

ANEXO

TALES FROM THE CAPITAL

DESARROLLO VISUAL Y PREPRODUCCIÓN DE UN VIDEOJUEGO DE AVENTURA Y EXPLORACIÓN 3D.

Adoná Oliver Navarro



Facultat de Belles Arts de Sant Carles-2



SALES FROM THE
CAPITAL

INDEX

1-CHARACTERS

1.1- KNIGHTS

1.1.1-TRAGALDABOY (MAIN CHARACTER)

1.1.1.1-DESIGN ITERATIONS

1.1.1.2-COLOR TESTS

1.1.1.3-RENDER

1.1.1.4-CHARACTER SHEET 1

1.1.1.5-CHARACTER SHEET 2

1.1.1.6-CHARACTER SHEET 3

1.1.2 THE KNIGHT SISTERS

1.1.2.1-ACHAR

1.1.2.2-NAAN

1.1.2.3-CHAADAR

1.2.- MONSTERS

1.2.1-SLIME MONSTERS

1.2.1.1-RENDER

1.2.1.2-MORE DESIGNS

1.2.2-CORAL MONSTERS

1.2.2.1-RENDER

1.2.2.2-MORE DESIGNS

1.2.3-TITAN MONSTERS

1.2.3.1-RENDER

1.2.3.2-MORE DESIGNS

1.3.- VESSEL MONSTERS

1.3.1.-VESSEL SPIDER

1.3.1.1-RENDER

1.3.1.2-CHARACTER SHEET

1.3.2-AMPHORA KNIGHT

1.3.2.1-RENDER

1.3.2.2-CHARACTER SHEET

1.3.3-MONSTER COLLECTOR

1.3.3.1-RENDER

1.3.3.2-CHARACTER SHEET

1.4.-TRANSLATORS

1.4.1-DEACON TRANSLATOR

1.4.2-CHIEF GUARD TRANSLATOR

1.4.3-AFFILIATED ARISTOCRAT

1.5.-LINE UPS

1.5.1-OVERLAND CHARACTERS LINE UP

1.5.2-MONSTER CHARACTERS LINE UP

1.5.3-ALL CHARACTERS LINE UP

2.-ENVIRONMENT

2.1-THE CAPITAL

2.1.1-GENERAL MAP

2.1.2-HOUSES DESIGNS

2.1.2.1-LOW CLASS HOUSE

2.1.2.2-MIDDLE CLASS HOUSE

2.1.2.3-HIGH CLASS HOUSE

2.1.3-WORKING CLASS NEIGHBORHOOD

2.1.4-STREET VIEW RENDER

2.1.5-CHARACTER INTEGRATION

2.2-LUMINOUS GARDEN

2.2.1-CONCEPT SKETCHES

2.2.2-VEGETATION DESIGNS

01

02

03

2.2.3-WALL DESIGNS

2.2.4-ANCIENT PILLARS DESIGNS

2.2.5-ANCIENT FLOOR TILES DESIGNS

2.2.6-ANCIENT TOTEMS DESIGNS

3.-3D

3.1-LUMINOUS GARDEN

3.1.1-RENDER 01

3.1.2-RENDER 02

3.1.3-RENDER 03

3.1.4-RENDER 04

3.1.5-RENDER 05

3.2-VESSEL SPIDER

3.2.1-VIEWS

3.2.2-DETAIL

4.-PROCESSES

4.1-PROCESS OF A CHARACTER

4.2-PROCESS OF AN ENVIRONMENT

4.3-PROCESS OF 3D

CHARACTERS

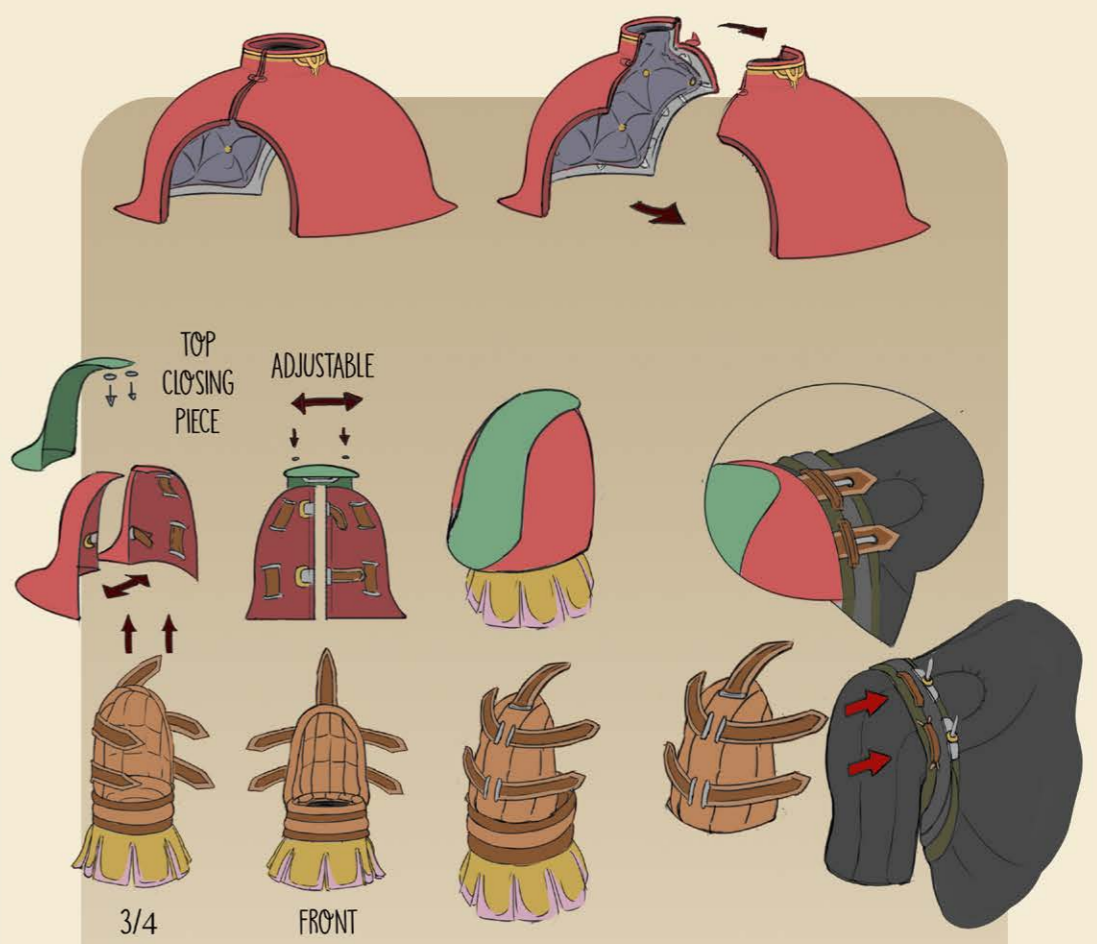
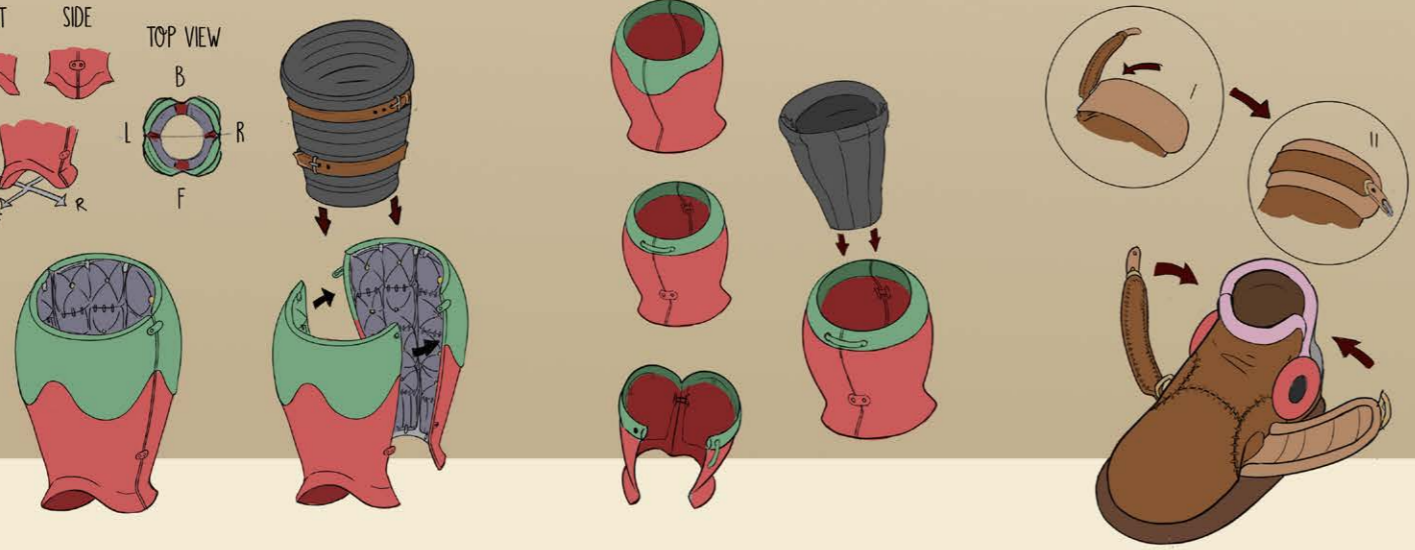
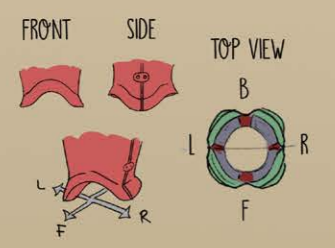


KNIGHTS

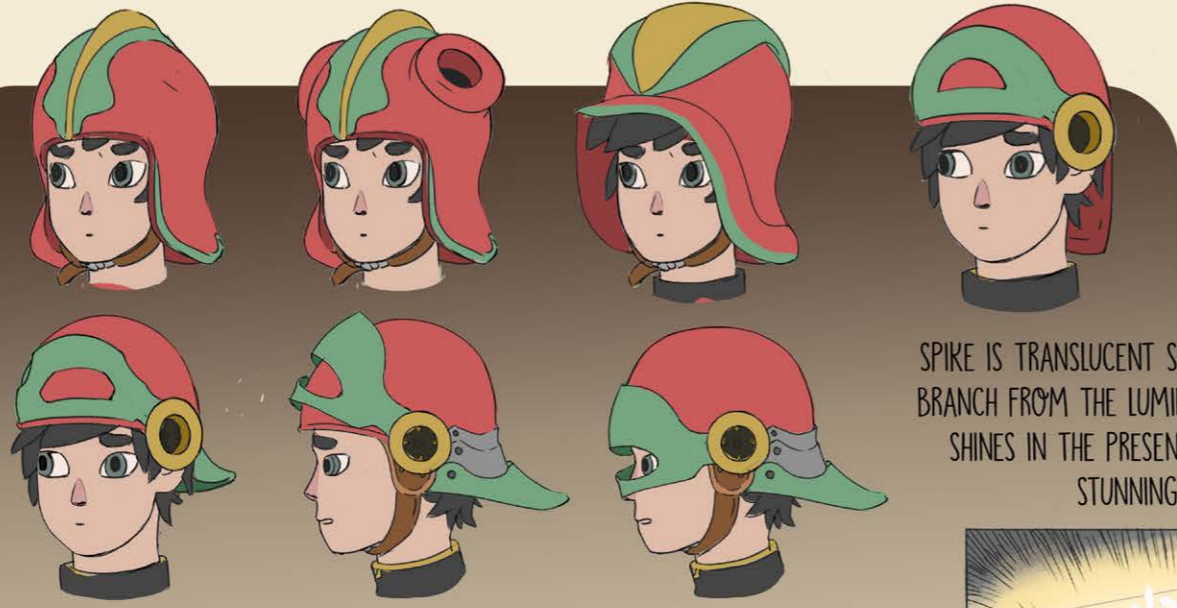




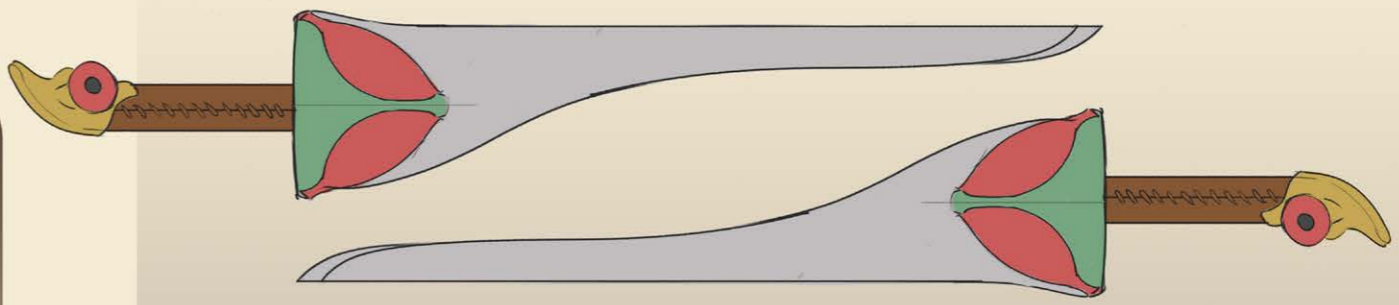
ADO
NRI



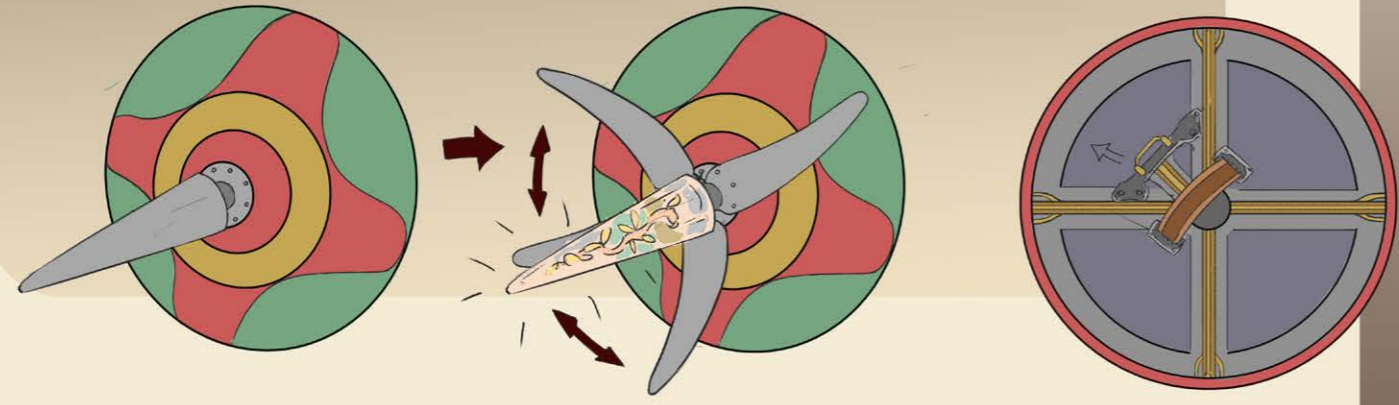
ADONAI



SPIKE IS TRANSLUCENT SO IT CAN CONTAIN A BRANCH FROM THE LUMINOUS GARDEN, WHICH SHINES IN THE PRESENCE OF MONSTERS, STUNNING THEM



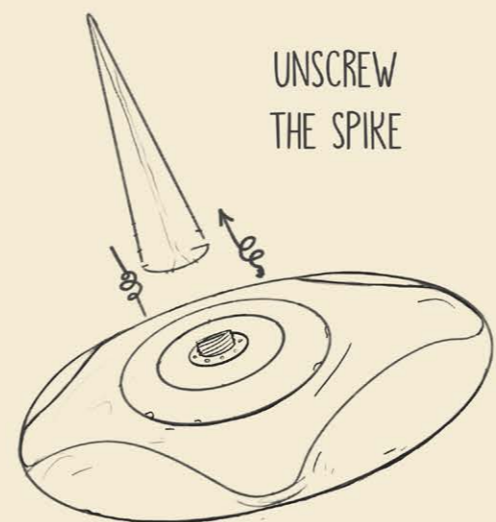
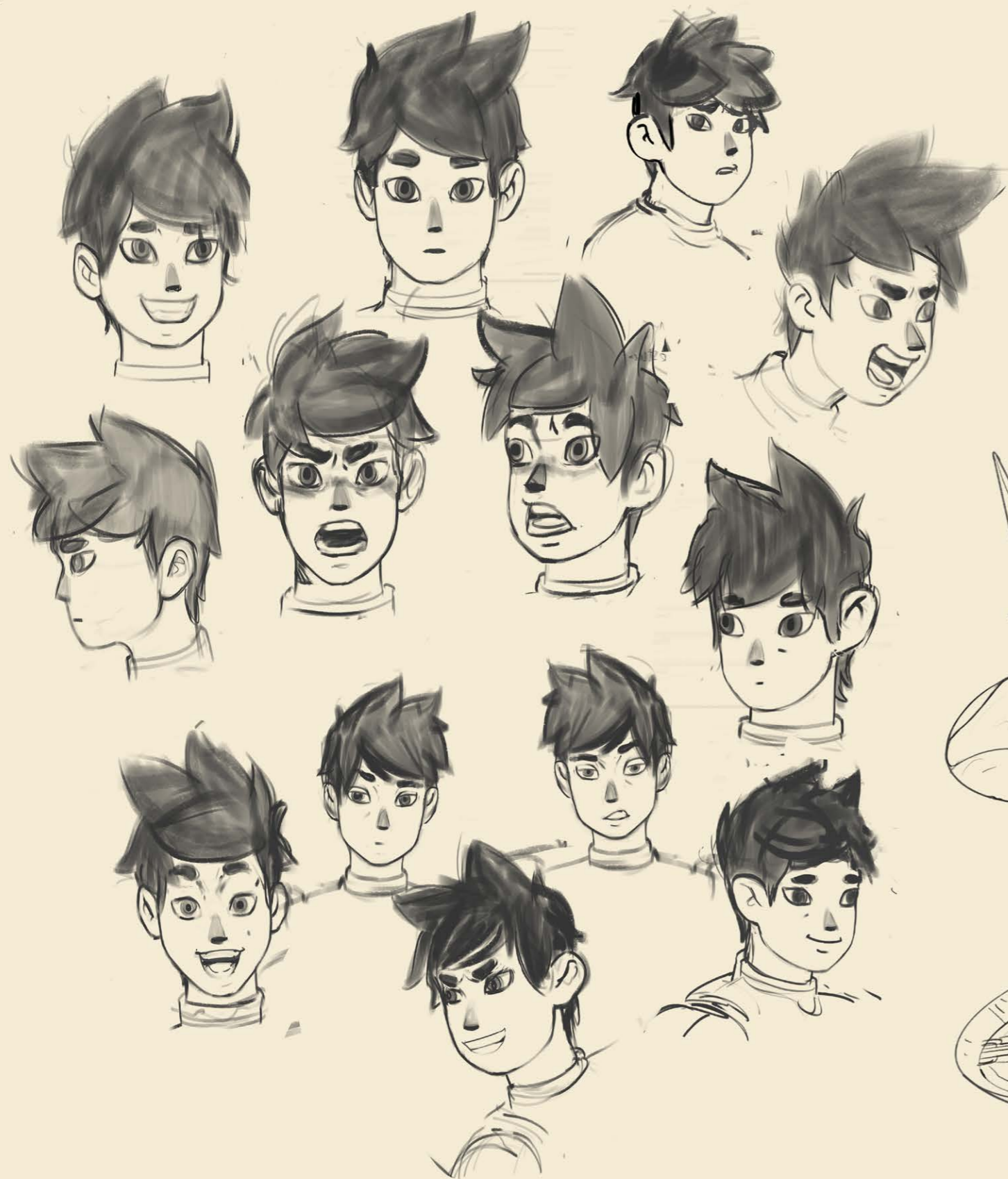
HALF SWORD, HALF BUTCHER KNIFE



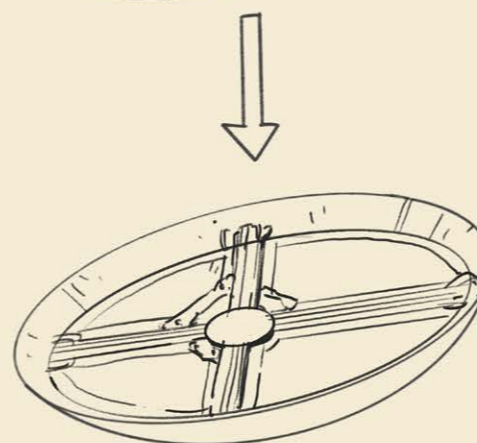
THE SHIELD HAS AN INTERNAL HANDLE, WHICH OPENS THE SPIKE'S METAL COVER WHEN PULLED MANUALLY



ADO
NRI

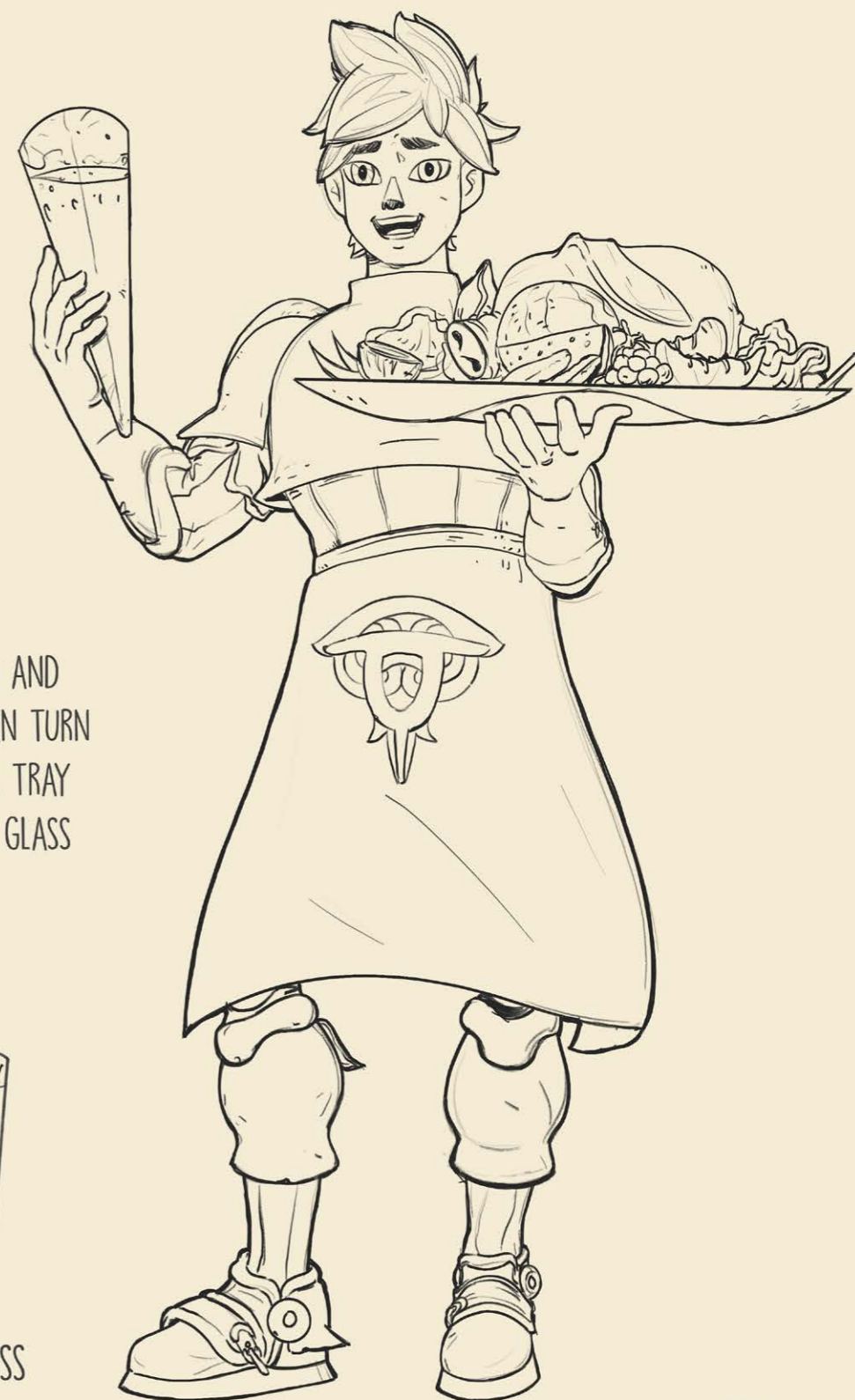


SHIELD AND SPIKE CAN TURN INTO A TRAY AND A GLASS

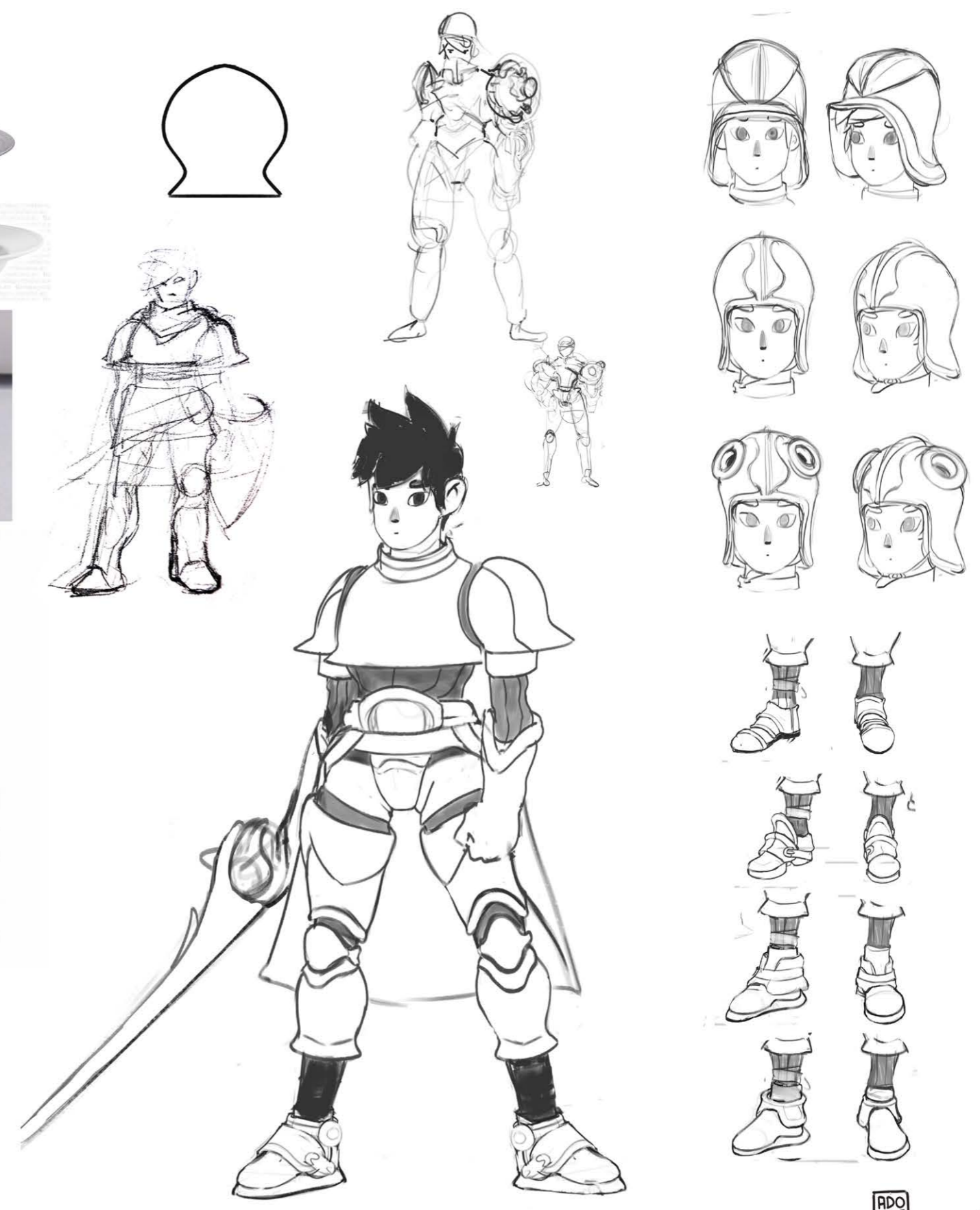
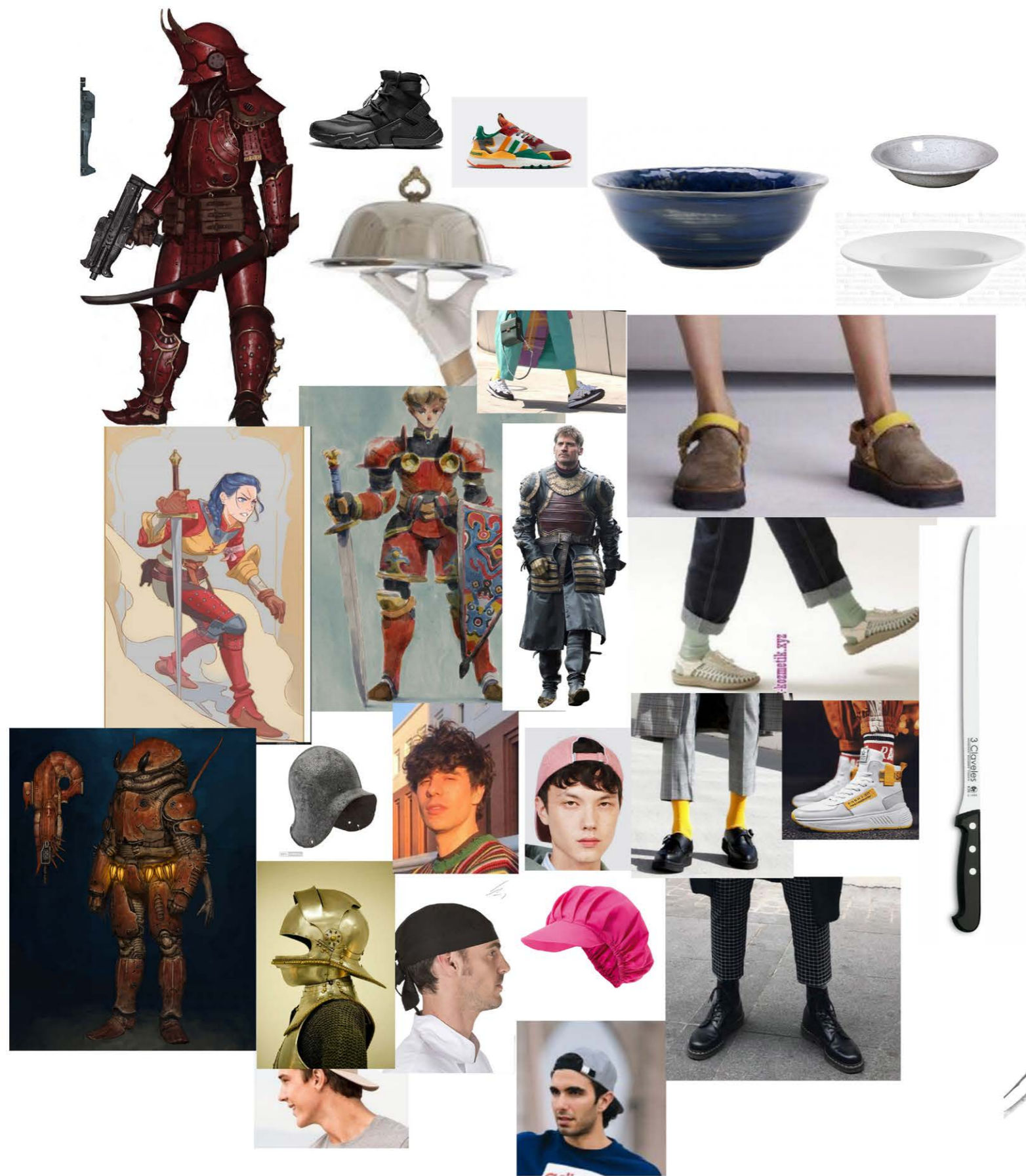


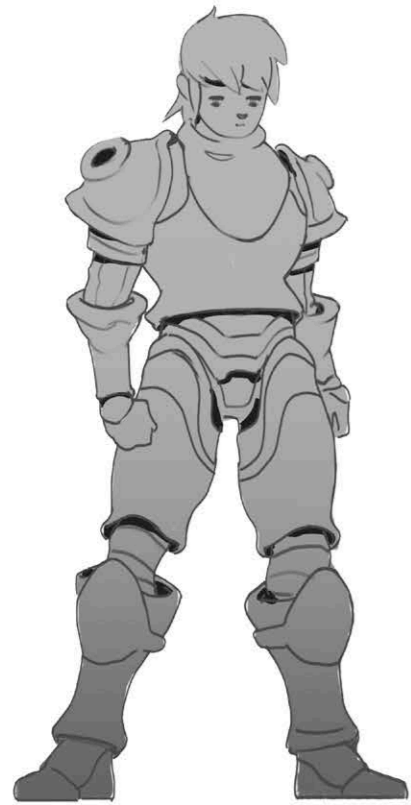
&

GLASS



ADONAI

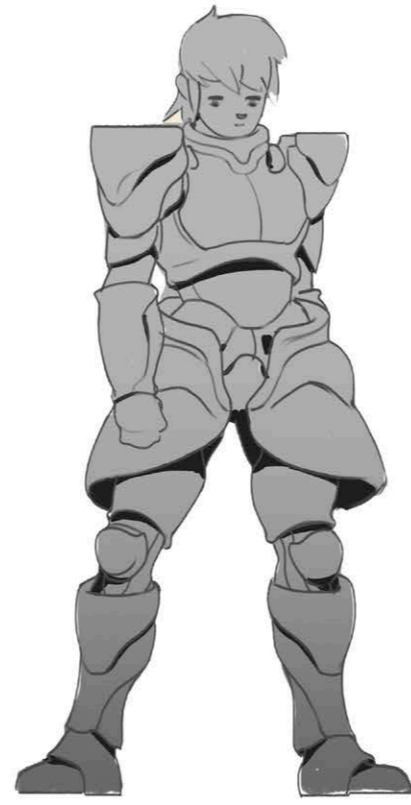




1



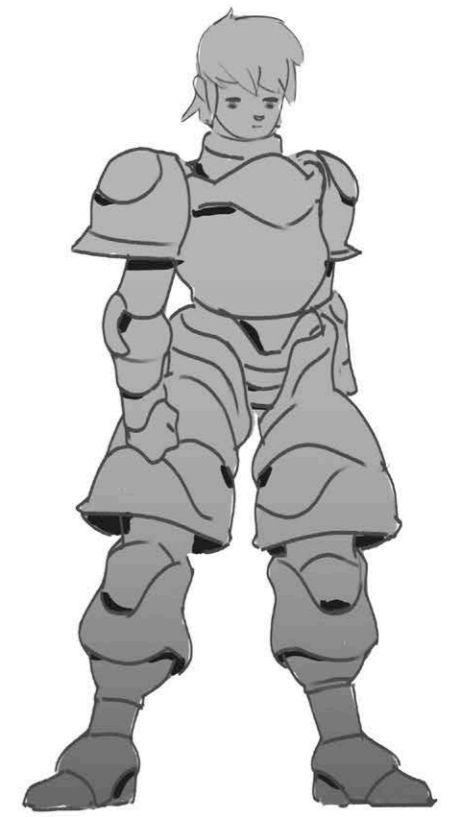
2



3



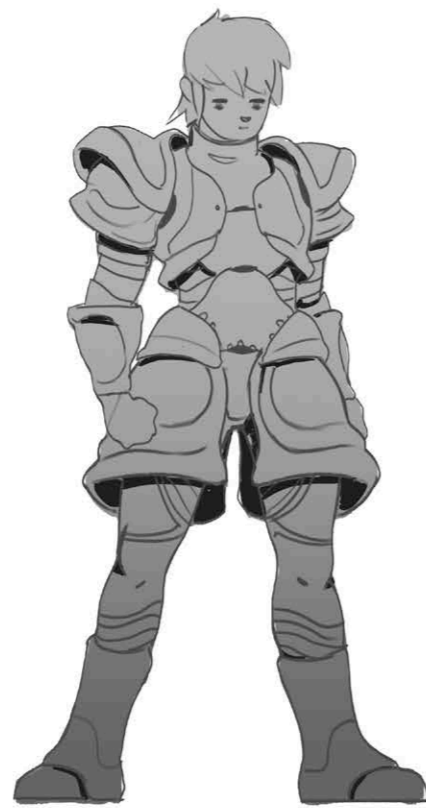
4



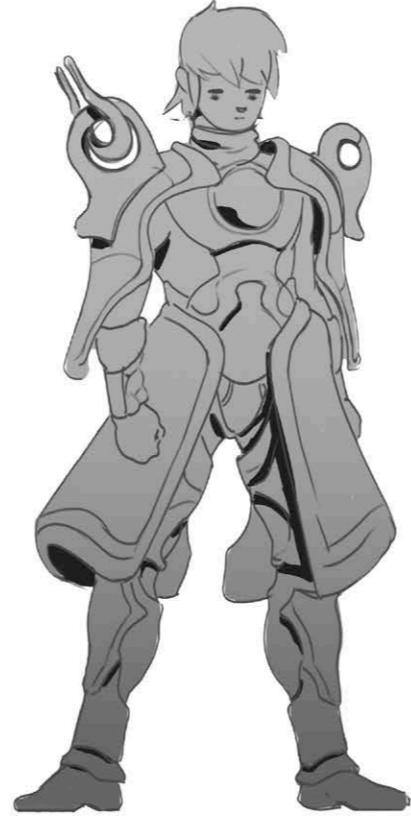
5



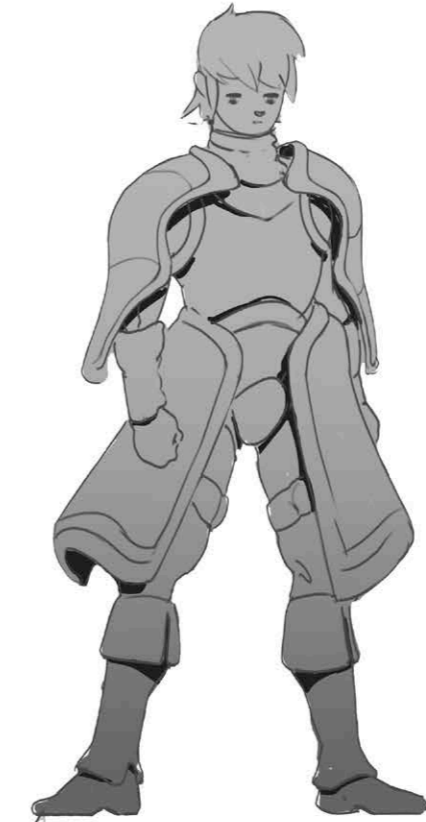
6



7



8

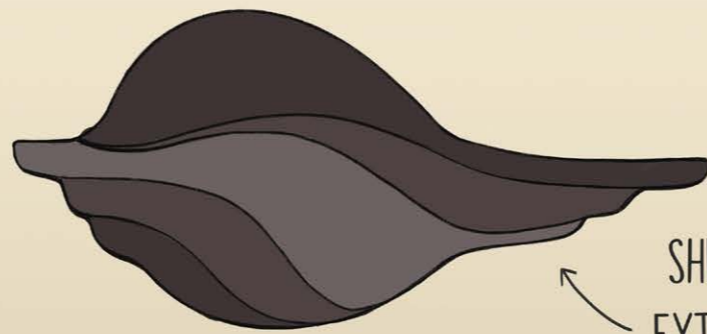
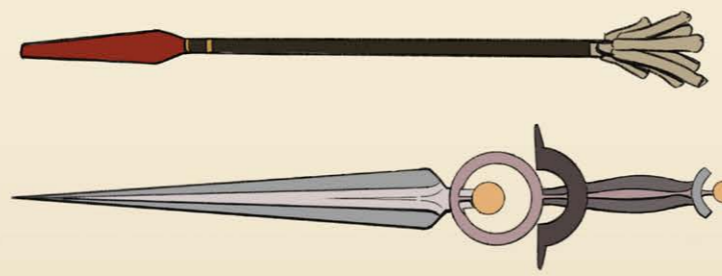


9



10





SHIELD'S EXTERIOR

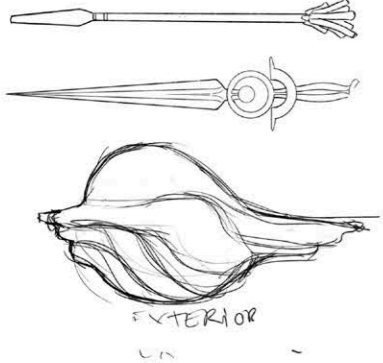
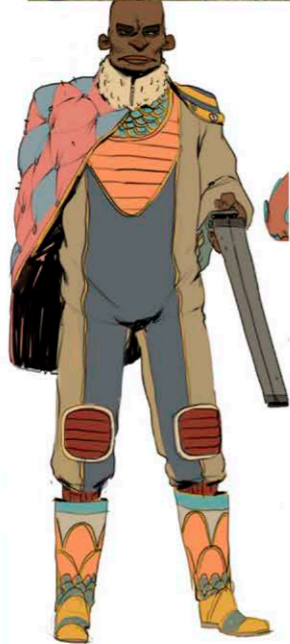
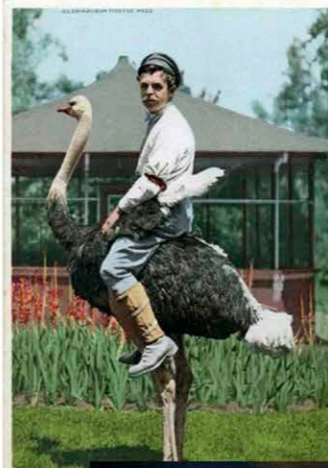
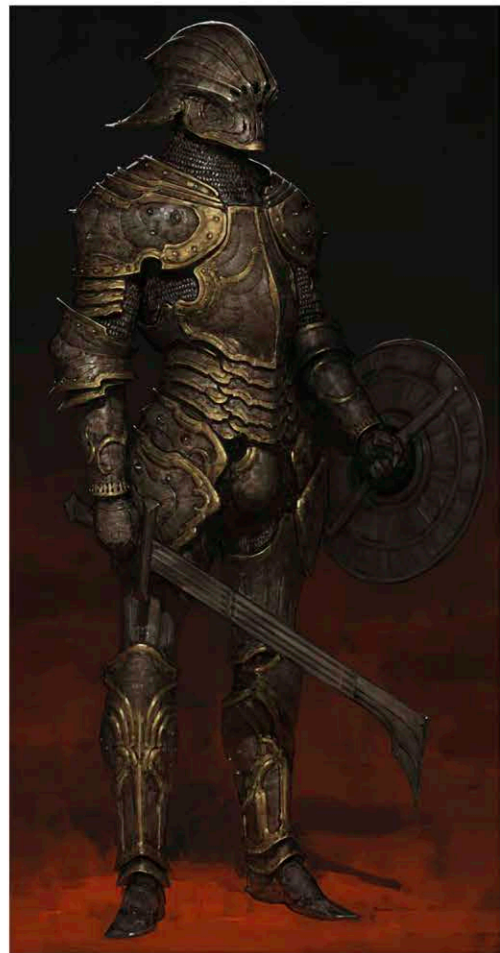


ARMOR OUTFIT



JOCKEY OUTFIT



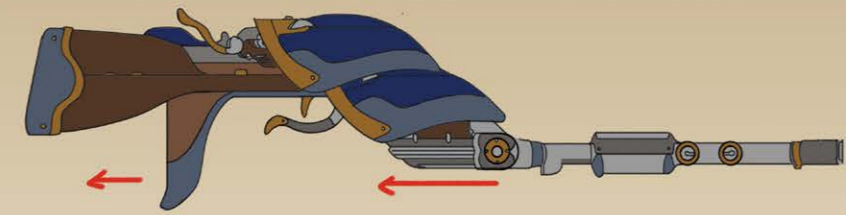


ADONAI

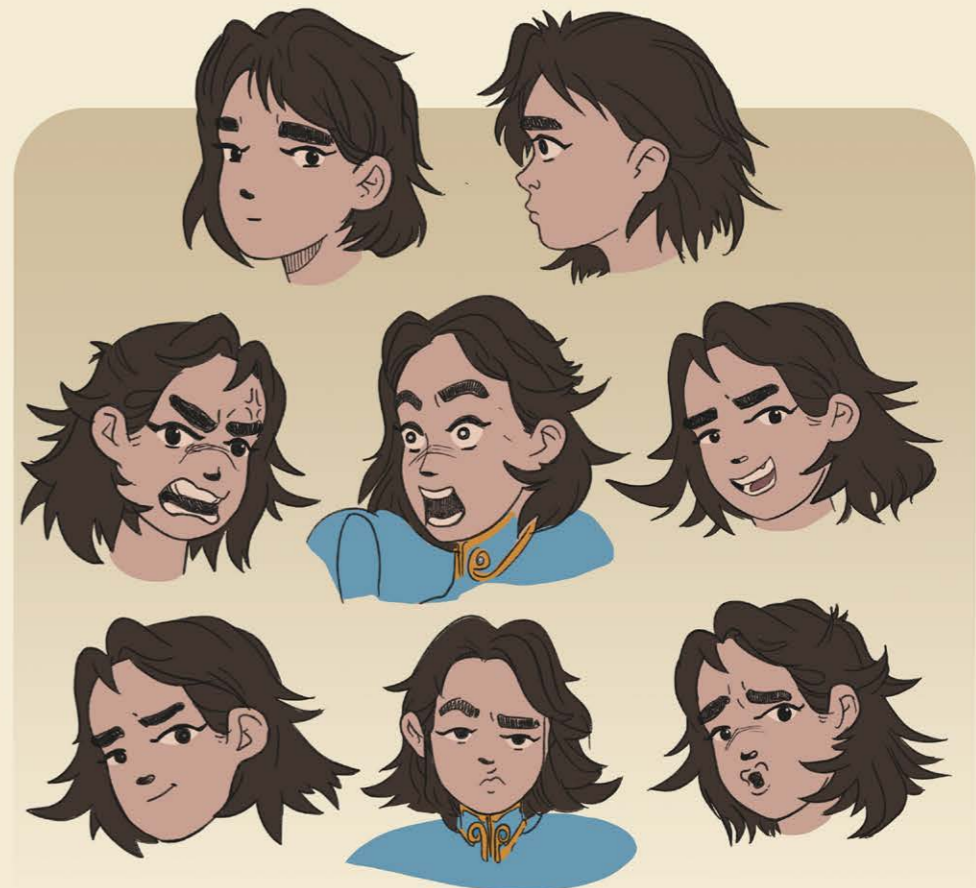
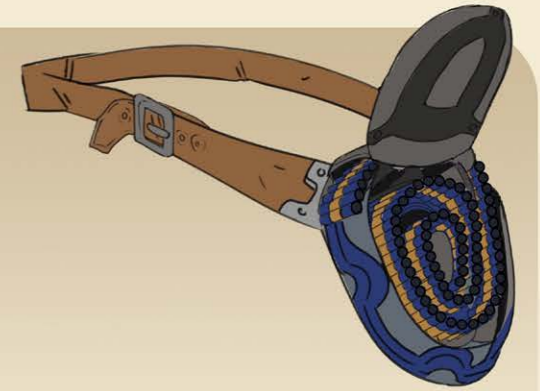
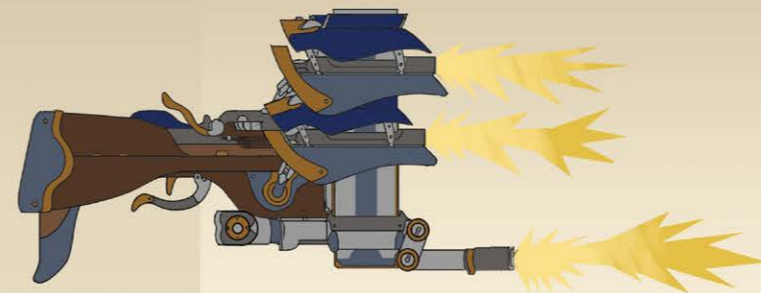
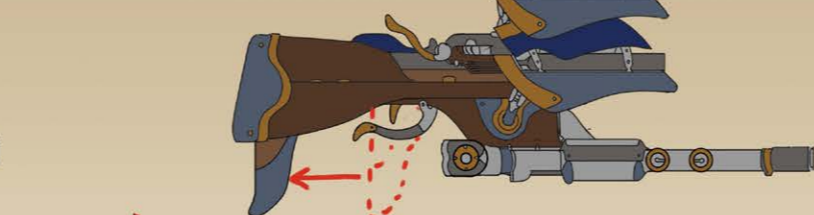
SNIPER MODE

SHOTGUN MODE

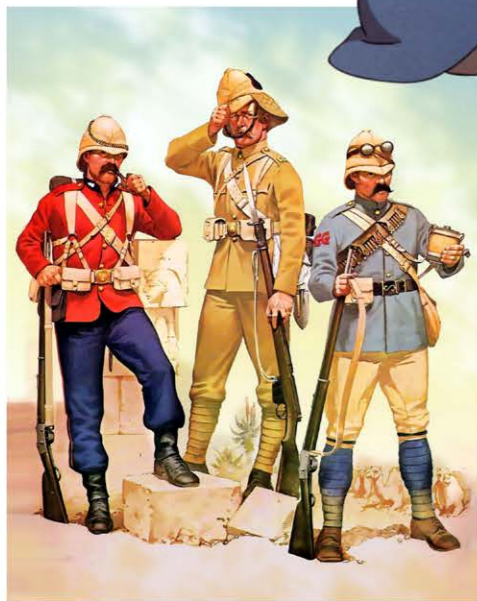
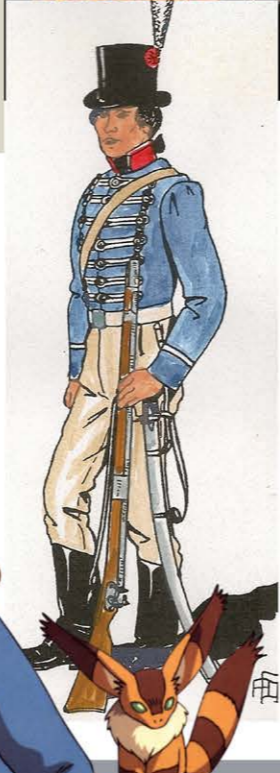
LOADING
SHOTGUN
MAGAZINE



BARREL
CONTRACTION



ADONAI

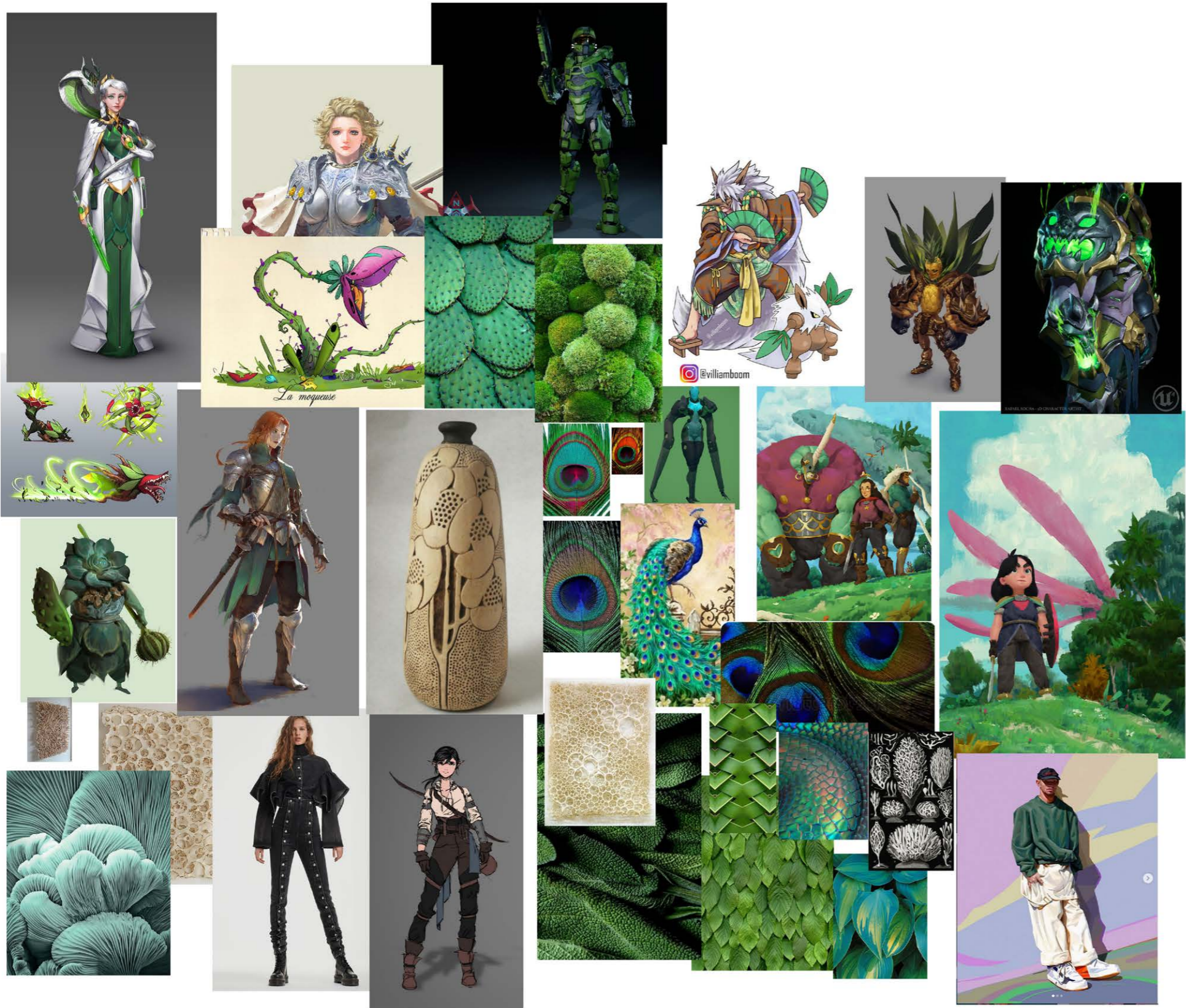


ADO
NRI

THE PLANT ARMOR CONTROLS THE HOST
THROUGH THE SPINAL CORD



ADO
NRI



ADO
NRI

MONSTERS

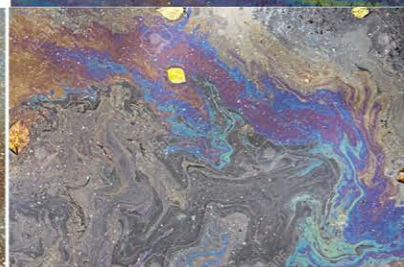
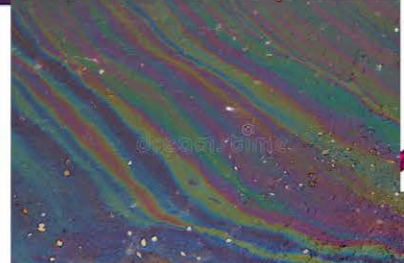
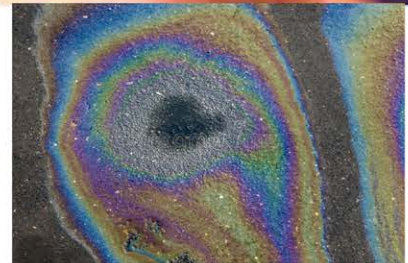




ADONAI



ADONAI

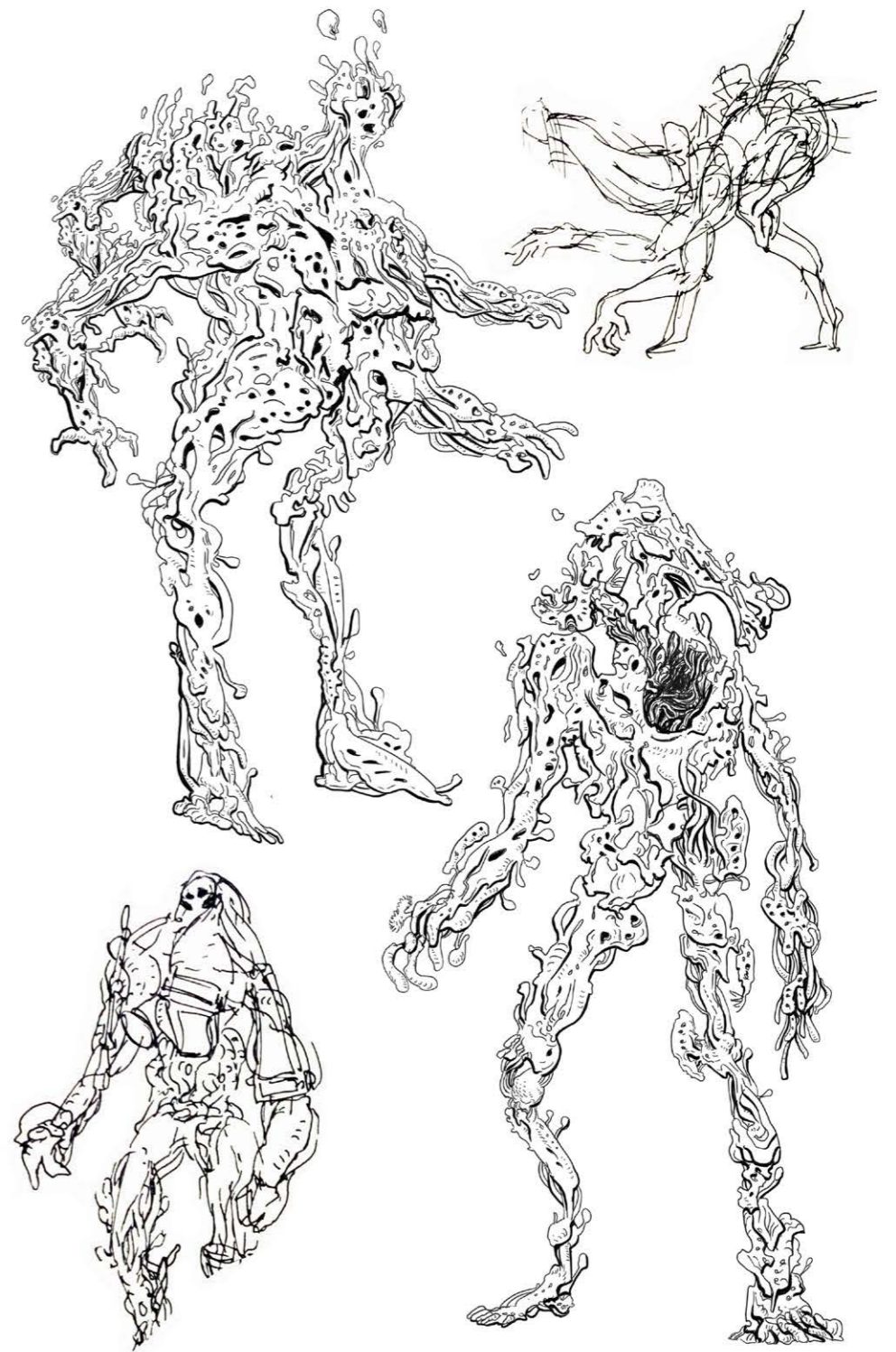


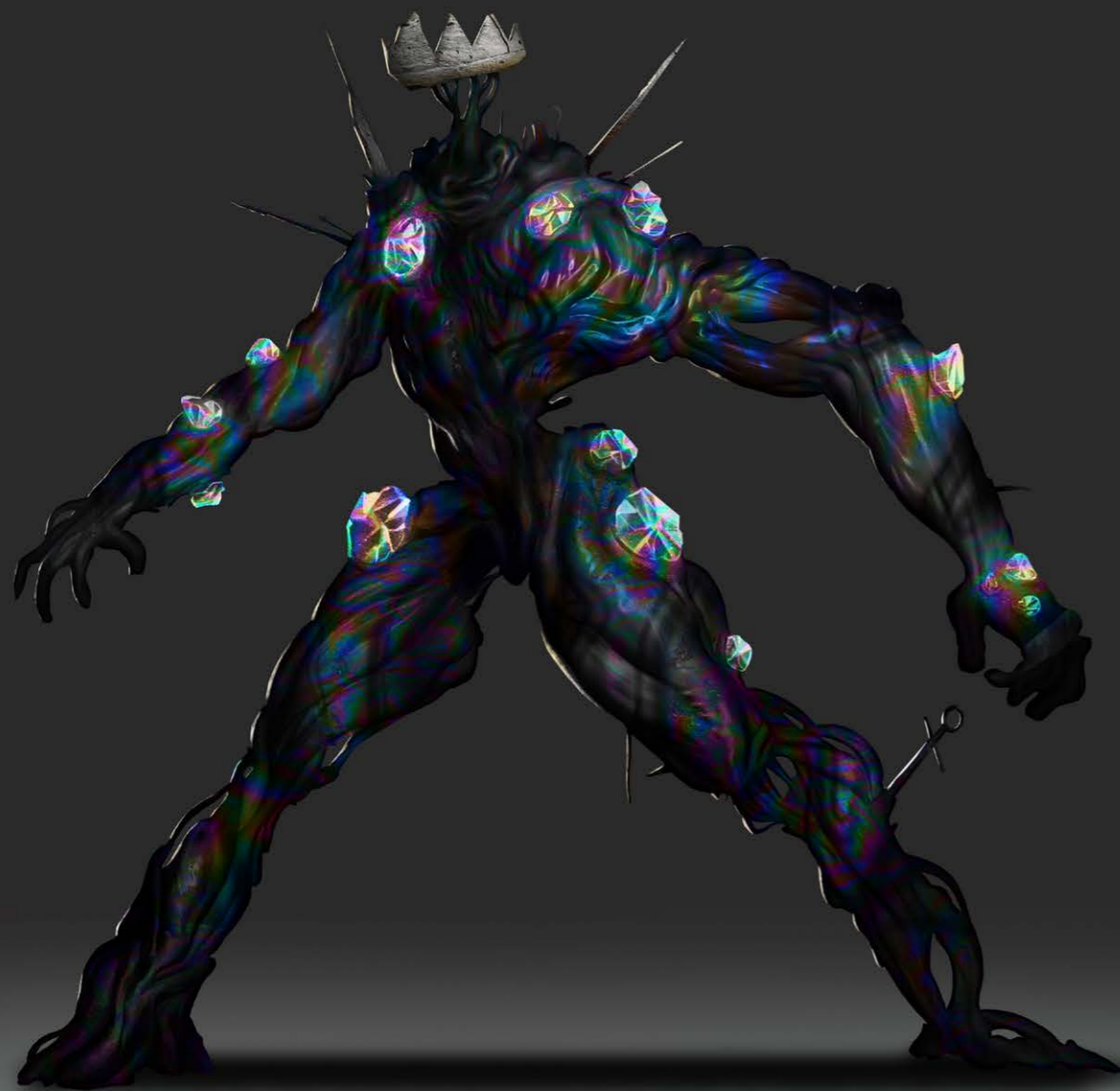


ADONAI

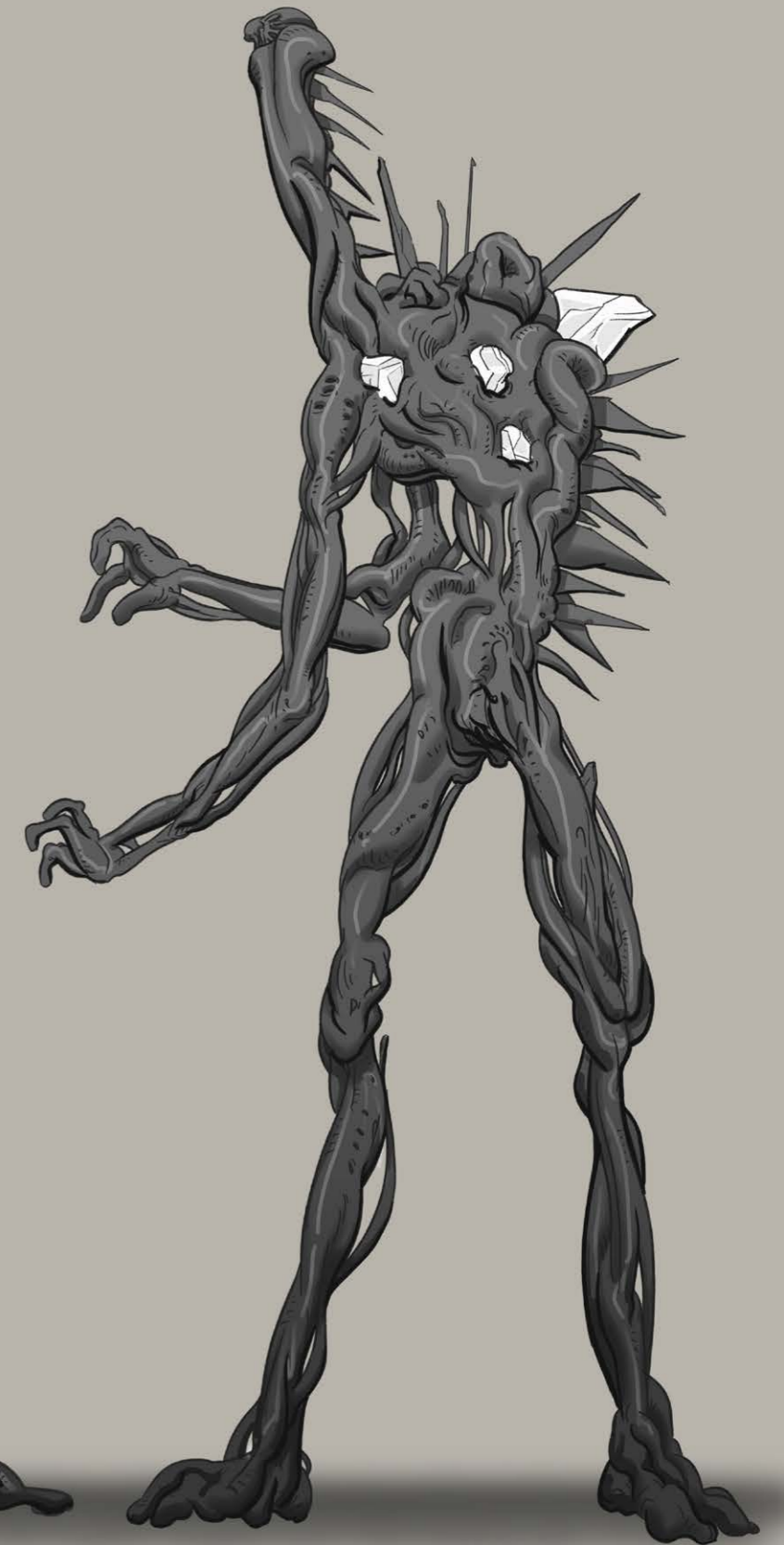
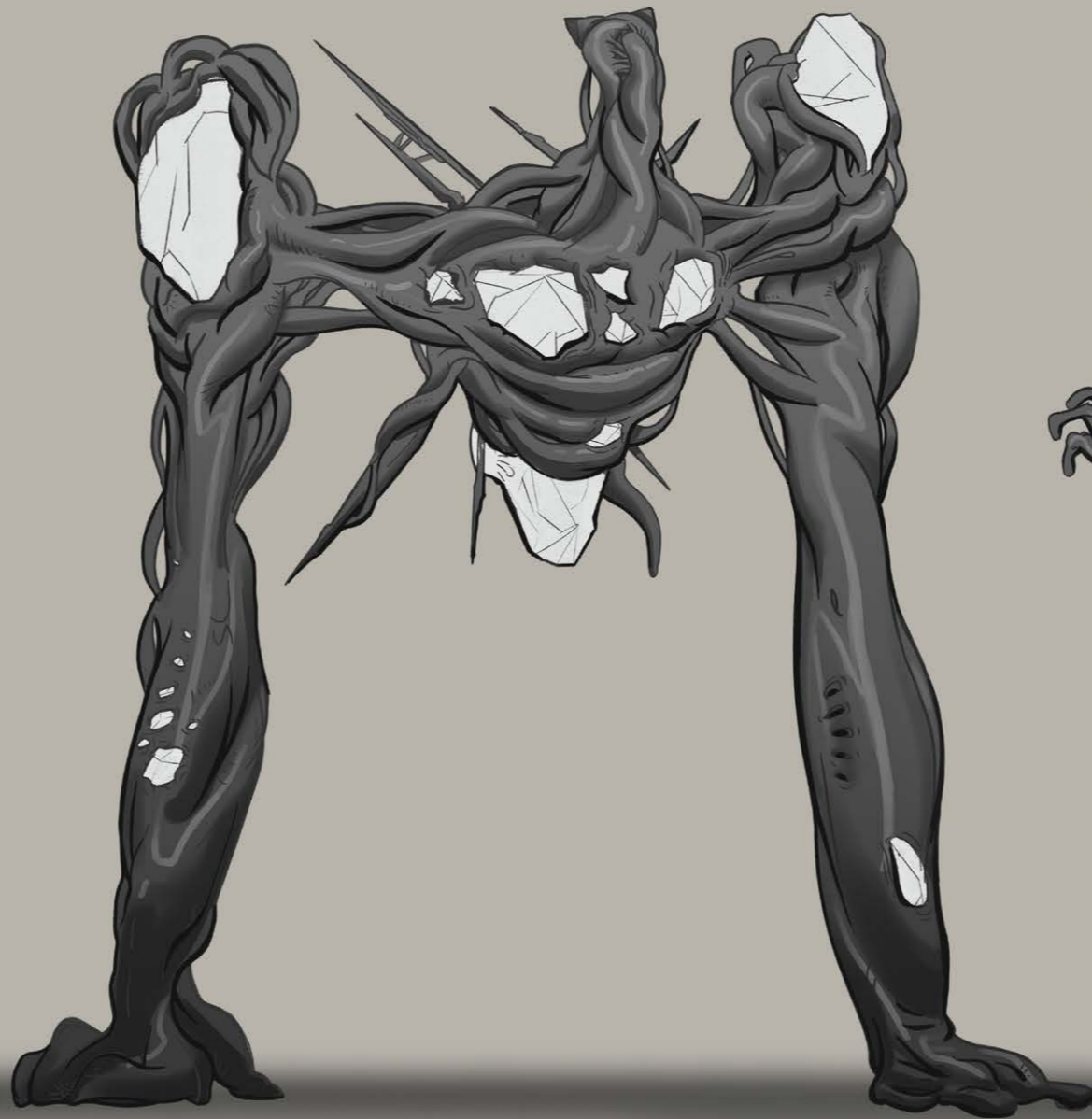
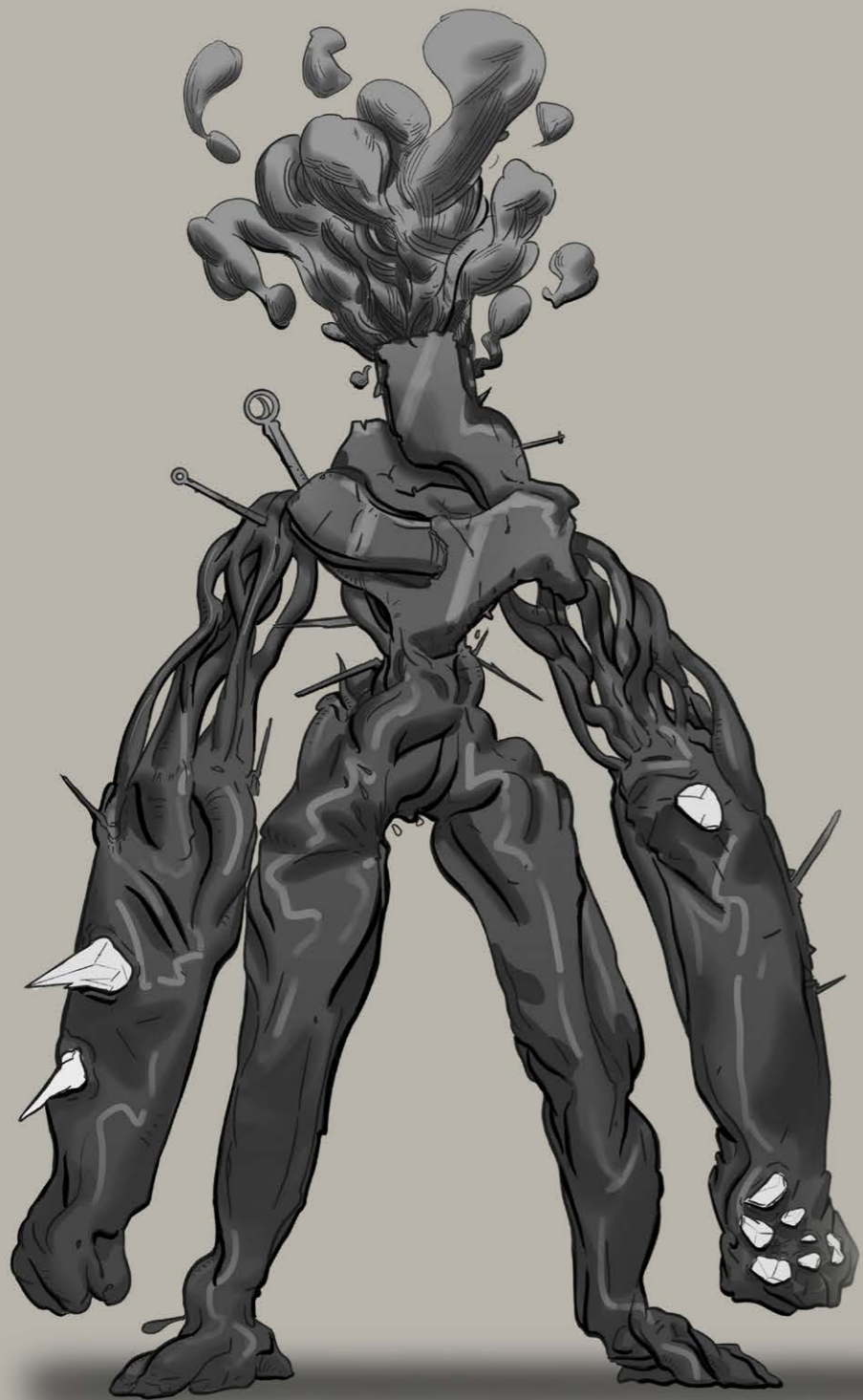


ADO
NRAI

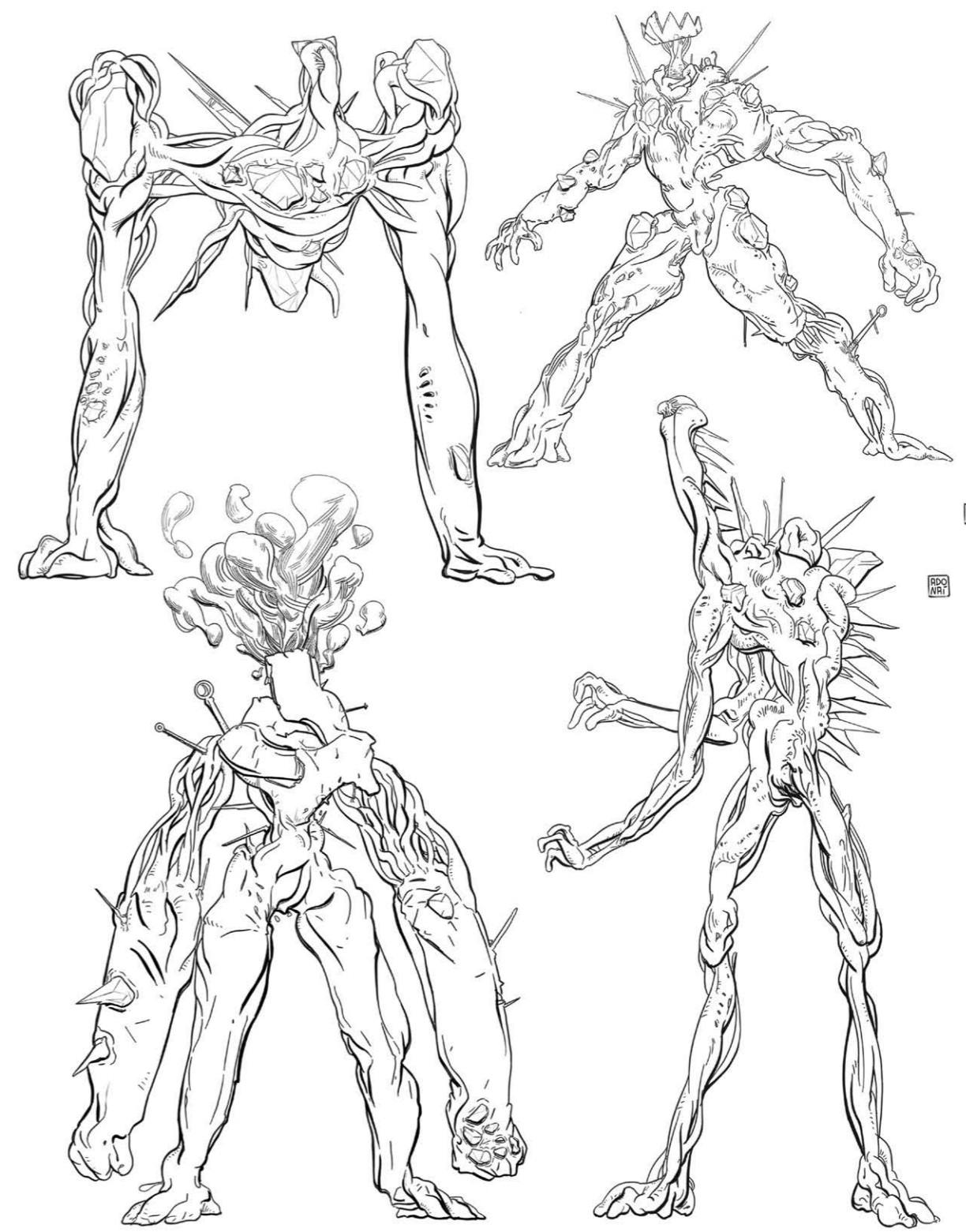
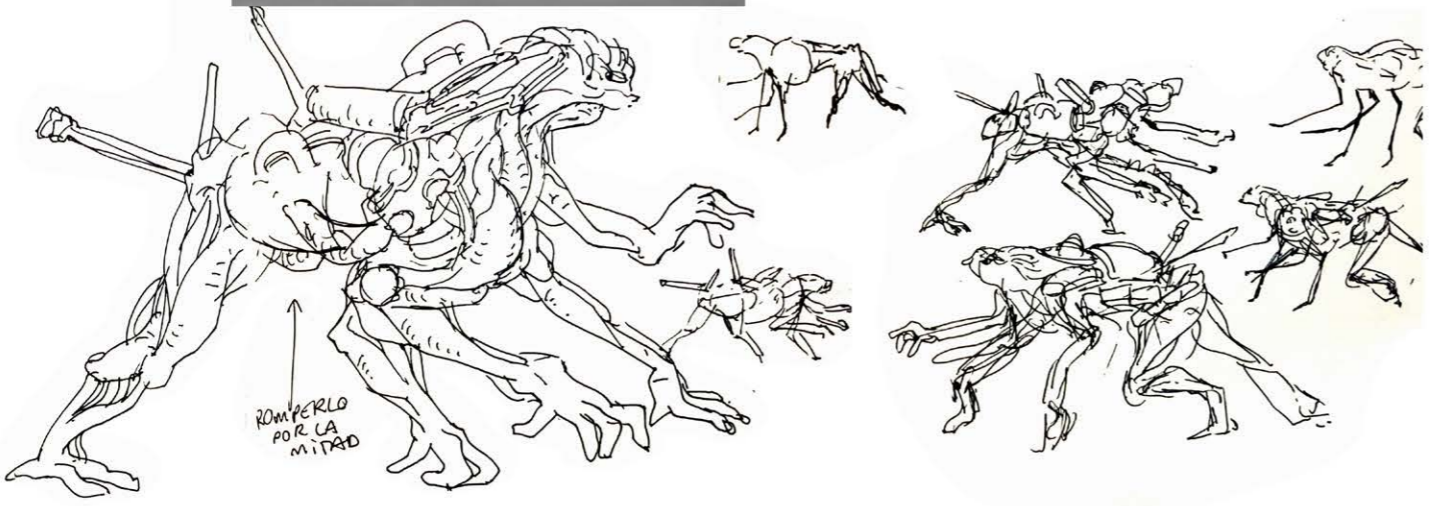
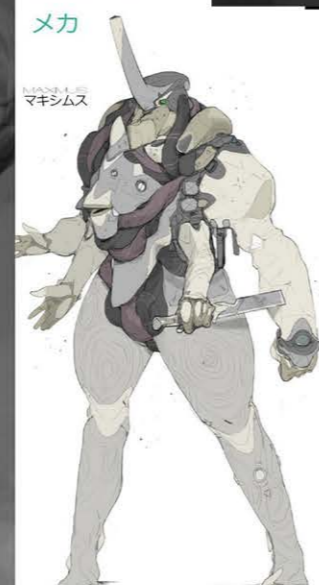




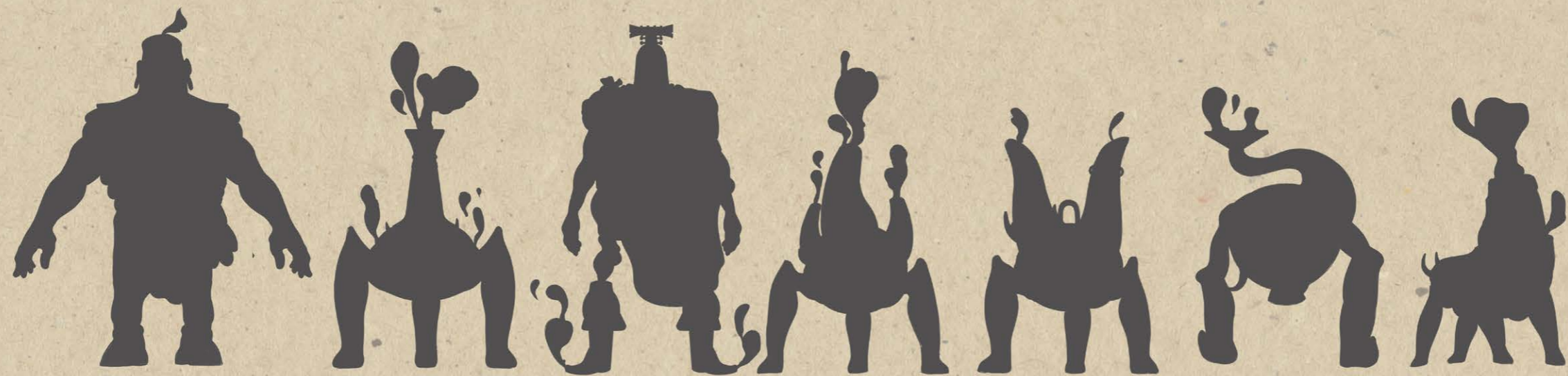
ADO
NRI



ADONAI

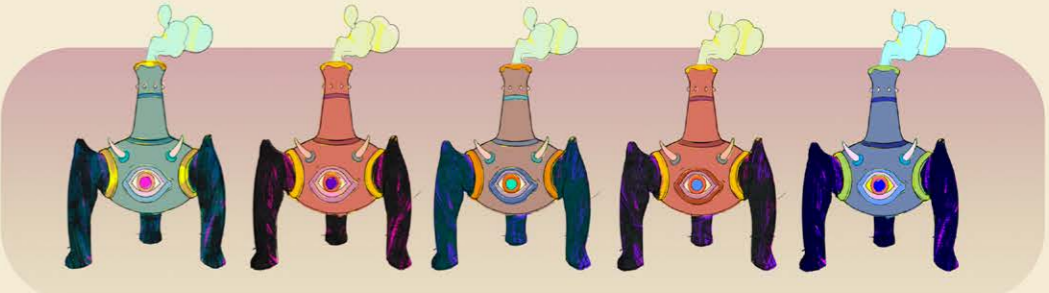
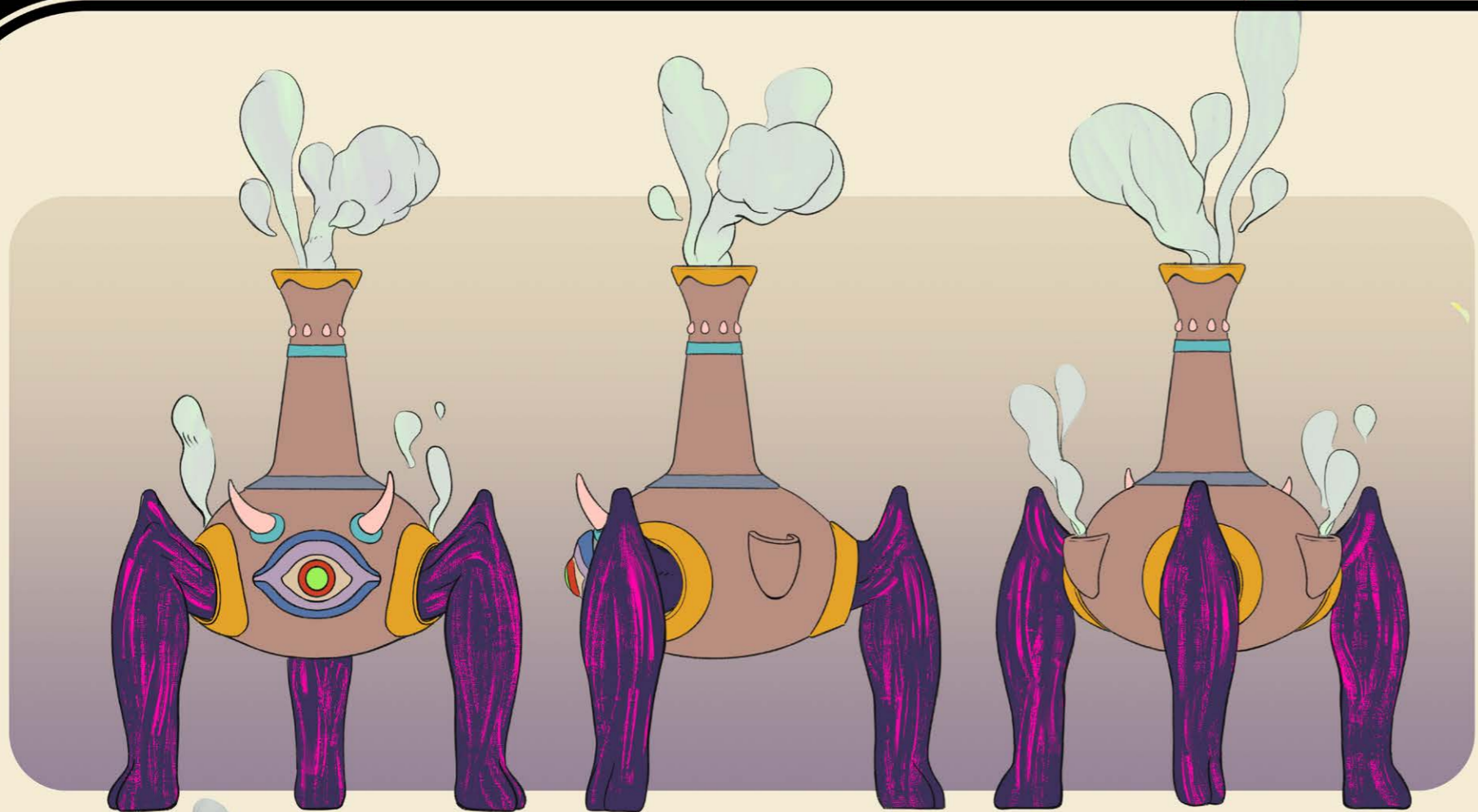


VESSEL MONSTERS





ADONAI



MORE FAMILY MEMBERS



THE MIDDLE EYE IS FAKE,
HE COMMUNICATES WITH OTHERS THROUGH
THE HORNS, THROUGH WHICH HE TRANSMITS
BIOCHEMICAL INFORMATION



1



2

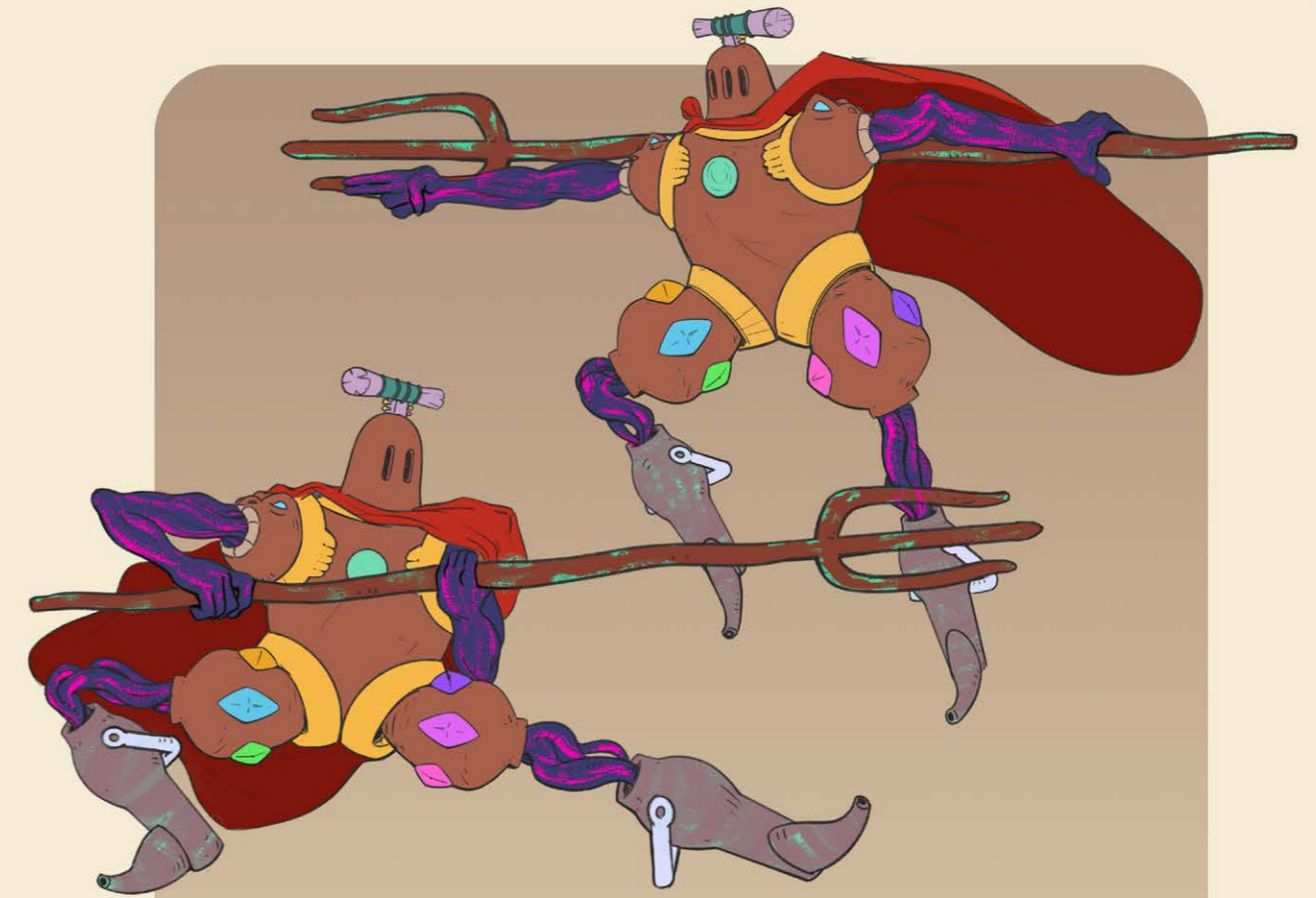
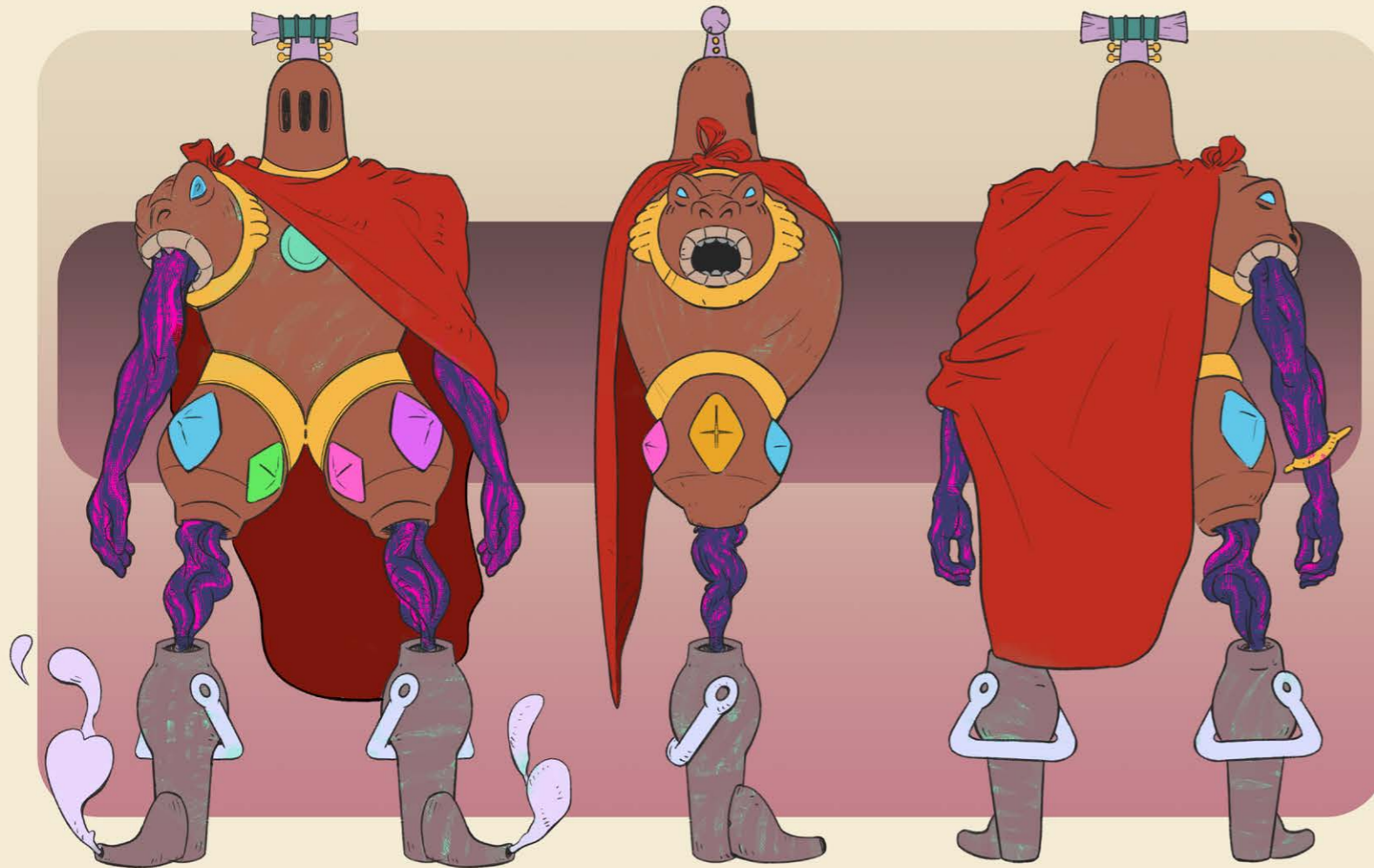
HE MOVES BY JUMPING



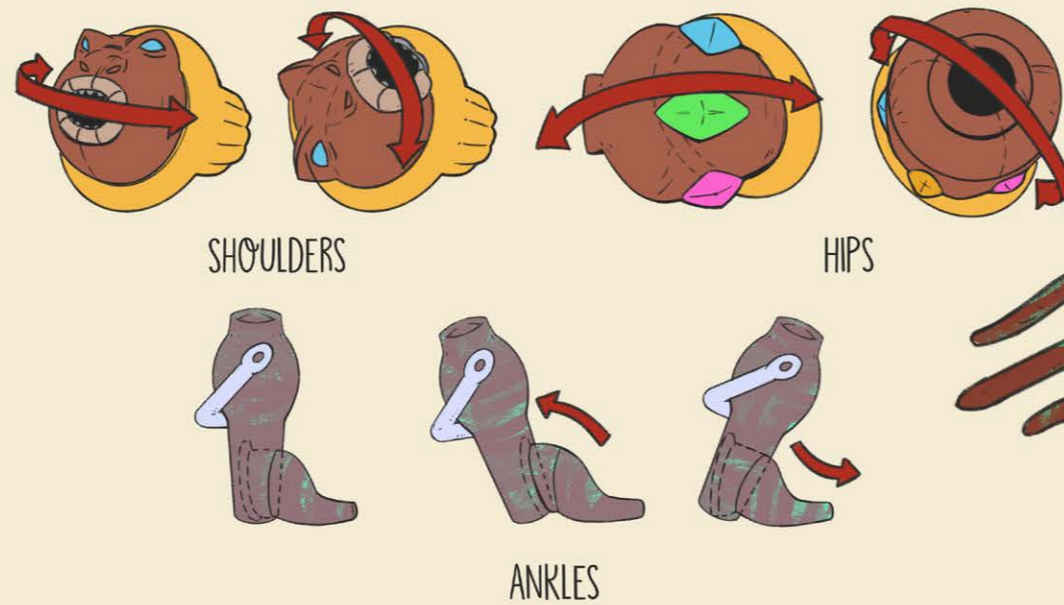




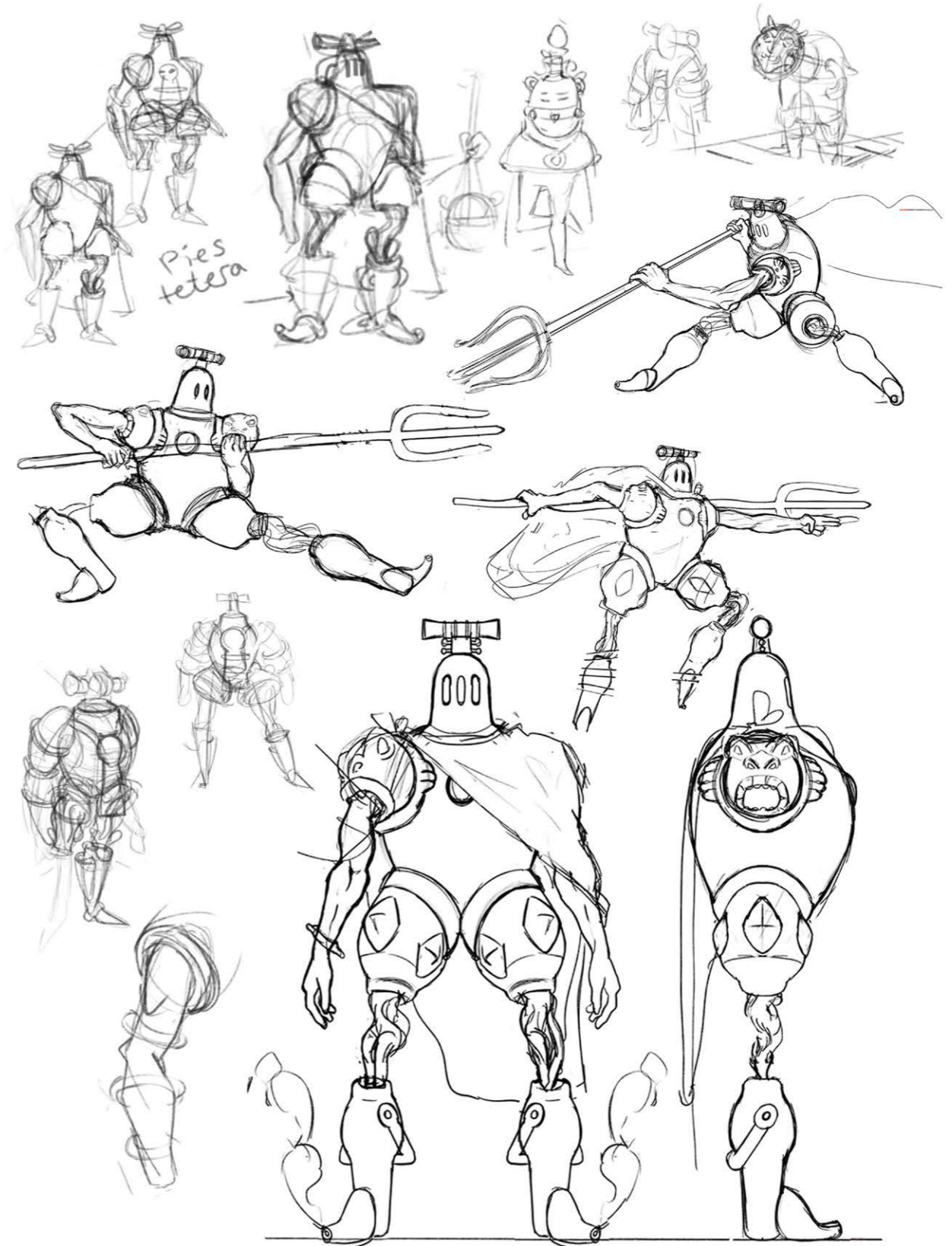
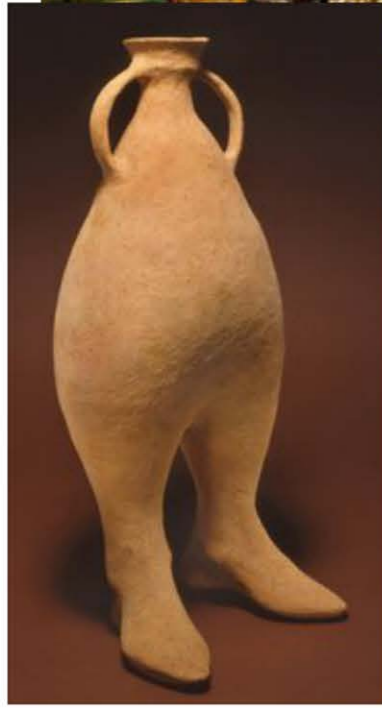
ADONAI
NRI



JOINT MOVEMENT-GOLDEN RINGS ARE FIXED, BUT THE POTS MOVE-

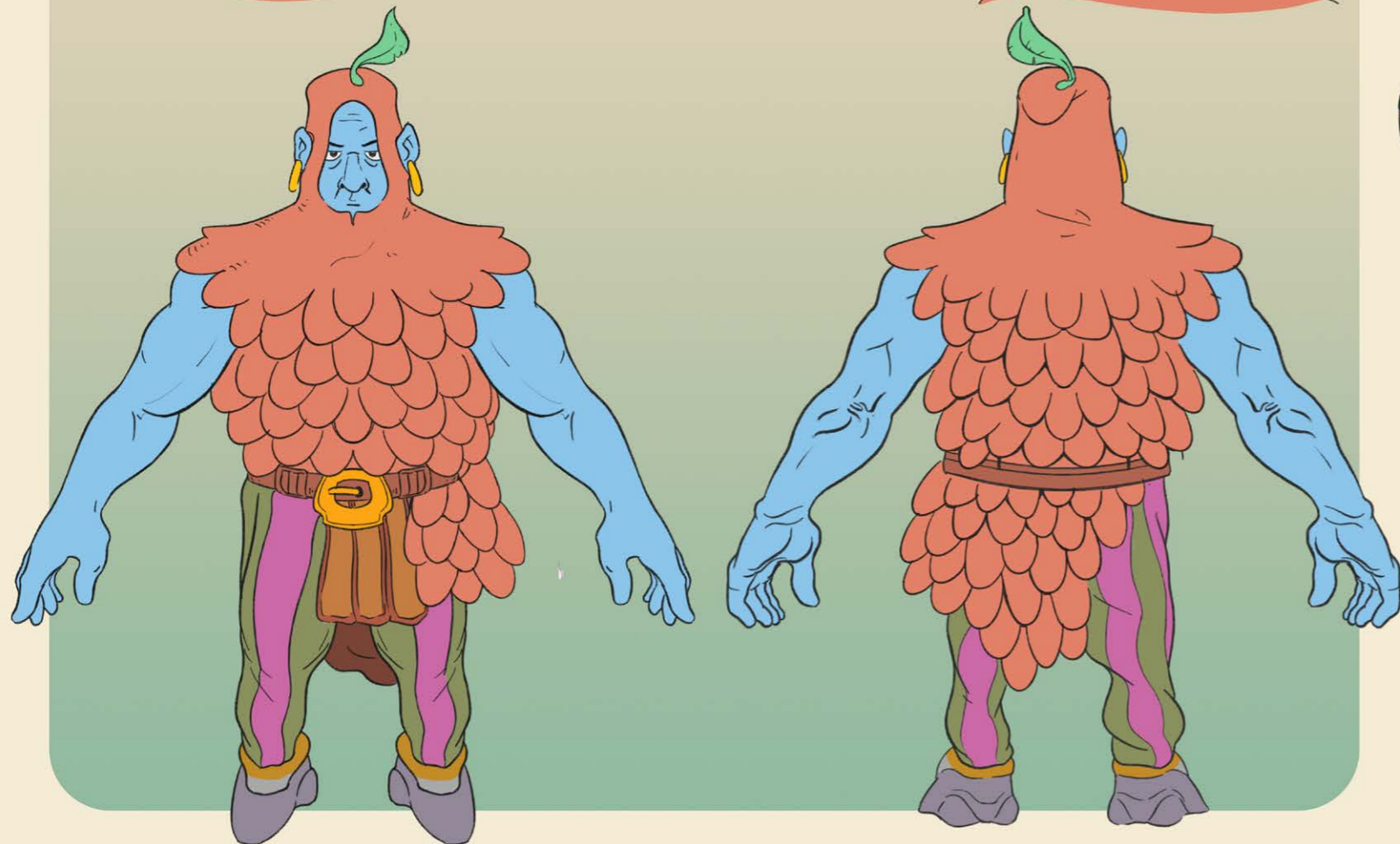


ADONAI





ADONAI



VIALS AND POTS FOR BOLD POTIONS



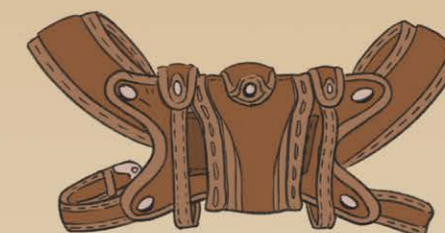
FRONT



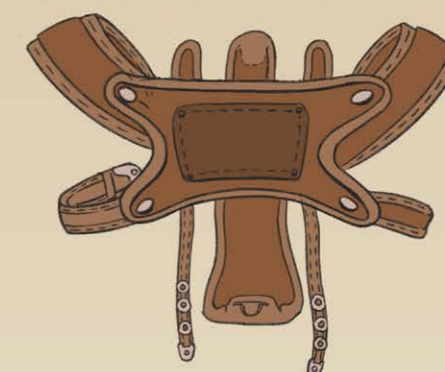
THE PUMPKIN CATERPILLAR POT



BACK



SKULL POT, FOR MARINATING THE MONSTER FLUID



POT HOLSTER





TRANSLATORS



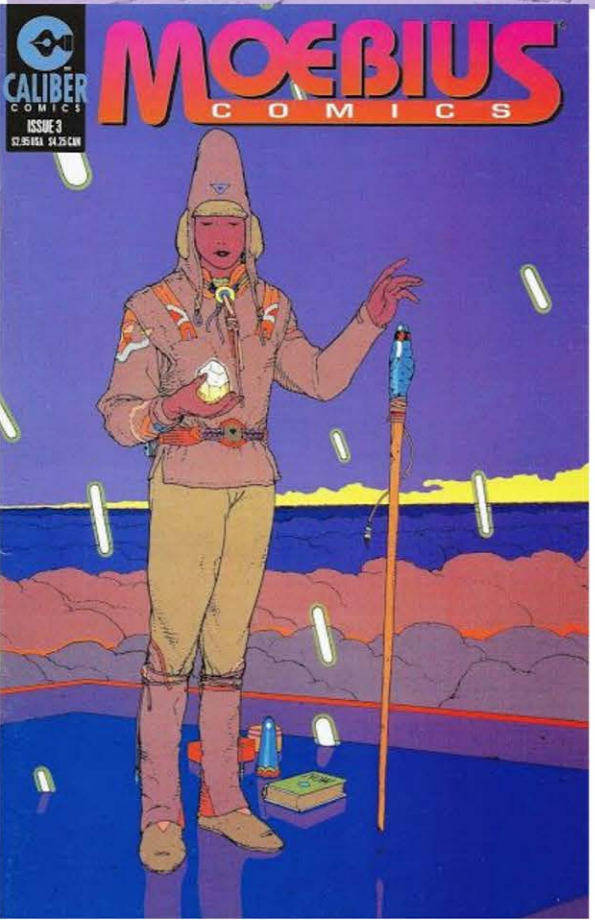


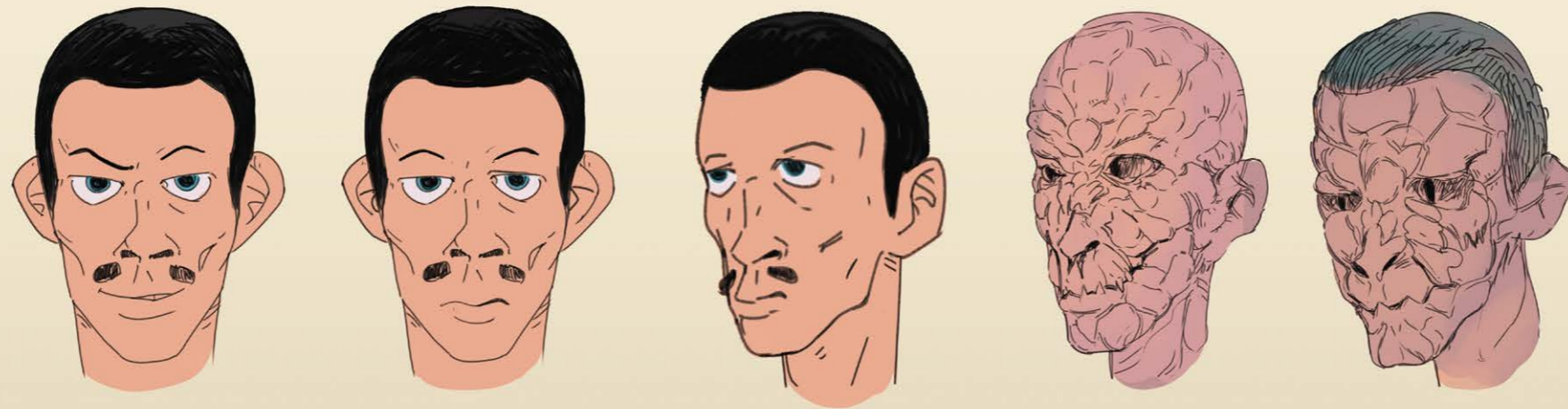
OUTERWEAR



RITUAL OUTFIT







RIOT GEAR OUTFIT



INFANTRY OUTFIT

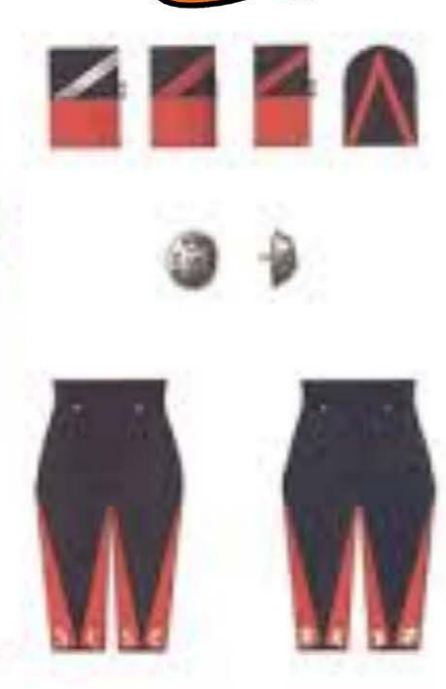
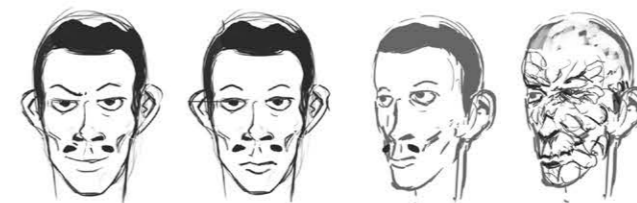


DETECTIVE OUTFIT



ROYAL GUARD OUTFIT

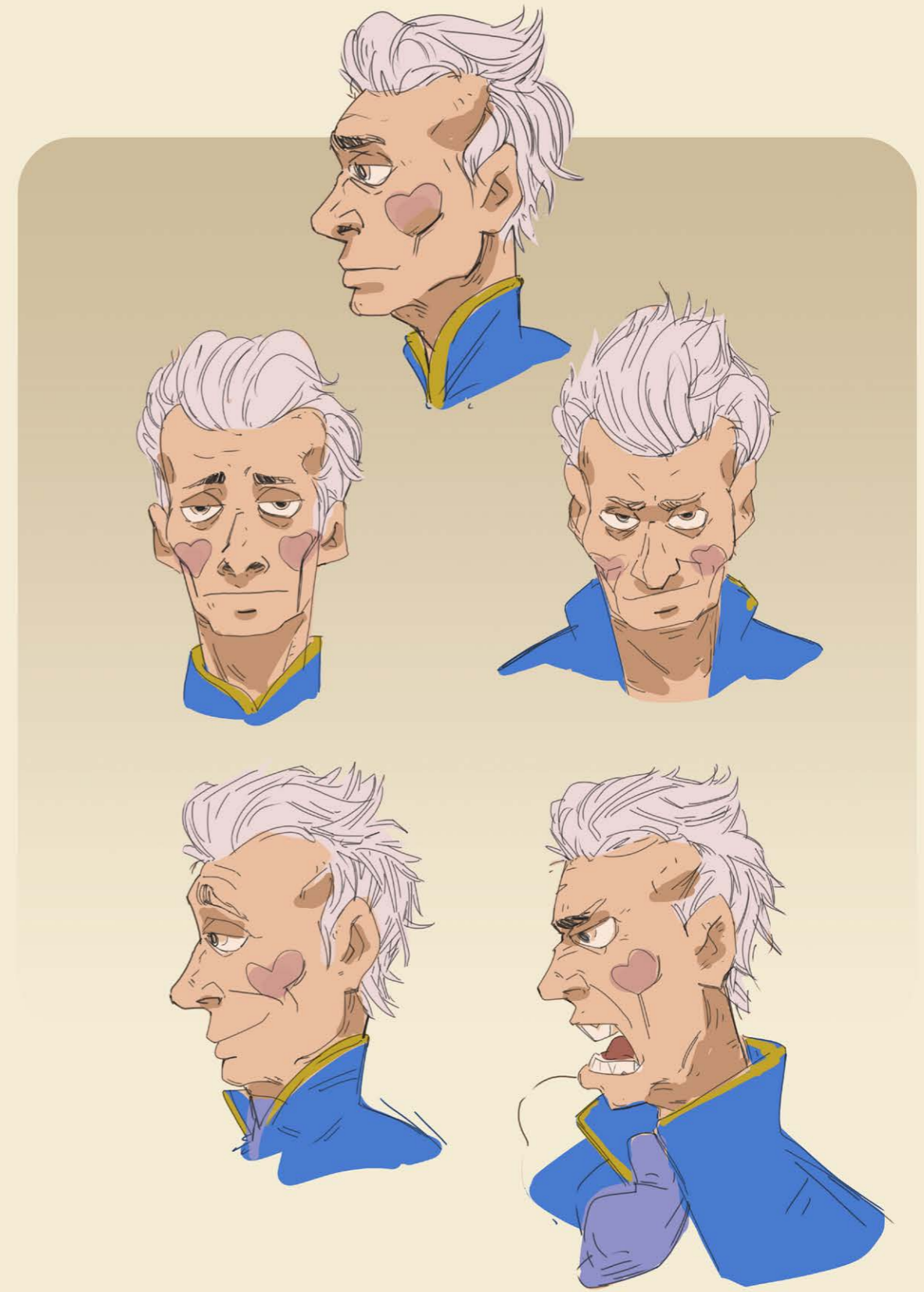




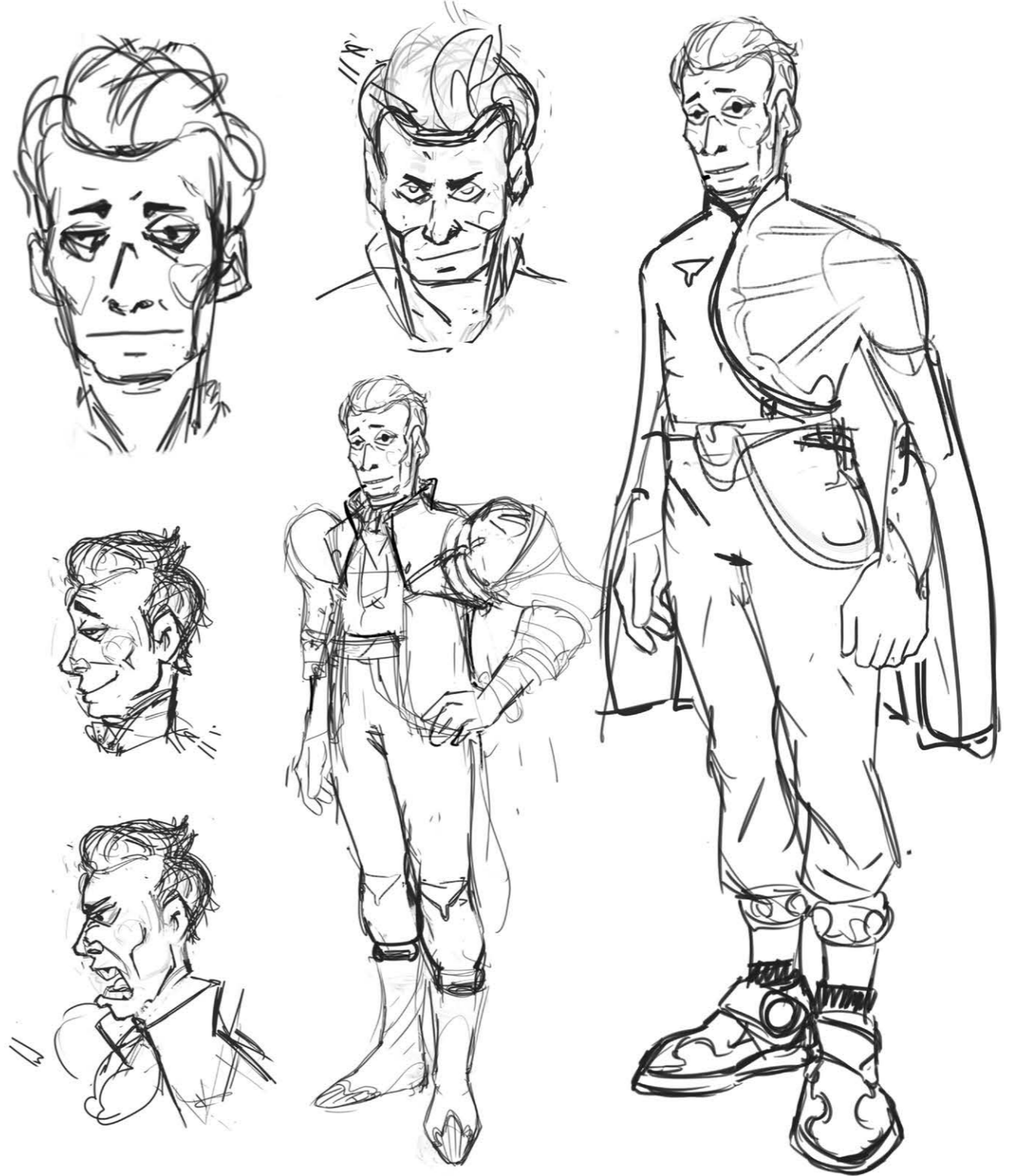
DIPLOMATIC OUTFIT



SPARE TIME OUTFIT



ADONAI





MONSTER COLLECTOR

ACHAR

AFILIATED
ARISTOCRAT

CHIEF
GUARD
TRANSLATOR

DEACON
TRANSLATOR

TRAGALDABOY

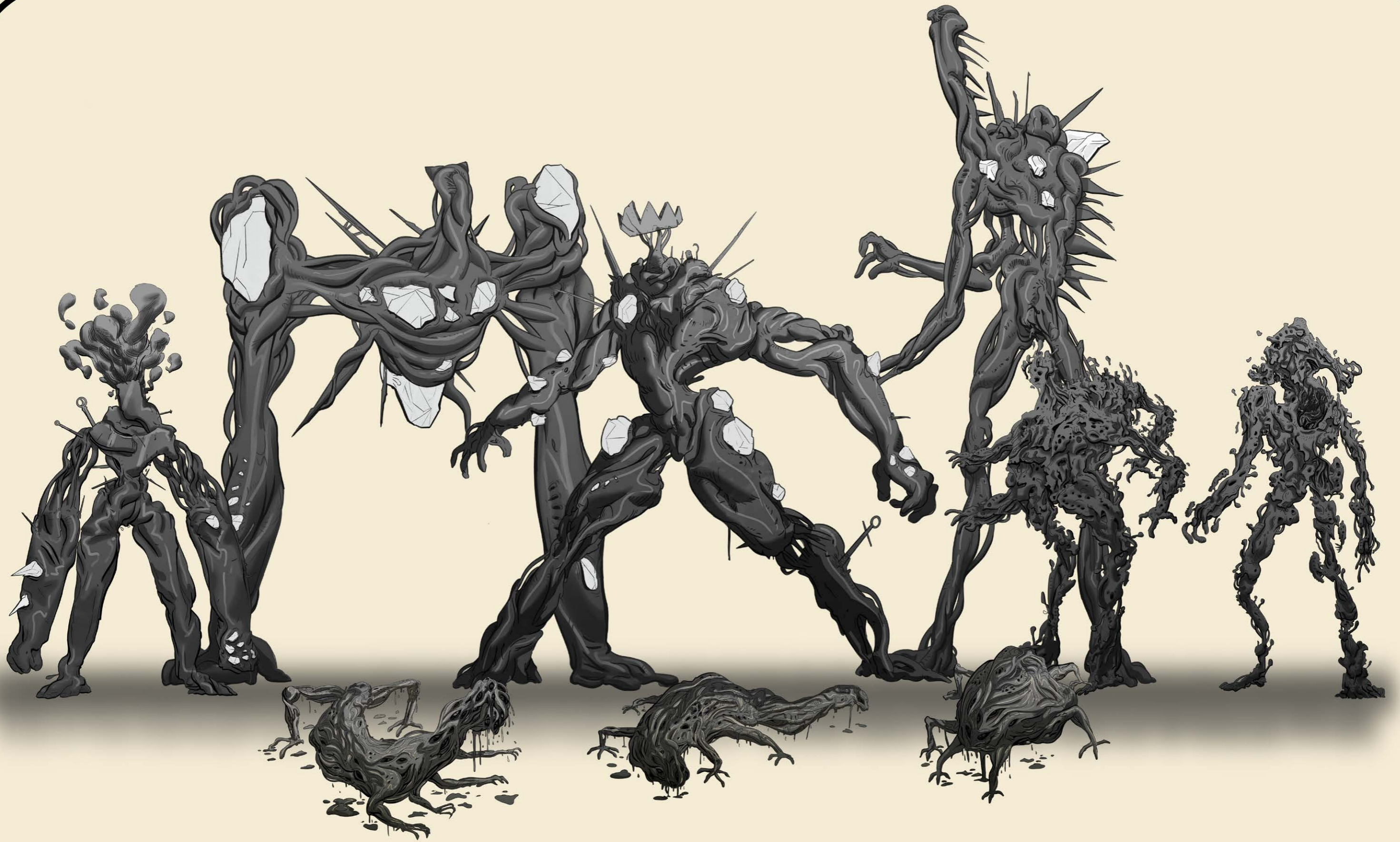
NAAN

AMPHORA
KNIGHT

VESSEL
SPIDER

CHAADAR





ADONAI



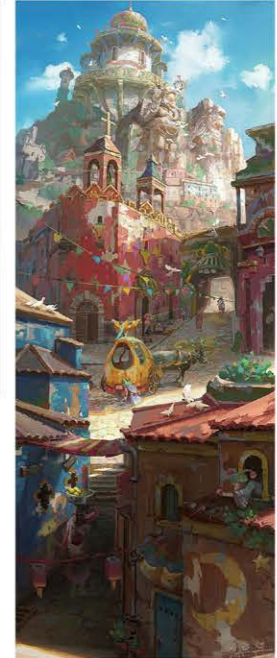
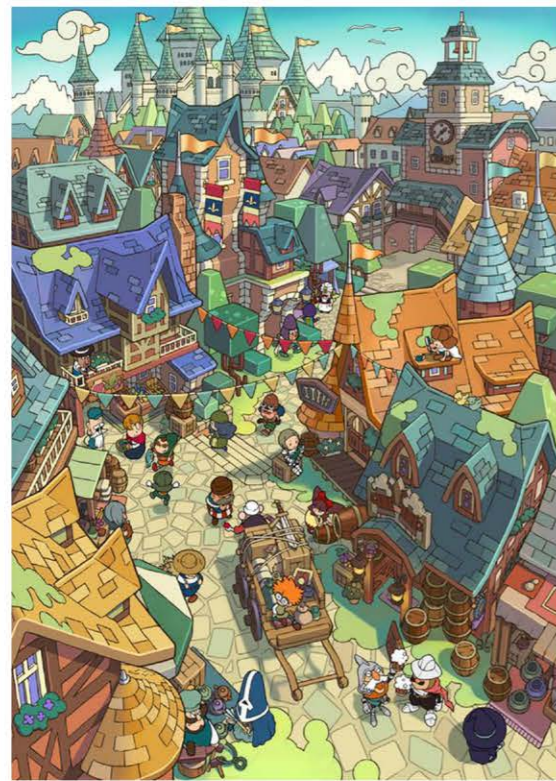
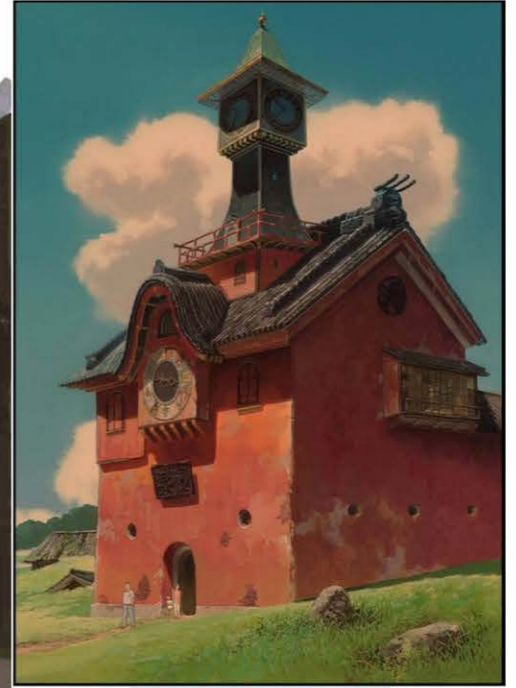
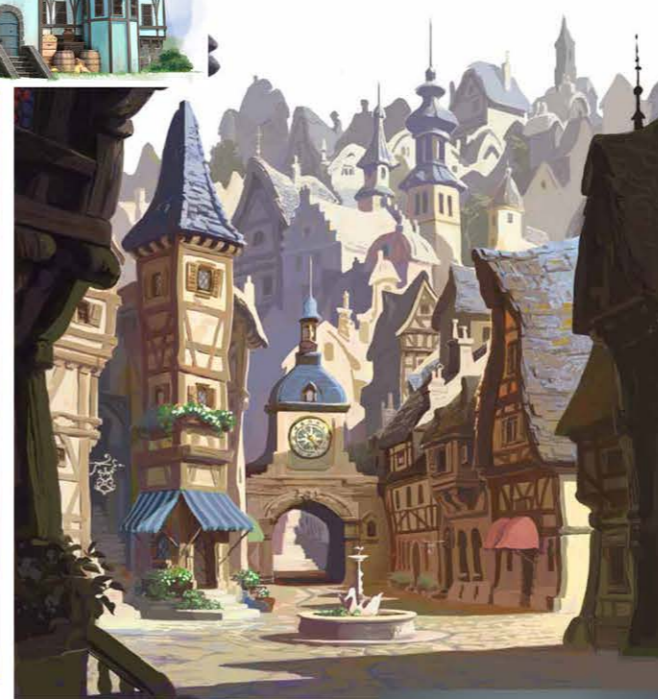
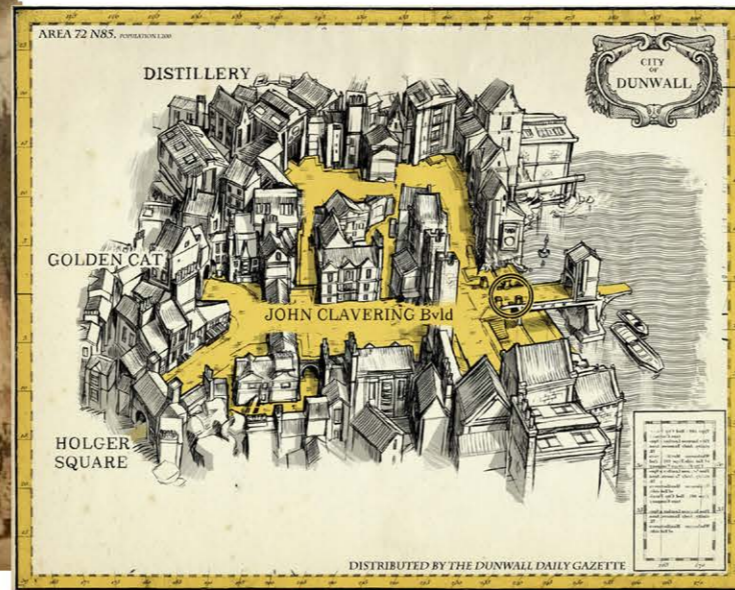
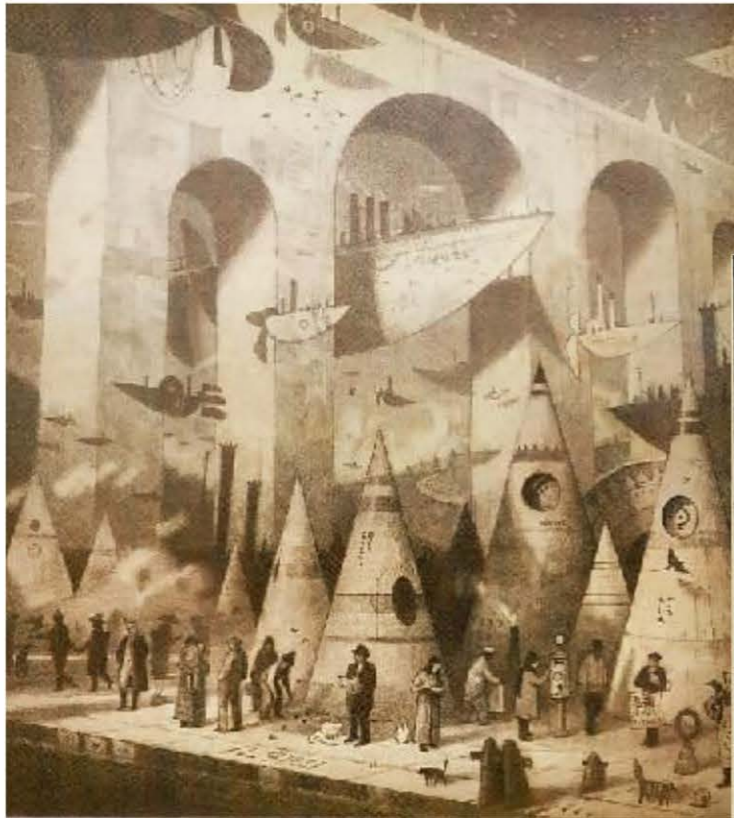
ADONAI

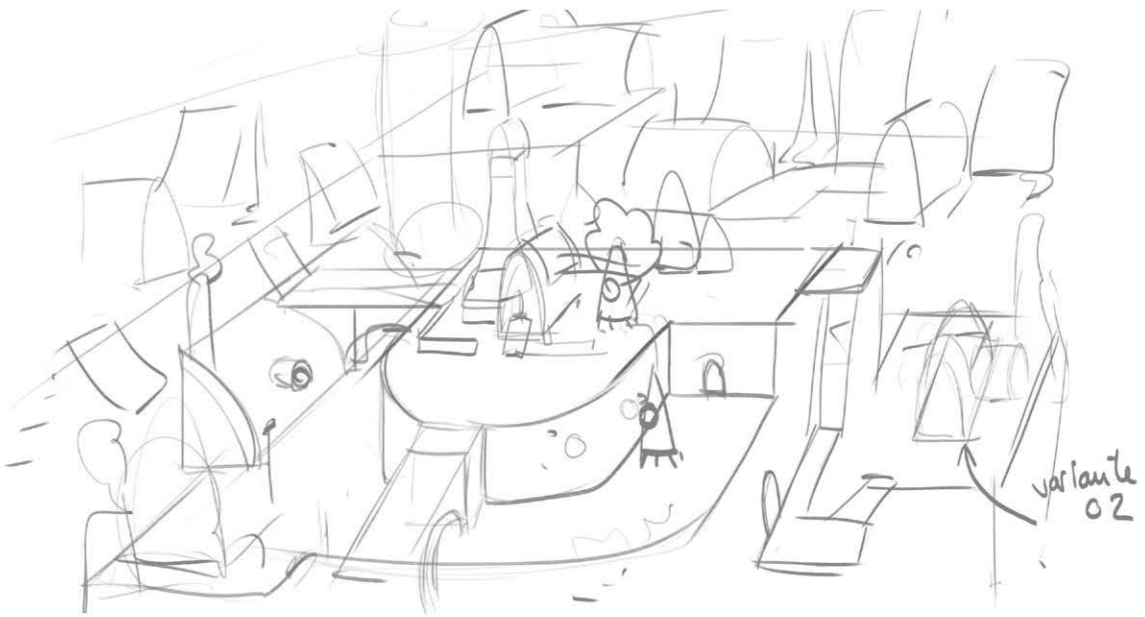
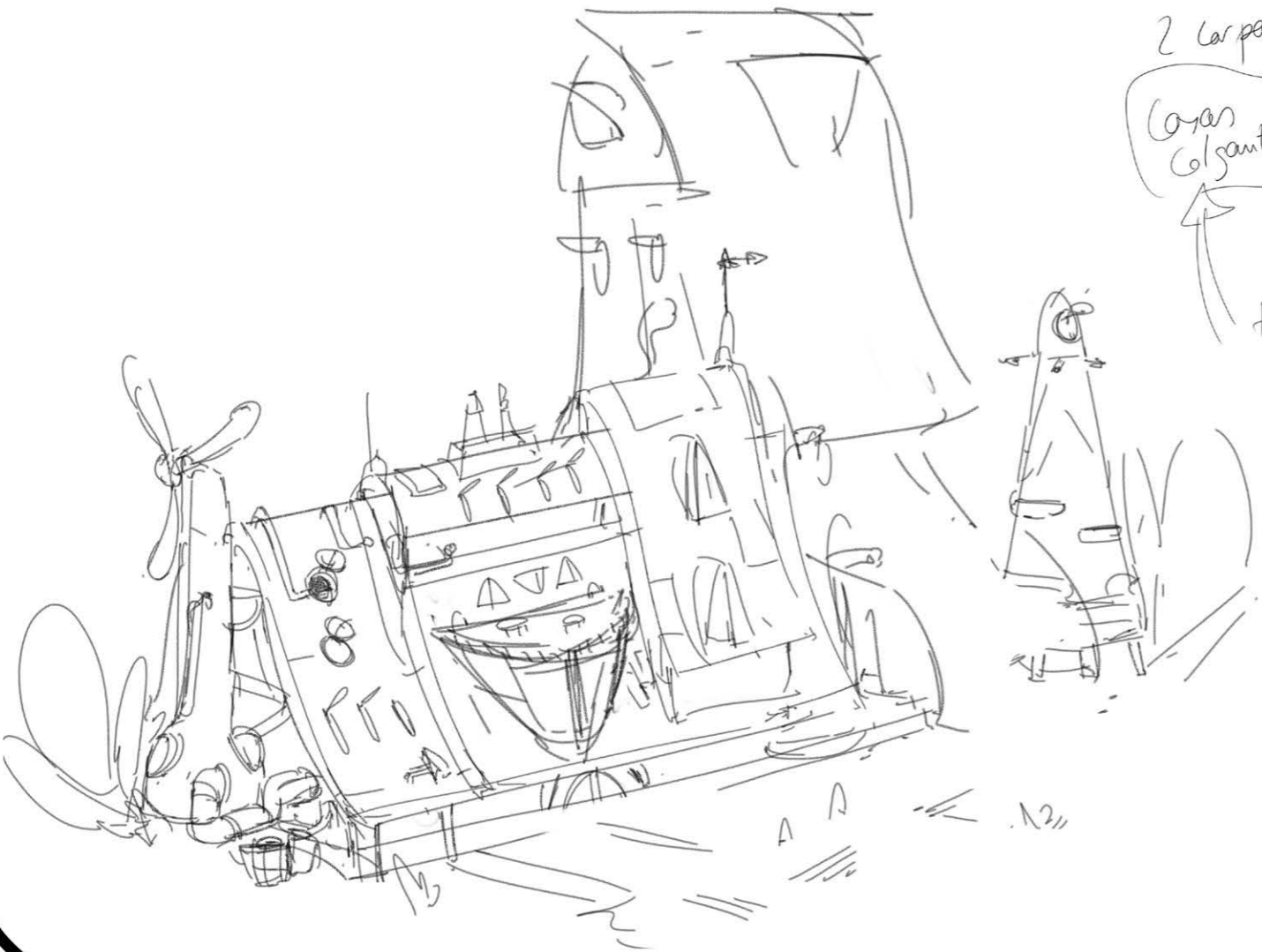
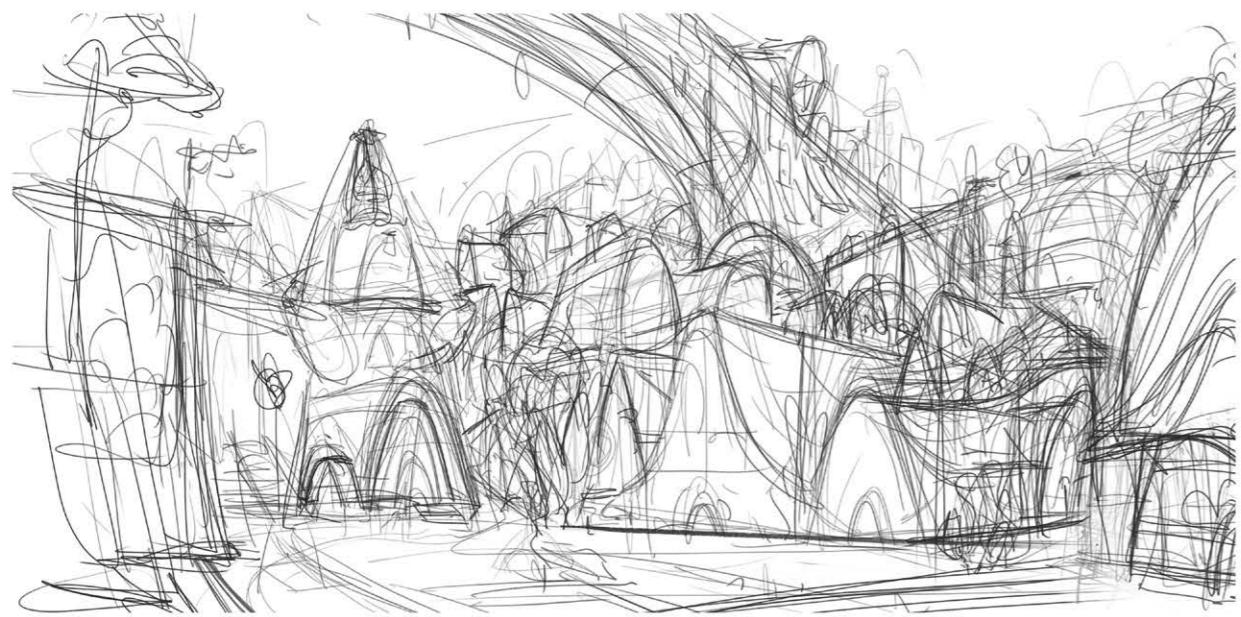
ENVIRONNEMENT

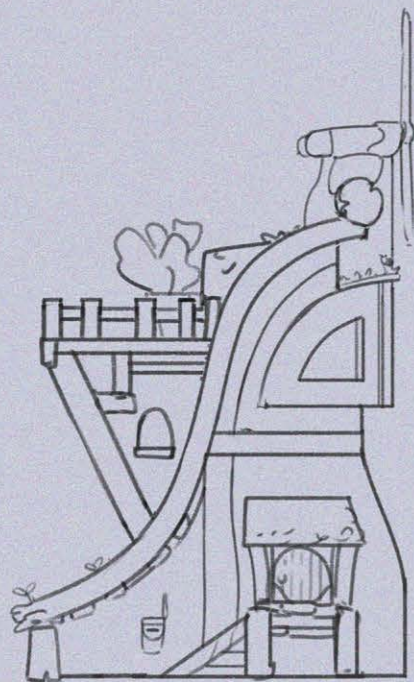


THE CAPITAL

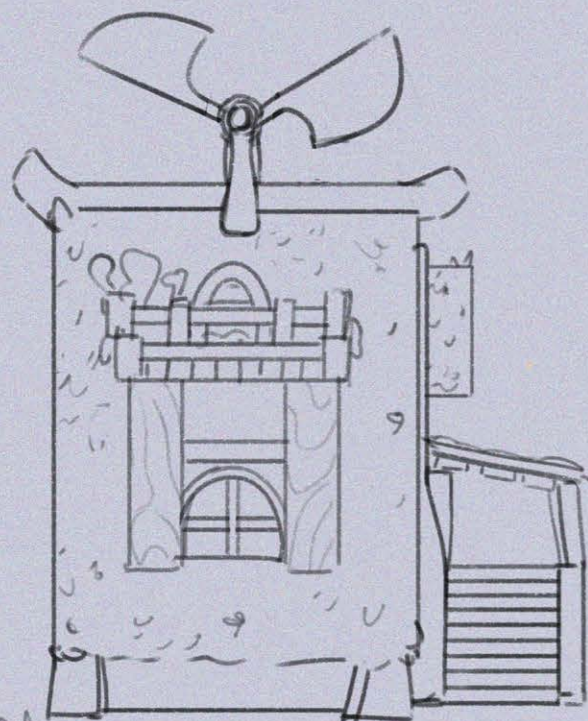




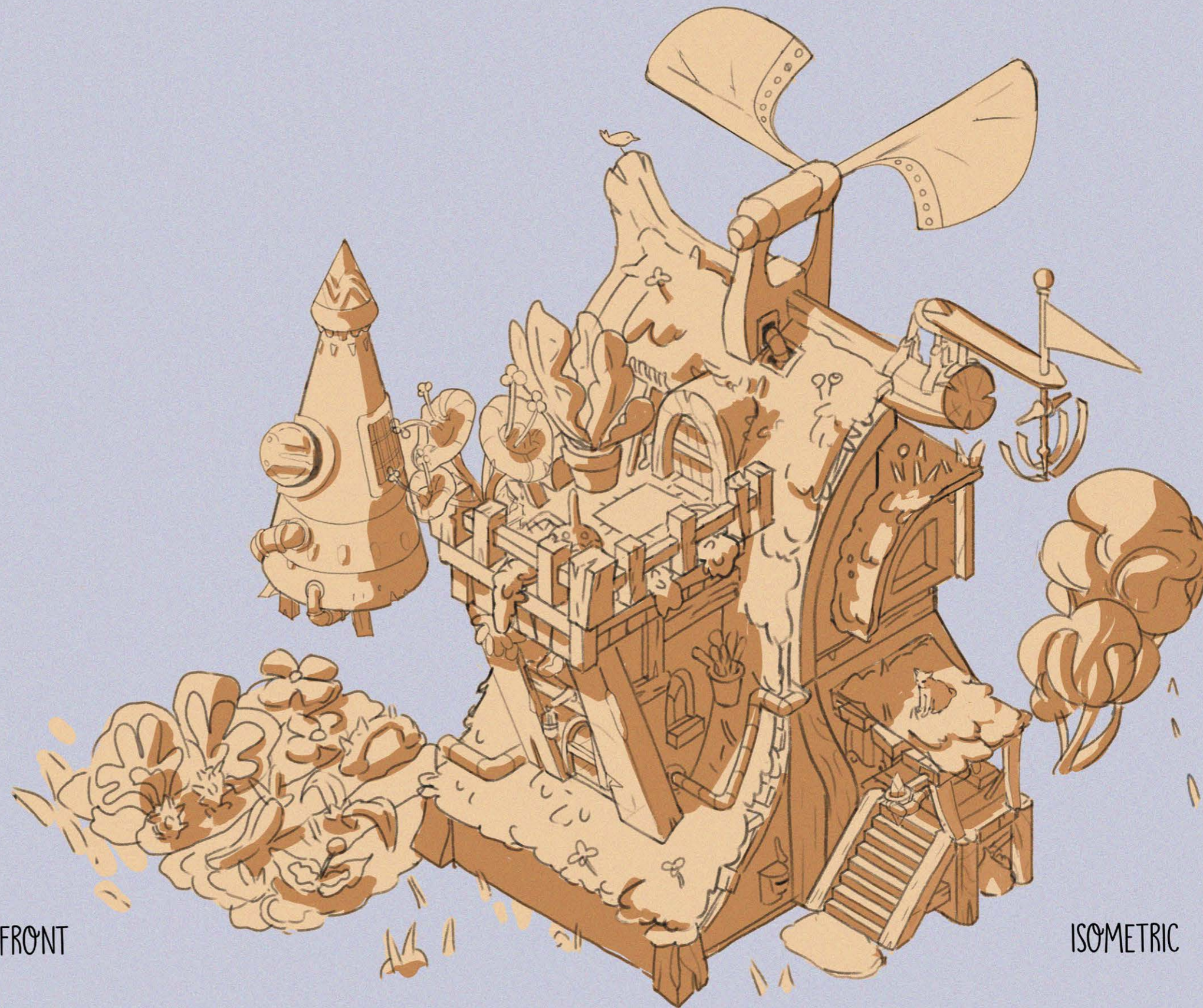




SIDE

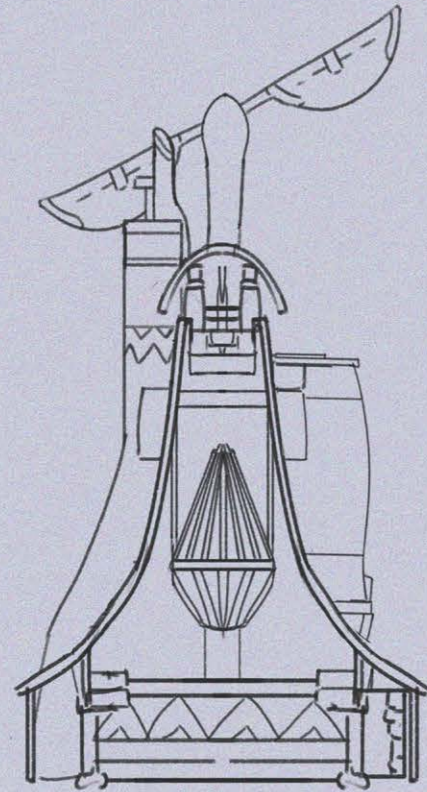


FRONT

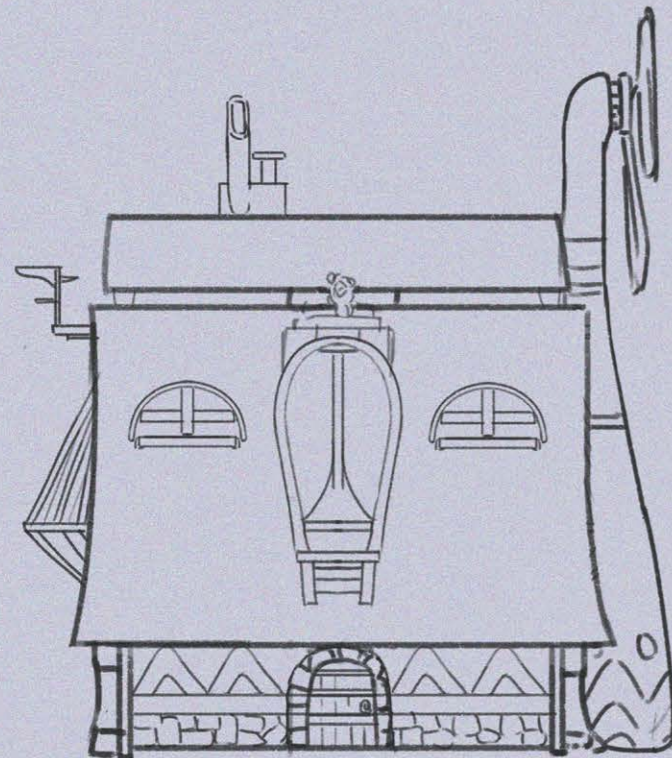


ISOMETRIC





SIDE

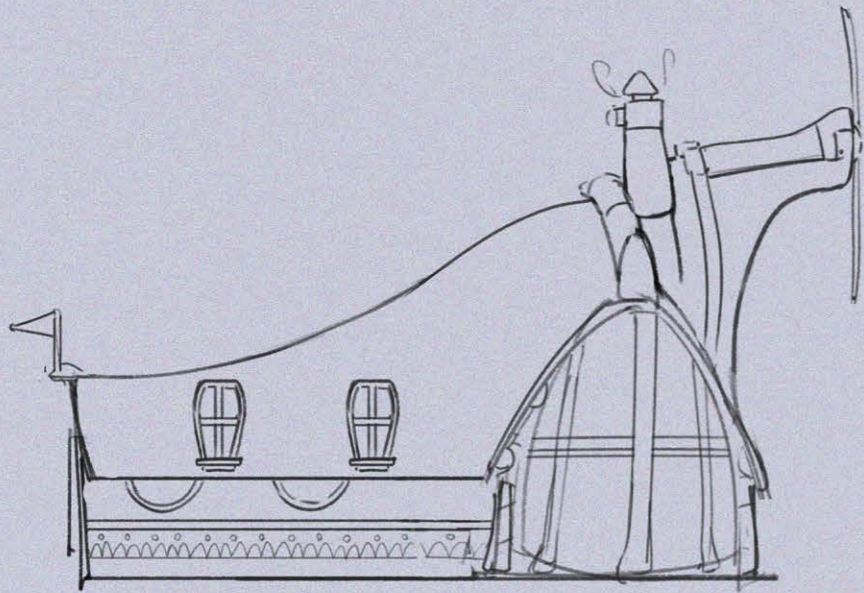


FRONT

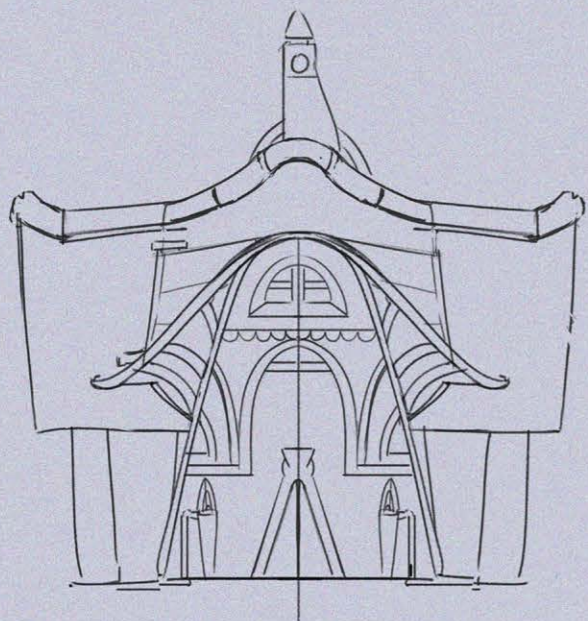


ISOMETRIC

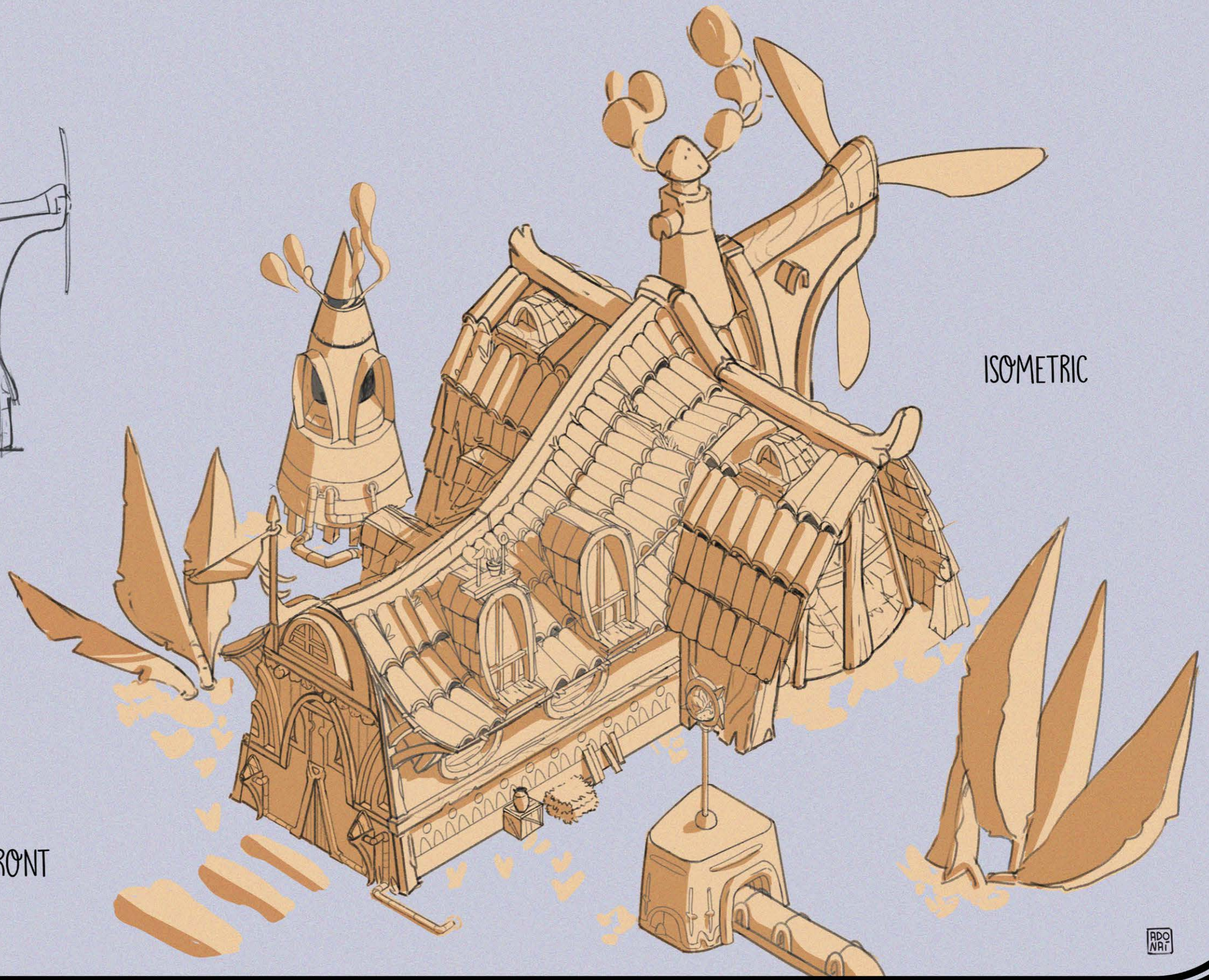




SIDE



FRONT



ISOMETRIC

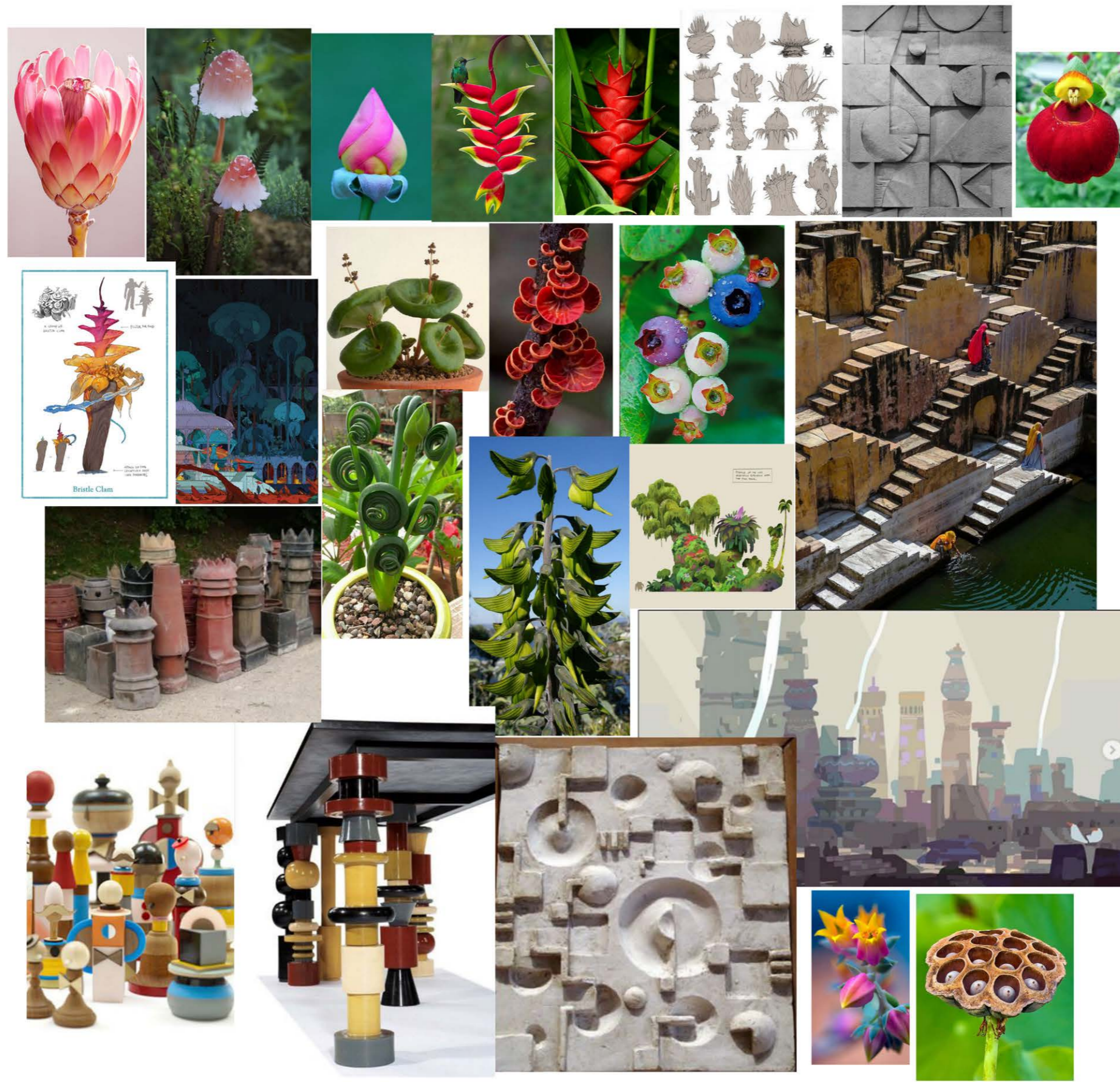


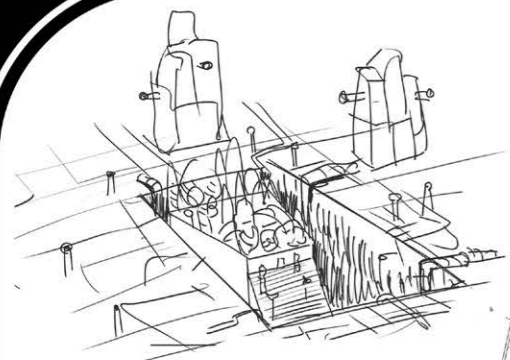




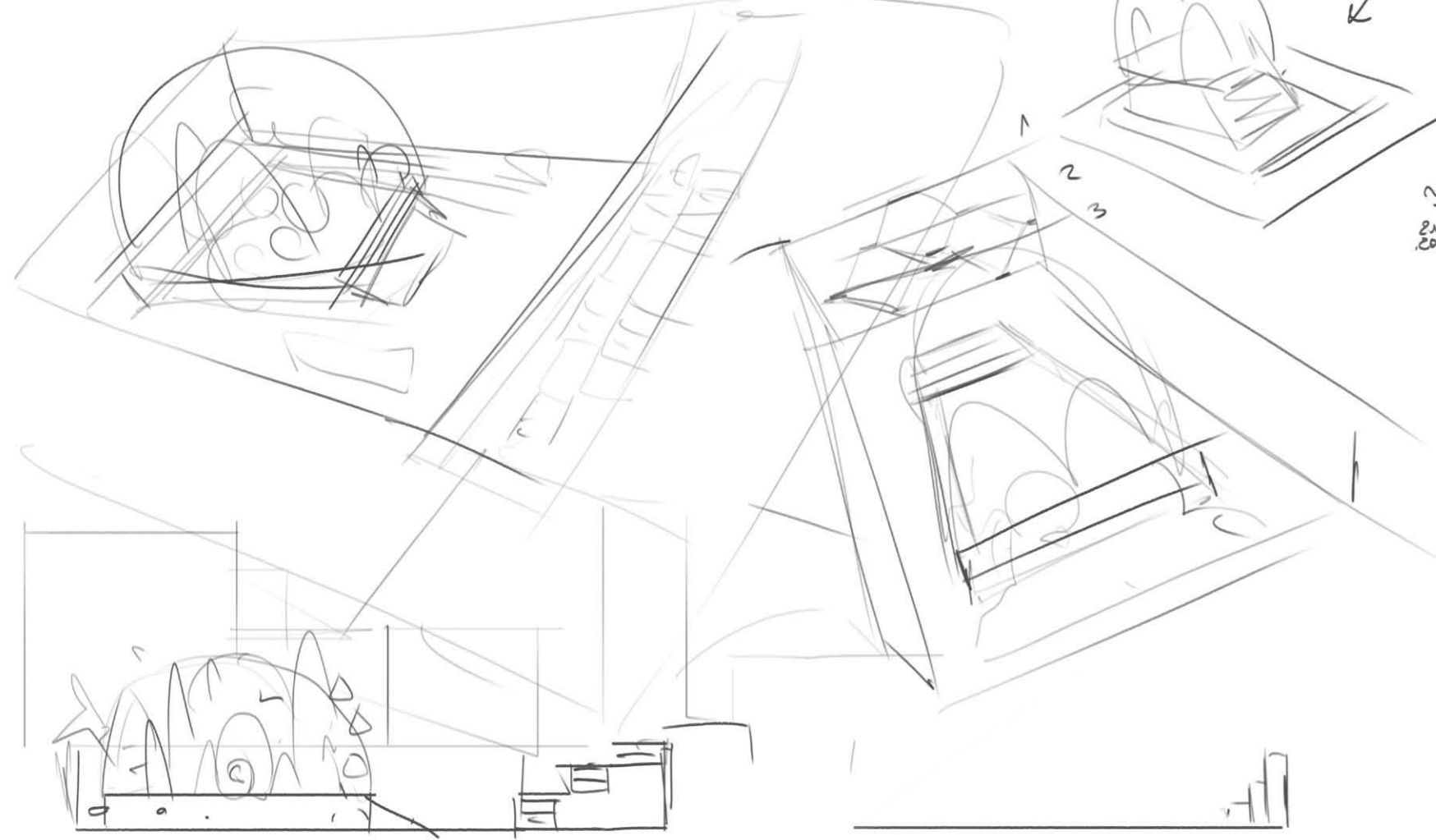
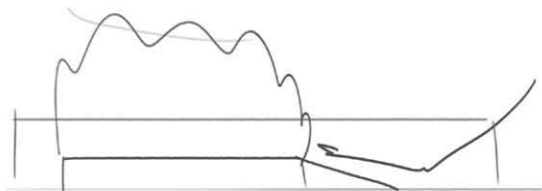
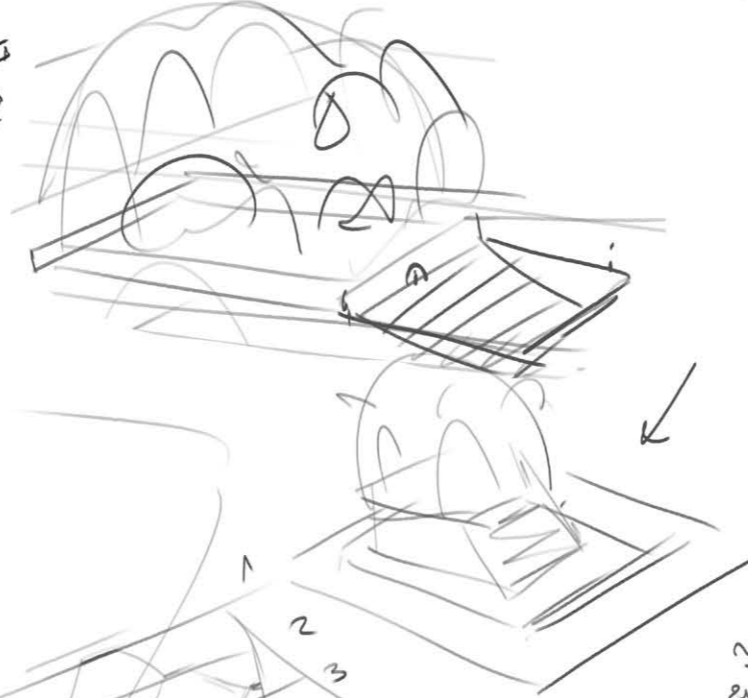
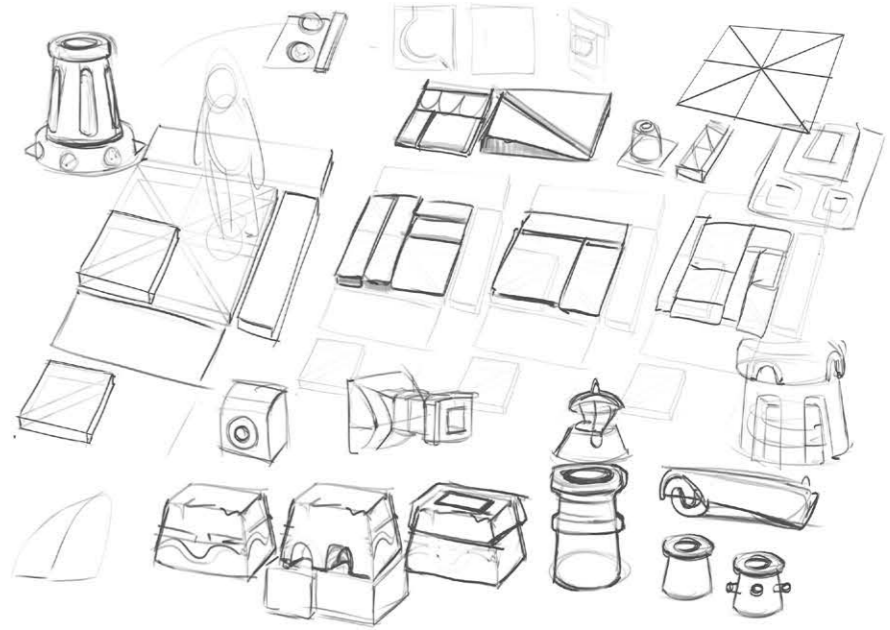
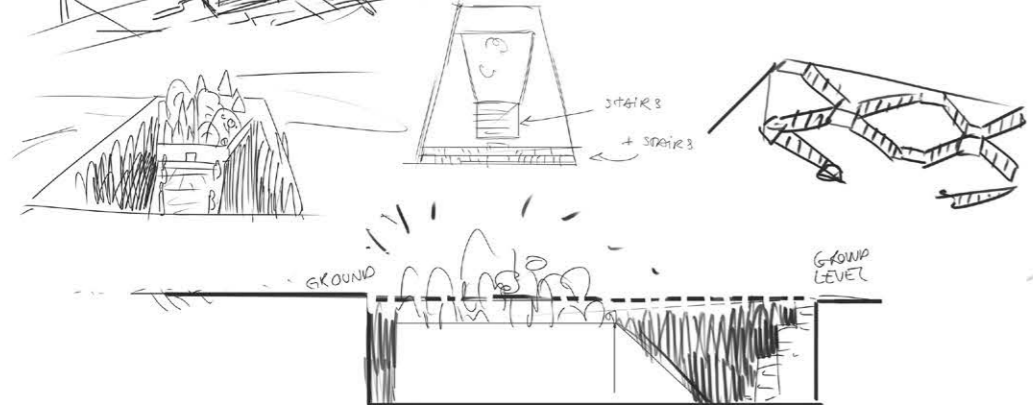
LUMINOUS GARDEN







●●●●●●●●
tiles palette



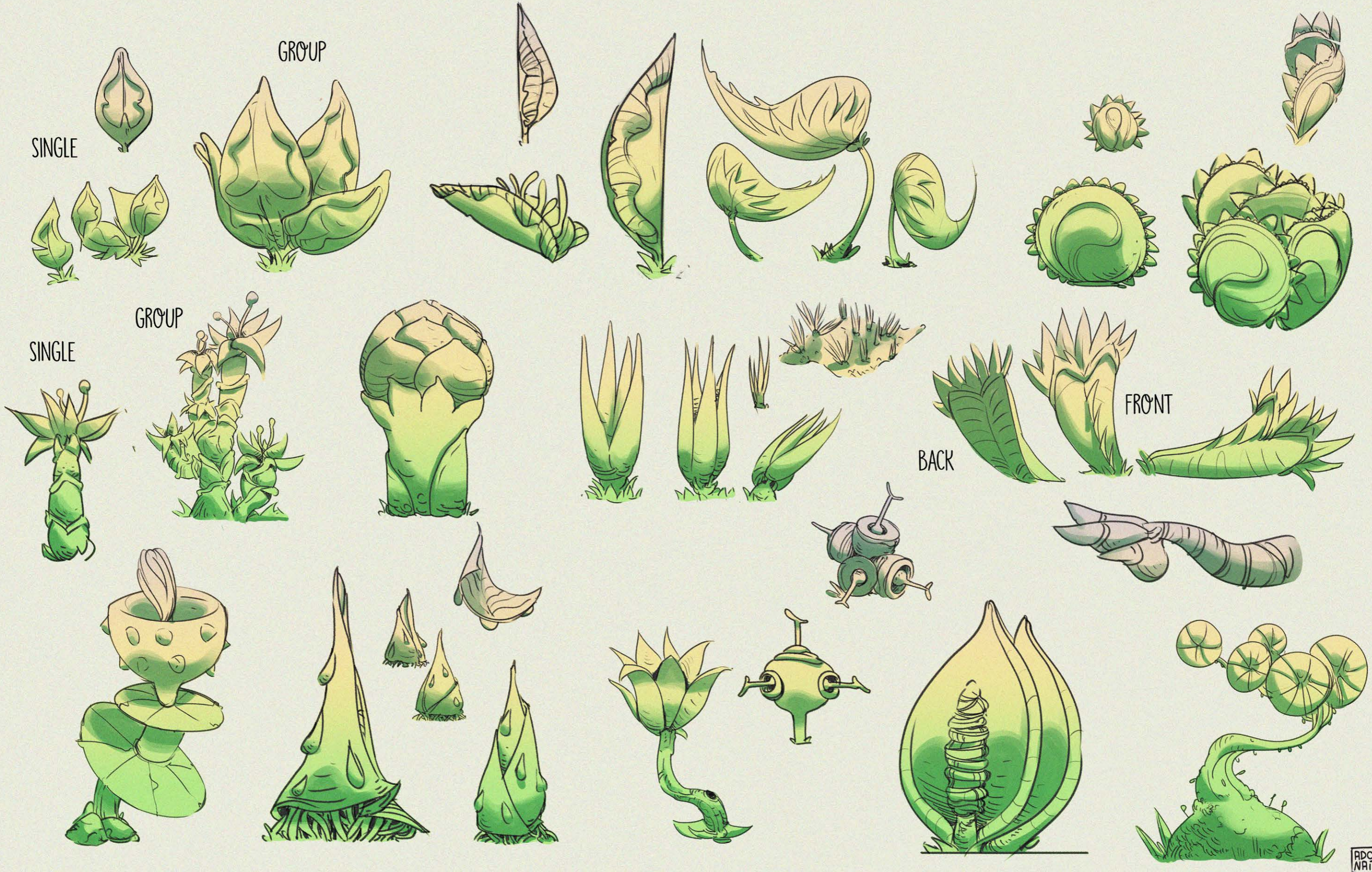
For the...
...
...

→ Cuerpos (primitivos cuerpos)
→ Apéndices → hacer lista.

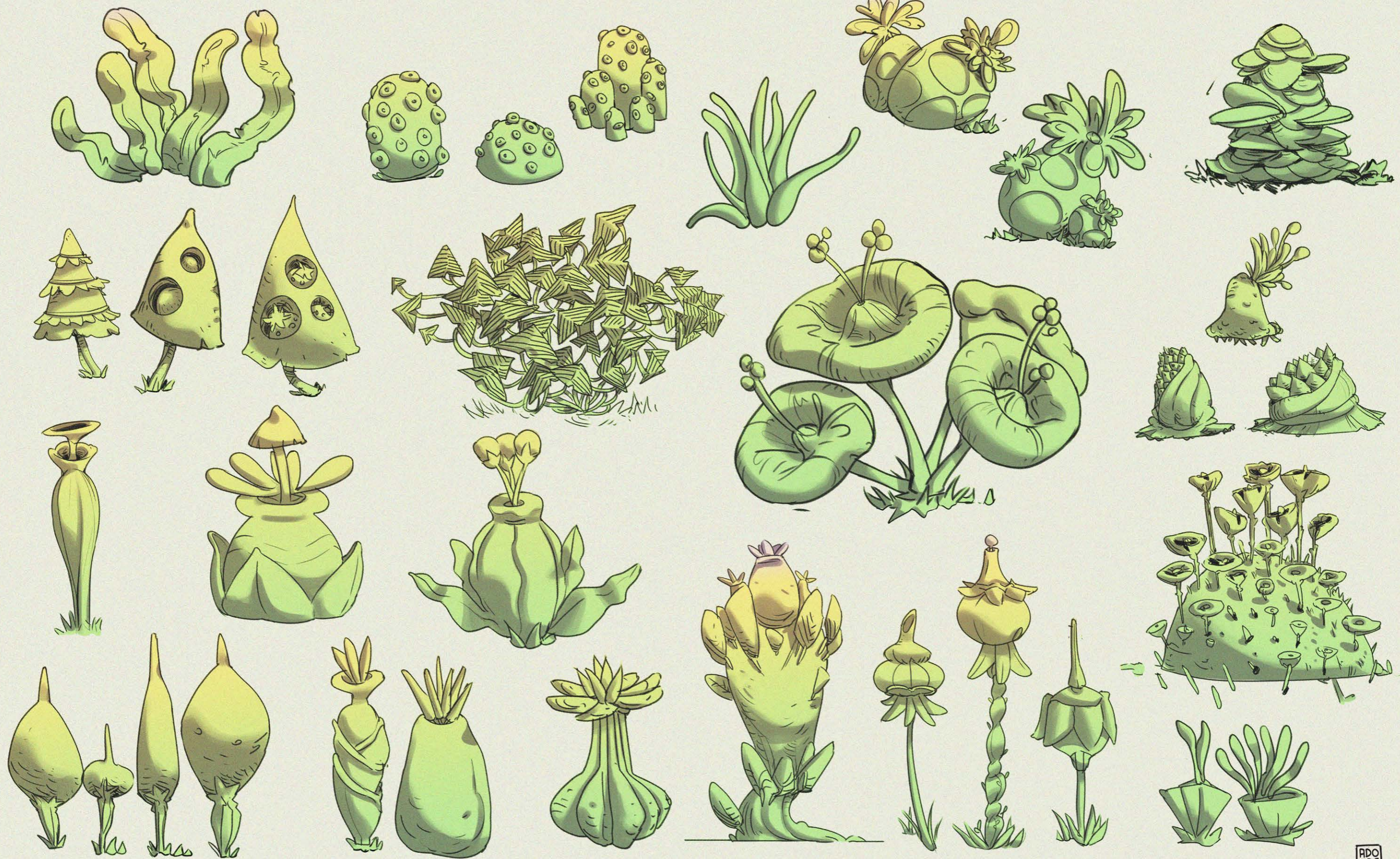
metal-pieces
...
...



SECRET GARDEN



ADONAI
NAT



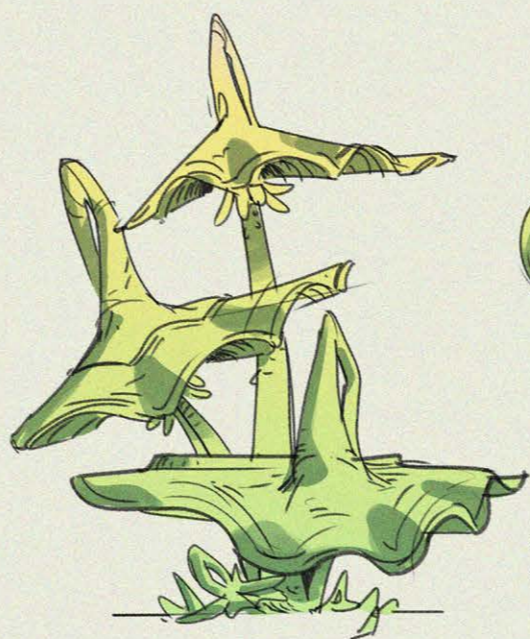
ADONAI



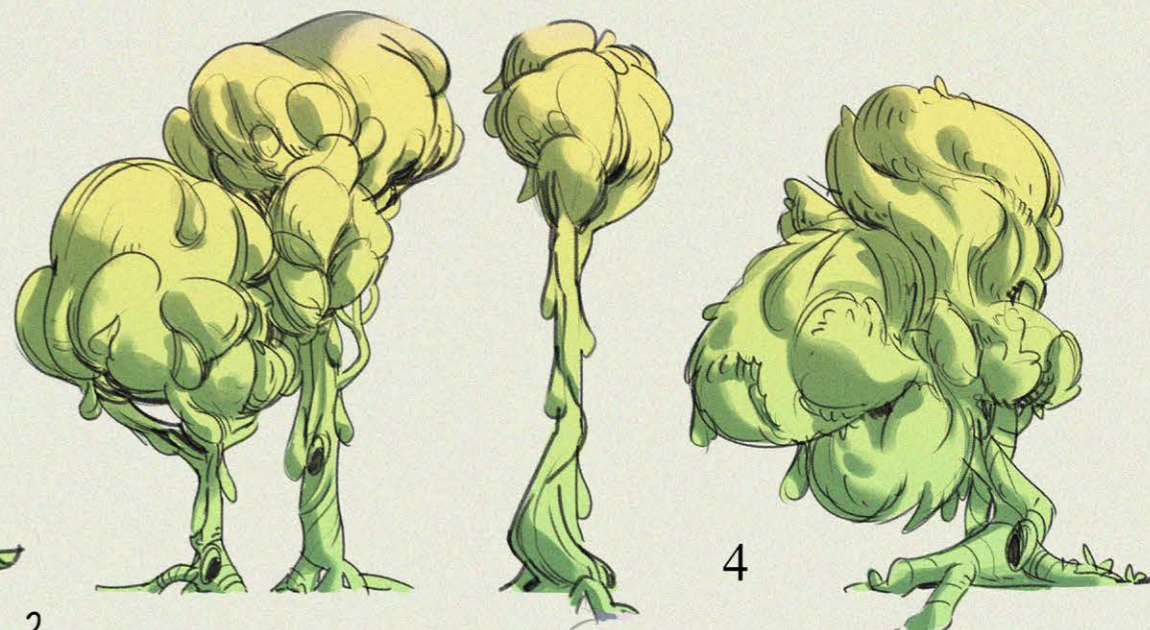
1



2



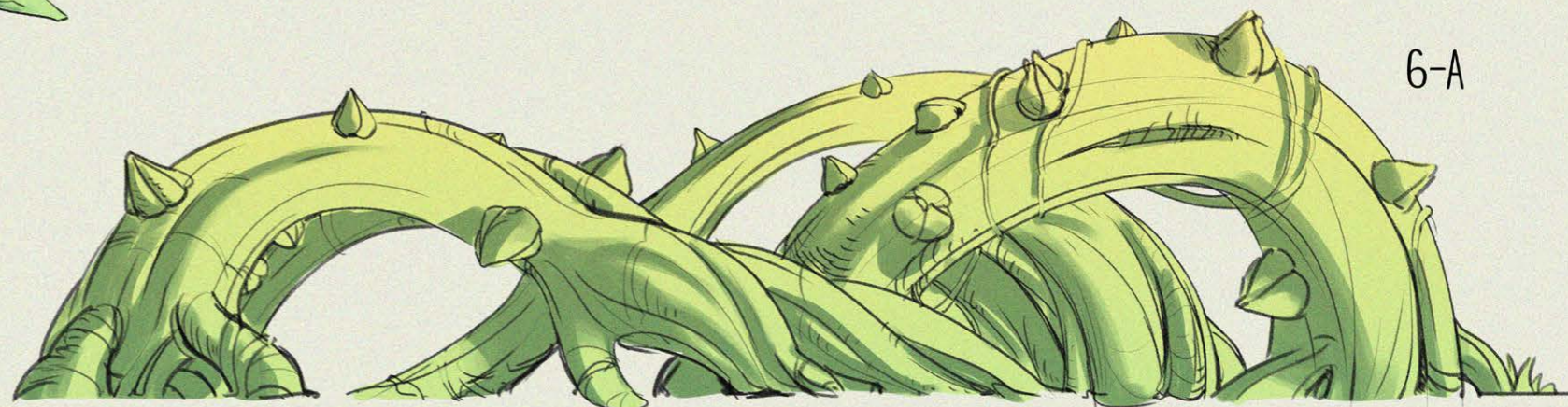
3



4



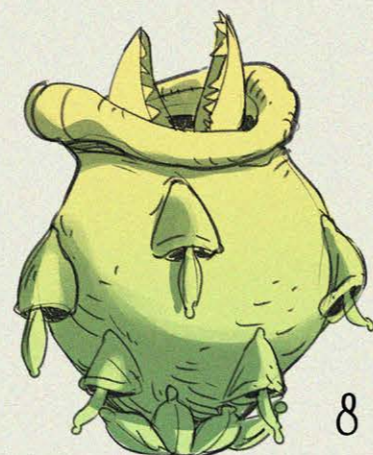
5



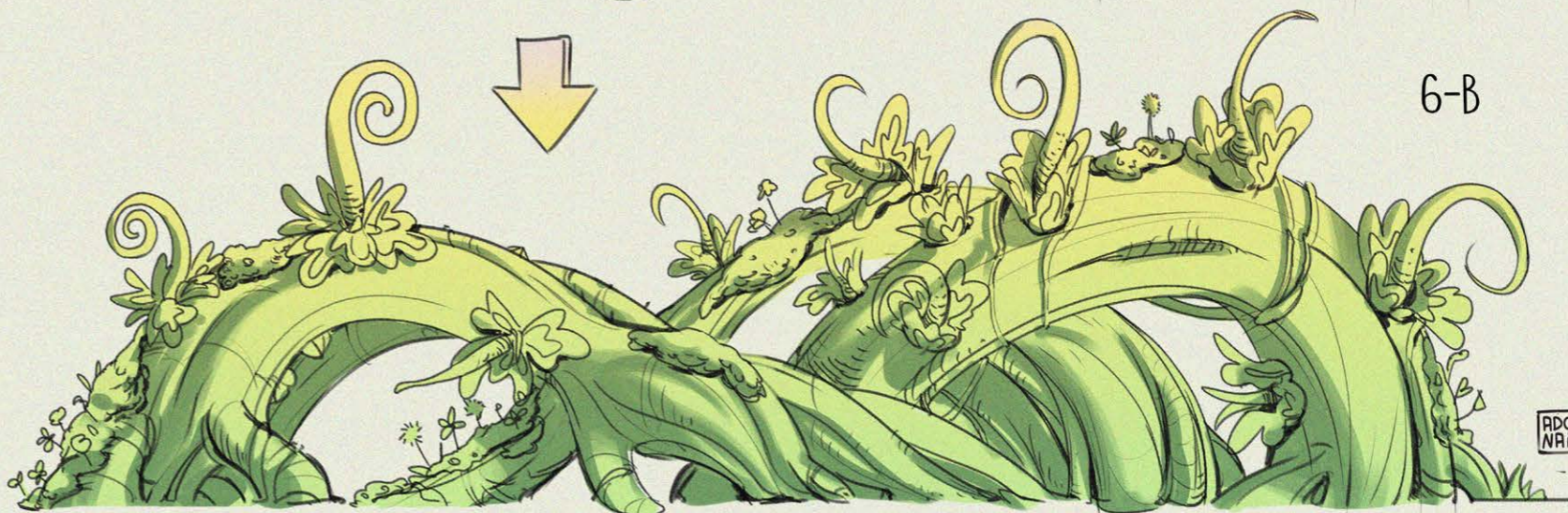
6-A



7



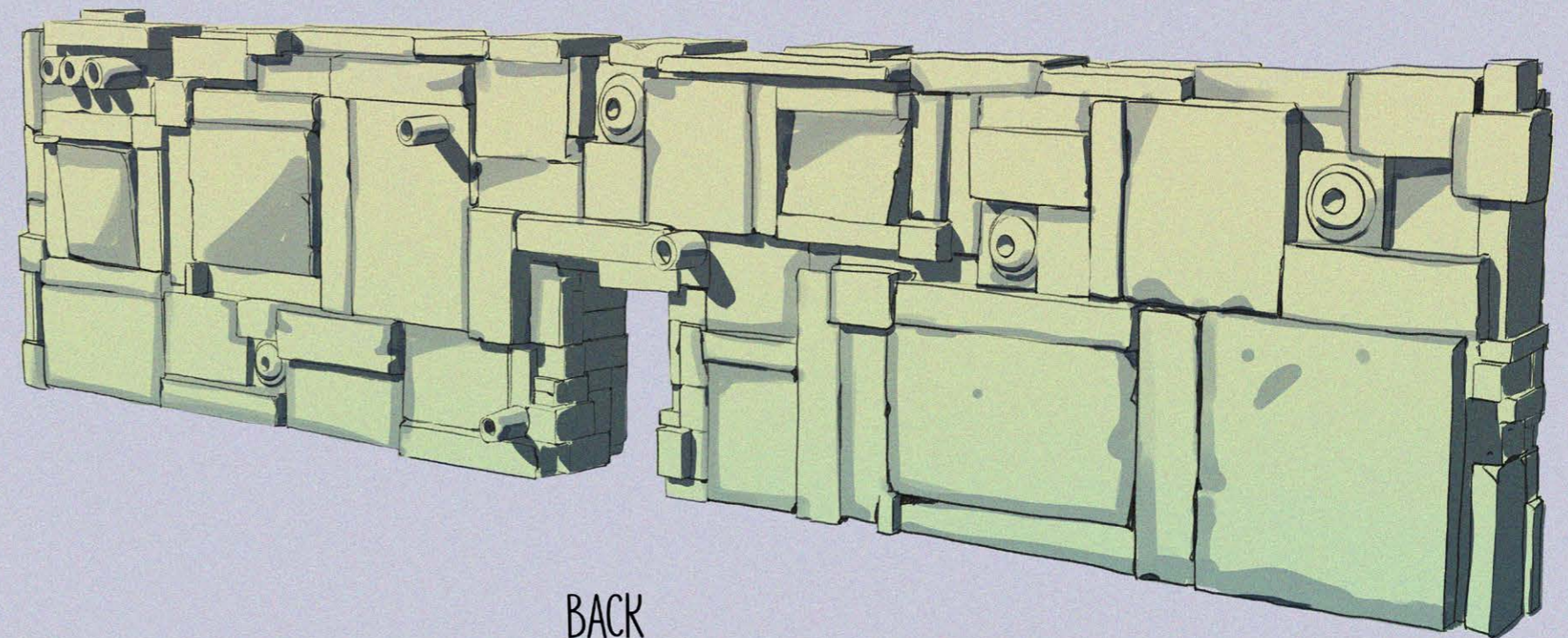
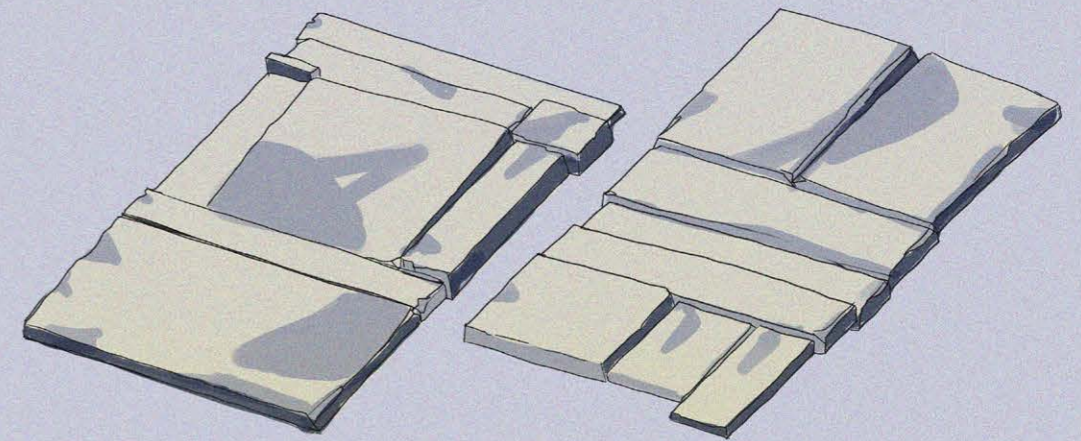
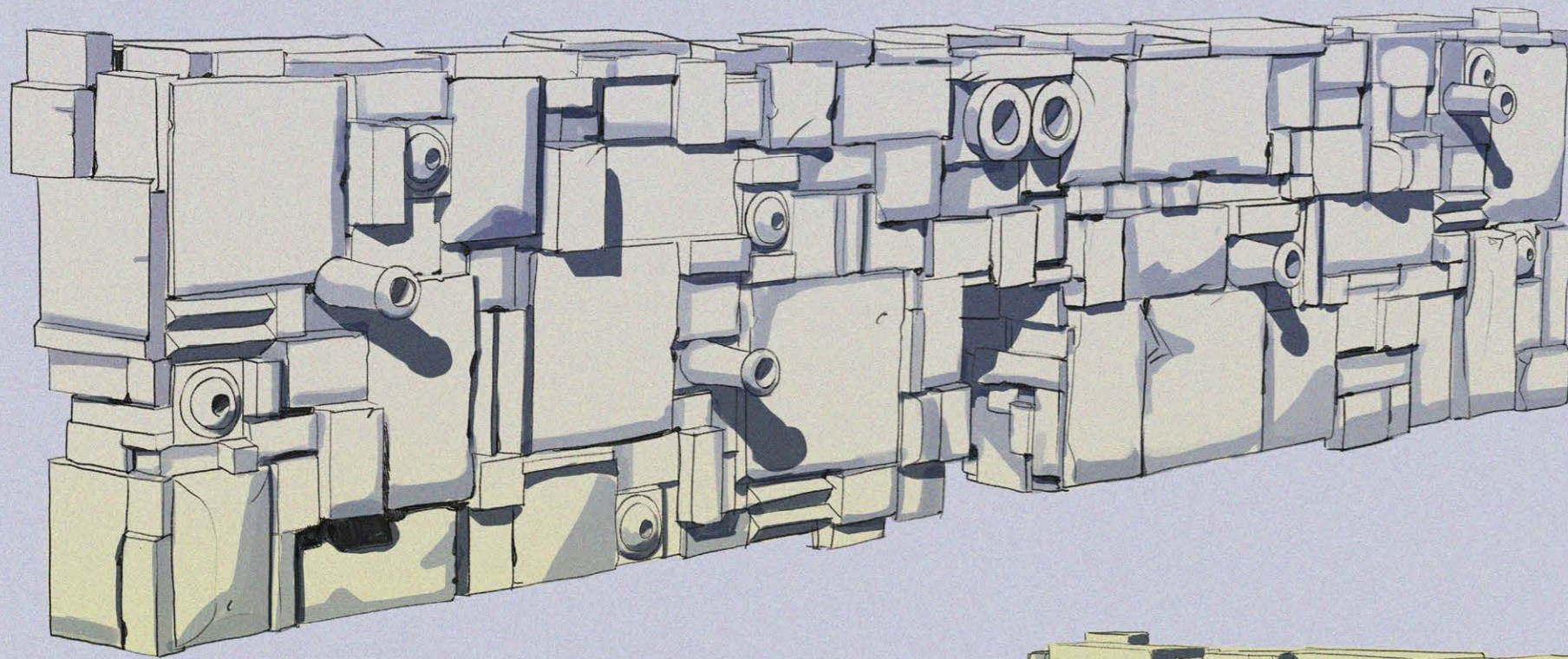
8



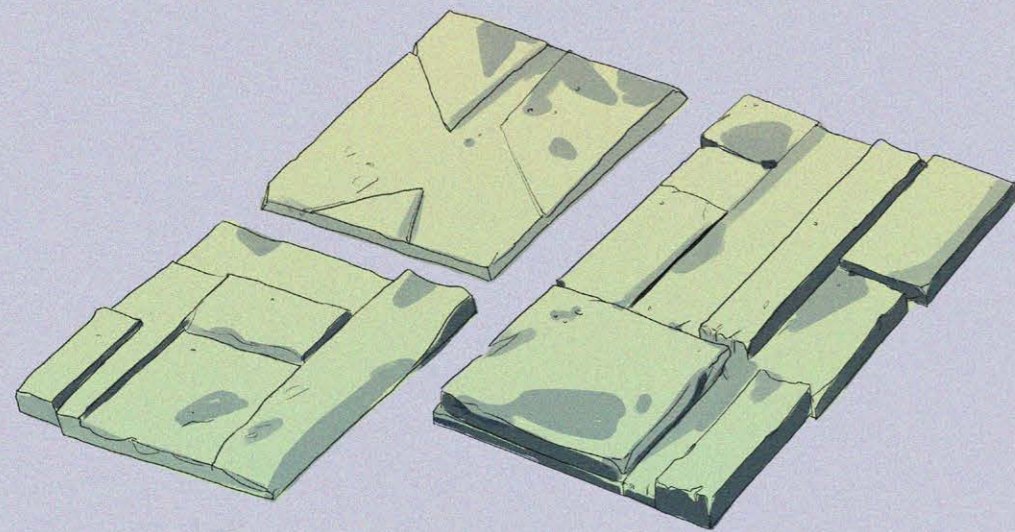
6-B

ADO
NRI

FRONT



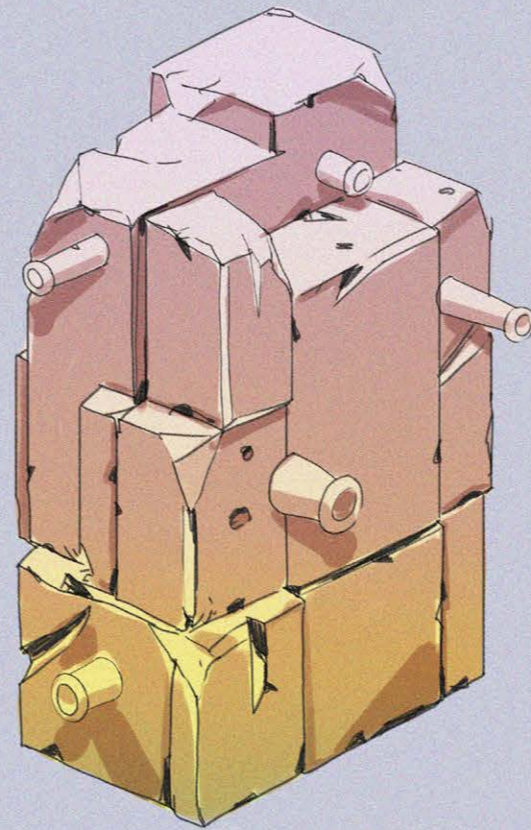
BACK



ADO
NRI



1



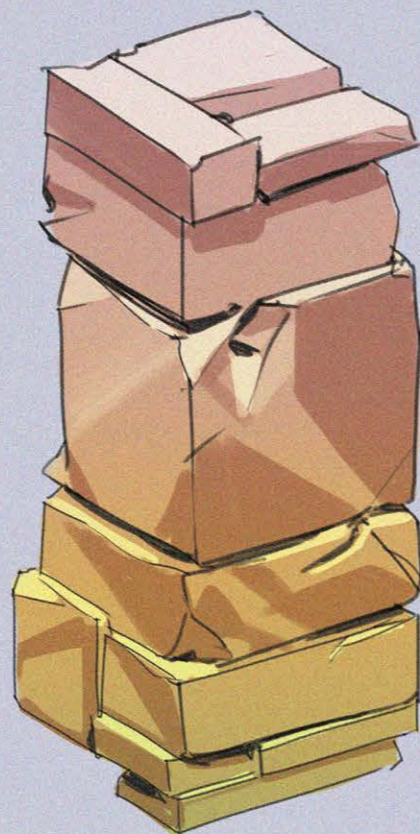
2



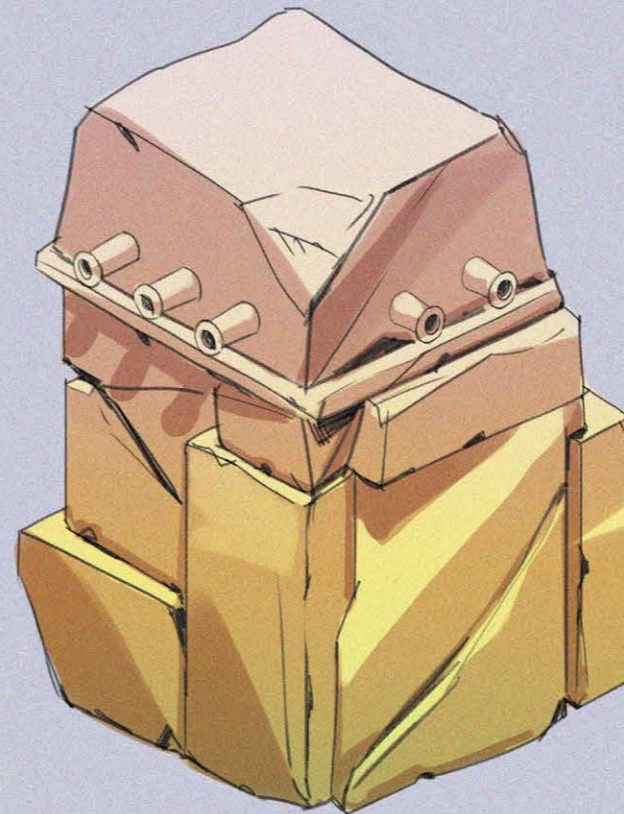
3



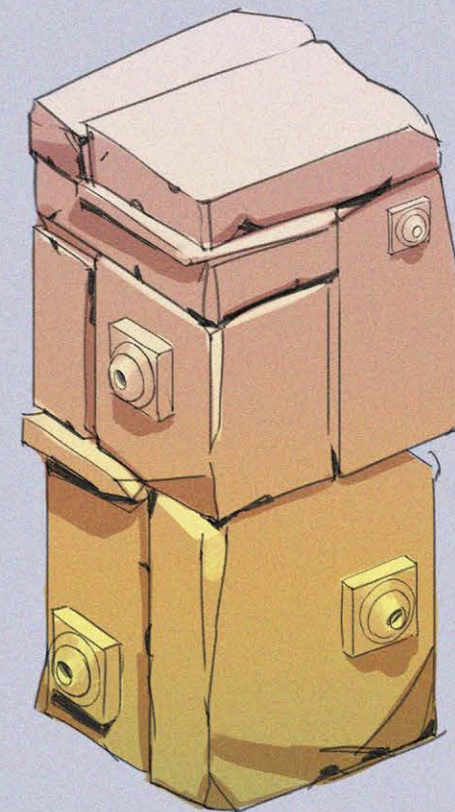
4



5

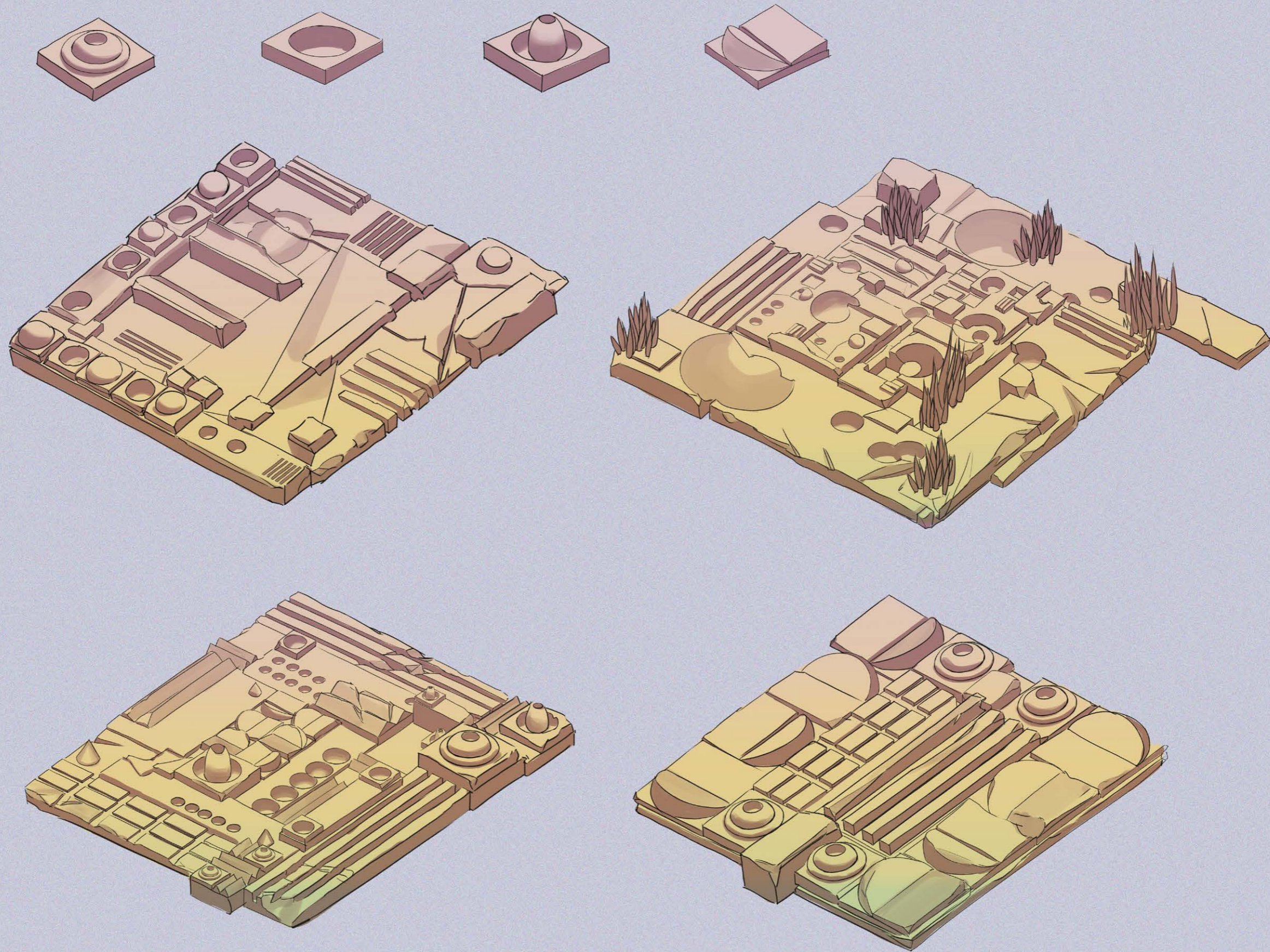


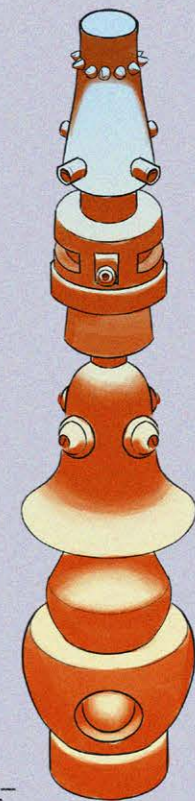
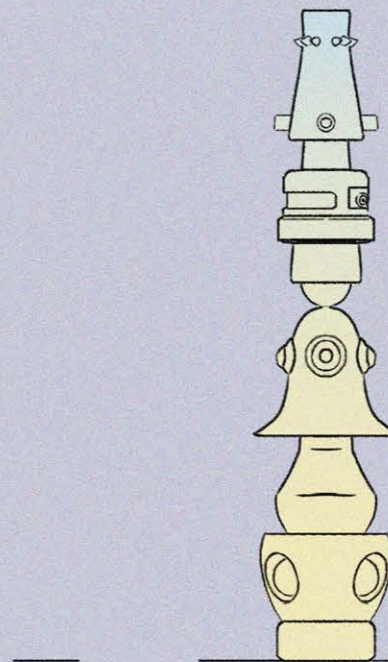
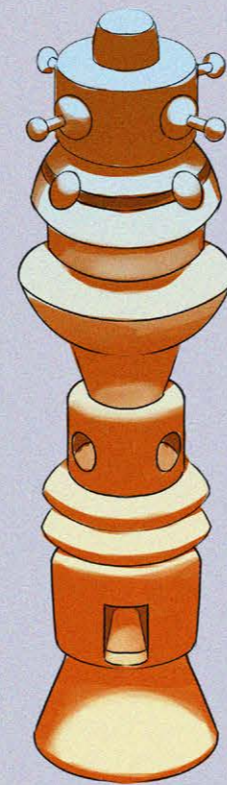
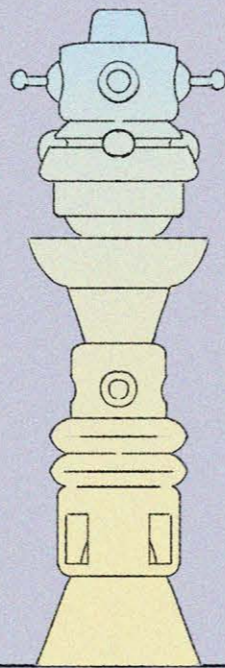
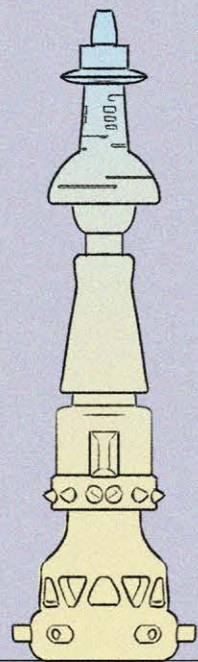
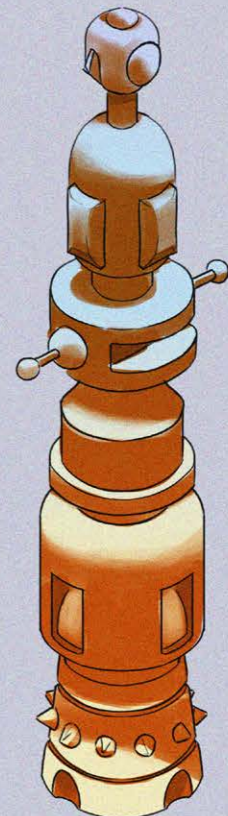
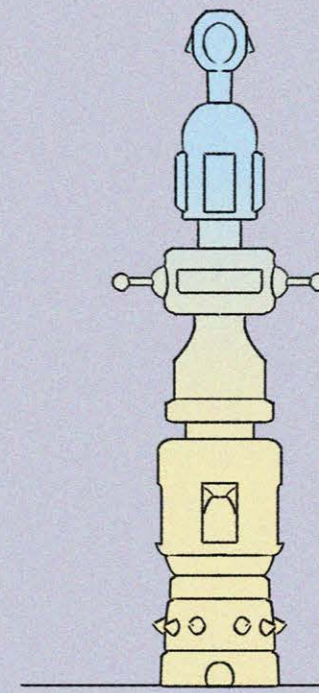
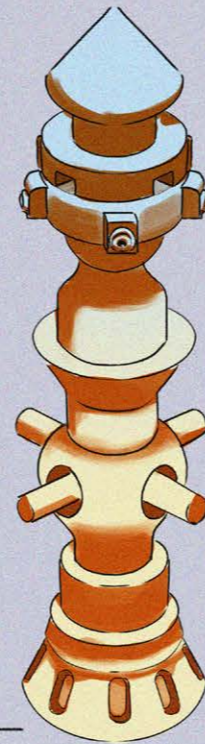
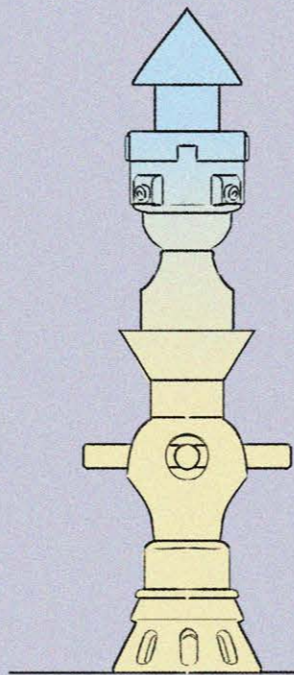
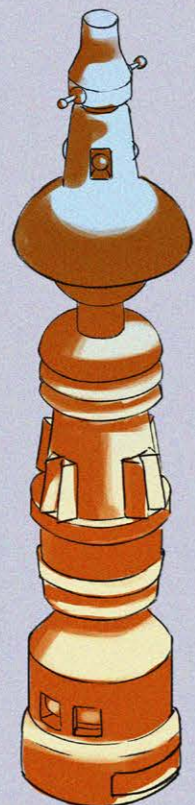
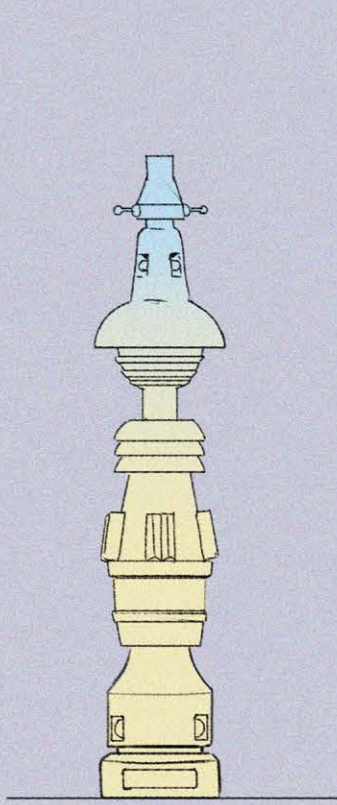
6



7



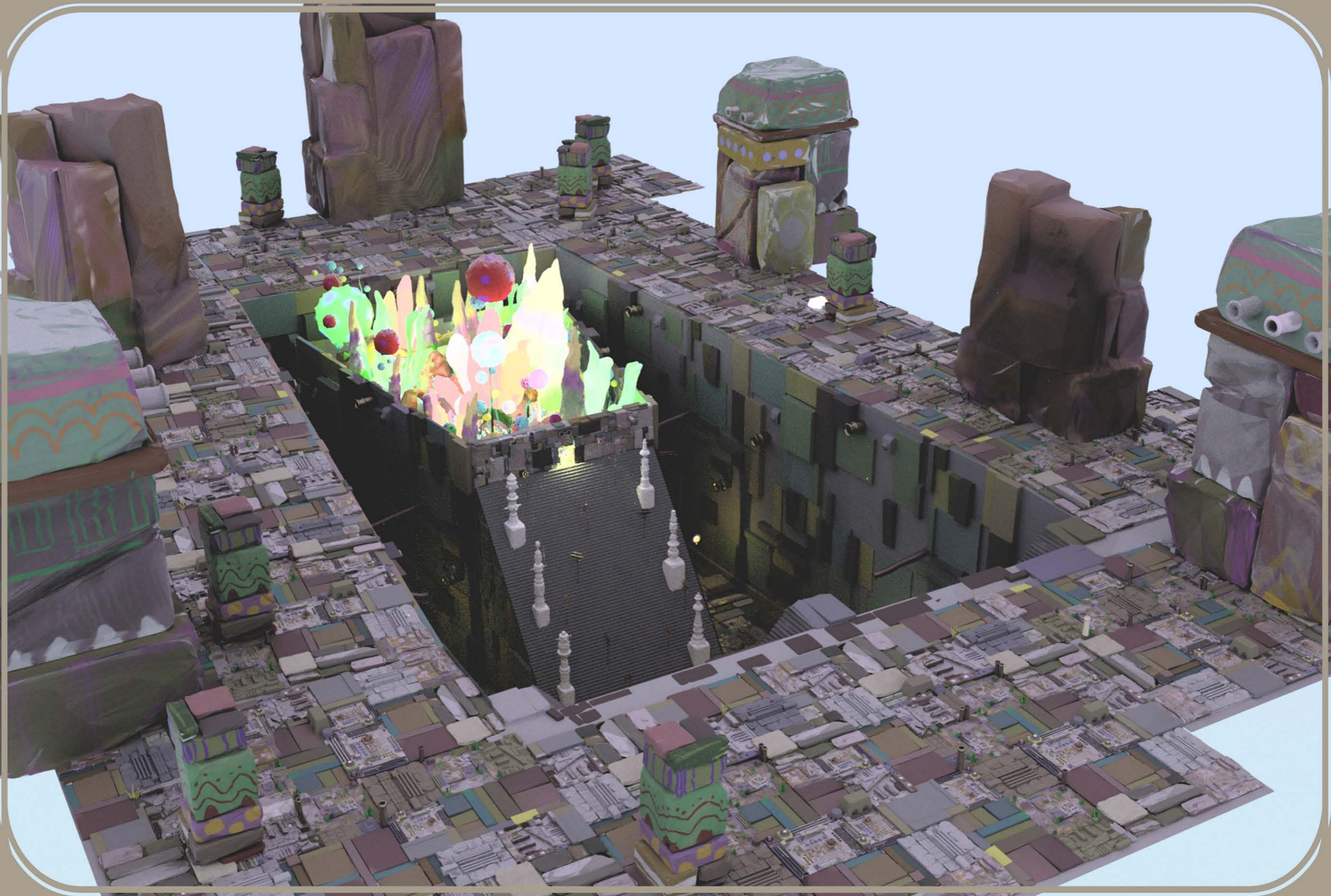




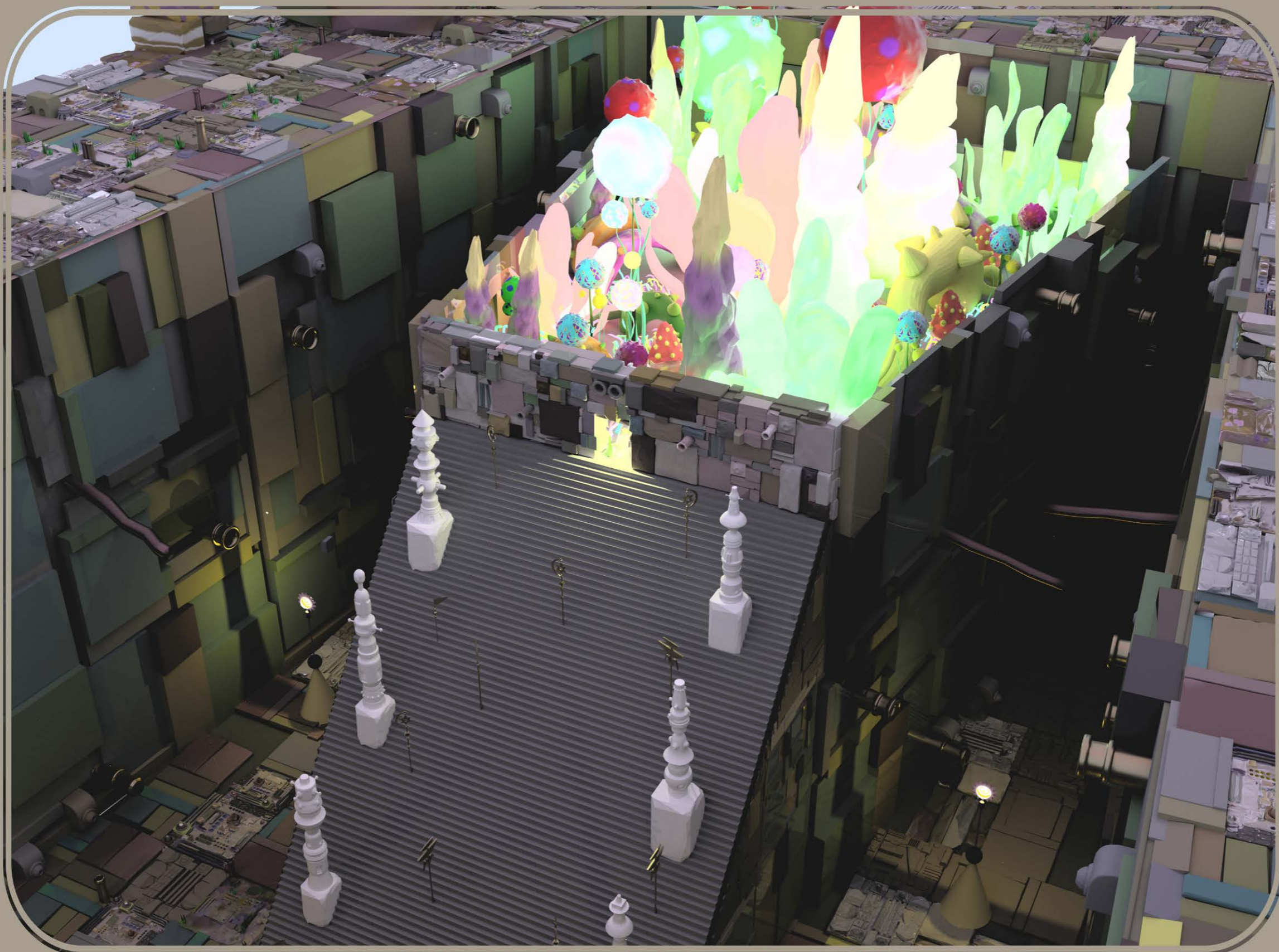
ADO
NRI

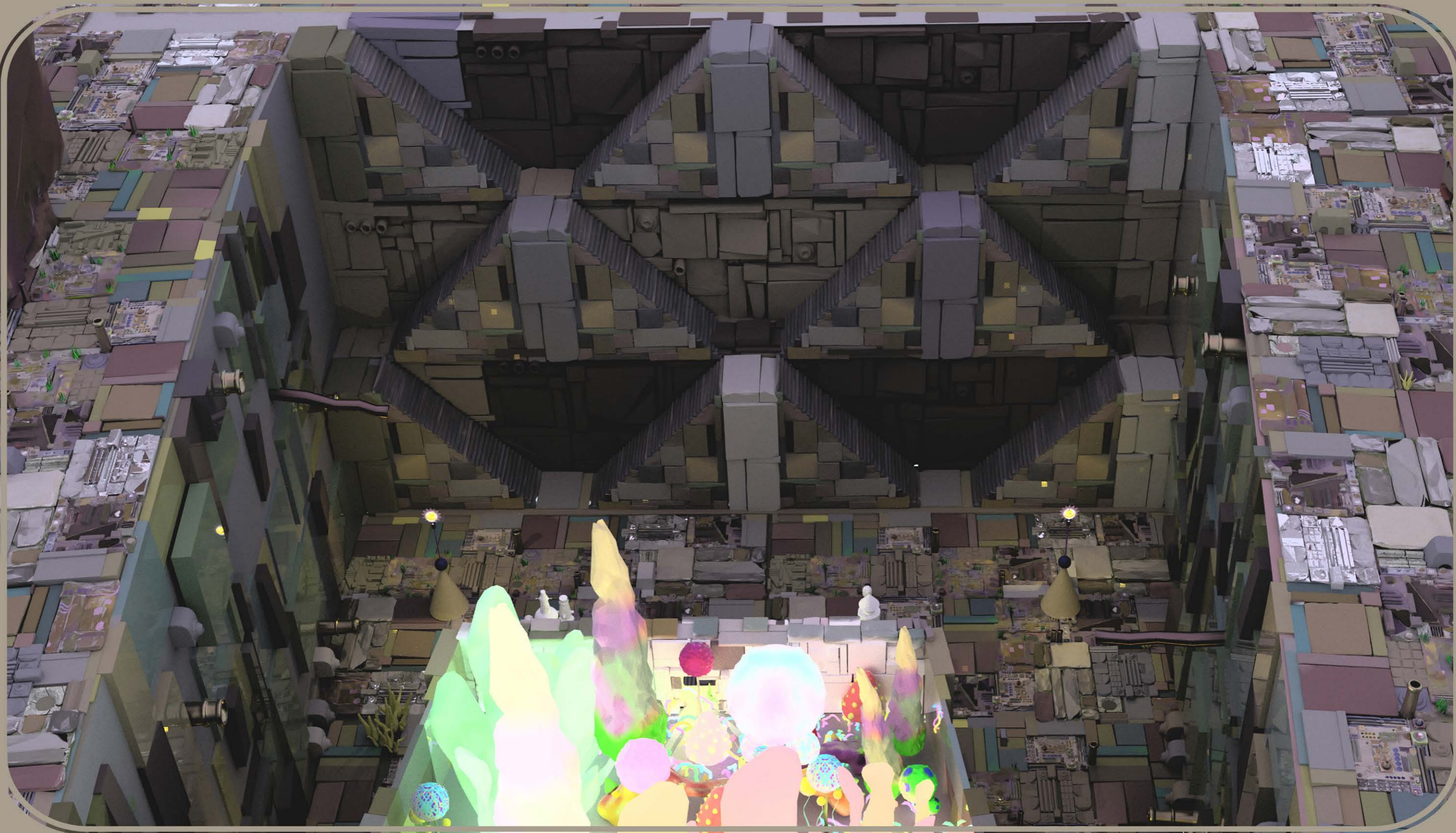
3D



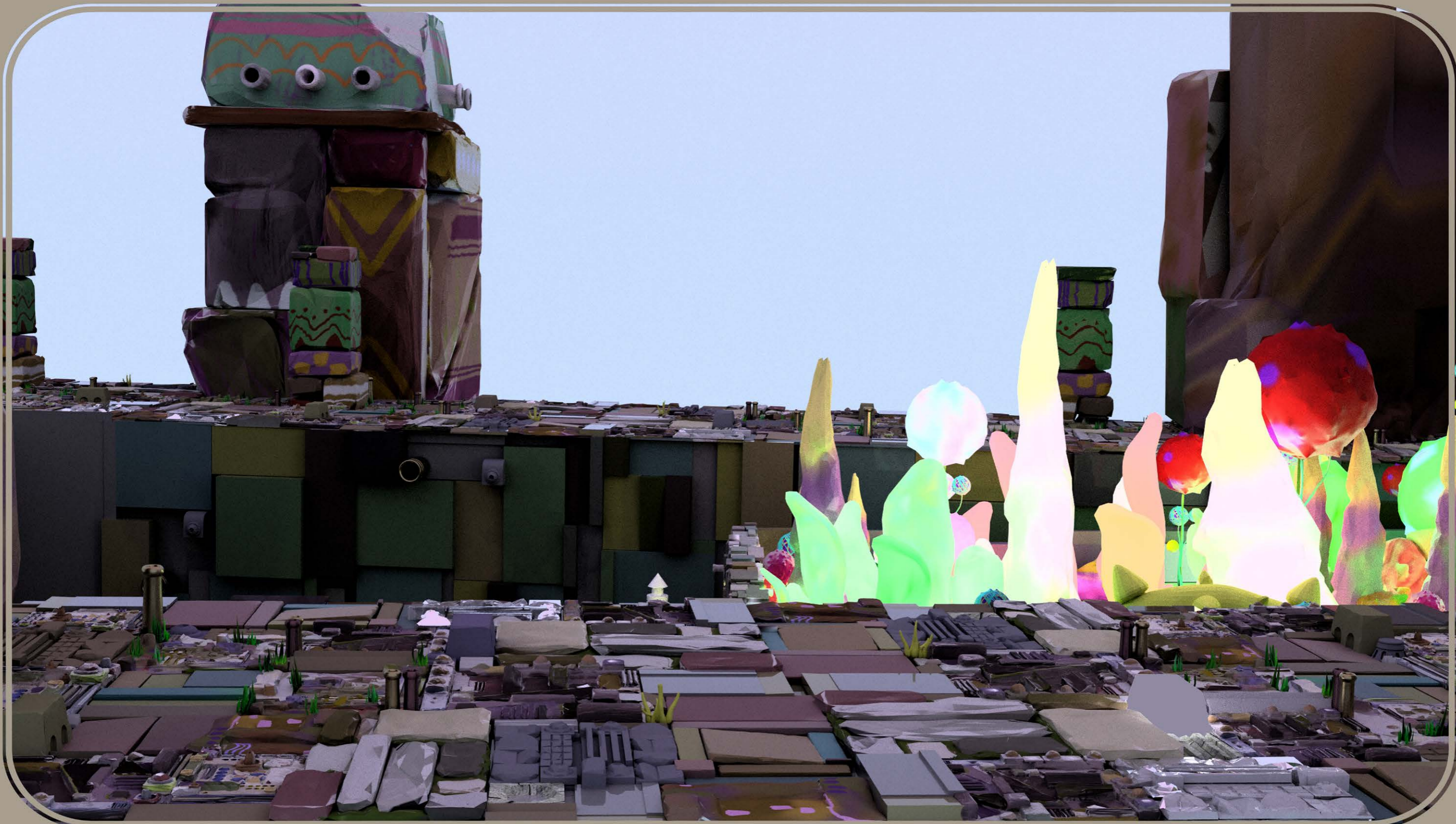


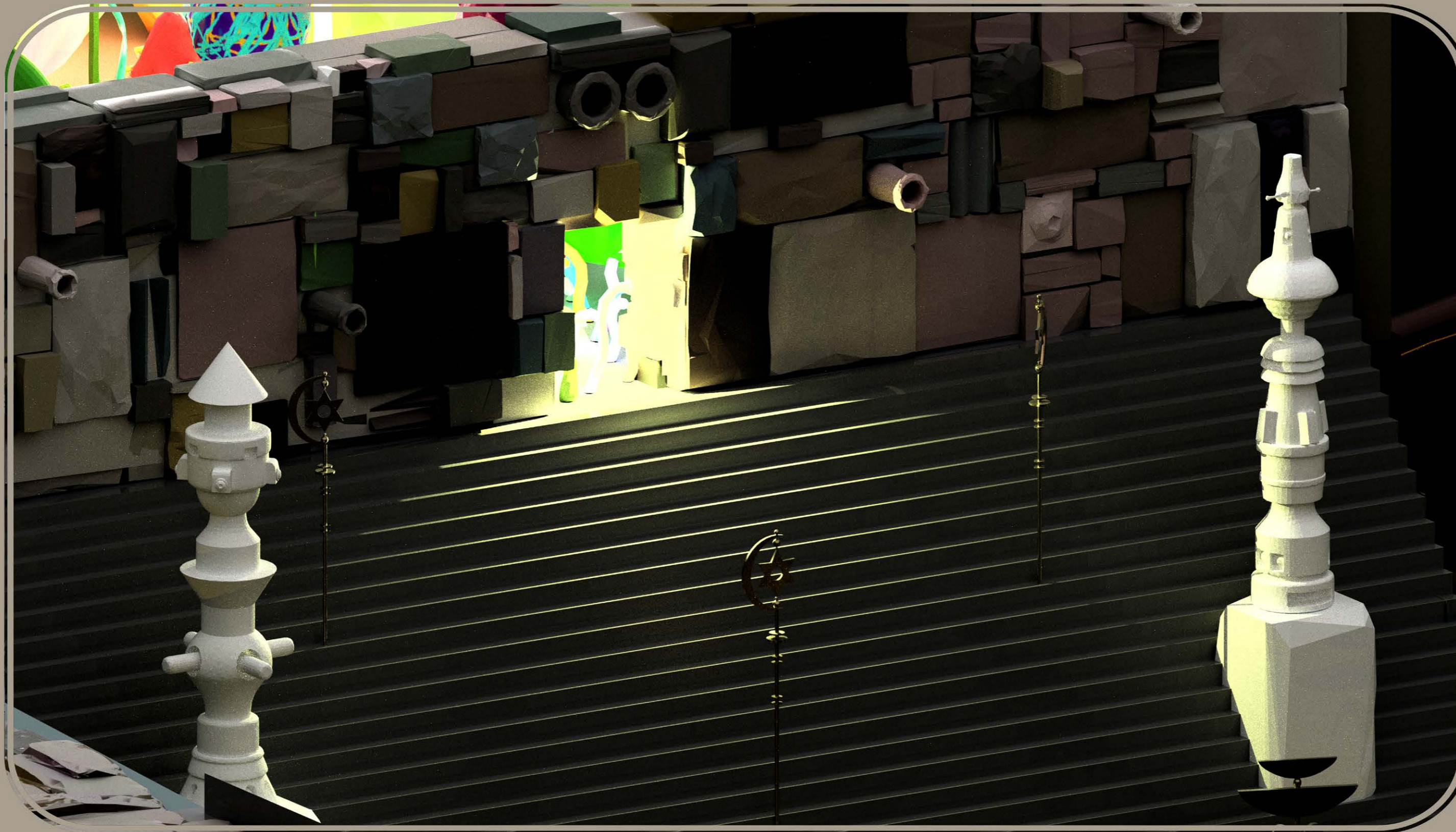
ADO
NRI





ADO
NRI



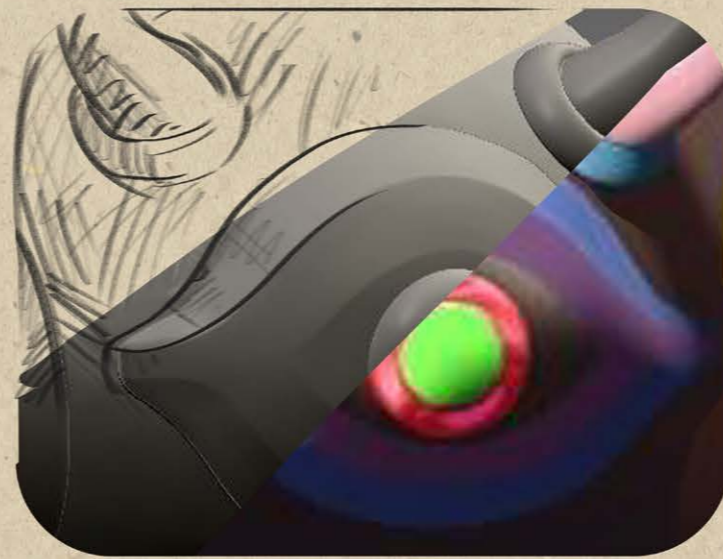




ADO
NRI



PROCESSES



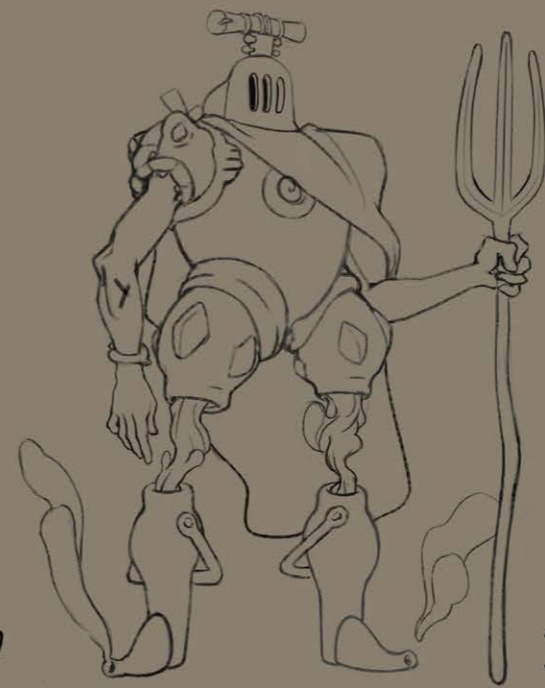
INITIAL SKETCHES



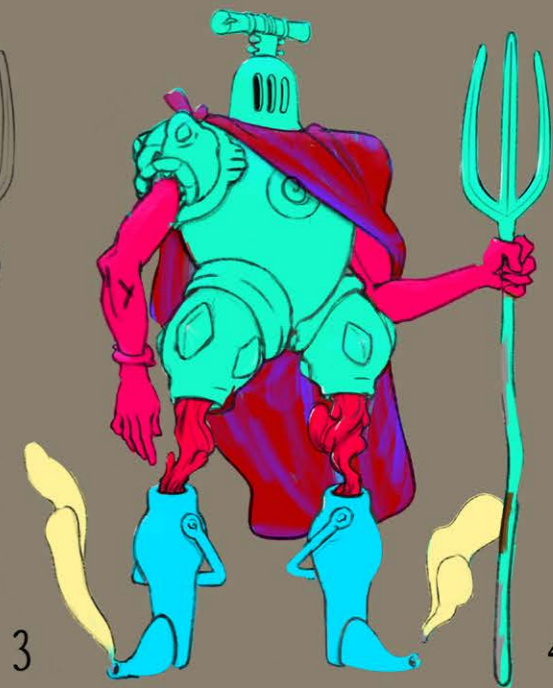
CHOSEN SKETCH



LINE ART



UNDERLYING FILL



5 LOCAL COLOR AND TEXTURE



6 AMBIENT OCCLUSION

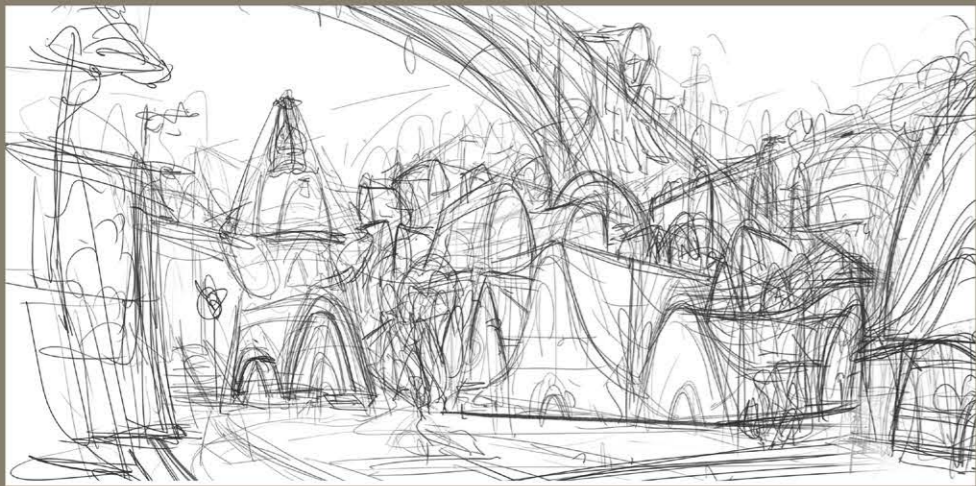


7 LIGHT AND SHADOW

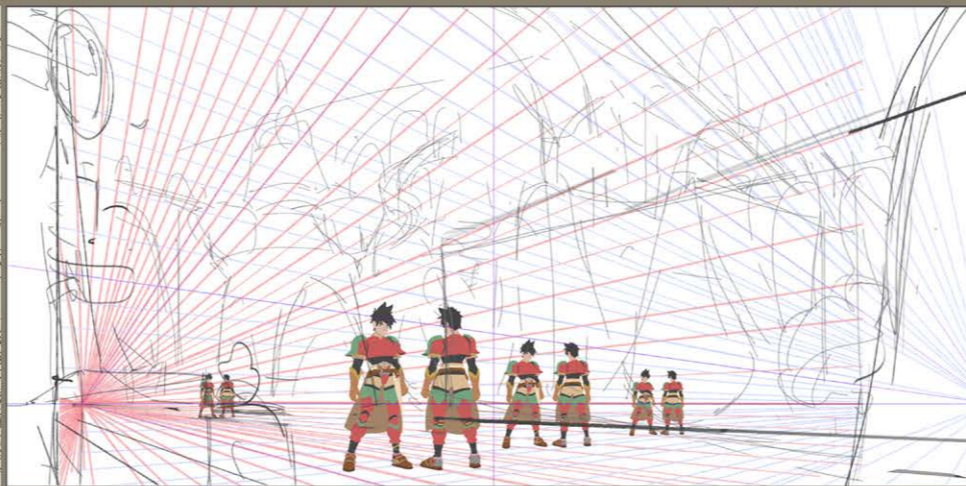


8 GLOBAL AND RIM LIGHT

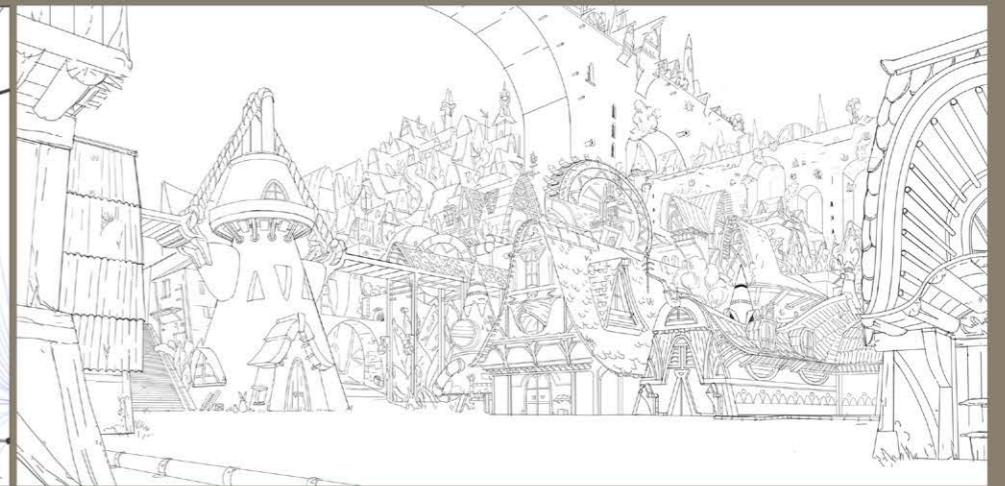




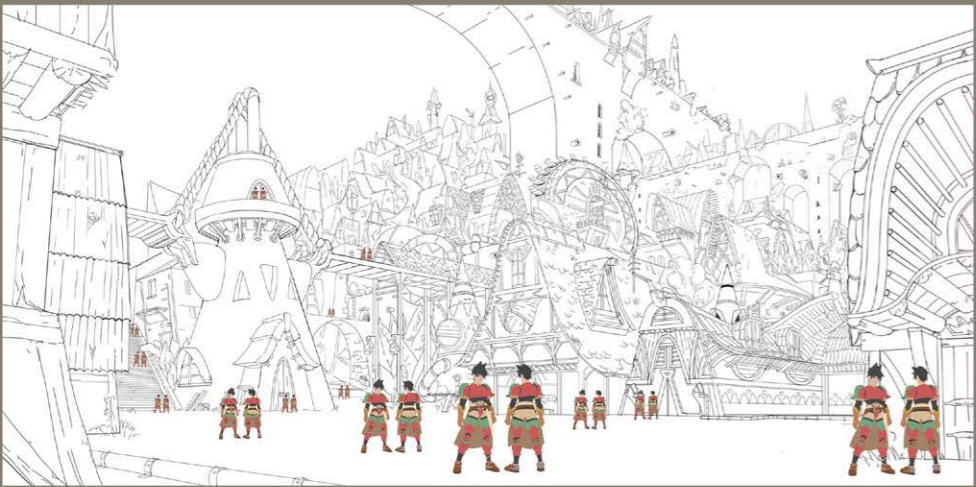
INITIAL SKETCH



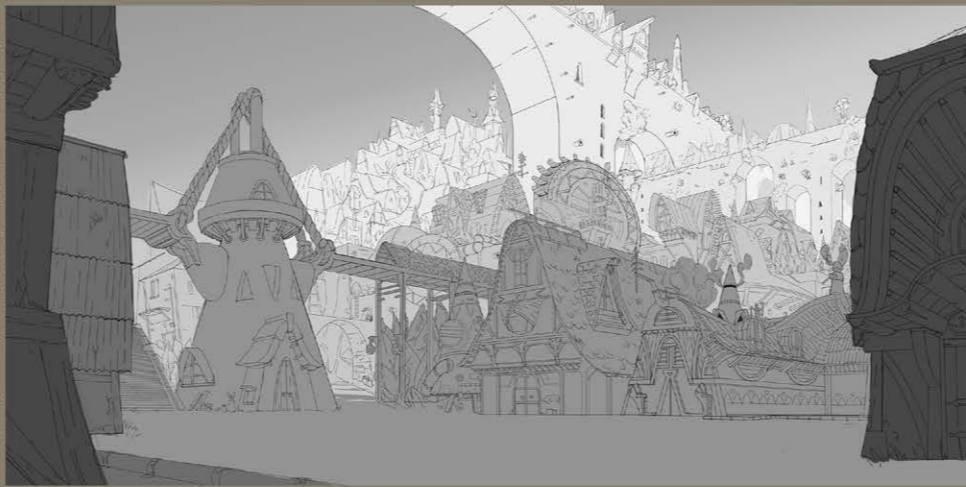
PERSPECTIVE GRID AND CHARACTER SCALE



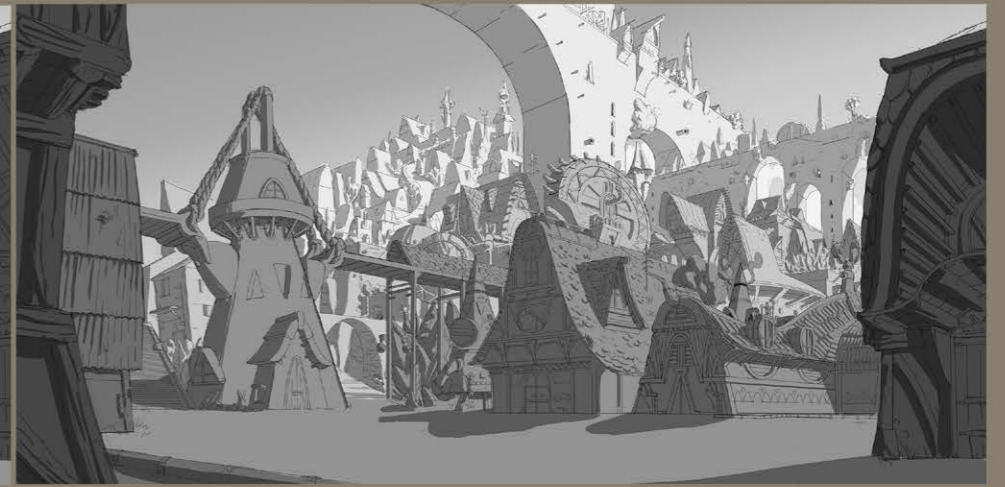
LINE ART



RE-SCALE OF CHACTERS



VALUES



CAST SHADOWS



AMBIENT OCLUSION



LOCAL COLOR AND TEXTURE



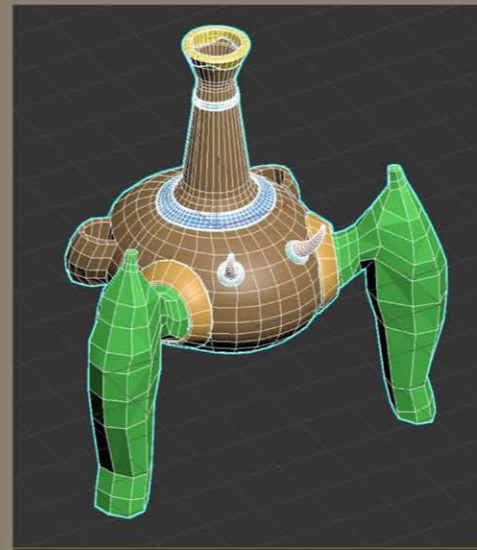
FINAL RENDER





CONCEPT ART

1



BASE MODEL IN 3DS MAX

2



SCULPTING THE ACCURATE FORM, AND SOME DETAILS LIKE SCRATCHES AND MUSCLE FIBERS IN ZBRUSH

3



UV'S AND TEXTURING USING ZBRUSH TOOLS LIKE POLYPAIN

4



FINAL RENDER IN ZBRUSH BPR

5

