

Portfolio: Mitchel Geraedts

for more detail go to <https://www.mitchelgeraedts.com/>

Plateau Environment

This is a project I had to make for my environment design class.

I wanted to experiment with making textures in Substance Designer with this project, for which I decided to make a blend between nature and architecture.

I did struggle with time at the end of the project, however. I would've liked to experiment more with foliage dripping over the building to connect it more with the nature surrounding it, but I will keep that idea in mind for a future project.

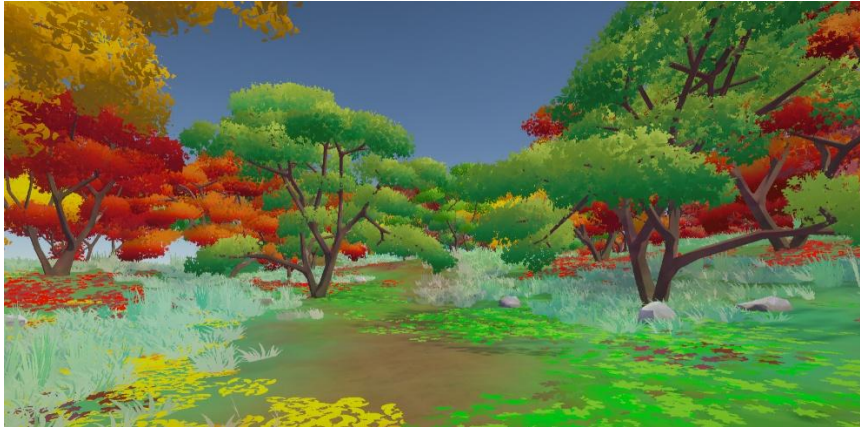


Stylized Forest

This is a forest I experimented with a while ago. It's not as much a forest as it is a collection of trees.

I am quite pleased with how the trees turned out, but I do feel like the final product could have looked a lot better had I used more varied plant life and done more research into the workings that go into a forest.

I still feel like the trees themselves are of meaningful value, however, and have thus still opted to showcase these.

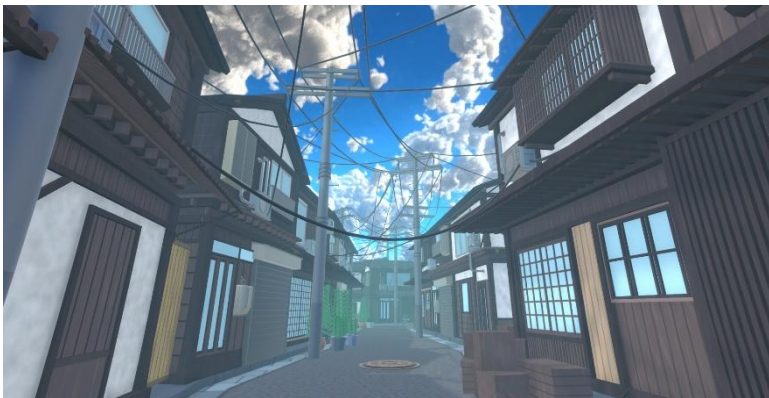


Simple City Environment

This project was my final assignment for the first year at the HKU. I had to create a playable digital prototype based on something that interests me.

For the environment, I decided to go for a traditional Japanese village look. For this, I went on Google Maps to hunt for interesting architecture in the Japanese countryside, which I then simplified.

In retrospect, now that I am more familiar with the workflow and tools available, this environment could have looked a lot better and been made faster. As it stands, however, I am quite satisfied with what I created at the time.

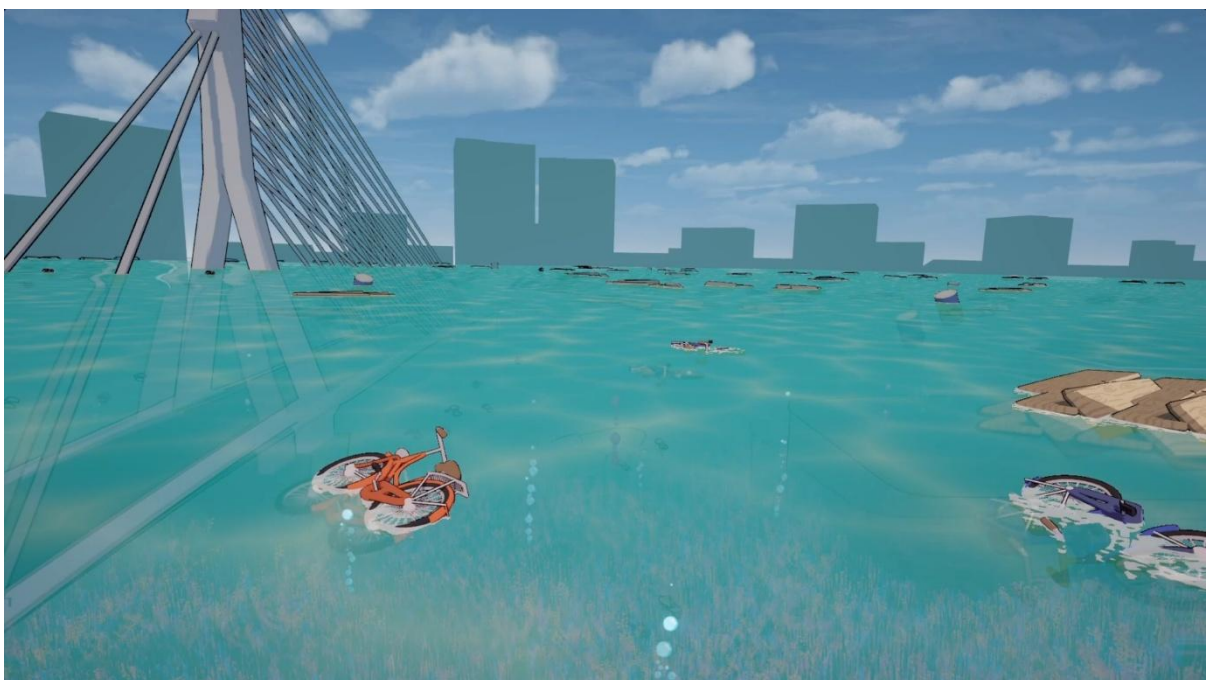


Water Environments

These environments were part of a school assignment. We had to utilize the software Netherlands3D in an inspiring way to show how it could be used to make games.

I was tasked with making environments to show what the game could look like.

My group's idea was to make a submerged version of the Netherlands with the goal of peaceful exploration in mind. I tried to reflect that concept in how I made the environments.

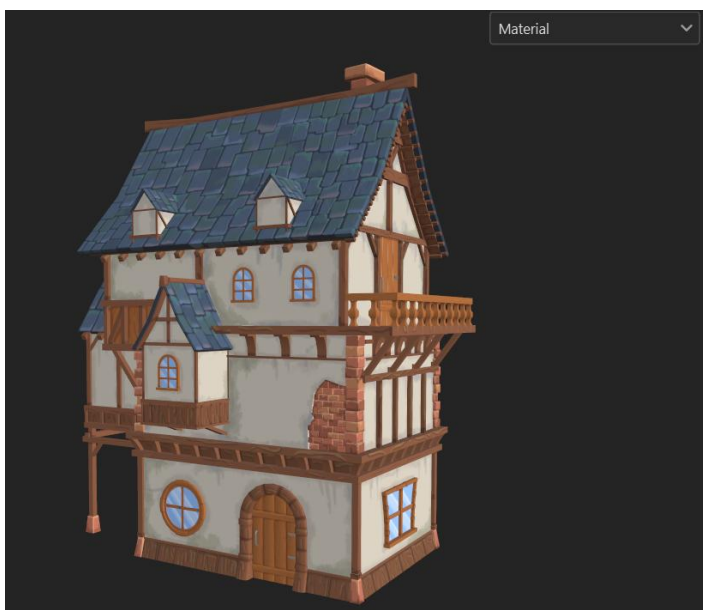
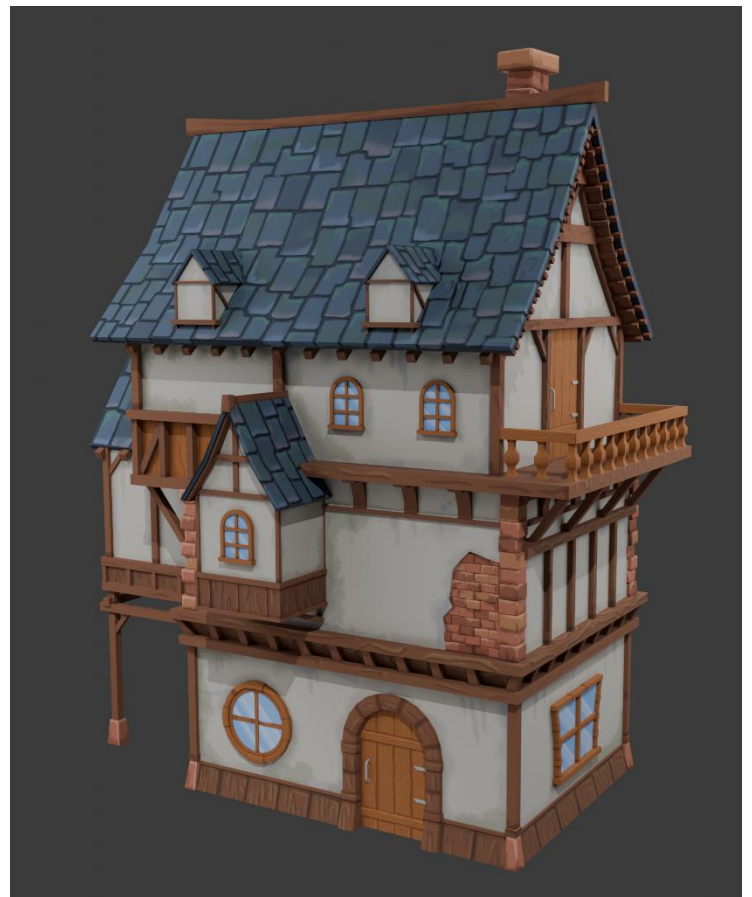
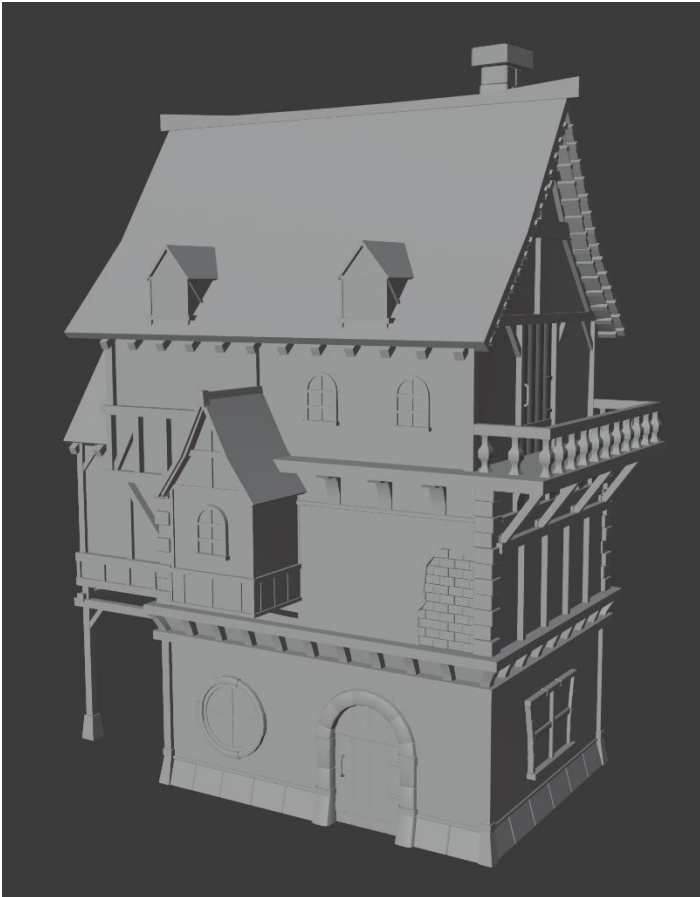


Stylized House

This project was made to work more on structures instead of solely focusing on the nature aspect of environments.

I started with basic shapes, before adding more detail until I got to the finished structure.

In the future, I feel like it'd be a better process to start with the smaller parts that make up the bigger structure, so that I could focus on sculpting and texturing them more.



House in Substance Painter; painted on different UV layers.

In the future, I definitely need to separate assets to make the result both faster to produce and a better result.

Big Tree

I made this big tree to improve at sculpting trees. I decided to go for a more fantasy aesthetic with this tree to allow for more dynamic shapes, as I felt this would let me experiment better with the sculpting process.

I'm quite pleased with the result, and learned a lot about how to make dynamic shapes that build upon one another.

