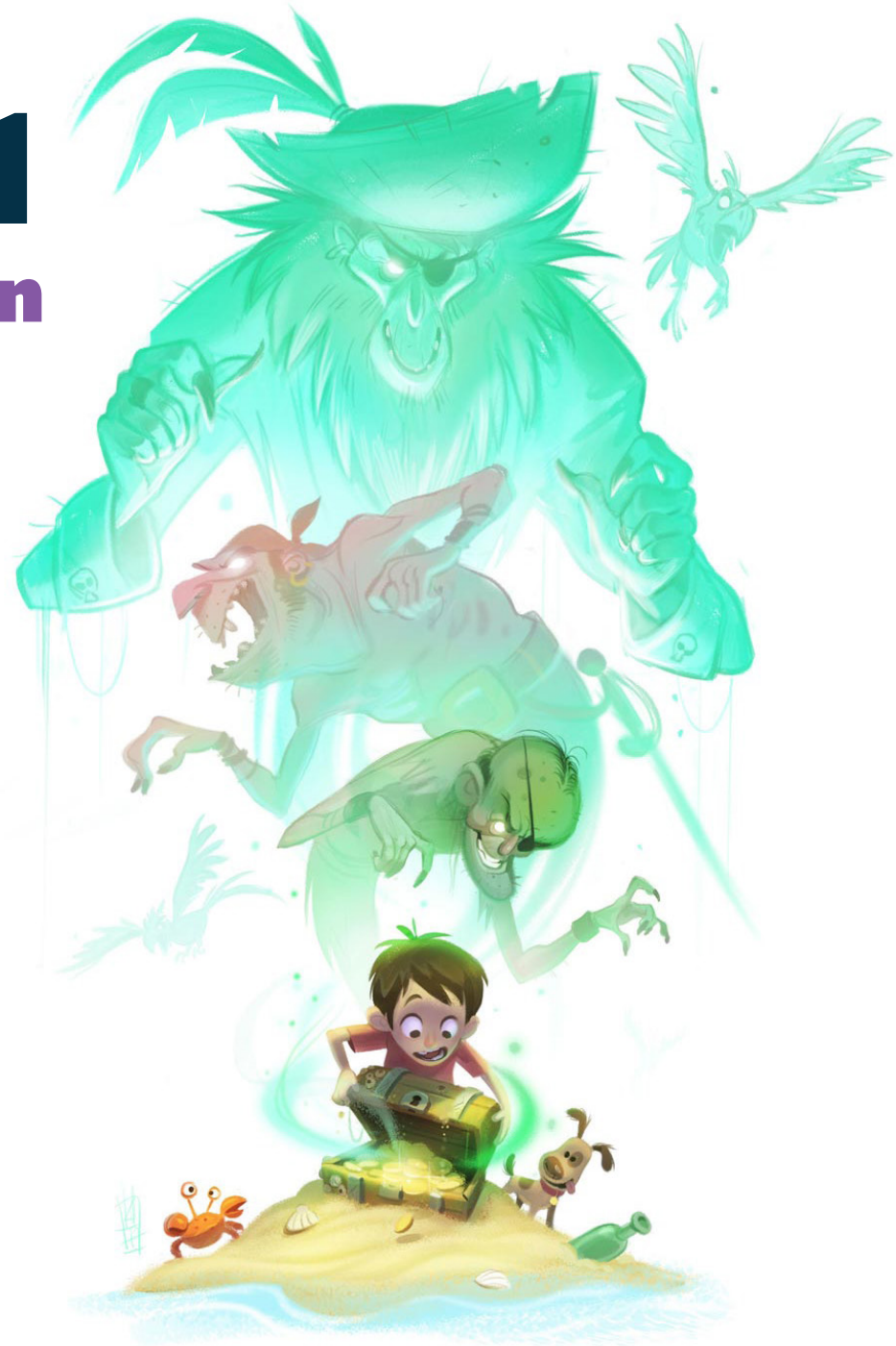


# Milestone #1

## Inspiration Presentation



ITGM 740 Lucas Carbone



Spyro the Reignited Trilogy's style is unique for its use of saturated colors, funky shapes, and painterly textures. What drew me to this style was soft gradients with subtle hints of texture as complex brushstrokes at the model's edges. This effect creates a fake light effect. Additional details and imperfections such as spots or moles are also painted on the model.

I also want to highlight the use of shape language in Spyro. The shape language focuses on large shapes complemented with smaller ones creating characters with easily recognizable silhouettes. Spyro also exaggerates its character's proportions giving its style a cartoonish look.



# Mosters Under The Bed

Lucas Carbone







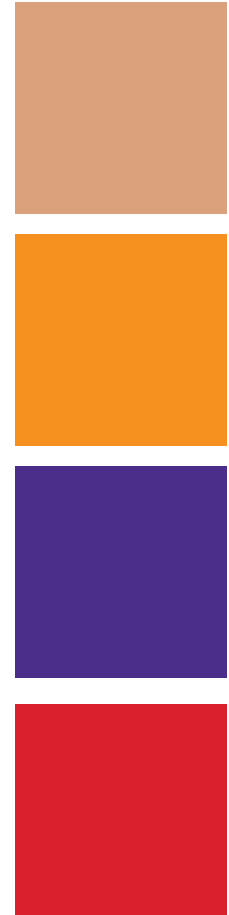
The characters in Fortnite have a comic-book superhero appeal. Unlike Spyro, the proportions in the Fortnite style are more realistic. However, Fortnite textures its characters with a similar brushstroke effect compared to Spyro. One difference in the model textures that I enjoy from Fortnite when compared to Spyro is that they utilize more texture adding a little bit more realism to the materials. Another element that I enjoy about this style is the whimsical motifs that many of their skins or items follow. Adding ridiculous elements such as cartoony unicorns or controllers as weapons adds an element of fun to the game. The hair in these characters is hard sculpted and gives the models a plastic/action figure look.





# Mosters Under The Bed

Lucas Carbone



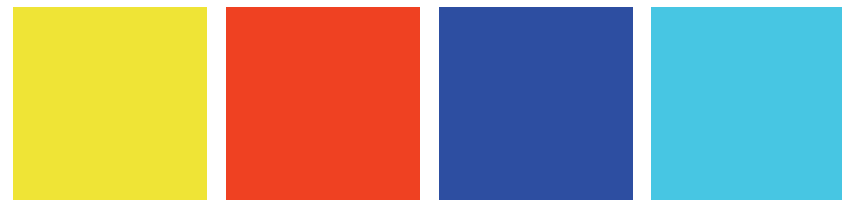
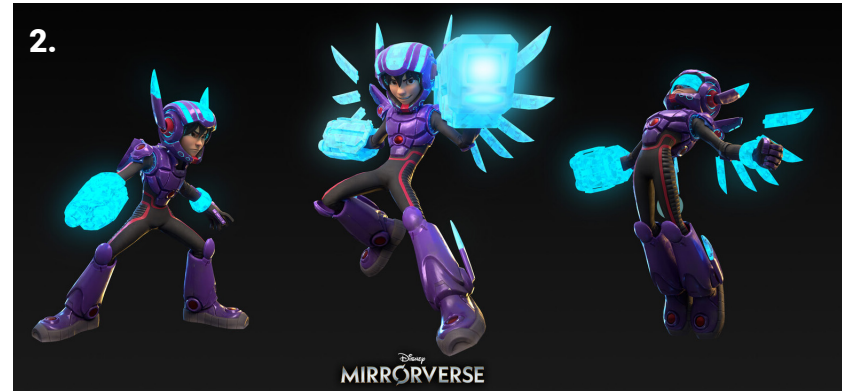
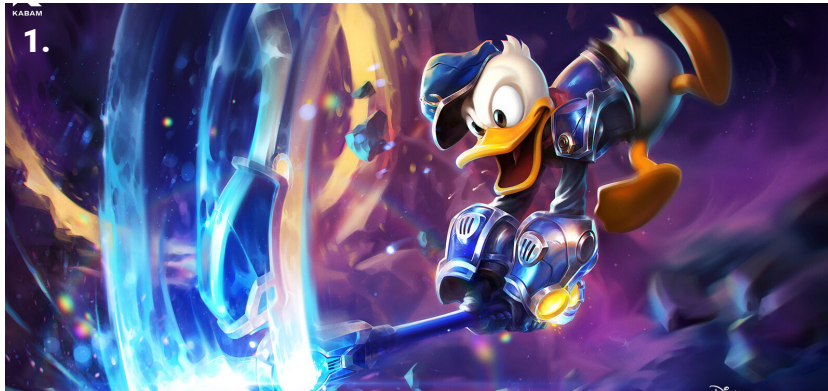
## Disney MIRRORVERSE

I was also inspired by the Disney Mirrorverse style. This game pushes the classic Disney style by rethinking the characters through an “epic” lens. Many of the characters have added armour or weapons replacing their traditional outfits. The game also depicts its characters in an action-figure aesthetic. The characters have larger-than-normal eyes and exaggerated proportions suited to the personalities of their characters.



# Mosters Under The Bed

Lucas Carbone





## 2d Character Illustration Inspiration

The following page depicts illustrations from Nicholas Kole, Shannon Hallestein, and Kenneth Anderson. These three artists have been a great inspiration for me and a big part in the development of my current style. I enjoy the way they utilize simplified shape language and textures to create highly expressive characters. I also enjoy how they add small storytelling details to their designs. One example of this is the stickers Hallestein added to the mecha suit. By doing this she is giving us insight into the driver's personality.



# Mosters Under The Bed

Lucas Carbone



## Works Cited

### Page 1

left Image - Kenneth Anderson

### Page 2

Toys For Bob - Spyro the Reignited Trilogy

1, 2, 4 Nicholas Kole

3 Mercurial Forge

5 Forge Studios

6 G Factory

### Page 4

Epic Games - Fortnite

1, 3 Justin Holt

2, 4 Art Bully Productions

### Page 6

Kabam Games - Mirrorverse

1 Charles Chen

2,4 Mathieu Godet

5 Nic Wassill

### Page 8

1 Shannon Hallstein

2, 4, 5, 7 Nicholas Kole

3, 4 Kenneth Anderson



# Milestone #2

## Design Planning



ITGM 740 Lucas Carbone

# Mosters Under The Bed

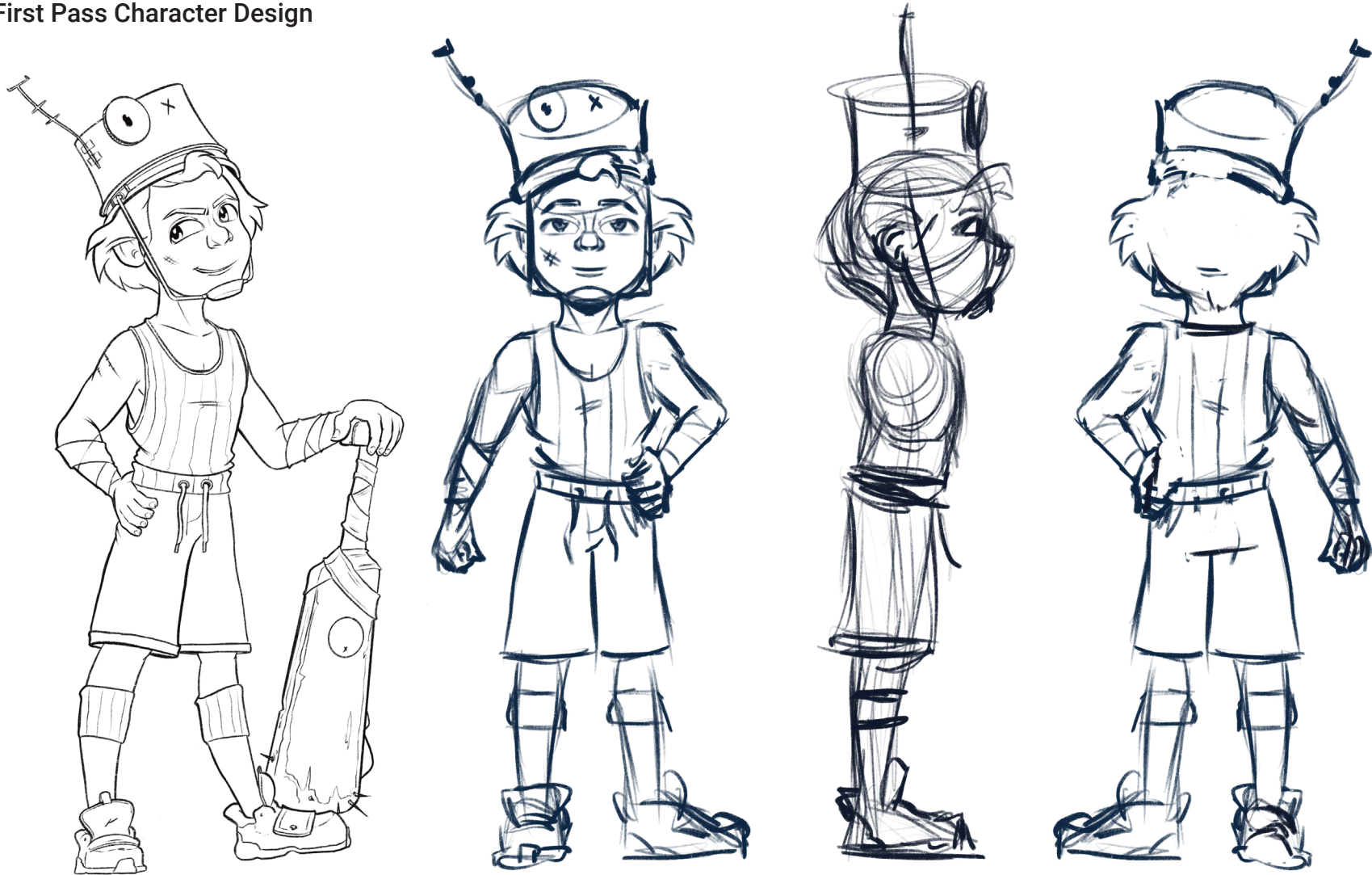
Lucas Carbone



Initial Character Explorations done with traditional media



## First Pass Character Design



After reviewing the initial sketches I decided to move forward with the fourth design in the first row. I really enjoyed the character's rebellious expression and the use of a painted bucket as a helmet. However, after I had finished polishing the design I felt that it needed more of the original character's energy and that the proportions and costumes could be pushed.

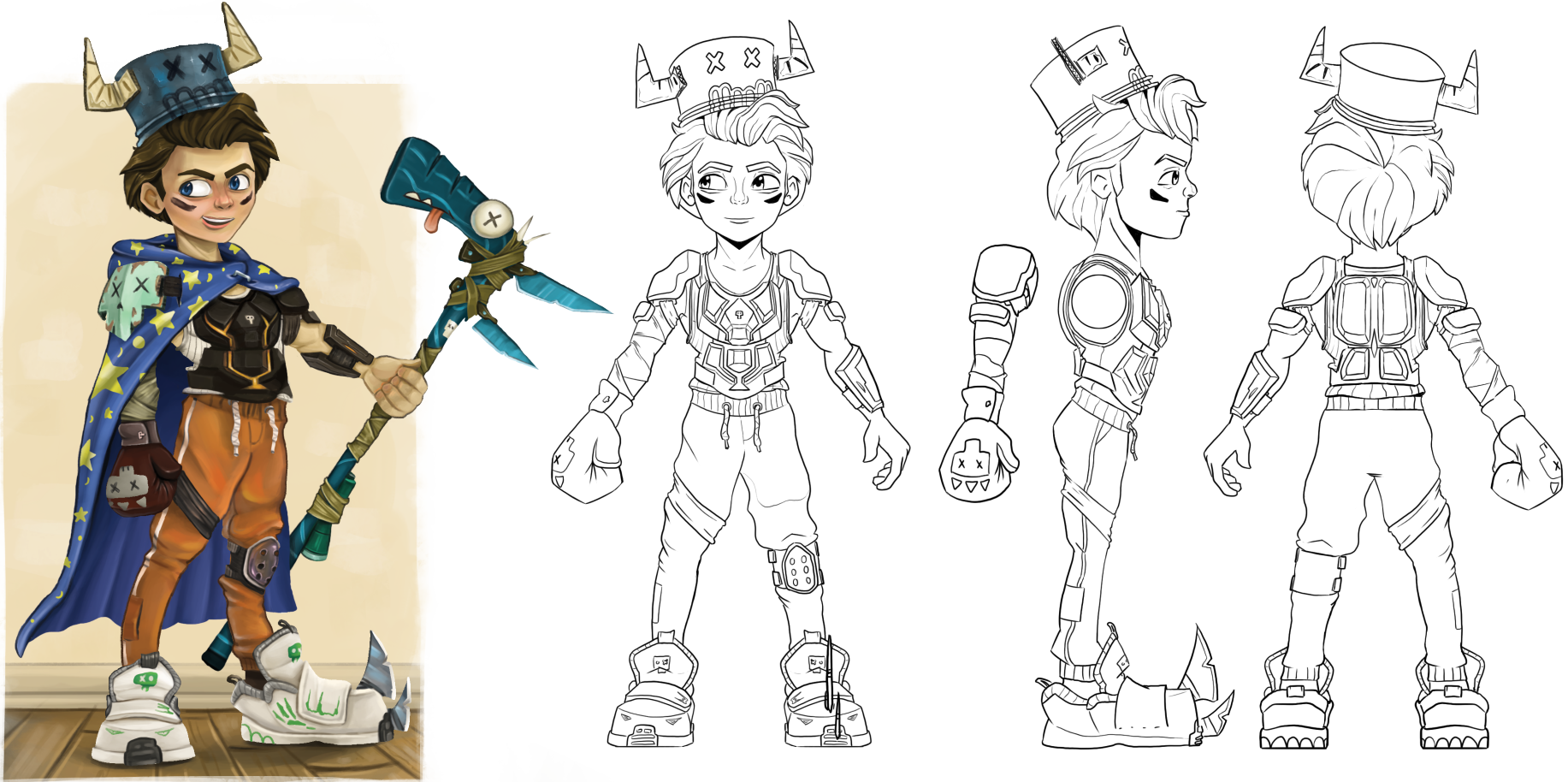


## Initial Weapon Concept



Discarded weapon concept is composed of a cricket bat that has been modified to resemble a whale.

## Final Design Turnaround



For the final design, I decided to push the proportions of the character by making his feet and hands larger. I also pushed the asymmetry in the design by adding a cardboard shoulder pad only on one side, by adding only one boxing glove, and by adding a knee pad on one but not both knees. These asymmetrical elements are designed to balance each other out while keeping the character composition unique. These items not only enhance the composition but also push the narrative that this is a kid who has to defend himself from monsters with items that he finds in his room.

Turnaround with Cape

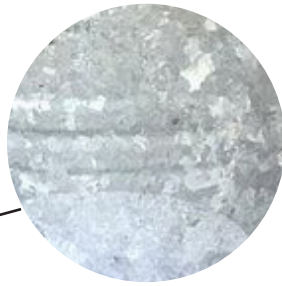
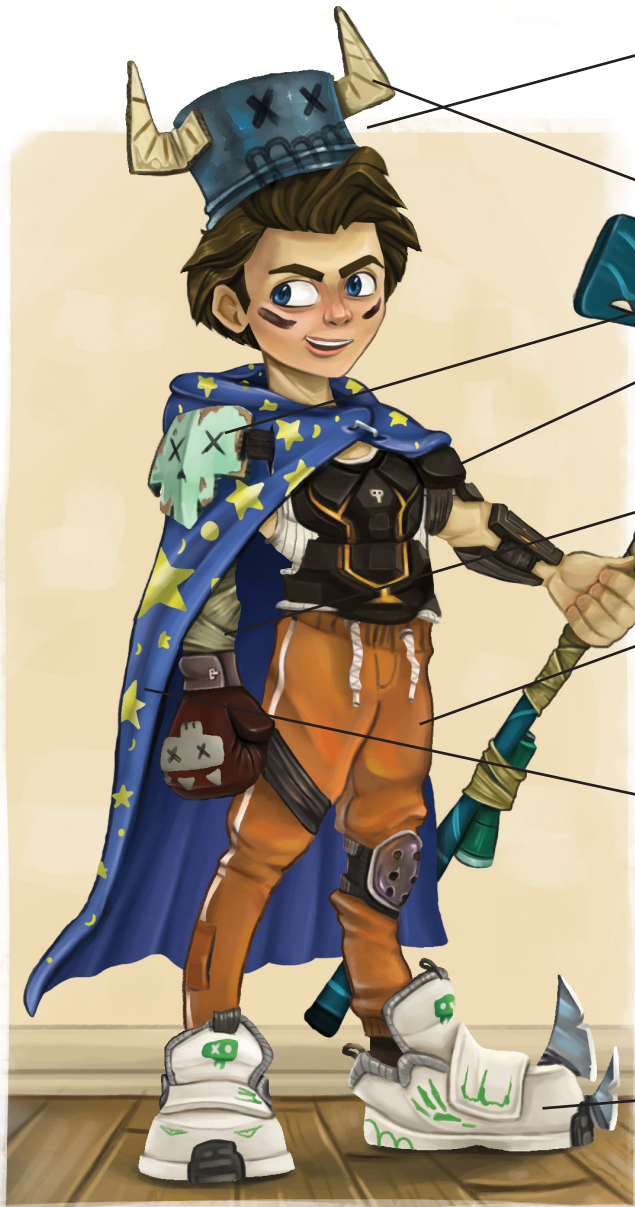




# Mosters Under The Bed

Lucas Carbone

## Real World Material Reference



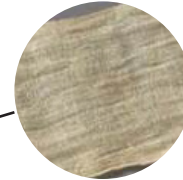
Metal Bucket



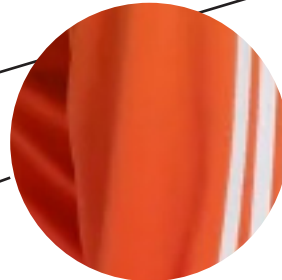
Shoulder Pads



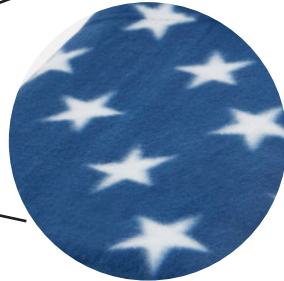
Cardboard



Cardboard



Pants



Blanket Cape



White Leather Shoes



Color Palate:  
Bold, Complementary,  
Saturated, Vibrant

# Mosters Under The Bed

Lucas Carbone

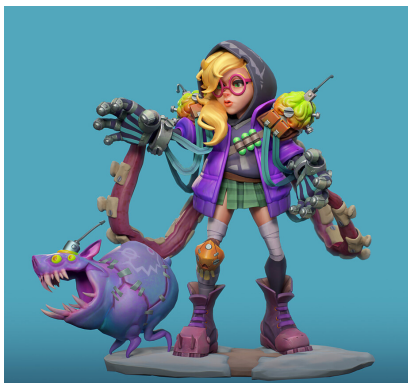
## 3d Sculpture Treatment Moodboard



<https://www.artstation.com/artwork/39v2nB>



<https://www.artstation.com/artwork/14ylL2>



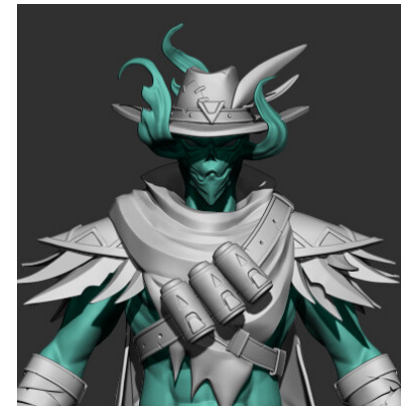
<https://www.artstation.com/artwork/wJByy6>



<https://www.artstation.com/artwork/8bEnew>



<https://www.artstation.com/artwork/eWErZ>



<https://www.artstation.com/artwork/8bEnew>

This moodboard represents how I want my character to look stylistically in 3d. From these images I highlight the action figure aesthetic explored in milestone 1, as well as simplification of shape and material. Additionally, I also enjoy how smooth and polished these sculpts look with minimal texture added.

# **Milestone #3**

## **Beautiful Corner**



# Mosters Under The Bed

Lucas Carbone

3D Character Turn Around with Cape



3D Character with no Cape



# **Milestone #4**

## **Advanced Render**







# **Milestone #5**

## **Final Render**



# Mosters Under The Bed

Lucas Carbone



# Mosters Under The Bed

Lucas Carbone



Model textured using Photoshop and Substance Painter. Render done using Marmoset Toolbag.

What went well:	Issues:	What would I do differently:
<p>Created a fun character that accurately reflects the style and concepts proposed at the beginning of the quarter.</p> <p>Learned Zbrush, Retopology methods in Maya, and how to render with Marmoset Toolbag 4.</p> <p>Was able to pivot and quickly find solutions when stumbling on technical issues.</p>	<p>Took too long in the modeling stage leaving little room to experiment with textures, posing, and adding additional props to the character.</p> <p>Some of the modeling methods implemented in Zbrush led to the mesh getting tangled up when exported to Maya, which then led to problems when baking.</p> <p>Underestimated the amount of work required to create a character.</p>	<p>Spent more time building up the base shapes and making sure the proportions were accurate.</p> <p>Spent less time overall modeling to have more time for retopology and texturing</p> <p>Create a prop and pose the character to bring more life into the model.</p>