



SHADOW ISLAND



PORTFOLIO 2

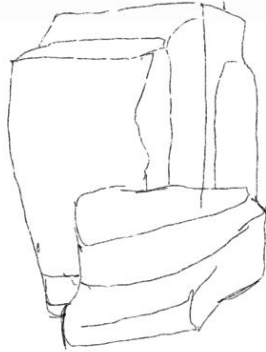
ROCKS CONCEPT ART



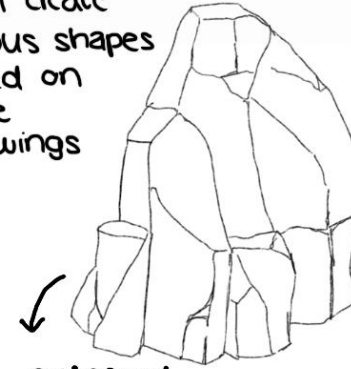
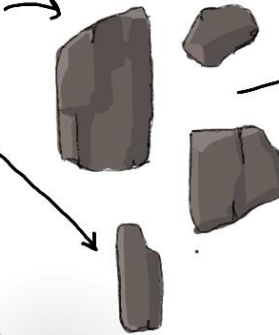
game models for inspiration



Reference from the Phi Phi Islands



I will create various shapes based on these drawings



original sketch for shape

Separate rocks to build into one mountain

Large mountain formation

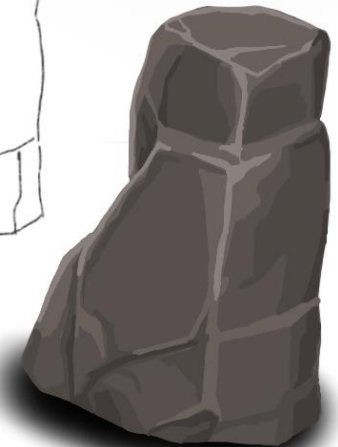


add green foliage after



main reference when texturing in substance painter.

small mountain formation



I like the updated version of rocks in the video game Star Stable

ROCK

3D model



FRONT



SIDE



BACK



Rocks 1, 2 and 4 rescaled to create mountain formation as shown in game.



ROCK 4

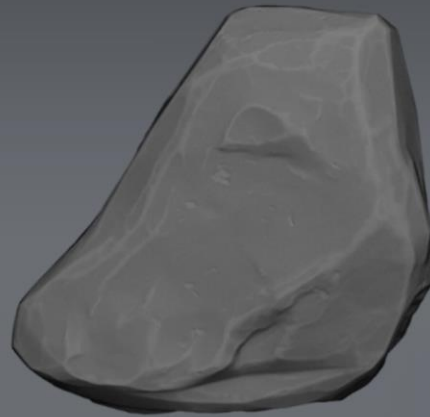
3D model



FRONT



BACK



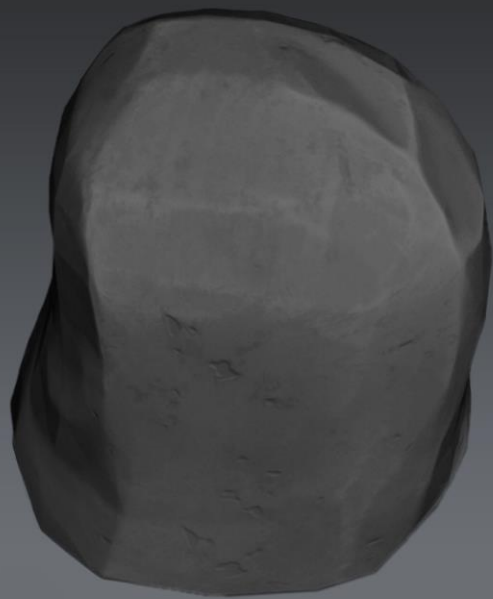
SIDE



Game ready model shown in
UE5

ROCK 2

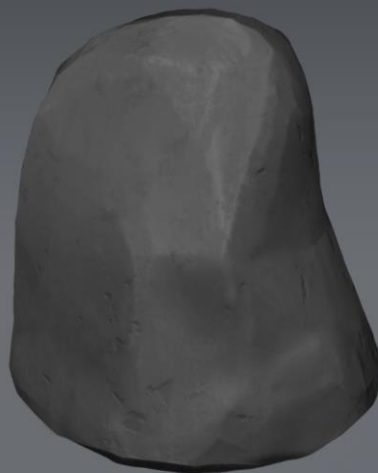
3D model



FRONT



BACK



SIDE



IN GAME RENDER

BAMBOO CONCEPT ART



- Fast replenishing resource with versatile uses
- Essential for my small tropical island environment

- Bamboo is the fastest growing plant on this planet. It has been recorded growing at an amazing 47.6 inches in a 24 hour period.

Vibrant shades of green.

Like many plants, bamboo grows



clear segments of colour

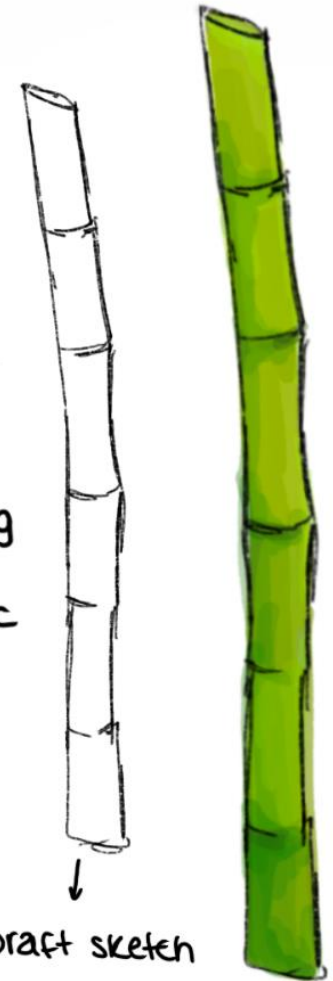
Hollow inside



Decided against ring detail as looks too distracting for mid poly simple aesthetic

my assets will be used in a similar way to minecraft

- need various sizes



Draft sketch



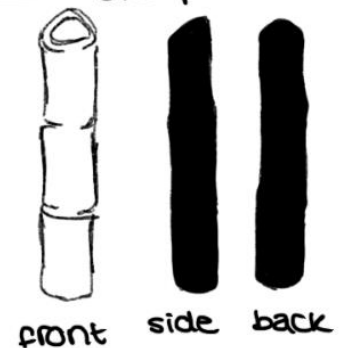
relatively straight structure and naturally smooth texture.

I must create a 'full length' bamboo and and 'chopped' bamboos



Rings sketch

stump silhouette



front side back

BAMBOO 1

3D model



FRONT

SIDE



FRONT



SIDE

BAMBOO 2

3D model

BAMBOO STUMP

3D model

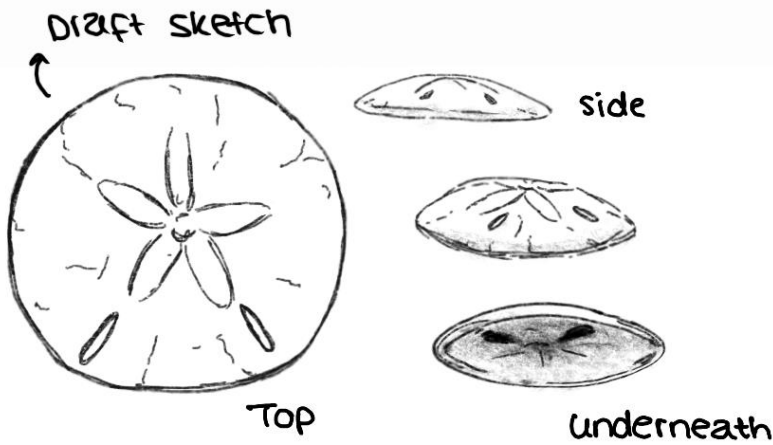
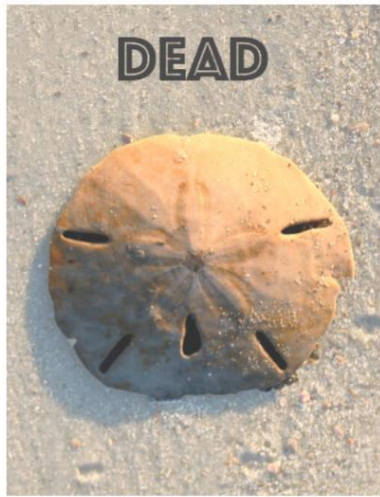


FRONT



SIDE

SAND DOLLAR CONCEPT ART



fossil



see "icon" designs

currency must fit with video game world

Used as currency in the game



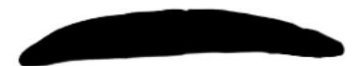
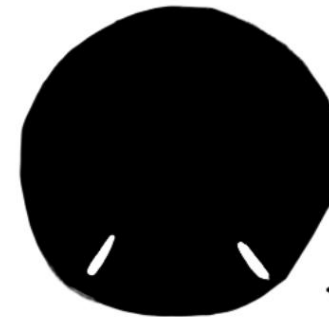
Not common fossils, excellent to trade as a natural piece of worth



initial design



final design



silhouettes for modelling.

SAND DOLLAR

3D model



FRONT



BACK



SIDE

IN-GAME ICON DESIGNS

Sand dollar design



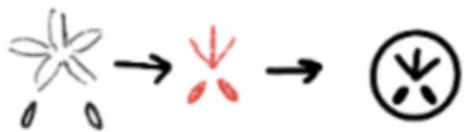
Draft concept of inventory slot



amount shown here.

- Sand dollars can be found scattered on the island (rare) and used to trade with others.

Break down of currency symbol which represents sand dollar model.



Final currency symbol to be used in game



currency icons must correlate with the game world they originate from

make this into a symbol

For example I like the concepts "v bucks" from the game Fortnite and "star coins" from the game Star Stables



my version inspired by these



Quests need to be easy to locate on the island.



Draft sketch



Modelled on Maya, import to unreal and use emissive

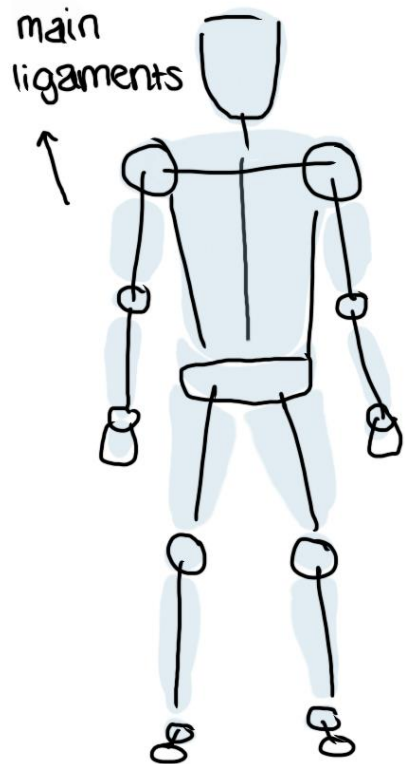
image taken from game level.



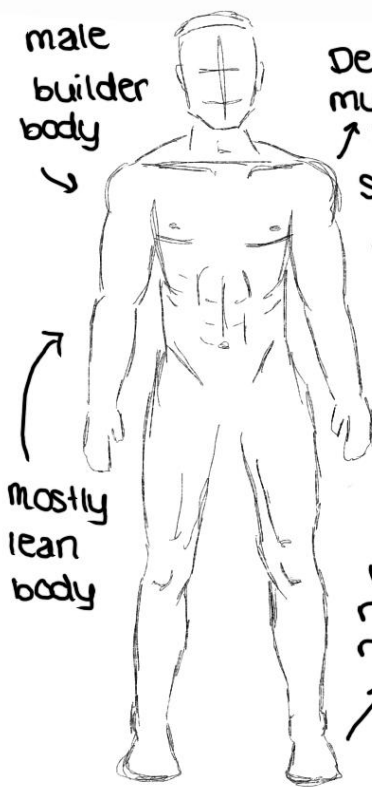
In the game I will use a blueprint to rotate and create quest system.

'BUILDER' CHARACTER DESIGNS

main ligaments



male builder body



Defined muscles in shoulders arms and back due to role



mostly lean body

Big strong hands

wide feet as no shoes and no adaption



Pouch holds inventory items

Axe to chop different types of jungle wood



Character Role / Traits..

- Access to build mode
- Can weld equipment for other sectors.
- Harvest materials to make 'base'. Usually the tribe leaders.

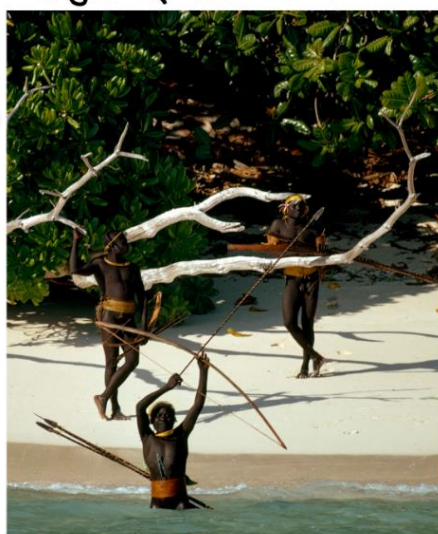


Naturally strong and lean physique due to their build role.



Tribe man reference image

Image of north sentinelese tribe



Limited clothing inspired this design.

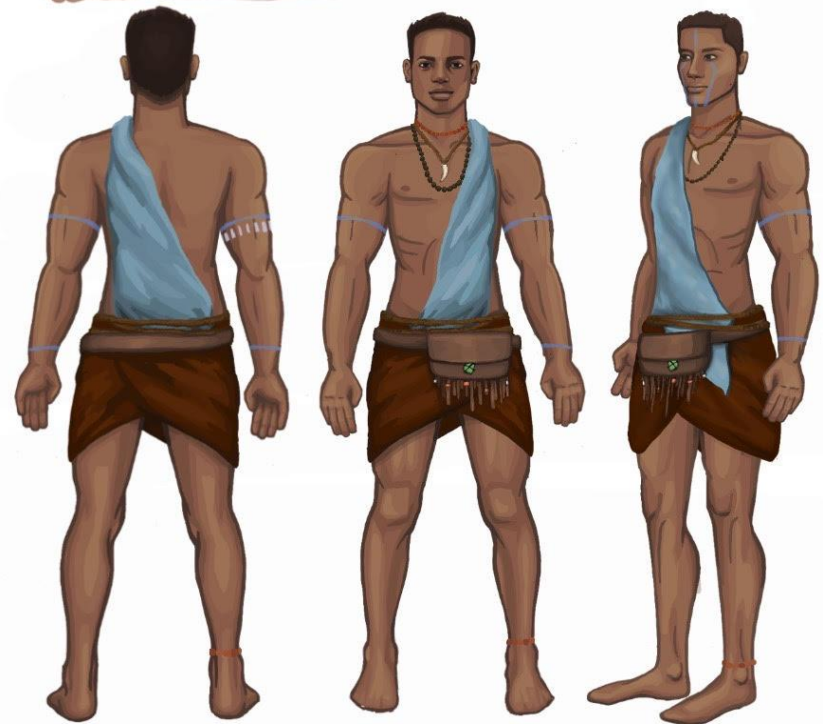
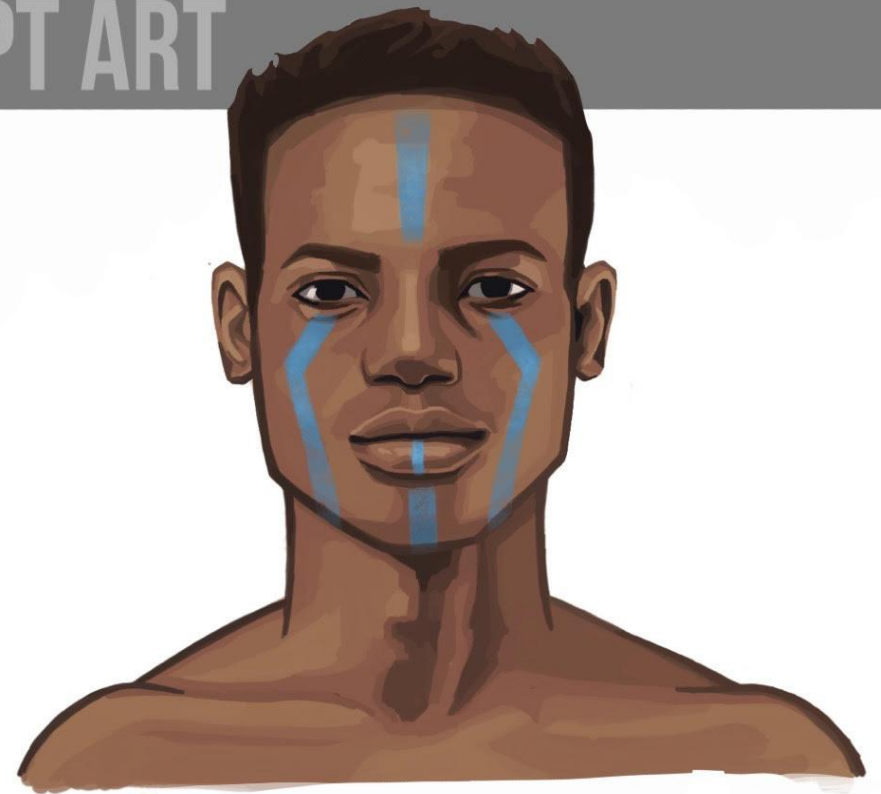
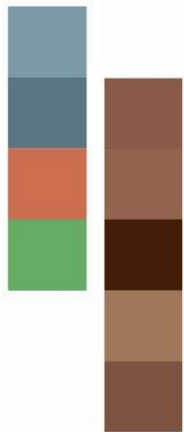
Build mode similar to Sims 4 = creative control of base layout



Axe main tool



'BUILDER' CHARACTER CONCEPT ART



RENDERS

In game landscape renders



RENDERS

In game landscape renders

