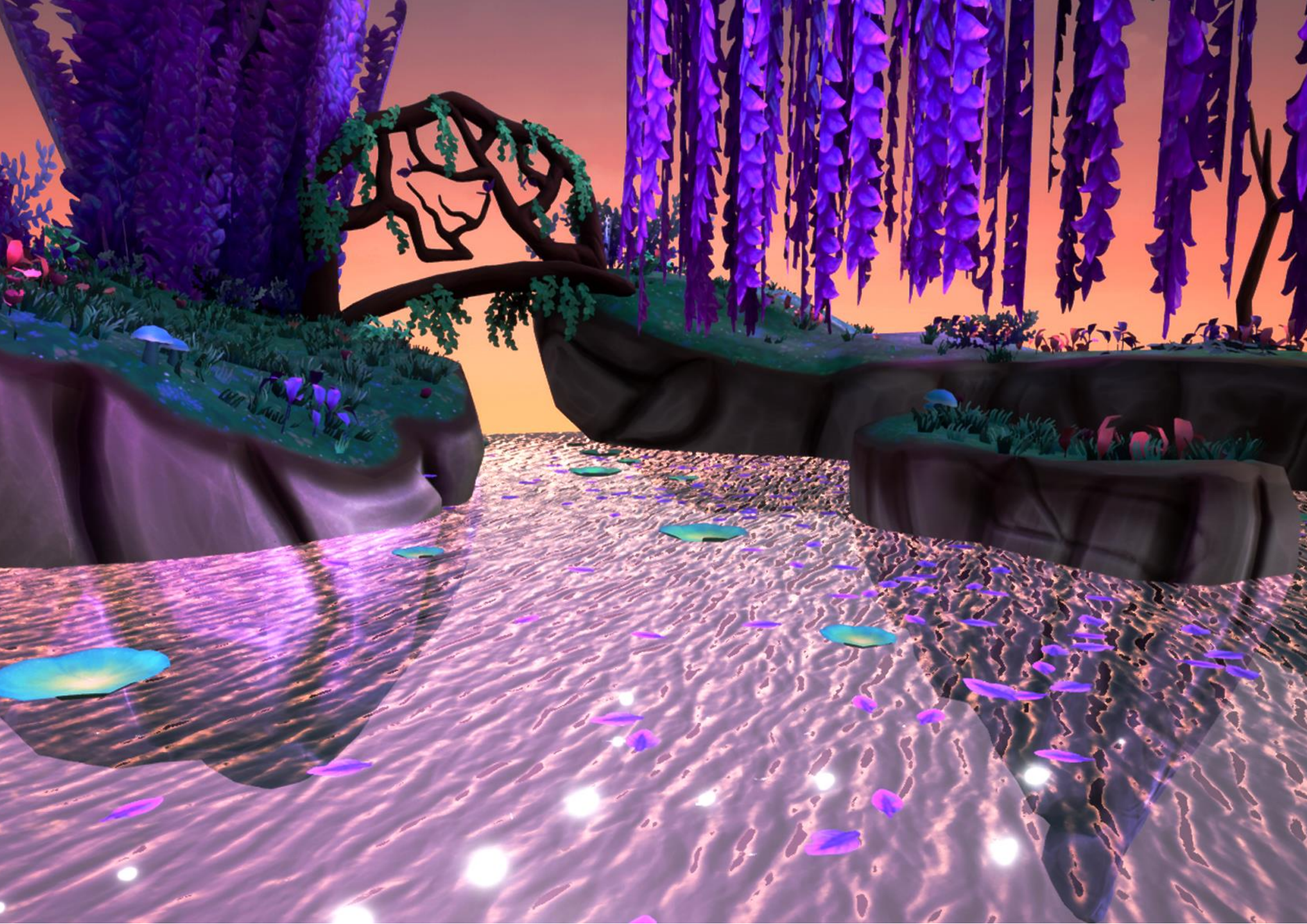
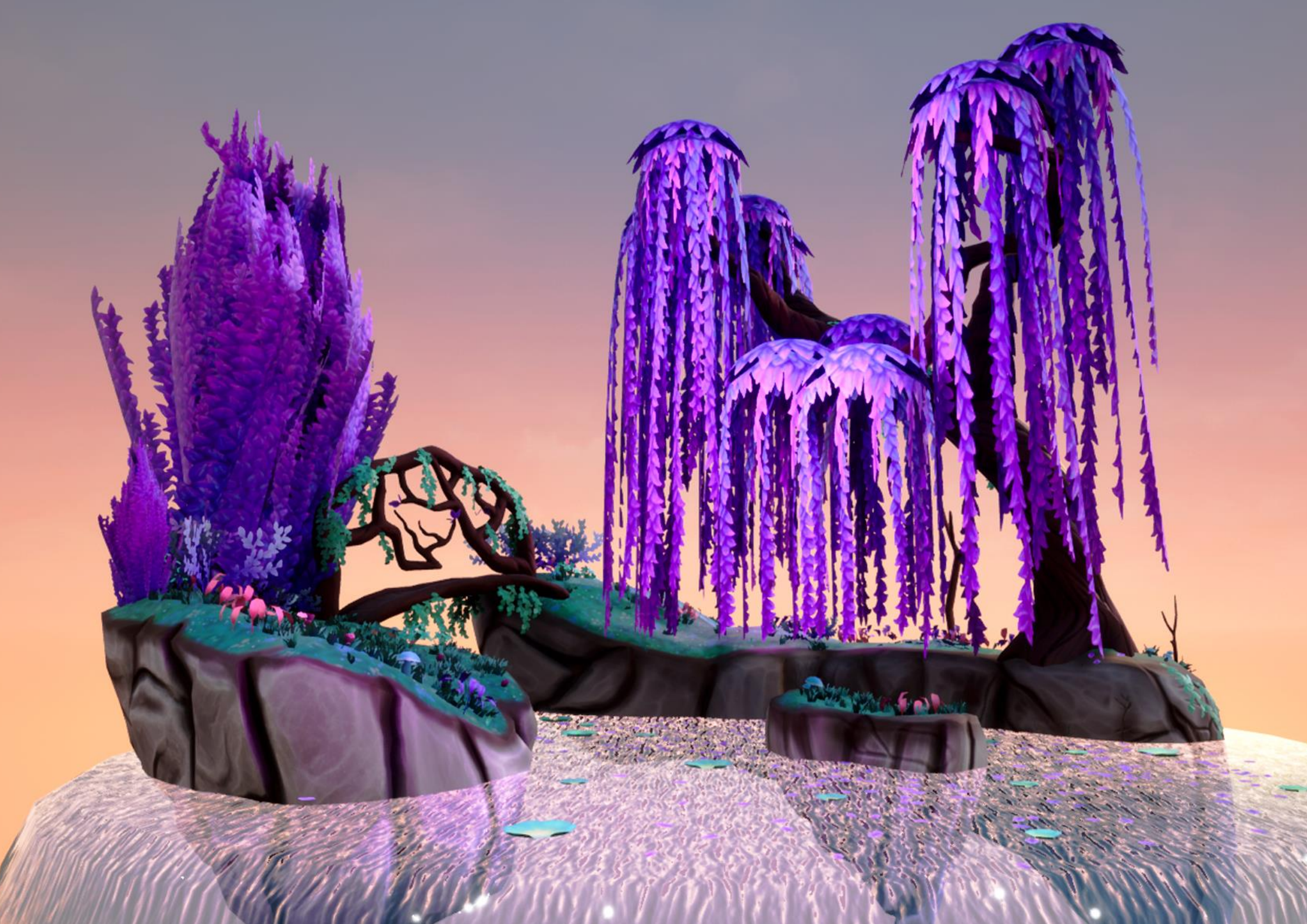
“Ophelia”

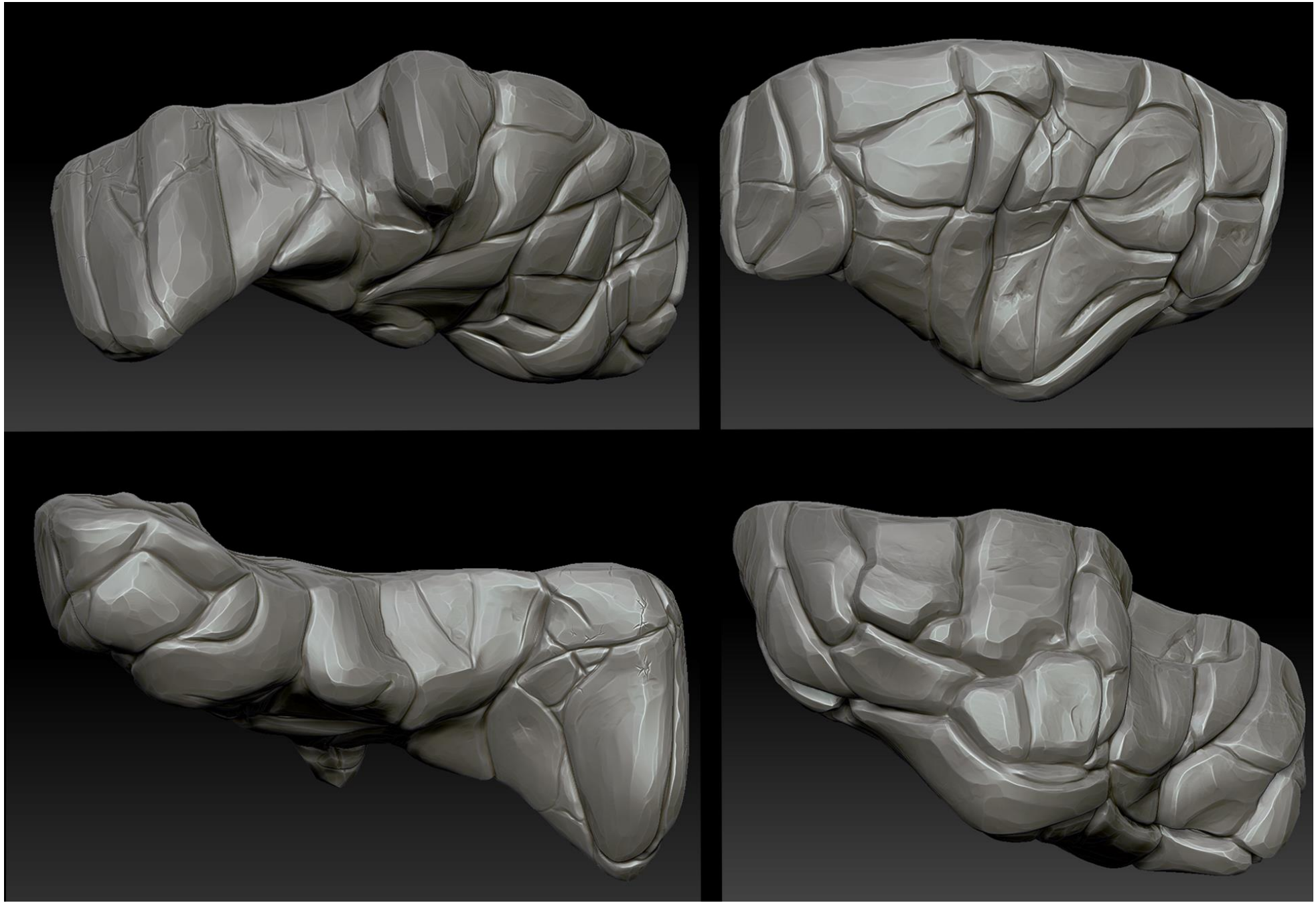
The inspiration for this project came from a Pre-Raphaelite painting by artist John William Waterhouse. This piece, also titled “Ophelia” (1910), was used as concept art to form the scene. The reason behind this being that I wanted to study the fine-art techniques used in the Pre-Raphaelite painting and apply them in a Game Art way. Furthermore, I also wanted to take this a step further and work in a stylised Game Art style.

As an aspiring environment/prop/texture artist, I used the composition of “Ophelia” to heavily influence the composition of my scene. Being a natural and foliage heavy scene, this really allowed me to explore my stylised sculpting and hand-painting techniques.

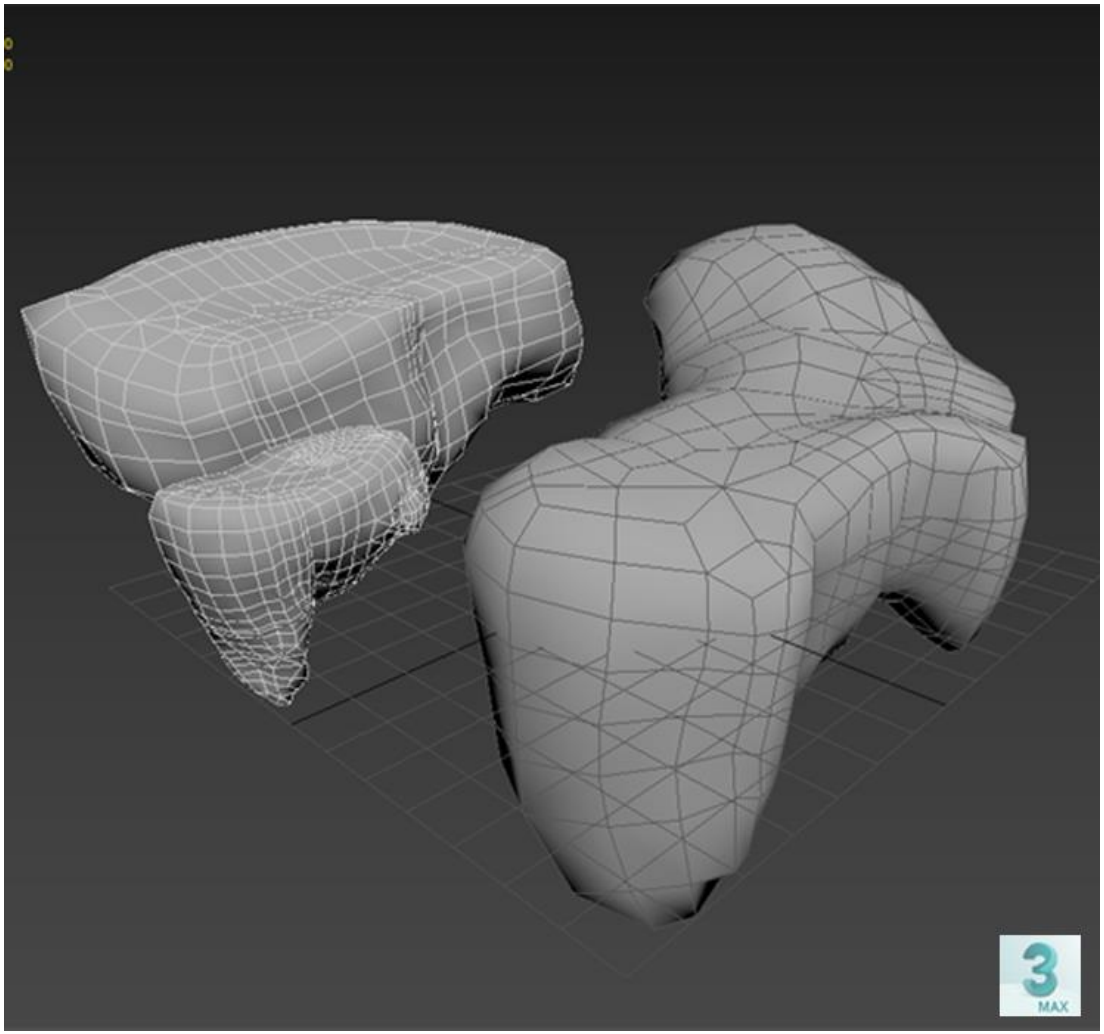


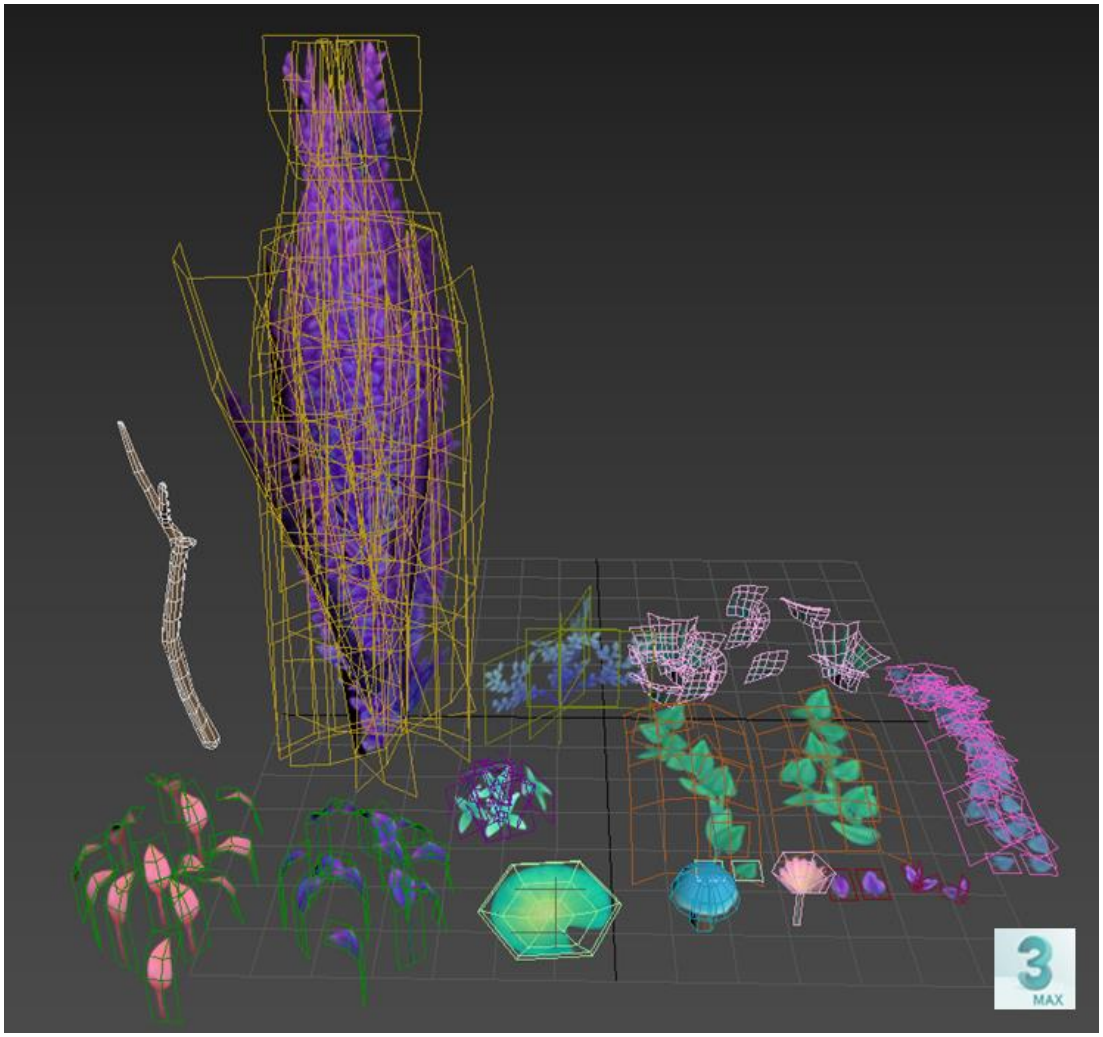


Sculpting close-ups in Zbrush

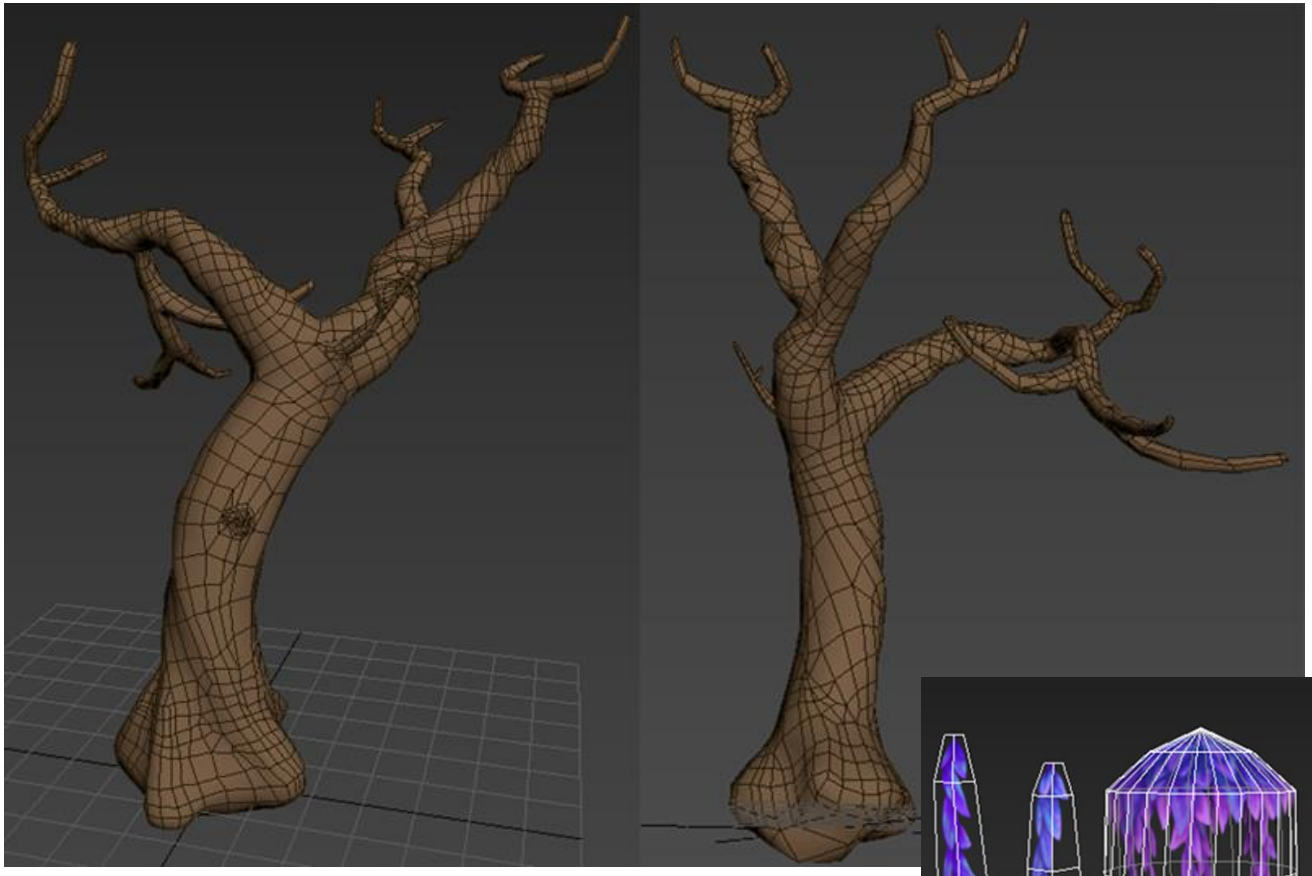


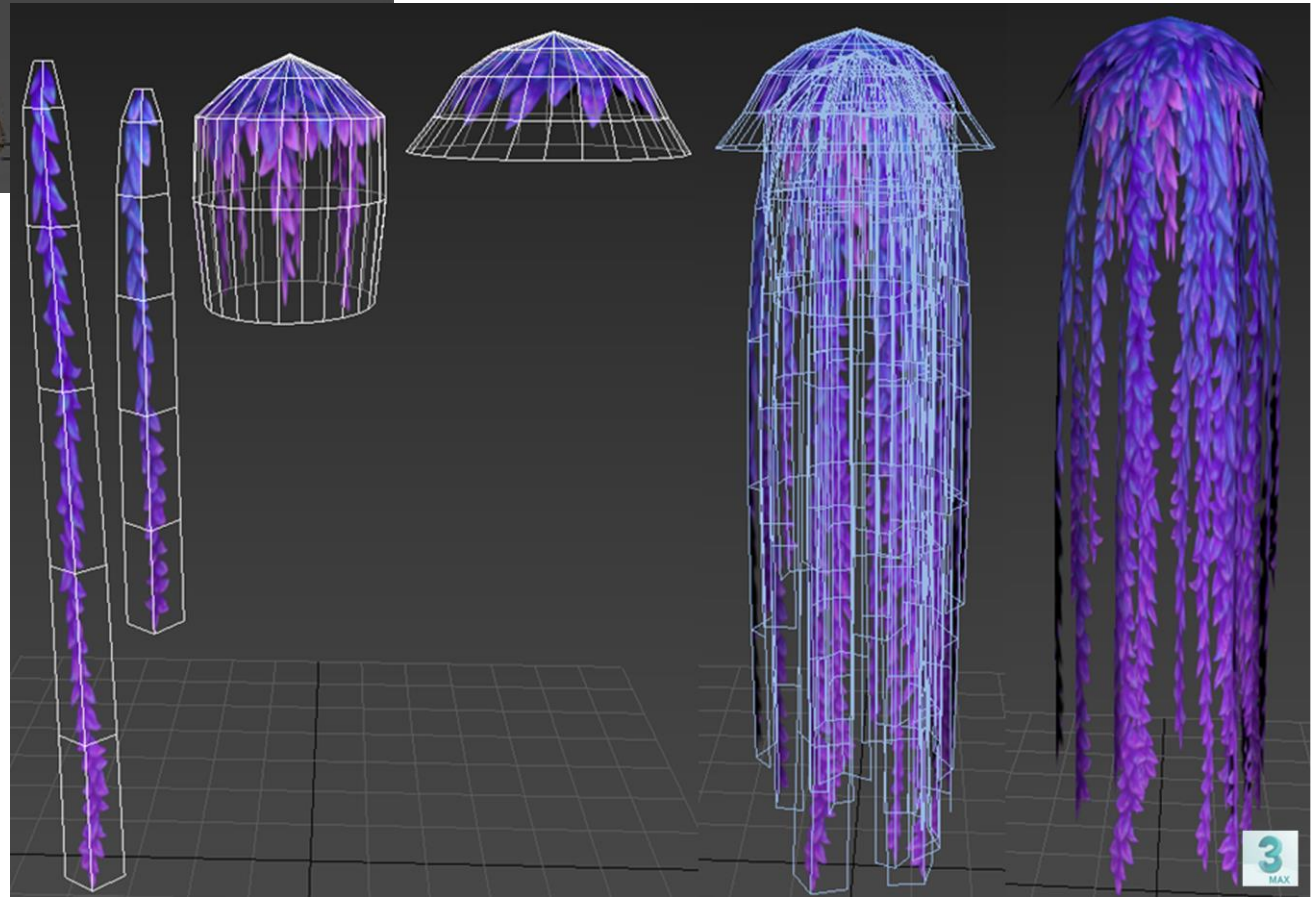
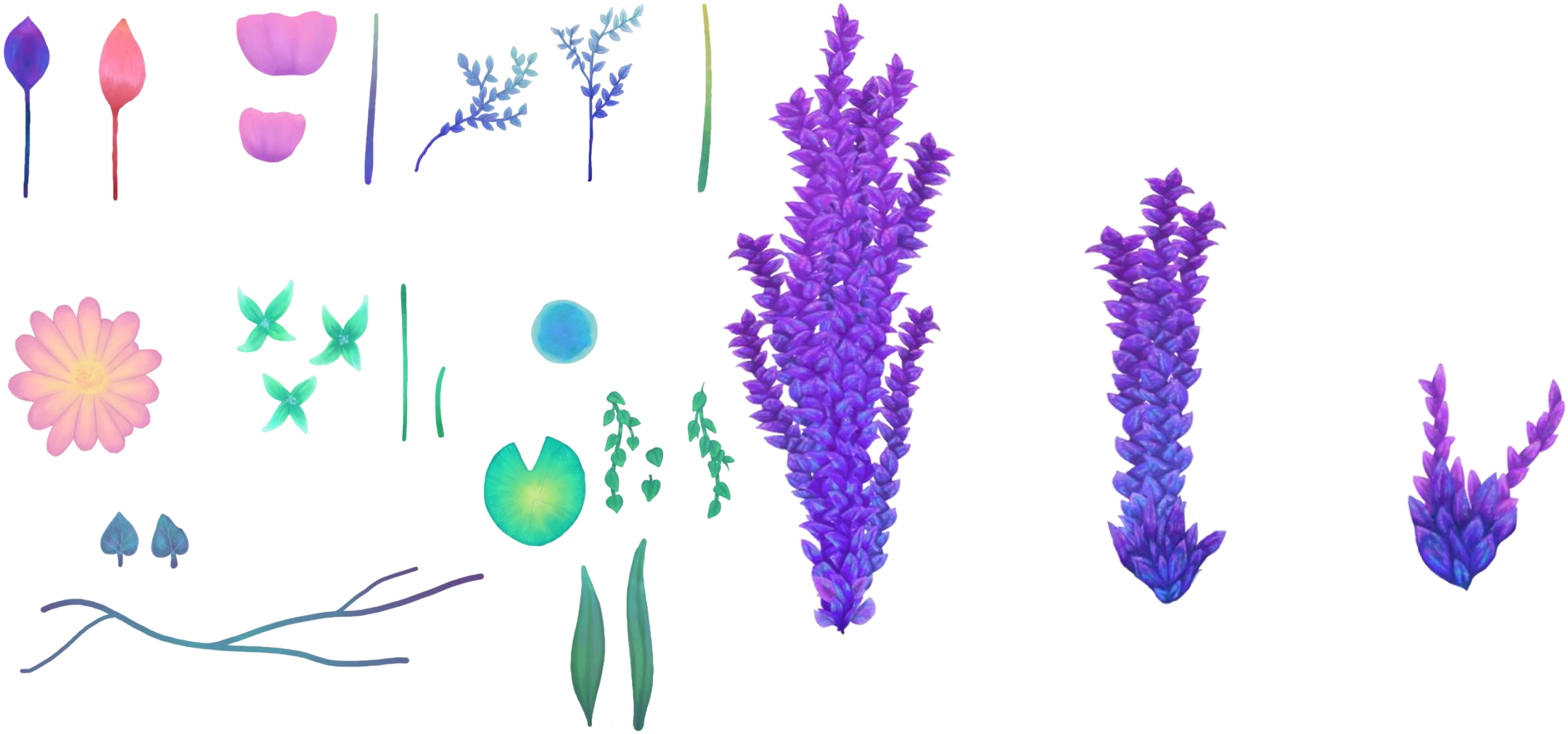
Topology of assets in 3DS Max





Set up of willow tree in 3DS Max





Hand-painted foliage base colour maps, Photoshop