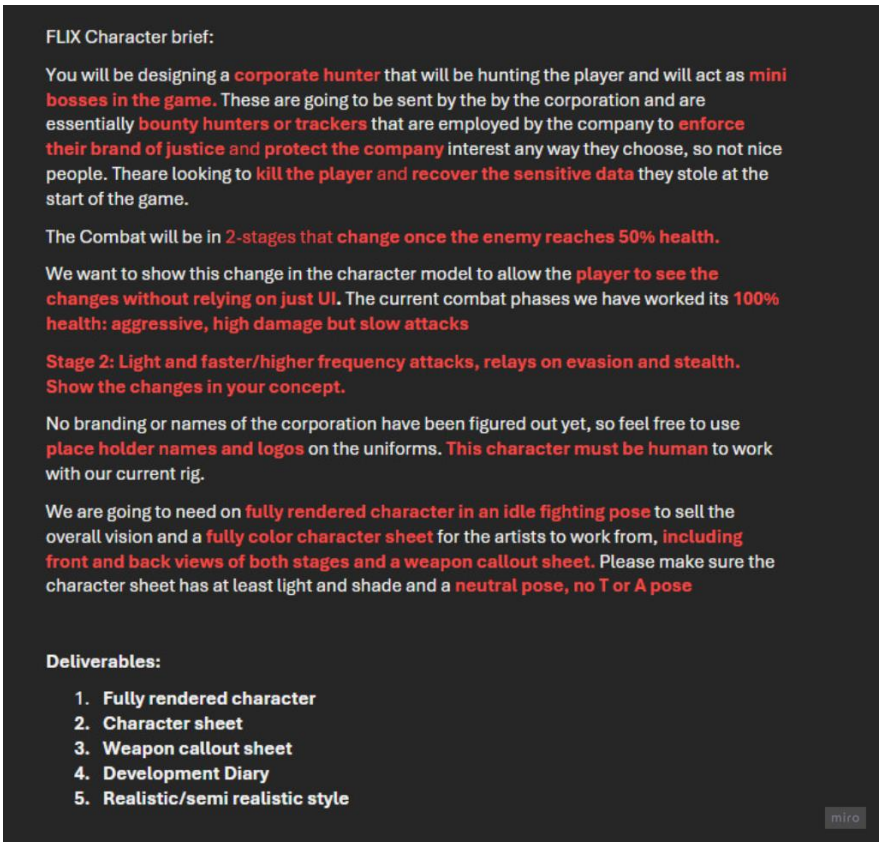
Firstly, i have deconstructed the brief and made sure i understand what i need to make to meet the requirements before gathering ideas and references for the development.

I got the character brief and going through it couple of points stands out to me

The character is Mini boss for player to encounter a Human Corporate hunter, so its working for a big company, will need to include some kind of branding showcasing that it is a hunter from said company. And the setting is sci-fi which is quite a broad topic so will have some creative freedom on the direction.

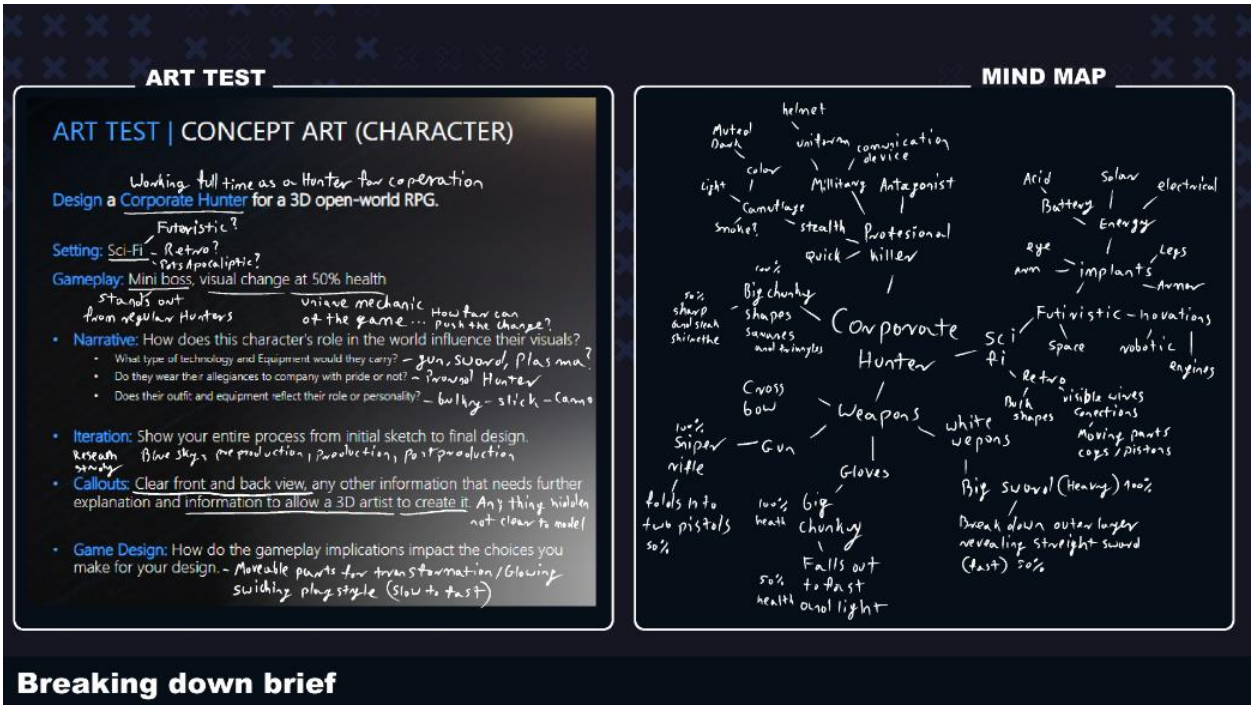
The mechanic of visual change once mini boss will reach 50% of health, so will design the parts that will help with indicating the change of play style.

When showcasing the character, we need to put them in more action idle pose no A or T poses in realistic or semi realistic style.



Going forward with mind map, searching for possible ideas as, i think we can explore, many directions with that method that can be explored through the project. What kind of

theme i want to go for or weapons combination / transformation, attitude of character, and any implants that would like to be included.



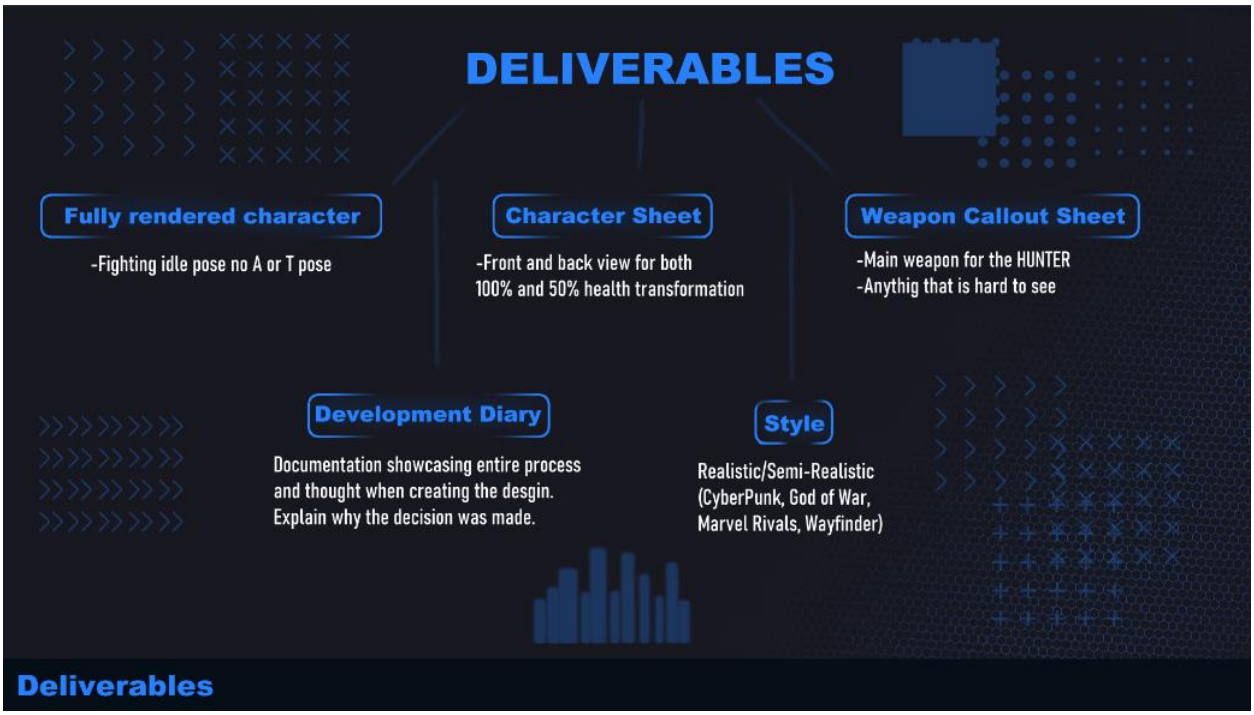
To make sure i hit every deliverable, i did a quick list to check and see roughly how long it can take me on development before i need to focus on making the final sprints.

-Fully rendered character,

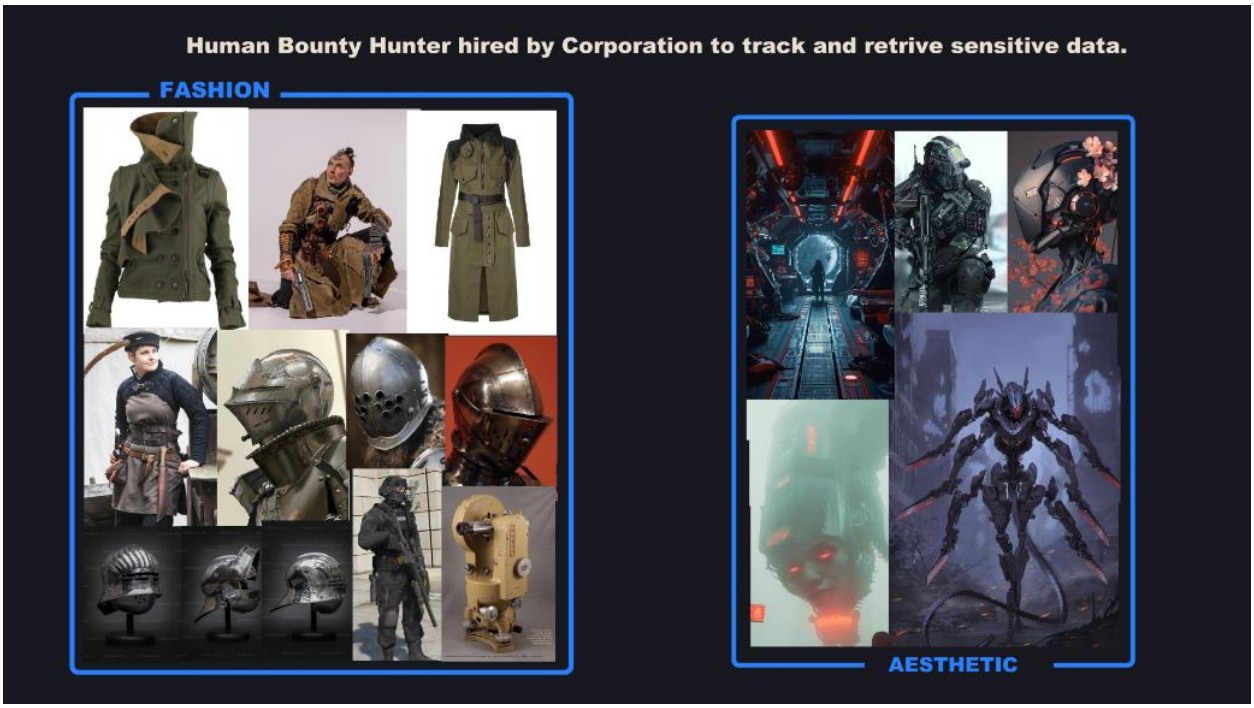
Character Sheet,

Weapon Callout sheet,

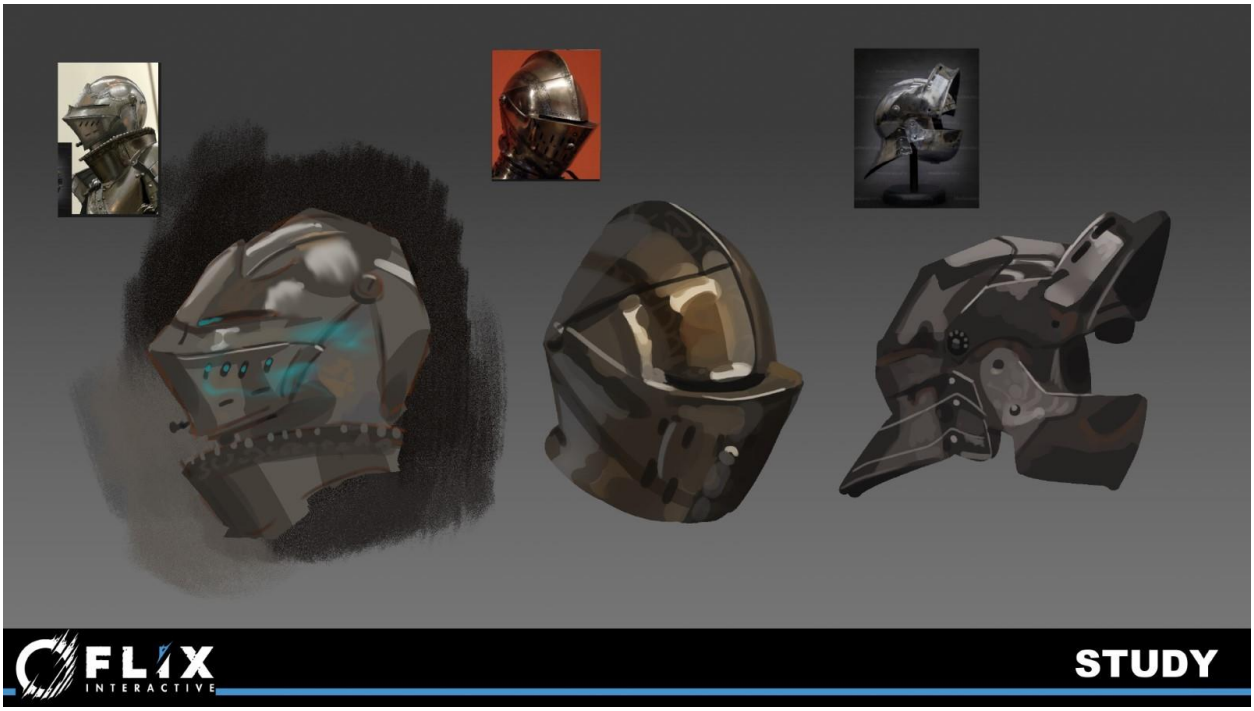
Development Diary.

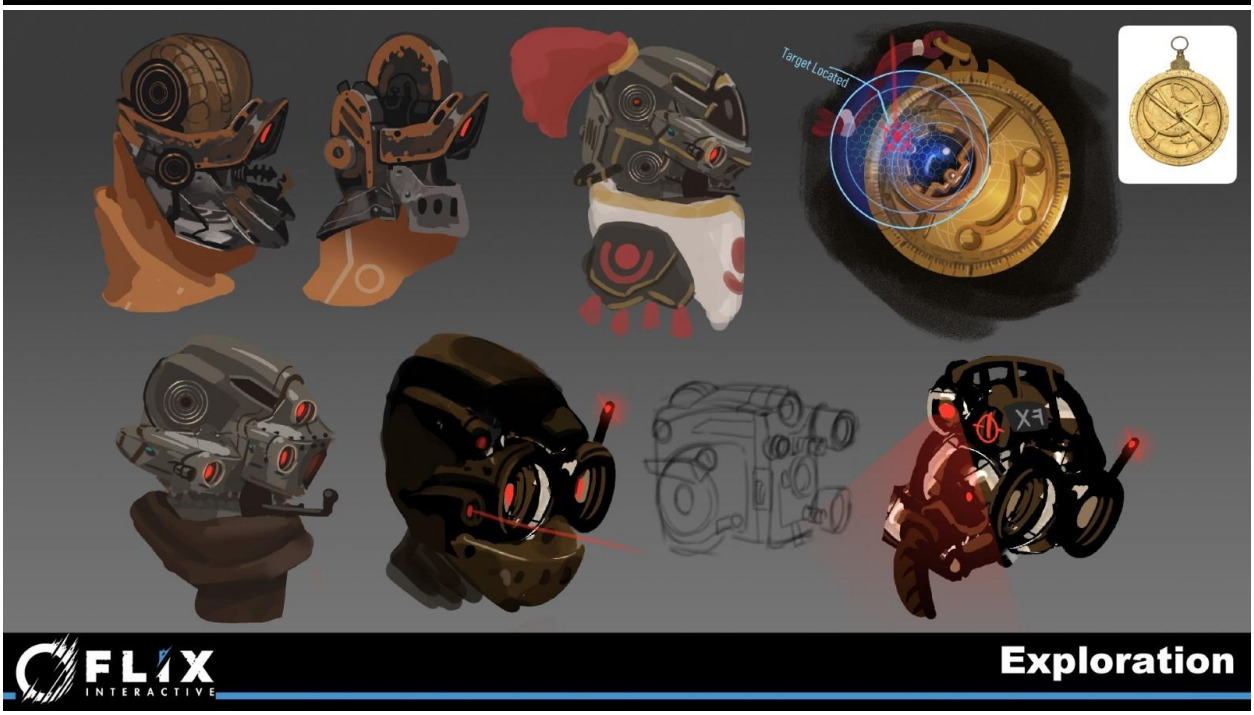


Then later i switched direction a little bit and wanted to combine knights with sci fi, instead as that sounds extremely epic, A Sci fi Crusader corporation Hunter was sent to give judgment on those who steals data. Collecting some references of the outfits and machinery i want to play around to search around.

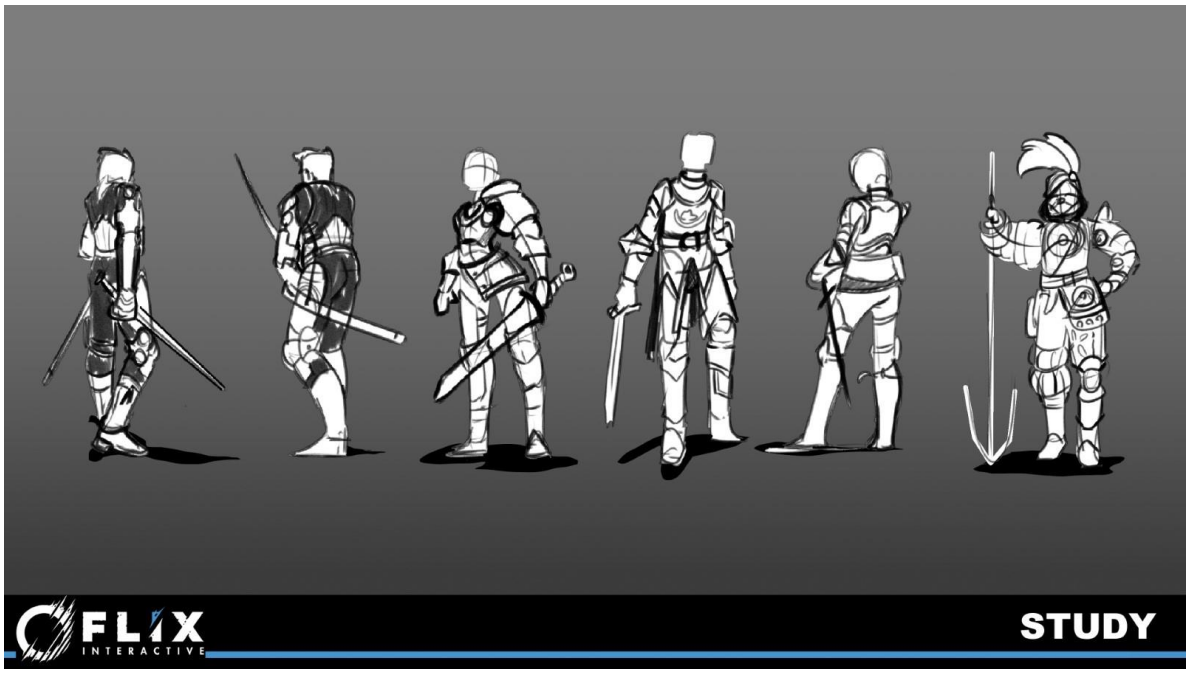


I did studies metallic helmets, firstly trying to see how to render metal as well as construction of the helmet itself. Then i took the helmets and changed them into early concepts, playing around with implementation of the sci fi aspects, like camera lenses.





Then i started with sketching some knights for warmup to get loose idea of armor vs metal. Then freshly after i started to make silhouettes design trying to combine feeling of knights and sci fi

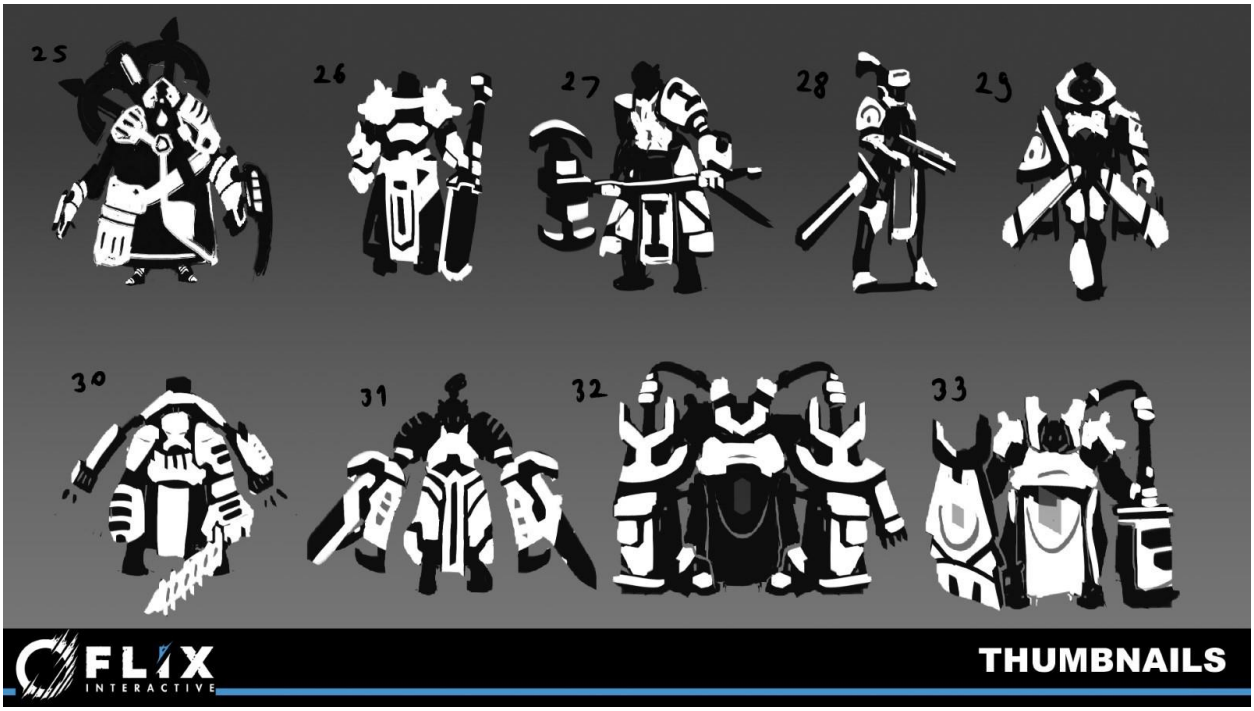


Further loose sketches to give more Starwars feeling and maybe some augmentation for certain parts, but it did not work that well as they felt too much like knights themselves.

After the early stage of searching, with sketches i move on to make more silhouette going into more sci fi / steam punk knights. i don't think some of them work well as they are going more into fantasy feeling especially the big guy, i could change them giving more of the blasters/ energy weapons. I will look into Warhammer which combines fantasy and sci-fi elements quite well and see how I can bring the design together.

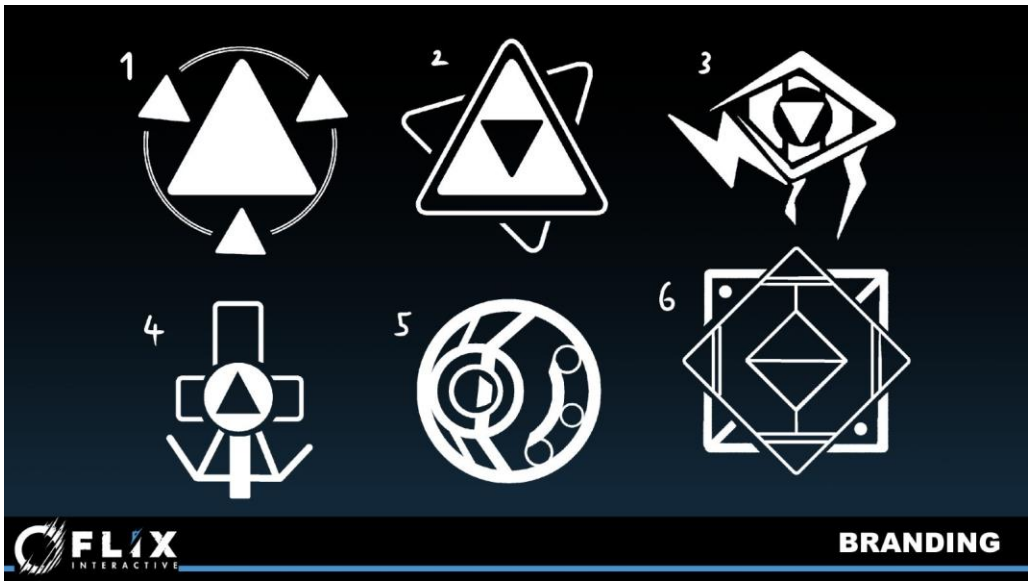
I received feedback on the thumbnails and started looking at some of the Warhammers designs as they are the feeling and direction i am looking to go for, sci fi fantasy knights.

After exploring this i found out that I can take those exenterated armor designs and push them little back on proportions and scale, making the armor parts more believable. As i tried going big with armor and shapes, but it was a point that i think will not work for the brief as this take away from being human.

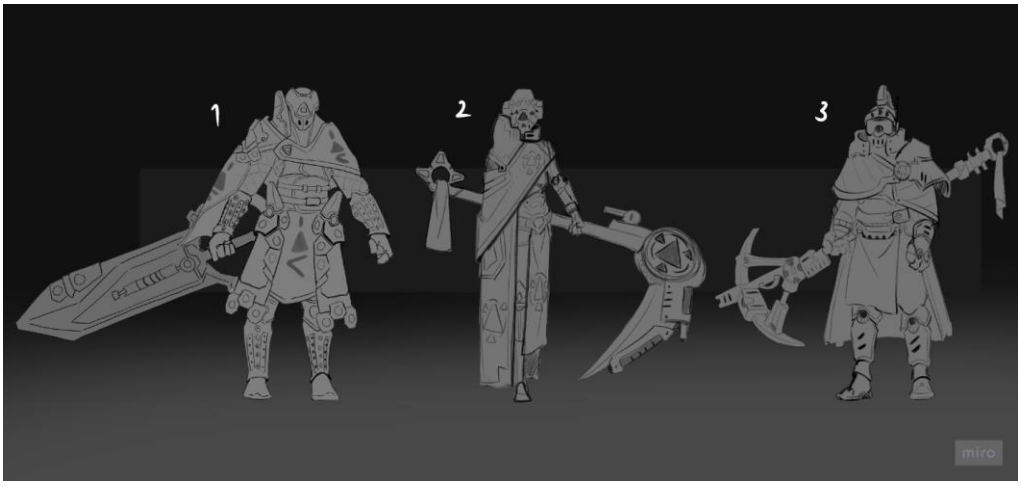


Branding exploration is important as it's a corporate hunter they will have to represent the company which in most cases the logos are displayed all over the design,

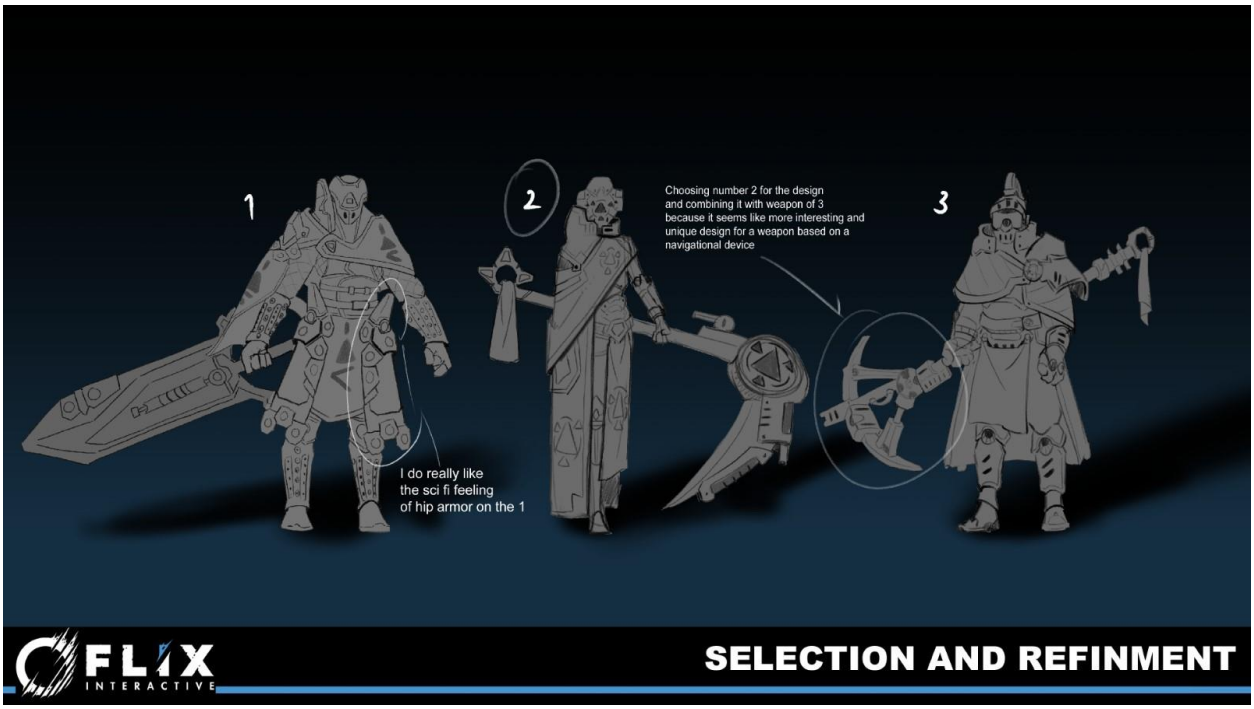
I had some different ideas with the graphic design, mainly trying to keep it clean and scarry looking using triangles. I have chosen number one as it resembles the targeting specific thing which in this case, they are specialists in targeting and retrieving stolen data.



I took my favorite designs that will fit the brief and clean up 3 of them, designing the shapes within to suit the sci fi aesthetics. And adding logos and branding to each of them as well to indicate they are working for cooperation. When cleaning up tried to not make them too busy with details as its often the case when making mechanical sci fi concepts, it can quickly run of over detailing making no space to rest your eyes, that's why i chosen big shapes of cloth where i can place subtle branding without much contrast for some rest



Then i decided to go with number 2 as it had most interesting shape language I can explore, but i like the weapon from number 3, being the most interesting and unique one that will make the character itself stand out as mini boss better in my opinion. I want to try incorporating hip armor from number 1 and see if that will work or overcomplicate the design. Now I will be applying the combination.

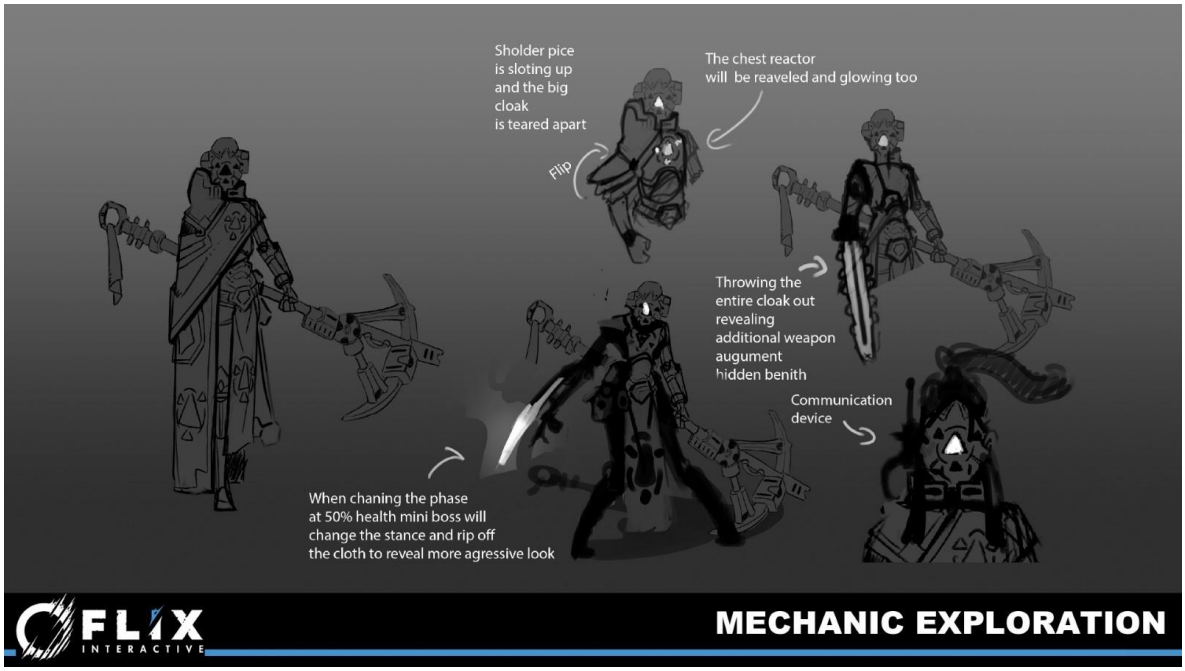


Helmet variations to see which one i would like to go with, using different light shapes but the rounder ones feel too friendly and vertical ones adds to already tall feeling of the character, but not contrast it, so ultimately decided on the triangle pattern that i used as a branding for the character.

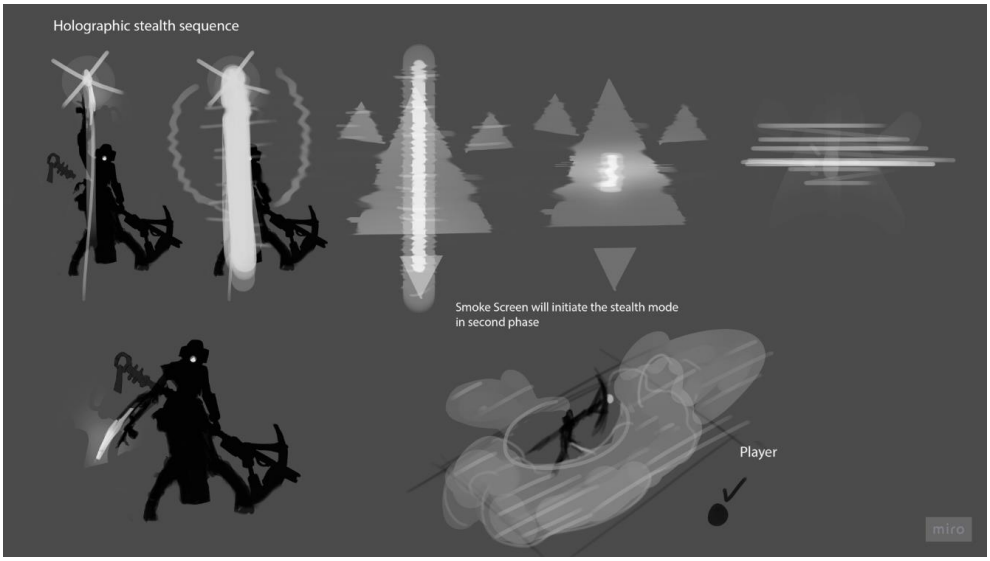
In the color iteration i was focusing to get that feeling of dark cooperation knight, so i mainly used dark colors but also explored some lighter ones, indicating some kind of more

religious direction as they are knights, crusaders that are super loyal to their believes. My favorite color iteration is number 3 with the dark/ royal feel.

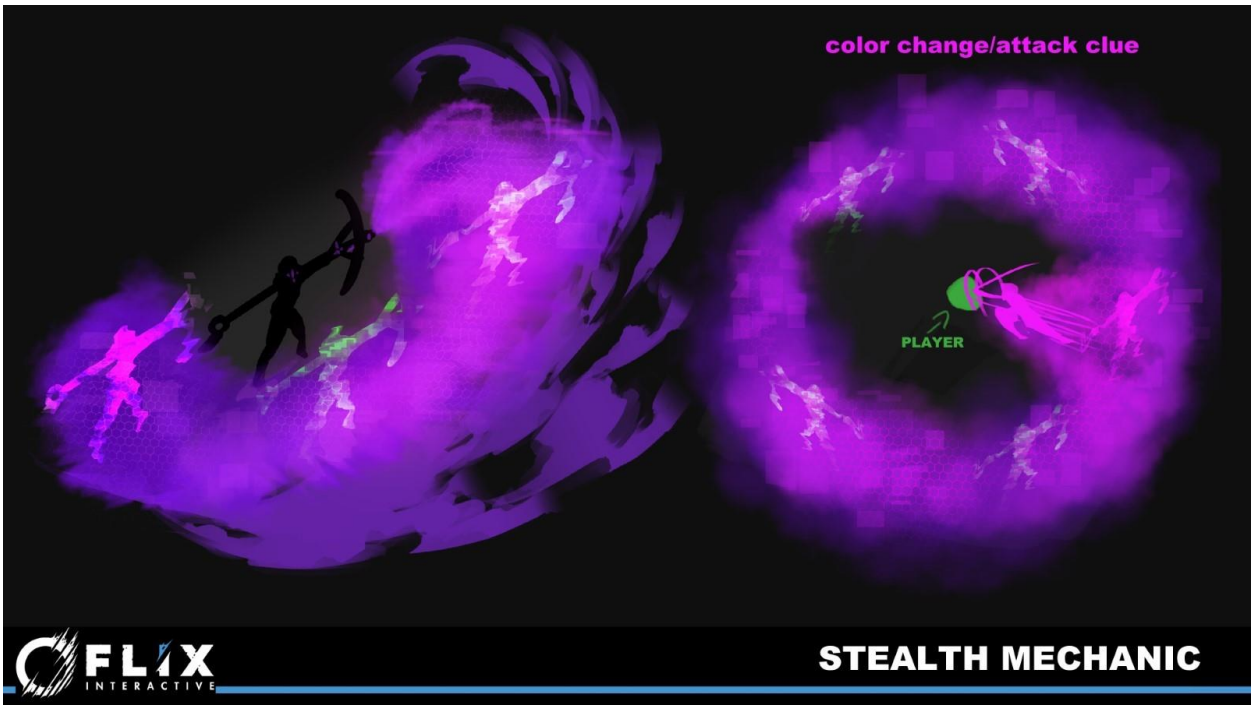
Visual change exploration, some different ideas on how i can tackle the change and landed on the idea of changing the silhouette from a tall imposing mini boss to beast-like agile almost feral figure with extra weapon that is reveled in the second phase. Making the suggestion that the gameplay of the mini boss has changed.



Stealth mechanic exploration, i thought of using a hologram technology to trick your vision disturbing lights to make the boss less visible or the idea of smoke/gas that will obstruct your vision. both attacks will be telegraphed with big swings to quickly indicate the incoming combination attack

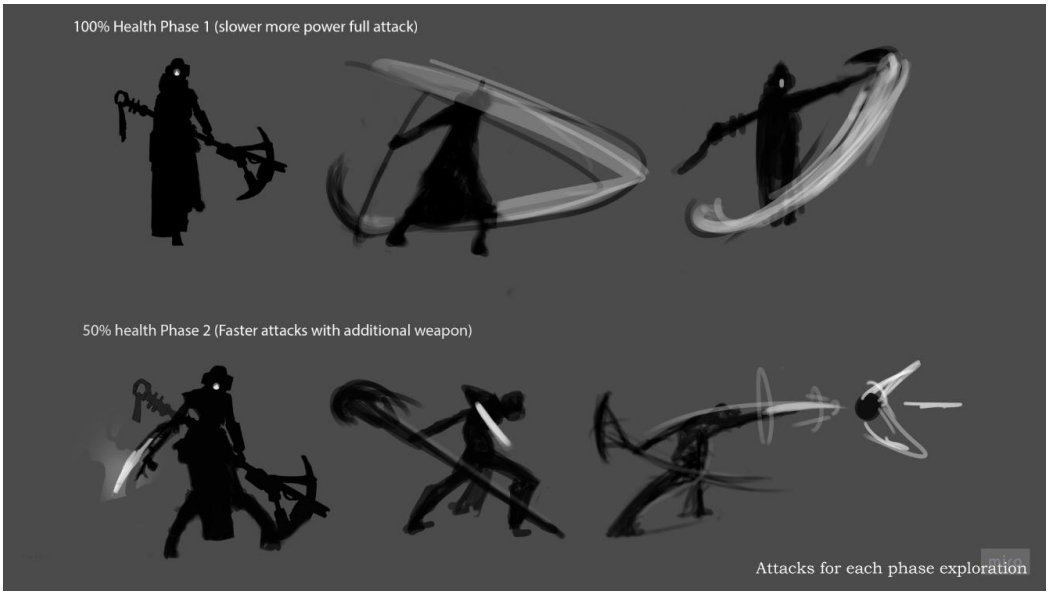


Polishing the sketches and separating the stealth mechanics idea to separate pages, those the cyber smoke screen would be fun addition to the fight where there are cyber illusion that copy movement of the enemy and once, they are ready to attack the illusion will glow different color indicating the attack is happening, this way you will give player a opportunity to react to the attack feeling more rewarding.



The second idea for the stealth mechanic was using cyber stealth, where mini boss will indicate the activation by raising their b lade in the air and the corporate logo will pop out as hologram and similar to previous holograms that will glow different color when the attack will be happening.

The move set difference exploration, where the first phase is more imposing, slow and powerful, with big wind ups and clear path of attack direction. To small, short fast and feral attack mostly launches at the player showing more of big risk big reward attacks.



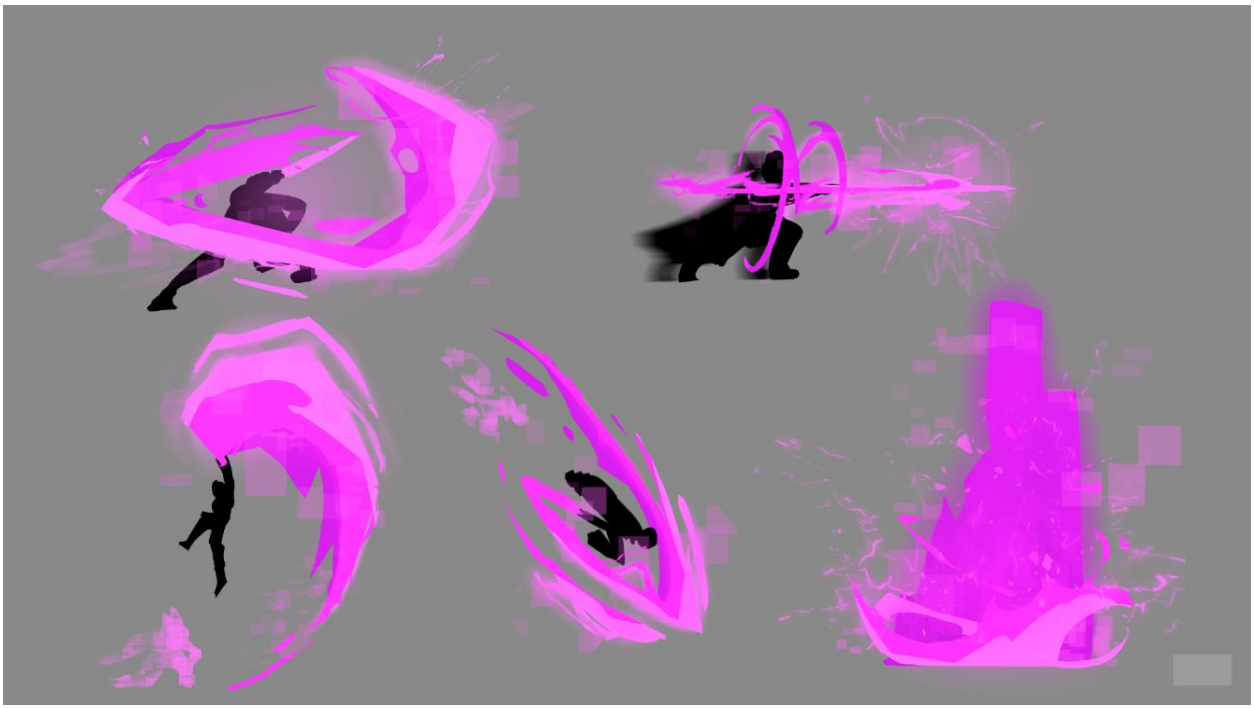
I spent some time to refine and add some attack patterns for phase 1.

Decided to explore some potential shooting attack one light and second part is heavy hitter, where the player will not dodge, they will be in big trouble.

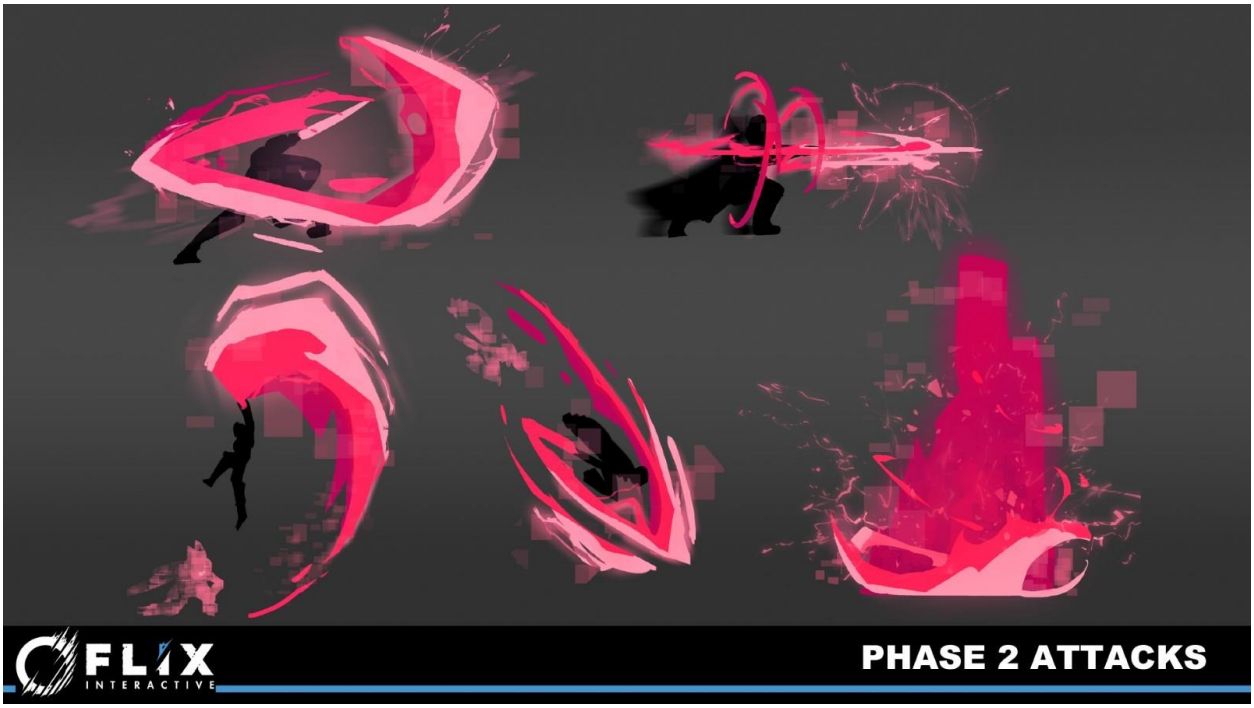
Also, a 3 hit pattern attack for a player to dodge. I feel like having a cyber after effect particles coming out with each attack will suit the overall theme and add nice flare.

I also made the attack pattern for the second phase where the style is more aggressive with a more chaotic and faster attack.

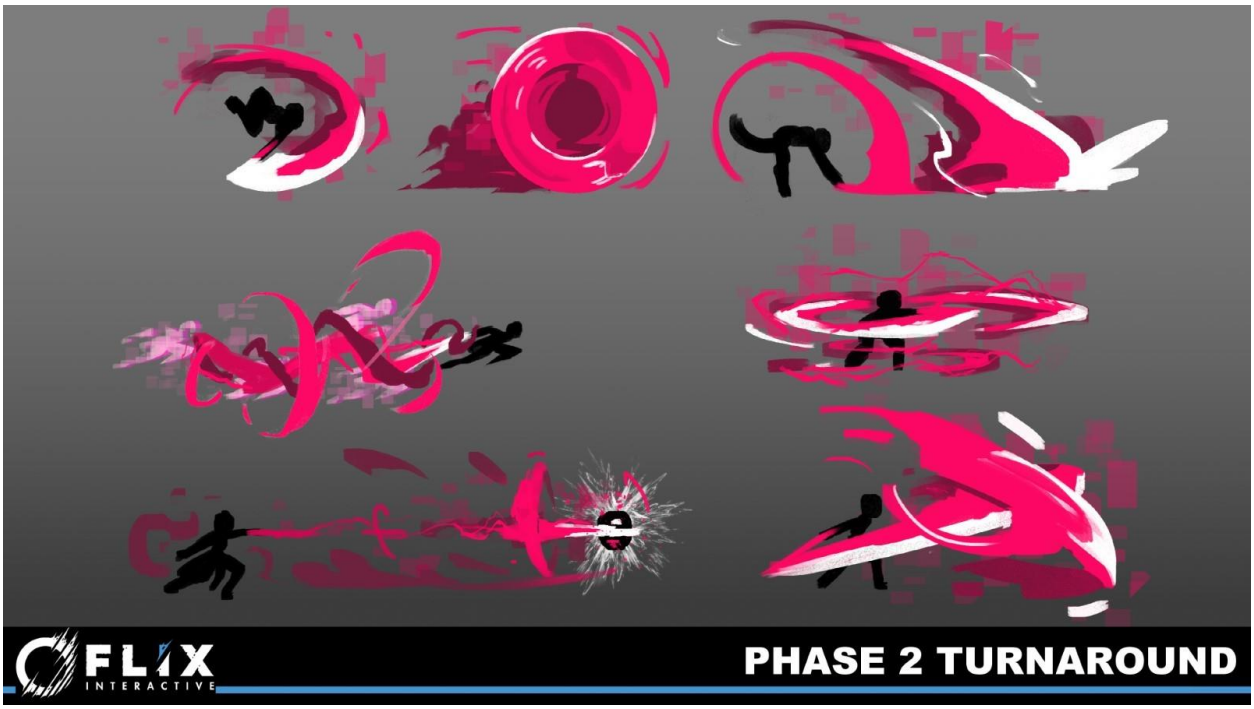
Was thinking of having a jump attack for the mini boss although i am afraid that that might not work so well, as from personal experience with first person games when enemy jumps up it's hard to track their movement, making it the attack that usually player hates.



I have changed the color for the attacks too as the feedback i received for more chaotic and aggressive feeling when in battle. I think this made the second stage more distinctive and good decision to have feeling of progression. From royal proud purple to aggressive and deadly red.



I have made the second sheet to explore them a little bit more of what kind of aggressive attacks they might have, to make them more unpredictable, thinking of adding a spin attack where at the end of spin they unleash the shock wave into you. Or a dash attack with collision boxes on both ends making player guess which direction to dodge. Also, a small cheap shot that mini boss can use between attacks, where they throw/shoot small projectile.



Making a call out for the weapon design, showcasing the top and 3/4 view to see more depth, and red cloth with the corporation logo to indicate that they are faifull and the weapon might be an issued version in the company. Its based on the medieval navigation system as the miniboss is tracking the player to get them, so i thought it was fun idea!

Doing the turnaround for the character to make it easier for the modeler to model it

i did a call out of the hidden arm blade under the cloth to clarify how it looks. I tried to include logos everywhere as most corporations like to brand everything they are making.

Phase 2 turnaround showing the visual change of the miniboss which is required for the brief, in this view i tried to showcase the difference in pose and more “into battle” feeling.

As per feedback i have changed the color of the second stage to further

distinguish the aggressive look and added shoulder gun as there was a feeling of missing something in the shiluethe.

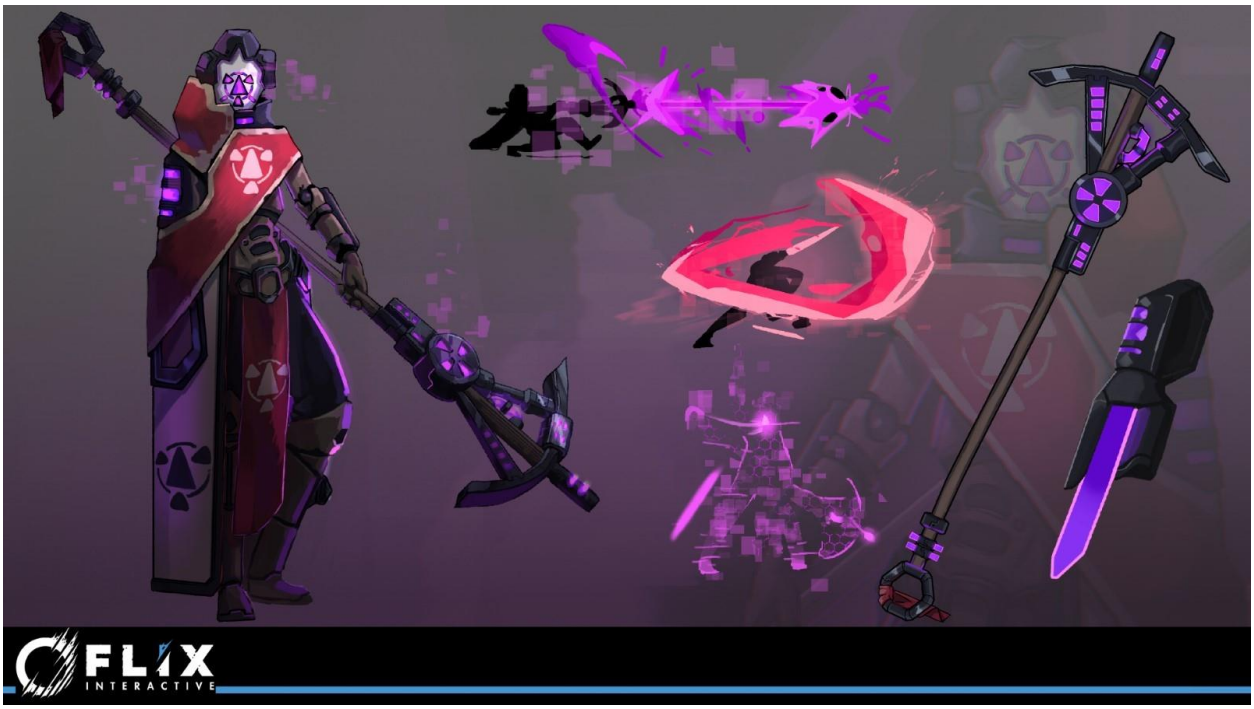
Decided to add some VFX to the second phase because i want them to look more charged up, and when player will see little lighting effects, its usually a sign of some kind of powerup to the phase.

The final render will include the menacing standing miniboss with their main weapon drawn showing that are ready any time to strike. For the background iam planning to add smoke hologram around the character to reinforce the stealth mechanic that ware concepted.

For the overpaint stage i have given some indication of the materials and imperfections to feel more used and authentic and add lighting with some VFX to help bring the character to life.

For the last set i did character render including weapon and background to showcase the cyber smoke in action. I feel like i managed to capture the mini boss feeling for the fight.

After completing the final render, I putted everything on the same page to showcase the whole kit of the character and fill one of the requirements for the submission too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