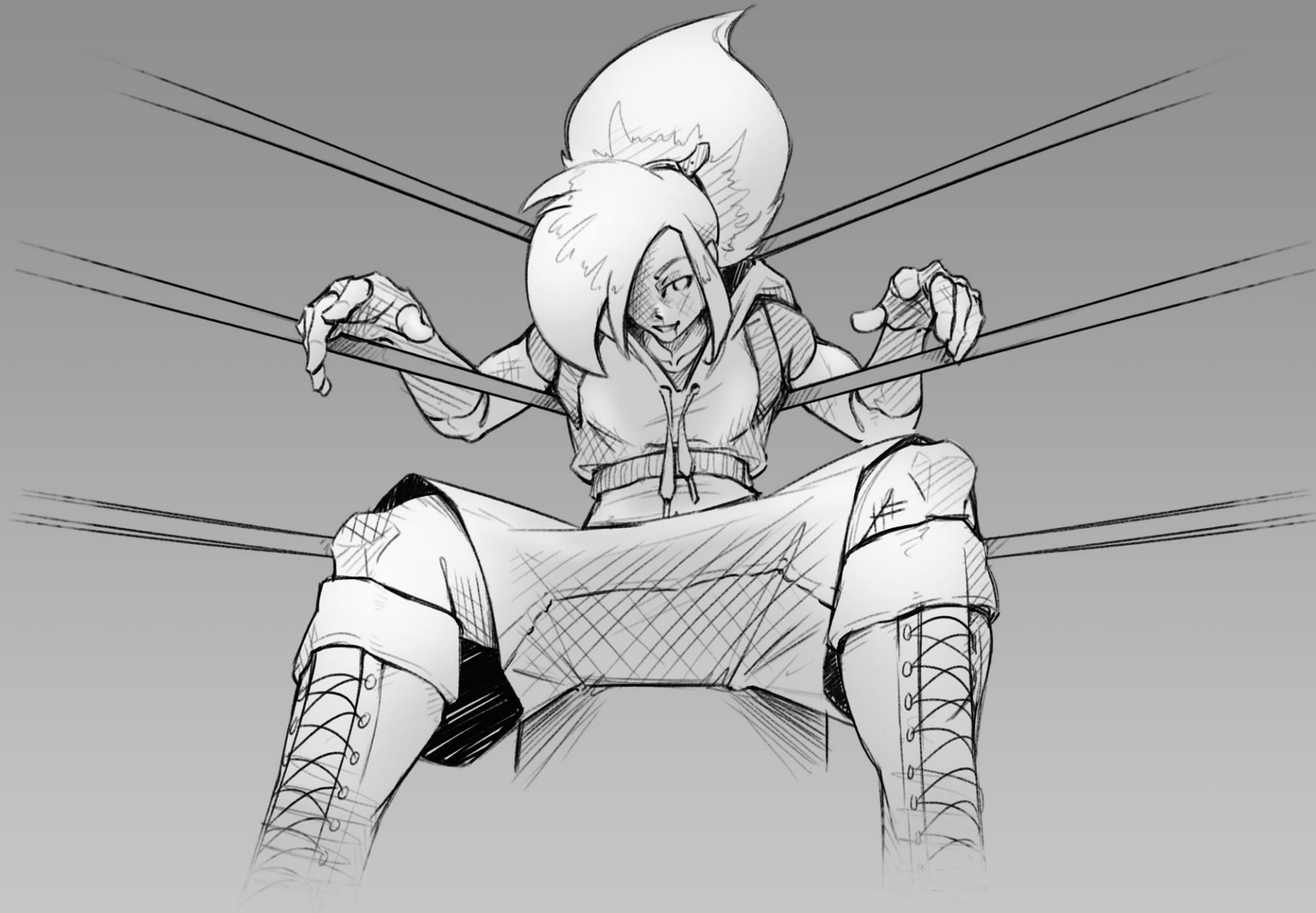
Developed figure sketches used to practice perspective drawing, pushing the characters into dynamic and interesting poses, and testing how the characters would hold and use their weapons

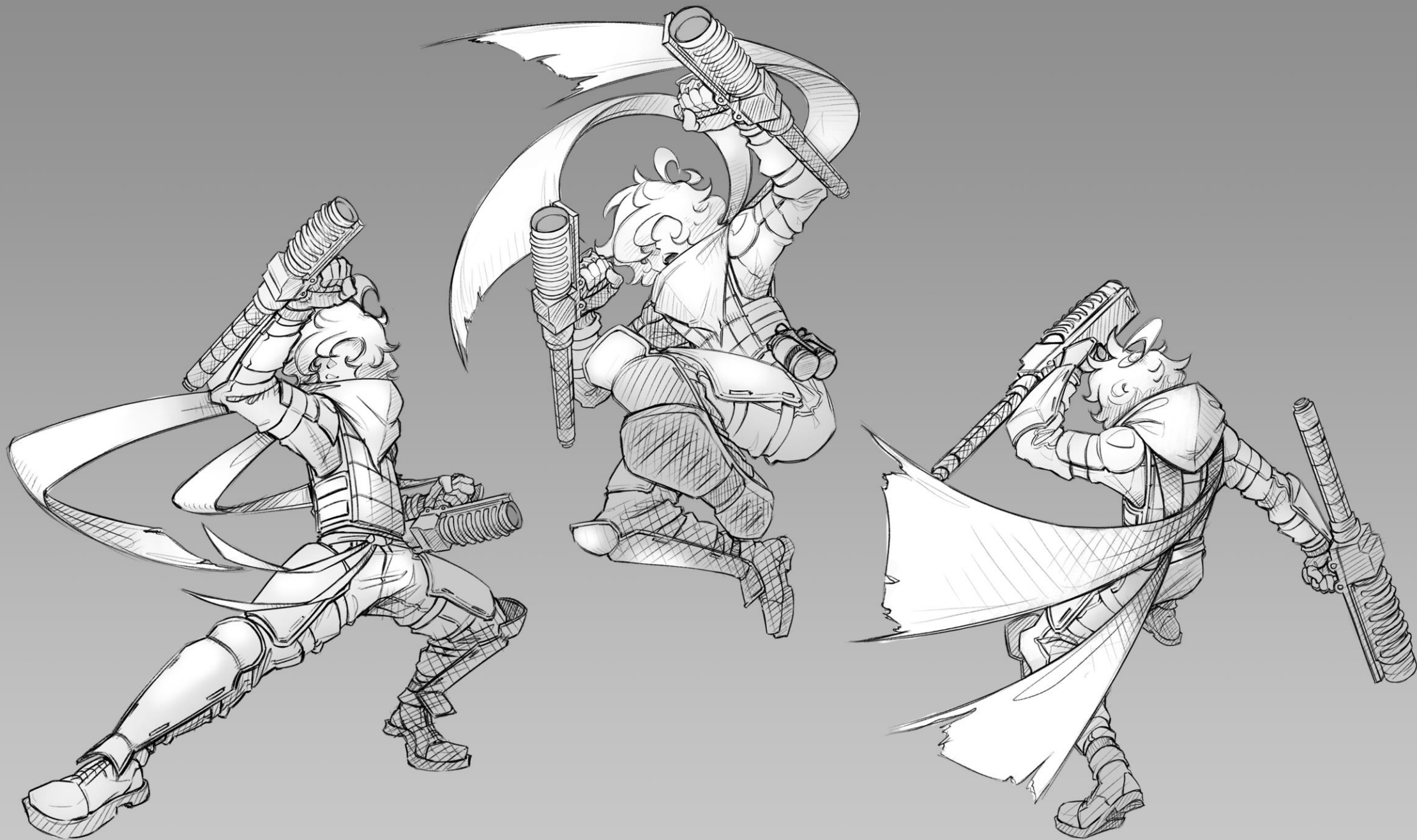
















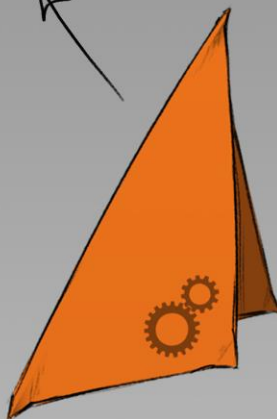
CHARACTER SHEETS

A series of design sheets for each character to catalogue clothing, hairstyles, accessories and variations in colour, with callout sheets to world reference in the designs

#1



Rag
Tied
around
left
bicep



More
bandages
on
dominant
arm

Overalls
Tied around
waist



5'7"

Welding Goggles used
as a Headband

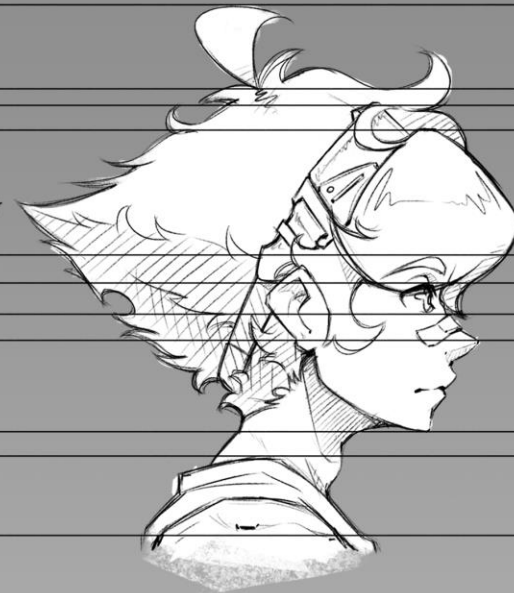


Oil Stains
on cheek





Sawblade
Swept Hair



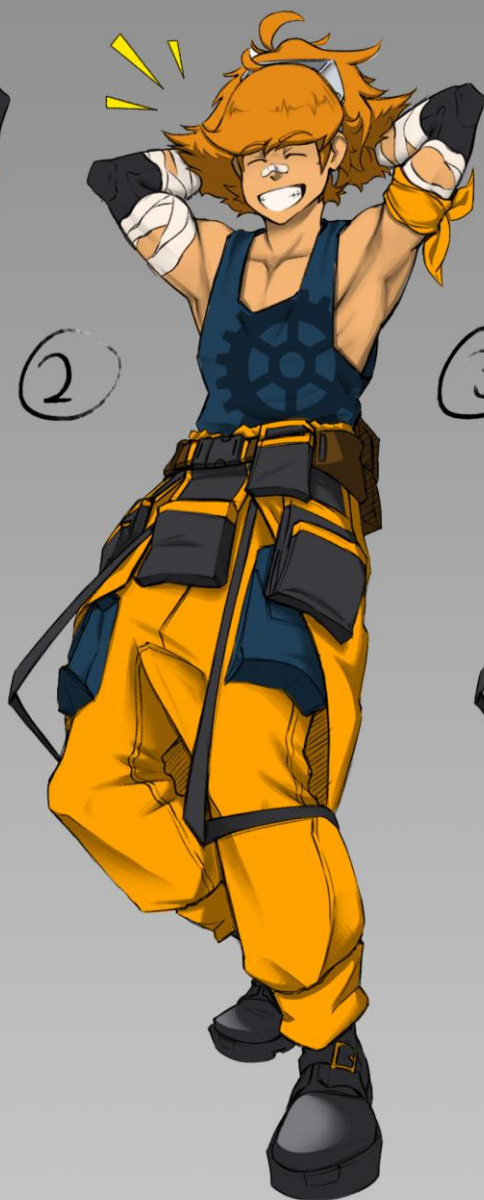
Vibrant Yellow/
Orange Eyes

Plain
Heads



Welding Goggles used
as a Headband





Goggles



Boots & Bootstraps



Overalls, Vest, Rag,
Bandages & Plasters



Toolbelt
& Satchel



2



Boxing/
MMA Mix
Outfit

Strong
Colours



6'1"

Long Sleeve Padded
Gloves (underneath Giant
Gloves)



Belt Buckle
Waist Straps



Magenta Eyes



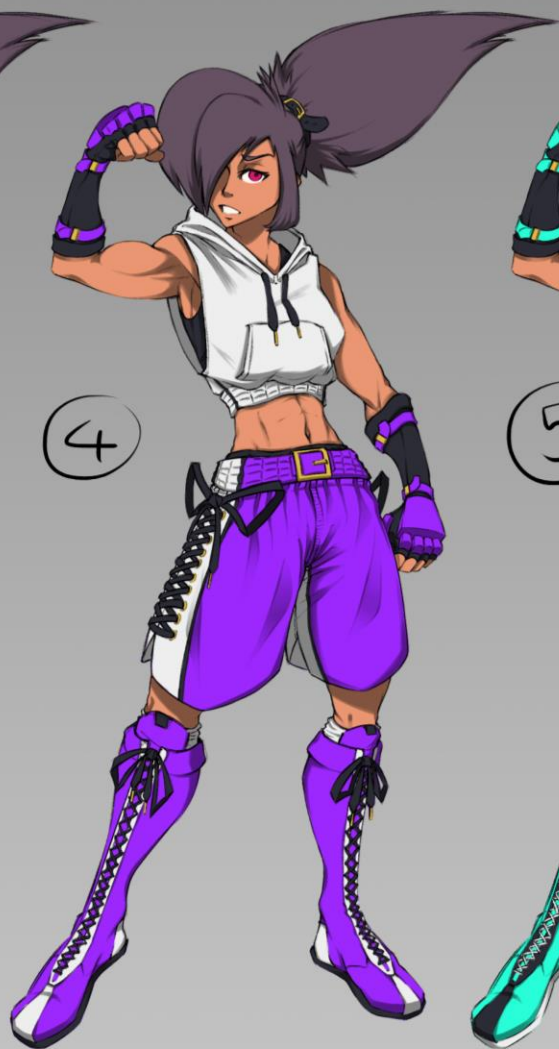
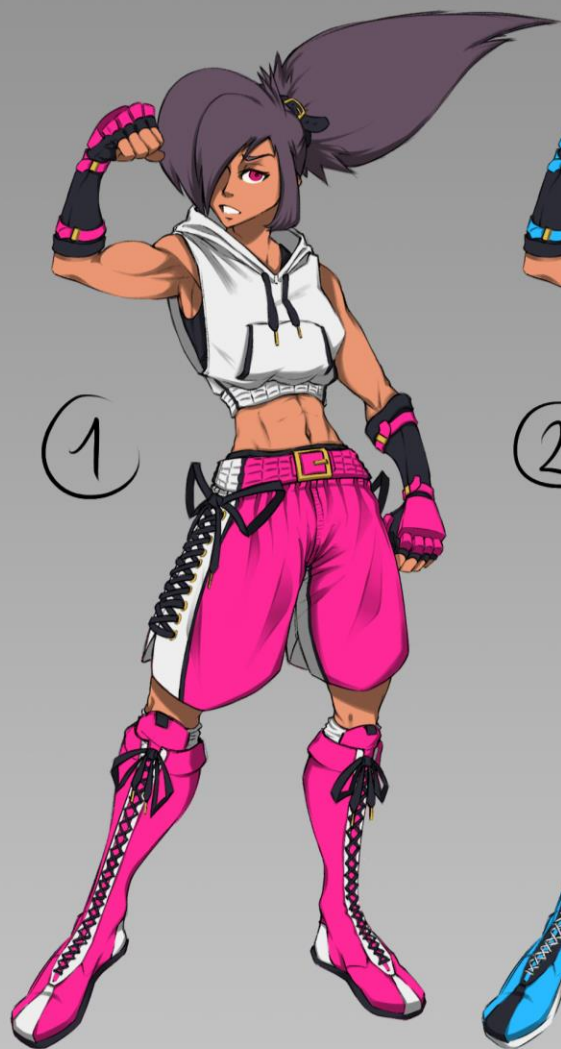
Exaggerate
Hair Spikes
at base of
Ponytail

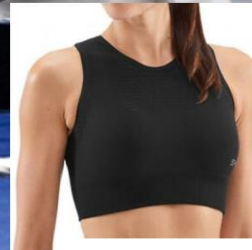


Large
Explosive
Ponytail



Belt Buckle
Hair tie

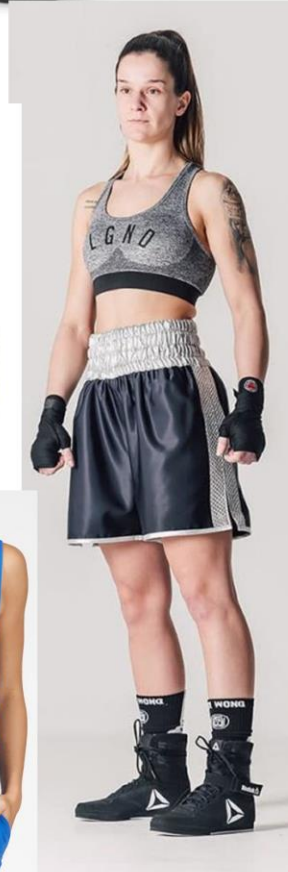




Boots

Belts

Outfit (shorts,
Sweater, Gloves,
Sportswear



#3

Blue tint
to shade
White Areas

Siren light
Accents

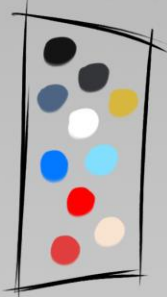
5'2"

Lambent City
Police Department

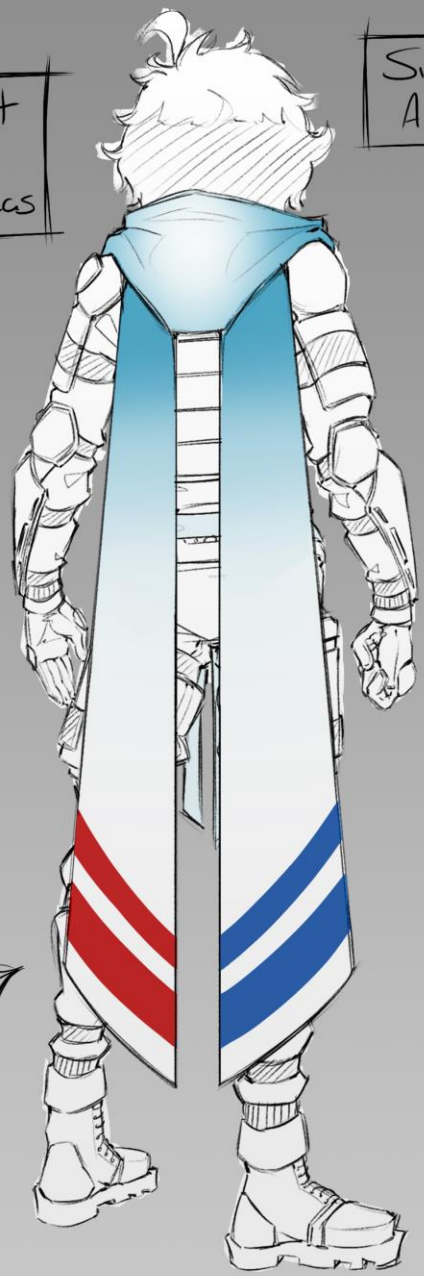


Badge on
Left
Shoulder

Number
painted
on Right
Shoulder

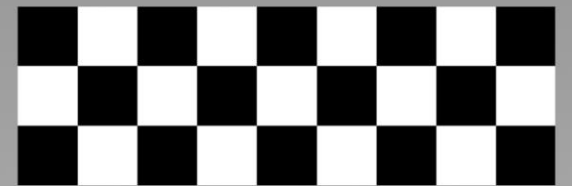


Twintail
cloak





Tired eyes
Scratchy effect
around eyes



POLICE

Scarf covers
the chin

Rough
Shaggy
hair



Undersuit







Uniform
(scarf, belt,
armour,
badge)



Outfit
Inspirations

Boots



5'10"



Oni Mask
Back Graphic

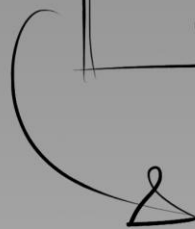
Skateboard
Strapped to
Backpack

Dark colours
w/ Light Accents

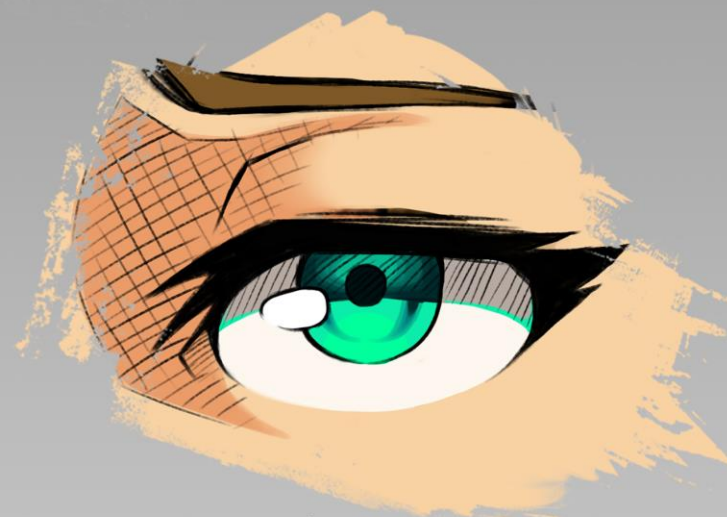




Fitted Beanie
Pushed down over
forehead



Long Hair Parting
Cover Sides of the
eyes



Turquoise Eyes
Blue/Green Mix





Technical
Streetwear
Theme

Jacket +
Trousers

Sneakers


Backpack +
Beanie



PRODUCTION MID-POINT PLAN:


- Using the newly established colour schemes of the character sheets, return to the developed sketches as a quick demonstration of the characters with flat colours
- Using the head sheets to draw up a series of rendered expression sheets
- To get some practice of photo bash techniques, move on to the world building thumbnails, getting a feel for the environment by using each character as an anchor for regions of the world
- Due to a quickly upcoming deadline, scrap the illustrative parts of the project (background and narrative scene) as these are for visual purpose, and aren't as essential as the concepting work needed beforehand
- For promotional purpose, create a cover image that encapsulates the design work into a poster-like image (background, characters and a title)

[illegible]

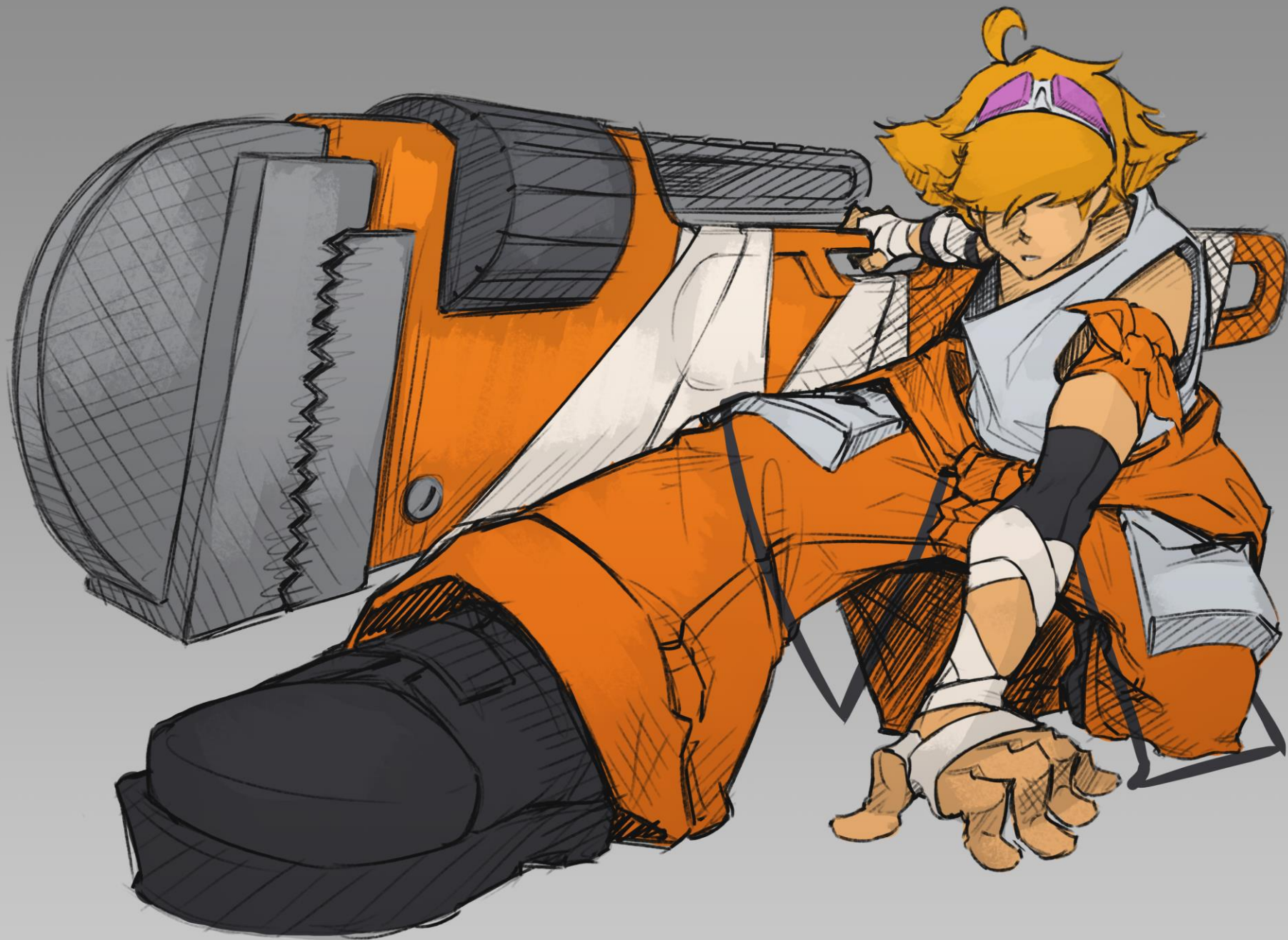


COLOURED SKETCHES

Returning to the developed sketches and adding the newly established colour schemes of each character from the character sheets.



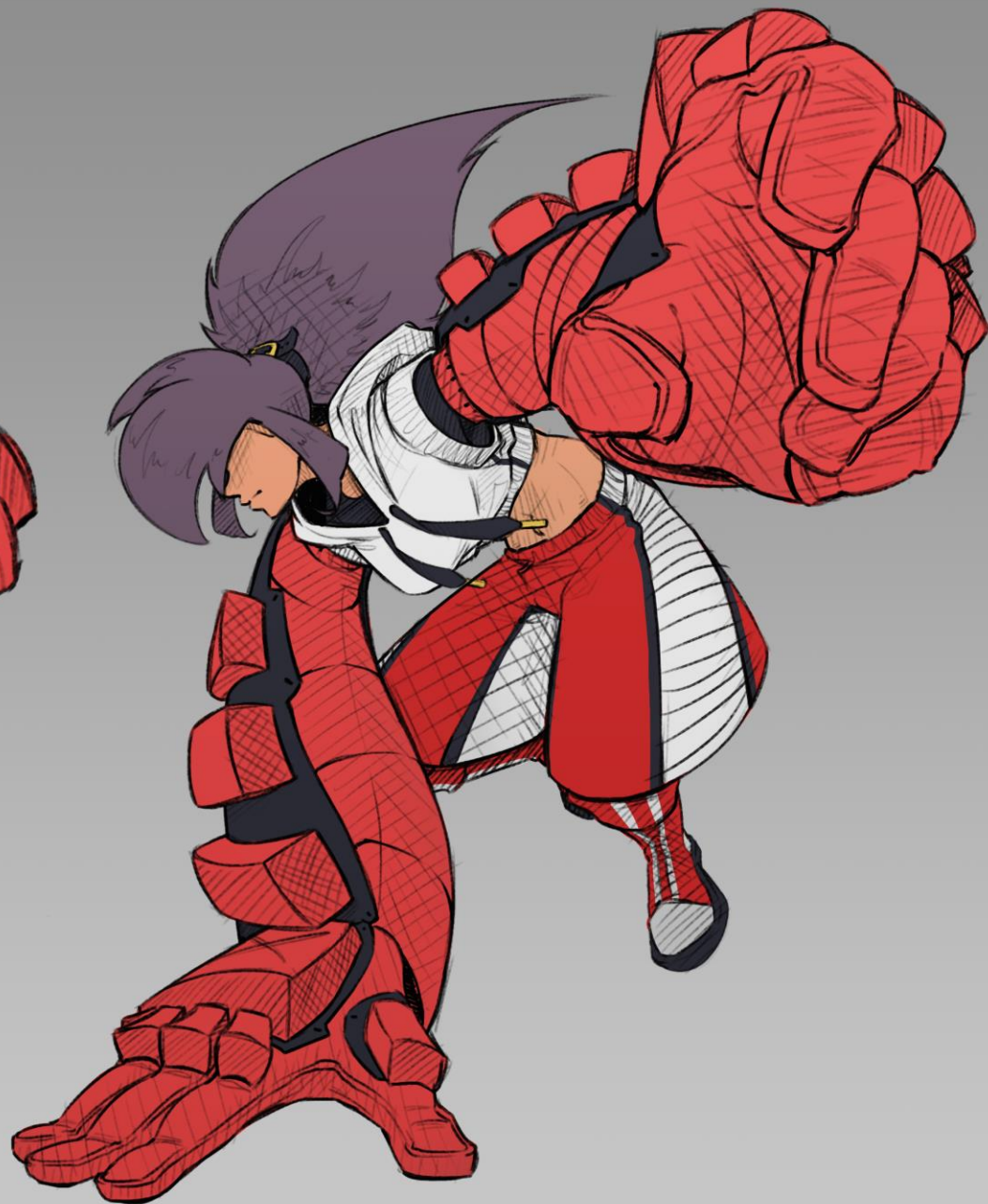


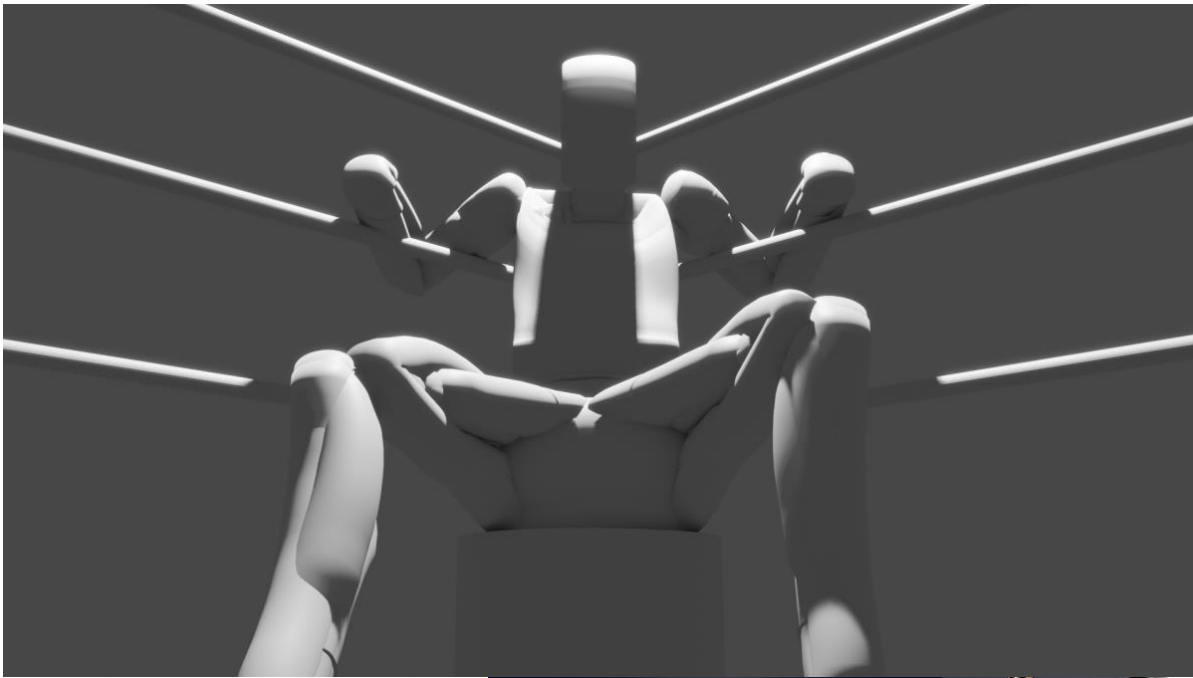












Using a quick
mock-up in
Blender to
create
accurate
lighting for the
render sketch







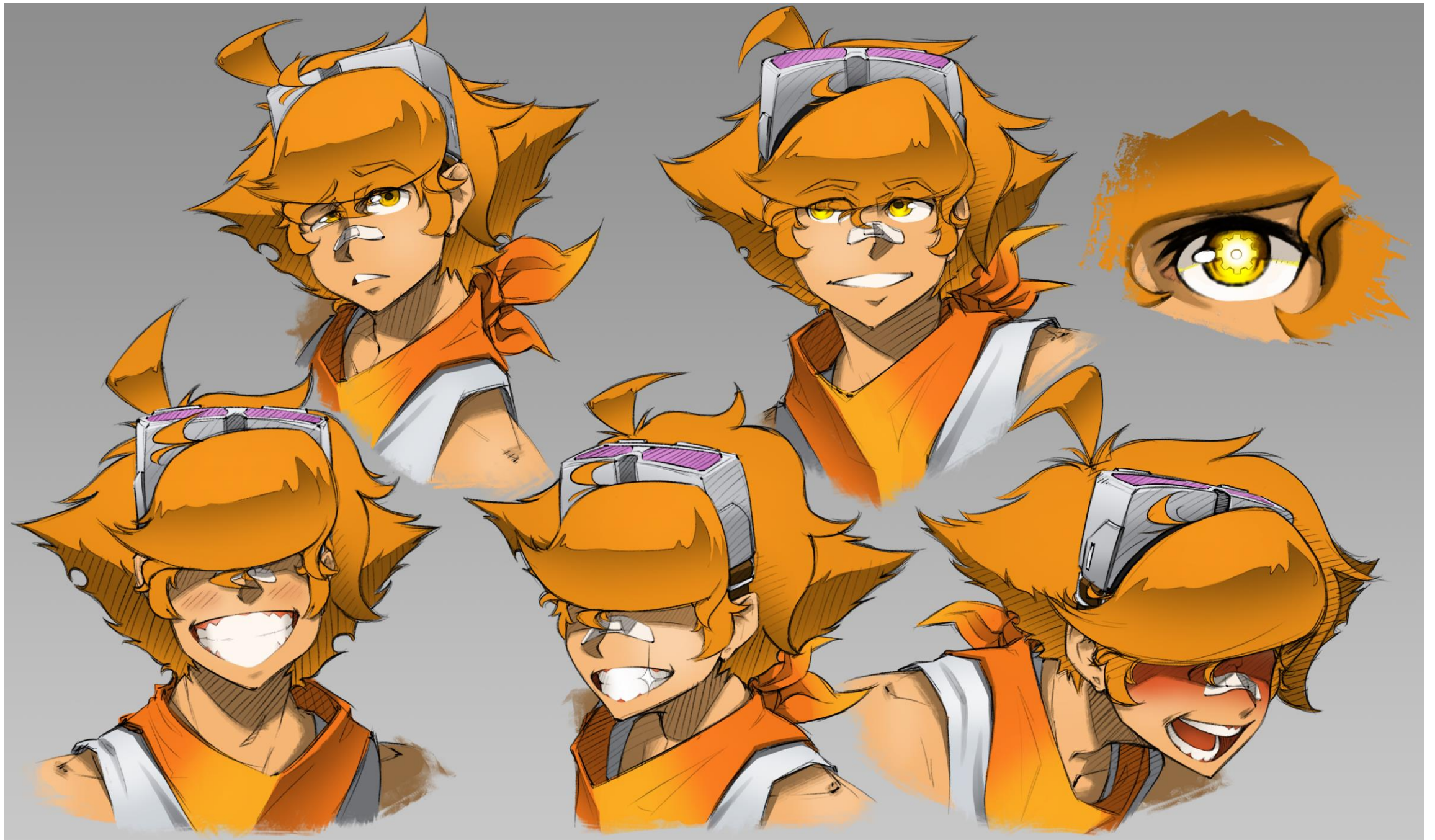


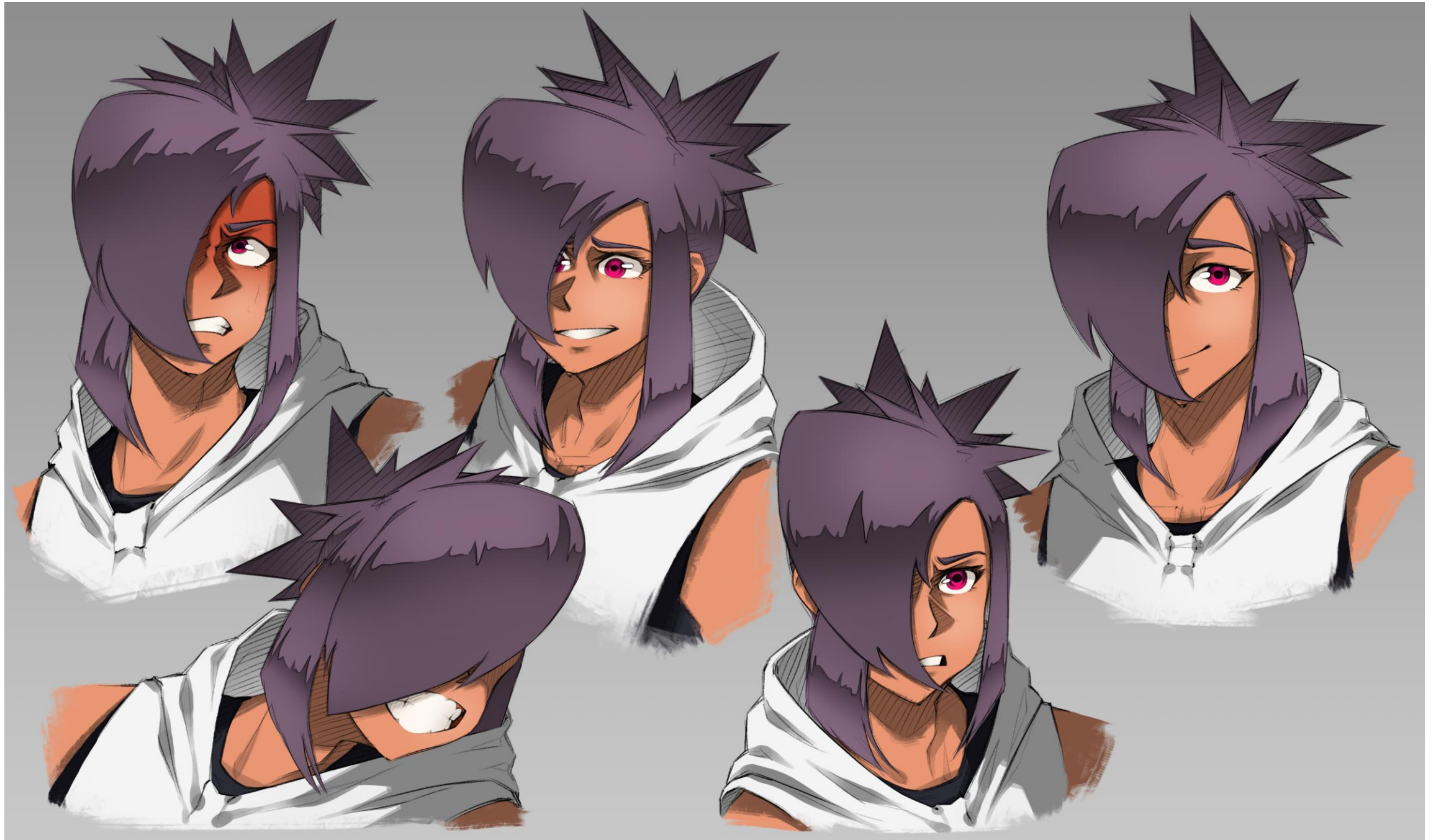




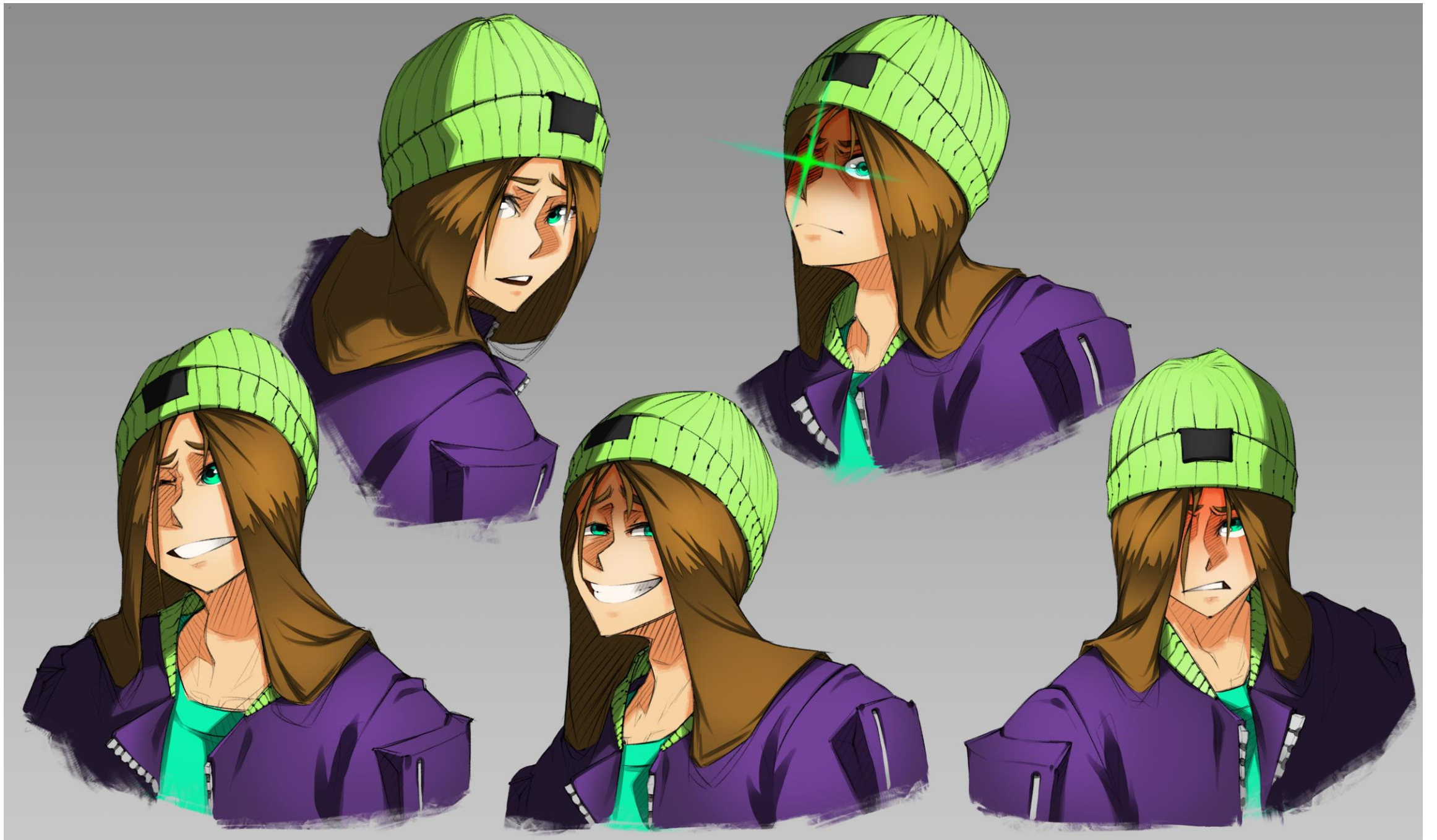
EXPRESSION SHEETS

Showing character personality and emotion through a brief series of
rendered facial gestures











WORLD BUILDING THUMBNAILS

Using reference to generate a series of ideas for the setting of the project, thumbnailing the world of the project and how the characters might play into it















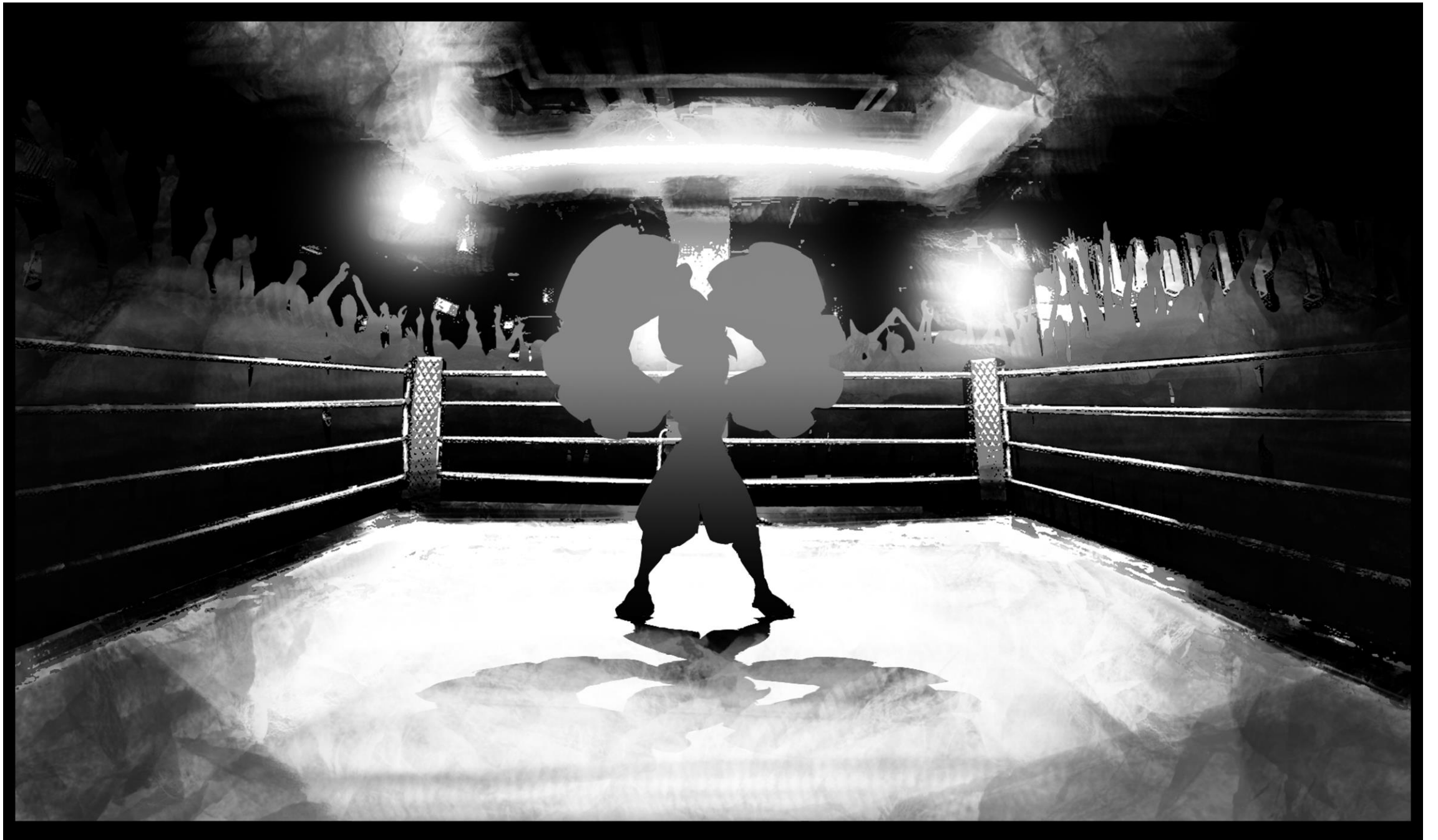


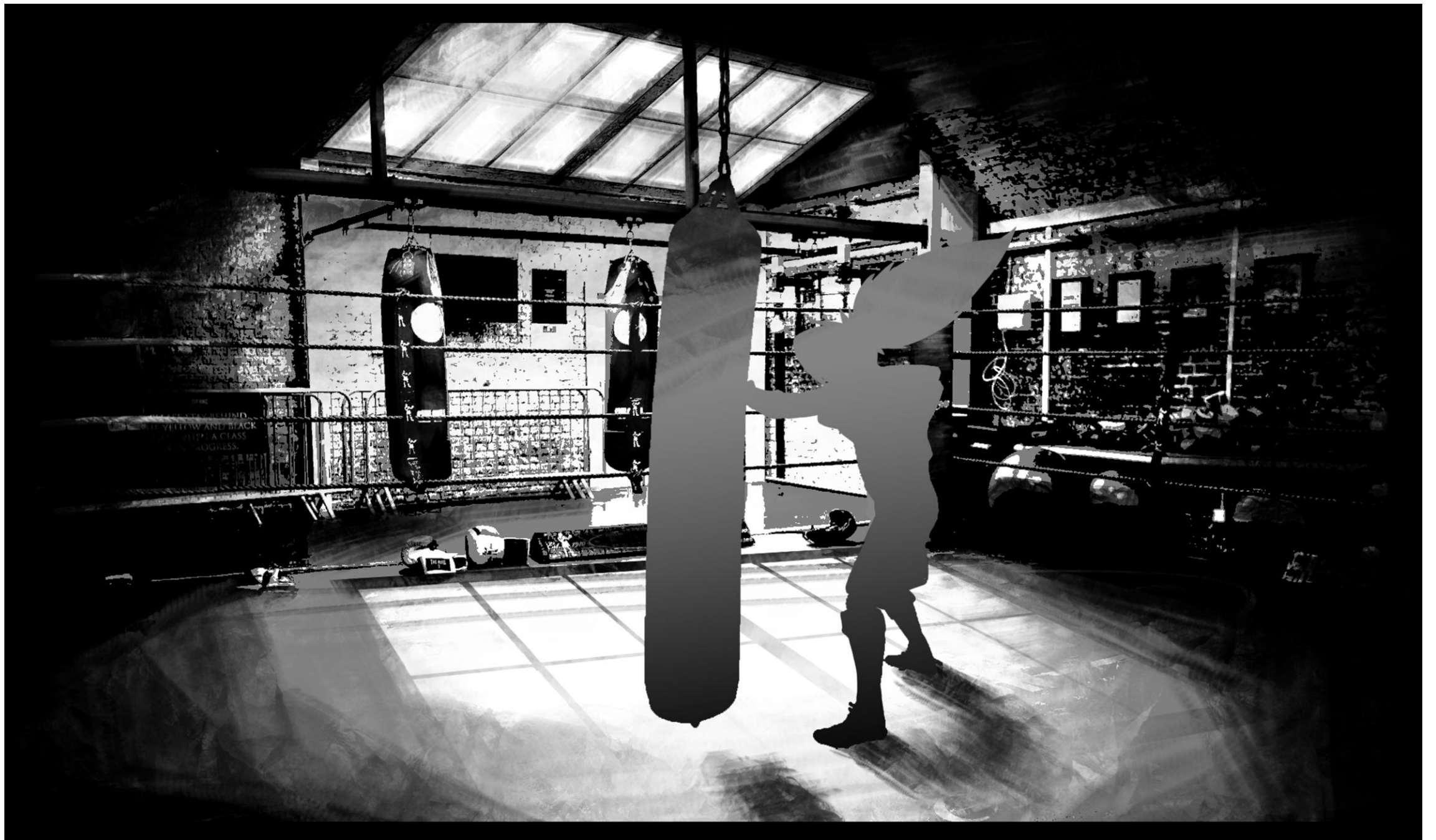














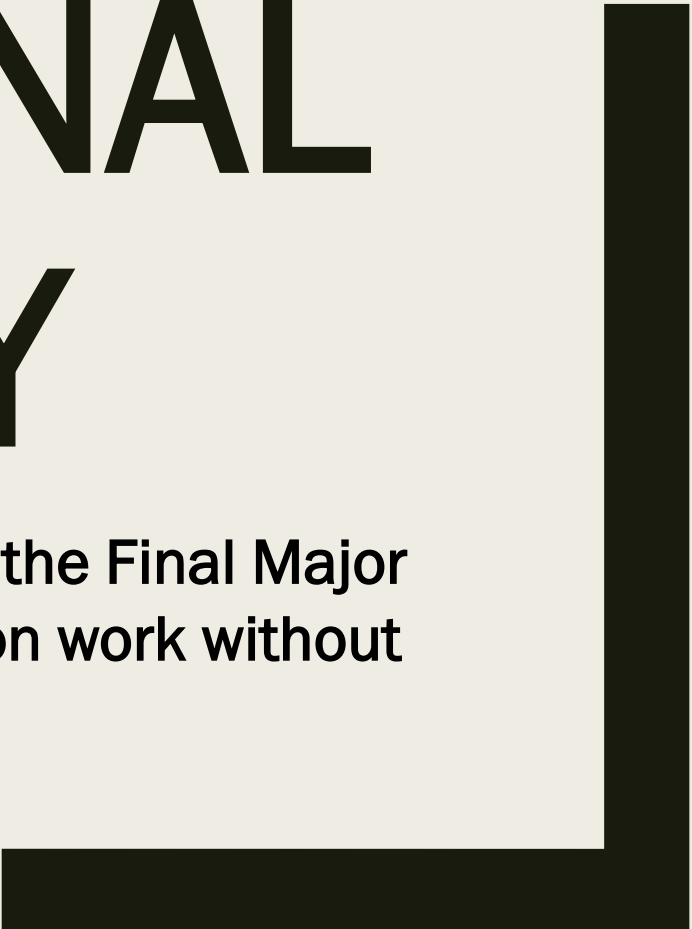






PROMOTIONAL IMAGERY

Images that would be used in the promotion of the Final Major Project, encapsulating aspects of the production work without overcrowding the frame



PROJECT PARAGON



PROJECT PARAGON



Widescreen version with a larger 'PROJECT_PARAGON' title