



## NICK MCKINNON - MINE CRAB



Complete re sculpting and design of this crab led to much more crab anatomy research, using "Ghost and freshwater Crab features, ive redesigned the face, eyes and legs aswell as reshaped everything towards more realism.

# SKETCHING

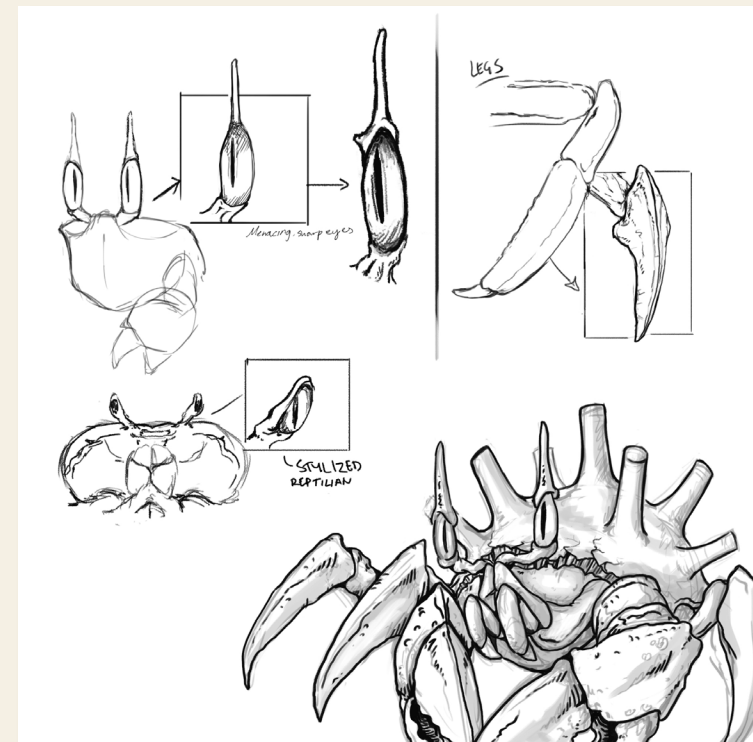
## SEAMINE / CRAB

Combining 2 objects widely seen as aggressive or offensive entities (the Mudcrab/giant Hermit being a predator fused with the destructive naval Sea mine used in Marine warfare.

Imagining that these 2 objects slowly evolved together over time through fantasy darwinistic process, I want the Crab and seamine to look like they are fully integrated together

Door Latch positioned centre of the stomach (proportionately a large bellybutton)

Coral/barnacle artefacts scattered across metal

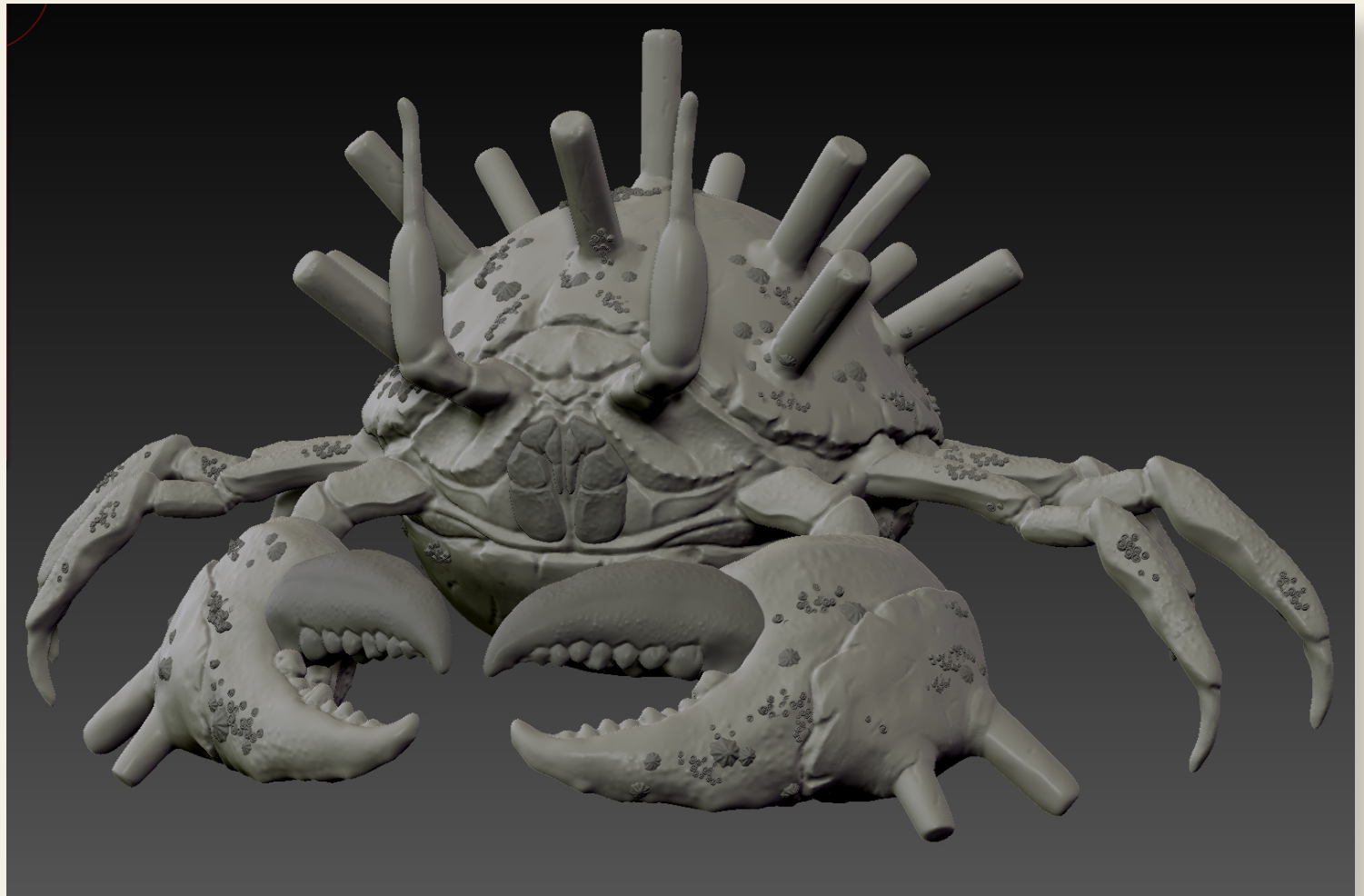
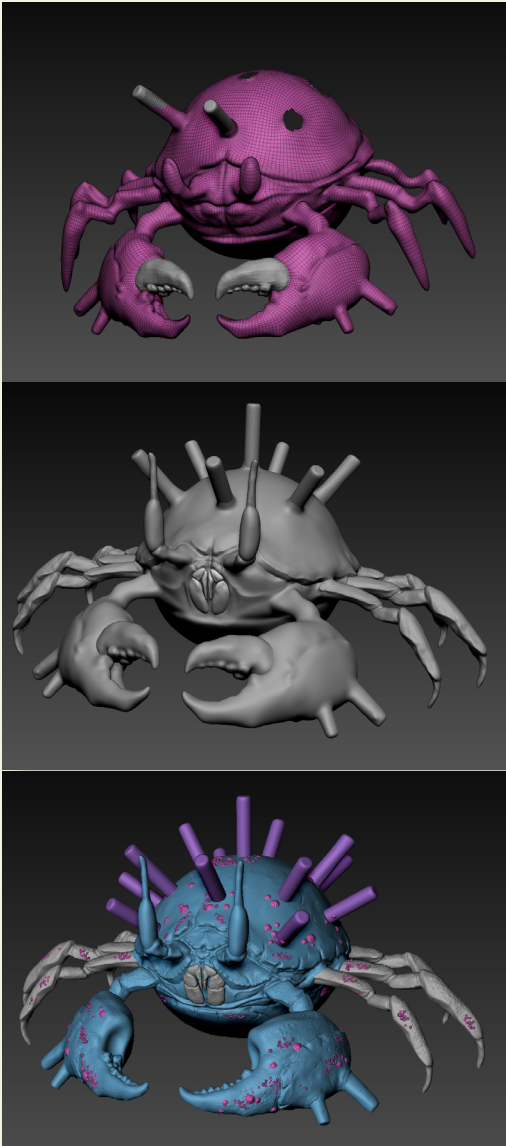


Preliminary sketches from the old designs made in 2020.

Redesigning new features, incorporating various species and crab anatomy correction

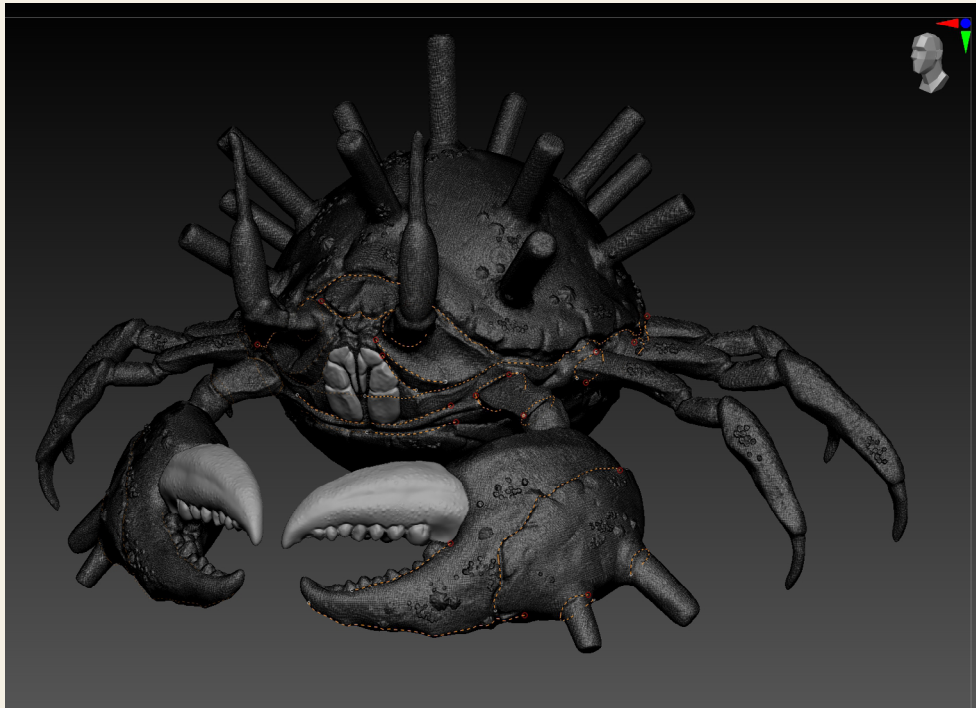


# MODELLING

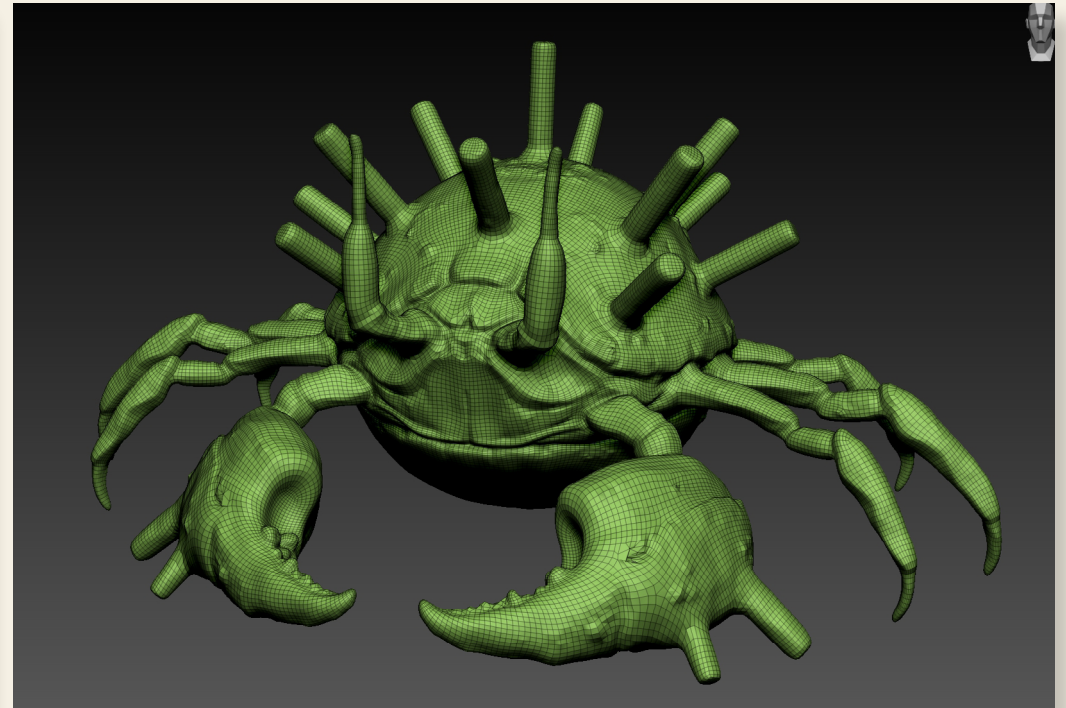


Through this project i got a better handle at seperating pieces of geometry in an organized workflow within zbrush

# RETOPOLOGY



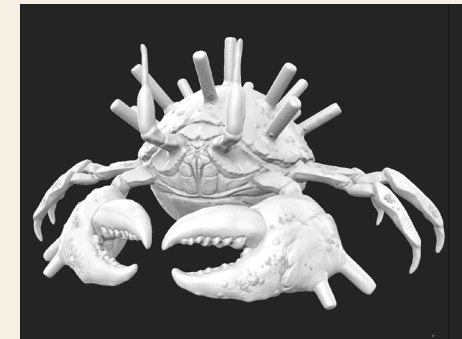
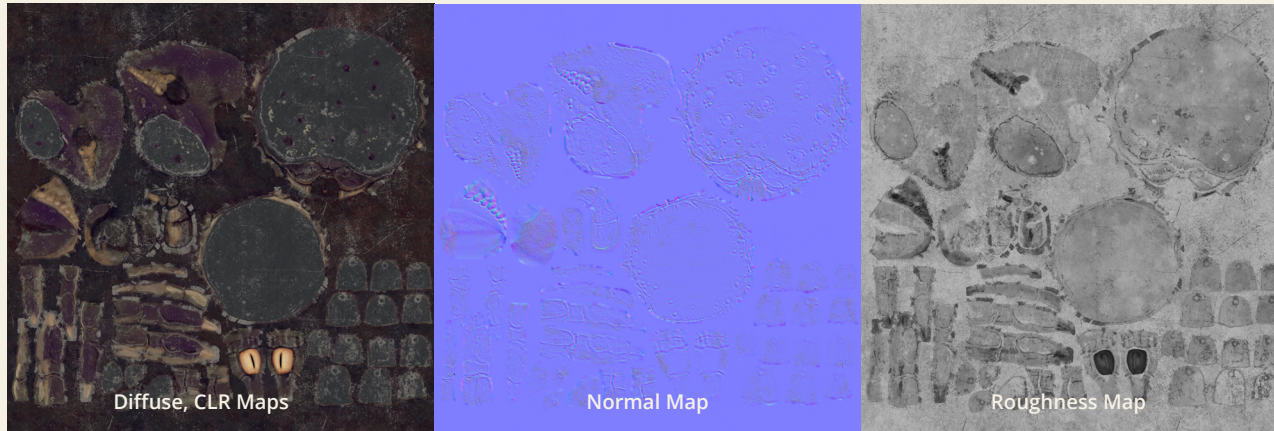
Baking down the high detail model into a lower polygon count base mesh - using Zbrush - Zremesher and guides for edgeflow



Polycount at 170k

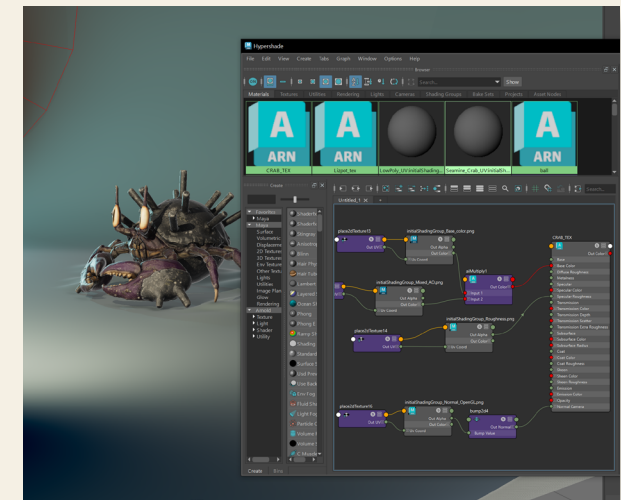


# TEXTURING



Focusing on various crab references, taking close look at tonal changes from interior to exterior features like the pale underbelly and the outer shell more vivid in colour, perhaps a defense mechanism. I used substance painter for texturing

# RENDERING



I used Maya Arnold to render, simple stage and 3 light set up.