

- 
- 1.Introduction & Research
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 - 3.Development
 - 4.Milestones

Term3-Project 2-Design proposal

Shelter

Jiazhuo Tang

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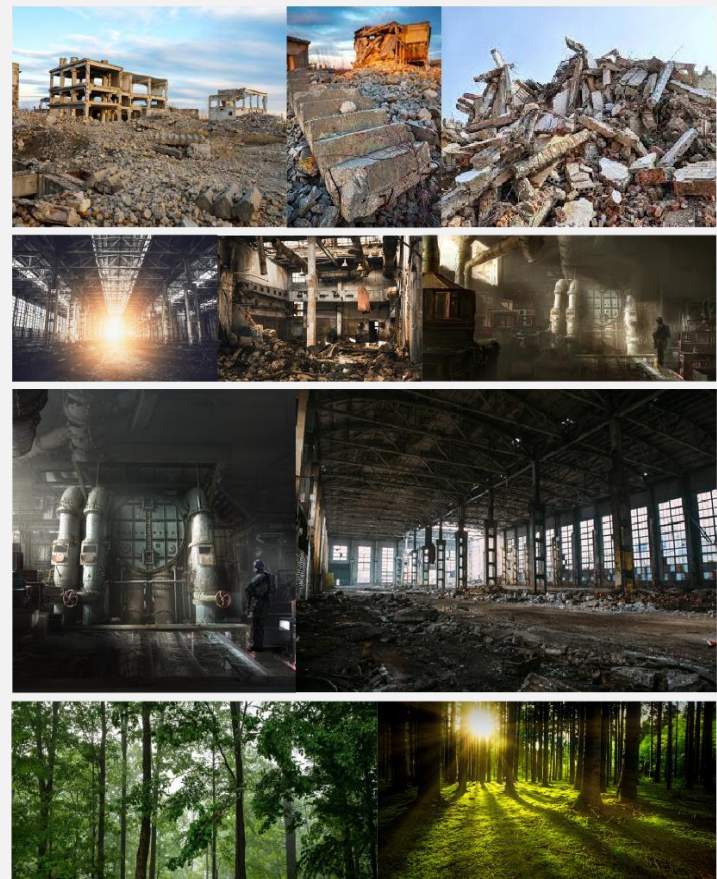
Introduction



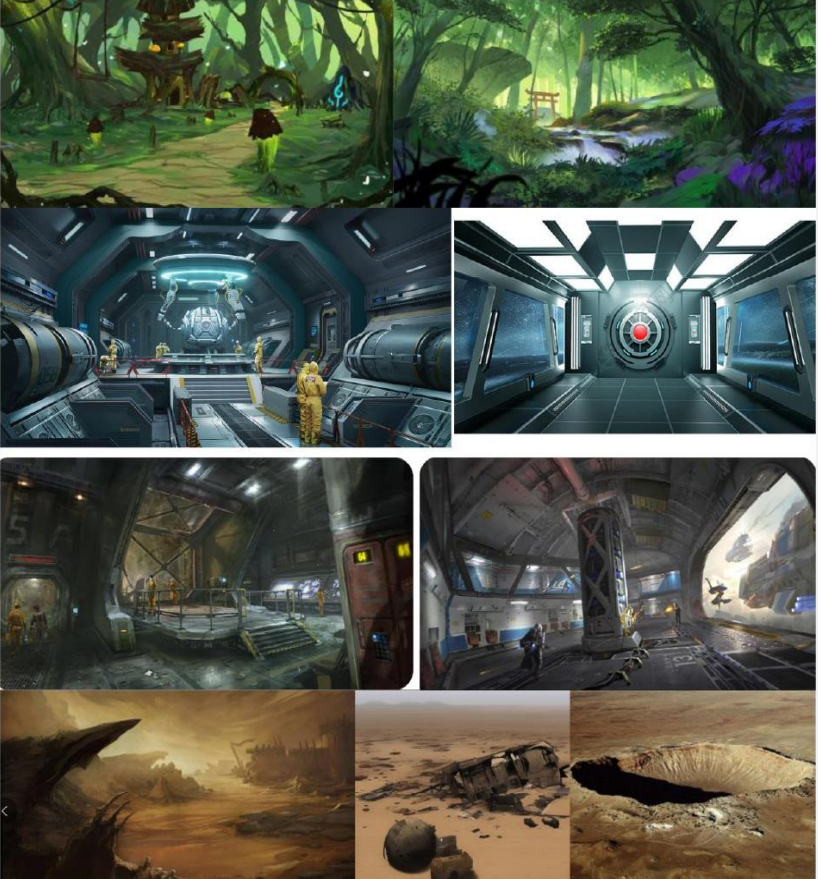
Our inspiration is conflict of industrial ruins and natural environments. We want to create an extreme condition which means a high-tech world with a barrier natural world and the character live in this environment. In order to force people find idealize habitat, this story set a harsh environment which has bad effects on people’s mental and physical wellbeing. Therefore, the theme is about dystopia and environment protection.

Research

Inspiration& Theme topic



Reference&Sketches



Concept work(Term 1)

Scene



Scene concept work made by Jiaruo Zhang

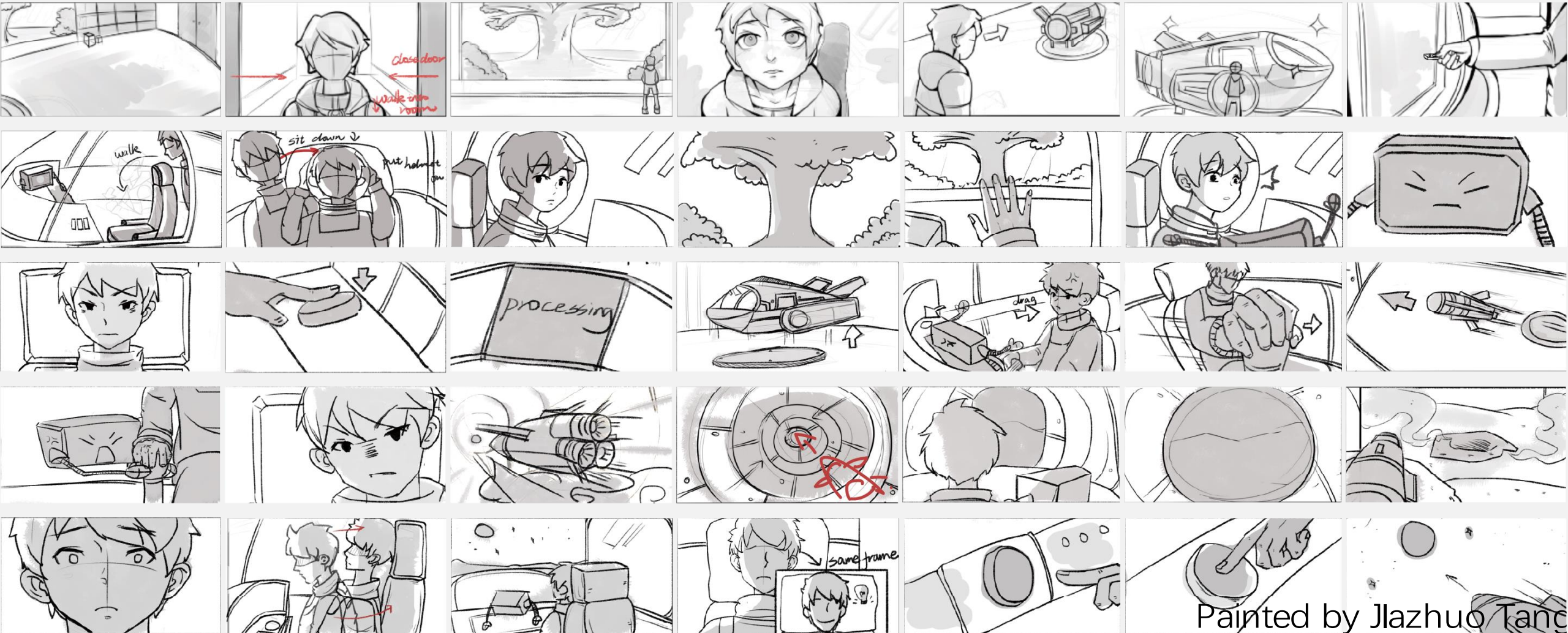
Character&spacecraft(Version one)



Character and Object designed by Yuhan Lin

Storyboard

The Log-line is the hero looking forward the ideal habitat, so he takes spaceship and escapes the industrial building to find a green natural habitat. Compared with last version, we reduced part of story. We only focused on how the character pursue and how he disappoints the truth of environment.

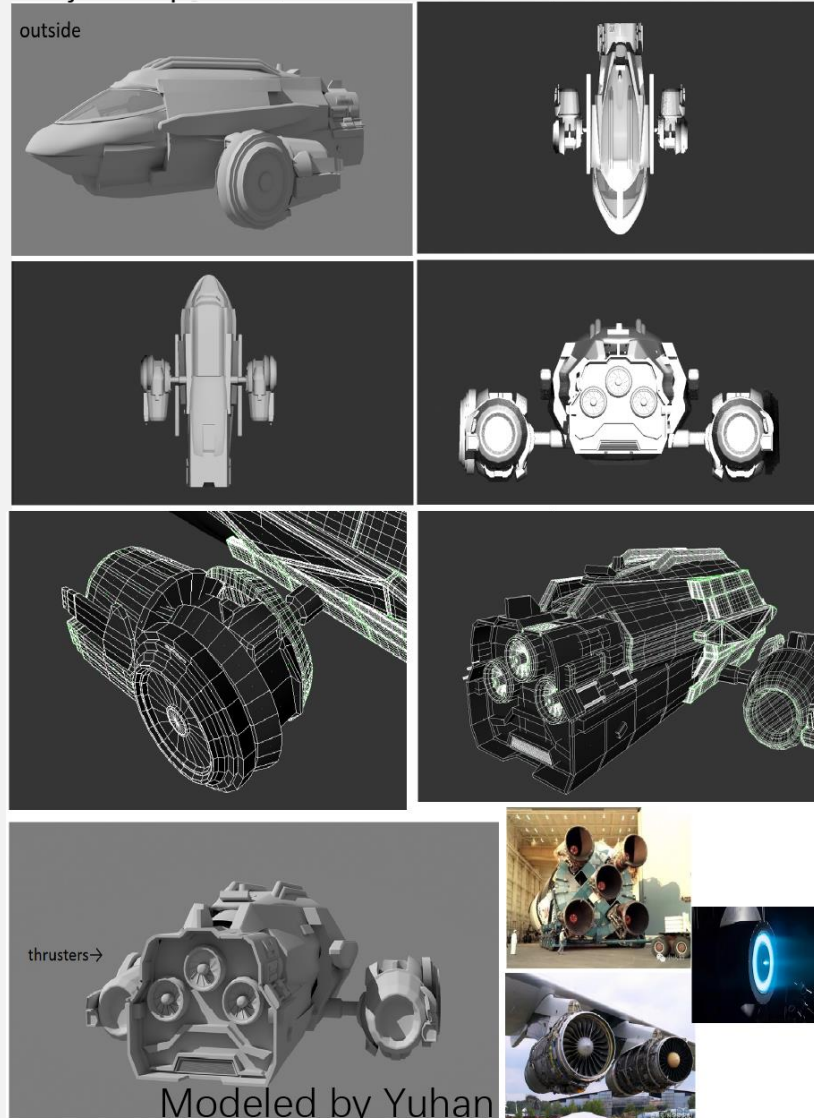


Painted by Jiazhuo Tang

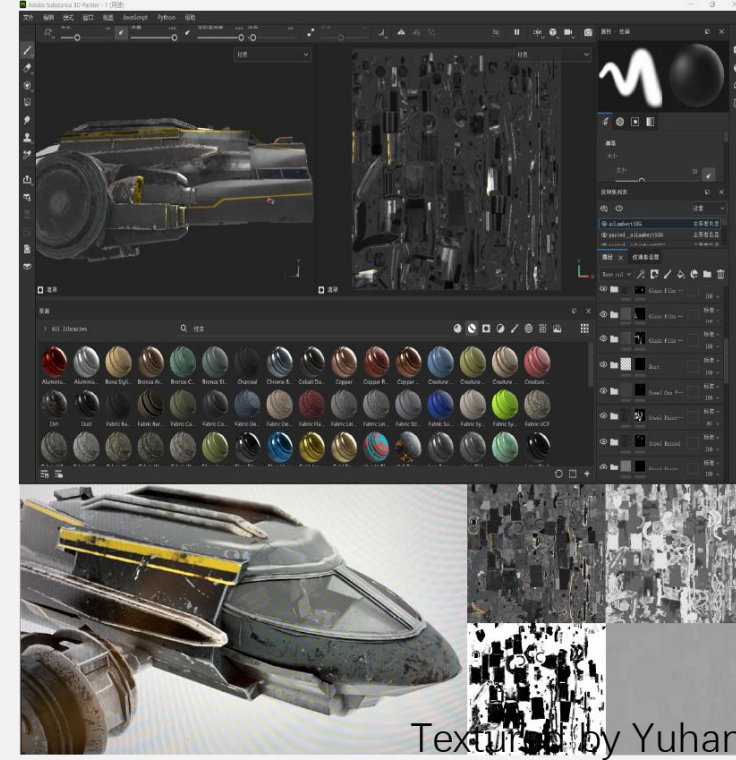
Development

We did some work for this term. First, for broken texture, the spaceship texture has been changed. Then, we made a new 2d concept and model with his costume, we will add more details on it later. In addition, we also rigged the robot and did a little face expression for it.

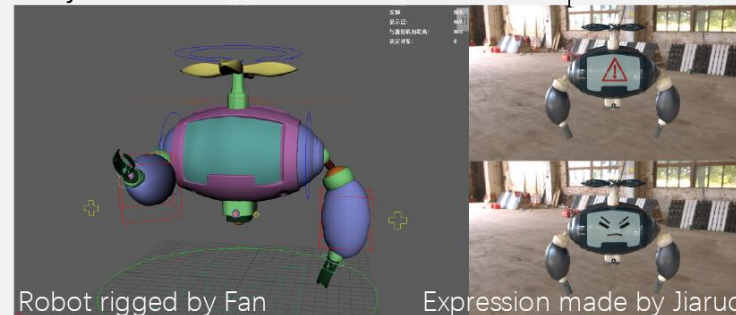
Object-spacecraft



Texturing



Object-robot



Face-expression test



Character(Version two)



Haircut- test



Development & Milestones

We also did some tests and records just for presentation. The record of space craft, scene and character. And this stage plan is to continue complete models and scenes. I think we will meet some challenges like use some effect to set the barrier and bad environment. We will find some resolution to resolve them.

Spacecraft



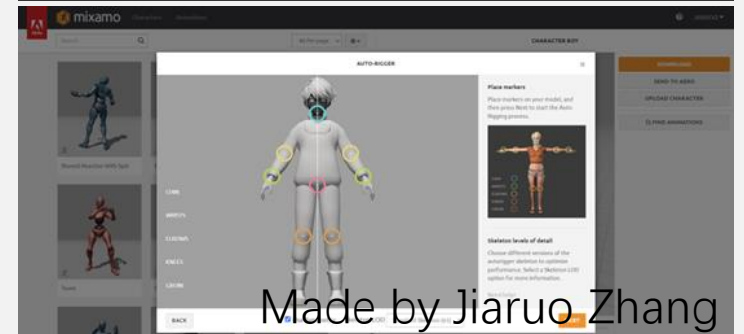
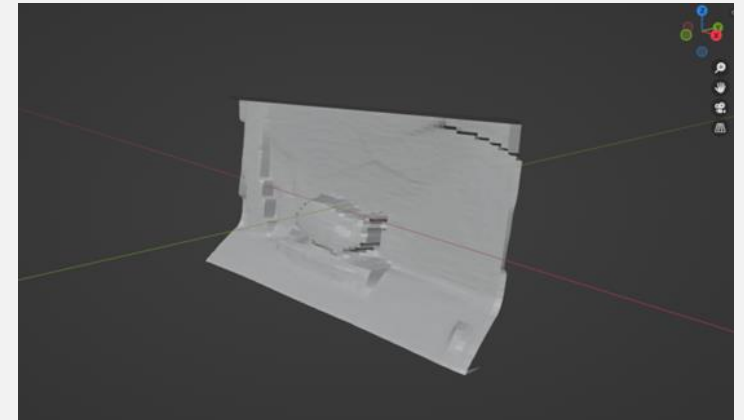
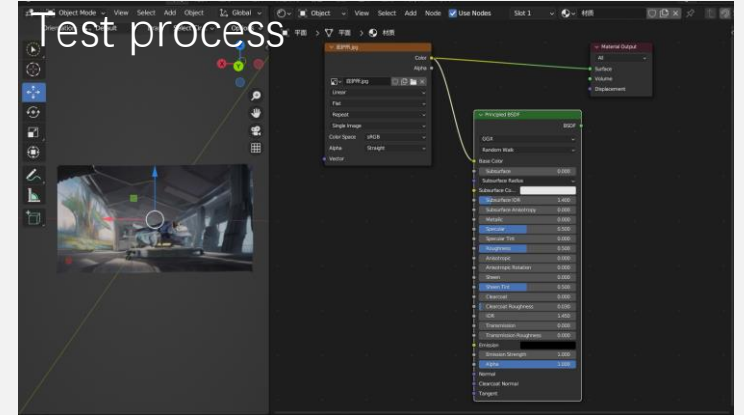
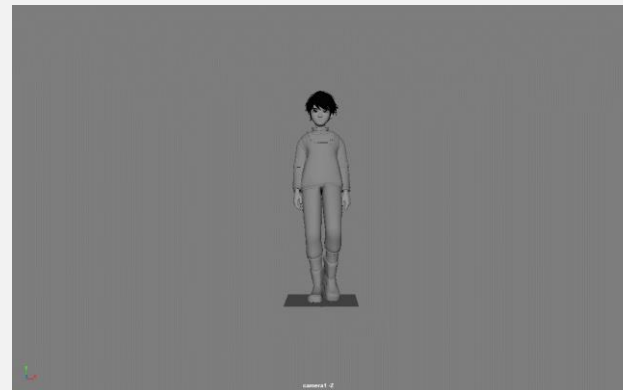
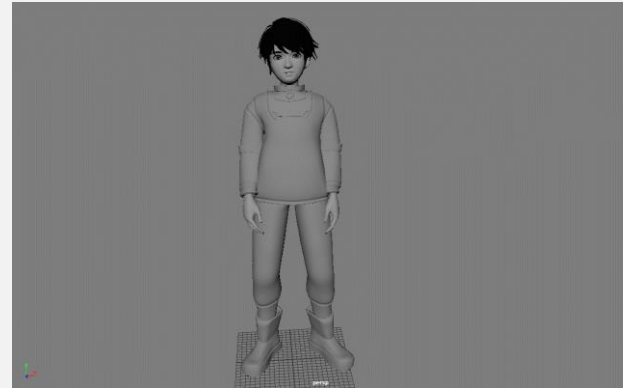
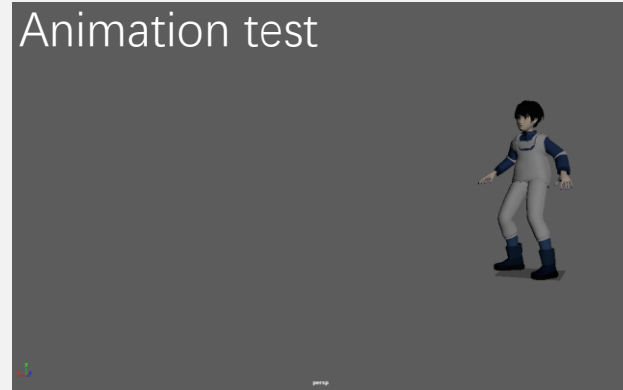
Made by Yuhan Lin

Scene



Made by Jiaruo Zhang

Animation test



Made by Jiaruo Zhang