18-8-2024

ANI219.3 Concept combination with mechanical object (vehicle) concept art Example 1

SAE University College

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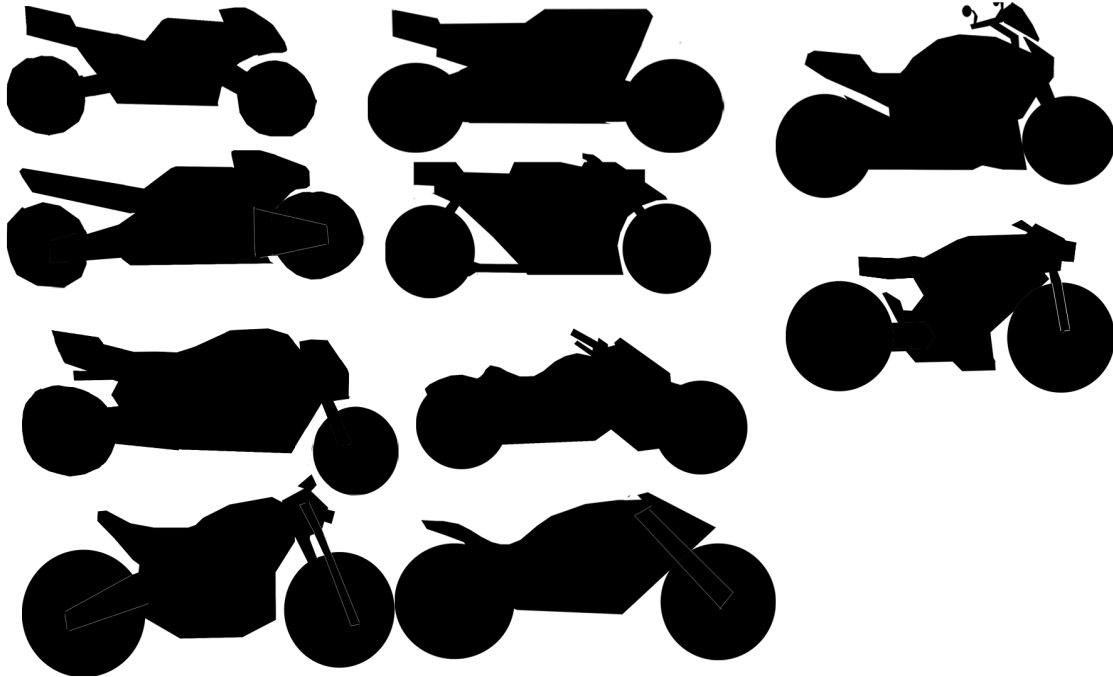Part of the Illustration Commons

Recommended Citation

1. mechanical object/vehicle thumbnails:

Ensure that they are large enough to see easily. Explain any key features or ideas you were focussing on in their development.

Scince I gave my character a motorcycle helmet as a prop in project 2, I decided that for this project I could design the motorcycle. When searching for silhouette designs I started with searching for cyberpunk bikes on artstation. After this, I would try to be more specific by researching all bike types to get a more broad range of silhouettes.
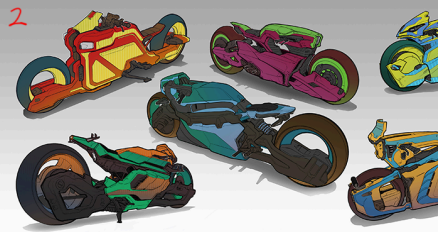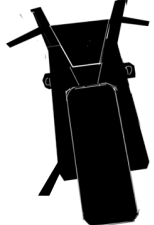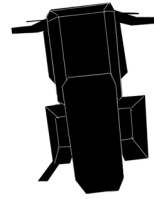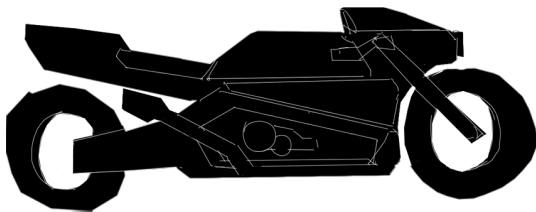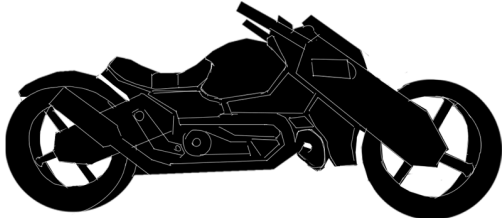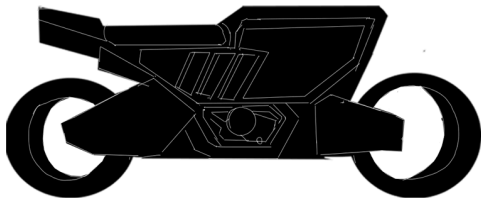
After selecting three thumbnails I wanted to use, I had to try to get the internal details down. As seen in the reference board section below, I separated my board into "Vibes" and "features". Vibes were general designs I wanted to mimic which helped in the thumbnail ideation and silhouettes and features were meant to help me design the specific details of the design. Image 1 was from my Vibe board and was used as a reference to learn what types of parts make up the bike visuals like the exhaust, railings, engine and other mechanical parts. I would also use 3d models of bikes on SketchUp to get a view of these parts from any angle. Images 2 and 3 were from the vibes board but provided ideas for the surface-level stylistic shapes of the bike

## 2. refined mechanical object/vehicle sketches:

Ensure that they are large enough to see easily. Explain what feedback you received, and which features from your thumbnails you have chosen to focus on.
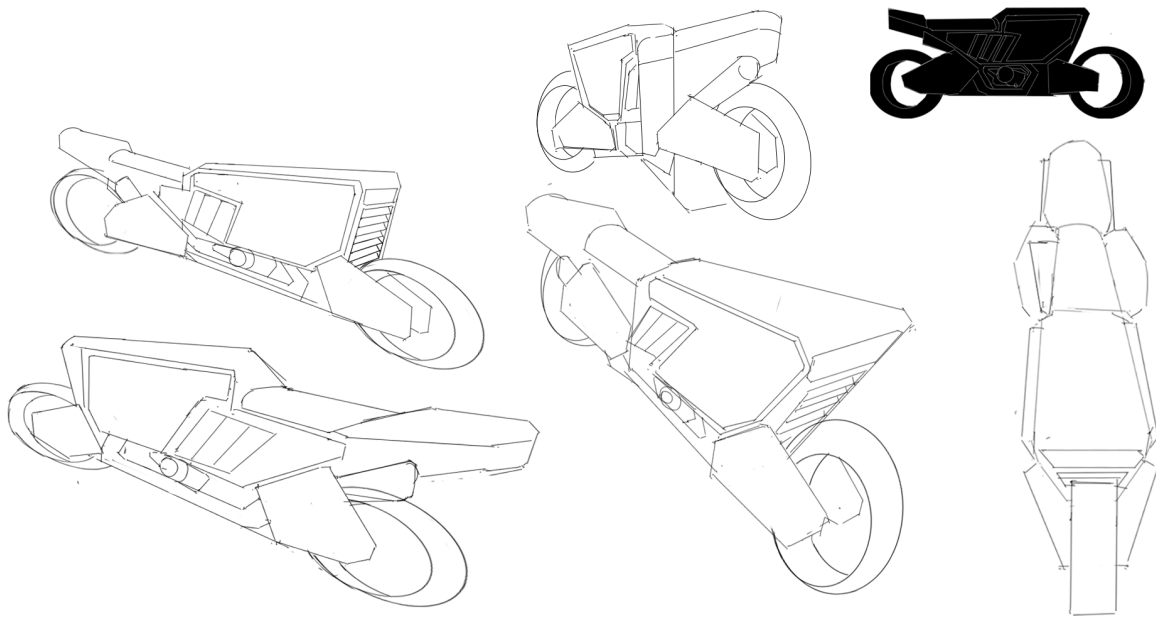
From the three silhouettes, I ended up picking the first design. I liked the odd shape that differentiated it from the normal-looking bikes. I also liked how its blocky look Matched the blocky design of my character. To get a sense of what the bike looked like and how to construct it, I tried drawing it from different angles. While I still found some inconsistencies I was still able to make the images recognisable as the same object.
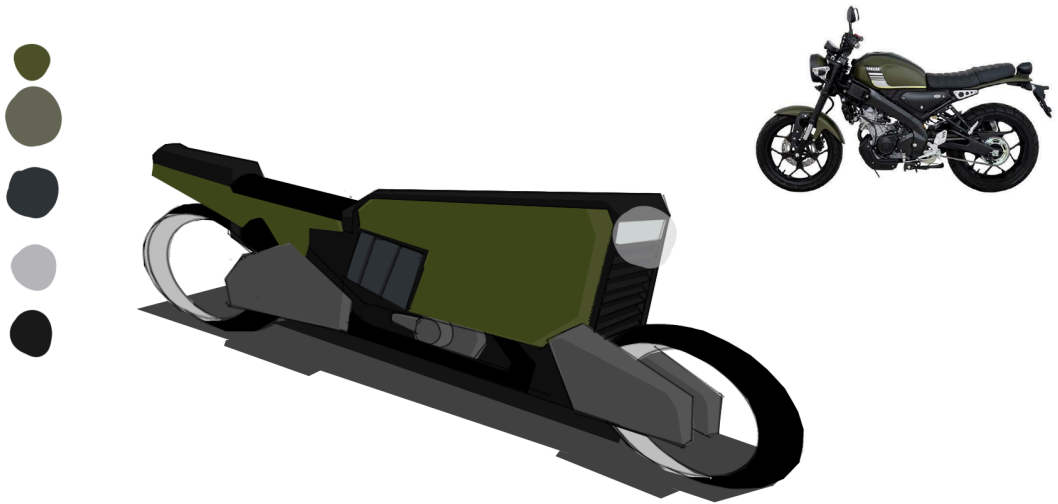
To match my character design colours and to also attempt to match the military feel, I went with Navy green and blue colours over a black base. I found one of the bikes from my "feature" board(top right image) matching the aesthetic I wanted so decided to colour-pick from that.

3. preliminary sketches
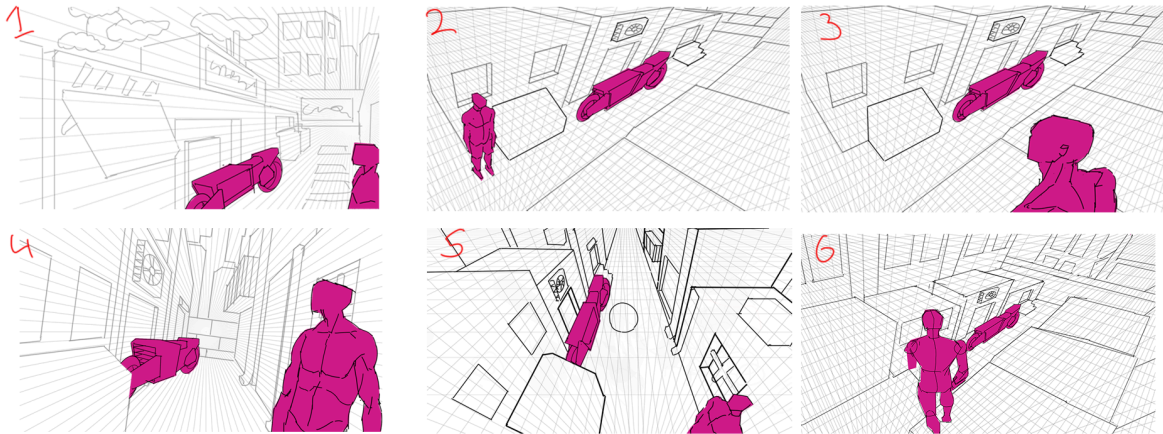
After completing the design I just had to figure out how I wanted the characters to fit the scene. In my first project I had already drawn my environment from multiple angles so tried to see if the characters would fit these angles and if they did, I could take one of those drawings and work on completing it. My favourite angle was image 3 with the character on the roof looking above his bike. The feedback I received was that the close-up doesn't really show the dense cyberpunk environment like images 1 or 4 with cityscapes in the background. If I wanted to go with that angle I would need to zoom out to show the larger buildings. I decided to try this with my image 6 sketch having the large buildings surround the alleyway. I also tried to redraw the character to get a more full-body view of him.

4. revised reference board:

Asthethic discription

- Authoritative
- Strong
- solid
- Intimidating
- Functional
- simple
- Futuristic
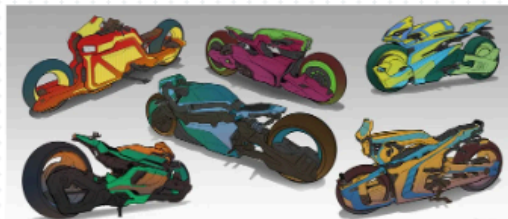
This was my "Vibe" board. It was a collection of images that encompassed the rough idea of what I was going for. I generally wanted angular bulky vehicles with wheels that leant forward.

Feature

The "feature" reference board were references for mechanical parts that made up a bike, I needed this to get down the specifics of the designs after deciding on the silhouette.
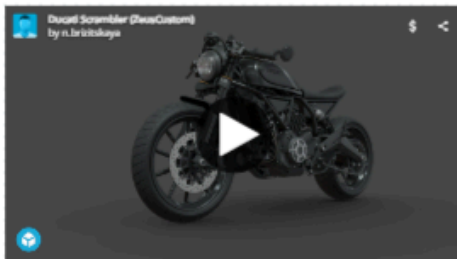
3d models also helped me get a closeup of those mechanical parts as well as provide useful angles for silhouettes.

Avoid
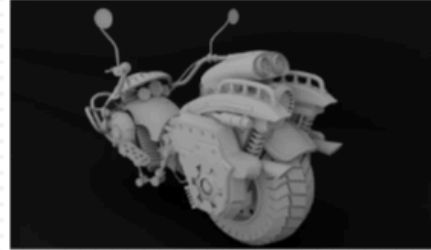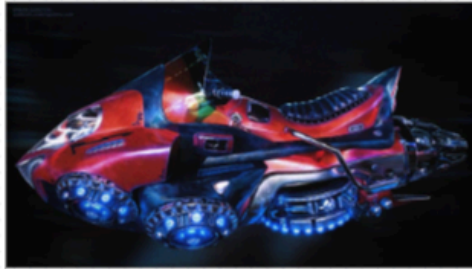
Lastly, I collected the images of designs I wanted to veer away from. I didn't want anything too curvy or overcomplicated. I also wanted my bike to have wheels so floating vehicles were off the table.

References

Cameron, T. (2020, March 26). *V-Rex (aka Dreambike)*. Art Station. Retrieved July 28, 2024,

　　　from https://www.artstation.com/artwork/Oyb53g

Concept model 1085. (2012, February 24). Art Station. Retrieved July 27, 2024, from

　　　https://www.artstation.com/artwork/8eaoOn

Courchesne, C. (2021, August 11). *Sci-Fi Bike*. Art Station. Retrieved July 28, 2024, from

    https://www.artstation.com/artwork/kDqarK

Doroshenko, D. (2024, May 22). *Cyberpunk 2077 fan art(motorbike)*. ArtStation. Retrieved

    July 27, 2024, from https://www.artstation.com/artwork/WBey5D

GABRIEL, Q. (2022, December 25). *Futuristic Cafe Racer Motorcycle*. ArtStation. Retrieved

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Hunter, C. (2015, September 13). *Showstopper: Marcus Walz's Ducati Scrambler*. Bike EXIF.

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Manners, G. (2019, September 22). *Motorbike Sketches*. Art Station. Retrieved July 27,

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    from https://www.artstation.com/artwork/eNJ23

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    ArtStation. Retrieved July 27, 2024, from https://www.artstation.com/artwork/aYB8yq

Zubrzycki, D. (2019, March 14). *Shark sci-fi hover bike*. ArtStation. Retrieved July 28, 2024,

    from https://www.artstation.com/artwork/xzZ0rm

5. revised (or redrawn) environment concept art, including your character and mechanical object :

Psd fie:
https://drive.google.com/file/d/1BB6XRvB6GHegL8tHiImKIosm8FxZV3cf/view?usp=drive_link

This ended up being my final environment. To try to integrate the character and vehicle into the environment I tried to make sure any lighting was being reflected off the subject and that they were casting shadows. With my character, I had the yellow windows reflect off of his back making his greenish armour tit yellow. His leg also casts a shadow on the building he is standing on. With the bike, there isn't any direct light hitting the bike but it does cast a shadow underneath it and on the wall of the building it's leaning on.

6. reflections

Process: How you improved your workflows and process.

So far I'm on track but it's a little difficult with other projects in the way so some stuff ends up a little rushed. I've collected my resources, drawn my thumbnails, and decided on the final design I want to use. I plan to draw 3d views of my vehicle and then start figuring out how I want to implement the character and vehicle in my environment through a series of sketches. Overall if I can do each over a week I can get my final environment down by the last week. As I am at the stage of creating 3d designs of my silhouettes I have gotten some great help from resources that explain how to make the process easier. Along with the week 11 video on 3d concept art, a chapter in Scott Robertson's How to Draw also delved into construction through plan and projection drawing. In the books chapter "Planning before Perspective", he explains why it is important to draw the object in simple views like side, front or top-down, you approach drawing "Akin to model building rather than illustrative drawing". He also says by drawing like this you "will help establish the overall proportions without having to worry about things like foreshortening" (Robertson & Bertling, 2013, #82).

Robertson, S., & Bertling, T. (2013). *How to Draw: Drawing and Sketching Objects and Environments from Your Imagination*. Design Studio Press.

a. **Person: How you developed your communication and collaboration skills**

Every week we would share our designs with our classmates in the Zoom break-out rooms. I would regularly get advice on What silhouettes were most appealing and possible alternatives to add to my designs. Depending on if I have the time I always try to make these changes. I think some helpful advice that I've applied was to zoom out my environment drawing to show more of the cityscape as it ended up making the final drawing a little more dramatic.

b. **Proficiency: How you developed your technical skills and knowledge**
Throughout the course, we did get advice on how implementing 3d software could help in the process of creating concept art. While I didn't get to do a lot of it, I found SketchUp really useful in getting unique angles of things that were hard to see in illustrations alone. I guess a large limitation would be not being able to try a lot of the new things learned like 3d software and adjustment layers. It could also serve as a

strength though as it offered people a lot of different routes to take to achieve the results they wanted.

Full Reference list

Cameron, T. (2020, March 26). *V-Rex (aka Dreambike)*. Art Station. Retrieved July 28, 2024, from https://www.artstation.com/artwork/Oyb53g

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Zubrzycki, D. (2019, March 14). *Shark sci-fi hover bike*. ArtStation. Retrieved July 28, 2024,

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