



# SUMMATIVE 2 MILESTONE 1

Kara Burt - AD100 DCF2402-OL1

# Slime Rancher

Slime Rancher is a first-person, open-world farming game. The game revolves around the protagonist, Beatrix LeBeau and her journey of becoming a Slime Rancher on a far-off planet called The Far, Far Range. In the game, you'll collect animate slime blobs to breed, feed, farm and sell their plots on the slime market. During your explorations, you'll be able to find new areas, and new slimes along with notes telling the tales of the previous rancher of the Far, Far Range.

I adore this game and its sequel. I played the first game when it came out and a few weeks ago I decided to download and play the early access of Slime Rancher 2. It was an incredibly fun, stress-relieving experience filled with absolutely adorable designs. My personal favourite is the Puddle Slime.



# D E S T I N Y

Destiny is an online FPS title created by Bungie. Players will take on the role of a Guardian, a person resurrected by the light of The Traveller to defend humanity. The light grants Guardians the ability to resurrect themselves through their AI companion or “Ghost” and wield incredible powers such as Arc, Solar or Void. Players will be able to choose between the Hunter, Titan and Warlock classes before they embark on their journey. Destiny has a huge amount of written lore for anyone that wants to learn more about the factions, races or technology of the world outside of its main story DLCs.

I started playing Destiny because of my partner, they adore the in-depth lore of the series. Then I started playing and I too became a fan, the game is fun, addicting and has so much lore to sink your creative teeth into.

I am so normal about this game I adore it.



# FEEDBACK

"As much as I feel your designs are similar to Slime rancher, I would like to see you incorporate your design with Destiny art style. Utilizing destiny's style and even implementing your own class would make your OC making development very unique and interesting with your approach on the weapons/gear you create with it."

- Cheydon Paniora

I didn't actually realise how similar my current art style was to that of Slime Rancher. I think a major reason is the colours, I like to use vivid colours/lighting in my work. I definitely agree it would be fun to try a style more like Destiny.

"I think Destiny would be cool to see!! you got it! It would be interesting to see how you draw that style It could get you out of your comfort zone maybe?" - Ngaroimata White

I agree! I think it would be fun to challenge myself with drawing sci-fi elements in a new style. I tend to lean towards fantasy elements so my skills in drawing sci-fi are quite limited and I think it'd be fun to challenge that.

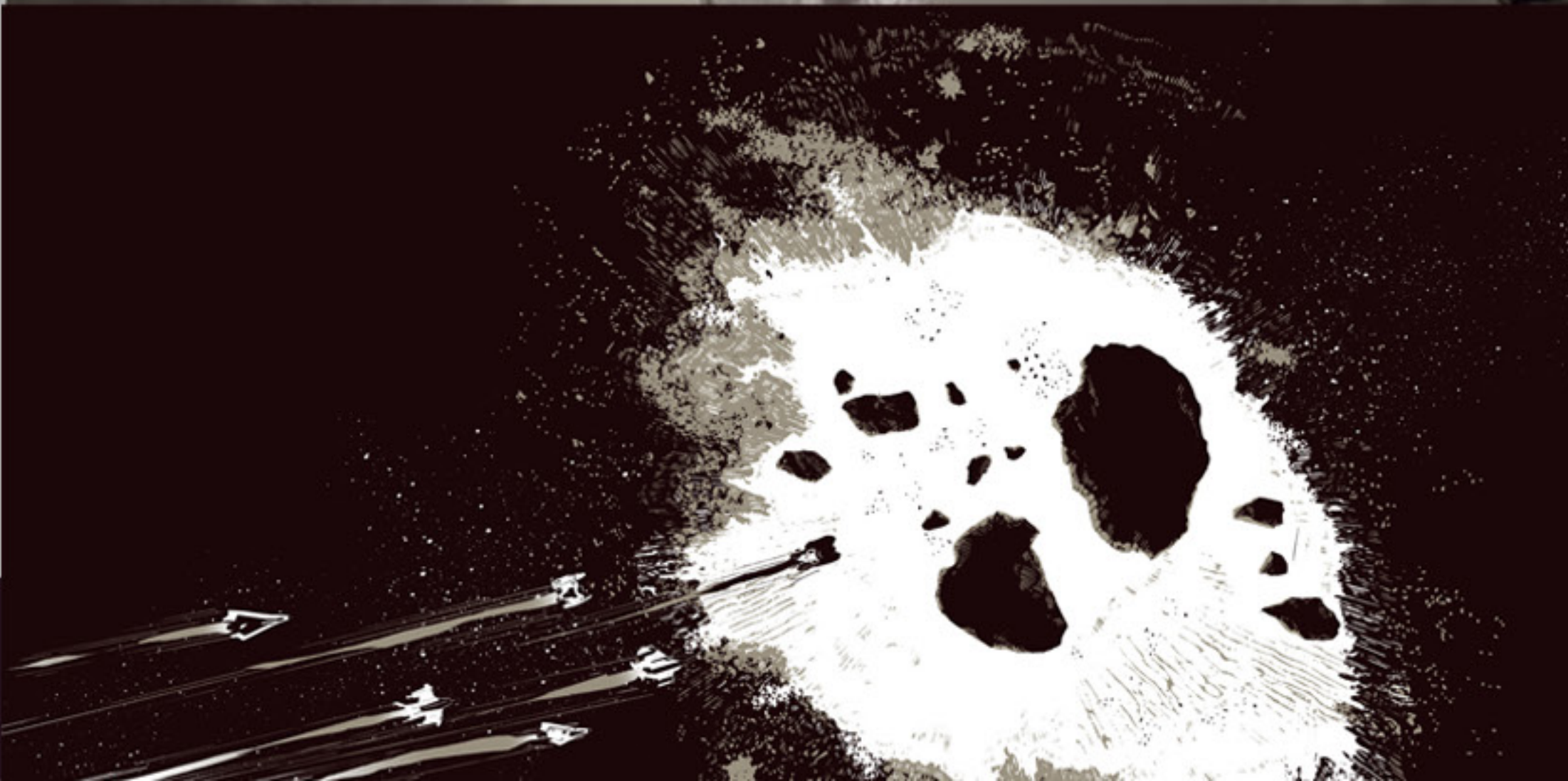
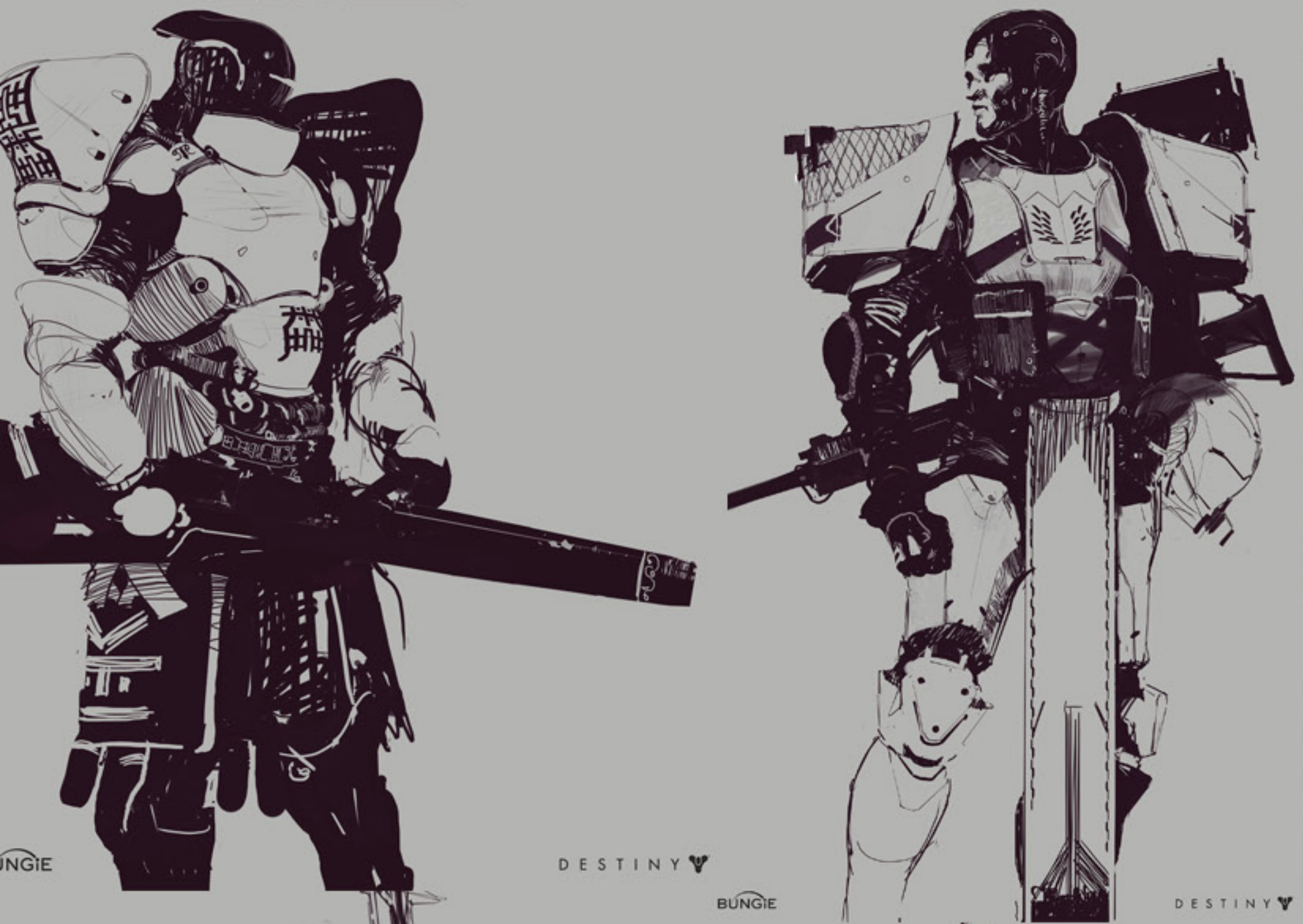
With this feedback in mind, my final decision is...

D E S T I N Y 

# MOODBOARDS

Art Style

# MOODBOARD I





# MOODBOARD 3

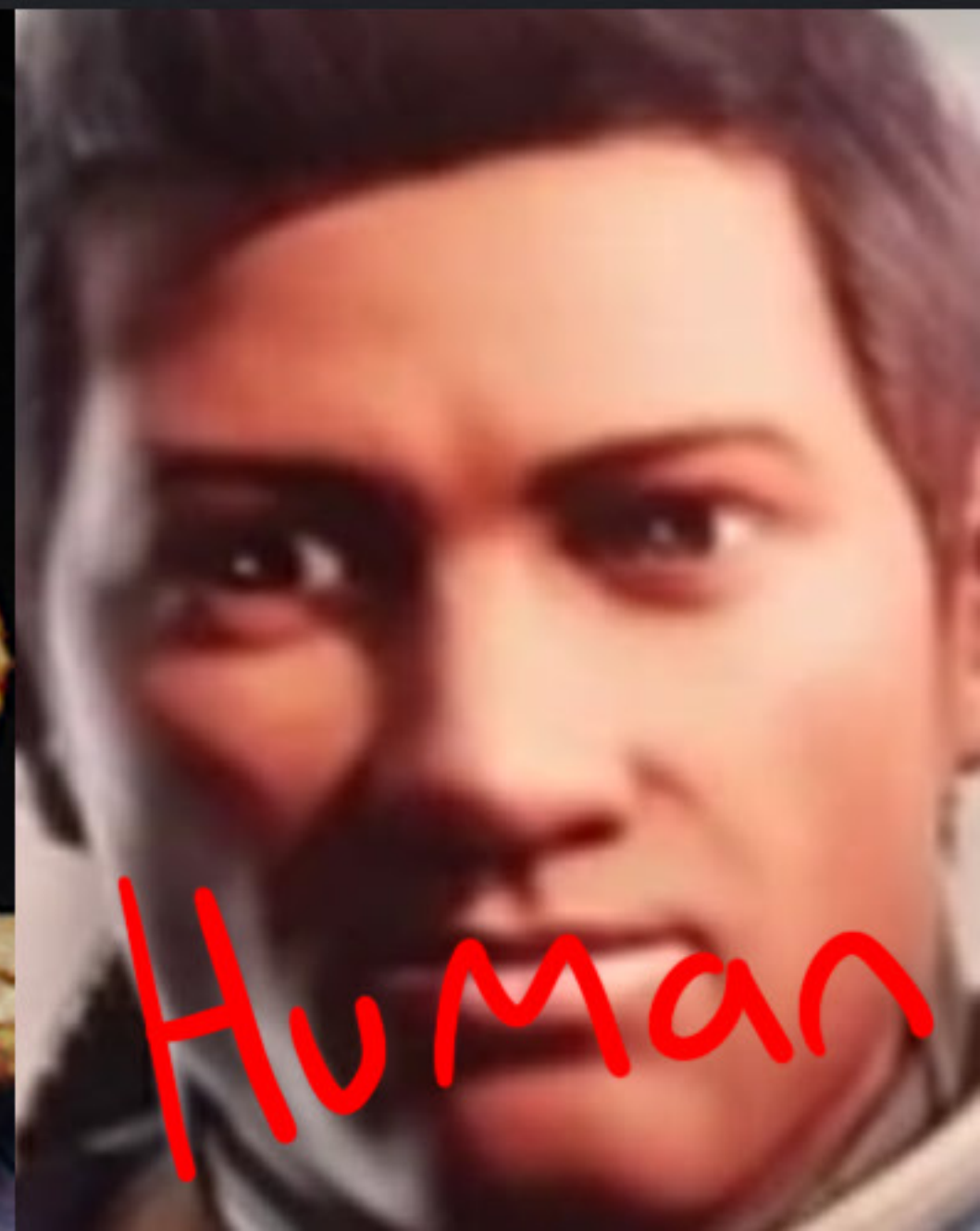
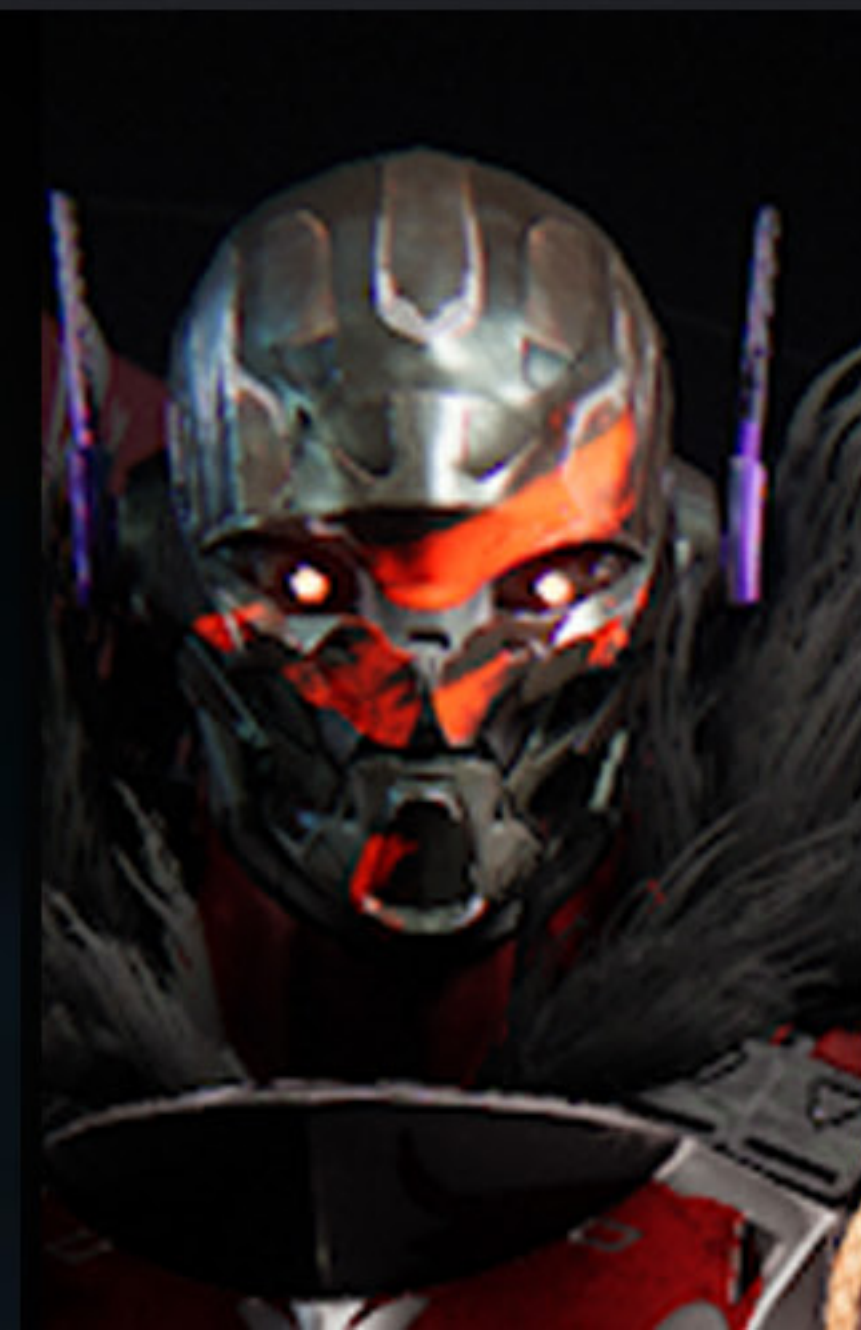
Lithe Agile Build

Strong Tanky Build

Thin, Scholarly Build



< Awoken:  
Grey-blue skin  
Glowing eyes  
Overall human features  
Exo: >  
Robot, Glowing Eyes  
Skeletal features





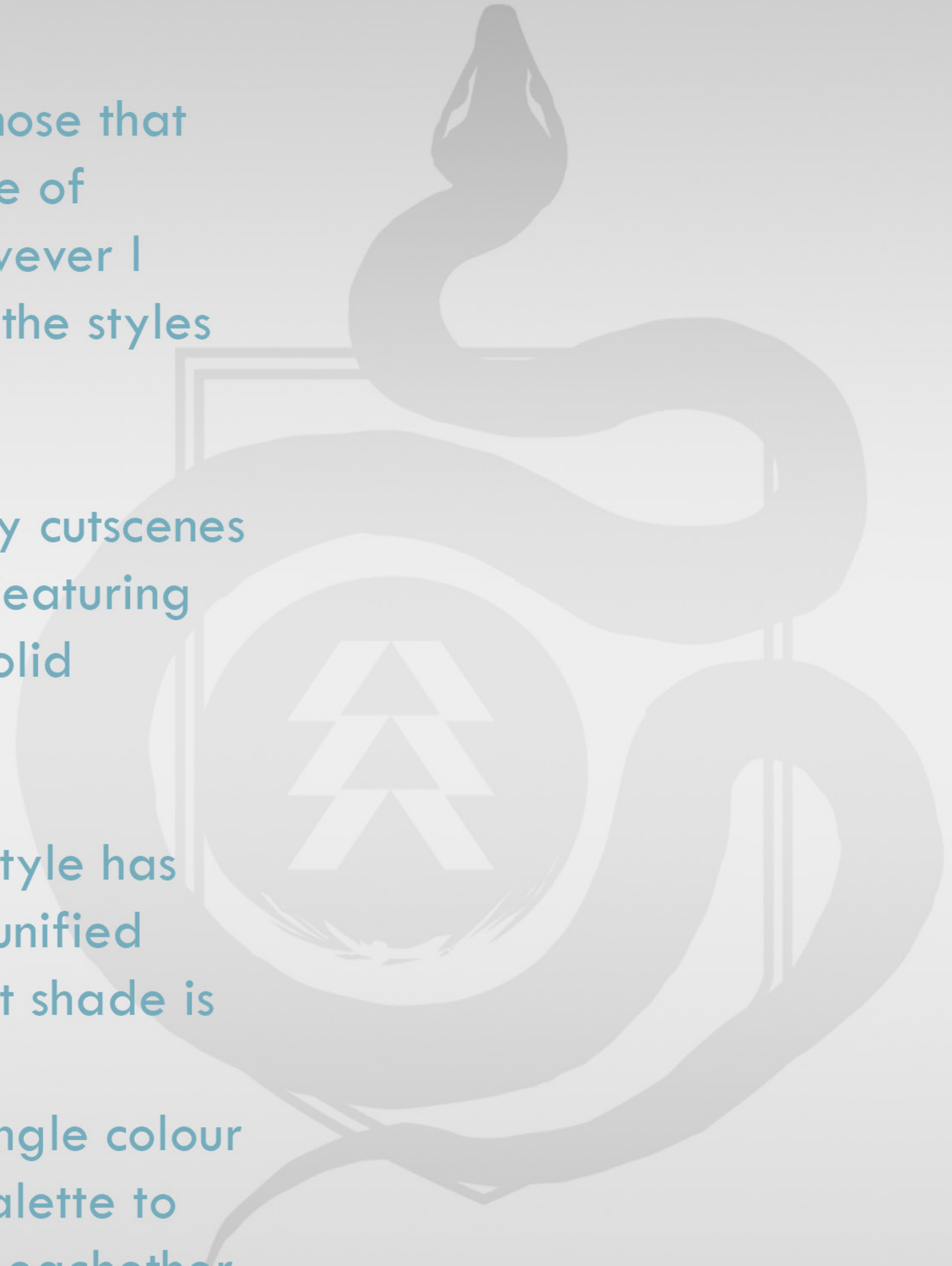
# ART STYLE SUMMARY

Overall Destiny utilizes numerous styles from those that have contributed to it. The dominant look is one of realism, realistic proportions and textures, However I have found there to be a few key elements to the styles that make up the stunning style of Destiny.

First off is the line style. For things such as story cutscenes of lore entries Destiny uses beautiful artwork featuring minimal colour and dark, heavy line art with solid shadows that merge with the outlines.

In concept art there is often little line art. the style has sharp strokes and utilizes a technique called “unified colour palette” which means that the dominant shade is present in the entire artwork.

In traditional art this would be like mixing a single colour (such as blue or brown) into the rest of your palette to make the colours appear more natural beside each other.



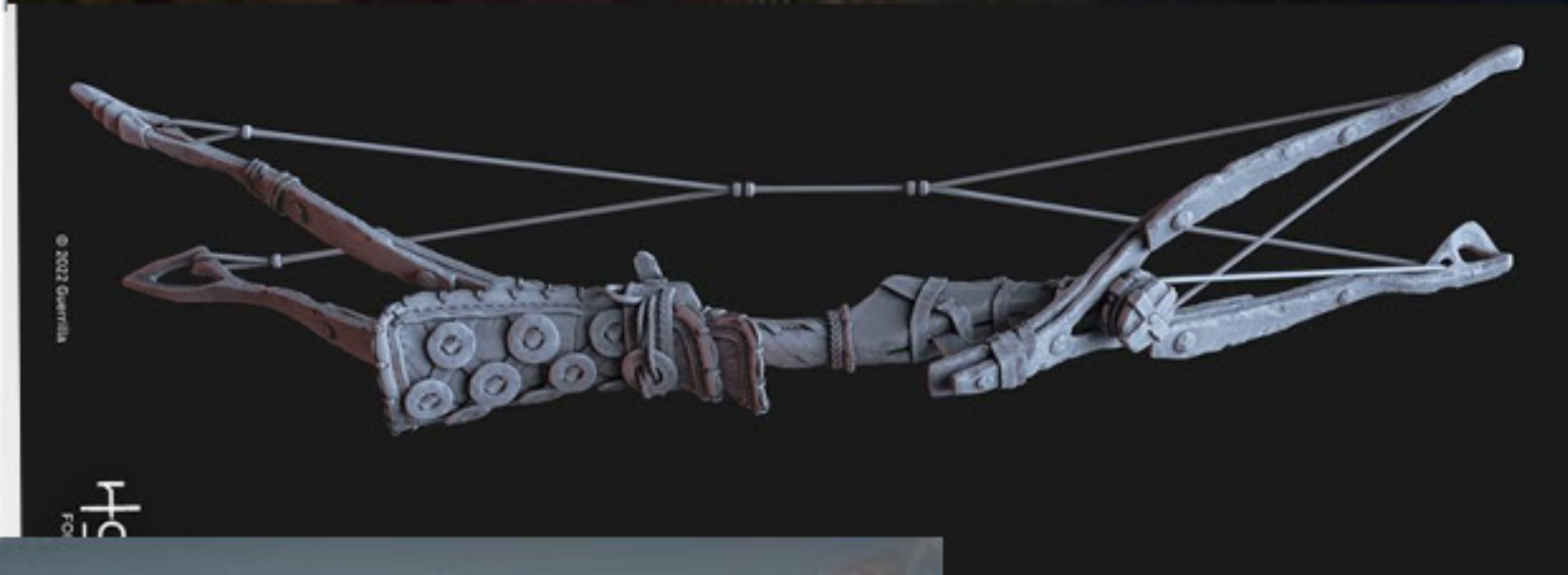
# MOODBOARDS

Fashion & Weaponry



# MOODBOARD 2





STUDIO EVANS

# MOODBOARD 3

DESTINY

BUNGIE

THE YOUNG WOLF'S HOWL SWORD

BORN IN FIRE ORNAMENT

THE WOLVES REMEMBER ORNAMENT

DESTINY 2

WEAPONS  
MELEE  
HUNTER KNIFE

NO TURNING BACK  
Legendary Combat Bow

3D MODELING FOR 3D PRINTING SERGEY KOLESNIK

# ARMS AND ARMOUR SUMMARY

Destiny plays host to many diverse weapons and armour. Each armour set or weapon has its own goal in mind, whether it be to represent a faction, sell on the store or tell a story every weapon and armour in this game is unique.

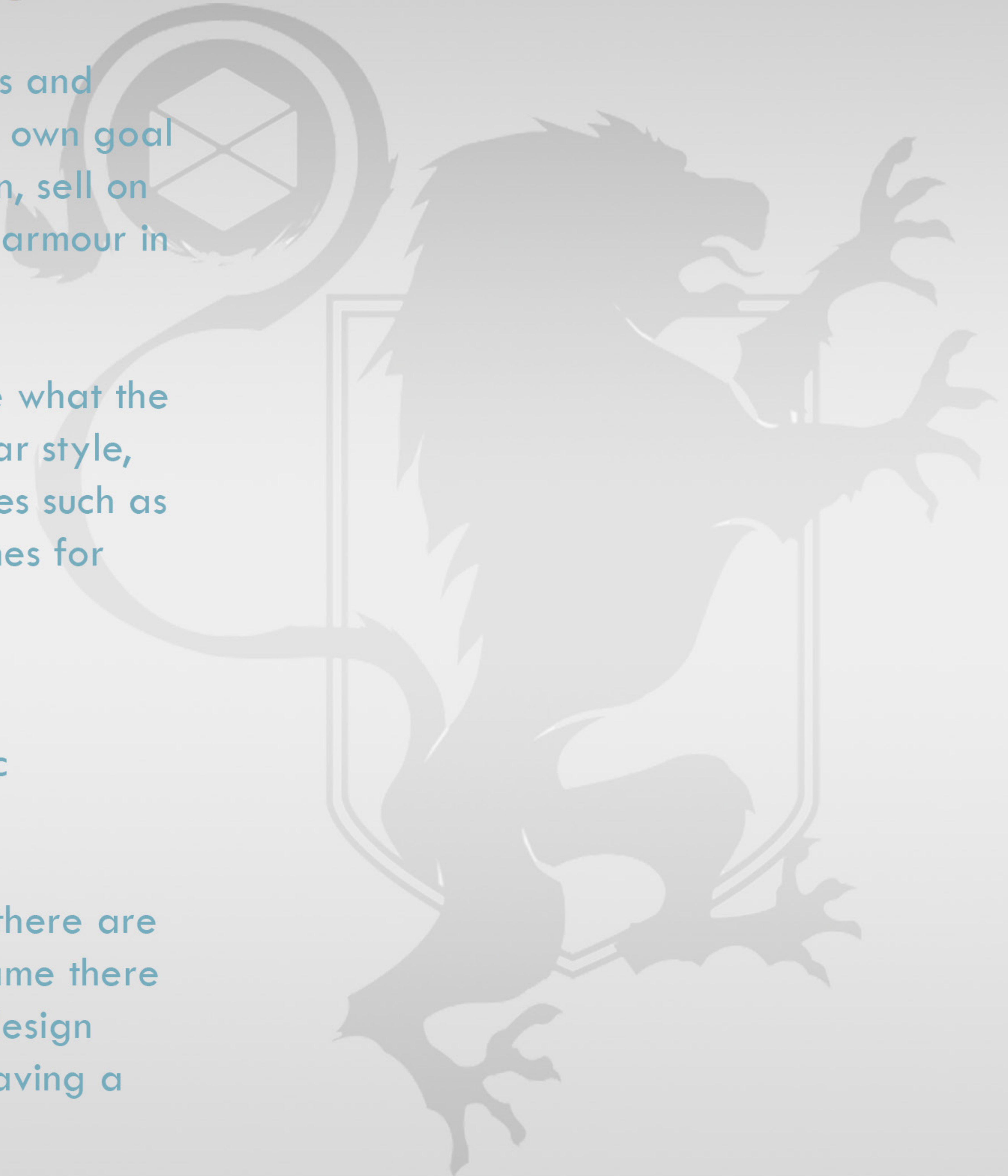
With such diversity it can be hard to define what the exact style is, because there isn't one singular style, instead there are distinct class armour pieces such as a hunter's cloak/hood and a set of guidelines for each class.

Titans should be 100% armour.

Hunters should be 50% armour, 50% fabric

Warlocks should be 100% fabric

A similar situation applies to the weapons, there are hundreds of unique weapons however in game there are repeated manufacturers with specific design elements, such as Omolon weapons often having a more rounded design with liquid elements.





# MOODBOARDS

Design Elements

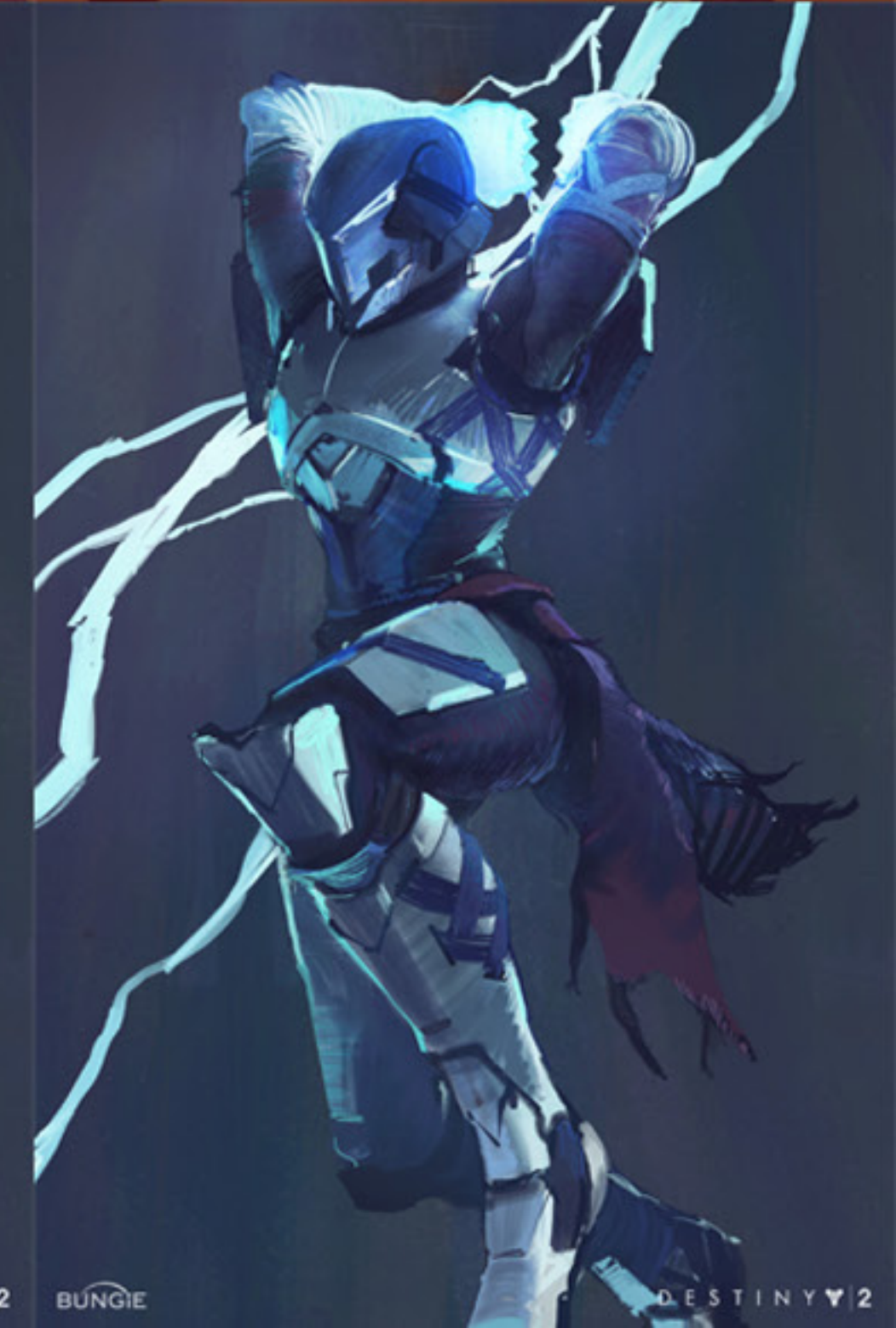
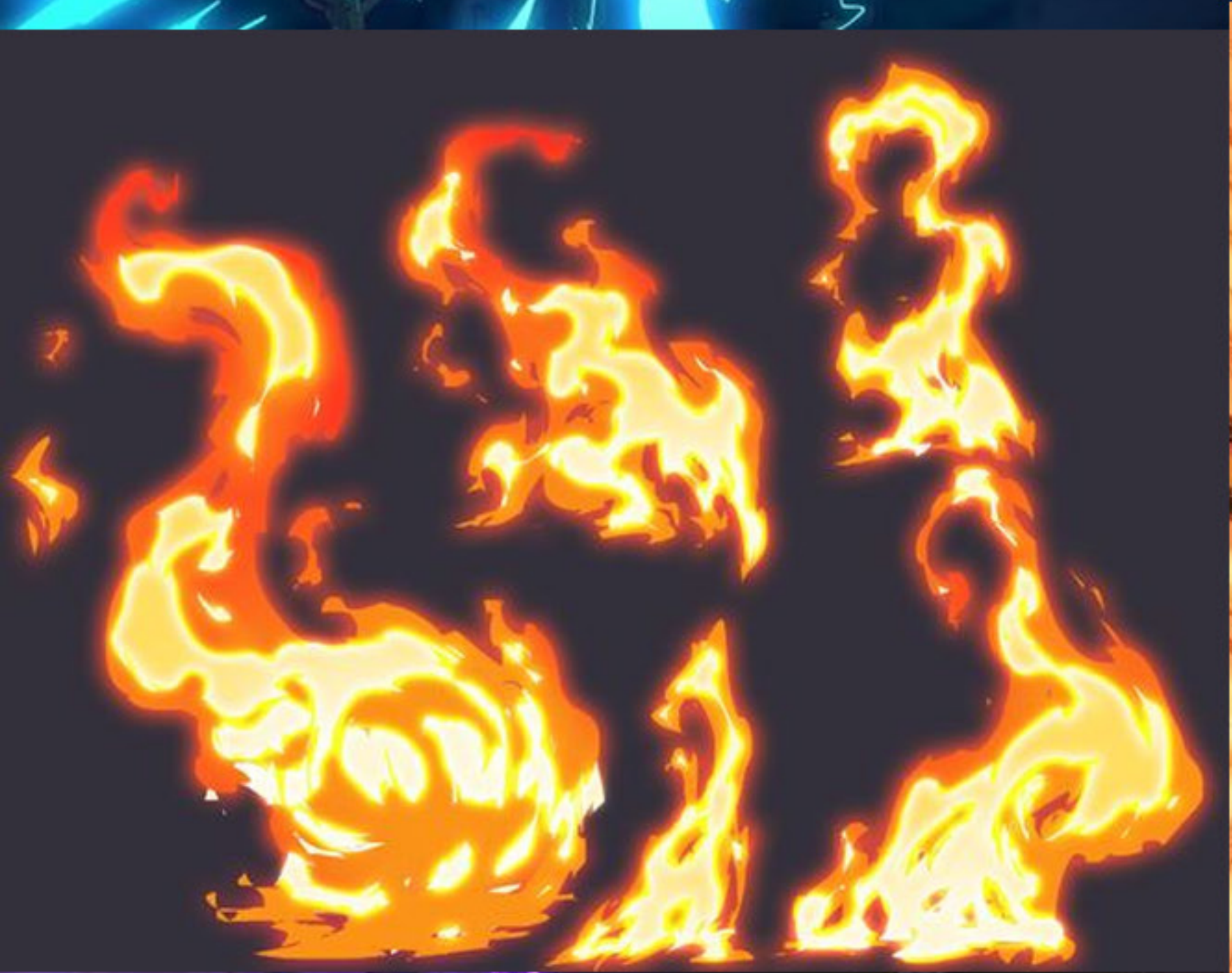
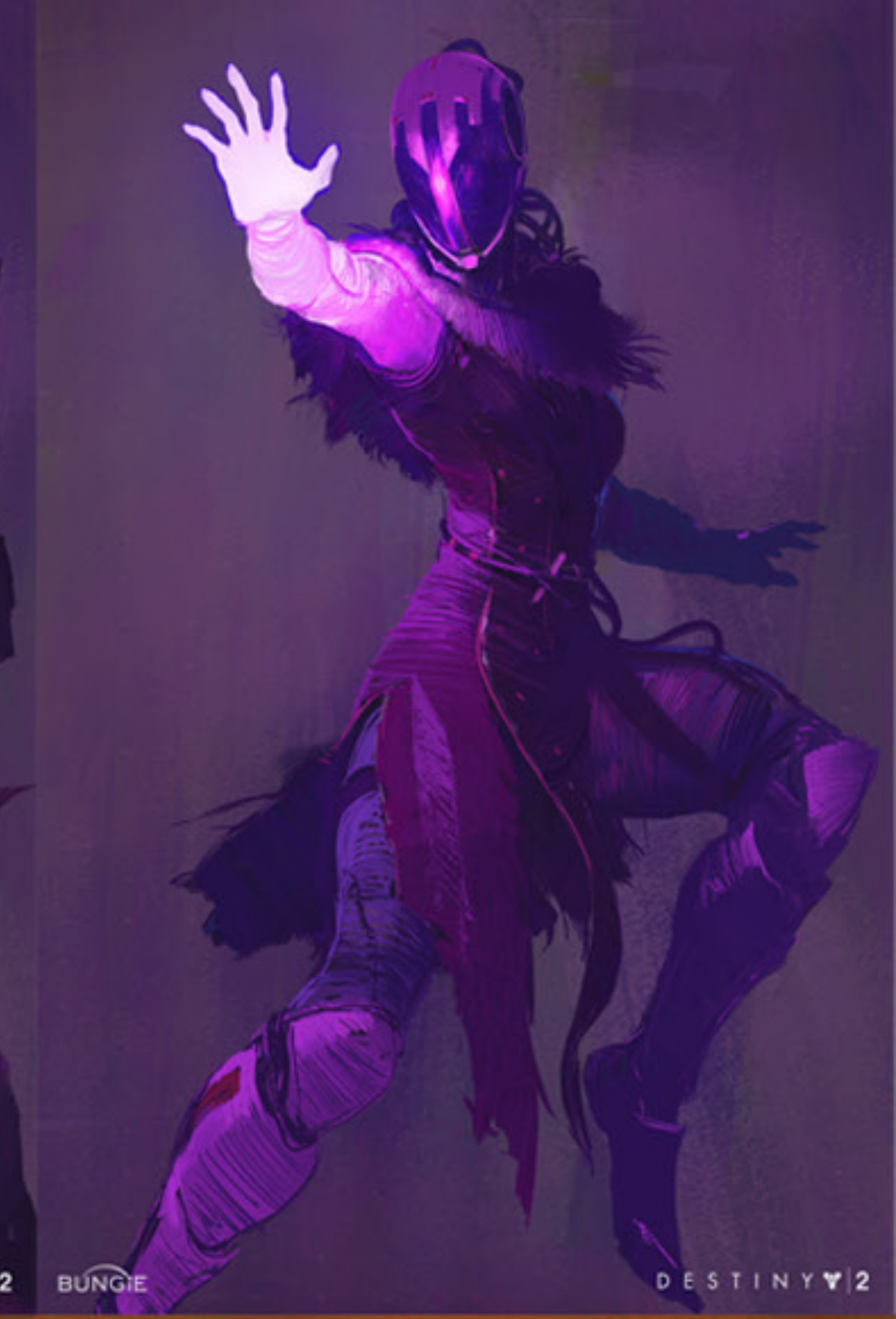
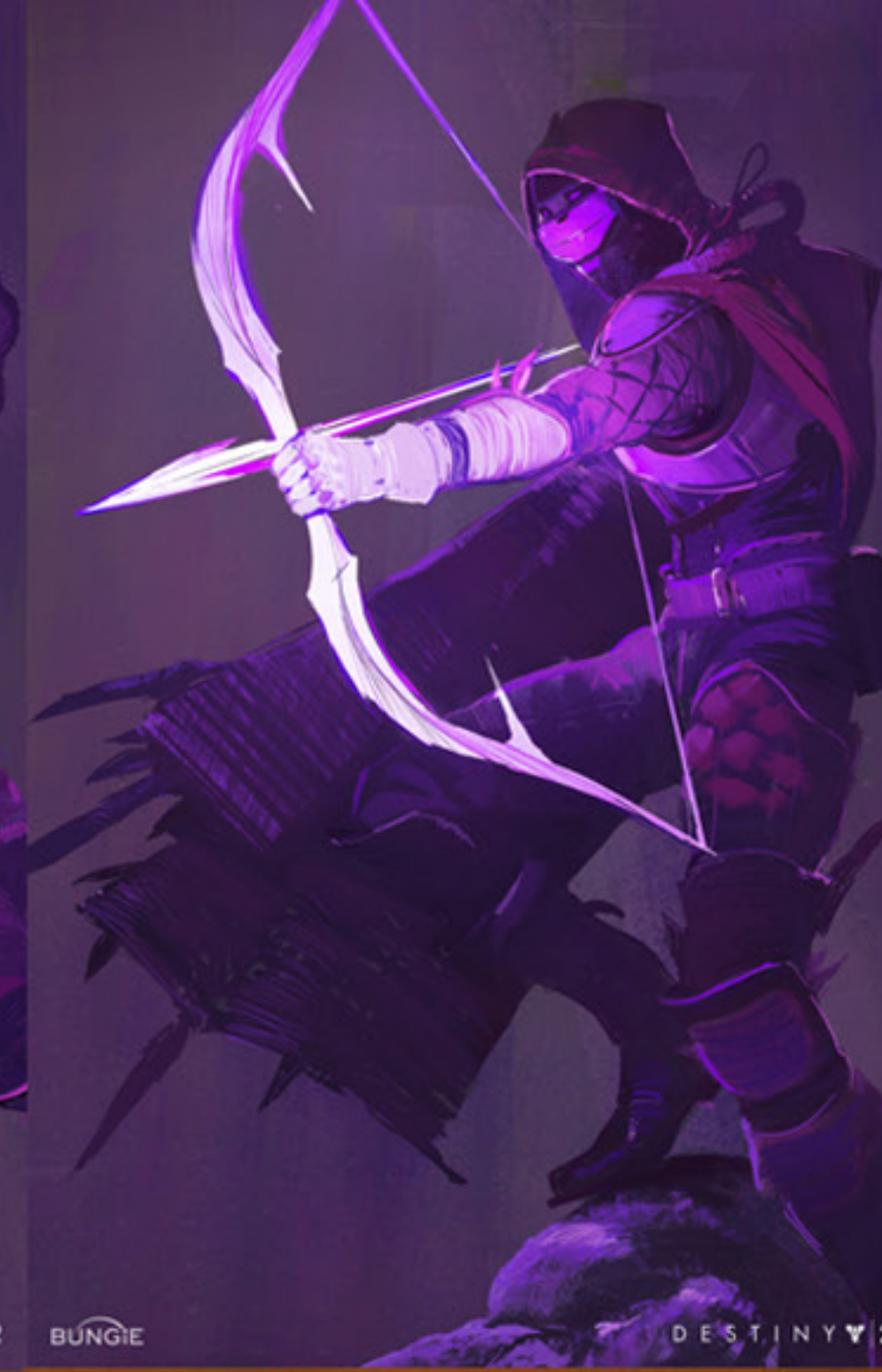






MOODBOARD 2





# DESIGN SUMMARY

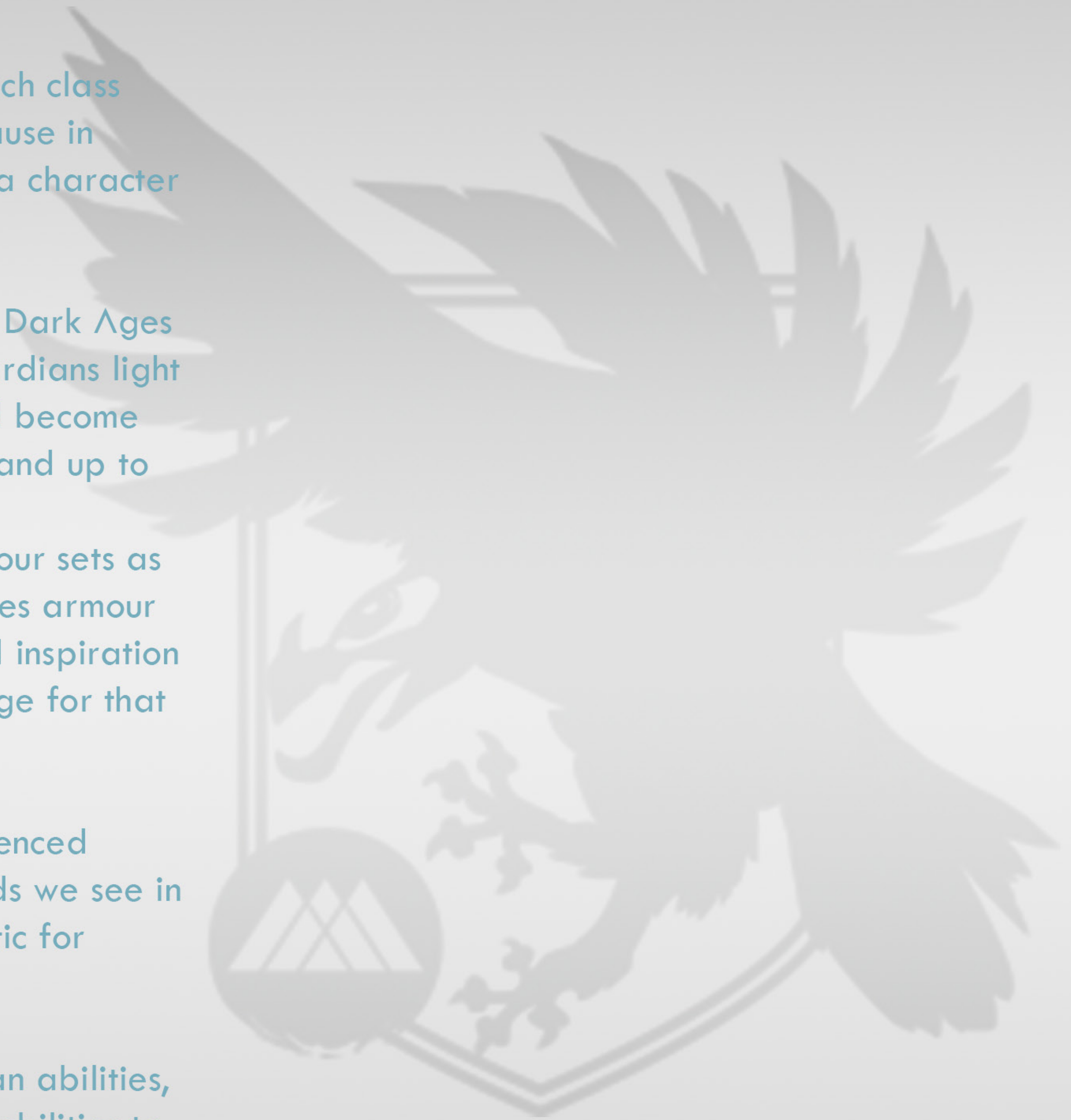
For my designs I want to create a character for each class with the hunter as the lead. I have chosen this because in almost all promotional content for Destiny there is a character for each class.

I want this prequel to be set in the Dark Ages, The Dark Ages is supposed to be a cold desolate time where Guardians light was uncontrolled and wild. Many Guardians would become tyrant kings, The Iron Lords would be formed, to stand up to this tyranny.

I decided to take inspiration from Iron Banner armour sets as this is when the faction formed, Along the Dark Ages armour set. Alongside my in-game sources I wanted to find inspiration from alternate sources such as Cloak's Quilted range for that padded warm look and mountain climbing boots.

As I'd be having a character of each class I referenced multiple body types, one that'd align with the builds we see in game of the classes. Buff bodies for Titans, Athletic for Hunters and Scholarly for Warlocks.

I would finally look into inspiration for the Guardian abilities, as this is a time before light was honed I want the abilities to look wild. This is also before the Strand and Stasis abilities would be discovered so they're not included





# DESIGN ITERATIONS

# HUNTER ASTARIS

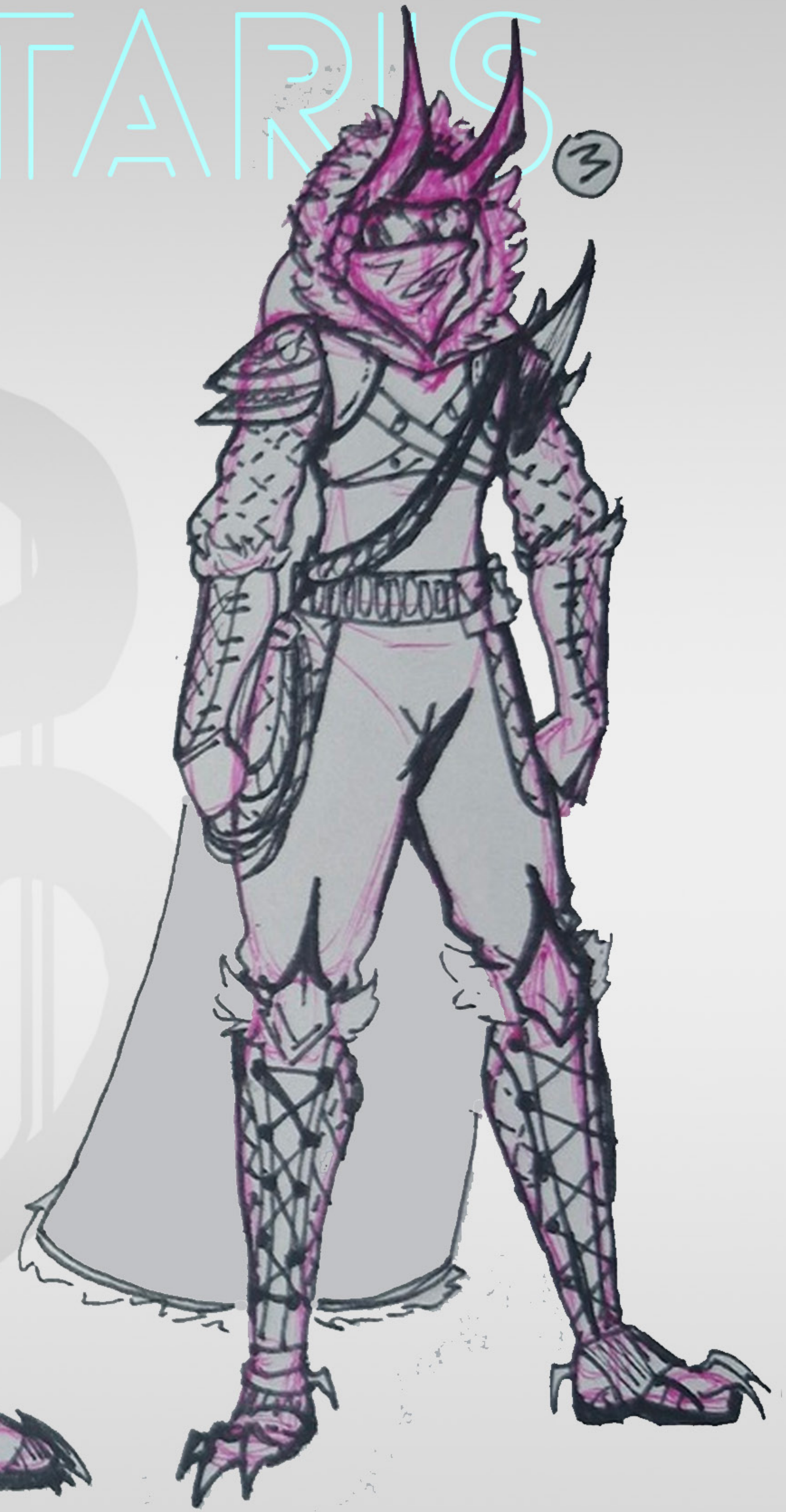
1



2



3



# TITANIZZY



# WARLOCK WILLOW

1



2



3

