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ANI219.3 Concept combination with mechanical object (vehicle) concept art Example 2

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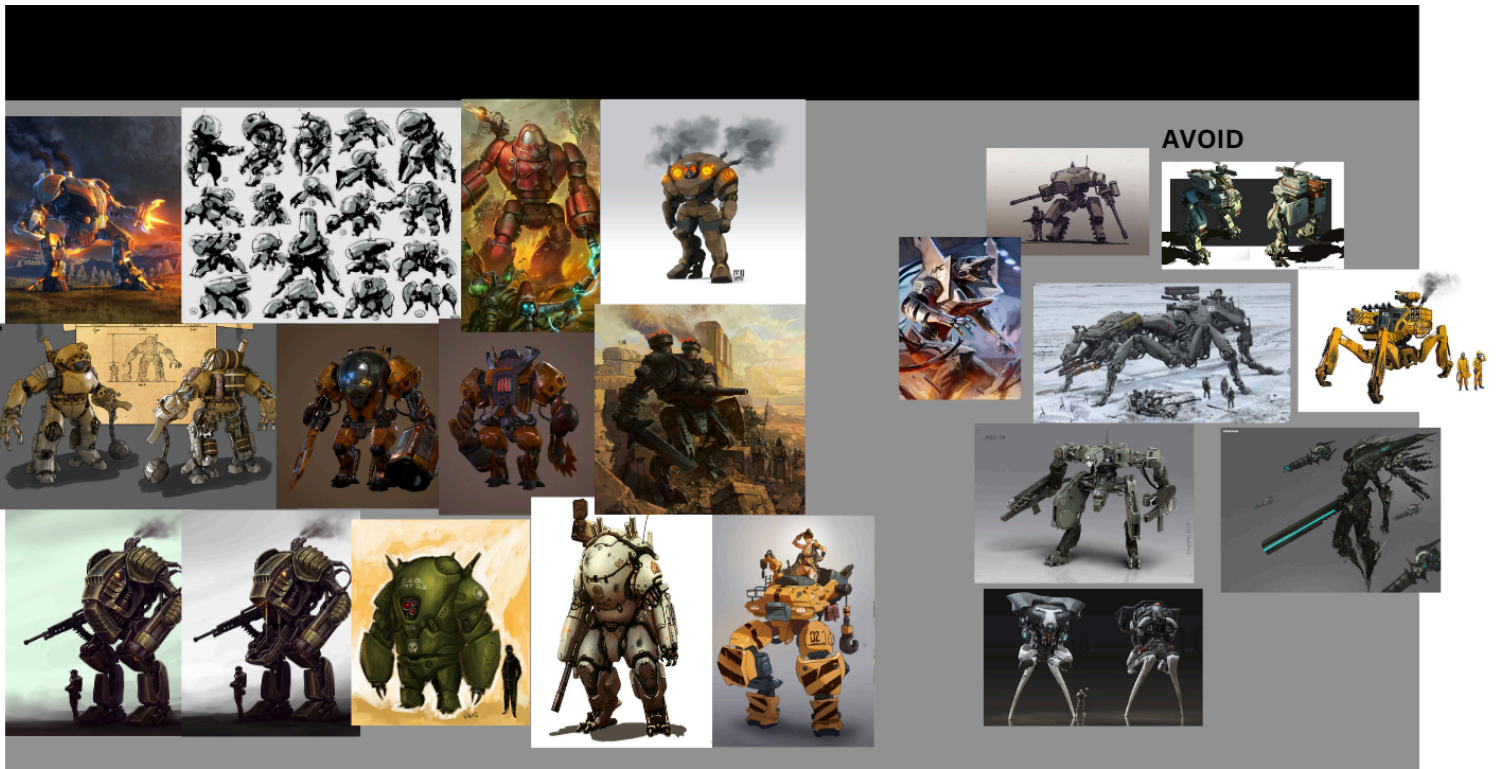
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Reference Board

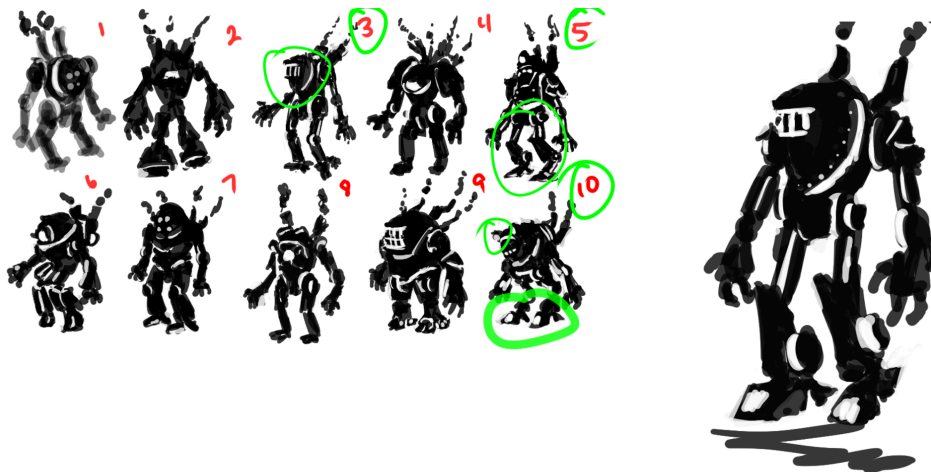
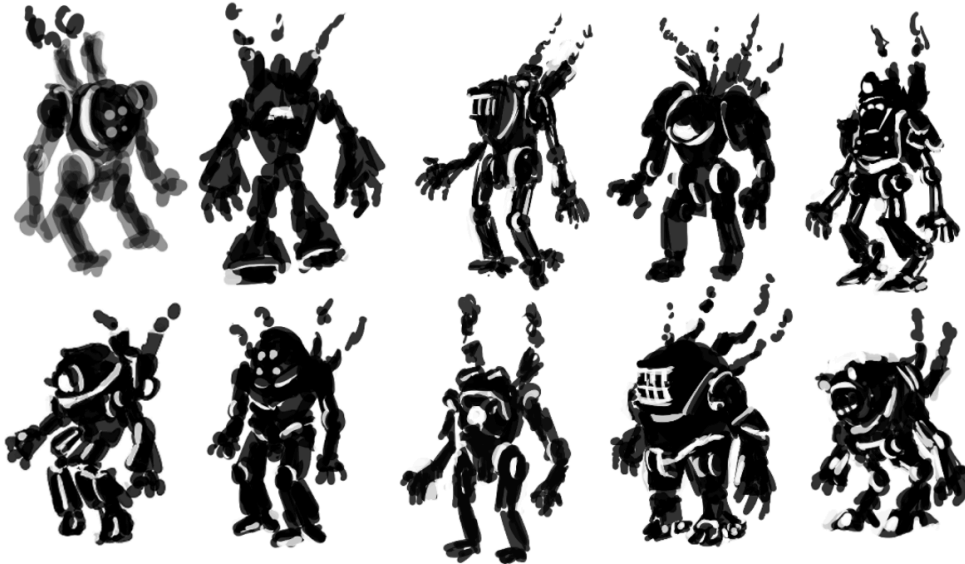
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Mechanical object/vehicle thumbnails

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Process

During the thumbnailing I wanted to create a very scrappy, almost bare bones aesthetic for my robot. Given that my theme was dieselpunk, I wanted to emphasise the unrefined nature of the machinery, hence I tested out some exposed limbs and scarce areas of armour plating. I wanted to keep a rounder shape to the overall chassis as I intend for this to be an industrial mecha instead of a military mech.

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I did struggle a bit with creating the visor for the pilot, as most of them looked a bit too futuristic for the theme. For example, silhouettes no.6 and no.7 have quite a distinct alien feel to them from their visors.

By the end of this component, I opted to choose the best features of thumbnails I liked the most (as well as influenced by feedback); and combine them into the final silhouette seen on the right.

Peer Feedback

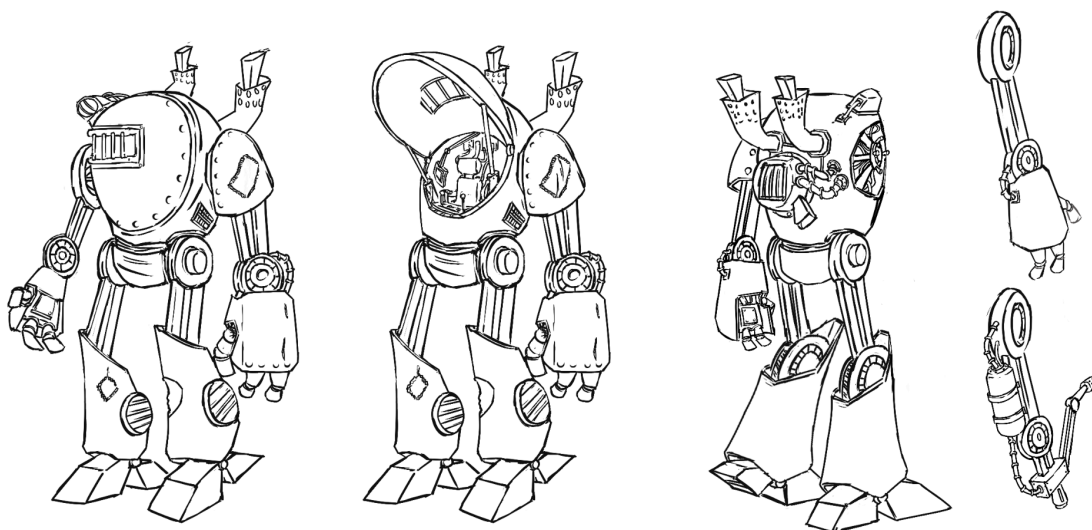
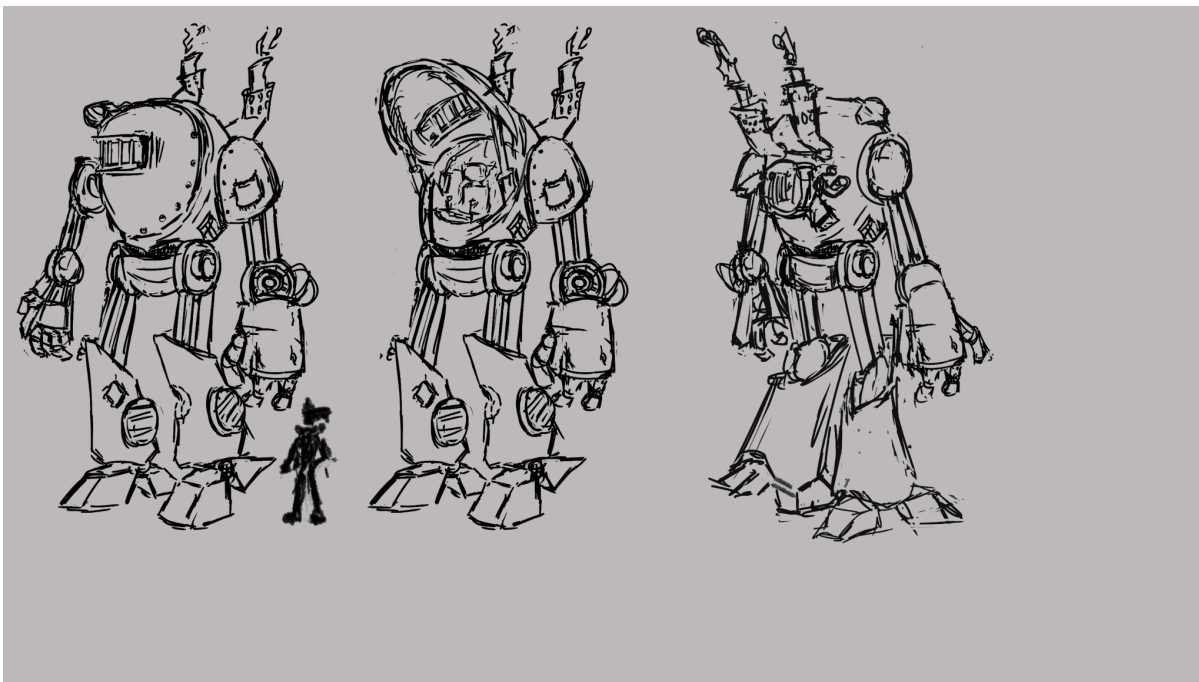
- Weaponry (self-defence), could be some sort of tool > i.e. an axe or some other bladed tool.
- Roundish/bulky body is deemed appropriate for the aesthetic.
- Include wear and tear > rusted surfaces, scratched/corroded panels
 - Have diesel elements protruding from the back of the mech unit.
- Have asymmetrical headlight > reinforces the human element of the design

Personal Review

- Successfully achieved a good and readable aesthetic.
- Speed of completion was good, there was no creative blocks or lingering on each thumbnail.

Refined mechanical object/vehicle sketches

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Process

When refining the final mech design I used the same process I did for my character - I brought the silhouette into another file and carved some extra rough details, before I made a rough sketch over the top to define those details. After the sketch I used my standard procedure of completing the lineart and then colouring.

Prior to the lineart stage I was able to get some feedback about what kinds of tools the mech could swap one of its arms with - I planned to make the left arm interchangeable with other tool variants. One such tool that came up was a welding blowtorch, which seemed very appropriate for the design. I did however, sketch the design during the lineart stage, as I knew that the cleanup would take longer than I anticipated.

As for the colouring, I was a bit stumped initially for what the main colour should be for the armour and chassis. I tried out some oranges and yellows for that construction/industrial aesthetic, but they seemed a bit too warm for the environment. I ended up using a muddy green to reinforce the sickening nature of my dieselpunk world and story wise I believed the idea of the mech being repurposed from the military may be an option to get around the now military look.

Peer Feedback

- Make the detachable arm have a larger connecting Shoulder Cog
 - Could even just make the hand detachable.
- Reads very well > the industrial look suits the theme and aesthetic.

Personal Review

- I believe the overall design is very good, it has all the original elements I planned and more. It definitely suits my industrial and unrefined goal I aimed for, so I am quite pleased.
- I am happy with the functionality of the interchangeable arms and I believe that the blowtorch design I made fits quite well. Though, I could have redesigned the arm a bit better to accommodate the fuel canister on the arm. I feel that it is kind of just stuck on instead of integrated into the arm.
- Upon reviewing the colours, I am a bit dissatisfied with the feel. I should have made the wear and tear more evident through paint flaking off and included more corrosion aspects to the exposed appendages.
- I am still not entirely sold on the green colour scheme. It looks fine, but I should have tested further with other cliché construction colours, as I worry the robot will read as a military mech.

Preliminary sketches

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Process

The thumbnails I sketched up all had a feeling of power and dominance in mind, as I wanted my mech to be a focus point in the composition. For instance, thumbnail 1 was the first idea I had, where we see the mech striding forward through the polluted water, causing small waves to rise and crash back down with each step. However, I did also want to test out some more cinematic story shots, as seen in thumbnails 4 and 5. Thumbnail 5 was the more intriguing in terms of story, but I opted to go with no.4 as it had a better overview of the character, environment and the mech.

Peer Feedback

- Use high angles to emphasise power/intimidation of mech
- No.4 and No.2 have the most cinematic feeling to it and showcases both the mech and character inside of the background very well.
- No.4 has a lot of narrative power.
- No.1 is great as it shows the power of the mech striding through the filth.

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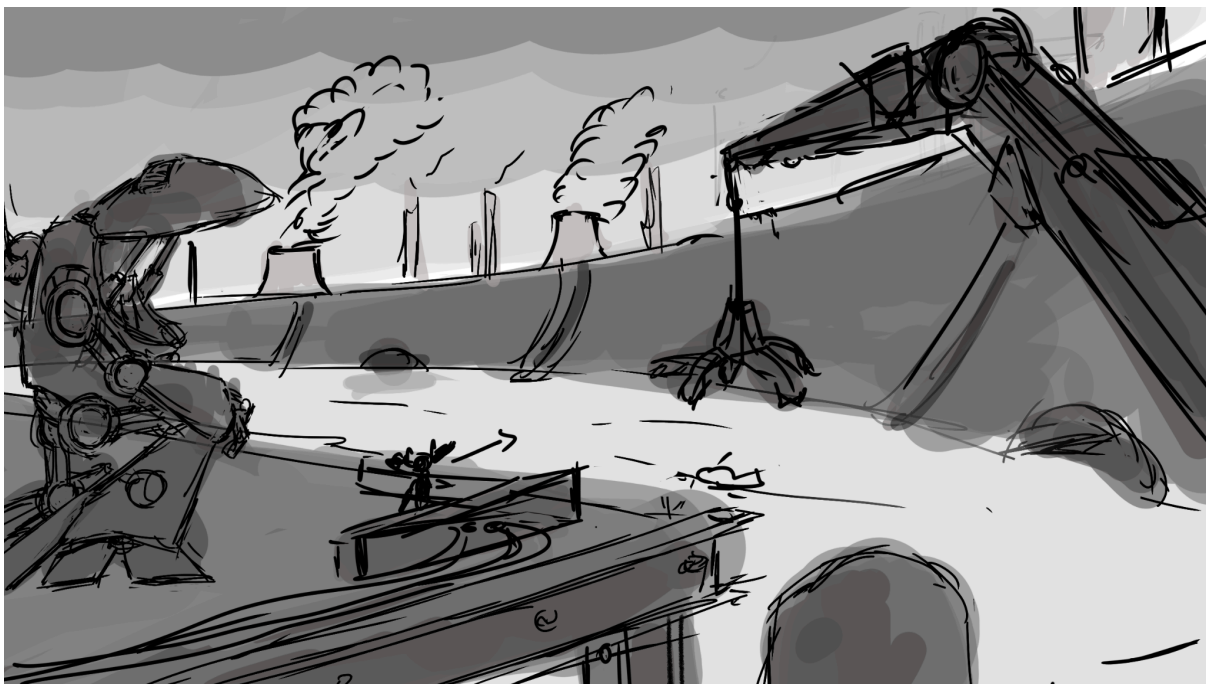
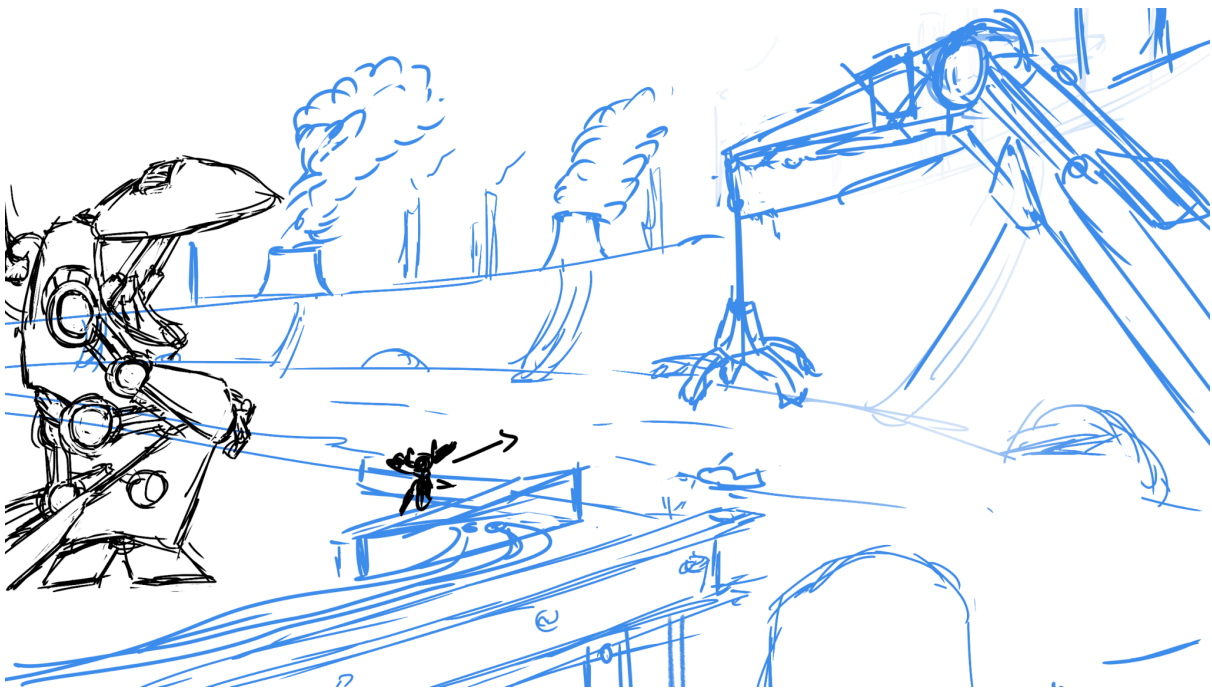
- No.5 has some great narrative value as well. Whatever the mech is holding is too astounding to look at through a lens and needs to be seen with the eyes.
- No.2 is also a top pick > Sense of curiosity about the space and who/what the machine is.
- No.3 is lovely, gives sewer vibes and makes the machine more approachable or friendly. The 4th and 5th feel more contemplative in mood and give a good view of the environment as a whole. That's my reading.

Personal Review

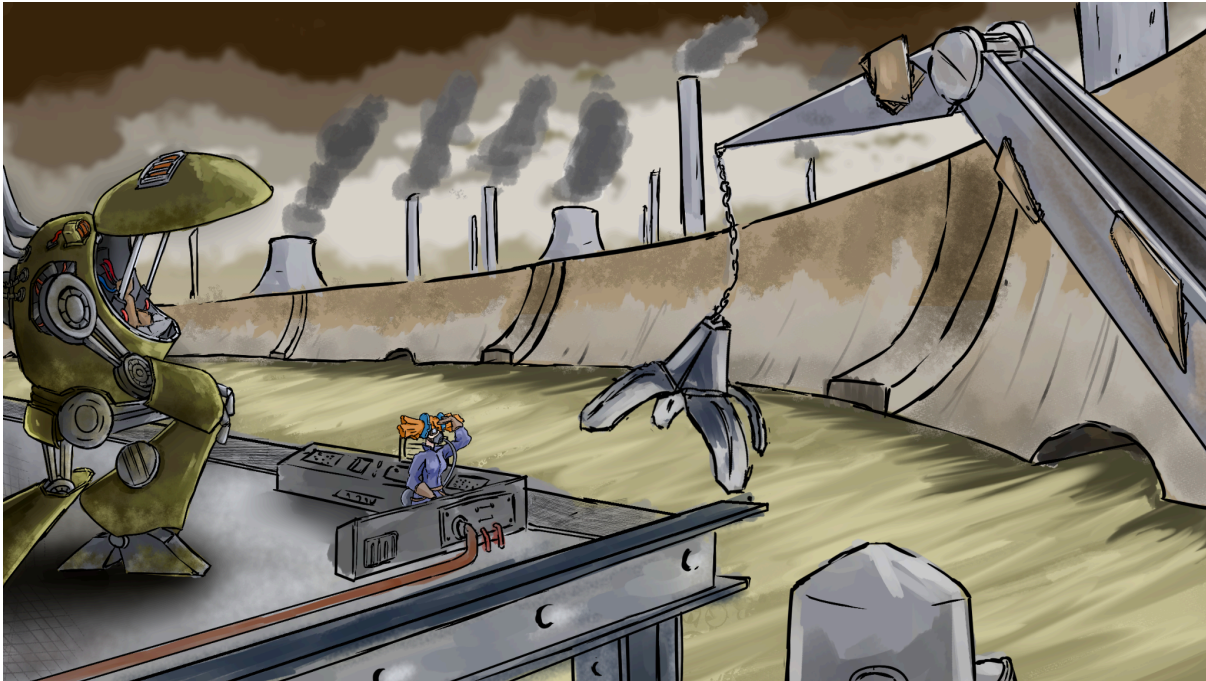
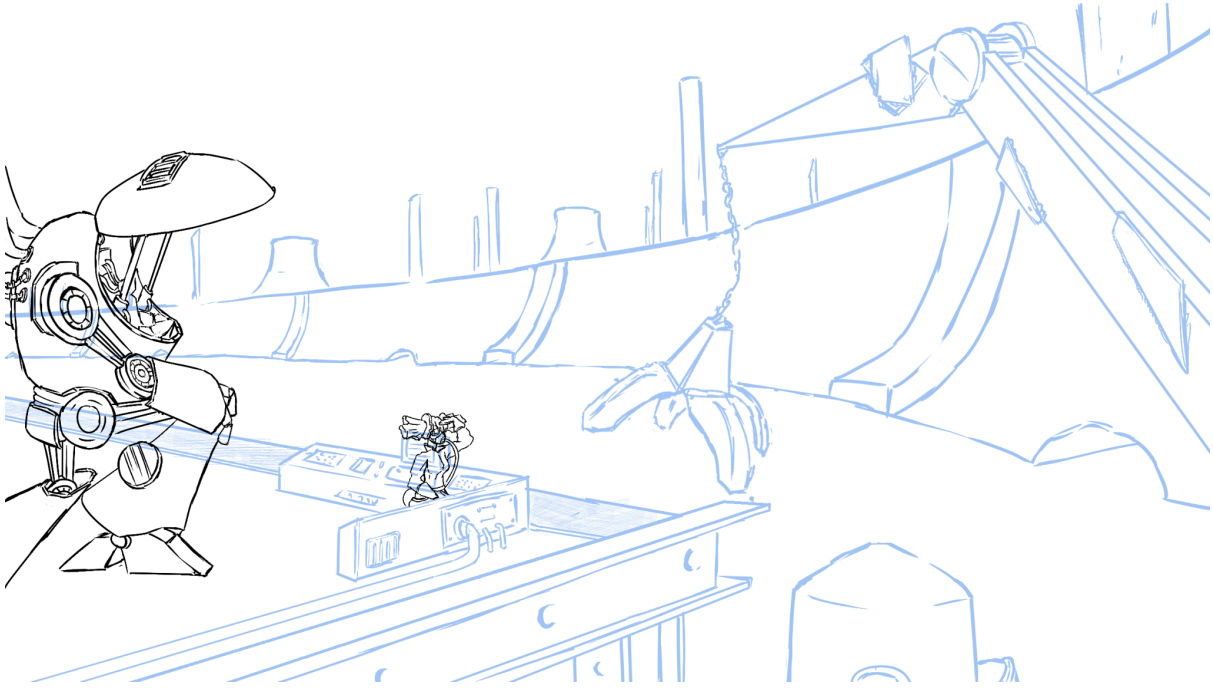
- I am quite proud to have each shot be praised for their strong compositions. I was worried they may have been too bland, but each one has been shown to have highlights.
- I did forget in the first 3 thumbnails about needing to add the character into the composition as well, which I could have done if I planned them out further.
- I do believe that I will need to change the original environment colour palette as the monochromatic scheme may not pair well with the character and mech.

Revised environment concept art, including character and mechanical object

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Process

I used the same process for drawing out the environment as I did with my mech and character. I separated the chosen thumbnail; scaled up the scene to fit the canvas; created a rough sketch; then cleaned it up; and finally I added some colour.

I changed the colour palette of the environment to have a Split Complementary Scheme of oranges, light greens and blues. This way I could incorporate the colours of my character and mech a bit more seamlessly. The design of the wall has the most significant change, as I wanted to show it being corroded from the waste water, stripping the paint back to reveal the pale and stained concrete underneath.

I did have to overlay some darkening layers on each element (character, mech, & environment), as it was too bright for the muddy and toxic aesthetic I wanted. I believe this worked decently well, but I could have also used some additional textures and or alternative colours for better effect.

Personal Review

- I completely failed my schedule during this last stage. The colouring of the mech took much longer than I expected due to how detailed it was, and this was the same case here, which has brought me overtime for the deadline.
- I need to work on speeding up my colouring process. Planning some clipping/masking layers beforehand could be an area of practice that I will look into.
- Upon reviewing the scene with a fresh pair of eyes, I feel a bit dissatisfied with some of the features. Mainly the lack of strong lighting and shadows, as it lacks the depth I had envisioned.
- Additional textures(or just better textures) could have been added for a more toxic look.

Reflection

Having completed this project later than anticipated I have failed to meet my mark as an efficient concept artist. However, I believe I have succeeded in improving my overall skills for concept art in relation to visual storytelling, creating interesting compositions, and creating readable and appropriate characters/mechanical vehicles. I thoroughly enjoyed this project, as I got to experiment and combine all the accumulative skills I obtained from the previous 2 projects. There has been significant improvement from much older works I have completed which makes me very pleased and proud.

During this unit I was able to define a rough process for myself for concepting which has been described as - First Silhouetting; Second Roughing/Sketching; Third Cleanup; and Fourth Colouring. I do need to work on my colouring speed and experimentation as this has been the main stage that slowed my progress significantly. With this exception, I believe I have thoroughly improved my efficiency at each of the drawing stages. This has been in part due to my own repeated practice with shape design; where for each character/vehicle/object I have created, I try to analyse the basic shapes which I then use as the guide for putting it into other scenes. Since recognising the shape's origin will help re-create the character/object (Bancroft, 2006, p.29)

In relation to the mechanical vehicle I created, I had minimal mishaps throughout the creative process. I found my ability to define clear references a lot better than before which allowed me to place certain restrictions during the drafting stages to prevent the development of unrelated/inappropriate designs for my theme. The main downside of all this was that I had ignored the need to collate references for materials and textures. I knew I should have done this alongside collecting references, however, I was too disorganised with my time to do so which disappoints me.

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