BEYOND GRAVITY

Kevin Tarazona

@ 2023 – 2024 Kevin Tarazona. All rights reserved

UNREAL ENGINE

“***Beyond Gravity***” is my final major project for the Games Art degree at the University for the Creative Arts. For this project, I aimed to create a character from scratch, fully functional, as well as natural environment elements, following the video game art pipeline from start to finish.

@ 2023 – 2024 Kevin Tarazona. All rights reserved

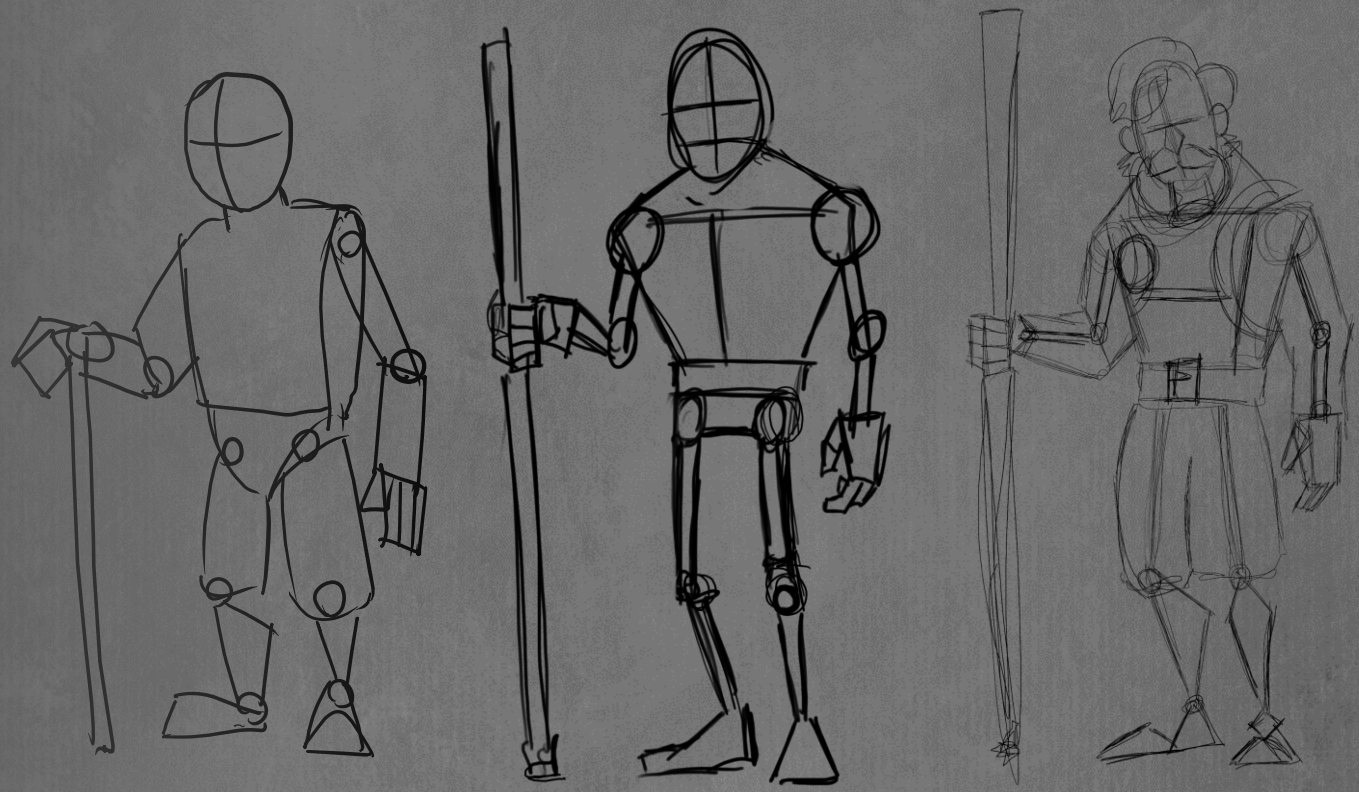
@ 2023 – 2024 Kevin Tarazona. All rights reserved

My main goal with this project was to create a scene and character that could belong to a future video game;
In “Beyond Gravity” we play as an engineer who travels with his team to remote planets to discover a cure for a plague ravaging their home planet. However, during one of the missions, their ship suffers an accident, forcing the team of scientists to use rescue pods, leaving each member in a remote area of the planet UX-53S. In the game, we step into the shoes of this character who, thanks to his knowledge, manages to adapt to the hostile fauna and flora of the planet while gathering resources to repair his ship and search for the rest of the crew.

@ 2023 – 2024 Kevin Tarazona. All rights reserved

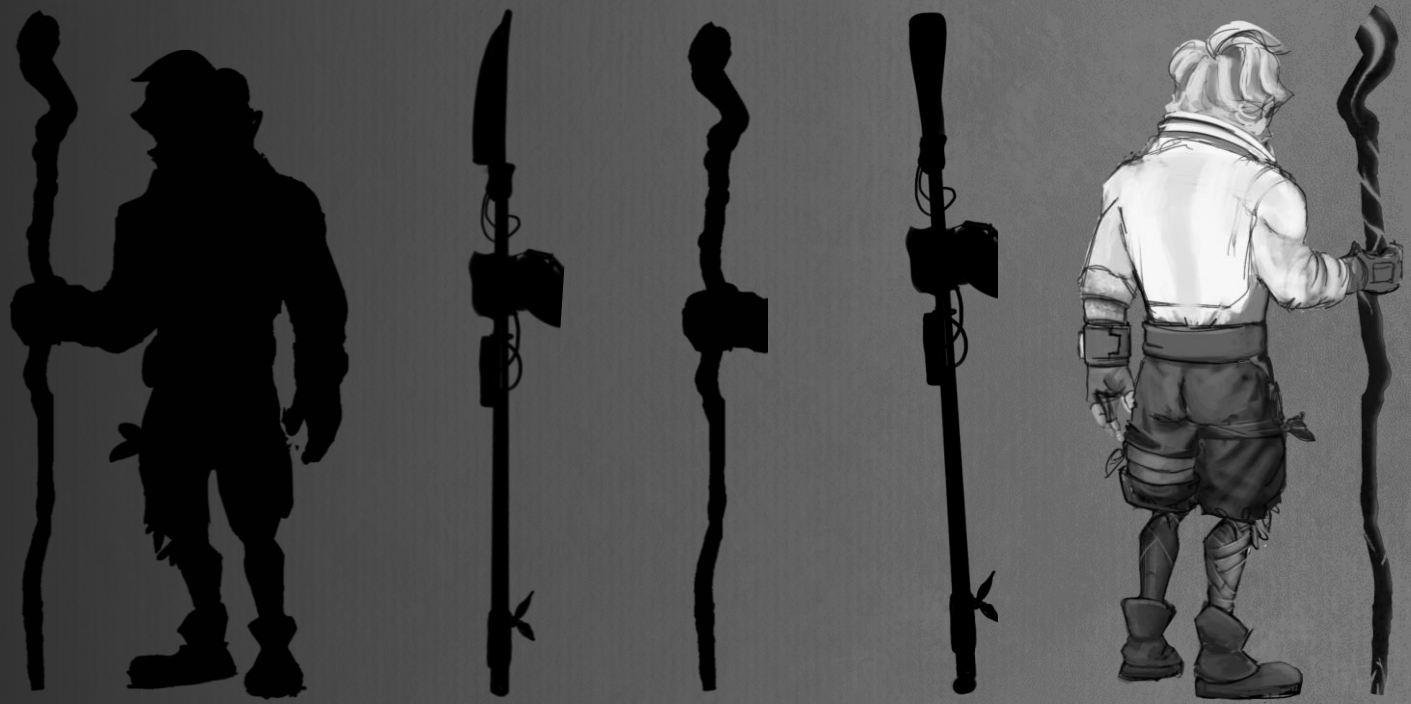
Concept

first step, once I have a clear idea, is to create sketches and silhouettes to design my character. This helps me understand the proportions and determine if the design is visually appealing.



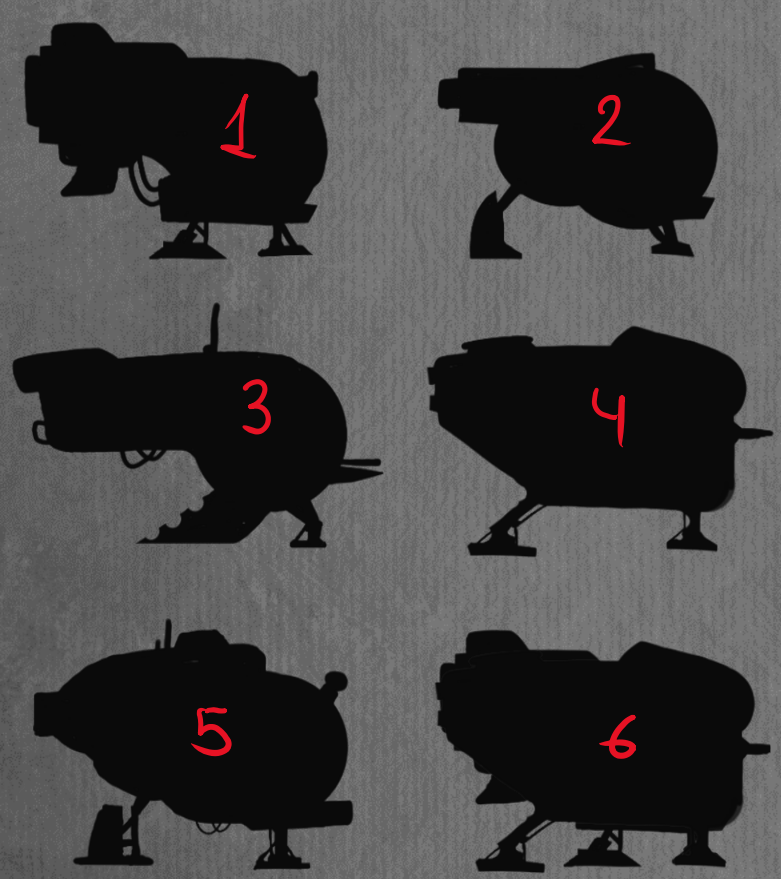
@ 2023 – 2024 Kevin Tarazona. All rights reserved

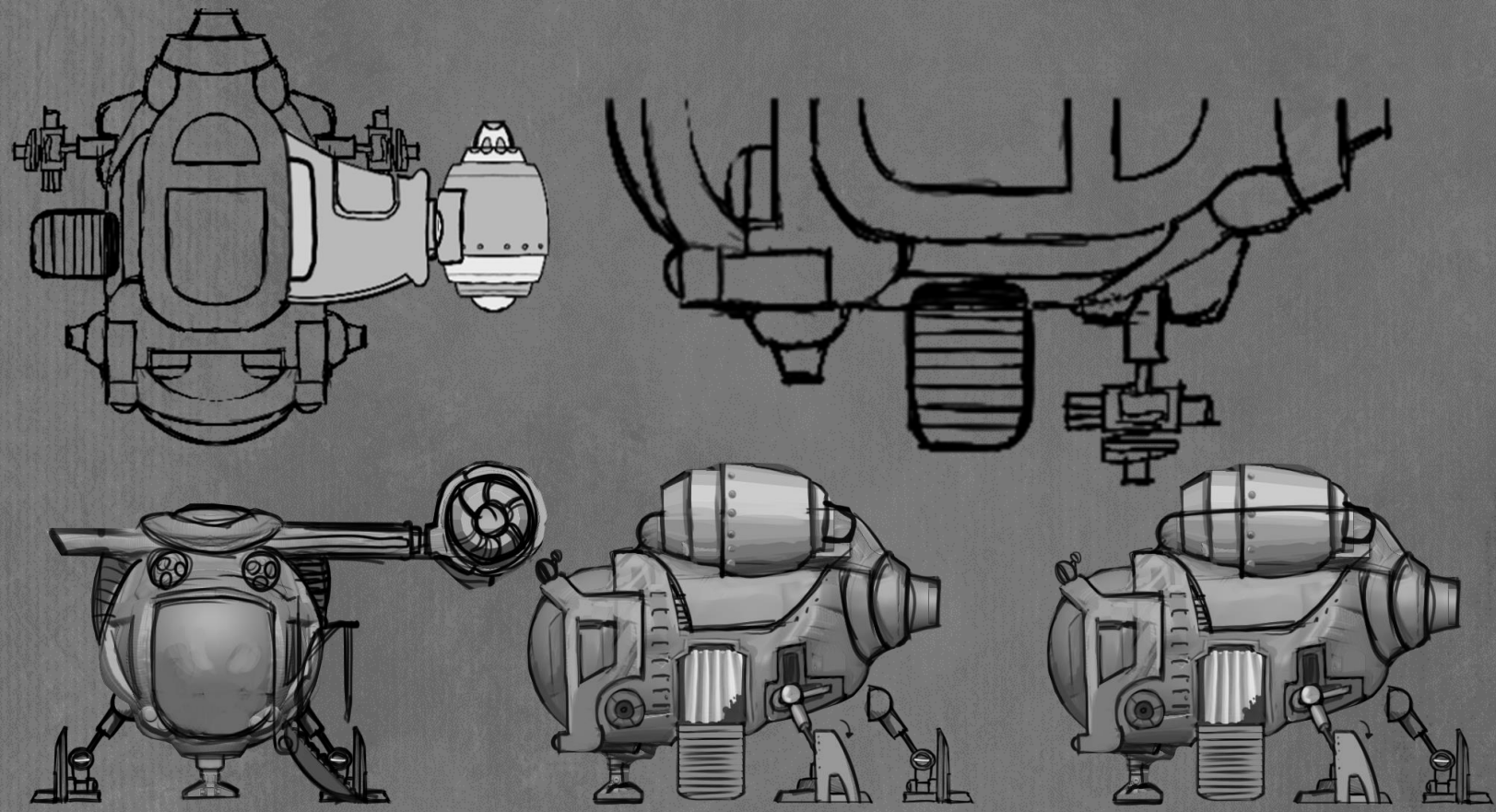
Once I have an established silhouette, I begin with more advanced black and white concepts, adding and changing some details to try out other options.Until I find the one that I like the most. Then I just add color.



@ 2023 – 2024 Kevin Tarazona. All rights reserved

After creating some silhouettes, there were 3 that I liked, of those I chose the 5th, however I kept some things from the 1st and 3rd





@ 2023 – 2024 Kevin Tarazona. All rights reserved

“***Beyond Gravity***” is my final major project for the Games Art degree at the University for the Creative Arts. For this project, I aimed to create a character from scratch, fully functional, as well as natural environment elements, following the video game art pipeline from start to finish.

@ 2023 – 2024 Kevin Tarazona. All rights reserved

Modeling

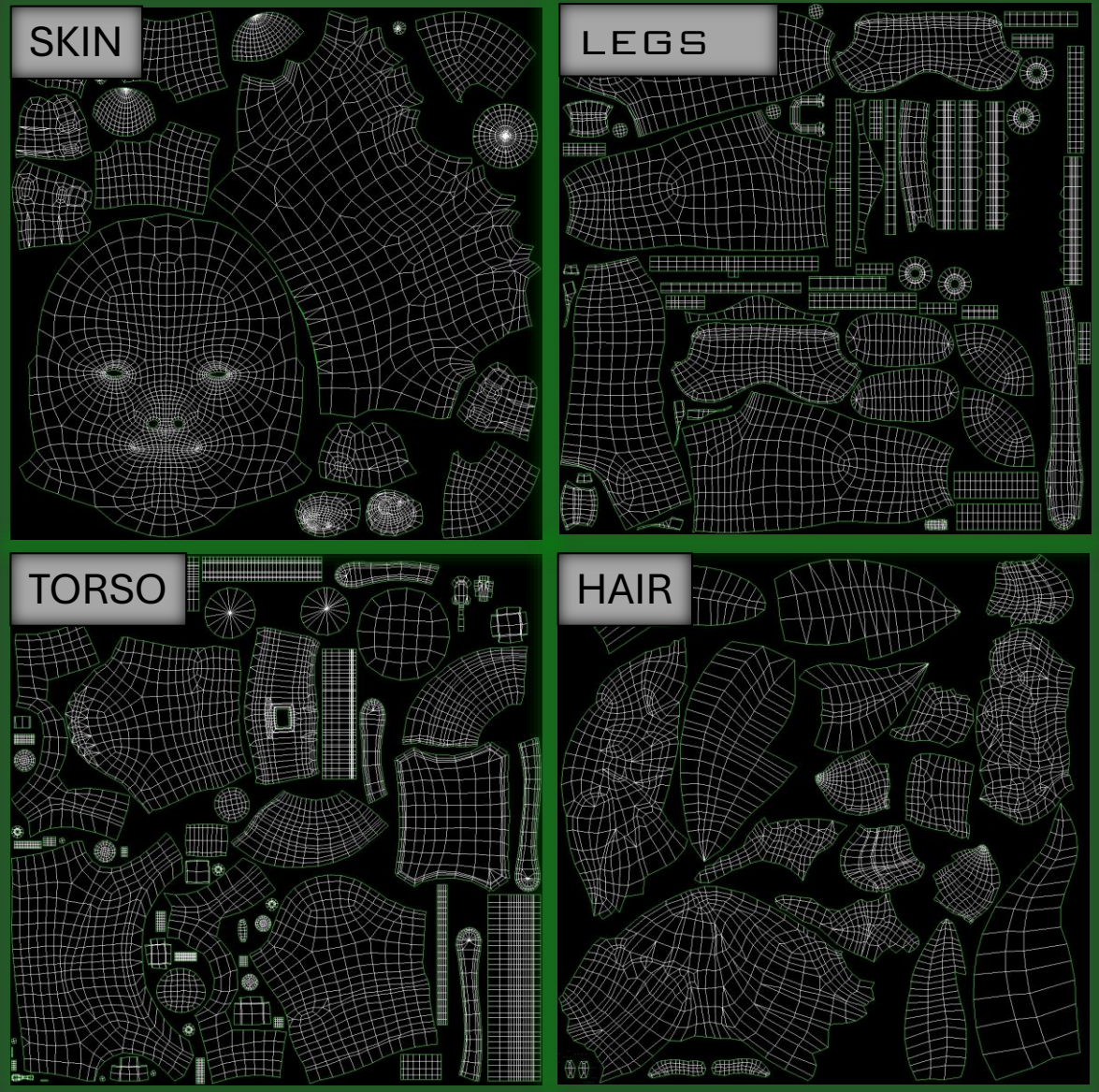
The high topology modeling process has been quite a challenge. When I started the project, I wanted to try creating a stylized character for the first time, using references from games like *Ratchet & Clank*, *Overwatch*, or *Fortnite*.

The most difficult part is maintaining consistency in the level of detail—too much detail leans towards realism, while too little becomes cartoonish. However, I have thoroughly enjoyed watching the character gradually come to life.

@ 2023 – 2024 Kevin Tarazona. All rights reserved

Polys: 18.469
Tris: 36.029
Verts: 19,351

HAIR
SKIN
TORSO
LEGS



@ 2023 – 2024 Kevin Tarazona. All rights reserved

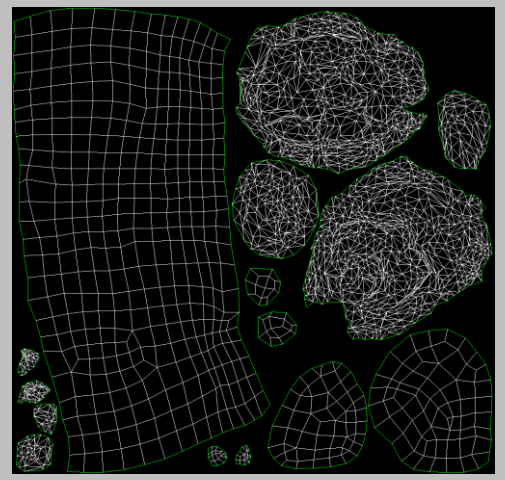
Motling map

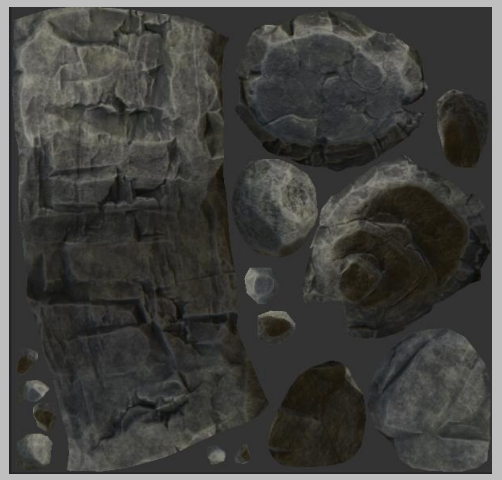
Skin

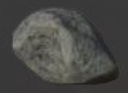
Final Details

@ 2023 – 2024 Kevin Tarazona. All rights reserved

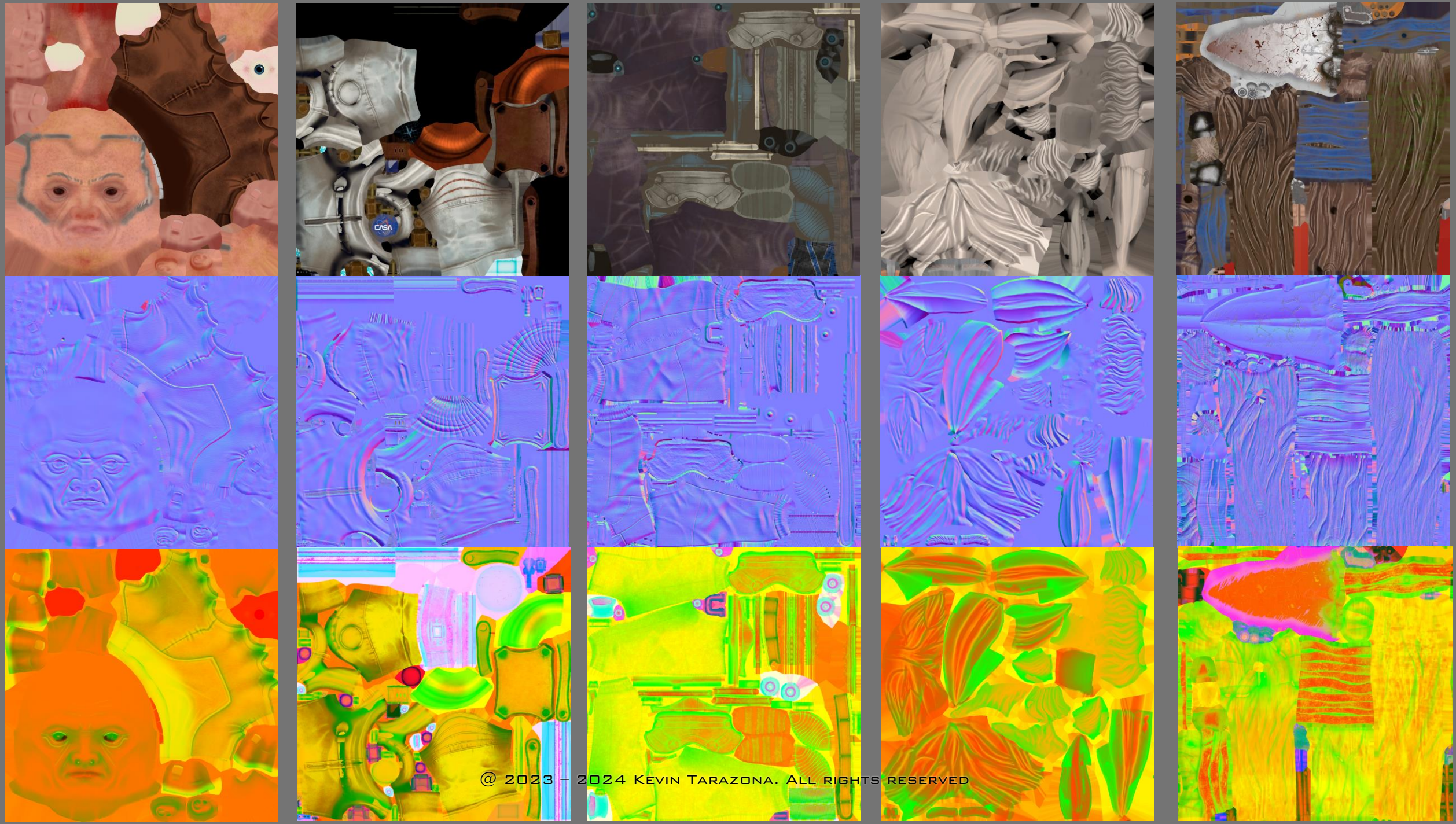
Since the Platform rock is intended to be used to break the monotony of the ground, I decided to significantly increase its topology and detail. The good thing is that, apart from the original rock textures, I am going to use a Master with layers and a texture that works with texture coordinates to avoid texel breakage.







@ 2023 – 2024 Kevin Tarazona. All rights reserved



@ 2023 – 2024 Kevin Tarazona. All rights reserved

Environment –

Once the main character of the game was completed, my next step was creating the environment. To do this, I crafted a concept of the overall look I wanted it to have, and from there, I began to develop the elements that would compose it.

@ 2023 – 2024 Kevin Tarazona. All rights reserved

@ 2023 – 2024 Kevin Tarazona. All rights reserved

Conclusion

I believe this project has been immensely helpful in developing my skill set regarding the creation of assets and characters for video games, as well as using new software and render engines.

I have been able to delve deeper into sculpting and lighting techniques, perfect my understanding of topology for animatable characters, and expand my knowledge and vision of detail and color. I am very pleased with the outcome and am eager to continue developing the rest of the project to further enhance my portfolio and knowledge of the video game and film industry.

@ 2023 – 2024 Kevin Tarazona. All rights reserved

Software used for the development of this project.

Concept

Sculpt

Retopology & animation

Rig

Textures

Rendering

@ 2023 – 2024 Kevin Tarazona. All rights reserved