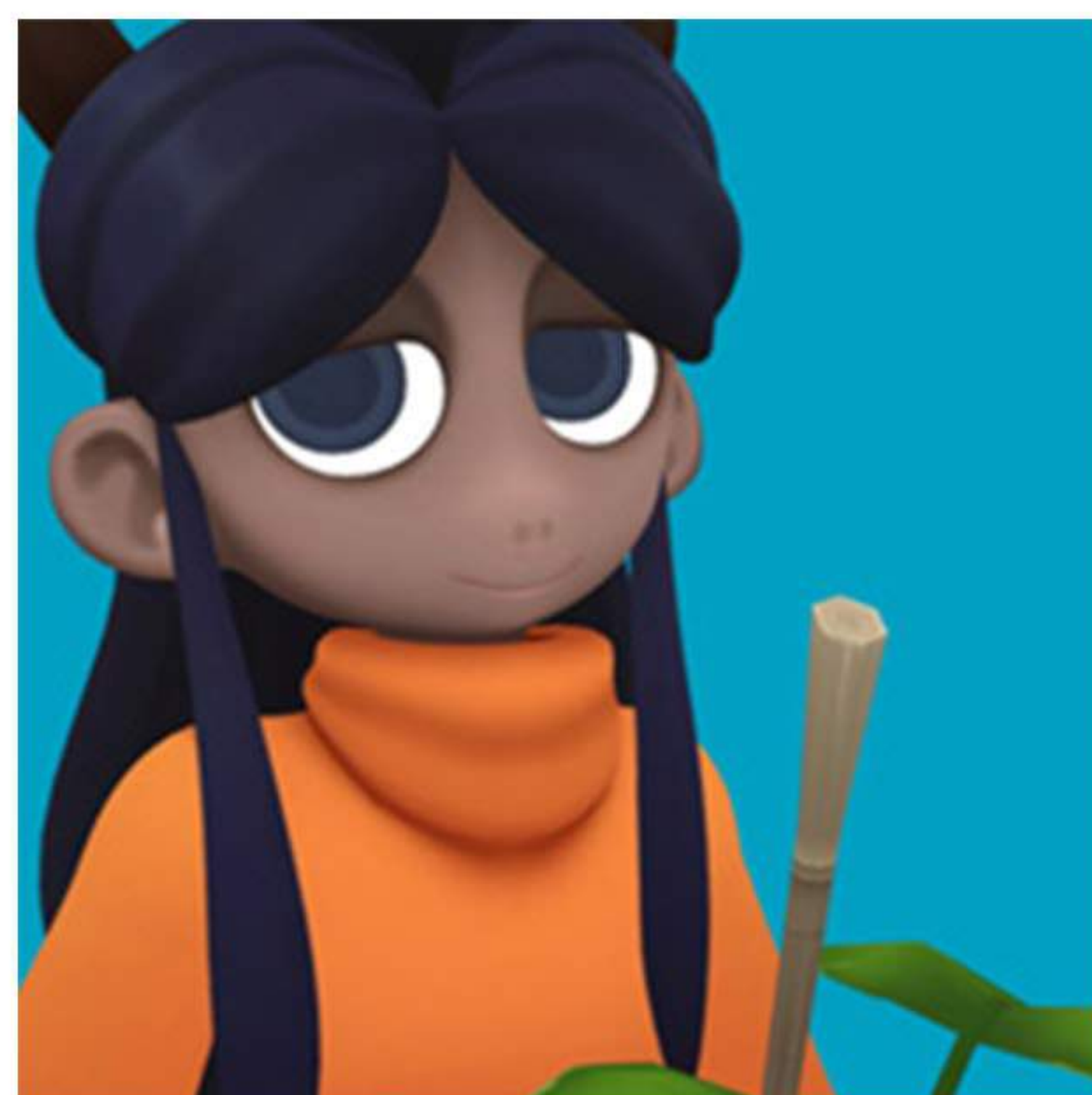
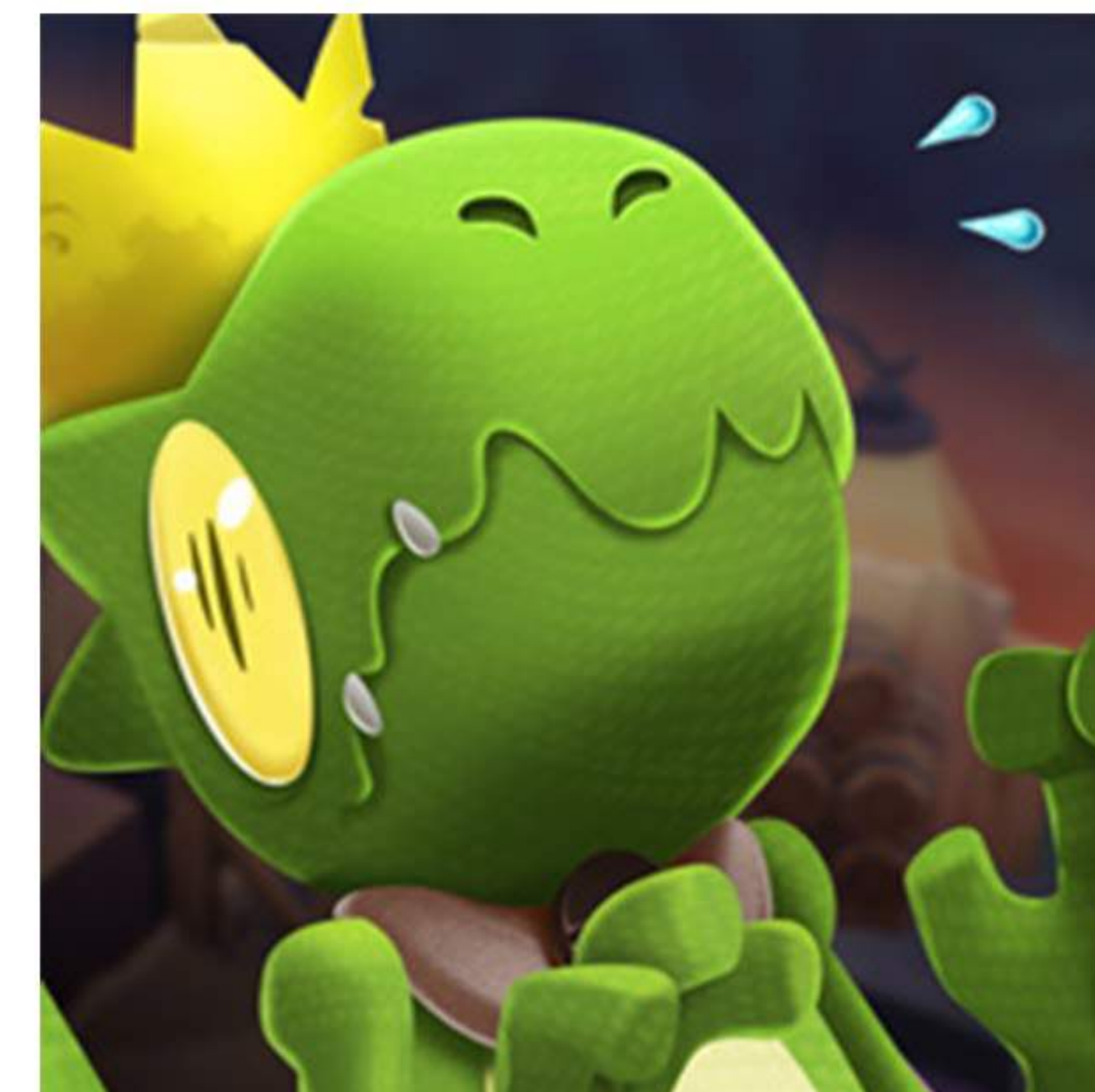




MANY HEADED MONSTER

Digital art and design by Robert Procter
Professional Portfolio 2018



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UI/UX



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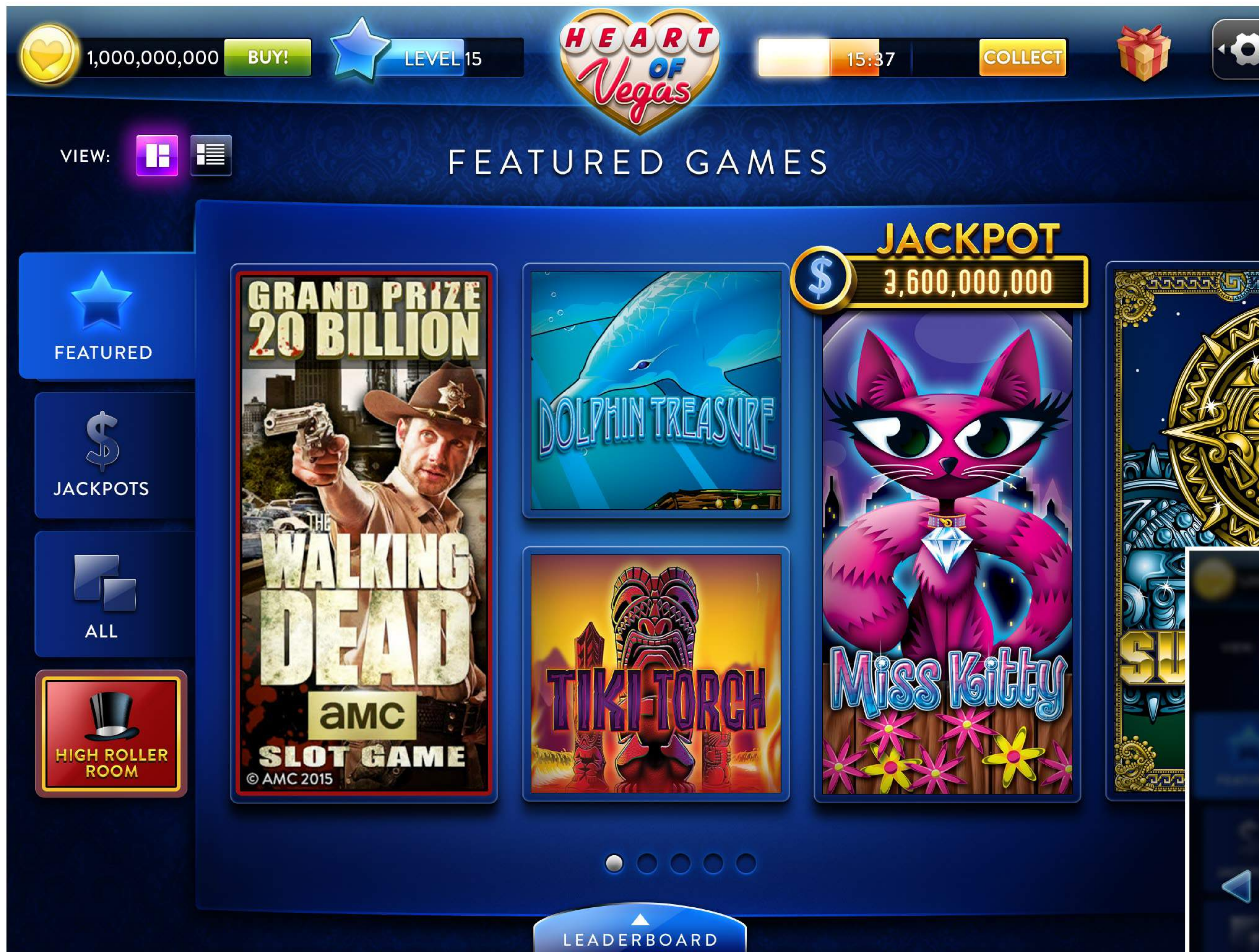


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Long life mobile app hosting Aristocrat's slot back catalogue. Designed around concept of 'nights' alternative to outdated FB game with glassy, neon materials evoking casino lounges and bars, but with very fine detail for classy, sophisticated impression on HD screens.



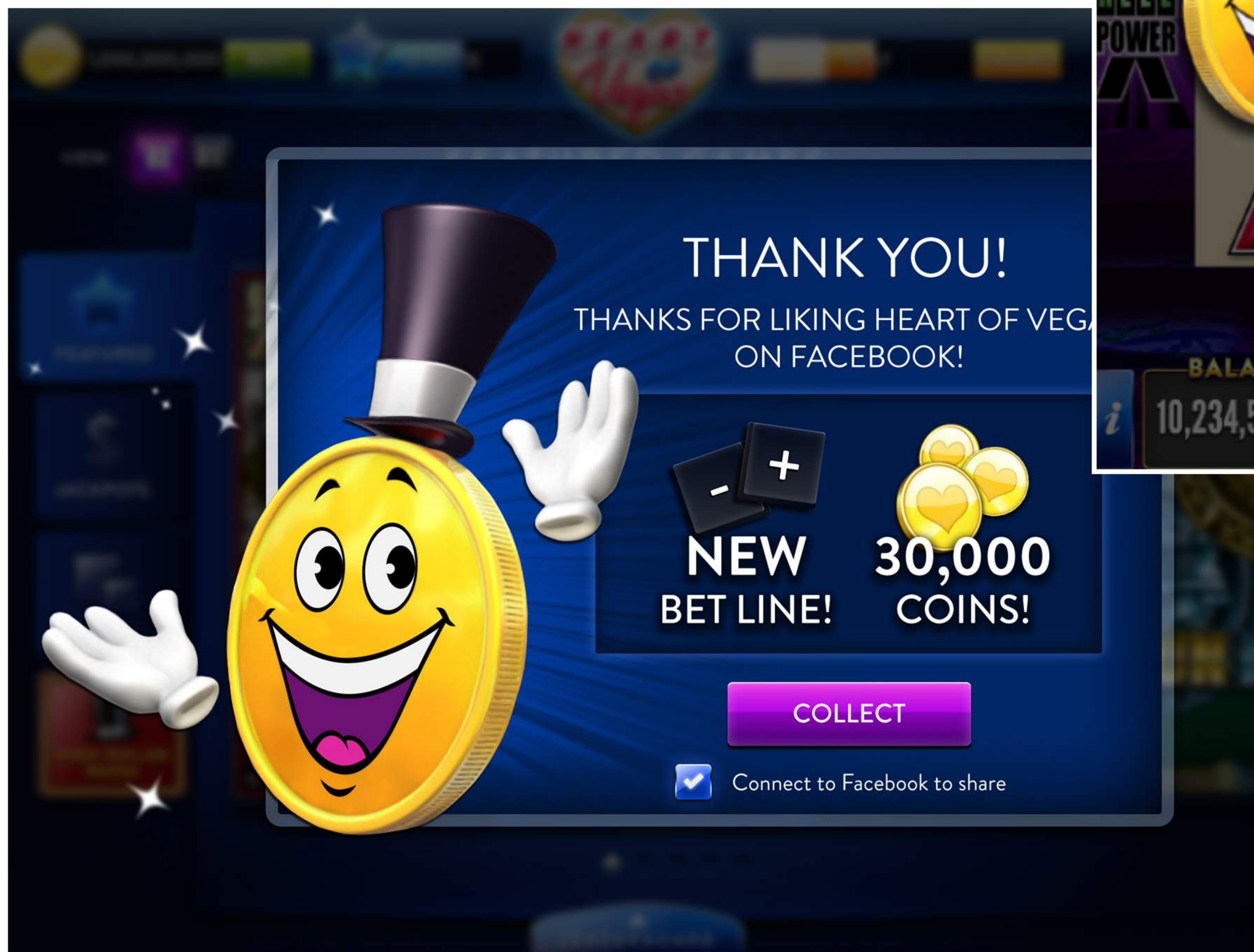
Heart of Vegas - Art lead, UX/UI design, concept, asset creation
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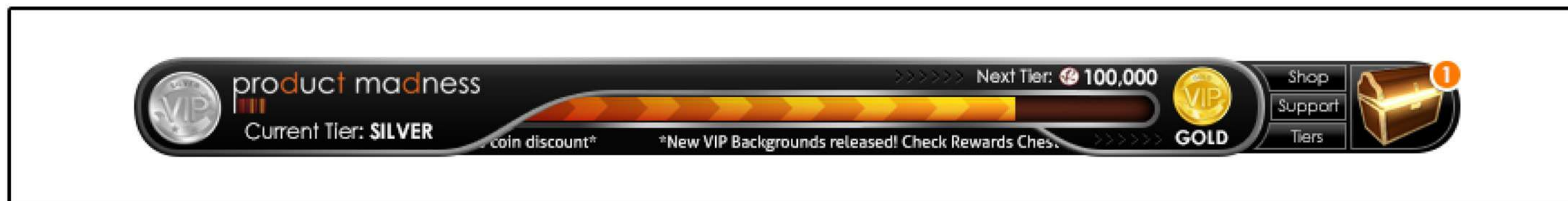
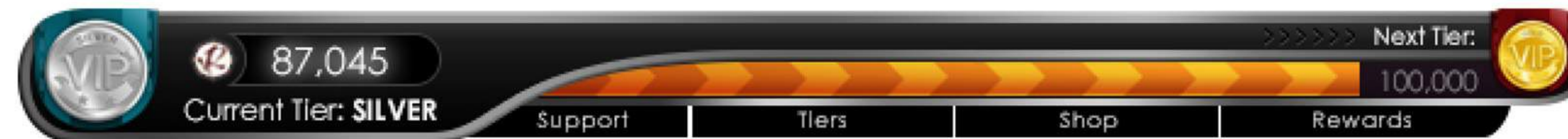
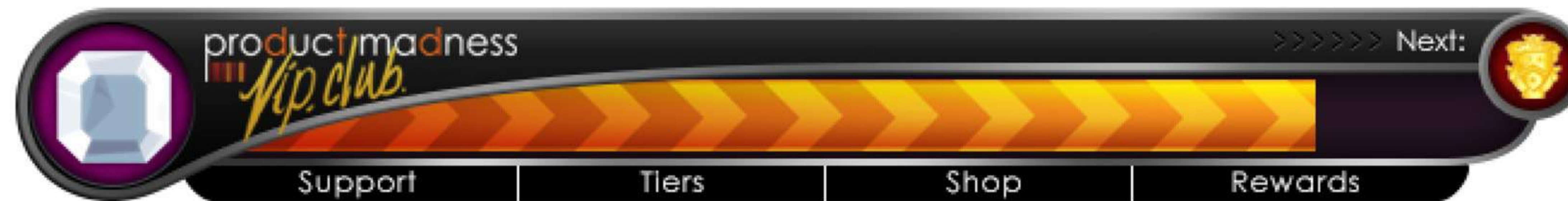
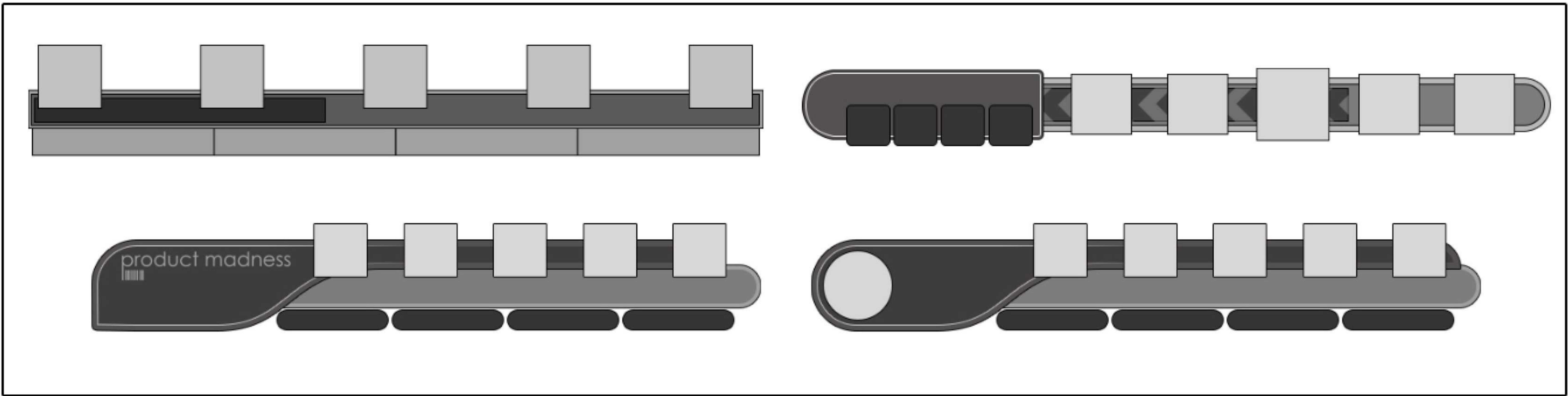
MM
2018



Events are high energy, full screen celebrations. Downplay negative experiences by streamlining them into game flow, massively boost positive experiences by diverting attention to them.

UI has some degree of skeuomorphism, but not so much as to seem tacky, while taking cues from paper design to define interaction, functionality and hierarchy.





VIP Bar concept, design and production
© Product Madness





Social mobile game based around mining for gold in the Old West. Aesthetic is skuemorphic but very graphic, themed around setting.



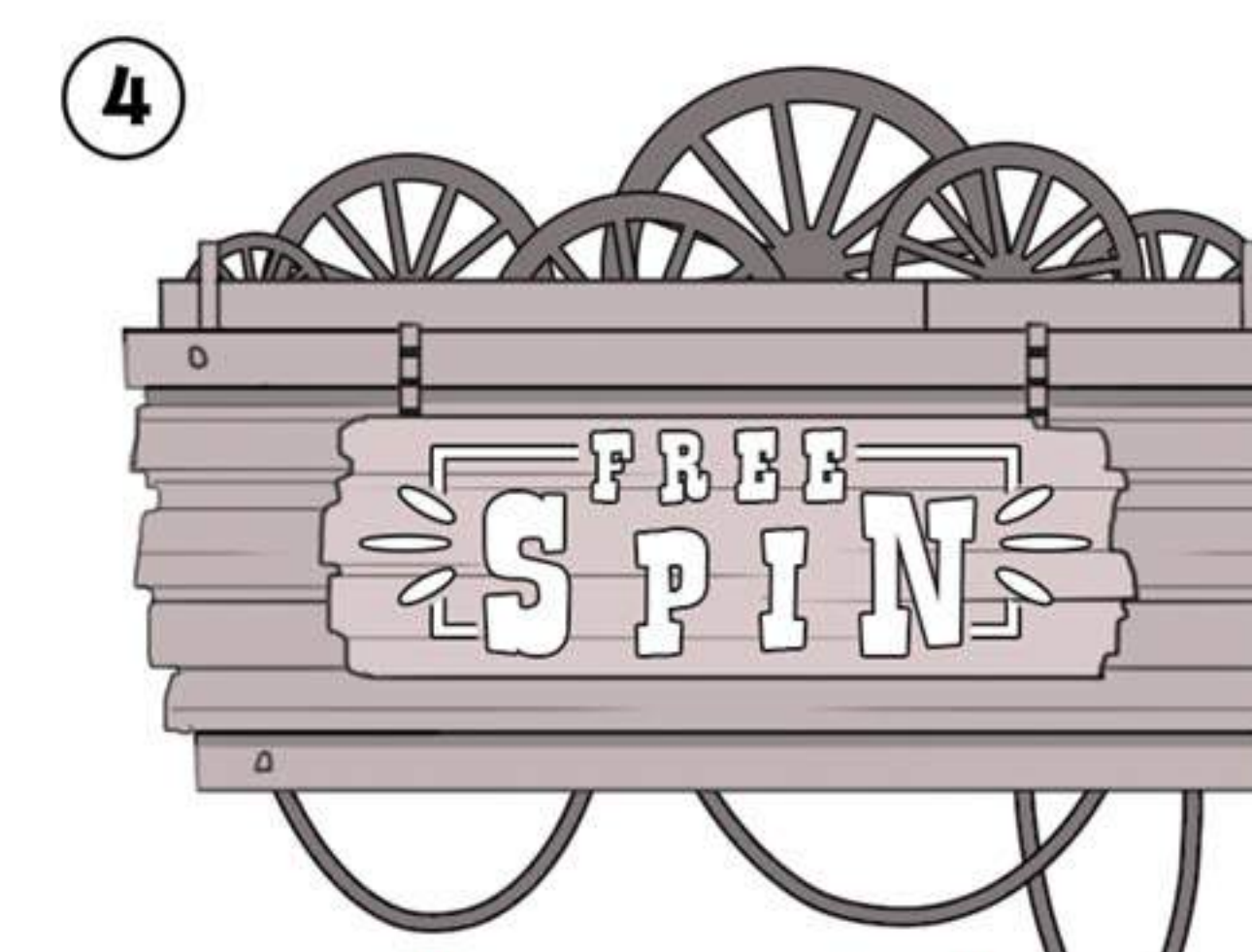
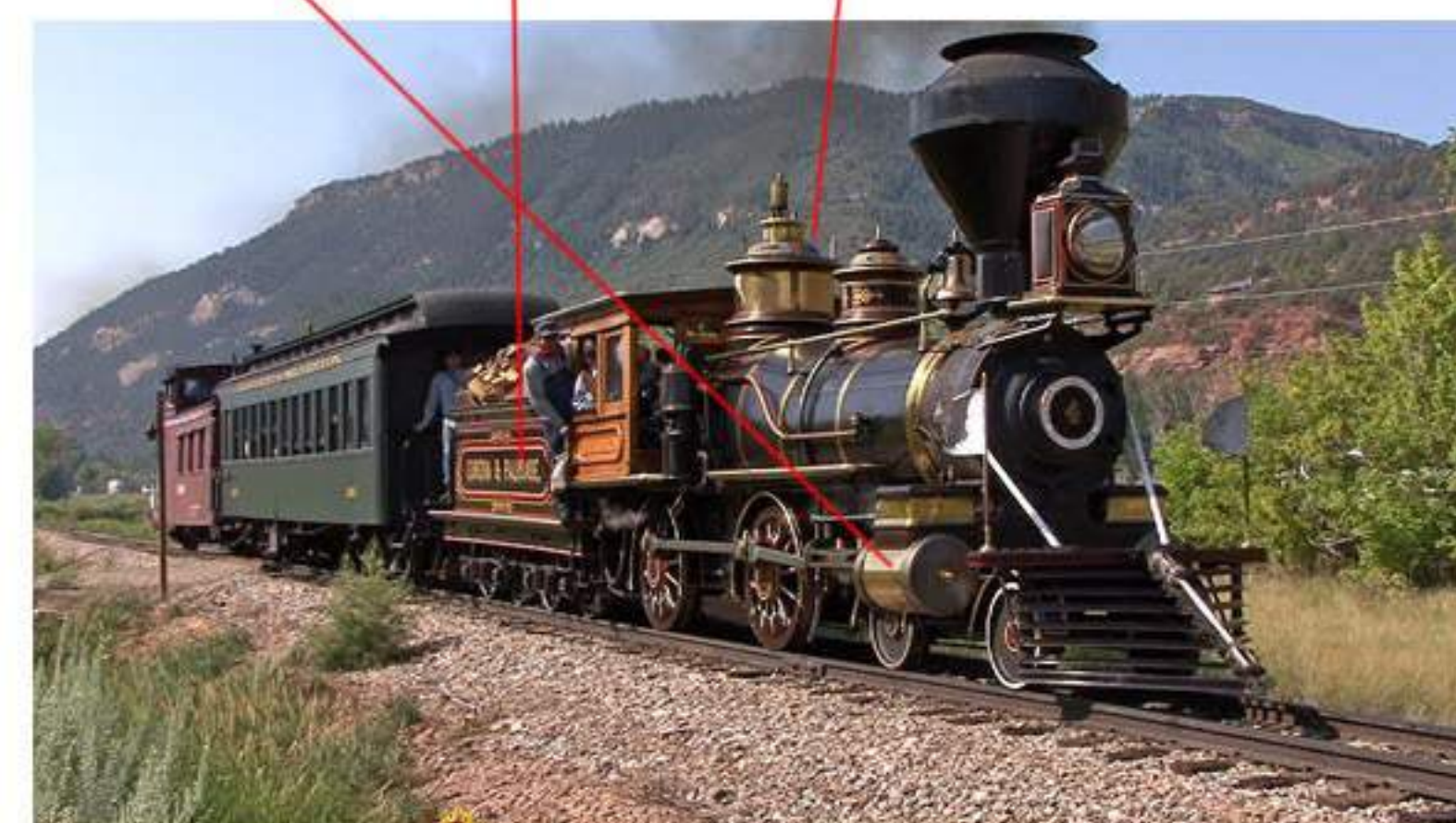
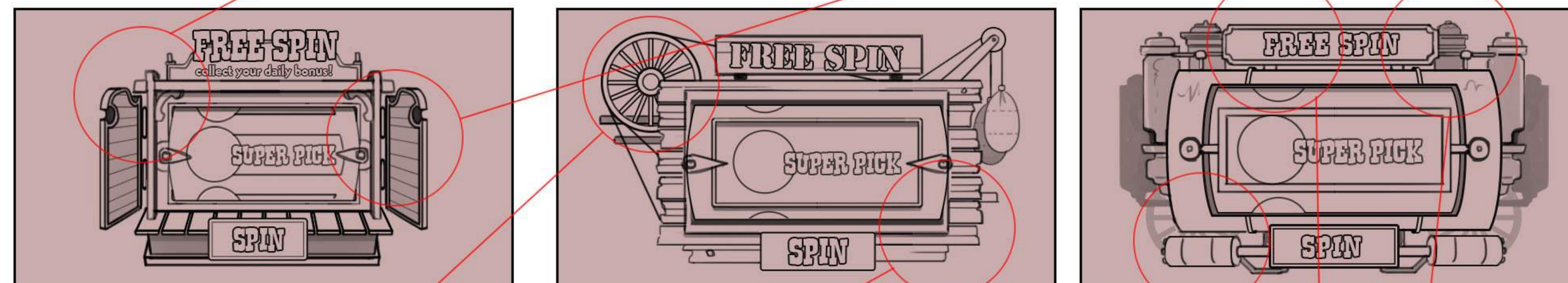
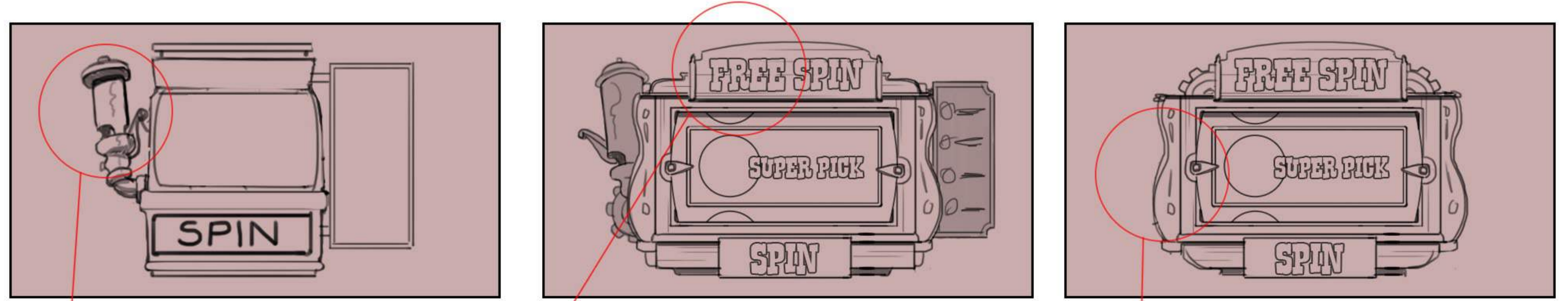


Large icons, clear points of interaction and visual messaging suitable for mobile devices and localisation.



Dynamic UI to allow for display of large amounts of information in multi-faceted layouts. Lots of motion in UI animations and transitions, rarely breaking suggestion of physicality.





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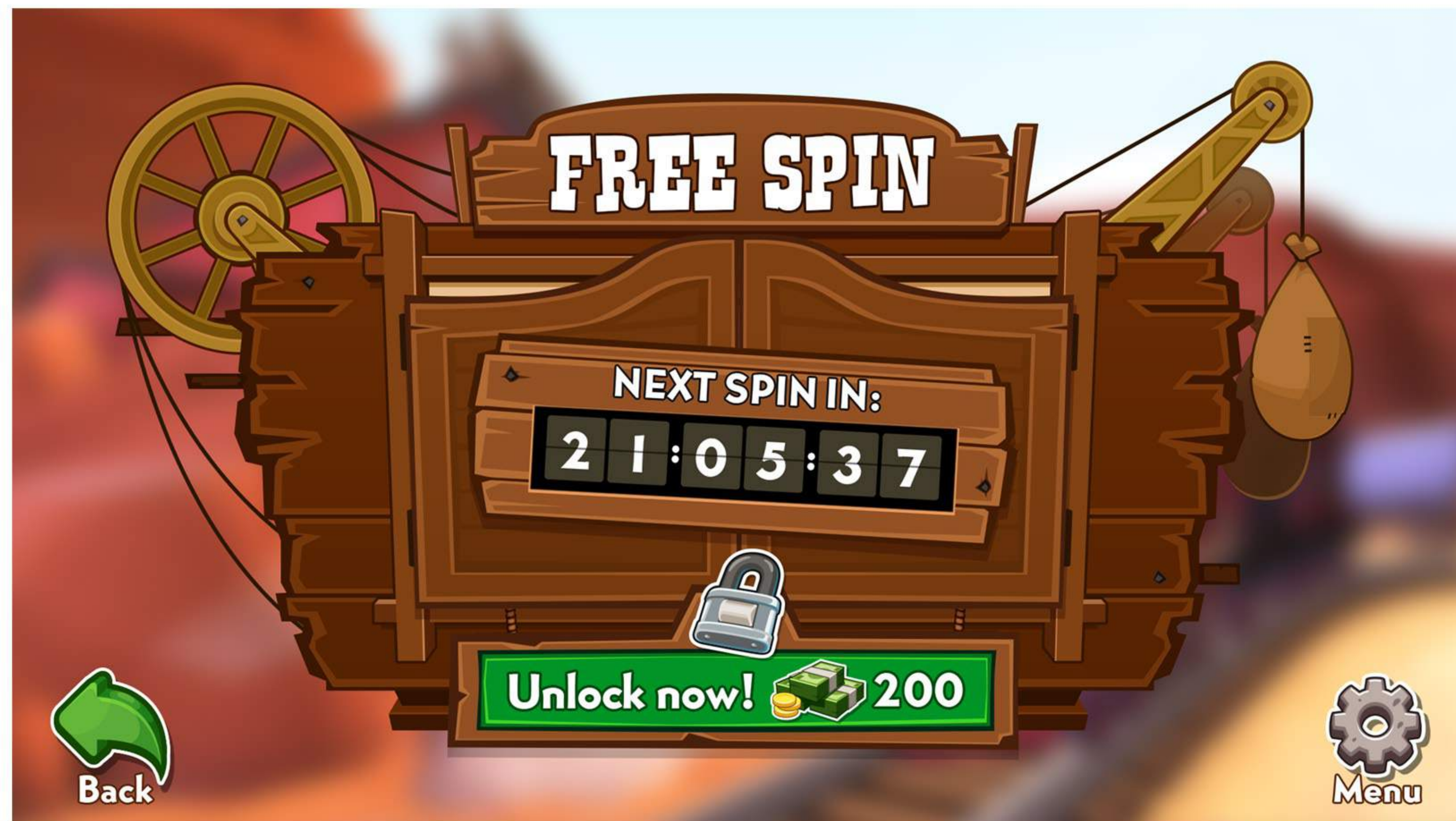


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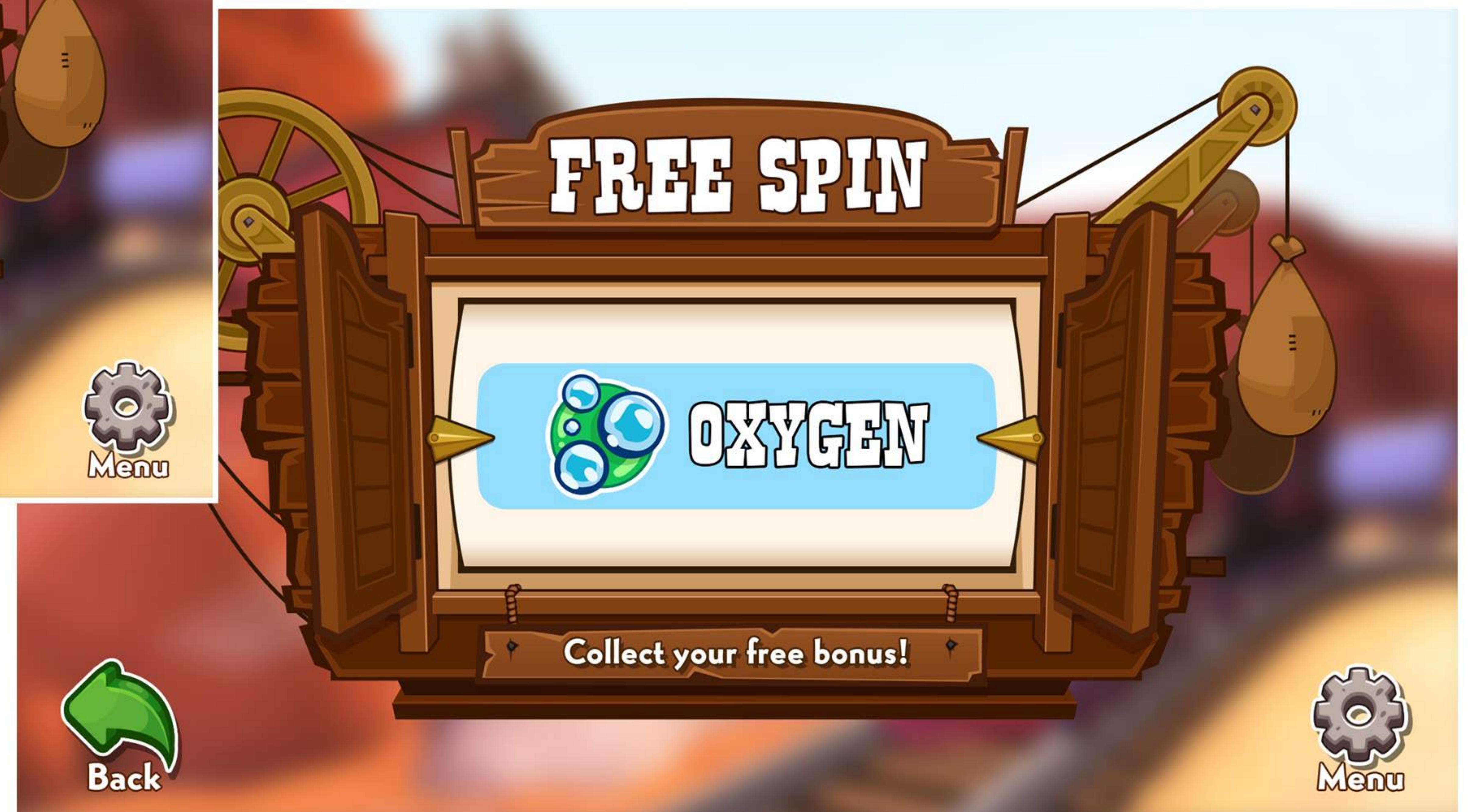


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Full screen experience with UX flow built around suspense and impact.

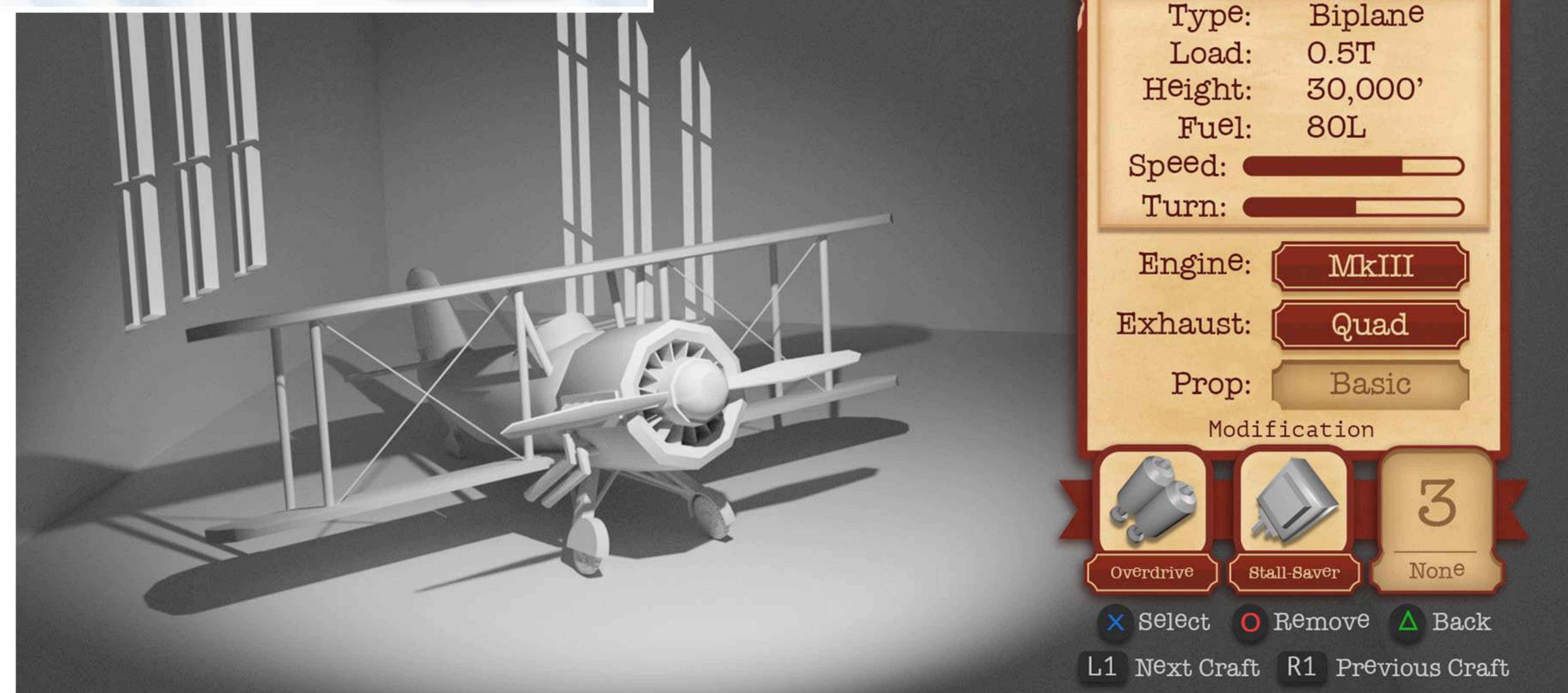






Non-violent RPG/Adventure about exploration, flight and cartography.

A game based around discovery, players will visit far flung lands, build their reputation as a pilot, expand their fleet and plot the world map by hand.

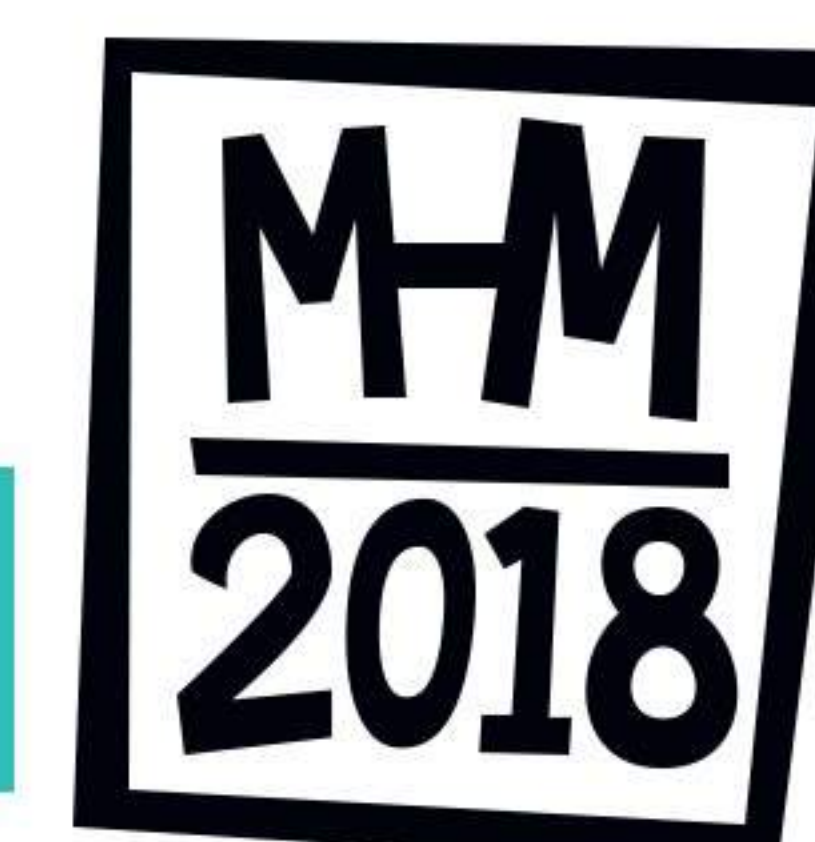


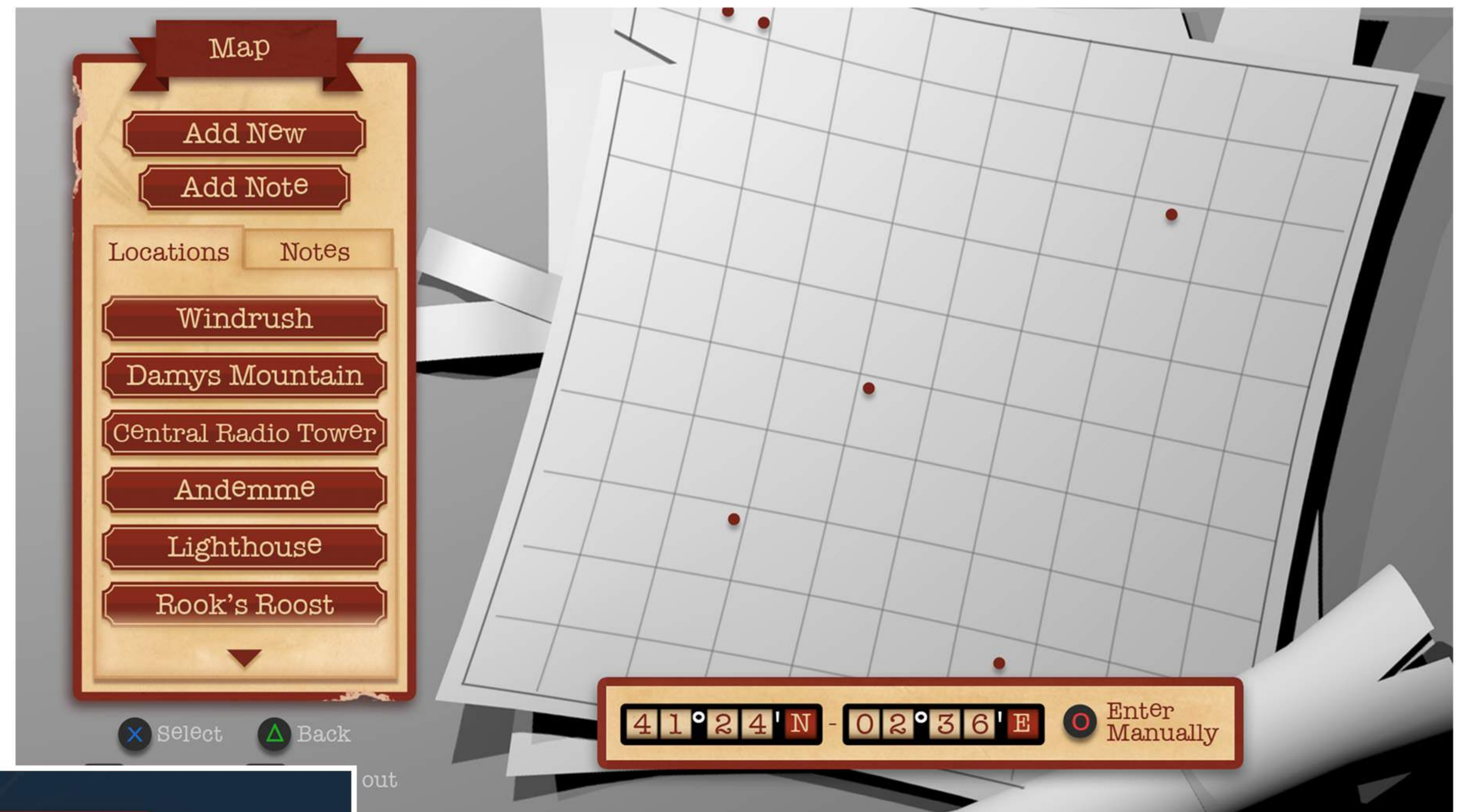
Sky Trails [In Development] - Solo Project
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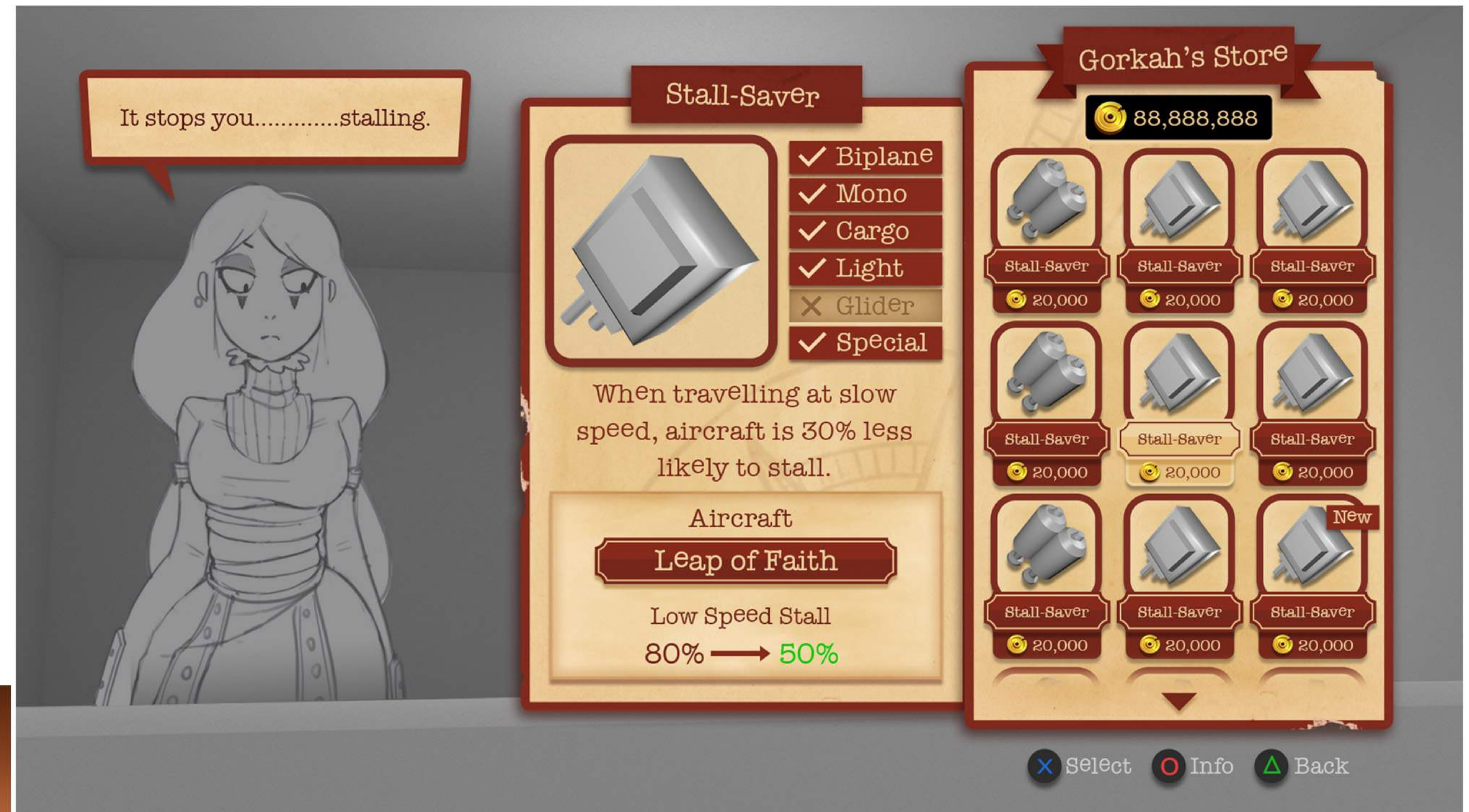


UI is lightweight but textured. Based on old charts and worn paper with faint watermarks, ambient details and physical style rendered objects for icons. Common shape indicates points of interaction.

As navigation is a central part of the game flow, Longitude and Latitude should be displayed wherever relevant.

To drive the sense of the world, menus frame physical environments. Characters play roles or add flavour to menu sequences.

UI uses modular layouts to expand for information when needed.



FLIGHT UI MUST INCLUDE:

LNG + LAT DISPLAY - PRIMARY ORIENTATION TOOLS

COMPASS - DISPLAY DIRECTION + DESTINATION MARKERS

PLANE STATUS -

↳ FUEL - LOW FUEL LIGHT

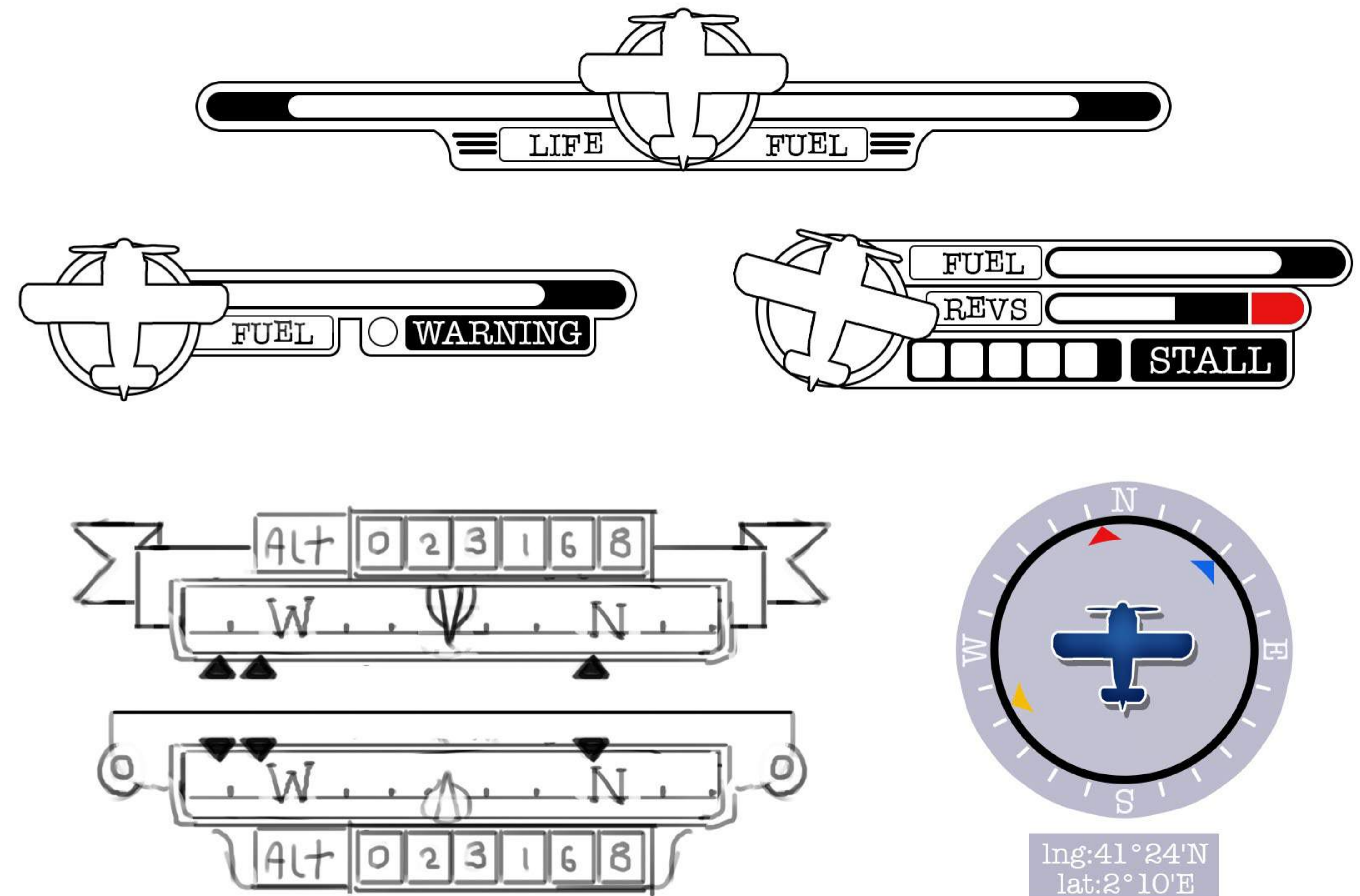
↳ REVS - STALL LIGHT (LOW REVS = STALL)

↳ SPEED - NOT AS IMPORTANT

ALTIMETRE - VERTICALITY IN JOBS

MAP - MORE FOR REF THAN ACTUAL USE

SPACE FOR COMMUNICATION DIALOGUES



CONCEPT



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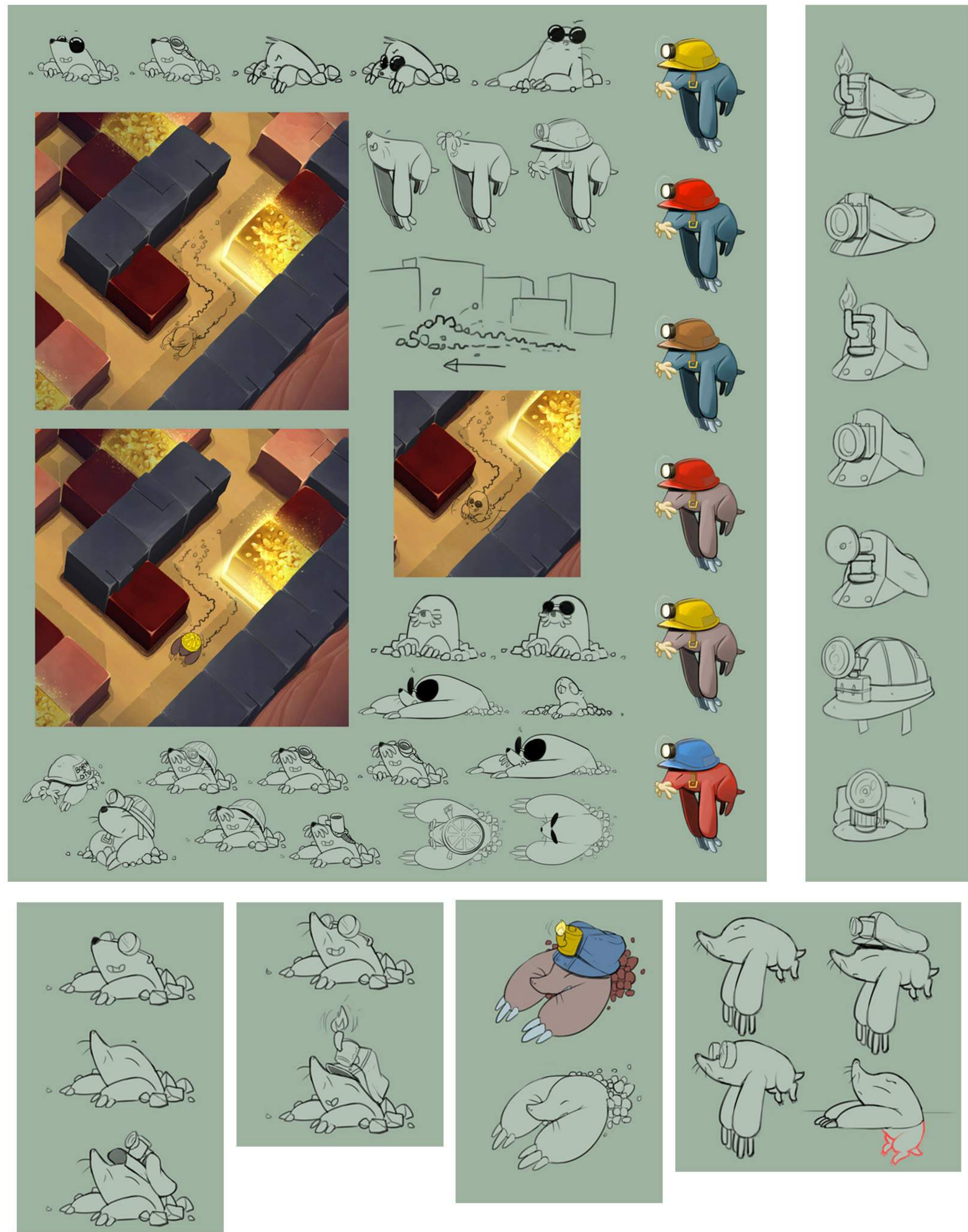


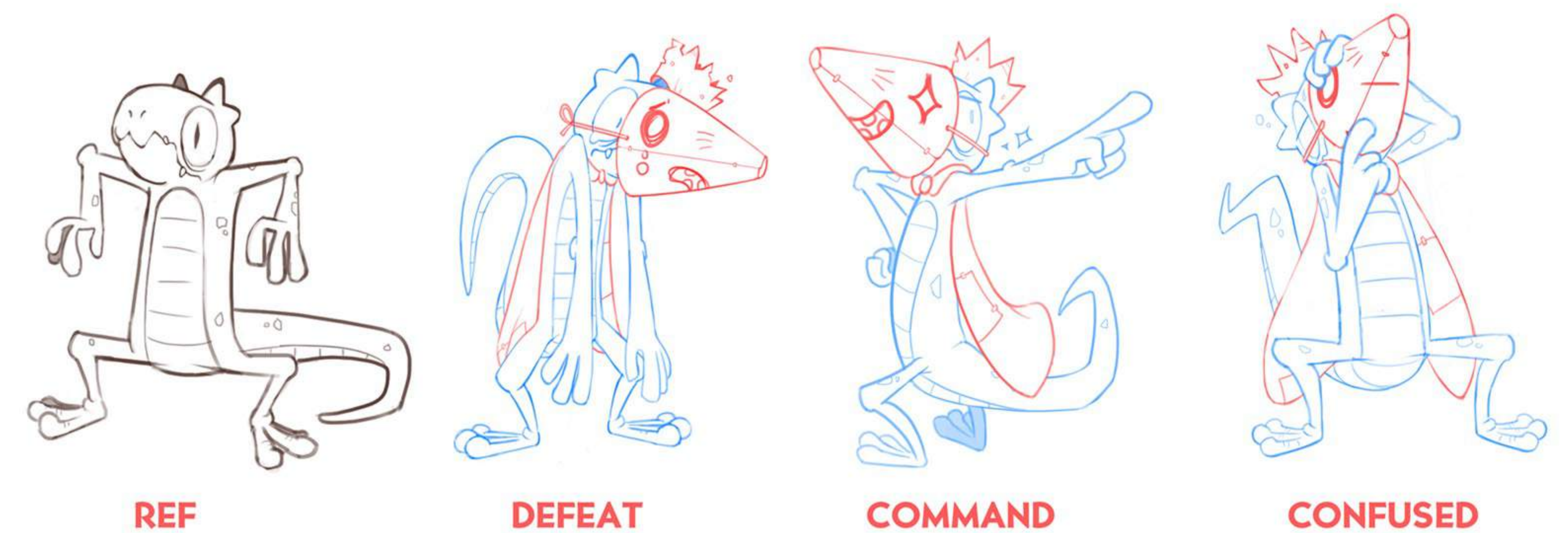
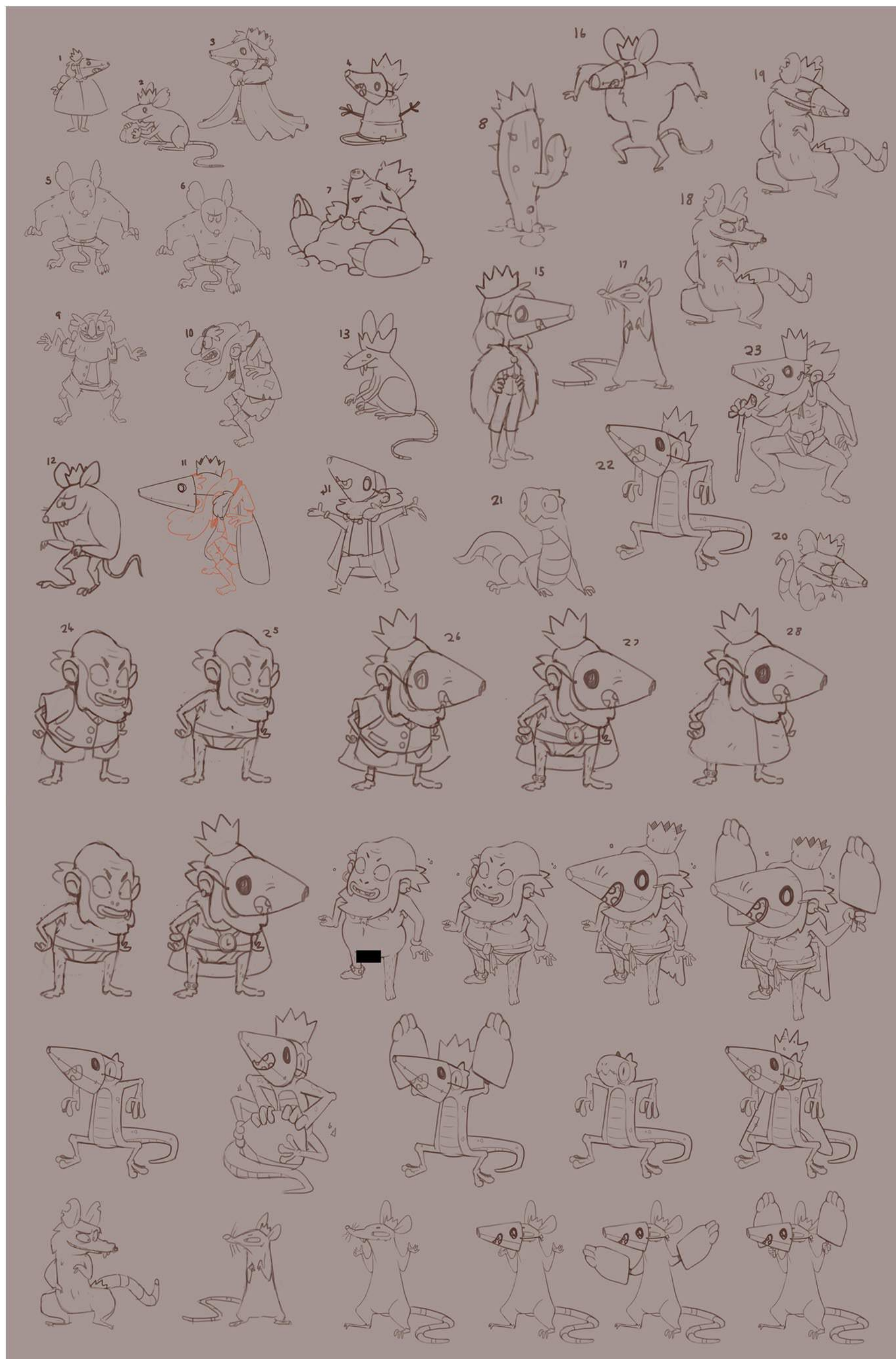
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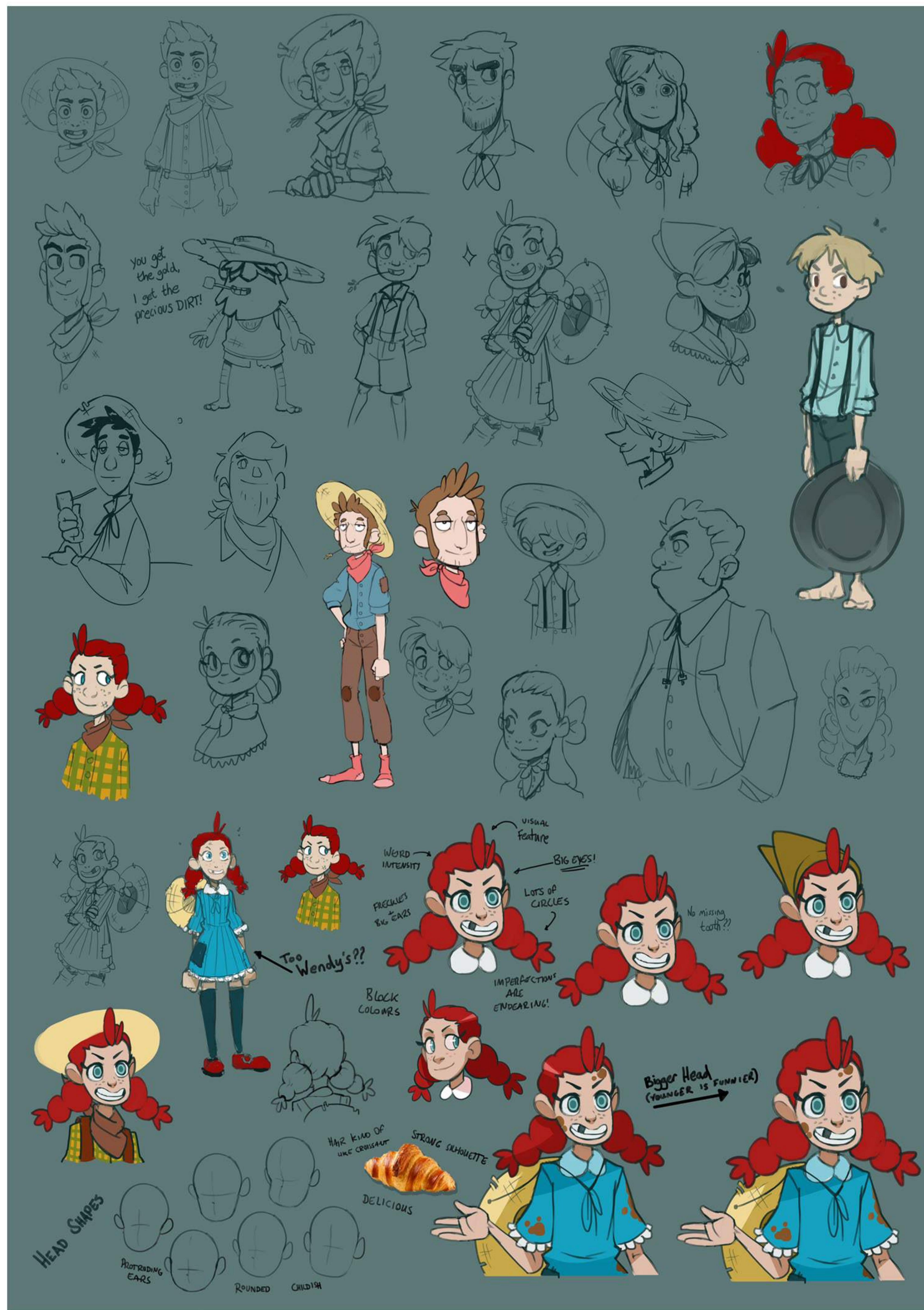
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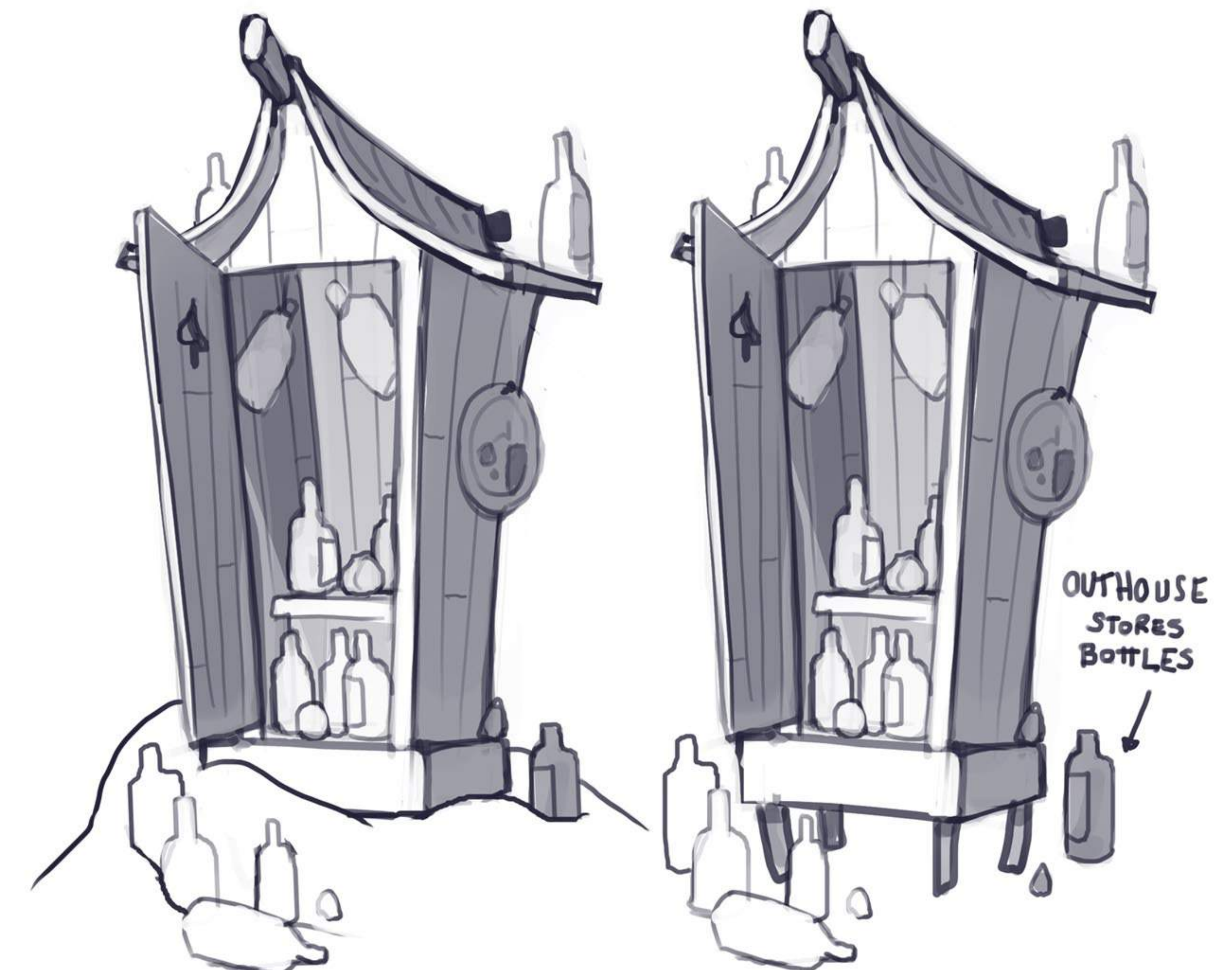
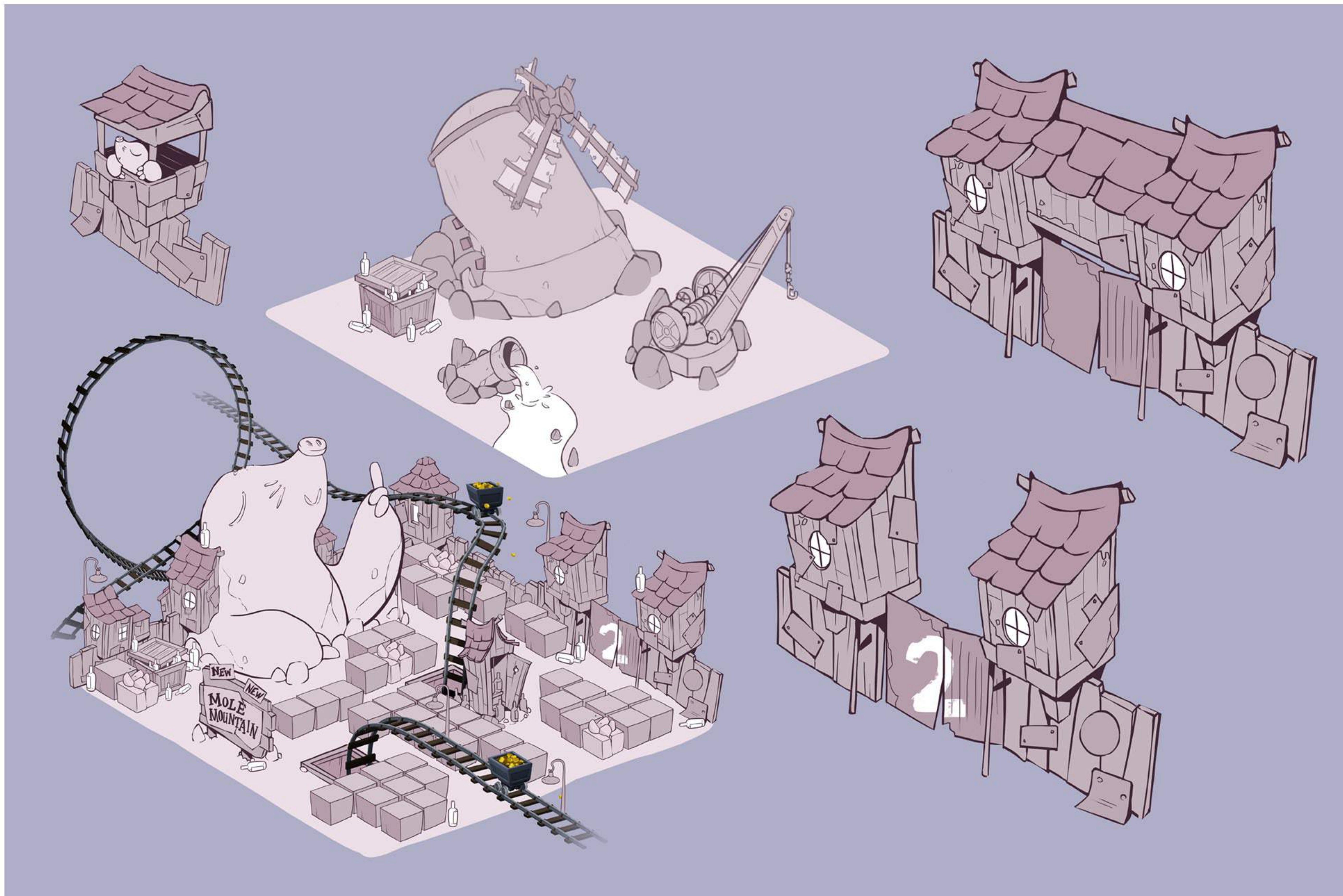
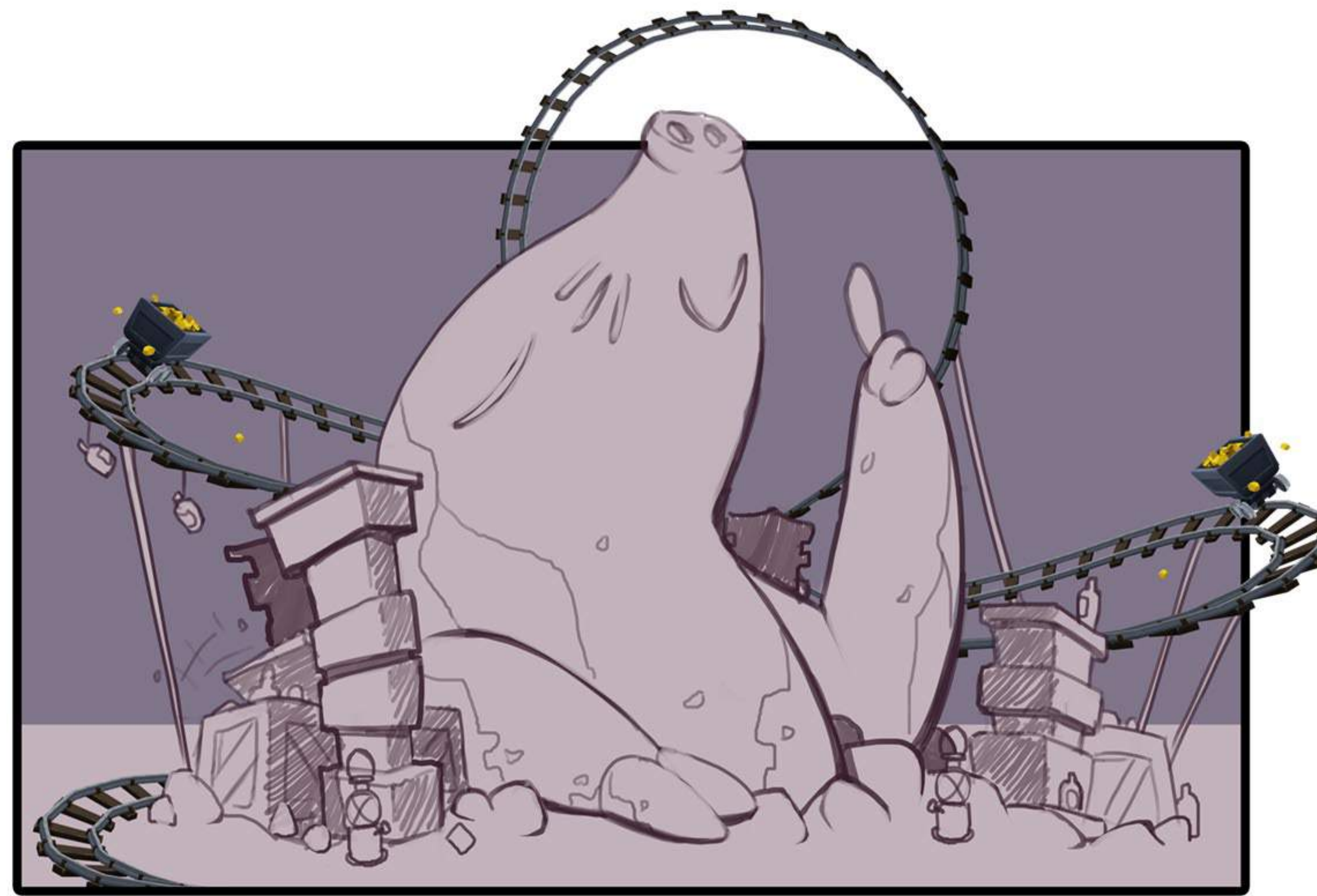
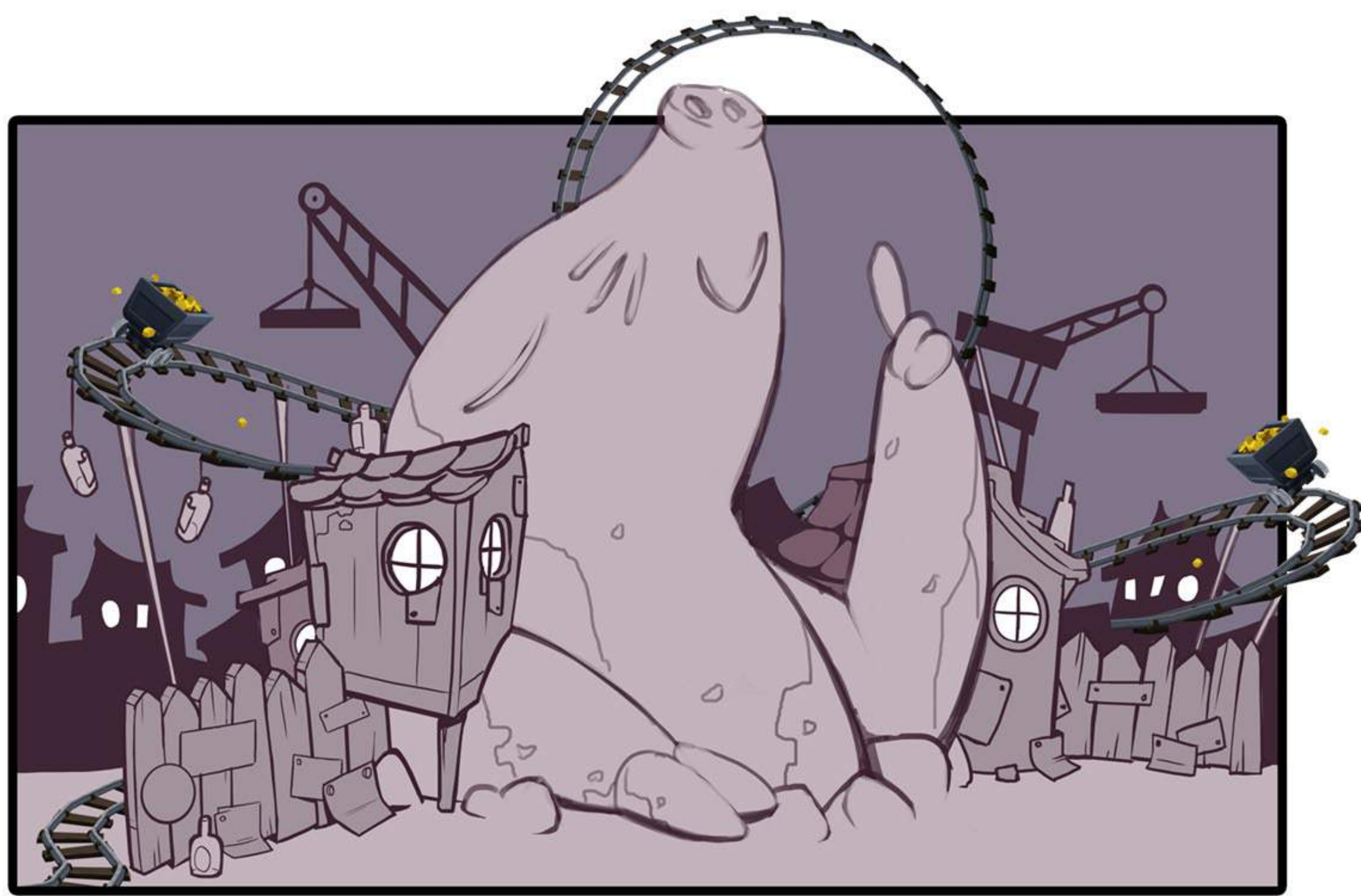












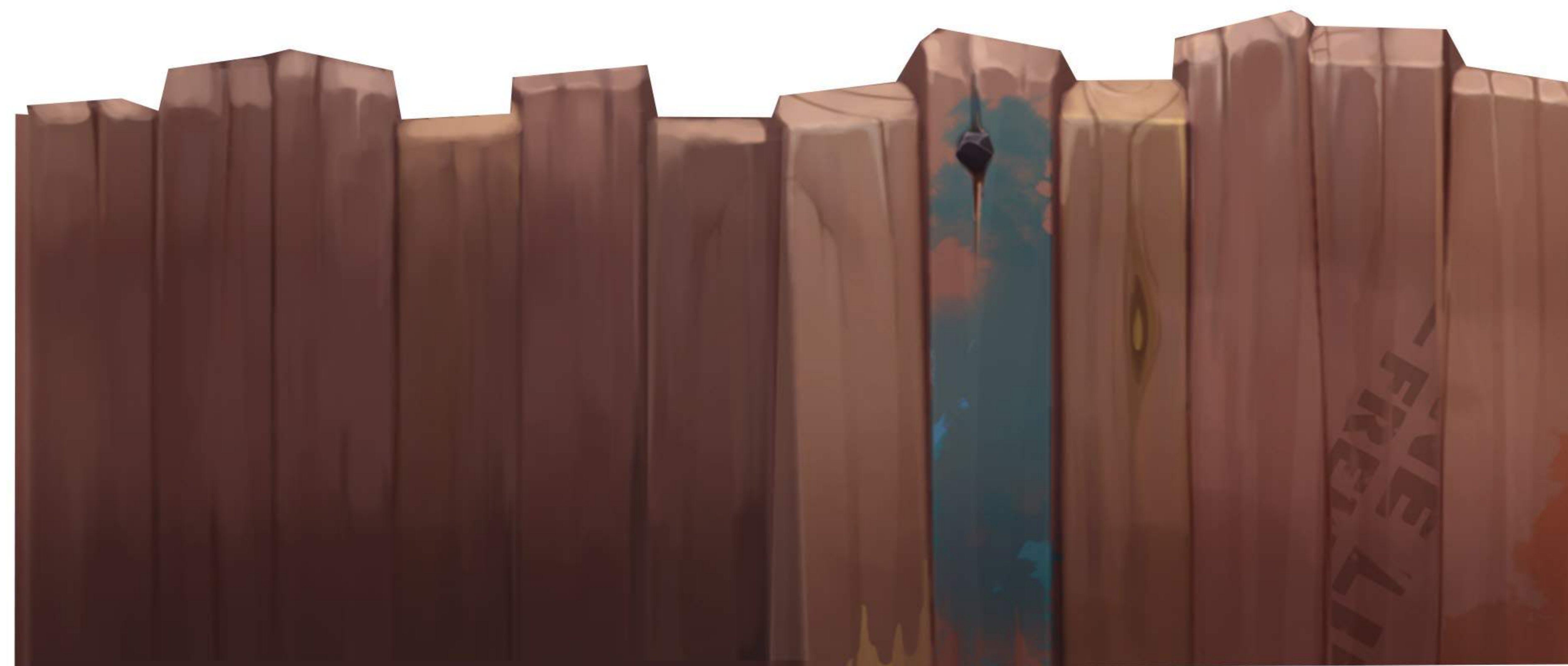
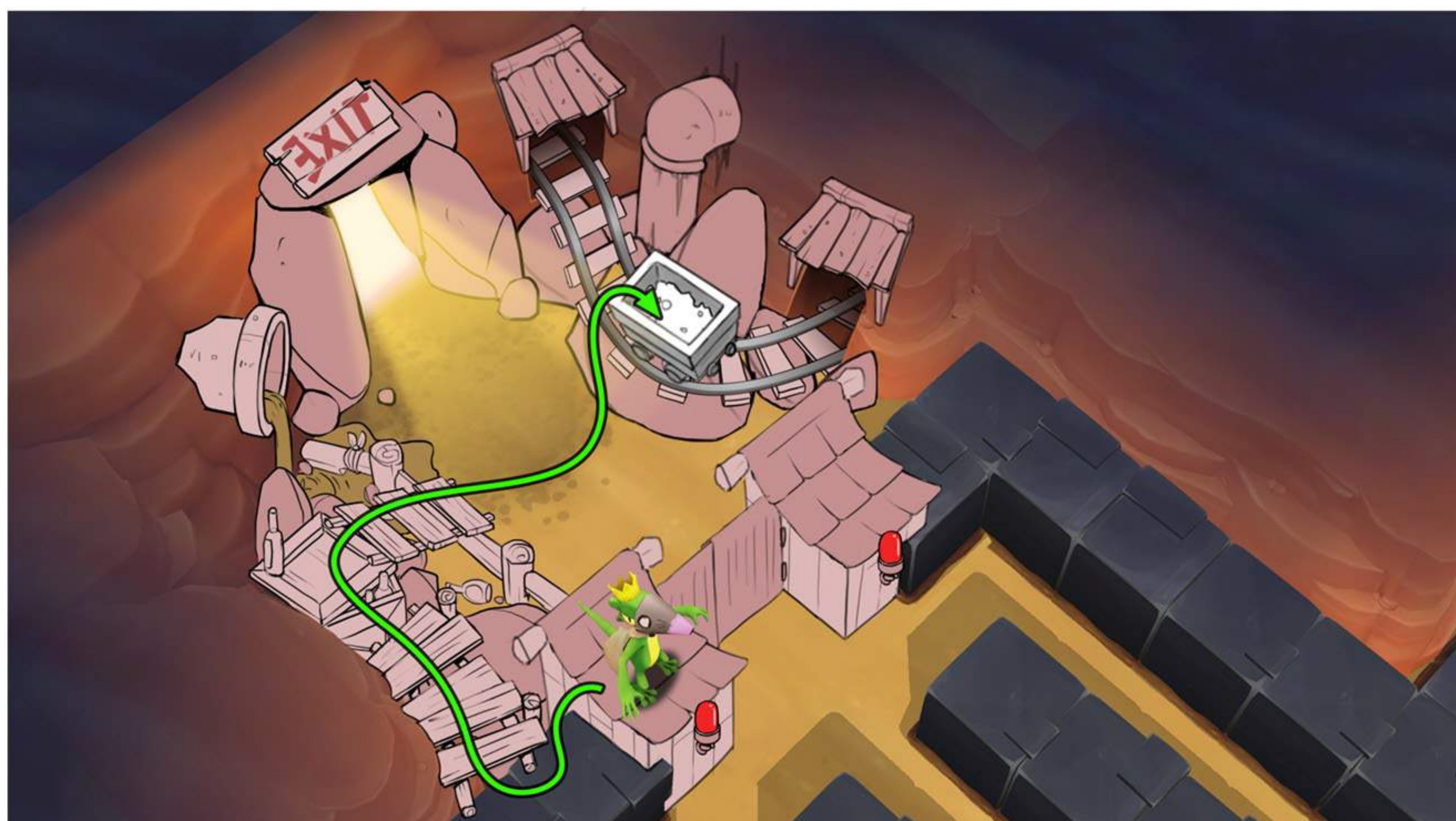
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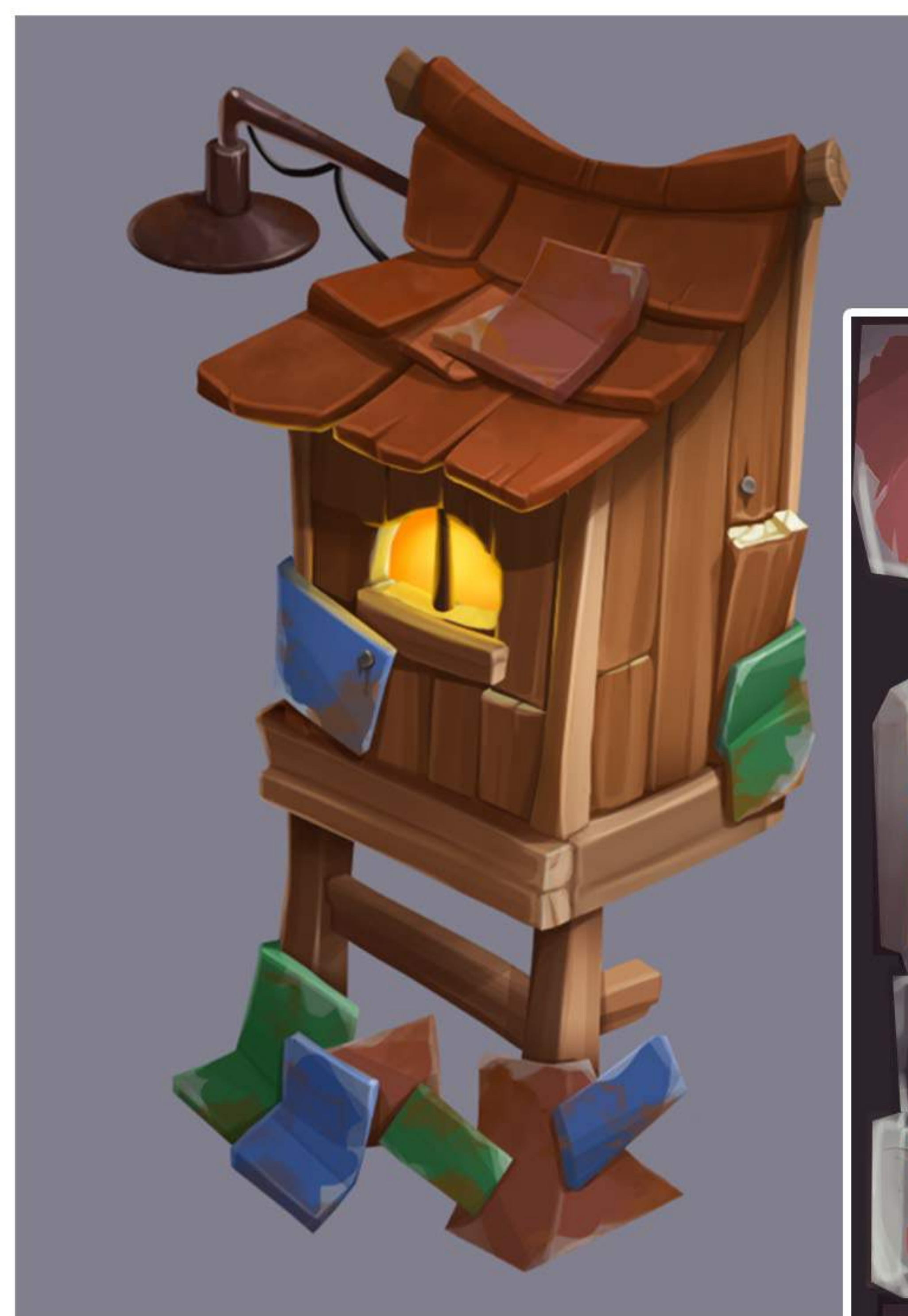
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Fence texture - Improvised, random sourced wood



Worn, rusted metal cladding



Fence fixings/signs





3D



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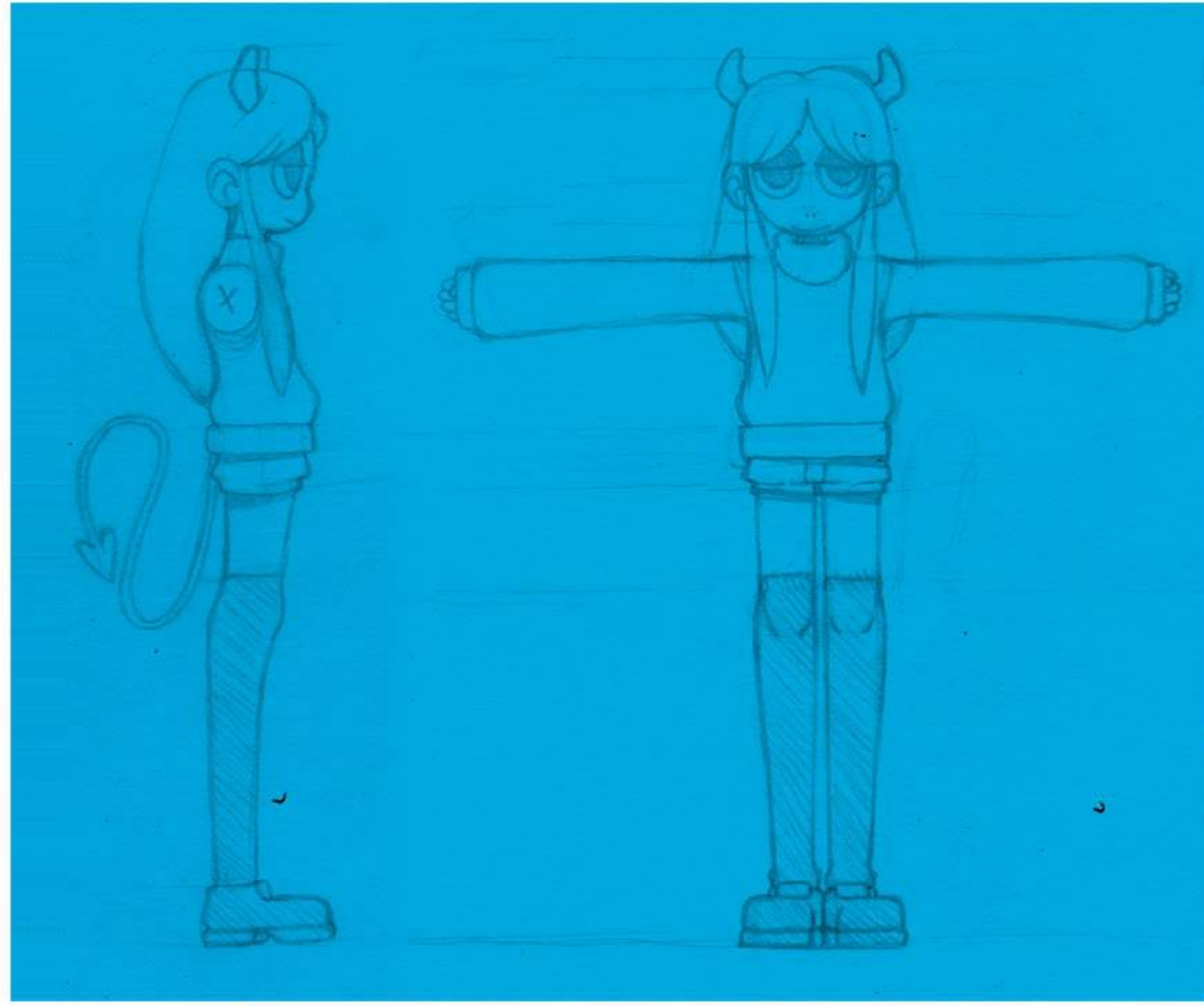


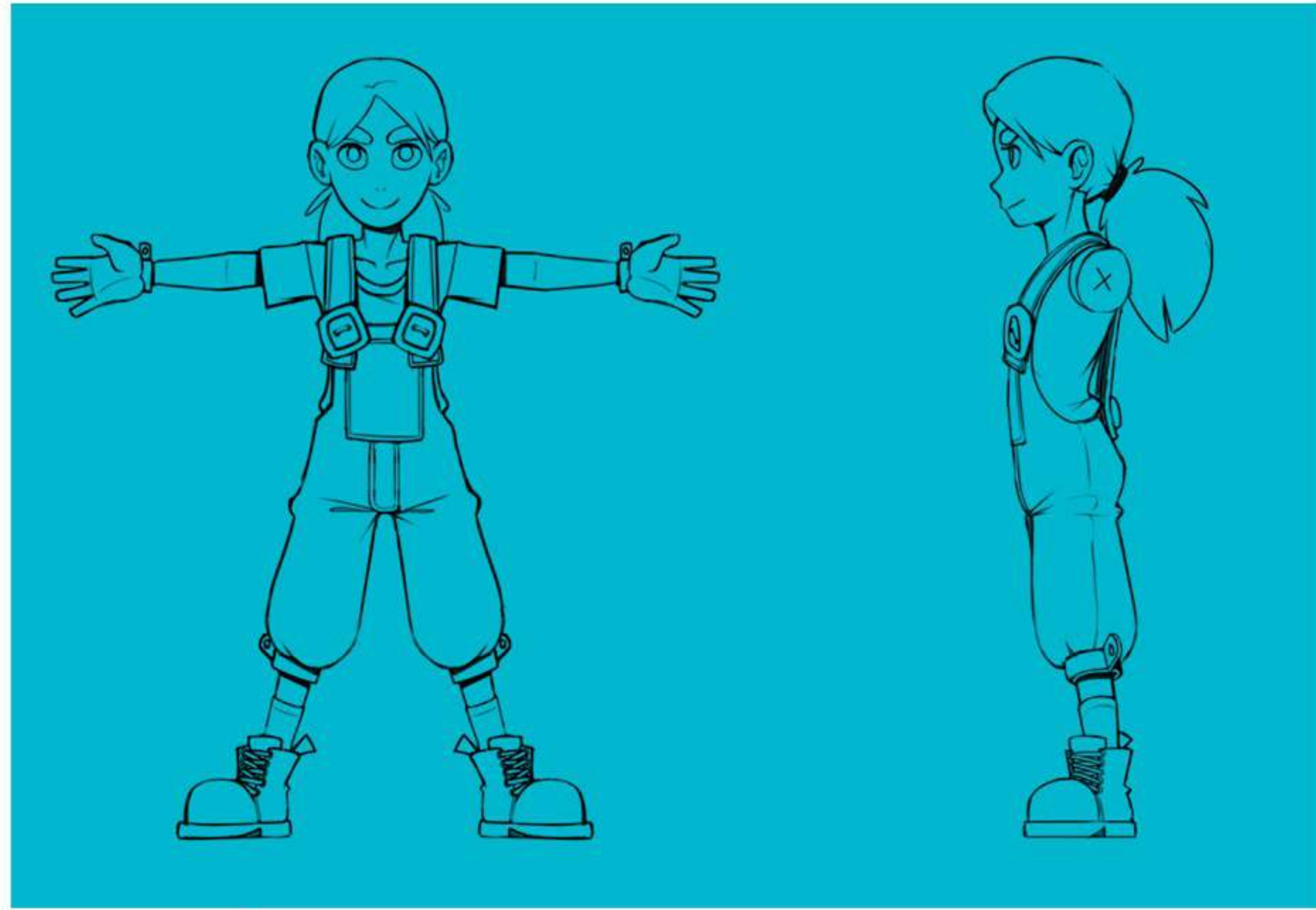
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ILLUSTRATION

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Thank you!