



Creature Look Reference Booklet

LEONG CHEE LOONG

Creature Look Development

VISFX 575

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Character Concept References

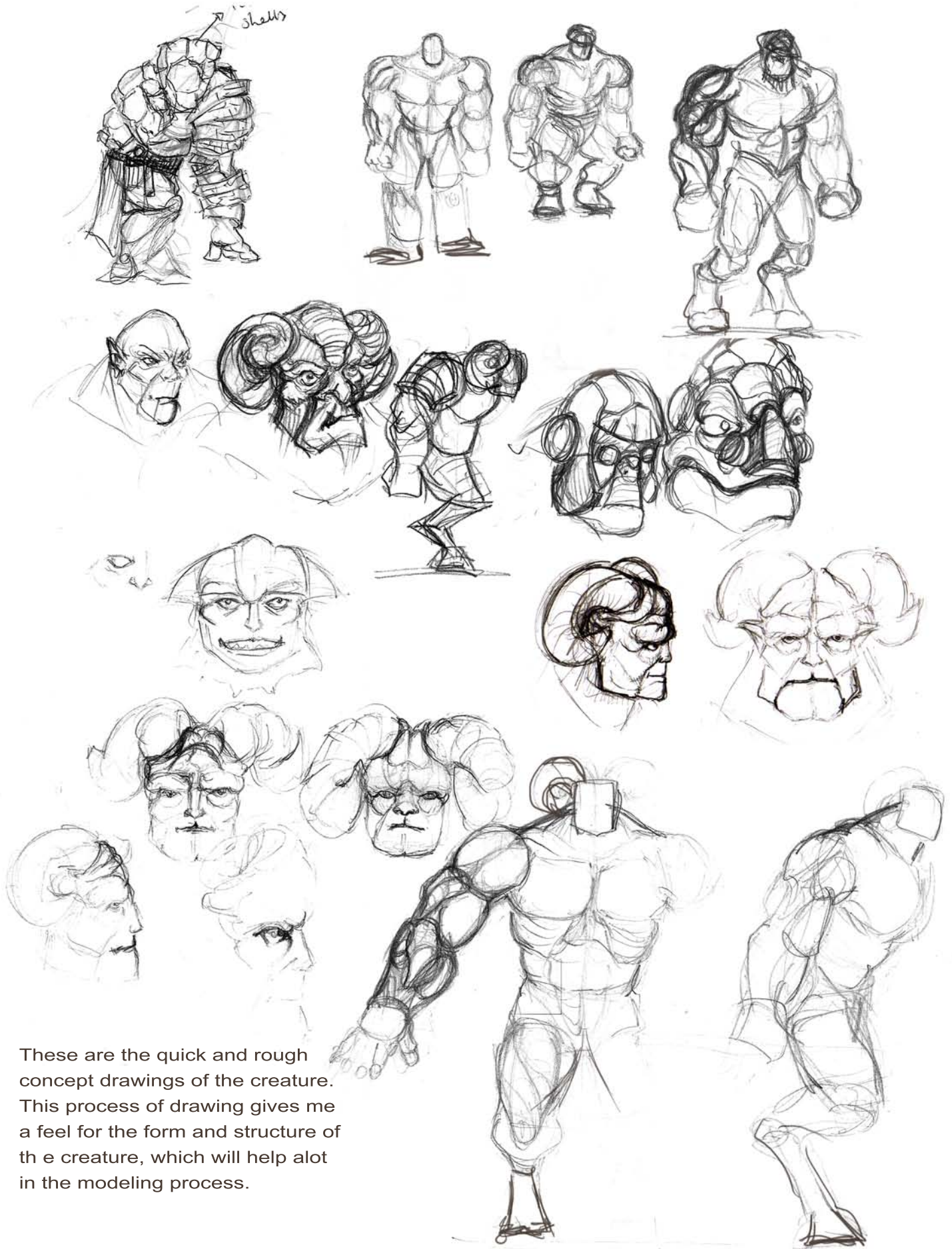


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Brian Lawver
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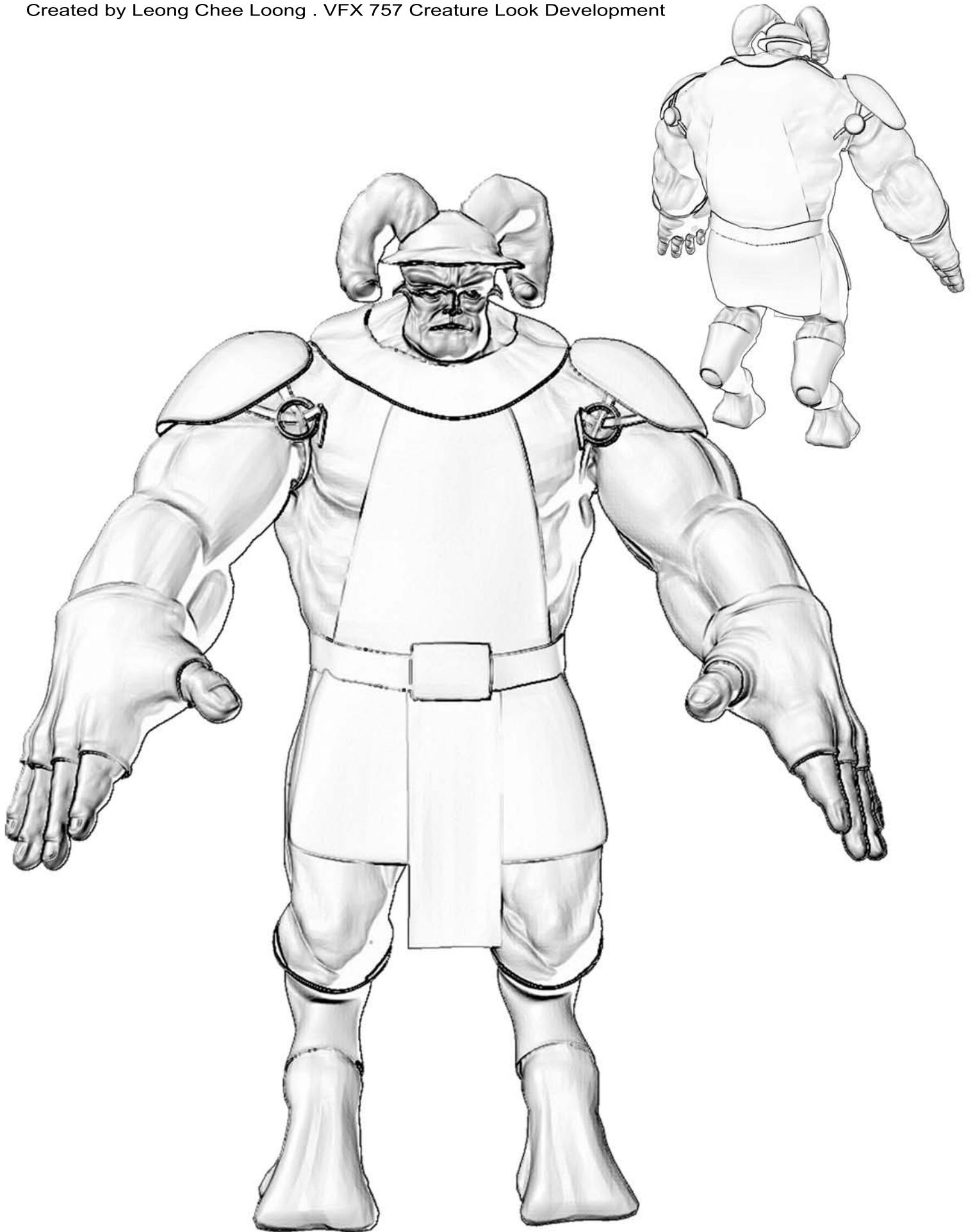
Concept Sketches



These are the quick and rough concept drawings of the creature. This process of drawing gives me a feel for the form and structure of the creature, which will help a lot in the modeling process.

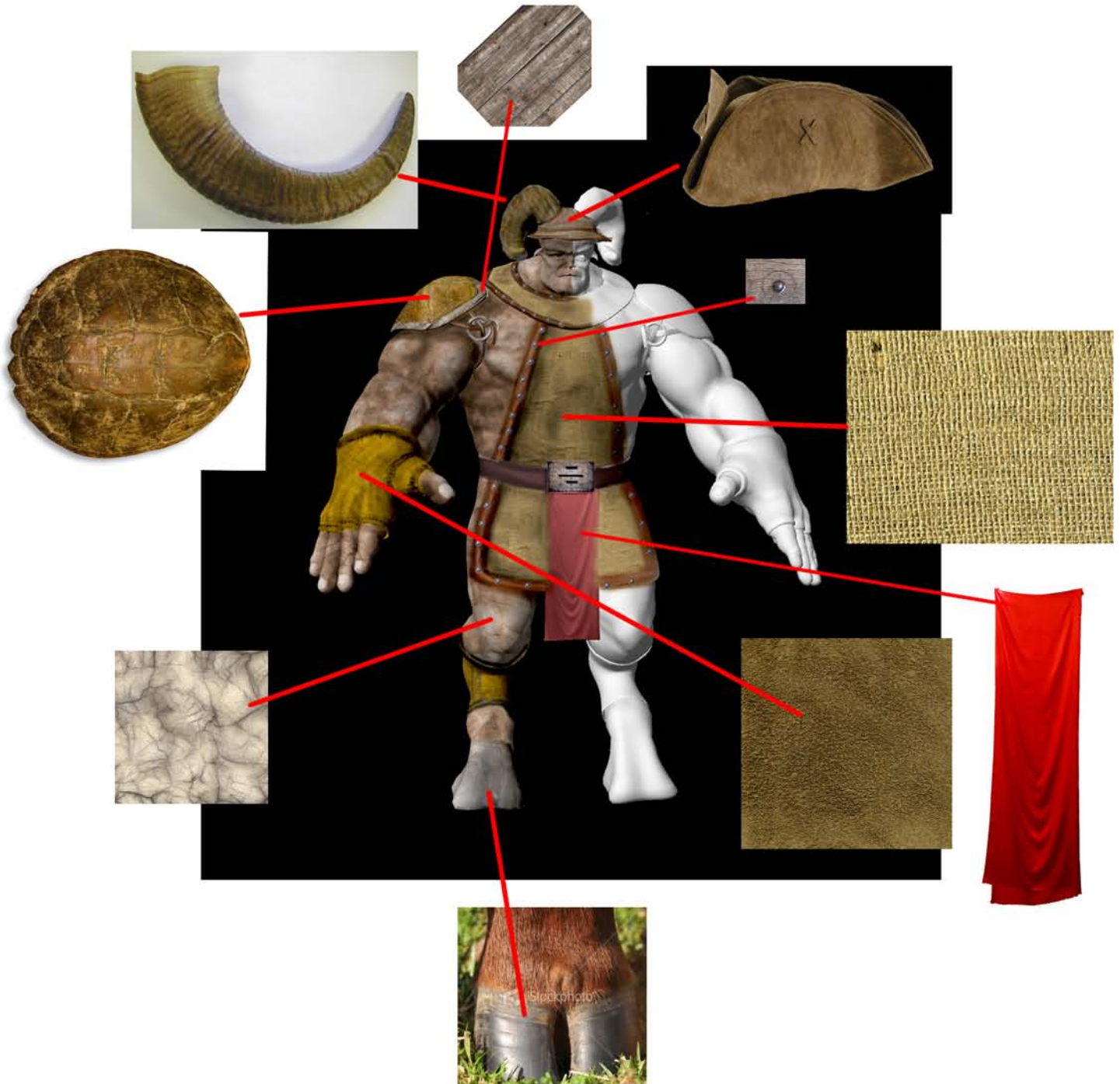
The Creature

Created by Leong Chee Loong . VFX 757 Creature Look Development



Creature 2D Color and Texture Direction

The picture below represents the matching textures for each element of the creature. These textures are painted over the creature using a clone stamping technique. The process for creating this rough colored concept allows me to set a certain direction for the creature and for me to follow.

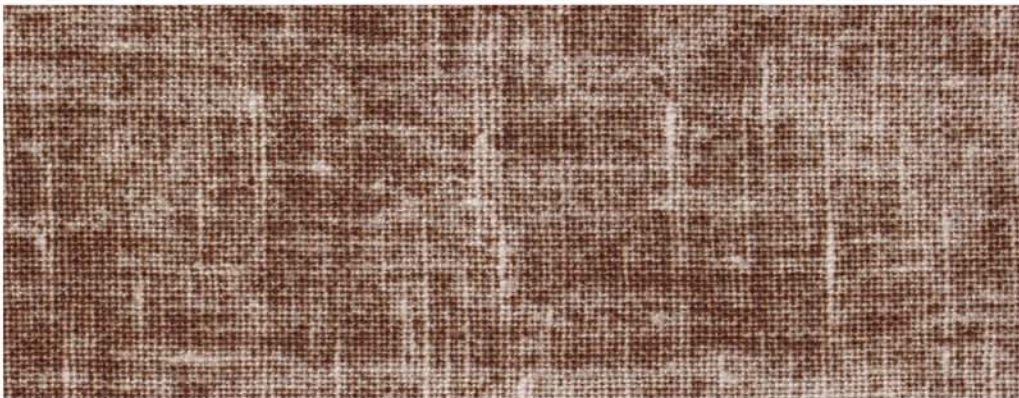


Skin Texture Research

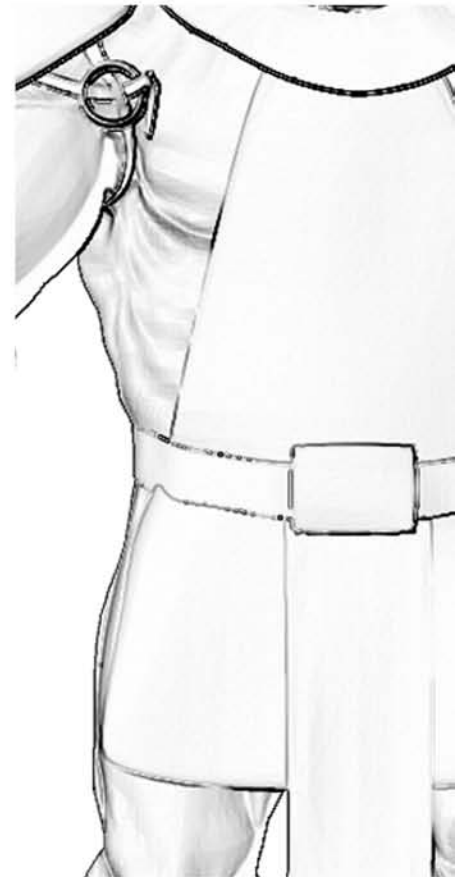


The skin of human beings seems to look the same as an elephant skin. The only difference that I see is that in human skin, the wrinkles are not as obvious compared to the elephant skin. However, the creature is not a human, it can have deeper wrinkles.

The Clothing of the Creature



These are texture reference for the clothe that goes over the creature front and back. The cloth got to feel like a rugg all stained and dirty.



The Gloves



The creature is wearing a pair of leather gloves. He is a worker, and therefore his gloves need to be dirty and seasoned. Looking at gloves and other forms of seasoned leather objects like the pouch allows me to recognize the details of a glove that has gone through years of weathering.

An example of the edges of a leather object has a lighter color. Moreover, the leather has a variation of its own hues throughout the whole object.

The underside of a glove is also darker and dirtier compared to the top side of the glove.



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Turtle Shell/ Shoulder Pad Research



The turtle shell will be used as a texture reference for the shoulder padding.

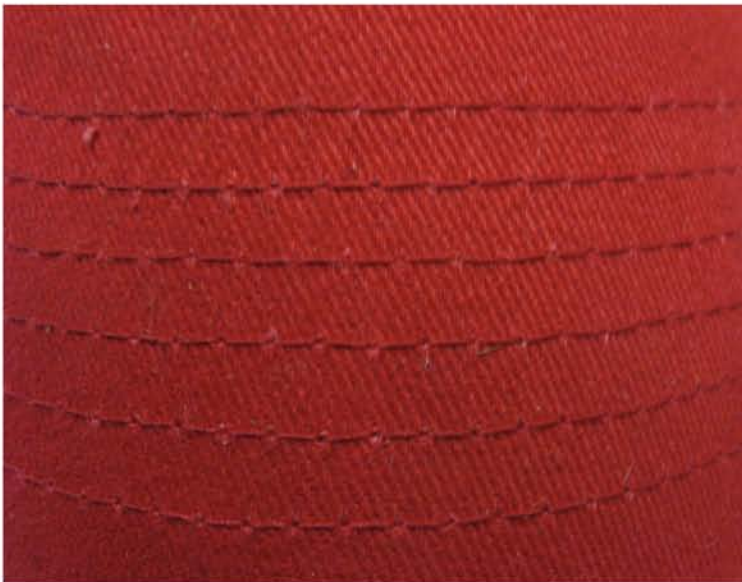


The Shoulder Padding Strap



The strap from the pouch is the excellent choice of texture for the creature's shoulder pad strap as its dark in color and has some imperfections along the thread lines. The ring on the pouch is also a good texture reference for the ring that locks the straps together.

The Hat



The hat references gives me the textures and color I am looking for. More importantly is the folds on the hat that I want to recreate on my creature.



The Horns



The horns have a great amount of detail. There are different shades of the color and it blends really beautifully.

Moreover, there are irregular lines going around it which will be a challenge to recreate.

I am looking at a treebark to stand in for this texture.



Scratches and Stains



These are my reference for creating scratches and stains on my creature. Using these references it allows me to paint those oil or blood stains on my creature texture. The scratches could be used as a layer on top of the color map and also using it as a bump map.

