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The Assassin

UNREAL ENGINE

The Brief

To summarise the art test was to create a realistic charact fitting the styles of example games listed. Deliverables include renders, UE scene and a development log.

ART TEST | CHARACTER - REALISTIC

Design, model and texture a realistic Protagonist or Antagonist.

- Your chosen character would be the main protagonist who is either supposedly destined to save the realm or the antagonist who will do anything they can to stop anyone from ruining their grand plan.

Setting: A Fantasy RPG World
Examples but not limited to; Dragon Age, Balders Gate, Kingdom Come Deliverance.

- **Style:** Aim to achieve a PBR Realistic Art Style.
  - This is somewhat subjective, but if the style leans predominantly towards Realism in both shape language and material definition that should be appropriate. A Semi-Realistic style shouldn't be an issue.
    (The Witcher, Balder's Gate, Dragon Age, Kingdom Come Series etc)

- **Sculpting:** Show examples of modern sculpting techniques.
  - Use a range of modern techniques to produce a mesh and textures on-par with AAA game standards. This may include VDMs, high-res alphas for the skin, or perhaps nano/micromesh elements for clothing etc.

- **Narrative:** Consider what is the characters personality?
  - What is the characters backstory? How does this influence their appearance?
  - Can you tell which "class" your character may be from looking at them?

- **Presentation:** Explore presentation and Size.
  - Character Posing, this is key to helping convey your characters unique personality.
  - Consider options to present your character such as dioramas or ground plane although supporting det-dressing and props are not required.

- **Lighting & Materials:** Explore Unreal Engine 5's real-time lighting.
  - Realtime lighting allows you to iterate quickly. Use this to your advantage and use lighting to give your environment a mood which lifts the full scene.
  - Demonstrate a variety of PBR surface types such as metals, fabrics and skin.

Please note, Quixel Me...

ART TEST | CHARACTER - REALISTIC

Art Test Deliverables:

- Final completed environment, in the Unreal Engine 5.
  - Create the project using the Third-Person Project Template to allow your scene to be moved around within.

- 5+ High-Resolution Screenshots of your final work showing a variety of perspectives of your completed characters.
  - Screenshots should at least be 1920x1080 Resolution. We would also recommend ensuring screen percentage is set to 100% and you Fullscreen when capturing your screenshots to ensure full quality.
  - Ensure character screenshots are not all in T-Pose. Posing is required.

- A Development Diary within which you will depict creation process.
  - A diary log to document your progress throughout the project's timeline, detailing your chosen workflows and why you have chosen them.

Technical Constraints:

- 65- 100K Triangles for the character and any props.

- Maximum of Four 4K texture sets for the main character and supporting props.
  - This is a test in being efficient and using workflows which allow high reuse of textures.

- Use a reasonable polycount needed to achieve high quality results and smooth silhouettes.
  - Don't waste polygons, if they aren't providing a function do you really need them?
  - No Nanite, The assets should be game-ready in a broad sense. Nanite is Unreal Exclusive and not currently supported on skeletal meshes.

Visual Inspiration.

Dark Fantasy Characters - Poliana Ferraz

Kiera – Marlene Lynn Beumker

Blacksmith - Alex Savelev

Please note, Quixel Megascans or other downloadable assets used for dioramas will not be marked but may be used for presentation.

Concept

I found a plethora of concepts as well as different colours schemes but in the end, I settled on the images in the bottom right as I though the style was more cohesive as well as it matching the brief a lot more.

Concept

I settled on this concept because it went hand in hand the example games, this being the likes of Baldur's Gate and Dragon Age. From a personal take, it matched the style of The Wheel of Time and The Witcher which are also known to be outstanding in the fantasy genre. To put it simply, I wanted to create a character that mirrored the brief.

Creative Process

I started with the female base mesh inside of Zbrush and I used masking to extract the clothes. Form there I refined and edited to push the form of the sculpt in hopes to achieve the realistic look I am going for.

Creative Process
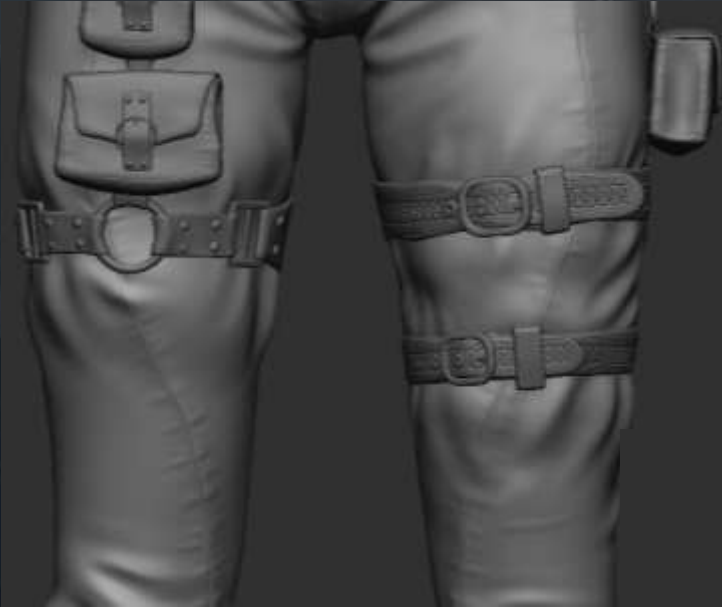
I refined some areas such as the belts and clothing.

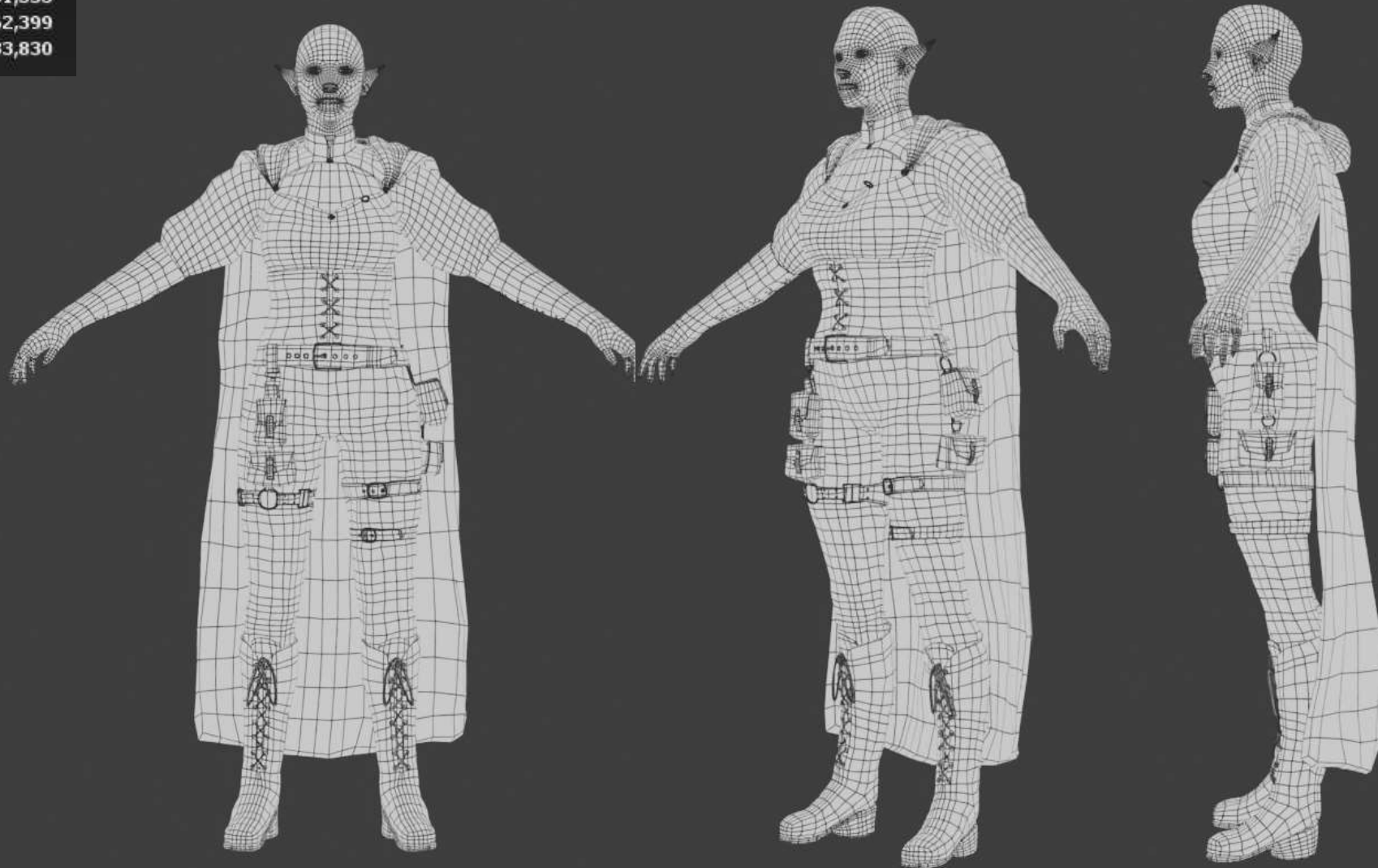I also finished the sculpt with the added cape and braid, ready for the groom creation.

Creative Process

In terms of the head, I started rough, trying to refine some of the anatomy as well as pushing the form to achieve the realism I need.

Creative Process

Total
Polys: 31,353
Tris: 62,399
Verts: 33,830

Creative Process

ID	Name	Sub-Material	On/O
1	Head	02 - Default (Physical Mat	✔
2	Eyes	02 - Default (Physical Mat	✔
3	Clothes	02 - Default (Physical Mat	✔
4	Metal	02 - Default (Physical Mat	✔
5	Farbic	02 - Default (Physical Mat	✔
6	Accessorie	02 - Default (Physical Mat	✔
7	Hands/boc	02 - Default (Physical Mat	✔
8	EyesOuter	02 - Default (Physical Mat	✔

Head 4k	Accessories 2k	Metal 2k
	Inner Eye 2k	Outer Eye 2k
Clothes 4k	Fabric 2k	Hair 2k
	Body 2k	

I separated the mesh accordingly. Utilising the 4 4k texture sheets we were able to use.
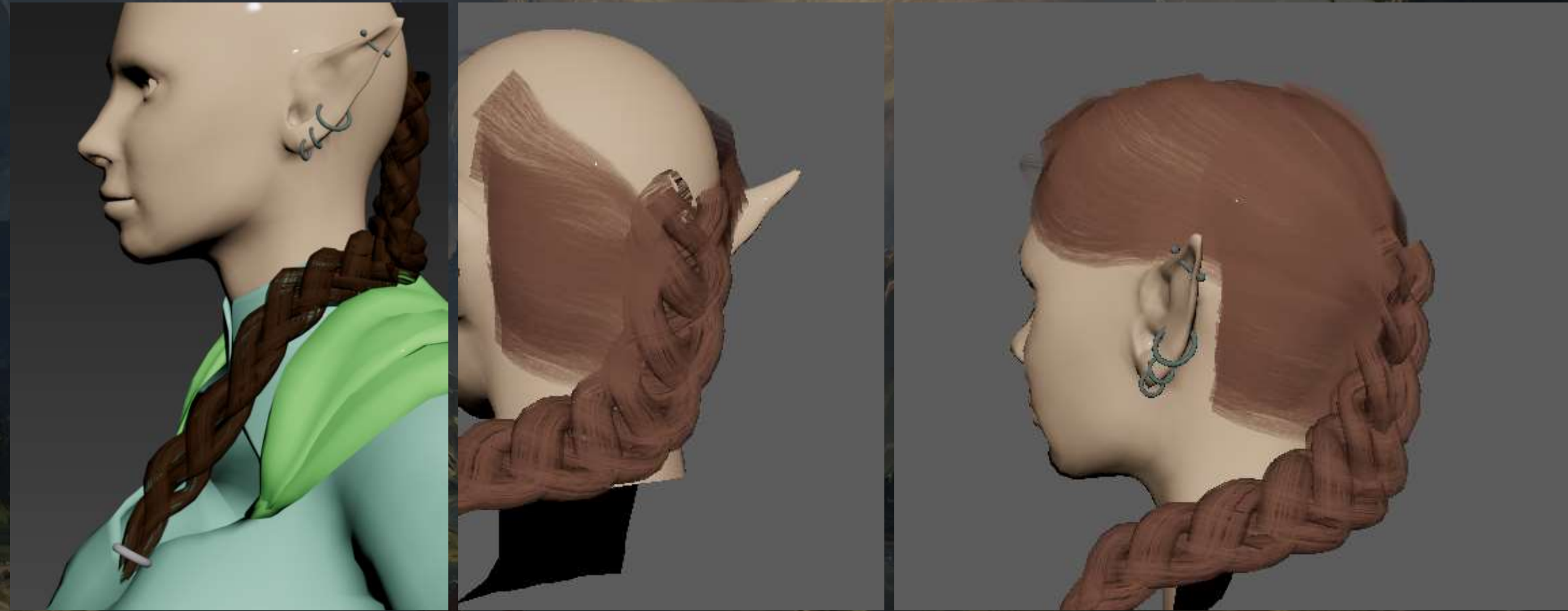
Creative Process

With the texturing I started with a simple base colour which I then refined and adjusted.

Creative Process

Creative Process

For the hair I created hair fibres in XGen where I then bake the fibres down to create the texture for hair cards which I placed inside of maya using GS CurveTools.
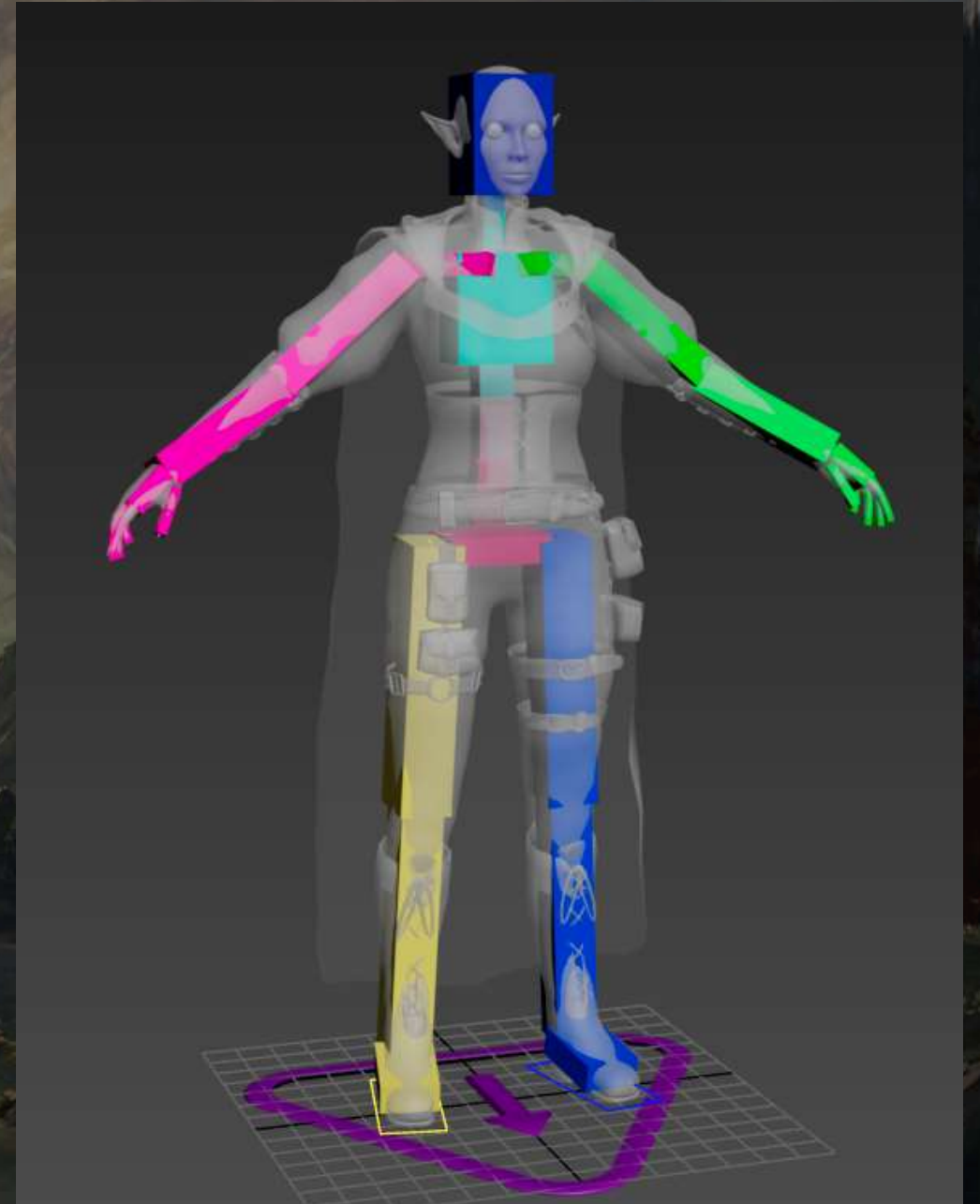
Creative Process

Creative Process

In the end, the groom came out well and I was happy with the result.

Creative Process

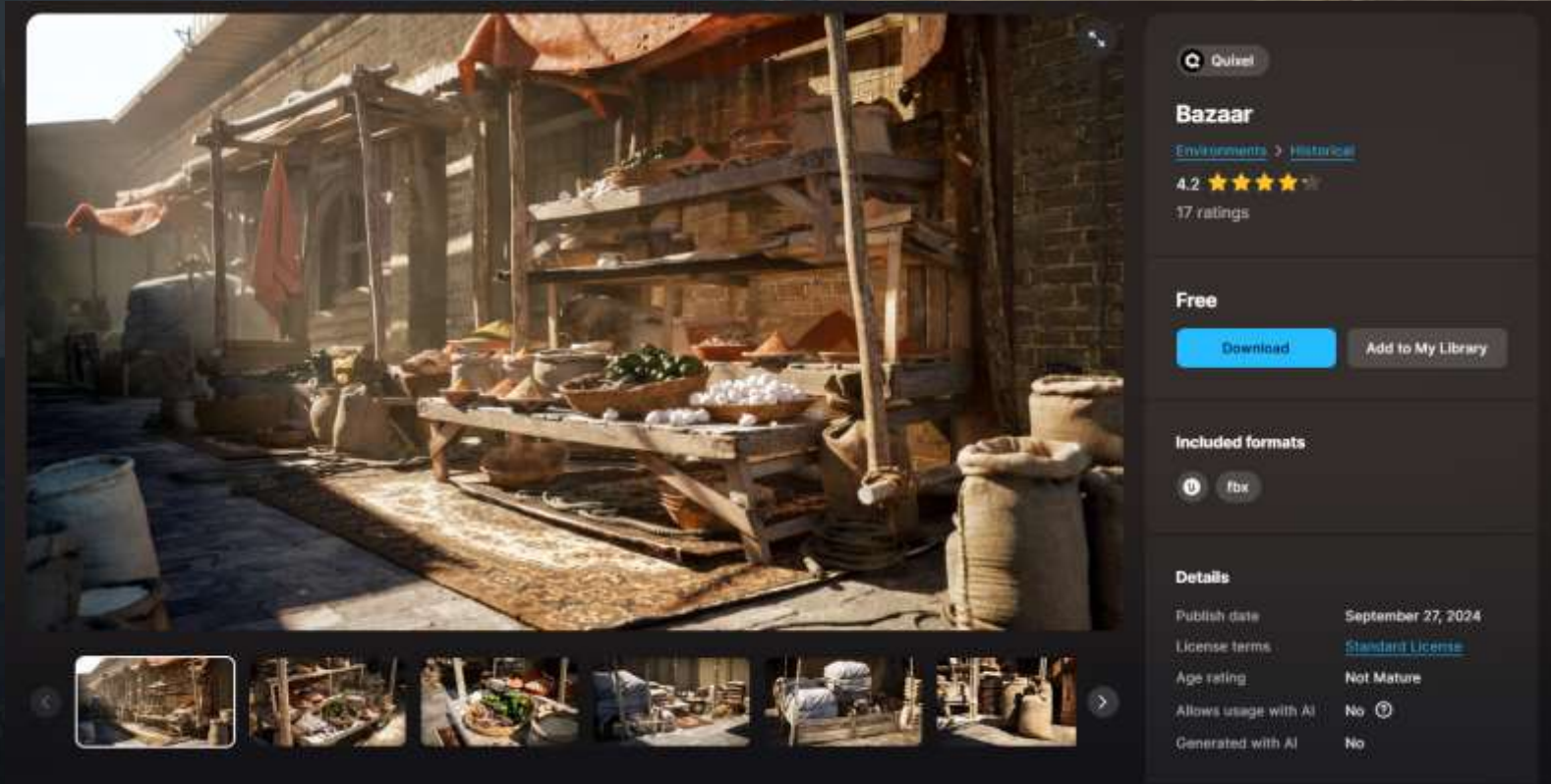To pose the character, I took the model into 3ds Max, and I utilised the human base rig.

Creative Process

I created 3 simple poses for my character using the CAT rig.

Creative Process

To help with the renders I found a simple scene on FAB.

(No date). Available at: https://www.fab.com/listings/ccde8d34-48fc-4876-b1cd-1658af34ffbb

Creative Process

Creative Process

After making some tweaks there was a little improvement in the renders. I adjusted the HDRI as well as the directional light and the result was better.

Creative Process

I chose a different HDRI for these renders as I wanted something different and the cloudy sky really adds another element to the images.

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