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3D Game Spaces

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Providence College

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3D SPACES: GAME ILLUSTRATION

3D Cells & Game Space for the Biology Immunology Class

Made with ZBrush

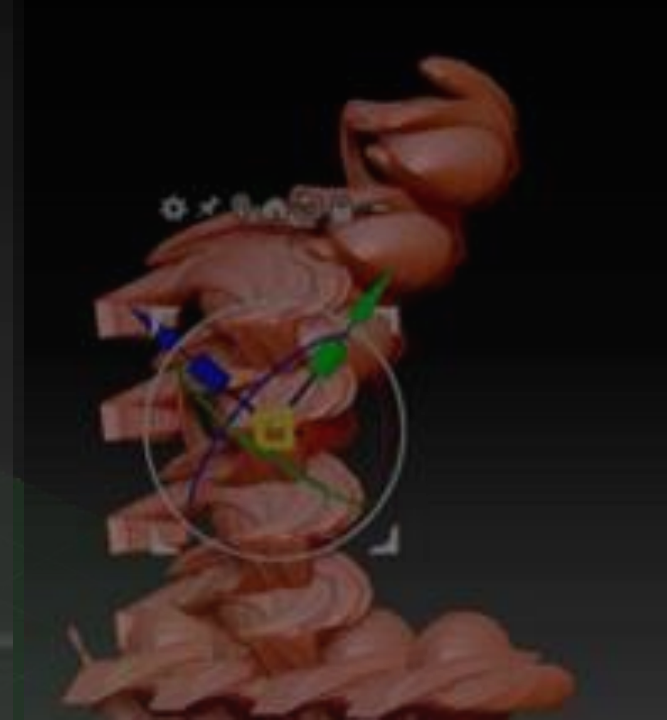
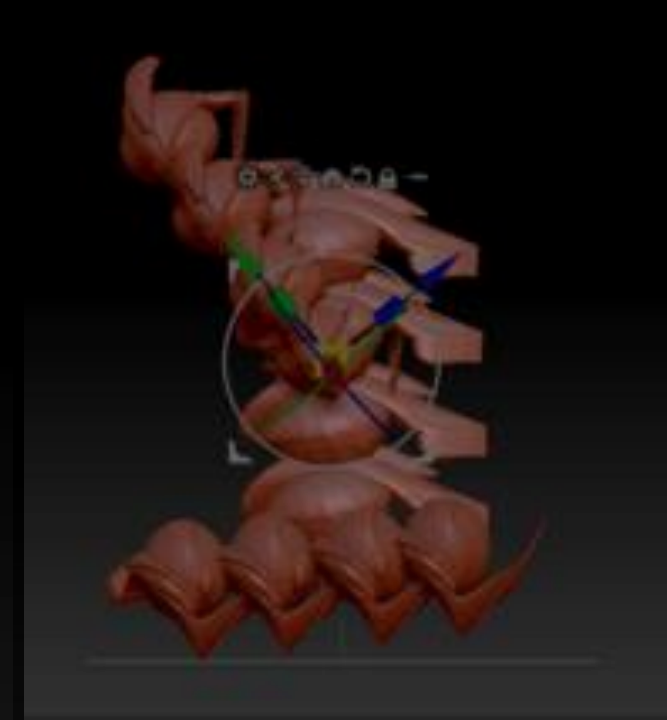
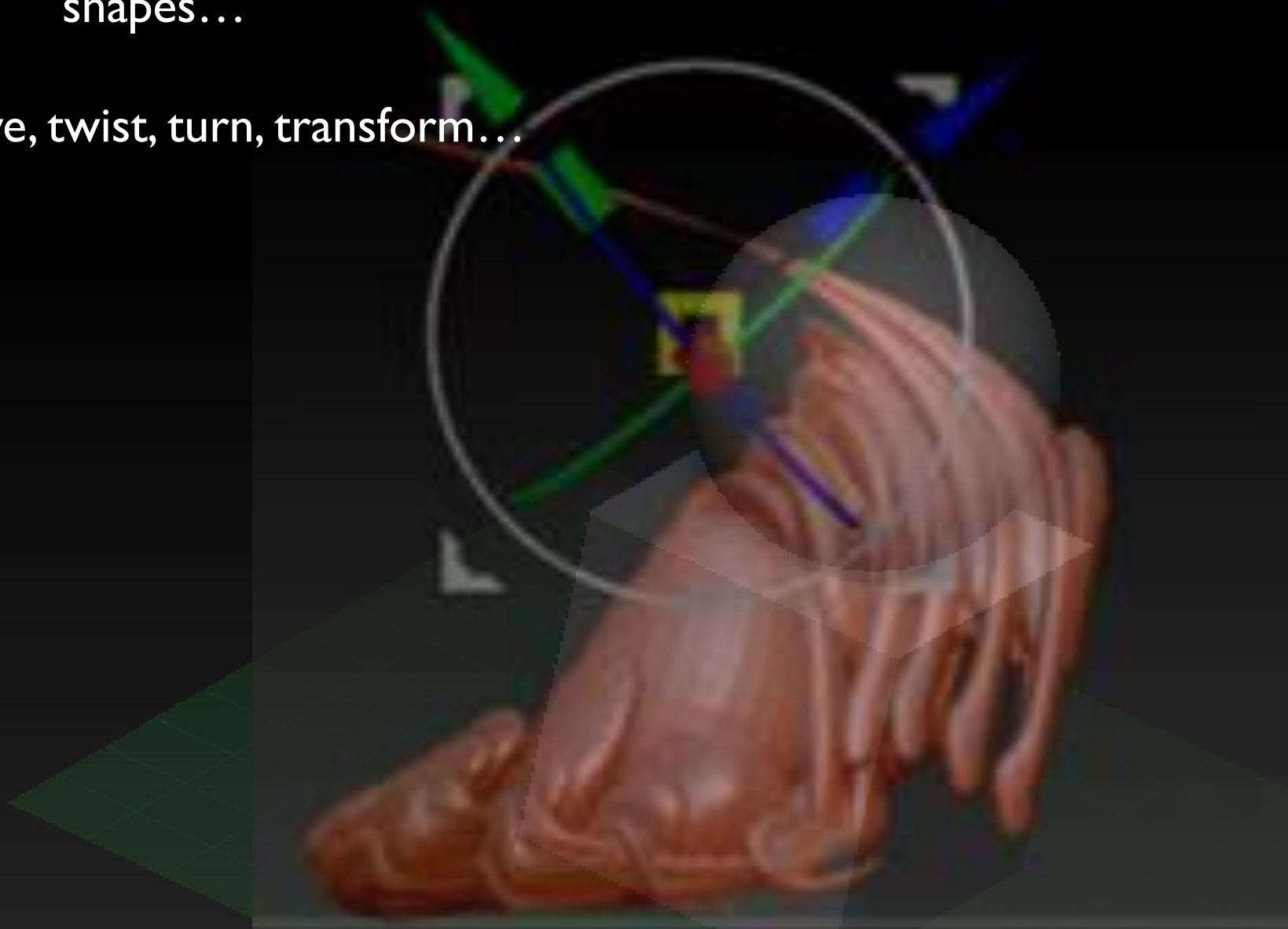
CAYLYNN MALDONADO

LEARNING HOW TO 3D ILLUSTRATE:

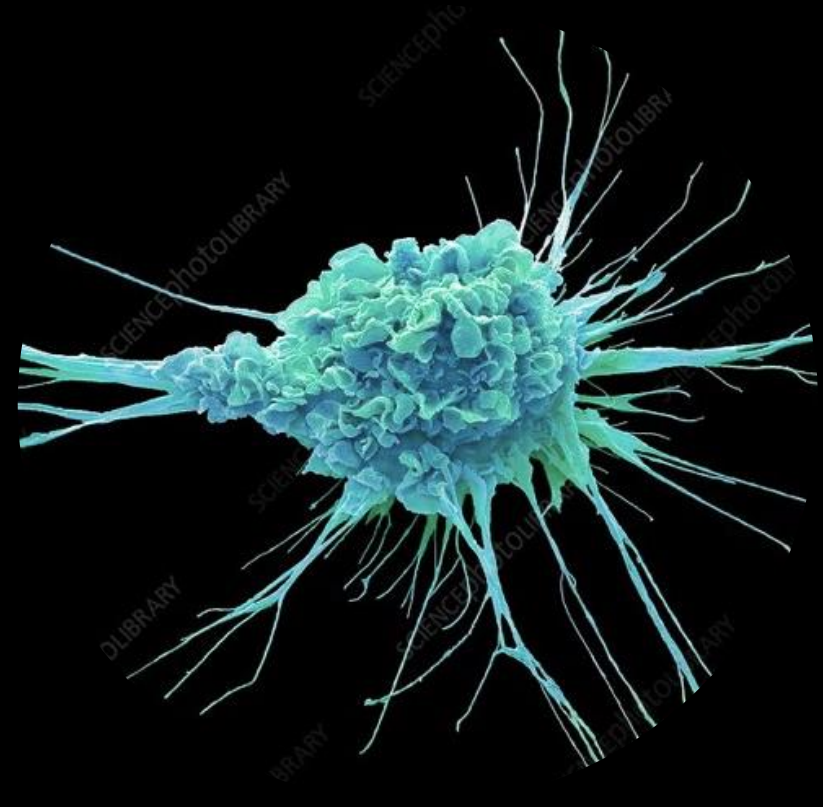
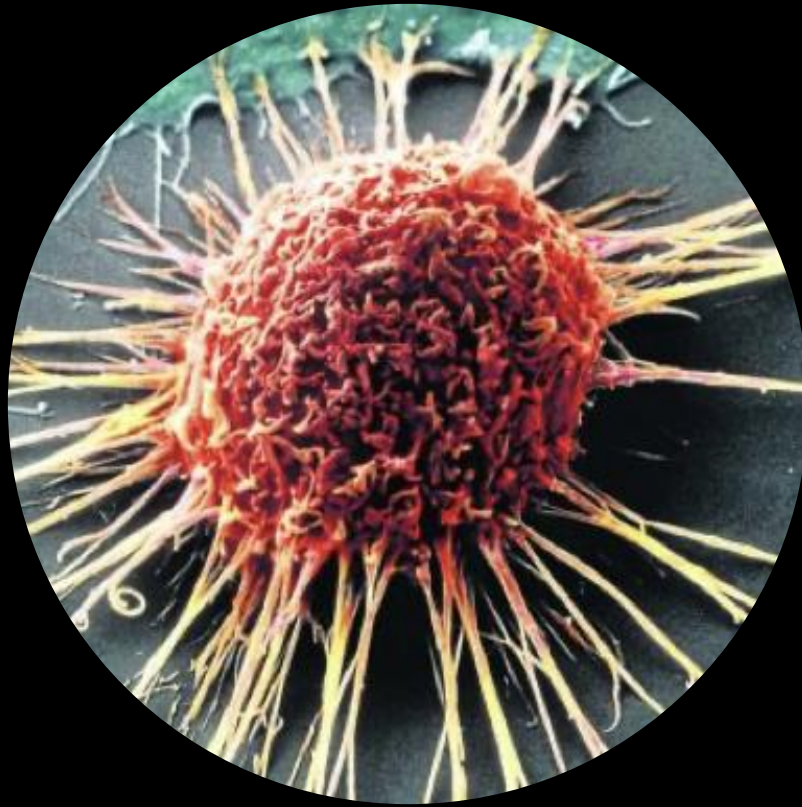
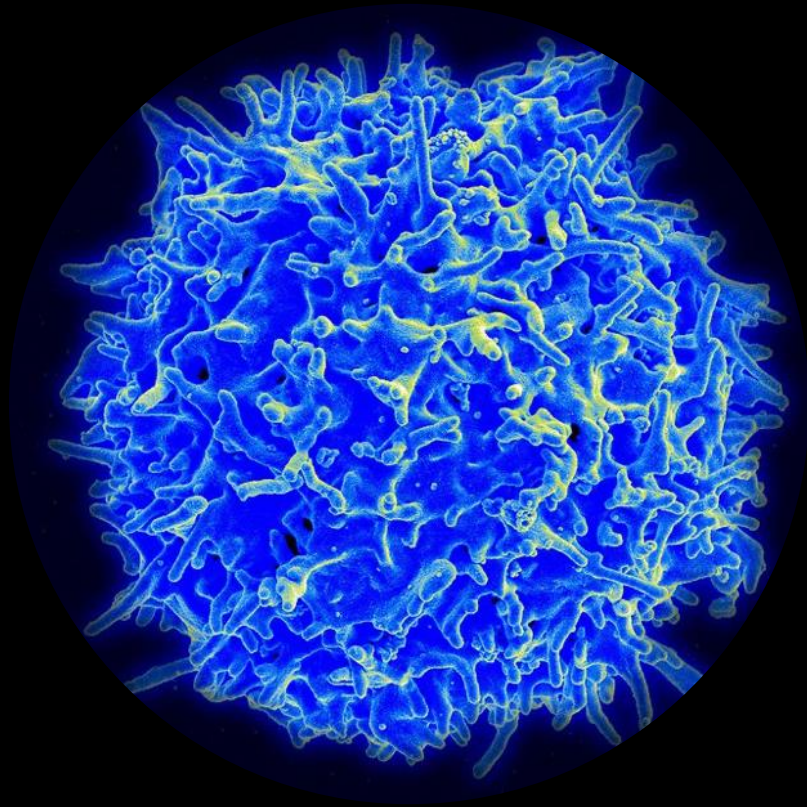
Where we started...

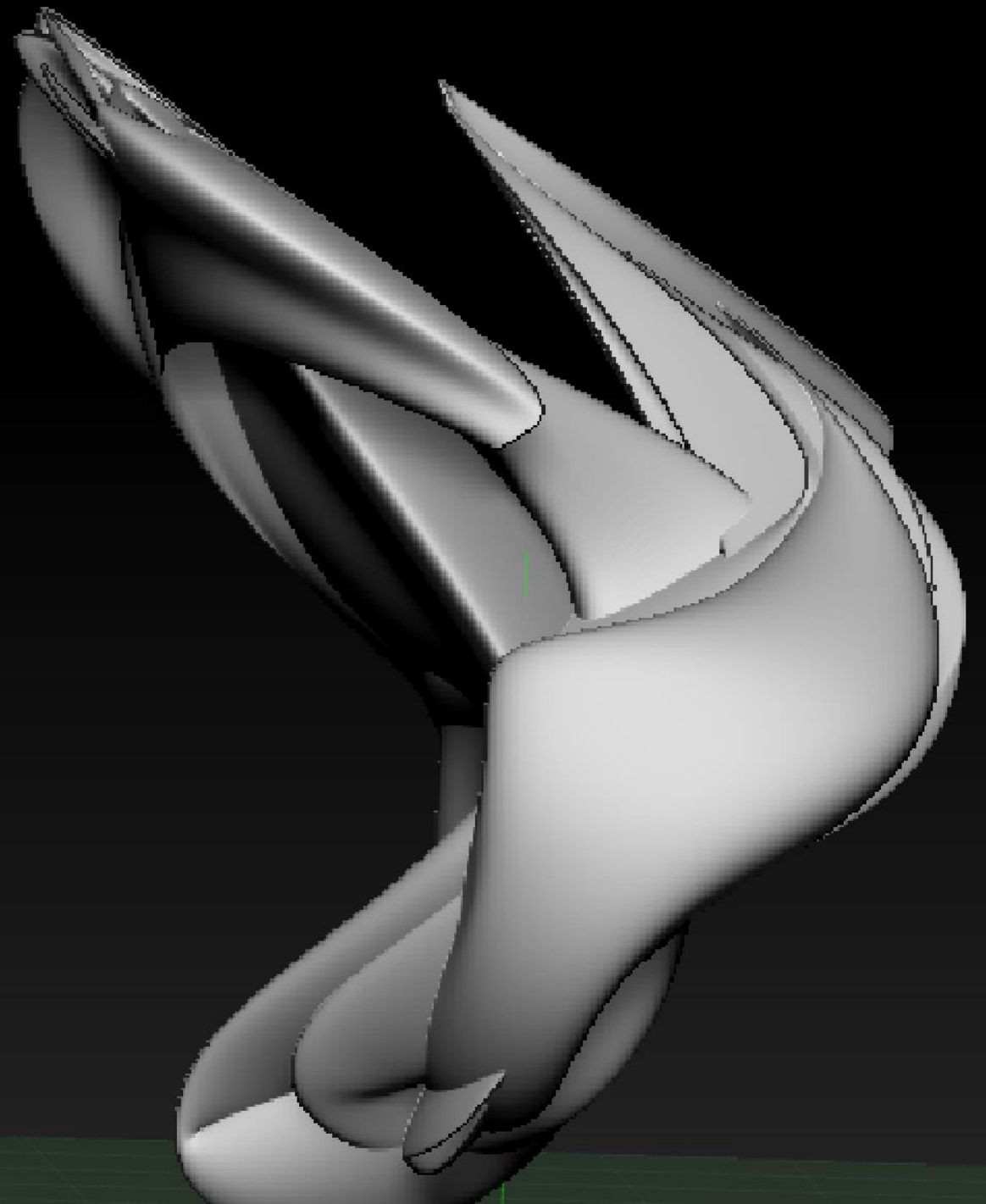
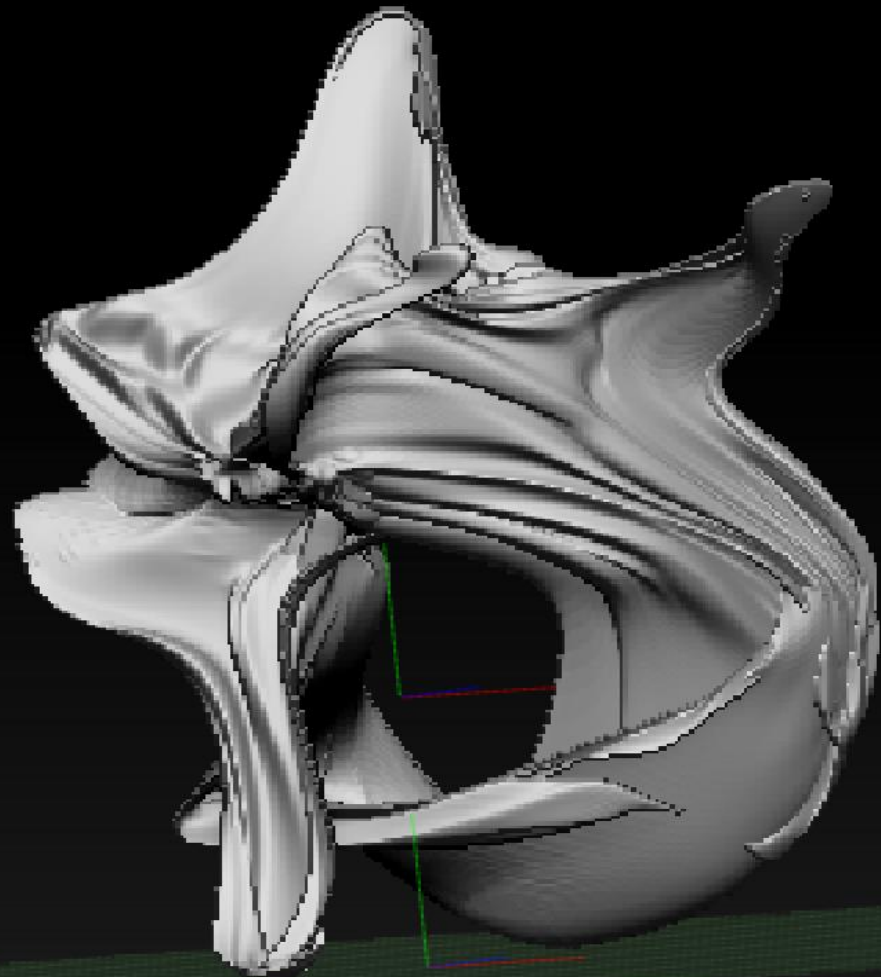
We began by merging simple shapes...

Then we, twist, turn, transform...



Cell References for Game Pieces



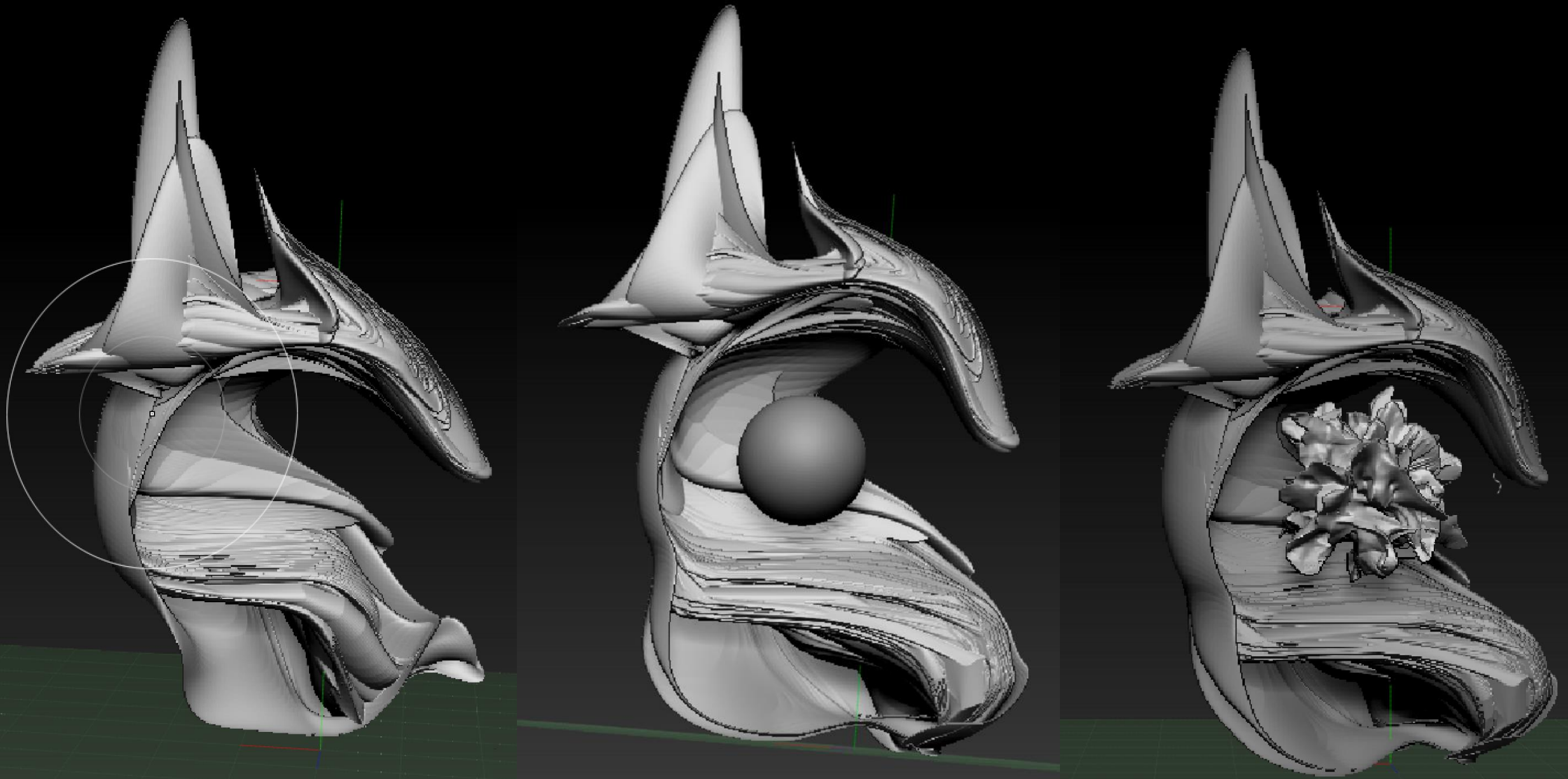


Constructing Pathogen Cell....

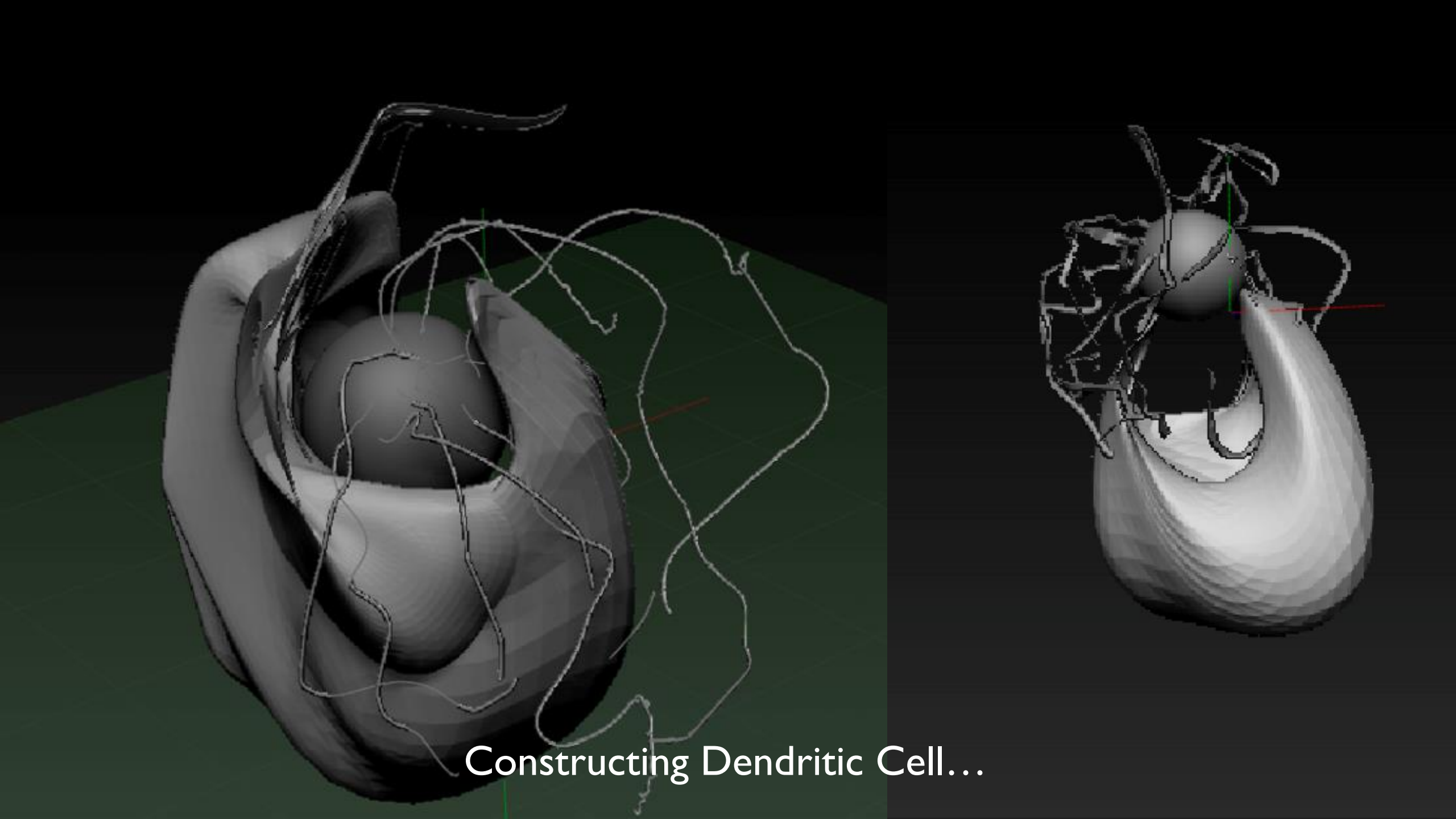
PATHOGEN CELL



GAME PIECE

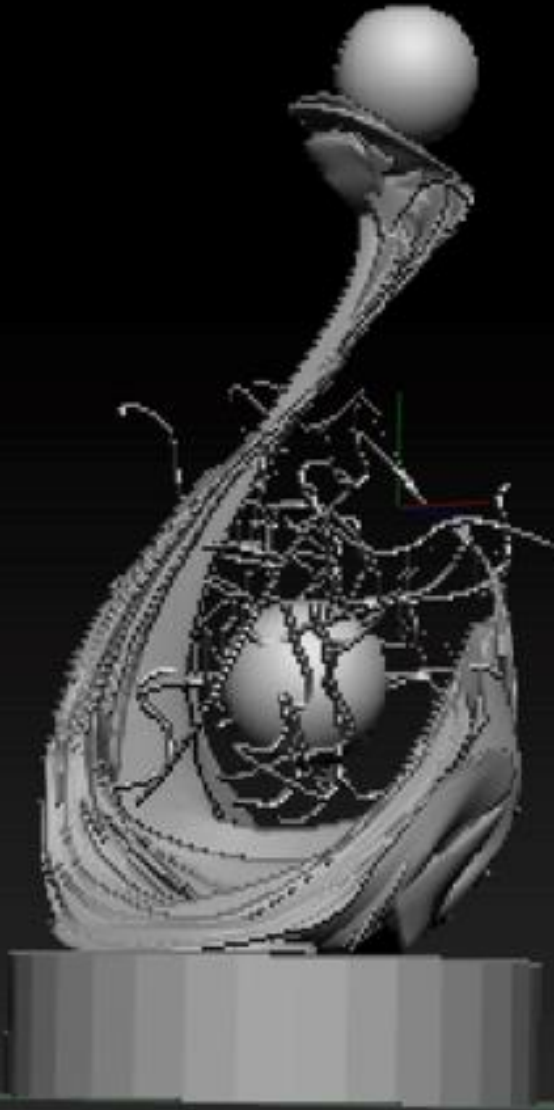
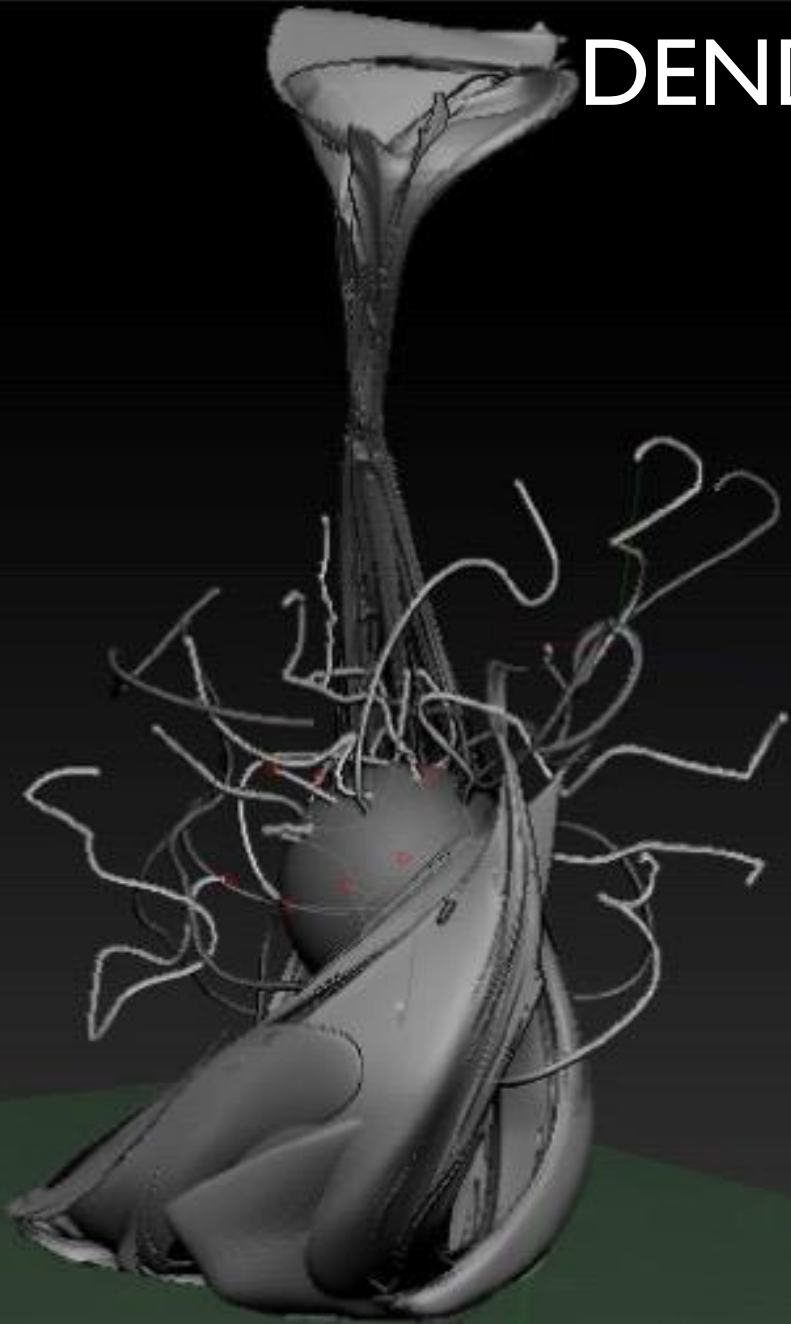


Constructing Dendritic Cell...

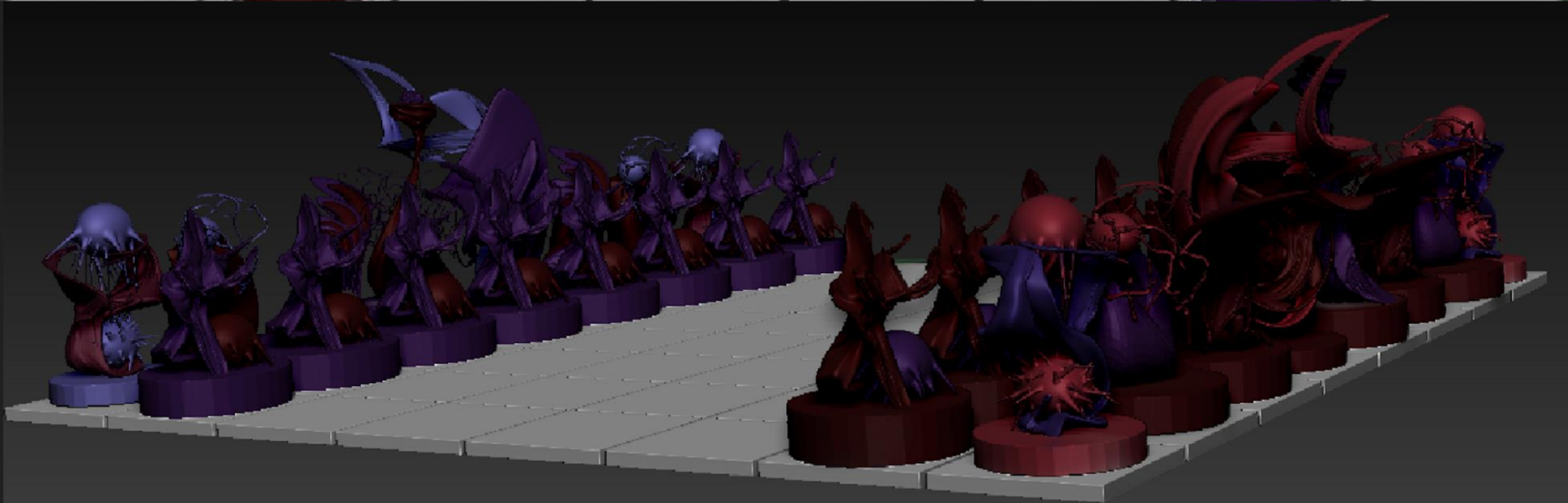
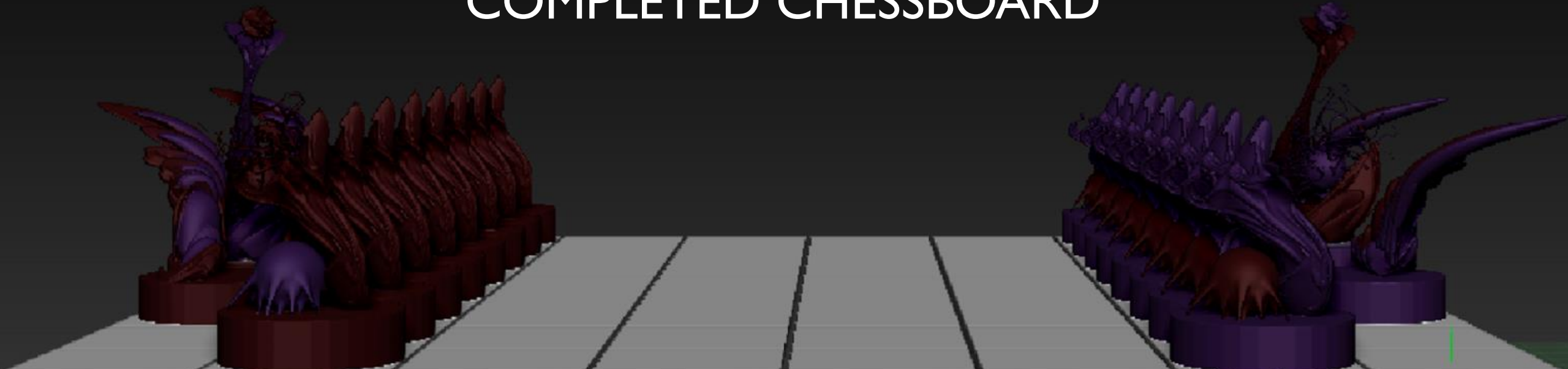


Constructing Dendritic Cell...

DENDRITIC CELL GAME PIECE



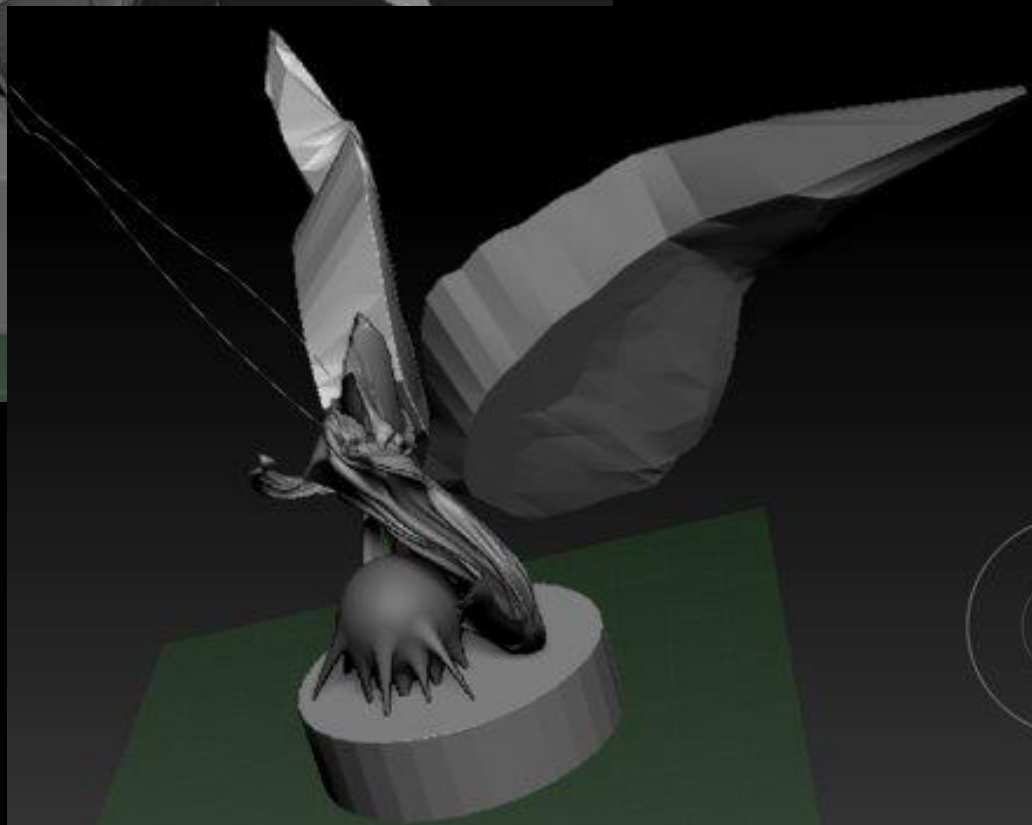
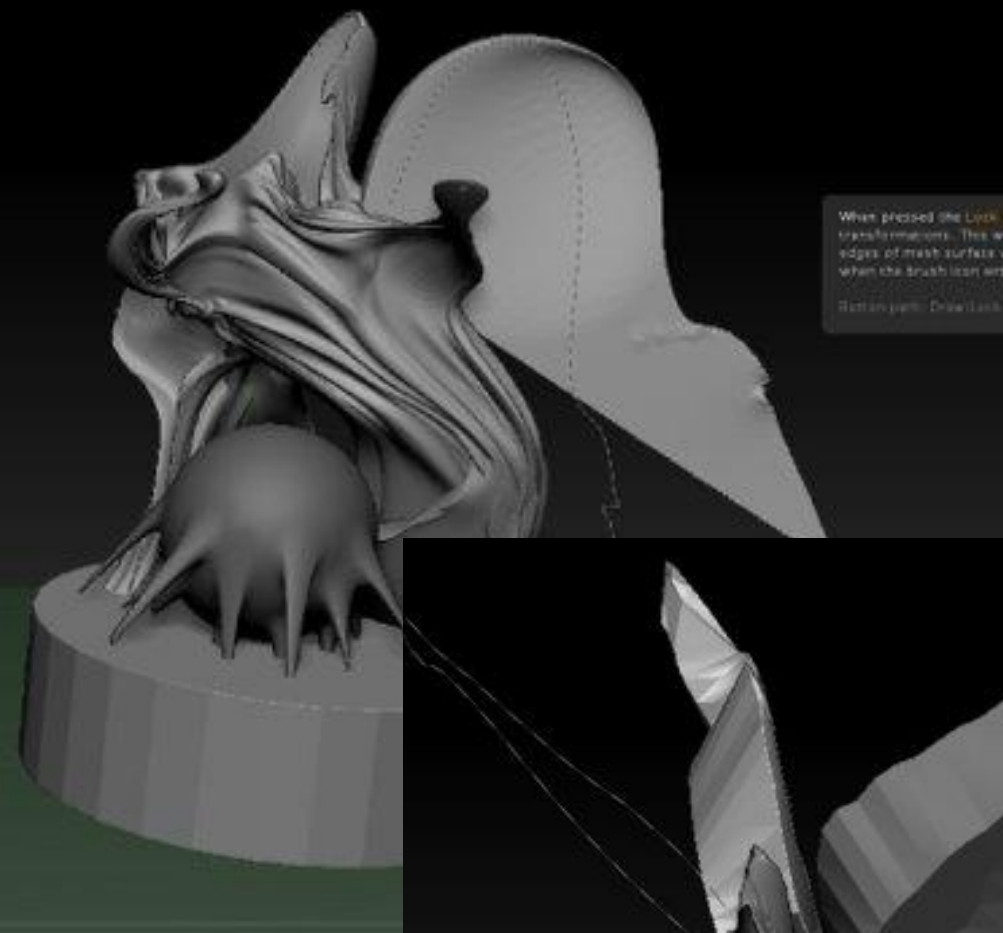
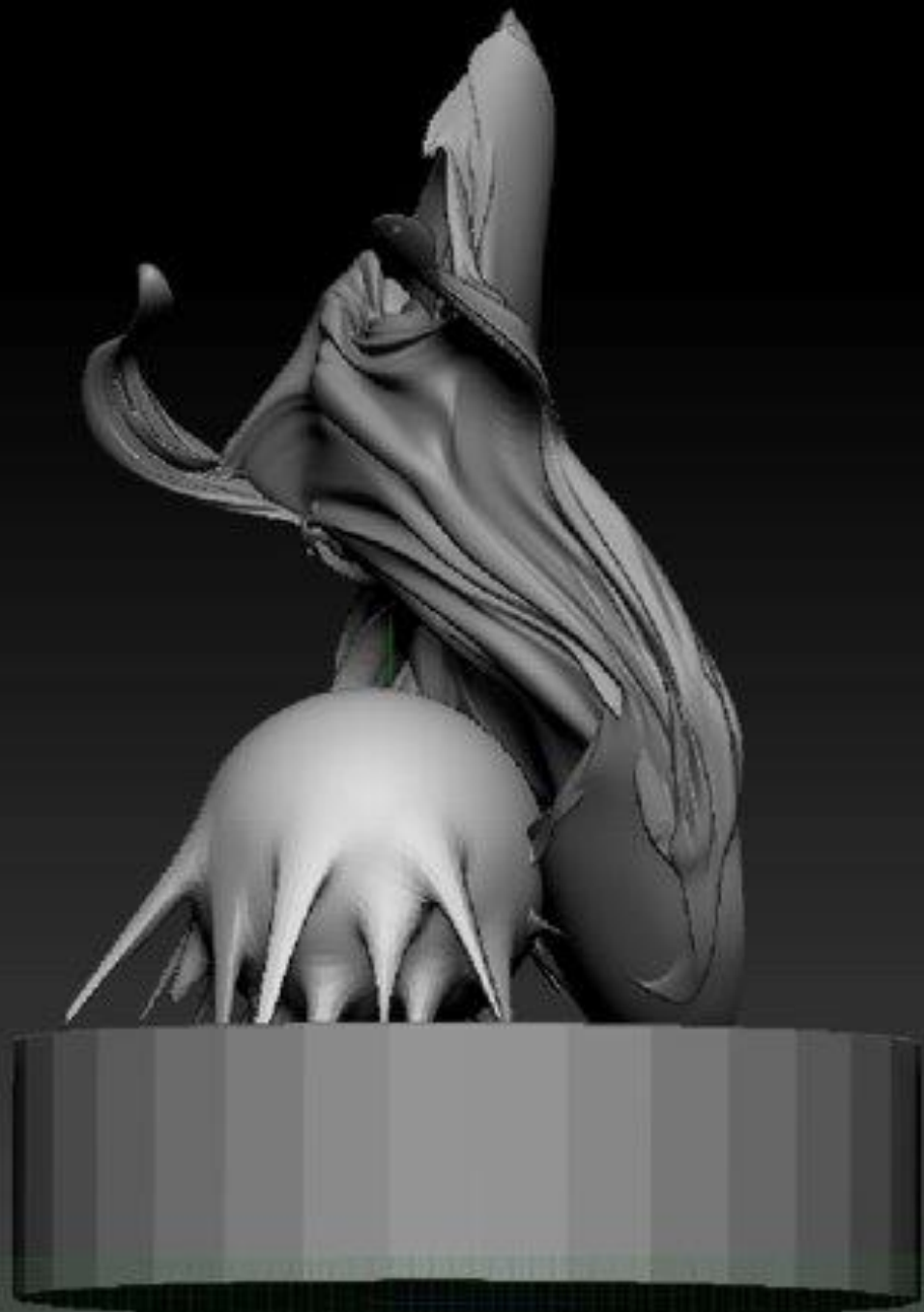
COMPLETED CHESSBOARD

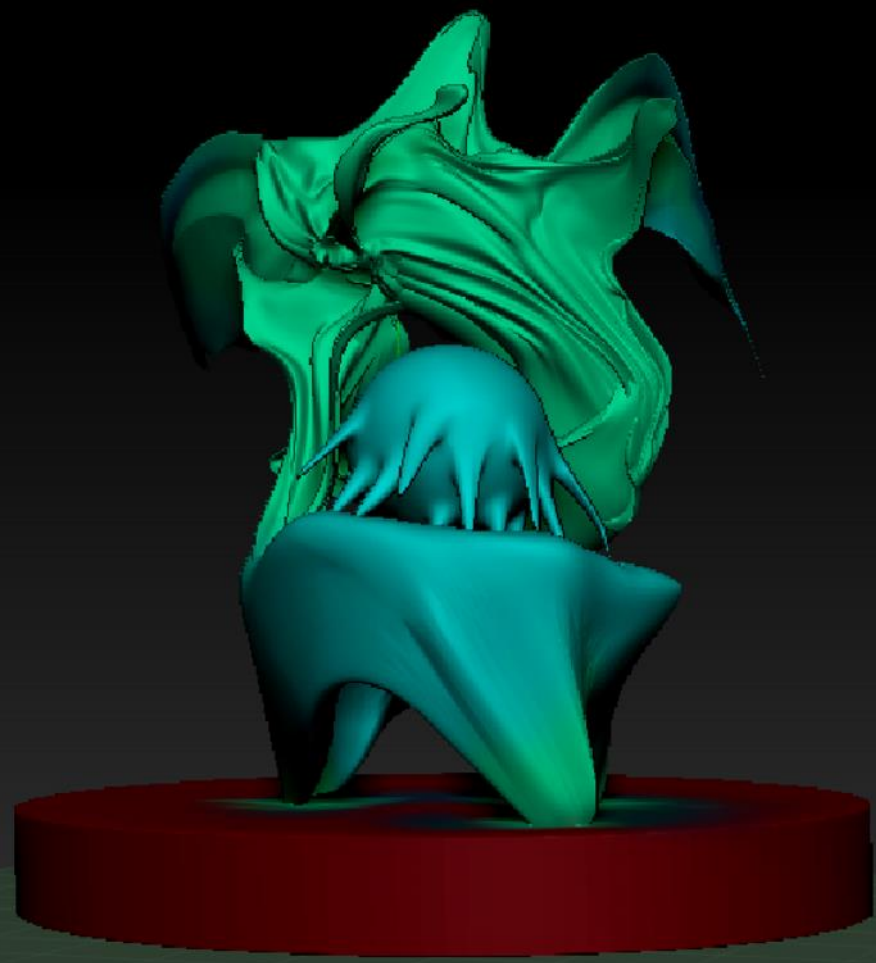


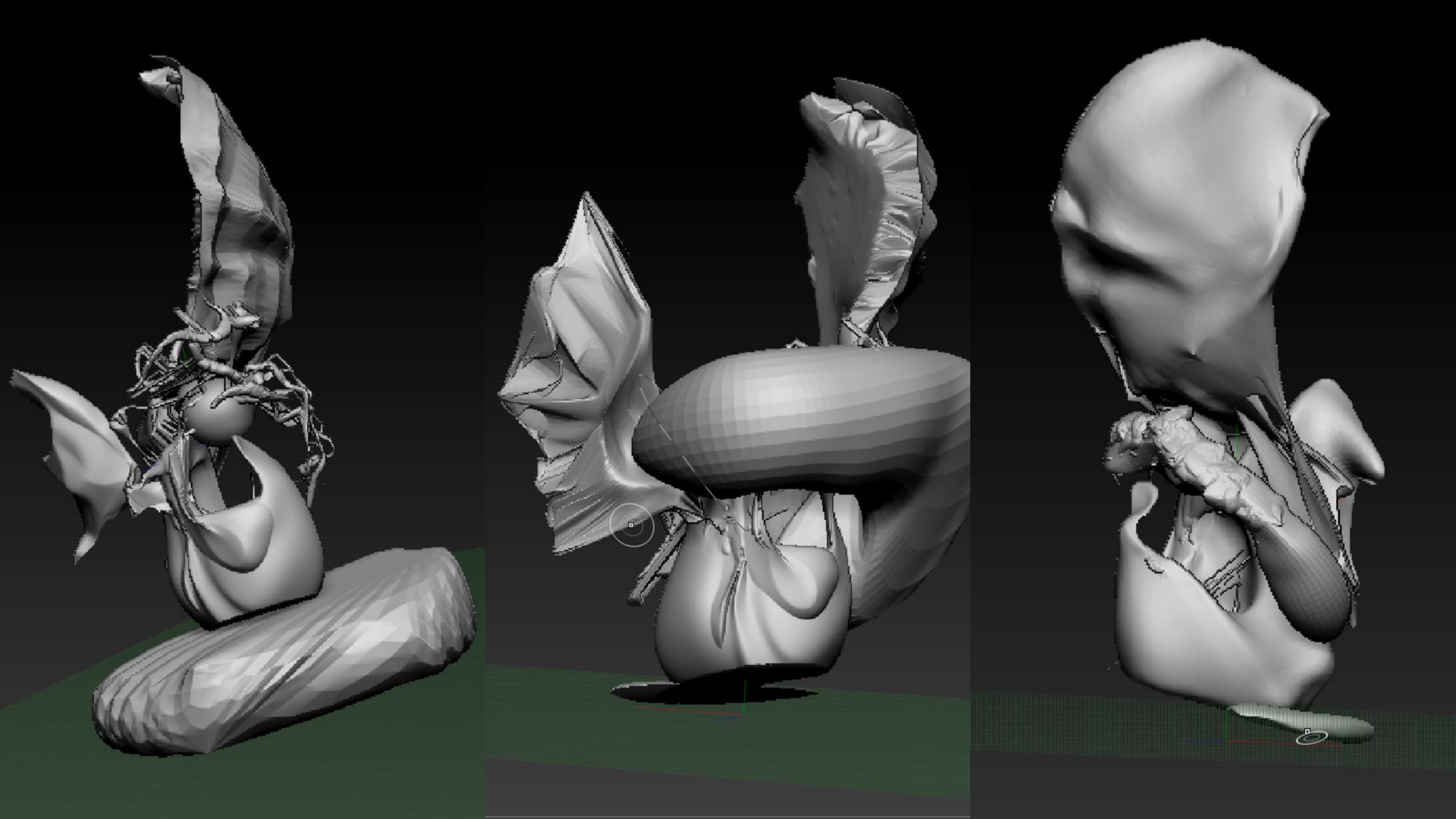


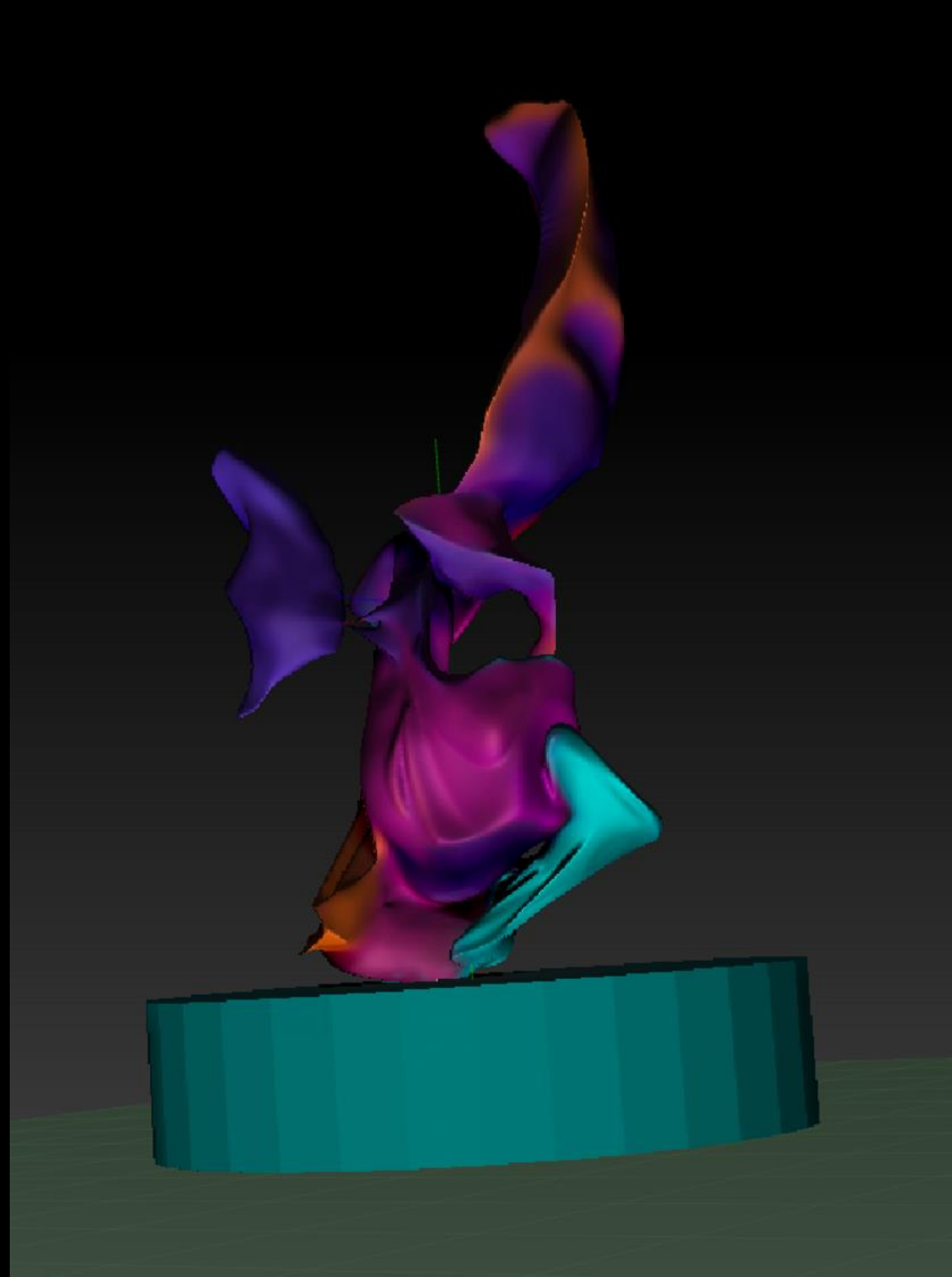
FINALIZING GAME PIECES:

Adding wings, Making pieces ready-to-print...

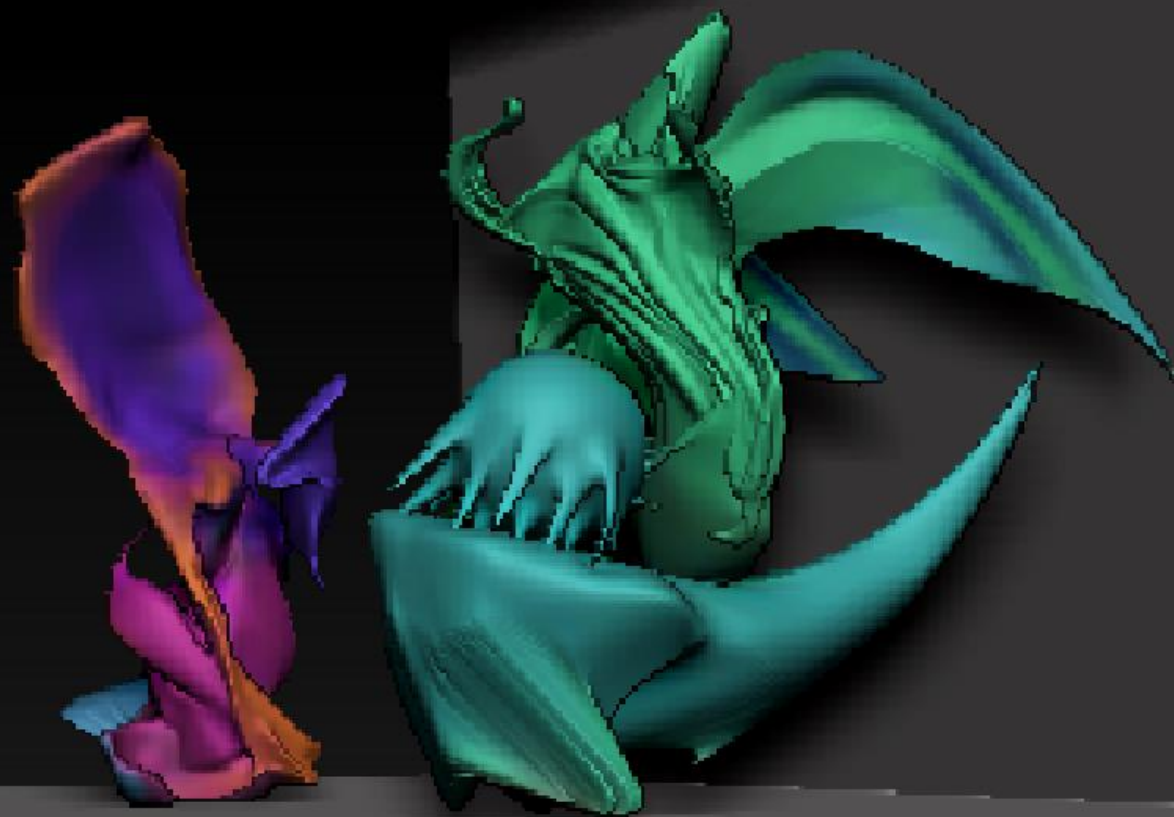






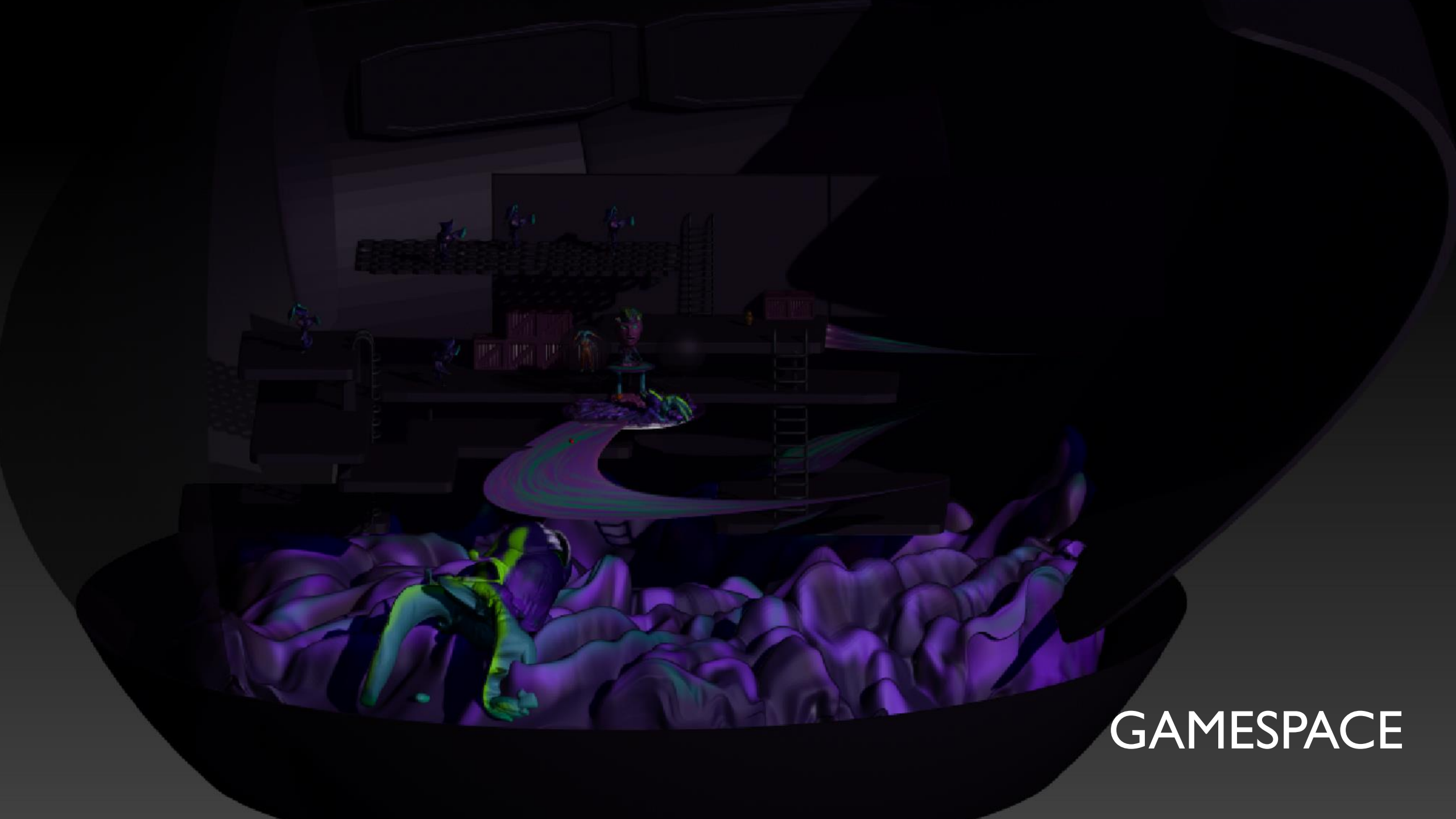


Placing Game Pieces
in Game Space



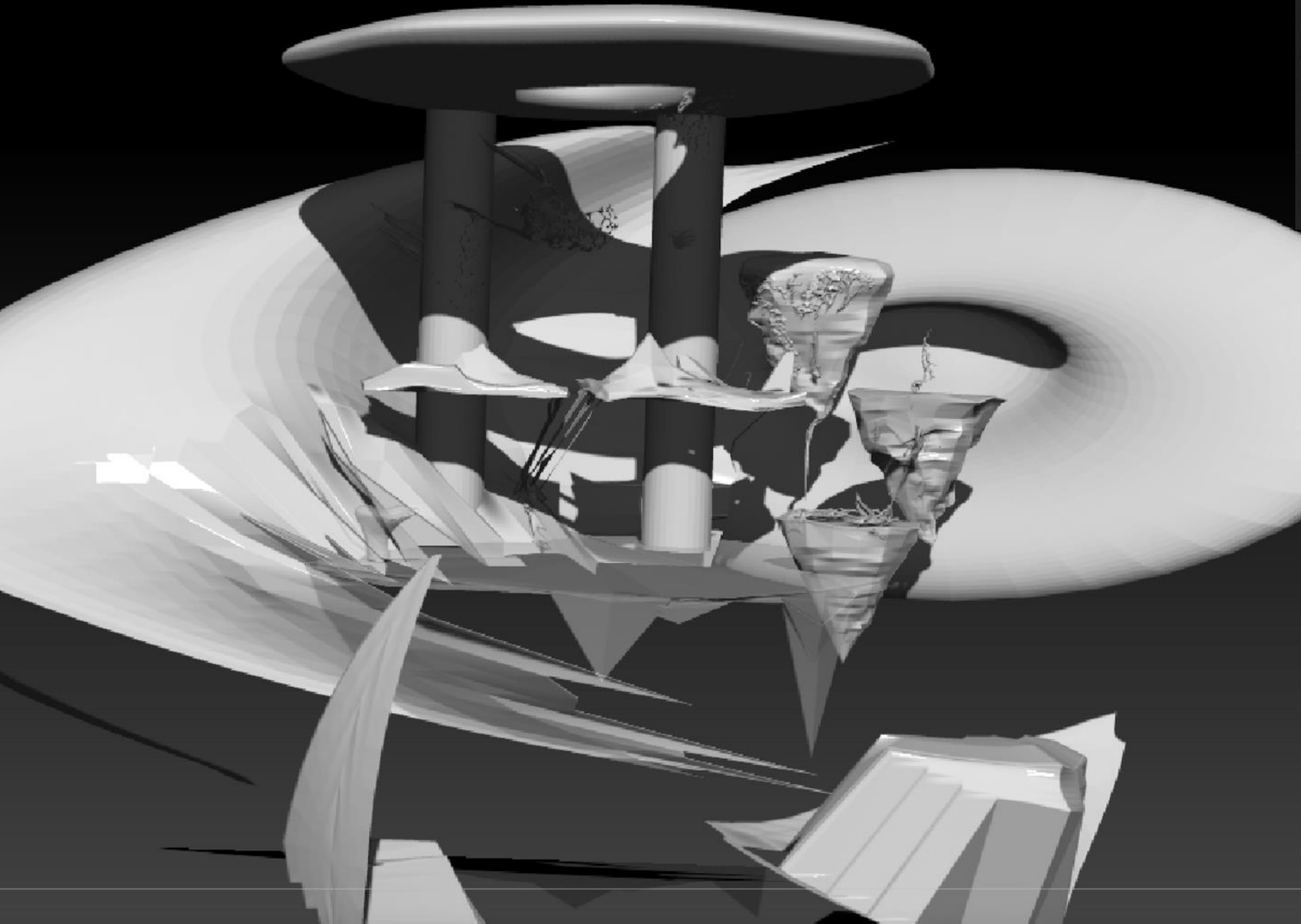


ESCAPE & RESCUE

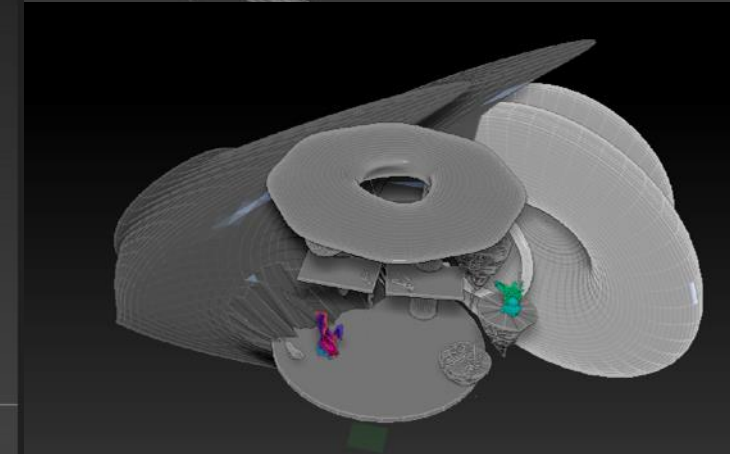
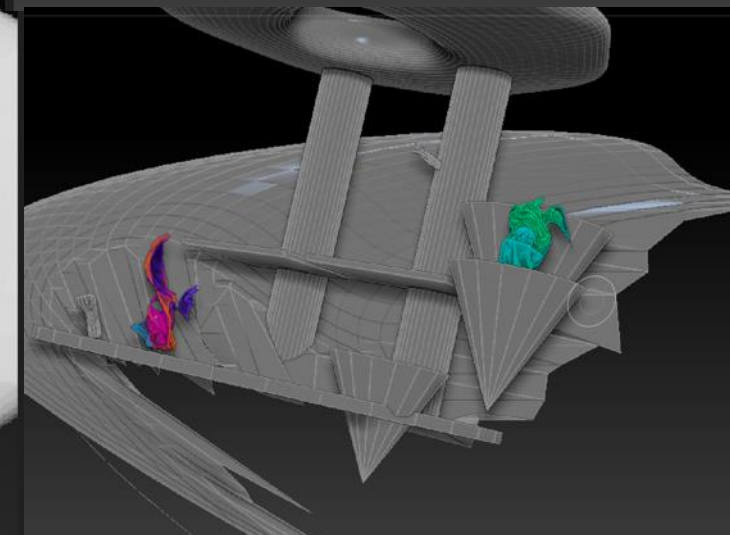
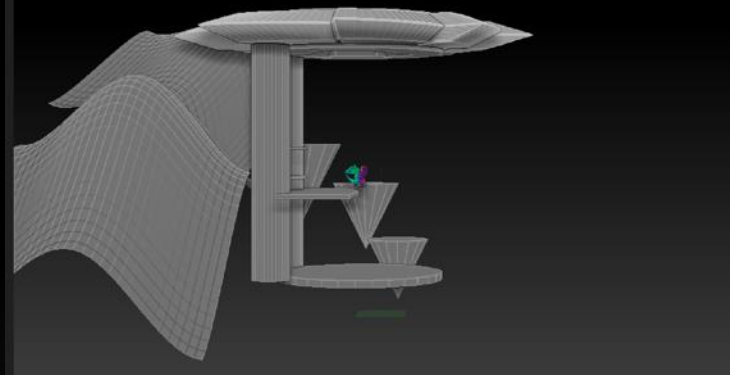


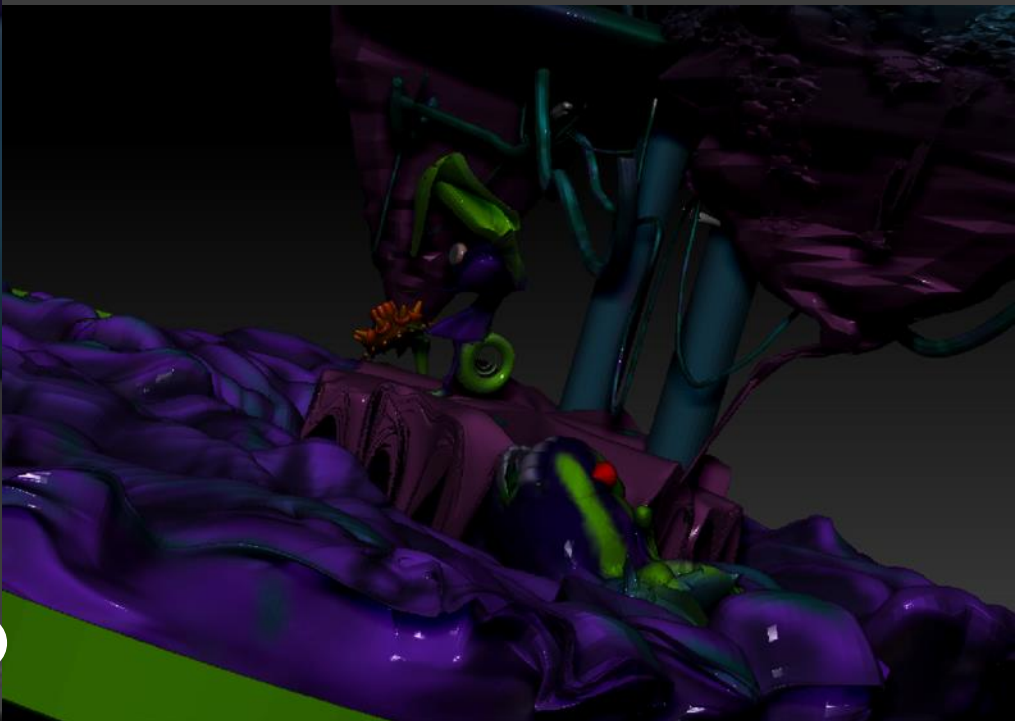
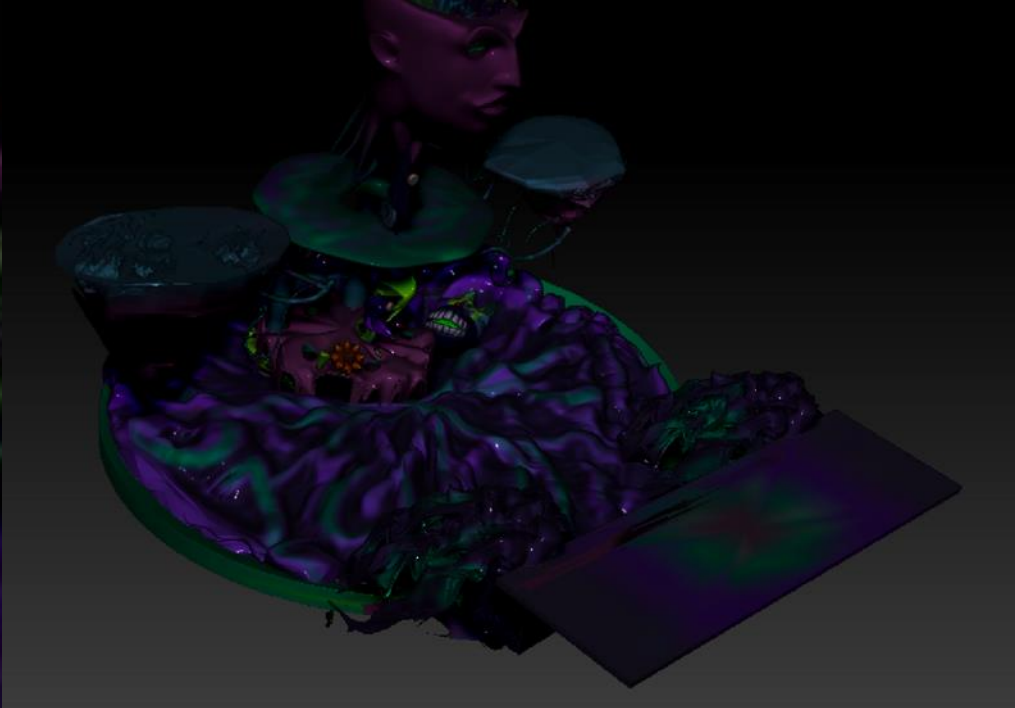
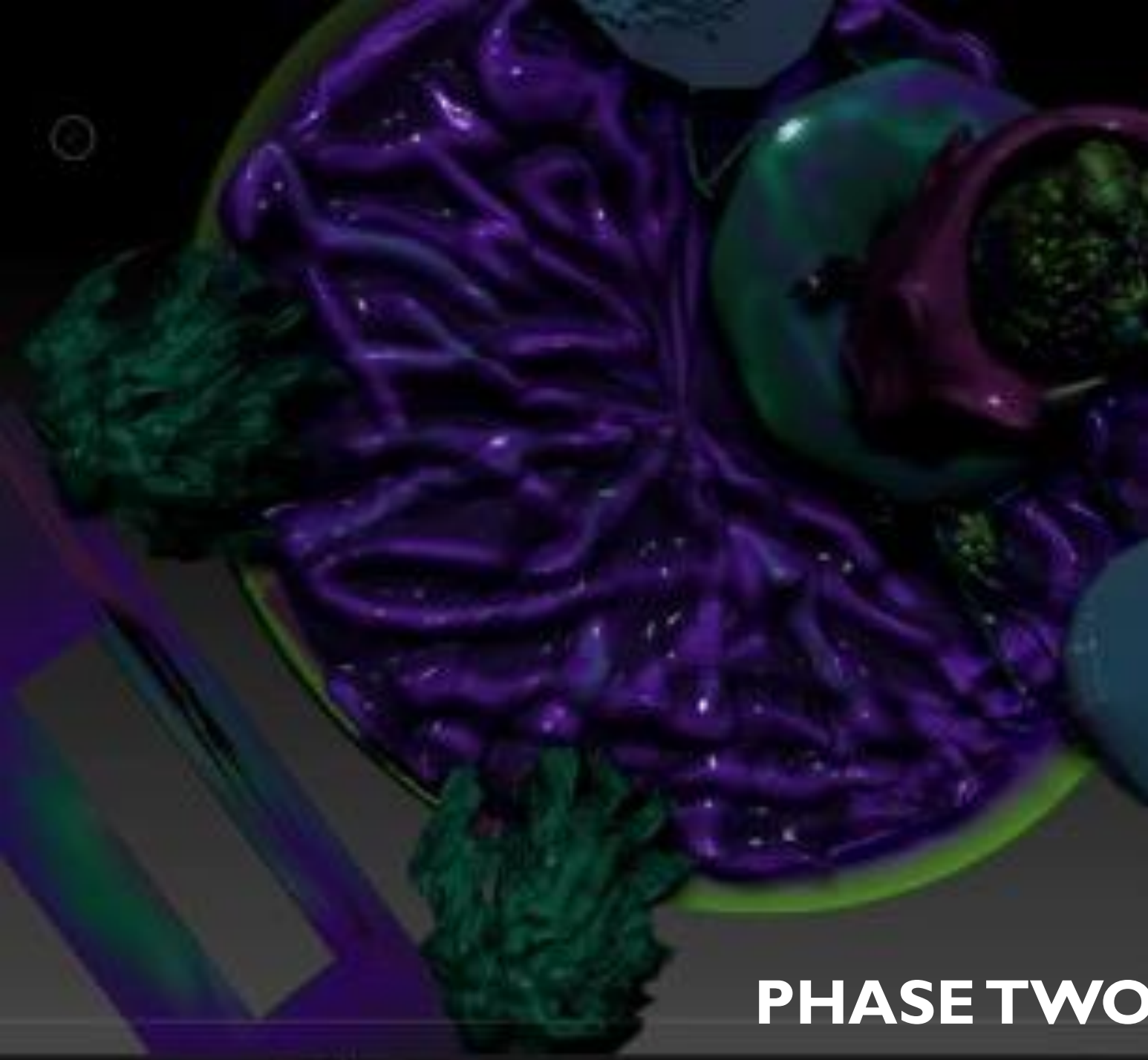
GAMESPACE

PHASE ONE

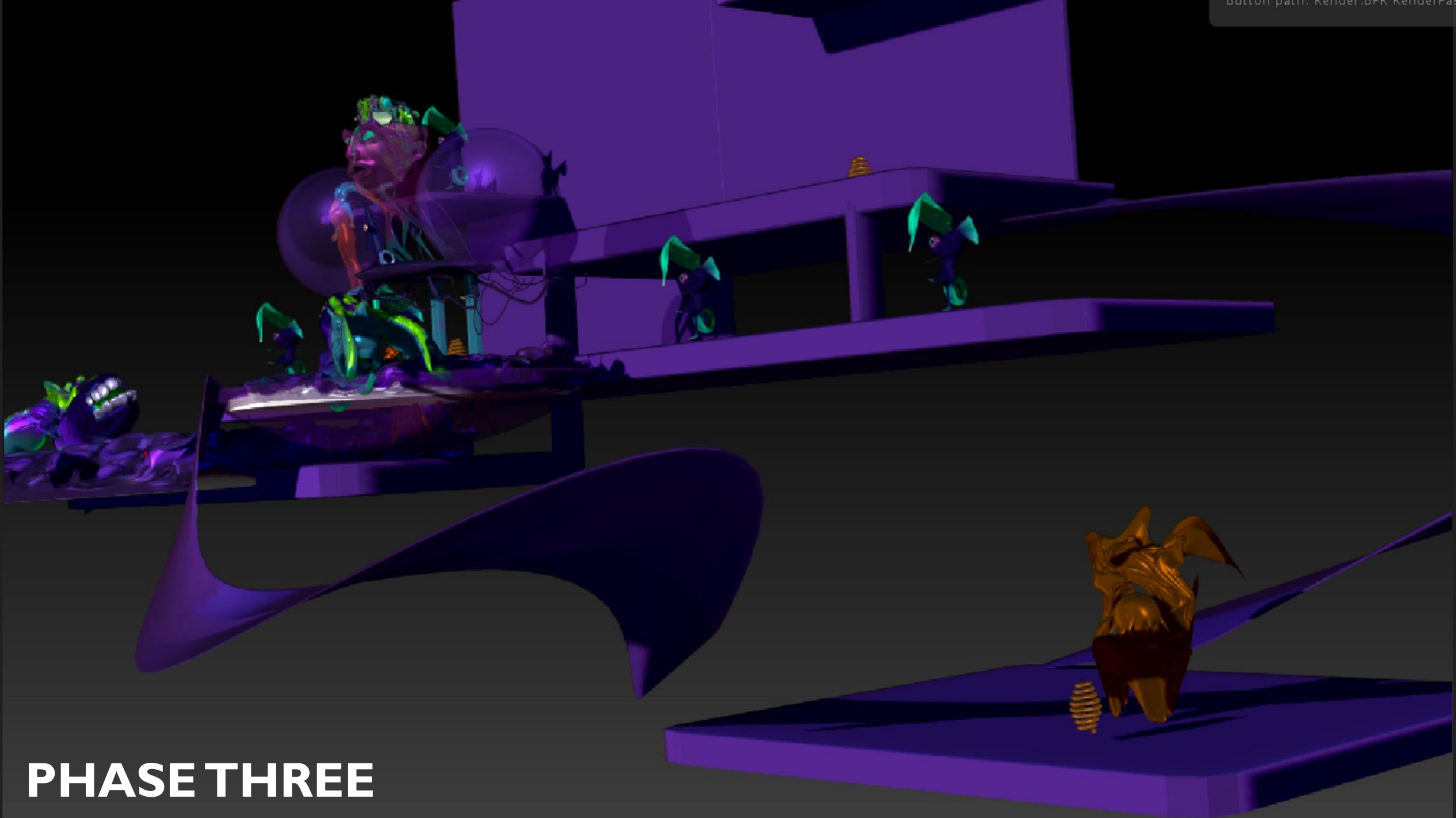


14

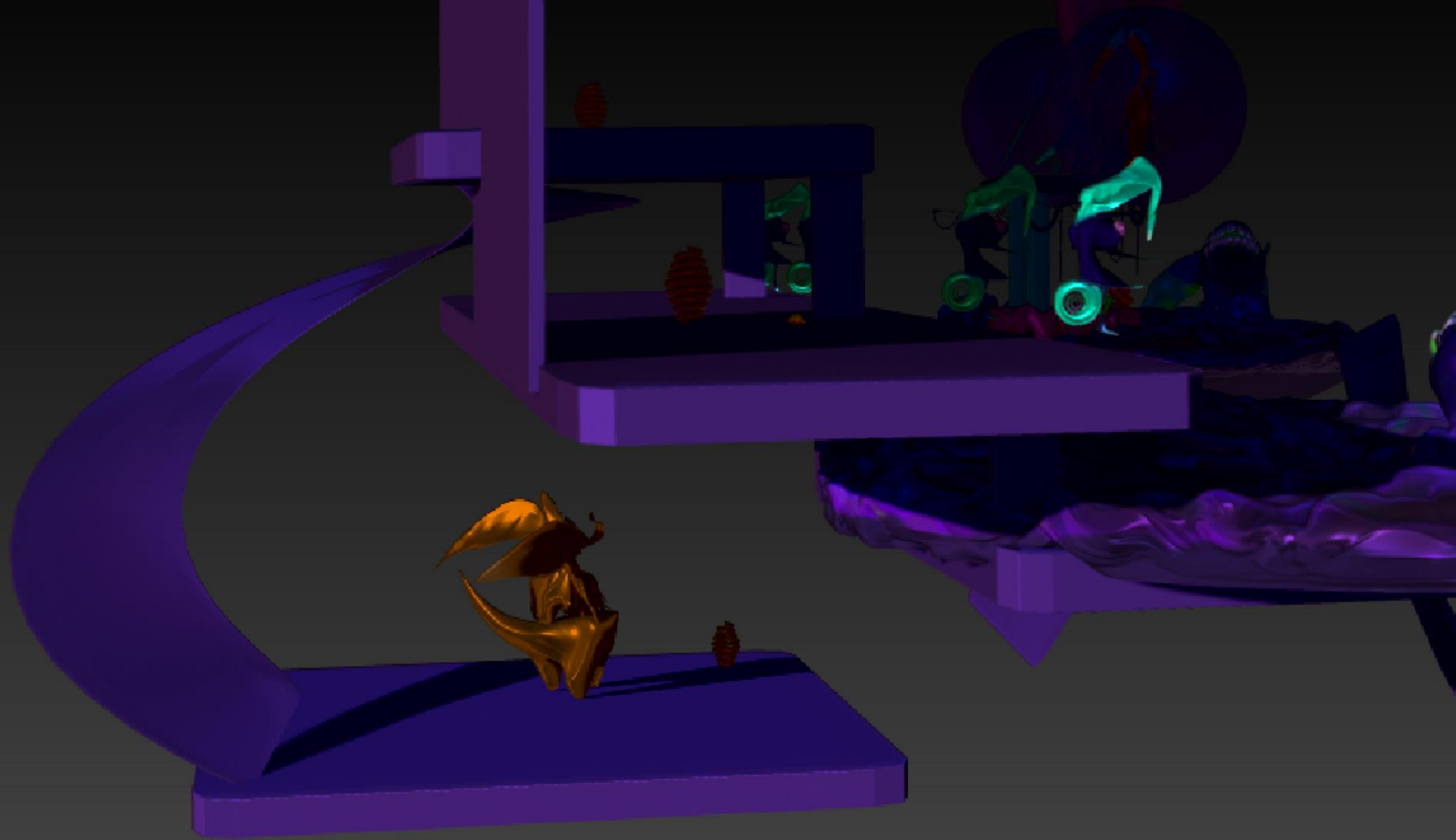




PHASE TWO



PHASE THREE





CHARACTERS

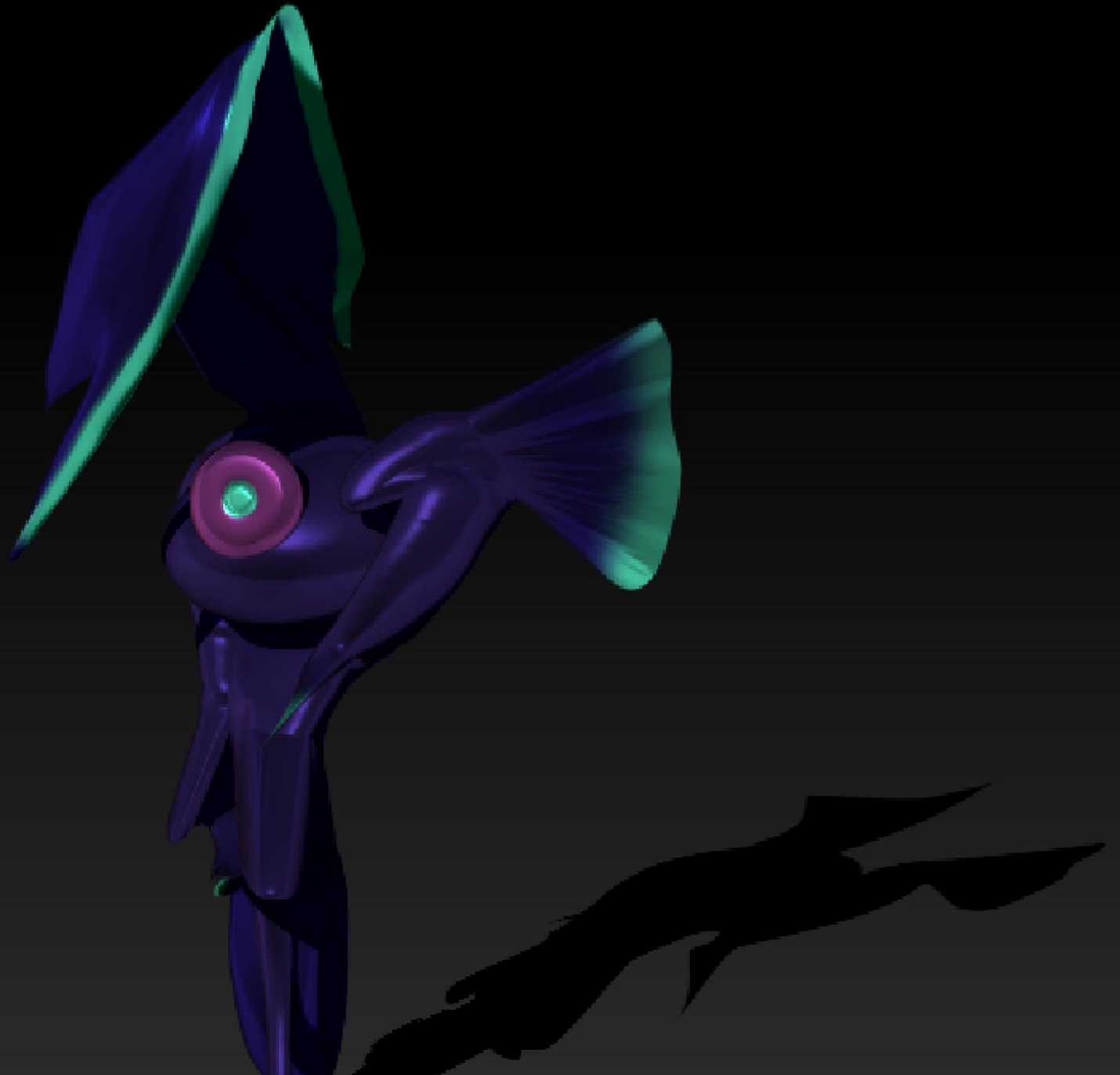
DR.HAL SOLIDER(S)

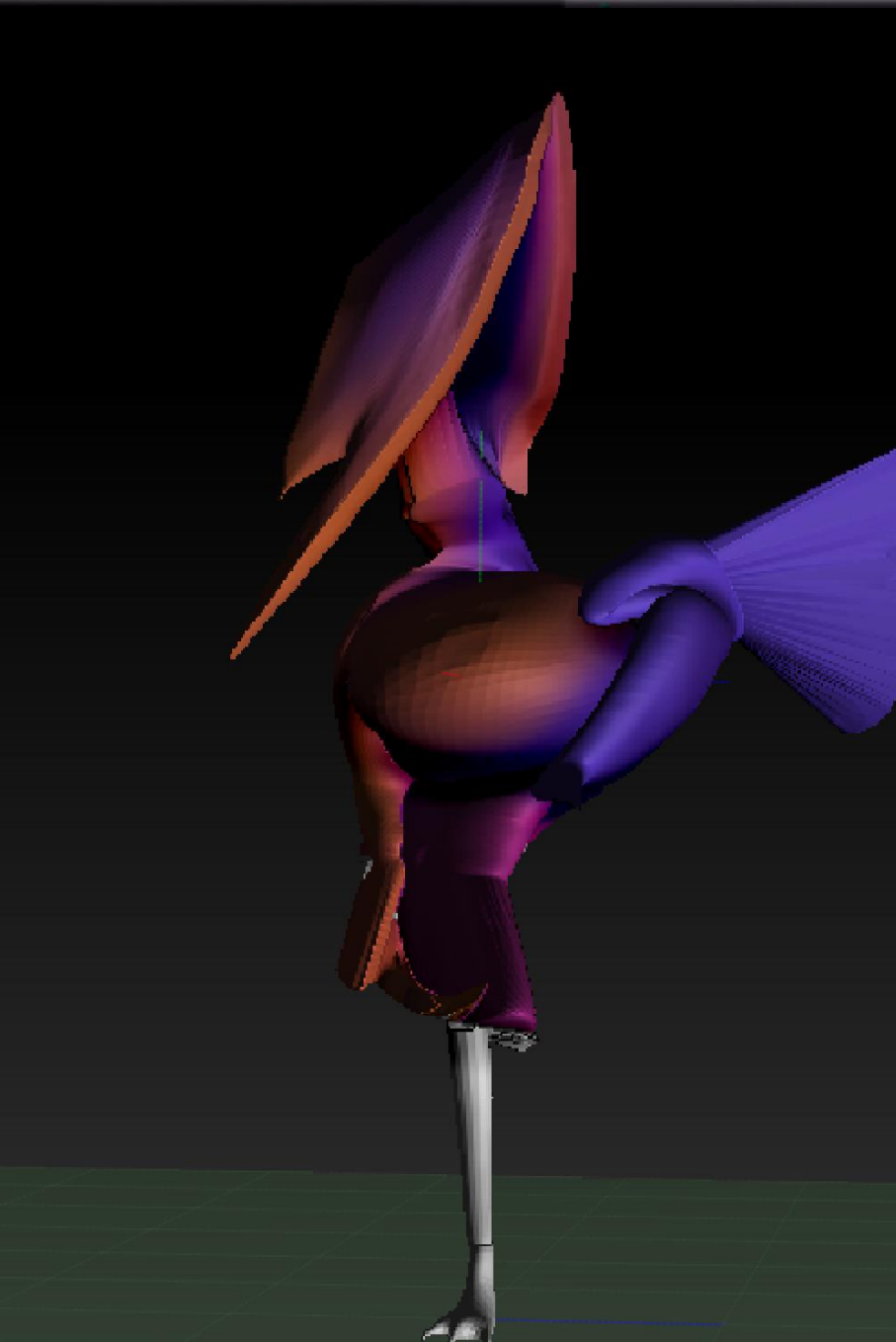
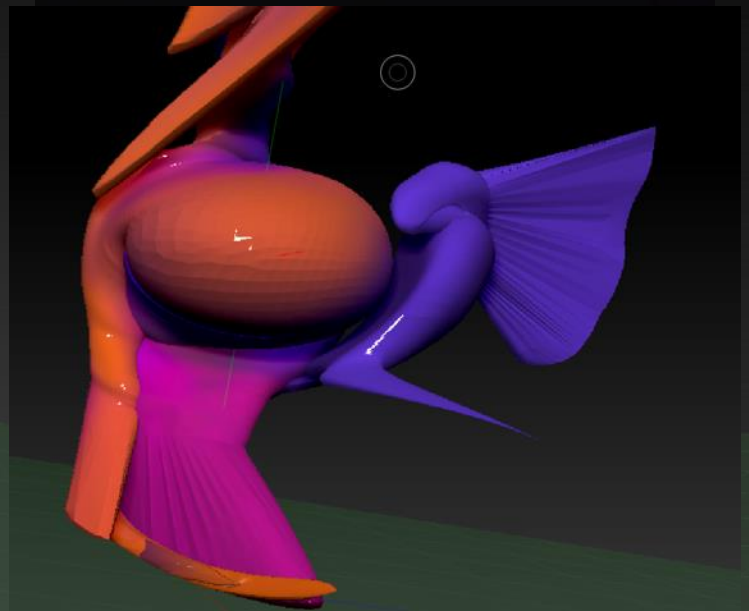
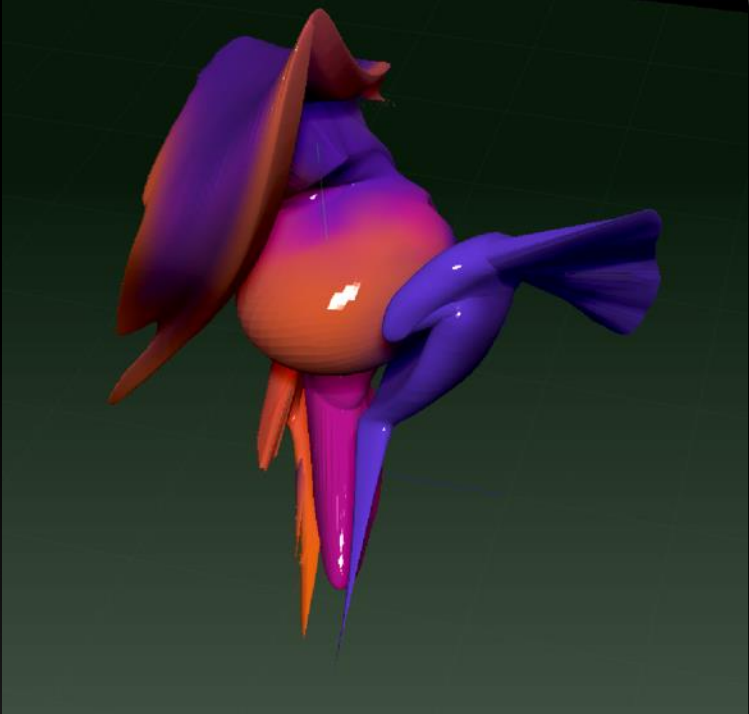
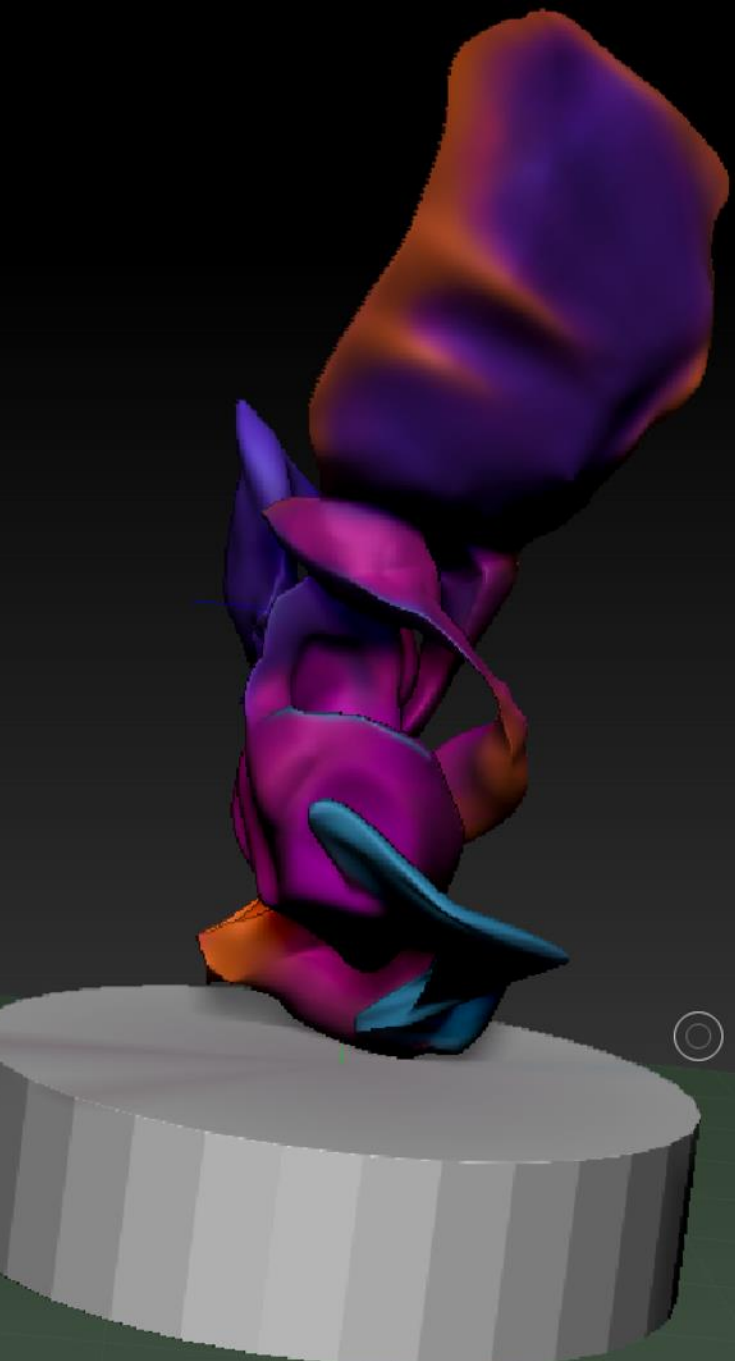
ABILITIES:

- Mind Control
- Spears as Arms
- Tail allows for really high jumps

WEAKNESSES:

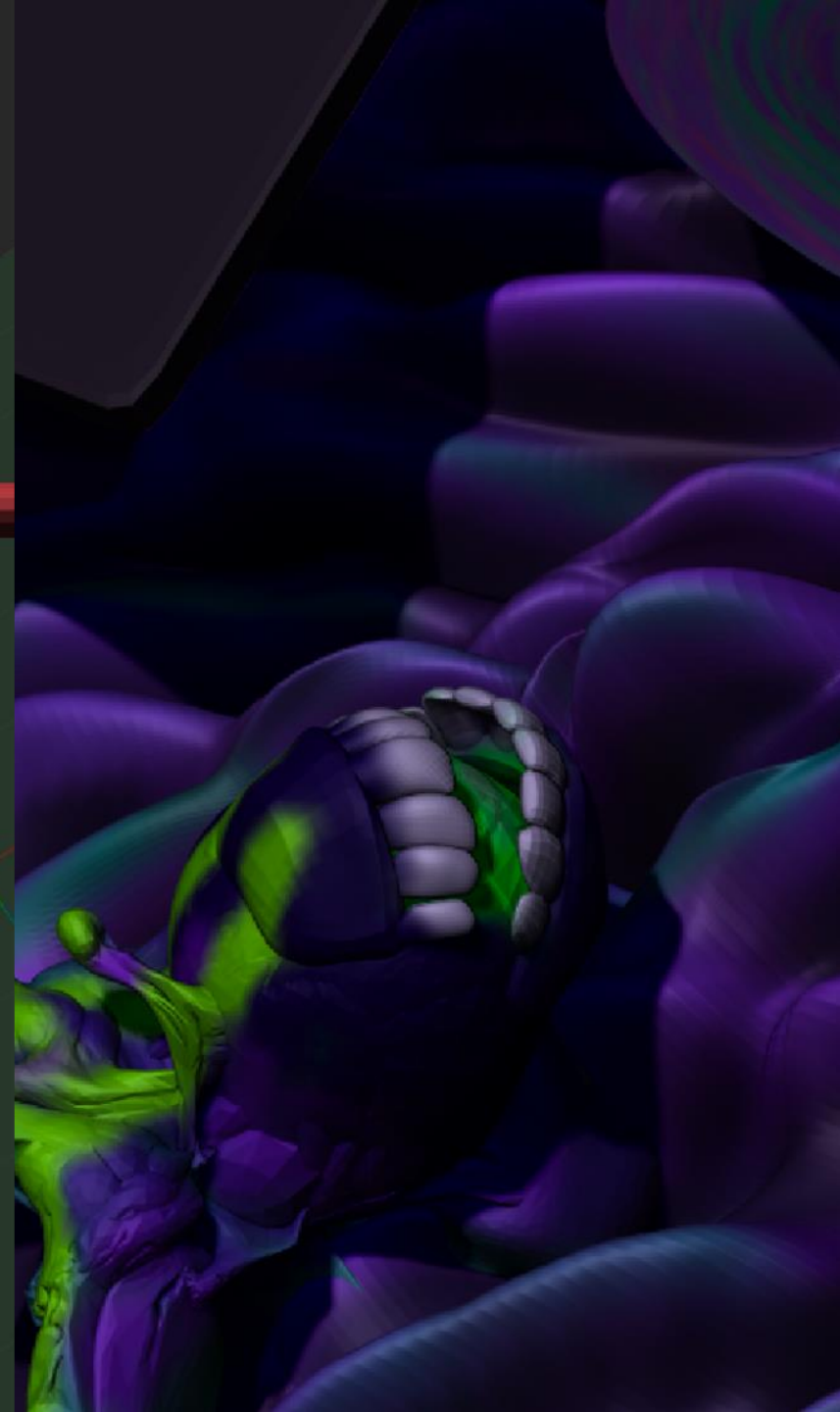
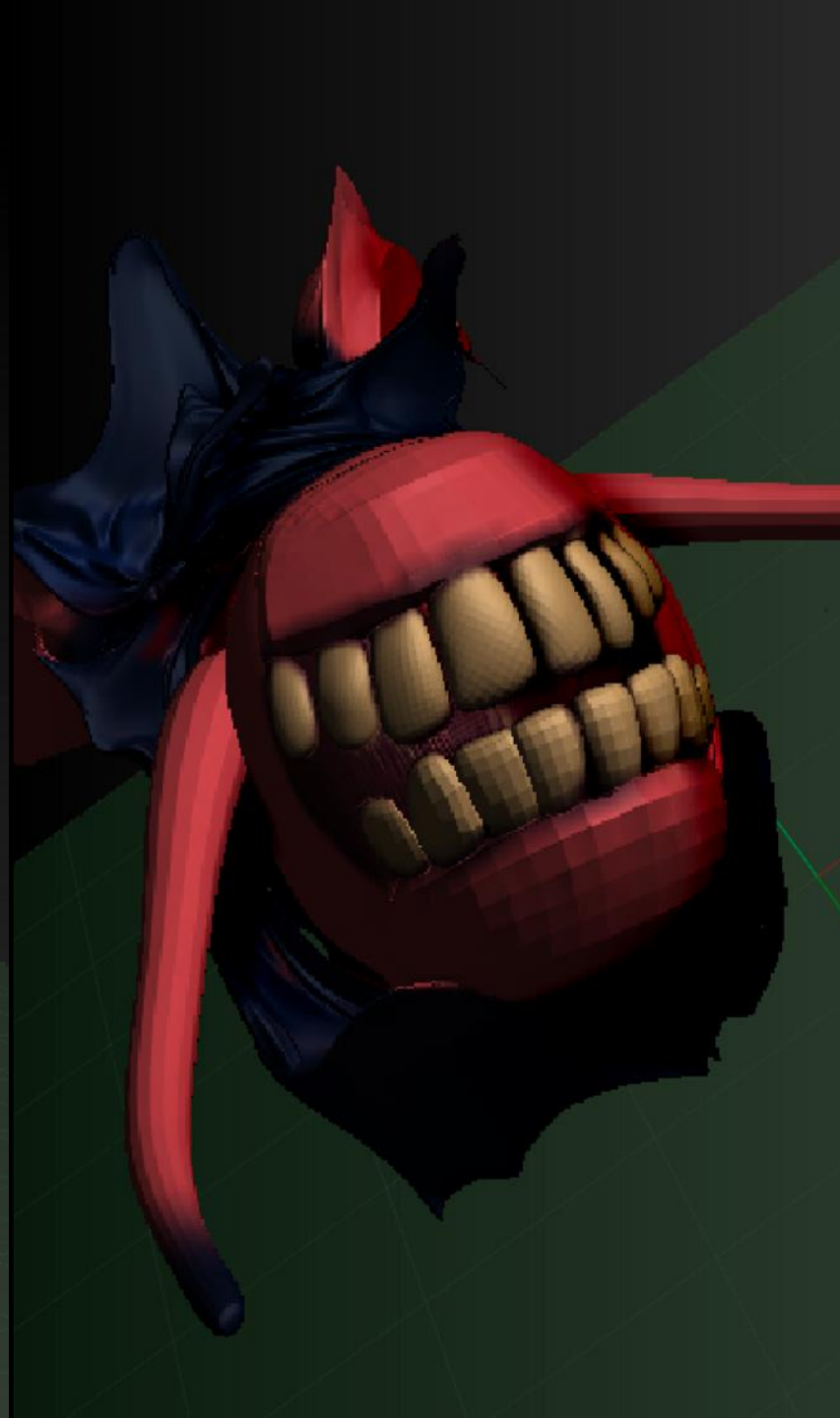
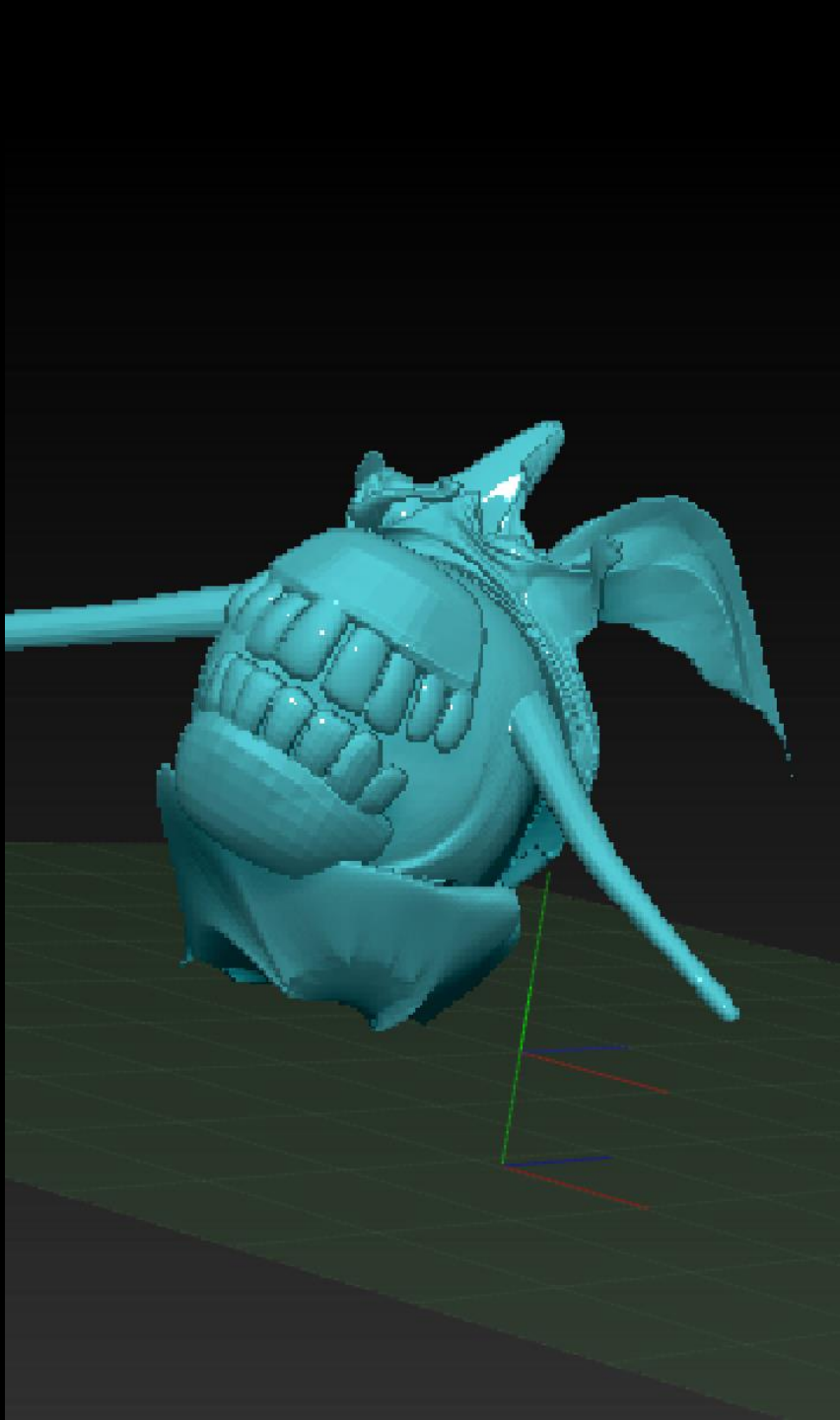
- Poor Balance
- Orange

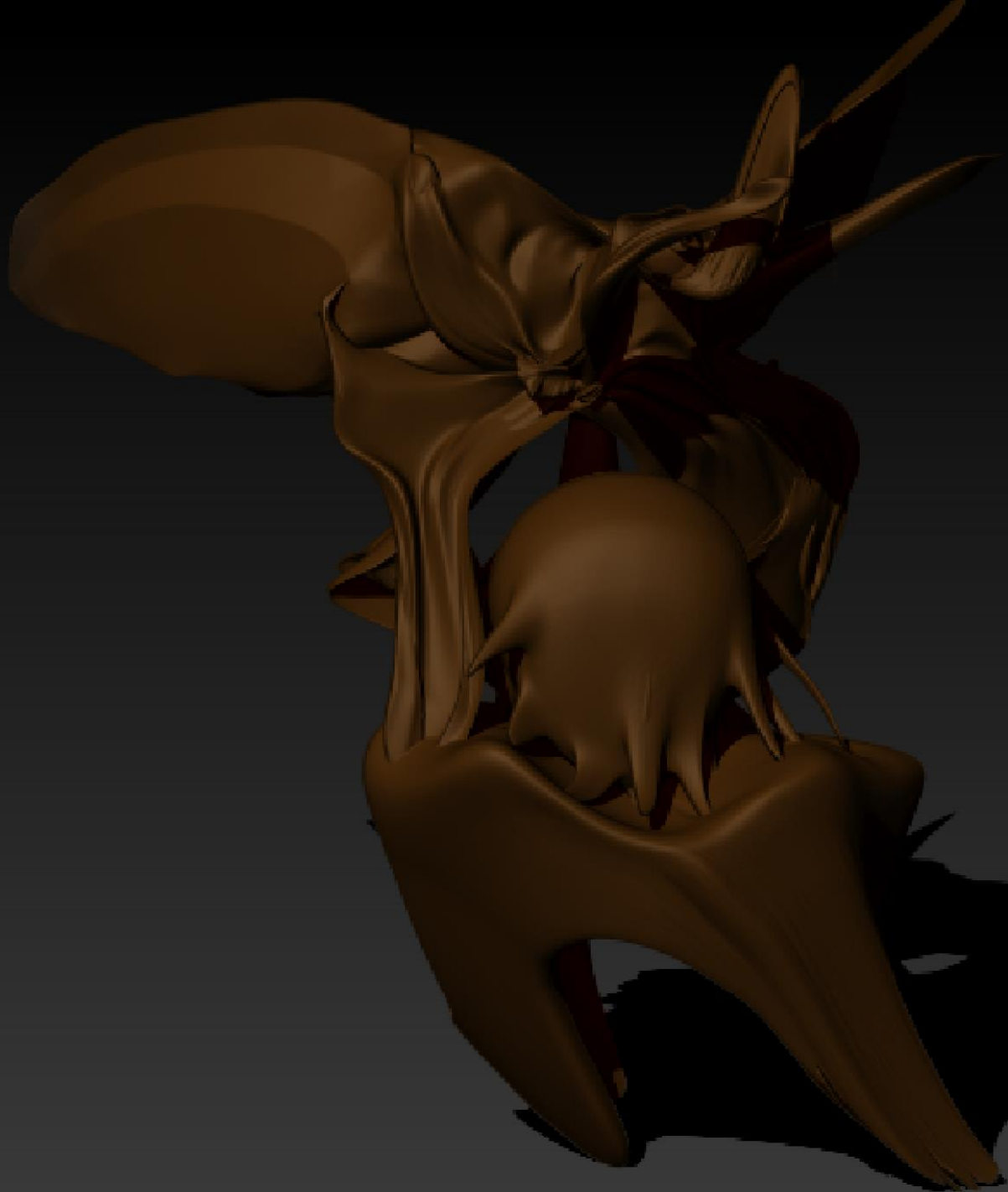






DR. HAL'S SEA MONSTER





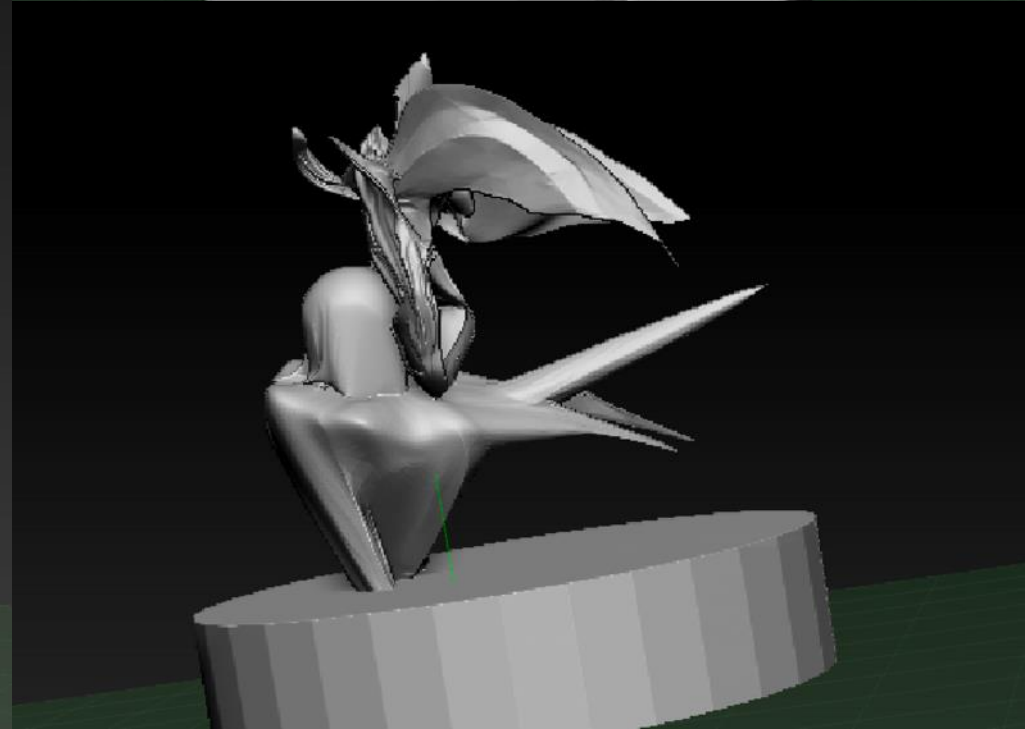
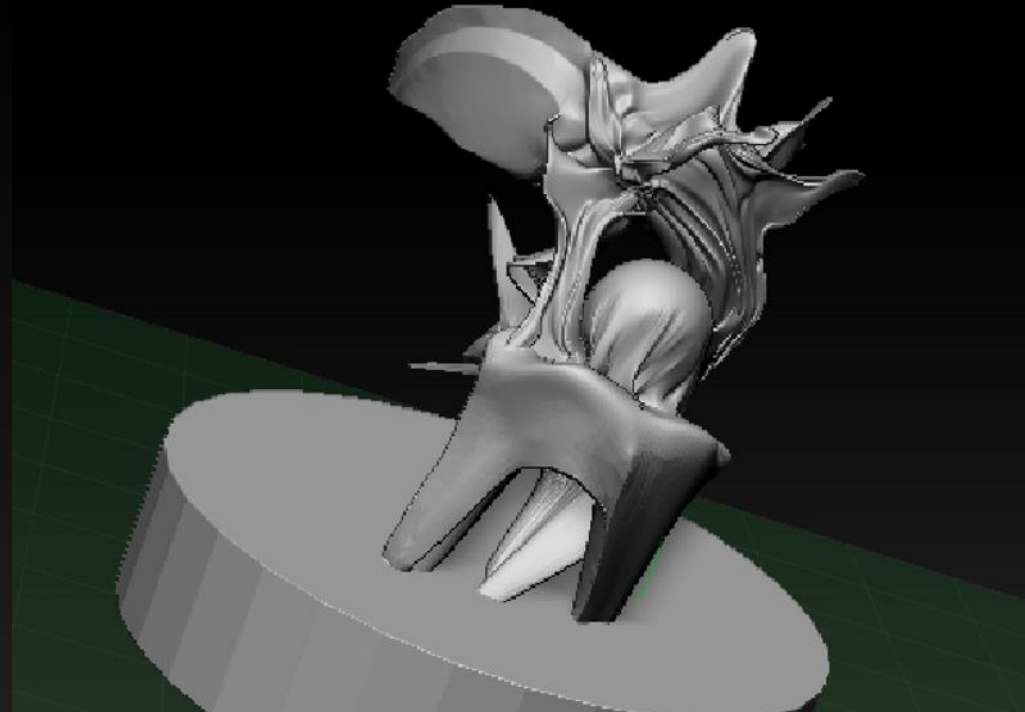
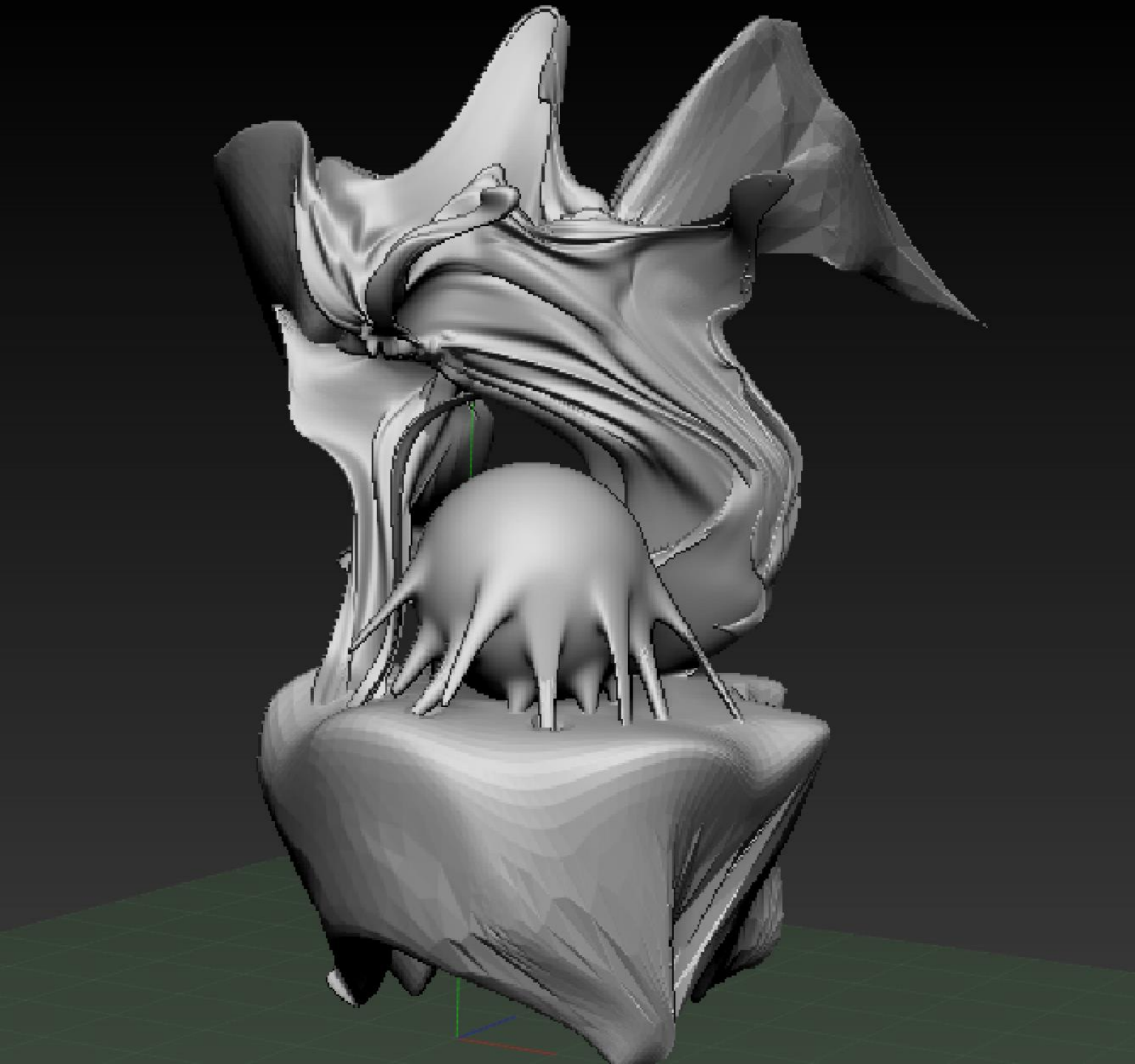
CLARENCE

ABILITIES:

- Can fly
- Can grow limbs
- Stealthy

WEAKNESSES:

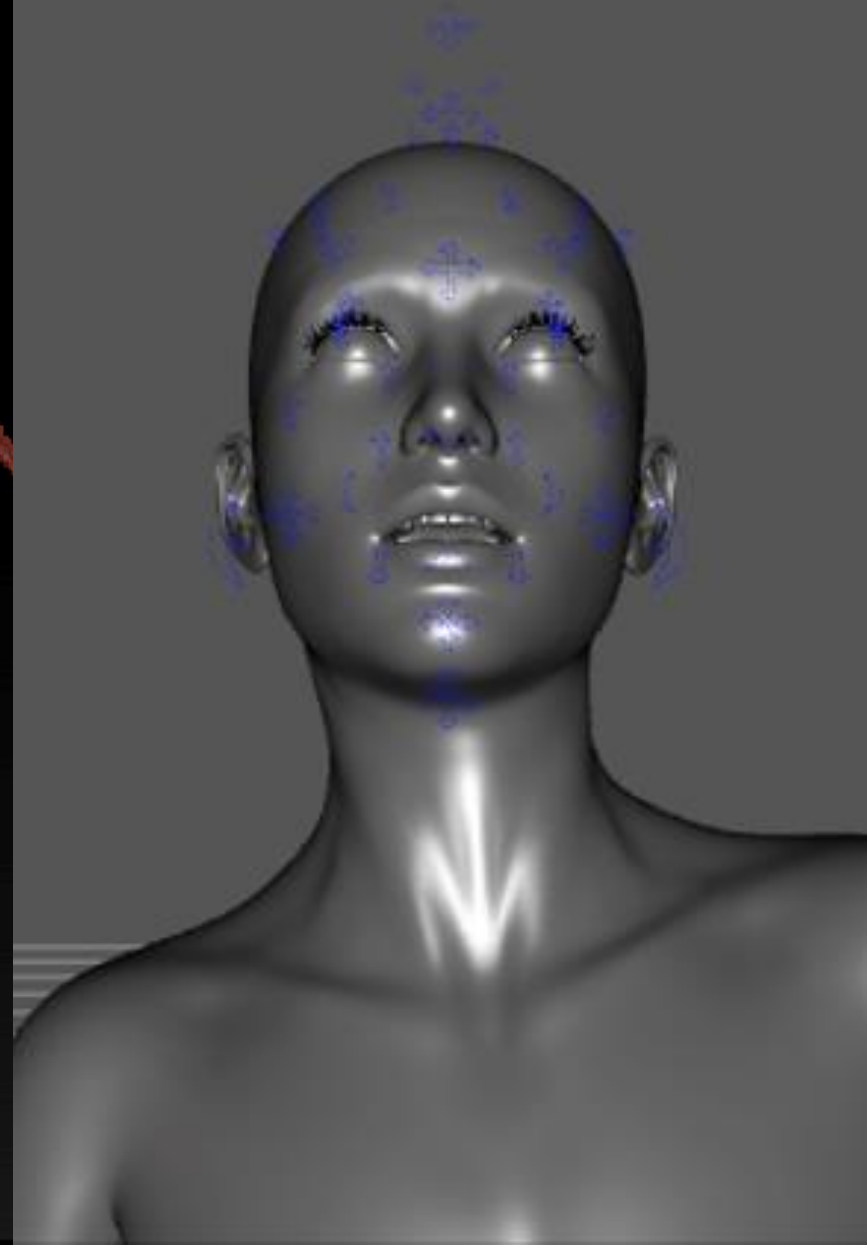
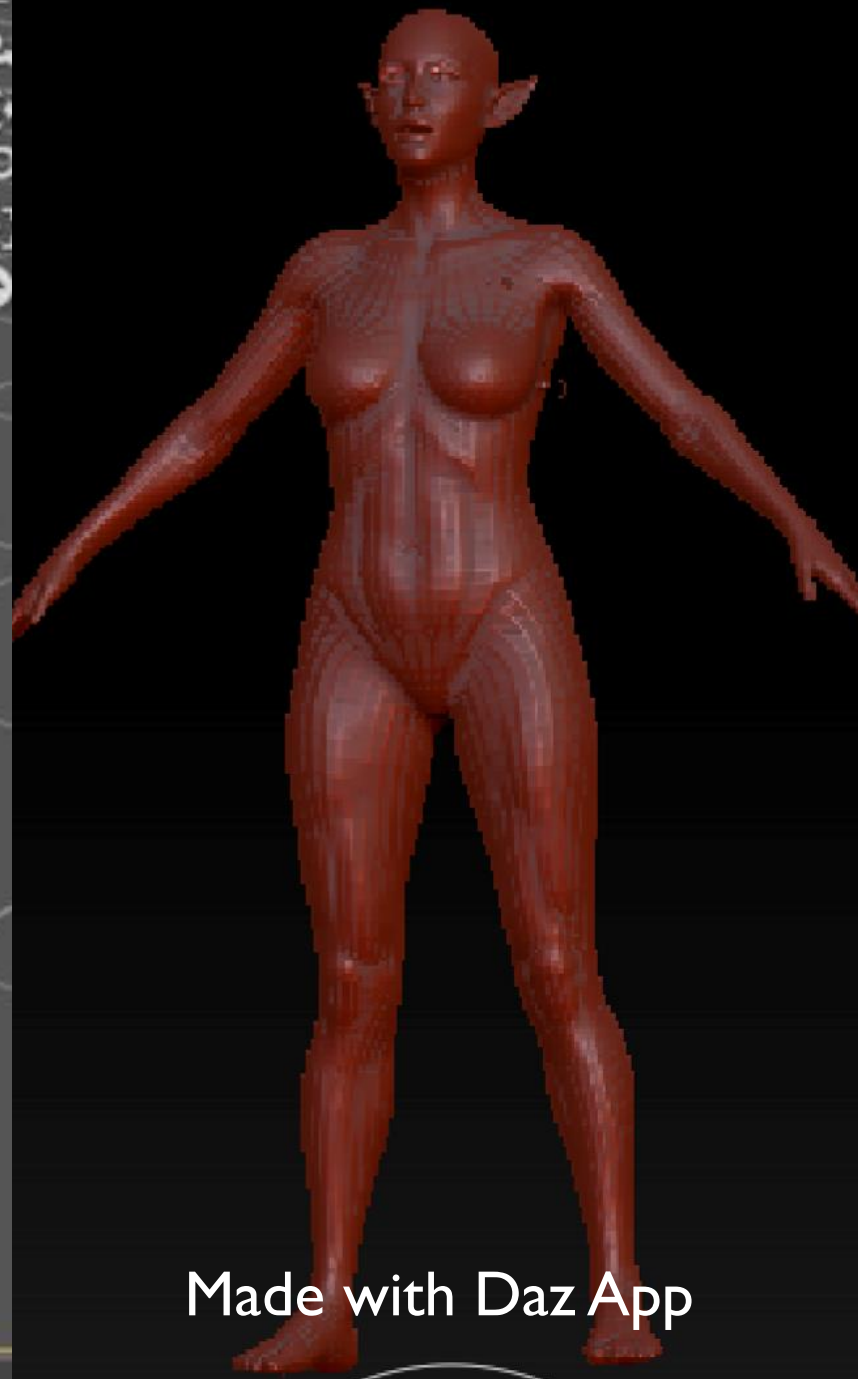
- Poor vision
- Can't jump very high



Queen Oura

- Queen of Orange Planet
- Prisoner in Dr. HAL's Spaceship

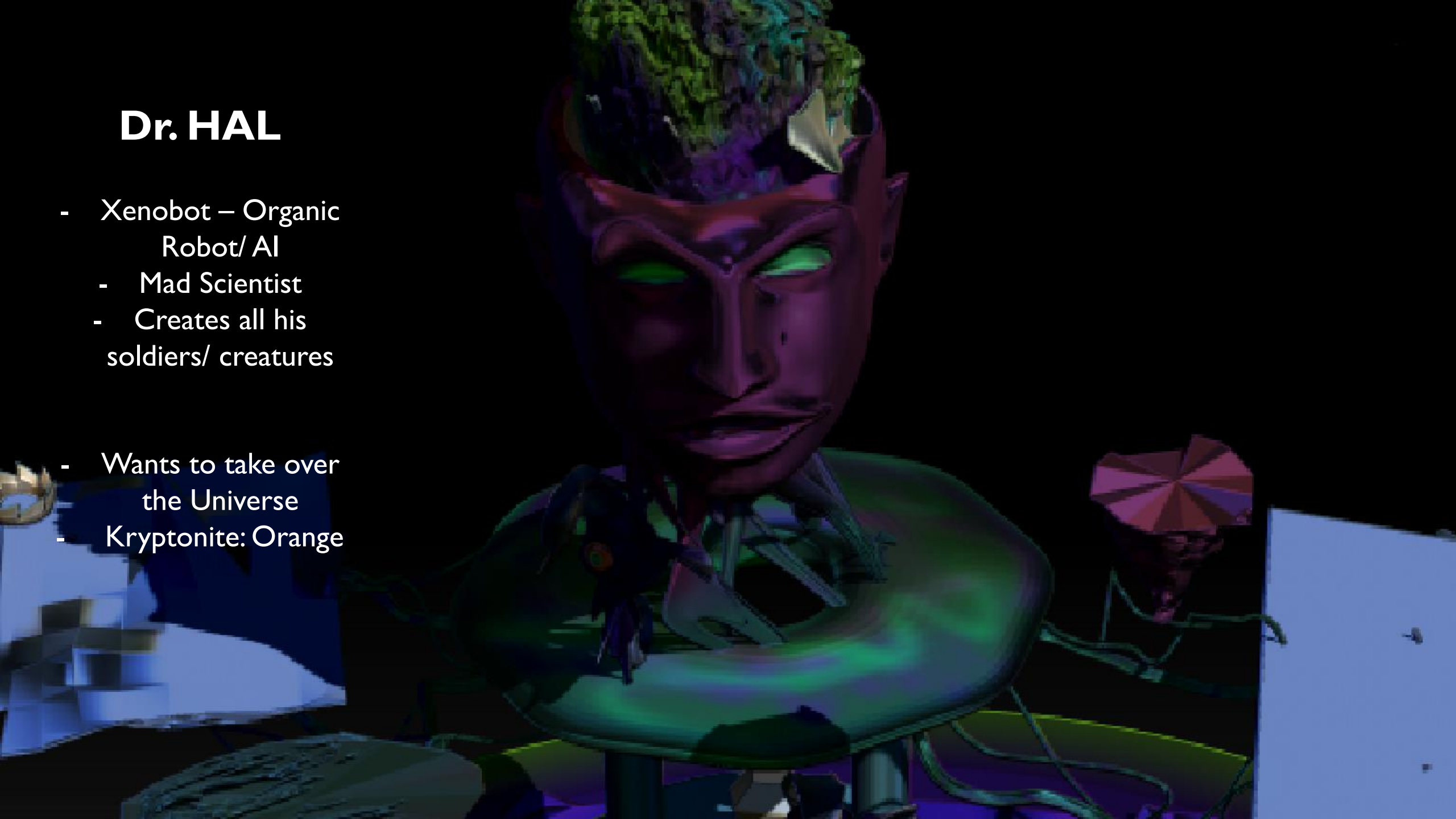




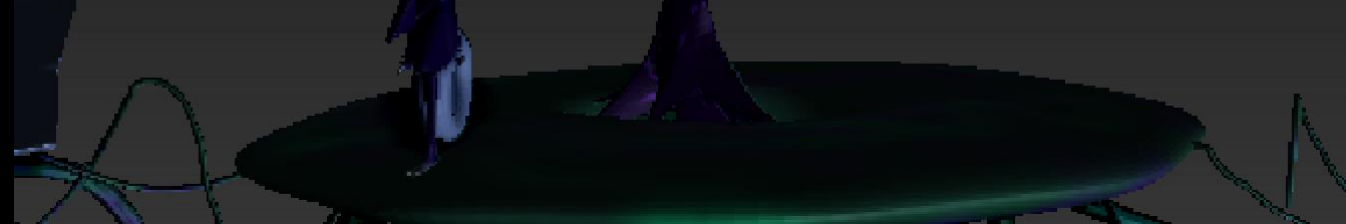
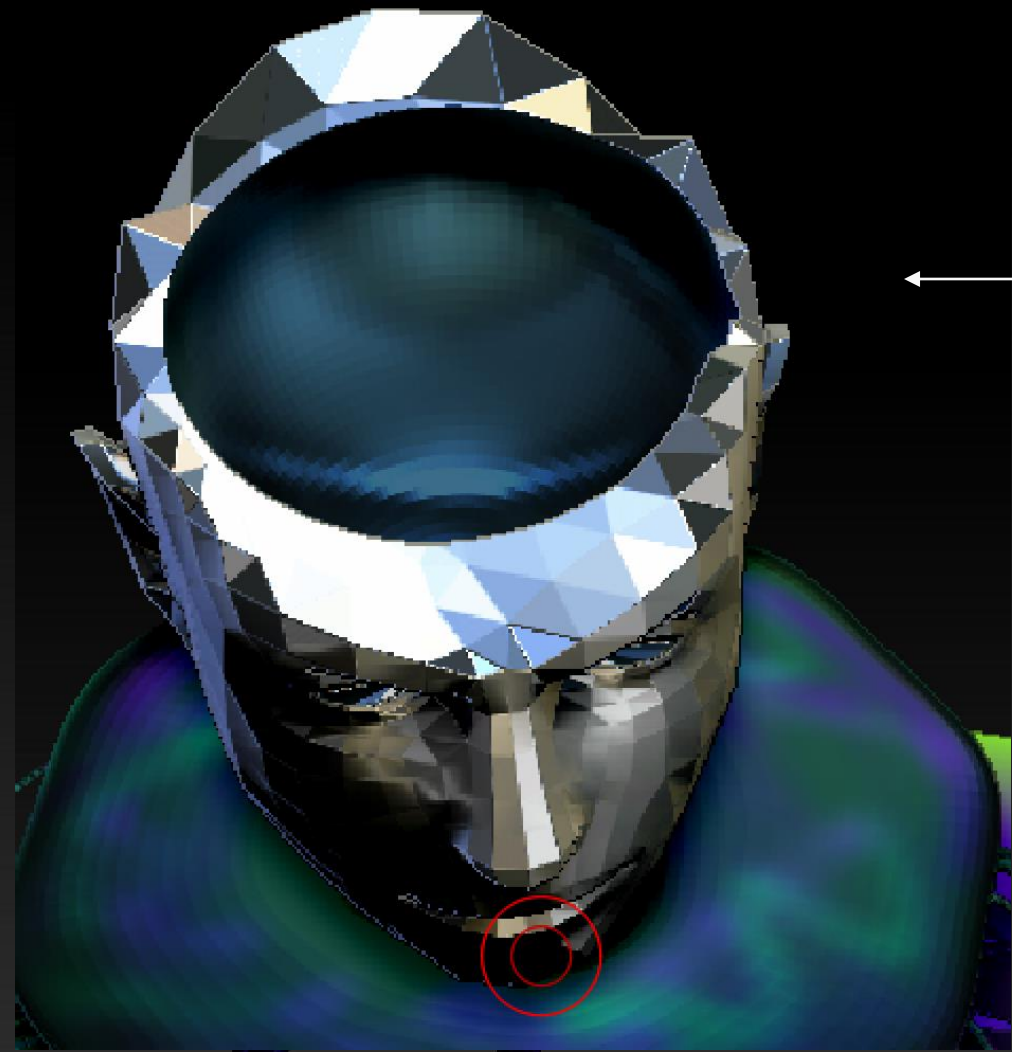


Dr. HAL

- Xenobot – Organic Robot/ AI
 - Mad Scientist
 - Creates all his soldiers/ creatures
- Wants to take over the Universe
- Kryptonite: Orange



Original Head



A 3D rendered scene featuring a large, metallic, purple mask with glowing green eyes and a mouth. The mask is positioned in the center-right. To its left is a glowing blue sphere containing a small, glowing creature. To its right is a large, glowing purple sphere. The scene is set in a dark environment with various plants and structures. The word "GAMEPLAY" is overlaid in the center in white, bold, sans-serif font.

GAMEPLAY

CLARENCE STARTS HERE: Bottom of the ship

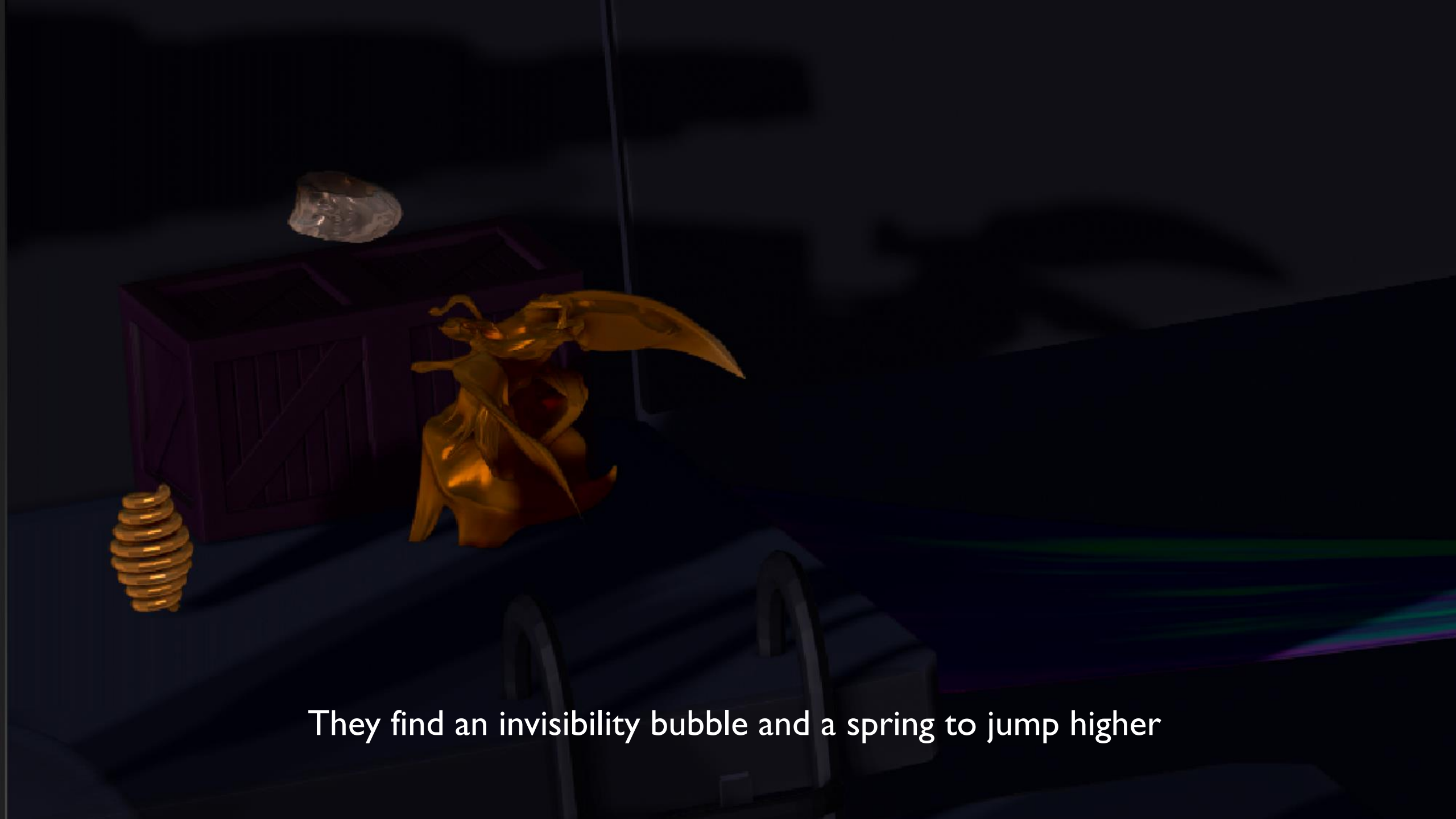


Clarence climbs up to the next floor looking for gear to use

Clarence looks up and ponders how they will rescue Queen Ouora

Clarence finds a box of goods...





They find an invisibility bubble and a spring to jump higher

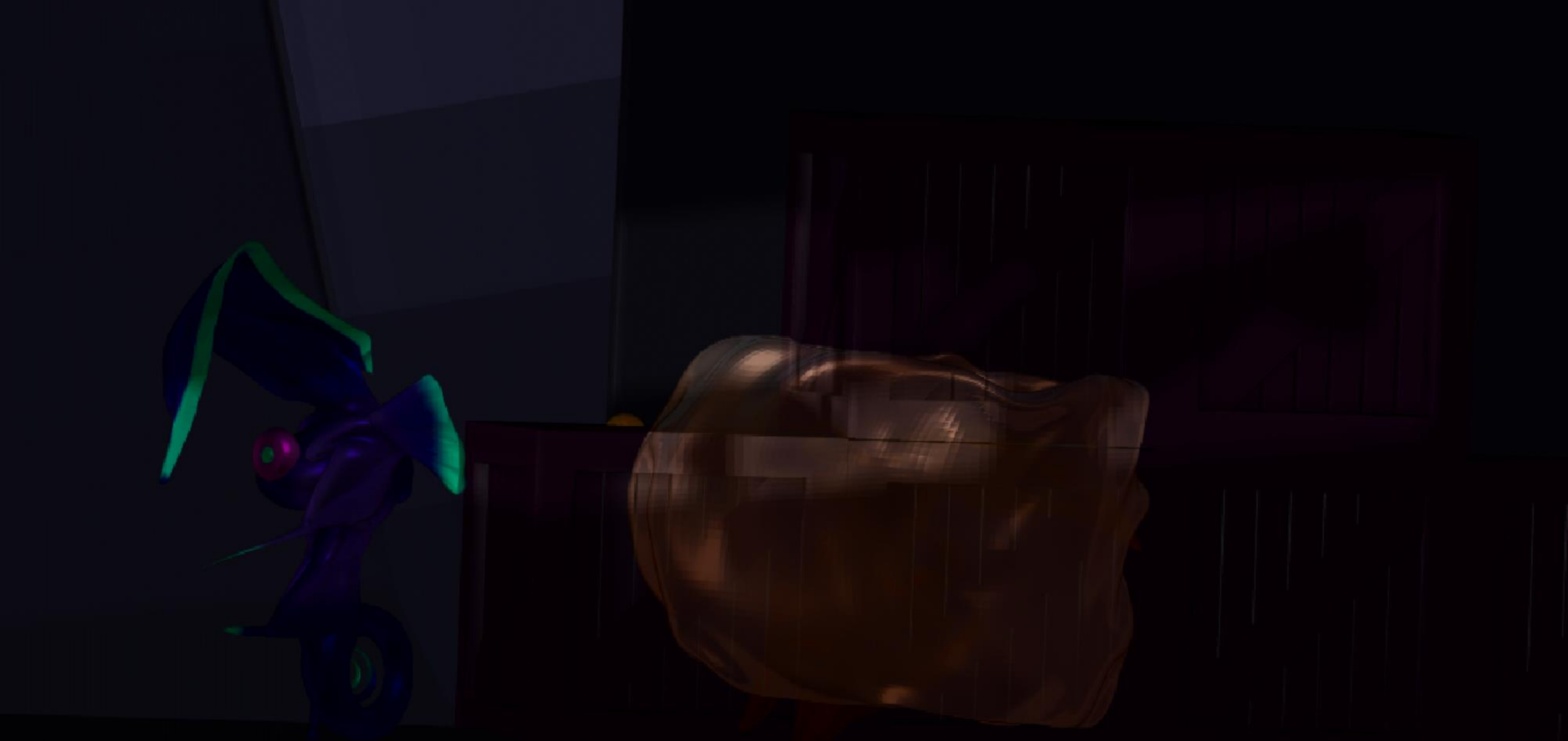
Invisibility Bubble opens...





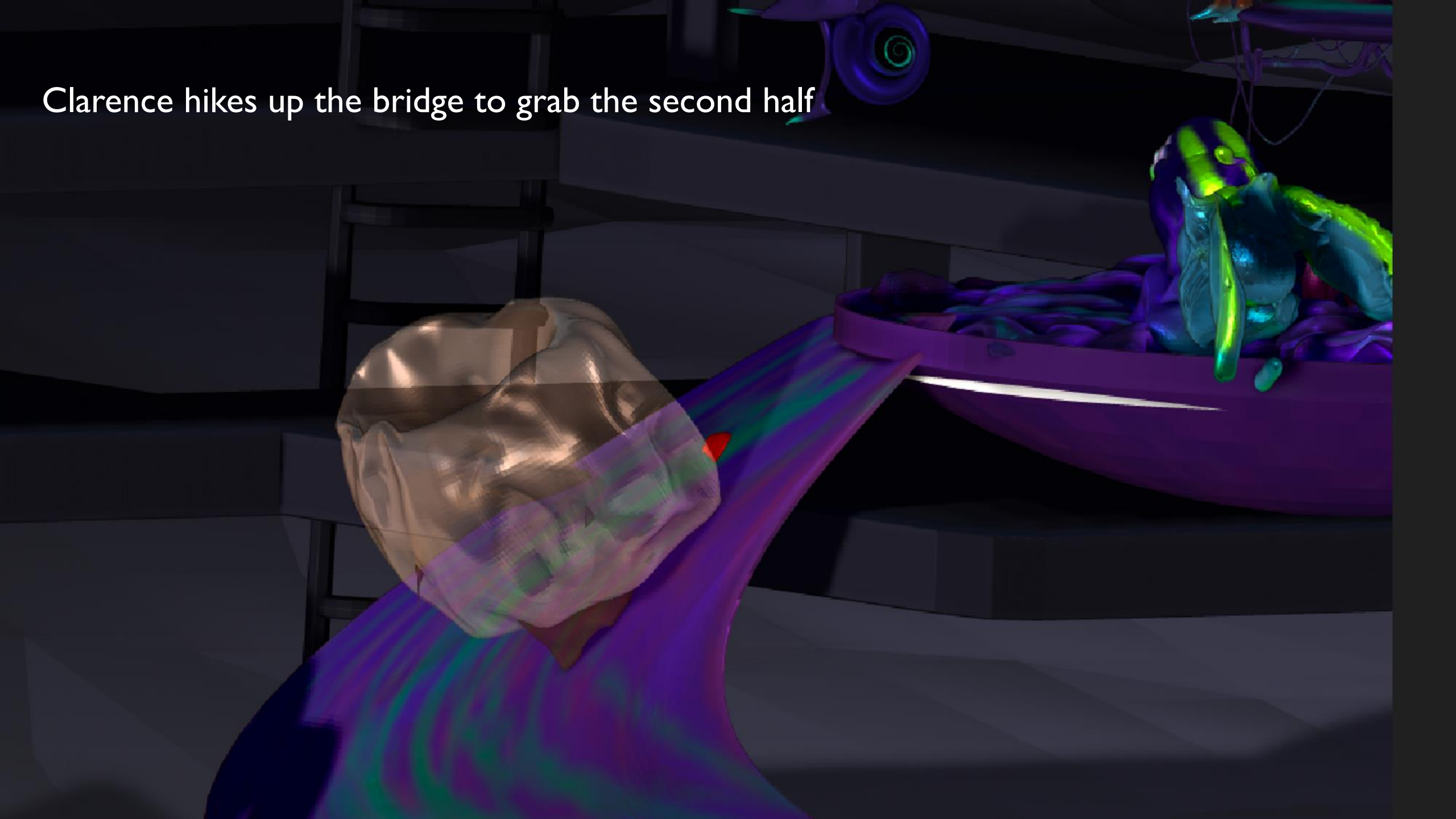
Clarence gets in bubble and is now invisible





Clarence sneaks past a soldier and finds half the crystal that gives Queen Oura power

Clarence hikes up the bridge to grab the second half



Clarence flies passed the sea monster towards the Dr. HAL's lair

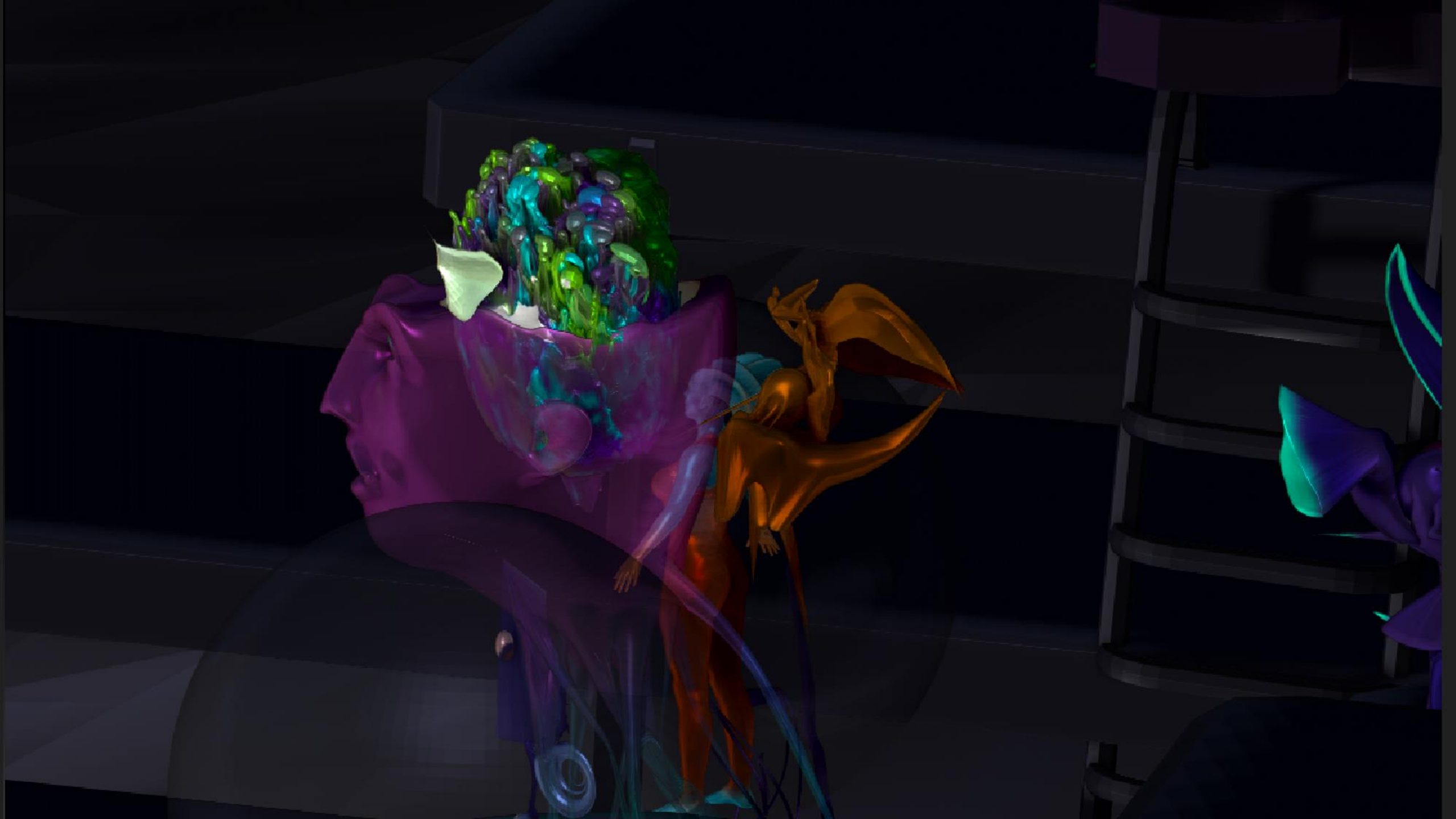


Clarence places complete Orange crystal in helmet

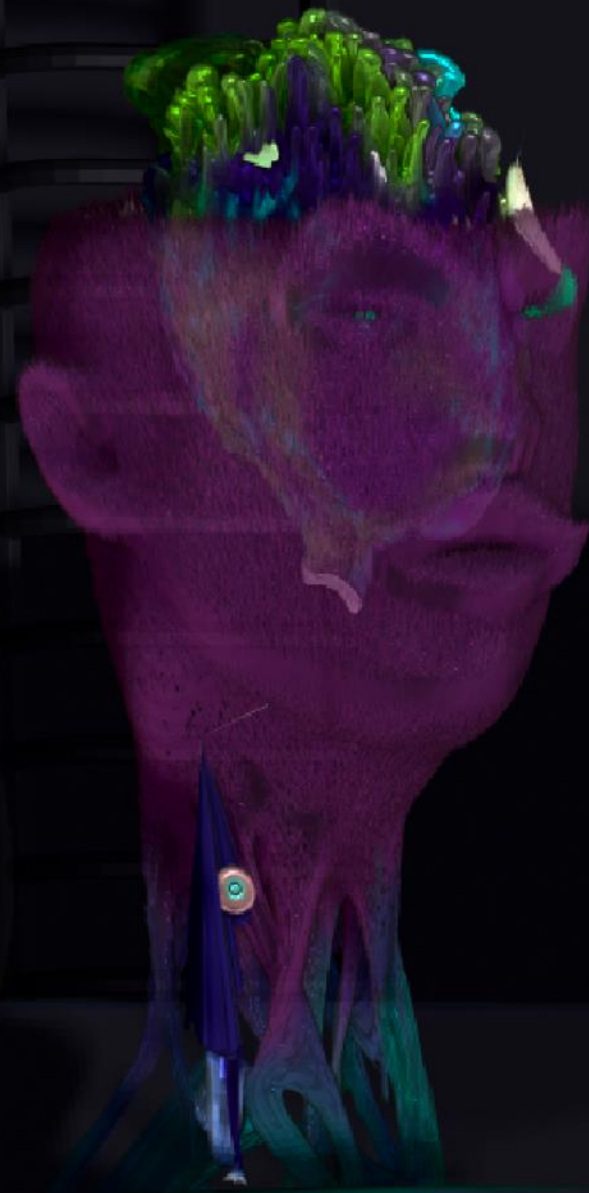


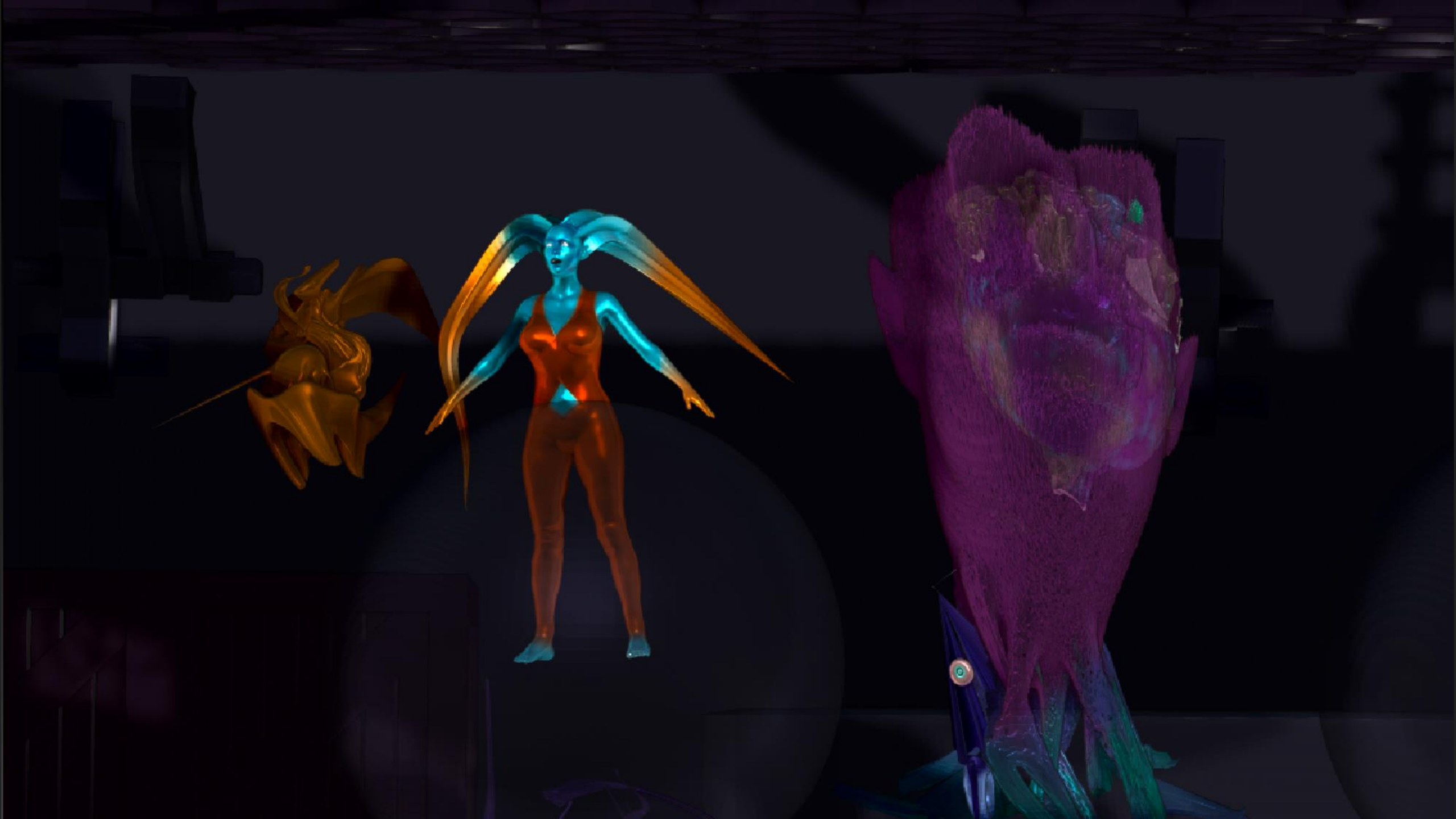
Clarence uses a spring to jump up and inject the Orange into Dr. HAL





Clarence rescues Queen Oura







They make their escape

THANK YOU