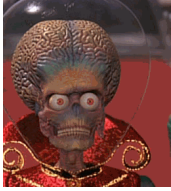


Who – User/Client:



I aim to develop a 3D digital character for a children's survivalist video game with a cartoon-style aesthetic. This character will serve as the primary protagonist and play a central role in various cutscenes throughout the game. The narrative revolves around an extraterrestrial being crash-landing on Earth, and players take control of guiding the creature through open-world environments to collect materials needed for repairing its spacecraft. As players progress, they can craft weapons, tools, and spacecraft components from salvaged materials, contributing to the overall storyline and gameplay experience. I aim to renovate the cartoonish portrayal of extraterrestrial's taking influences from the 1996 sci-fi film 'Mars Attacks' Martian design along with video games from the 90's and early 2000's. I aspire to enhance my proficiency in specific software tools and refine my digital skills through this undertaking. This project presents an opportunity for me to explore various aspects of 3D design that I haven't explored before.



What – Deliverables:

- To research & design the 3D character using elements from multiple other organisms & influence from previous designers depictions of extra-terrestrial beings.
- It incorporate more up-to-date information of space/different planets & consider possible environmental factors.
- To produce a physical head sculpt of the character & 3D scan it into a computer software.
- To experiment digitally creating different possible skin textures, body shapes, materials and other possible textures needed e.g. Horns.
- To familiarize myself with multiple different software's available.
- To learn tools within 3D sculpting software to understand its capabilities.
- To digitally produce the 3D character design suitable for the video game.
- To provide a physical reference -scaled 3D printed model of my final design.
- To create short clip of character in motion within a suitable environment.
- To digitally create a handheld device & spacecraft to incorporate into the short clip

Process:

1. Research and design the character.
2. Incorporate 3D scan of the head sculpt into a computer software
3. Finish modelling body digitally and enhance head sculpt
4. Experiment creating different textures digitally.
5. Familiarise myself with software tools.



When – Time:

Week 1-2 --> Developing concept.

Week 3 --> Begin digital sculpt (base mesh)

Week4-5 --> Digitally sculpt head details

Week 6 --> Unwrap Digital model

week 7 --> Add Clothing & accessories

week 8 --> space craft

week 9 --> Create armature for character.

Week 10-12 --> Create digital environment.

Week 14 --> Create props (Handheld Device)

Week 15-16 --> Create short clip.

Week 17 --> Compile documents

Where – Facilities & Needs:

- Access to workspace to sculpt with clay.
- Access to workspace with a computer.
- Access to relevant digital software for 3D sculpting.
- Access to relevant 3D printing equipment.
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Why – Learning outcomes:

- To enhance my 3D printing abilities.
- To develop more refined digital designing skills.
- To create a modernize depiction of an Alien using 90's influences.
- To sustain the ability to create a 3D character designed completely independently.
- Create a fully developed character suitable for a survivalist video game.

