

Rob Cabrera

Concept Art Instructor

Student Samples



The following pages show selected student examples of digital drawing and painting from various concept art classes during my time teaching in the game development department.

Enjoy!

-RC



-Cover- Xiaoran Chen

-Character Studies-
Hannah Perez



-Mage by Ben Yu

-Warrior Goddess
by Xiaoran Chen



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-Rogue by Dani Qi

-Mayan Warrior Princess by Satya Koppessetti

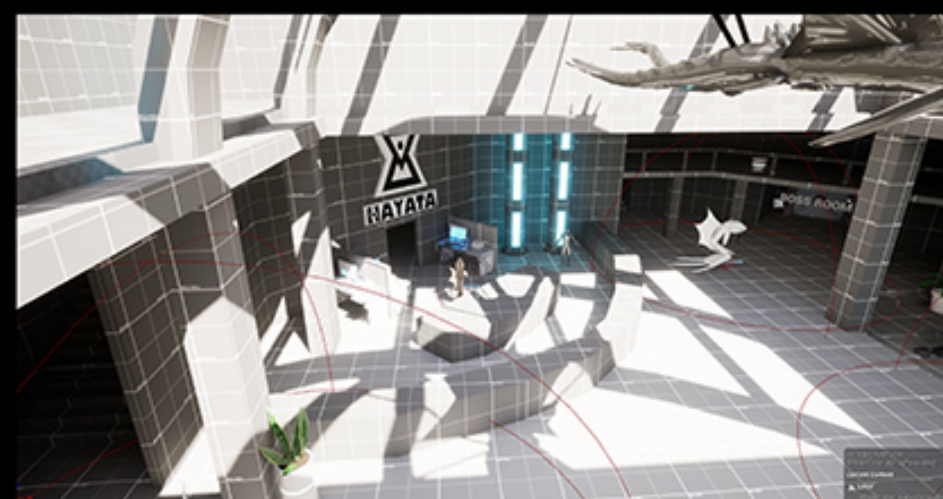
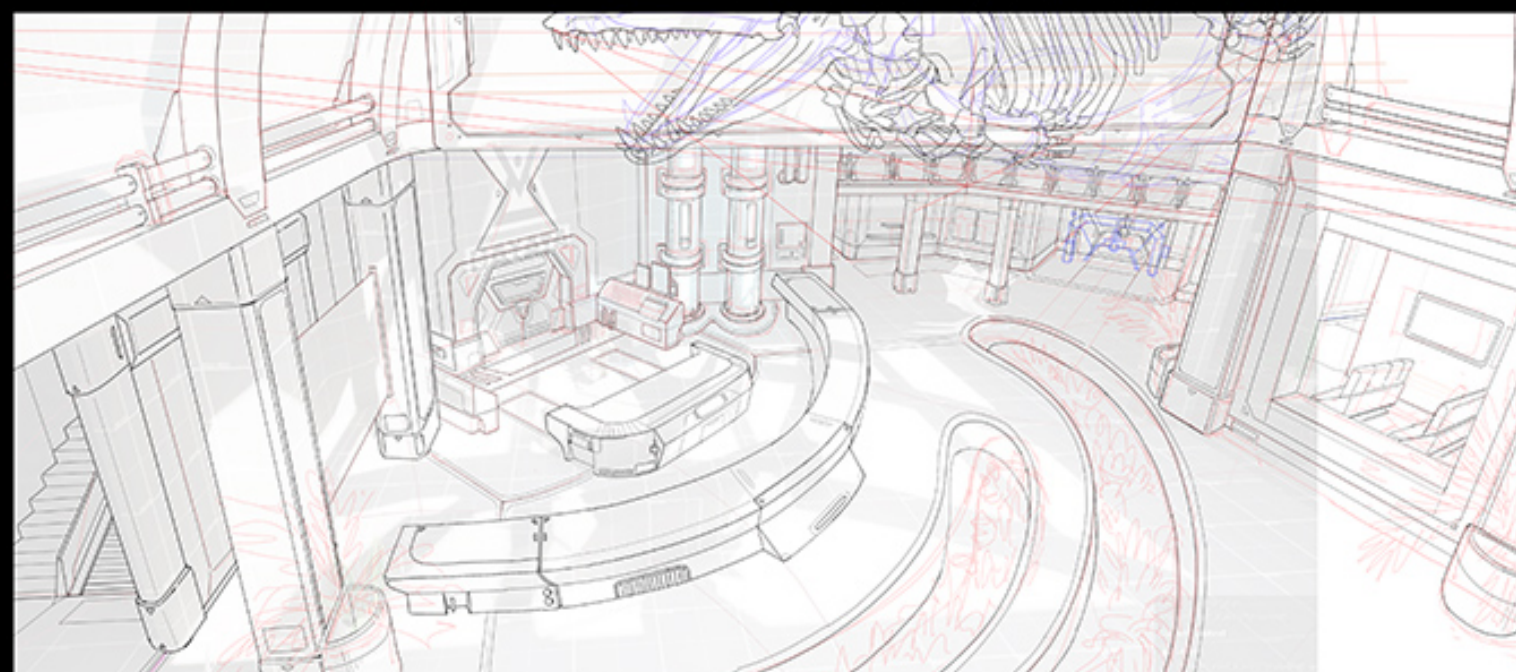


Action Train by Aubrey Kim





Cabaret Woman by Xiaoran Chen
-Underwear Model by Danielle Qian



-Museum Plex-
Chaewoon Hyun



HEAD AND HAIRSTYLE

Refer to the horns and fangs of the Qilin on the head to make a slightly aggressive silhouette. The hairstyle refers to the ancient braid, which symbolizes the determination to restrain one's nature.



PATTERNS

The patterns on the clothing refer to the textures of some Chinese sculptures, with rhythmic curves as the main body.





WEAPON

An ancient Chinese sword with a small fusion reactor. The reactor at the end of the hilt transfers energy to the blade to form a sharp light blade.



COSTUME AND COLOR

The outer wear refers to the loose clothing of Chinese ronin with the classic straw hat. The armor refers to the armor of ancient Chinese generals. The main color palette refers to the dragon robes of ancient Chinese emperors.



LIN

THE QIYUN SWORDMASTER

A modified swordsman designed based on ancient Chinese mythical beasts Qilin. He has taken the training from the Shaolin temple and his muscles of the whole body are replaced by polymerized carbon fiber. Lin is carrying the soul of the beast Qilin and reinforces his strength while attack with his sword.





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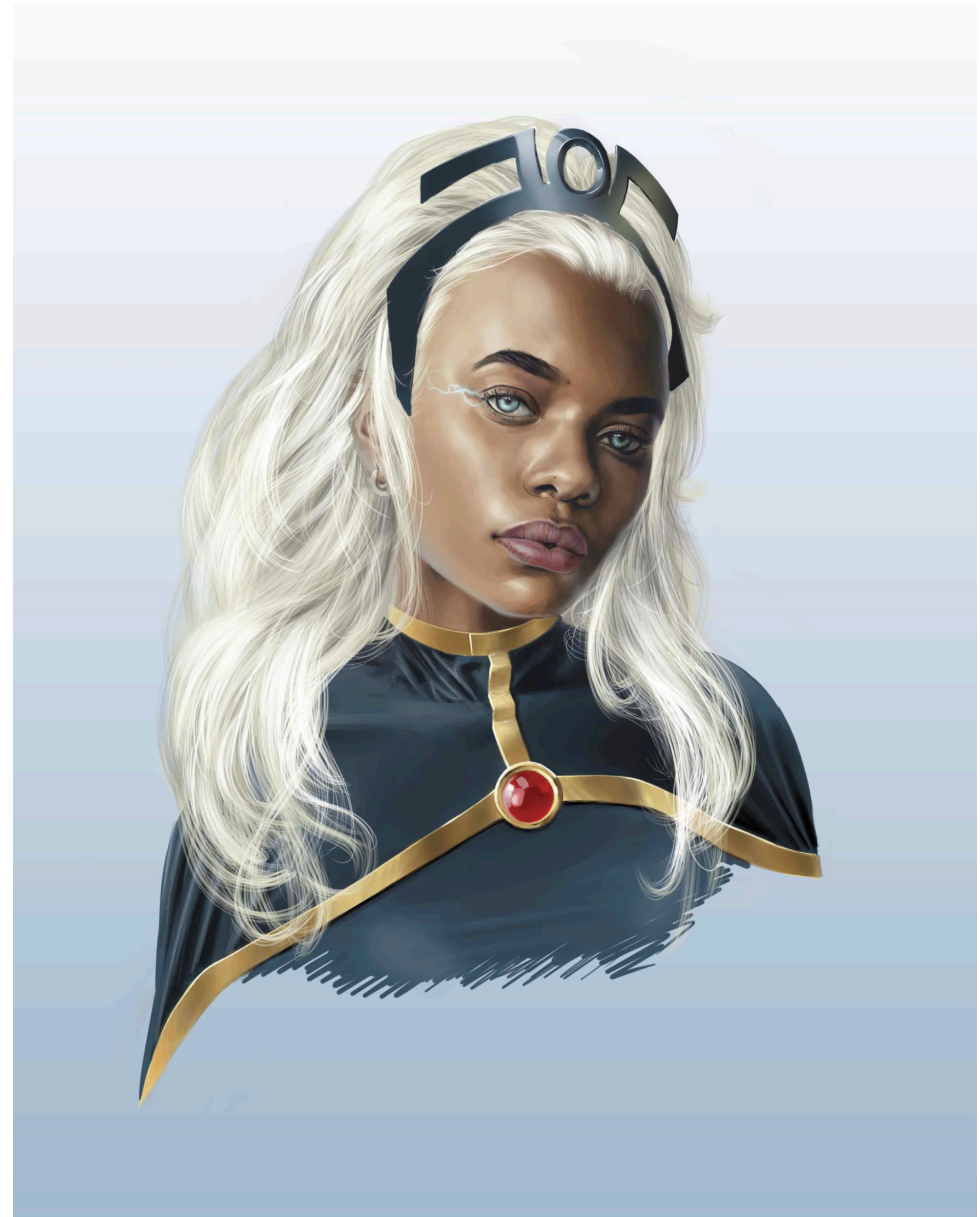
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MEI

QIYUN SPEARMASTER

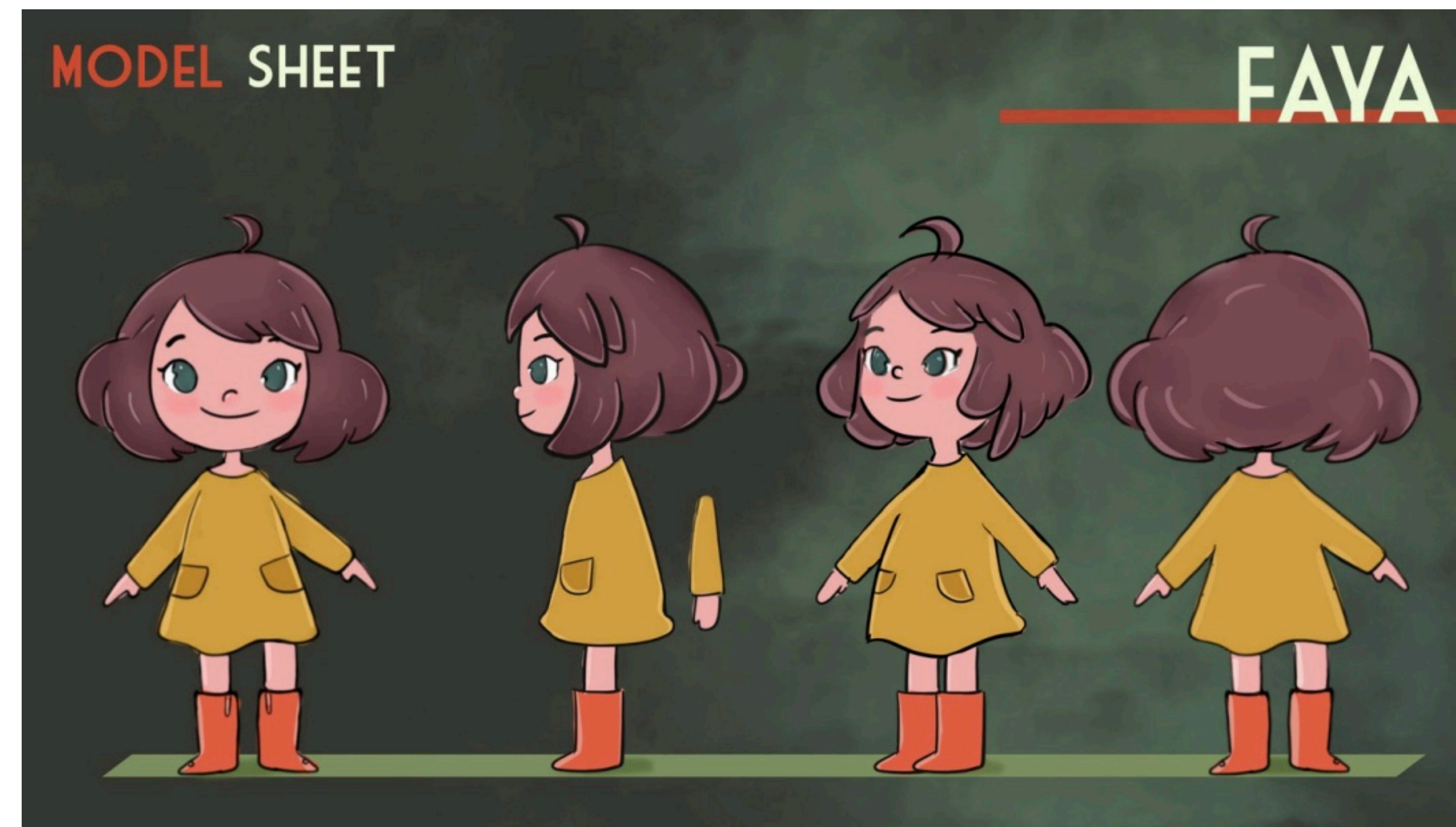
A modified swordsman designed based on ancient Chinese mythical beasts Qilin. She has taken the training from the Shaolin temple with her brother Lin. She is also carrying the soul of the beast Qilin and reinforces her strength while attack with her spear.



-Kratos and Storm- Luis Mendoza



Squid Bait by Aubrey Kim



-Faya from After The Dusk student game-
Krupa Pokal



-Material Texture Cubes-
Kalil Setti

STAR VALLEY

Three girls accidentally eat a magical ice cream cake in a hidden valley, transforming into furry animals. They embark on a journey through a sewer to seek the help of a wizard-pâtissier in the city to reverse the spell.



ICECREAM CAKE IN THE FRIDGE KEYFRAME AND PROPS



WILLY'S FISHERMAN'S HOUSE DESIGN PROCESS



Willy the Fisherman's House

