



JOURNEY

A first year portfolio by Tina Billing

Curtin University | SP1 2024

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THE TOTEM

Narratively, the totem serves as a beacon of hope for the journeymen searching for themselves and their purpose towards their final destination.

The final design of the totem is intended to pay homage to the ancestral figures, who are pivotal to the story within the game of *Journey*. The iconic glyphs which were prominent throughout the game is also referenced in the design.

THE AVATAR

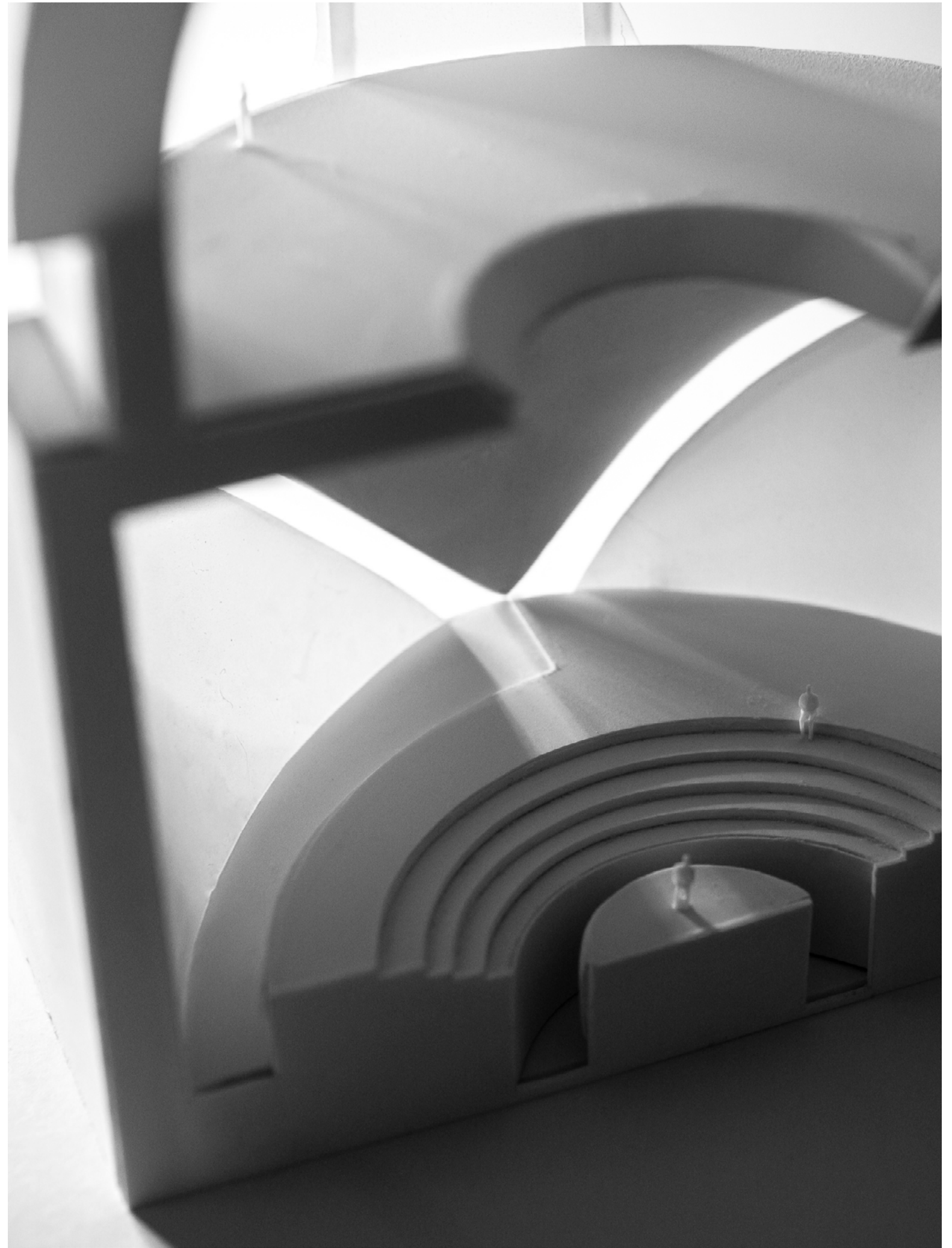
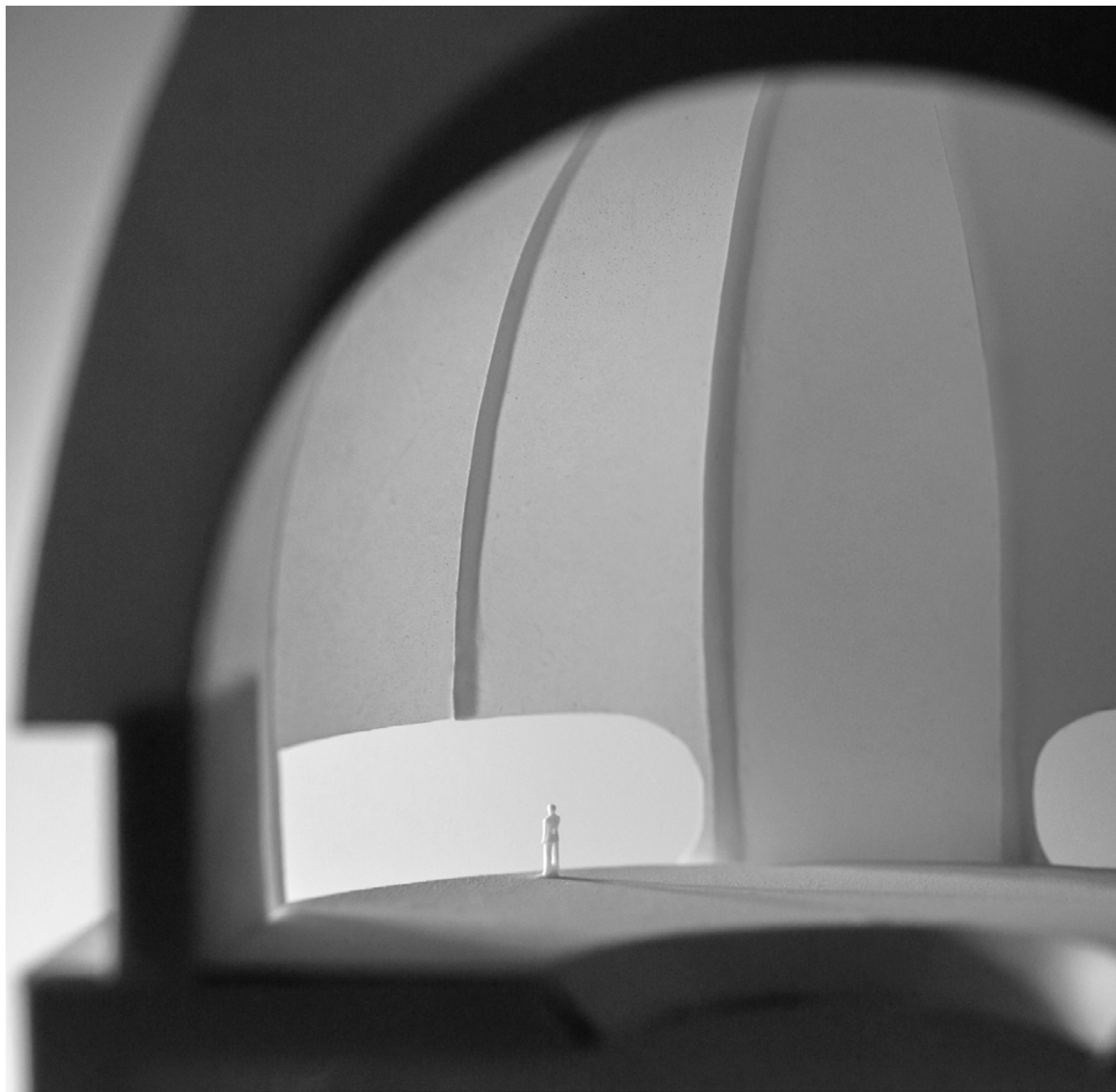
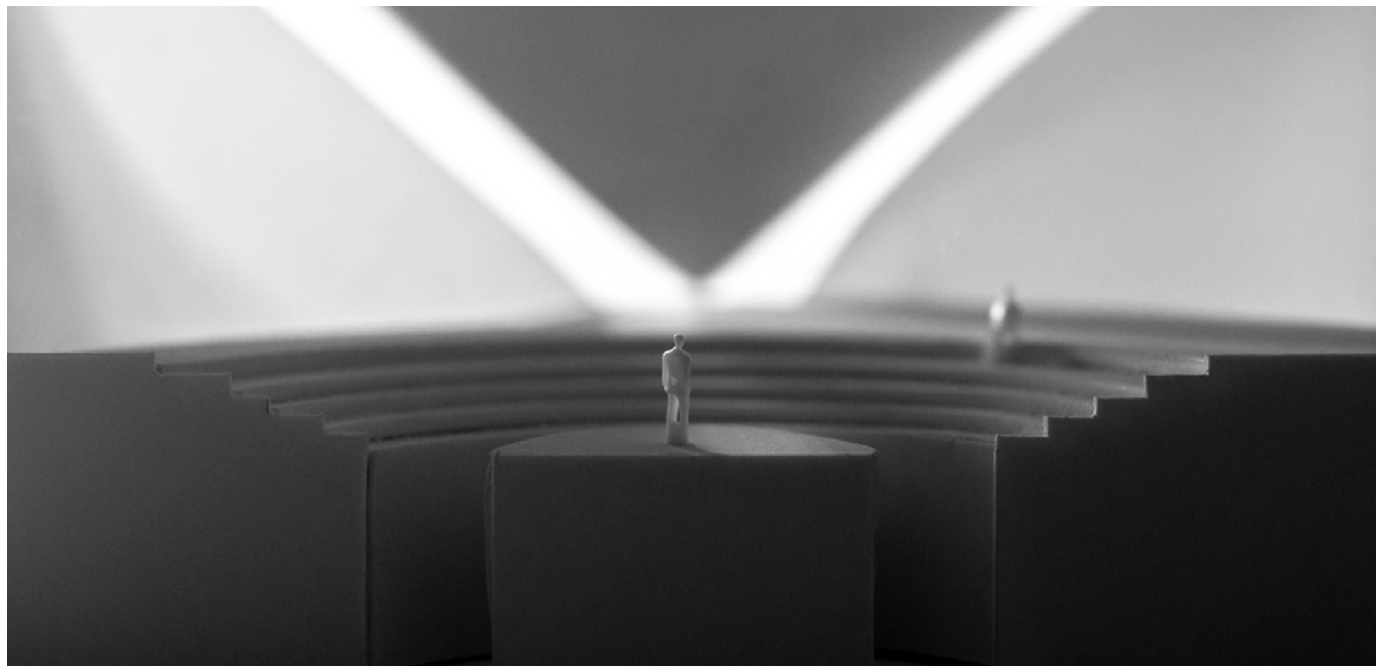
I've long held a fascination for women who possess both quiet strength and femininity, and at the same time characterise both grace and vulnerability. Examples include Diana Prince (also known as Wonder Woman), and Trinity (*The Matrix* films).

And so, inspiration was drawn from popular science-fiction pop culture which feature formidable female protagonists, such as *Dune*, and *Nier Automata*.

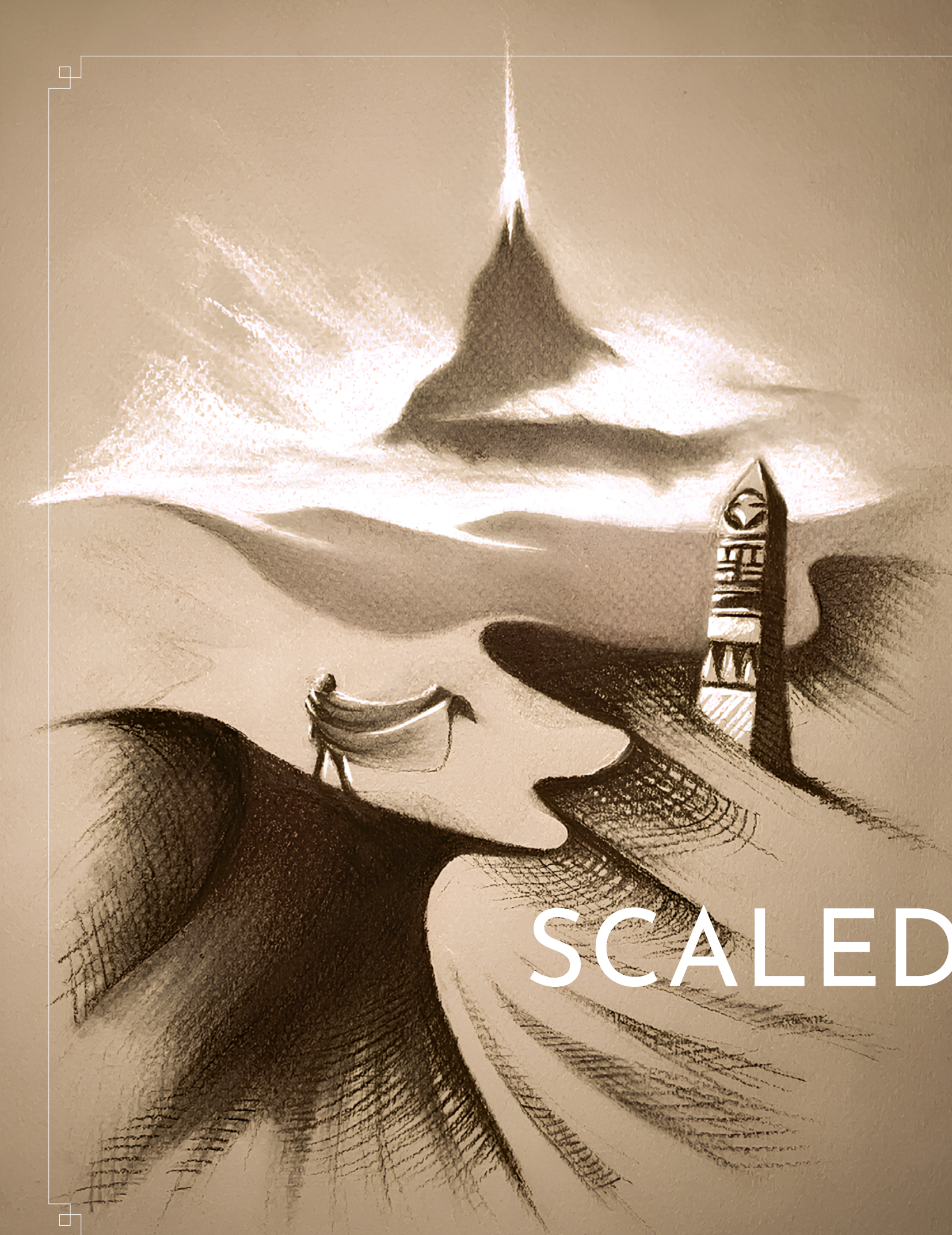




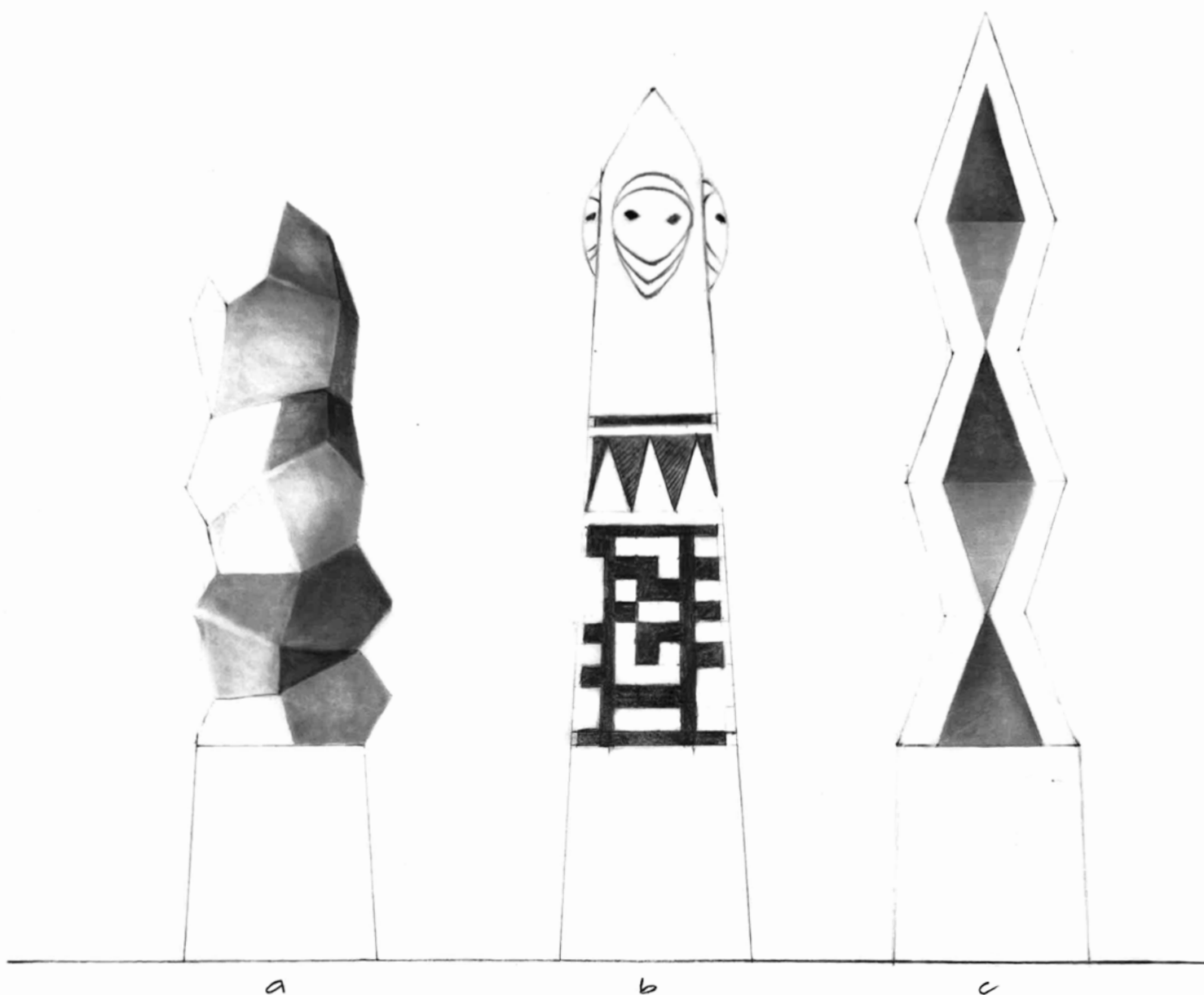
THE MODELS



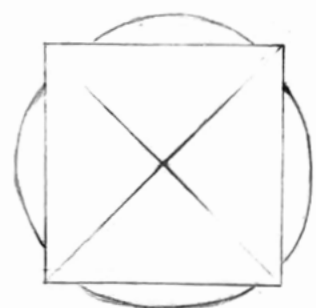




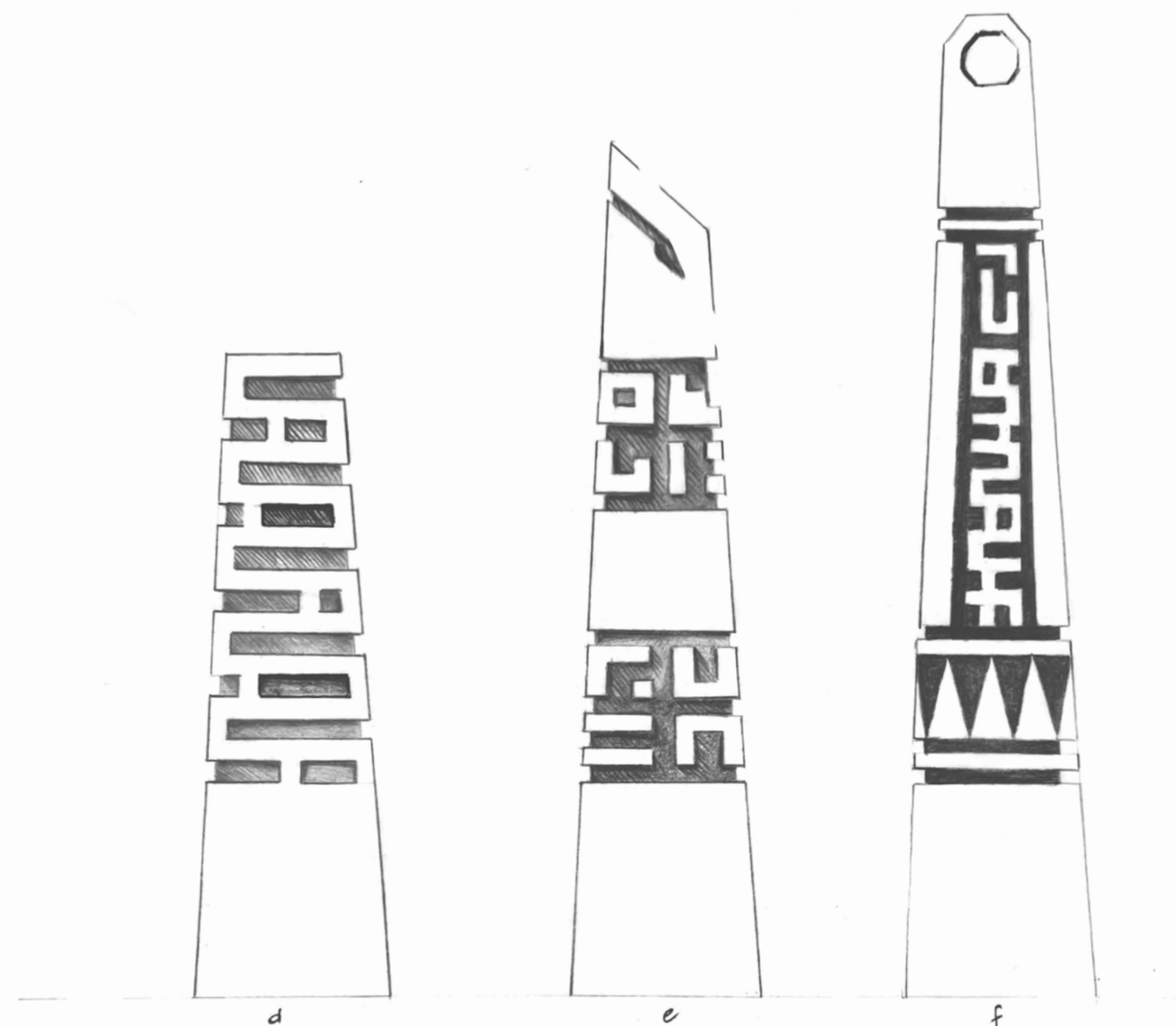
SCALED DRAWINGS



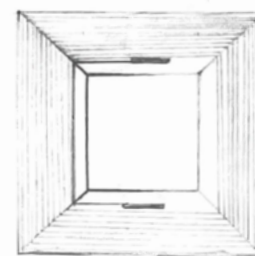
1 ELEVATIONS
SCALE: ACTUAL SIZE



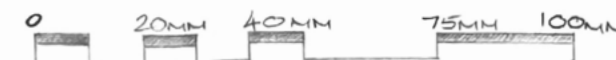
2 PLAN
SCALE: ACTUAL SIZE



1 ELEVATIONS
SCALE: ACTUAL SIZE



2 PLAN
SCALE: ACTUAL SIZE





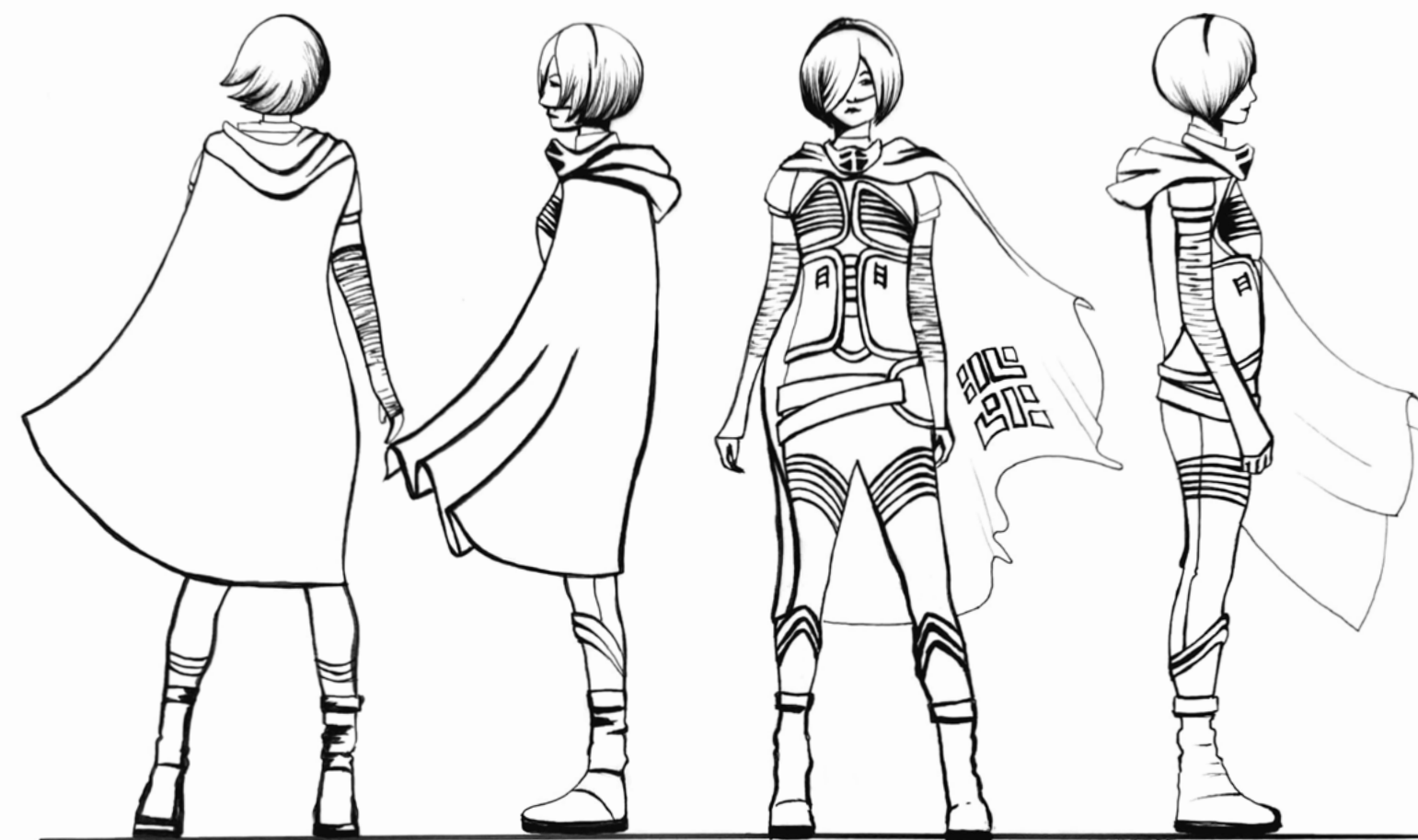
AVATAR 1
SCALE 1:50



AVATAR 2
SCALE 1:20



AVATAR 3
SCALE 1:10

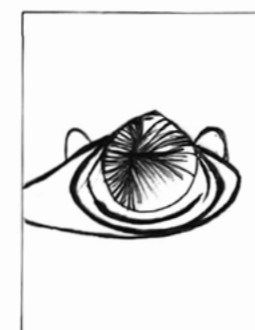


SOUTH ELEVATION
SCALE 1:10

WEST ELEVATION
SCALE 1:10

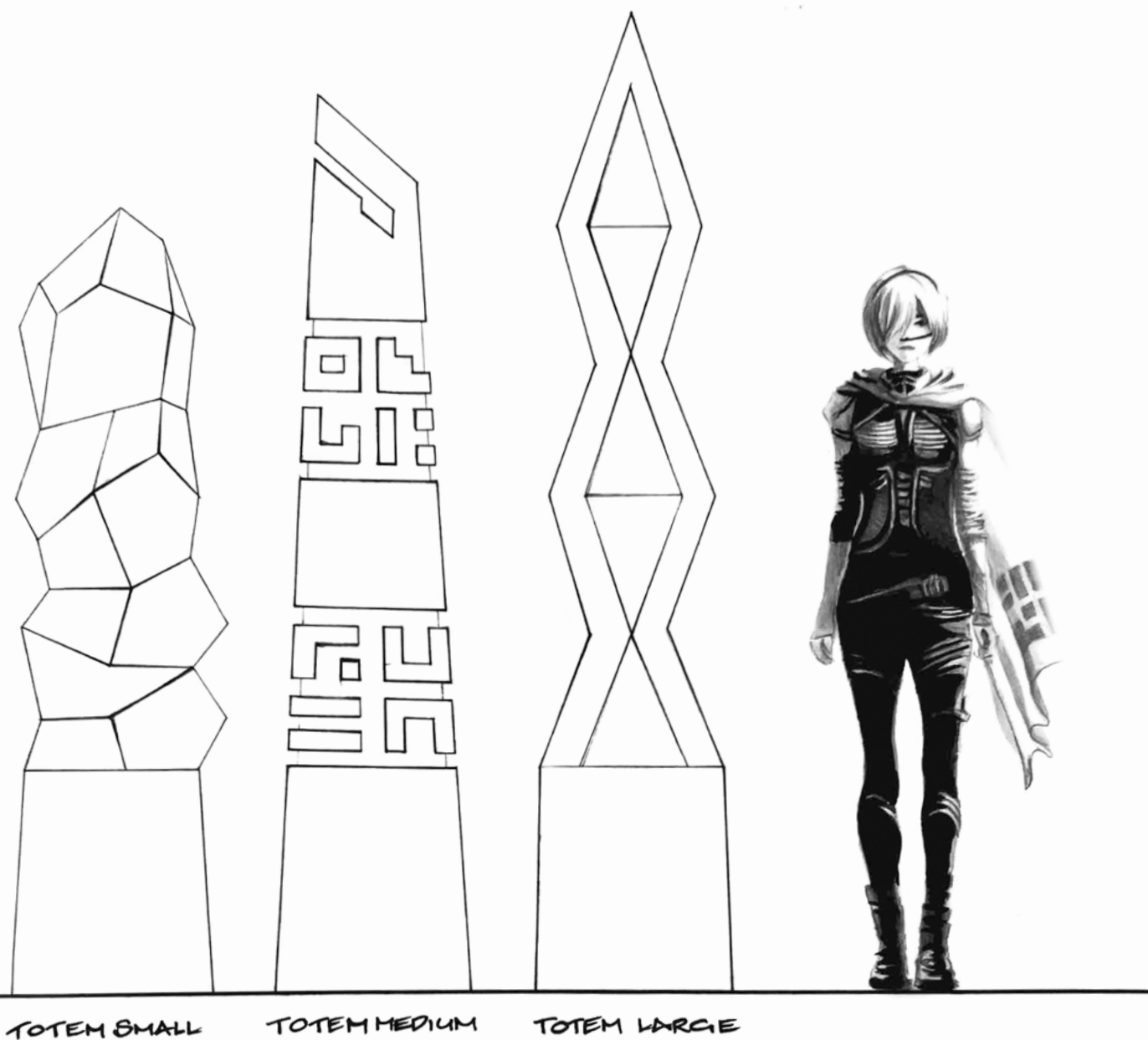
NORTH ELEVATION
SCALE 1:10

EAST ELEVATION
SCALE 1:10



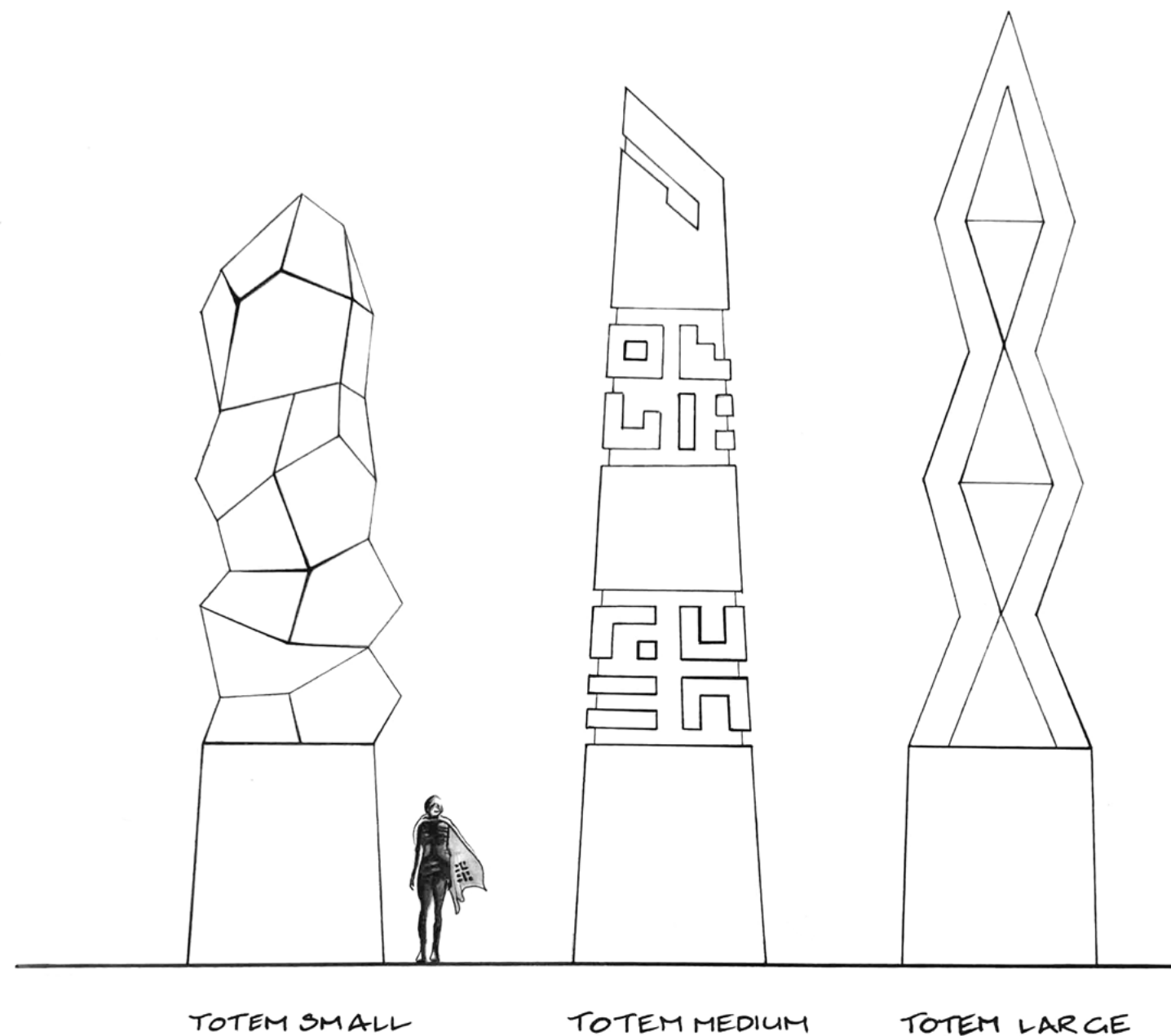
PLAN
SCALE 1:10





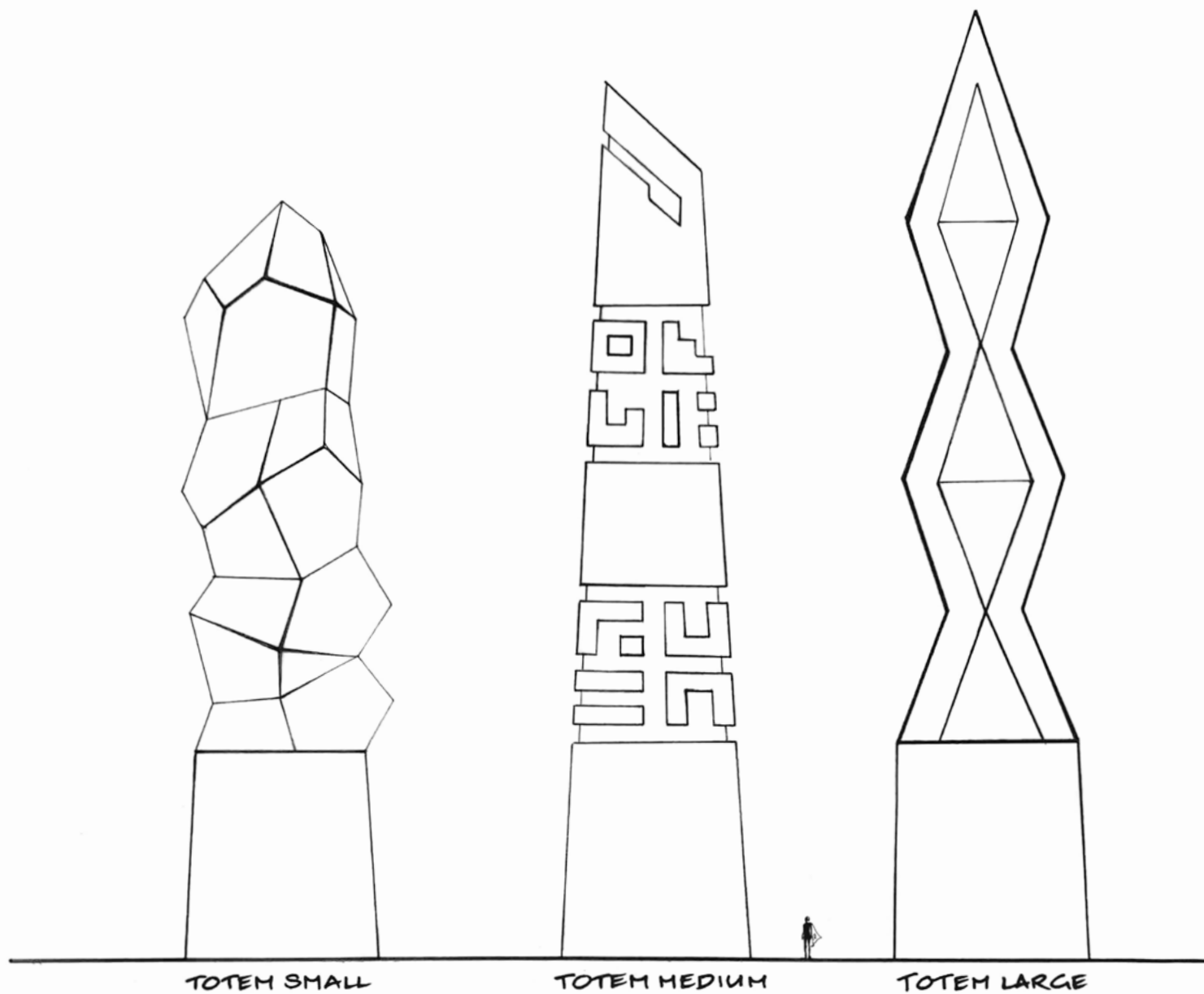
A TOTEMS
SCALE 1:10

0 100 200 500 800MM



B TOTEMS
SCALE 1:50

0 1M 2M 3M

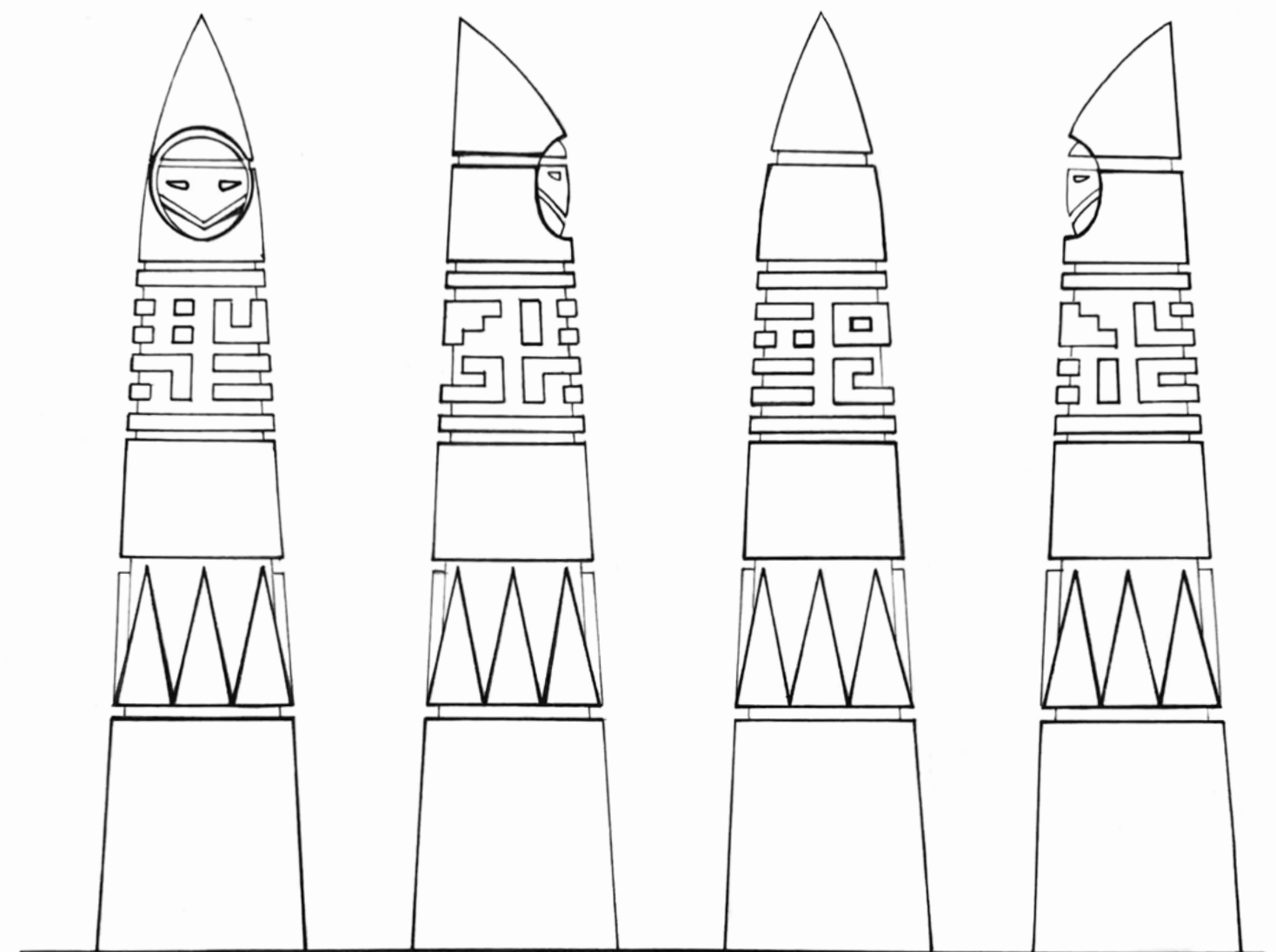


TOTEM SMALL

TOTEM MEDIUM

TOTEM LARGE

C TOTEMS
SCALE 1:200

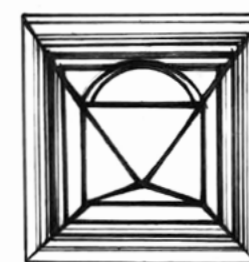


1 NORTH ELEVATION
SCALE 1:1

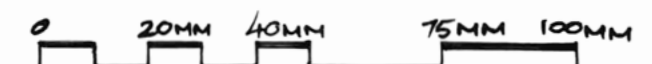
2 WEST ELEVATION
SCALE 1:1

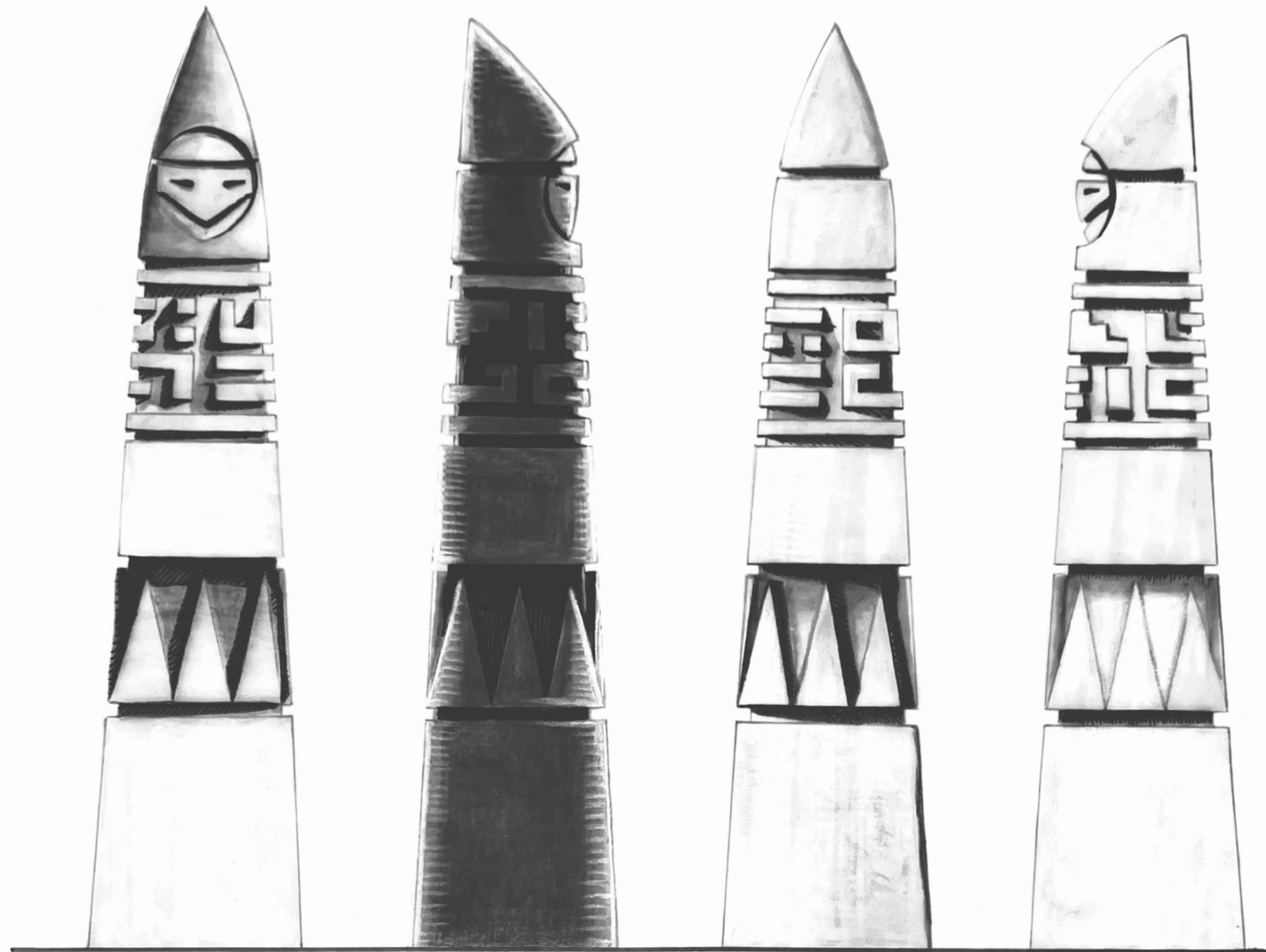
3 SOUTH ELEVATION
SCALE 1:1

4 EAST ELEVATION
SCALE 1:1



1 PLAN
SCALE 1:1





○ NORTH ELEVATION
SCALE 1:1

○ WEST ELEVATION
SCALE 1:1

○ SOUTH ELEVATION
SCALE 1:1

○ EAST ELEVATION
SCALE 1:1



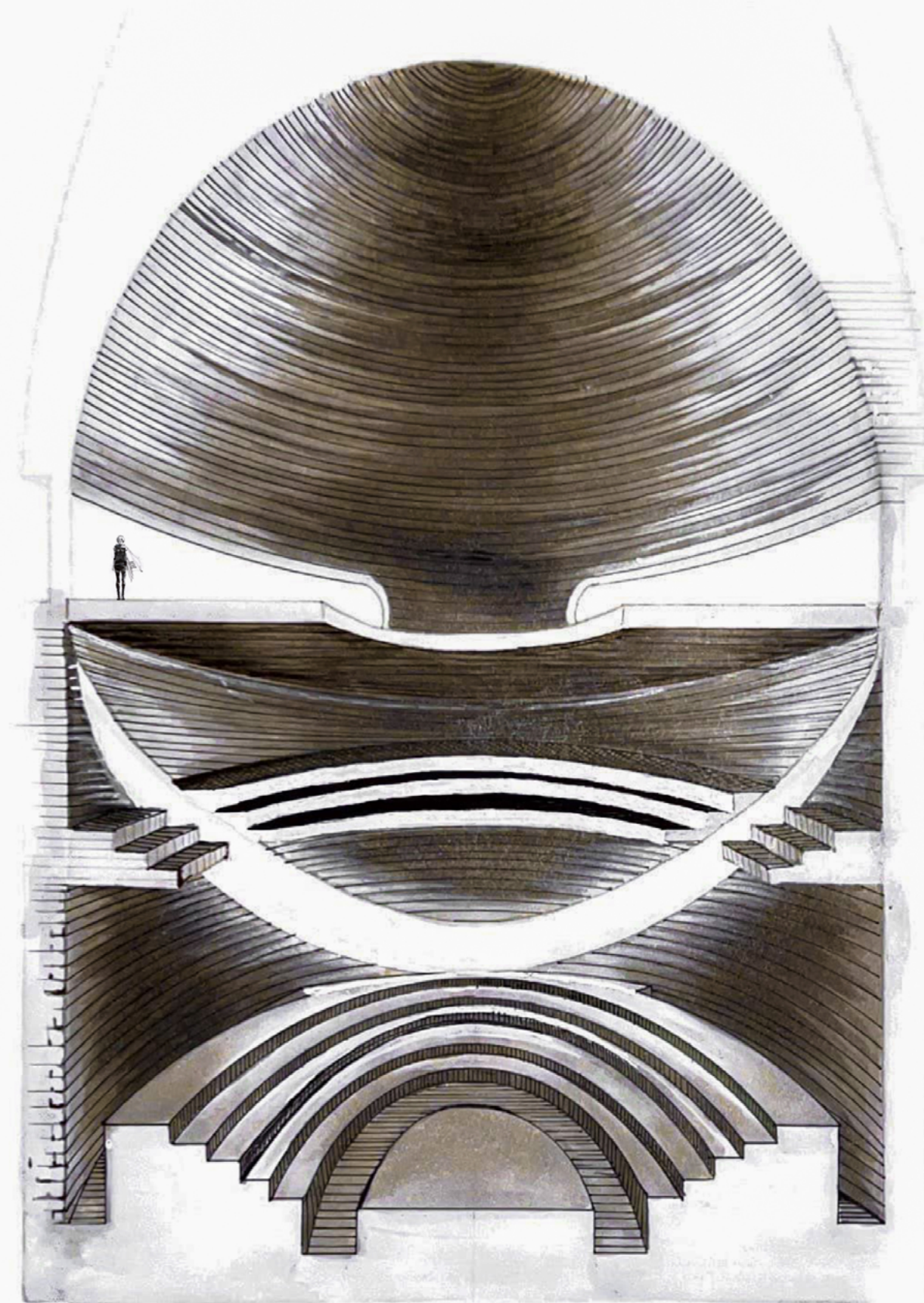
ATMOSPHERIC RENDERS

Once upon a time in a universe of *Journey*, the world was once green and brimming with life. Civilisation co-existed peacefully with thriving natural habitats, and resources were abundant, though not unlimited...

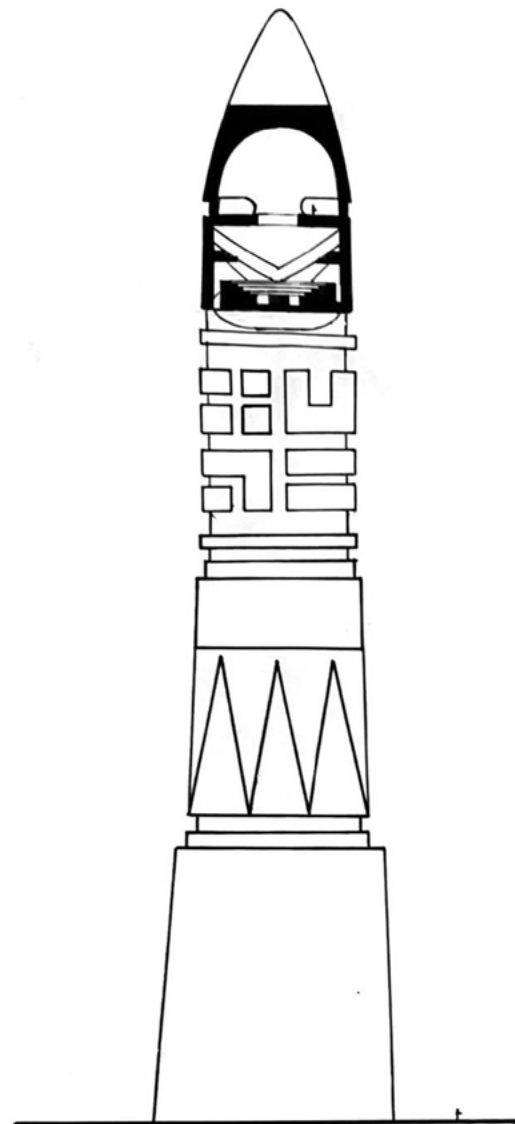


ROOM WITH A VIEW

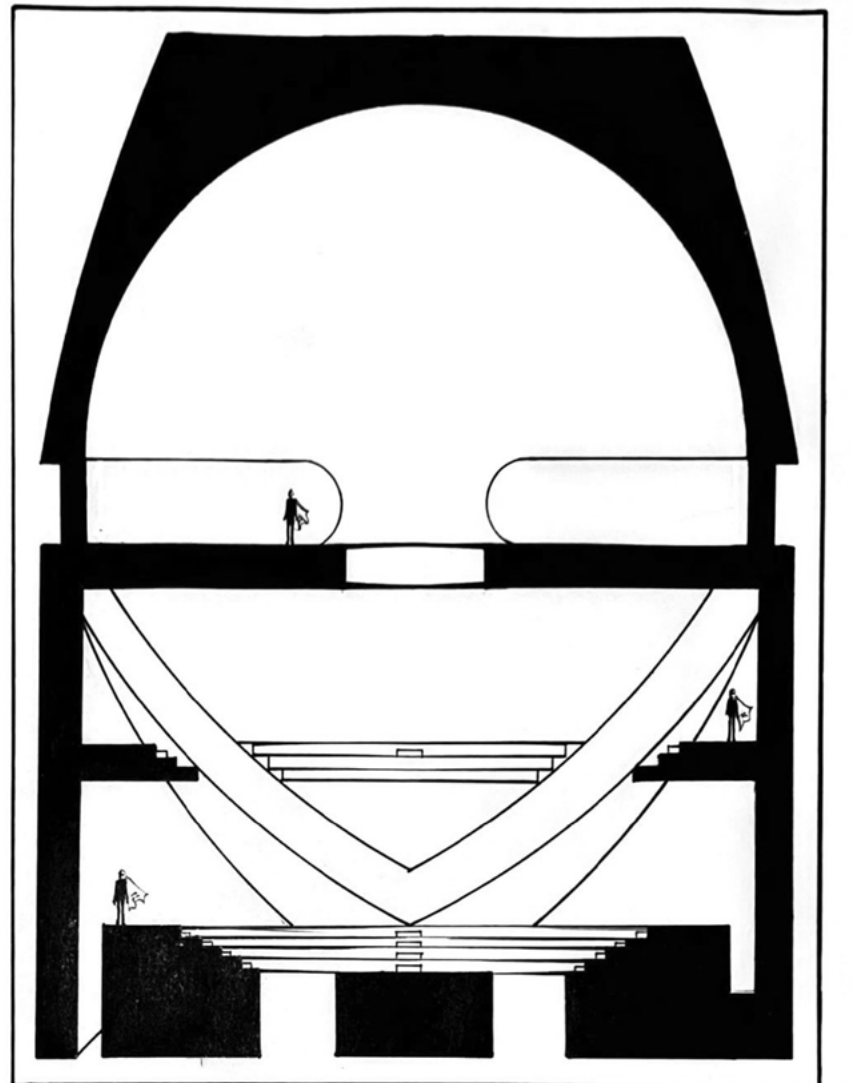
Atop the skyscraper exists an amphitheatre with sweeping panoramic views of the landscape. This great stadium once housed many congregations of nobles. Music, art and beauty was also celebrated here.



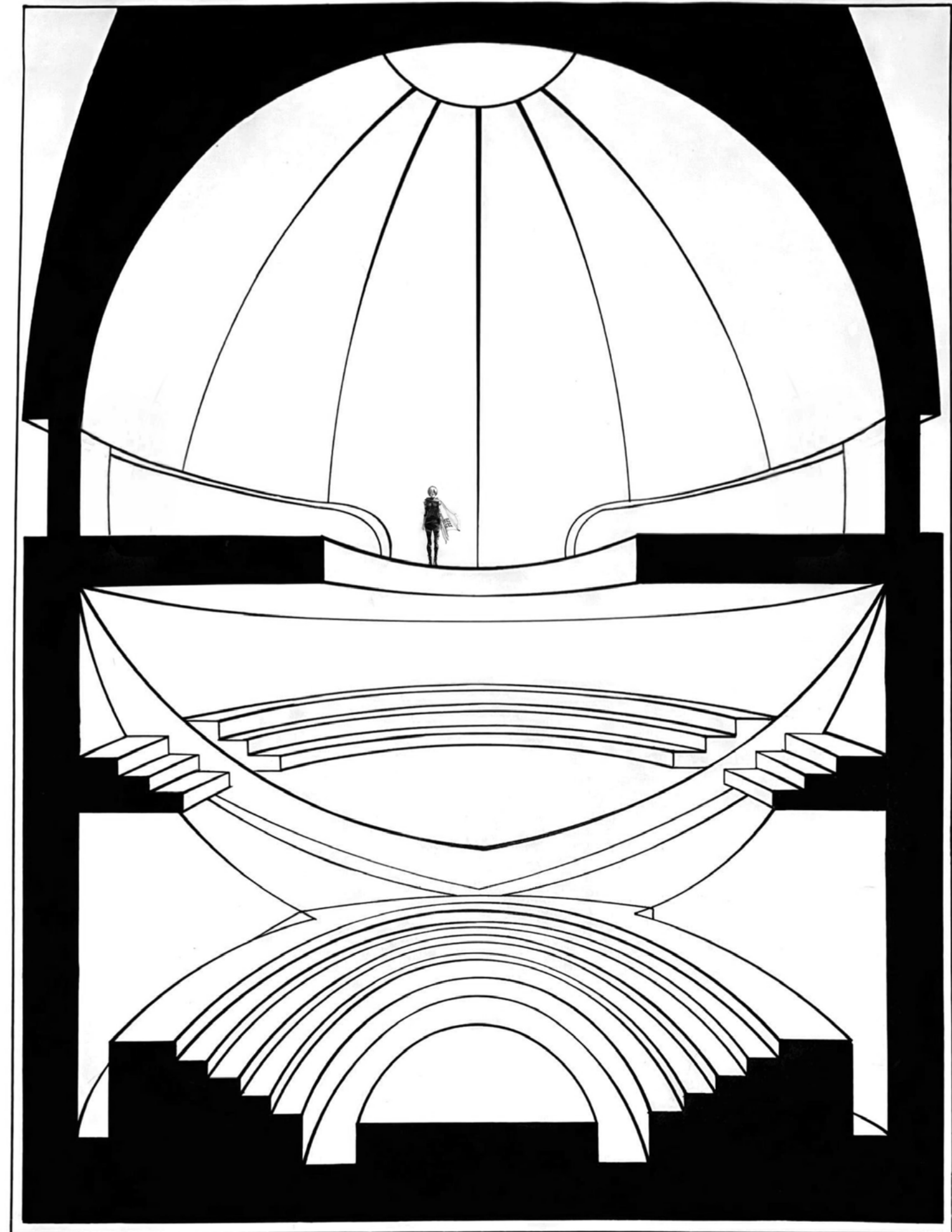




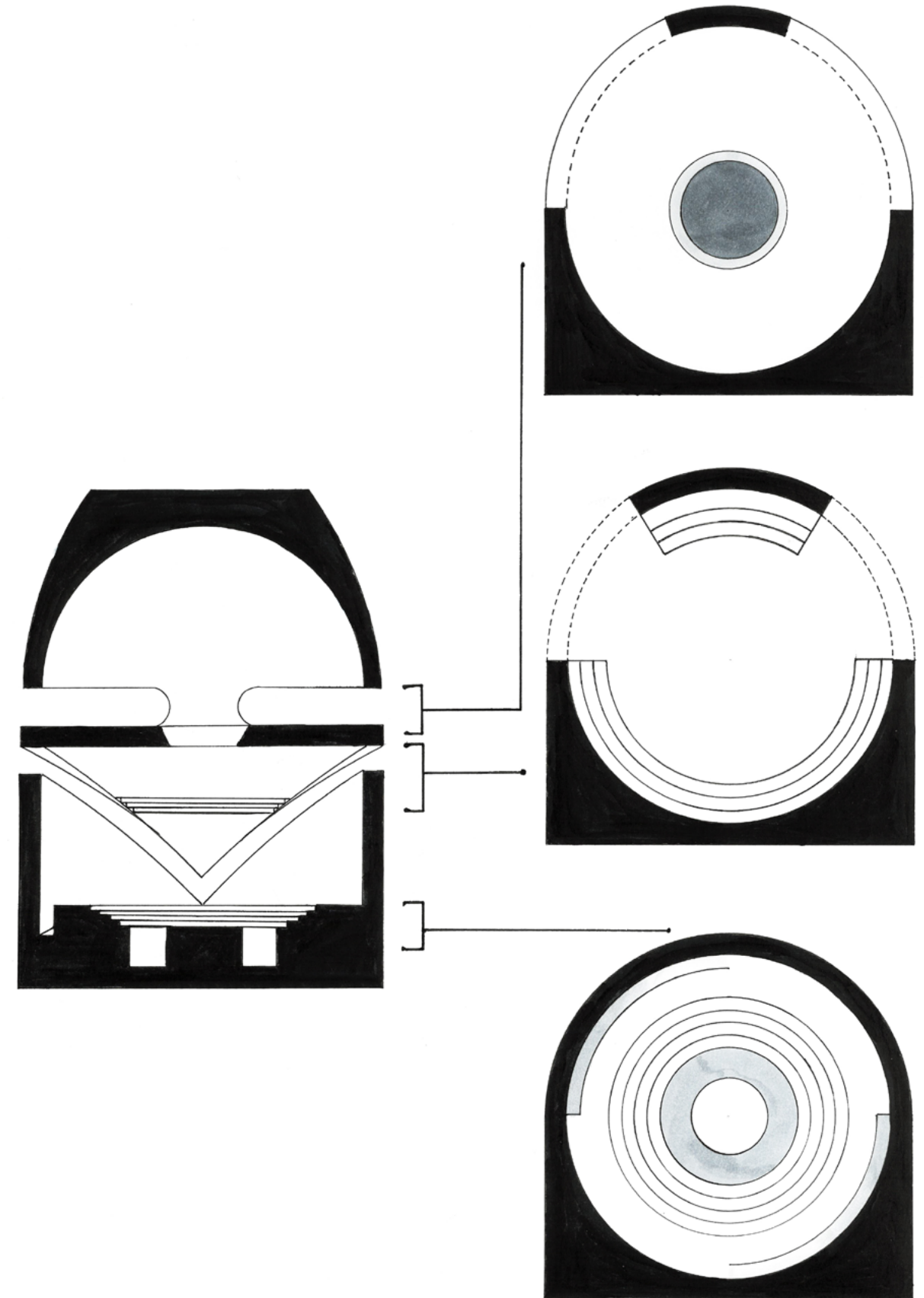
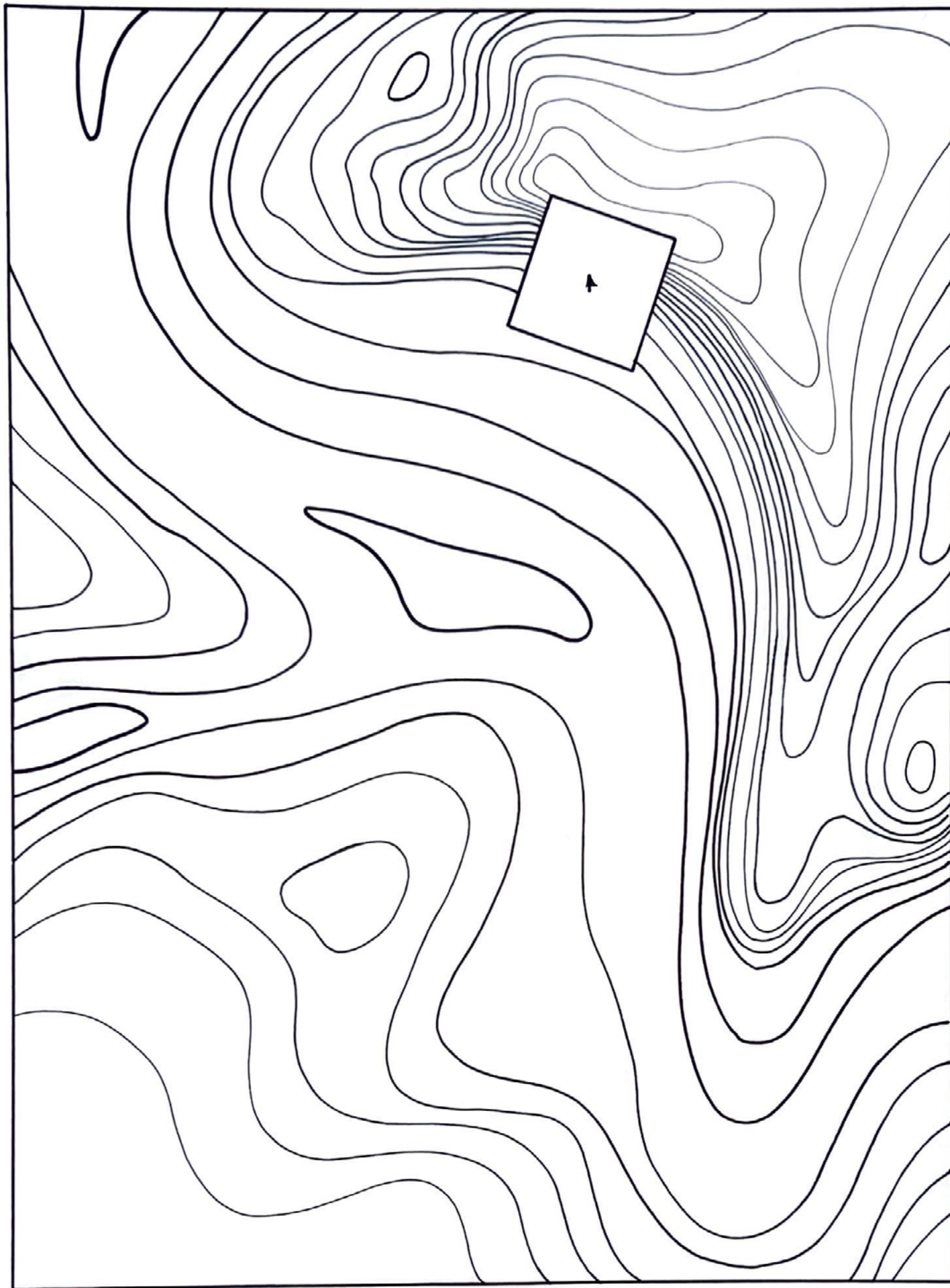
SECTION
SCALE 1:1000



SECTION
SCALE 1:200

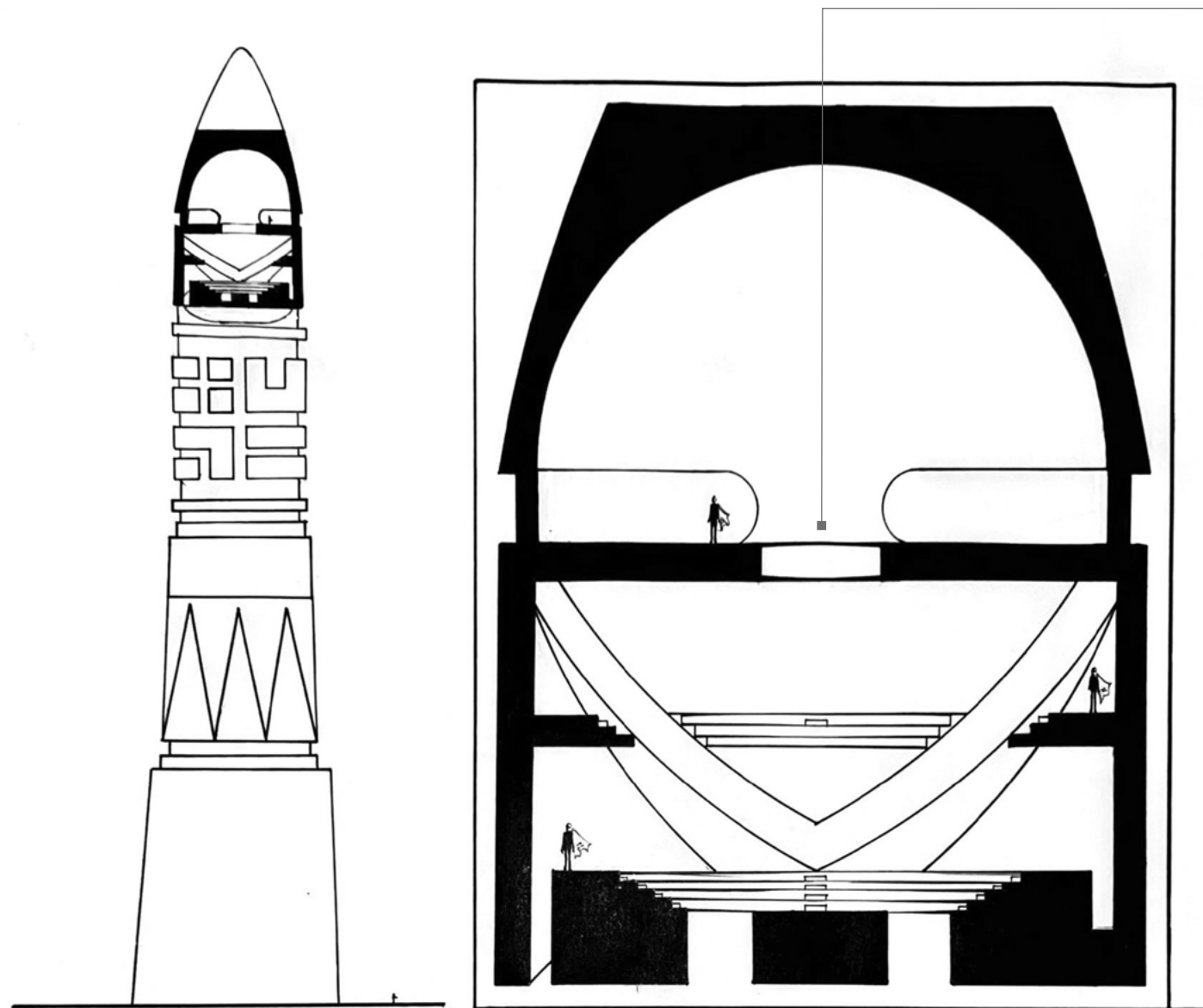


PERSPECTIVE ONLY
SCALE 1:100



IMPROVEMENTS

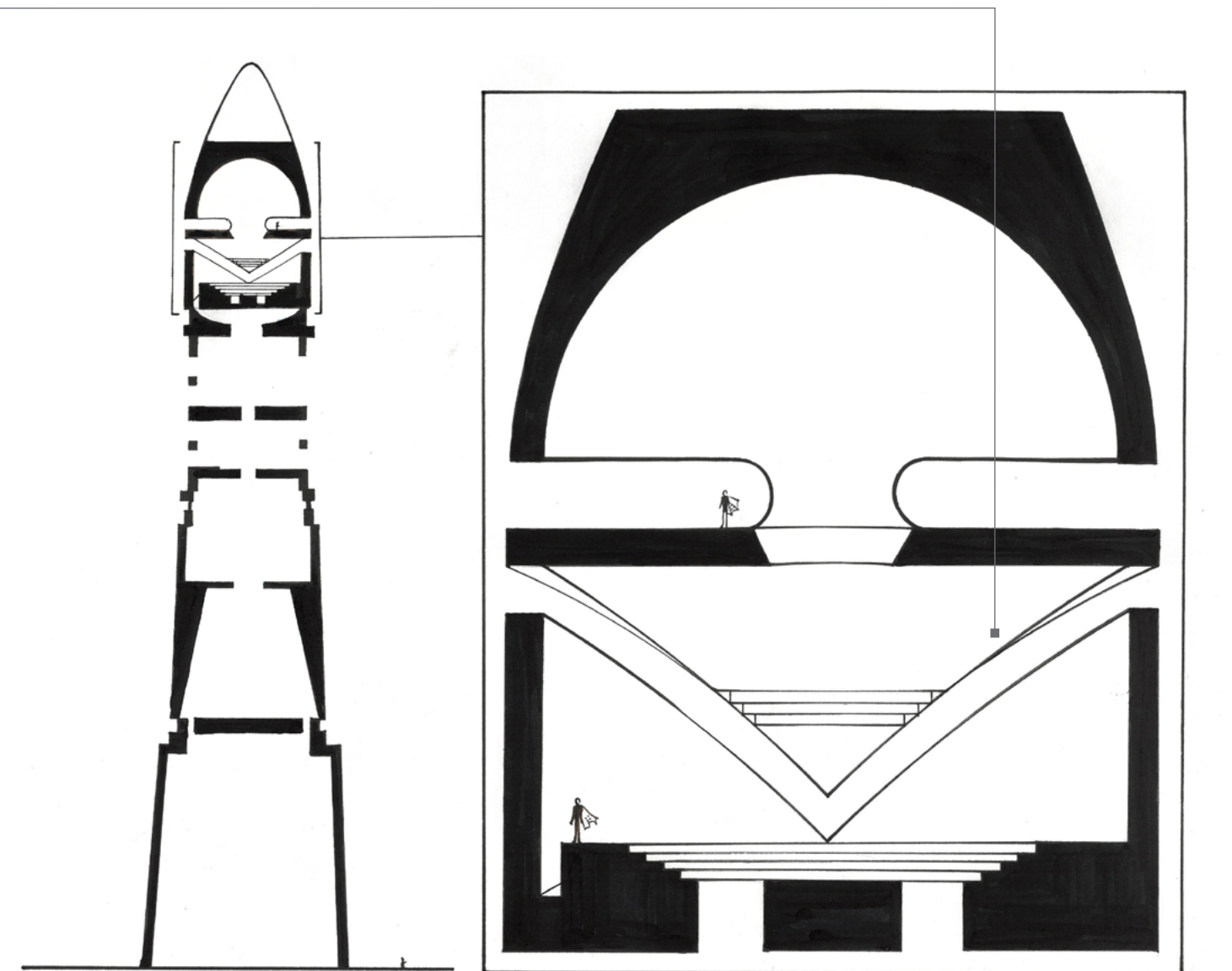




SECTION
SCALE 1:1000

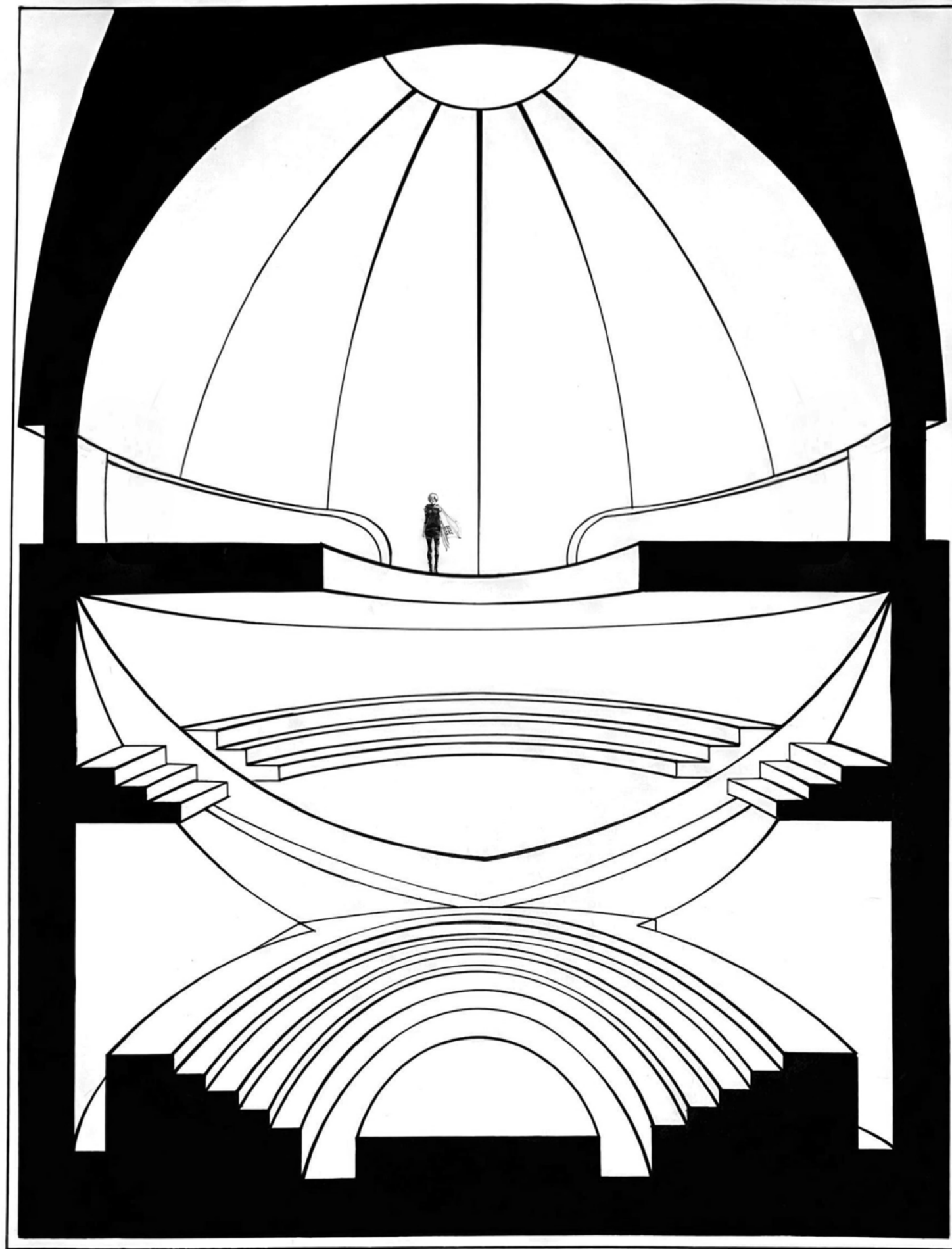
SECTION
SCALE 1:200

Amended section details and additional openings

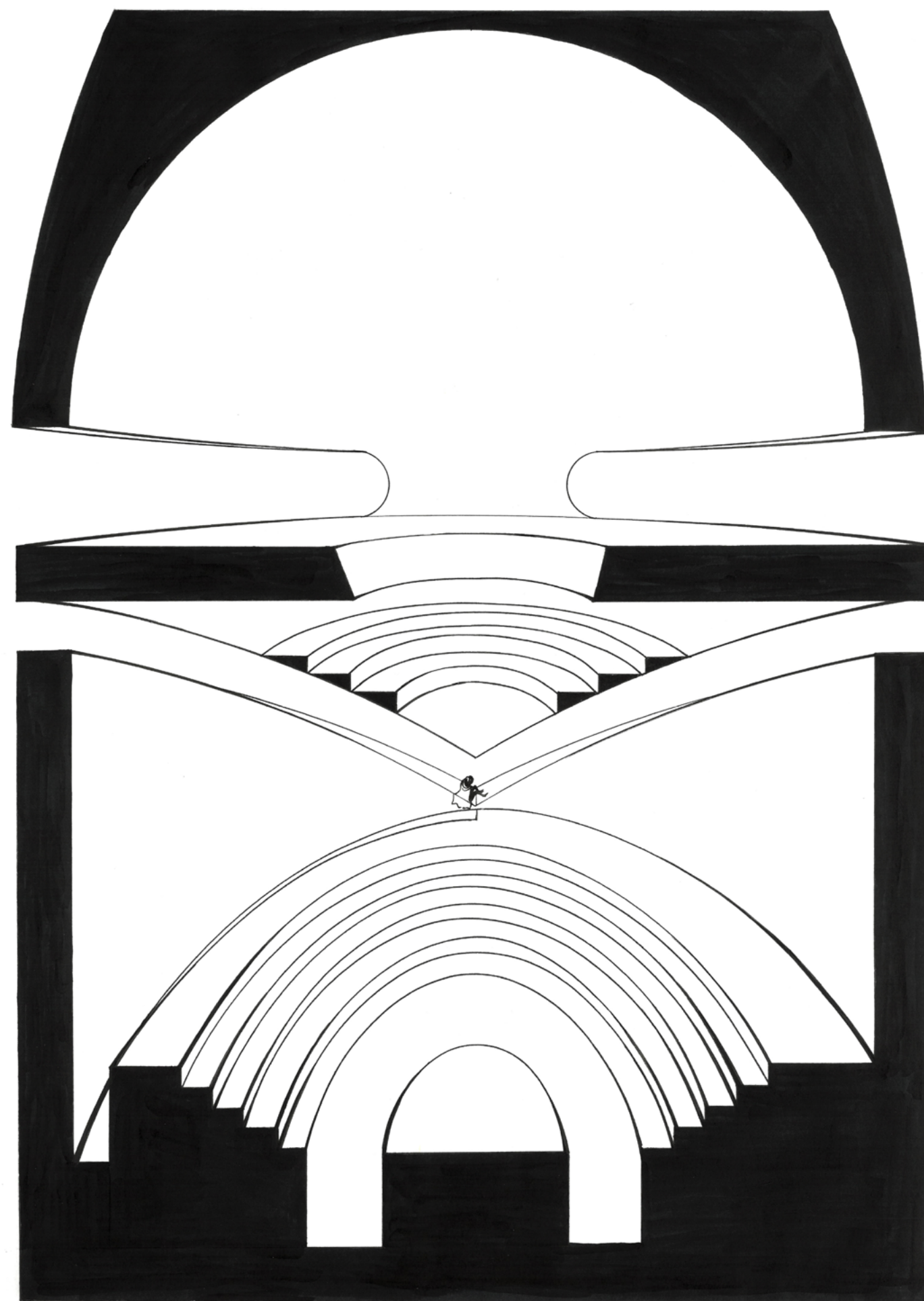


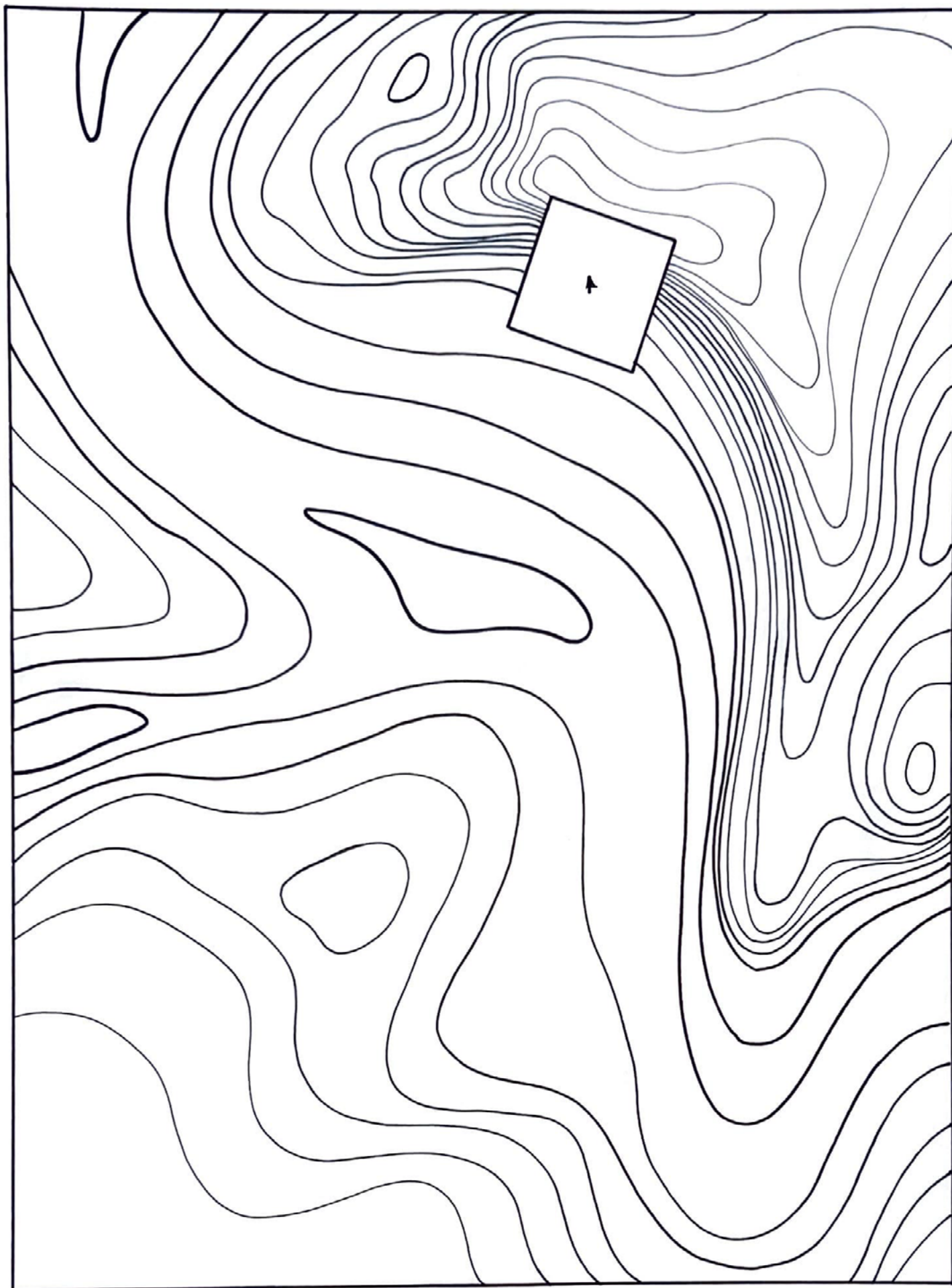
SECTION
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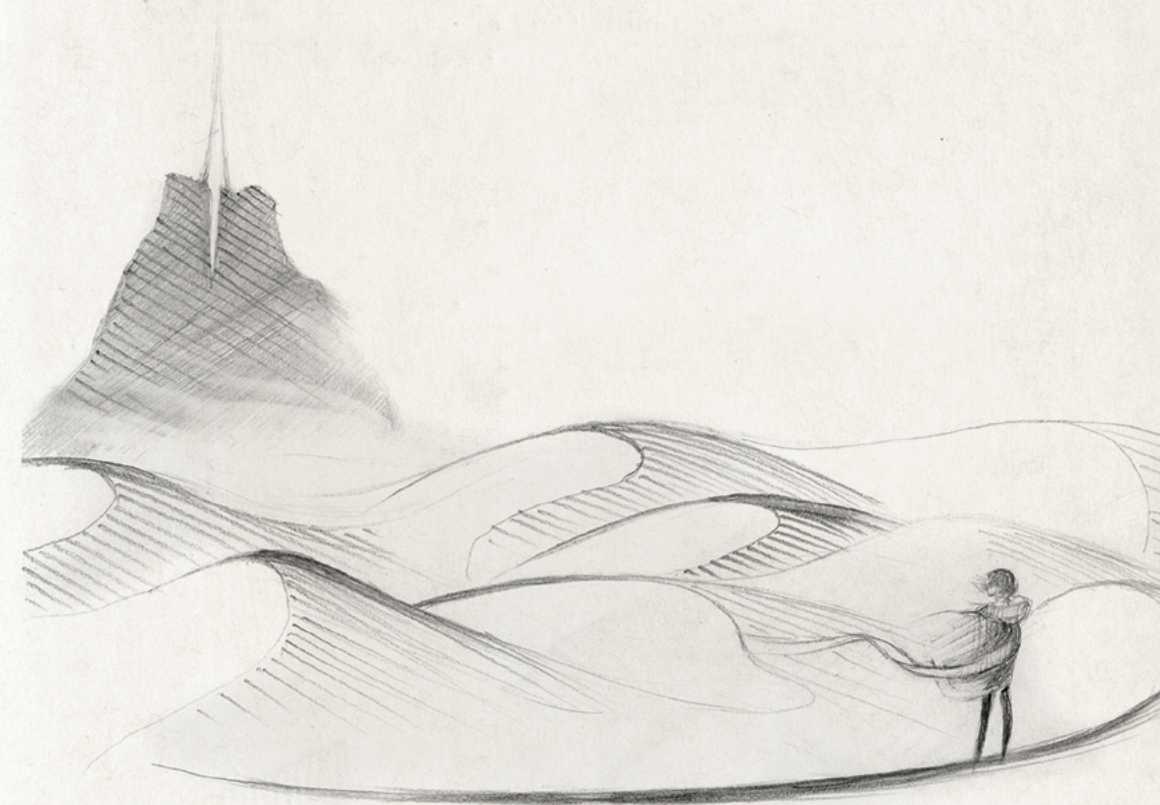
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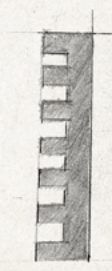
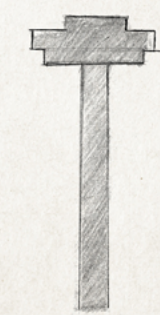
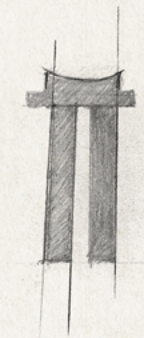
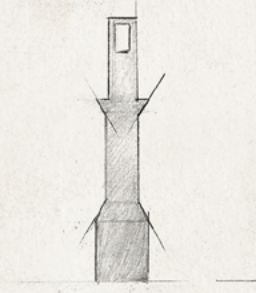
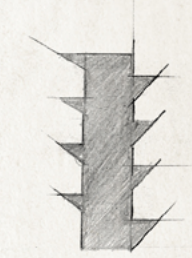
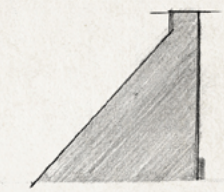
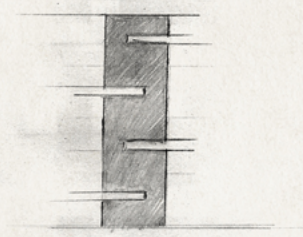
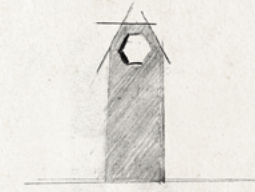
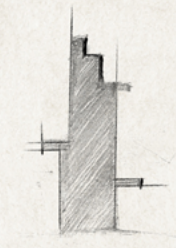
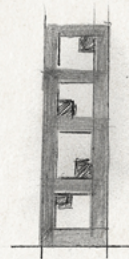
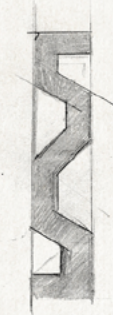
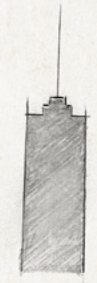
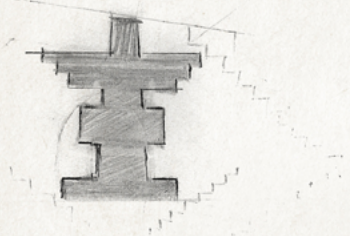
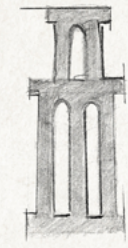
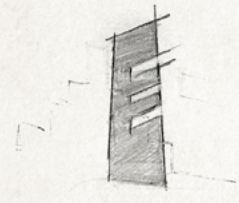


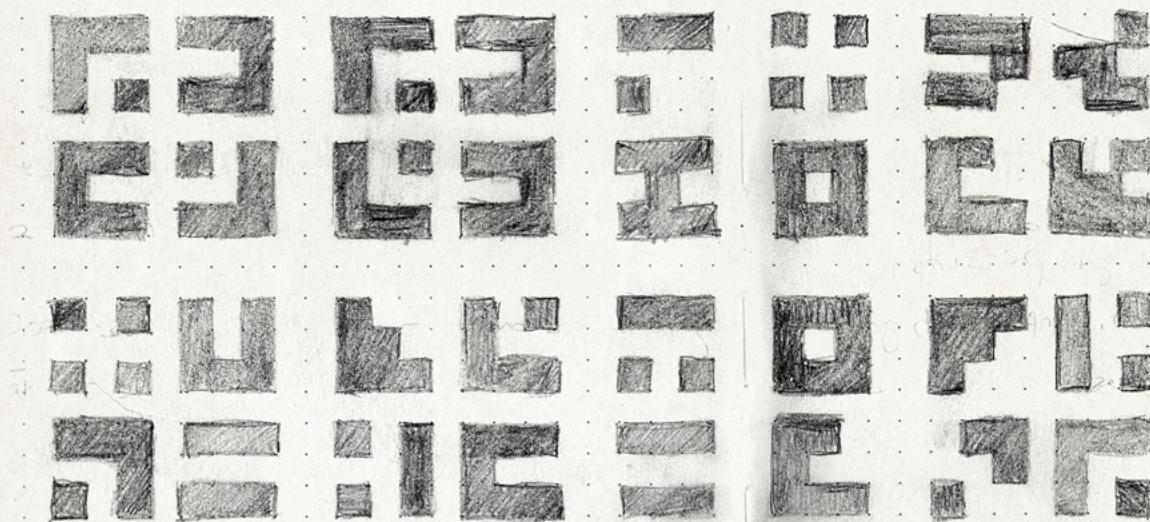
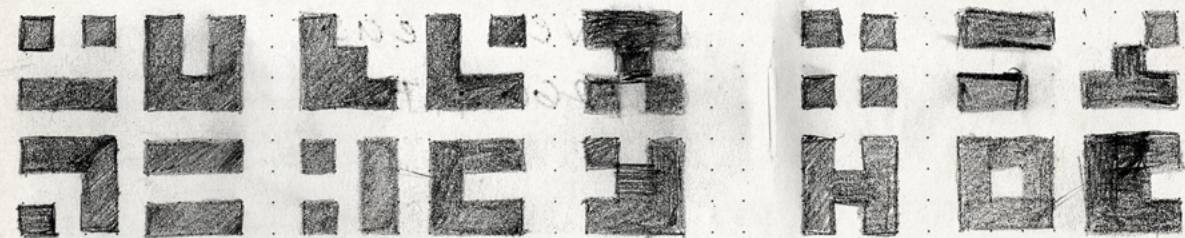
PERSPECTIVE ONLY
SCALE 1:100











1 ANCESTOR

2 GLYPHS

3 SEEK SELF 'WRAP AROUND TOTEM'

4 TRIANGLES



DRY FOAM SUCKS!

PROS:
- NONE
CONS:
TOO POROUS

GLYPHS
MUST
TOUCH
2
EDGES
TO WRAP
AROUND

3

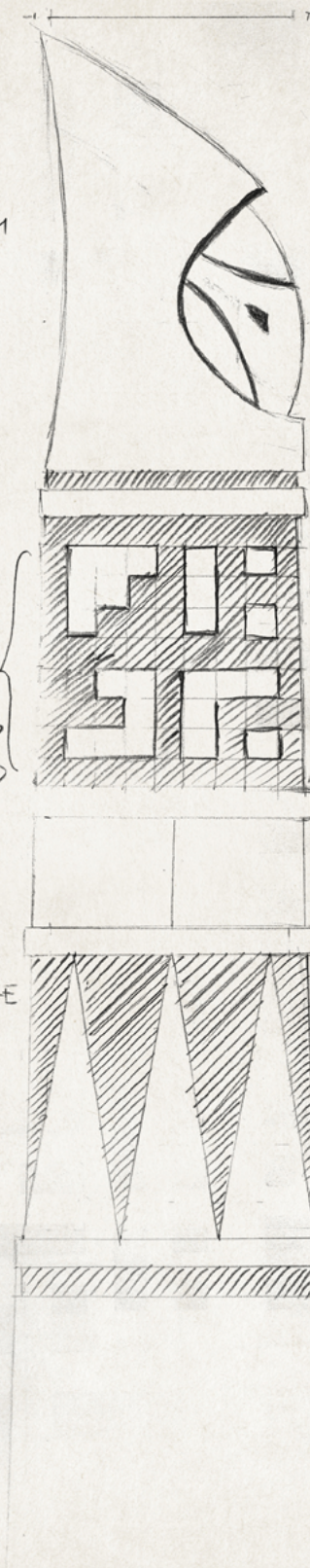
CONS - BRITTLE
- FINE GRAIN
GETS EVERYWHERE

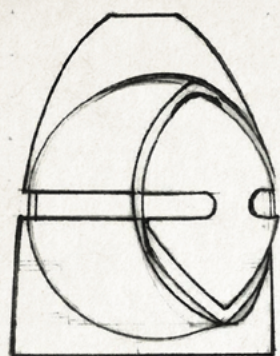


WET FOAM BETTER!

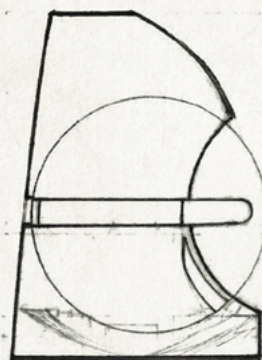
PROS
- ALLOWED
FOR CRISP
DETAILS
- PRECISION

4

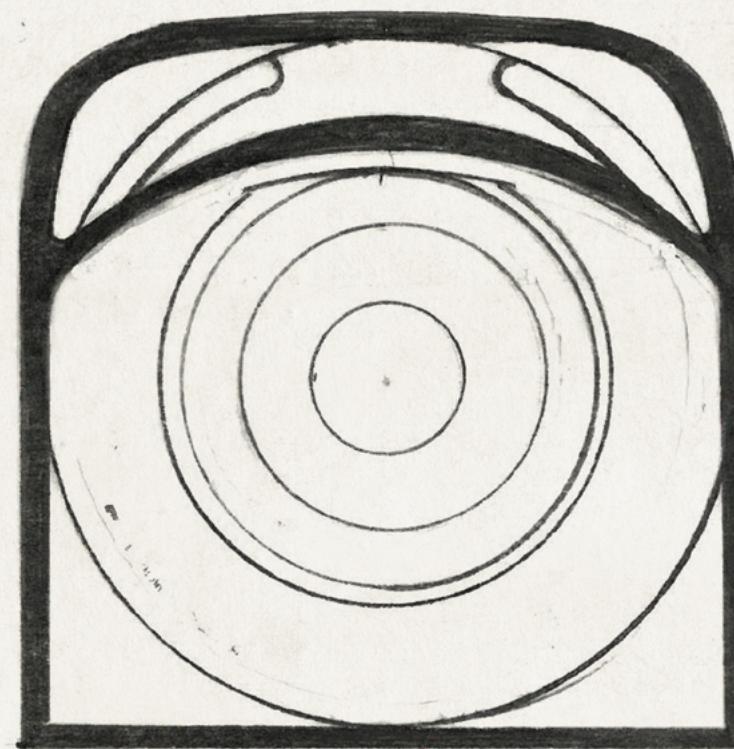
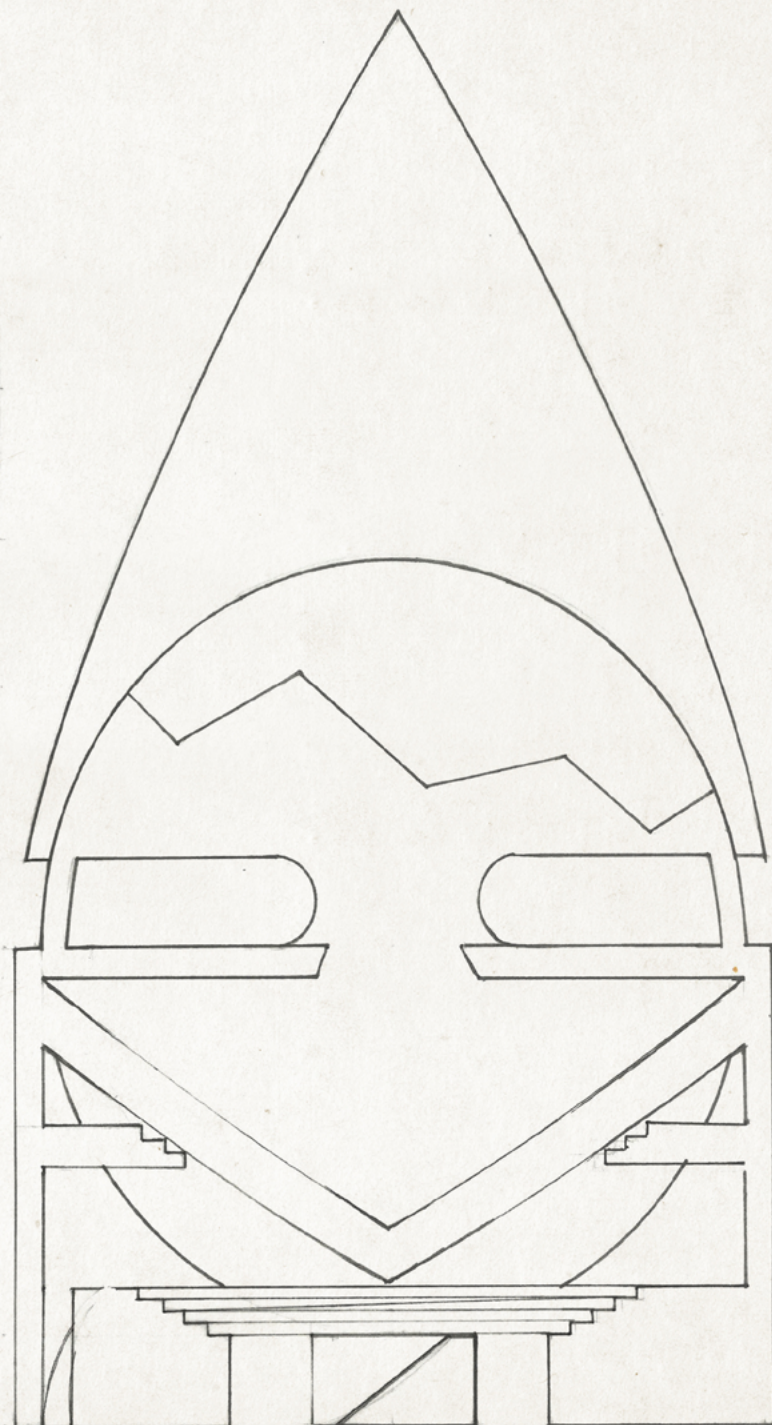




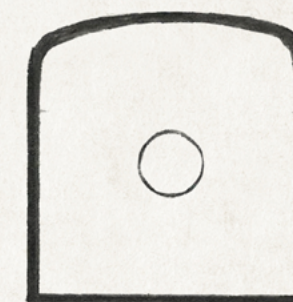
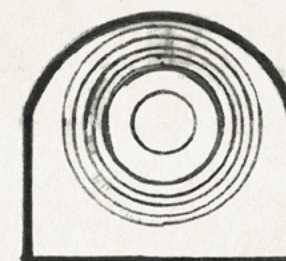
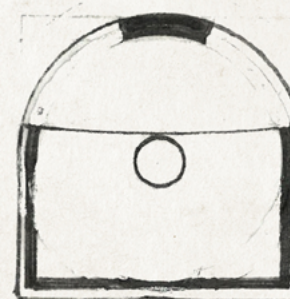
NORTH-WEST
ELEVATION



WEST
ELEVATION



PLAN
SCALE 1:500





CONCLUSION

As an artist, I'm usually impulsive and capricious when it comes to my methods. This unit has challenged me to become meticulous and methodical in executing the ideas I have in my head.

It is an ongoing journey.

