

Oblig 2

Concept art

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Introduction

The first part of the assignment was to find a piece of text from pre-1960 story about gangs. I immediately thought about mafia gangs, but when the teacher talked about it I found out that I didn't want to make a mafia character, but something else.

Quote from Wikipedia

"A gang is a group of three or more people who, through the organization, formation, and establishment of an assemblage, share a common identity"

I sat down and started googling for different types of gangs, but it was pretty hard to find any gangs from pre-1960, so I changed my way of thinking and rather started to search for historical things that happened for more than 50 years ago. I thought about Vikings and Egyptian people, and suddenly it popped in to my head, World War II. So the first day I found out that I wanted to make a soldier from WWII. The next couple of days I collected some reference images of accessories and soldiers from WWII.



Influence

One of the text I got influenced by was from Wikipedia. You can read it here

<http://en.wikipedia.org/wiki/WWIIa>

But the text that I got most influenced by was Jack Glover's story.

"Jack Glover served in the Infantry during the Pacific Theater of War, where he was awarded numerous medals, including four Bronze Stars, two Purple Hearts, two Presidential Citations, and a Silver Star. He shares stories of combat in Okinawa as well as the tale of "Doss," the medic who refused to carry a weapon, and in the end, saved his life." [Read more](#)

I've also read a couple of the other stories at <http://www.ww2stories.org/portraits>

In the beginning I was planning on not just to be influenced by Jack Glover, but to use exactly his story and make him, but after talking to the teacher I found out that it would be better to just base my story on a couple different WWII stories.

My model sheet

I had recently bought a Wacom drawing tablet so I thought it was pretty fun to draw and made a few different sketches.



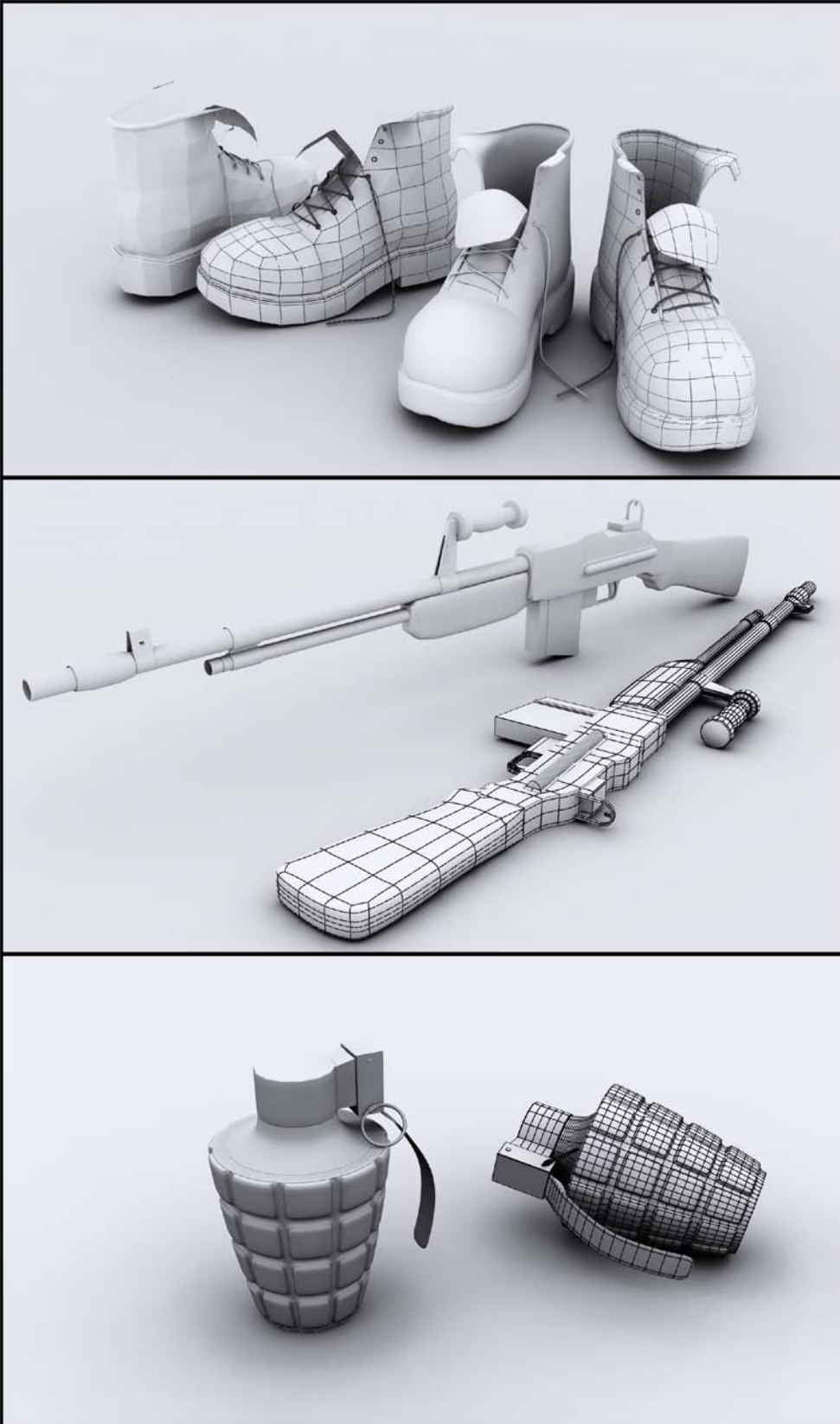
My final model sheet looks like this



There are a couple of things I probably should have done better, especially the details in the face, but I ran out of time.

My accessories

For the accessories I didn't draw any sketches, but rather found images on google. I made army boots, a machinegun (M1918A2) and a hand grenade.



Character analysis

Name: Jack Grant

Age: 41

Height: 165cm

Weight: 130kg

Jack Glover is serving in the Infantry during the combat in Okinawa.

Jack's parents died of illness when Jack was just a kid, his wife died of cancer, so Jack has no family to worry about and that is very easy to see during combat, he takes a lot of stupid decisions and doesn't care if he gets killed. He miss his wife very much and has his water bottle filled with whiskey to drown his sorrow in alcohol, and this makes him do even stupider things when fighting the enemies.

Although he is depressed and drunk the most of the time, the rest of the troop likes him very much. He always looks happy and tells a lot of adult jokes that makes the all the guys in his troop laugh.

So in short; Jack Grant is a short and fat, drunk and depressed soldier that spreads a lot of happiness to his friends but does everything he can to win the war.

Conclusion

I think this project went very well and I'm very pleased with my final result, especially when I think of how little I enjoyed drawing before this project.

My drawing skills has improved a lot.

If I had a bit more time I would draw his face all over again to make it more detailed.

I would also cleaned up my lines.

When it comes to the 3D models I don't think I would change anything or done anything better, but rather make more accessories.