HAZARD ARTWORK

Supporting Document

PLANNING

Starting out I really had no clue what I wanted to make except that I wanted to design a character. So I went on Pinterest and found a bunch of interesting images based on unique colour palettes and interesting designs.

The designs of these two (below) stood out the most to me due to their designs and how the samurai one is highlighted by the sun. This gave me the idea to create some sort of sci fi knight.

I came up with a very basic design of what I wanted the character to vaguely look like. Most people like to do sketches on paper but I often like to do very basic drawings in Inkscape/Illustrator instead, because I can quickly see how the elements would work together with colours.


PROCESS

First I worked on the character, creating a better body and adding some basic details. I used yellow for the highlights as I had the idea of using a complementary colour palette with the background. I also used a grey border on the elements of the soldier to differentiate it from the background.
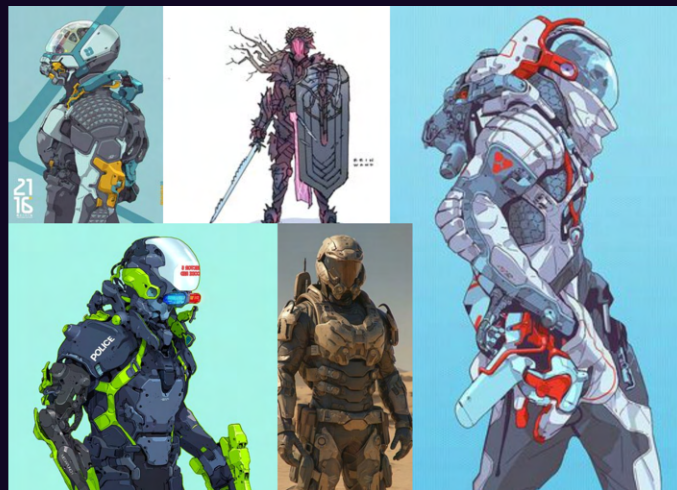

I also had trouble deciding on a helmet, creating many alterations. I eventually chose the more rounded and open design because it worked better with the round moon in the background.
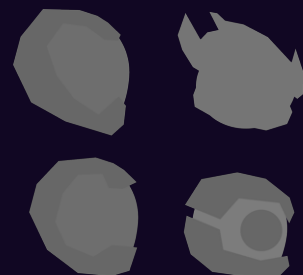
I then tried working on the upper background. I was inspired by these images to create some kind of abstract background.

Using purples and blues, I created this blackhole effect with the moon in the centre.
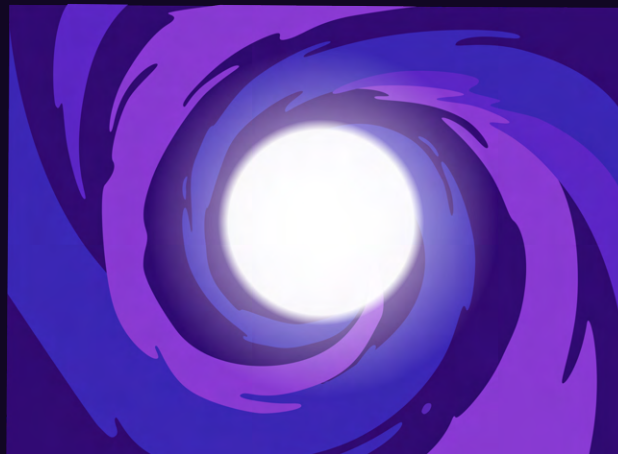
I also worked on improving the smoke effect of the design which would create the idea of motion in the design as though the katana dispersed the smoke when it was slashed downwards.

However, I eventually realised I didn't know what to make the soldier stand on which would look natural with the 2D city in the background and the 3D feet of the soldier. So I decided to just cover up the feet with some smoke clouds.


I didn't like this smoke effect so I designed a new one. That's when I came up with the smoke effect and the main idea for this project with the toxic pollution. This smoke clouds also split the artwork into even segments.

Unfortunately I now had to do a character rework to better fit the theme (I also had to remove the original smoke effect). It wouldn't really make sense to have a shield so I swapped it for a gun. I still wanted to keep the katana though so I added it to his back. In this new design, I added more yellow highlights to the armour and weapons so it would fit better with the complementary colour palette.

I also wanted to add some lighter smoke clouds enveloping the soldier. These smoke lines would also be diagonal to match with the flow of the artwork.
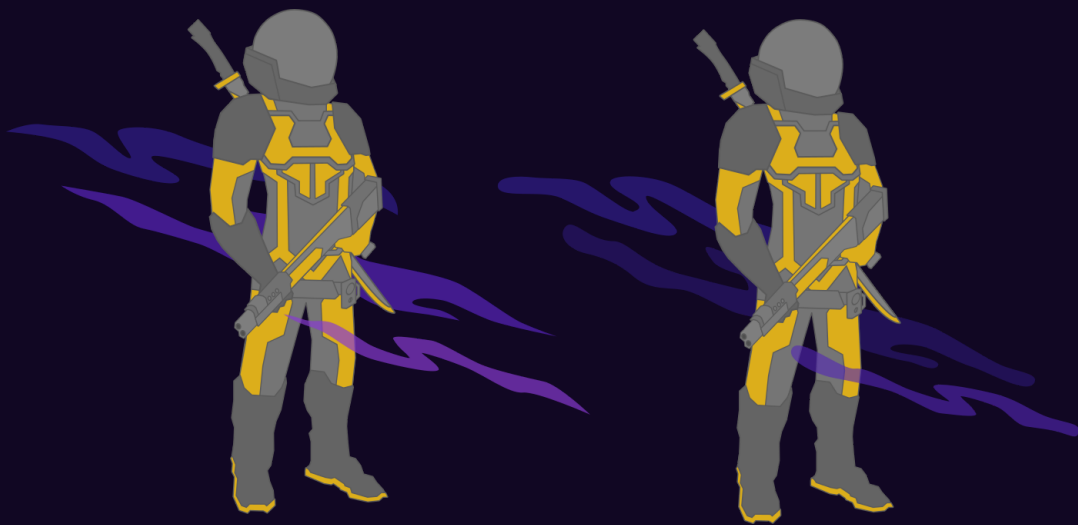
I experimented with the blur effect to make the clouds look a bit more natural with the background and soldier.

Next, I worked on creating the city skyline. I created a frame consisting of many irregular shapes and then I added small details to the buildings. These buildings were positioned so that it would create the diagonal line across the page.

I then added more details to the armour, boot, helmet and boots and I reworked the gun to be completely grey so it could be differentiated from the armour a bit better. Next, I added some subtle lighting and shadows.
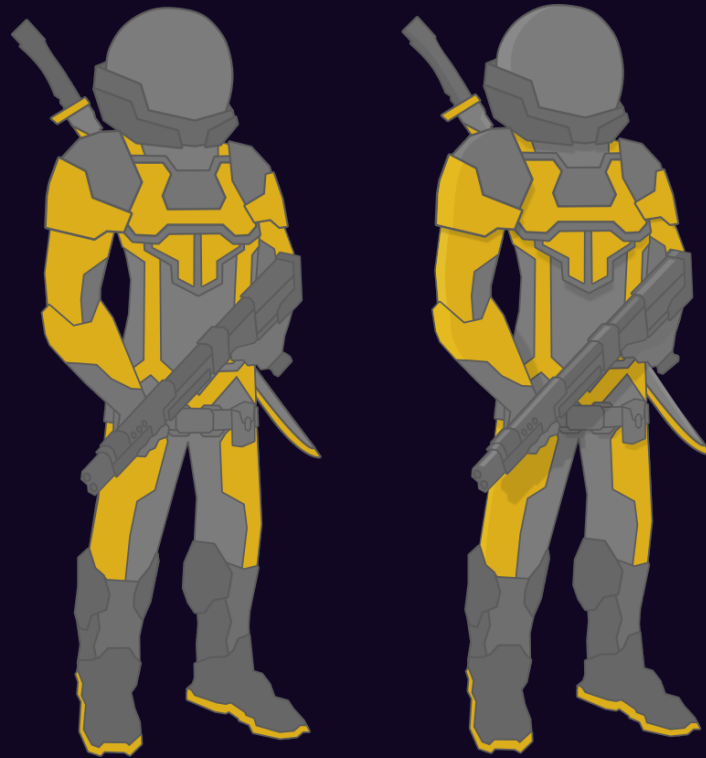
Finally, I resized, altered and repositioned some of the elements to create the final design.

RATIONALE

The sci-fi style and colours were heavily inspired by games like Katana Zero and movies like Blade Runner. This concept was also somewhat inspired by the Chernobyl disaster which contaminated large areas of the environment with radiation This artwork essentially combined the idea of a radioactive wasteland with sci-fi and cyberpunk elements.

Although I didn't have a design brief for this project I wanted to use a unique colour palette to showcase the soldier and the polluted city. The main focus of this artwork is the soldier and many of the elements are positioned to make the soldier the focal point. This artwork features a complementary colour palette of purple and yellow to make the soldier stand out. The different background elements are linked together by the colour palette. The background swirl draws the eye towards the moon which is also used to highlight the soldier. The soldier has dark borders around each element which helps to further define it from the background.