






To introduce myself quickly, I finished my degree in Digital Design last year.

During my two last years of formation, I specialized myself in game Design. I've always been interested in video games, mostly the artistic part. I like all the different types of references we can use for the creation of a game, music, narration, colours... Indeed, when I'm working, I use an abundance of various type of references too, this makes my project unique and powerful.

*Bakallie*



For the Coatsink art test we have provided assets for a medieval fantasy style diorama. For this test we would like you to fill in the attached diorama with a 3D asset of your choice.

The asset must match the style and feel of the diorama as closely as possible. The asset you create should be the focal point of the diorama. Once you have created and added the asset dress everything up together and provide beauty shots in an engine or model viewer of your choice.

You may light the diorama in whichever way you want. Feel free to add more than one asset if you wish, but it is not necessarily better to do so.

You are also free to make minor tweaks to the provided assets, but keep in mind that the overall objective is to follow the art style closely

The added asset or assets should come in at a total of under 600 vertices and use a total of 2048x2048 texture space. These limitations are for all asset combined not per asset. All assets should use only a diffuse or unlit shader, alpha is fine.

For the example screenshot provided the grass was set to not cast

shadows and set to an unlit colour tweaked to match the ground texture.

In addition to beauty shots we would appreciate source files if possible. A photoshop file for the texture(s) and obj or fbx exports for the meshes will do.





1. The begining.



When I discover the diorama for the first time, I thought about making a well.

But I was scared to make something too obvious, so I pushed this idea out of my mind and I opened my mind to something more original and fresh. Like a meeting, A secret meeting.

Maybe a date of two soldiers, with some beers and weapons dropped on the floor ?

But it was too many assets and I didnt want to take the risk to loose this opportunity with a out of subject result.

So, I made a little Brainstorming :

Medieval : Castle, Flag or Weapons.

Fantasy : Potion, magic, runes ...

And ... what about making a Runic sword ?

After all of this reflections, I decided to create a calm scene, with sunlight, magic weapons where people can meet each other, like a warm and peacefull cimetry.





I was sure of something, I didn't want the classical red blood runic sword, full of cliché or stereotype thing.

So I made a classical modelisation of a sword, unbalanced, who i recreated multiple time until it was great to me.

I choosed to make two swords : A bad one, and a half good one. A runic, dark magic corrupted sword and an electrical one. Purple versus yellow.

Two complementary colours.

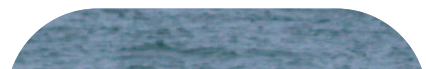
And for the flowers, I choosed three plant, rich for their meanings :

Red Poppy, for the memories of life, yellow wheat for their breath of life and spirit of the wind. And Finally, Lunaria Annuua, (money plant) for their round shape.

## 2. Looking for Ideas.

With this idea in my mind, I lost myself in Pinterest and in my sketching book to find some compositions, pictures, or original pencil stroke from my own hand who can help me in my creative process.

Flowers, pictures composition, colours, something warm, beer, honey, cometary, sword...





### 3. Music and rythm.



Breath Of Life,  
Florence and the Machine.

Song from Snow White and the Hunter, a Medieval Fantasy movie.



Buzzcoat Season,  
Lorde.

The calm rythm and fresh voice made me feel comfortable,  
and it was my goal to make the viewer comfortable too



Reckless,  
Madison Beer.

Peacefull, full of feeling song. Reckless is a heartbeat and a  
dance i want to share too.

Breath Of Life, Florence and the Machine.

<https://www.youtube.com/watch?v=d58VJ-sC1uY>

Buzzcoat Season, Lorde

<https://www.youtube.com/watch?v=pstVCGyaUBM>

Reckless, Madison Beer.

<https://www.youtube.com/watch?v=TFHCew8DnCO>



4. Starting ever and ever  
and ever  
and ever  
and ever  
and ever

Fews mounths ago, I wasn't ready for that kind of test. Thats why I challenged myslef through some harder and harder work. And now, this one is an opportunity for me. That's why I restarted it multiple time until I had something nice and clean to show you.











Top, Wireframe / Right, Flowers

Here's a few instances of my flowers, painted with Alpha on Photoshop. For these colours, I used two palettes, one for the dark scene, and another for the light and warm scene. Blue and red.





Clay.

Model and Wireframe

Poly Count : 505 vertices  
(+ flowers (72 vertices) = 577/600.

OpenXL

texture : 2048x2048px.



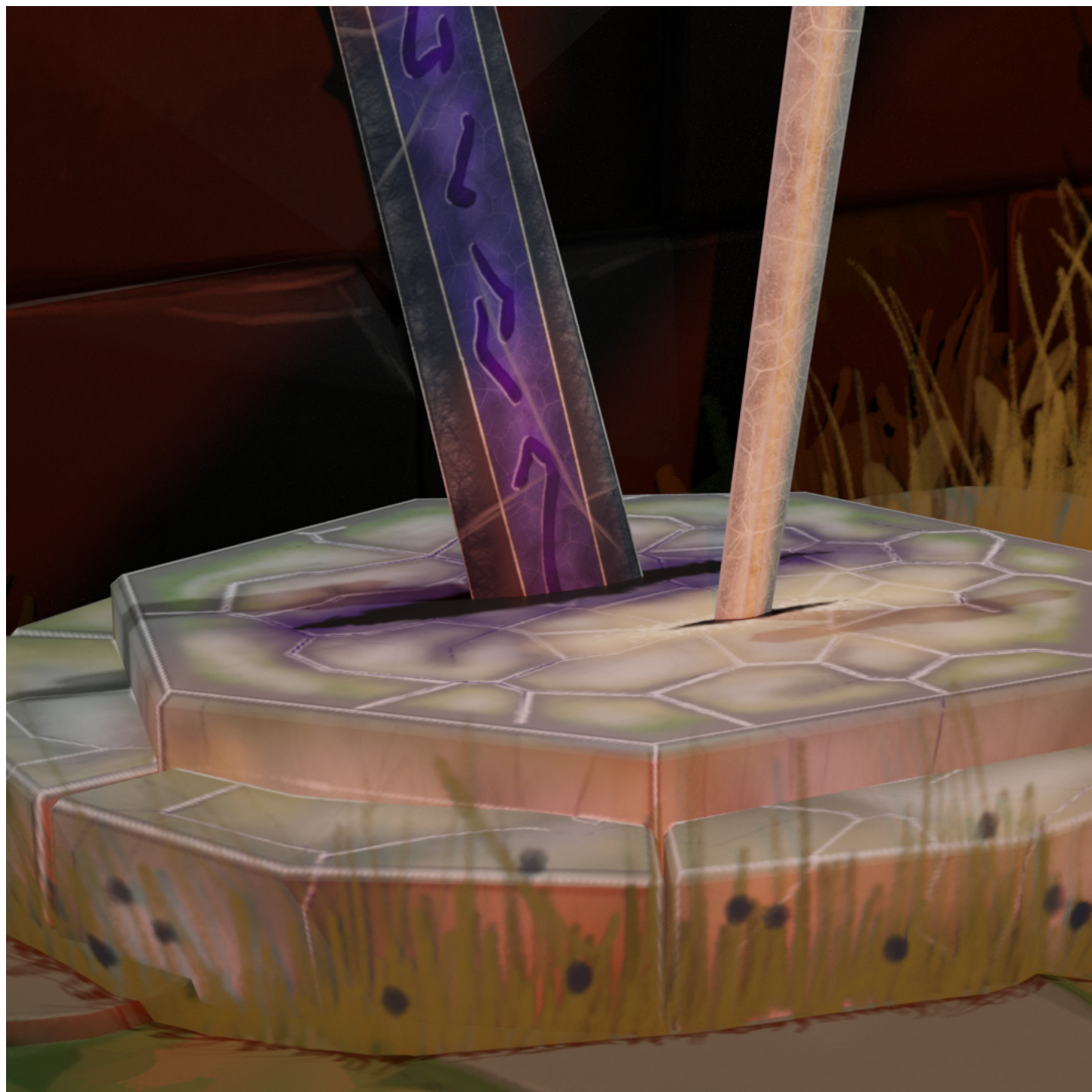




Day



Night











Merci.