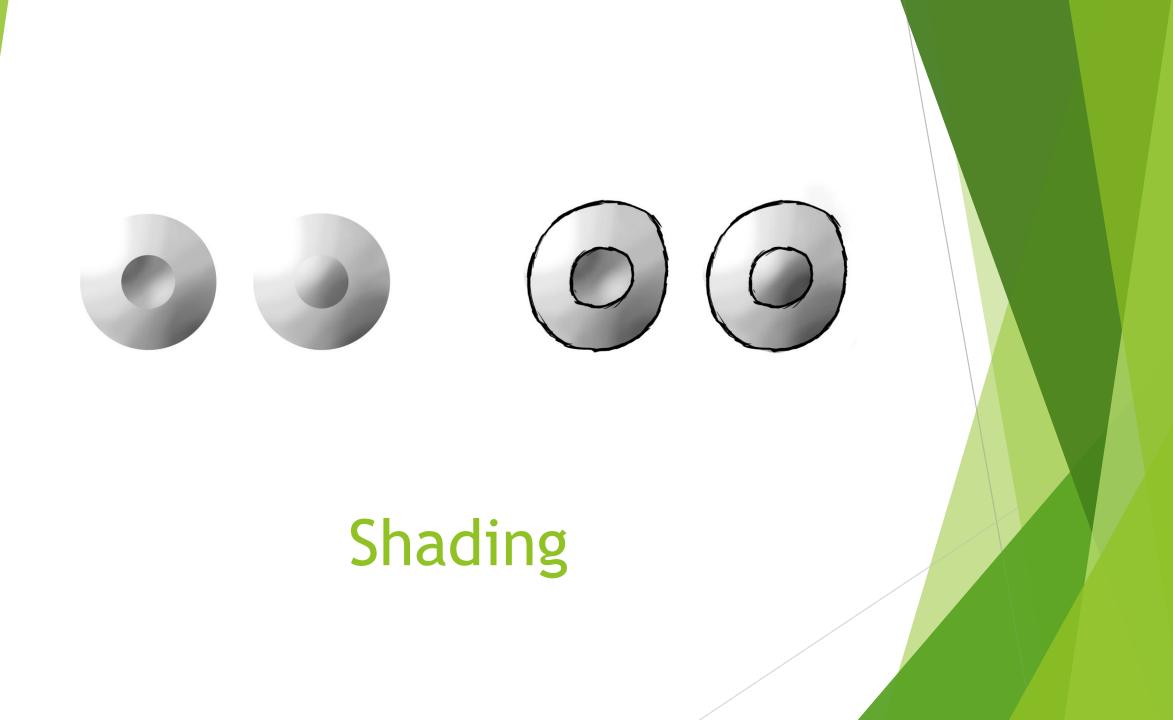
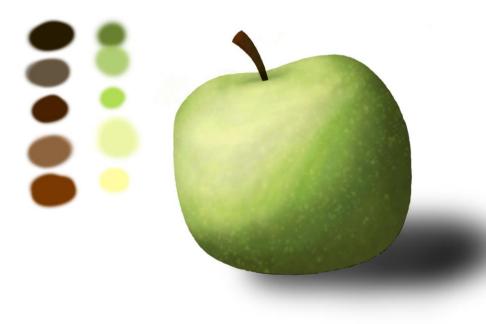
Semester Submission

Timothy Marroquin 1475 2D Design for Games Section 5 Professor Blankenship Fall 2021

Unit 1 (Drawing)





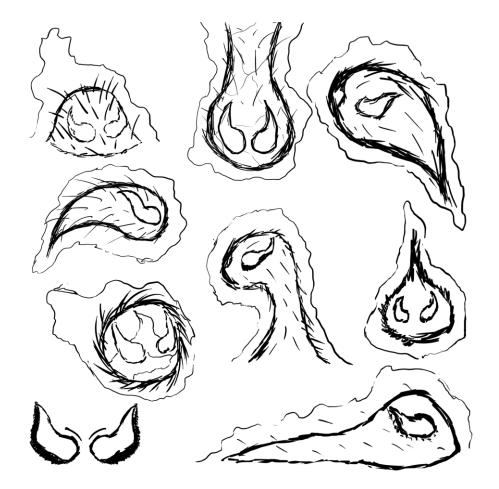


Coloring



Mood Board

- ► Name: Stalker Prime
- ►Game: Earthbound
- ► Level: Cave of the Past
- ►Age: Young
- ► Weight: 10 -20 lbs
- ► Height: 5 7 ft.
- ► Eye Color: Yellow
- Race: Ghostly specter
- Skin Color: Black
- Intellect: Basic/Low
- Skills/Abilities: Great speed, Intangibility



Stalker (Sketching)



Stalker (Shading)

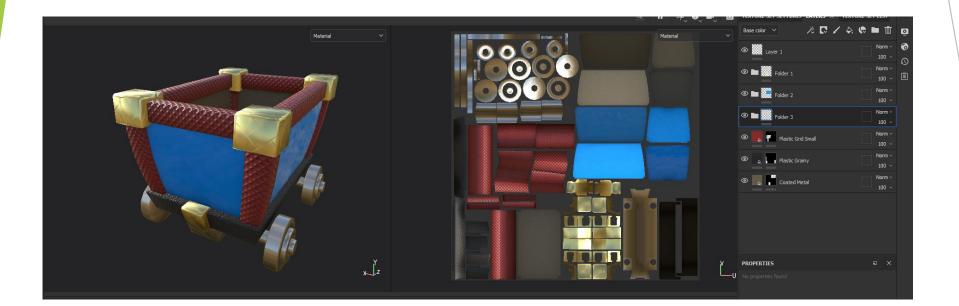


Stalker (Coloring)

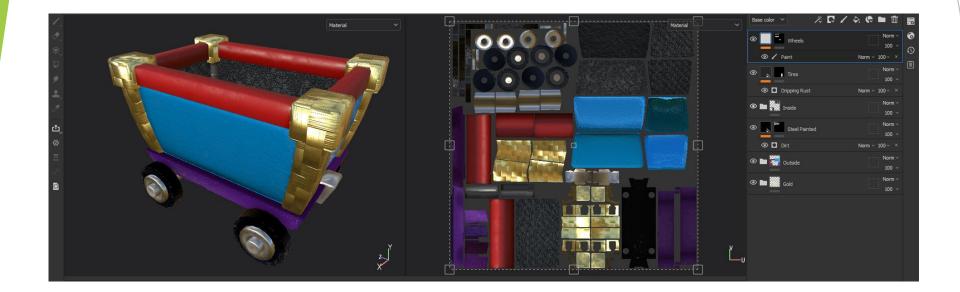
Unit 2 (Texturing)



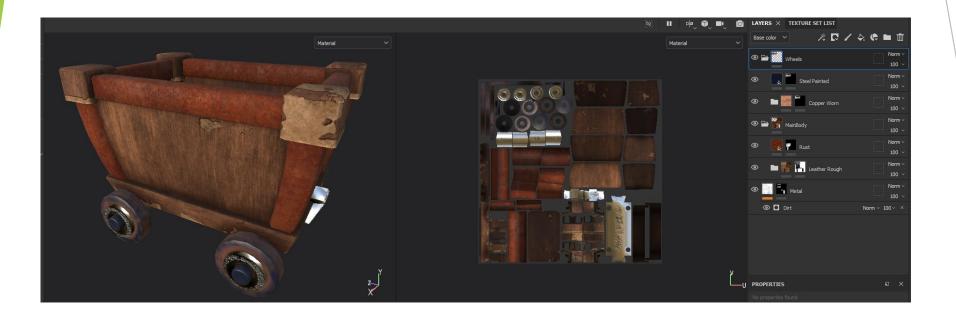
Mood Board



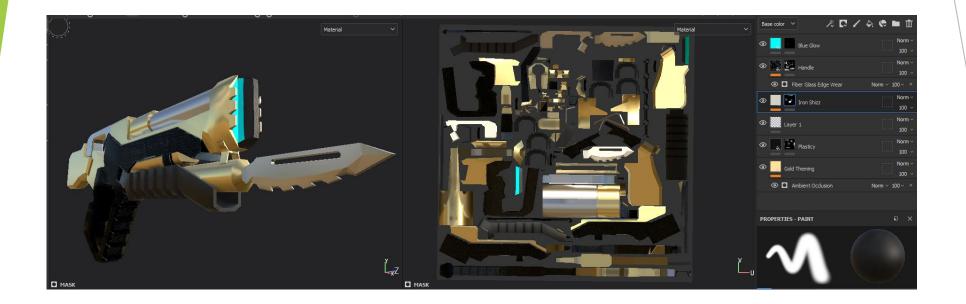
Initial Mine Cart



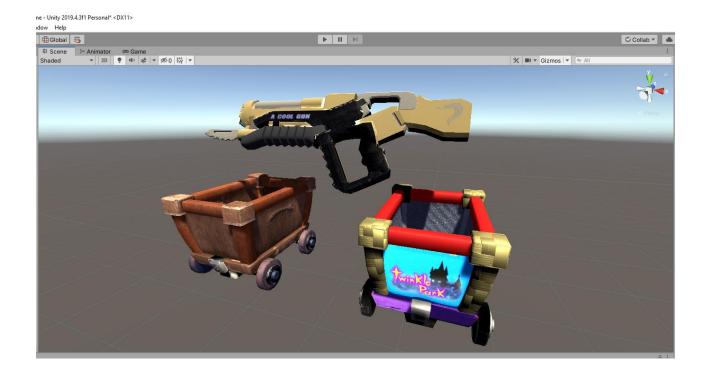
Finallized Mine Cart



Extra Mine Cart



Krogan



In Engine

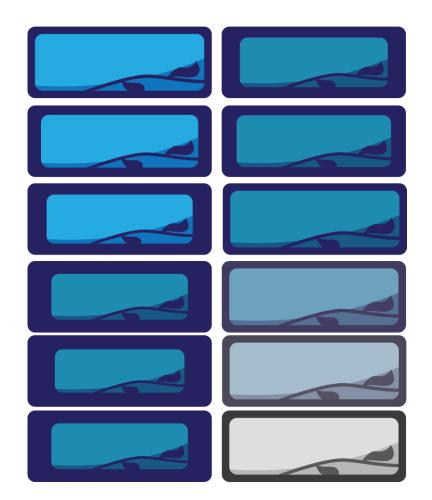
Unit 3 (Planning)

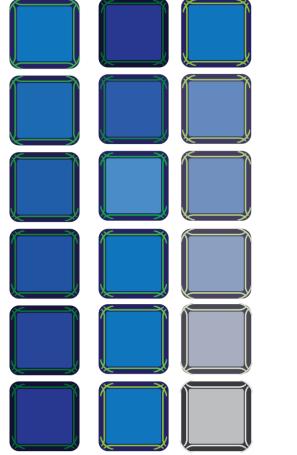


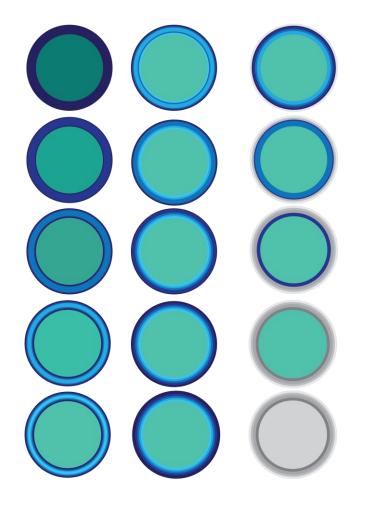
Mood Board

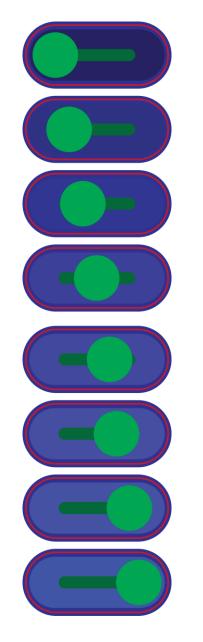


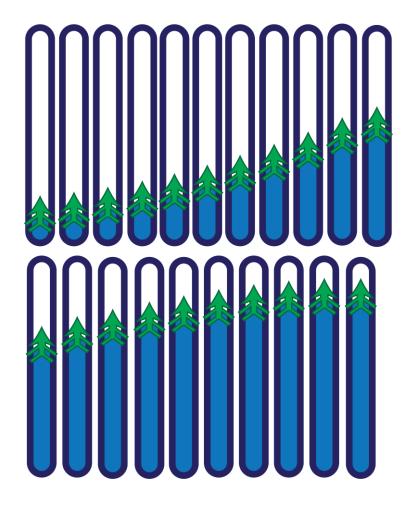












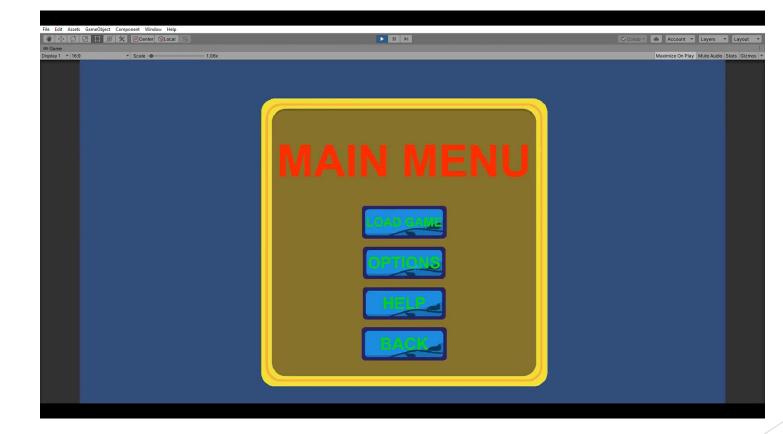


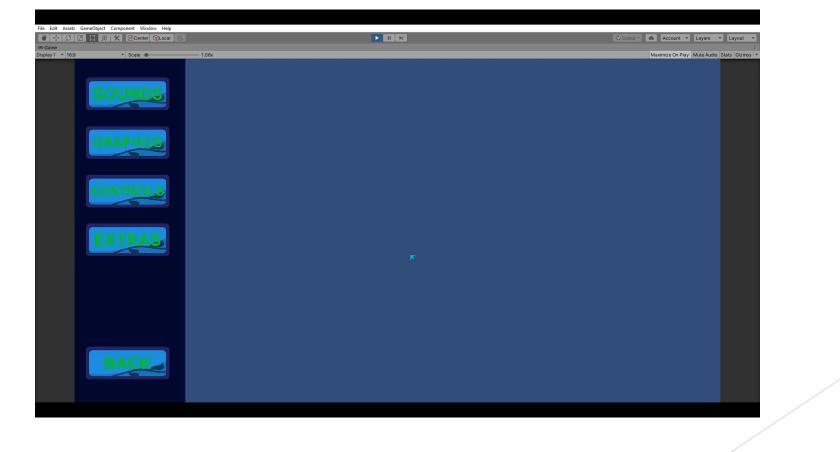
Unit 4 (FinalProject)

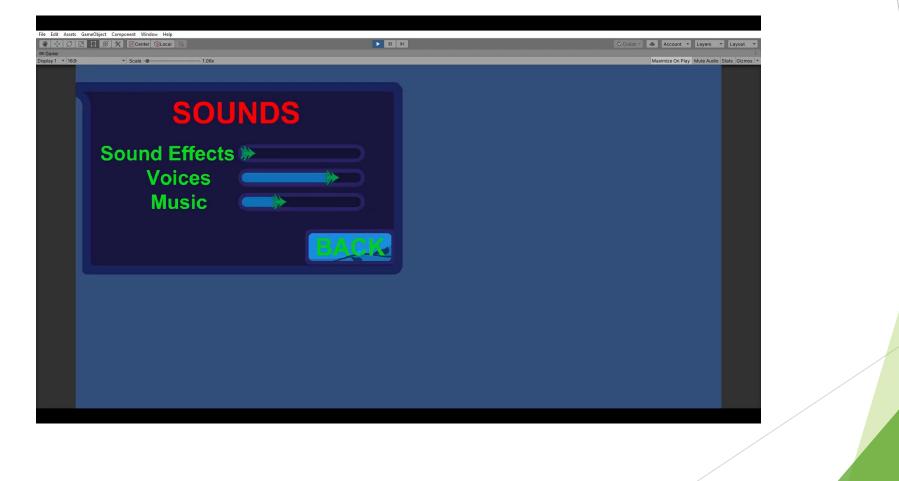
UI Elements in Engine





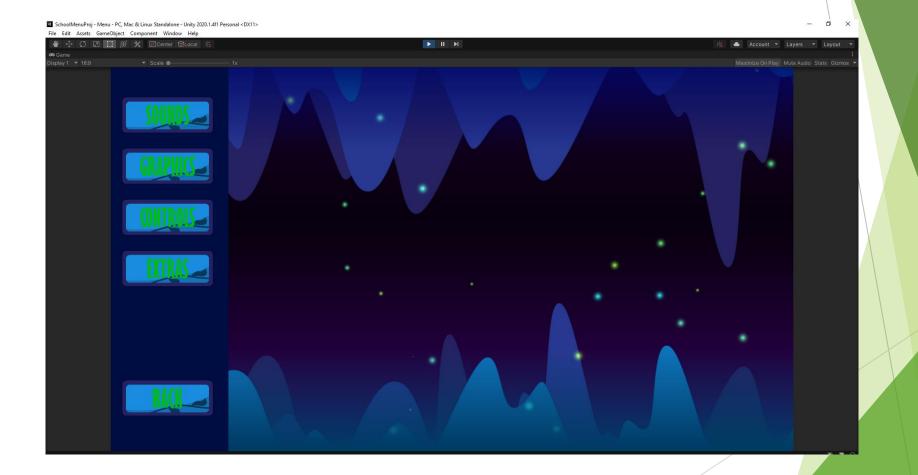




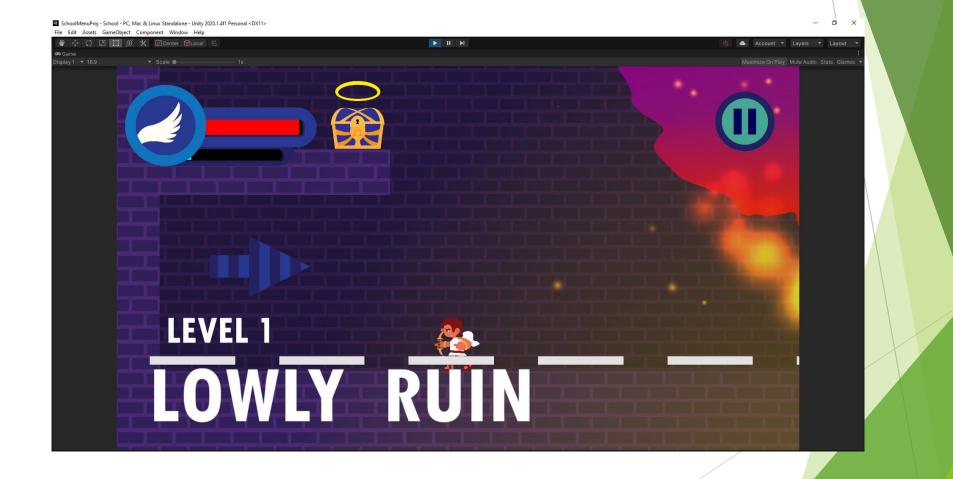


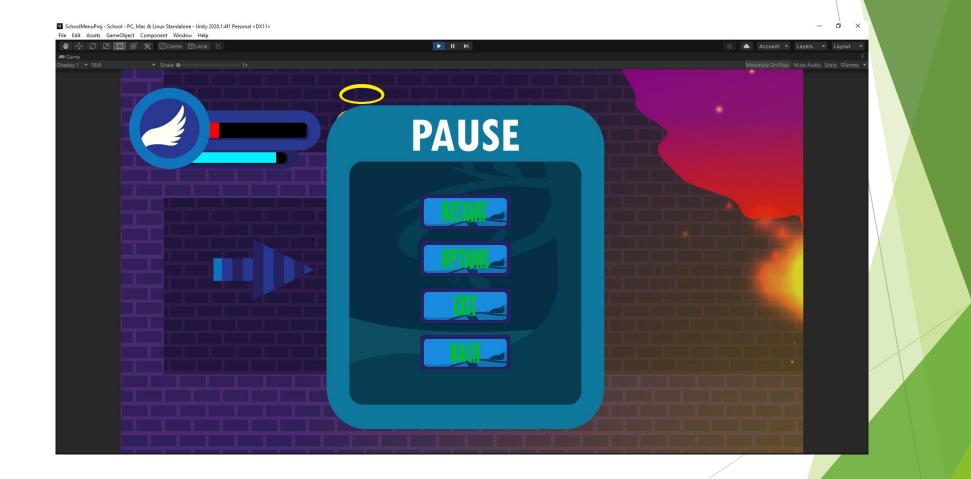






	PC, Mac & Linux Standalone - Unity 2020.1.4f1 Pers	sonal <dx11></dx11>			-	o ×
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				offecta and dialog		
			sound	enects, and dialog	ue sound.	





Other Resources

 Animation in Unity <u>https://www.youtube.com/watch?v=usrwEjwvEwk</u>

• Buttons in Unity https://www.youtube.com/watch?v=YZt4PlsjHJc

 Gif Hosting Site <u>https://sites.google.com/g.austincc.edu/gifsforblanksclass/home?authuser=1</u>

Happy Holidays