

Showcase Document

For my FMP I was tasked to created 3 sprints either across 1 singular scene or multiple scenes. I chose to do 3 separate scenes. 1 Sci-Fi, 1 Stylised and 1 realistic.

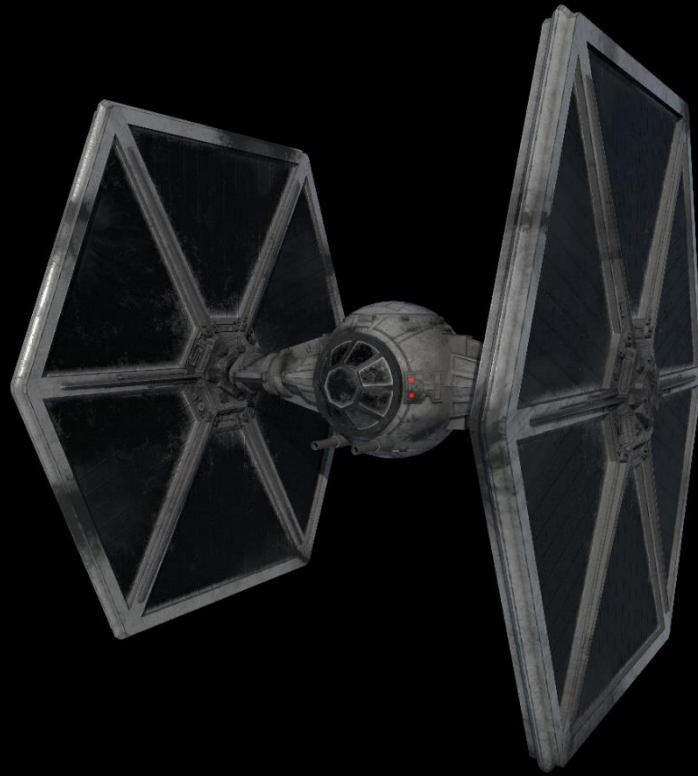
Tie Fighter Scene

For the 1st Sprint in my FMP I decided to focus on creating a highly detailed Star Wars Tie Fighter. For the stretch goal I wanted to create a space scene which features the Tie Fighter as the main aspect.

I used multiple reference images from different sources (Artwork, Film Images, Concept Art, etc.) to capture as much detail as I can so I am able to apply as much detail onto the model.



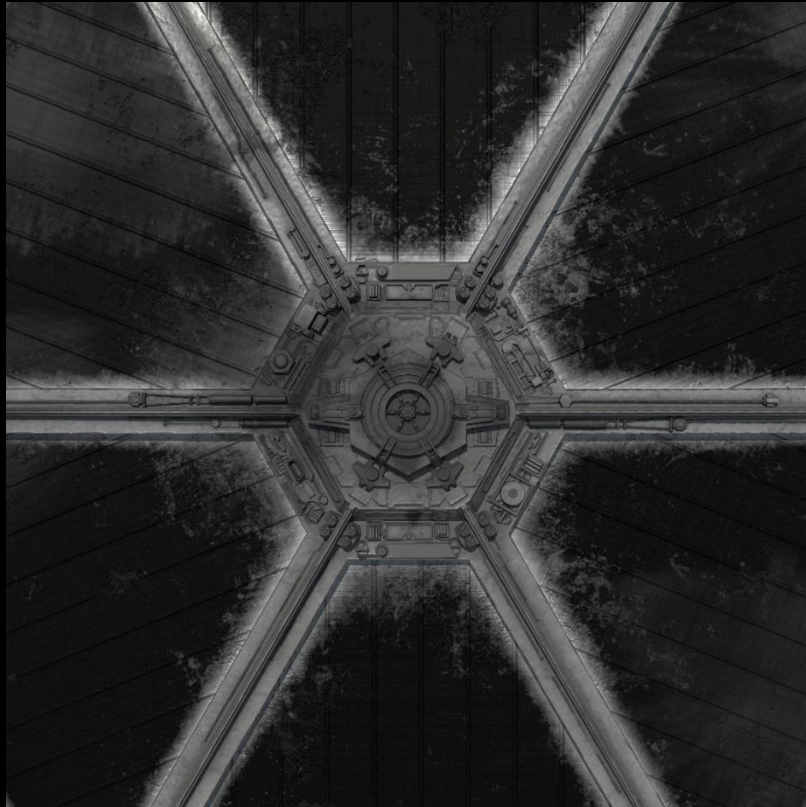
In Engine Render



Tie Fighter Front Render



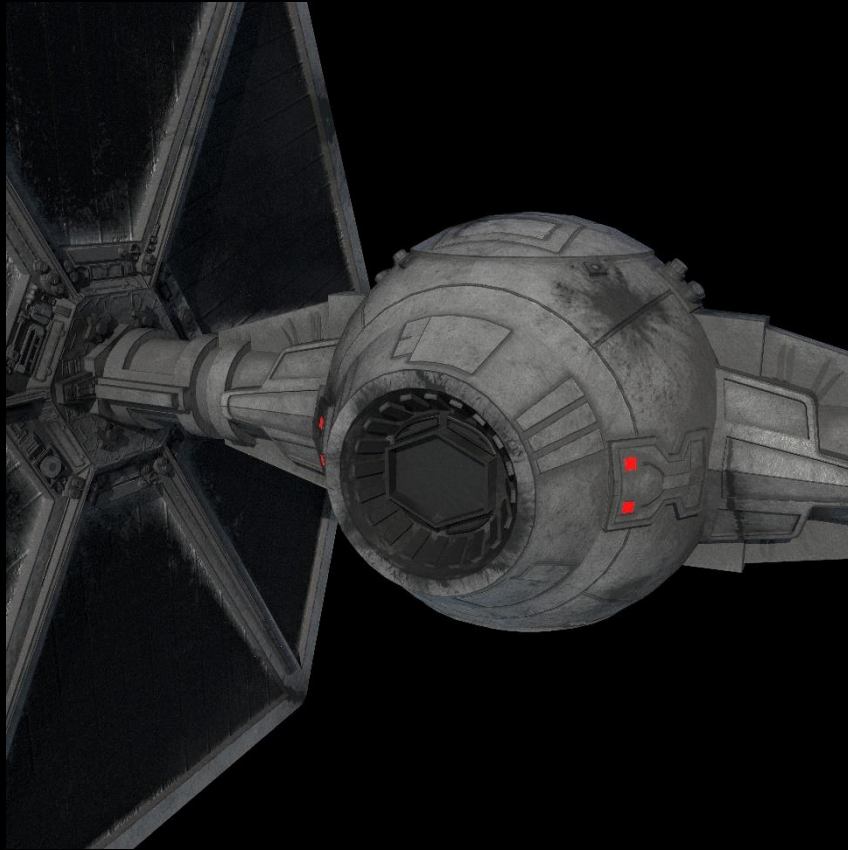
Tie Fighter Back Render



Tie Fighter Wing Render



Tie Fighter Front Close Render



Tie Fighter Behind Close Render

Warhammer 40K Rhino Tank

For sprint 2 I created a small diorama of a stylised Warhammer 40K Rhino tank. I aimed for the style to replicate the Borderlands series style. The main goal was to create and texture the tank, Bolter rifle and diorama, and the stretch goal was to create the shaders.

I used a lot of reference images from Borderlands, Warhammer and other pieces of artwork to create this piece. I also researched how to paint Warhammer models so I could replicate the paint style for the textures.

The scene was set up and rendered within Unreal Engine 4.



Rhino Tank Front/Side High Render



Rhino Tank Front/Side Low Render



Rhino Tank Back/Side High Render



Bolter Render

Public Toilet

For my 3rd sprint I decided to create a realistic rundown public toilet. For this sprint my aim was to create all of the models, texture them and create the whole scene. My stretch goal was to create some small animations which would give the scene some more character.

I created a flickering light animation, and a dripping water animation. For this I used the level sequencer to create them.



Public Toilets High Render



Public Toilets Cubicles Render