SCAD GAME ART
Derek Perry 2019
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BRUTALIST OUTPOST

Cold, Moody, Brutalist Scene featuring a snowy, dark, and cold environment with large and foreboding brutalist architecture

The architecture is a modular set of features like angular concrete walls, faceted windows, recessed doorways. With communication towers on the roof, the mysterious outpost skulks among a remote landscape of dusty, rocky mountains.

MADE USING

AUTODESK MAYA

Adobe Photoshop CC

SUBSTANCE PAINTER

UNREAL ENGINE

BRUTALIST OUTPOST

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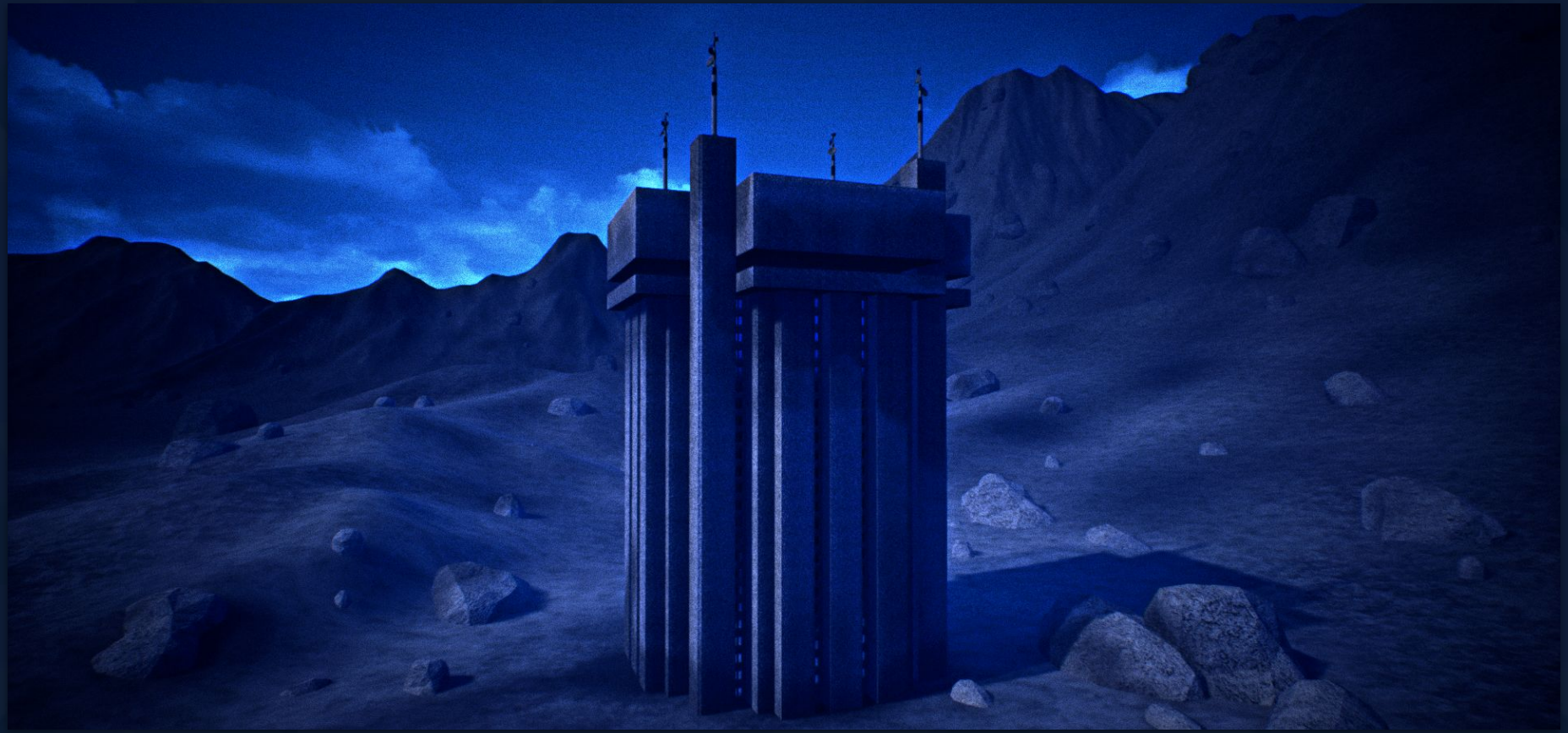
Low Angle Ground View

UNREAL ENGINE



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Full, Wide Shot at a Higher Angle

UNREAL ENGINE

BRUTALIST OUTPOST
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Backlit Low Angle Shot

UNREAL ENGINE

BRUTALIST OUTPOST
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Communication Antenna Towers

UNREAL ENGINE

BRUTALIST OUTPOST
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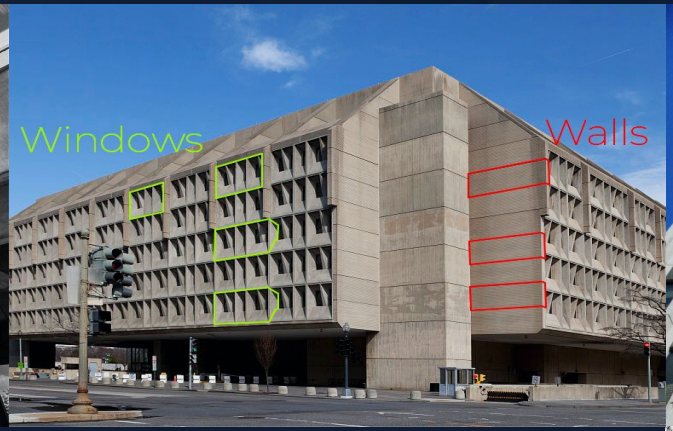
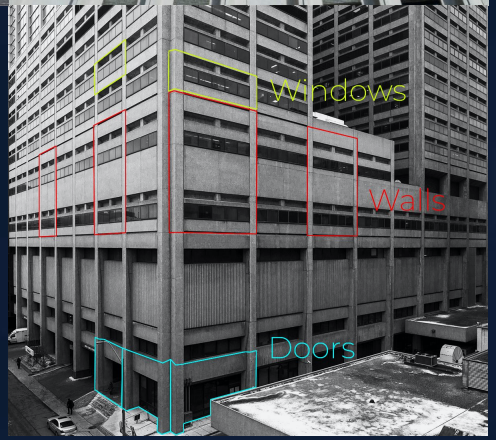
Communication Antenna Tower Close Up

UNREAL ENGINE





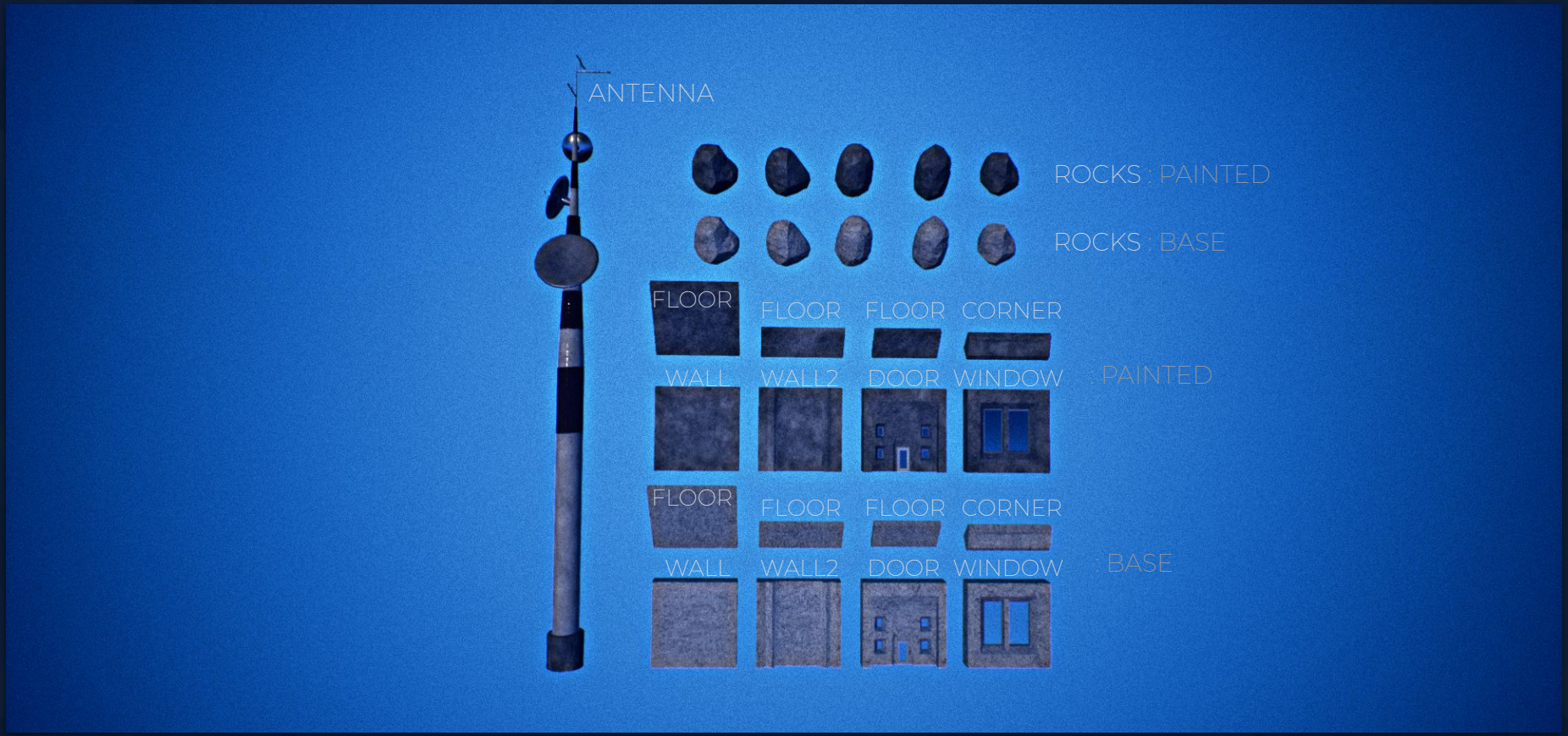
Modular Asset List from References

- Concrete Walls
- Concrete Walls with Glass Windows
- Recessed Concrete & Glass Doorway
- Floor/Roof/Flat Concrete Pad

REFERENCES
Derek Perry 2019

Inspiration taken from concrete brutalist architecture from around the world.

Adobe Photoshop CC



MODULAR ASSET LAYOUT

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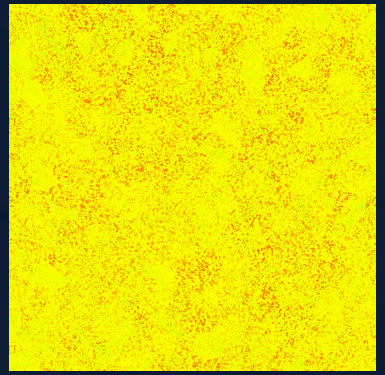
A layout of the antenna, rocks, and modular building assets

AUTODESK MAYA

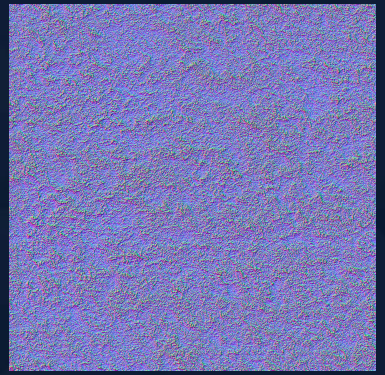
UNREAL ENGINE

Base Textures

Color Maps

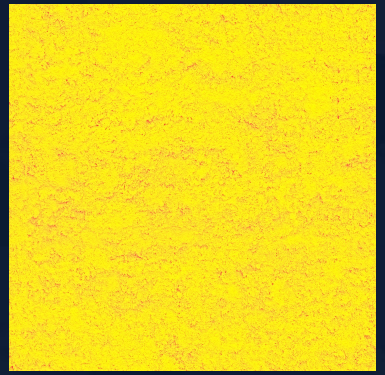


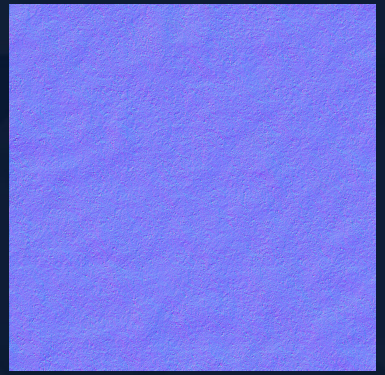
MRAO Maps



Normal Maps

Vertex Paint Textures





MODULAR TEXTURES

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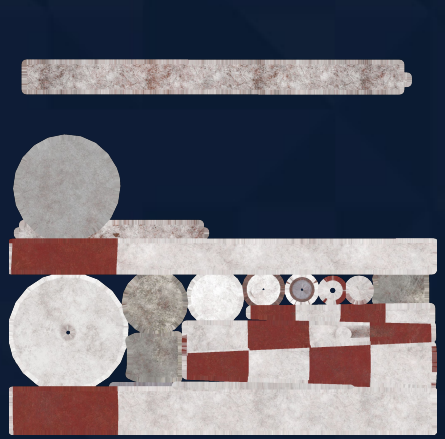
Textures used for vertex painting onto the building pieces and rocks

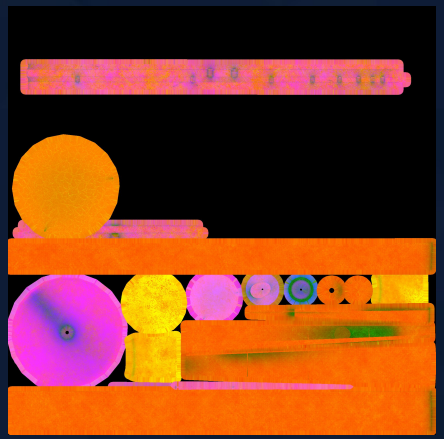
Ps

Adobe Photoshop CC

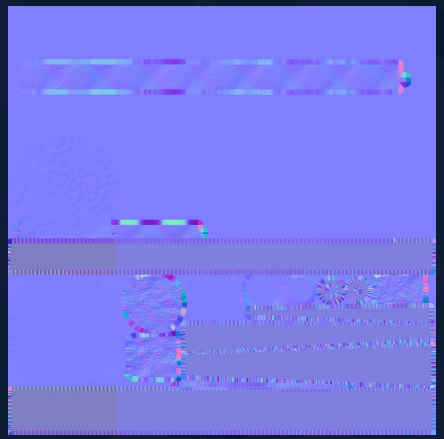


Color Map

Height Map



MRAO Map



Normal Map

HERO ASSET TEXTURES

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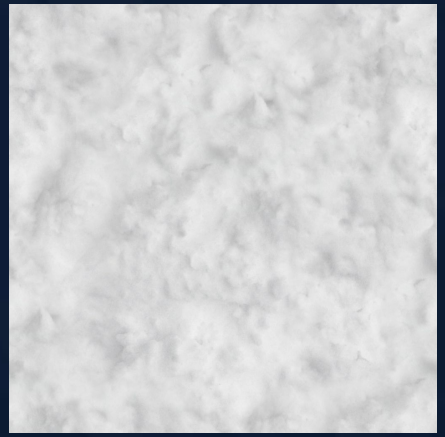
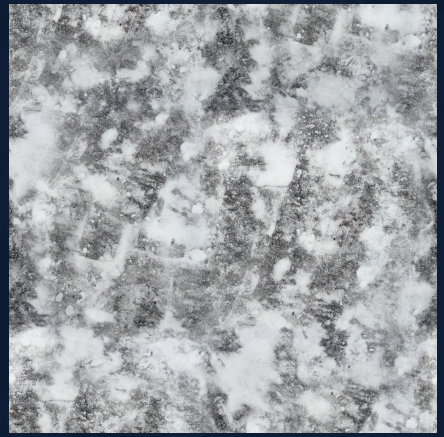
Textures used for the Communication Antenna Tower hero asset

SUBSTANCE PAINTER



Snow



Rough Snow

Black Ice

Black Rock

LANDSCAPE TEXTURES

Derek Perry 2019

Textures used for painting variation onto the heightmap-based landscape

Ps
Adobe
Photoshop CC