
Subject: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Wed, 16 Apr 2008 06:17:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm currently in maquette construction class at the Art Institute of Tampa and I figured a great model would be the original humanoid mutant. The first project is a thumbnail, sort of a grapefruit sized head to get an idea of the direction you're taking.

The next project due in two weeks is a bust of the mutant. The class final at week 11 (nine weeks from now) is the full model with environment, so I'm going to attempt to recreate Citadel Station - at least one section of it. I intend on having one "ring" of lights from the octagonal corridors in the med level, complete with blood on the walls, modeled tile with lights and flickering along with some melting by my soldering iron to create explosion damage. This is all done in Sculpey clay, btw, except for the environment which will probably end up being a form of dense styrofoam I'll have to Dremel out and carve by hand.

Let me know what you think. As I work I'll post images here.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Ryu](#) on Wed, 16 Apr 2008 09:32:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

That blood looks so real.

Great job by the way.

Subject: Re: System Shock humanoid mutant maquette
Posted by [nopol10](#) on Wed, 16 Apr 2008 12:53:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

From the first photo I thought the nose was the eyes. Lol. The blood is very nicely done!

Subject: Re: System Shock humanoid mutant maquette
Posted by [Starbuzz](#) on Wed, 16 Apr 2008 19:47:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's amazing...I would definitely follow along in this thread. In the class, do they also group critique your work?

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Wed, 16 Apr 2008 20:34:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

We usually have a group critique every time homework is presented in the class. It's roughly a two hour process in which we all provide in depth feedback about what we like and what could have been made better.

I was working with this as a reference:

I need to create a character model sheet soon, so I'll be posting that up too; it's a full turnaround I'll be sketching out in Photoshop with a tablet/Cintiq monitor. I've also fleshed out my plans for the Medical Level station recreation, it'll use several flashing LEDs to give the illusion of a damaged set of lights that I'll be embedding into foam with plastic sheeting to recreate this:

I'm looking to create only the ring of flourescent lights for the time being. If it's not too difficult I'll add a bit more so the mutant will be darker when the lights flicker on it.

Subject: Re: System Shock humanoid mutant maquette
Posted by [nikki6ixx](#) on Wed, 16 Apr 2008 20:37:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's like looking in a crystal ball thirty years into the future, and seeing Joan Rivers...

Very Cool!

Subject: Re: System Shock humanoid mutant maquette
Posted by [Canadacdn](#) on Wed, 16 Apr 2008 21:52:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

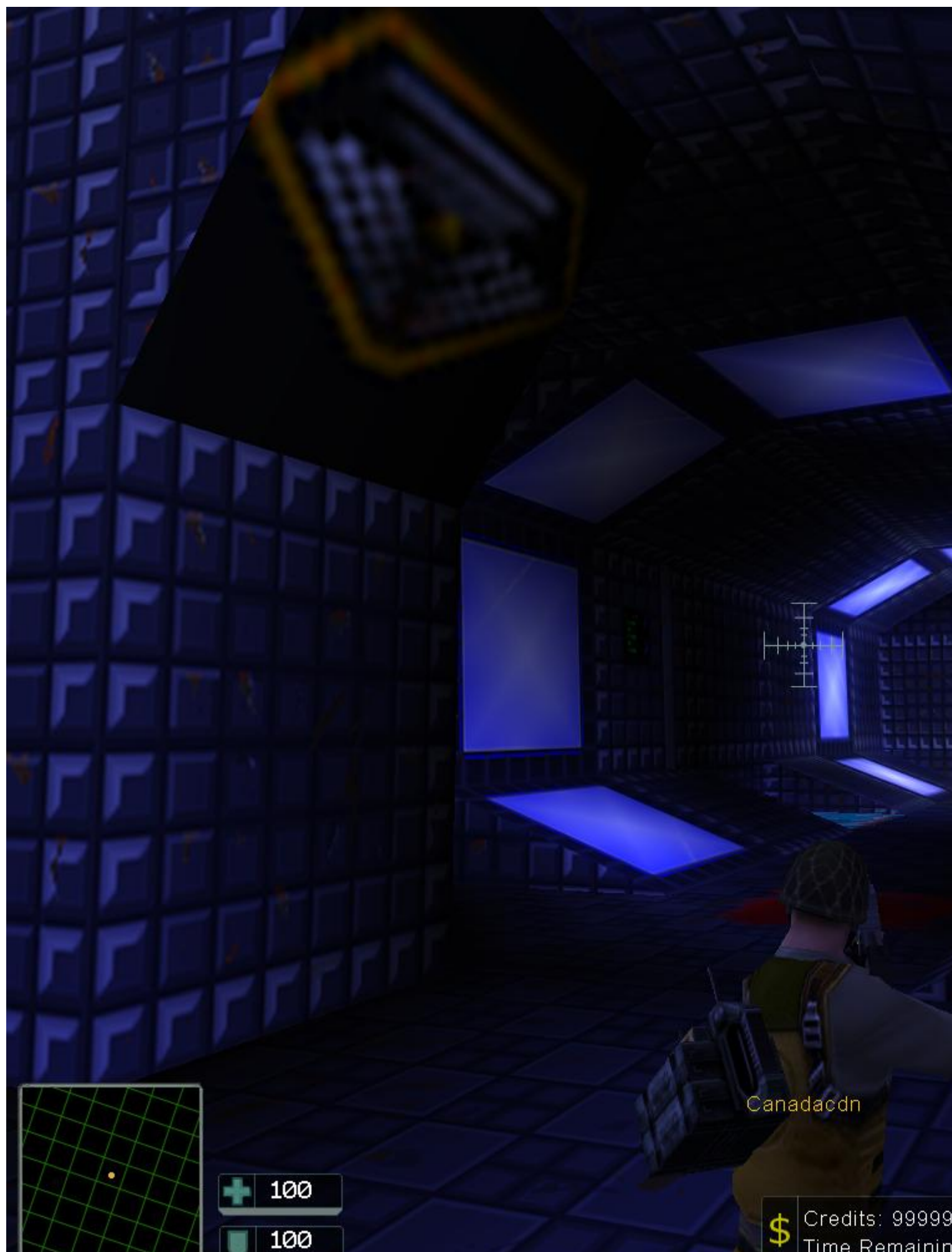
Aircraftkiller wrote on Wed, 16 April 2008 15:34

Remember this map, ACK?

Also, the mutant looks pretty awesome.

File Attachments

1) [Renegade_shock.jpg](#), downloaded 882 times



Canadaodn

100

100



Credits: 99999

Time Remaining

Subject: Re: System Shock humanoid mutant maquette

Posted by [Goztow](#) on Thu, 17 Apr 2008 06:56:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.renegadeforums.com/index.php?t=msg&th=28599&start=0&rid=4882> <-- first post.

Nice work there, ACK.

Subject: Re: System Shock humanoid mutant maquette

Posted by [The Executor](#) on Fri, 18 Apr 2008 19:39:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ewww. That face is ugly.

Subject: Re: System Shock humanoid mutant maquette

Posted by [Aircraftkiller](#) on Sat, 19 Apr 2008 01:44:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey, thanks for pointing out that the sky is blue. I've gotten most of the bust sculpture modeled out and when I get some free time (doing some spline modeling on a chair, way beyond what Ault was asking for) I'll get some photos up before I start to bake it.

Subject: Re: System Shock humanoid mutant maquette

Posted by [GEORGE ZIMMER](#) on Sat, 19 Apr 2008 04:49:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Don't mind MSwindows, he's just yet another troll/EXTREMELY retarded person on here.

Anyways, that looks pretty good. I remember playing System Shock a bit but never got around to finishing it, or getting System Shock II.

I should...

Subject: Re: System Shock humanoid mutant maquette

Posted by [Aircraftkiller](#) on Sat, 19 Apr 2008 04:55:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Shock 2 is free.

<http://www.the-underdogs.info/game.php?gameid=3924>

The download link is at the bottom. If you don't play this you're missing out on one of the greatest

gaming experiences you'll ever have.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Canadacdn](#) on Sat, 19 Apr 2008 06:48:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 18 April 2008 23:55 Shock 2 is free.

<http://www.the-underdogs.info/game.php?gameid=3924>

The download link is at the bottom. If you don't play this you're missing out on one of the greatest gaming experiences you'll ever have.

It takes a lot of effort to get it to run decently. I have it running perfectly on Vista right now, with all the graphics improvement mods, but no gameplay-changing mods.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Tue, 22 Apr 2008 15:53:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here's some photos of the bust so far:

I'll finally have time to get back to work on it again tonight.

Subject: Re: System Shock humanoid mutant maquette
Posted by [flyingfox](#) on Sat, 26 Apr 2008 18:42:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's very good. I see you have all the documentation on it written up, cool.

A bit off topic: I'm a little surprised you went for this course. I always thought you'd go down the game developer's path, and end up working for a company making maps and models. I suppose it isn't out of the question given your experience.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Sat, 26 Apr 2008 20:47:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's part of game design, we have a course curriculum that covers just about everything:

Game Art & Design, BFA, Art Institute of Tampa

Year 1: Beginning drawing, principles of design I, principles of design II, computer concepts, English composition I, English composition II, digital photography for designers, typography or cinematic techniques I, drawing and perspective, image manipulation, survey of media and design, figure drawing, computer modeling I, game design & gameplay, college algebra, clothed figure drawing, low-polygon modeling and animation, texture I: material and lighting, figurative sculpting for animation, college geometry

Year 2: Maquette construction (this class), animation layout and scene design, computer modeling II, texture II: shading networks, history of western art I, designing interior spaces and worlds, computer modeling III, introduction to 3D computer animation, 2D animation, introduction to psychology, pre-visualization: storyboarding and animatics, character rigging, animation I: performance, introduction to authoring, intro to physics or environmental science, performance and story development, level design, animation II: expression, audio for interactive design, english literature and writing or creative writing

Year 3: Programming for the artist, history of popular culture, team production I, advanced level design, principles of communication, team production II, interactive game prototyping, graphics programming, introduction to anatomy and physiology, general education elective (three choices over three quarters), portfolio I, portfolio II, advanced game prototyping, technical art elective, history of architecture, career development, internship or art elective, aesthetics

It all fits together.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Starbuzz](#) on Mon, 28 Apr 2008 01:58:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 18 April 2008 23:55 Shock 2 is free.

<http://www.the-underdogs.info/game.php?gameid=3924>

The download link is at the bottom. If you don't play this you're missing out on one of the greatest gaming experiences you'll ever have.

Thank you for the heads-up...I love scary games and never heard of this before. I will try this one out.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Wed, 30 Apr 2008 19:32:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

You'll enjoy it. Everyone I've shown it to has loved it.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Thu, 01 May 2008 07:11:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://aircraftkiller.deviantart.com/art/TriOptimum-BioLabs-84397992>

Super sculpey clay, Max 8, Photoshop CS3

For those who don't like links for what have you.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Starbuzz](#) on Thu, 01 May 2008 13:12:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks awesome!

Subject: Re: System Shock humanoid mutant maquette
Posted by [GEORGE ZIMMER](#) on Thu, 01 May 2008 14:57:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

That looks incredible, but I have a small suggestion: Perhaps make the eyes a bit more frowney? The mouth, nose, and etc are all fine, but the eyes should look a bit more angry. I can't think of the proper term for it, but you probably know what I mean.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Thu, 08 May 2008 23:21:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

There isn't much else I can do now that the sculpture is baked. Here's the final, painted version. The other one was a model sheet done in Photoshop as part of my grade. I added varnish to the blood, scratches, and eyes to make the sculpture appear more lifelike.

Subject: Re: System Shock humanoid mutant maquette
Posted by [nikki6ixx](#) on Thu, 08 May 2008 23:24:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

That thing is actually freaking me out...

Nice work!

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Fri, 09 May 2008 01:49:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks a lot. It's been five weeks in the making, about two hours per week spent on it roughly. I'm still varnishing the eyes and blood. I want the eyes to be almost perfect mirrors so I might have to put on about 20 coats of varnish before it reflects that well.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Canadacdn](#) on Fri, 09 May 2008 01:52:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

OH SHIT! WHERE'S MY LEAD PIPE?!

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Fri, 09 May 2008 02:29:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lead Pipe

All TriOptimum security personnel are trained in the use of clubs, pipes and similar instruments.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Canadacdn](#) on Fri, 09 May 2008 02:42:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 08 May 2008 21:29Lead Pipe

All TriOptimum security personnel are trained in the use of clubs, pipes and similar instruments.

Either that, or a dartgun will do.

Subject: Re: System Shock humanoid mutant maquette
Posted by [Aircraftkiller](#) on Sat, 10 May 2008 16:07:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

I preferred gas grenades against them. The best place for that was once you left medical and went to research, and you open the elevator door to find about 30 of them waiting in front of the door for you
