

SUMMATIVE II

SEATH THE SCALELESS

KARA BURT

SEATH THE SCALELESS

“This sword, one of the rare dragon weapons, came from the tail of Seath the Scaleless, the pale white dragon who betrayed his own.” - Moonlight Greatsword description.

Seath the Scaleless is a boss from Dark Souls. Although his battle is considered one of the easiest in the game, his story's relevance makes him interesting.

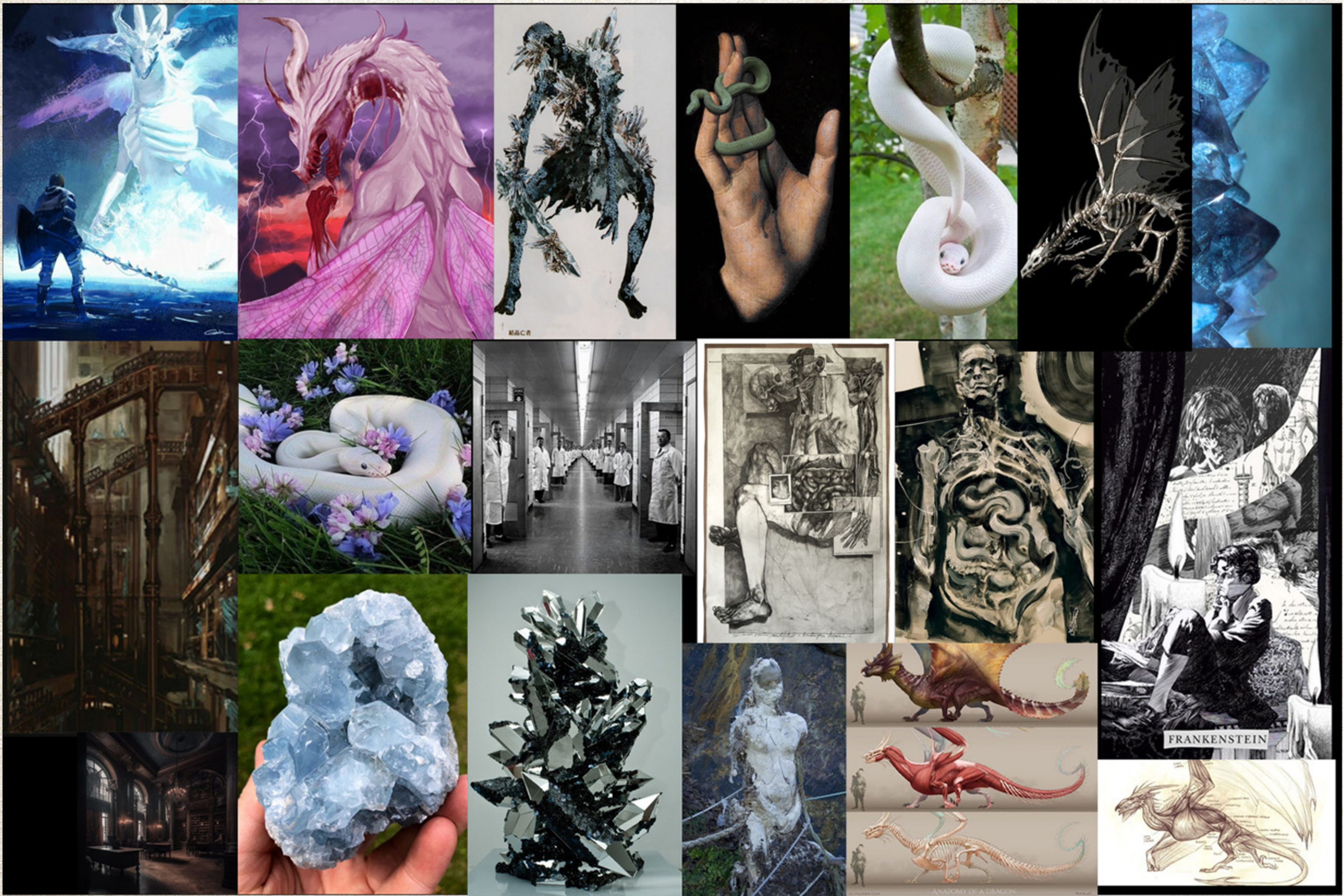
In the lore of Dark Souls dragons are granted immortality through their scaleless, however, Seath was born with none, instead, he possesses pale skin with a serpentine lower half, a monument to his imperfection.

Seath betrayed his kind, siding with Gwyn in his war with the Ancient Dragons, in hopes of harvesting their scales to find his immortality. It didn't work. As a reward for the betrayal of his kind, Seath was named a Duke and gifted a great library now known as the Duke's Archives. Where Seath continued to study and experiment with ways to achieve his birthright.

I have chosen to model Seath as I find the story and design fascinating. He has done appalling things that earned him the title of mad, however I find him fascinating nonetheless. As well as his interesting character I also would like to challenge myself in creating this model in a way that doesn't feel out of reach.



* Seath the Sketched by Kara



In my moodboard I included images of not only the character but images of their place of residence, the crystals they experiment with alongside images that convey a sense of their character and goals, such as the medical diagrams and dragon anatomy posters.



Orthographic Images from Shannon Paisley Symonds, Dark Souls Seath Model

MATERIAL MANIFEST

Seath the Scaleless

Model:

Sculpted by Kara

Textures:

Custom painted by Kara

Crystal Cave

Assets found on BlenderKit

HDRI:

Cave Wall by Greg Zaal

Textures:

Crystal amethyst by BumpkinCZ

Stone by James Middleton

Procedural fog and cloud by Soran Mohammadi

