



andrew alder

animation ★ illustration ★ design

my portfolio

a nibble of it, at least



★
55pixels

crater craft: building art & animation, asset art & UI art



crater craft ★ building artwork & animation

From concept through to final artwork, buildings are multi-tiered and have animations to bring personality. All animations had to be efficient to work within the technical constraints of the project and building tiers had to be consistent with the overall look of the game environment. Overall goal was to create fun looking buildings, to the highest standard – simple!

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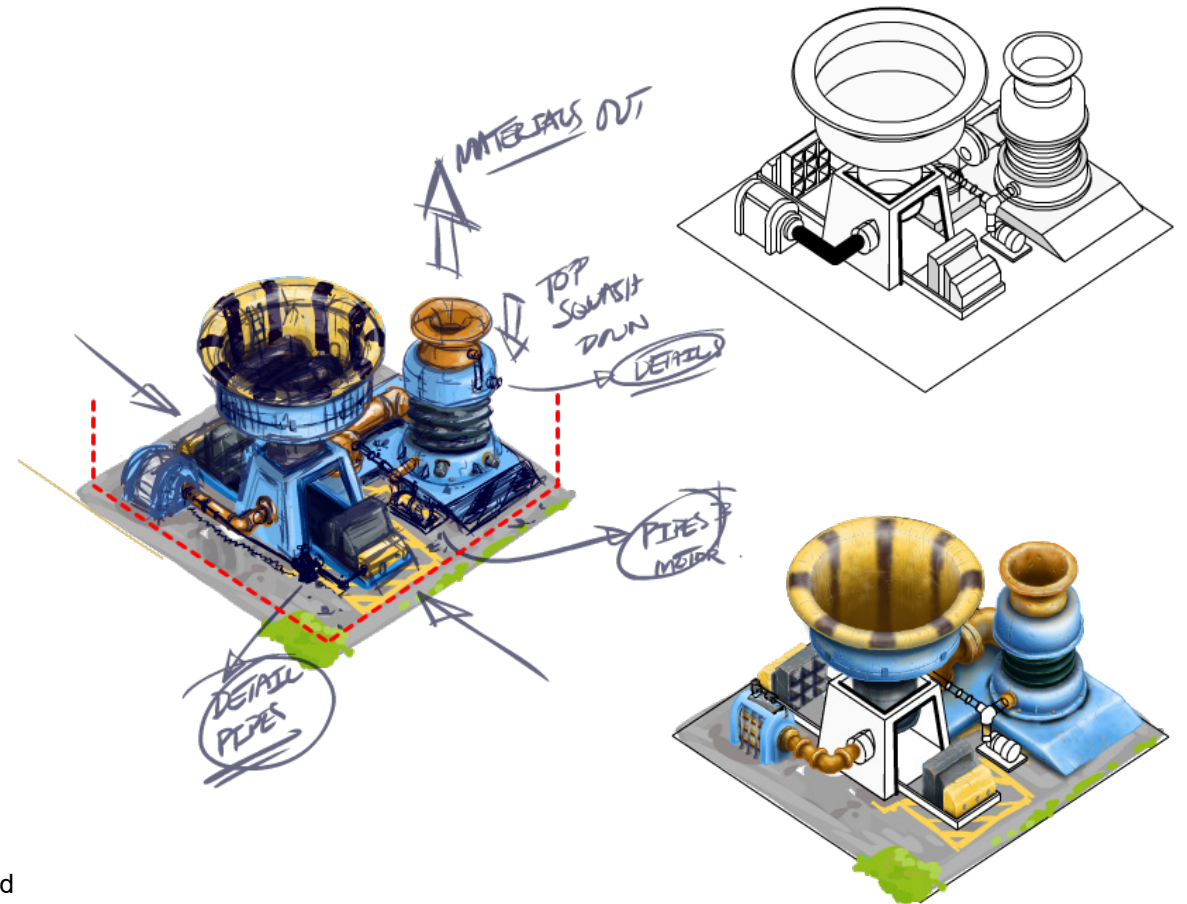
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crater craft ★ artwork production process

All assets start off as a rough sketch. Either straight in vector or in a PSD. A basic line model is created to finalise the form and perspective. Any animated elements can be planned and constructed at this stage too. Colour and textures are then applied, working through the asset until it's finished. The asset is then split into layers and optimised working alongside the dev team. Done!

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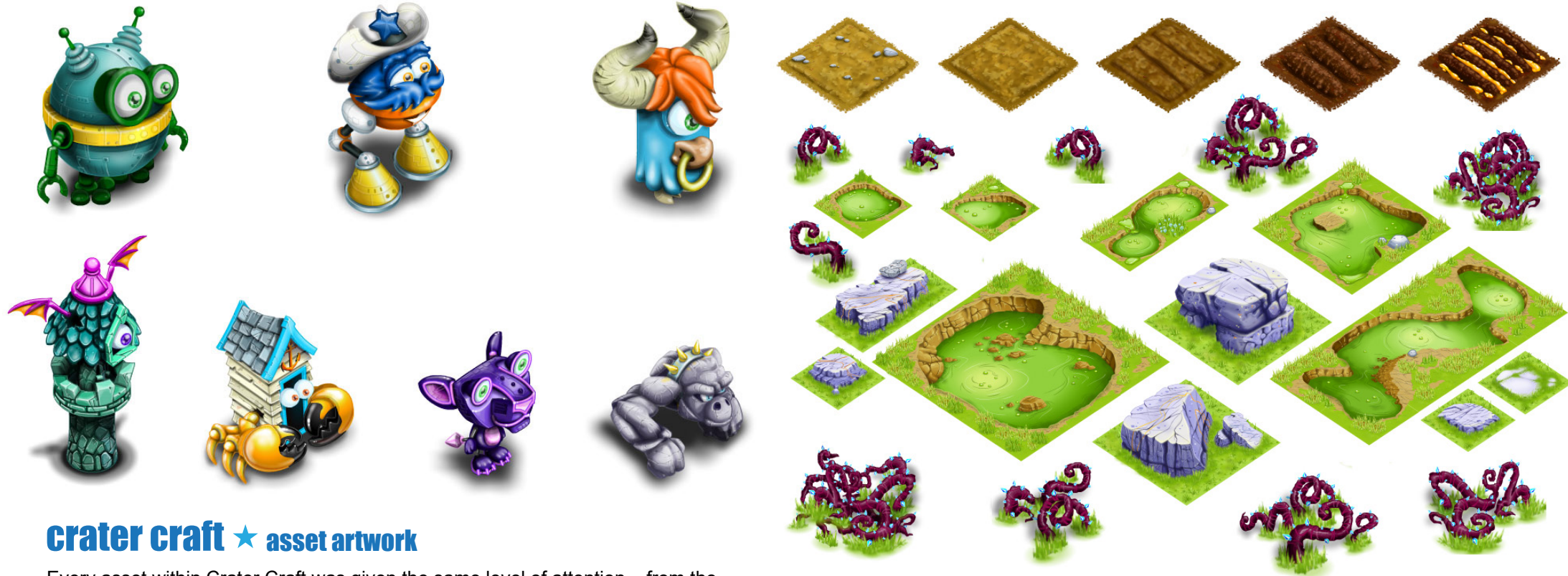
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crater craft: building art & animation, asset art & UI art



crater craft ★ asset artwork

Every asset within Crater Craft was given the same level of attention – from the largest building to the smallest weed, everything was created with great love and care.

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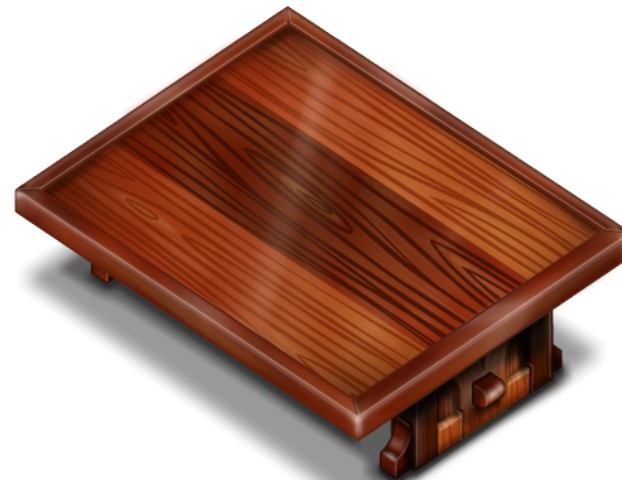
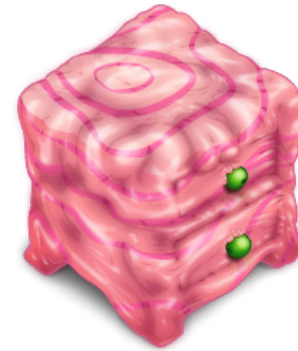
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crater craft ★ UIs & icons

With such a vast game it was important to make the UIs within Crater Craft look appealing, but also be very clear. Icons were designed to be recognisable and consistent – taking into account the variety of devices that the game would be played on.



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★ final render

★ concept



crater craft ★ concept art

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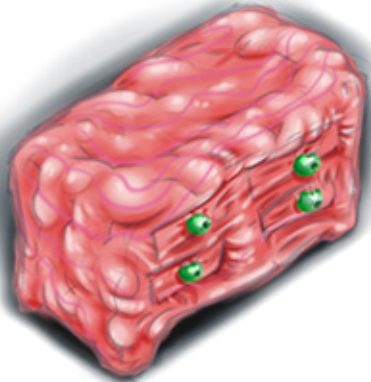
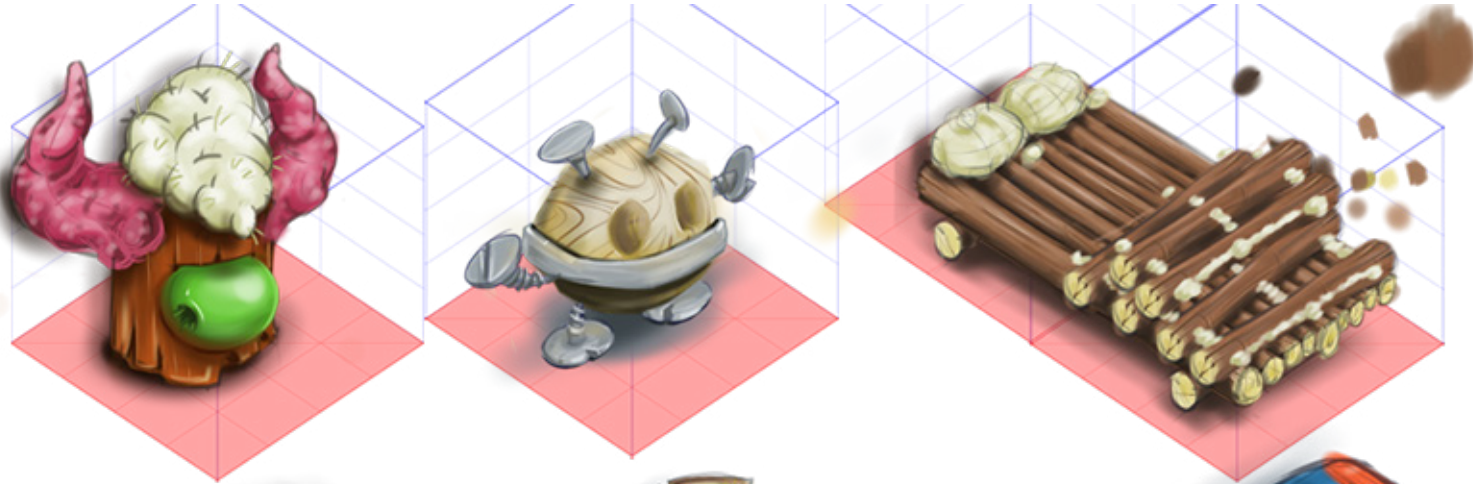
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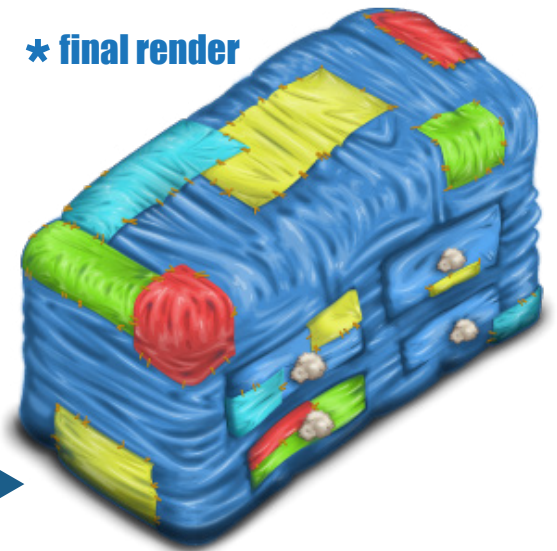


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crater craft: building art & animation, asset art & UI art



*** final render**



*** concept**

crater craft ★ concept art

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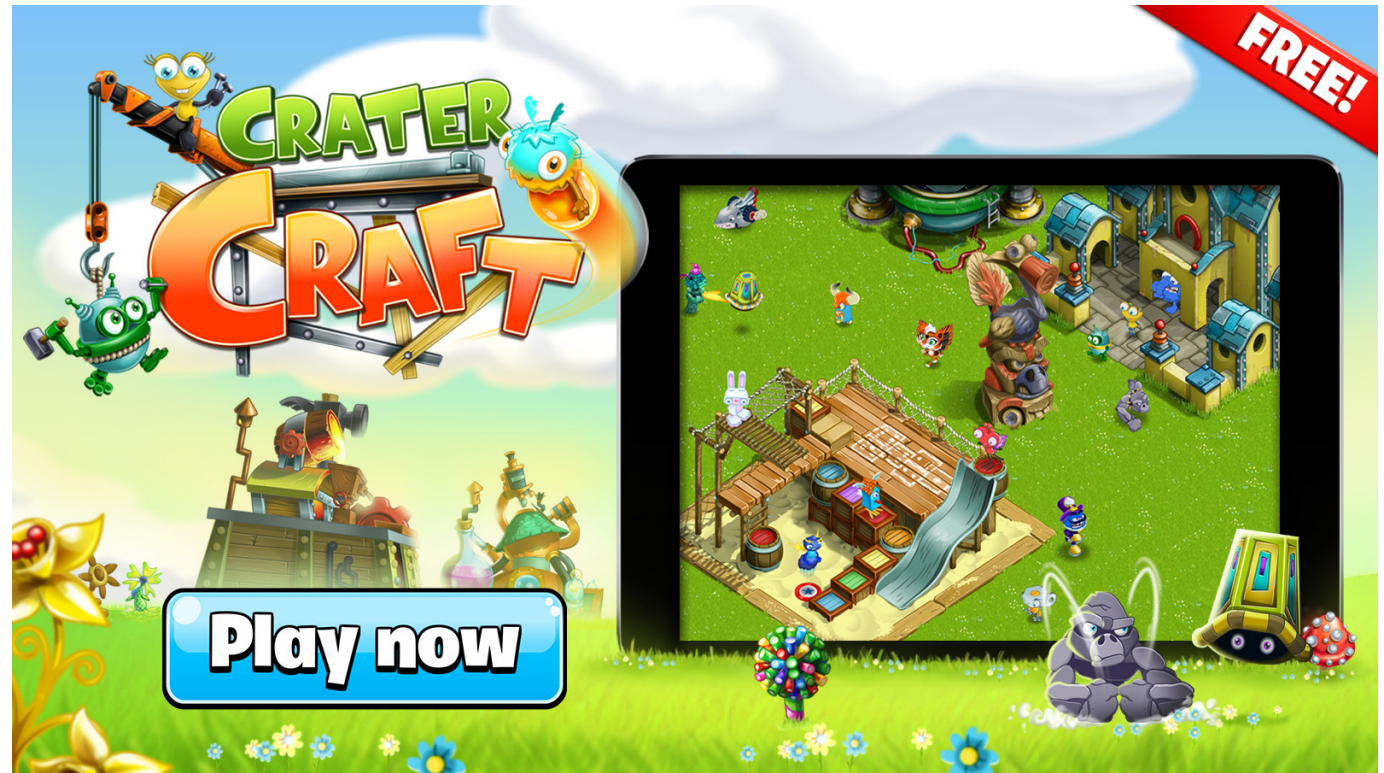
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crater craft: building art & animation, asset art & UI art



crater craft ★ marketing materials

No game will sell itself, so the work doesn't end once the development is complete. In-game assets were used to create promotional material to work across a variety of platforms.



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— 55pixels —

bin weevils: environment art & UIs



★ environments always included free & subscriber content

bin weevils ★ environment artwork & animation

To create the world of Bin Weevils, I always made sure that every new area was as engaging as possible. Areas are created to not only look enticing, but to be fully interactive. Mini games and animated interactive elements are included to increase dwell time. It was also integral to work with the dev team to make sure that all areas are built to be as efficient as possible for easy optimisation.

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bin weevils: environment art & UIs



bin weevils ★ UIs & icons

As with Crater Craft, clear and engaging messaging was vital on Bin Weevils to make players aware of all the features available to them.



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bin weevils: environment art & UIs



bin weevils ★ logo

As you can see, the original designs were rather busy, which made them difficult to read. I designed the current logo to be clear, fresh and fun. There was an emphasis placed on 'Weevils' rather than 'Bin' for future game positioning outside of the Bin environment, and the 'W' had potential to be used as a standalone icon.



★ previous versions



bin bots ★ logo

Now renamed Crafters, Bin Bots is a sub IP within the Bin Weevils world. The logo was designed to sit well when positioned with the new Bin Weevils logo.

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TAW

treasure adventure world: character animation

TREASURE ADVENTURE WORLD

AN EPIC METROIDVANIA PLATFORM GAME



treasure adventure world ★ character animation

I'm currently working with Robit Studios on their upcoming game, Treasure Adventure World. All the NPCs that the main character interacts with has several animation loops that need to be created. It's a lot of fun to be involved in such an exciting project!

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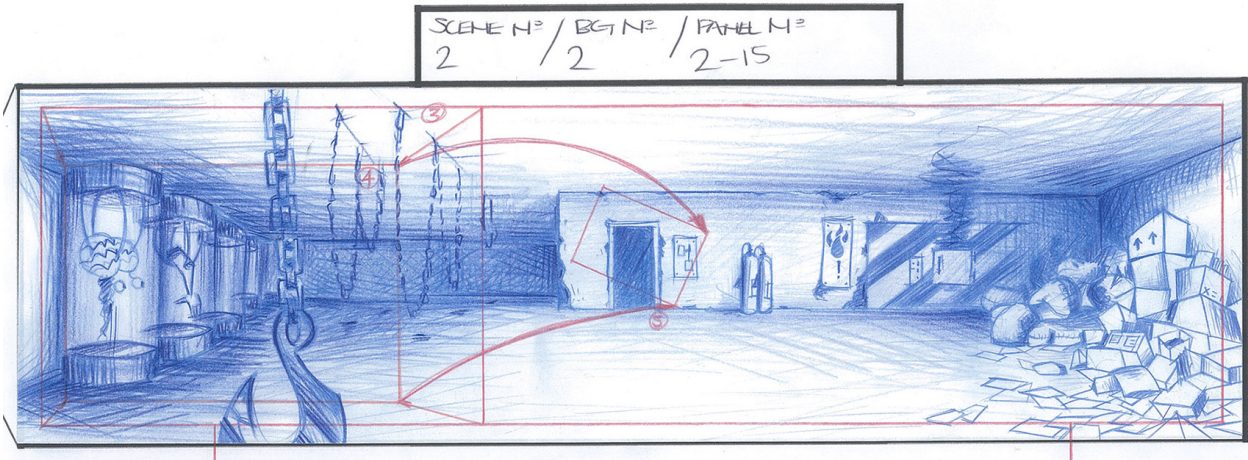
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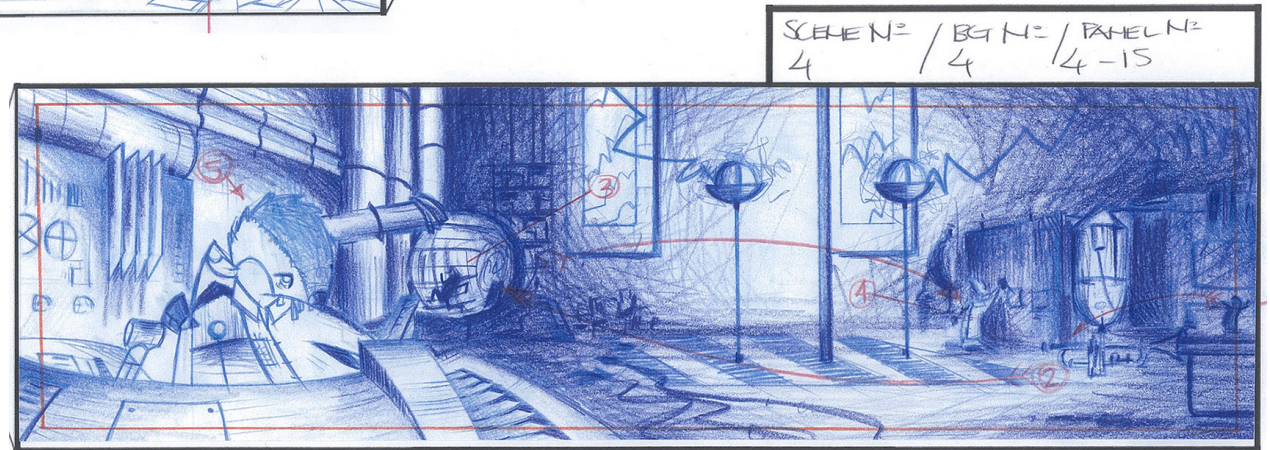
— storyboards —

doodles that came to life



storyboards ★

Storyboards and character design for an online viral campaign.



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sketchbook

assorted scribblings & works in progress



sketchbook ★ personal projects & other work

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sketchbook

assorted scribblings & works in progress



★ artwork & animation for Vodaphone

sketchbook ★ personal projects & other work



★ UI & game art for Jetix Combo Ninos titles

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— sketchbook —

assorted scribblings & works in progress



★ current WIP

sketchbook ★ personal projects & other work

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