Laboratory of the Mad Scientist
(3D Environment and Props)

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Game Design (MFA)
**Proposal**

- I created a scene which I can demonstrate and utilize my hand painting texture skill.

- Through Laboratory of a Mad Scientist, I was able to demonstrate my stylized texture techniques, and ability to light and compose props as one complete scene.

- I used Maya to create polygonal meshes of props and to compose and light the scene. Also, I used Photoshop to paint textures of props. For textures, I went for hand painting style which has been very popular and favored by many game companies recently.
Abstract

A scientist’s intelligence was best among his peers and league. However, his inventions and ideas were not welcomed by his peers. They often called him mad. His proposals were rejected by other scientists because they were ill-intended and harmful.

One day, he disappeared and other scientists were wondering what happened. They believe he killed himself with his dangerous experiment.

However, after seven years, a traveler finds the mad scientist’s secret laboratory in a mountain.

The traveler barely survived from acids and poisonous gas surrounding the laboratory.

The traveler said that he could hear a one’s loud moan and shriek,

but he could not go any closer to the laboratory.
Art Direction

Currently, a lot of game companies use hand painting textures as their game art style. They chose this style because it never gets out dated look like Doom series or any other games Which tried to capture realism. Hand painting textures maintain their appeal for a really long time.

I saw the potential and studied the hand painting skill. So, I hand painted all of my works to Develop and demonstrate the technique.

For this project, I did silhouette study to push forms and shapes of objects in the scene to create more interesting scene. I used bold and saturated colors to emphasize the style.
Art Direction Samples
Props Image
Break Down

17490 Tris total
Break Down

Props in viewport image
Textures

19 Color Texture maps
512 x 512 (18), 1024x512(1)
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Portfolio Works
(3D Environment and Props)

Altar – Small size environment
Sci-Fi House – Structure
Probe – Vehicle
Sci-Fi Walls and Floors – Interior
Steam Gun – High-Poly model
Steam Robot – Character
Portfolio Works

The Altar
Portfolio Works

The Altar
Portfolio Works
Portfolio Works

Sketch
Portfolio Works

Sci-Fi House
Portfolio Works
Portfolio Works

Textures Map
Portfolio Works

Concept
Portfolio Works

Probe
Portfolio Works
Portfolio Works

Texture map
Portfolio Works

Sci-Fi Wall Set
Portfolio Works

Sci-Fi Floor Set
Portfolio Works

Break Down
Portfolio Works

Textures
Portfolio Works

High-Poly Ray Gun
Portfolio Works
Portfolio Works

Robot
Portfolio Works

Break Down
Portfolio Works

Concept
Thank You