

Desert Market Cart.

I created a desert market town scene for my first project of the GMP. I created this scene using a concept art piece for the cart. I reached out to get a quick layout design piece for the scene, coming from the ideas that I had put forward. This was then used as a guide for general placement of assets. This piece originally started out as a diorama, however, after receiving feedback from multiple people on it, a common issue was that the composition did not work well, so I instead took some time to change my plan and turn it into a bigger, more flushed out scene instead.

I wanted to create a warm, comforting feeling with this scene, I had planned to do this with a cozy environment with a lot of warm colours. After developing multiple ideas, a lot of my original plans changed and the scene looks does look different to how it had when I was first planning it, however, this was in large part to taking feedback and peoples thoughts aboard, I am very glad that I did, as being adaptive truly helped me make this scene better than what it could have been before.

I spoke to many people over the course of this project and they helped to give some great feedback that improved both the quality of the work and ideas behind this piece. I made sure to seek a range of ideas, from colleagues and similar artistic knowledge people, to industry professionals, both in triple A and smaller indie studios.

I enjoyed my time working on both of these projects quite a lot, and I think that it shows in my artwork quite well.













Chest of the arcane perfumist.

This project was created as a way for me to focus on one asset slightly more, as I noticed that I haven't had the chance to take time and care for a hero prop before. I spent some time looking through Artstation, twitter and Pinterest for some good concepts to follow, I wanted a good mix of skills to show off and needed it to be complex but still completable to a good standard within the time frame.

As this piece was a hero prop, I wanted to take extra care in to making sure that it all worked together. To make sure of this, I spent some time researching how wood joints work, to make sure of the correct construction method. I feel as though all of the extra research that I did before starting this prop helped it out massively, as if I had not, there would have been many issues that would have only been noticeable once textured in engine, saving myself a lot of extra time and work.

Over the course of these two projects, I learnt so many pieces of invaluable knowledge, that will help my future work look even better, it would not have been possible without working on these two beforehand. I'm excited to be able to use these new skills in my future projects.





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