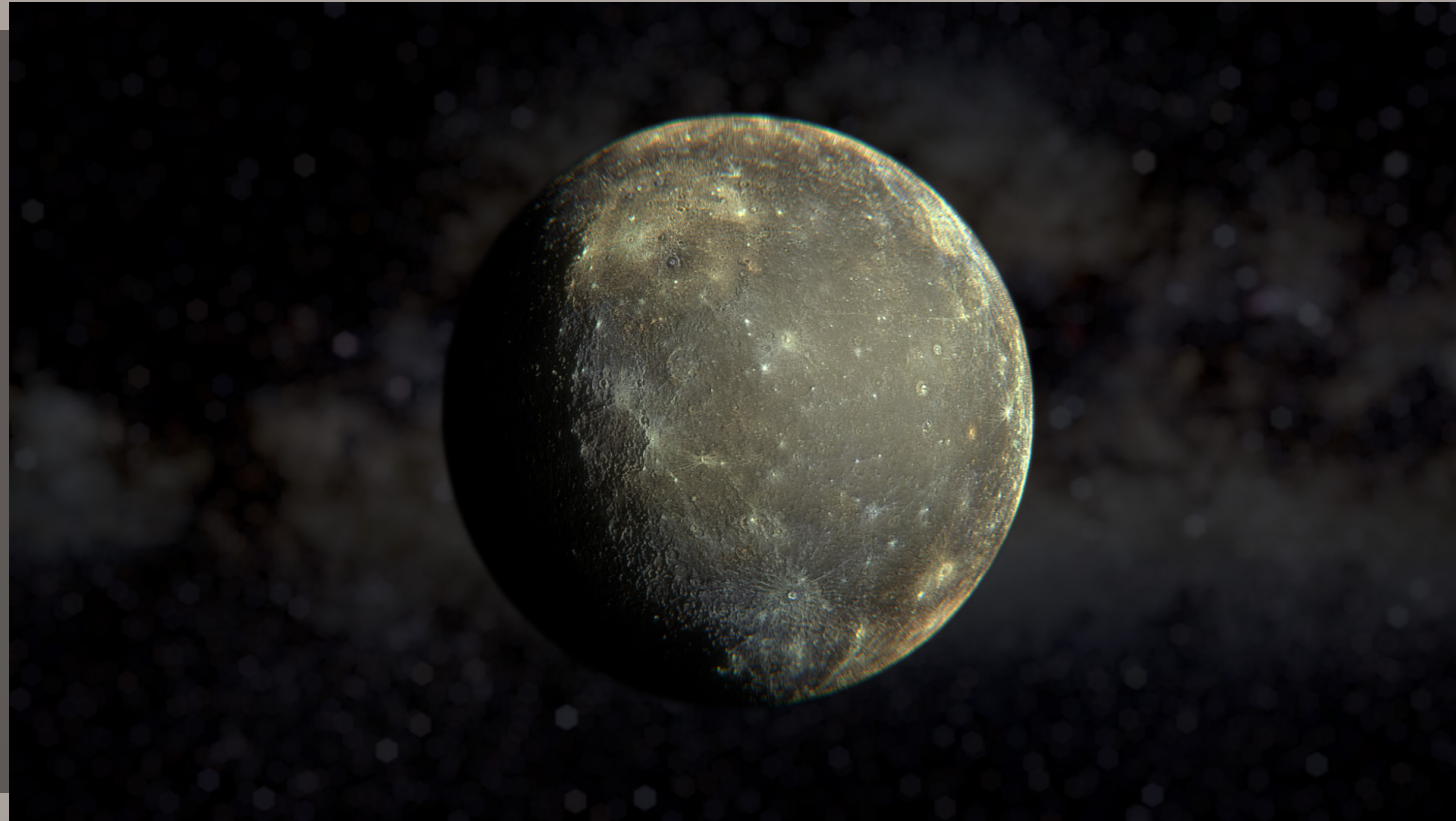


Alien Nation



Planet Research



Mercury

Mercury is made up of a large amount of heavy metal, mostly iron, basically making up 75% of the planet. The other 25% the crust which is a silicate crust mostly made of oxygen and silicon. The day side of the planet can reach up to 427C, 332C on average for the sides of planet and can reach -173C for the night side of the planet. The atmosphere of the planet only contains small amounts of hydrogen, helium and oxygen. There are no percentage due to the solar winds burning away the planet's atmosphere, allowing the gases to escape. As these is no atmosphere, or be it a very weak one, the planet is subjugated to the solar winds which can reach anywhere between 250 to 370 mps. One full rotation of Mercury takes 58d 15h 30m.

Earth's Gravity - 9.807 m/s²
Mercury's Gravity - 3.7 m/s²

Saturn

Saturn is made up of 75% hydrogen and 24% helium. The 1% is small traces of different elements the main ones being methane and ice. The higher atmosphere averages around -175C, however the temperature rises above 10,000C when entering the core. These temperatures regulate the planet's atmosphere and environment giving it wind speeds of 225 to 1000 miles per hour winds. On day cycle in only 10h 42m.

The rings are made of dust, rock, ice and other elements brought in by passing comets. Temperature vary on different areas. Outer-rings -163C, middle rings -203C, inner rings -183C. There is no record of wind speed around the rings, this is because the magnetic field around the planet deflects most all of the solar wind activities. The day cyclical of the inner rings is similar to Saturn's, but the outer rings are slightly longer.

Earth's Gravity - 9.807 m/s²
Saturn's Gravity - 10.44 m/s²
Rings Gravity - 10.44 m/s²



Arnold Tsang

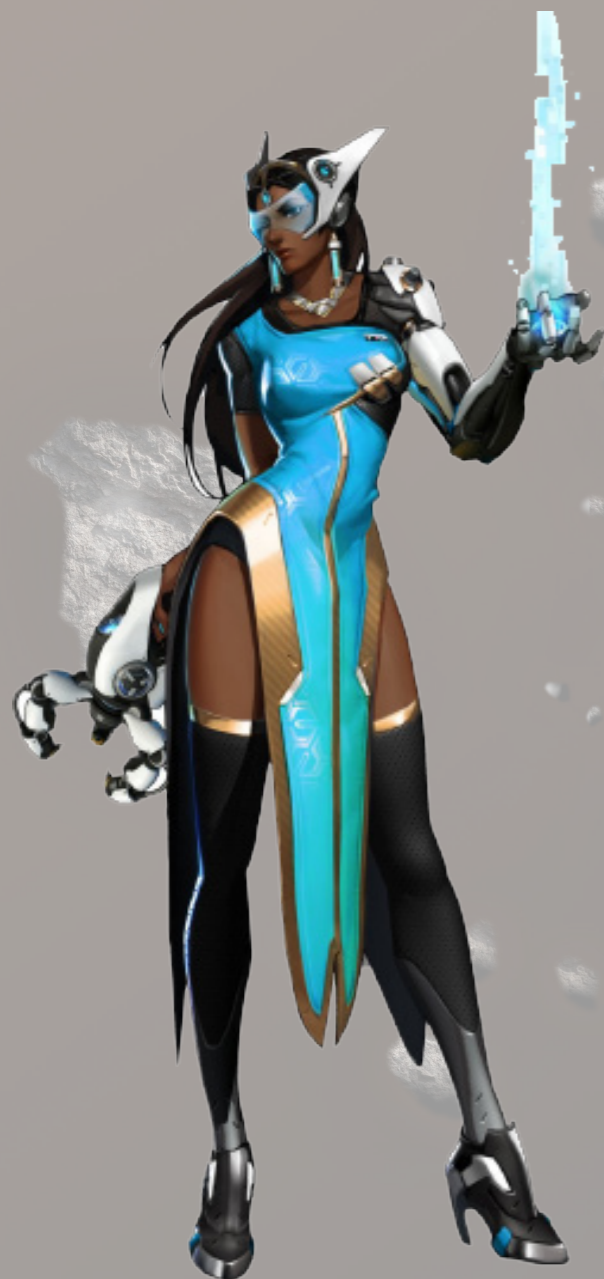
Character Concept Art

<http://arnistotle.deviantart.com/gallery/>
<https://www.artstation.com/artist/arnistotle>

Each piece of Arnold's work is different from the next but his style is visible through-out each piece. Although he does very similar pieces and little in the way of different styles, his concepts are more of final piece showing a great level of depth and detail. The piece in the bottom right is a concept bringing all the character he's designed together. These designs resemble very closely to the finish design but are development idea which he has created. The style is quite exaggerated, the stereotypical women with long legs and 'bold' features where as the men have angular features with the V shaped bodies. All of this scene is outline in black which really defines the whole piece. Also he doesn't stick to one simple style of character, although he does follow some stereotypes of human shape he used either very angular lines or smooth flowing lines. He uses these style on all the characters. All of the character are shown with very basic poses, standing and looking forward. This is very good for just showing off what the character looks like which is the main point of concept art. Another piece shows a women sitting on a chair. This piece is good due to the use of a prop to give a bit more life to the work as she's not just standing up. Furthermore she has a lot of attitude in the way she is sitting which again bring the idea that she could be based of a real pose of a women. This style is less concept based and more of a set of different poses for the character to be seen in. Arnolds work has a high level of detail



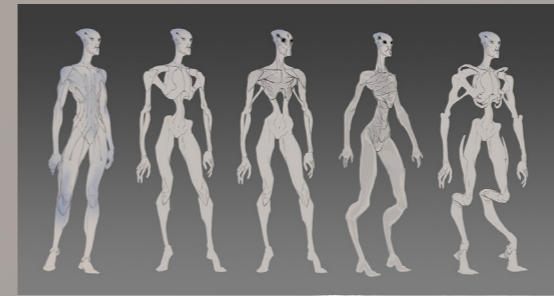
which can be seen at every point throughout his work. The only simple parts are the background which might have a logo and a white backdrop. This is kind of similar to Mark as both artists want the viewers to only focus on the art rather than the fancy background. Arnold's use of detail in a concept give a real feel of love for his job. Arnolds work is beautiful and I believe that his level of detail helps create a personality for the these concepts. Furthermore each piece has a person standing in a pose which shows them off to the viewer. Arnold has a lot of inspiration, something in which I'm getting from his work. One of the main things I'm wanting to try and take from this work is the uses of poses and detail. Although I won't go into a much detail I am wanting to use a different array of poses to bring life to my Alien as well as show off different details which wouldn't normally be shown in part of development. Furthermore we see these character acting as if they were really and the concept is just a picture of them living their life. This gives such a powerful feel to these character as before you know you them you believe they have some realism about them. Despite all the good in his work there are some flaw



Matt Rhodes

Mass Effect Concept Art

<http://mattrhodesart.blogspot.co.uk/2013/07/concept-art-behind-scenes.html>



The line up of 5 different concepts displays a range of slightly different ideas, the human figure was clearly the main starting point as the image on the left shows a more restrained design. As you progress to the right they become more abstract and show less resemblance to the first design. This image was mostly like a starting point for Prothean concept art as there is wide range of unique images but little development of ideas. The art style used is simple but useful for early concept ideas, the silhouette style gives the basic shape to the character without the hassle of high detail. Colour is also key for the silhouette style as minimal colour is needed, this piece uses a grey gradient for the backdrop and lighter grey to highlight the concepts and lift them off the page. Each design fills around 1/5 of the page, but there is a lot of negative space surrounding each concept. A more updated visual is the statue of the Prothean sitting down, although showing no resemblance to any other concepts these made their way into the first game. This design has a lot more detail, colour and depth. The limited range of colours, sticking to orange and browns, benefits the piece as it shows a more simplistic side to the design thought all the detail. Furthermore this adds to the depth of the image and makes it believable. The overall look of this statue is very organic, the roots around the base look like roots or blood vessels creeping up. This feel of organic gives the piece a very flowing feel as well as showing us its age. This piece uses a slightly textured background to separate the statue from the background. He also achieves this by putting black and white lines around the focus point of the piece. His other styles of work range from a simple white background and black lines drawn roughly. This black and white piece was drawn as one of his "warm up drawings" as well as to clear his mind for a bigger concept. Although this was still used as concept he does lots of smaller pieces before moving on to a more detailed piece. The bottom right piece is some concept for another alien race with very similar humanoid features. This being more of a final piece showing shading, texturing and depth through-out.



Mark's work is very simple in the way that it's been designed. Although he is capable of doing detail his base ideas show a more symbolic approach to concept art. This is quite a contrast to Arnold due to the fact that he uses a great amount of detail throughout his work. Arnold's concept seems more of a final design whereas Mark's appears to show more early development. Arnold uses a wide range of colours on his piece allowing for all manners of different shading and lighting within his work. Yet Mark sticks to a base set of colours and just works around with what he's set himself. A fair bit of his work is simple silhouettes with highlights of detail showing through them. I really do like Mark's concepts as they're simple. Although detail is great it's sometimes better to do a simple piece which gets the idea across. The silhouettes idea is a great design and Mark uses this simple but effective technique to show a great part of his concepts. One of the main parts of Mark's work which I'm inspired by is the silhouette technique which works so well with the concept idea. The overall feel of his work seems simple but the amount of detail which is hidden in each piece is amazing. The colours used also have a big impact on the piece as I want to try and use this technique in my work as well. However I must admit that although I do enjoy his work I'm not a fan of his more detailed work, Mark seems to use more colours and does show less restraint with his ideas but the style he uses makes the images look rushed and blurred around the edges. Some people might like this effect but I feel that it looks messy even for concept art. The simplicity will ensure I'll be able to do it as well as the fact the lack of colour means there won't be any over complicated shading.



Animal and Alien Research

Camels

Large, flat feet to spread their weight on the sand. Thick fur on the top of the body for shade, and thin fur elsewhere to allow easy heat loss. A large surface area to volume ratio to maximise heat loss. The ability to go for a long time without water (they don't store water in their humps, but they lose very little through urination and sweating). The ability to tolerate body temperatures up to 42°C. Slit-like nostrils and two rows of eyelashes to help keep the sand out.

Polar Bears

White appearance, as camouflage from prey on the snow and ice. Thick layers of fat and fur, for insulation against the cold. Small surface area to volume ratio, to minimise heat loss. Greasy coat, which sheds water after swimming.

Snake

Smells with its tongue. Tongue helps to tell which direction prey is in, this allows snakes to hunt during dusk and dawn. Snakes can eat prey many times it's own size due to the fact that it has a unique jaw that dislocates.

Turian

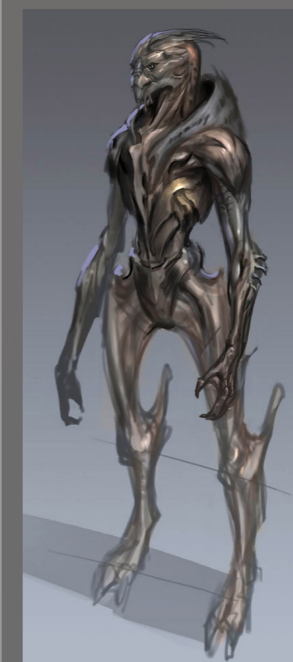
Turians come from a very hostile planet. Their home planet has a weak magnetic field meaning the atmosphere doesn't fully protect the planet. Because of this solar radiation is allowed to enter the planet and is harmful to any exposed flesh. To counter this Turian developed a metallic exoskeleton this protects them from this exposure. Another adaptation is the appearance, Turians have very tall slender bodies with very long legs, this suggests that they are capable of moving at high speeds.

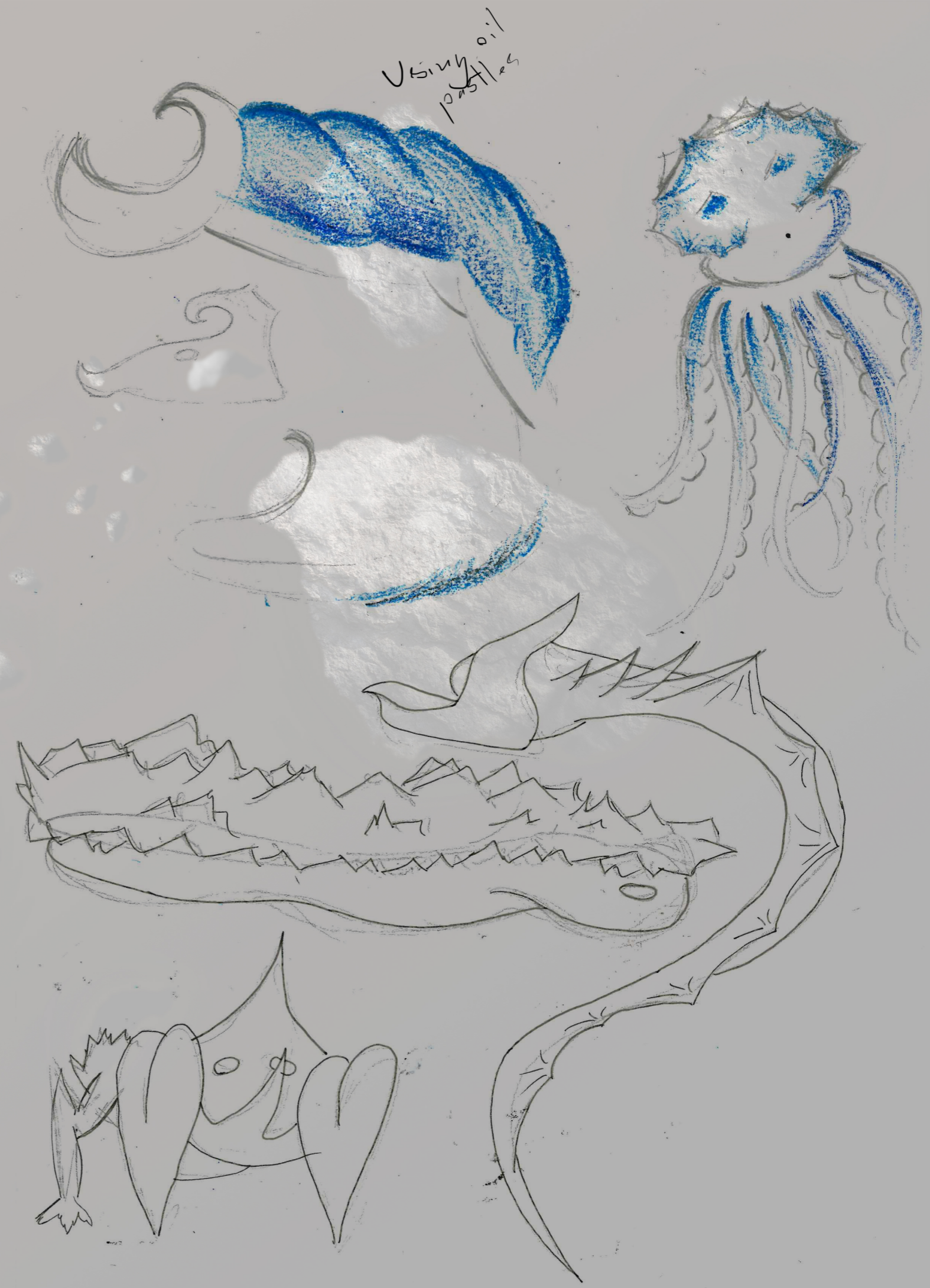
Salarians

Salarians are a bipedal race of amphibians, with tall, elongated bodies well-suited for their tropical home world. Salarians are only said to live around 40 years so their tall bodies allow for a fast metabolism. This high metabolism allows them to function on just one hour of sleep a day. The salarians are amphibian egg-layers; unfertilized eggs produce males and fertilized eggs produce females. Once a year, a salarian female will lay a dozens of eggs. Social rules prevent all but a fraction from being fertilized. As a result, 90% of the species is male.

Xenomorph

One of the key features of a Xenomorph is the fact that it can grow so quickly, childhood is seen as a moment of weakness in species life due to the fact that they can't defend themselves. However this accelerated growth ensures the Xenomorph survives. The fact that they adapt to the host species means that they are then designed to kill the race with little effort. The most defining feature is the inner mouth, this second mouth can only be linked to a pharyngeal jaw of a moray eel. Their eyes are hidden, their skin is covered in a hard exoskeleton making them resilient to most attacks. However if you are foolish enough attack a Xenomorph their blood is pure acid. Not only is this a great defence it also acts as an offence capability as attacking will result in injuries on both sides.





Dynastinae

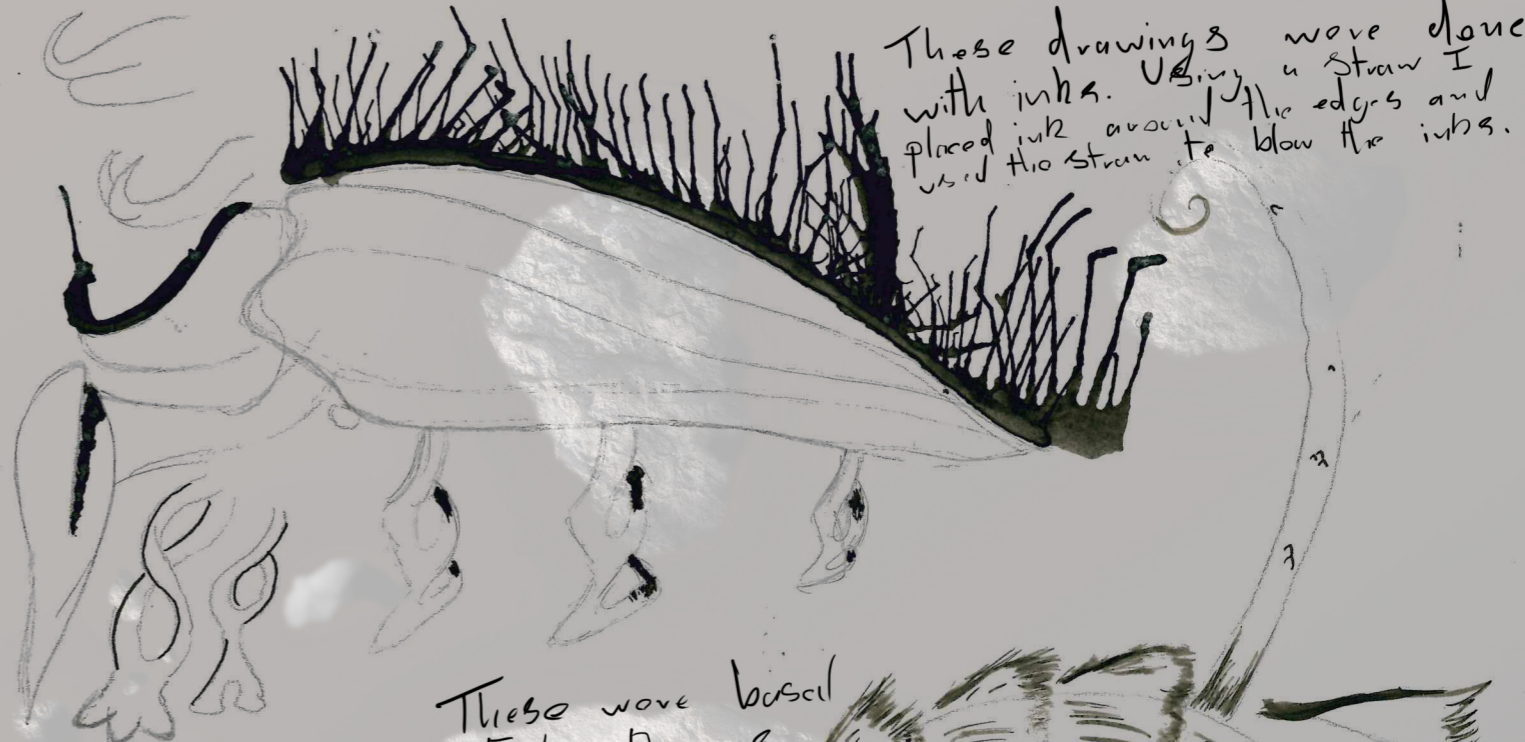
These designs are based on the Dynastinae Beetle. As known as the Rhino Beetle.

Different ideas for arms.



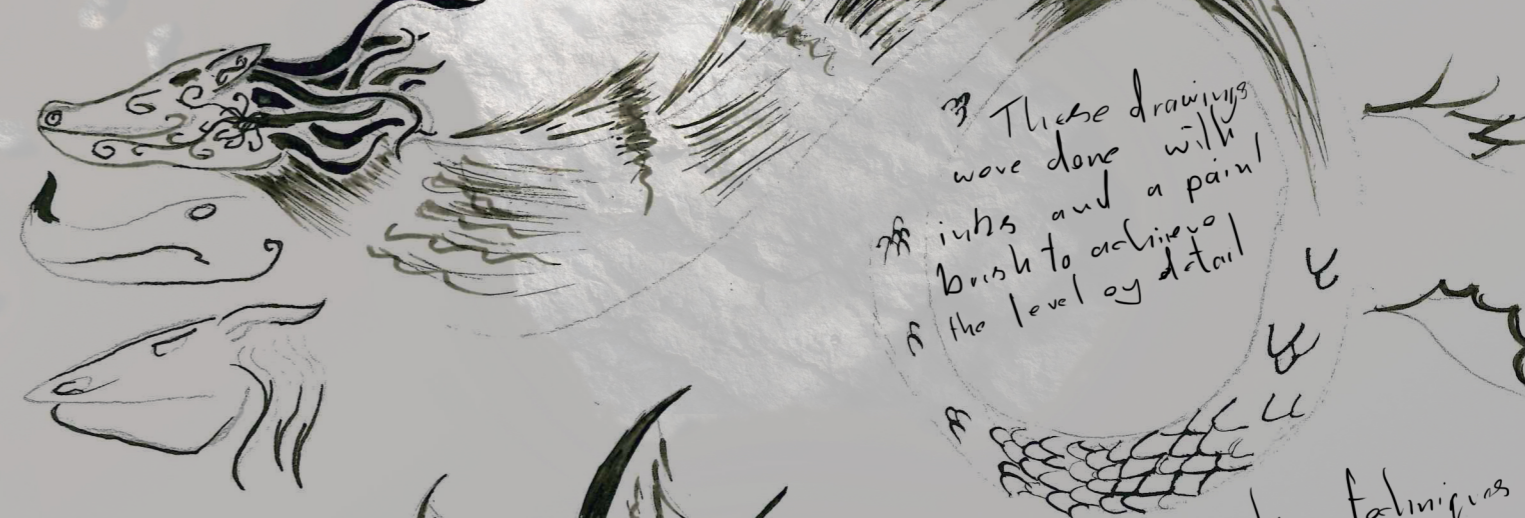
I only used a pencil for these set of drawings.

These drawings were done with inks. Using a straw I placed ink around the edges and used the straw to blow the inks.



These were based on Eastern Dragons.

These drawings were done with inks and a paint brush to achieve the level of detail.



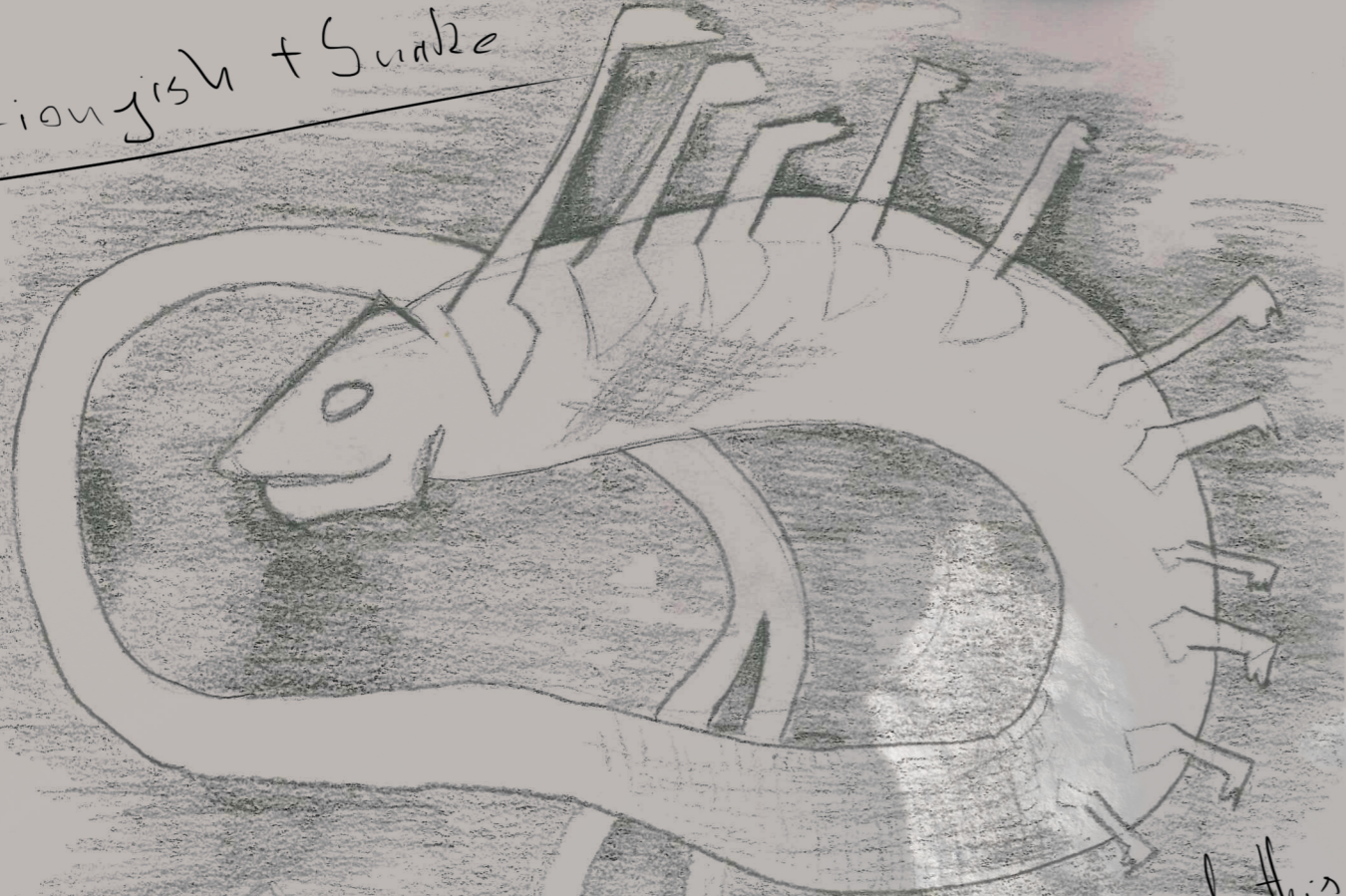
Lionfish

I used similar techniques as mantaray before.



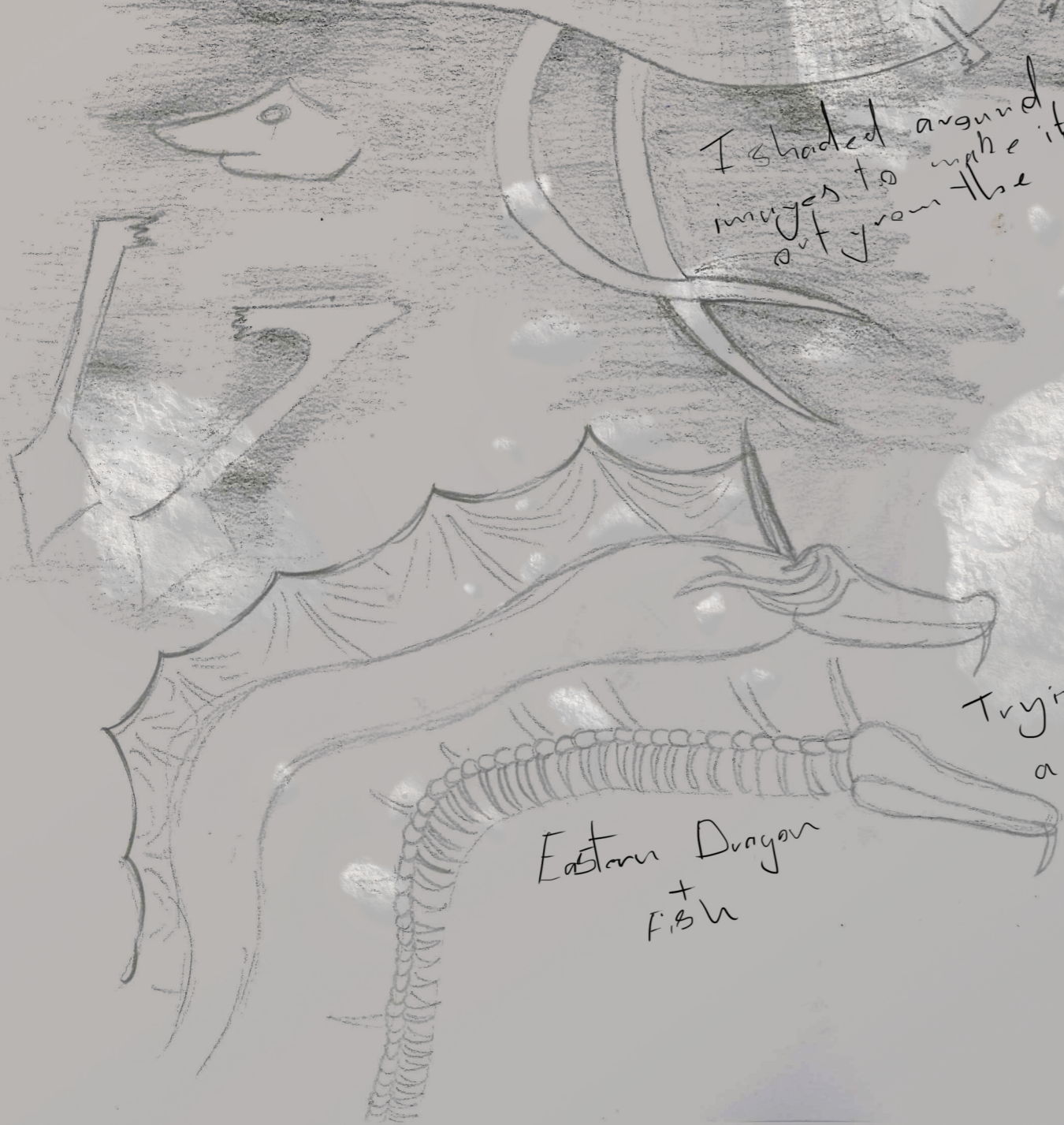
Trying different fins.

Lionfish + Snake



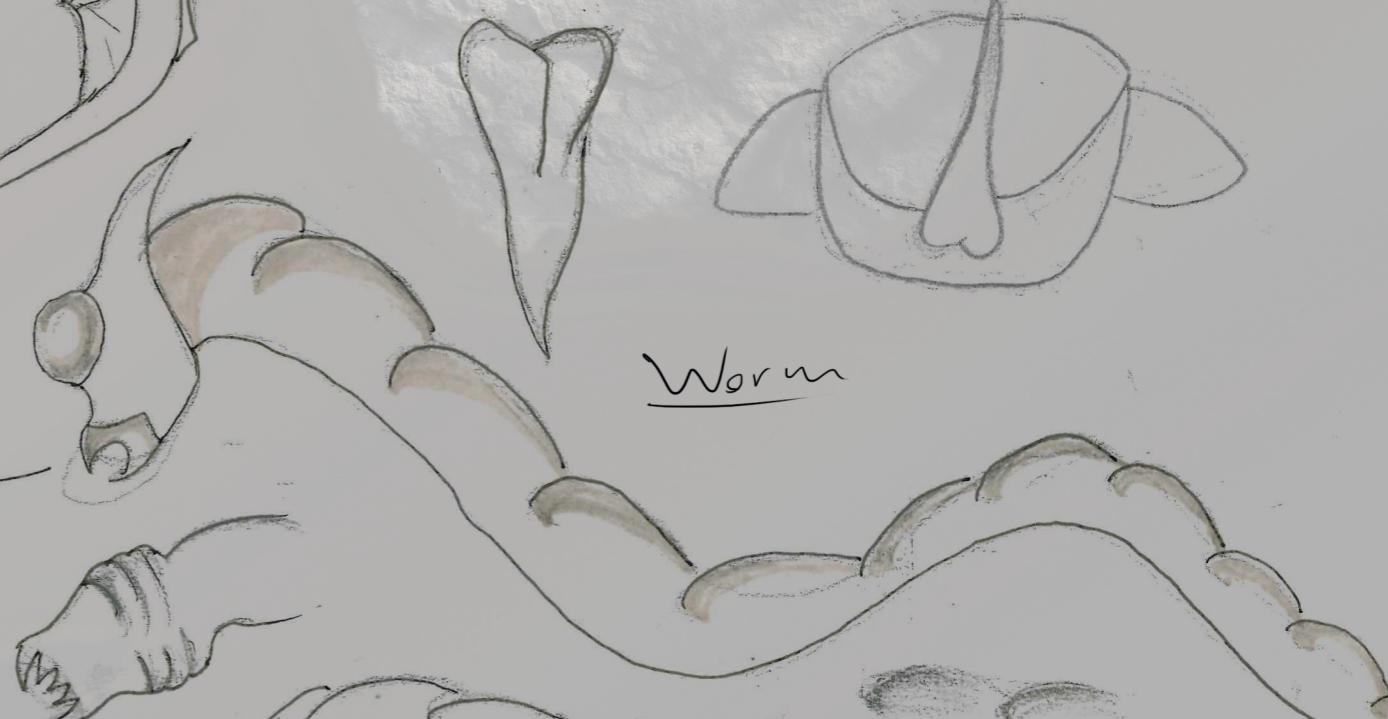
I shaded around this stand images to make it stand out from the back ground.

Sting Ray



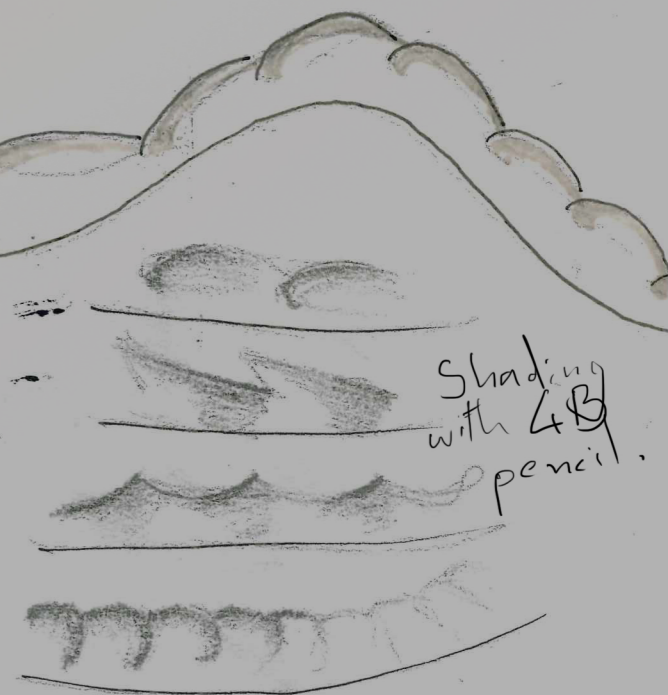
Eastern Dragonfish

Trying to draw a skeleton



Worm

For these drawings I used graphic pens to outline the main shape.



Shading with 4B pencil.

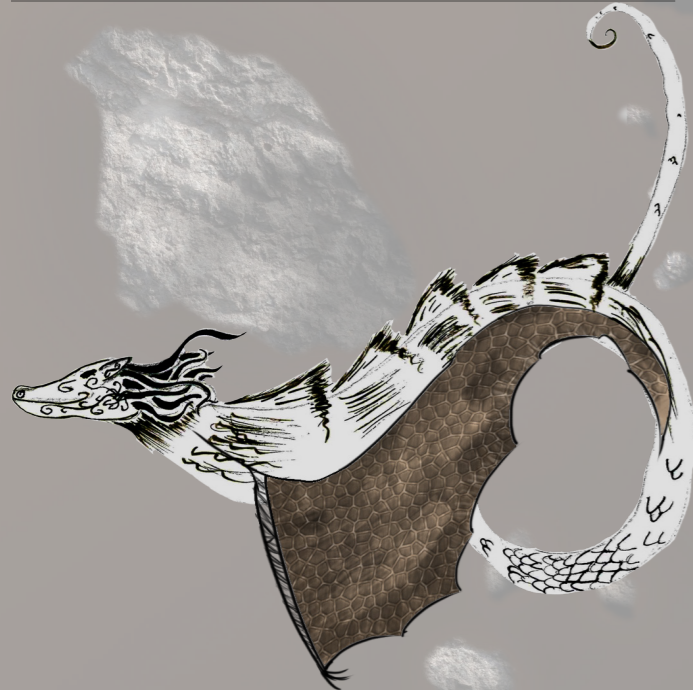
Development



This development drawing shows the creature could have hands. Although I wish to keep my final design away from all human aspects, I thought I'd see if my creature could work with human features.



My next design I added a set of wings to the creature to try and give it more of a wild beast feel. I believe that I get this across in my designs however I am unsure of whether I'll keep them or not.

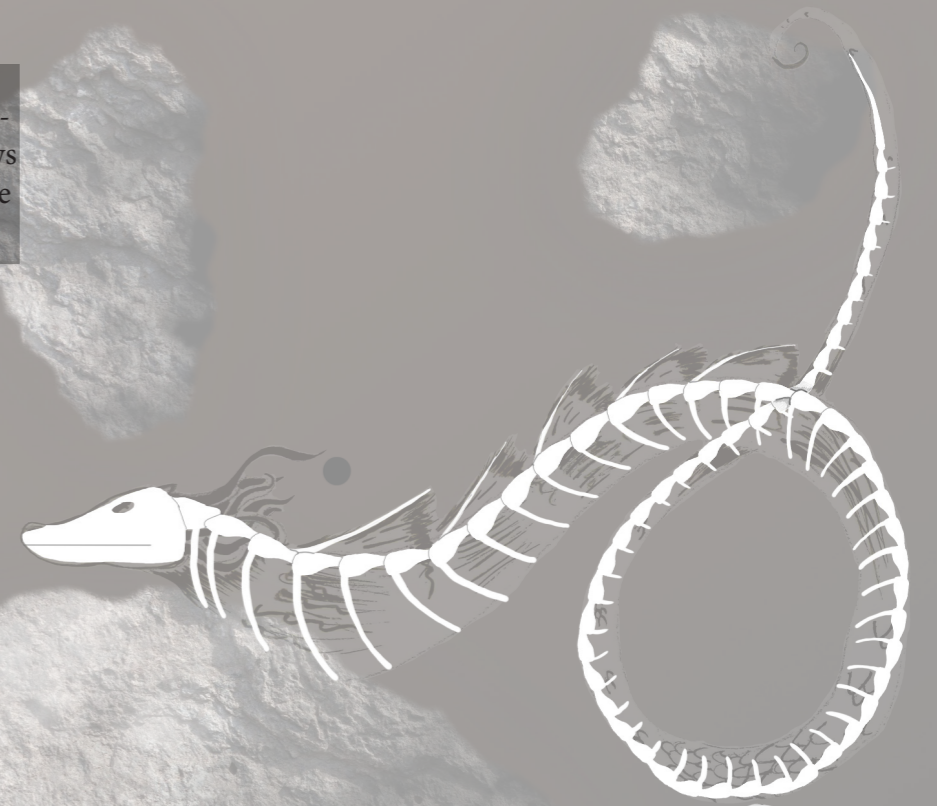


This next design is a development on the wing idea. I worked into the wings and added a scale texture to them to show what they'll look like on the final piece if I keep the wings.



I created this texture in Photoshop using the stain glass effect. I then worked into it with the emboss tool.

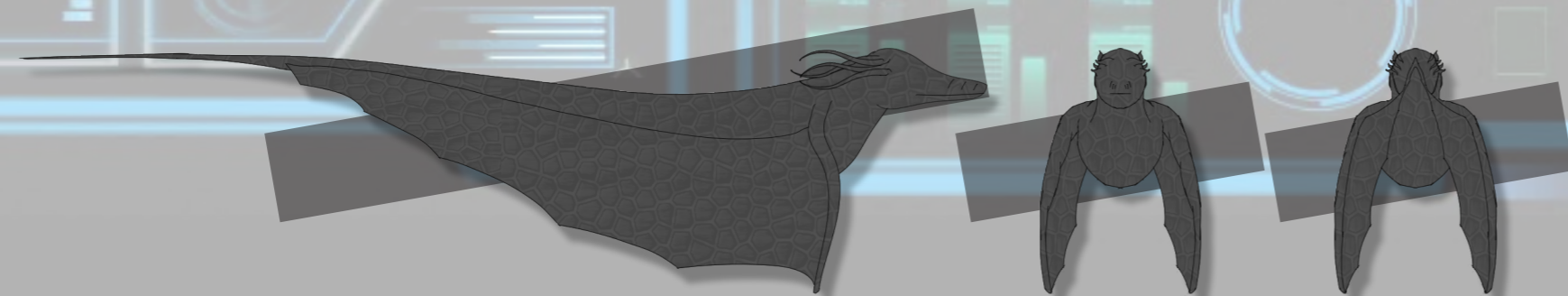
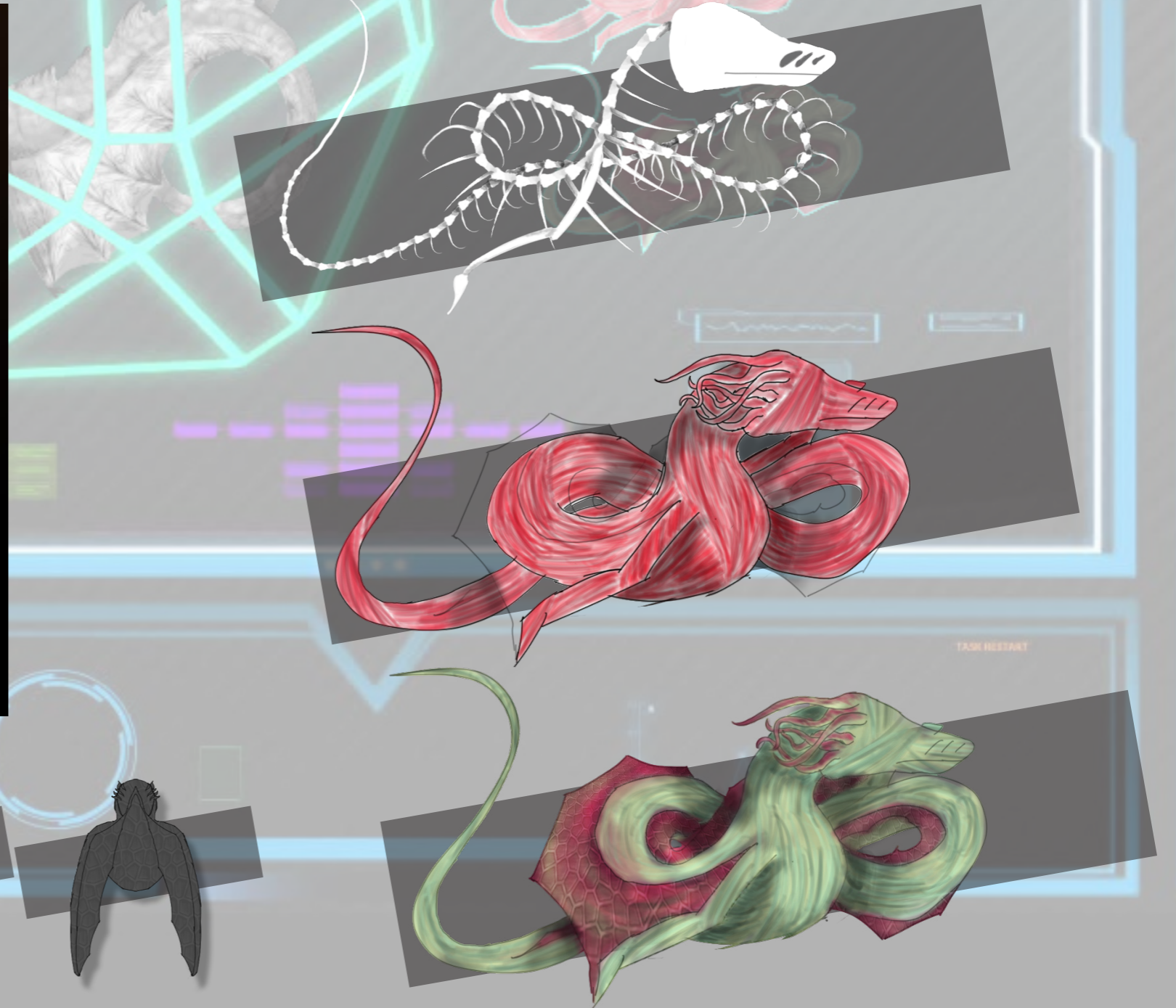
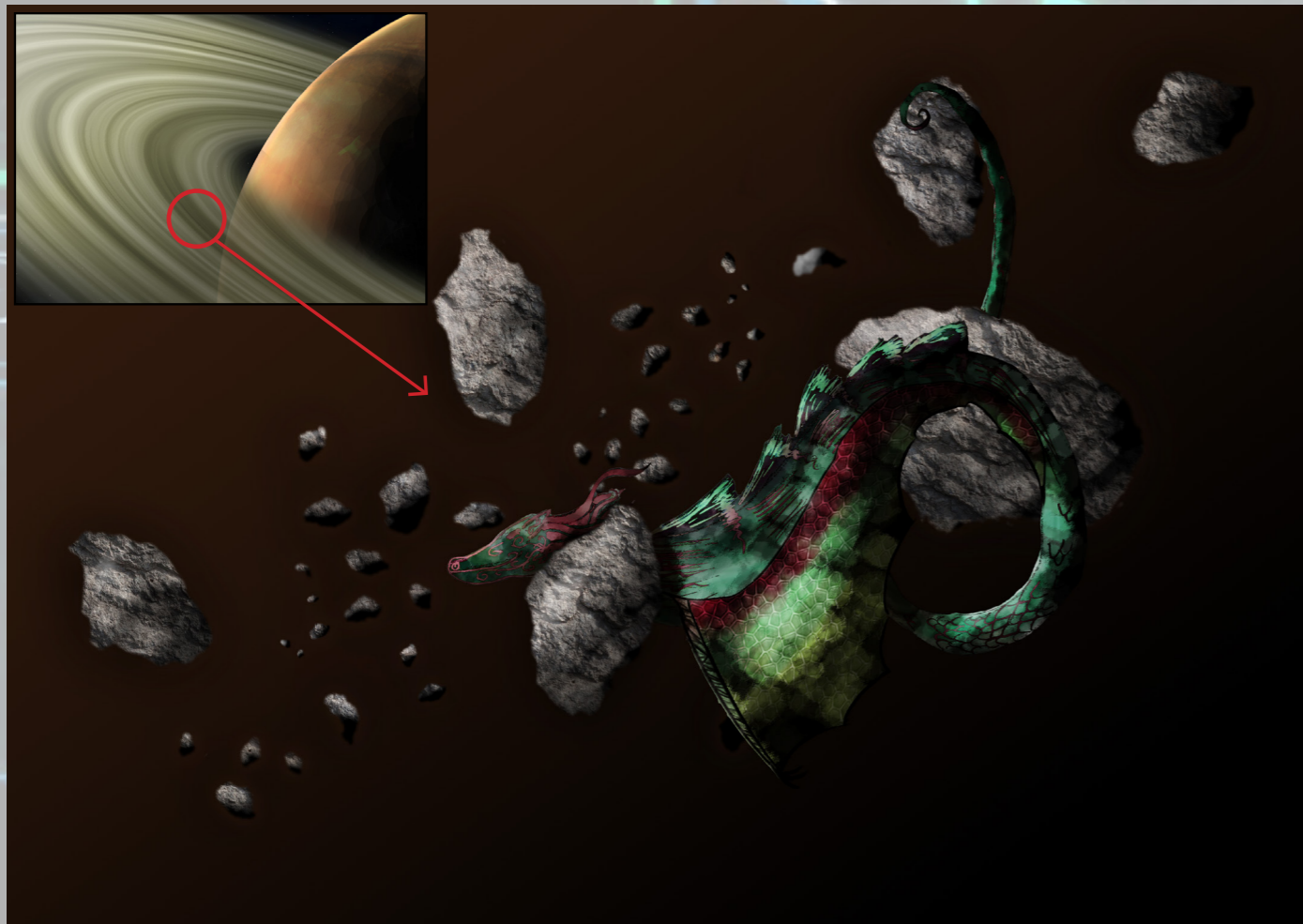
For the final design I have to do a skeleton layout, so I created a simple skeleton structure which shows a basic outline of the creature with the skeleton overlaid.



Concept Sheet

Character Bio

Race-	Yánshí jūmín	Sex-	Both Genders,	Movement-	Movements	Home-	Saturn's rings	Food-	They produce	History-	
Alias	Rock dweller		like humans		similar to fish, but	Habitat-	With in the rock		there own food	2018	First sighted in 2018, Mission to Mars.
Life Span-	5-68 Earth Years	Reproduction-	Similar to Avian		uses solar winds		in the rings.		via photosyn-	2018	New law prohibits hunting them.
Height -	10 Metres		reproduction		to move.	Family-	They appear to		thesis. This is	2020	China breaks this law and captures one.
Weight-	688 kg	Eyes-	Has no eye, sees	Habits-	Little is known		travel in flocks of		believed to be the	2025	Exploration team walk among them and
Skin-	Scales, with a		with senses		but they seem to		10 to 20, but it is		reasoning to their		examine their life style and habitat.
	exoskeleton	Skin Colour-	Blue, green slight		be forever hollow-		unknown wheth-		skin colour.	2027	China releases gathered information
Vertebrate or-	Vertebrate		pinks and yellow.		ing out the rocks		er they're family	Emotion-	It's believe they do		after fines were paid.
Invertebrate					in the rings.		or not.		have emotions.		



Evaluation

During this project I was asked to create an alien species which would have extensive environment background research. Along with this I'll also need inspiration from different concept artists and research into animal anatomy to ensure my alien is believable. On top of this I'd have to create a bio for my alien and describe how it lives within the environment I have chosen. These environments were a list of planets and moons within our solar system. When starting this project I was asked to research two concept artists, these were the starting point as this would give me inspiration into how I should design and concept my alien. I'd then compare these artists and pick the style I liked the most and use their style through-out my work. Another part to the beginning was the researching of two planets. This would give me the base ideas of what my alien would have to look like and how it would function. My chosen planets were Mercury and Saturn, the research would involve the planets climates and what they're made up of. All of this research would then be put together to help me create my initial drawings. Although we could draw anything I wanted to research what animals would survive on these planets and understand why. I'd then try and implement this into my initial drawings.

The artists I researched were Matt Rhodes and Arnold Tsang. Both these artists are concept artists which gave me great inspiration into my own work due to their unique styles. Matt used more traditional techniques which I used when drawing my initial drawings, whereas Arnold is more graphical which I used later on in the project to show off my final design. Although I love Arnold's works I much prefer Matt's. The shapes, lines, depth, tones and texture are all there. Each piece is different from the next and but each shows off his own style and look on things. Arnold's work is still stunning but it's all digital. This isn't a bad point, however I do like traditional art as much as digital art.

I used a wide range of different media this term. Whether it was digital software or different traditional techniques, I ensured that I used a broad range of media through-out the project. The first technique was simply pencil. I then did some more pencil drawn images but this time I shaded around the images to lift the drawing off the pages. The third technique I used was inks, I worked into my pencil drawing with the inks and created detail within the images. The next technique was silhouette drawings. I drew the basic outline of the image and then filled the image in with the black inks so you'd get the general outline and shape of the creature, I did this to try and give me some inspiration as all my other pieces had detailed worked into them. Another traditional technique was oil pastels. I only use these a small bit due to the fact that over usage of these can make work look messy and unpresentable. Furthermore I wasn't doing colour studies so this wasn't a priority, I only wanted the textures they give. The final technique was graphic pens. This is a simple, but effective, way of lifting an image off the page with little effort. Also they give your work a professional feel, I used these as Matt Rhodes creates wonderful pieces with the most simple of highlights. My digital techniques were Photoshop and Z-brush. All of my digital work was done in Photoshop due to the fact that I have experience in this software and is simple to use. I did all of my final working in Photoshop to try and give it a nice finish like Arnold Tsang's does. Z-brush was used to create my creature in 3D space. I've never used this software before, however I managed to create the base build up of my creature.

Through-out this whole process development was key. Each stage of this project I had to be one step ahead each time or else I'd fall behind. From research to initial drawings I made sure that my work was always showing progress. From initial to development I was ensuring that each piece had links to my initial but showed clear signs of progression. Overall I am happy with my progress and am happy with the outcome. When I was converting my development ideas into my final concept I began messing around in Photoshop, the following outcomes were both valuable and reassuring that I was moving in the right direction with my ideas. I'm most proud of my final design and concept for my creature, showing it in its natural environment.

Through-out the project I've found that my weaknesses are Z-brush and drawings. Although my digital work isn't the best I believe that my drawings and Z-brush is the bigger problem. On the other hand I'm very impressed with the drawings that I did produce as well as my digital pieces. Each piece of my work has had some impact on my final design as I picked my initial ideas from my research. However one design has pulled through from initial to final but has been updated and developed along the way. Although my time management could have been better, I'm happy with the work I produced and with how I tried to stick to a plan. Next project I'm going to start taking the research tasks more seriously as I tend to leave them as I believe the art to be more important. The most important thing I learned during this assignment is the fact that I want to be a game artist rather than a 3D modeller which I've wanted to be for a long time. This is hopefully a step in the right direction.