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| Candidate Name |
| Michael bell |
| Candidate Number |
| 10616100 |
| Project Title |
| Medevil concept art |
| Rationale (Approx. 100 words) |
| I have learnt quite a few things on the course such as being able to learn how to create different types of textures in illustrator and being able to edit and modify different types of images in photoshop. Also, I have learnt to create simple animations with several types of assets in photoshop such as making a gun prop float up and down |
| Project Concept (Approx. 200 words) |
| So, for my project I wanted to create some concept art in medieval as I thought this would personally look good and, I thought it would be also quite simple to do I wanted to do my concept on that genre because of a game called Elden ring as it has recently come out and I think it would fit the art style very well as the game has already had lots of good art made for it but I have not seen much of it I want to do this because it has only recently just come out so it is quite fresh also I want to do it just because I personally like the art style in the game as I think it would be fun to do. |
| Evaluation (Approx. 50 words) |
| So overall for my project I am going to create different types of concept on the medevil genre a game called Elden ring such as weapons, background, and weapons I plan throughout the fmp going back though all my work to continue to improve it and keep comparing it to work of a similar kind |
| Proposed Research Sources & Bibliography (Harvard Referencing) |
| So, for my research I plan to take inspiration on other people's art some places to find easy inspiration are Airstation as u can easily look up anything u want to find as u can find anything |