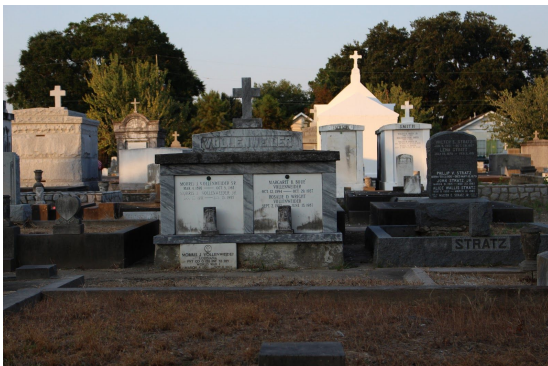


Adam Montello
Senior Project
Corey George
12/14/17

Senior Project Reflection

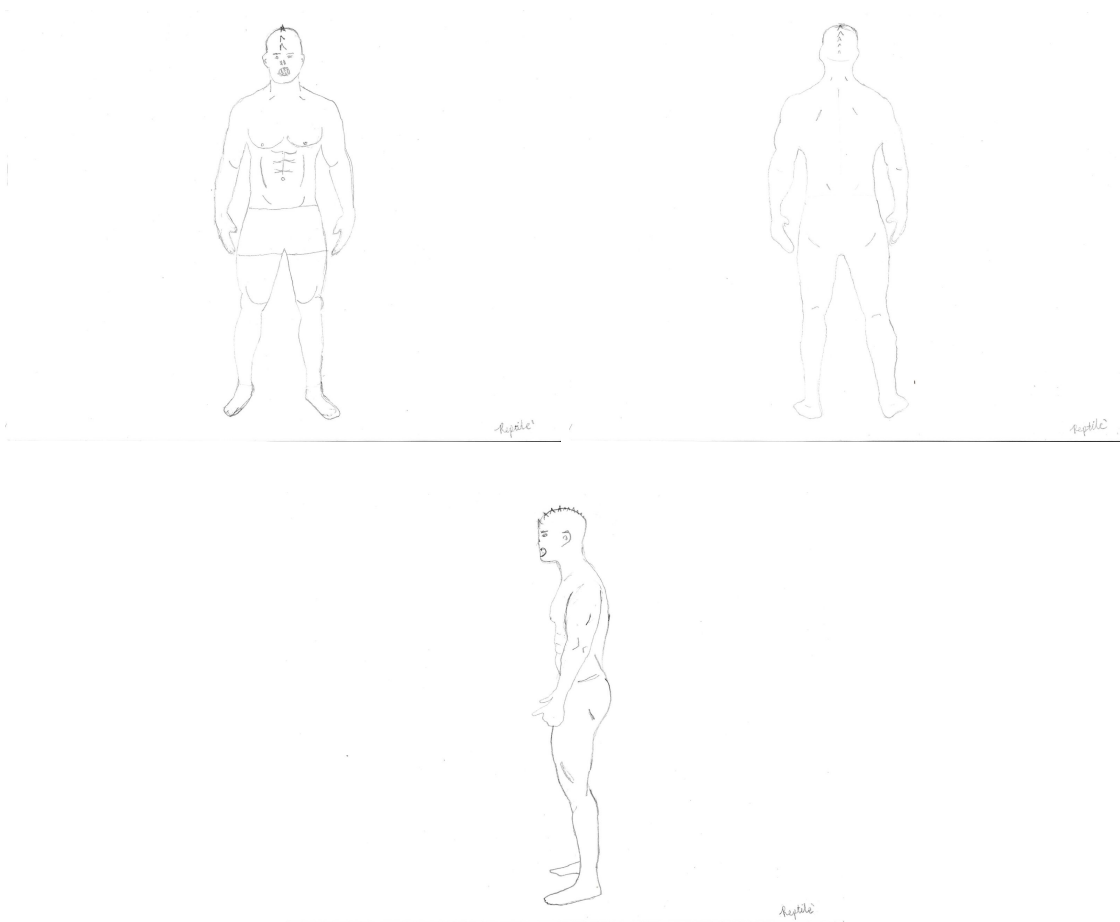
Reptilē, the character I have been developing for the past year, has been an opportunity for me to engage in a few aspects of digital arts. Whether it may be graphic design, 3D modeling, conceptual art, or digital illustrations, this project gave me the chance to explore. My inspirations do not only generate from one place. The places I have been, the people I have met, the games that I have played, and the stories I have heard, collectively influence the approach I took. For instance, New Orleans is one of my favorite cities, especially since my brother has lived there for the past several years.

Below are some photos taken during my last trip to the area, all used for inspiration:



Videos games are a large passion of mine. Mortal Kombat and Tekken are games that I grew up on and a lot of the characters were developed so well. One character that comes to mind is Reptile from Mortal Kombat. I definitely wanted to go in that sort of direction, however I do not think I would ever want to make a villain. Reptile is a mysterious individual, almost scary in a sense, although he does good by Nola. I wanted to make him more humanistic, however I took a different route three dimensionally.

Sketches:



It is fortunate when a project goes fairly similar to what you imagined. I had never fully designed my own character before, which always comes with hiccups. All in all I had a really good experience and I honestly hope to continue developing this character into a larger idea.

There are several routes I could attempt, such as a video game, comic series, TV show, 3D animation, or 2D animation. All of these routes seem feasible, so why not try them all.

Nevertheless, more hours of contemplation need to be had.

More photos, 3d models, and originals:

