D'factory

ARTwork PORTFOLIO

ABOUT The Artist

ELIAS LERMA

Born in Granada, 1988. During his childhood Elías began to show interest in the field of art with different kind of drawings and some other plastic works.

From the age of fifteen He became attracted by the fantastic art of authors like Alan Lee, HR Giger or Luis Royo and since then He has been working and learning.
For a time he was as a collaborator on several game projects. (cubical mind's Artika, Raune Wars, Leviathan, Project Apocalypse, Vampire: The Darkmoon Curse...)

In 2005 Elías entered the Genoma Animation school in Granda, while studying at the College of Fine Arts. Now, the artist is working and learning about some kind of traditional & CG arts.

3D SCULPT

TRAD PAINTING

CONCEPT ART

GAME ARTWORK

3DCG RENDER

PHOTOGRAPHY

PORTFOLIO **CONTENTS**

THE ChapteR ONE 3D CGworks

NAUTIKA
N

ARMADA

These two models were made in order to create an entry for the competition ARMADA. This competition organized by www.game-artist.net and sponsored by Autodesk Area, CGtextures, Alienware and 3DWorld Magazine.
This entry won the 2nd prize whit a simple scene composition. (not the image in the top)

Between the two models have about 7000 polygons (triangles) and four 1024x1024 texture maps each one.

D'FACTORY

FUTURE CITY

This city was made for a videogame cinematic (Project x Apocalypse) but the production was stoped and has It was never completed.

The game intended to be a futuristic sci-fi world based in the real Earth, so this city would be the future Tenerife city (Spain)

It is an old scene (2005) but is an interesting job, The meshes containis aobut 250k polygons, what is relatively low quantity.

Everything was made with 3Dstudio Max 8 and Photoshop.

D'FACTORY

Mahia Ros'Hanassei

The character of Mahia was created as entry for the contest DOMINANCE WAR III.
The polycount is about 9000 triangles and the material contains 4 1024x1024 textures: color, specular, normal and opacity

Race:
Hybrid half human, half daaren (sea-creatures)

Class:
Stalker

History:
Mahia is the fourteenth daughter of the daaren king. All her sisters and brothers died at war, but when the king died the army captain betrayed her to become the king of the daaren colonies. She escaped from the captain thugs and saved her life.
In this moment she ran to the royal palace and took the magic lance of the ancients: Areisze.

since then, she's an exiled princess, she has to walk in the ground, and the wather has become a dangerous place for Mahia.

Power/Habilites:
She's an amazon and knows enough about combat techniques. Don't have a lot of magic power, but the Areisze lance it is a powerfull magic artifact.

The aritfact (air/lightning):
A relic of the ancient atlant culture, the sea-creatures found it long time ago and since then belonged to the daaren kings. Areisze has the power of control the weather, the storms, winds, tides...

Lowpoly mesh

LEVIATHAN: DEMONLORD

Leviathan is a character made for
the Dominance War IV contest. About
10k polygons and five 2048x2048
texture maps.

The Character:

leviathan was one of the best guardians who fight against
the evil forces of chaos. For a time he was good,
and served to the power of the light as the godmaster,
Exilus.

But he was so sad to be alone fighting the evil and caothic
forces in the far moon of Kamadoccia.
This lonely was the cause to change. The spirits of chaos
speak with him, and at the end he heard them.

(This is a short version of the story)

Inspiration:

I love to see many concept art from every kind of games
like starcraft, diablo, kotor, assasin's creed...
each concept artist has a different mind and a different
artwork so I like to see everything of them,
I also take ideas from movies and literature. This charac-
ter is a very known myth, Leviathan. It appairs
at the bible. I was taking ideas from internet and books,
getting information about this character, and
that's it!.

Workflow:

Start making the story of the character, I was clear about
it because this is a character I wanted to make
time ago.
When character's story is done start with concept sket-
ches, many different ideas, some of them was good,
some others not. Finally I choose one of the silouethes I
like more and the work started.
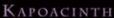
The sketch becomes to the final concept with some work
and for the details I took a lot of references from
natural world, like abyssal fishes, rare insects, animals,
rocks, etc...

When concpet is done start making the base model. Take
it to ZBrush and work. Work work work,... And when
the sculpt was ready start the retopology to make a better
low mesh. When did It begins the unwrapping,
painting.. texturing.

And finally I made the rig for the character, the pedestal
and illuminate it!.

Zbrush mesh, textured - hipoly

KAPOACINTH

The gargoyle Kapoacinth, leader of the good-gargoyles in the world of Nokturna. This is the game model made for a mmorpg videogame. The polycount is about 5000 triangles and textures are 2 1024x1024 and 3 512x512.

The Character:

The gargoyles began his reign in different areas of the earth, Gárol, the most powerful of the era was the King of the Gargoyles for over a thousand years where he was worshiped as a god for the flyers. During that time he had a sufficient number of children with Adam, including Kapoacinth, Amearghim and Daruh.

One of the sons of Gárol, the strong Kapoacinth, was named King of Aranea, one of the areas near the current Lyozel, their children, was characterized as born warriors and strong, putting aside his magic power, eventually were weaker than its parent but were major benefits in terms of the physical

LOADER MACH 3

This work is a futuristic loader material done for an internet forum activity (www.foro3d.com) The polycount is exactly 3000 tris with 3 texture maps (1024x512)

RC5300 REAPER

This futuristic weapon is part of a third person action-adventure game. Project Artika. The mesh is about 900 polygons and the material contains 3 10x4x1024 maps: color,specular & normal

THE CHAPTER **TWO** CONCEPT ART & ILLUSTRATION

CHARACTERS

ALICE IN WONDERLAND

Alicia has always been a mythical character and in this case I decided to make my own version for an activity organized by the forum 3dpoder.

GIMLI THE DWARF

Another work made with Photoshop. Gimli, the popular dwarf of the Lord of the Rings using the movie style.

That was another 3dpoder forum activity as a pracice to improve the digital painting skills.

SOLDIER COSTUME

Made for the game project "Artika", this is one of the costumes designed for the enemies on the militar base.

HARLEY QUEEN

A little and fast digital painting of the famous character Harley Queen from the Batman comic.

GEORGE GENNECK

Concept character for the project Artika game development.

Gennenck Jorge is a 26 years old, born in Town of Tenerife in the year 2153. He is the son of a businessman minor, a wealthy bourgeois in the new capitalist system in the world but not of great importance. Throughout his childhood he has lived without worrying about anything, a good person and does not like the system the world works based on a brutal consumerism where money is the god of humanity, and where almost everything is sold. At age 23 when he finished studying, got to work in the police force. But before long, he did not agree to the corruption of the national security of the time he drove, which went to private security service called Echo called Corp., who was also one of the largest weapons manufacturers Old Europe, and could even compete well with the arms companies in the United States and Japan.

INFECTED NURSE

This is one of the character concepts made for the project Artika videogame.

Artika base has been attacked by an unknown source nanovirus finished with all the strength of the site and turned the corpses into zombies

ALYSSA NAMAWN

Concept character for the project Artika
game development.

His parents were members of French gentry,
but she ran away from home at age 15, tired
of living the life her parents had made,
something strange for his liking. So she
moved to Lyon, away from parents who lived
in a small town near Paris. She is 24 years old
when this story happens.

DARK CENTAUR

Concept character for the
Raune Wars game
development.

TABHAUSEM

Concept art for the game project
Raune Wars.

LEVIATHAN

Concept character for the Dominance War
IV contest

TABHAUSEM

Concept character for a videogame
project

Leader and master of arms of the sect;
Tabausem began as a simple assassin
came from the distant wilderness.
For years he devoted his life to the
looting and eventually entered the
brotherhood of the Quatam sectarian.
In a short time became a leader for the
sect as their skills and strength were
much higher than any other.

ENTRANCE

This environ was done for a game project as the entrance of an ancient ruins.

AGORA

The small village of the sect, covered under the cave, they live in the deeps of the Earth.

CORNALIS

When you cross the dangerous passage of Aha'med you'll find the forbidden ciy of Cornalis into the wood of Faltratzhen

AHA'MED

One of the places you would never visit if you go to the lost kingdom of Kazzmara, the passage of Aha'Med is full of wild creatures and will be your dead for sure.

LORD'S HALL

The forbidden ruins city of Naoria where a place of wealth and splendor until the Quatam empire was destroyed. Actually only remains the ruins and the subway of the city, where nowadays there is still the Hall of Lords with his magnificent fountain that was a place for make decisions and discuss the rule

SEWERS

The lost city of Naoria hide a huge sewers that has become the home for many creatures of the shadows.

THE ALIEN TOWER

The making of this environment was part of the development of a race game environment.

ARTIKA CONCEPT ART

Artwork for the environment of the Artika military base located somewhere in the Carpathian mountains

Game artwork environement.
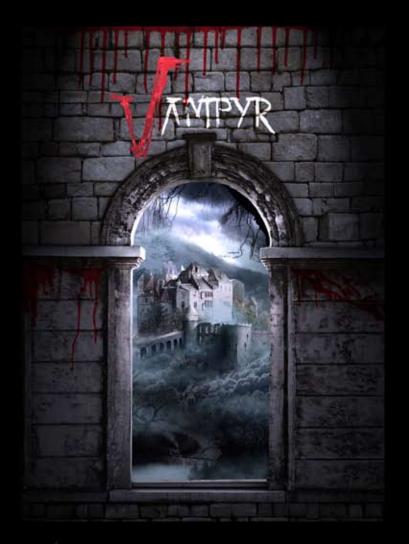
OTHER STUFF

NIGHT CASTLE

That was a pracice of matte-paint turning day to night the scene.

VAMPYR: THE DMC

This is a matte-paint made for the 2.5D game development "Darkmoon Curse"

GARGOYLE
SWORD

SPACETRANSBORDER
勝ち馬 PEGASUS II

DAELON08 – PEGASUSII DESIGN FOR LEVIATHAN PROJECT

THE
CHAPTER **TREE** TRADITIONAL
painting

Carcasonne

Guard of the secret chamber
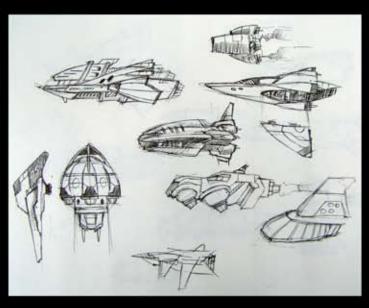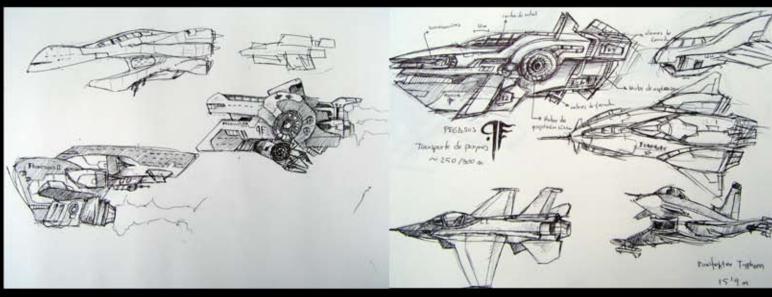
Sunset near the forest

Tucán

The Golden Black Tree
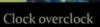
Whitehaired Girl

Fate of the trees

Clock overclock

Flowers

Sad angel

Moonlight

Gargoyle

Kapoacinth
GARGOYLE WARLORD

Kapoacinth

Charcoal drawings

Sea Sunset

The ChapteR FOUR Photography

D'FACTORY

D'FACTORY

THE CHAPTER FIVE OTHER STUFF
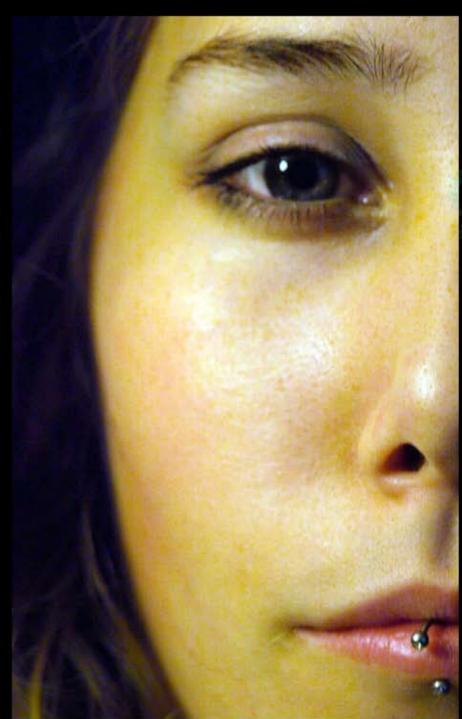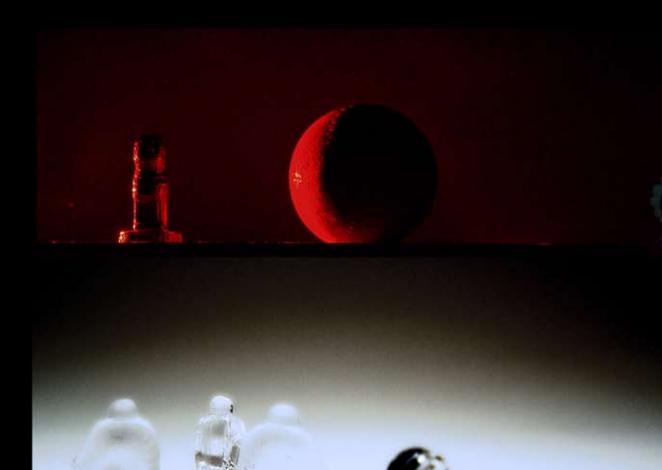
CORPORATIVE IMAGE

D'Factory

The logo for an artistic & design company, D'Factoy.

Cubical Minds logo

Cubical Minds is a game development company

Vampyr DMC logo

That are two of the many versions that has been created for the game logo.

C3 Engine

The source of any Cubical minds' game is based in this game engine.

GRAPHIC DESIGN

LEVIATHAN LOGO
Design for a futuristic videogame logo image.

ARTIKA LOGO
Design for another futuristic videogame logo image.

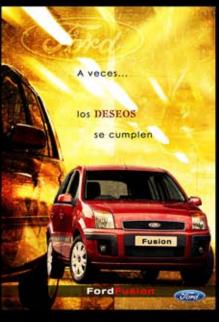## QUATAM
Design for a videogame faction
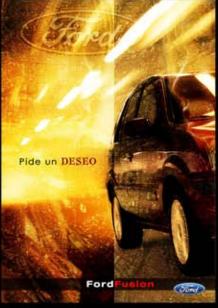

MANADA BOOK
Brochure design for a musical group.

PEGASUS II
Logo design made for a spaceship design in a game develpment.

FORD FUSION
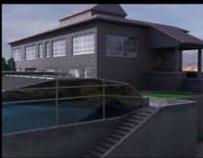poster advertising the new Ford Fusion model design.

VIRTAL BUILDINGS

SKYSCRAPER

This is a design I did to make a virtual simulation of an skyscraper. I also did a 360º view.

BUILDINGS

Some building designs, a house, two workshops and a simulation of alternative energy in a normal house.

COMMERCIAL BUILDING
3D building of a commercial vessel.

TOWNHOUSES
Virtual design for a group of townhouses.

FLATS
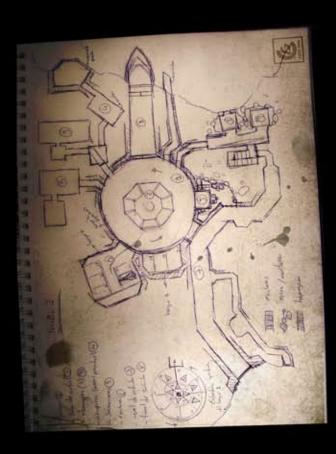This is a virtual simulation of an upcomming building.

THE CHAPTER FIVE **OTHER STUFF**

D'FACTORY

ELÍAS LERMA ARTWORK PORTFOLIO '09

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OTHER WORKS

MAPS

Visual maps designed for some videogame levels.

Ciudad de Salónica

Catacumbas de Naoria

Contact Us

D'Factory
Telephone: 699949588
Website: www.dfactory.es

D'Factory Artwork department
Mail: daelon@dfactory.es

D'Factory Programming department
Mail: ketzal@dfactory.es

Elias Lerma
Telephone: 679234544
Mail: daelon@gmail.com
Website: www.eliaslerma.com

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WWW.DFACTORY.ES
ART BY ELÍAS LERMA