



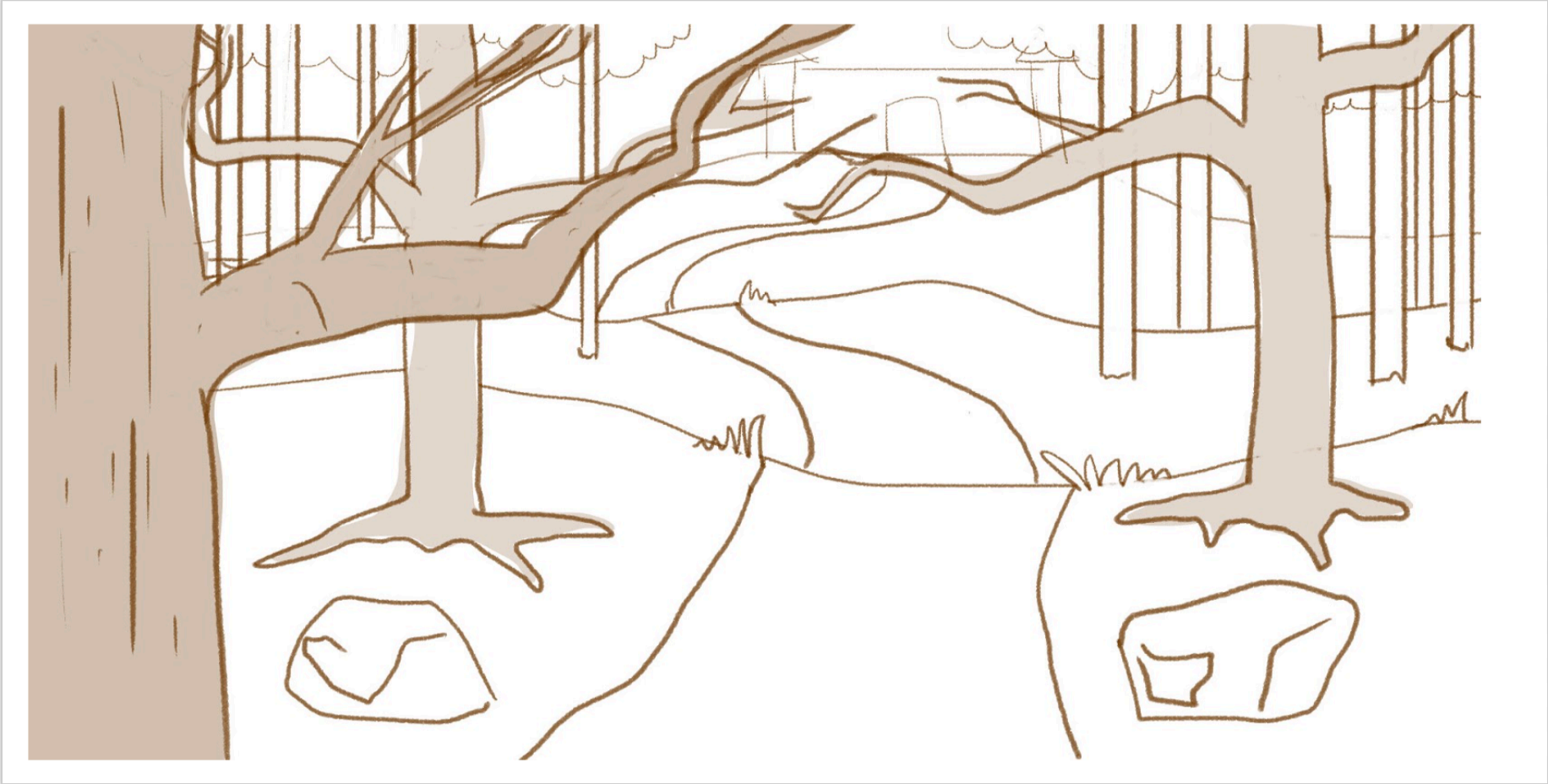
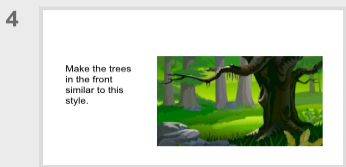
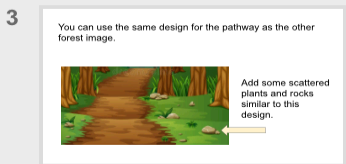
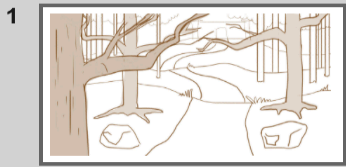
Unity 3D and Illustrator: Game Illustration

Rachel Curtis

Adobe Illustrator : **“Moon Phases”**

Collaboration

- Designing for a client
- The necessity to iterate design when creative choices change
 - Practicing new styles



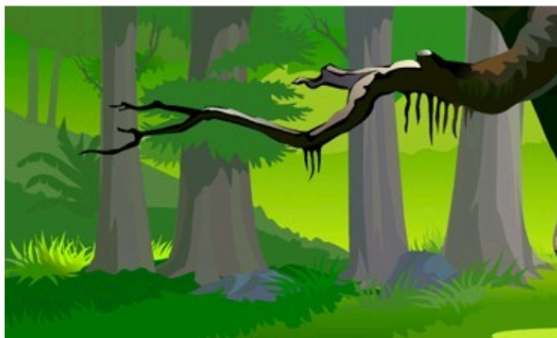


Make the trees in the front similar to this style.



This view shows the pathway from within the forest leading to the town.

I made the trees in the front a little darker so that you can better tell them apart from the trees farther in the background.



Use this image reference again to design the trees farther in the background and the foliage.

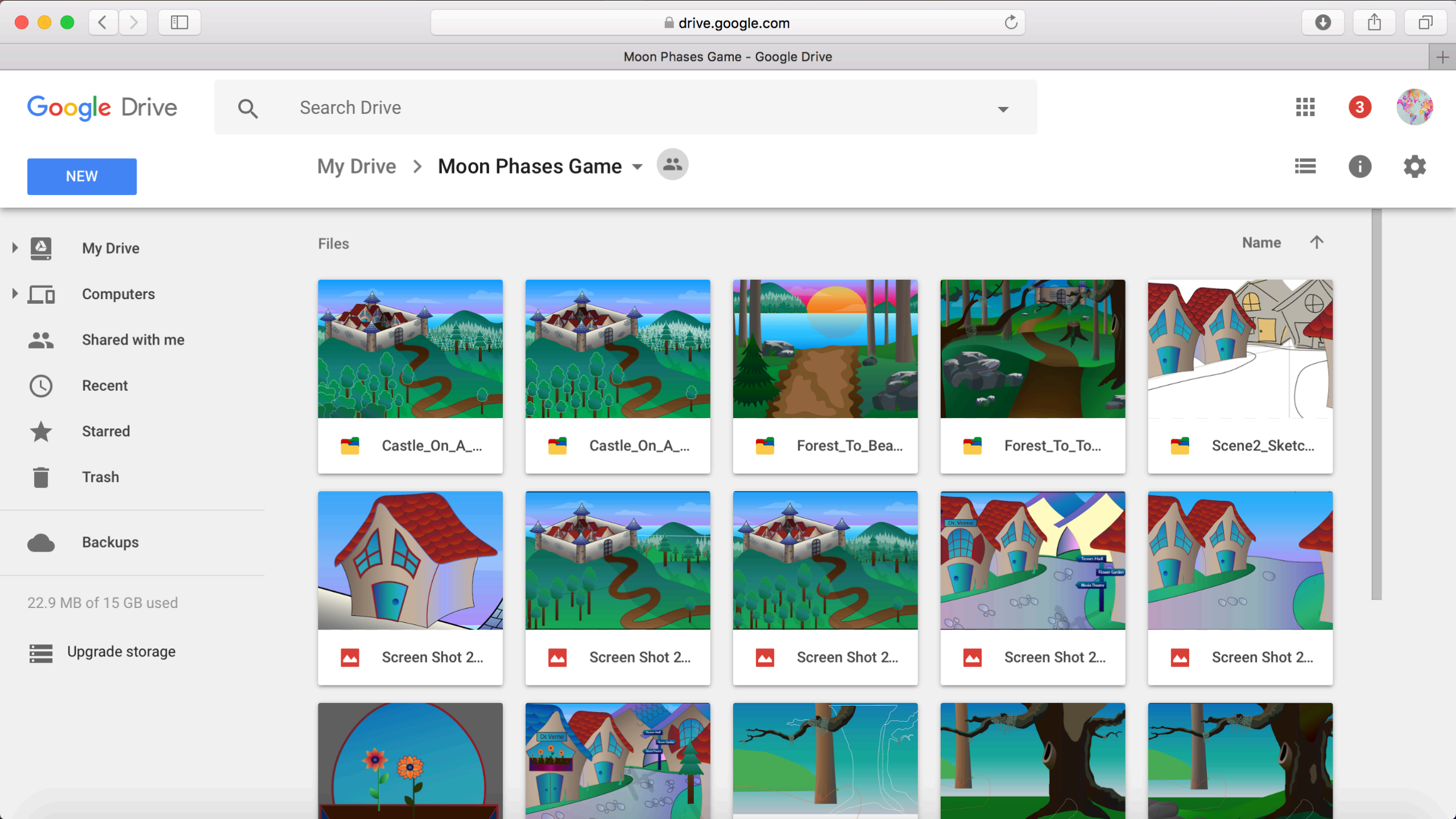


Make some rock similar to this design to place around the scene.

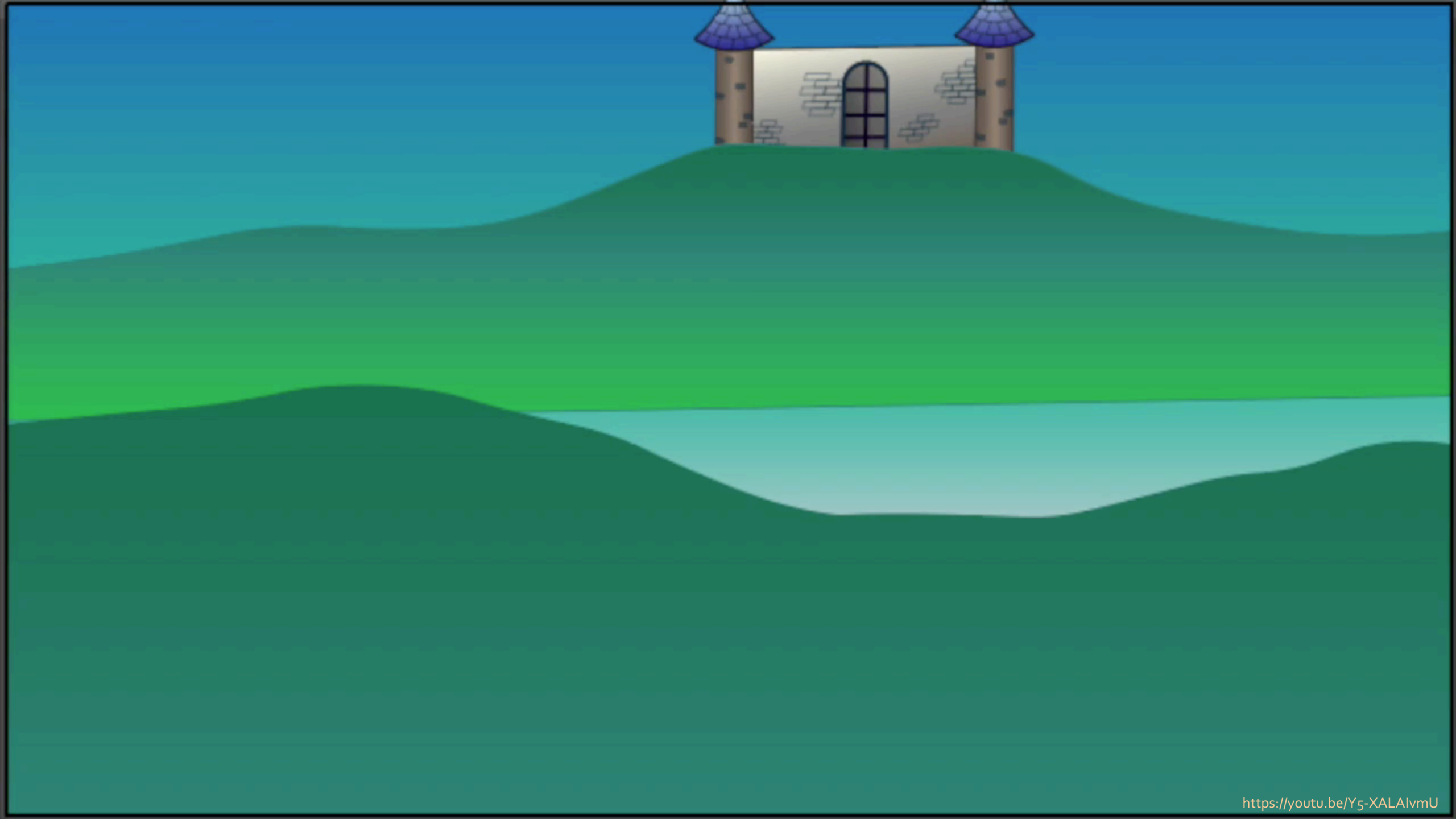
You can use the same design for the pathway as the other forest image.



Add some scattered plants and rocks similar to this design.









Other Scenes:





Town Hall

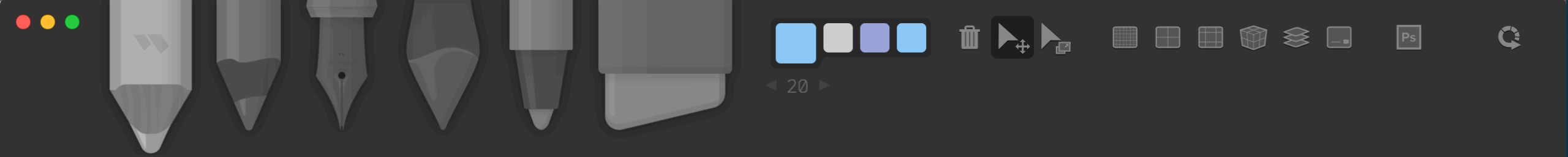
Flower Garden

Movie Theatre

Dr. Verne



Unity 3D: “Camp”



Duration

250

6

Dialogue 7800ms

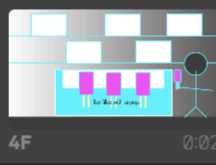
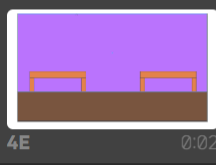
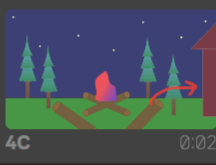
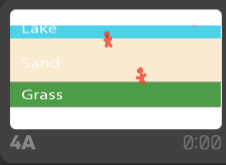
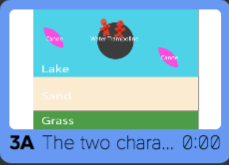
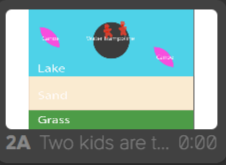
The two characters decide that they want to go get ice pops, and then go look for the camper. They walk/swim back to the shore.

Action

Head back to the shore to go to the mess hall for ice pops and dinner

Notes

Clear

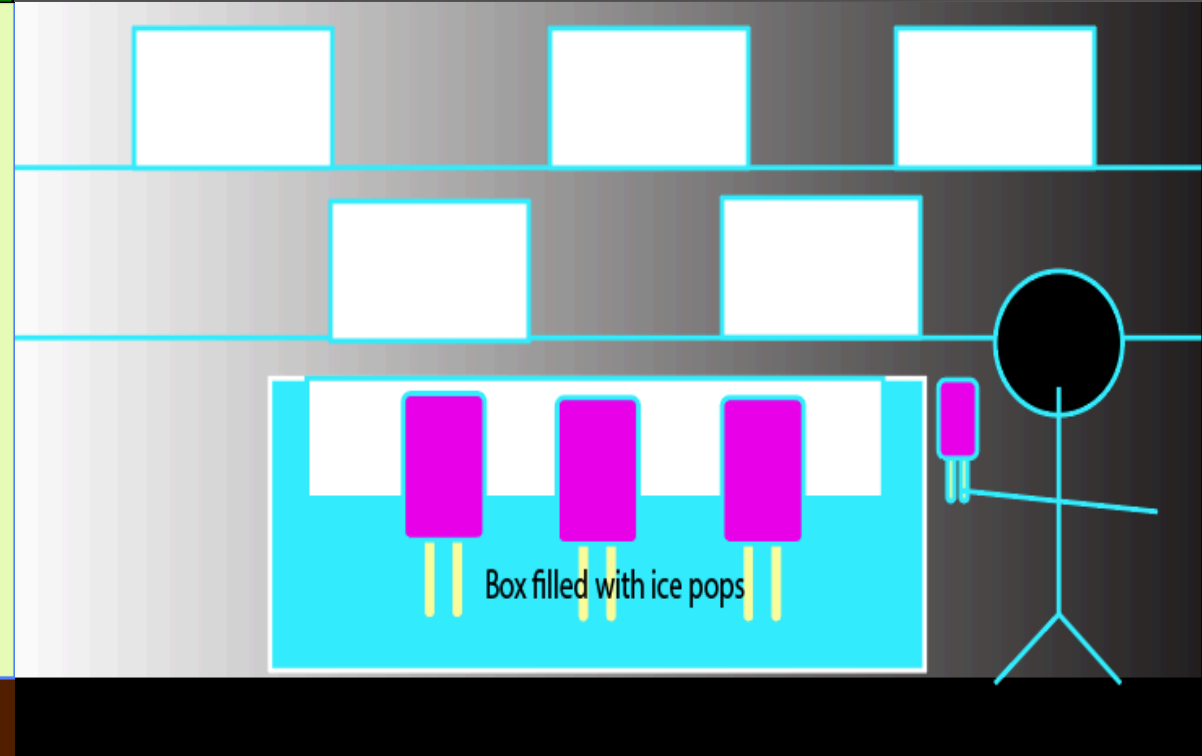
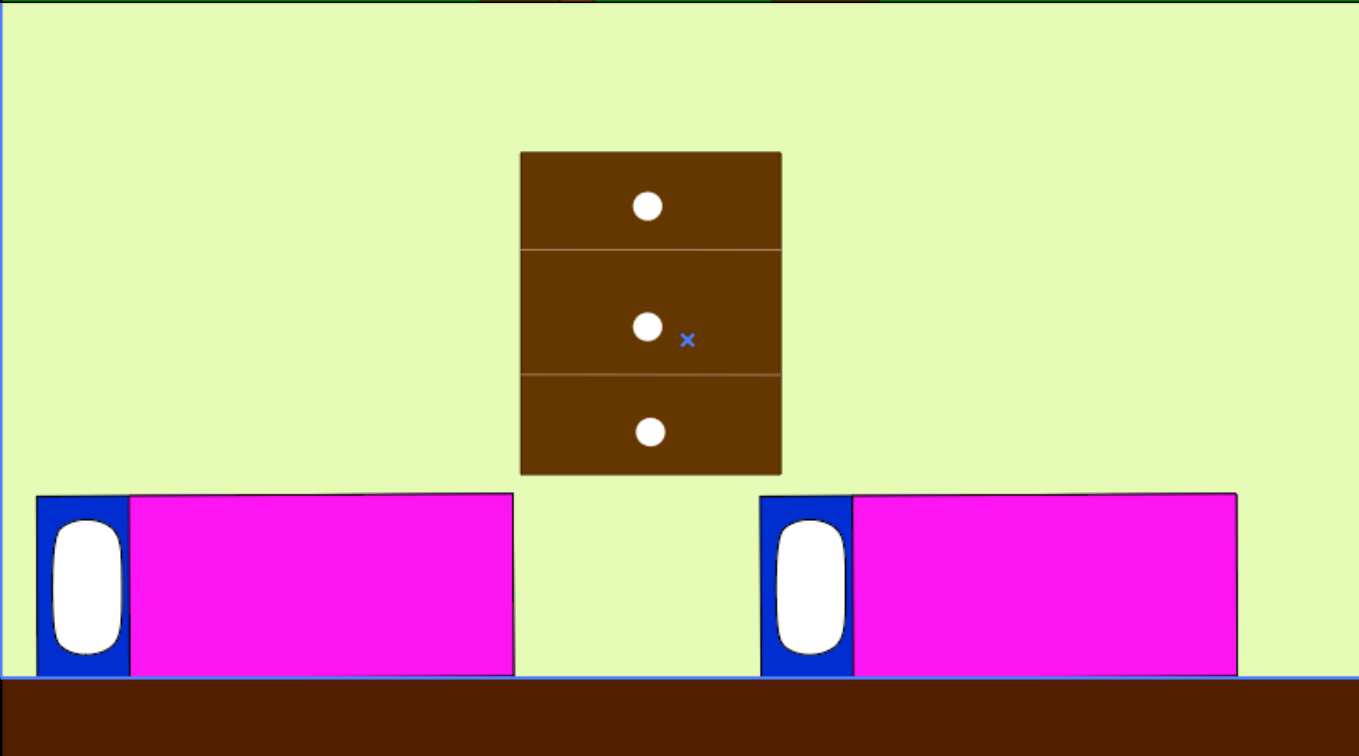
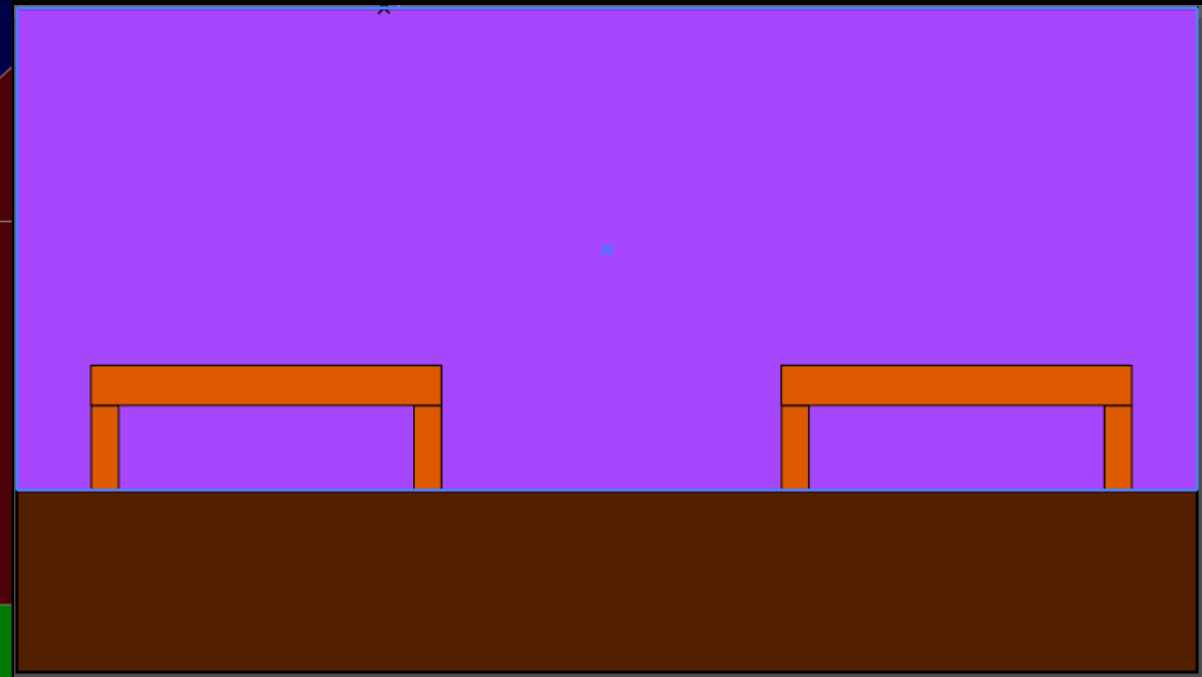


0:00

0:11

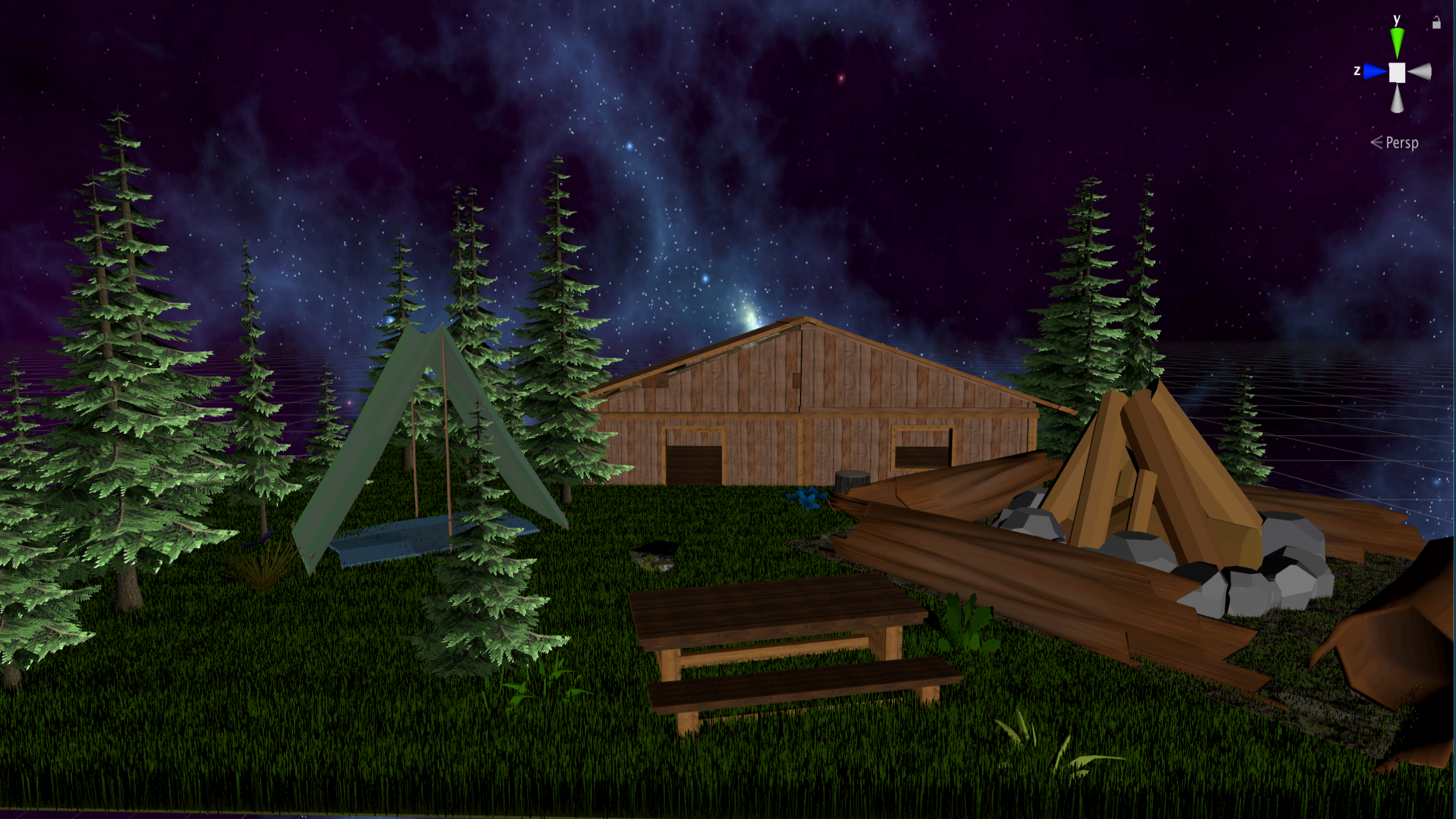
SHOT 3A
9 BOARDS, 4 SHOTS
0.1 AVG. LINE MILEAGE

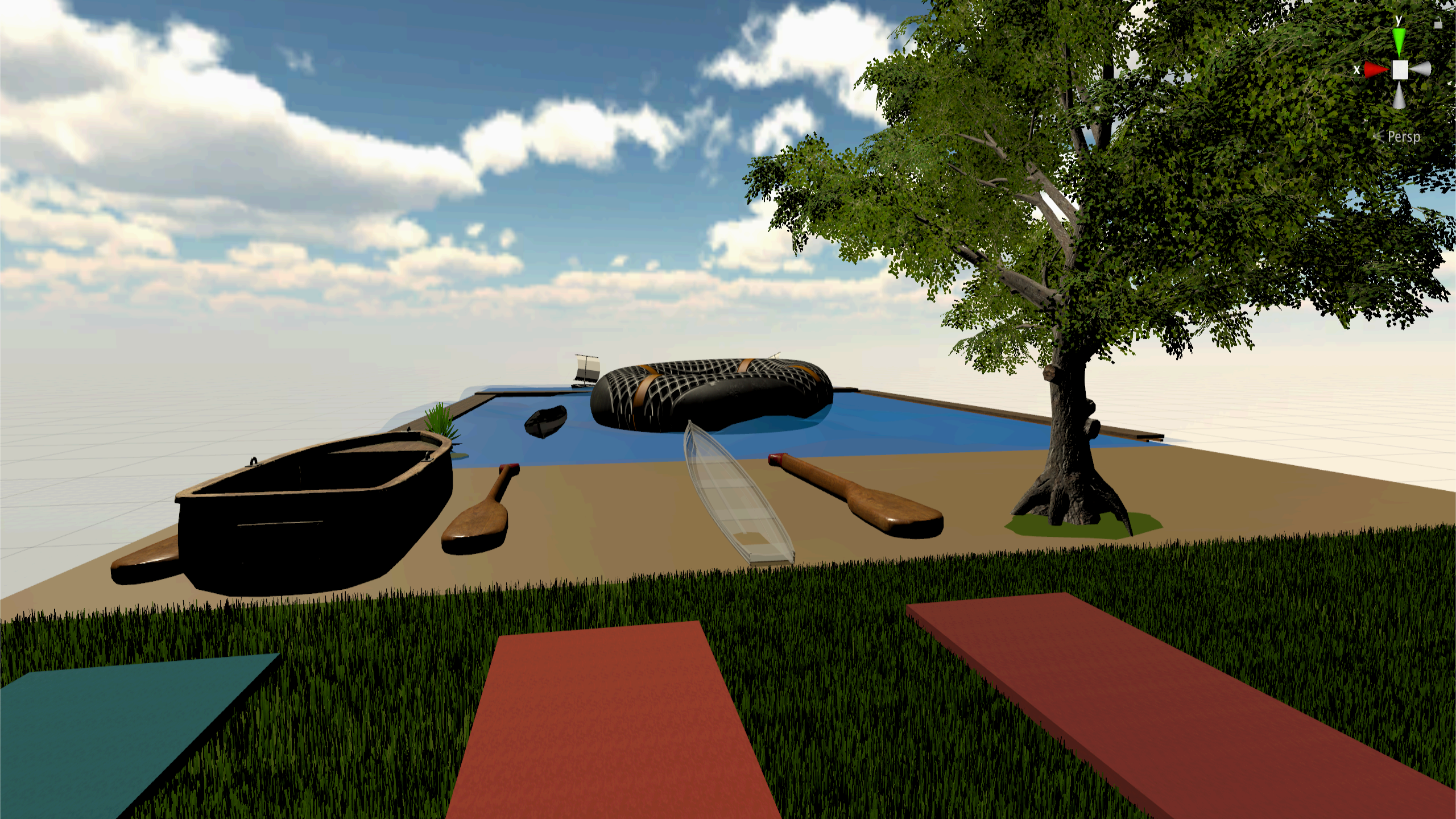
Senior_Project_Storyboard.storyboarder

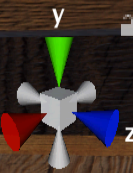


Unity 3D

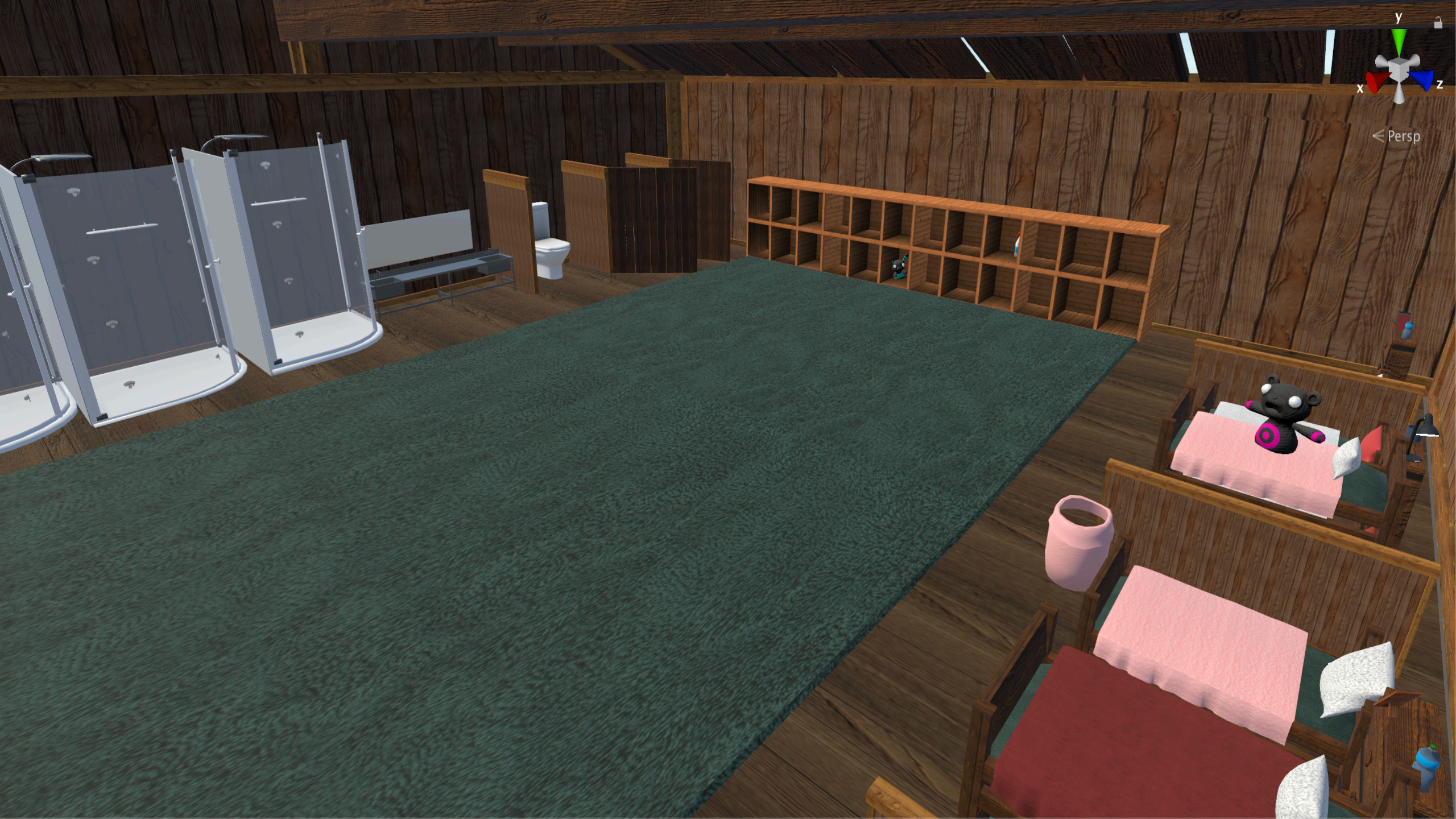
- Used as 3D visualization tool
- Learning process
- Adapting when something goes wrong
 - No set method

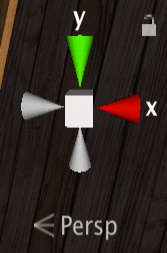


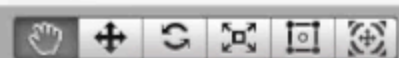




← Persp







Pivot Local



Collab



Account

Layers

Layout

Hierarchy

Create All

Mess Hall

Scene

Game

Asset Store

Shaded

2D



Gizmos

All

Inspector

Project

Console

Create

house

Favorites

All Materials

All Models

All Prefabs

Assets

AdventureForge

Architecture textures p

Audio

BigFurniturePack

Boats

BrokenVector

LowPolyShaders

LowPolySurvivalEsse

Example

Materials

Models

Palettes

Search: Assets Selected folder Asset Store: 999+ / 999+



build_bighou...



build_bighou...



build_bighou...



build_bighou...



build_bighou...



Dollhouse



Dollhouse



Dollhouse



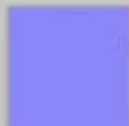
DollhouseAva...



DollhouseDif...



DollhouseMa...



DollhouseNo...



DollhouseOcc...



DollhouseSpe...



fire_building...



House on nig...



House.001



house.002



house.003



Houses