

The Snow Beast



Anna Fellows

Biome 1 - Ice Floes

Food source
filter feeder?
Herbivore?
Carnivore?

The ice floes are a dangerous and unpredictable place to call home, but they are also a safe haven, a place to rest from the ocean below, Cold seas harbour large volumes of microbial life, which in turn allows for many animals to flourish and complex food webs evolve.

Needs to have defences and
protective adaptations

Can it swim for food?

Animals that exist here have to overcome sub zero temperatures, unpredictable climate patterns and seasonal shifts in the ice itself. Although unpredictable per season, the ice flows have been static for millions of years, causing many animals to evolve unique adaptations.

Claws
Antlers
Camouflage
Tusks
Teeth



Adaptations for warmth:
Thick fur
Blubber
Counter current heat exchange

Where on the food
web is the creature?
Predator or prey?

Initial Research

Thick fur for warmth



Large padded feet - grip and surface area



Blubber for warmth and streamline swimming



Defensive horns - breaking ice etc.



Interesting tentacle texture



Antifreeze blood to survive the cold



Large thick head - breaking ice

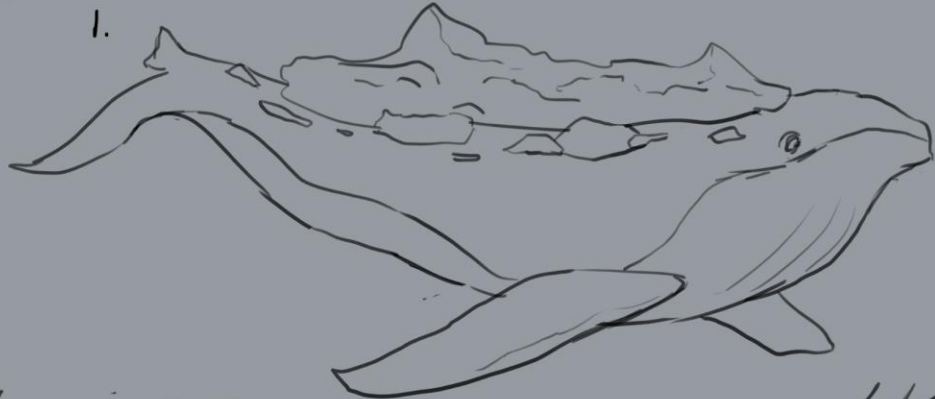


Initial Sketches - Page 1

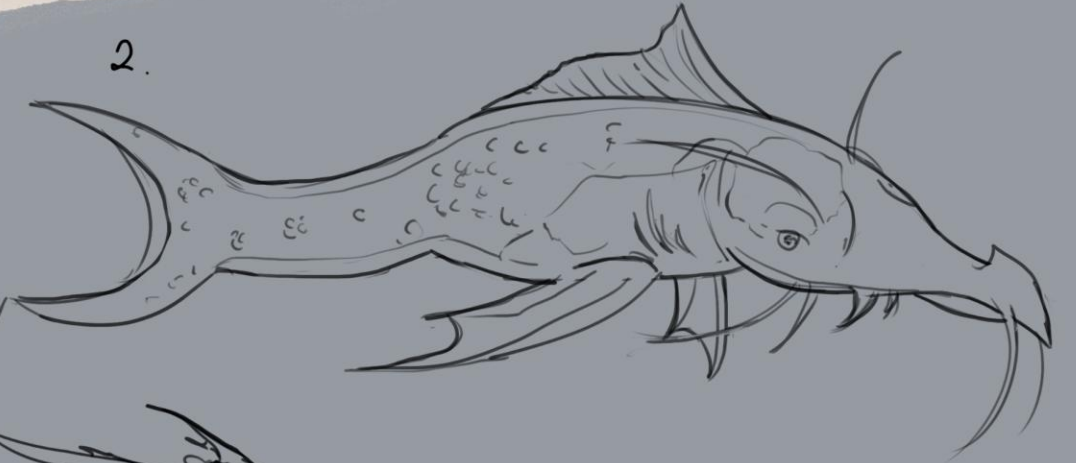


Initial Sketch - Page 2

1.



2.



3.



4.



5.



6.



Developing Body Shape From The Best Ideas



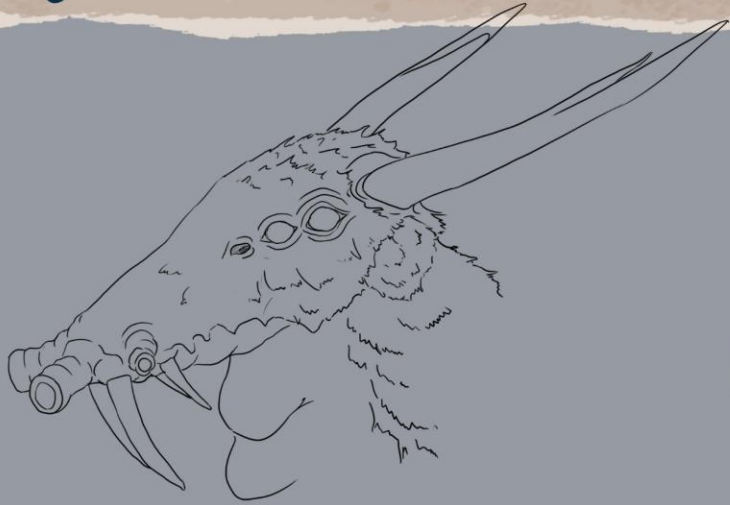
Too thin for the snow



Rounder shape is more equipped for cold temperatures



Eye Iteration



Multiple eyes -

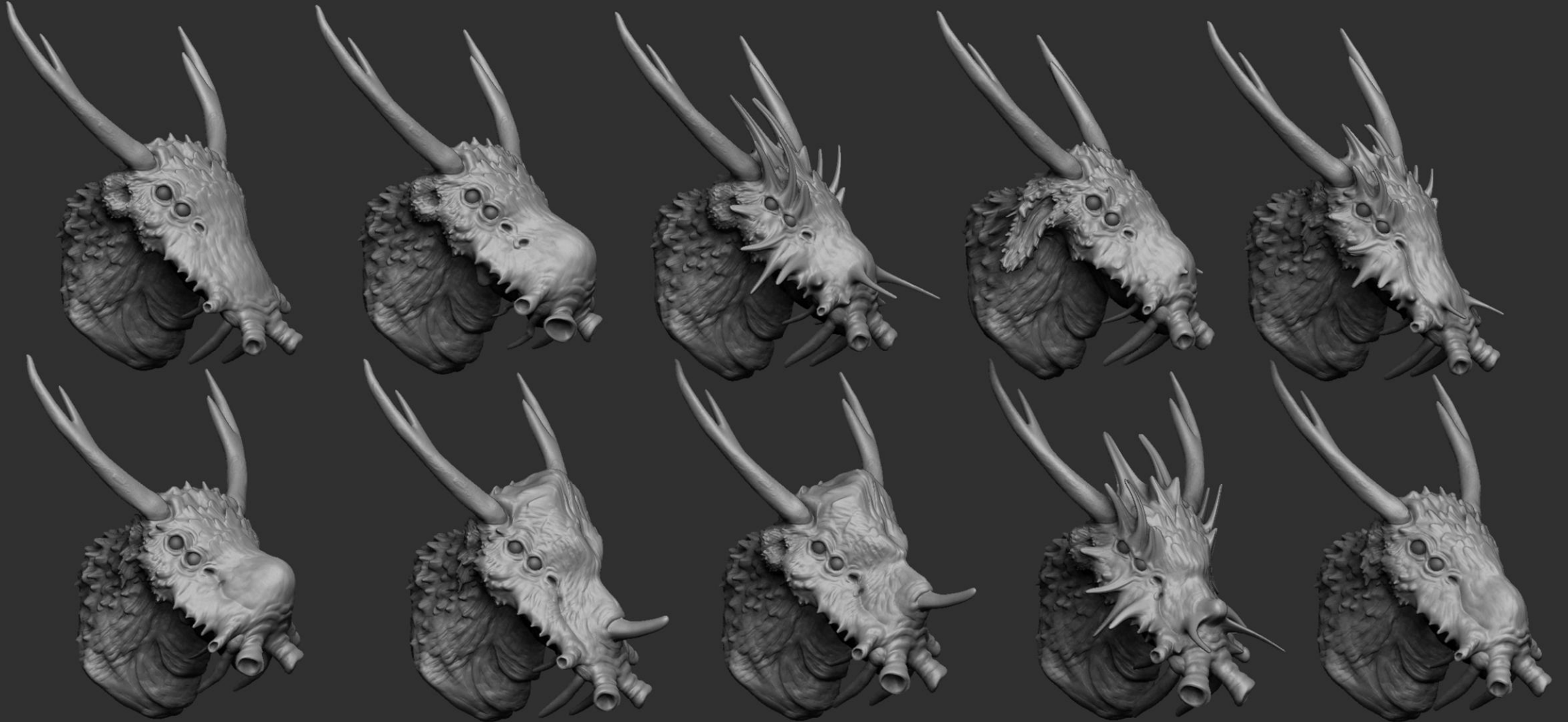
- Wider field of vision - covers blind spots
- depth preception
- multiple functions - movement detection, detailed vision

Eyes for detecting predators

Eyes for finding food/prey



3D Head Iteration Using Layers



Removing the Tusks



Version with tusks



Version without tusks

The creature would be unlikely to have tusks and horns

By removing the tusks I could give it more elaborate horns later on without it overwhelming the design

Now its more of a herbivore that can forage with its tentacles.

First Draft Concept - with Feedback

Antlers are too small



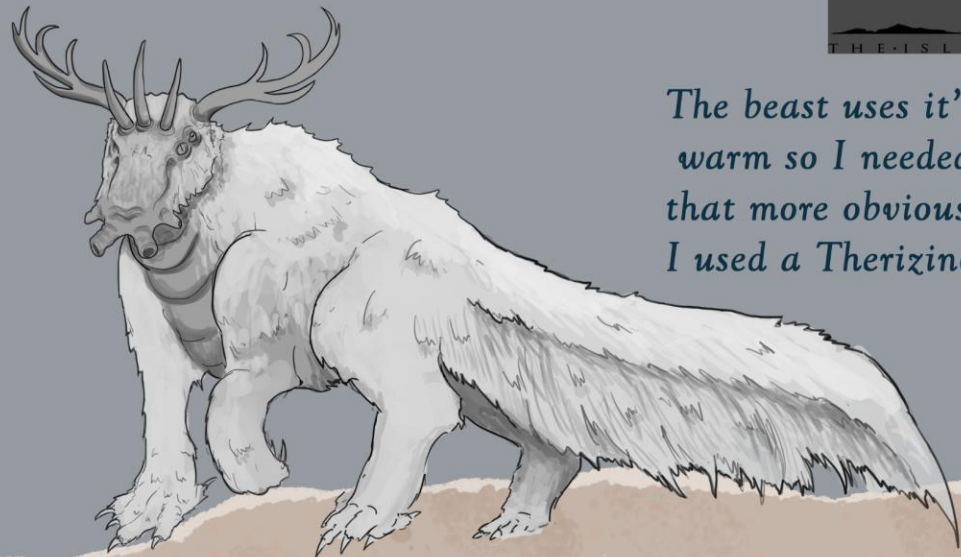
Feet could be more suited for a big animal



Tail could be bigger and more interesting



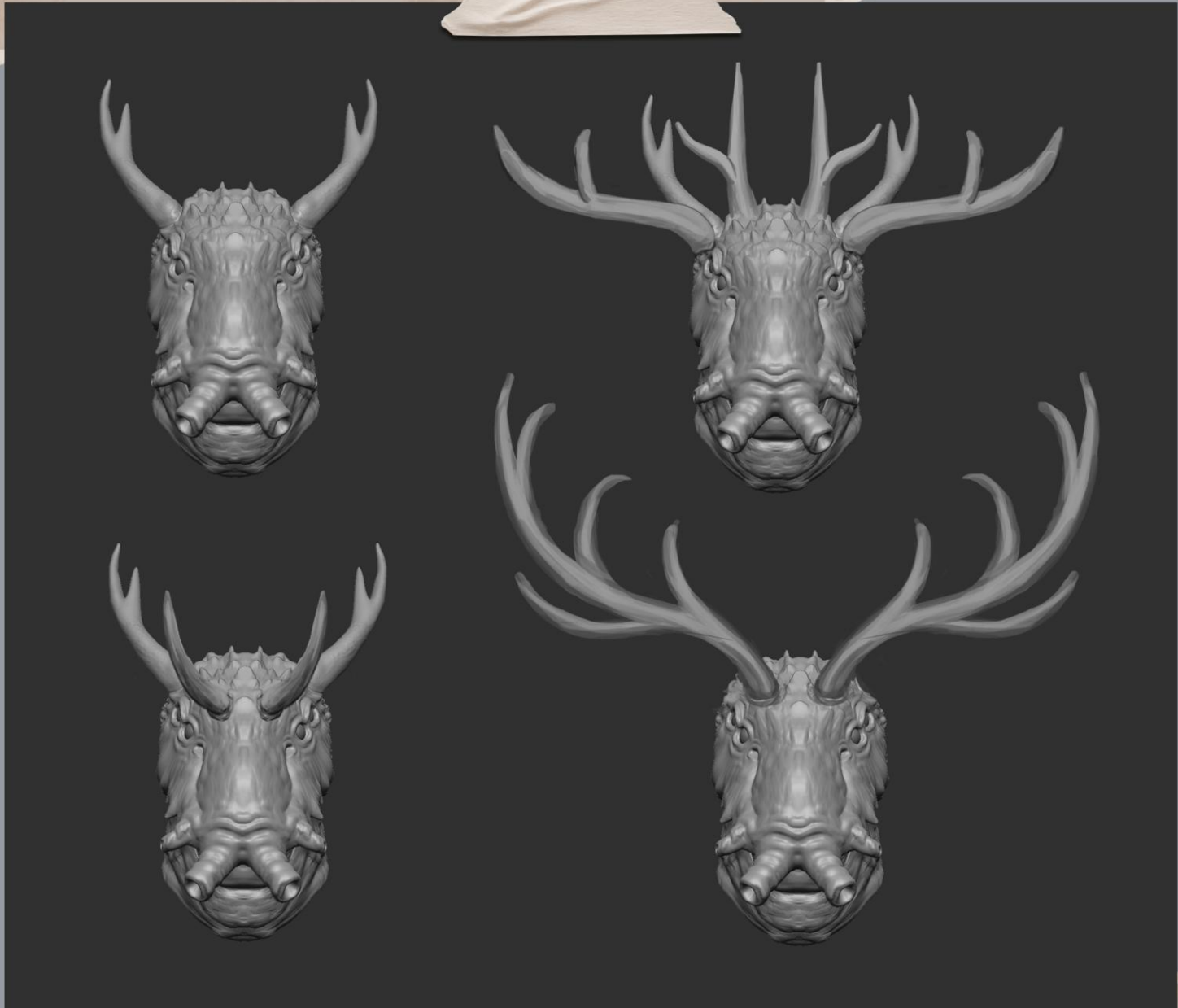
Tail Iteration



The beast uses it's tail to keep warm so I needed to make that more obvious.
I used a Therizinosaurus as reference

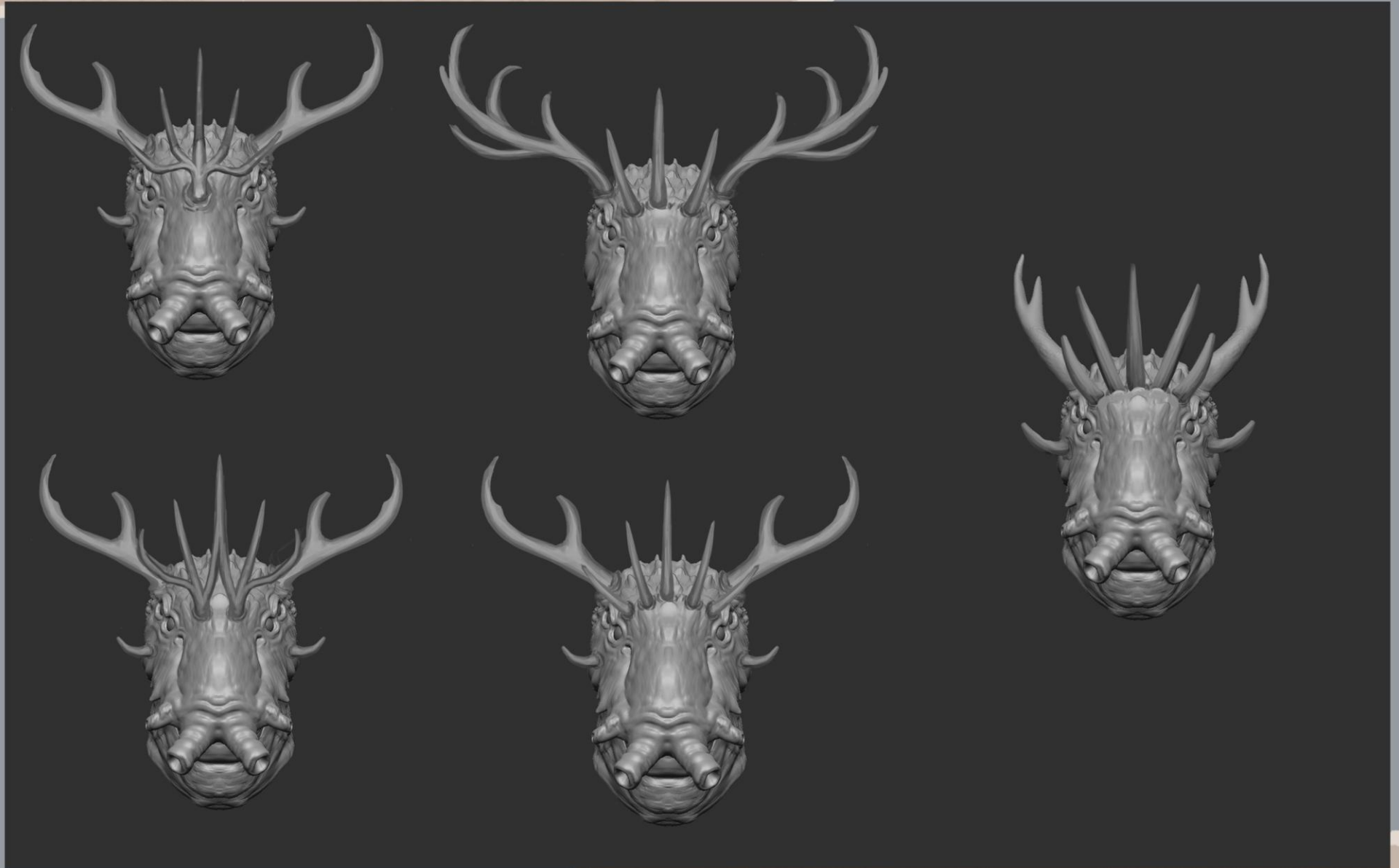
Antler Iteration

Using my 3D head
sculpt to paint
horns in photoshop



Antler Iteration

These designs were too small and brittle for the size of the beast.



Antler Iteration

I looked at extinct mega fauna and the more interesting shapes of their antlers. These were a much more suitable size and feel a lot more regal.



Foot Reference

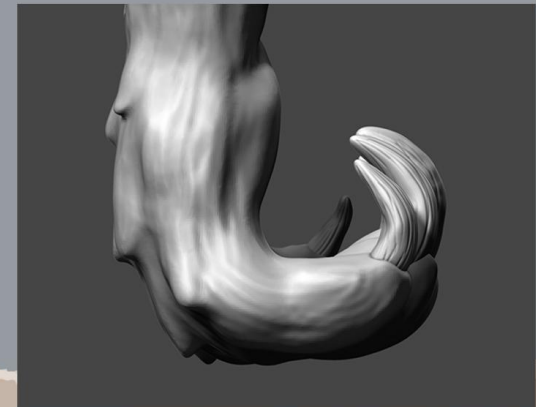
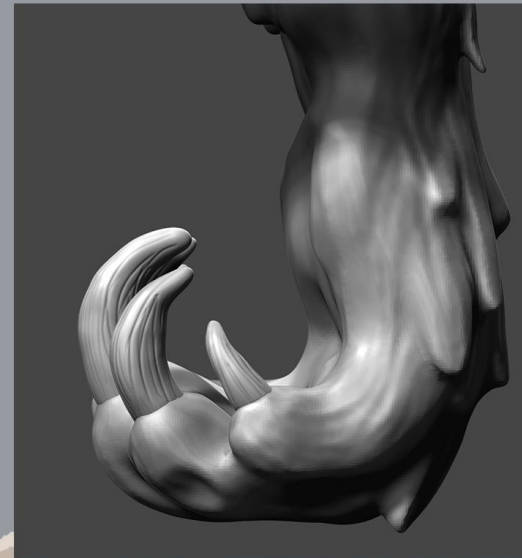
Claws to grip ice



Anteaters and giant sloths walk on their knuckles to protect their claws



Trying this shape of foot for my creature



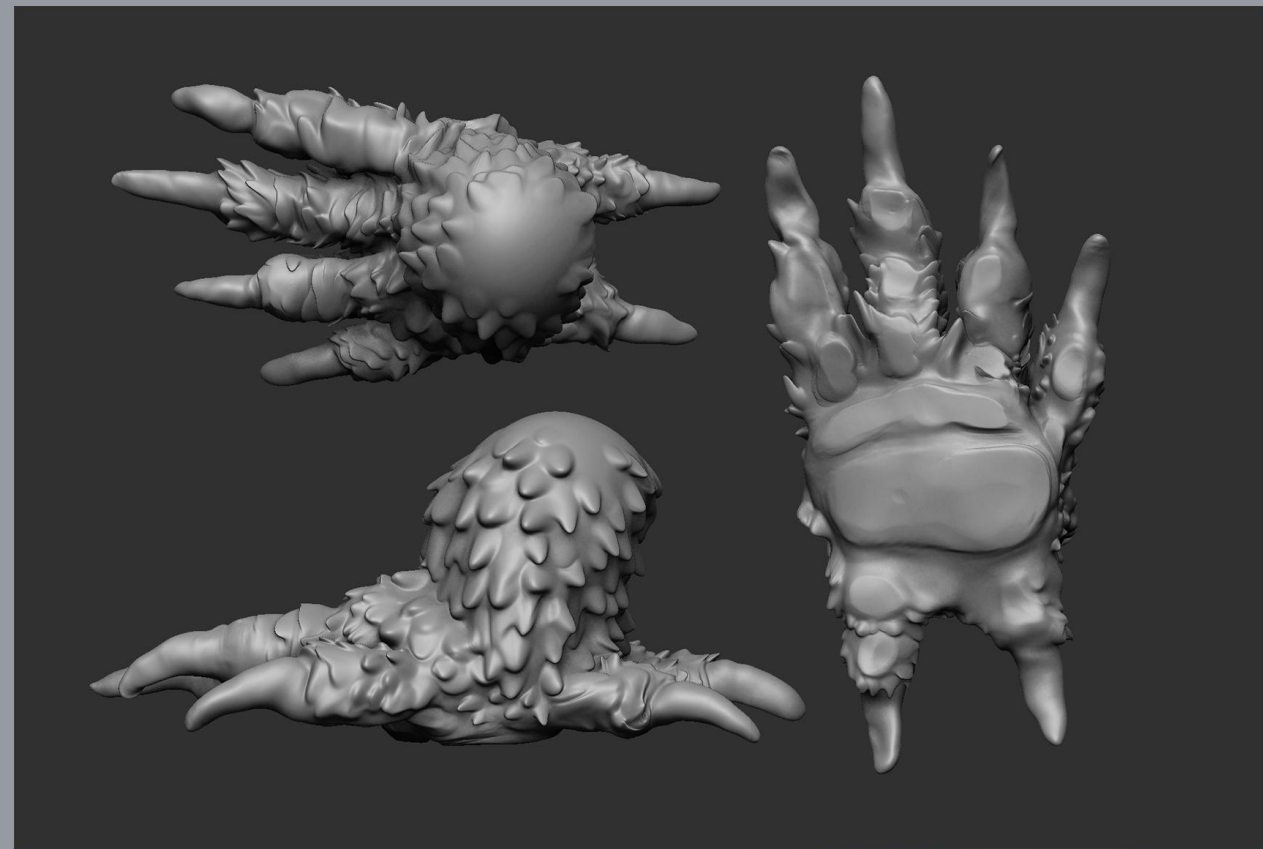
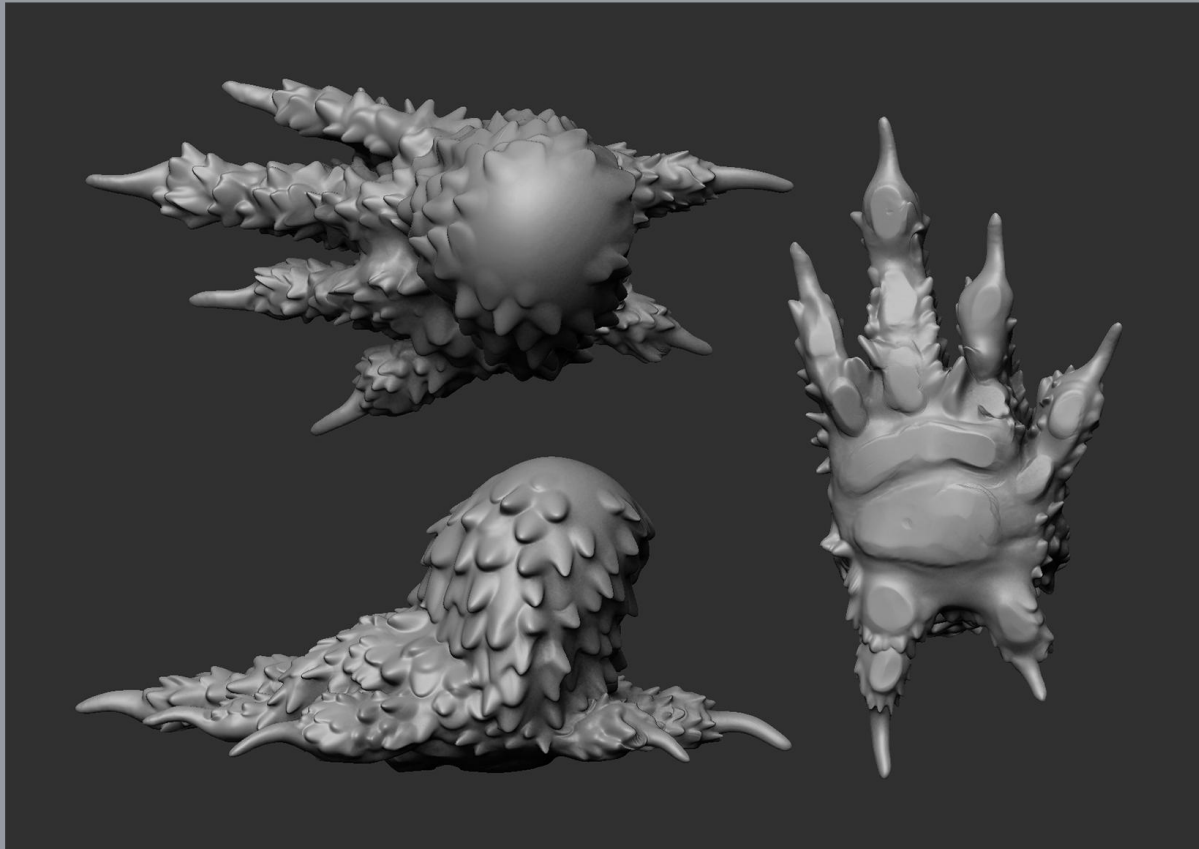
Large padded foot with big surface area and fur to stay warm



Shape of the leg and foot allows for quick movement

Foot Iteration

Using 3D to make a foot design. I widened it out for the second iteration and made the claws and toes much larger.



Final Concept Breakdown

Large antlers for defence and social dominance



Thick fur coat



Tentacles for foraging



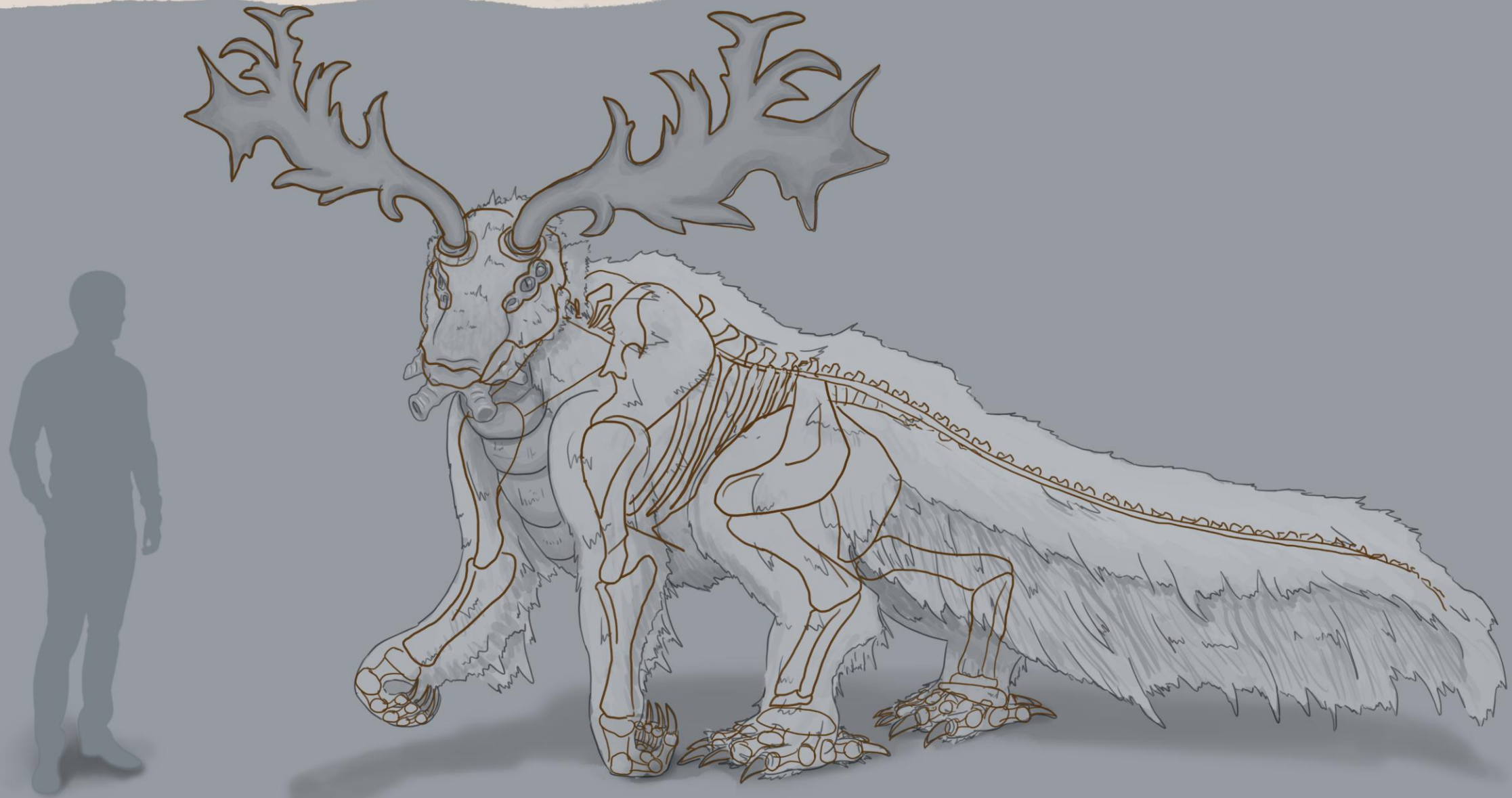
Blubber



Walks on nuckles - uses powerful arms to knock down trees

fluffy tail for warmth

Skeleton Structure and Scale



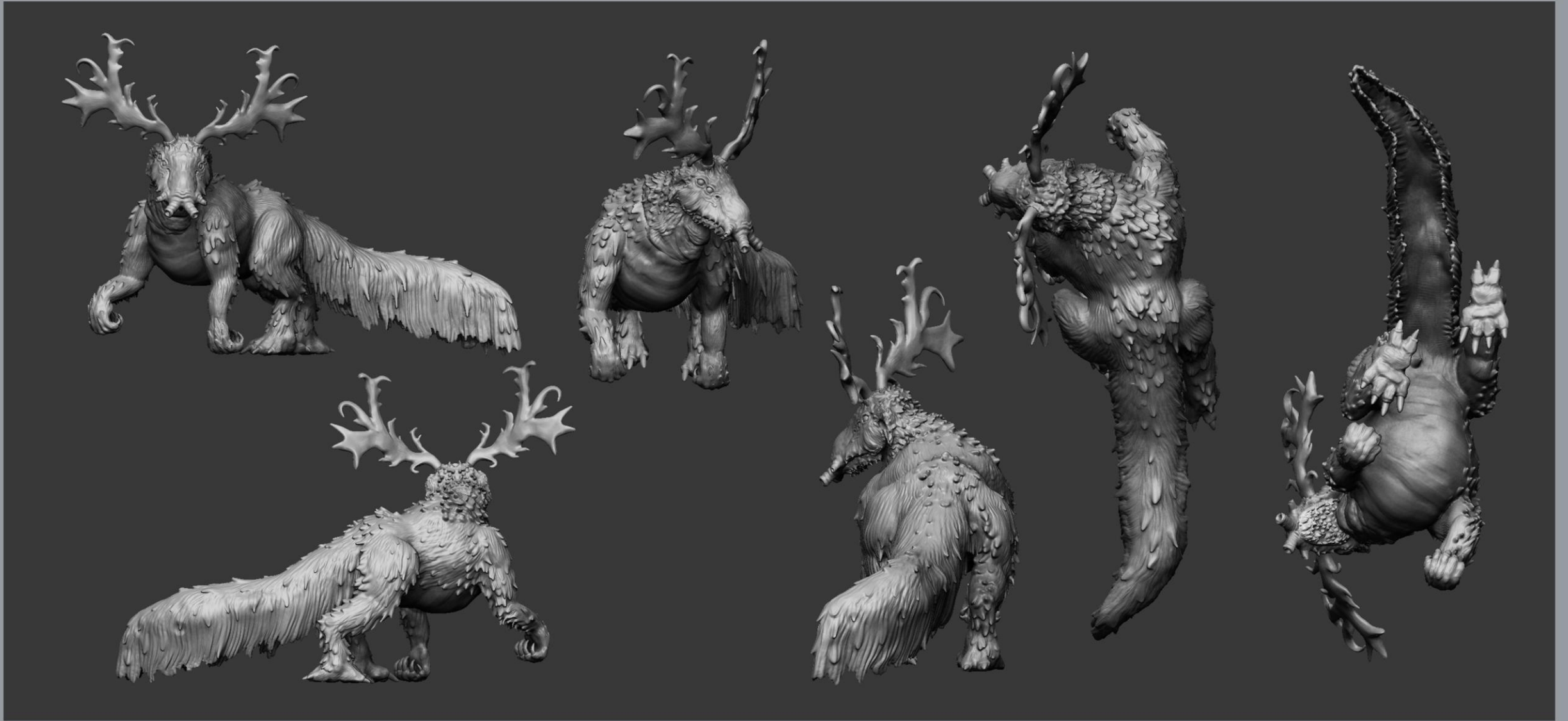
3D Blockout



Adding Muslce Definition Etc.



Starting to Add Fur



Final Sculpt



Colour Iteration



Poly Painting



Final, Painted Sculpt



