



Process Book

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Project

The task at hand was to create three 3D models for a fantasy video game. The design had to be visually fit the style of a role playing game aesthetic. In this process book, I covered all the steps I took from the research process to how I textured the models.

Prompt

In the first step of the project I had to give myself a prompt for the three models. For the prompt, I chose three different weapons. I gave each two descriptive words that helped me with the conceptualization part of the process. The three items I chose were a knife, an ax, and a helmet.

Knife: moon and assassin

Ax: war and volcanic

Helm: wisdom and nature.

Research

For the second step I had to gather images to create a reference board. As I looked for references for this project I focused on the silhouettes of shapes. Once I gathered enough references I took them into Photoshop and created a mood/ reference board.



Brainstorming

For the third and most important step, I limited myself to a thirty second time frame during which I had to develop a concept sketch of a silhouette for the object. I had to do this between ten to thirty times. Once I was happy with a selection of the designs, I spent an extra five minutes and cleaned up three of the sketches. Afterwards, I took periodic breaks between an hour to a day. After the break, I picked one sketch and worked with three different alterations in gray scale. Once finished, I picked the strongest design and spent a couple of hours coloring. I should also mention, that this whole time I am kept the prompt in mind while working on each object.

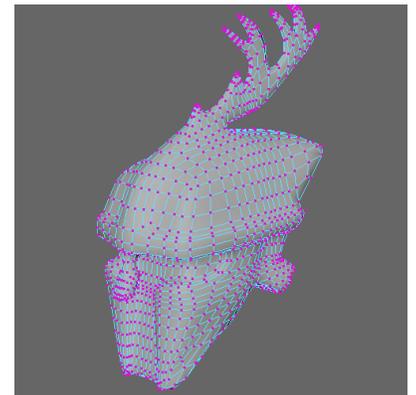
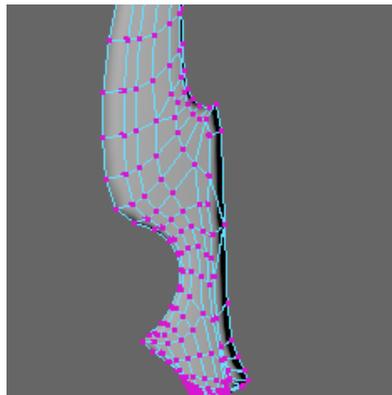
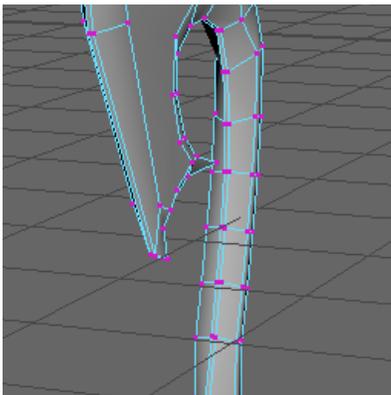
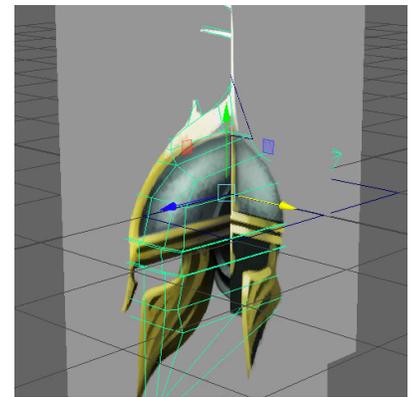
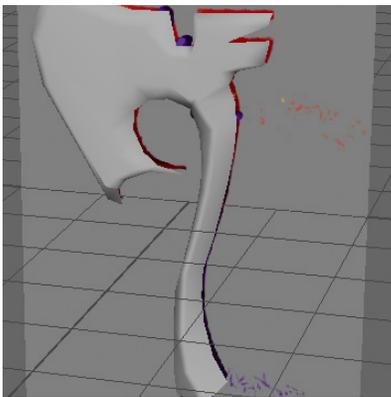






Maya

In the fourth and final step, I will took the illustration and uploaded it to Maya. For the more organic shapes, I started with one face and brought the opacity down to fifty percent. I used the cut tool, to add edges following the outside of the image. Once that was done, I selected the edges and extruded them. I kept the same edges previously selected, then pushed them further back. Afterward, I used the mirror tool and have them align along the x-axis. Here is where I double checked to make sure that my model did not have pinching points. I also made sure the edges were seamless. As I worked, I was swapping between a smooth view and normal view.



Texturing/Finish

Once I was happy with the model, I selected UV editor. Then, I edited the shell to my ideal shapes for texturing. After I was finished with cutting and sewing I saved the UV as a .png and uploaded the file to Photoshop. I returned the new Photoshop file to Maya and added "shaders" to finish.

