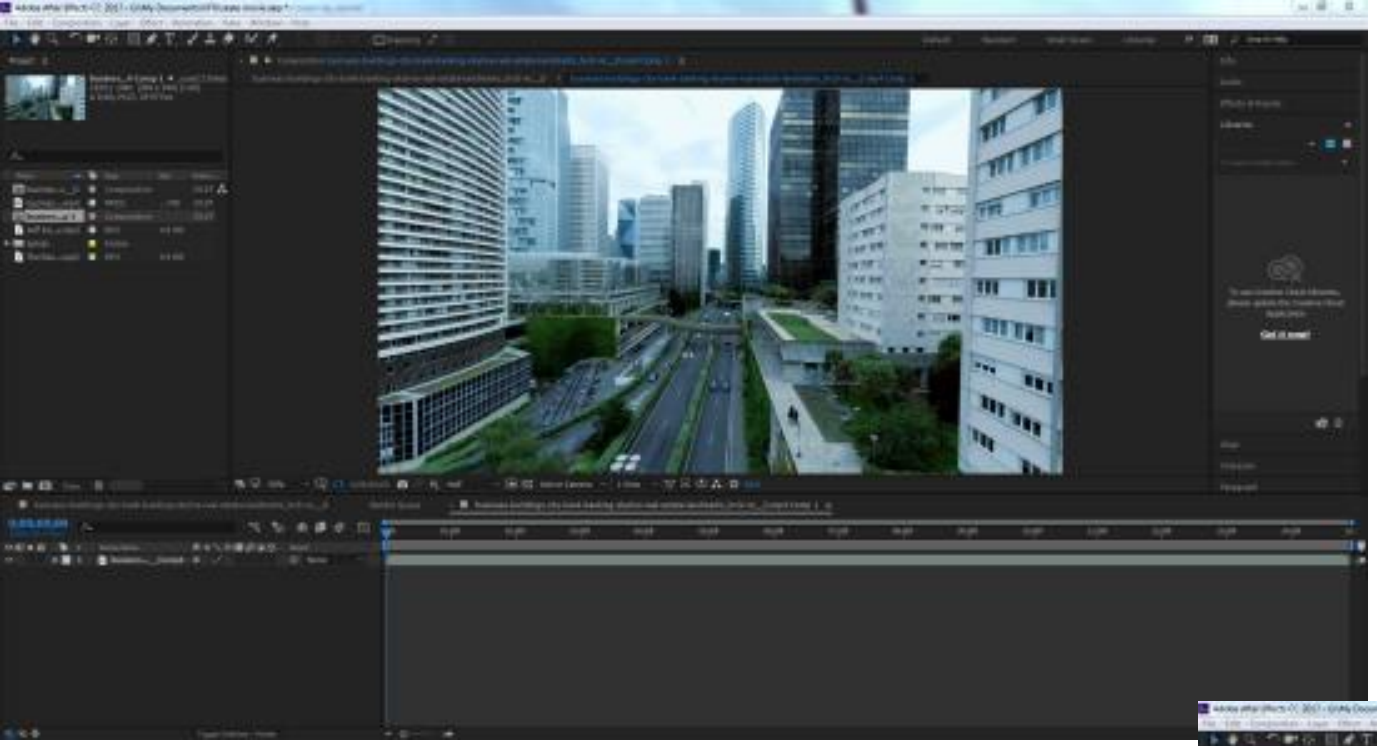
My Next Gen Portfolio

By Bailey Brian

VFX



BEFORE

AFTER

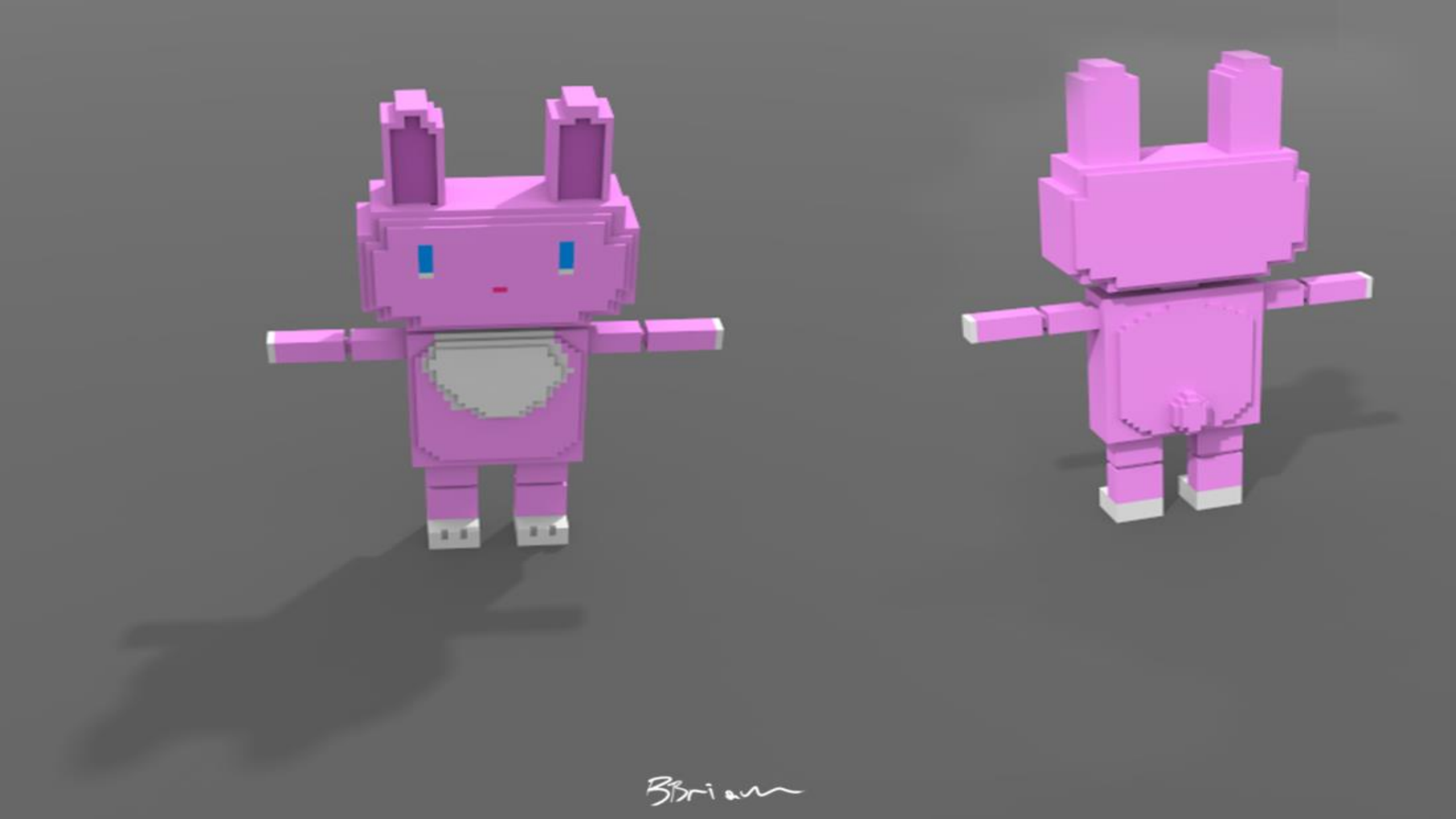
BEFORE

AFTER

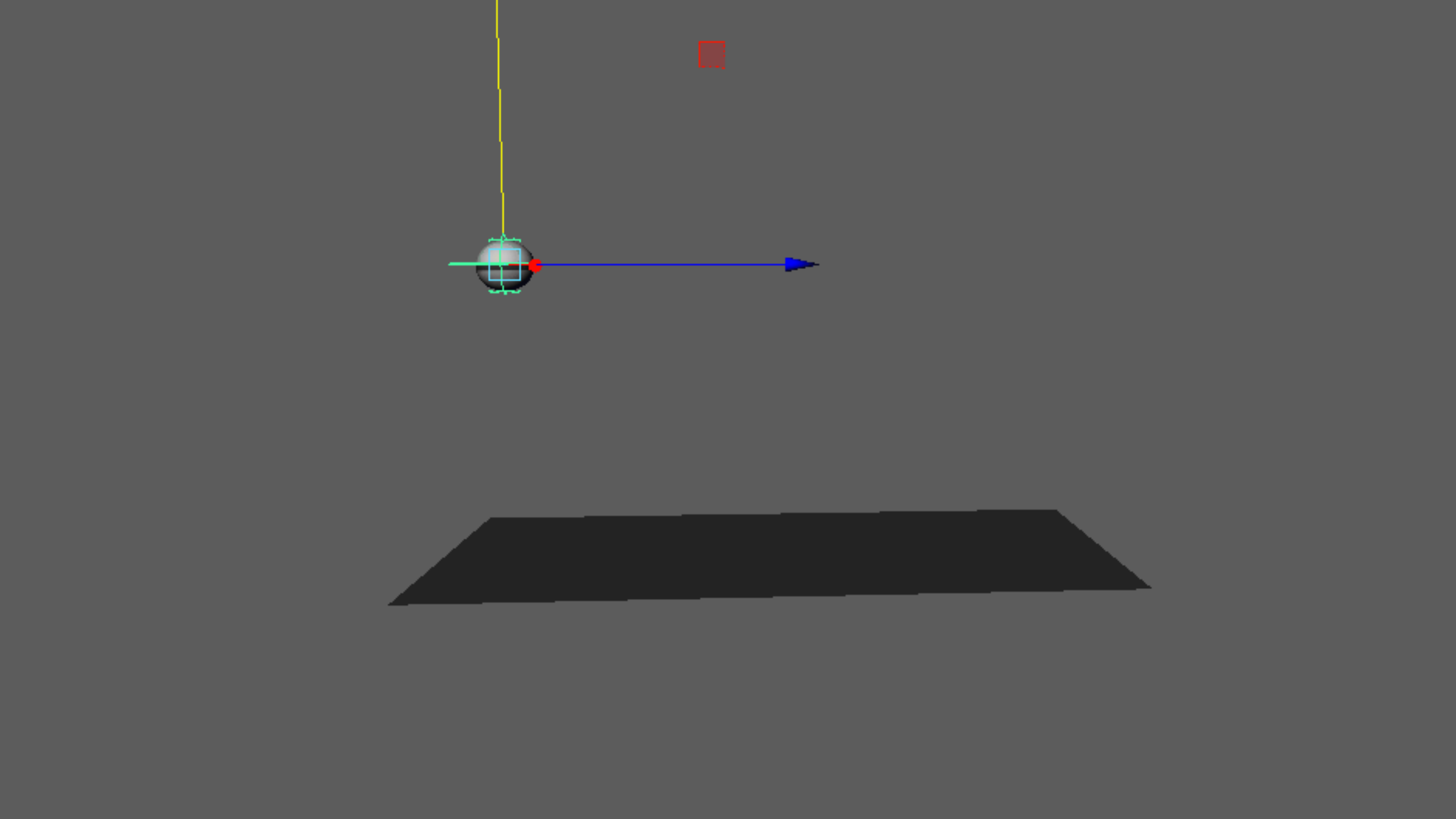
DOUBLE EXPOSURE

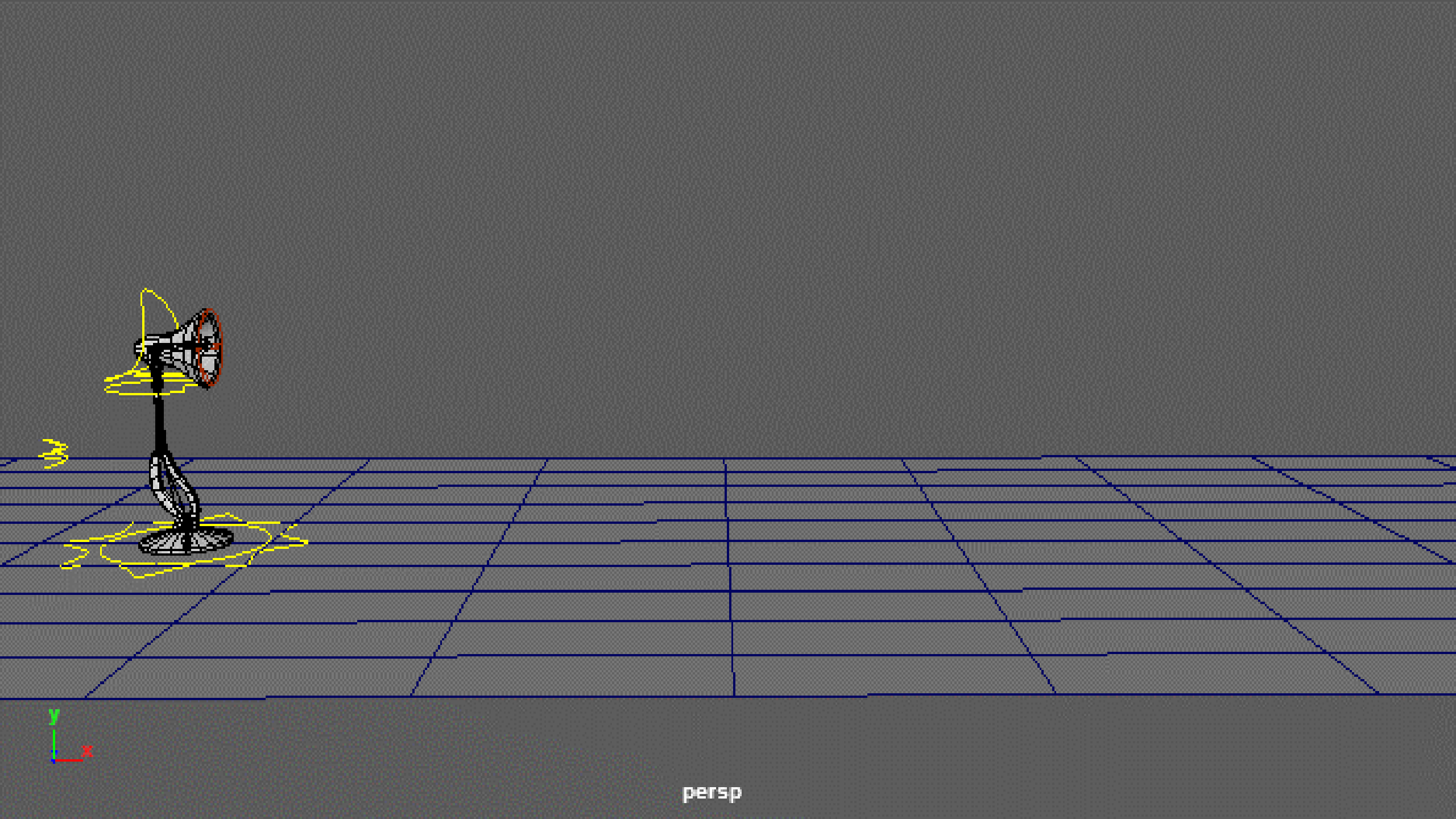
Y
X

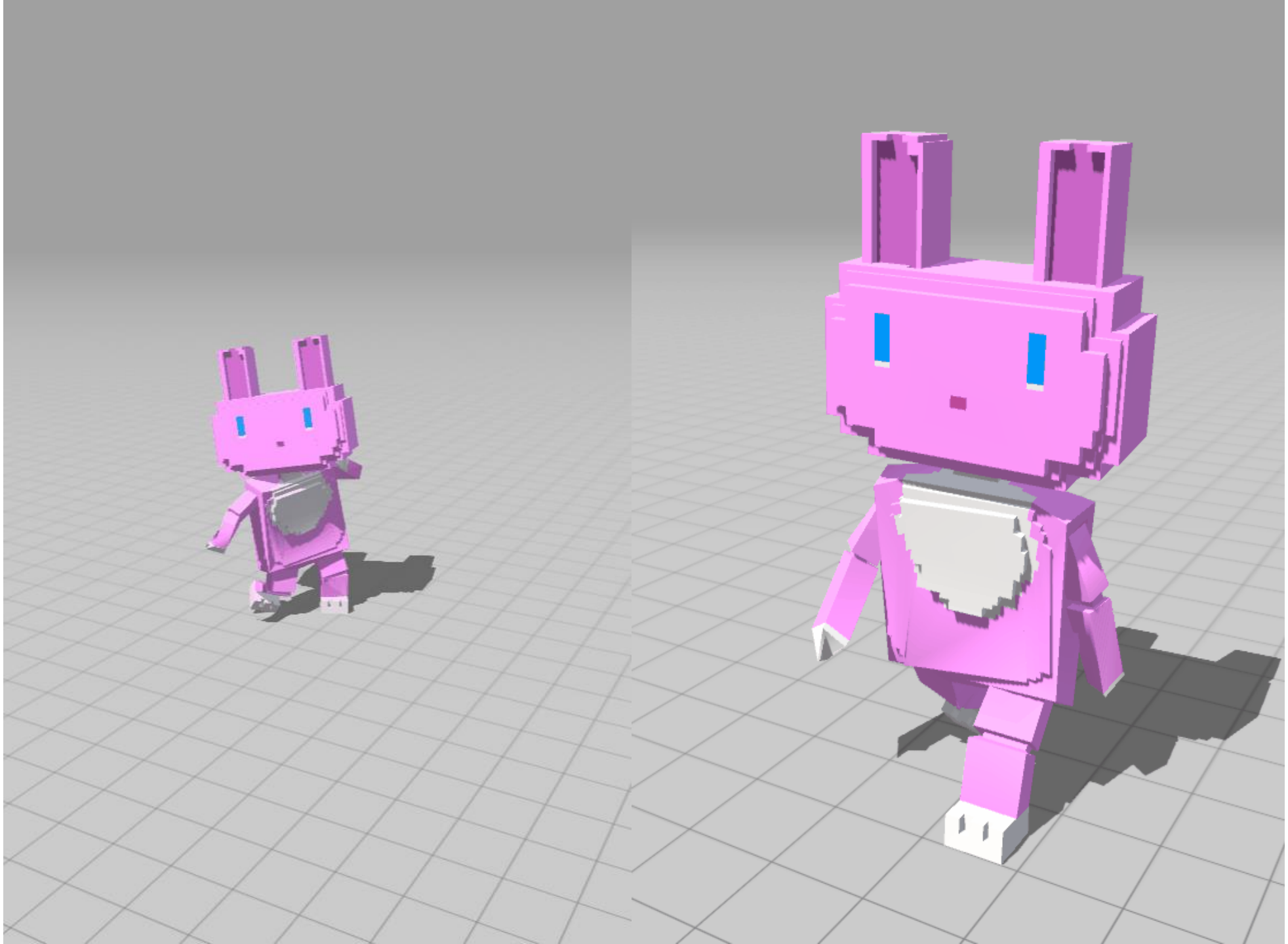
SWAT



ANIMATION




y
x
persp



Autodesk Maya 2017 - Educational Version: S:\Users\17001392\3D Models\coffee gocup.ma*

File Edit Create Select Modify Display Windows Mesh Edit Mesh Mesh Tools Mesh Display Curves Surfaces Deform UV Generate Cache [Arnold] Help

Workspace : Maya Classic

Modeling | No Live Surface | Sign In

Curves / Surfaces | Polygons | Sculpting | Rigging | Animation | Rendering | FX | FX Caching | Custom | Arnold | [Bifrost][MASH][Motion Graphics] | XGen

View Shading Lighting Show Renderer Panels

0.00 1.00 sRGB gamma

persp

Channels Edit Object Show

Display Anim

Layers Options Help

Channel Box / Layer Editor

Attribute Editor

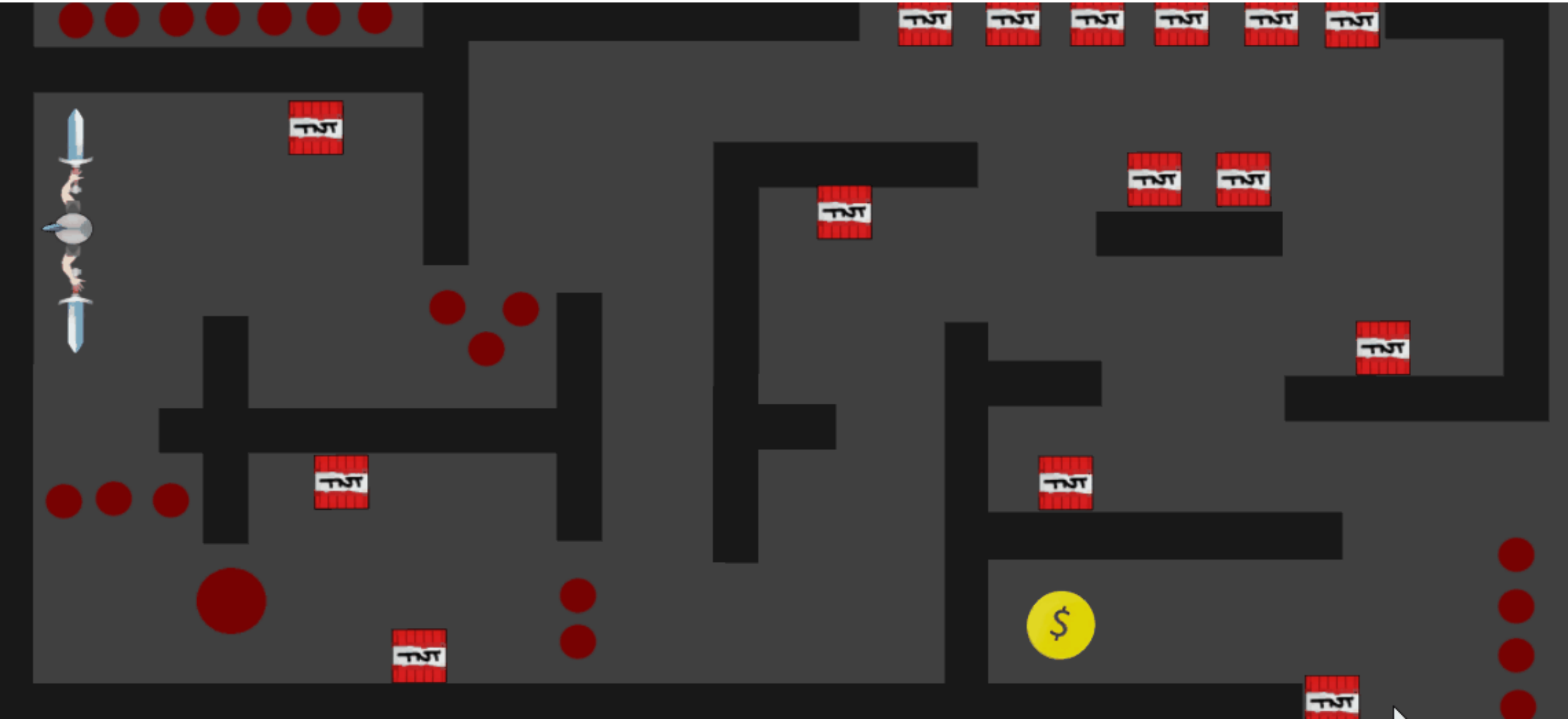
1 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100 105 110 115 120

1 1 1 120 120 200 No Anim Layer character1

MEL

Move Tool: Select an object to move.

GAME DESIGN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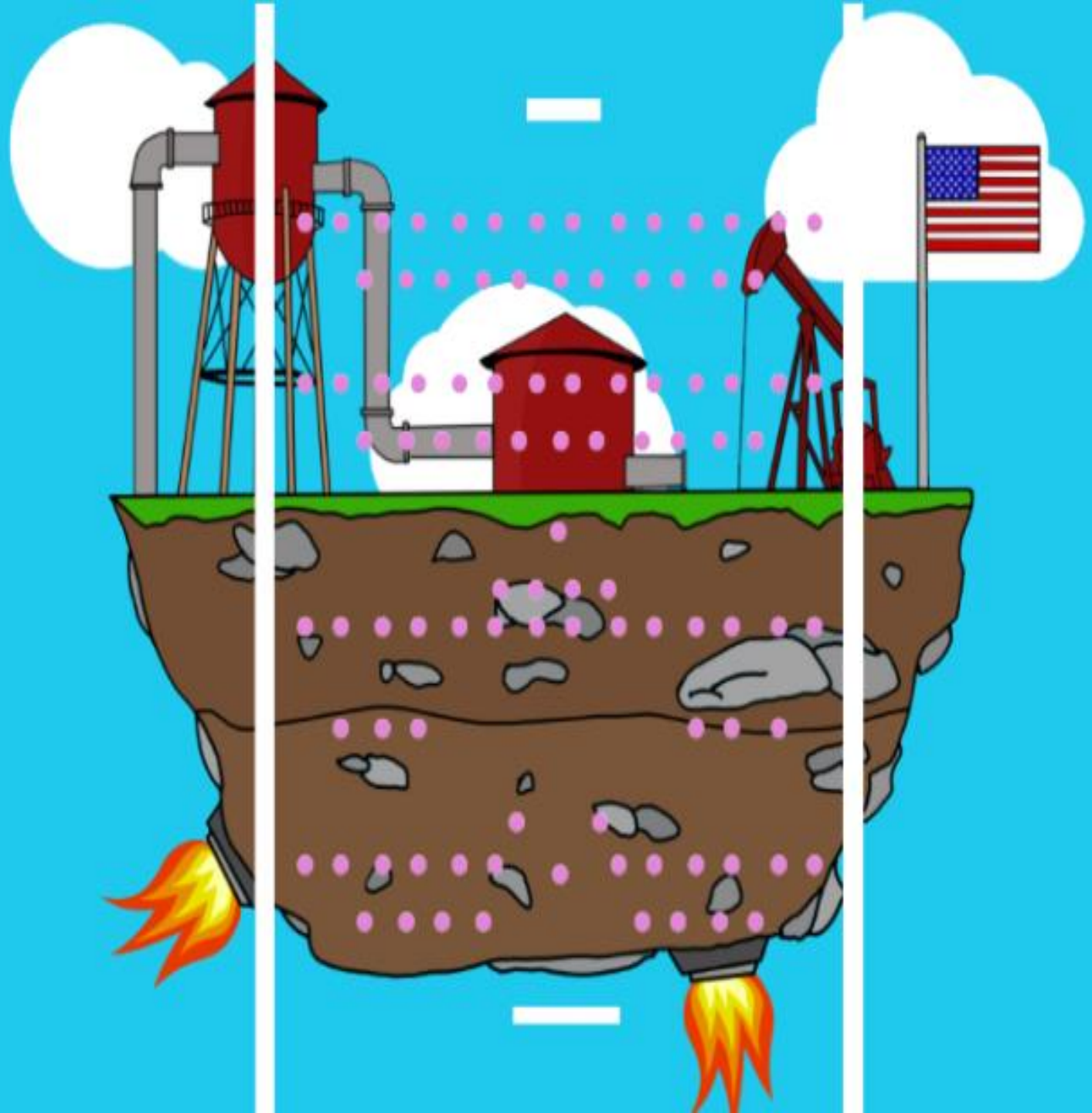


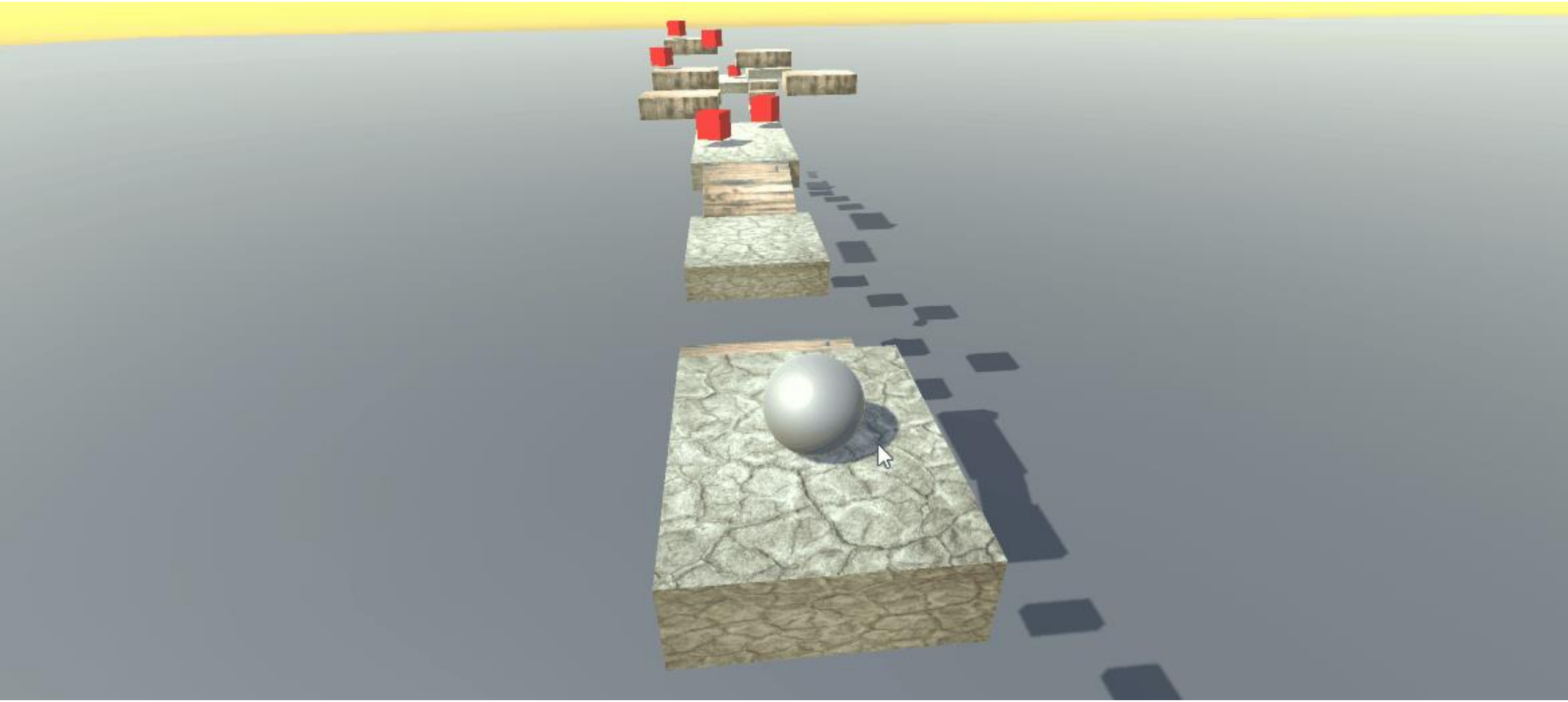
BALL GAME - DEMO

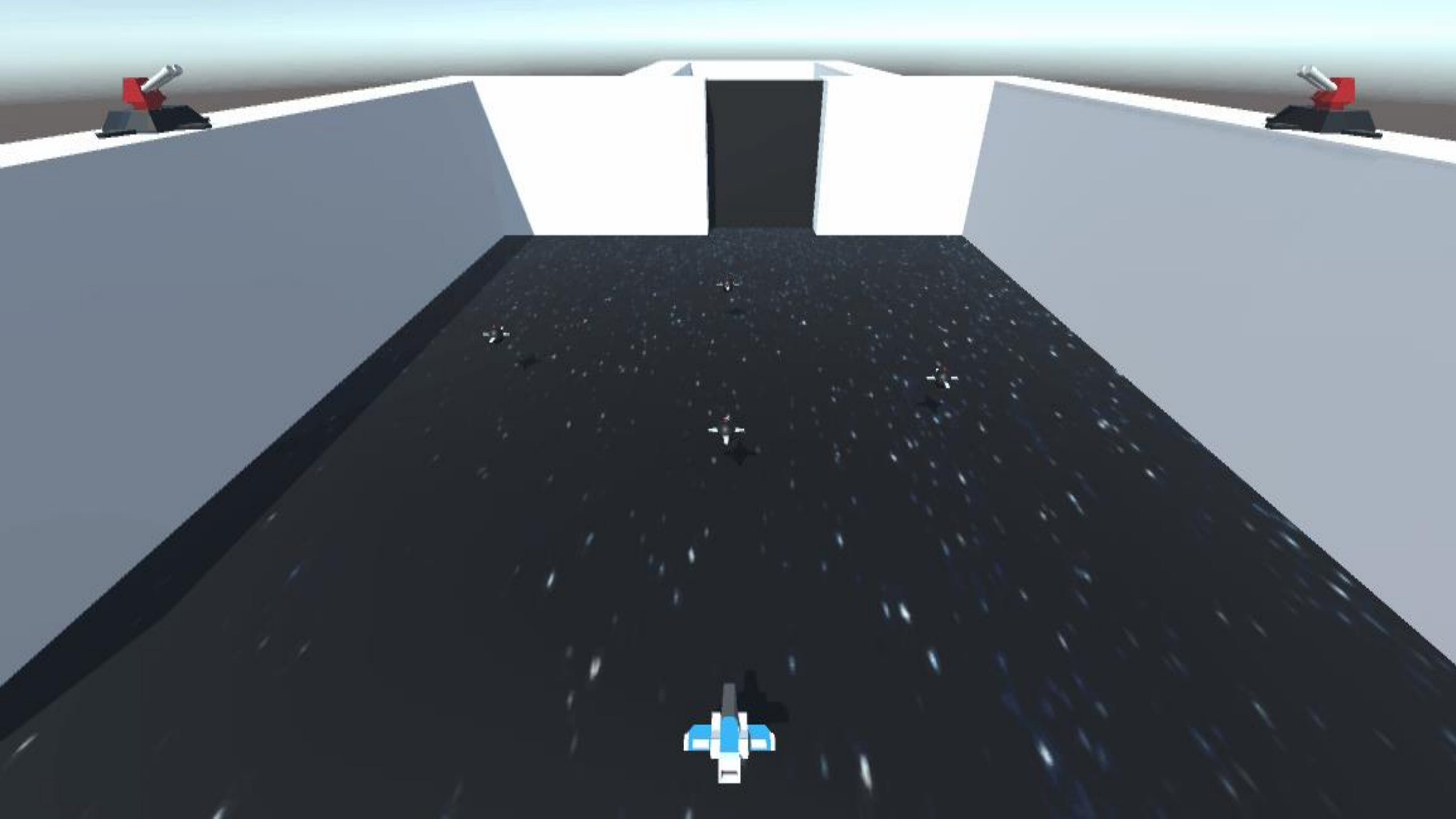
START

CONTROLS

CREDITS

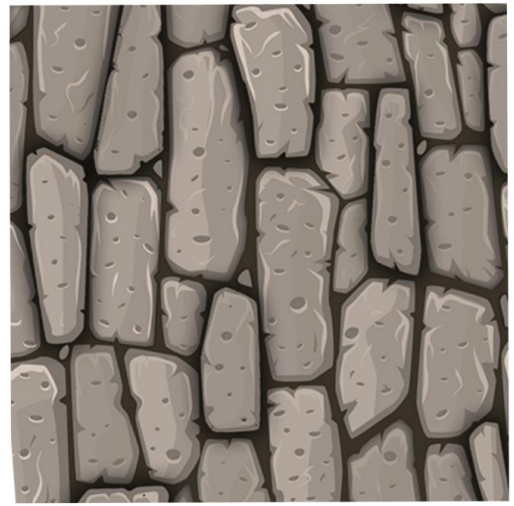
QUIT

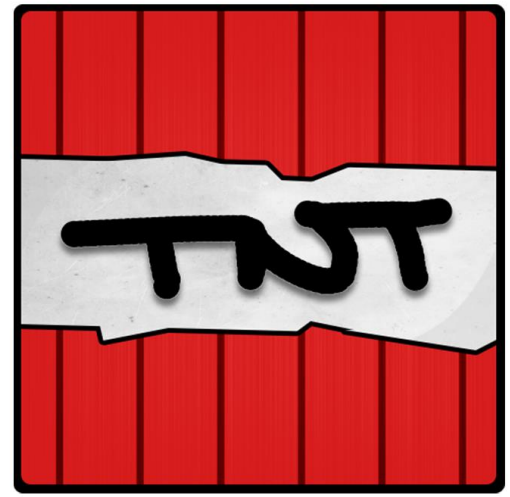


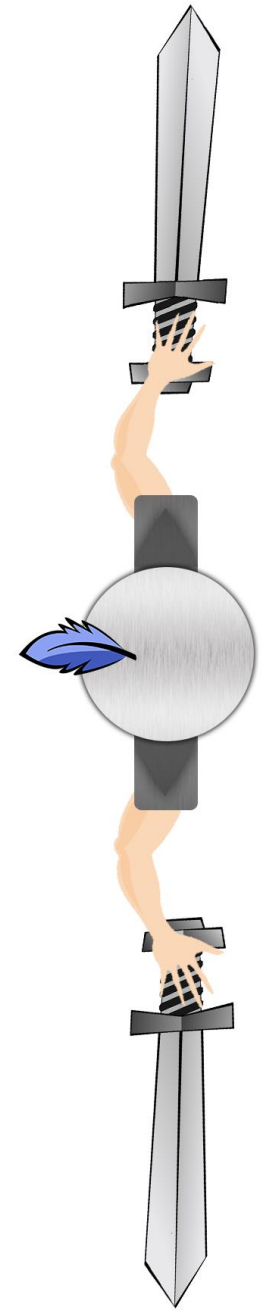


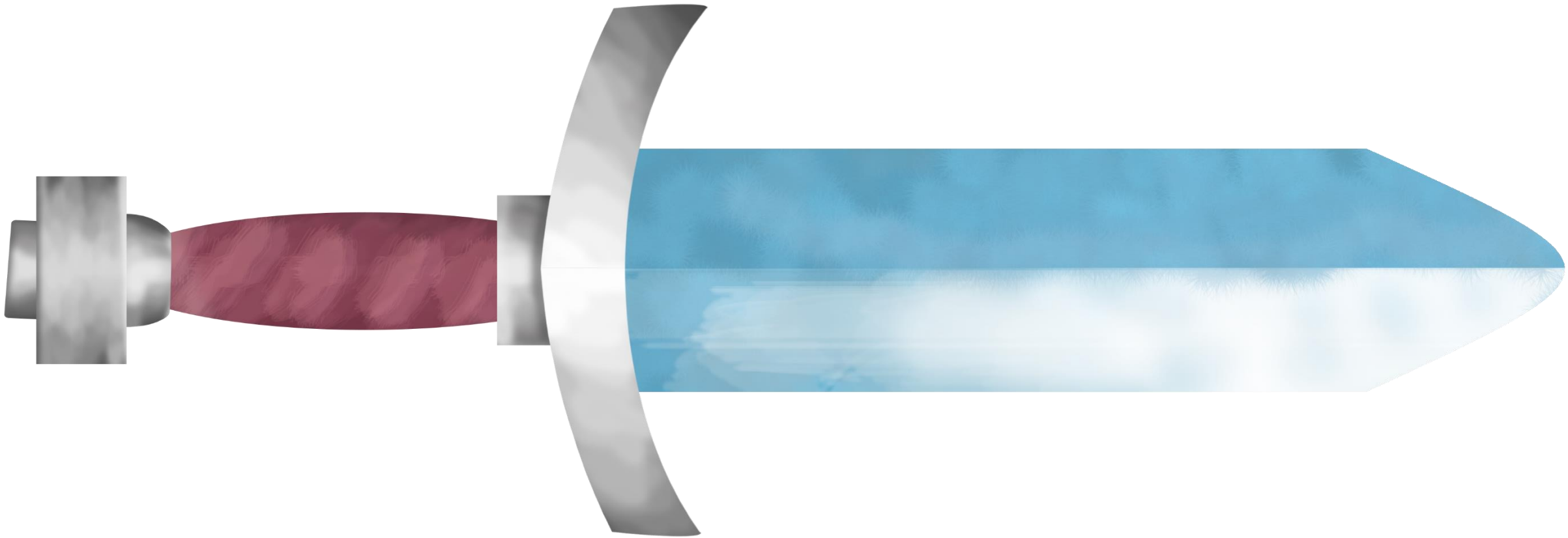
PLAY
CREDITS
CONTROLS
QUIT

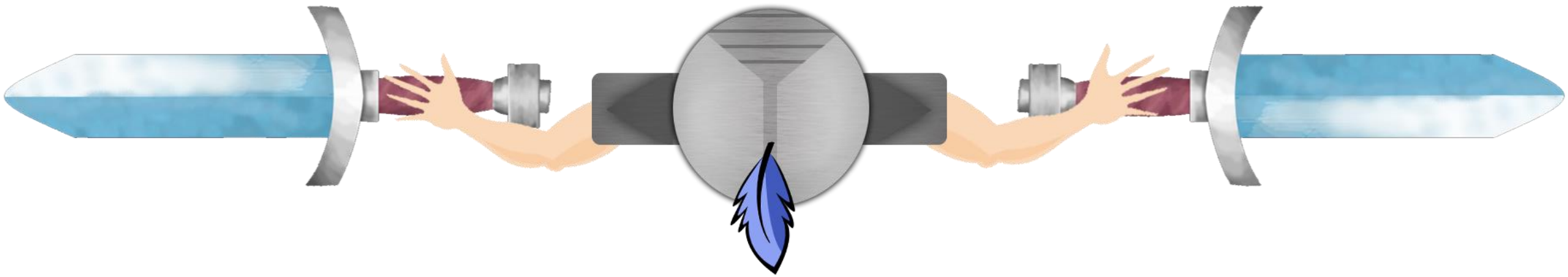
ART

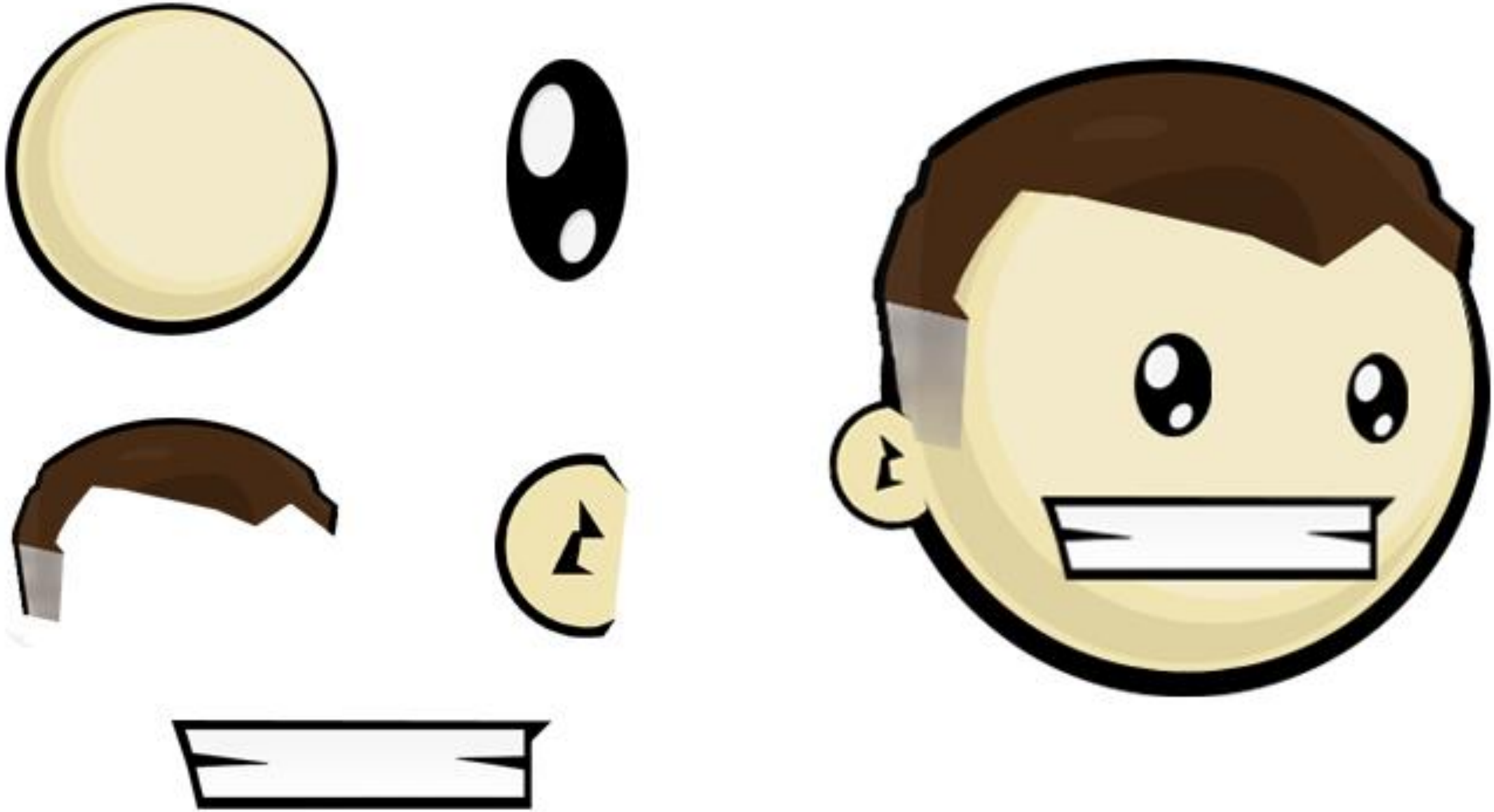


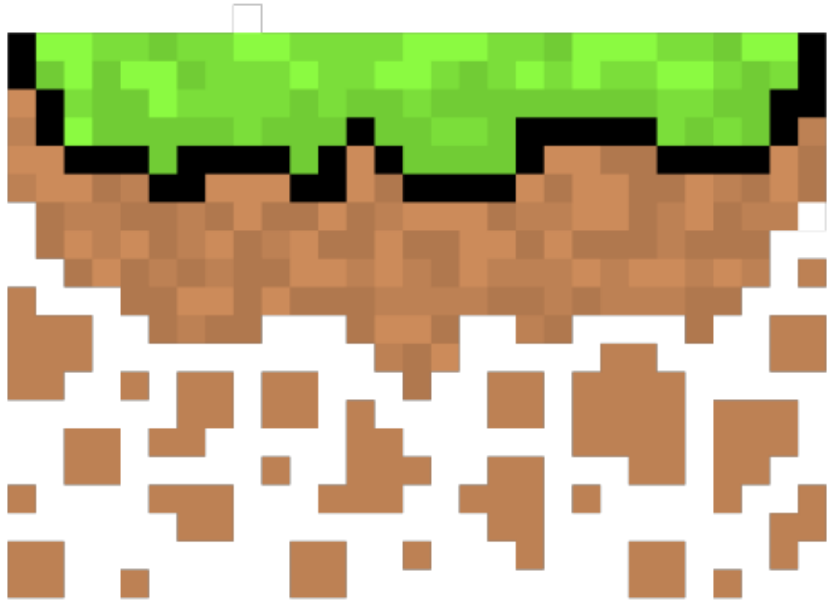

TNT

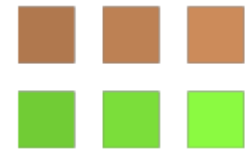


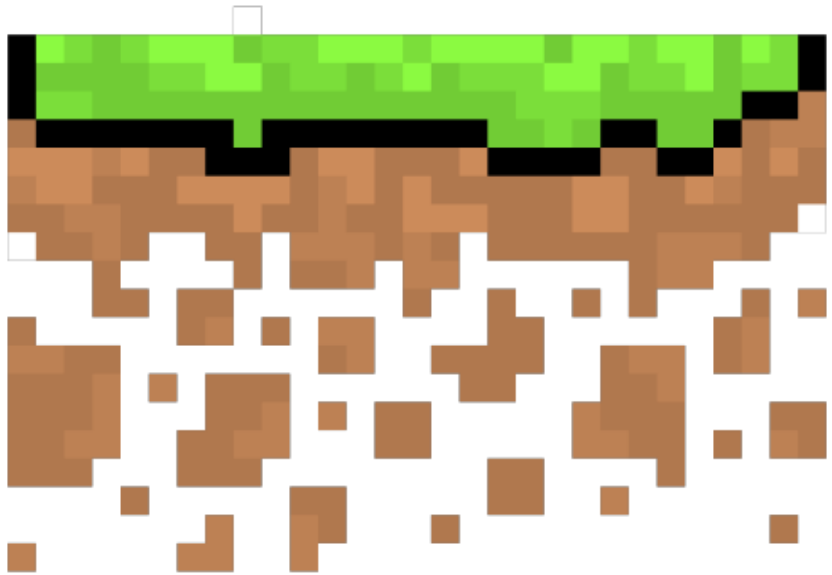


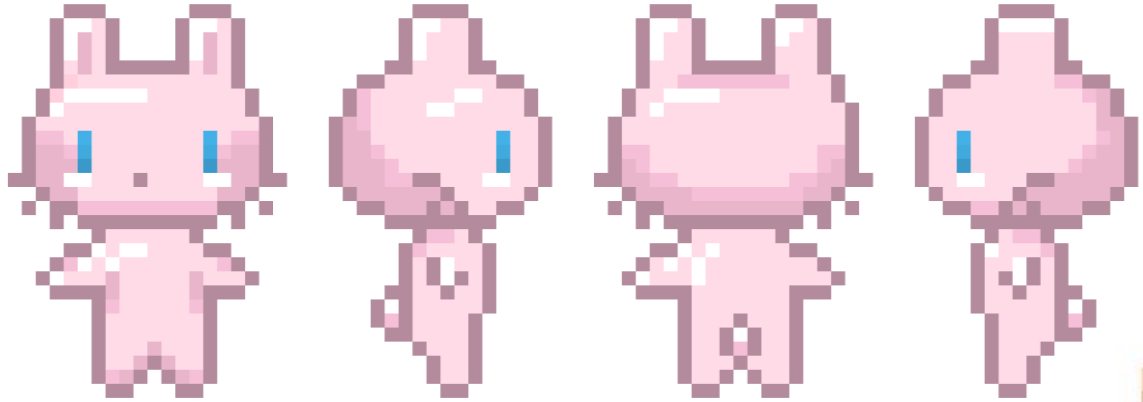


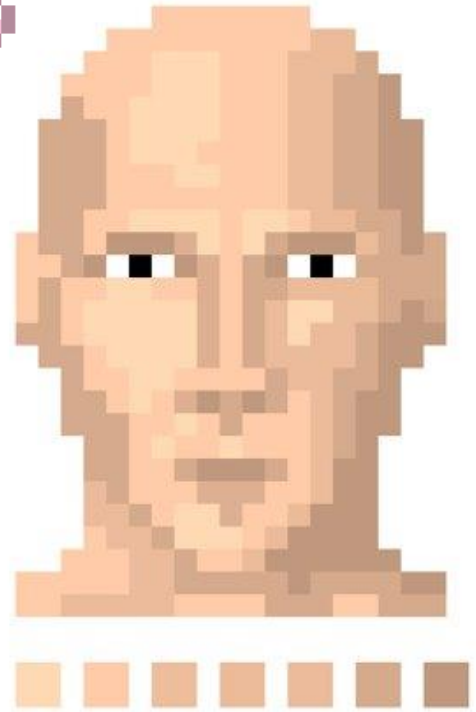


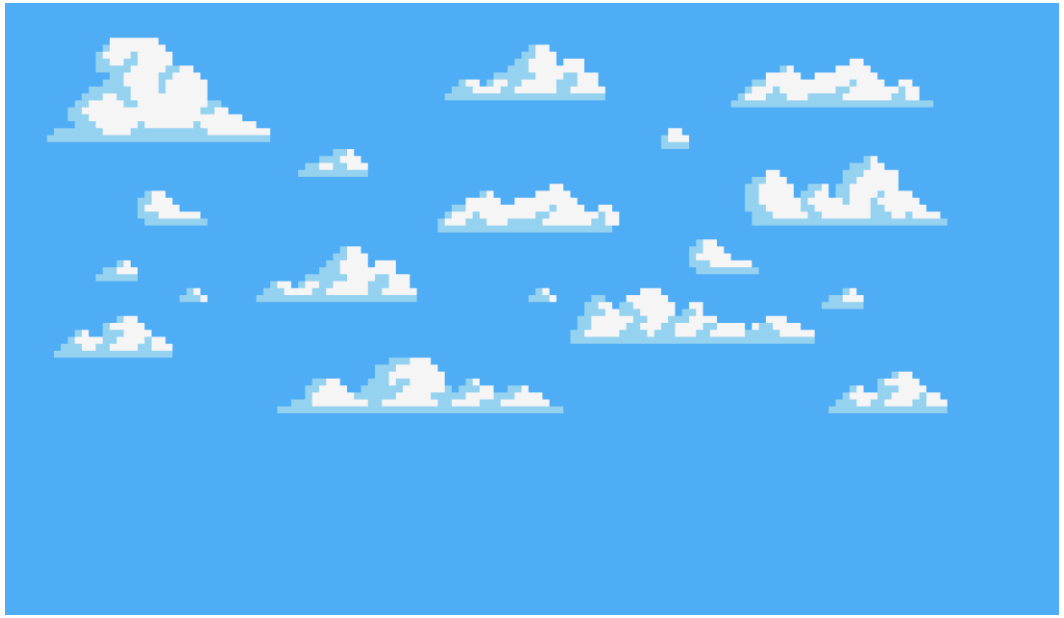


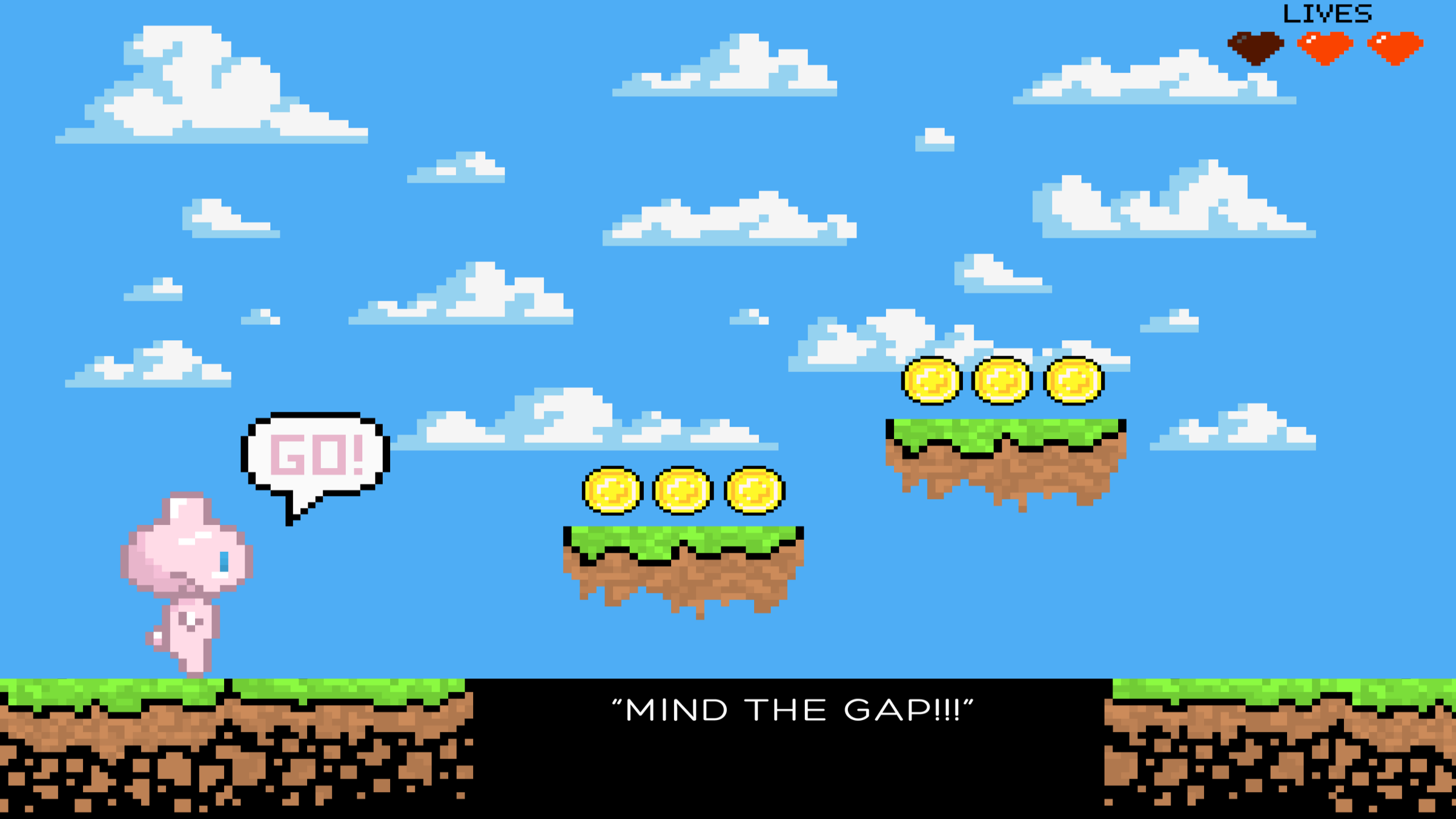


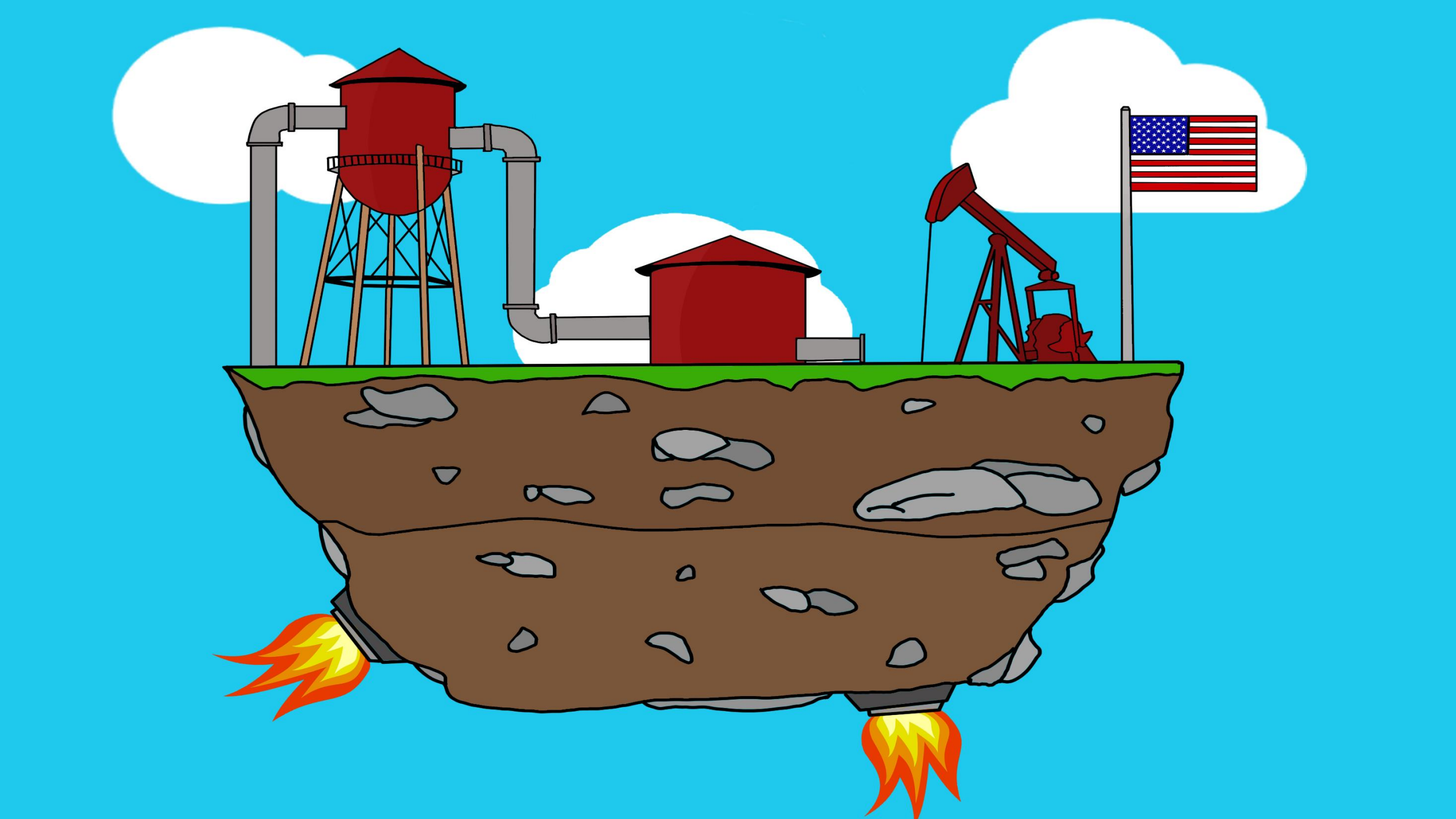









LIVES
GO!
"MIND THE GAP!!!"



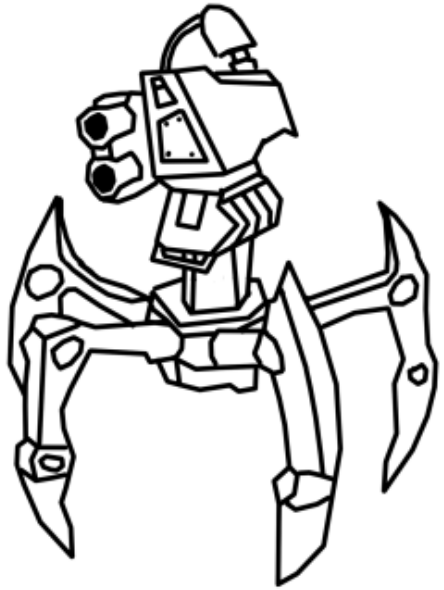
BEFORE

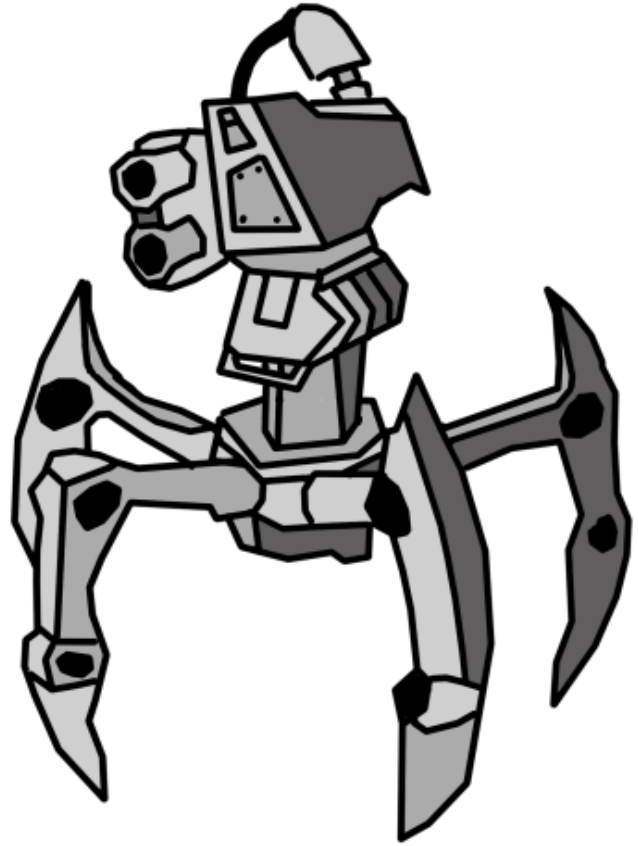
Hires BigH
PLEASE TURN ON LIGHTS FOR SERVICE
EMPLOYEE ENTRANCE
ENTRANCE
TIPS ARE APPRECIATED

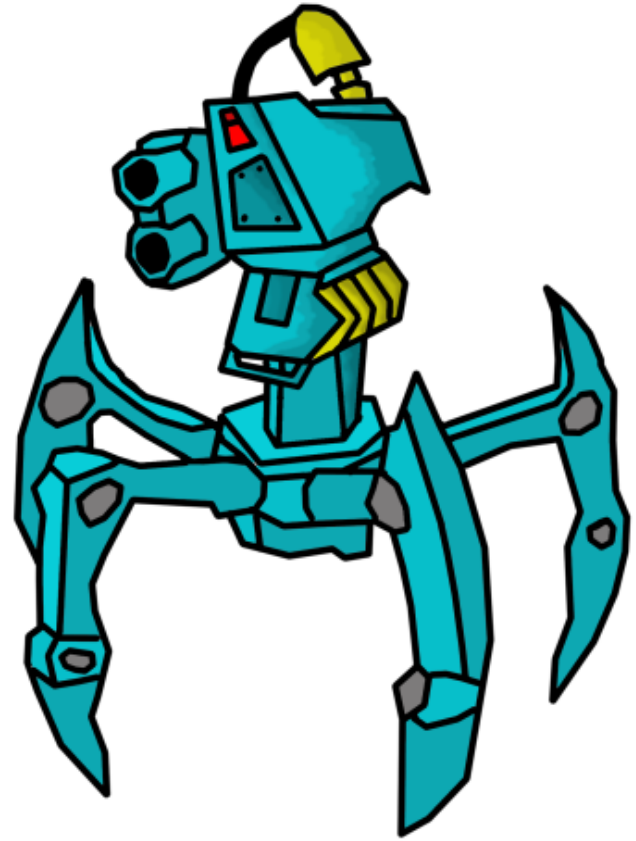
ROLEX
A BATHING APE
X
SURVIVAL OF THE FITTEST
TIPS ARE APPRECIATED!
PLEASE TURN ON LIGHTS FOR SERVICE
PLEASE TURN ON LIGHTS FOR SERVICE

AFTER

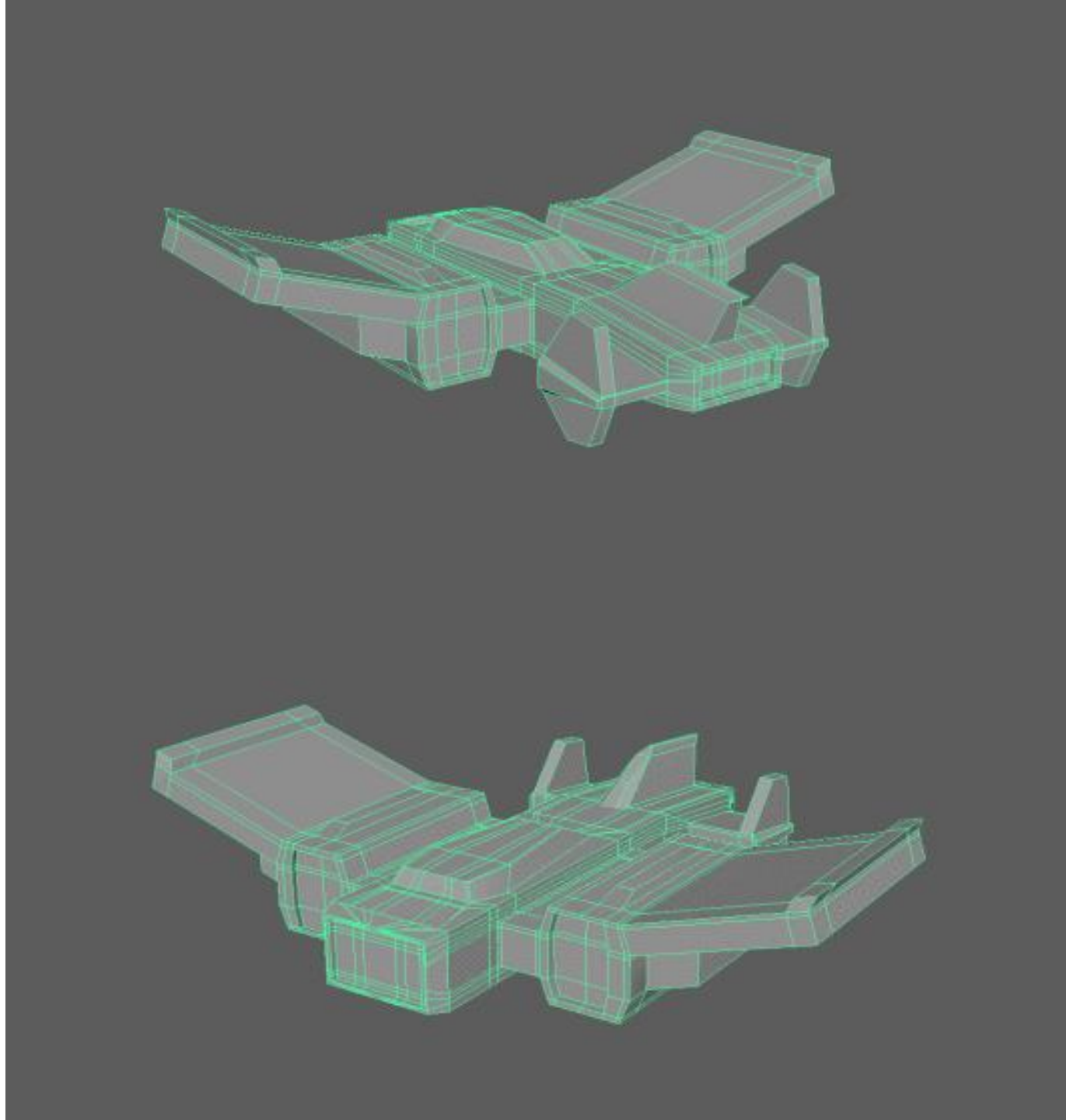
MI - 115

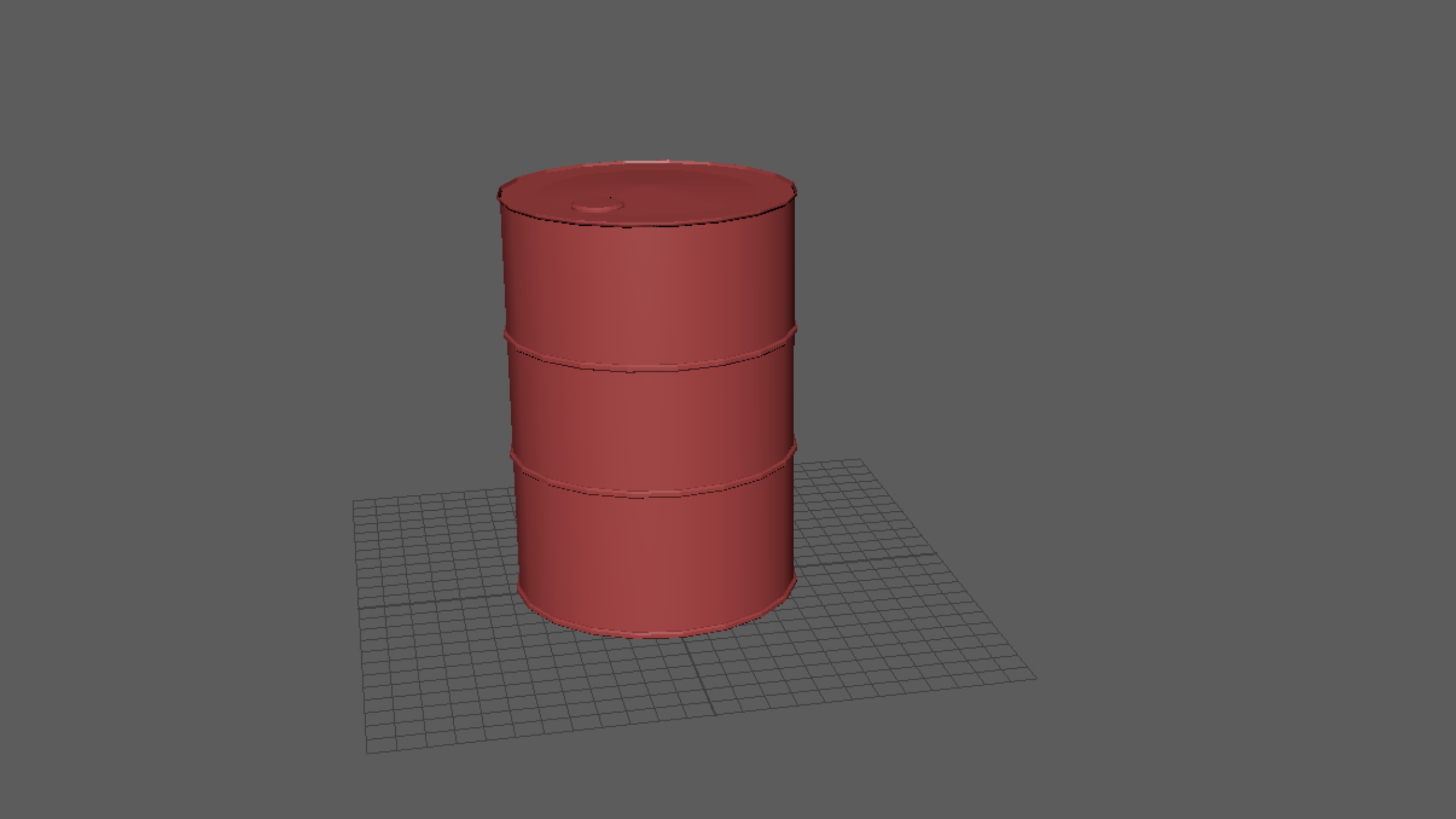


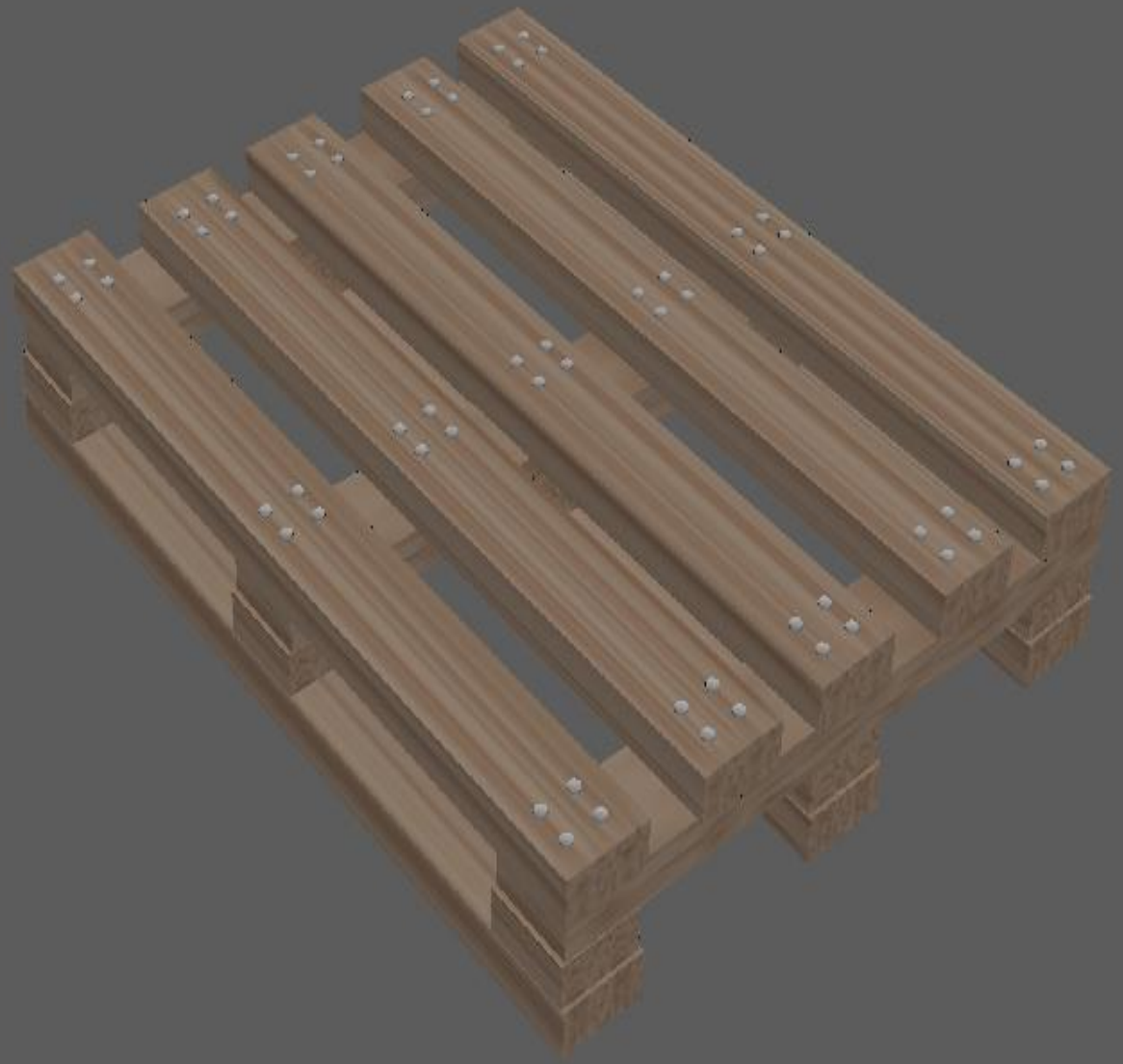


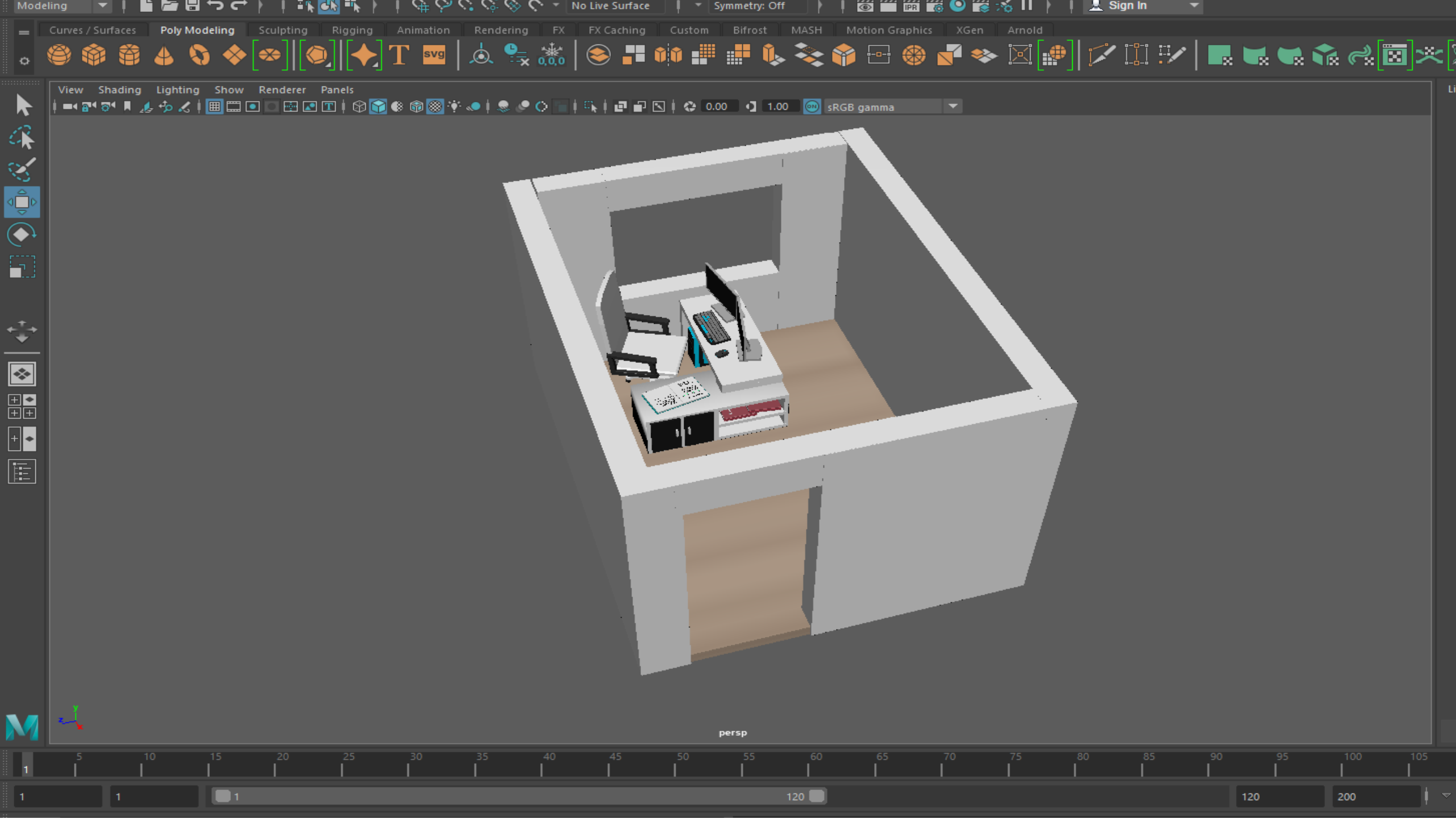


3D MODELLING








Modeling
No Live Surface
Symmetry: Off
Sign In
Curves / Surfaces
Poly Modeling
Sculpting
Rigging
Animation
Rendering
FX
FX Caching
Custom
Bifrost
MASH
Motion Graphics
XGen
Arnold
View
Shading
Lighting
Show
Renderer
Panels
0.00
1.00
sRGB gamma
persp
1
5
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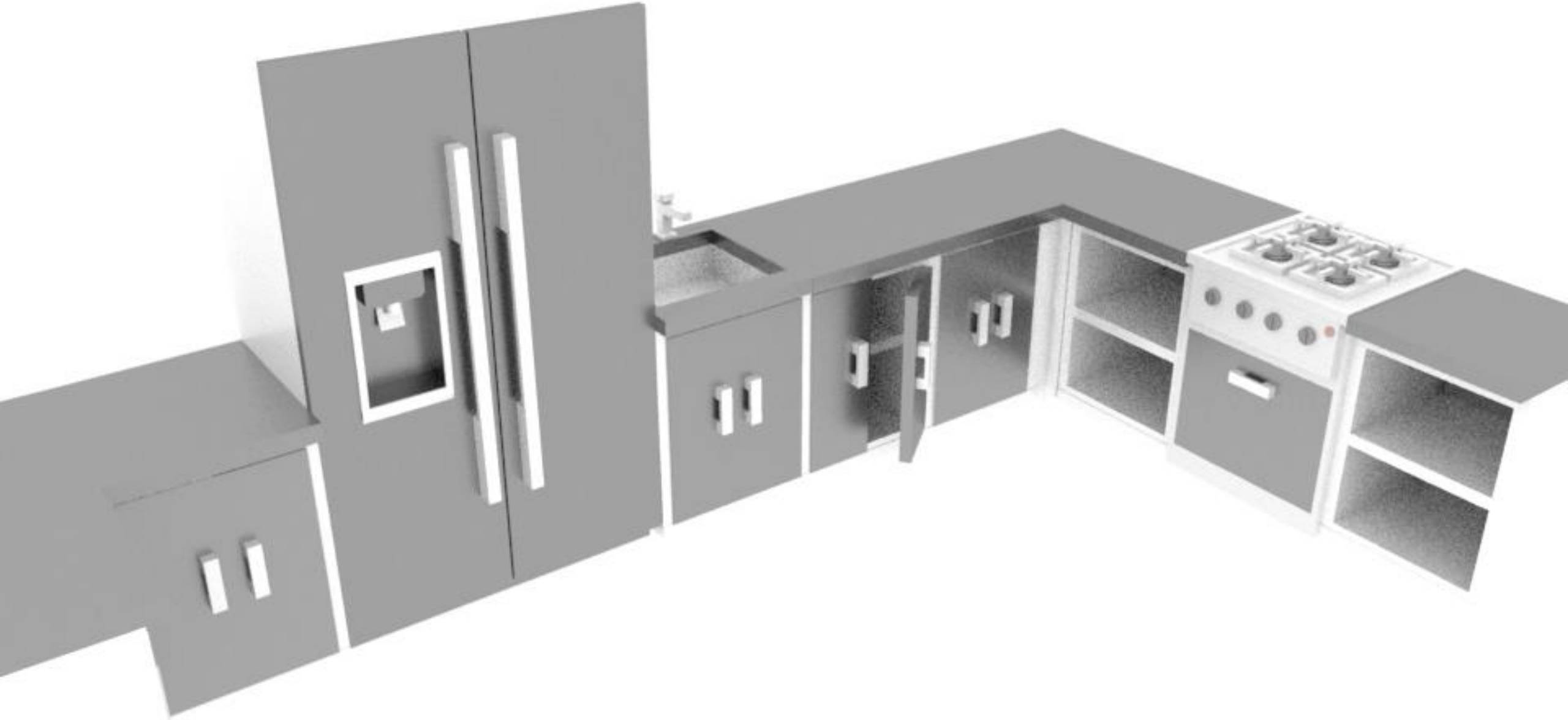
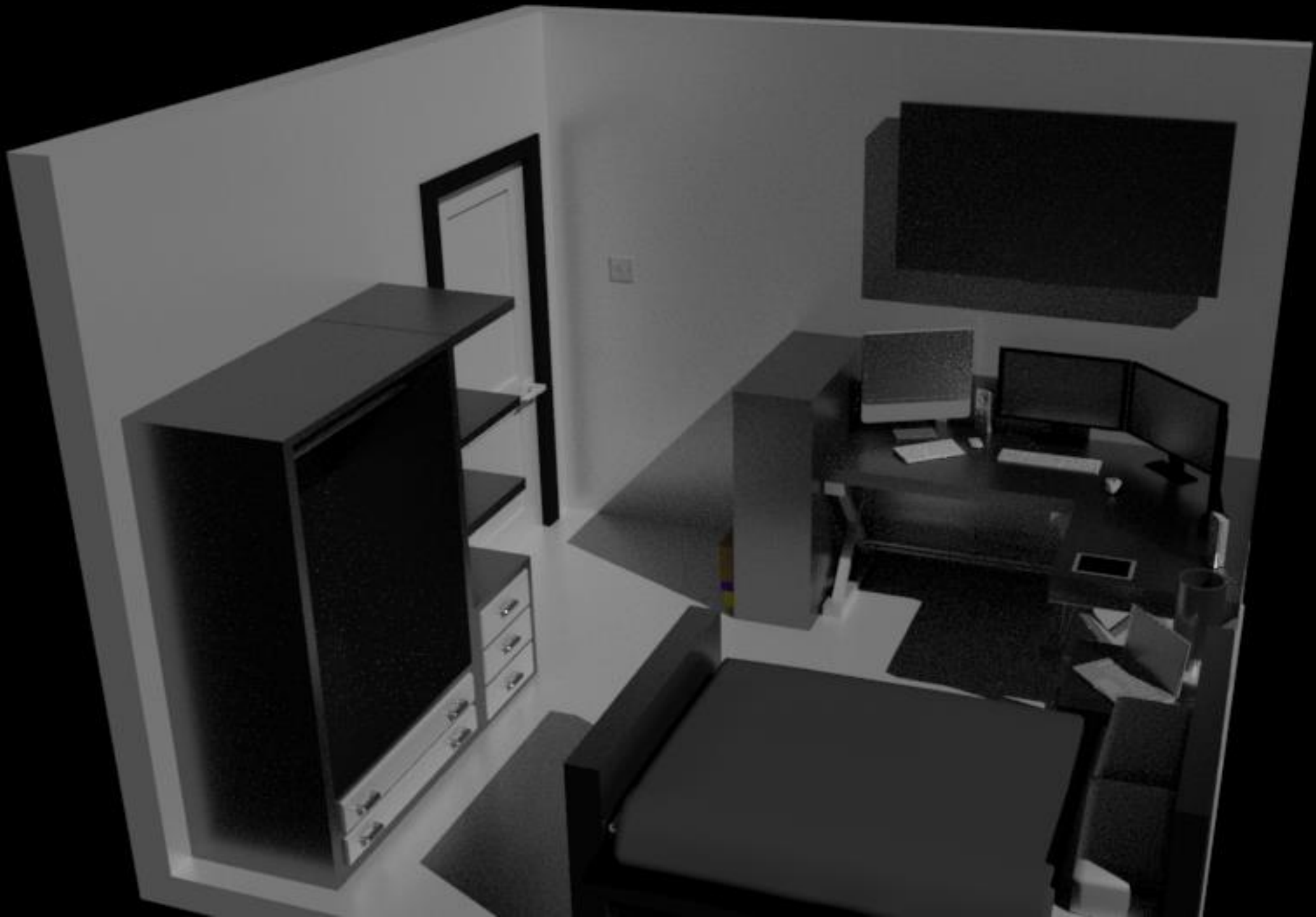
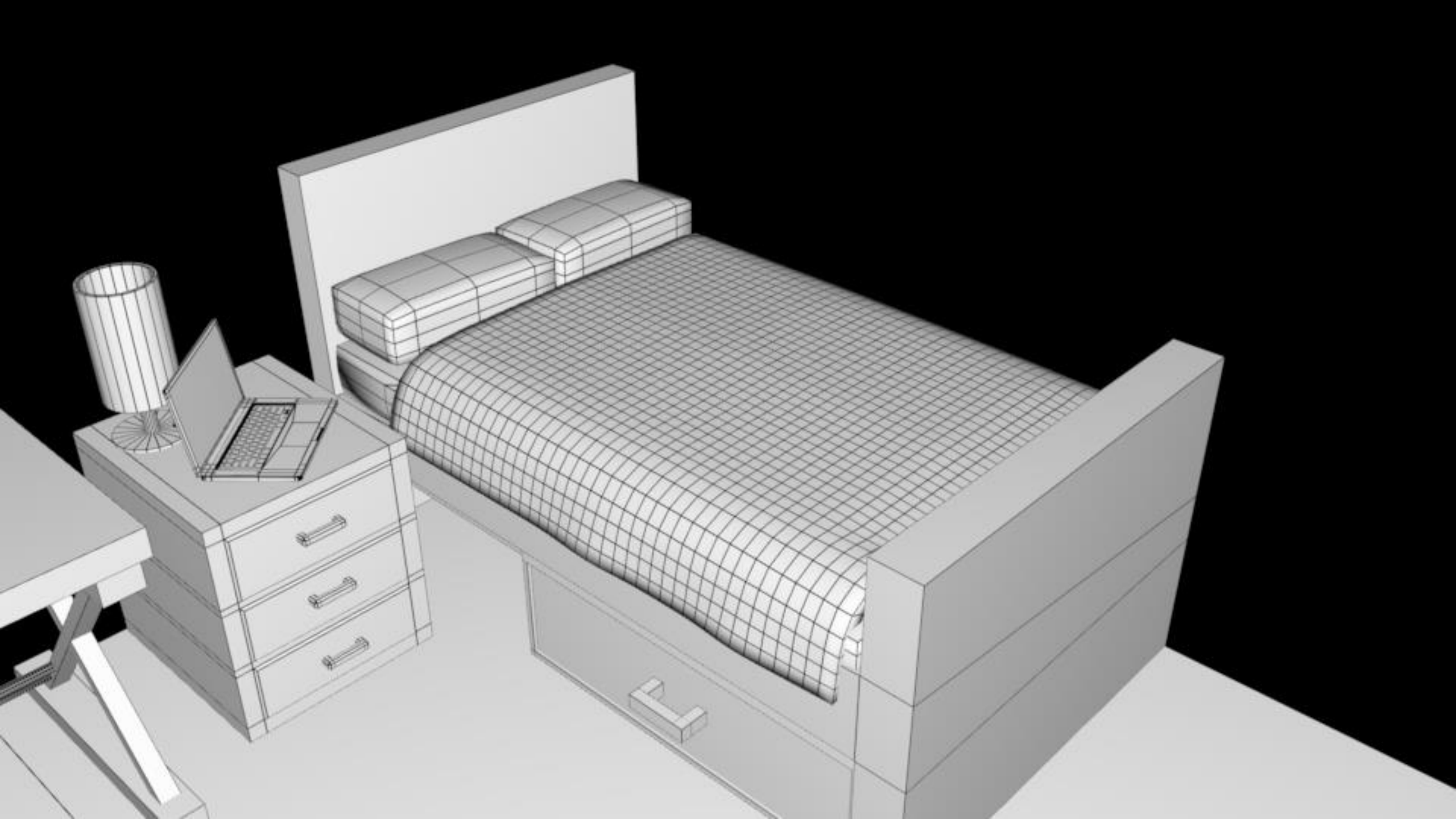
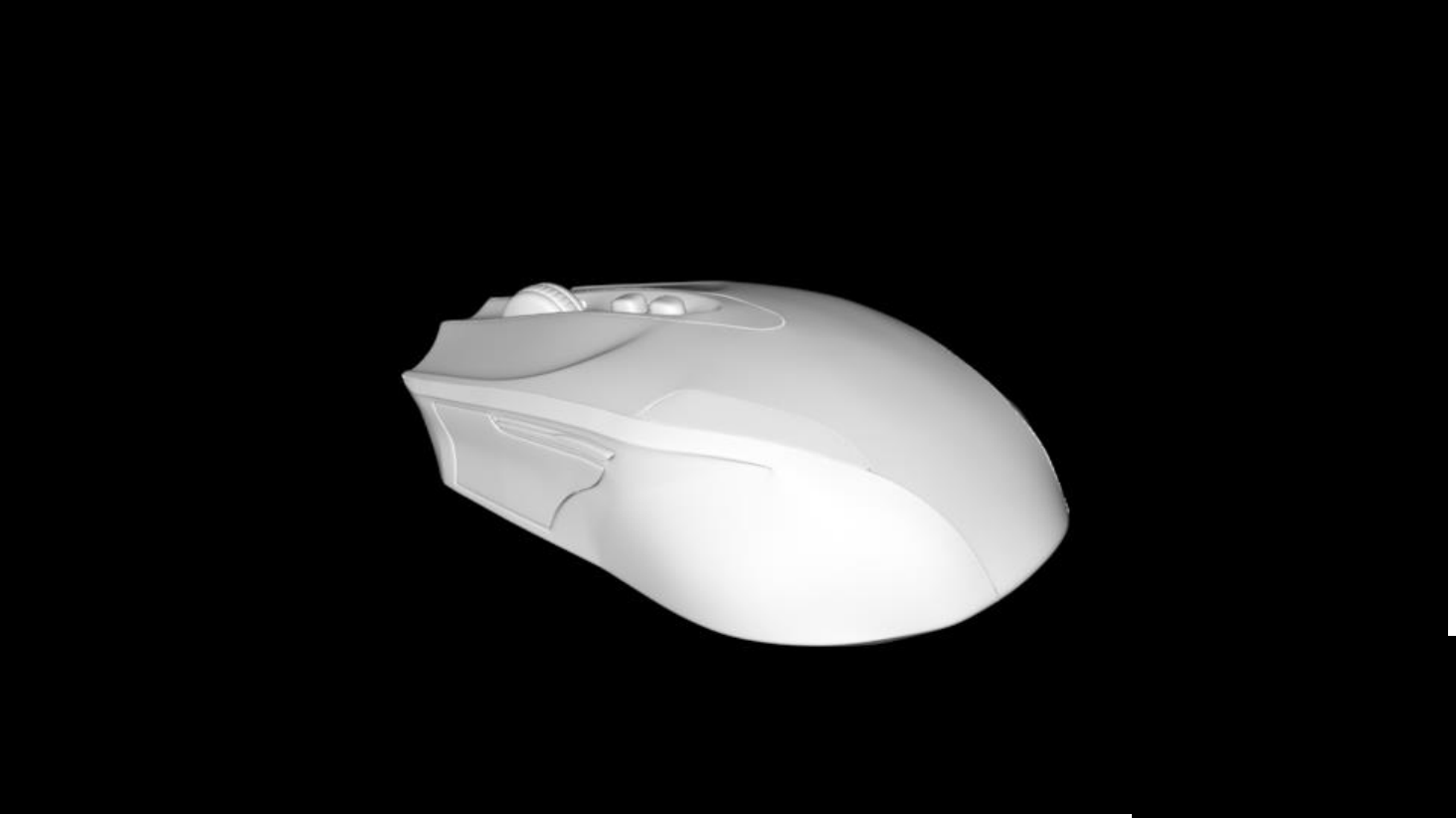
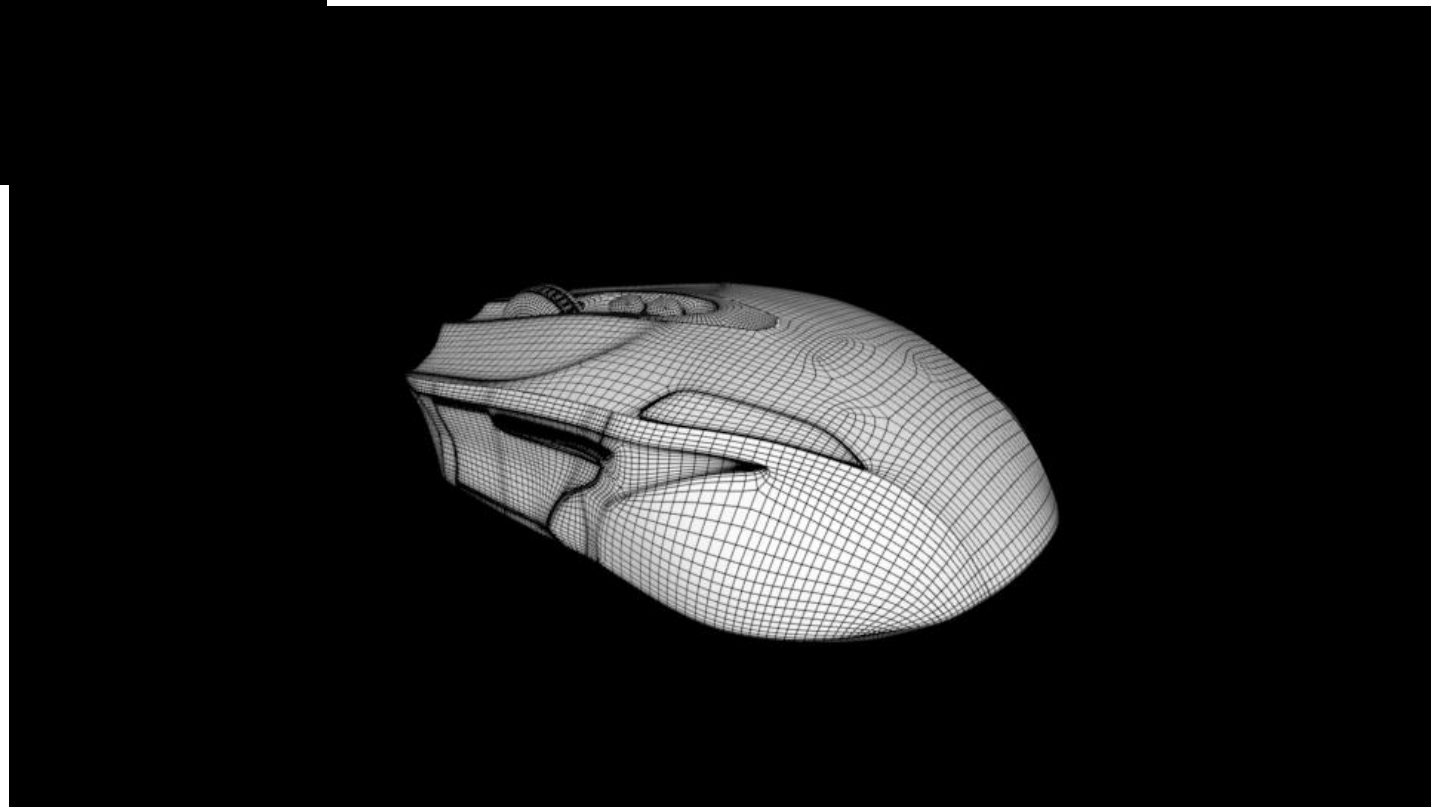
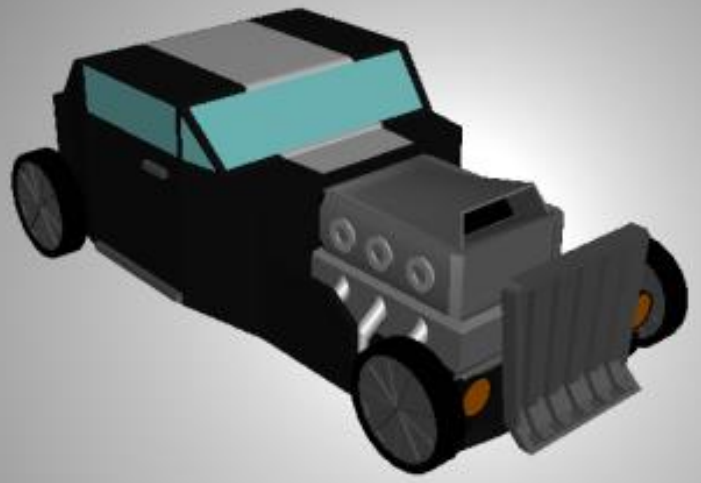


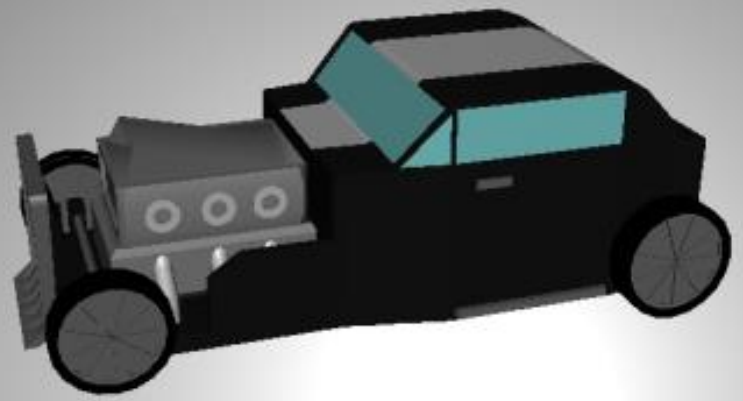


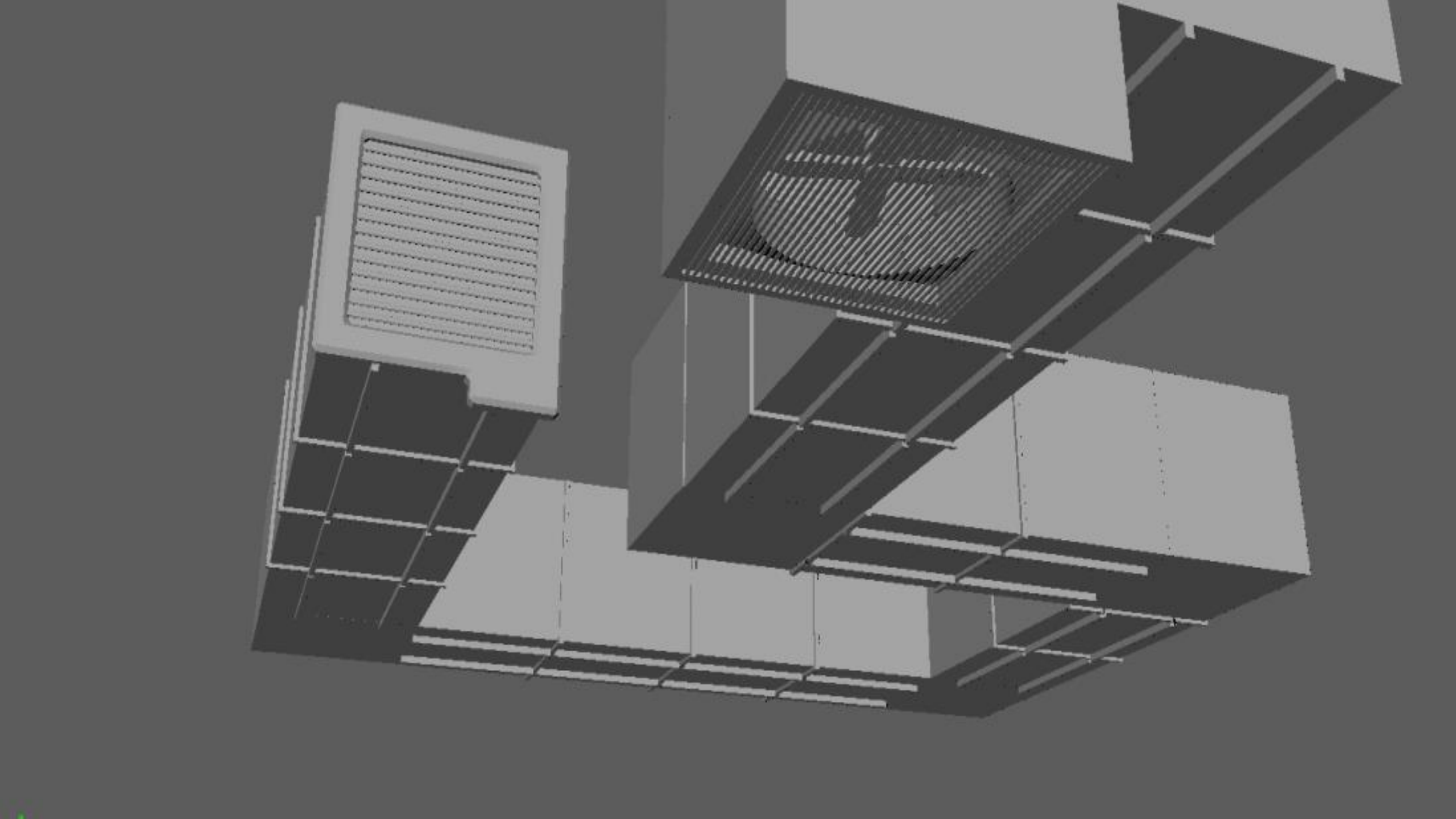


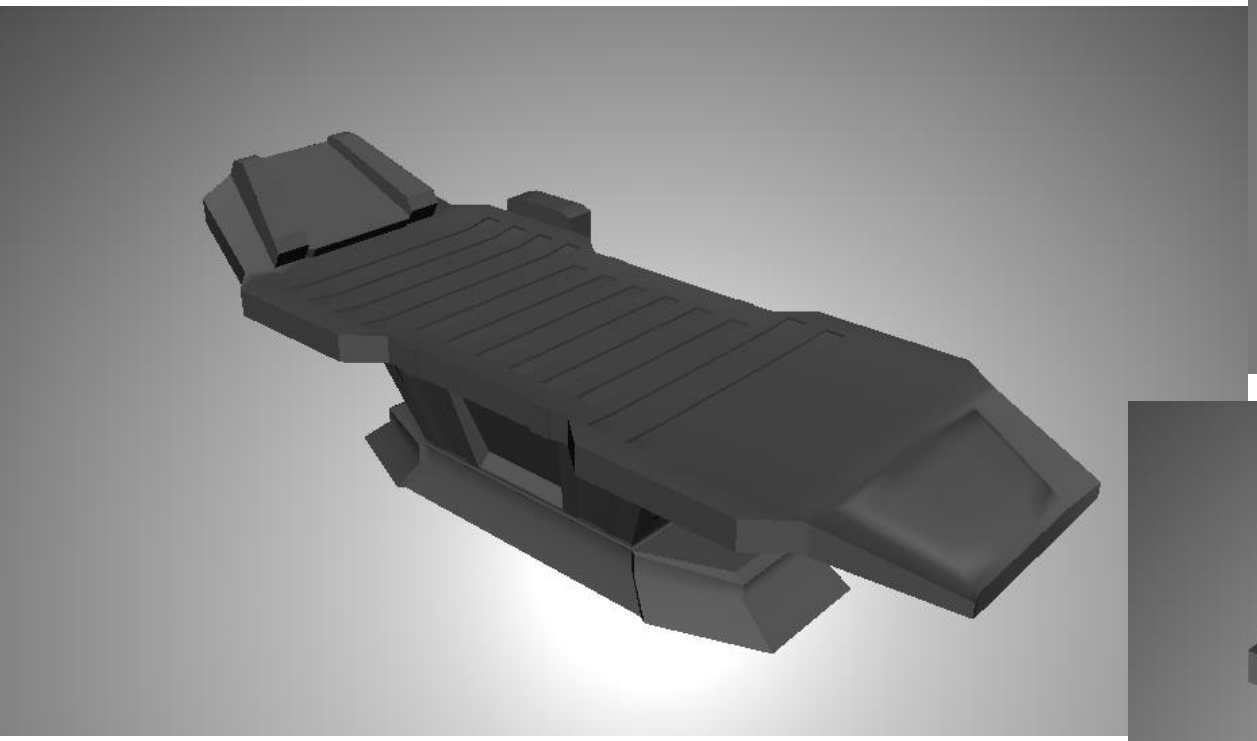


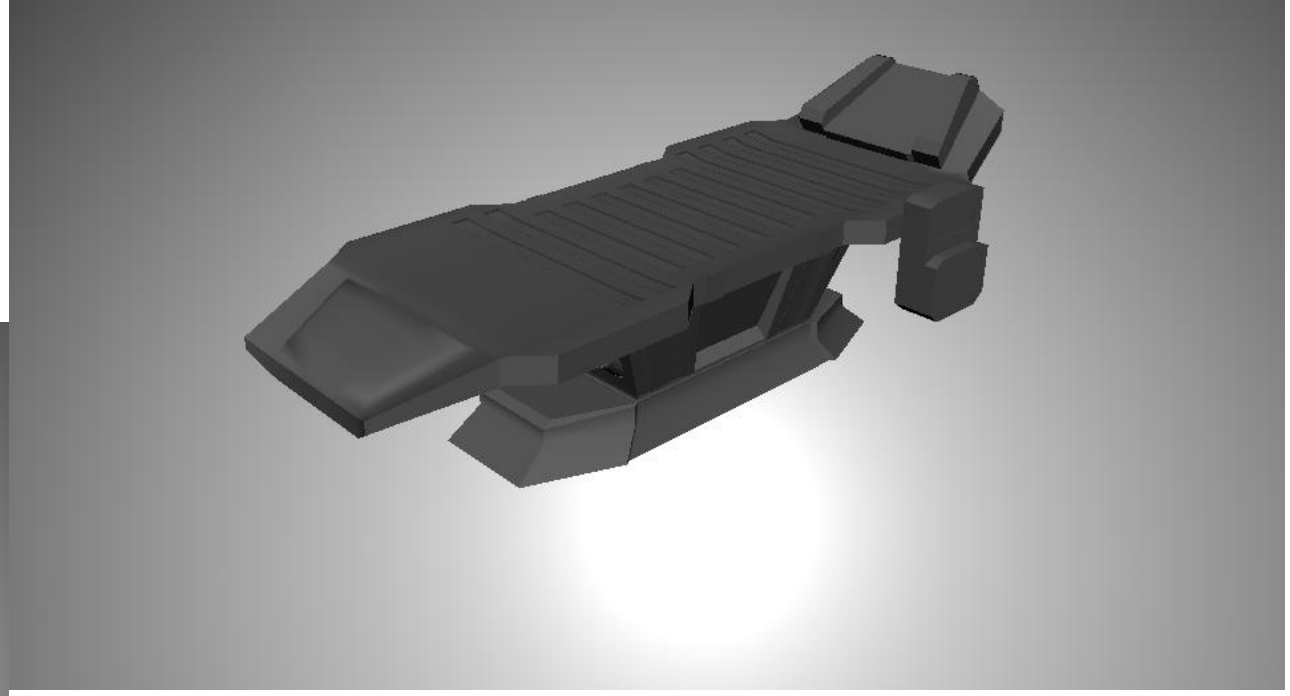


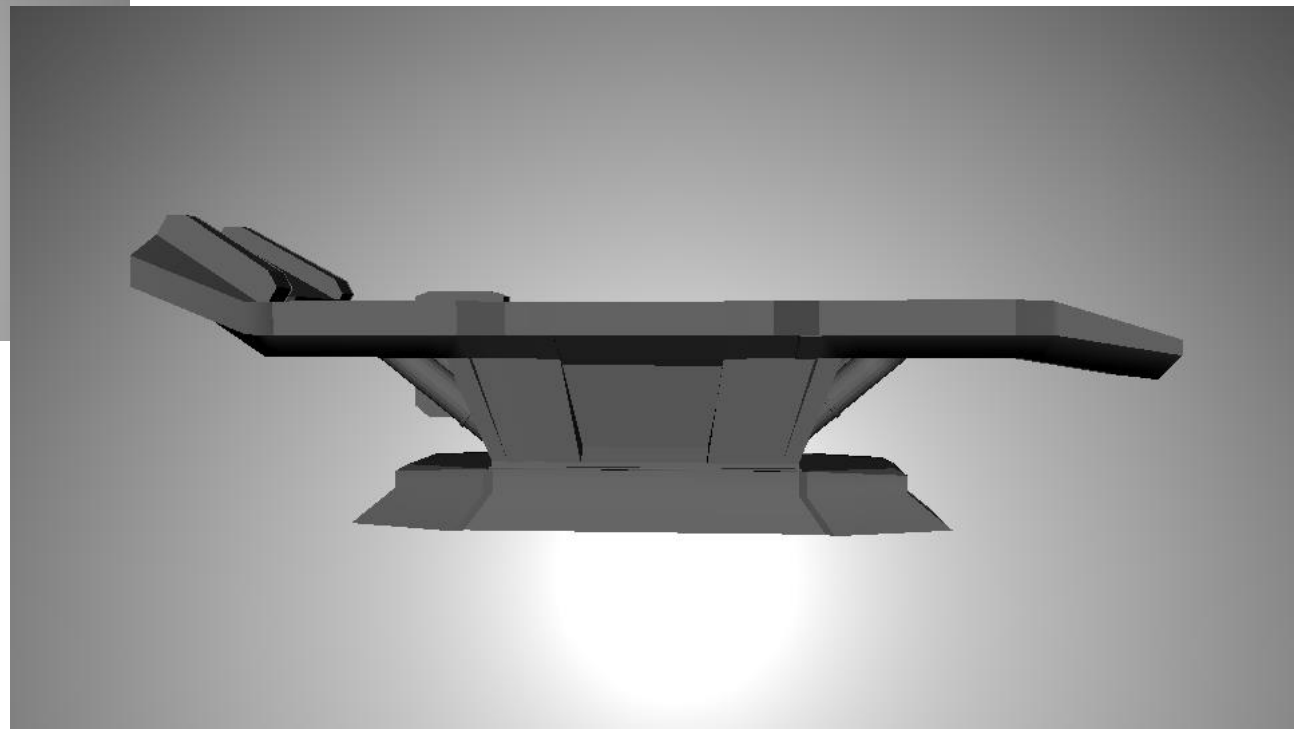








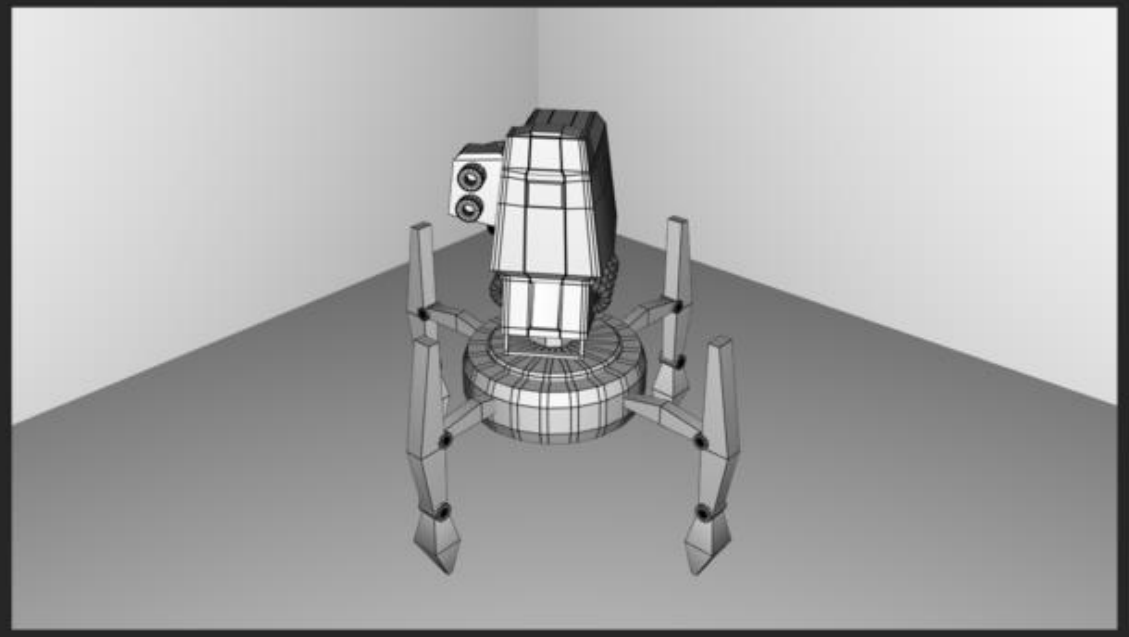


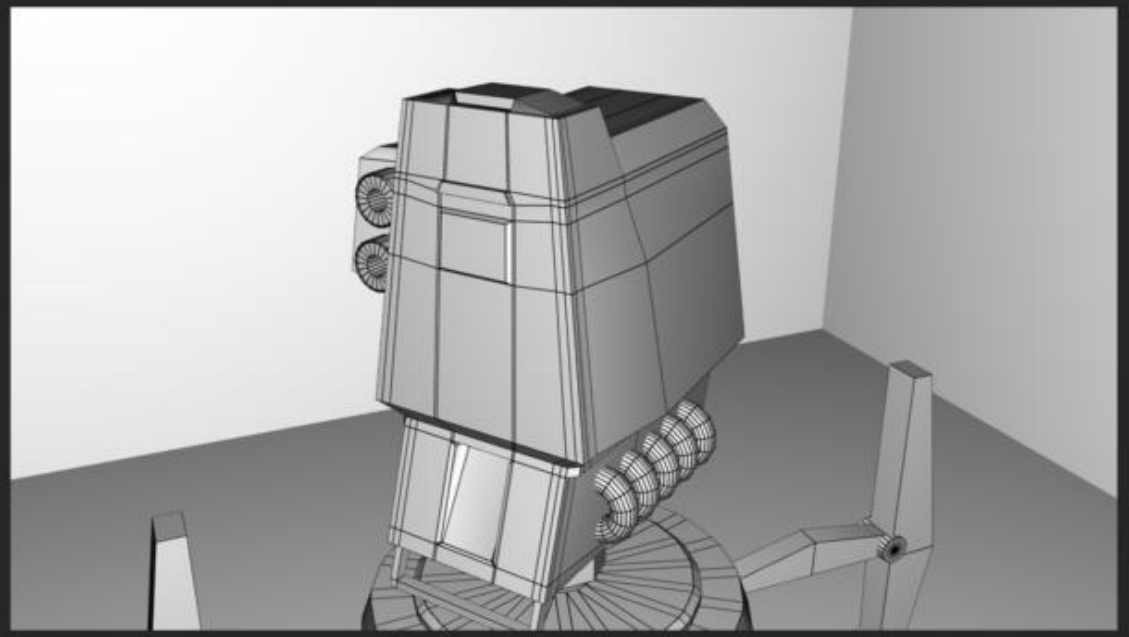


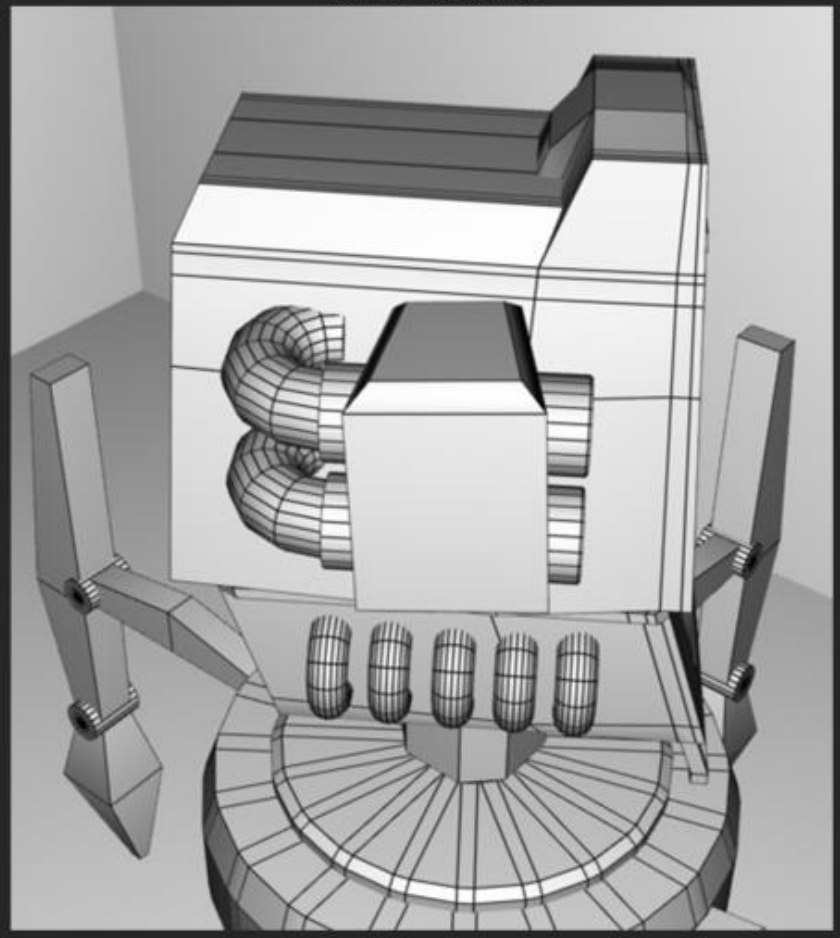
MI - 115

Or "MIKE"

WIRE FRAME RENDERS



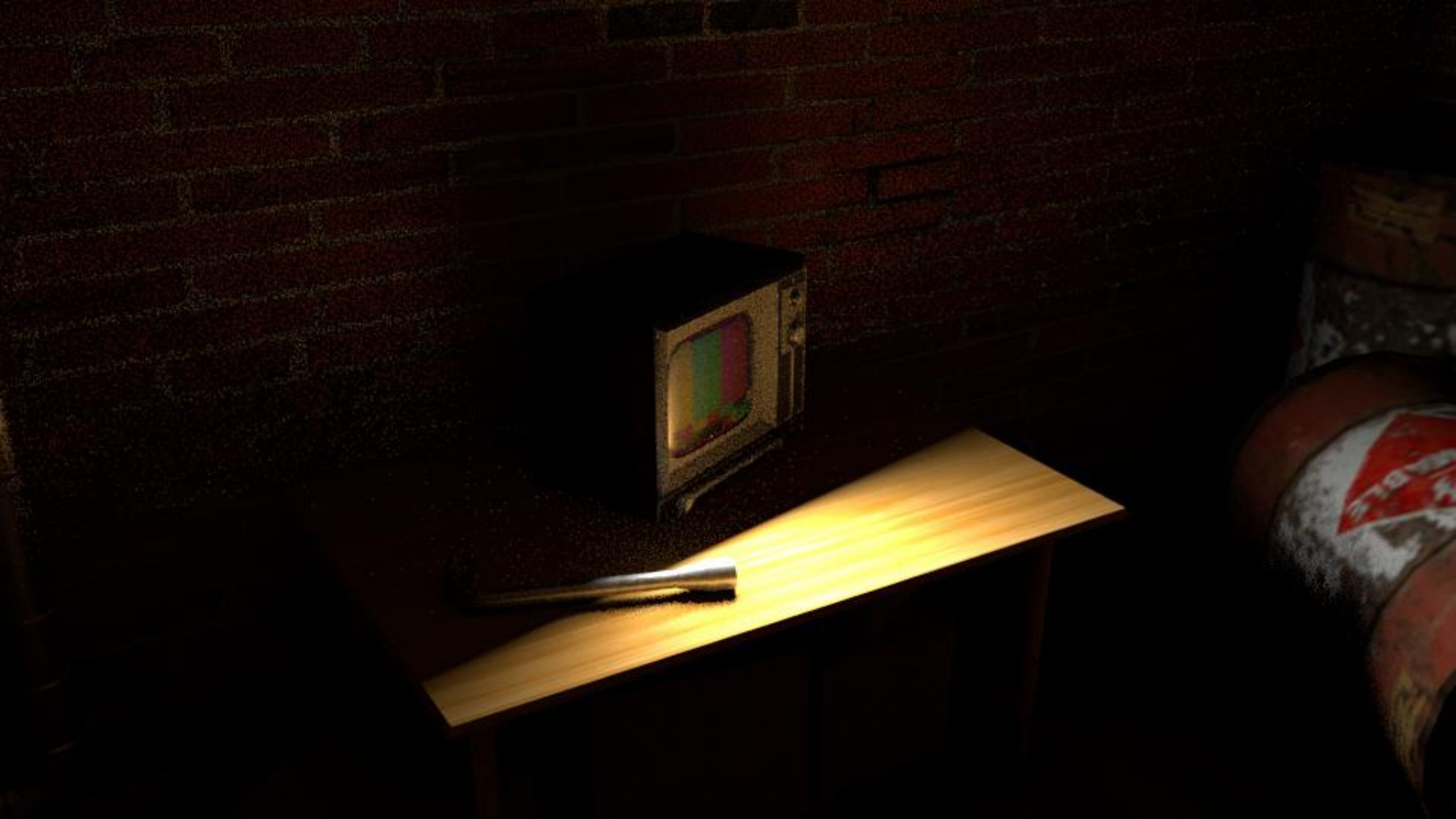




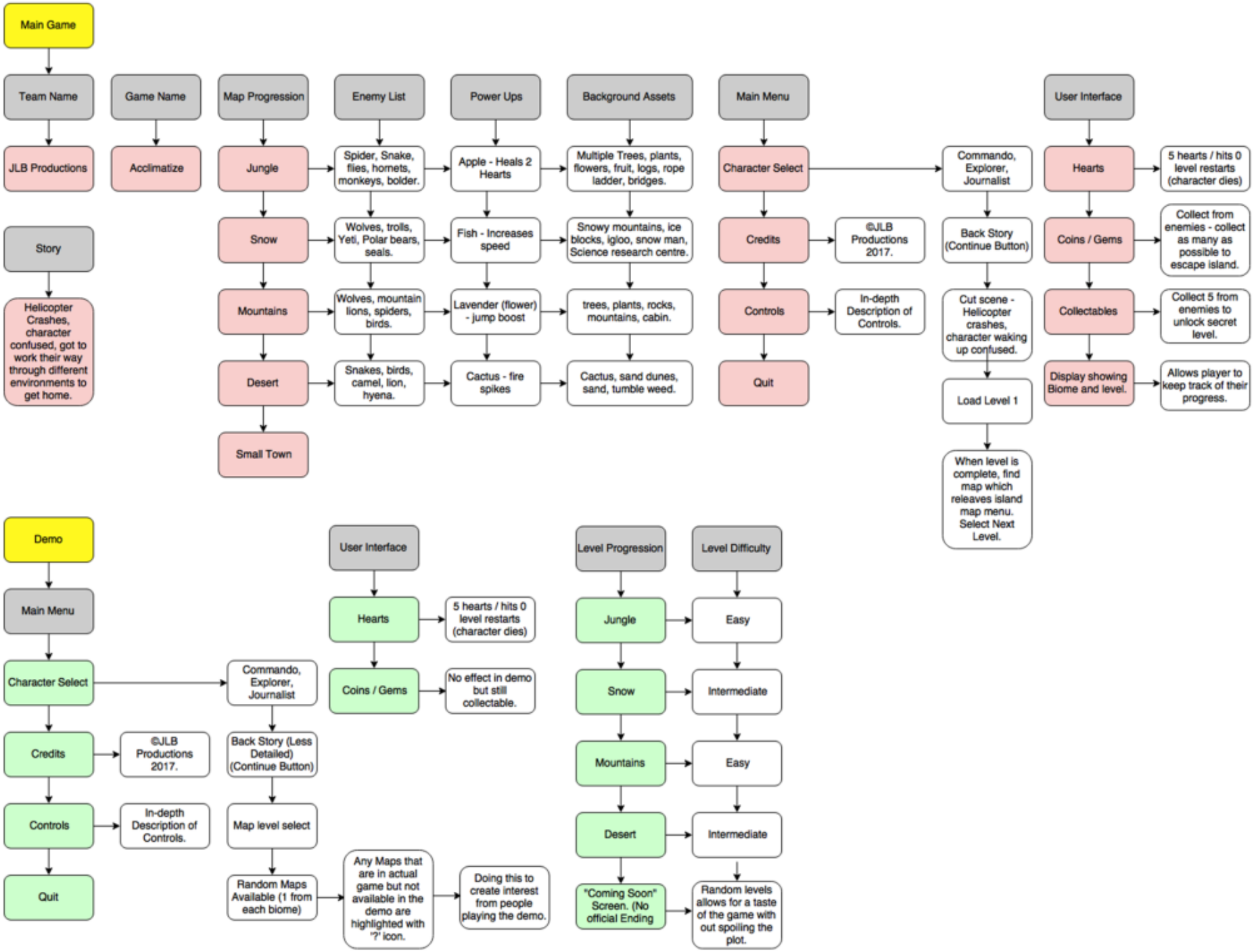
BBrian

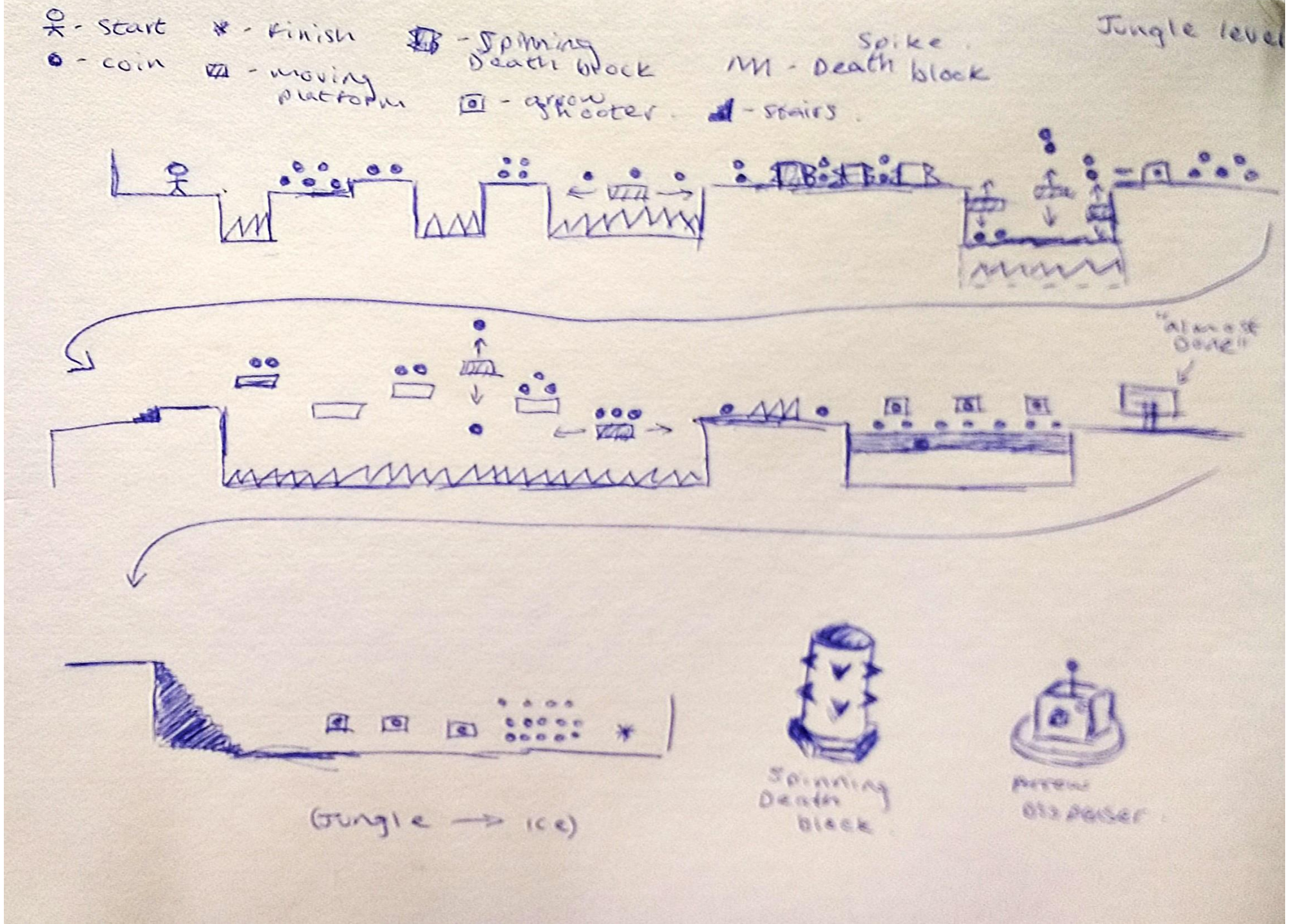
LIVES
GO!
"MIND THE GAP!!!"

COLLEEN HOOVER
JAMES MAXWELL
ENCHANTRESS
MOBY DICK
Coca-Cola

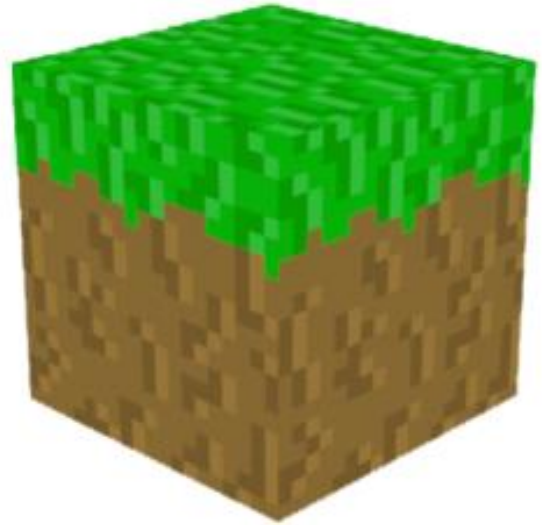


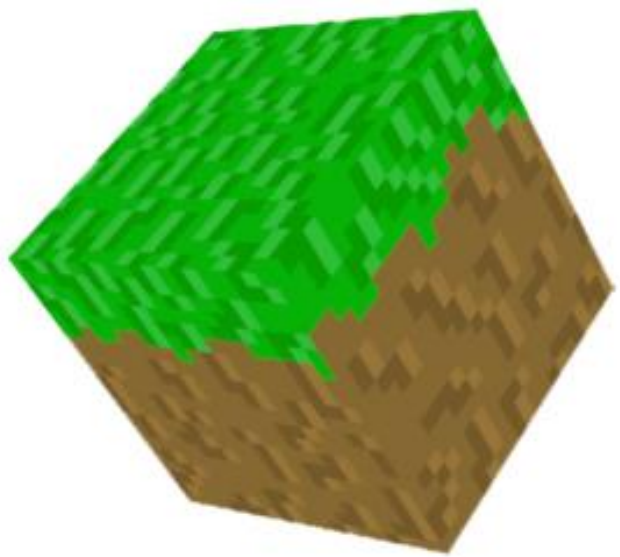
ACCLIMATIZE

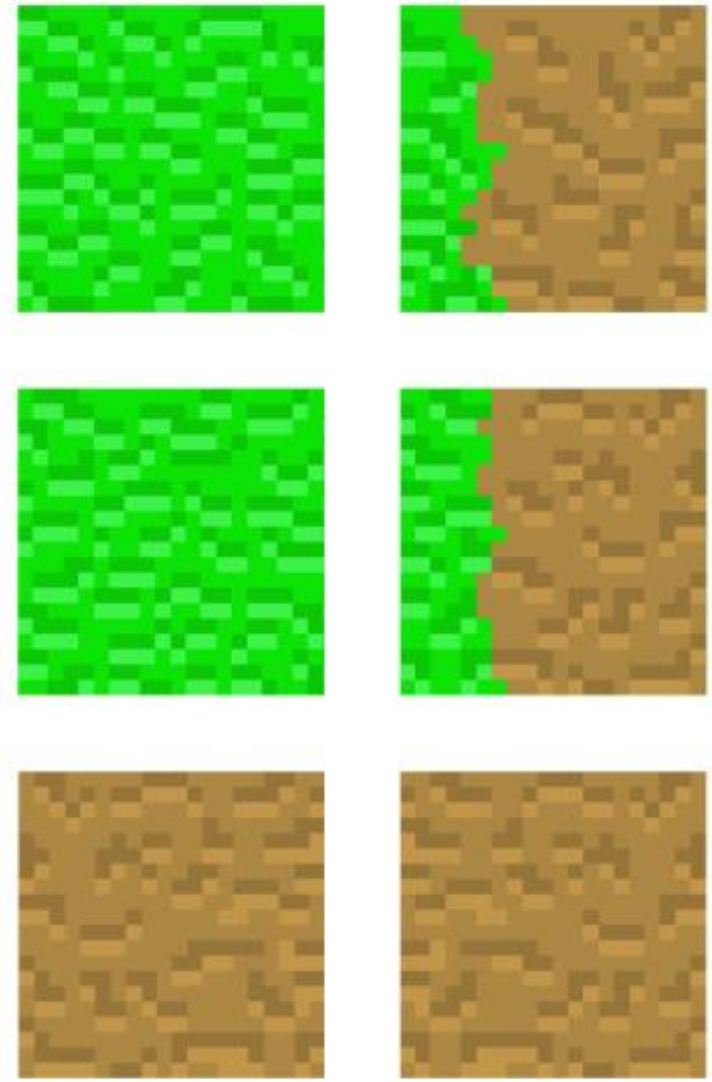

Main Game
Team Name
JLB Productions
Story
Helicopter Crashes, character confused, got to work their way through different environments to get home.
Game Name
Acclimatize
Map Progression
Jungle
Snow
Mountains
Desert
Small Town
Enemy List
Spider, Snake, flies, hornets, monkeys, bolder.
Wolves, trolls, Yeti, Polar bears, seals.
Wolves, mountain lions, spiders, birds.
Snakes, birds, camel, lion, hyena.
Power Ups
Apple - Heals 2 Hearts
Fish - Increases speed
Lavender (flower) - jump boost
Cactus - fire spikes
Background Assets
Multiple Trees, plants, flowers, fruit, logs, rope ladder, bridges.
Snowy mountains, ice blocks, igloo, snow man, Science research centre.
trees, plants, rocks, mountains, cabin.
Cactus, sand dunes, sand, tumble weed.
Main Menu
Character Select
Credits
Controls
Quit
Commando, Explorer, Journalist
Back Story (Continue Button)
Cut scene - Helicopter crashes, character waking up confused.
Load Level 1
When level is complete, find map which releaves island map menu. Select Next Level.
©JLB Productions 2017.
In-depth Description of Controls.
User Interface
Hearts
Coins / Gems
Collectables
Display showing Biome and level.
5 hearts / hits 0 level restarts (character dies)
Collect from enemies - collect as many as possible to escape island.
Collect 5 from enemies to unlock secret level.
Allows player to keep track of their progress.
Demo
Main Menu
Character Select
Credits
Controls
Quit
Commando, Explorer, Journalist
Back Story (Less Detailed) (Continue Button)
Map level select
Random Maps Available (1 from each biome)
©JLB Productions 2017.
In-depth Description of Controls.
Any Maps that are in actual game but not available in the demo are highlighted with '?' icon.
Doing this to create interest from people playing the demo.
User Interface
Hearts
Coins / Gems
5 hearts / hits 0 level restarts (character dies)
No effect in demo but still collectable.
Level Progression
Jungle
Snow
Mountains
Desert
"Coming Soon" Screen. (No official Ending
Level Difficulty
Easy
Intermediate
Easy
Intermediate
Random levels allows for a taste of the game with out spoiling the plot.

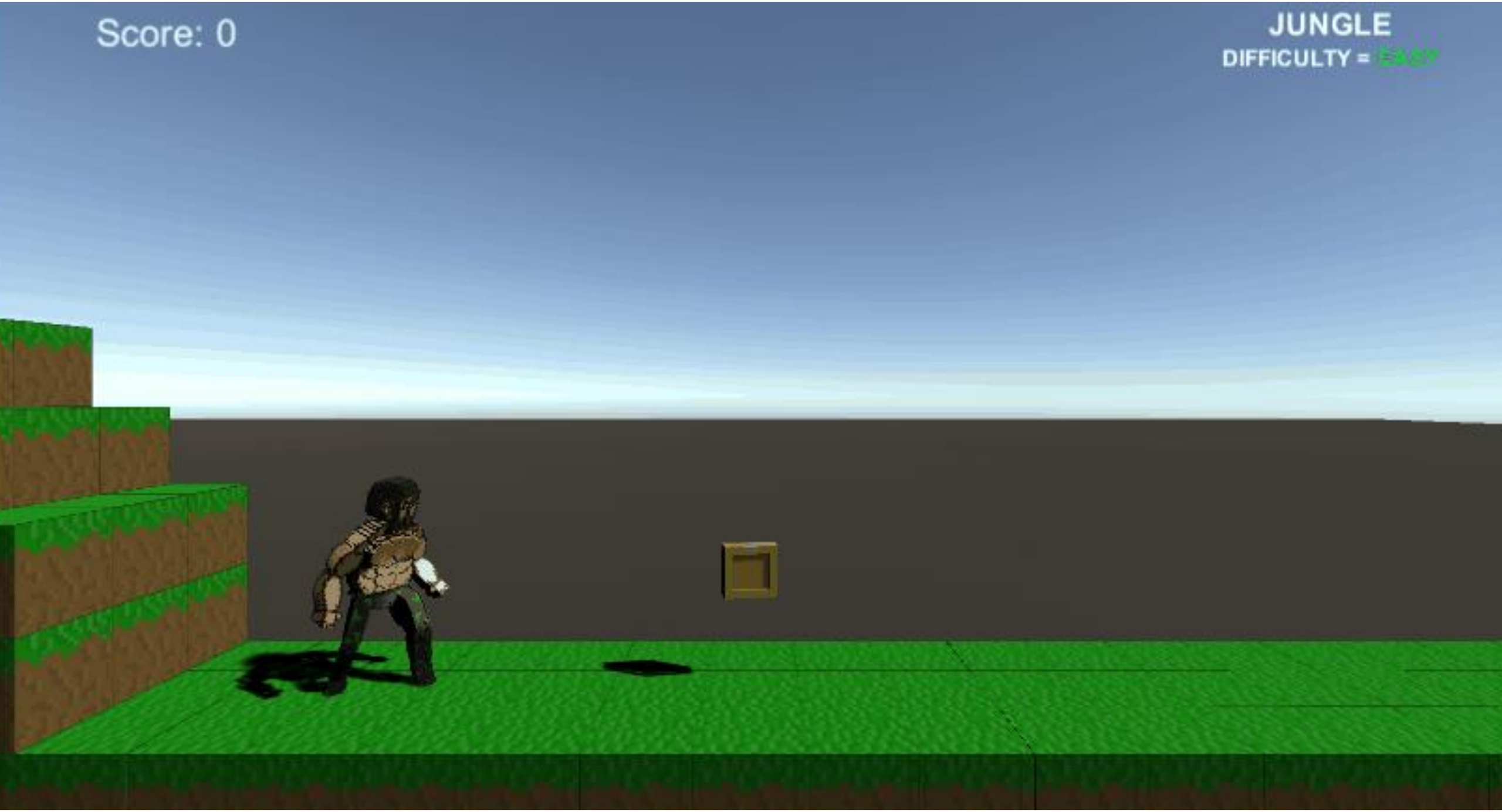

Jungle level
- start
- finish
- Spinning Death block
- coin
- moving platform
- arrow shooter
- stairs
Spike
- Death block
"almost Done"
(Jungle → ice)
Spinning Death block
Arrow dispenser

GRASS BLOCK PLATFORM








Score: 0
JUNGLE
DIFFICULTY = EASY

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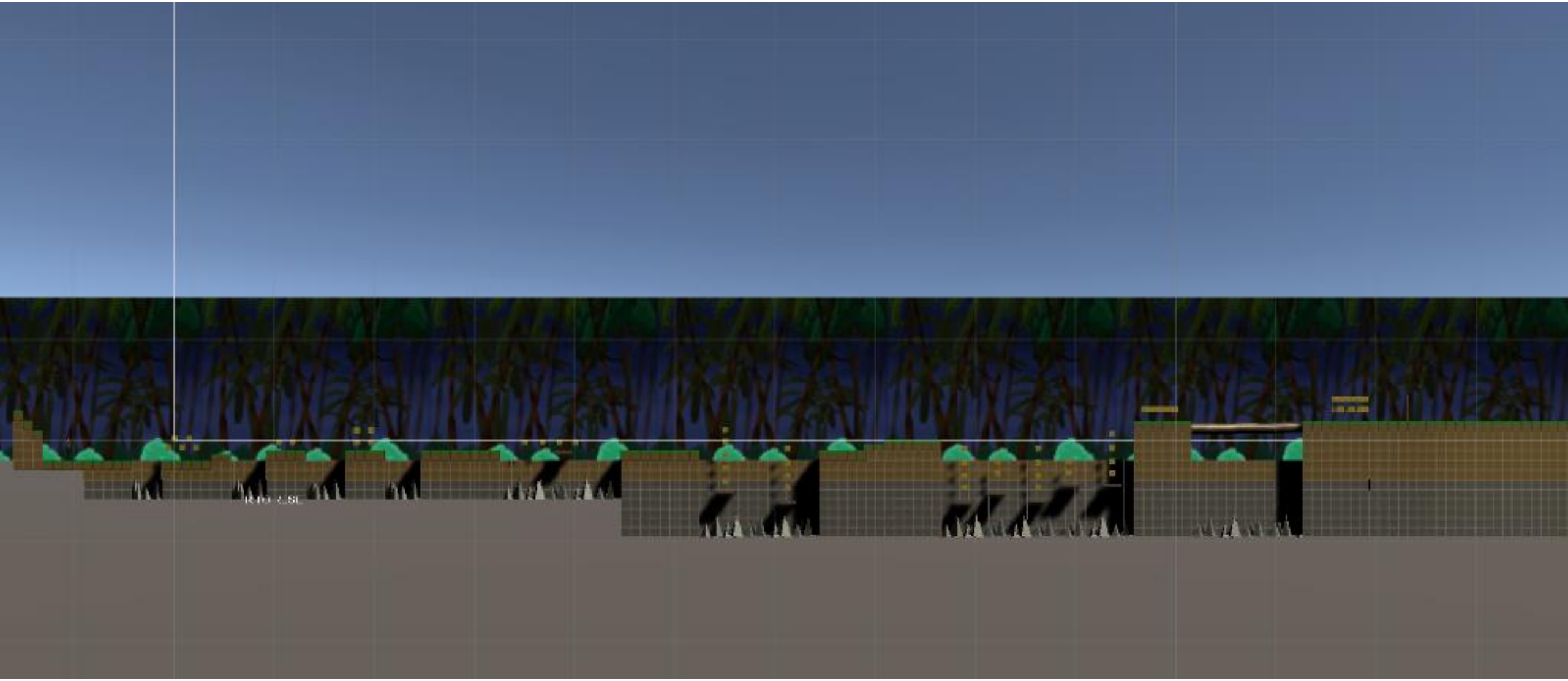

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