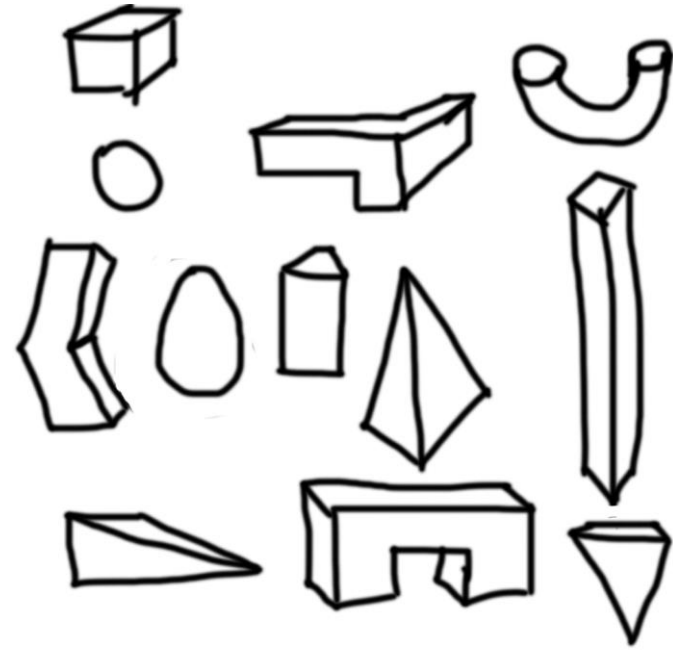


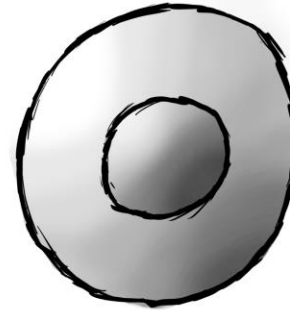
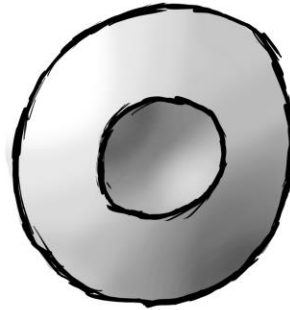
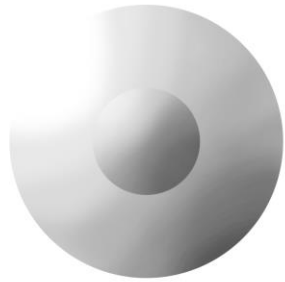
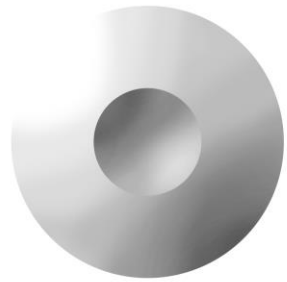
Semester Submission

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

Unit 1 (Drawing)



Shapes



Shading

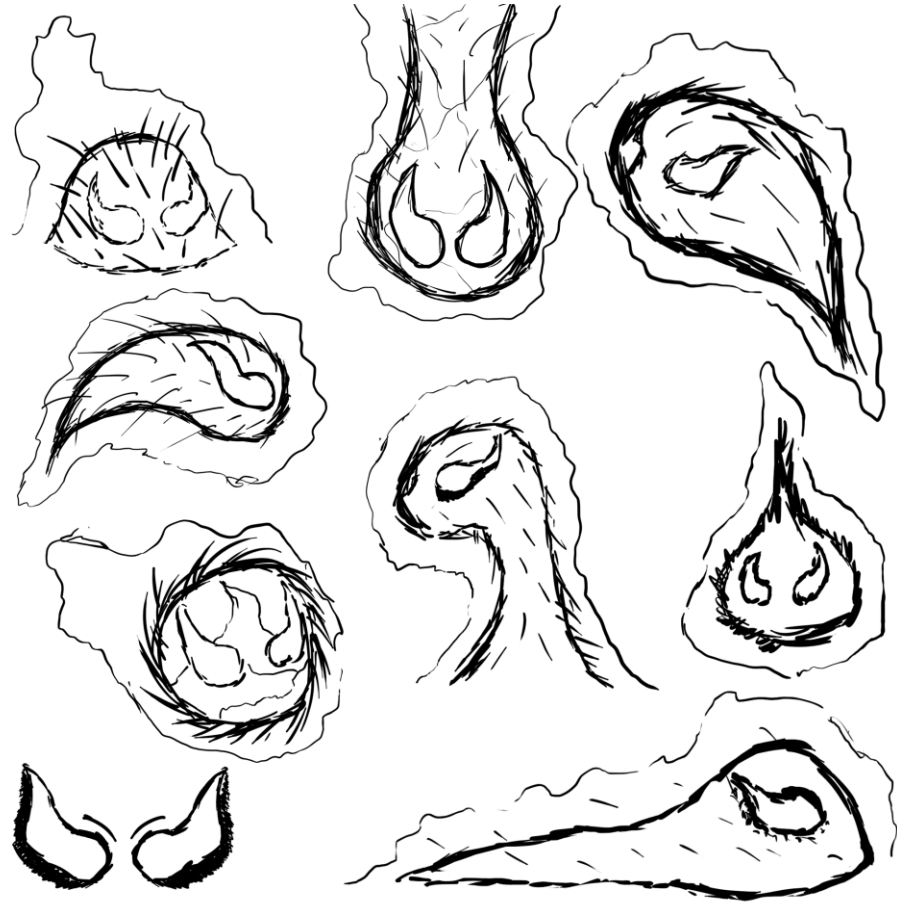


Coloring



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)



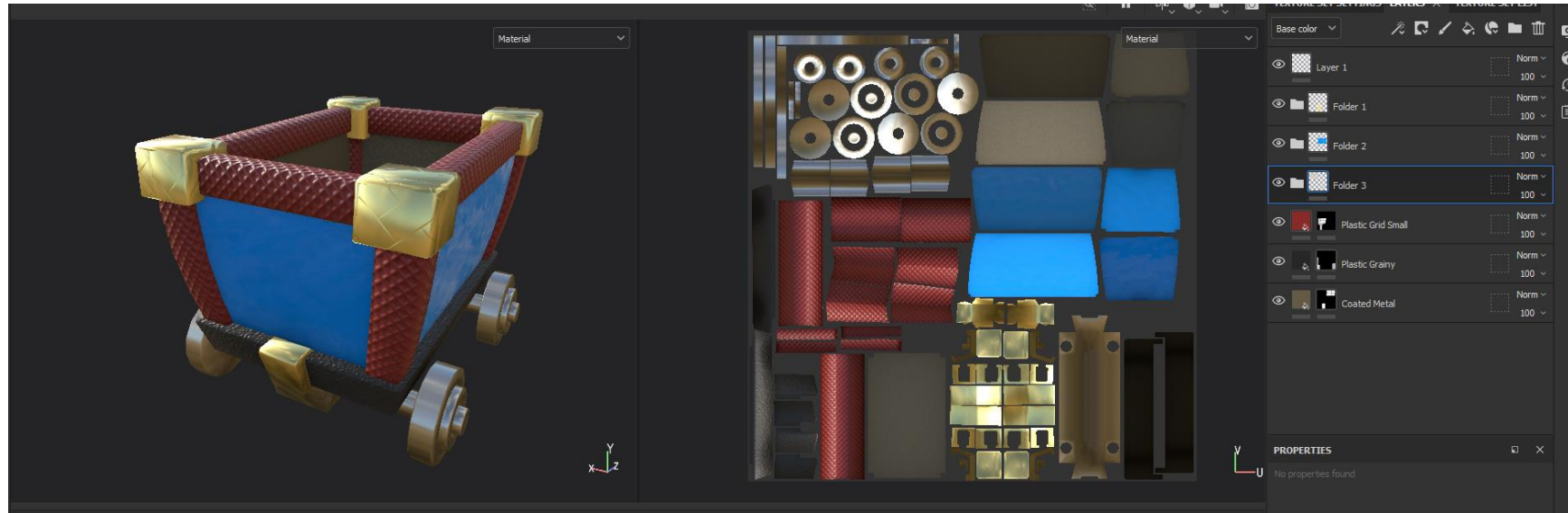
Stalker (Coloring)



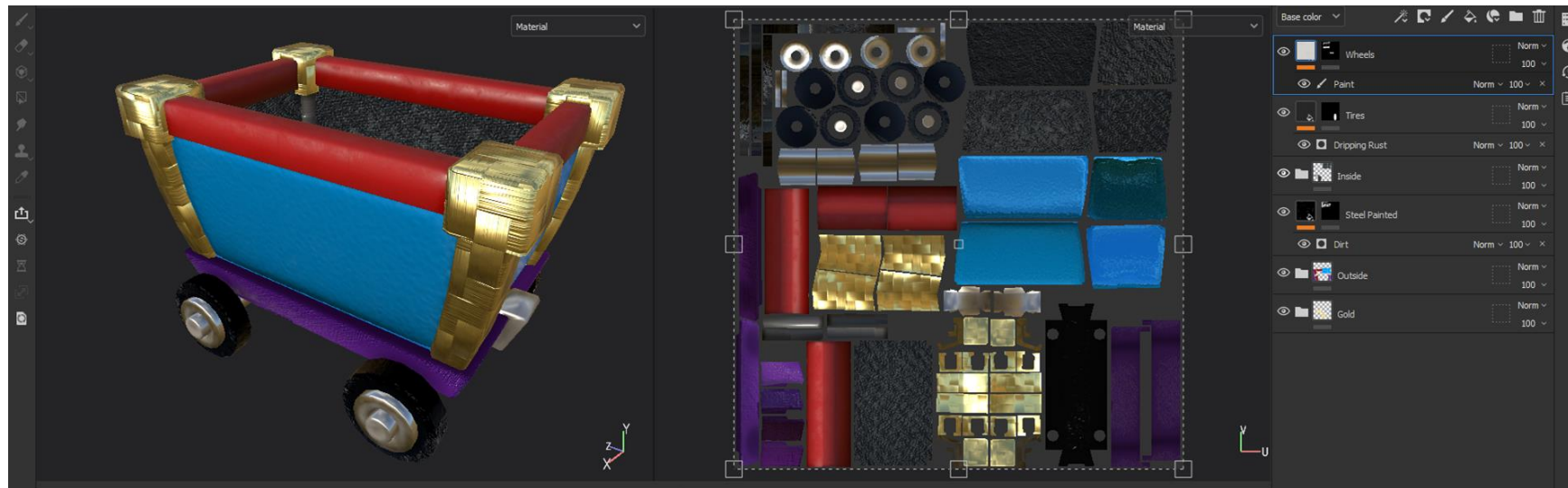
▶ Unit 2 (Texturing)



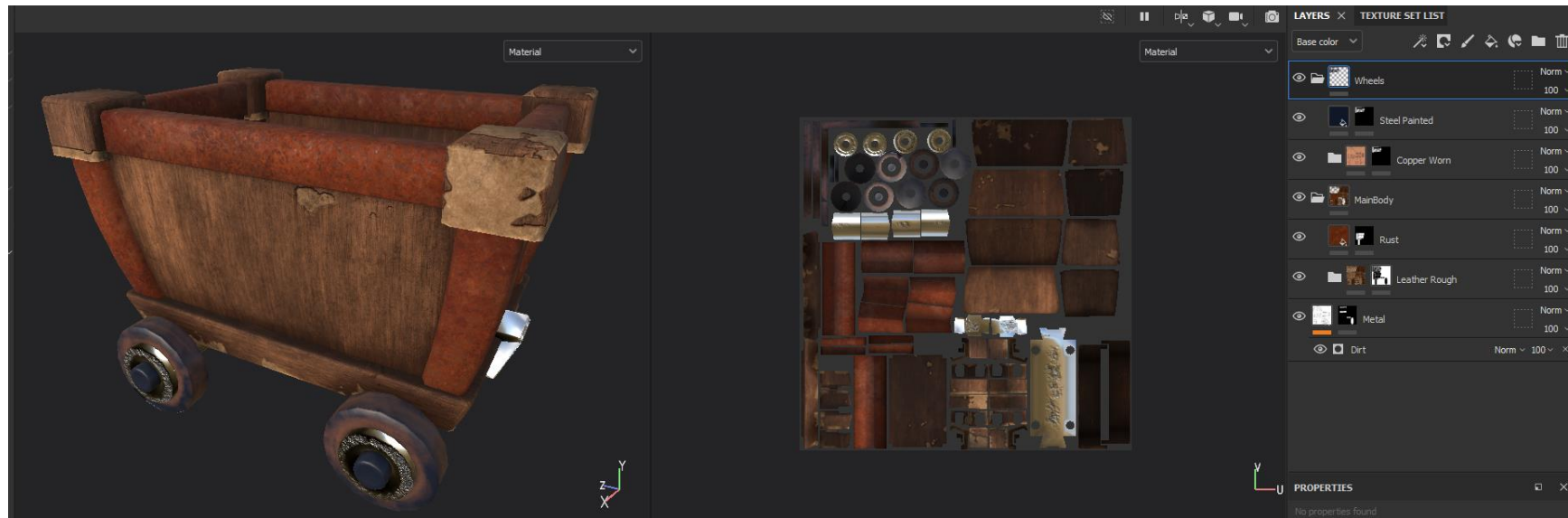
Mood Board



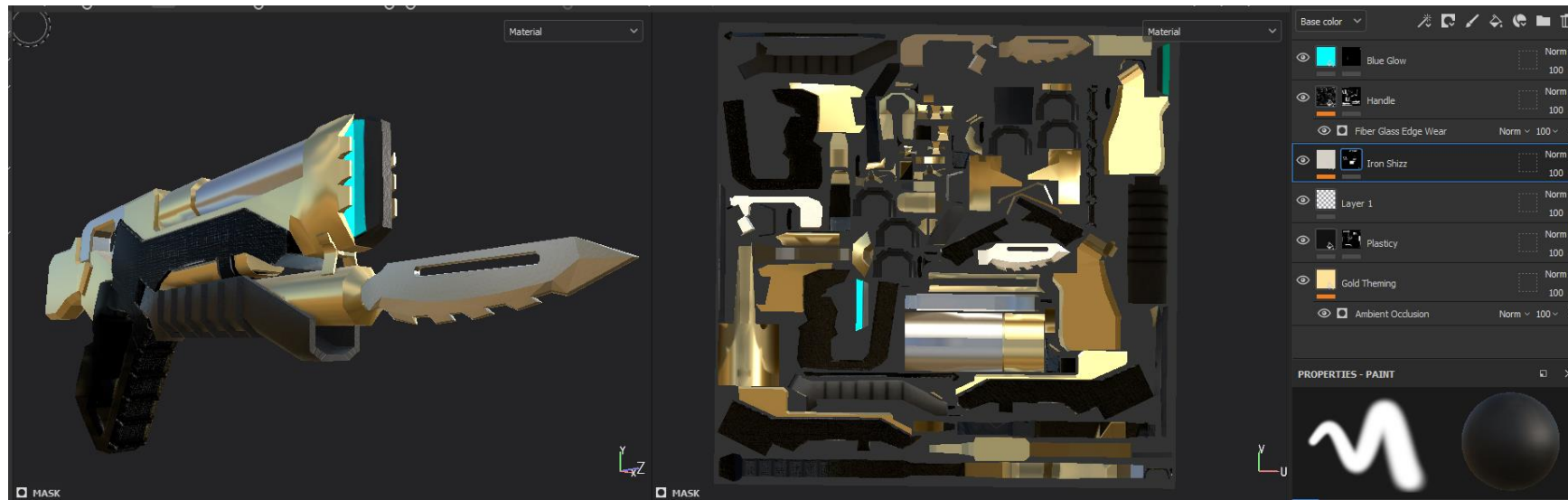
Initial Mine Cart



Finallized Mine Cart



Extra Mine Cart



Krogan



In Engine



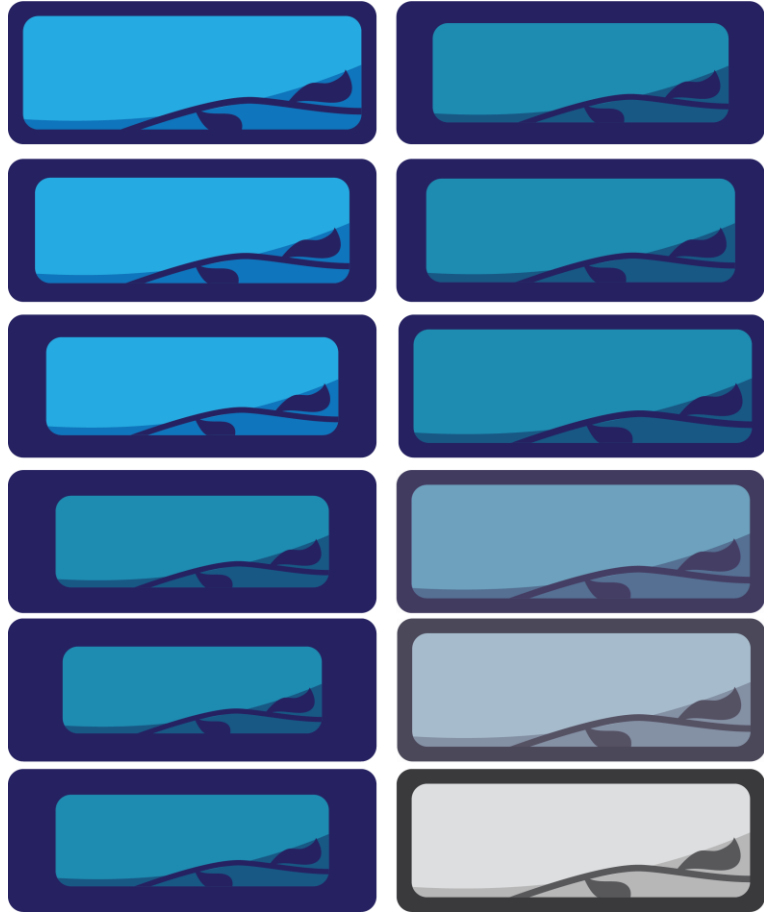
▶ Unit 3 (Planning)



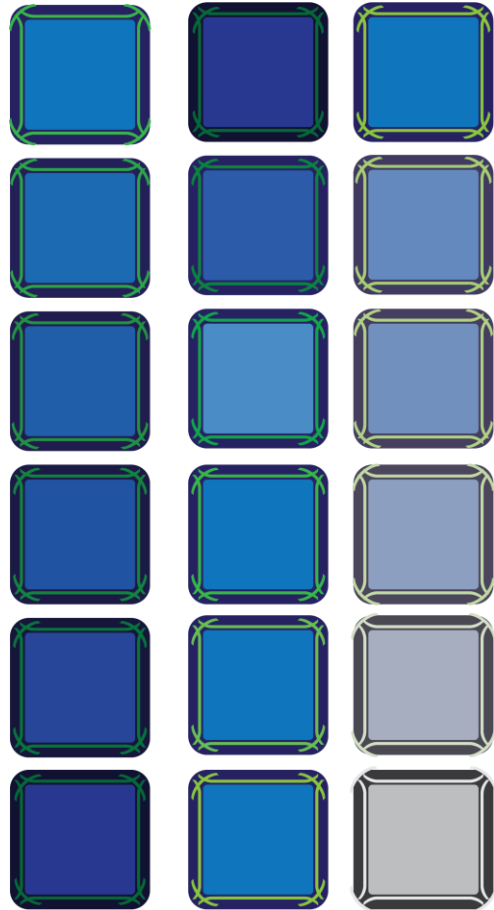
Mood Board

Sprite Sheets

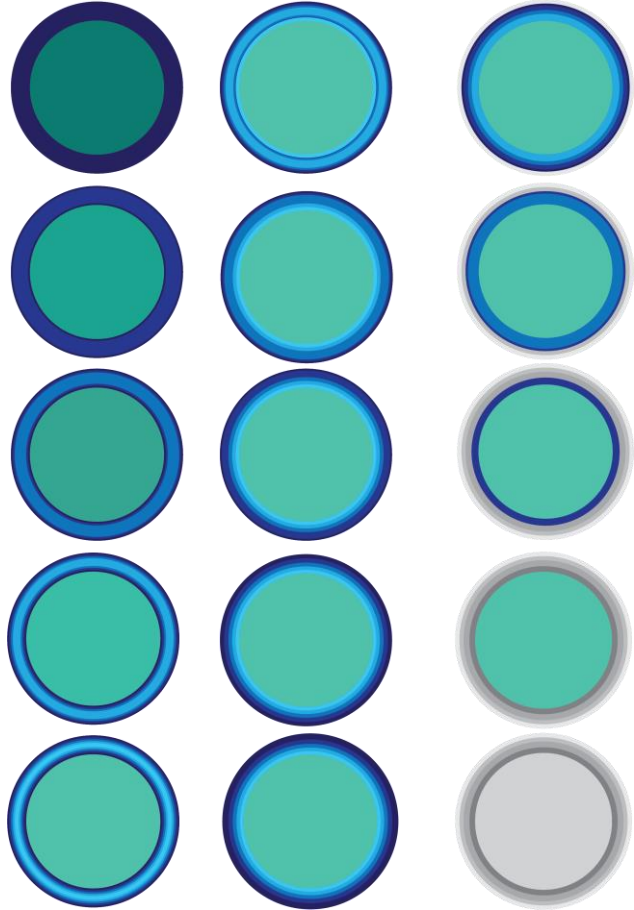




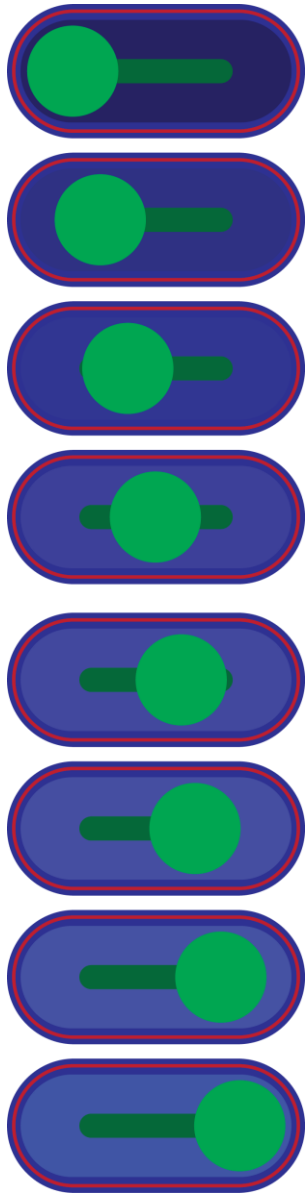
Sprite Sheets



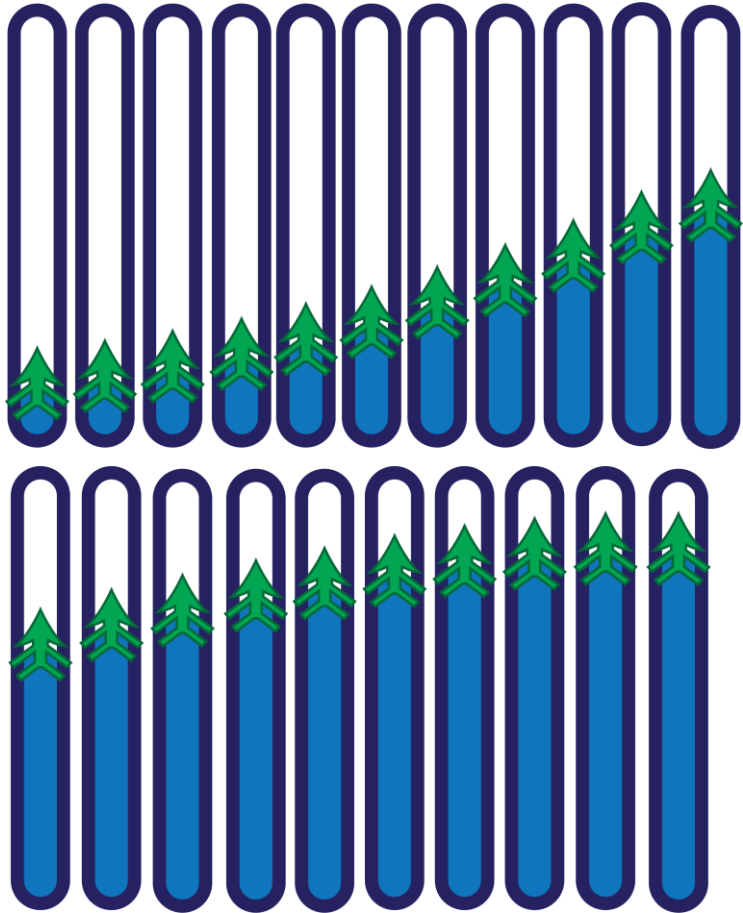
Sprite Sheets



Sprite Sheets



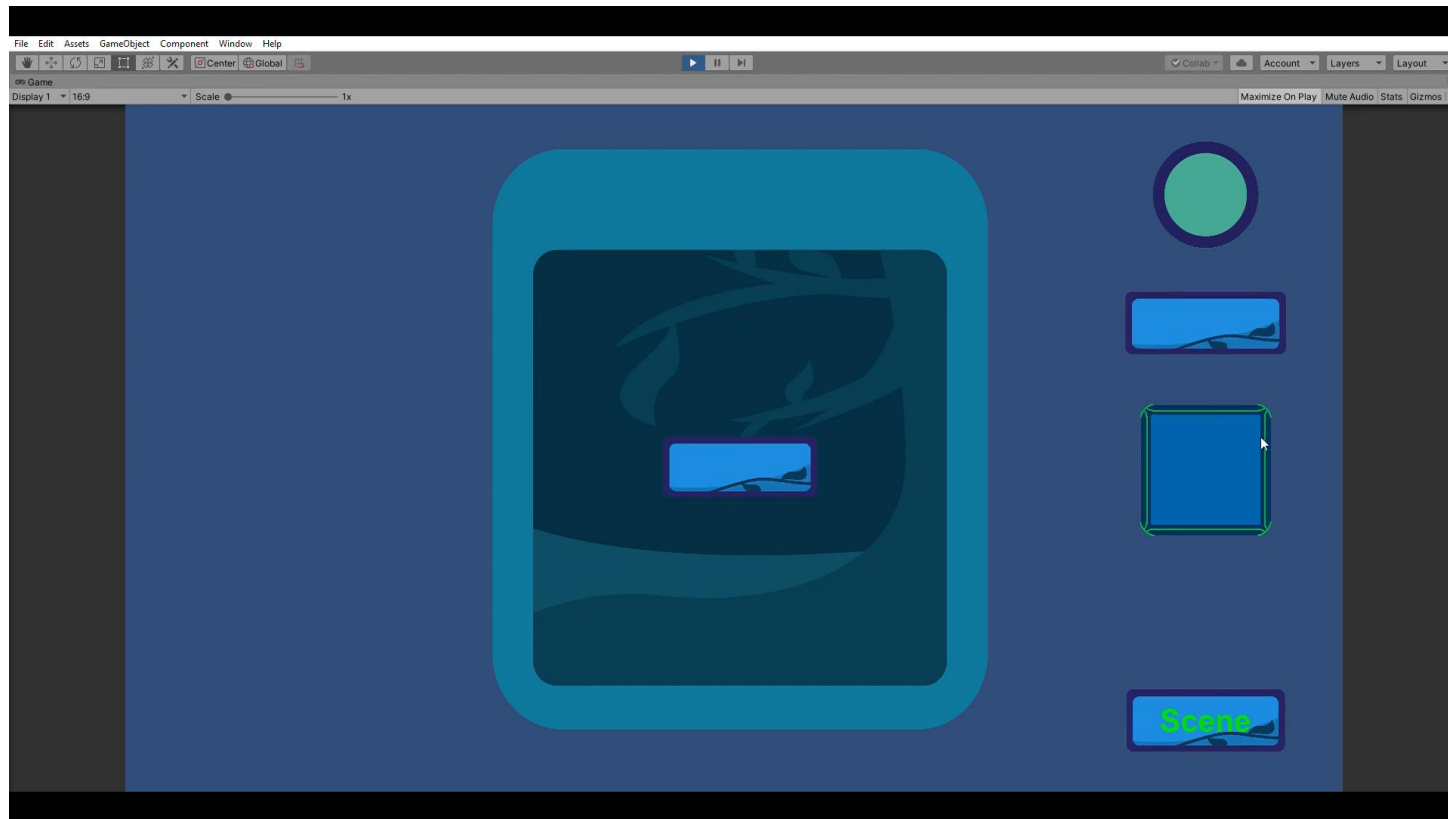
Sprite Sheets



Sprite Sheets

Unit 4 (Final ▶ Project)

UI Elements in Engine



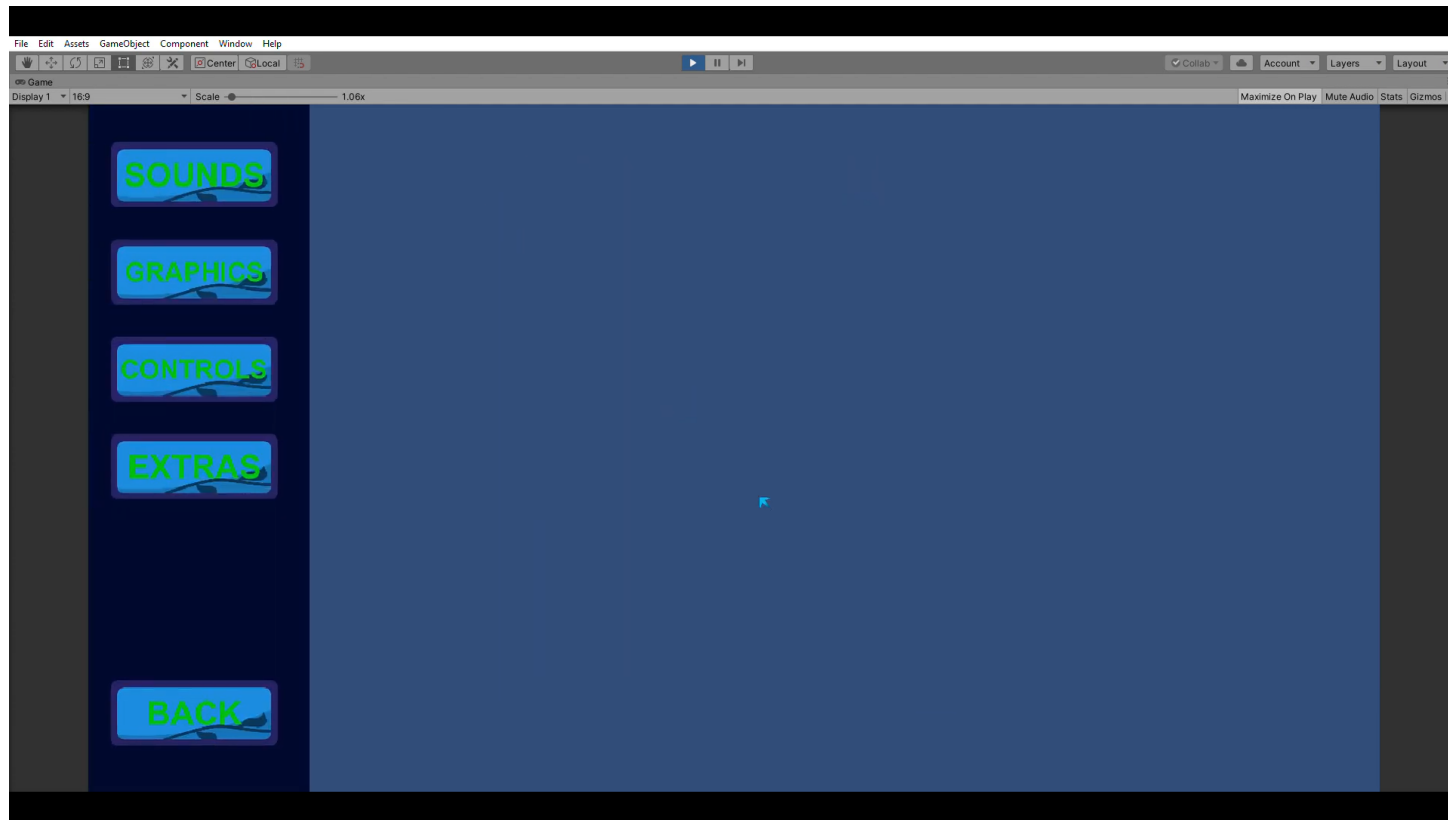
Progress Week 1



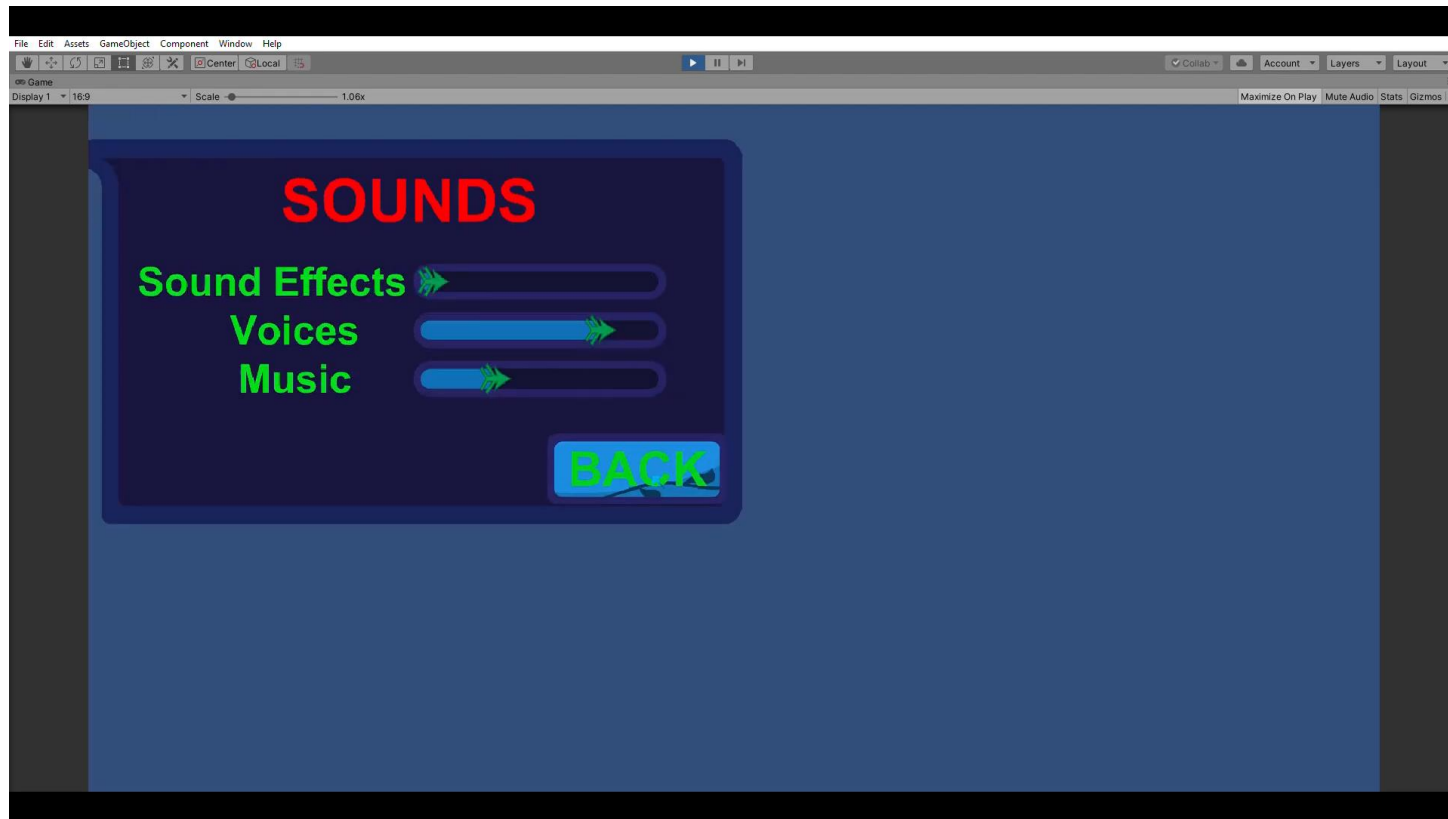
Progress Week 1



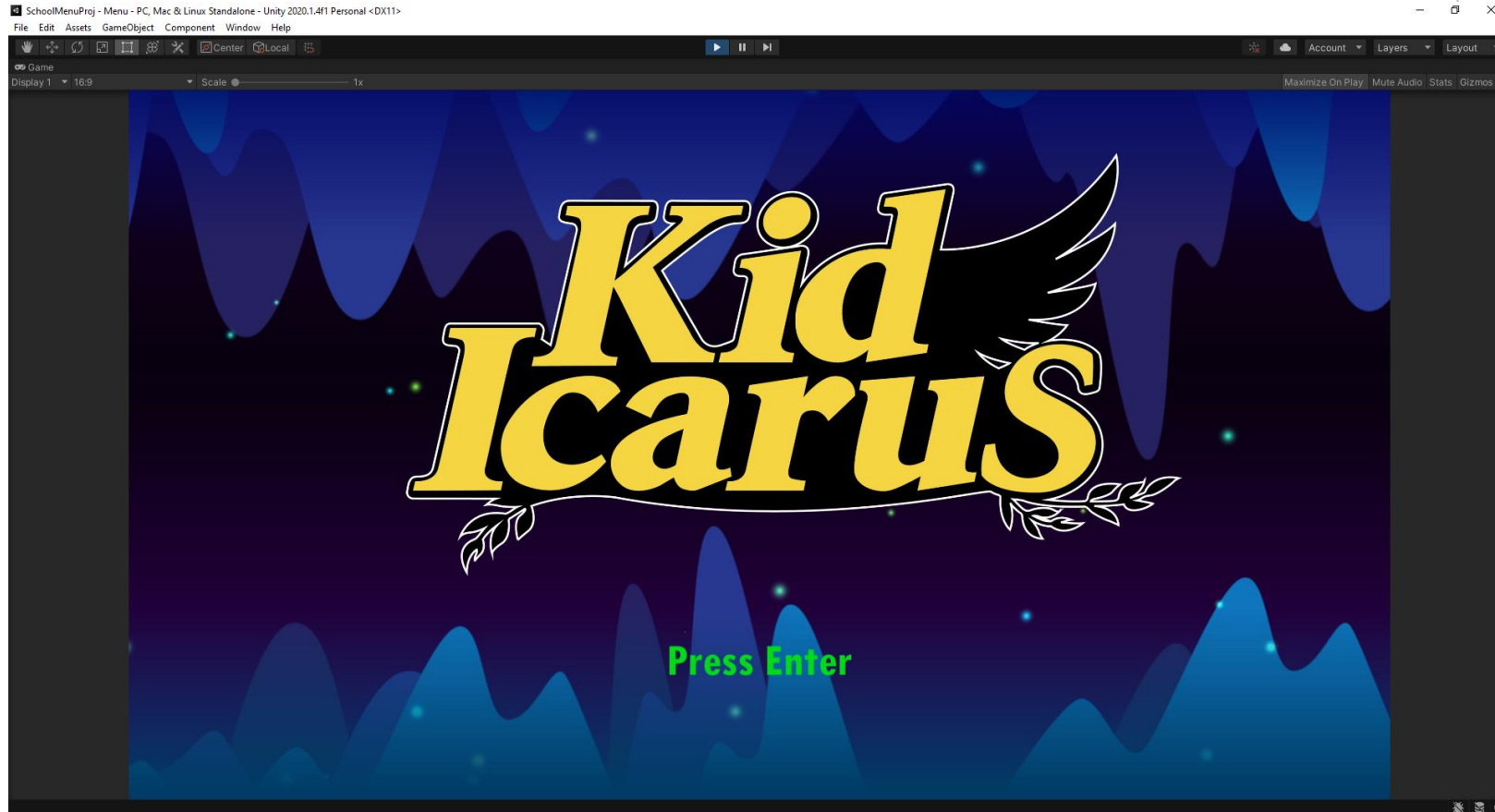
Progress Week 1



Progress Week 1



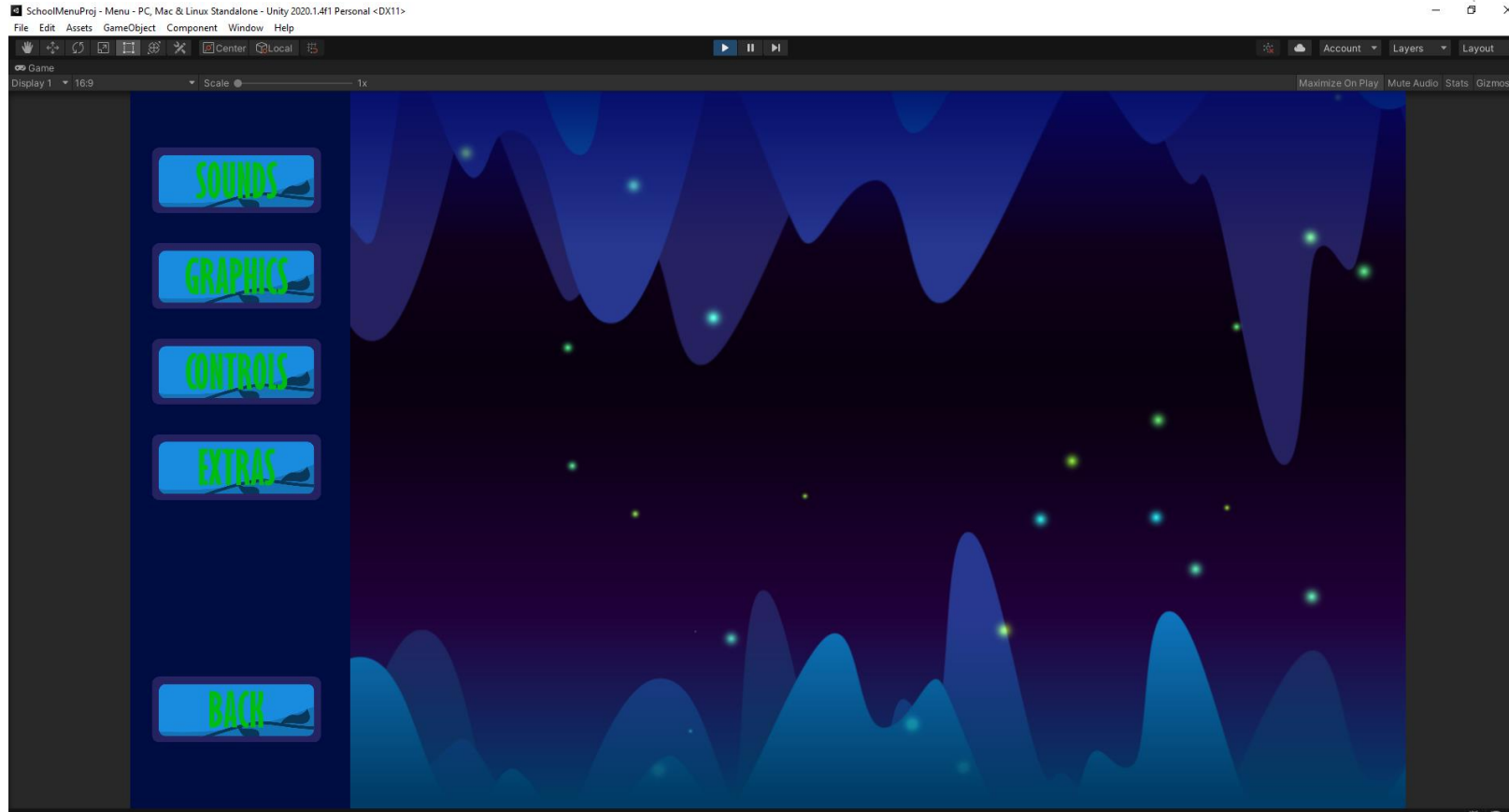
Finished Project



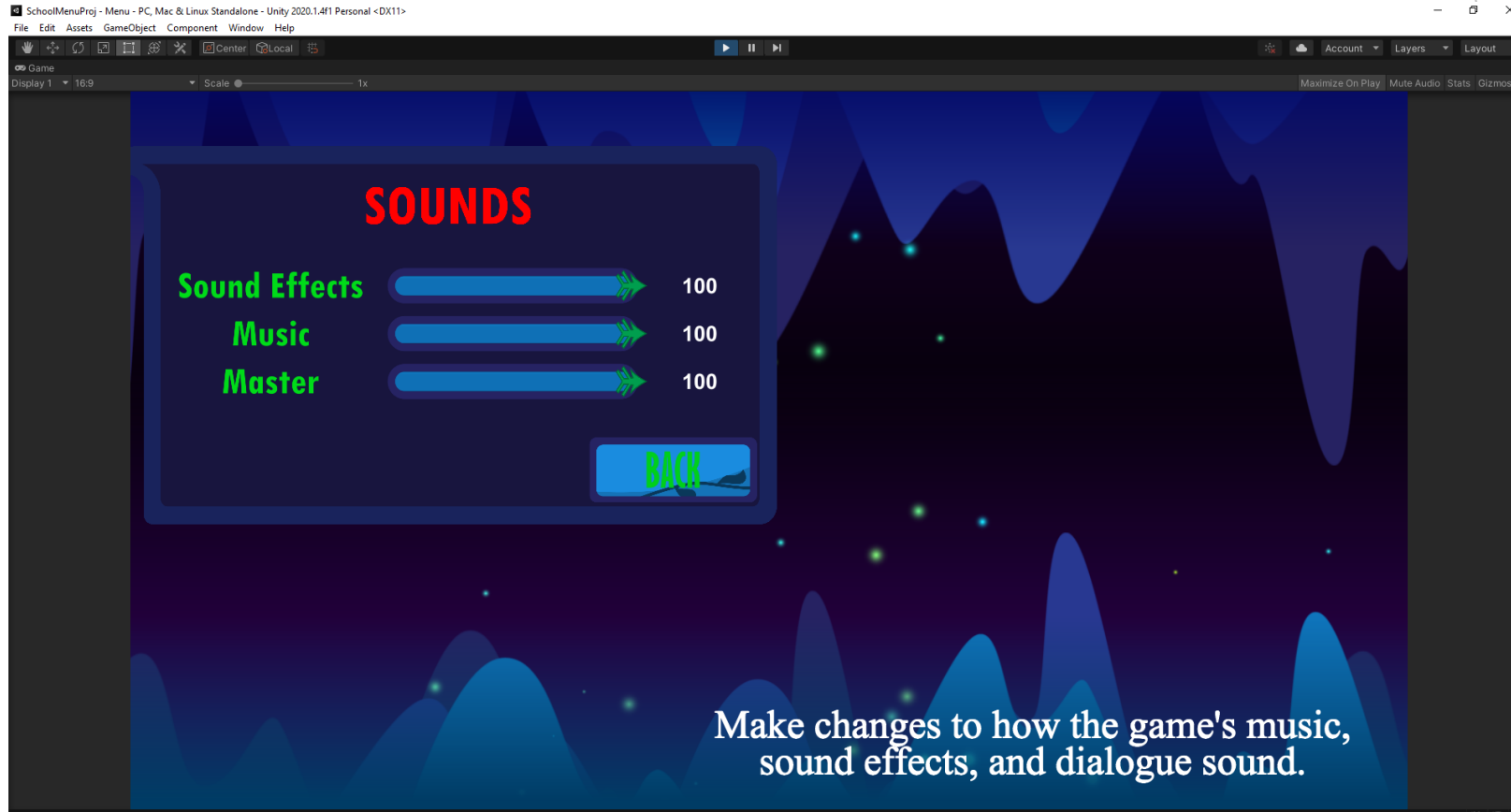
Finished Project



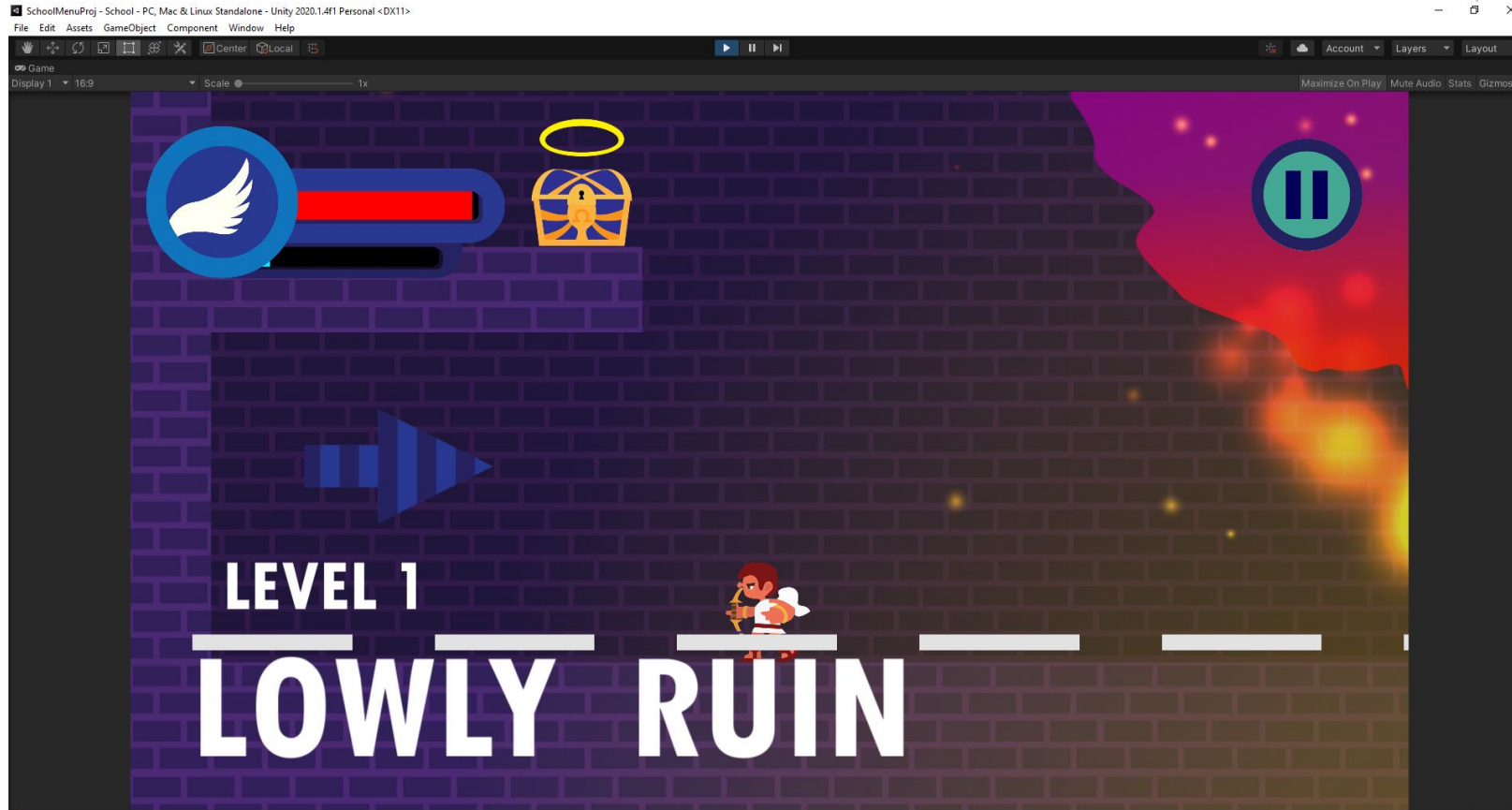
Finished Project



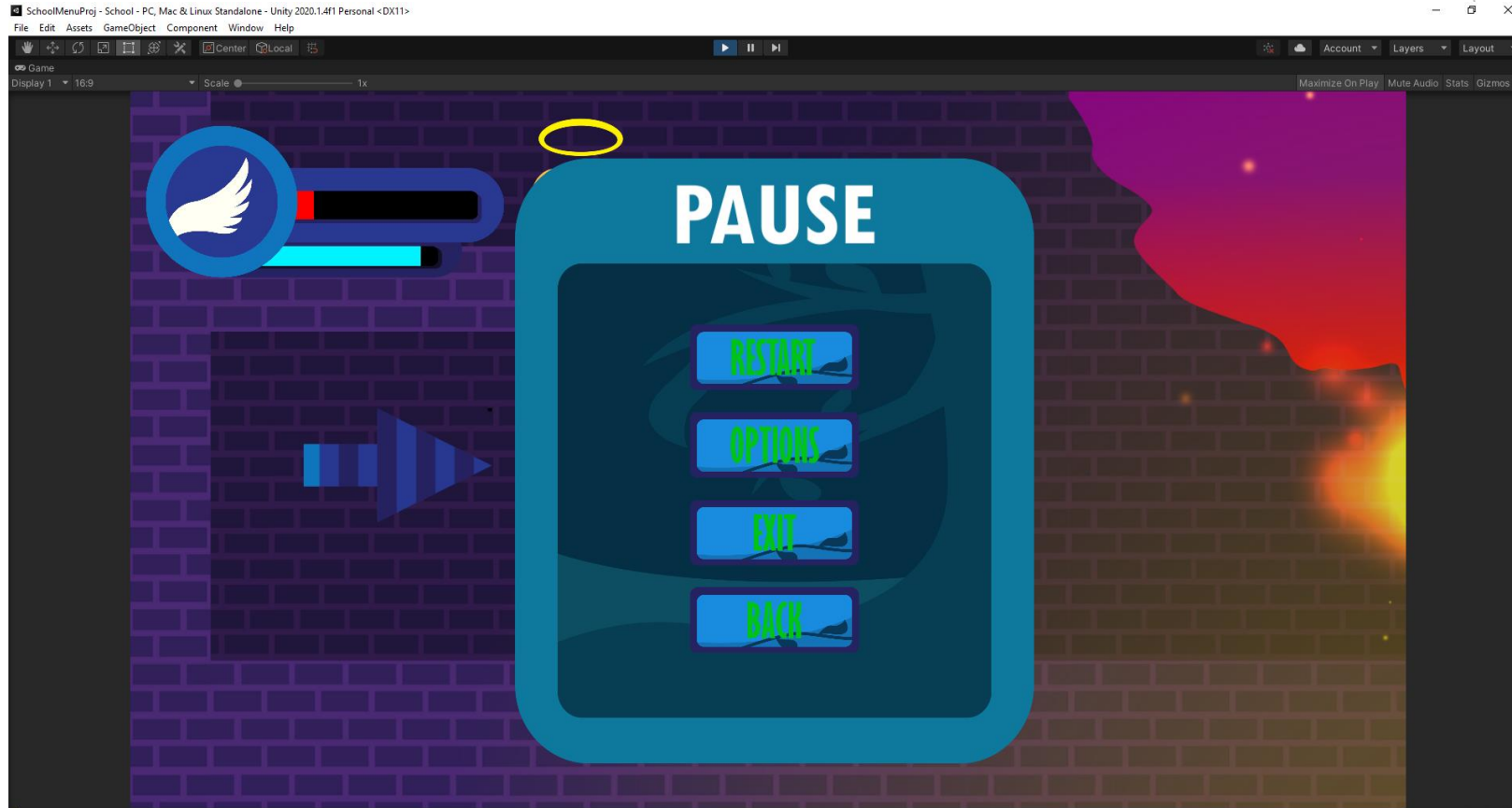
Finished Project



Finished Project



Finished Project



Other Resources

- Animation in Unity

<https://www.youtube.com/watch?v=usrwEjwvEwk>

- Buttons in Unity

<https://www.youtube.com/watch?v=YZt4PlsjHJc>

- Gif Hosting Site

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



Happy
Holidays