

The background is a dark, textured surface, possibly a rock face or a wall, with various shades of brown, grey, and black. A central black rectangle with a thin orange border contains the text.

# Meotris Ironbreaker

Exiled into darkness

# Artist Bio

Seth Stracener, I am 3D modeler and visual effects artist that graduated from Austin Peay State University in 2020. I Mainly focus on fantasy styled art and occasionally work on pieces that depict real-life. Having a great love and focus for monster designs and environments most of my time goes into making those monster and vast unknown environments. I aim to be a video game

CV:

[sstracener CV 3.0.pdf](#)

DemoReel:

<https://youtu.be/8c071Klhax8>

Seth Stracener

Video Game Designer

# Demo Reel

- Part 1:
- IronBreaker Stand
- The Ground Rumbles
- A Way Down





# Demo Reel

- Part 2:
- Meotris Model
- Reki Model
- Slytherin Model

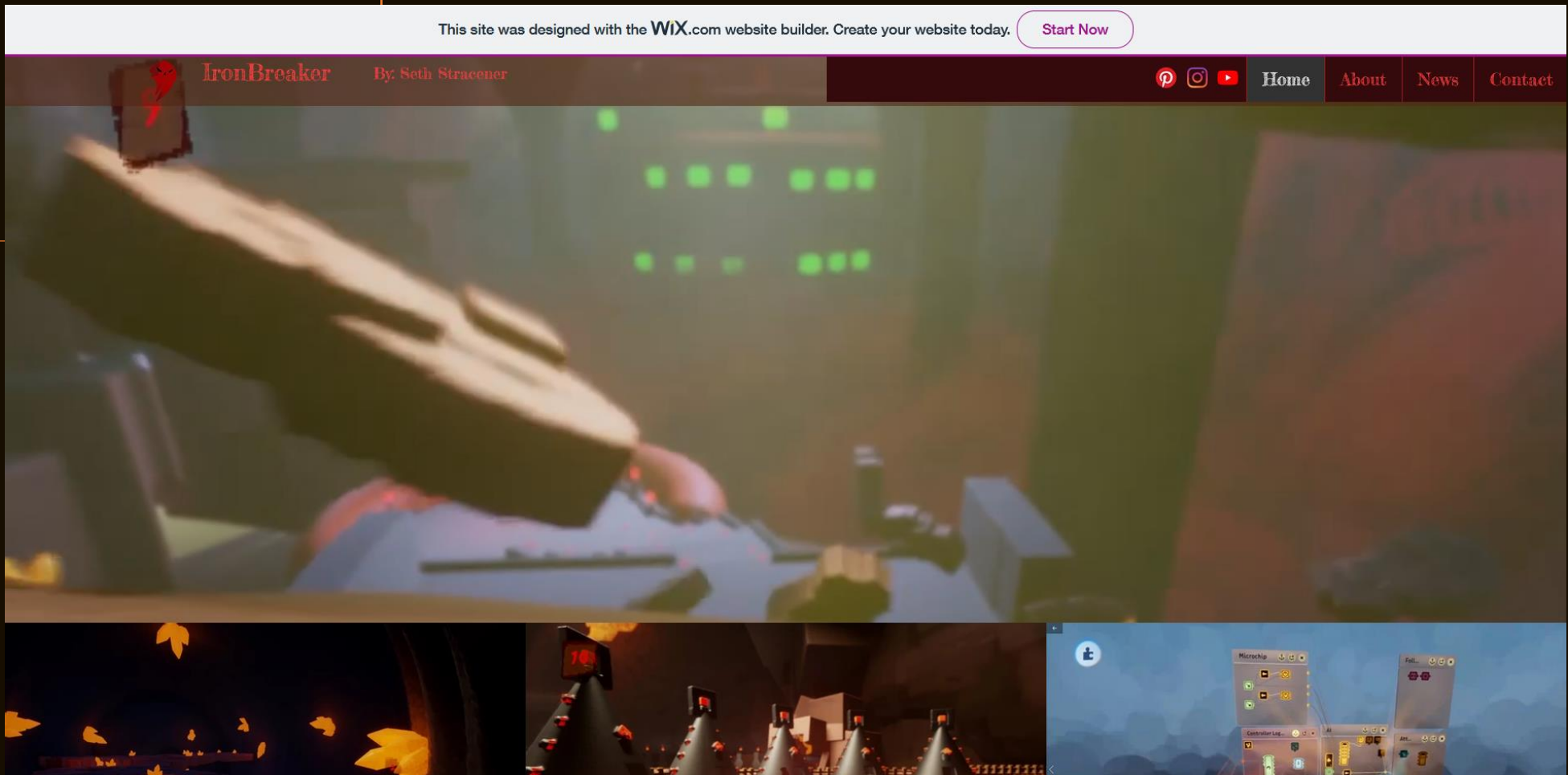


# Demo Reel

- Part 3:
- A Quiet Spot
- A World Forgotten
- Meotris Ironbreaker



# Website:



- <https://meotris13.wixsite.com/ironbreaker>

# Thesis Statement

I propose a 3D video game with aggressive gameplay scenarios of a dwarf exiled into the depths of a ruinous mountain surrounded by unknown horrors.



# Proposal

When I was a kid, I was obsessed with video games and later vowed to be the creator of them. My plan is to make a 3D game that will tell the story of a character named Meotris Ironbreaker: an aggressive character with an aggressive playstyle grounded in a deep story.

As of right now, I am learning the software that developers use for 3D games. I am also learning how videogames are developed in a studio setting and how they differ from those that are developed individually. This will enable me to begin using the software I have chosen efficiently.

I propose a fully functional 3D game that viewers will be able to interact with and play through the story. I want to stimulate viewers with smooth animation, aggressive combat scenarios, and satisfying gameplay.

This is a passion project that I have been dearly looking forward to for a long time and can't wait to make it come alive.



Research:



- 



# Technical Research:

## Tutorials from Dreams:

- Introduction 1-4
- Coat, style and Effects
- Action and Possession Recorders
- Wiring and Logic
- Sculpting
- Character Art
- Sculpting and level assembly
- Lighting and Atmosphere
- Health, Destroyer and checkpoints
- Scoring, Timers and Prize Bubbles
- Character Gameplay
- Action and Possession Recorders
- Keyframes and Timelines



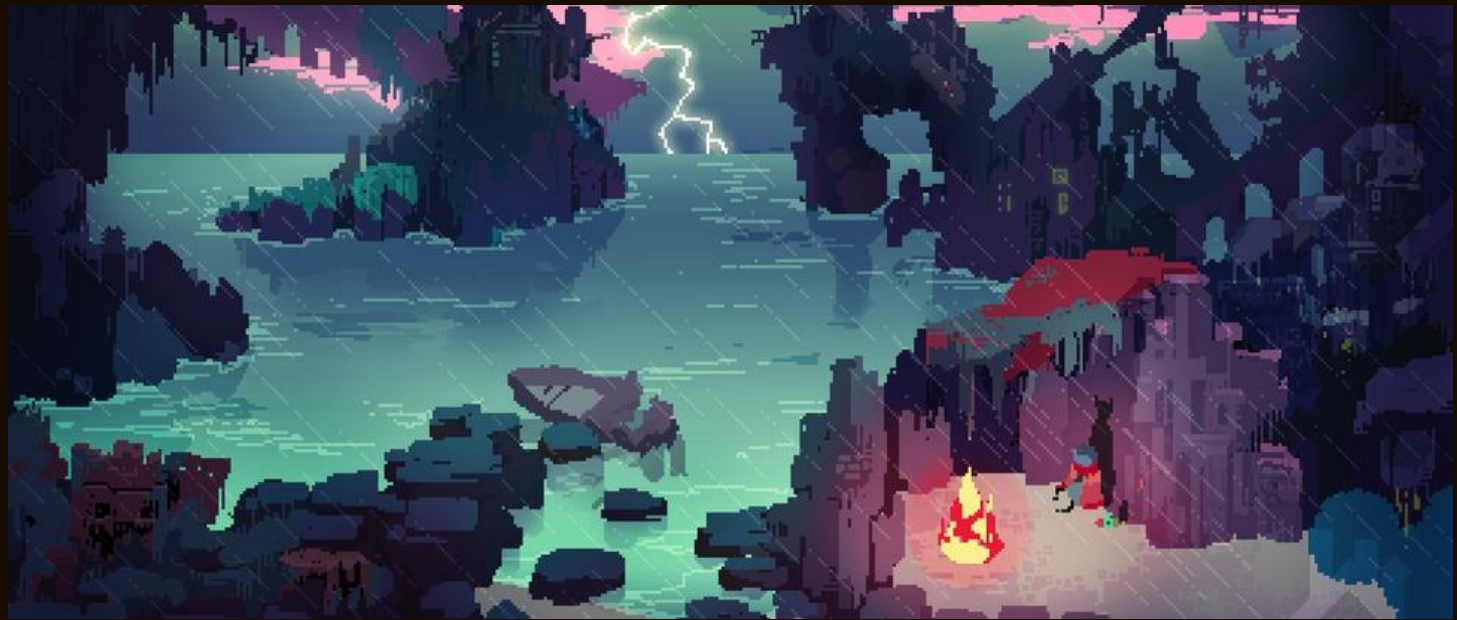
## Visual research:

- Alex Preston and Sean Ward: “*Hyperlight Drifter*”
- “*Witcher: Wild Hunt*”
- Thomas Vasseur: “*Dead Cell*”
- *Joseph Delappe*
- “*Mortal Kombat*”
- Raf Grasseti: “*God of War*”
- Hugo Martin: “*DOOM*”
- “*Dark Souls*”

# Alex Preston

Creator of *Hyper Light Drifter*, *Solar Ash*  
*Kingdom*

- Aesthetic
- Top-down view
- Environmental Aesthetic
- Gameplay
- Unique story-telling



# Sean Ward

Animator. Illustrator.  
Characters and FX in  
*Hyper Light Drifter* and  
*Heart Machine* things

- Character design





# Witcher : Wild Hunt 3

Creative and in-depth monster design with flaws and strengths

- Aesthetic
- Third person view
- Creature design
- Gameplay
- Butterfly effect story-telling





# Thomas Vasseur

Art Director of  
*DeadCells*

- *Gameplay*
- *Unique story-telling*
- *Environmental design*



# Joseph Delappe

UK-based American  
artist

- Art out of new media installations and interactive game performances
- Similar to low poly models
- Connecting contemporary and video game art





# Mortal Kombat

11

*Side view Fighter game*

- Aggressive  
Gameplay
- Environmental  
design
- Character design



# Raf Grassetti

Art Director at Sony  
Santa Monica

- Creature design





# Hugo Martin

Creative Director at id software

- More creature design
- Dark environmental aesthetic



# Dark Souls

Third-Person  
Adventure game

- Challenging  
Gameplay
- Secretive story  
telling
- Environmental  
design/ Creature

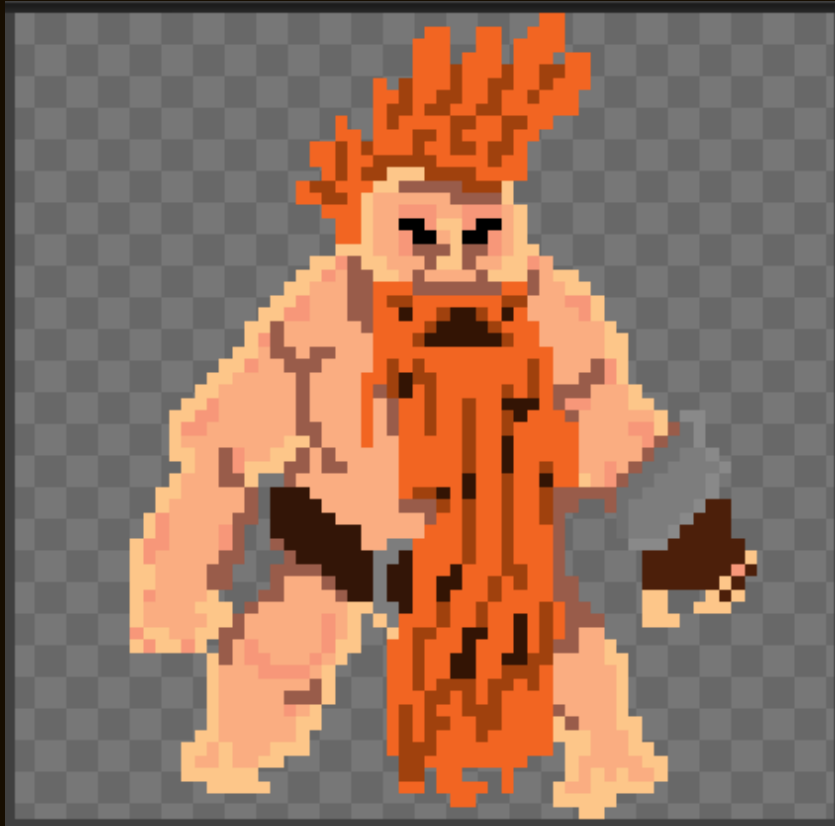


# Timeline:

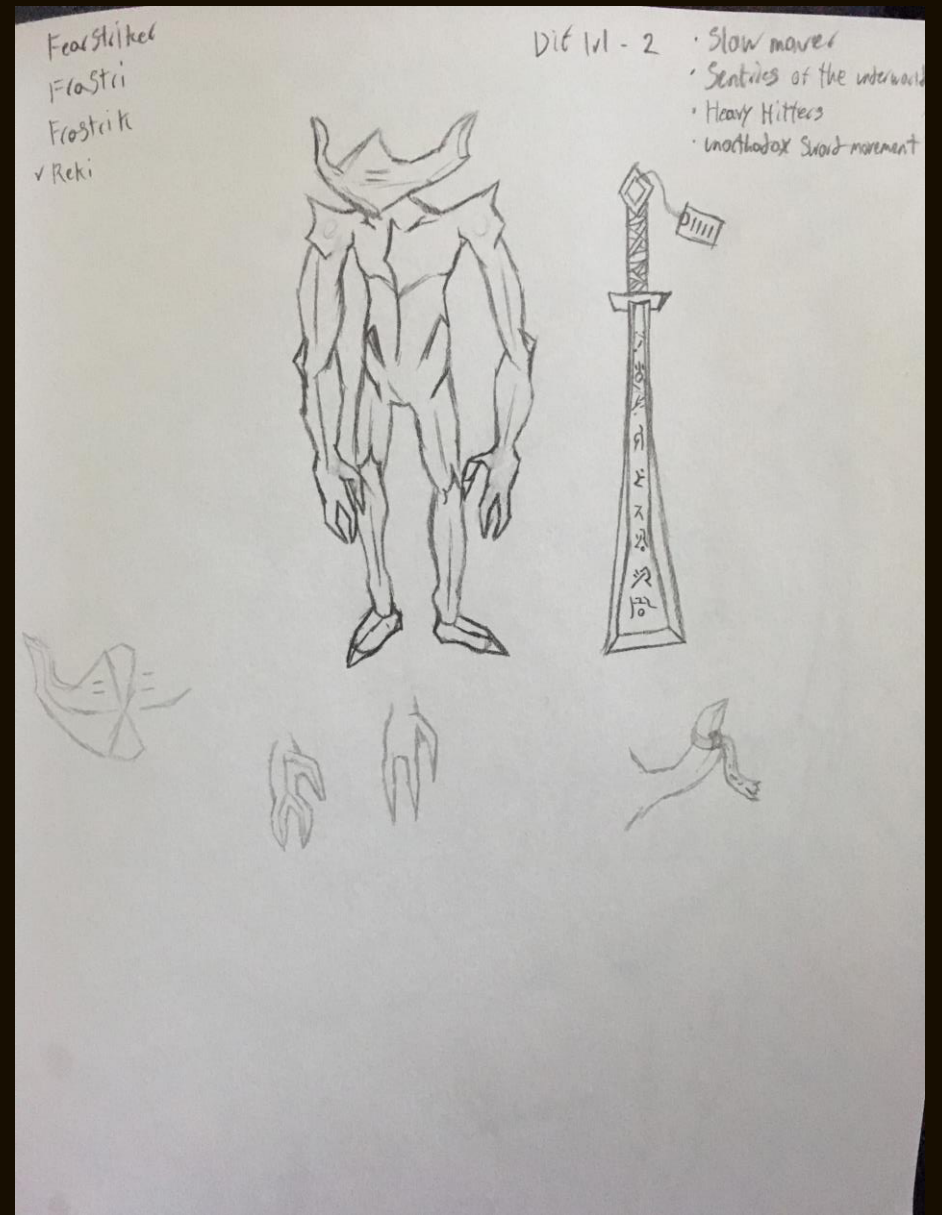
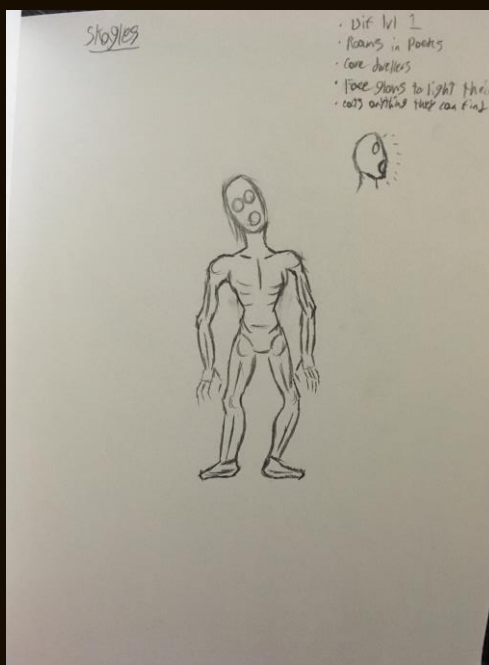
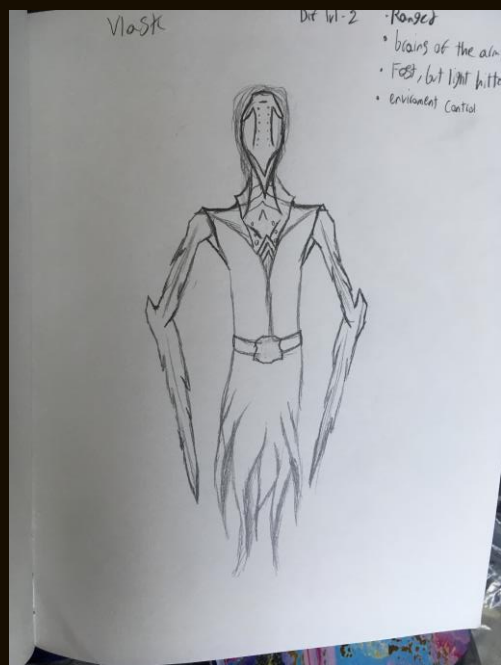
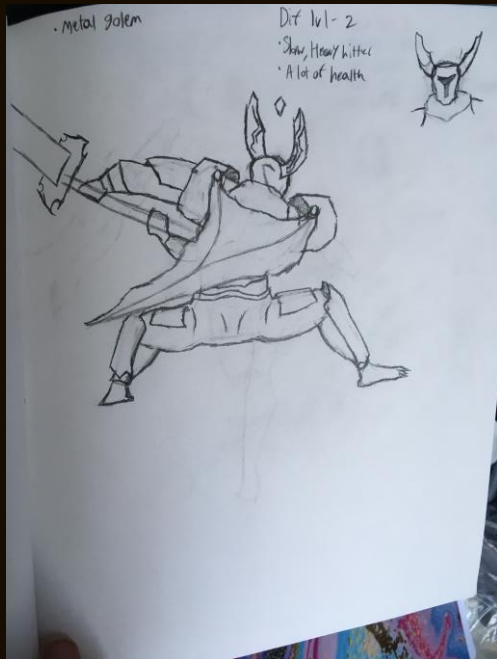
1	VIDEO GAME:	JAN13-31	FEB1-29	MAR1-31	APR1-30	MAY1-31	JUN1-30	JUL1-31	AUG1-31	SEP1-30	OCT1-31	NOV1-31						
2	Research reference																	
3	Research techniques																	
4	Research softwares																	
5	idea sketches																	
6	landscape sketches																	
7	monster sketches																	
8	character design																	
9	Learn software																	
10	animate characters																	
11	design HUD																	
12	get basic functions																	
13	add damage numbers																	
14	map out story progression																	
15	design levels																	
16	test run/bug tweak																	
17	have testers play																	
18	additional bug tweaks																	
19	add sound effects																	
20	add additonal levels																	
21	add weapons/treasure																	
23	design puzzles																	
24	add in-game interactions																	
25	test/run bug tweaks																	
26	finishing touches/left overs																	
27	test run/bug tweak																	
28	Finish off game																	

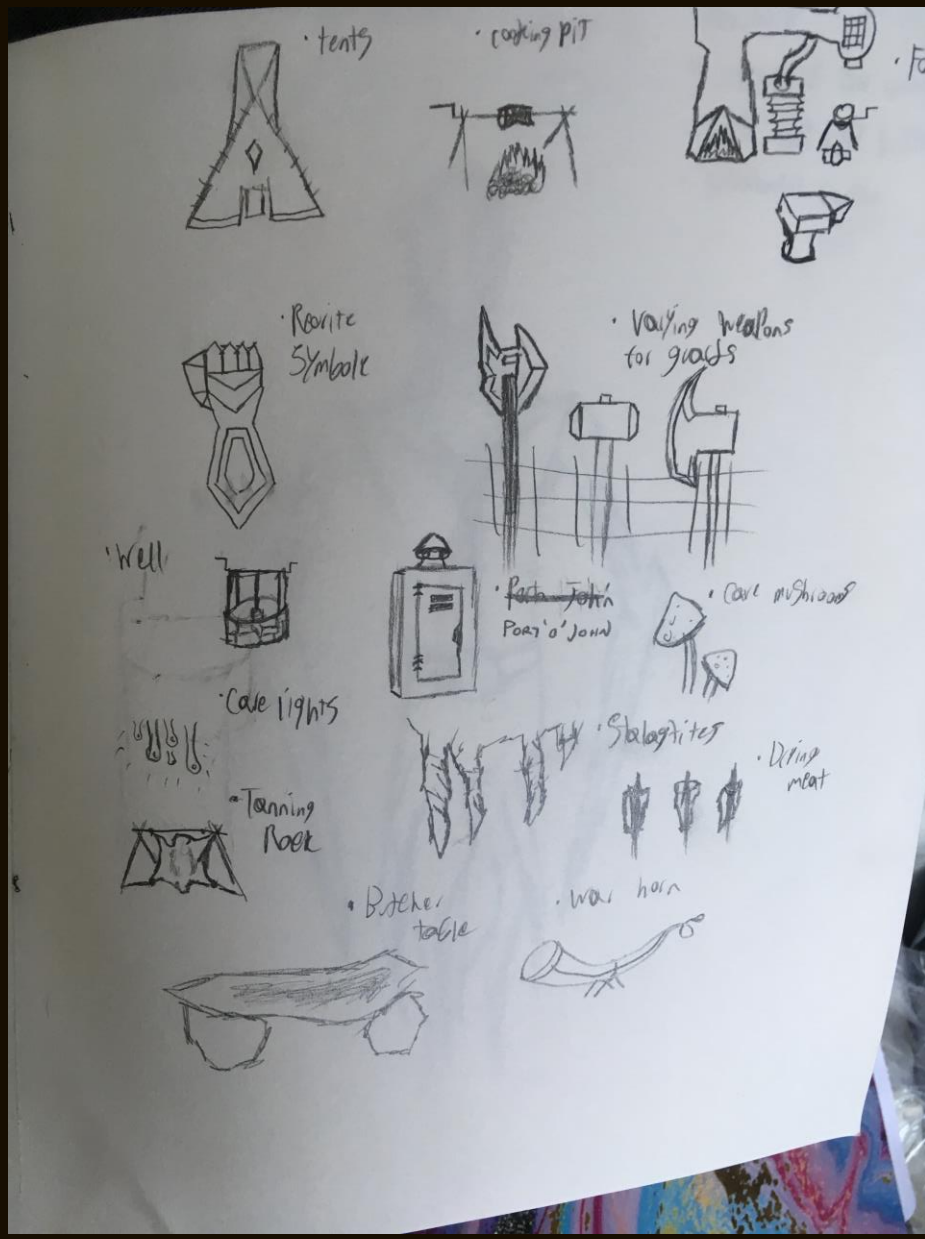
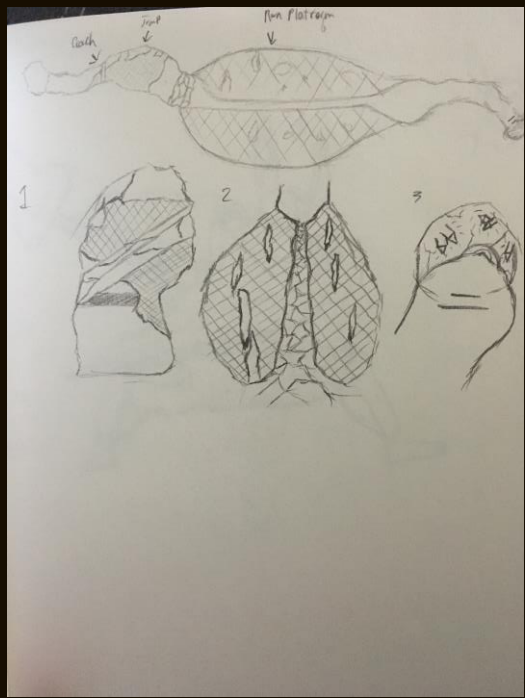
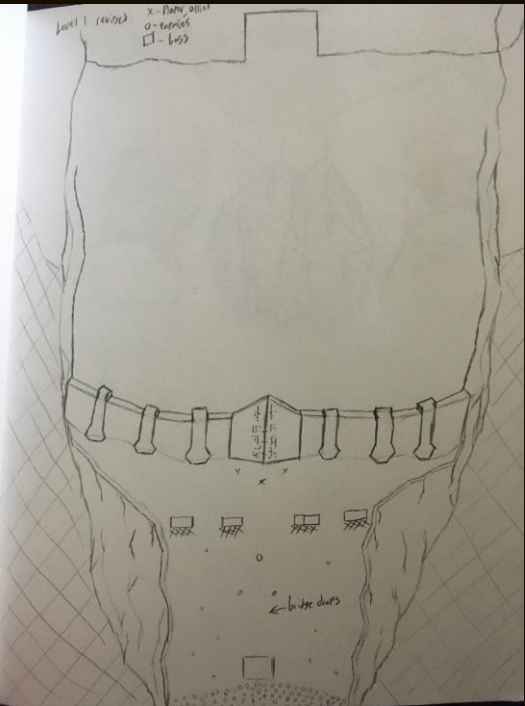


Old Work:  
Reference for Main Character

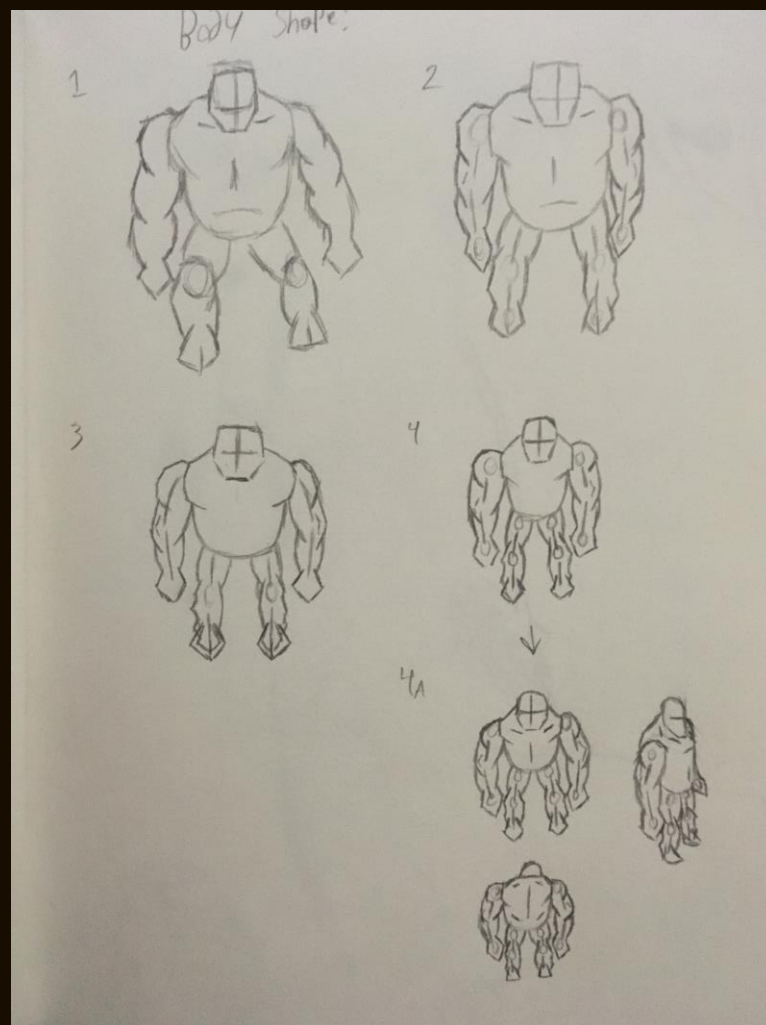
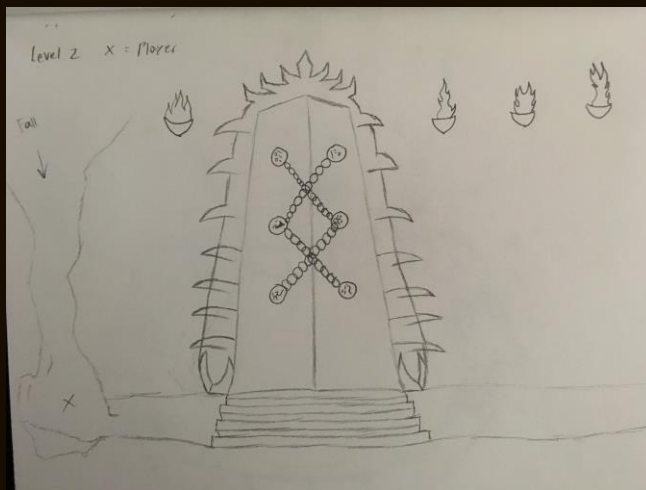
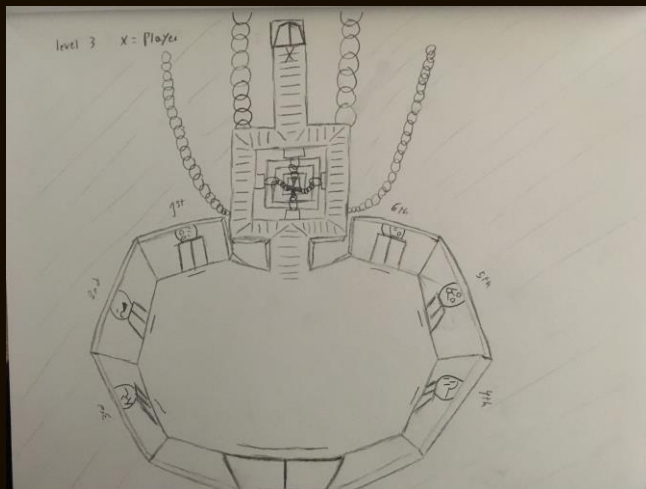














# Progress work and behind the scenes videos:



Demo update 3.0:

[https://www.youtube.com/watch?v=T\\_5yNptx1DI](https://www.youtube.com/watch?v=T_5yNptx1DI)

Voice acting update:

[https://www.youtube.com/channel/UCO2f\\_42QQPGwRoVnH9TG5CQ](https://www.youtube.com/channel/UCO2f_42QQPGwRoVnH9TG5CQ)

# Progress work and behind the scenes videos:



Goblin update:

<https://www.youtube.com/watch?v=Bc4ZhuGVShc&t=1s>



Demo Gameplay:

<https://www.youtube.com/watch?v=dK7HoSJ59Pk&t=1s>

Final Project:

<https://www.youtube.com/watch?v=8x6xeOMC-YA>

# The Ground Rumbles



show photo UI



# Summary

Going through senior thesis, I was finally able to achieve a long goal of mine. Which was to make a video game. Even it being a demo alone, that was enough to help me understand to some length what went through making a video game. I was given the chance to work on this project for an entire year, and at the beginning I had huge plans for the game. In-fact I had plan to finish it, A fully functional finished game. At the end of this year, I was lucky to make a demo that gave a representation of what I wished to make.

I am not sore about the amount of work I was able to finish. I look at games in a new light. Astounded by how much companies are able to put into a video game. I have a new-found appreciation for them.

I was thankfully able to finish the demo to where others can appreciate it. There were some failures as in, unable to make certain attacks actions able to work, Models having to be re-done due to design issues. And hiding unblended or cut-offs in the environment. Even though those failures hit hard, I was still able to make a full demo with attacks and better tracking enemy AI and I am very proud of that.

I am thankful that I was given this chance to work on this project. And am delighted to come back to this project with different and more enhanced software. For anyone out there, I recommend that you dream big but set realistic expectations for yourself when you take on senior thesis or anything similar. It is a great chance to grow and something that has helped me understand more of where I belong in the art world. Which I believe I am a 3D modeler and concept design artist for characters and environment.



Thanks for listening!