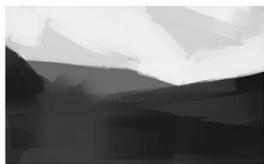
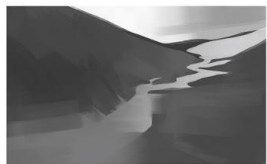
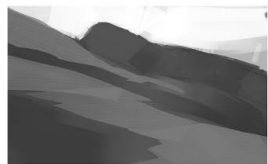
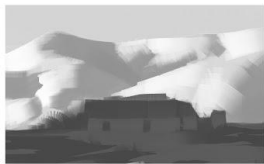
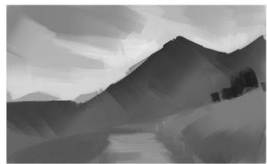
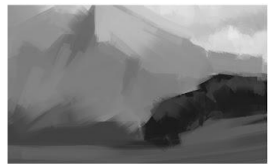
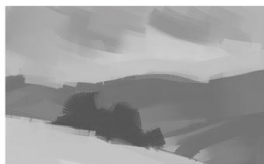
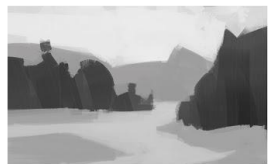
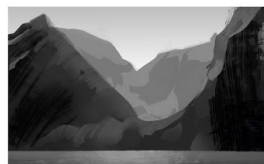
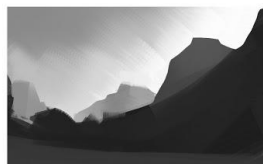
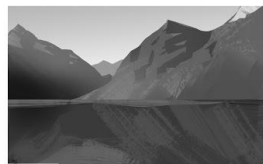
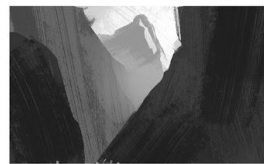
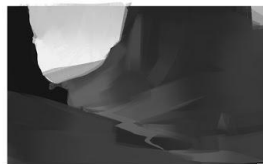


Harry Rowland

Final Major Project
Concept Art



Project warm up value paintings





Project warm up paintings and
style/technique investigation



Project warm up paintings and
style/technique investigation



Project warm up paintings and
style/technique investigation





Project warm up paintings and
style/technique investigation

Project warm up,
graphic thumbnail
practice



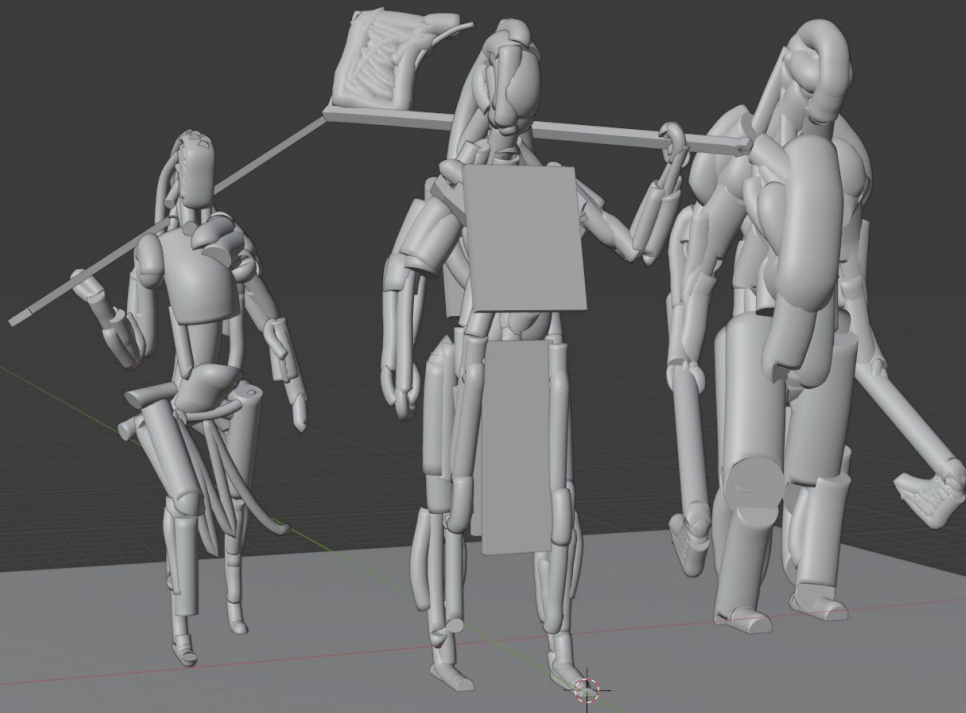
Project warm up 3D blender
test





Project warm up paintings and style/technique investigation

This was a fun experimentation with the Quick Curve addon in blender. Trying to use it to streamline creating 3D character base for paint over in the 2D render phase.





Quick curve
render above
into a really
rough paint
over bottom to
see if it works
well enough as
a guide for a
paintover





Project warm up paintings and
style/technique investigation

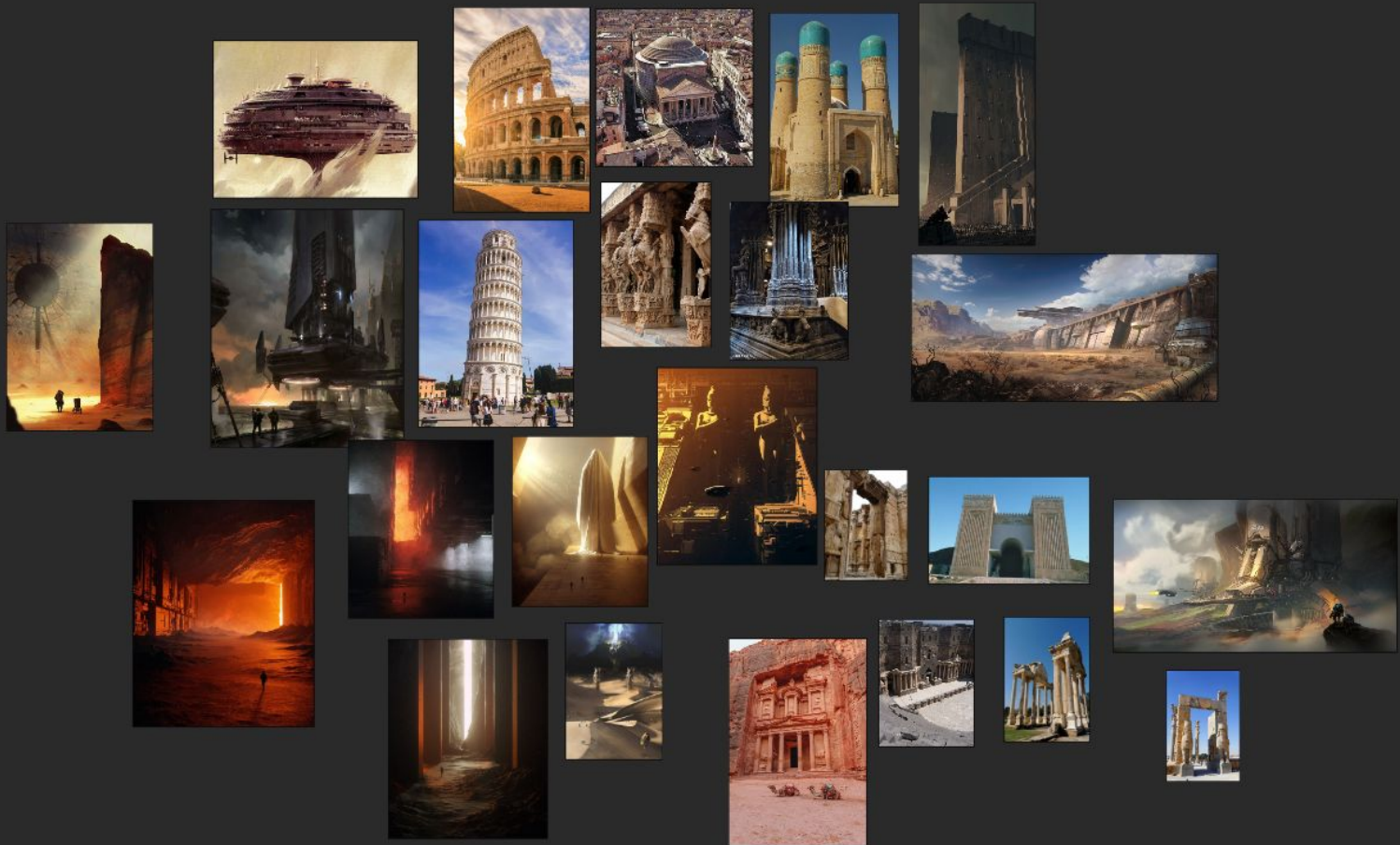
Sparth inspired painting for the samurai part
of my project

Project warm up paintings and
style/technique investigation

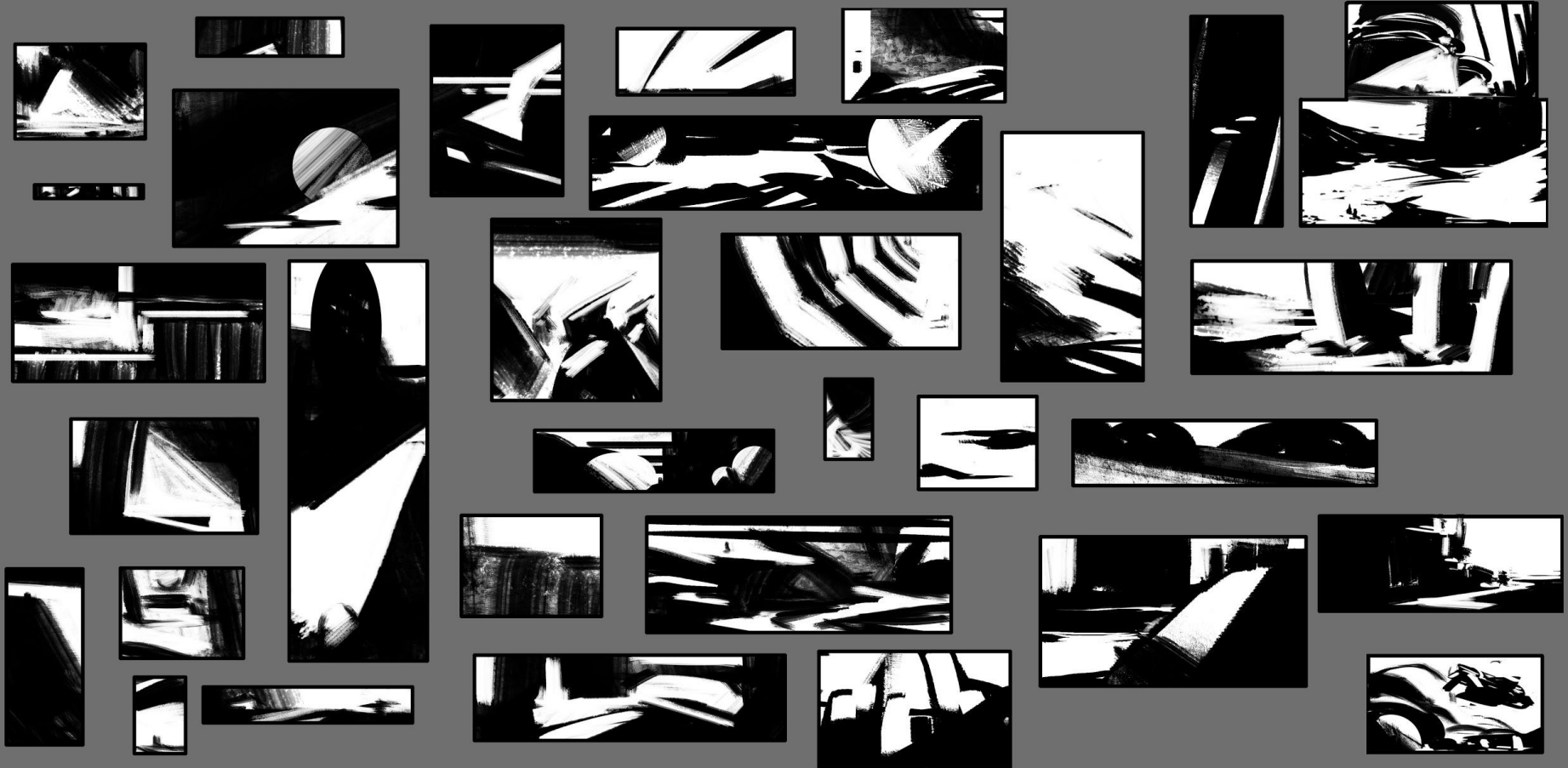


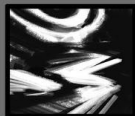
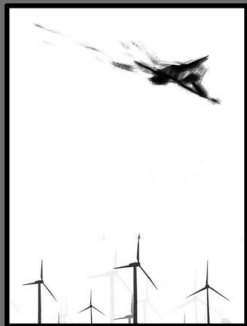
Thumbnailing
simple stories.
Trying to tell as
powerful and
interesting of a
story in as clear
and graphic
way as
possible

Sci-Fi Inspiration mood board

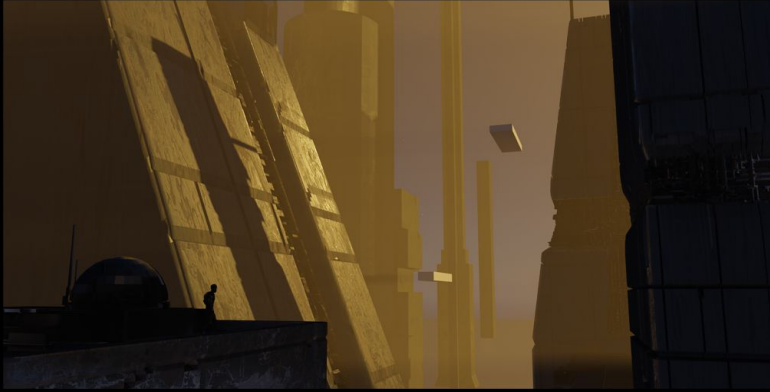


Sci-Fi exploration in rough abstract
thumbnails

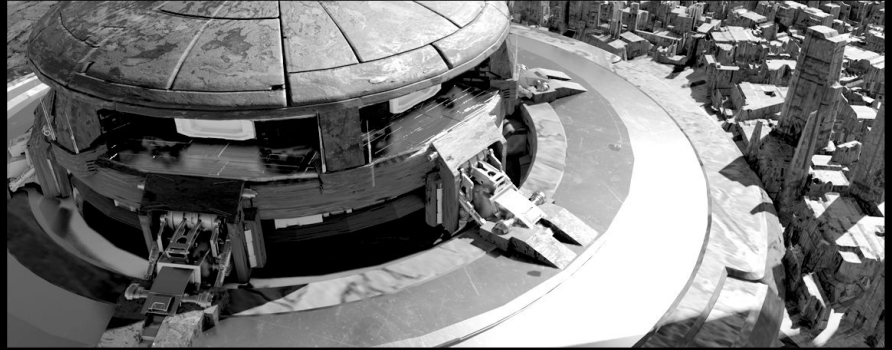




Sci-Fi Renders exploration



Sci-Fi Renders exploration thumbnailing.
finding the story

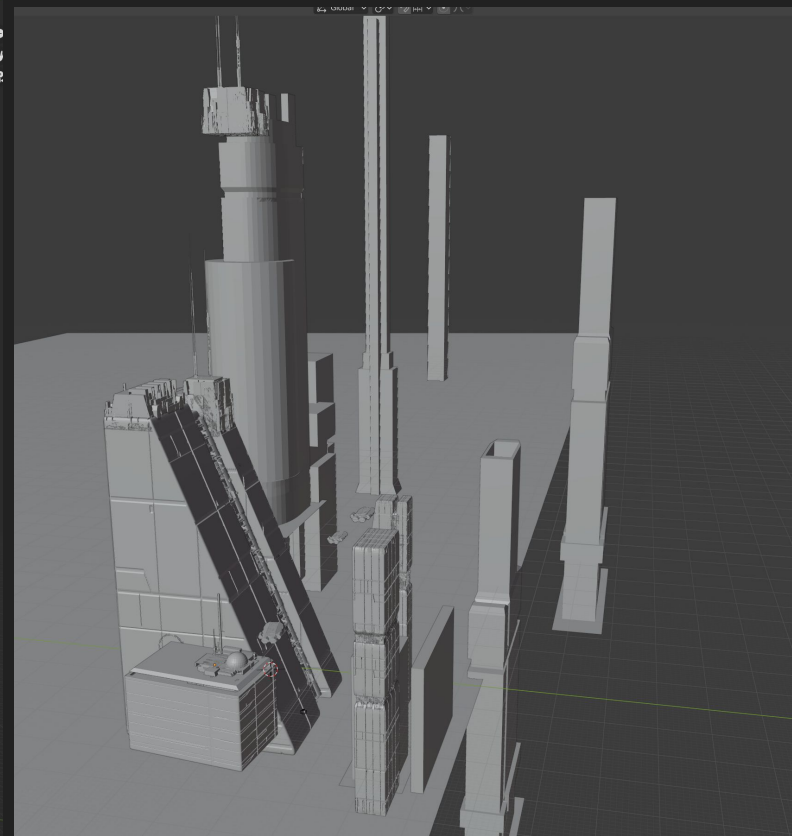
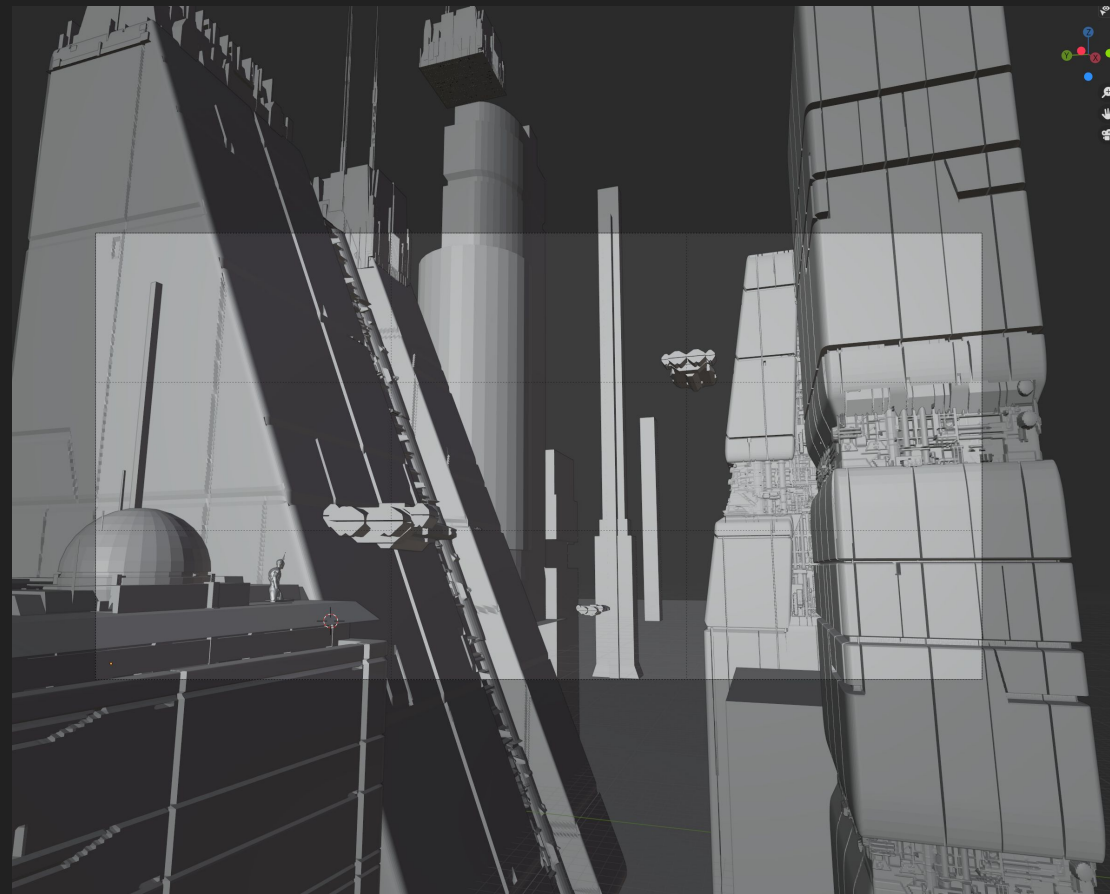


Sci-Fi Image 1- Front of the City



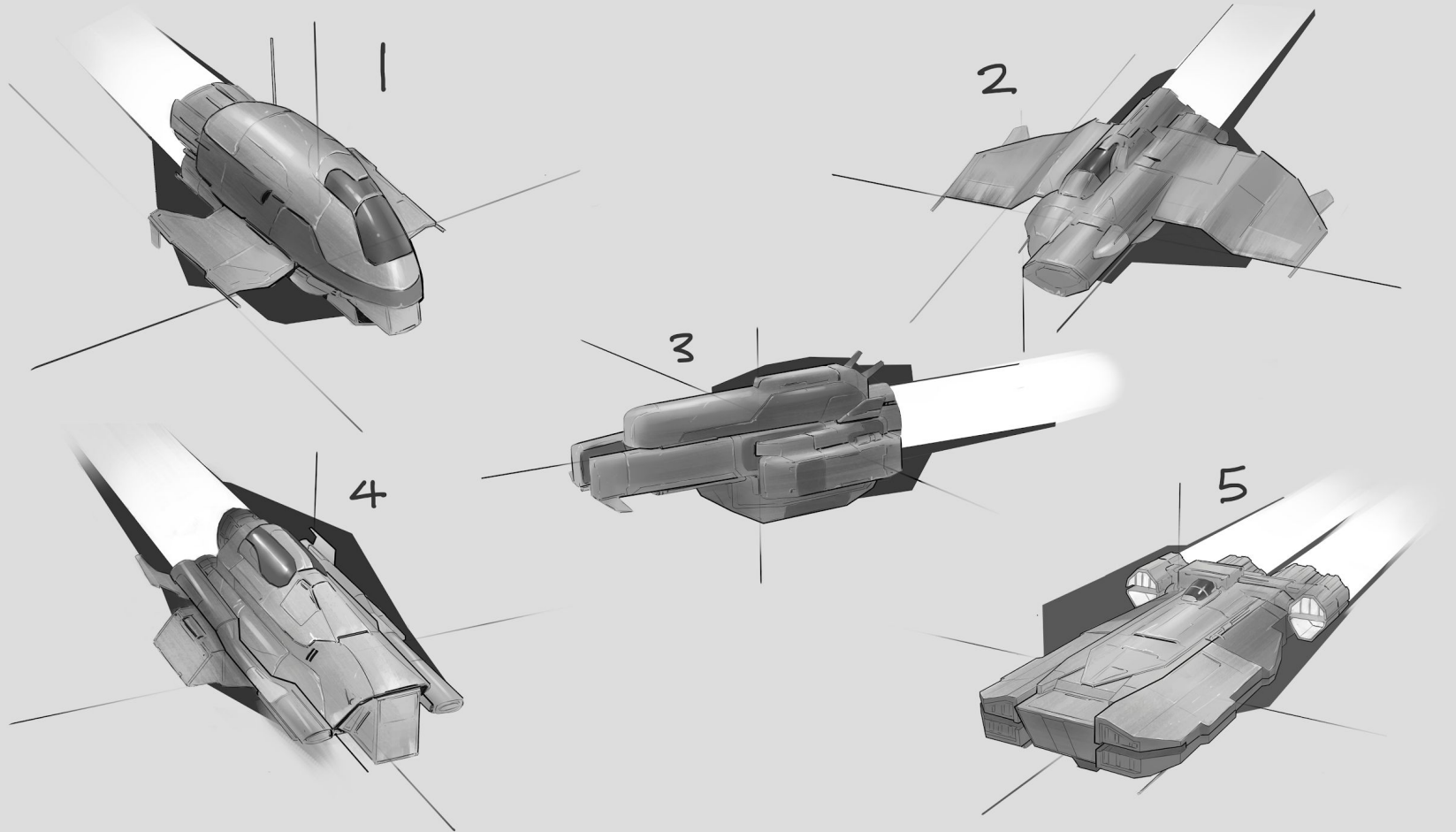
Sci-Fi- Blender Scene set up

The next series of images breakdown the process of creating image 2 for the Sci Fi section. This will in general be the process for most of my images.



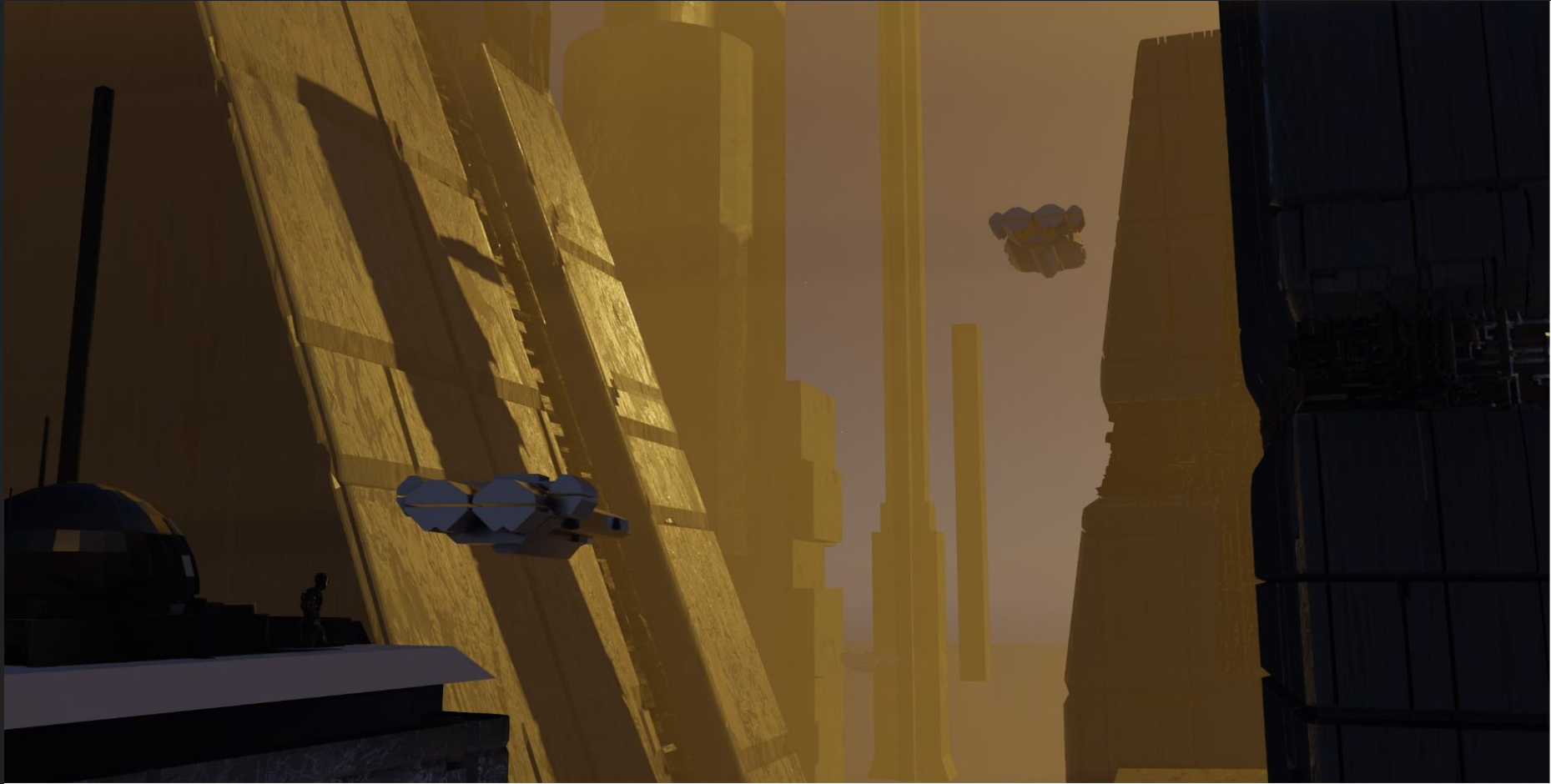
Sci-Fi- Ship designs

I realised I wanted to put some ships in my scene in 3D so I decided to do some sketches and a blockout of my preferred design in Zbrush (5)

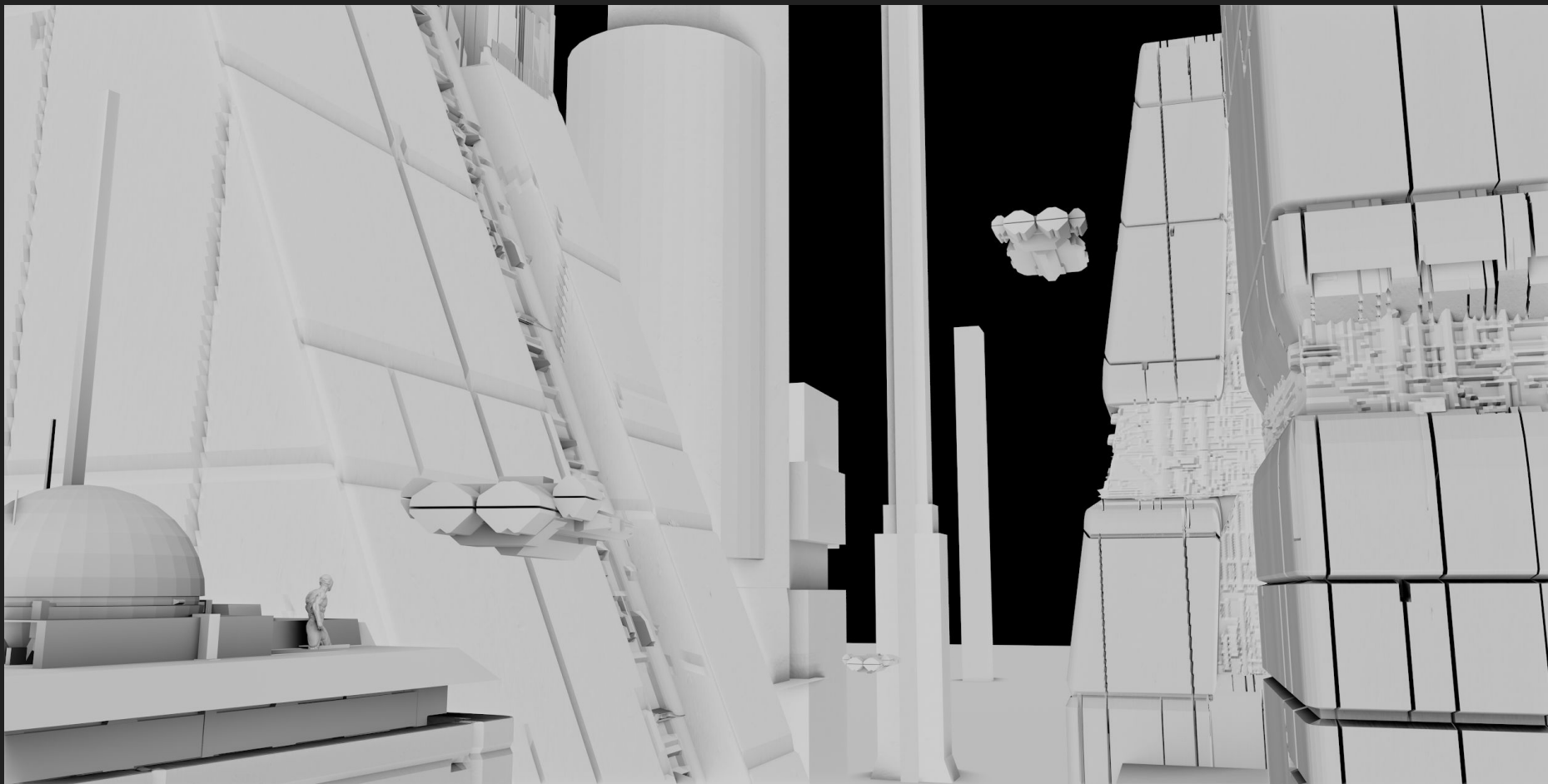




Sci-Fi - The render



AO map



Shadow map



Colour ID map



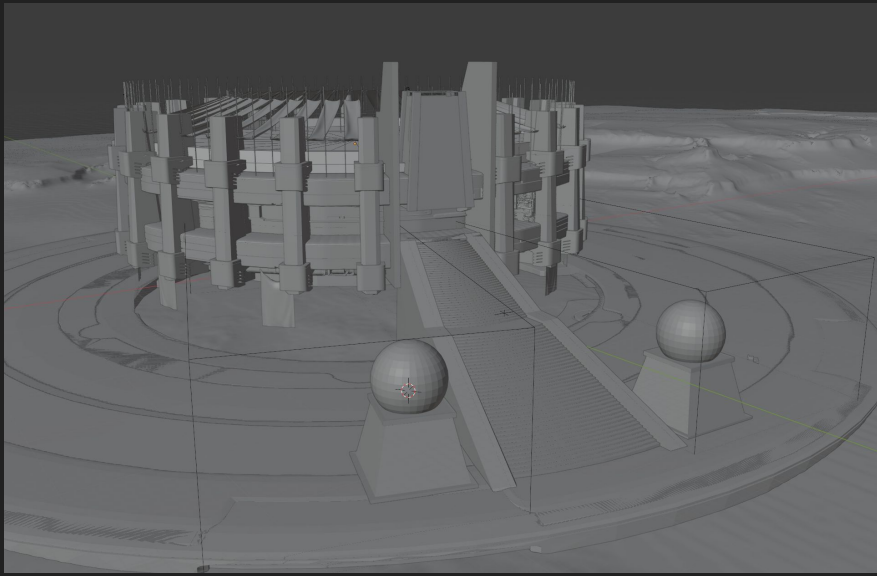
Sci-Fi Image 2- Inside the City



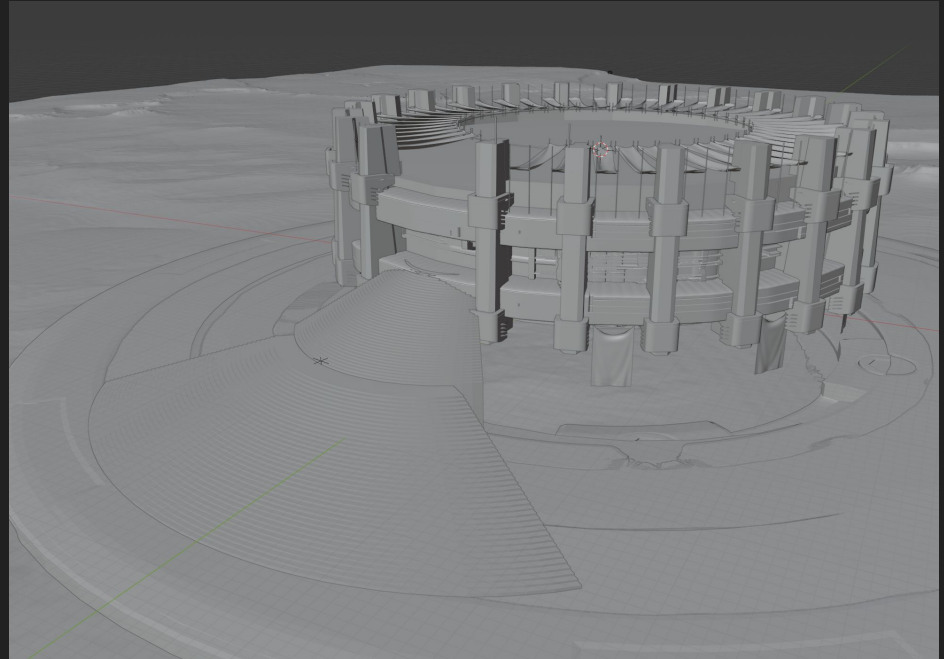
Sci-Fi- Colosseum exploration

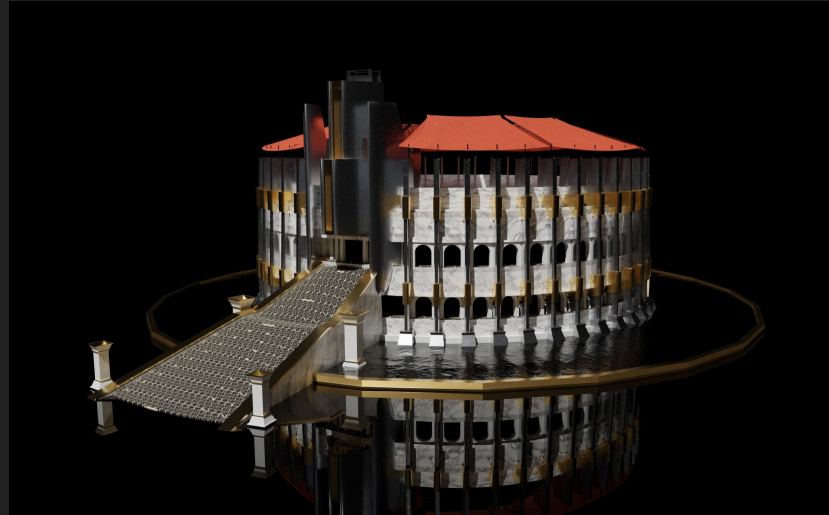
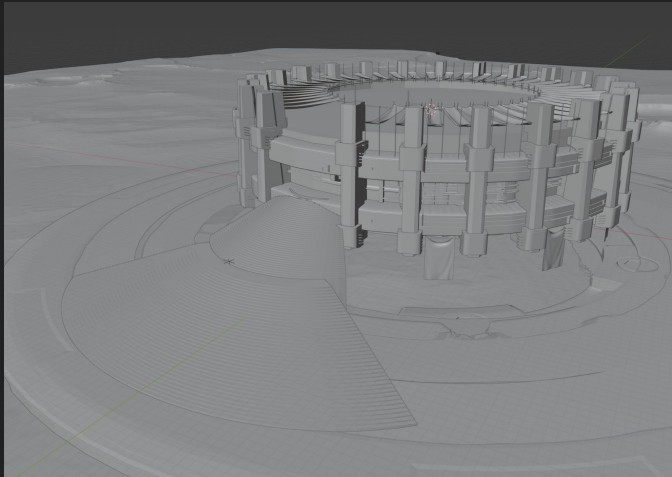
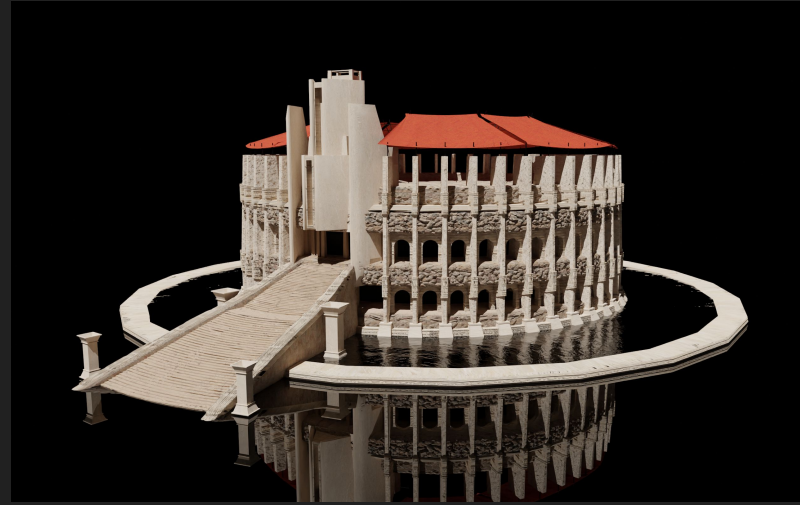


Sci-Fi- Colosseum exploration

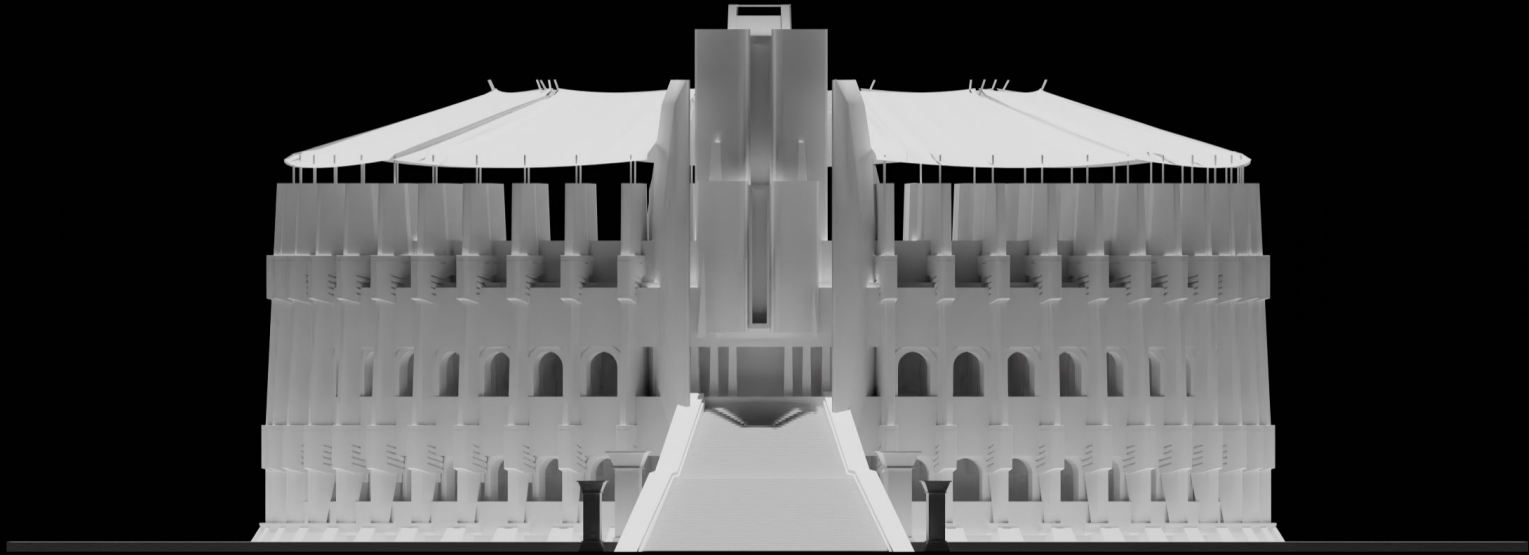


The next two slides show different stages of the colosseum and the different decisions and choices before at the more traditional and final design.

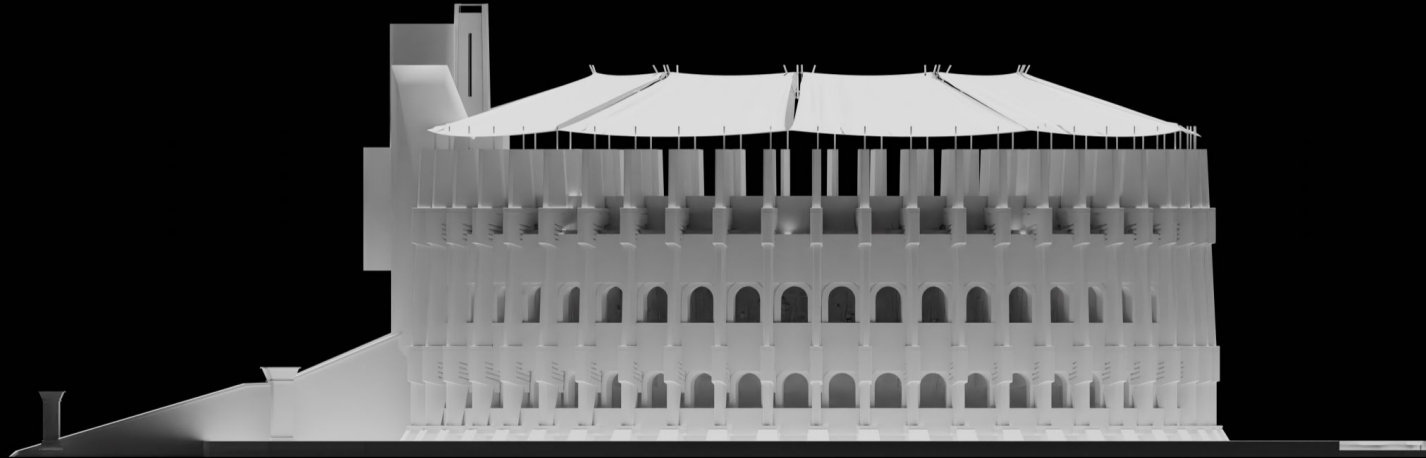




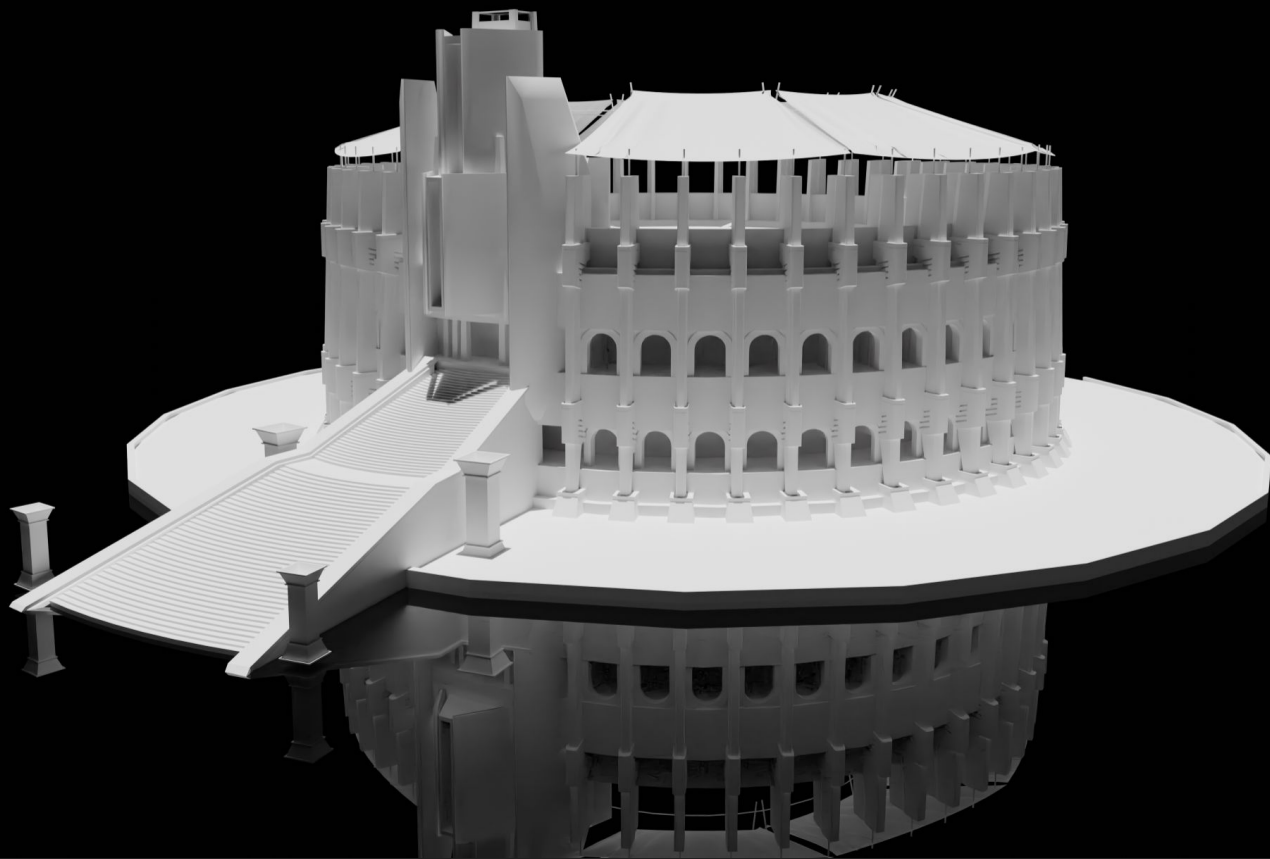
Sci-Fi- Colosseum Final Model



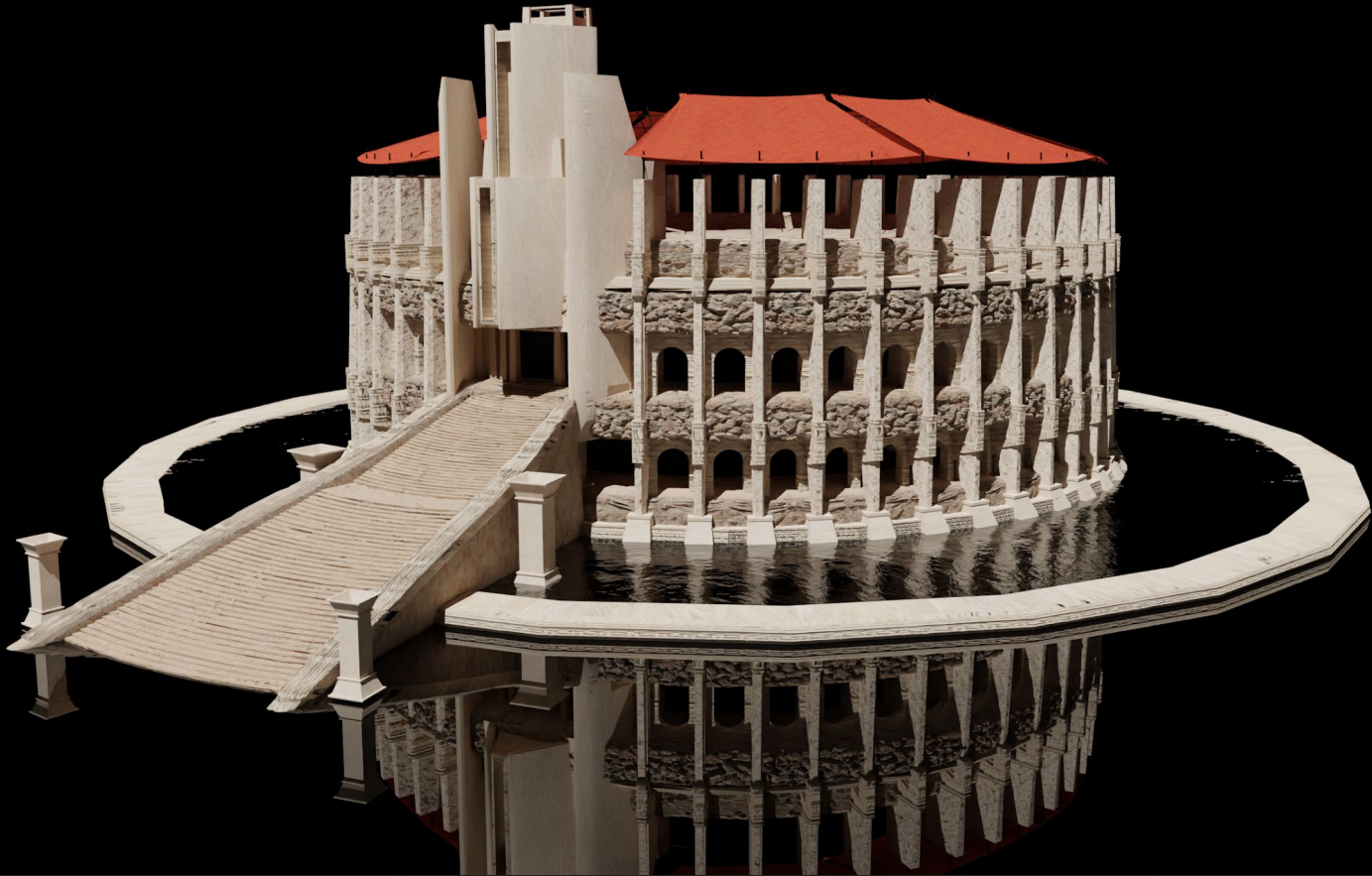
Sci-Fi- Colosseum Final Model



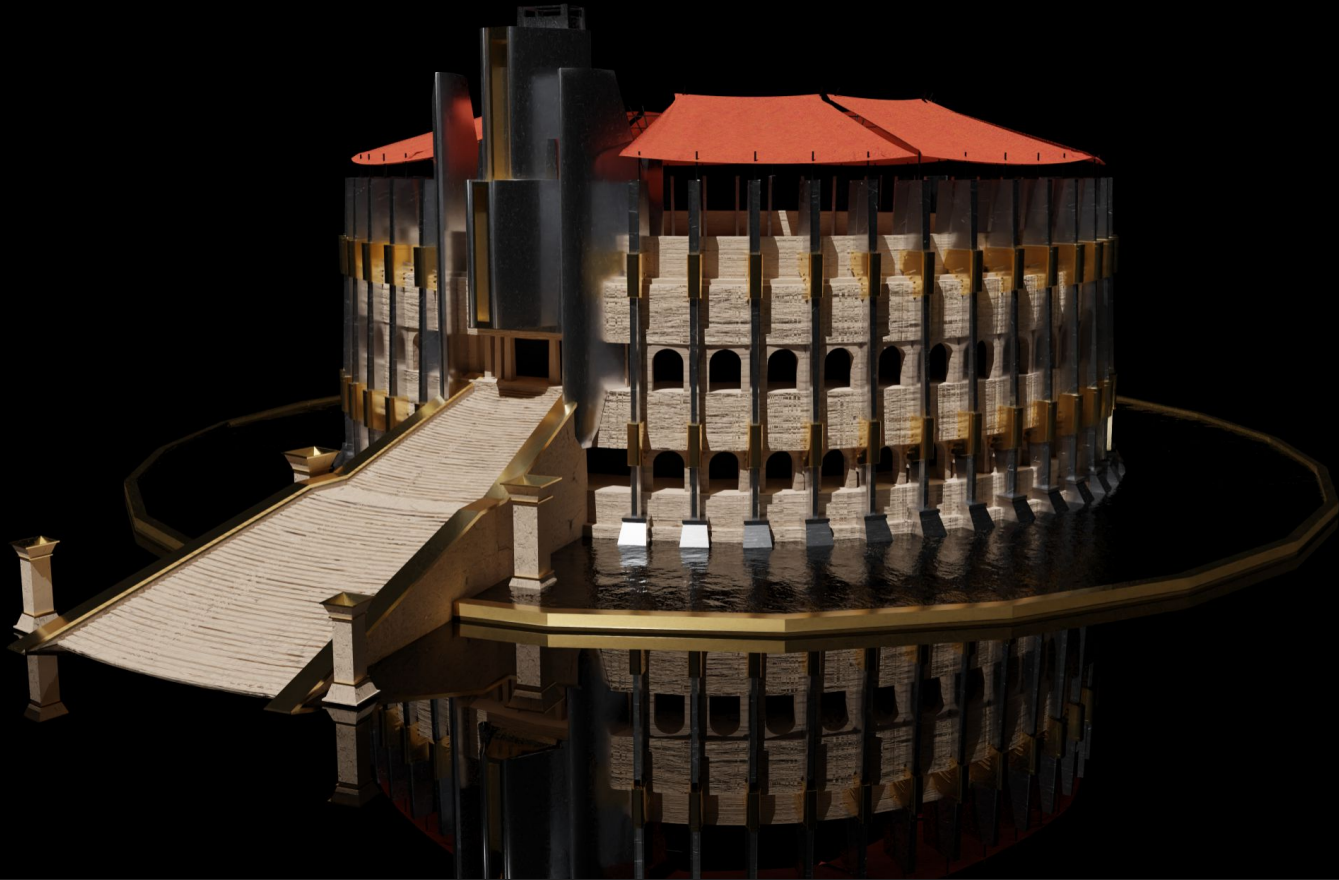
Sci-Fi- Colosseum Final Model



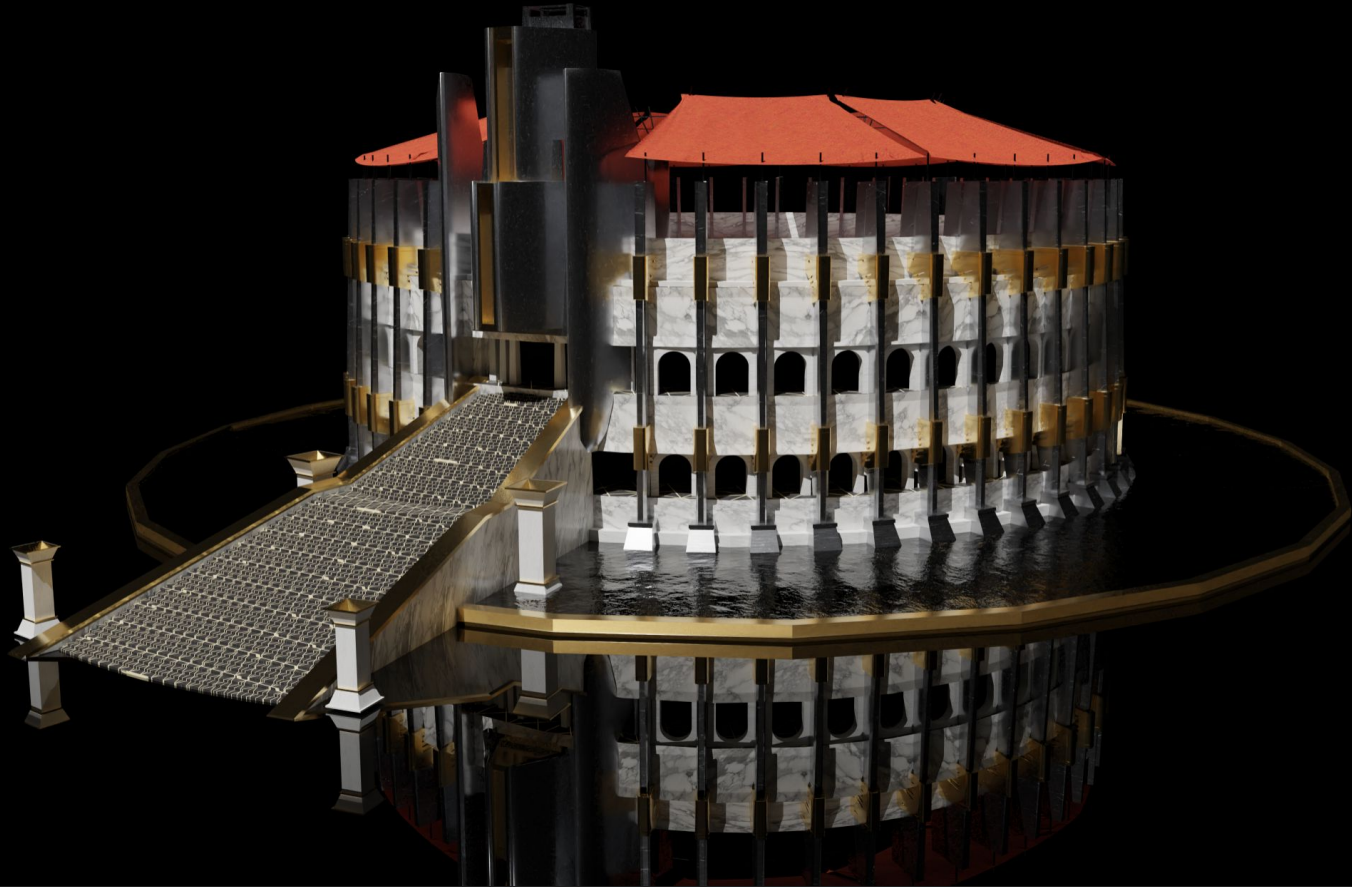
Sci-Fi- Colosseum- texture variations



Sci-Fi- Colosseum- texture variations
(Final)

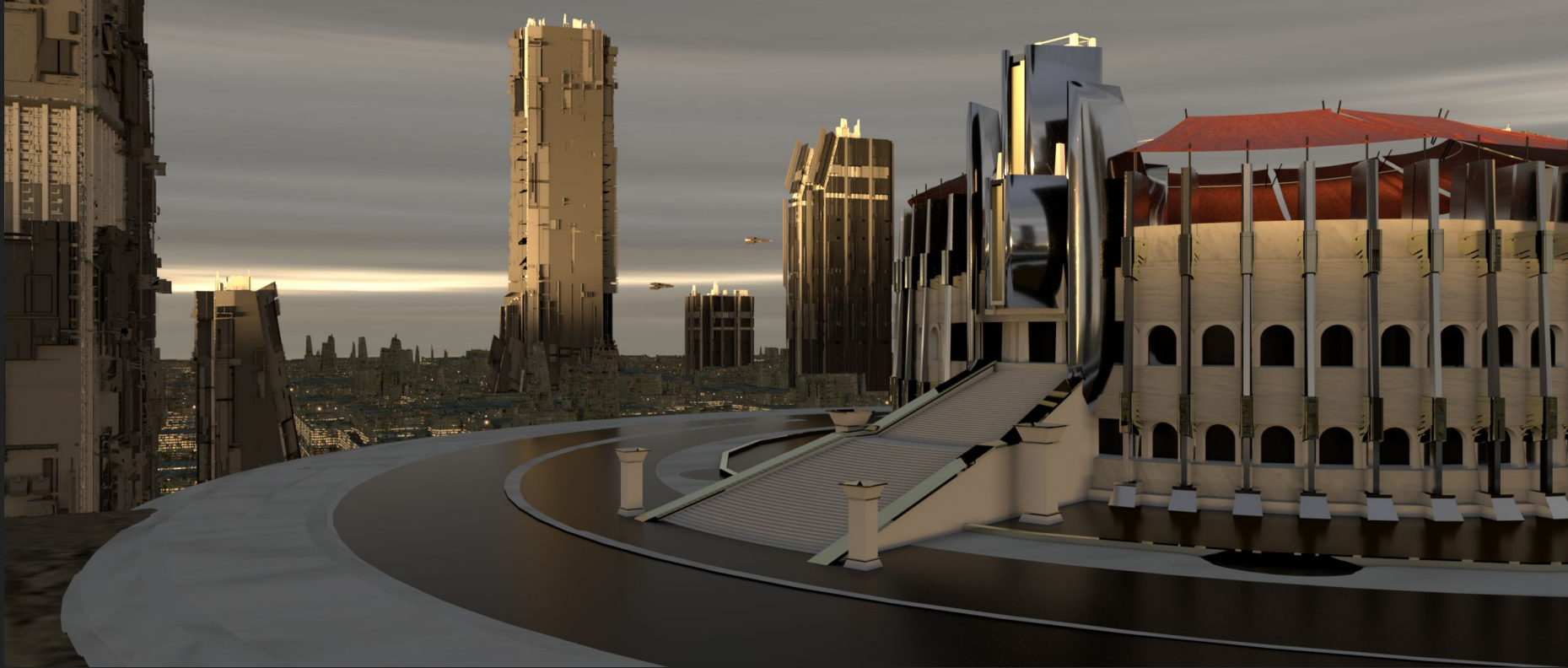


Sci-Fi- Colosseum- texture variations

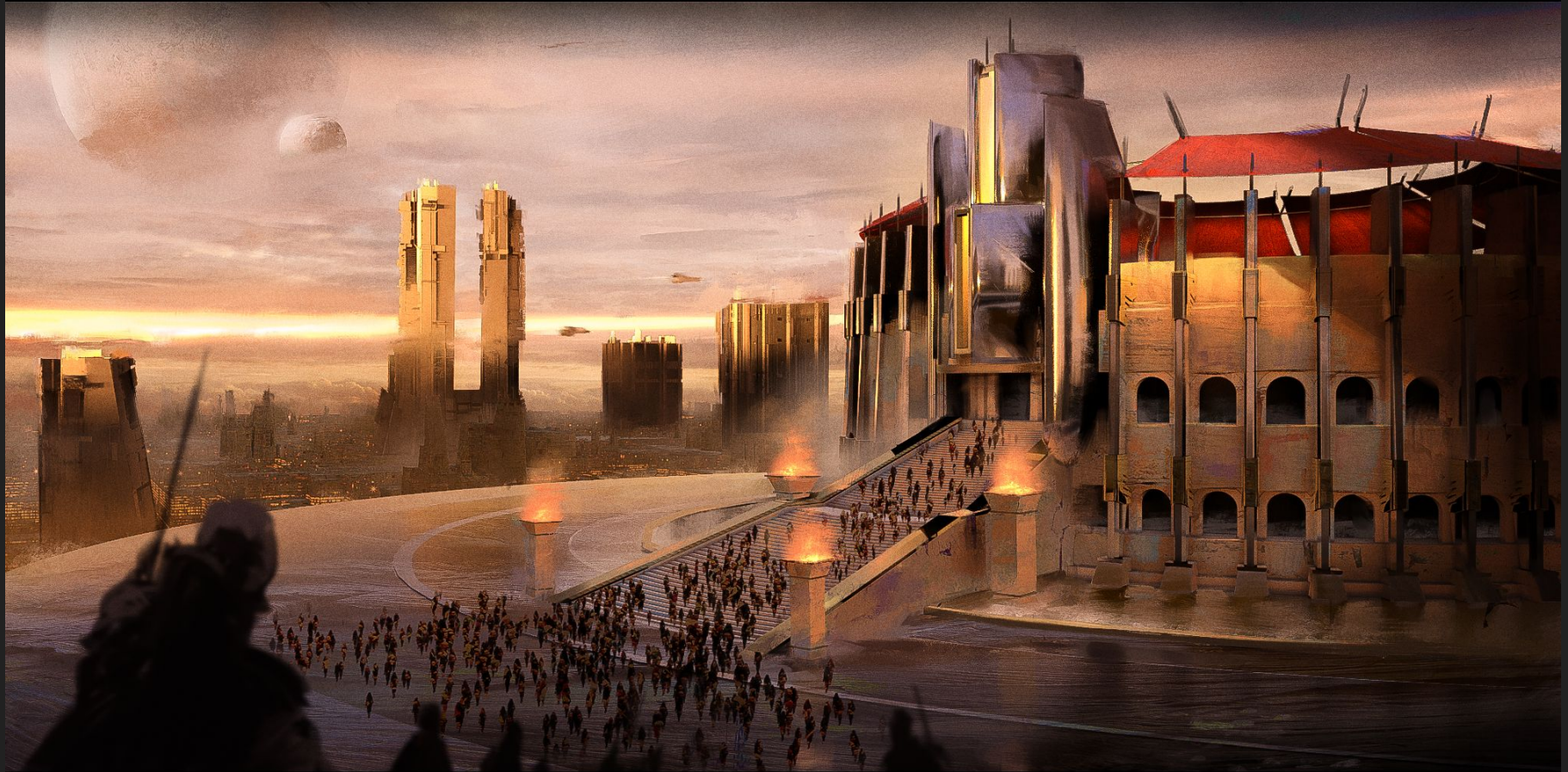


Sci-Fi- Colosseum Octane render

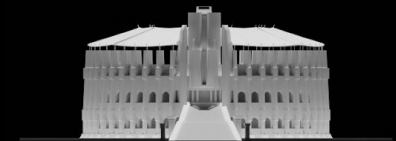
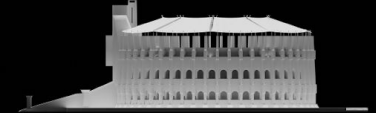
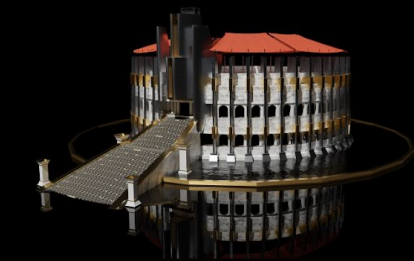
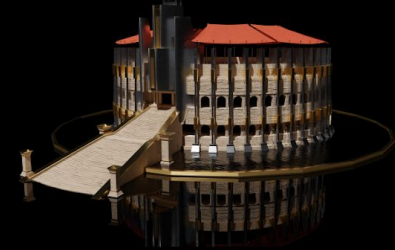
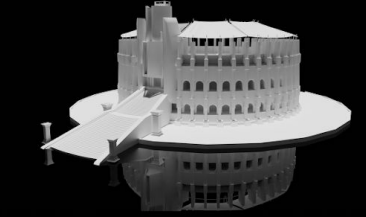
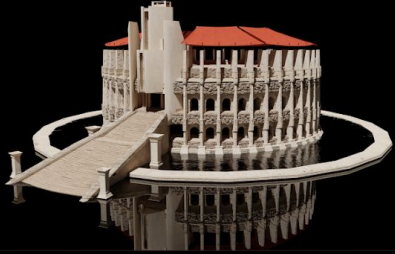
Final render of the scene done in Octane. Background made via layering displacement maps in Octane.



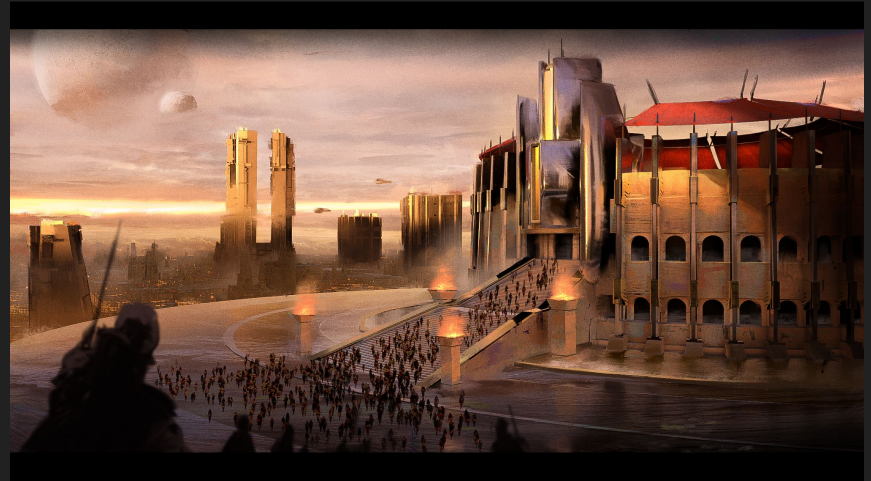
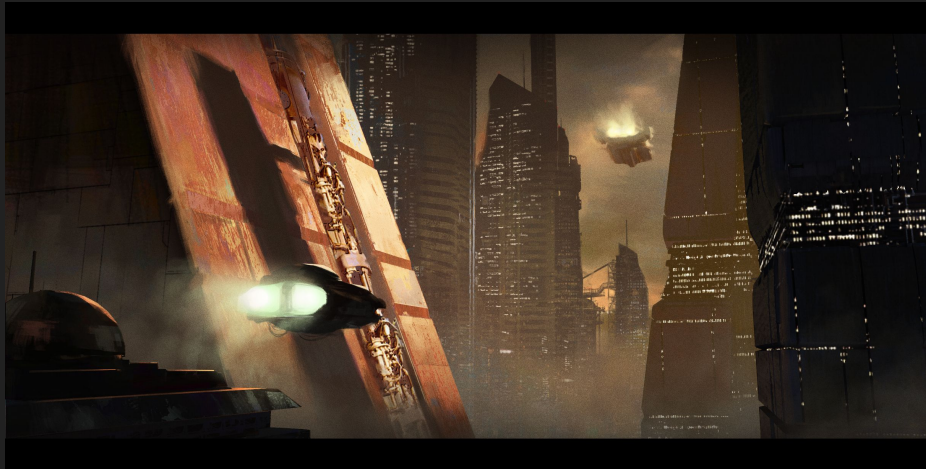
Sci-Fi Image 3- The Colosseum



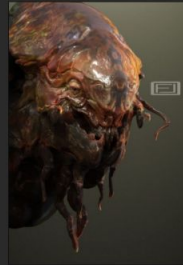
Sci-Fi Image 3- The Colosseum Final sheet



Sci-Fi Final collection of environments



Sci-Fi Creature/Alien Moodboard



Sci-Fi Creature/Alien
Initial sketches



Sci-Fi
Creature/Alien
Initial sketches

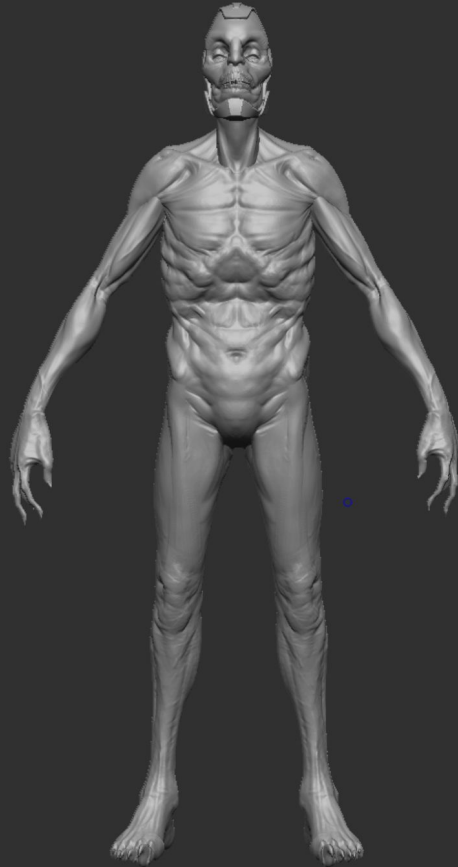


Sci-Fi Creature/Alien Initial sketches

I didn't like the direction my initial sketches were taking so I tried to take the elements I liked from them and put them into some newer more alien/less gothic designs.

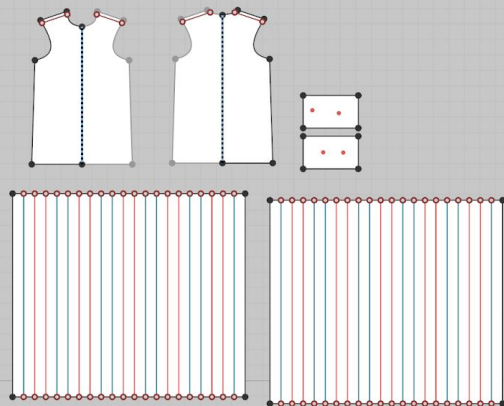
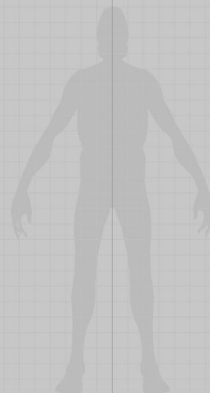
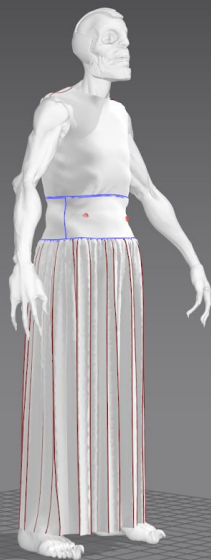


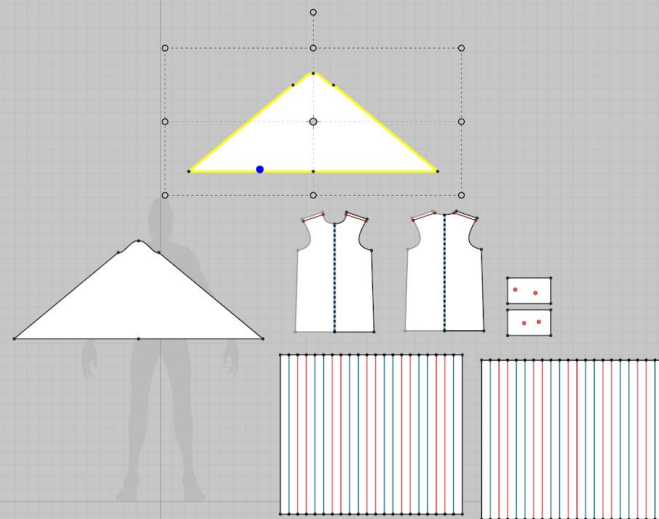
Sci-Fi Creature/Alien
Base sculpt





Sci-Fi Creature/Alien Marvelous Designer

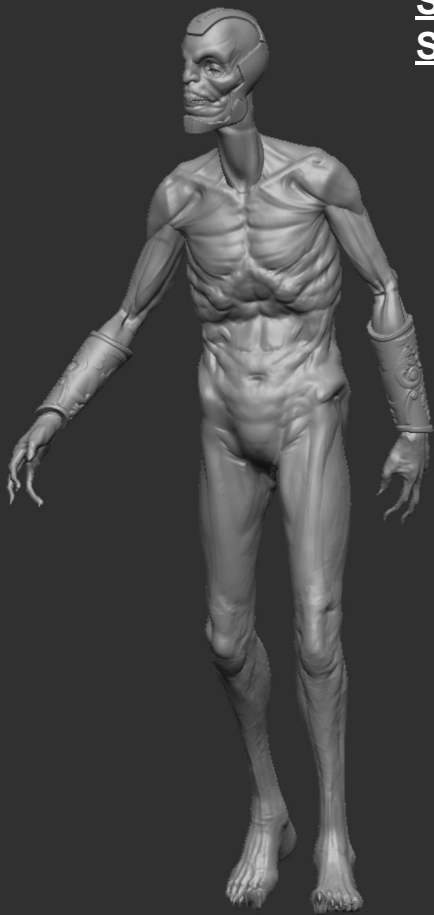




Sci-Fi Creature/Alien
Marvelous Designer



Sci-Fi Creature/Alien
Sculpt posed



Sci-Fi Creature/Alien
Marvelous Designer
fabrics laid out on the
posed mesh



Sci-Fi Creature/Alien
Costume details



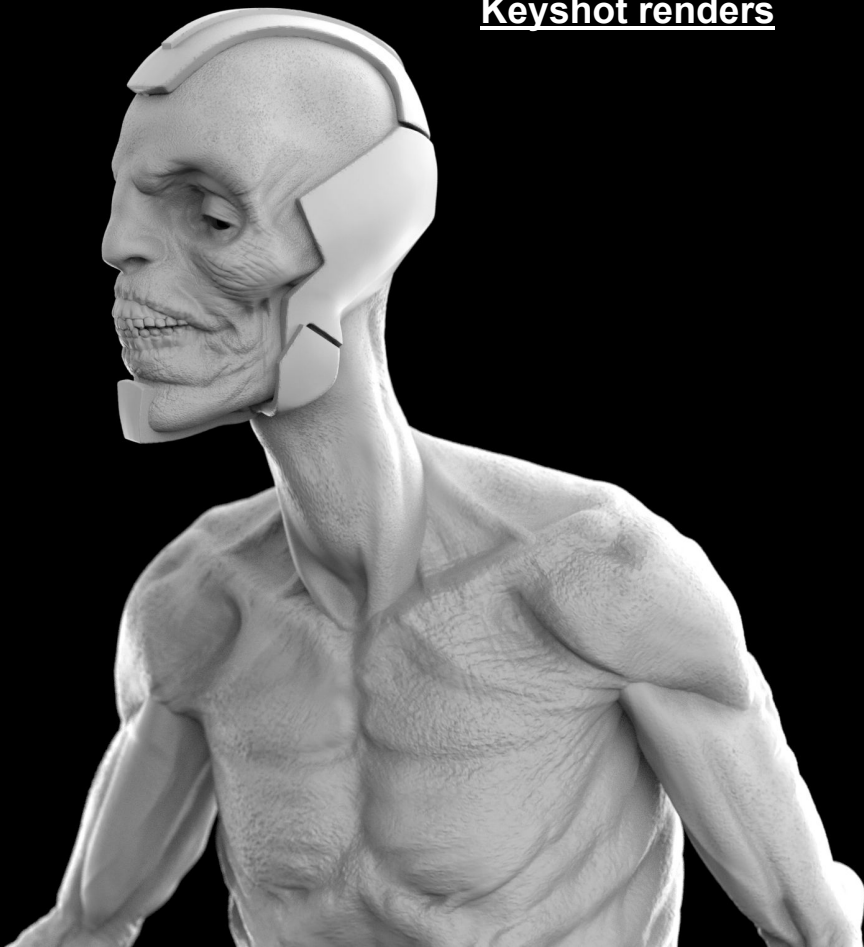
Sci-Fi Creature/Alien
Mesh done



Sci-Fi Creature/Alien
Zbrush polypaint



Sci-Fi Creature/Alien
Keyshot renders



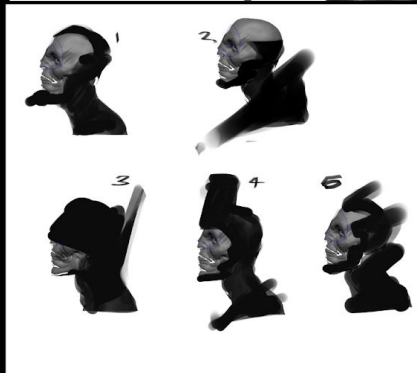
Sci-Fi Creature/Alien Keyshot renders



Sci-Fi Creature/Alien Keyshot
renders and final paintovers



Sci-Fi Creature/Alien Final one sheet



KOM'DRAS

HARRY ROWLANDS

Viking section Moodboard



The Modern Barbarian's Guide to Beard Grooming



Fantasy Art Males



Un combattant Viking



Vikings History



paganroots



Viking helmet



Thor - Celtic Warrior, Caleb Neftzen



My Celtic Heart



Made Online



What Made the Vikings Such Great Warriors?



Jorvik



10th century Viking or Norman ceremonial battle axe



500px



Valhalla Fallen, Çağlayan Kaya Gökşey



Pemberley Dreams



Odin, Johnson Ting



History photographer



What Made the Vikings Such...



Video Review: MVT CUTT Chest Rig - Live Fire Scenario - Max...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Viking Helmets



Medieval European knight stock image. Image of europe...



LARP Costume Viking Shieldmaiden



Viking Leather Armour medieval breastplate armor viking...



Leatherarmor Northwest by BrinstonePreacher on DeviantArt



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



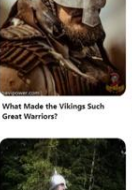
Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



Figurestock | A wealthy Viking in armour and fur - shot from...



A wealthy viking with a dane axe



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor



View topic - Fur Armor

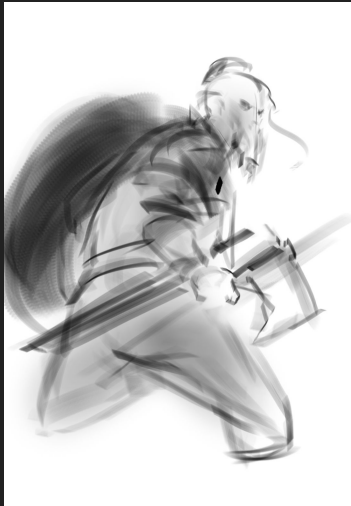
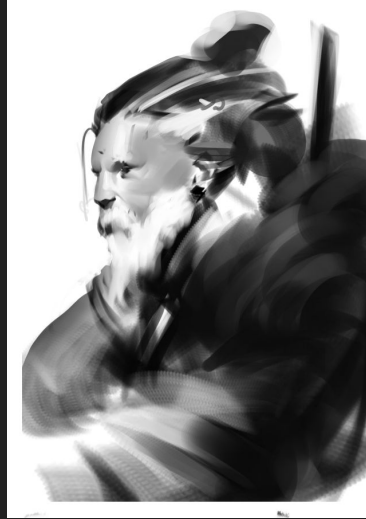
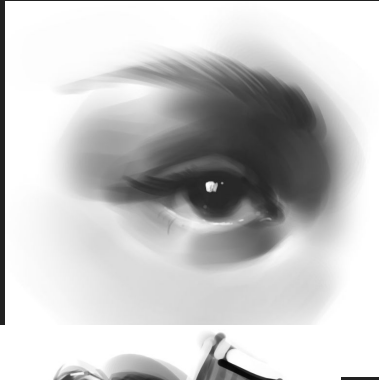
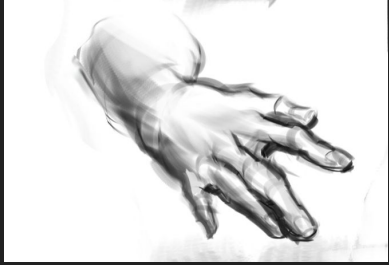


View topic - Fur Armor



View topic - Fur Armor

Viking section- warmups and explorations

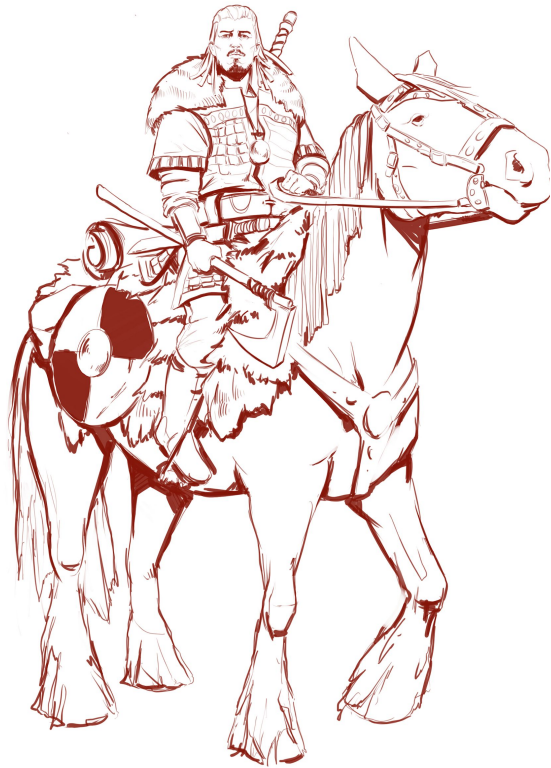


Viking section- Pre production sketches

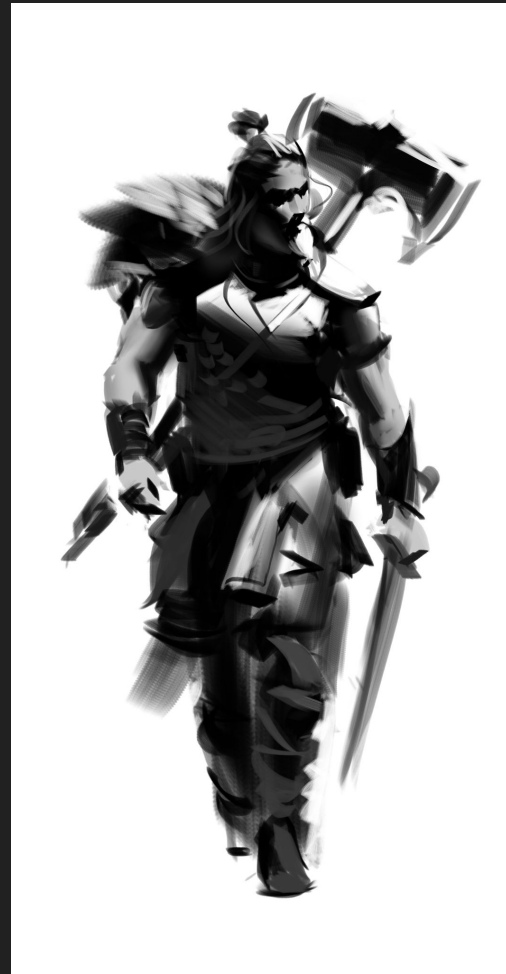
While these were done in the pre production these were vital drawings to the final outcomes you see in the following slides they informed a lot of my ideas and knowledge of the viking culture



Viking section- Pre
production sketches



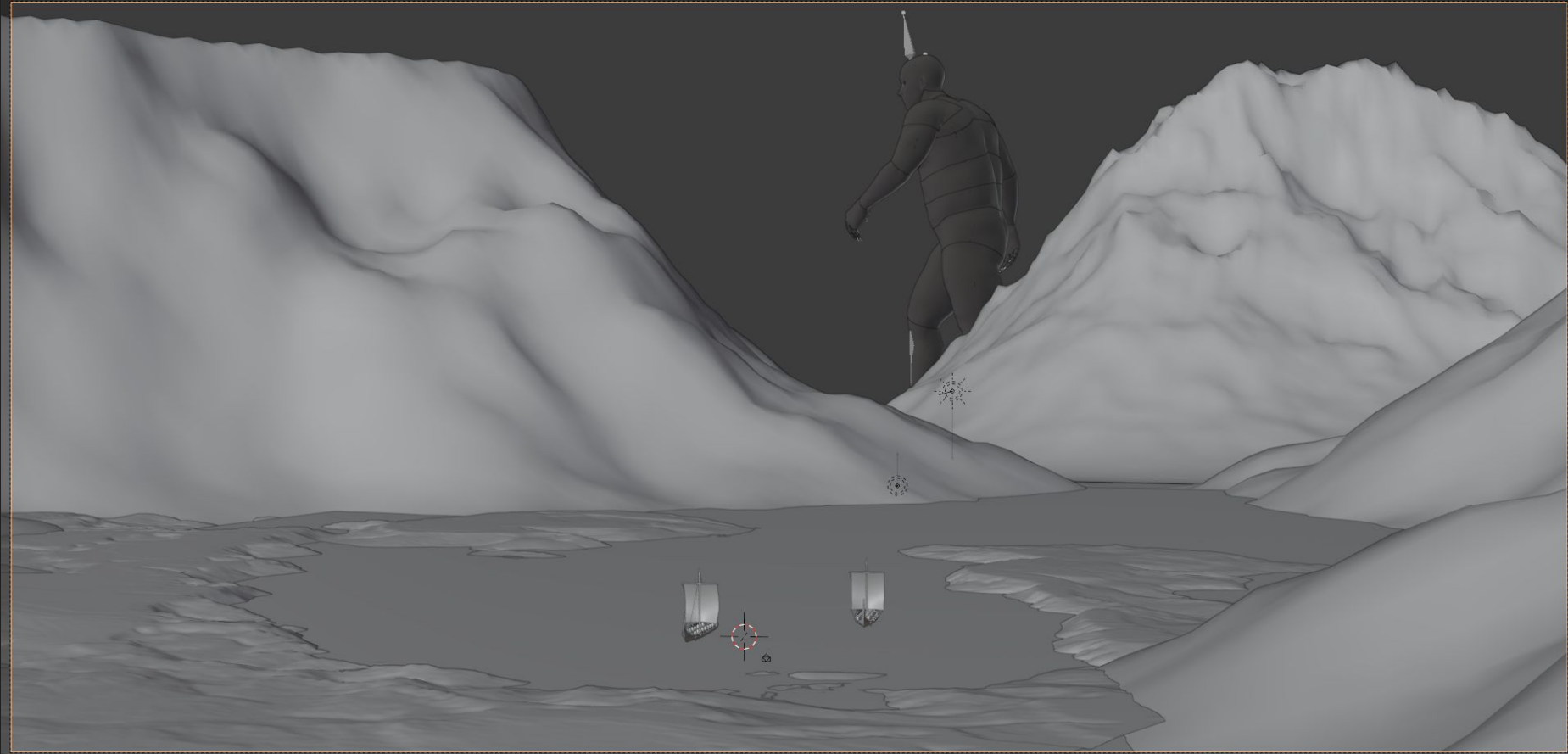
Viking section- Viking sketches



Viking section- Pre production
Environment



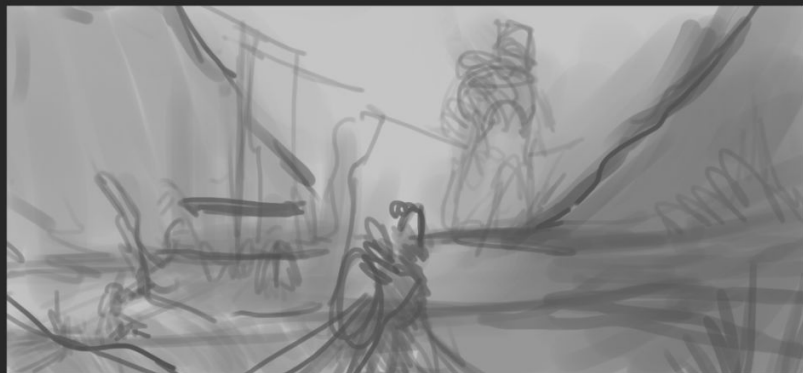
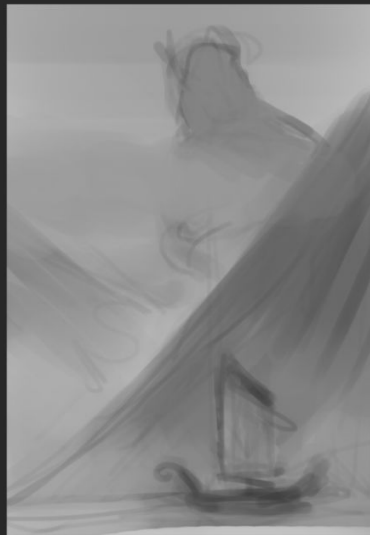
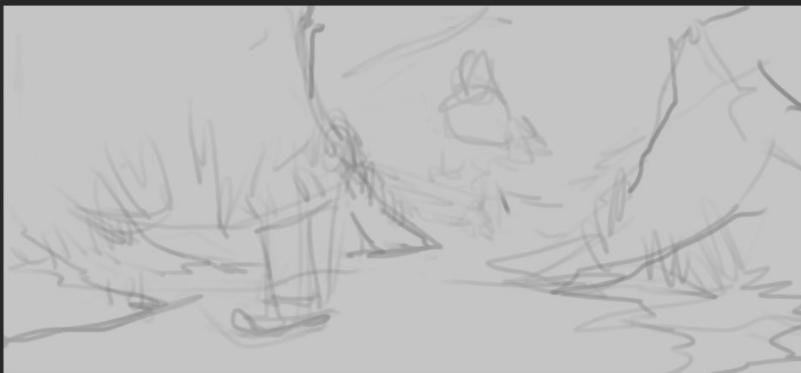
Viking section- Re-inventing the Pre-production environment







Viking section- Environment thumbnails



Viking section- Zbrush troll concept sculpt to place in renders



Viking section- Environment Octane renders



Viking section- Final environment + holodeck glitch effect



Viking section- Cinematic scene/establishing the vikings vibe



Viking section- Environment 2

I wanted to create a scene showing the vikings in their element-
approaching an unsuspecting church to raid it for its silver and gold.
These were some of the renders I was considering.



Viking section- Environment 2 Final image





Viking section- Environment 2 process

Read from top left to
bottom right



Viking section- Eric Bloodaxe sketches



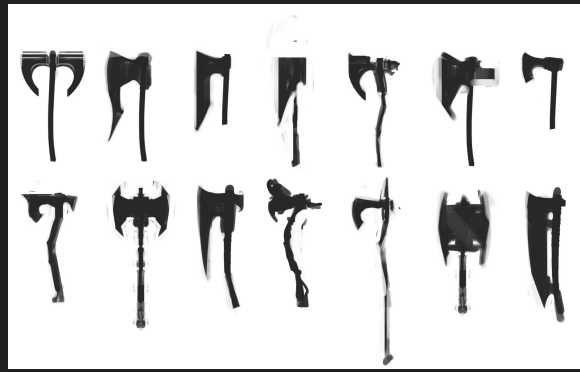
Eric Bloodaxe - Initial Sketches

Viking section- Eric Bloodaxe headshots



Eric Bloodaxe - Hair Concepts

Viking section- Eric Bloodaxe hero asset sheet

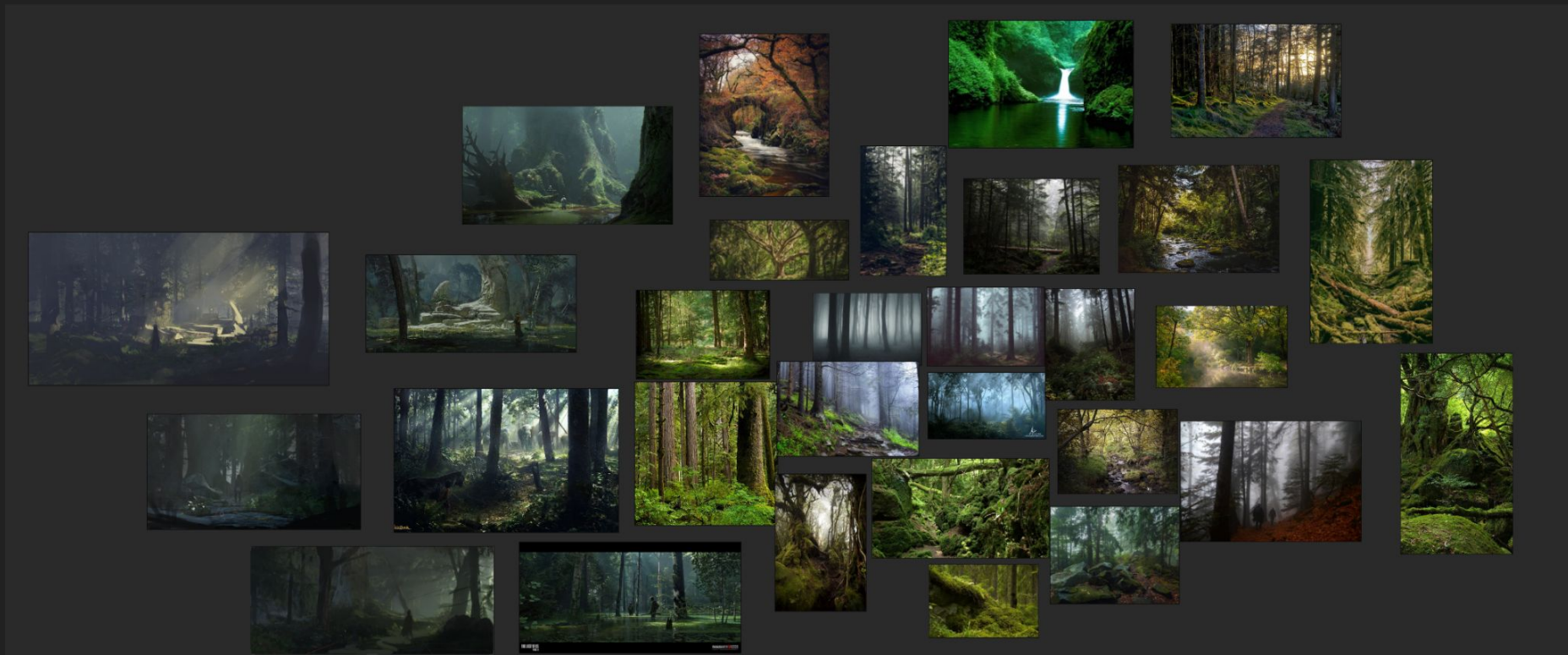


Eric Bloodaxe - Hero asset concept

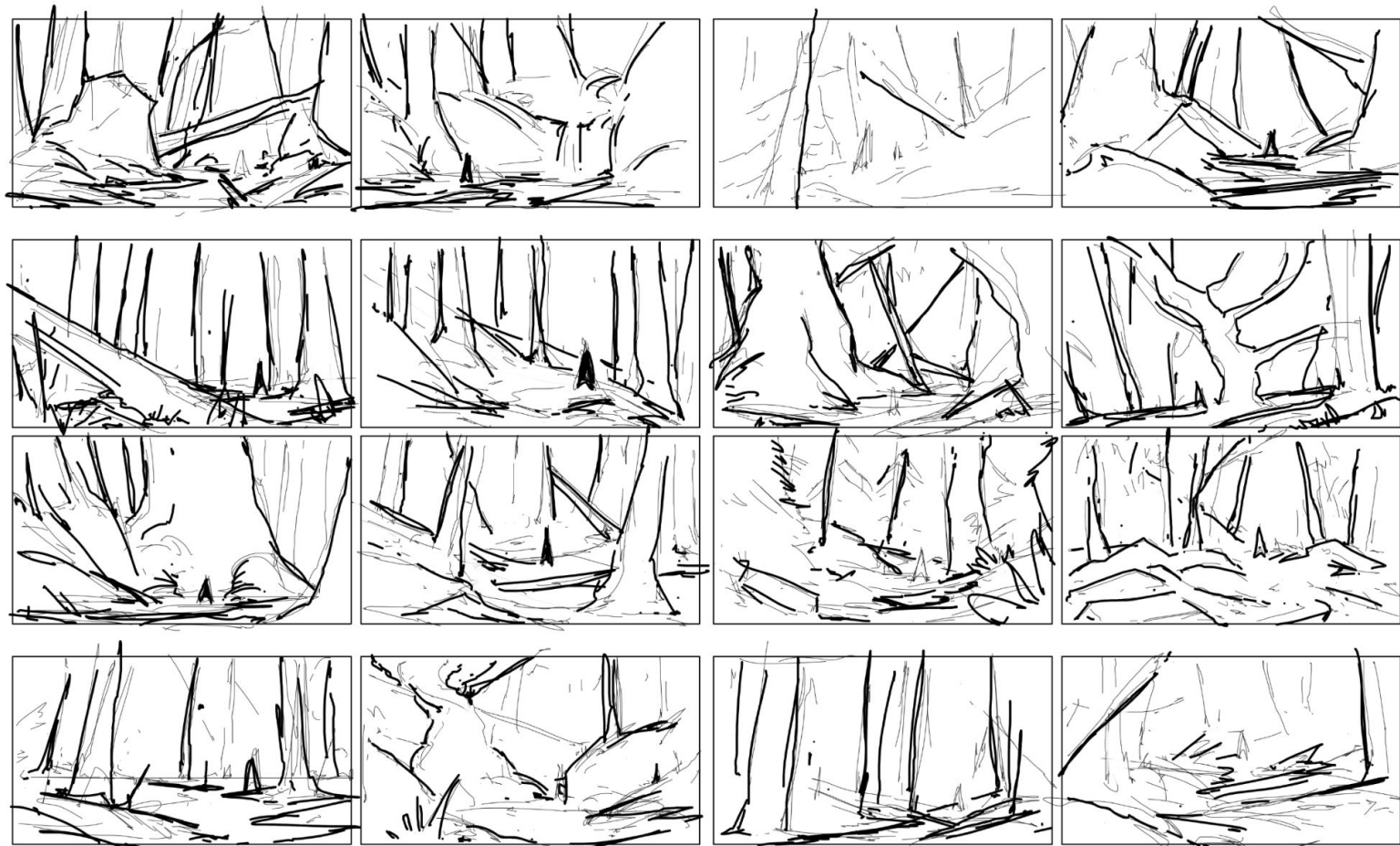


Eric Bloodaxe - Final Character

Knights section- Forest Moodboard/reference



Knights section- Forest thumbnailing



Knights section- Forest Blender blockouts

I wanted to try out a variety of lighting situations and moods for my forest that the knight would first find himself in. I created 3 different scenes and these are the bases I had to work with for the following final images



Knights section- Forest 1



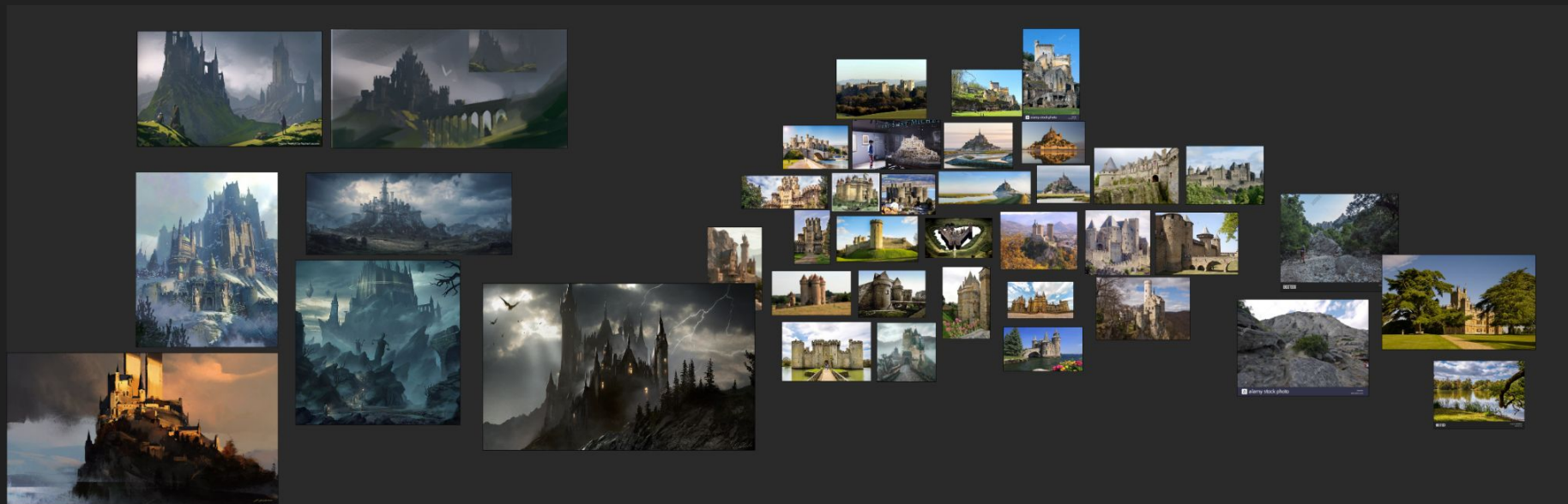
Knights section- Forest 2



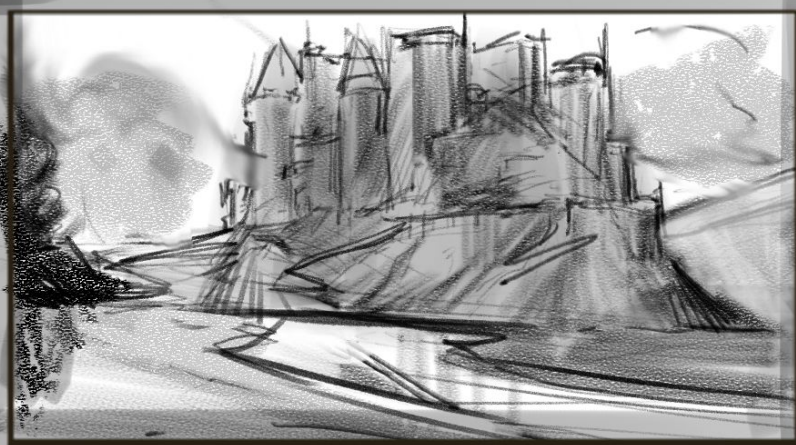
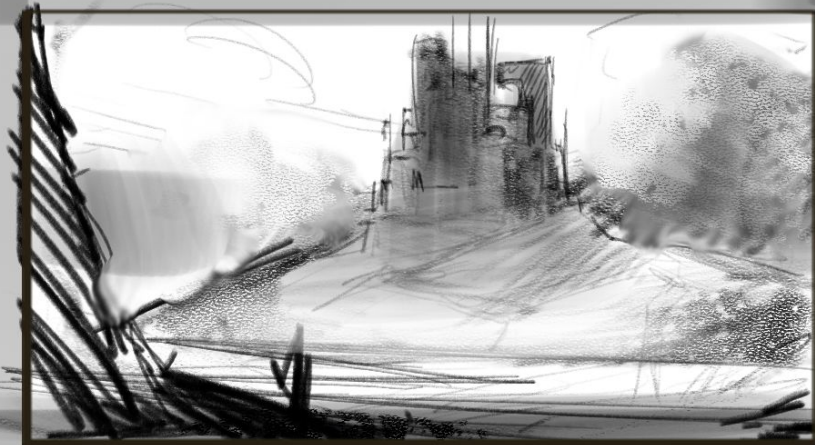
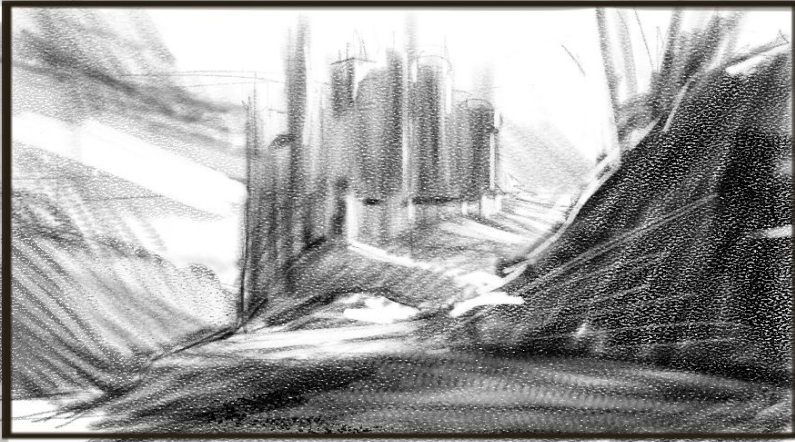
Knights section- Forest 3



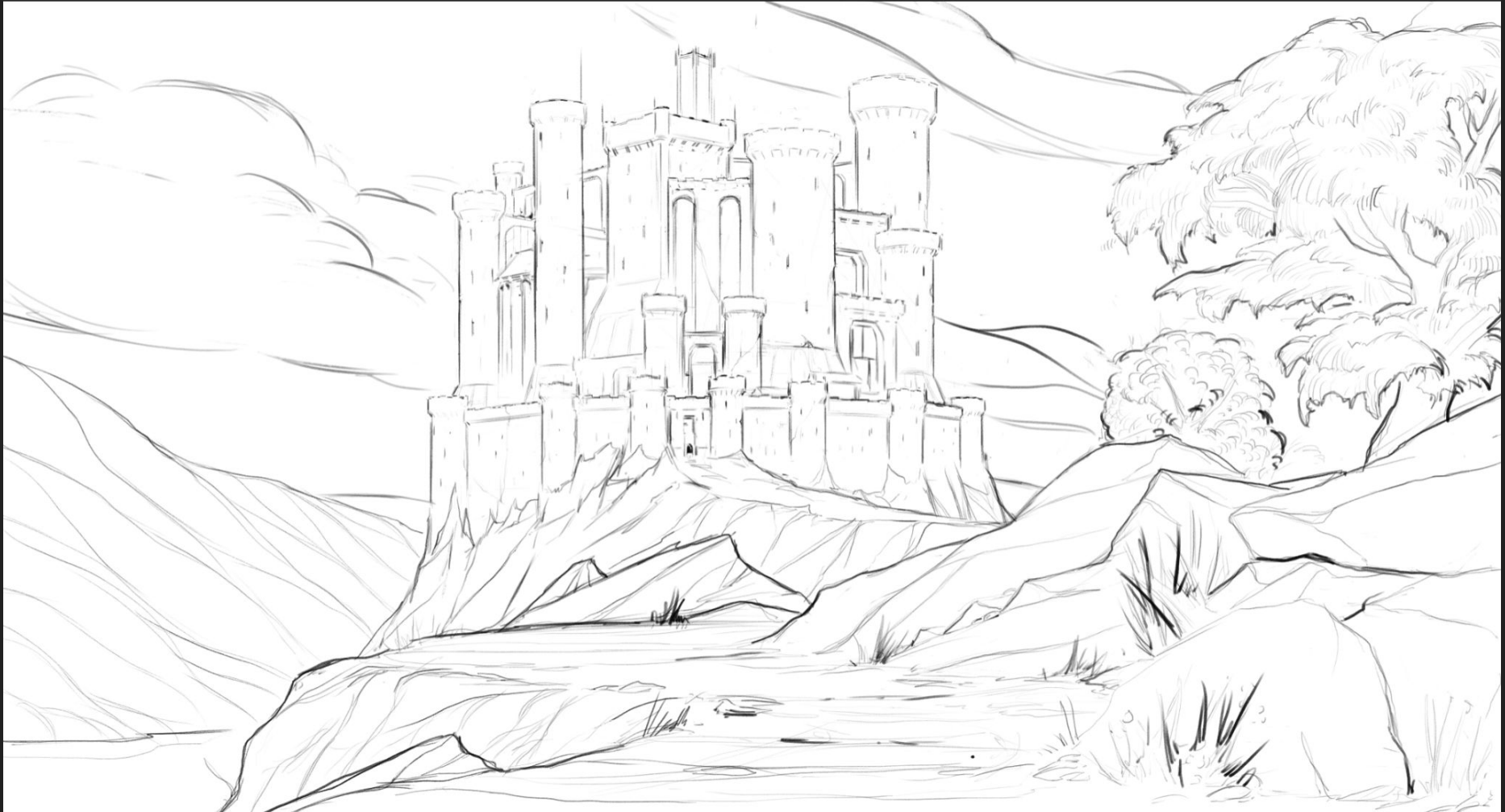
Knights section- Castle Moodboard/reference



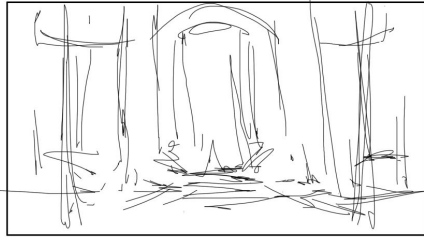
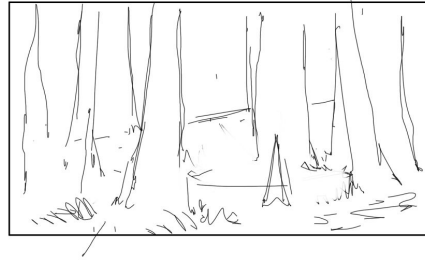
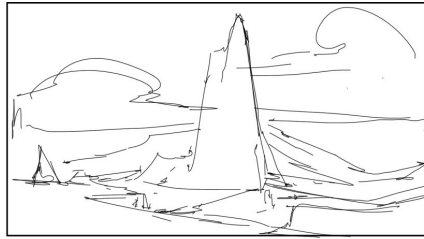
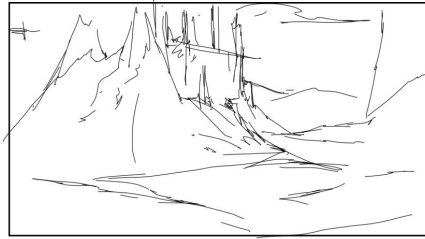
Knights section- Castle thumbnailing



Knights section- Castle Moodboard/Drawing



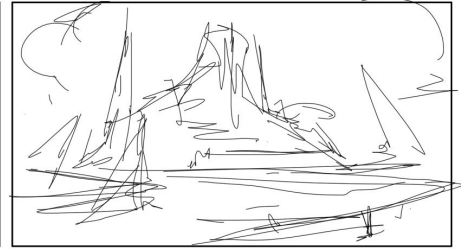
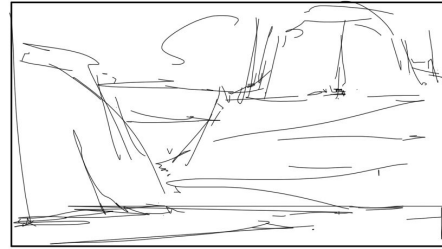
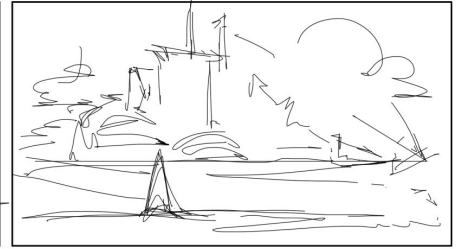
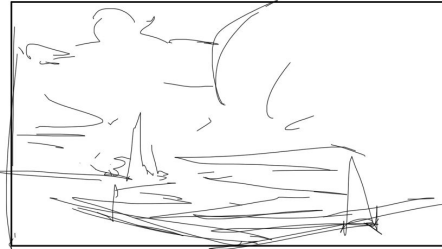




KNIGHT TRANSPORTED → SEARCH FOR DARKSASTEE → BLACK KNIGHT
 SPOOKY FOREST?

I wanted to make a more coherent and final image of the castle my knight would venture into and these are the first plans for that piece

Knights section- Castle thumbnails for final image



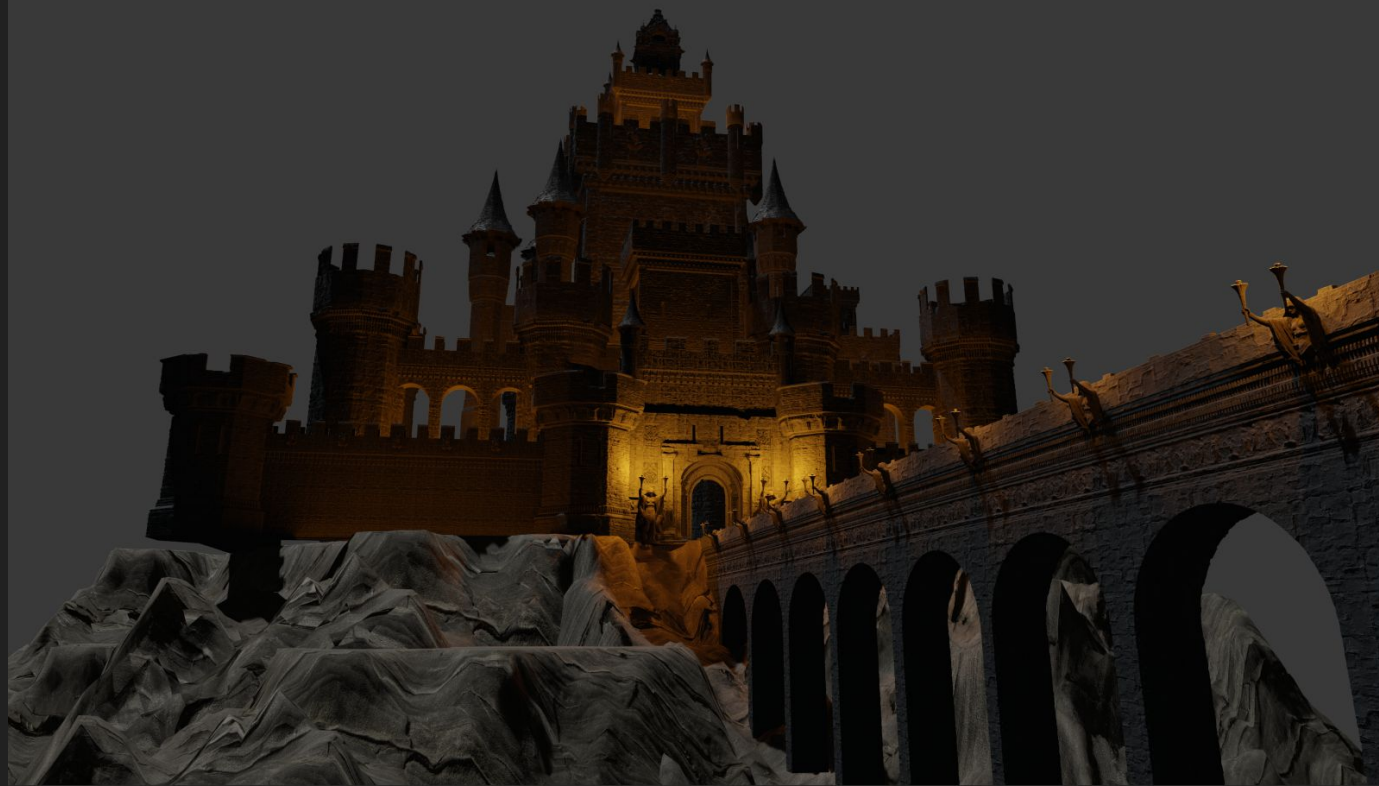
Knights section- Castle Kit made by me in 3D Coat



Knights section- Castle Final image



Knights section- Castle alternative render/mood



Knights section- Castle- The Gates to Hell



Knights section- Knight Moodboard/reference



mid1516



Pemberley Dreams



Ghost conquistador: J o o draw



Knight VII, Emre Kocasu



Austria



Tom Hiddleston Goes From...
Billy Wheeler



The Milan armor of the master
Pompeo of the Chies of the...



OlejekDB



Pemberley Dreams: Photo



Anatomy of Armour: 15th
Century Gothic



Closetup of Helmet of Holy Roman
Emperor Maximilian II of...



German Joust armour - back



Three-quarter armour of William
Herbert, 1st earl of...



Medieval Knight Crusader Full
Suit of Templar Armour...



Armor Dump part 2
Lorica Clothing - Armor Insp...



Montefeltro Man at Arms



Knight Armour, Samar Vijay Singh
Idenat



Crusader stock photo. Image of
Ivionias, medieval, metal...



Hospitaller Knight Art - Assassin's
Creed Art Gallery



Marie Baron - First Female
Joust at the Arundel Castle...



Armour study by ashlin on
DeviantArt



V&A Museum Presents Treasures
of the Royal Courts: Tudors...



Attributed to Anton Peffenhauser
Field and Tournament...



Tower of London, wobbly bridge -
London day 3



Sergio Guzman



Looking at Me?



Arm the Armour: Photo



Exklusive Maß- und...
Rene Kohlstruck



Pemberley Dreams



George Steel



Pemberley Dreams



Armor | Italian | The Metropolitan
Museum of Art



A composite infantry half armour
- Dec 08, 2018 | Czerny's...



Доспехи



Foot combat armour of Christian I
Elector of Saxony, by...



Which Medieval Weapon Best
Suits You?



Daily Larp Inspiration: Larp
Armor | LARPING.ORG



The 1540 Armour of King Henry
VIII of England



The 1540 Armour of King Henry
VIII of England



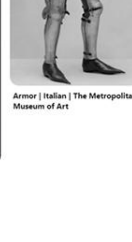
A Viscontea half armour - Dec 08,
2018 | Czerny's...



Armour stock image. Image of
ancient, protection, historical...



Maximilianischer ritterlicher...
Hermann Historica



Original drawing by Graham
Turner



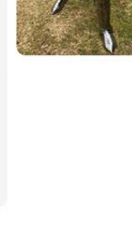
Maximilianischer ritterlicher...
Hermann Historica



Original drawing by Graham
Turner



Original drawing by Graham
Turner



Original drawing by Graham
Turner



Original drawing by Graham
Turner

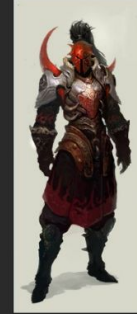
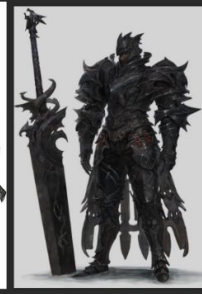


Original drawing by Graham
Turner



Original drawing by Graham
Turner

Knights section- Black Knight Moodboard/reference



Knights section- Knight Pre Production sketches

While these were done in the pre production these were vital drawings to the final outcomes you see in the following slides they informed a lot of my ideas and knowledge of Knights armour and tone.







Knights section- Black Knight early concept

Early concept Of what my Black Knight would potentially look like. While the design is interesting it did not necessarily hit the grounded realism I wanted this character to have as well as fitting the bill of a 'Black' Knight



Knights section- Knight Character concepts



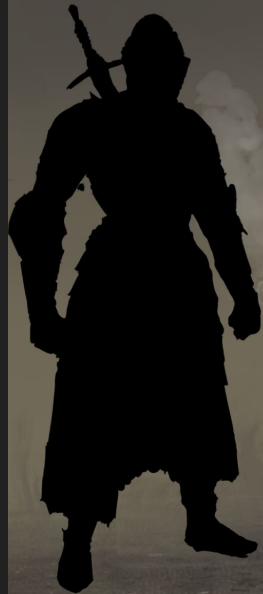
Knights section- Knight
Character concept Final



Knights section- Black Knight Character Final concept

2.85m

1.85m



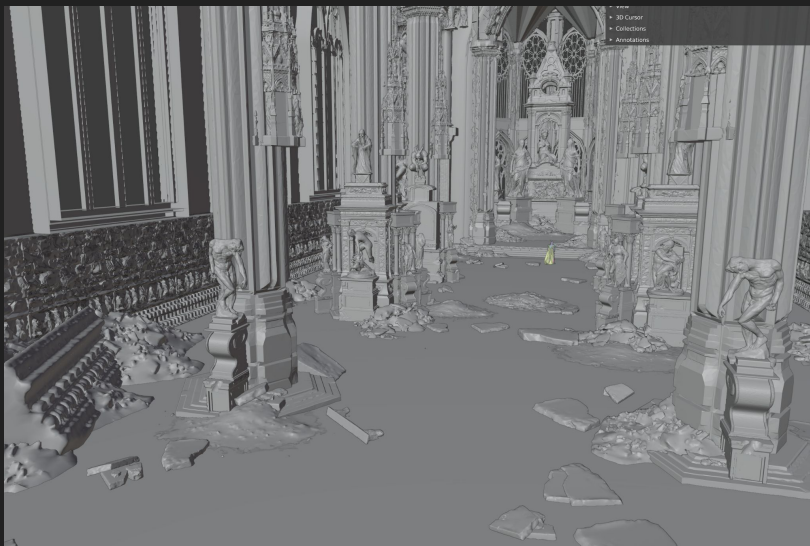
Knights section- Castle remake



After creating my characters I realised that my castle just was not hitting the mark. So I went back to reimagine a concept for this environment that matches the tone that the characters set.

Knights section- Castle remake finished

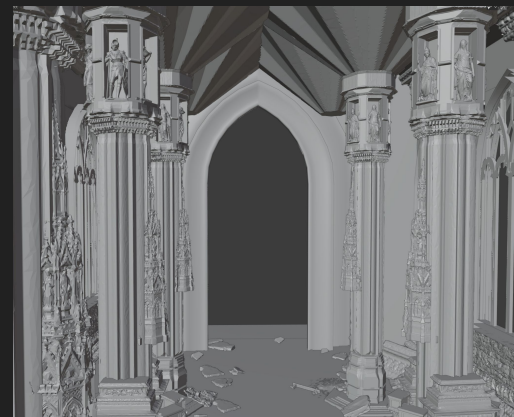




Knights section- Interior

To further expand the environment and layout and theme of the knights section I created this deteriorating interior where the main character and black knight would face off in a showdown of sorts

Some of the assets are from megascans and scan the world, however, the main things such as pillars statue stands etc were made by me in 3D coat.



Knights section- Interior Shot 1



Knights section- Interior Shot 2



Knights section- Interior Shot 3

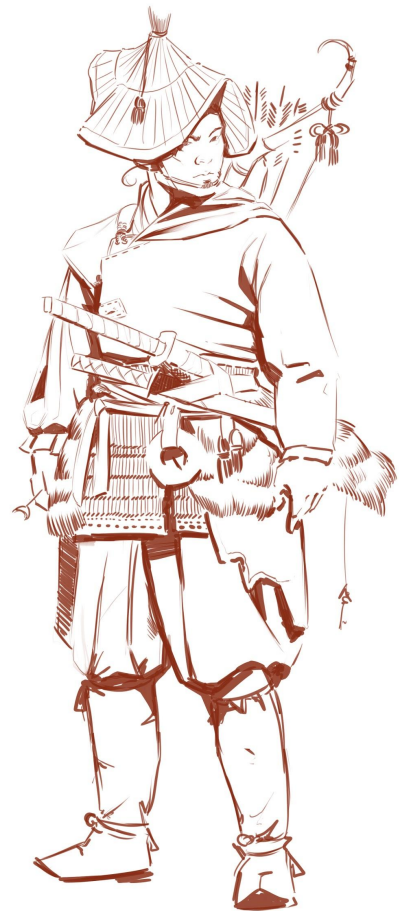


Samurai section- How it would progress

The following section is the brief look I was able to have at the samurai section of my project. Given the ambitious scope of my project I had to pull it back so this section had to be cut, however the next slides contain the art I was able to produce up until that decision was made.

Samurai section- Samurai Pre Production sketches





Samurai section- Environment 3D thumbnails



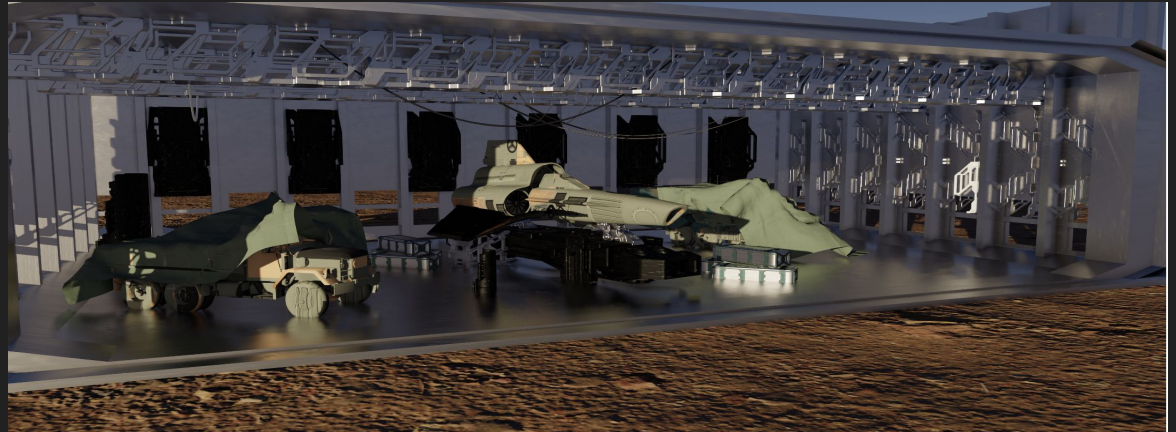
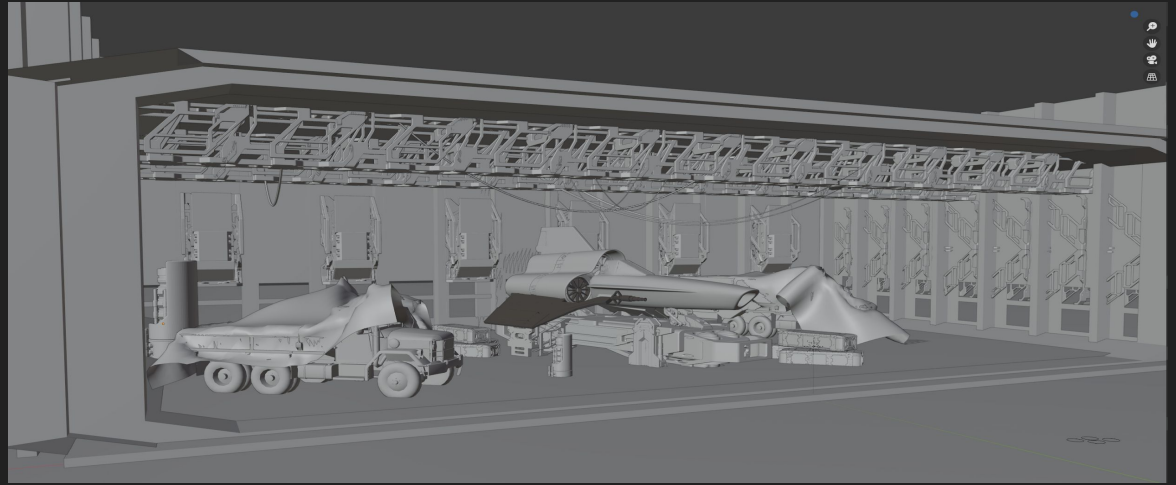
Samurai section- Environment thumbnails



Samurai section- Environment 1 final



Additional piece that could fit in the
scifi section





My production schedule

Middle of project

END OF MAY		
ENVIRONMENT	KEYSHOT	STORY BOARD?
- SCIFI <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- SAMURAI <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- VIKING <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- KNIGHT <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STORY PIECE!		
CHARACTER	PROP	
- VIKING <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- SAMURAI <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- KNIGHT <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- ALIEN <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
CREATURE - KEYSURE CHARACTER		
CREATURE		
- ONI <input type="checkbox"/>	<input checked="" type="checkbox"/> VIKING	
- TRON <input checked="" type="checkbox"/>	<input type="checkbox"/> SAMURAI	
- DRAGON <input type="checkbox"/>	<input type="checkbox"/> KNIGHT	

End of project

END OF MAY		
ENVIRONMENT	KEYSHOT	STORY BOARD?
- SCIFI <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- SAMURAI <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- VIKING <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- KNIGHT <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
STORY PIECE!		
CHARACTER	PROP	
- VIKING <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- SAMURAI <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
- KNIGHT <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
- ALIEN <input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
CREATURE - KEYSURE CHARACTER		
CREATURE		
- ONI <input type="checkbox"/>	<input checked="" type="checkbox"/> VIKING	
- TRON <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> SAMURAI	
- DRAGON <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> KNIGHT	
BLACK KNIGHT		INTERIOR <input checked="" type="checkbox"/>
DONE WITH ART <input checked="" type="checkbox"/>		SUBMITTED <input type="checkbox"/>