The goal of my second project was to create a stylized diorama in Unreal Engine in a two-week time scale for my portfolio. For this project I mainly wanted to focus on creating stylized textures and composition of the scene.
Having consistently only making realistic scenes I wanted to try and make a stylized piece for my portfolio to show that I can also make stylized artwork as well, to further increase the variety of my portfolio and display a range of techniques.

This scene has a roman theme and is composed of a lot of bricks, pillars, destroyed pillars, rubble, ruins, and a fountain. The scenes focal point is the skull and helmet as its sticks out in every render. I made the helmet to help the skull stick out in the piece as it is a very similar colour to the rest of the scene. The green grass is also there to help break up the piece and make the eye wonder around the render.