"ExMortis" Unreal 3 Level ~ Gabriel Williams ~ 2008

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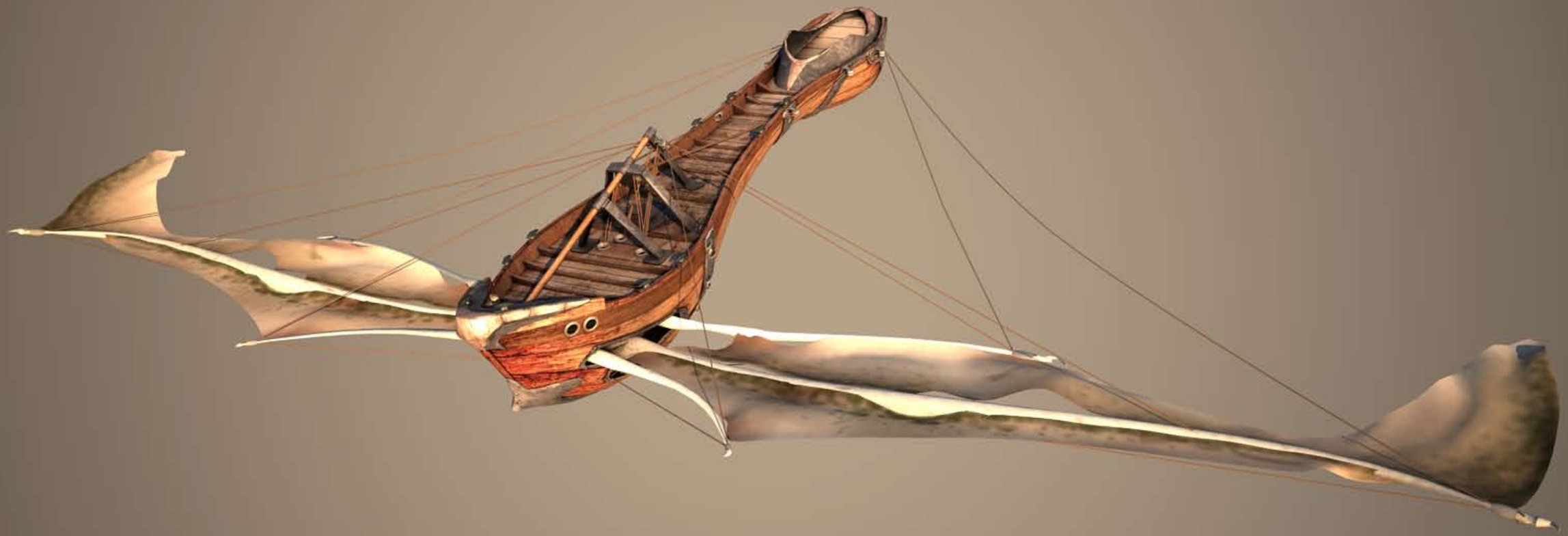
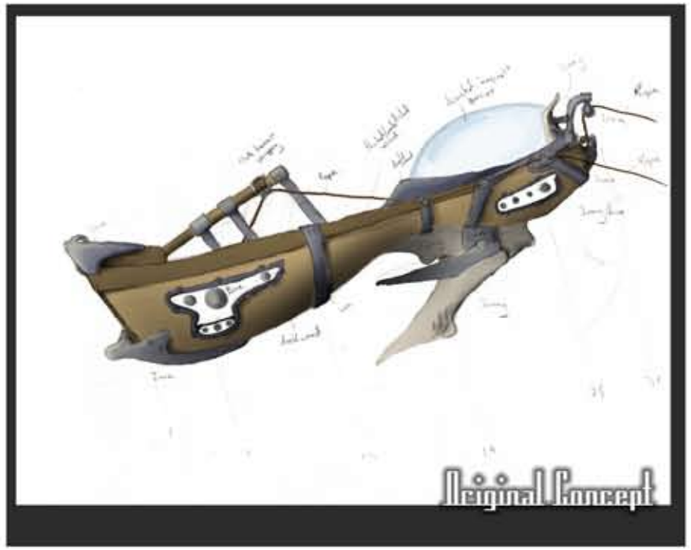


"Dragonship" 3D Model

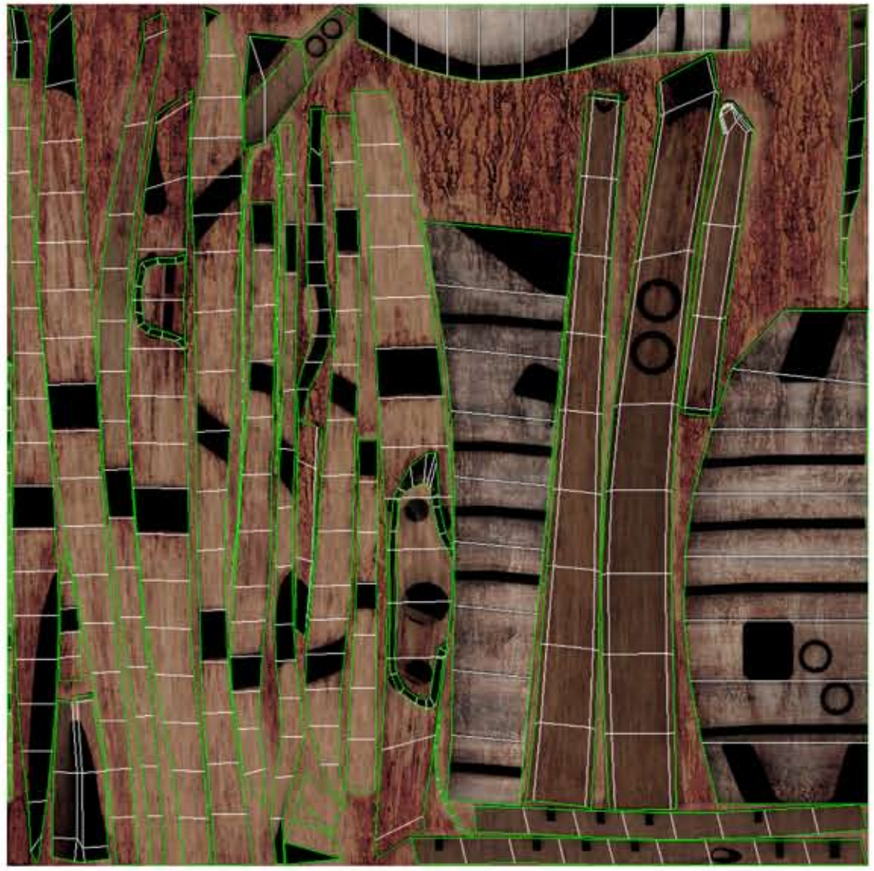
"DragonShip" 3D Model ~ Gabriel Williams ~ 2008

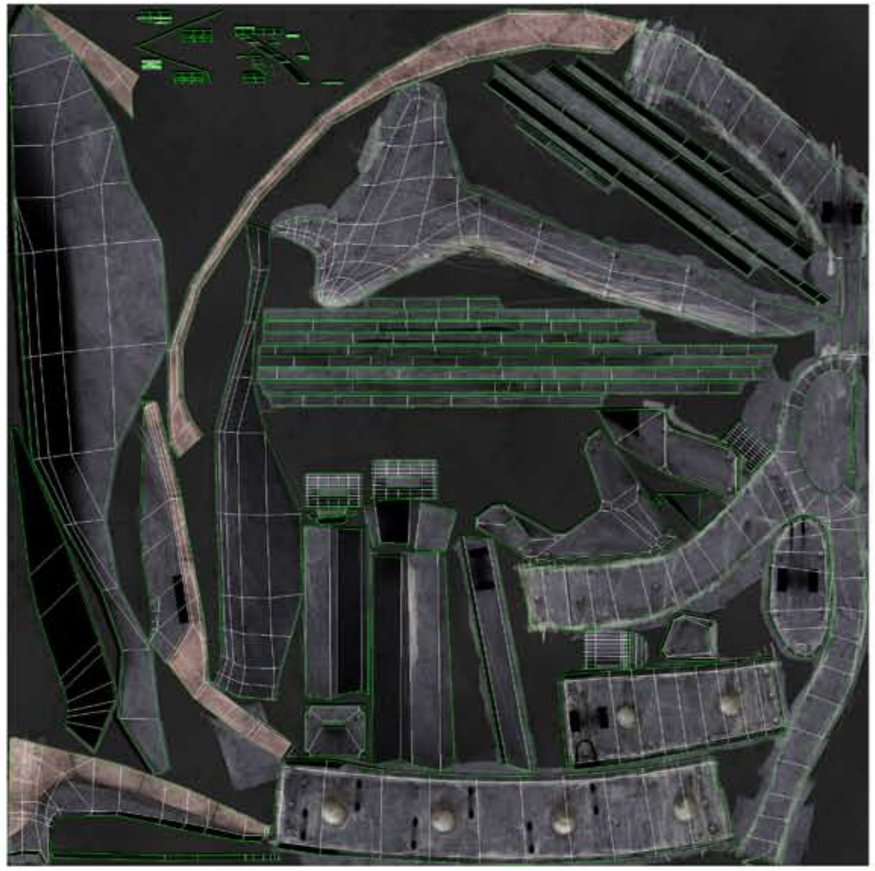


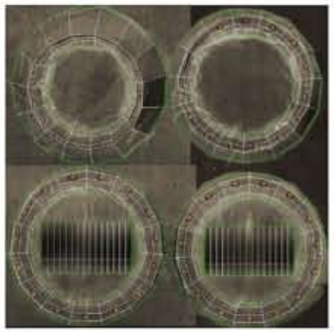
The "Dragonship" was designed with the over-arching goal of creating a vehicle that looked as if it really, truly, just might be able to work in real life- with the aid of some small magic/whatnot, of course.

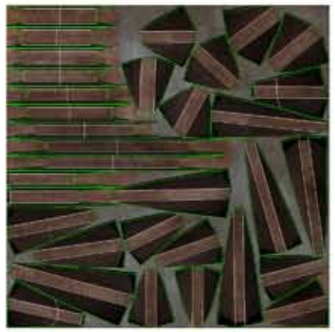
The pulley system, wings, rudder, and skeletal structure are planned to be fully operation in a final version, once implemented into the Unreal 3 engine.

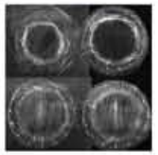
Of special note, the rigging would be such that a clever pilot would be able to draw hard on the "reigns" and tuck the wings close to the hull, forcing a sudden, screaming plummet towards the ground to dive-bomb or escape an enemy-followed by, just before impact, allowing the wings to snap back outward, and, hopefully, swoop thunderously back into the clouds.

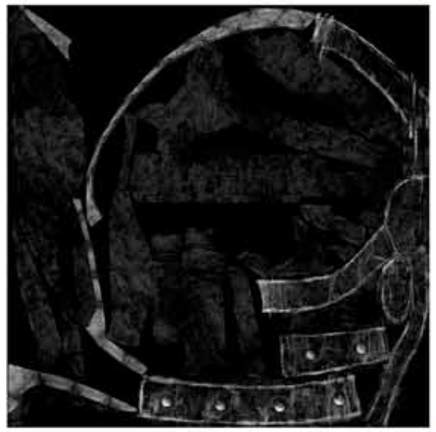


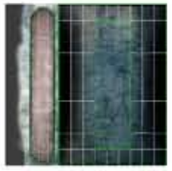




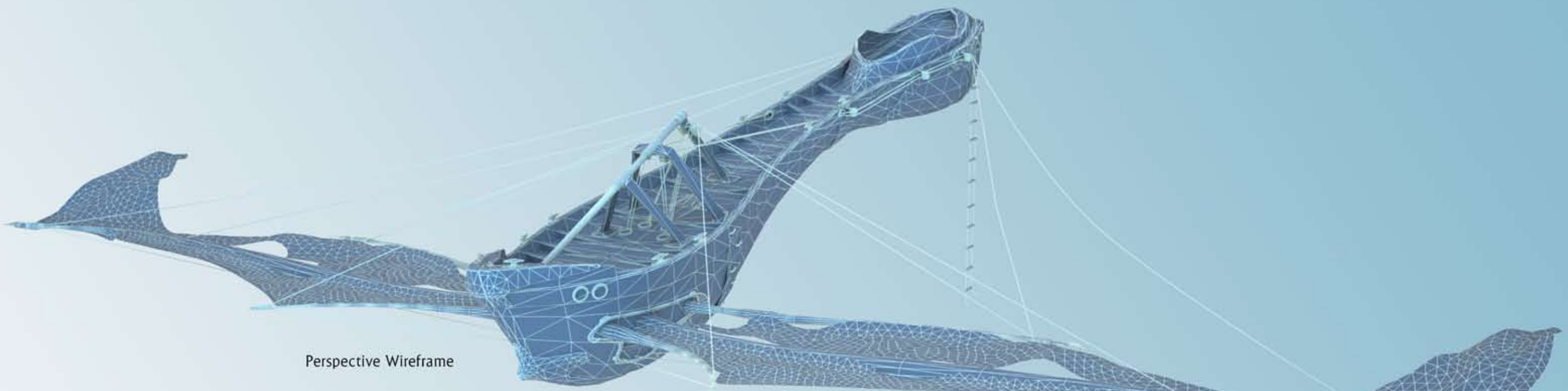




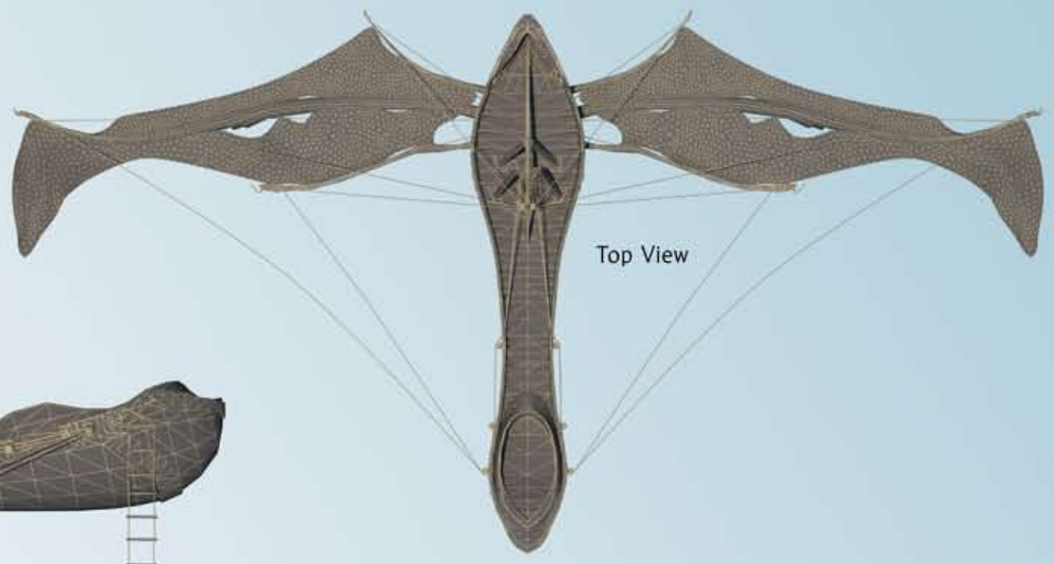




"Dragonship" Images and Concept



Perspective Wireframe



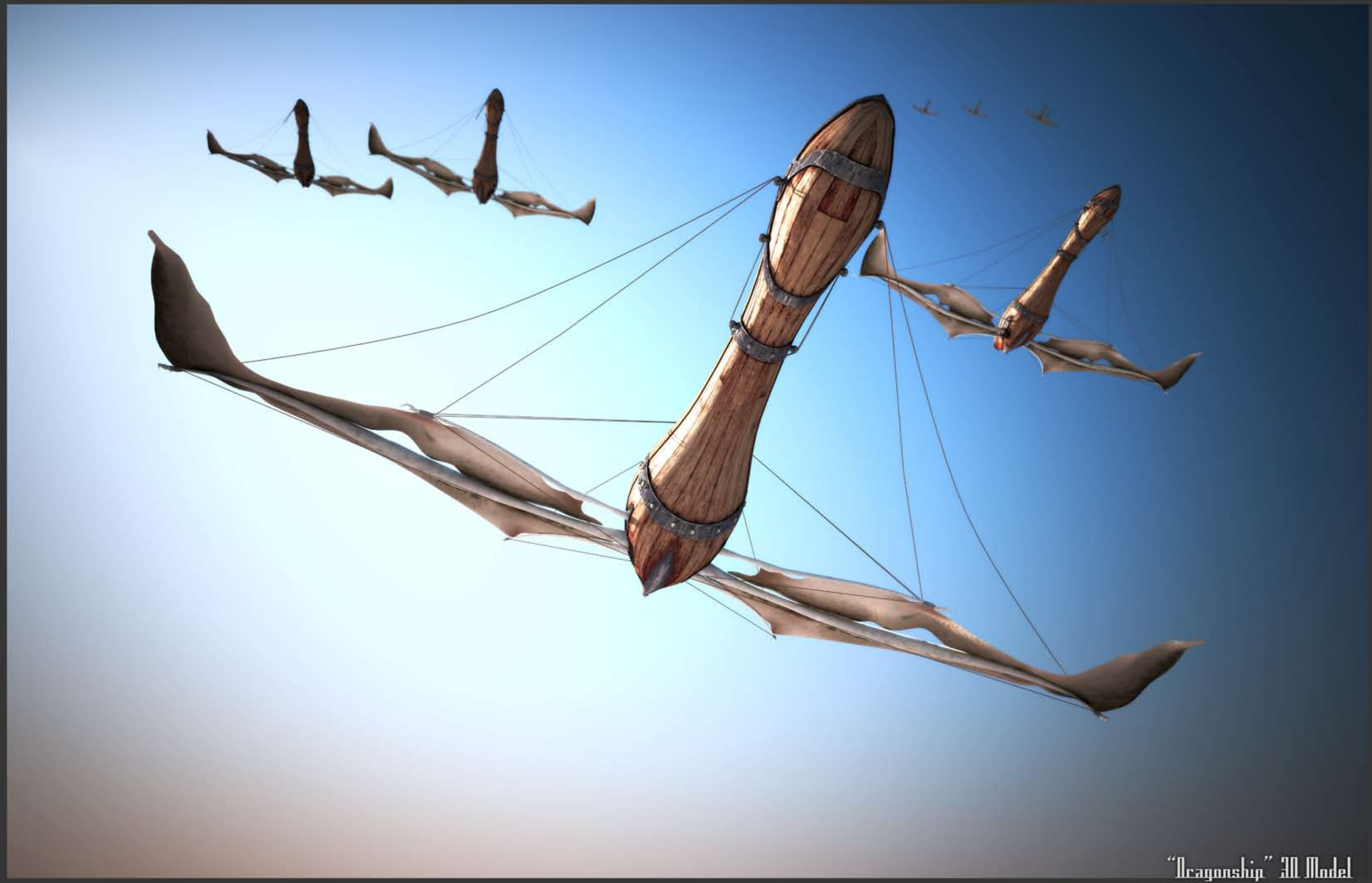
Top View

Side View

Front View

"Dragonship" Wireframe

"DragonShip" 3D Model ~ Gabriel Williams ~ 2008



"Dragonship" 3D Model

"DragonShip" 3D Model ~ Gabriel Williams ~ 2008

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Conceptual Gameplay View- Cockpit

Conceptual Gameplay View- 3rd Person Flight

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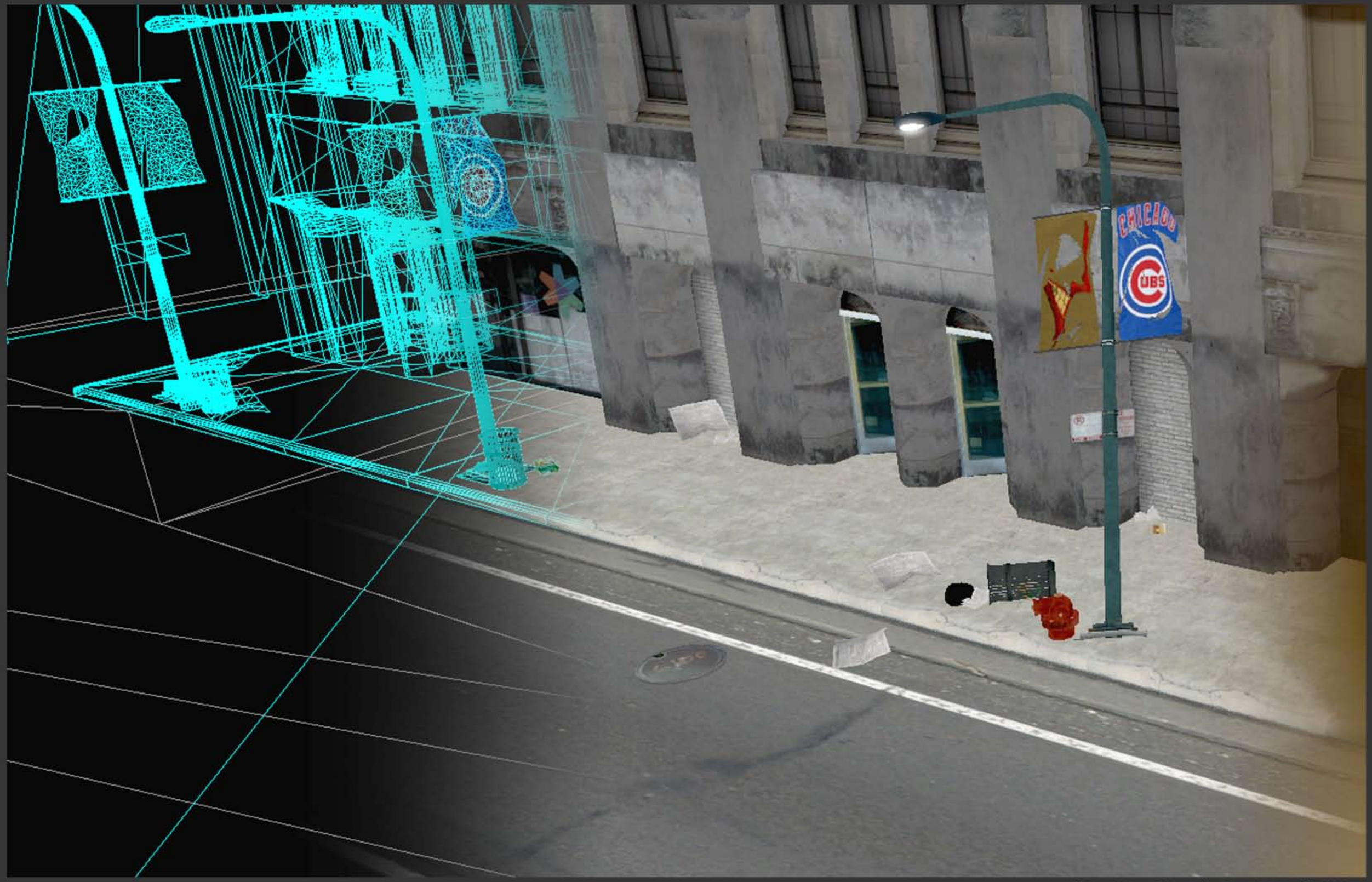

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"ExMortis" Unreal 3 Level - Visual Workflow Demonstration

"ExMortis" Unreal 3 Level

"ExMortis" Unreal 3 Level ~ Gabriel Williams ~ 2008

Middle Median Barrier

Sidewalk

End Median

Trash Can

Trash Bags

Fire Hydrant

Assorted Trash

Large Dumpster

Light pole

"ExMortis" Environment Accessories

"ExMortis" Unreal 3 Level ~ Gabriel Williams ~ 2008

Middle Median Barrier
590 Poly

Sidewalk
5 Poly

Trash Can
343 Poly

End Median
360 Poly

Light pole
1,855 Poly

Trash Bags
468 Poly

Fire Hydrant
920 Poly

Large Dumpster
671 Poly

Assorted Trash
145 Poly

"ExMortis" Environment Accessories

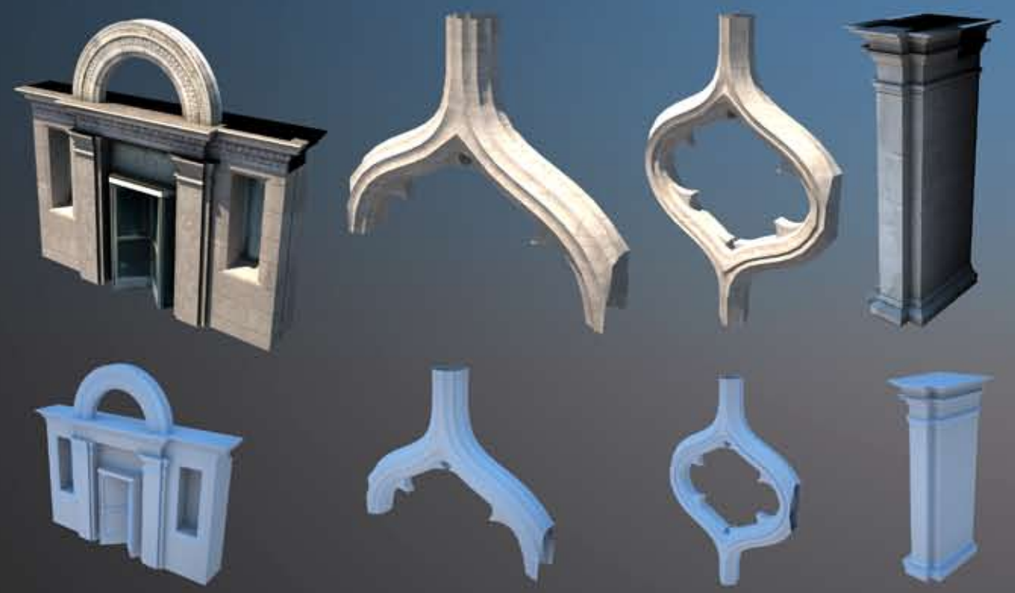
"ExMortis" Unreal 3 Level ~ Gabriel Williams ~ 2008

Fully "Modular" Construction With 18 Individual Parts

"ExMortis" Office Inner Building

"ExMortis" Unreal 3 Level ~ Gabriel Williams ~ 2008

Fully "Modular" Construction With 22 Individual Parts



"ExMortis" Stone Building [Work In Progress]

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"Interior" 3D Environment ~ Gabriel Williams ~ 2008

"Interior" 3D Environment

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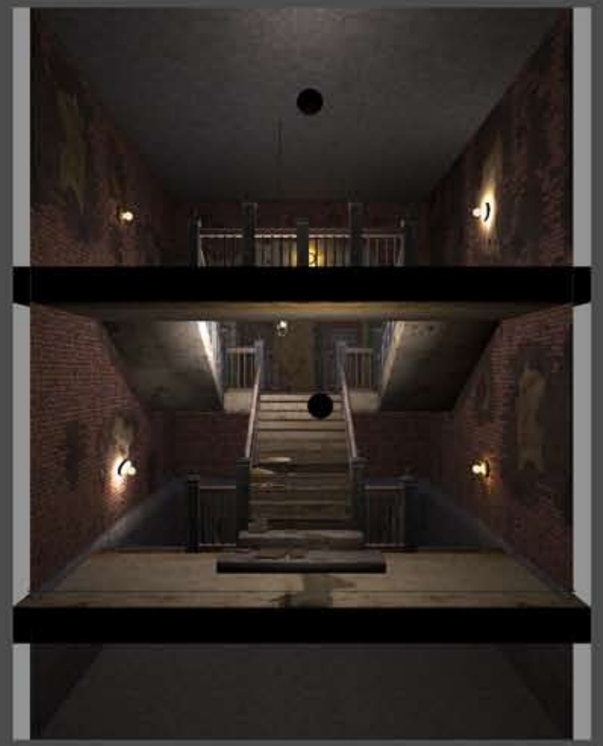
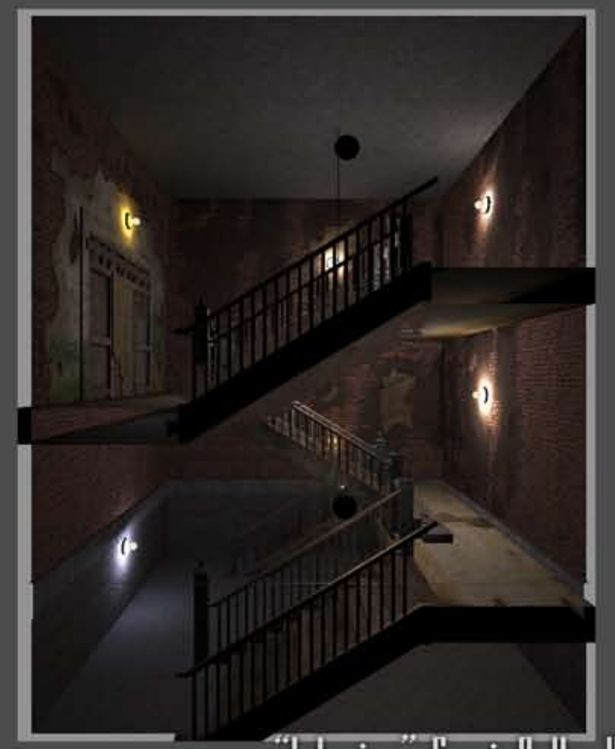
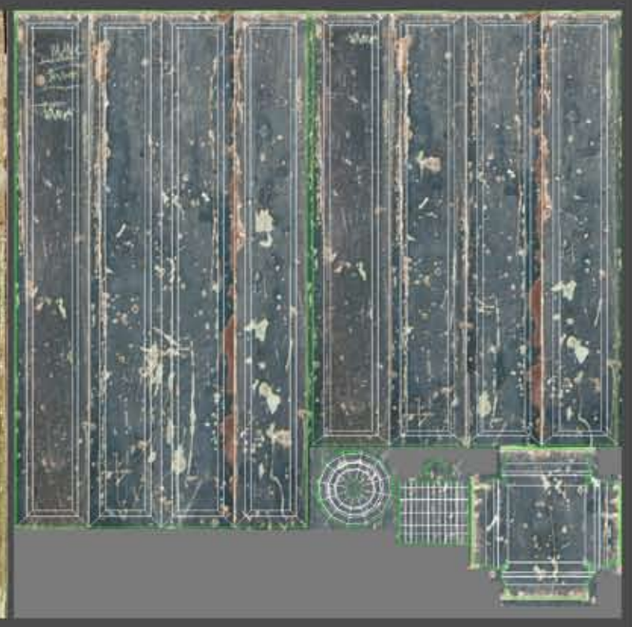
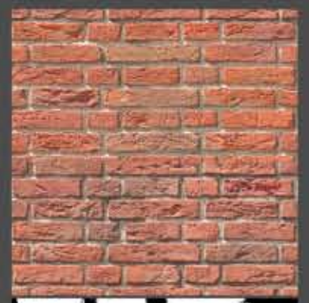


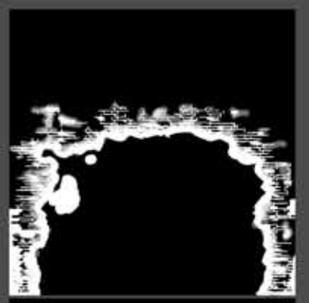


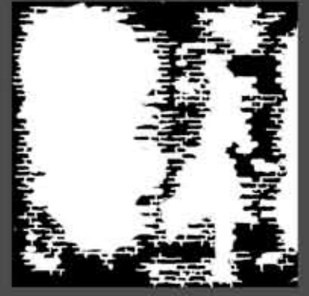
"Interior" Semi-Ortho Views

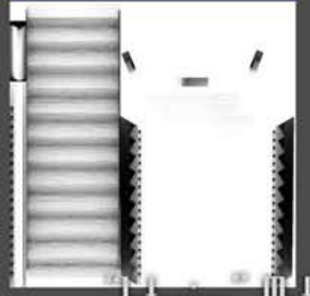
"Interior" 3D Environment ~ Gabriel Williams ~ 2008











Interior Materials and Unwraps

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