



PORTFOLIO

3D MODELING AND CONCEPT ART

Created by Palatip Kertpipat

Environment Design in 3D program for Game
"The Seven Deadly Sins"



THE SEVEN DEADLY SINS

Play Game

Load Game

Settings

BY. PALATIP KRTPIPAT

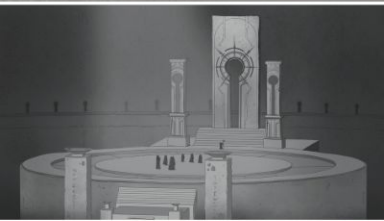
EXIT GAME MENU

THE SEVEN DEADLY SINS

"The Seven Deadly Sins" is an environment design project for a video game. The game is an action adventure title that takes the concept of the 'seven deadly sins' as its central theme. Players take on the role of Azrael a highly skilled demon hunter who is assigned a mission to enter a sacred temple in search of the truth behind a mysterious phenomenon that has caused some humans to transform into demons.

Plot

Players will take on the role of Azrael, the main character of the game, who is assigned a critical mission to uncover the truth behind a strange phenomenon that has caused certain humans to transform into demons. The investigation leads to a mysterious church, surrounded by the remnants of a lost civilization and an eerie, haunting atmosphere. Players will be immersed in a world full of secrets, exploring hidden passageways that eventually lead to a vast underground cathedral the secret sanctuary of a mysterious cult at the heart of the entire story. Along the way, Azrael must battle terrifying demons standing in his way and solve puzzles tied to the Seven Deadly Sins.

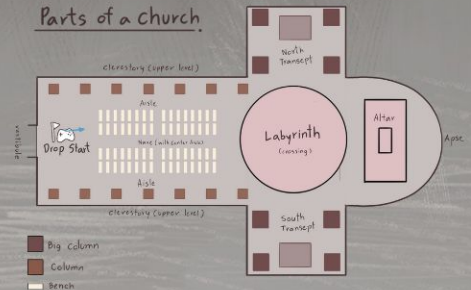


The church

In a church located in the heart of the city, the atmosphere is shrouded in mystery and filled with secrets. Inside, the walls are adorned with symbols of padlocks the emblem of a strange cult that hides beneath an ordinary and unassuming facade. Though the church appears no different from any other sacred place, behind its walls lies a dark truth waiting to be uncovered.

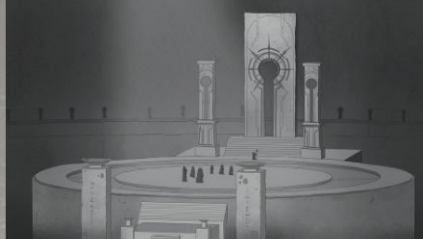


Parts of a church



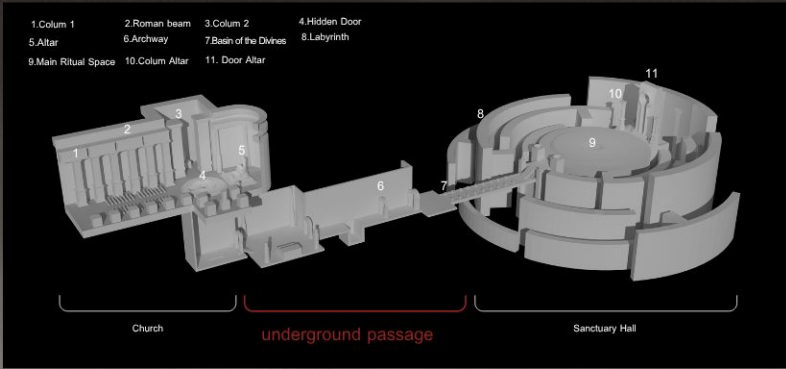
Sanctuary Hall

The vast underground temple serves as a ritual site for the cult that believes in the purification of the seven. The central plaza is used for ceremonies and the implantation of parasitic alien embryos.



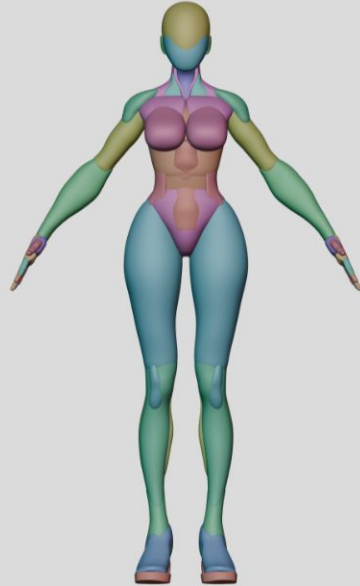
Underground Passage

The underground passage serves as a hidden connection between the church and the subterranean cathedral. Along the corridor, archways shaped like padlocks stand at intervals, marking the path and echoing the symbol of the mysterious cult.



HANAKO

BLOCKOUT



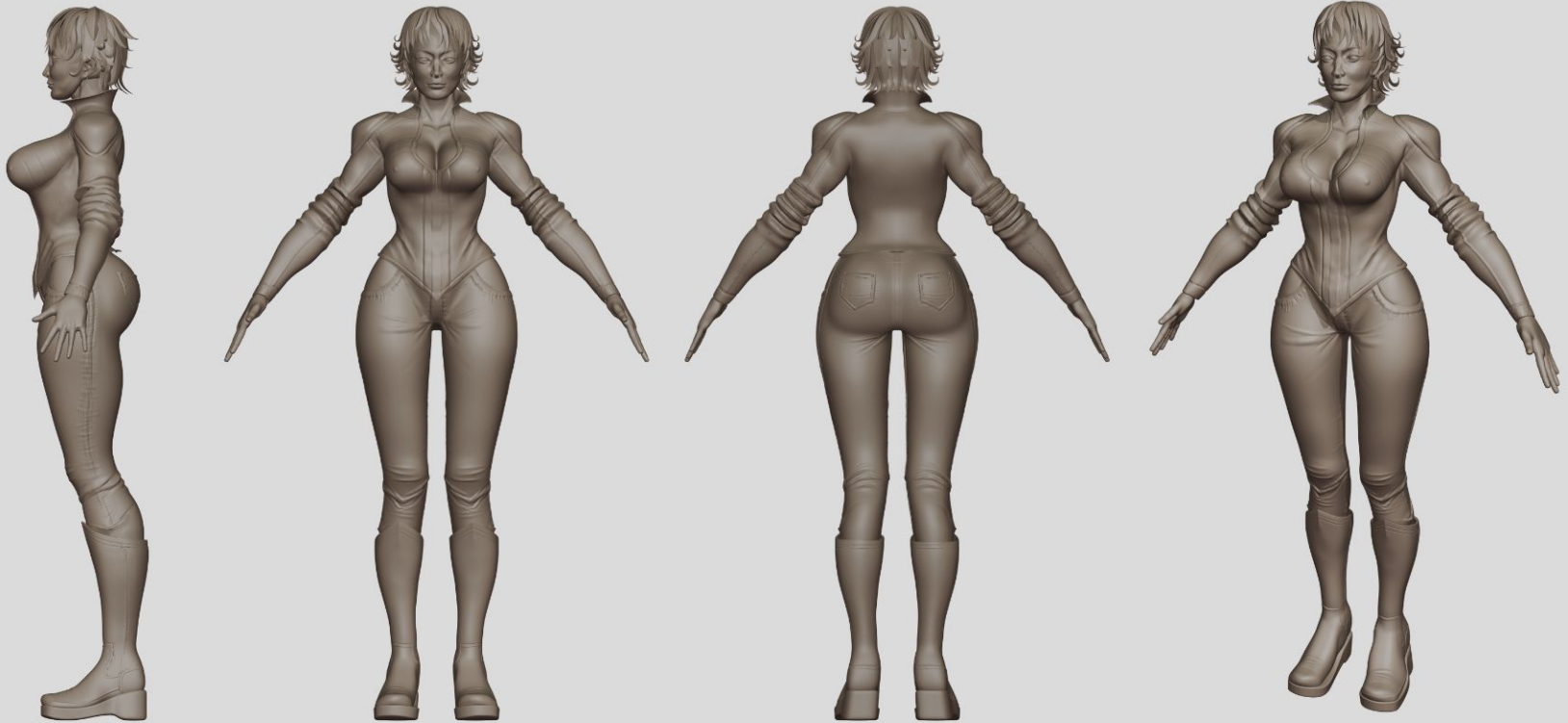
HANAKO

HighPoly / Sculpting anatomy



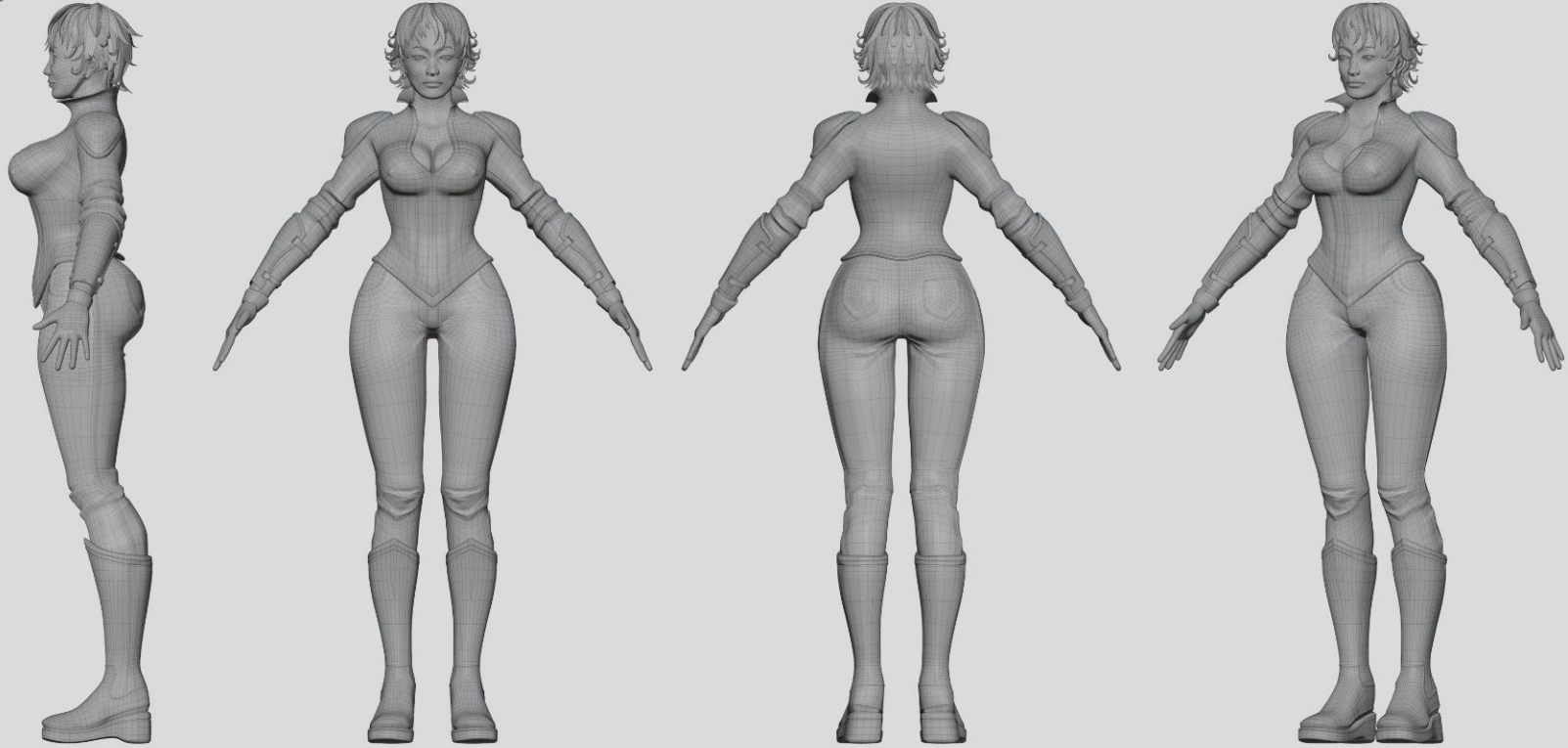
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HighPoly



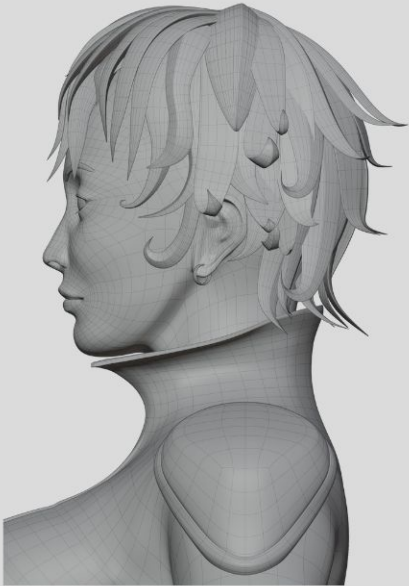
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LowPoly

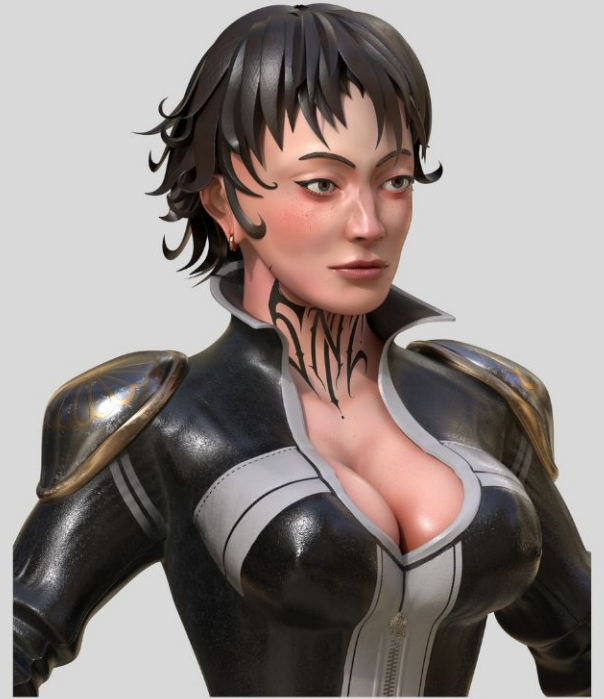


HANAKO

LowPoly



HANAKO

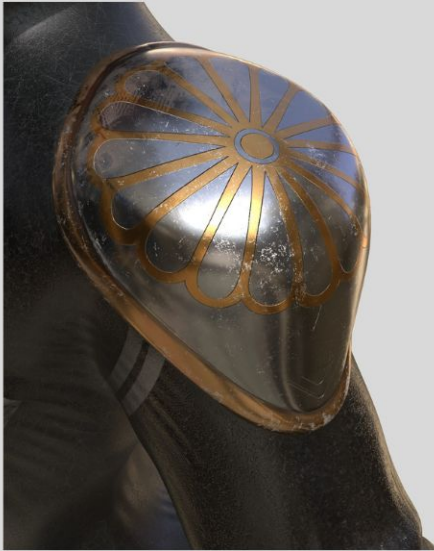


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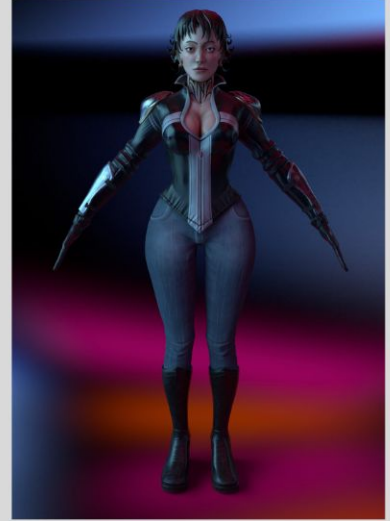
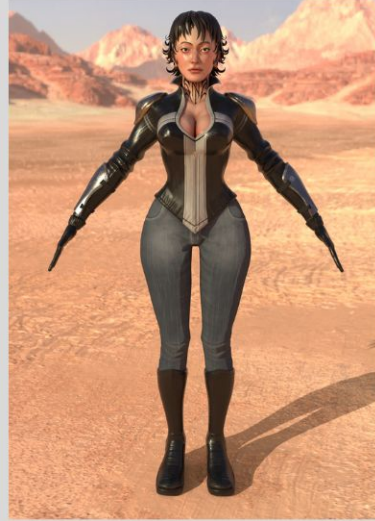


HANAKO

Texturing

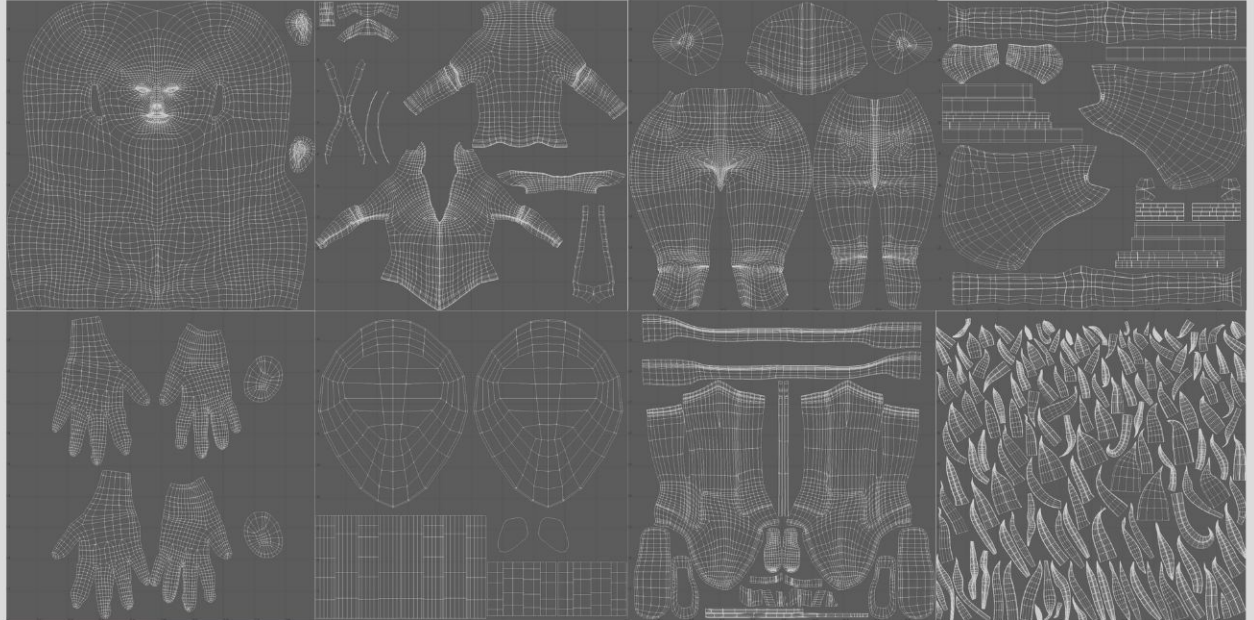


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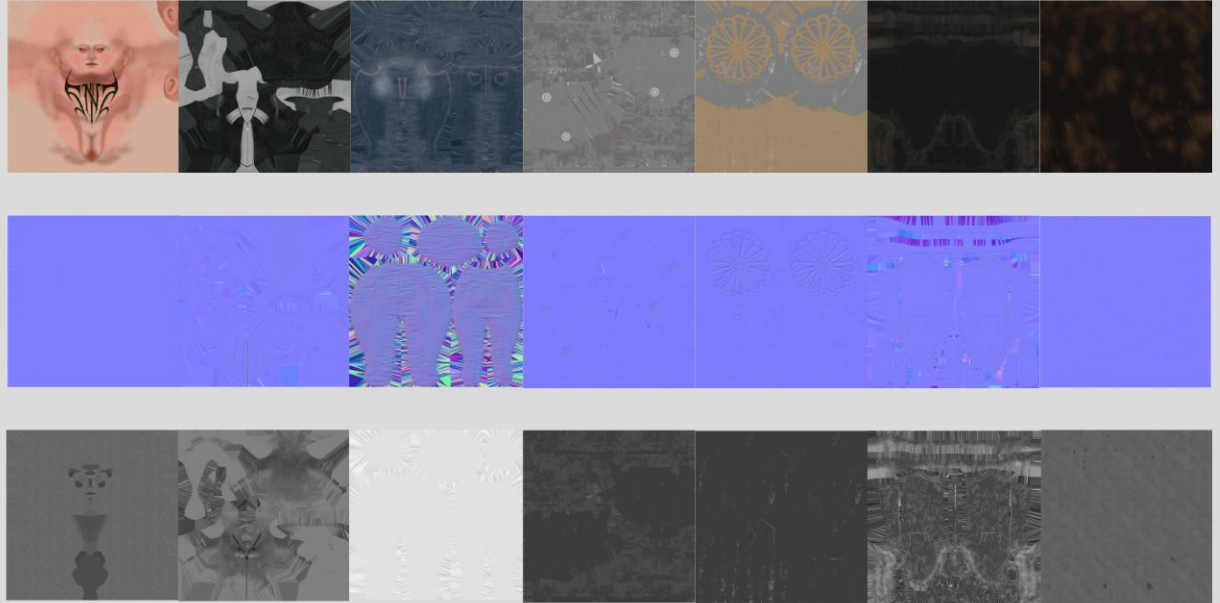
HANAKO

UV Mapping



HANAKO

Texture Maps



AZRAEL

character design



AZRAEL

Texture Outfit



AZRAEL

character design



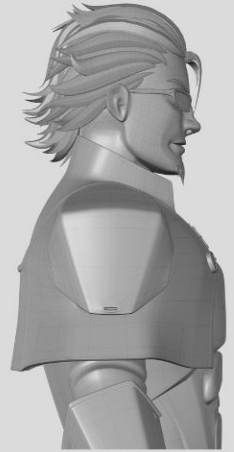
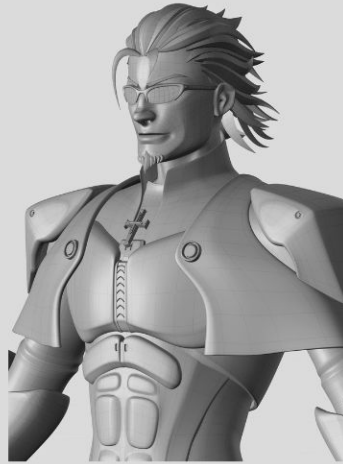
AZRAEL

character design



AZRAEL

character design



AZRAEL

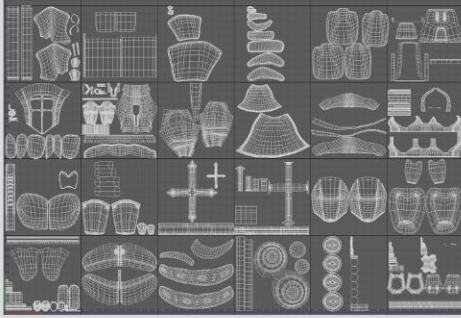
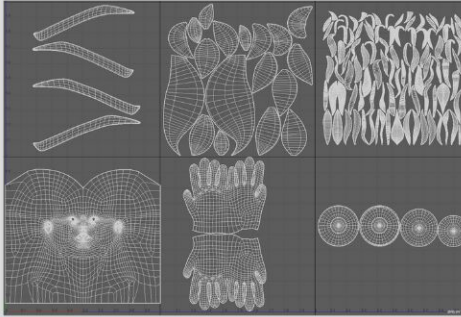
character design



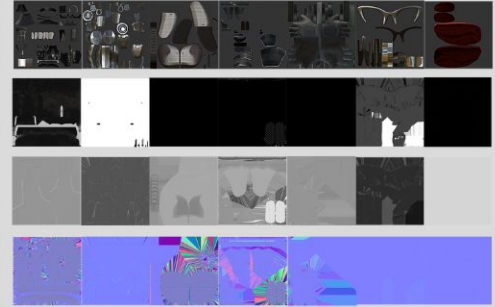
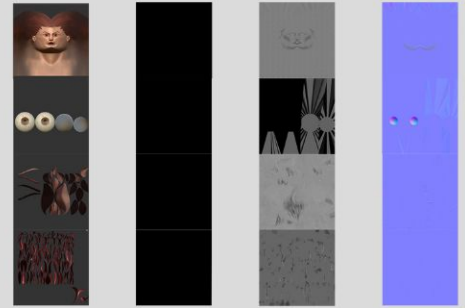
Wireframe

AZRAEL

UV Mapping



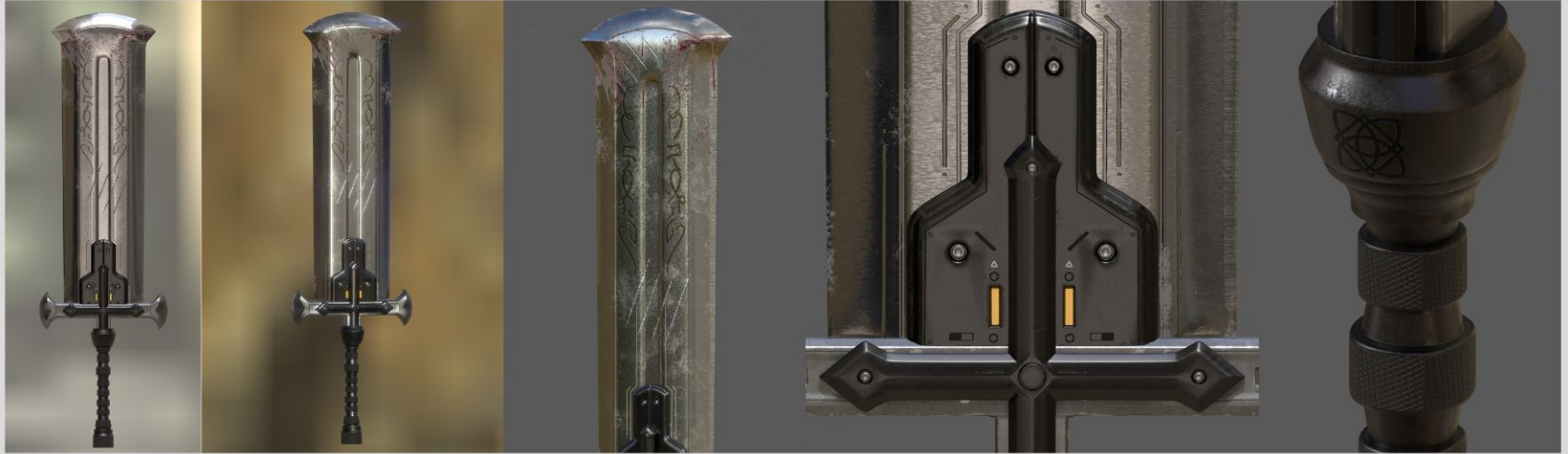
texture



ASHVEIL SWORD

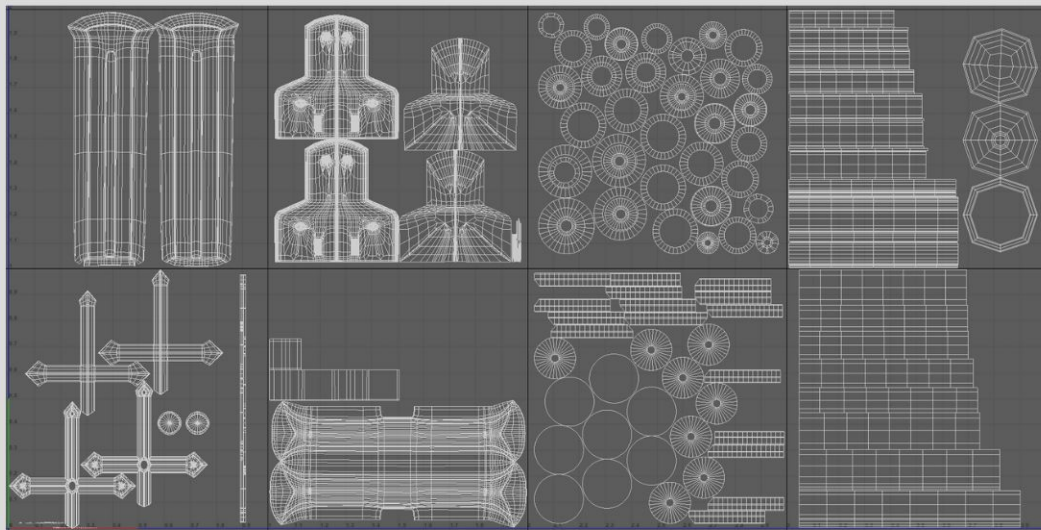


ASHVELL SWORD

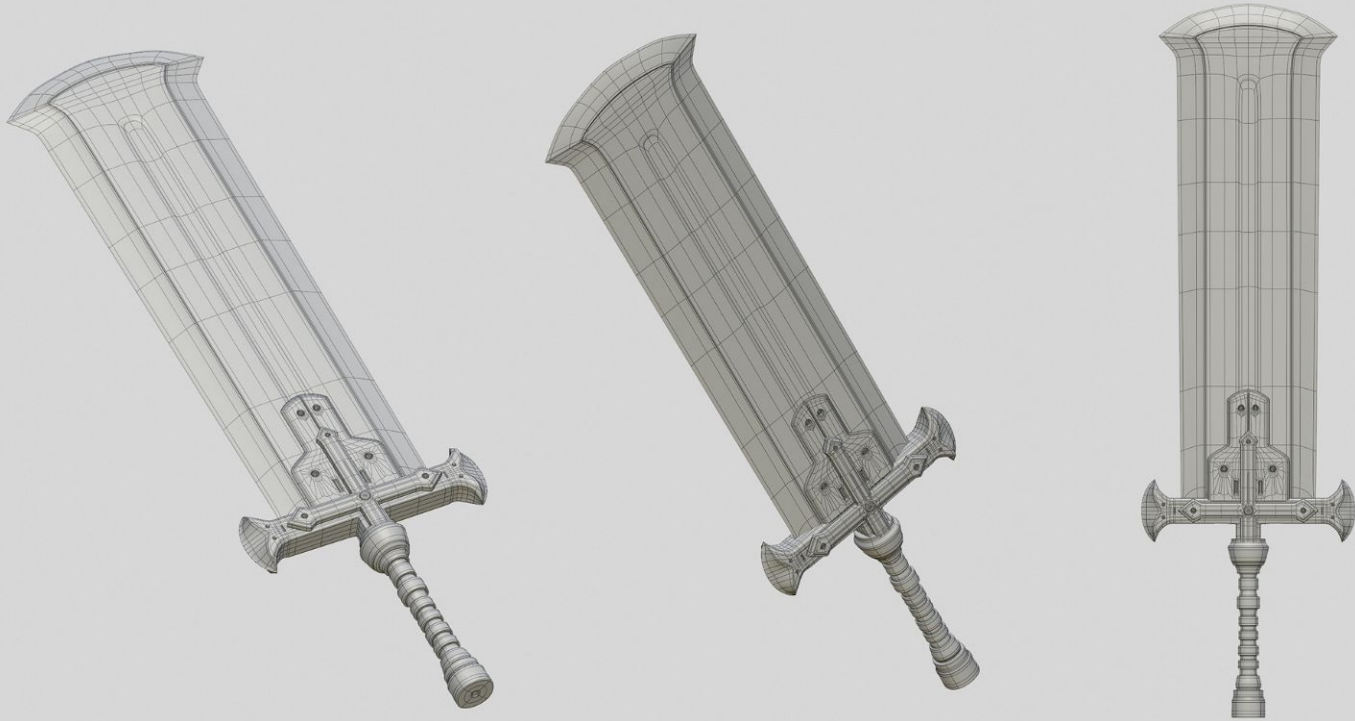


ASHVEIL SWORD

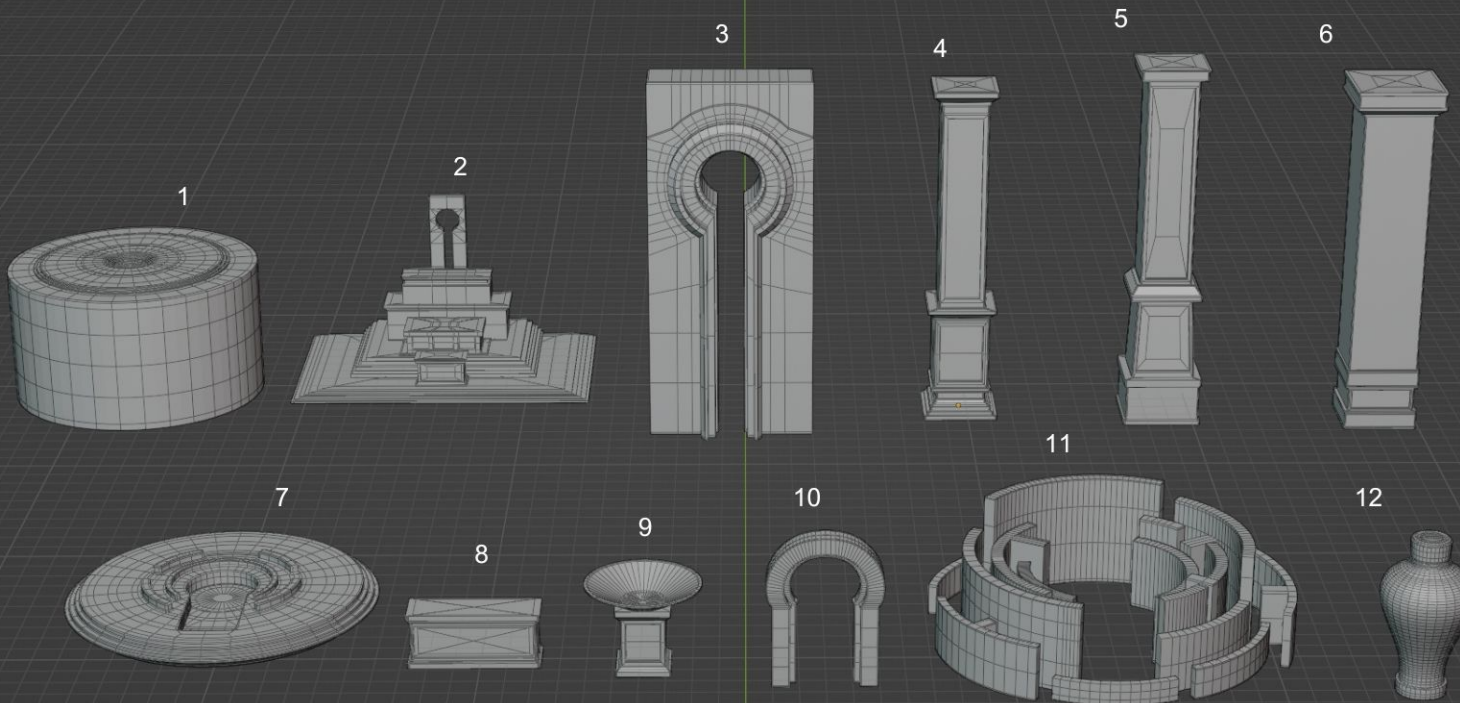
UV Mapping



ASHVELL SWORD

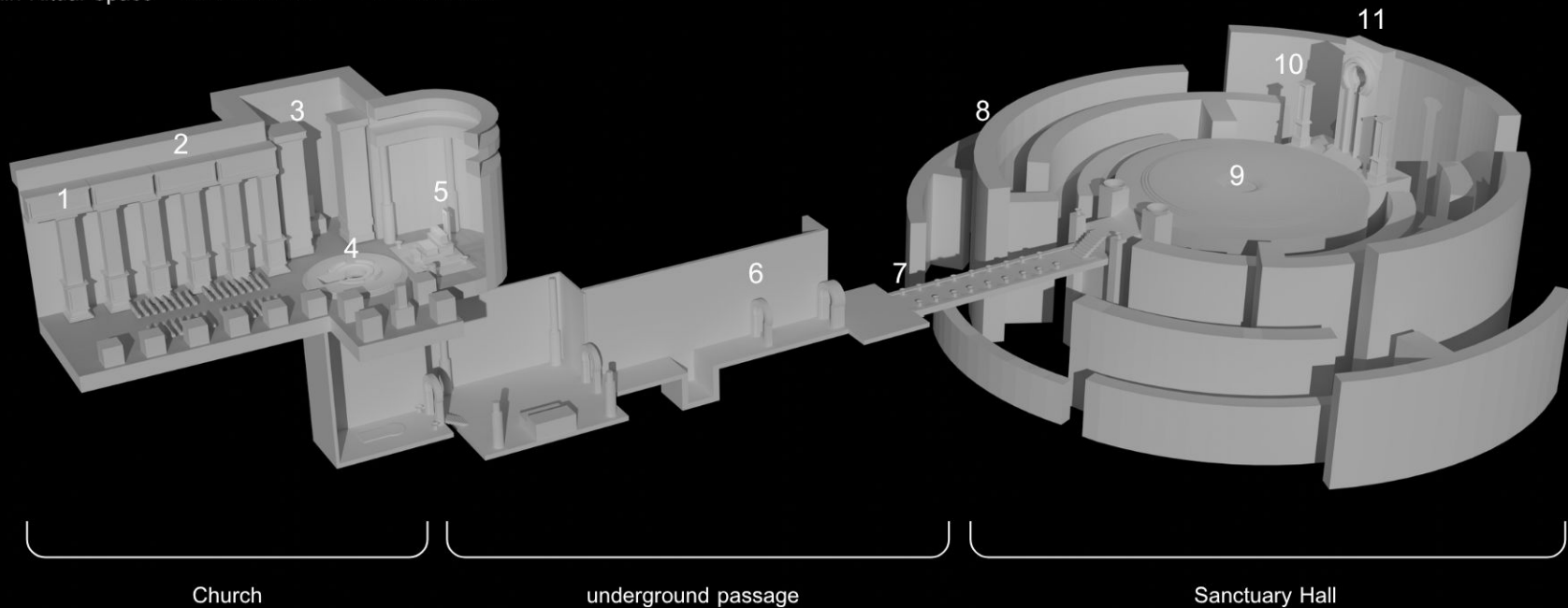


Wireframe

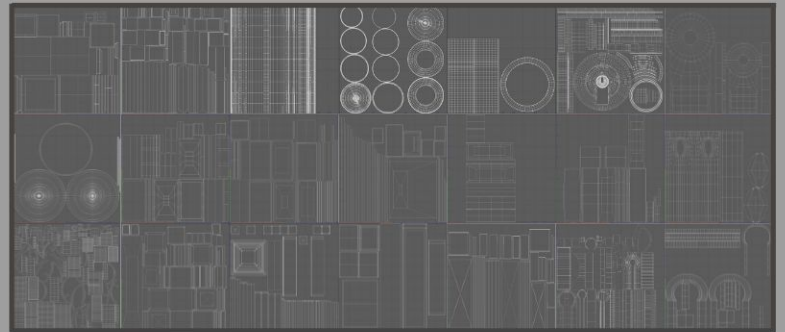
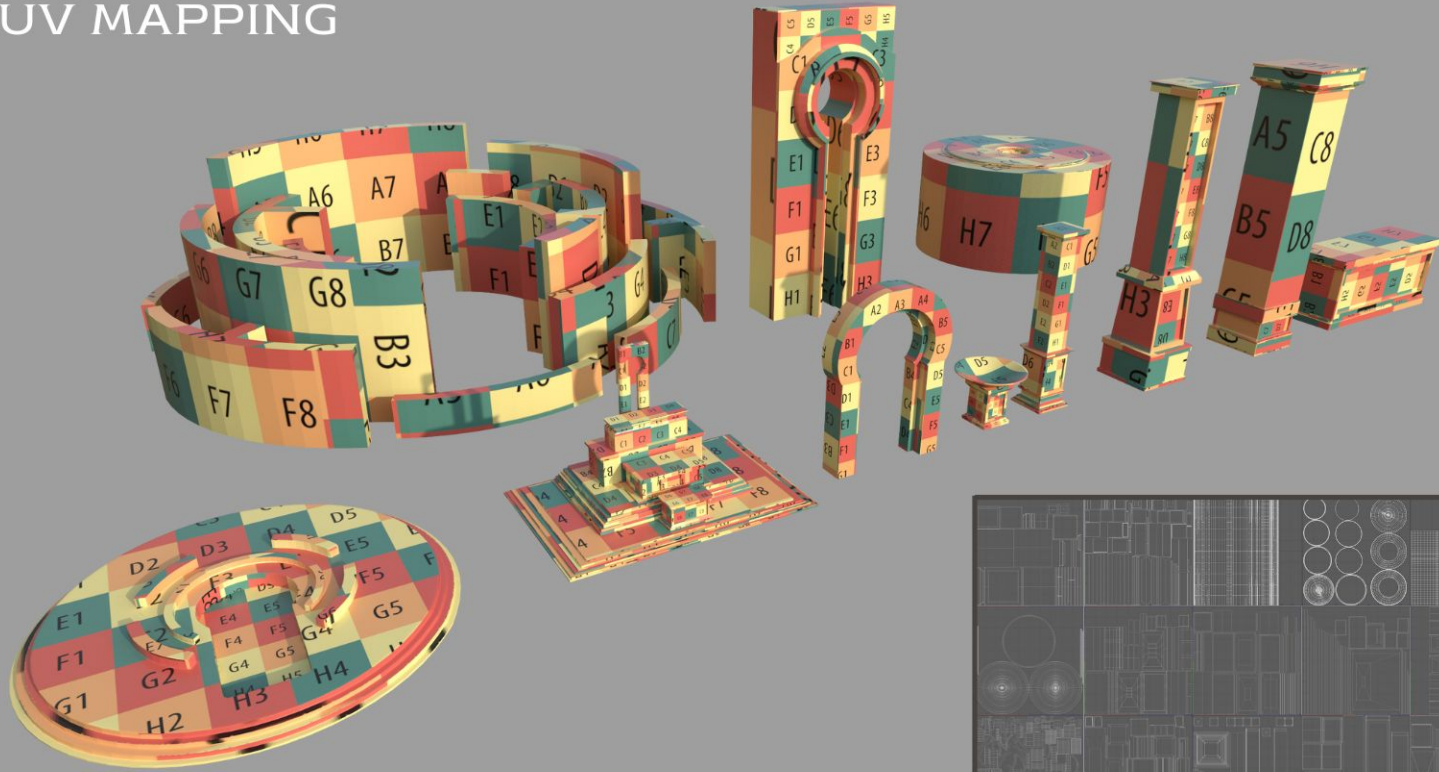


- 1.Main Ritual Space
- 2.Altar
- 3. Door Altar
- 4.Colum 1
- 5.Colum Altar
- 6.Colum 2
- 7.Hidden Door
- 8.Roman beam
- 9.Basin of the Divines
- 10.Archway
- 11.Labyrinth
- 12.Consecrated Vessel

- 1.Column 1 2.Roman beam 3.Column 2 4.Hidden Door
- 5.Altar 6.Archway 7.Basin of the Divines 8.Labyrinth
- 9.Main Ritual Space 10.Column Altar 11. Door Altar



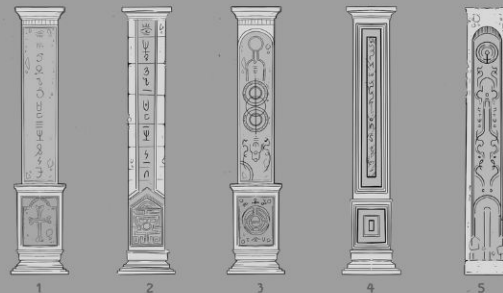
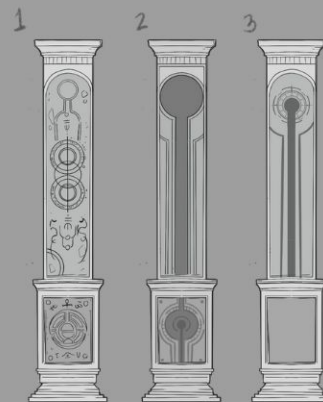
UV MAPPING



Column 1



Key of Atonement

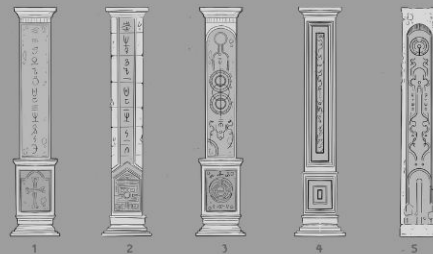
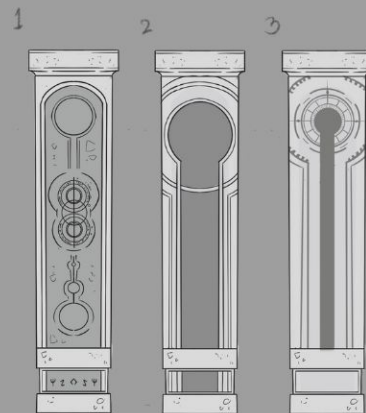


The medium-sized column is located along the aisle within the church.

Column 2

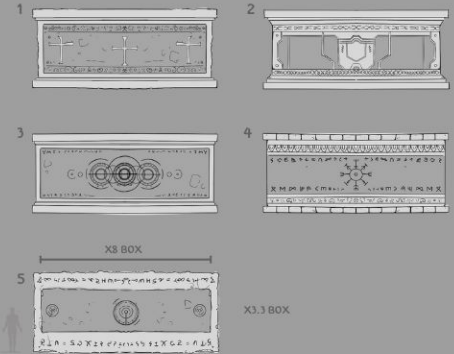


Key of Atonement



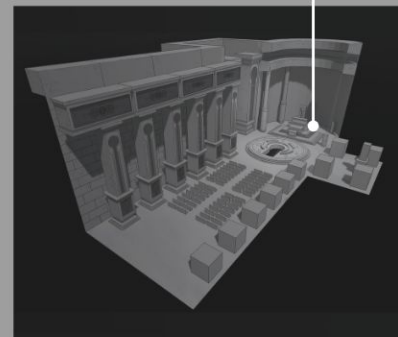
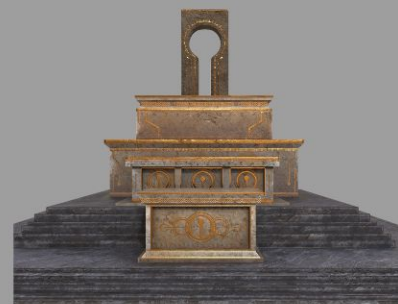
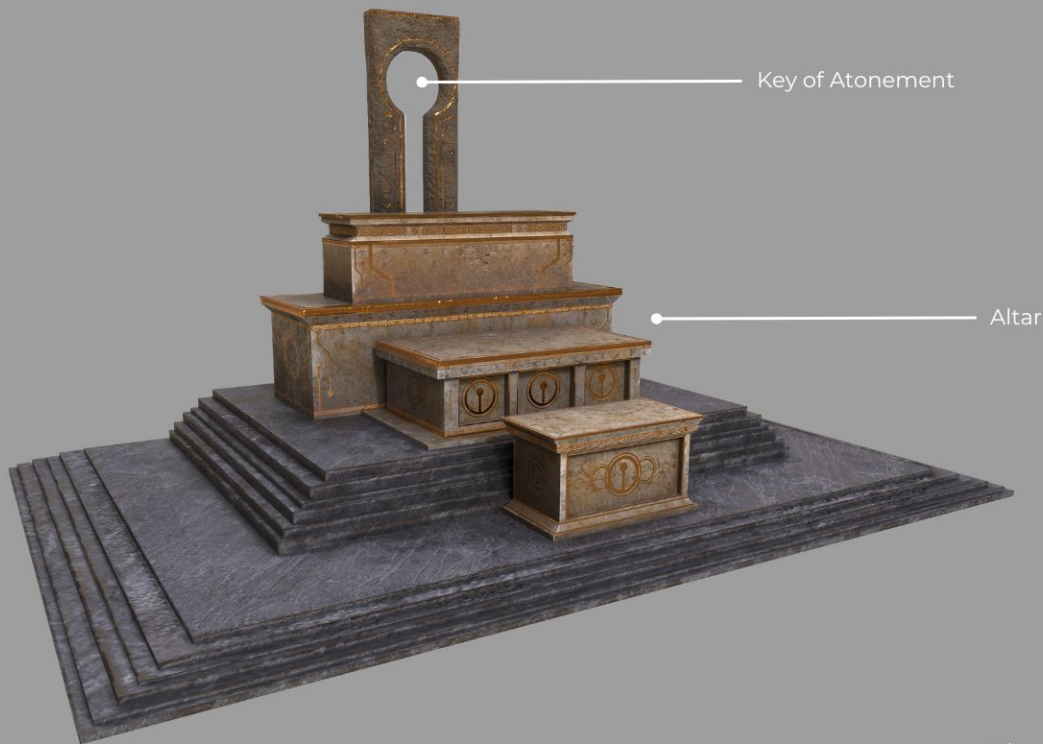
The large column is located at the side of the altar

Roman beam



The load-bearing beam is installed atop the medium-sized columns within the church.

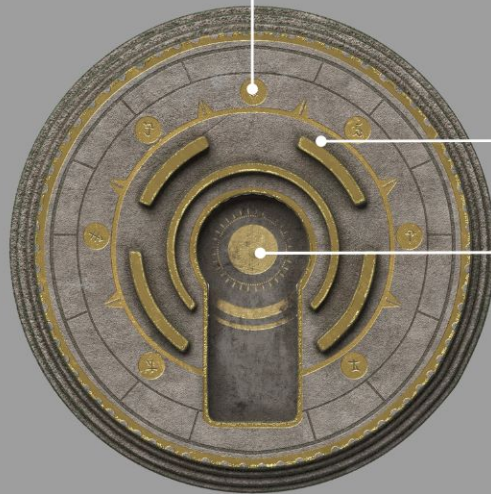
Altar



The altar is located in the apse within the church.



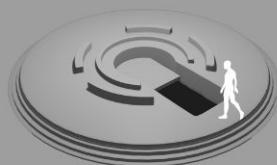
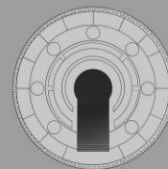
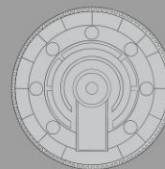
Hidden Door



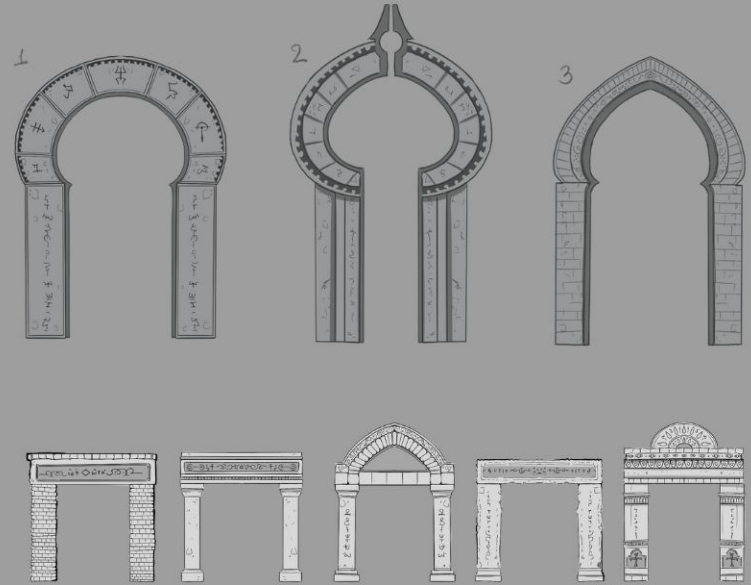
Symbol of the Seven Sins

Labyrinth

Key of Atonement

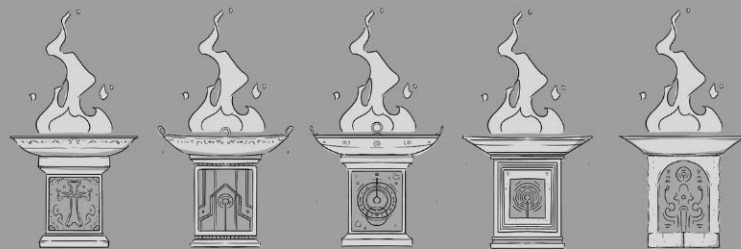
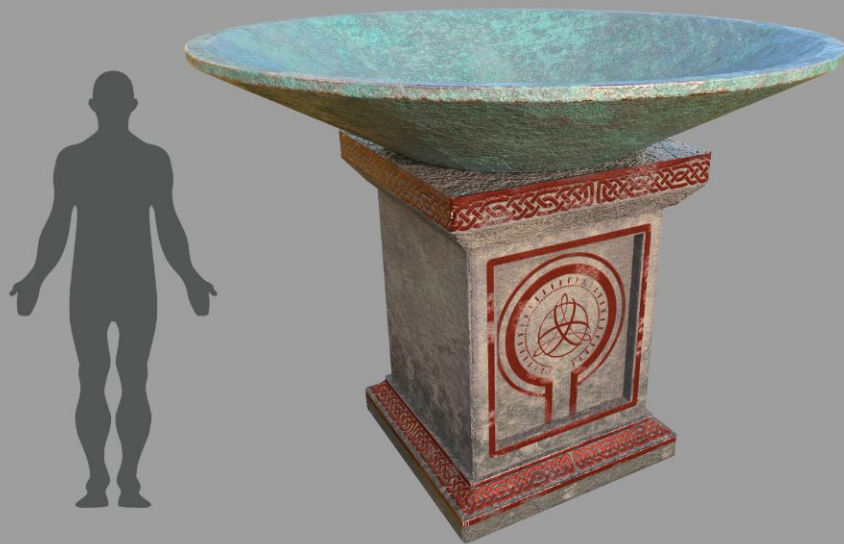


Archway



The Sacred Path of Redemption will be installed in the underground passage. It will take the form of an archway, adorned with intricate carvings of ancient script.

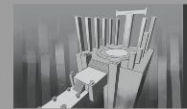
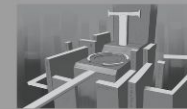
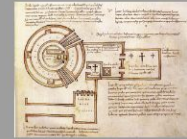
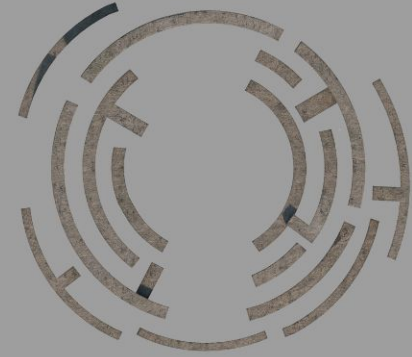
Basin of the Divines



Basin of the Divines

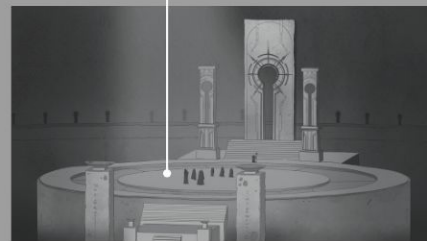
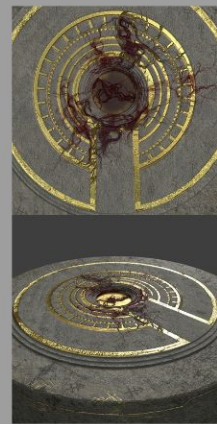
It will be placed along the corridor inside the large underground temple, taking the form of an ancient Roman metal cauldron with a pedestal, adorned with symbols key of atonement.

Labyrinth



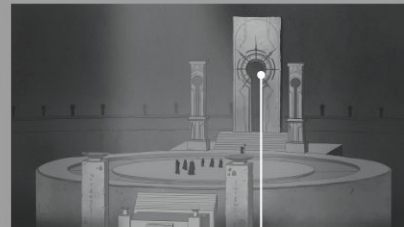
The large structure, shaped like a labyrinth surrounding the altar, symbolizes the path of atonement and the way to God.

Main Ritual Space



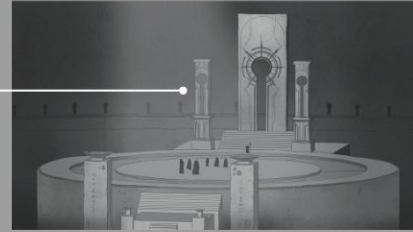
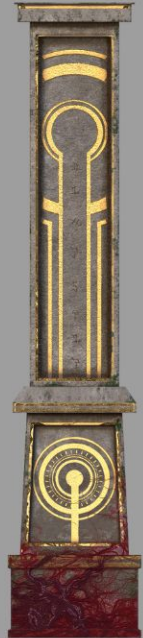
The large ceremonial plaza is located at the center of the underground temple, used for rituals of atonement or the implantation of alien embryos by the cult.

Door Altar



The large sacred door, located behind the ceremonial plaza, serves both as an altar and a gateway connecting to the world above, to be used as the exit for the demons of the seven deadly sins.

Colum Altar



The large pillar stands beside the ceremonial door, serving as a symbol of guidance towards the purification of sins

Consecrated Vessel



Alien parasite incubation jar



parasite





CONCEPT ART

By Palatip Kertpipat





AZRAEL



Background

He is an orphaned boy who was raised in a Christian church by a priest. One day, he discovered that his parents had been killed by a demon. This revelation became the driving force behind his decision to join a demon-hunting unit

Gender: Male

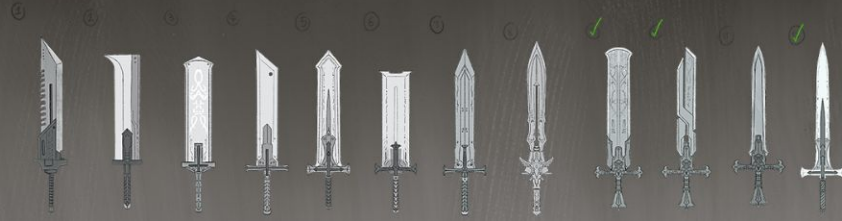
Age: 25

Nationality: British

Personality: Hot-headed, determined, strong-willed, bloodthirsty

AZRABEL

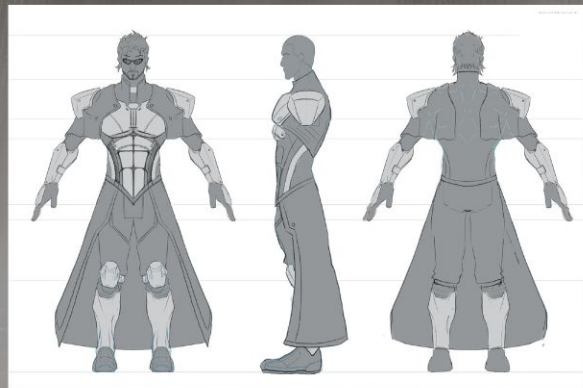
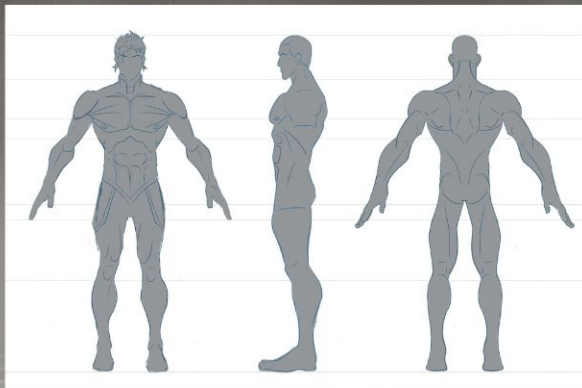
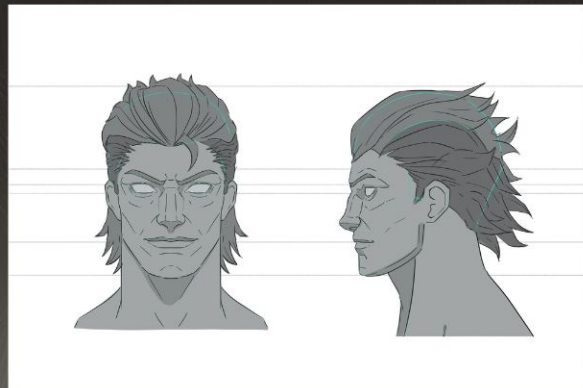
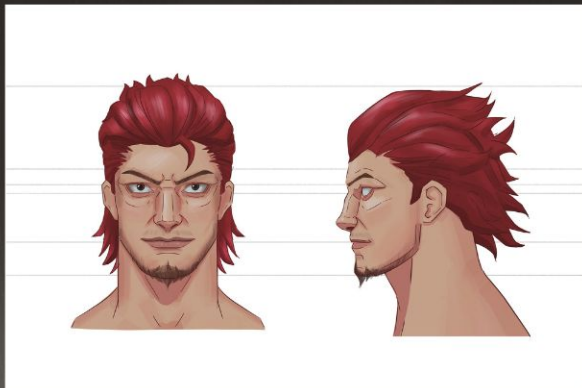
character design



AZRAEL

character Sheet

For 3D character modeling, the character sheet is separated into three main sections: head, body, and clothing.



HANAKO



Background

Hanako is the only daughter of an ancient and noble family in Japan. However, her fate was shattered at a young age when she was deceived and brutally violated by a demon. The trauma of that day left a deep scar on her soul one that never truly healed. Fueled by vengeance, she grew up with unwavering determination to hunt down the very demon that once stole her innocence.

Gender: Female

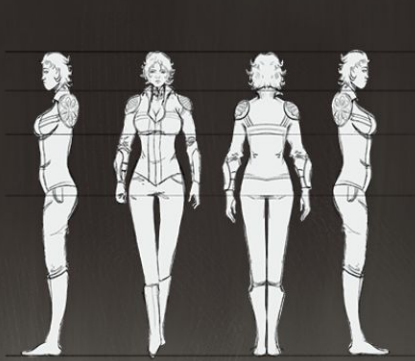
Age: 23

Nationality: Japan

Personality: Guarded , Vulnerable , Detached , Anti social

HANAKO

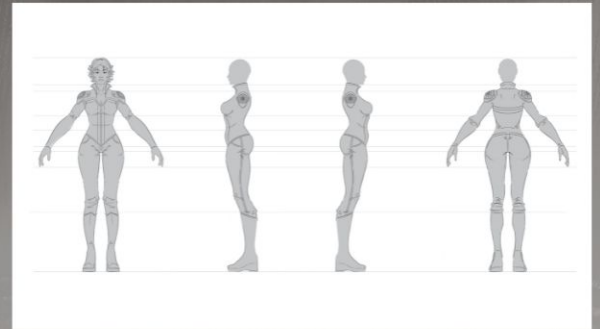
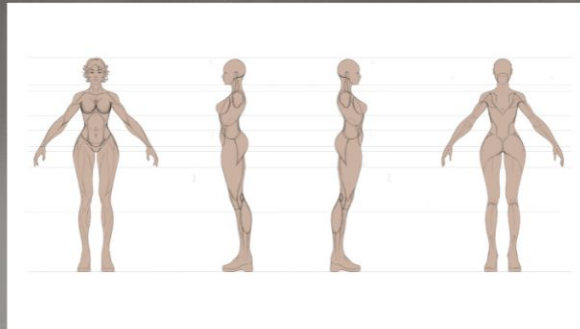
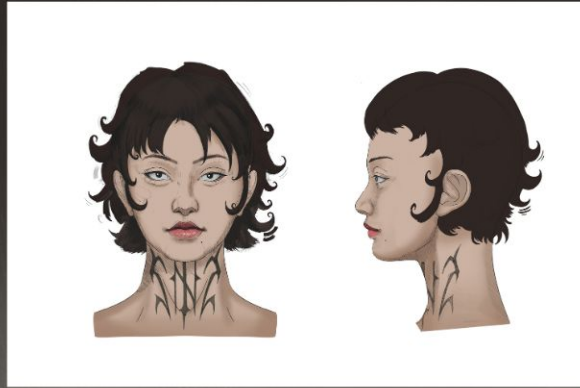
character design



HANAKO

character Sheet

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SLOTH



Key poses

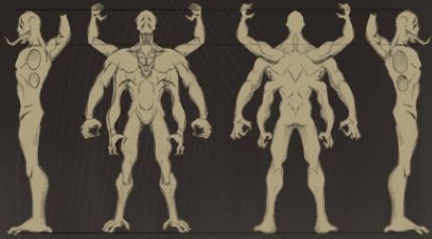


This demon represents the sin of sloth. It has a long neck and moves very slowly. It doesn't attack directly but instead clings to its victims from behind. Its method of attack involves using the parasitic creature on its back to grab and restrain enemies.

Strengths: None

Weaknesses: Vulnerable across its entire body

GREED

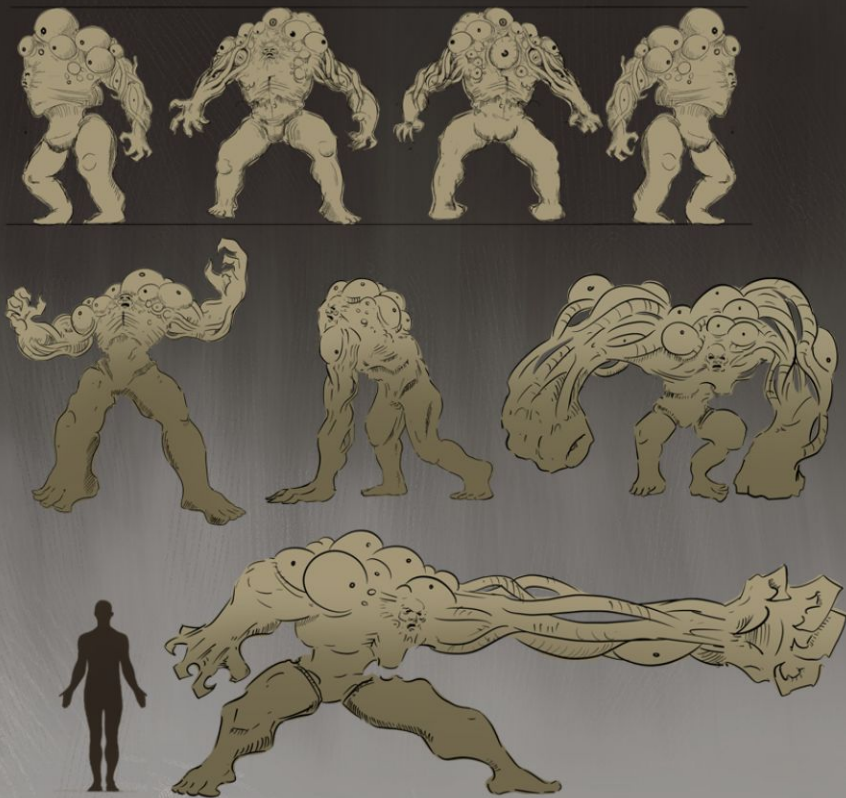


This demon represents the sin of greed. It has four arms and an extremely sensitive sense of smell. These creatures are drawn to gold and valuable items, which they love to steal and hoard.

Strengths: High speed

Weaknesses: Attracted to silver or valuable objects

ENVY



This demon embodies the sin of envy. Its most distinctive feature is the presence of large grotesque eyes covering its entire body, granting it full 360-degree vision. It possesses immense physical strength and the ability to stretch and retract its arms, allowing it to attack from unexpected distances.

Strengths: Tremendous strength and all around vision

Weakness: Its only weak point is the central head strike it to bring the creature down

GLUTTONY

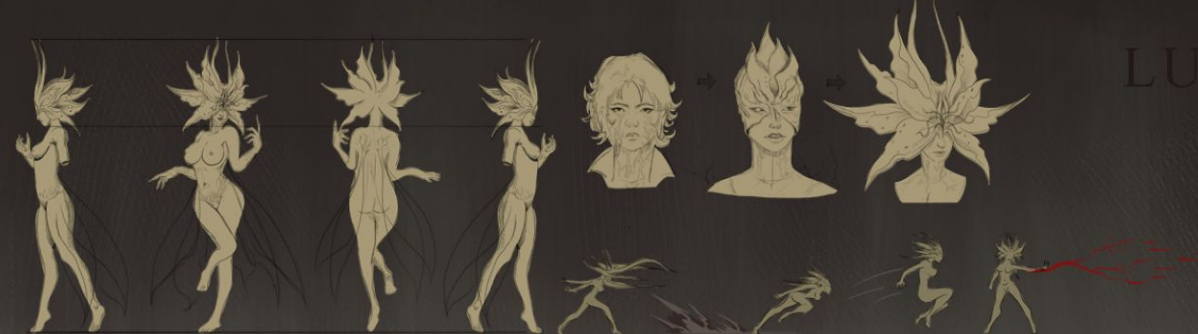


This demon represents the sin of gluttony. It has a large, bloated body and a massive mouth with a long tongue used to snatch and devour humans.

Strengths: Thick, blade resistant skin and an enormous mouth

Weakness: Its head is protected by bone plating, but it remains the only vulnerable spot aim for the head

LUST



This demon represents the sin of lust and possesses the body of the heroine. It has a beautiful, alluring form, with a face that resembles a delicate flower. Strengths: Flight, high speed, and intelligence Weakness: Vulnerable to high-frequency sound waves

Strengths: Flight, high speed, and intelligence
Weakness: Vulnerable to high-frequency sound waves

WRATH



This demon represents the sin of wrath and has fused itself with Azrael. Its body burns with a deep crimson hue, radiating heat like the flames of hell itself.

Strengths: Superhuman strength

Weakness: Can only unleash its full power for a limited duration

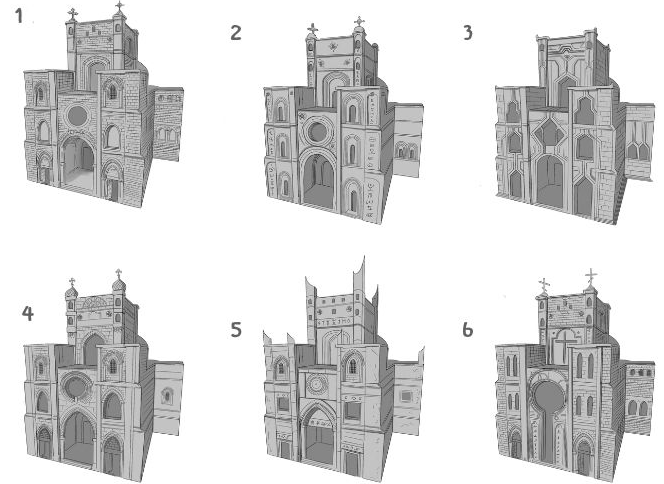


PRIDE

This demon represents the sin of pride. Its head takes the form of a crown, symbolizing its authority over all other demons, which it can command at will. Towering in size, it exudes an overwhelming presence on the battlefield.

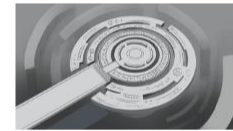
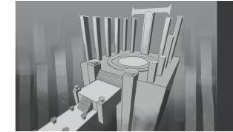
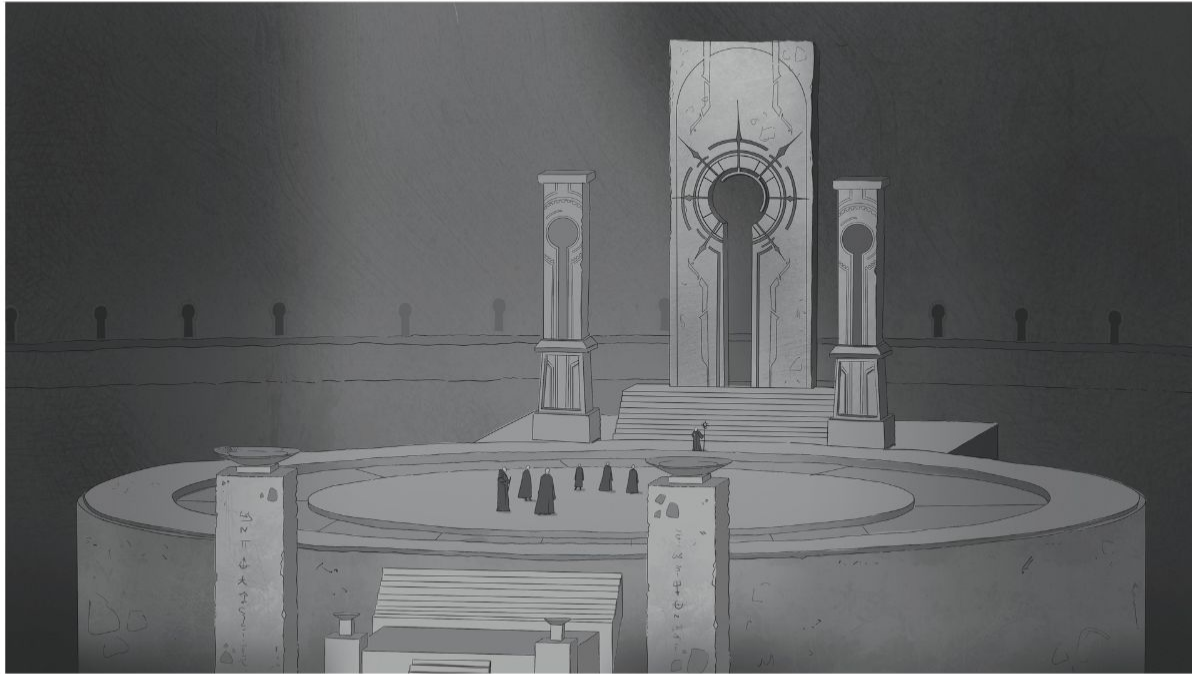
Strengths: Massive size and immense strength
Weakness: Slow and heavy sword swings leave it vulnerable during attacks





The church is inspired by the Church of the Holy Sepulchre, with most of its structure made of brick. The design emphasizes a sense of mystery, featuring multiple entrances and a keyhole-shaped central doorway.

Sanctuary Hall

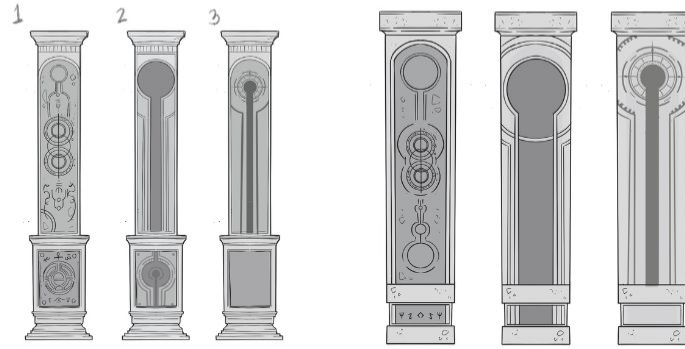


The vast underground temple serves as a ritual site for the cult that believes in the purification of the seven. The central plaza is used for ceremonies and the implantation of parasitic alien embryos.

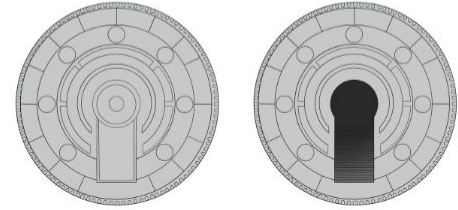
Symbolism



Column



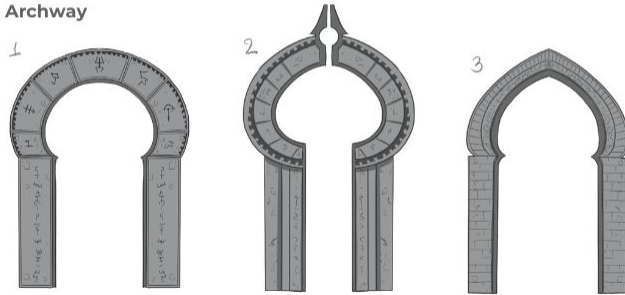
Midden door



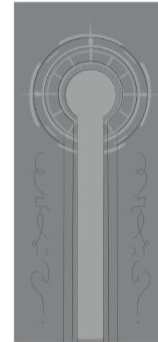
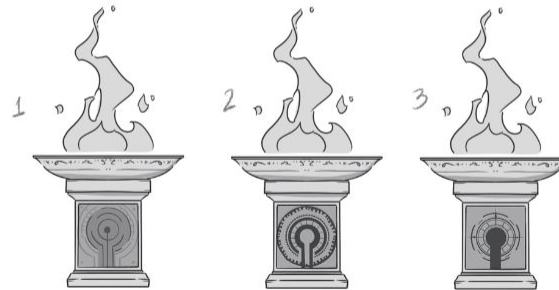
Door Altar

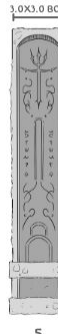
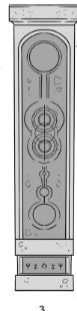
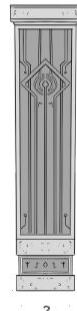
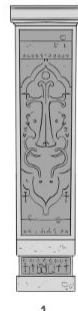
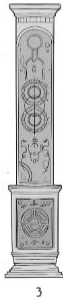
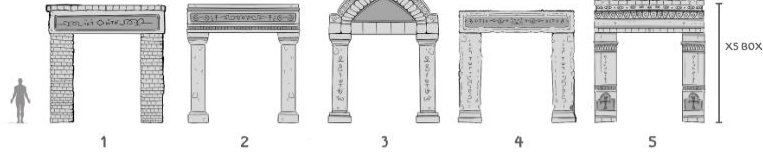
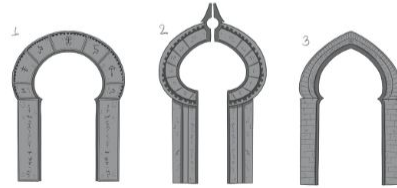
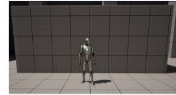
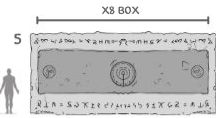
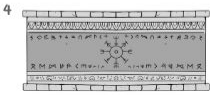
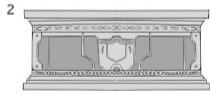


Archway



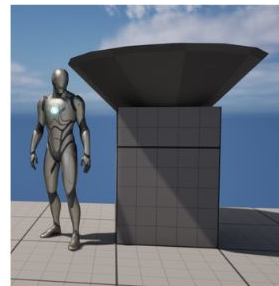
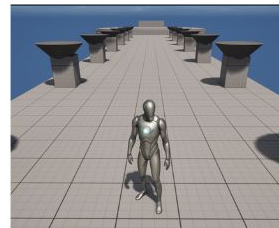
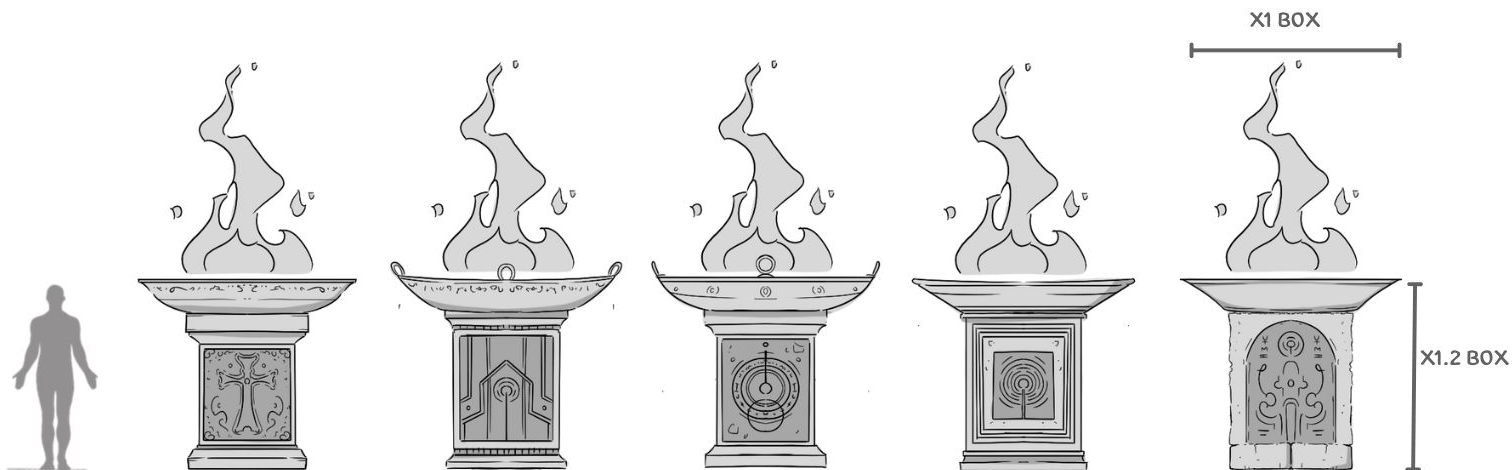
Basin of the Divines







Main Assets



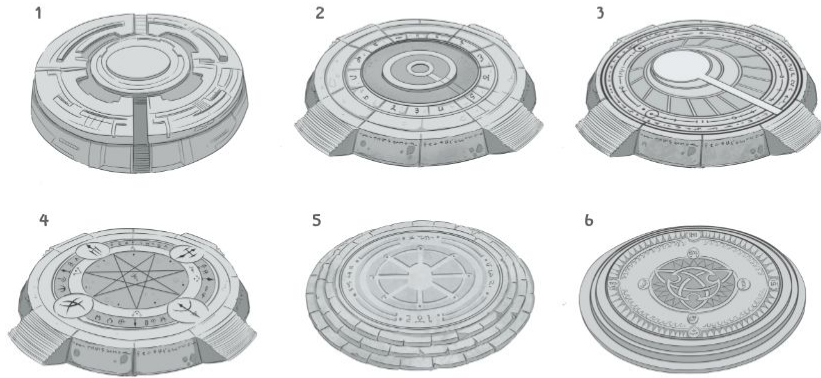
Basin of the Divines

It will be placed along the corridor inside the large underground temple, taking the form of an ancient Roman metal cauldron with a pedestal, adorned with symbols key of atonement.

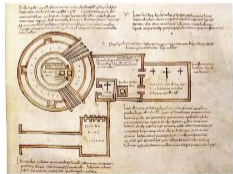
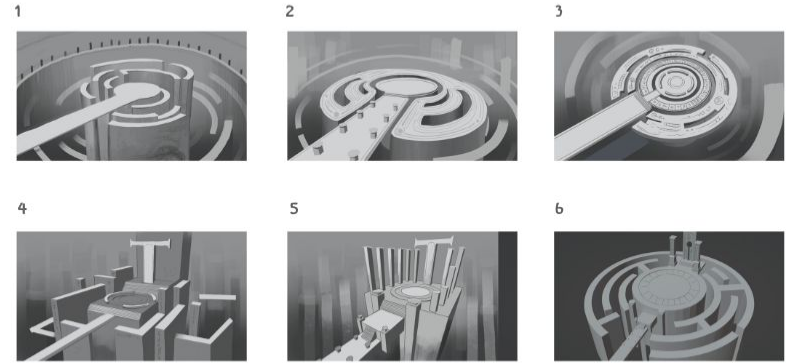
Sanctuary Hall



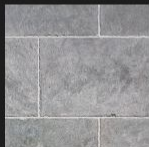
Main Ritual Space



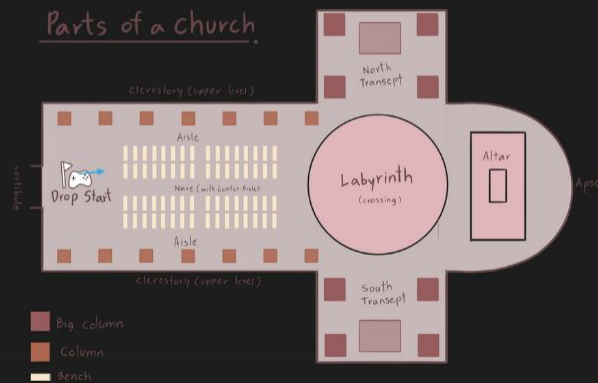
Labyrinth



Church interior



Parts of a church





3D Character Design

By Palatip Kertpipat

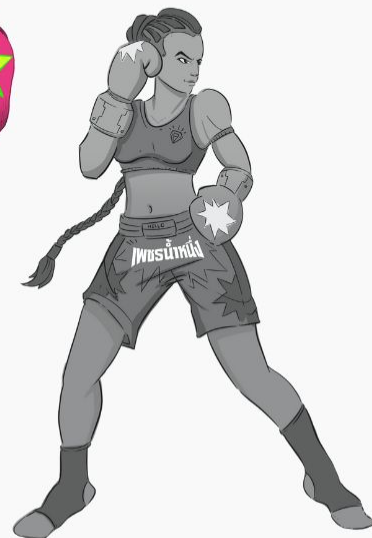
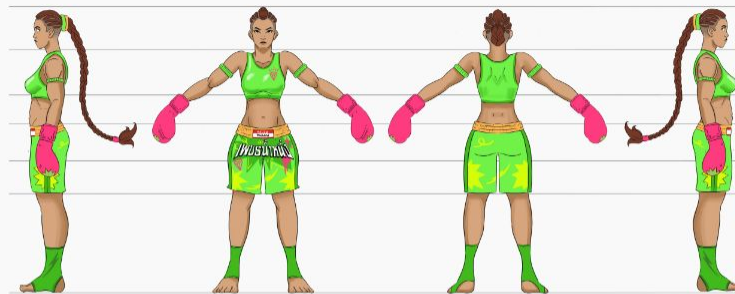


เพชรน้ำหนึ่ง (Petch Namnueng)

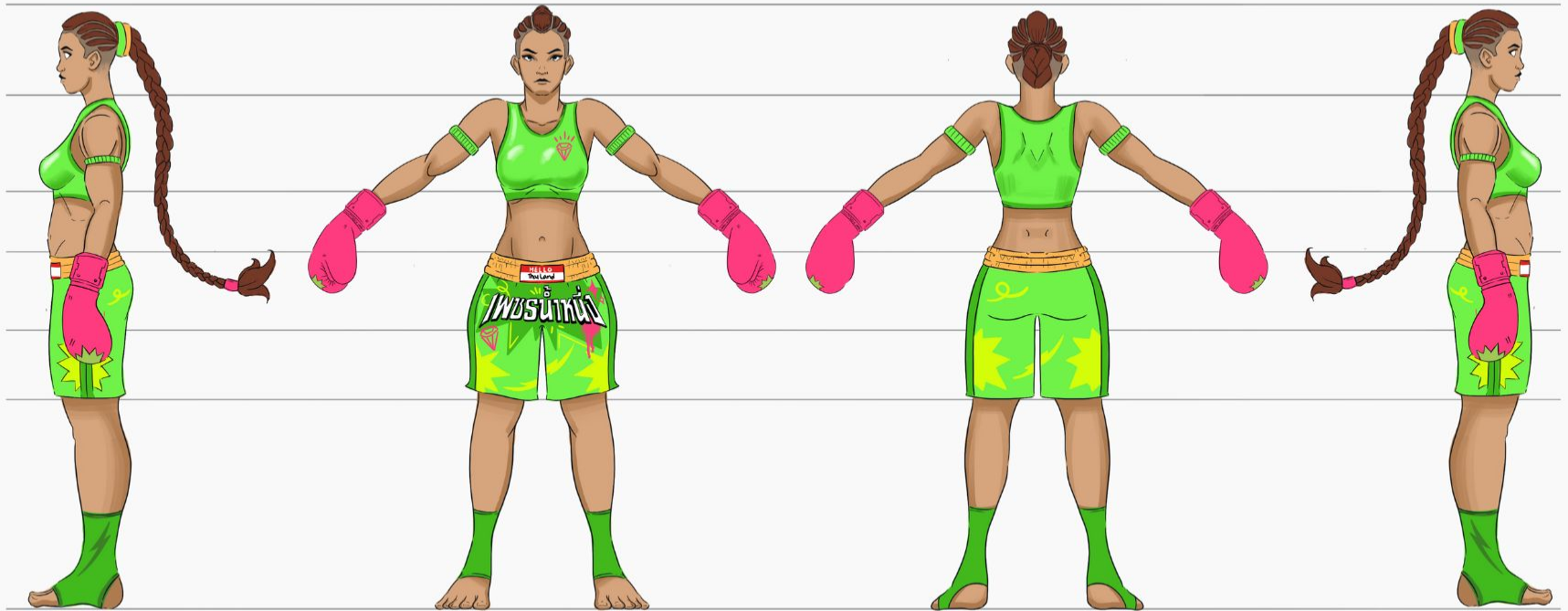
นักมวยไทยหญิงผู้เปี่ยมไปด้วยพลังและเสน่ห์ เธอได้รับฉายาว่า “เพชรน้ำหนึ่งแห่งวงการมวยไทย” ด้วยความแข็งแกร่งที่ไร้เทียมทานและความงดงามที่เปล่งประกายราวกับอัญมณีล้ำค่า สติและการต่อสู้ของเธอผสมผสานระหว่างมวยไทยดั้งเดิมกับศิลปะการต่อสู้แบบผสมผสาน ทำให้ทั้งการโจมตีและการป้องกันทรงพลัง หลากหลาย และคาดเดายาก

- บุคลิกภาพ : มั่นใจ เด็ดเดี่ยว แต่แฝงไว้ด้วยความสง่างามของนักสู้ผู้ภาคภูมิใจ
- จุดเด่นการต่อสู้ : หมัดศอกเข้าอันดุเดือด ควบคู่ไปกับท่าเทคนิคคล็อกและทุ่มแบบ MMA
- เอกลักษณ์ : ความแข็งแกร่งและความงามรวมกันอย่างลงตัว เปรียบเสมือนเพชรแท้ที่ทั้งแกร่งและเปล่งประกาย
- ภาพลักษณ์ : นักสู้หญิงผมเปียยาว สวมกางเกงมวยไทยที่ออกแบบพิเศษ มีลวดลายเพชรหรือประกายอัญมณี สื่อถึงชื่อและฉายาของเธอ

Petch Nam Nueng



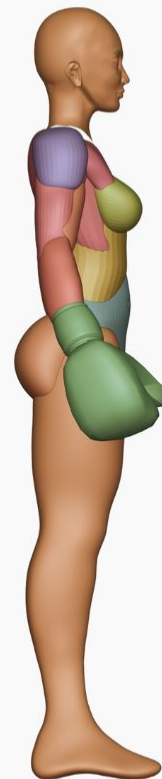
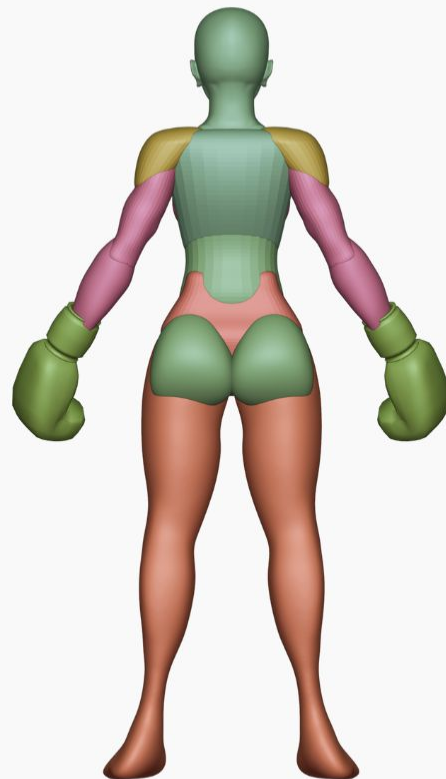
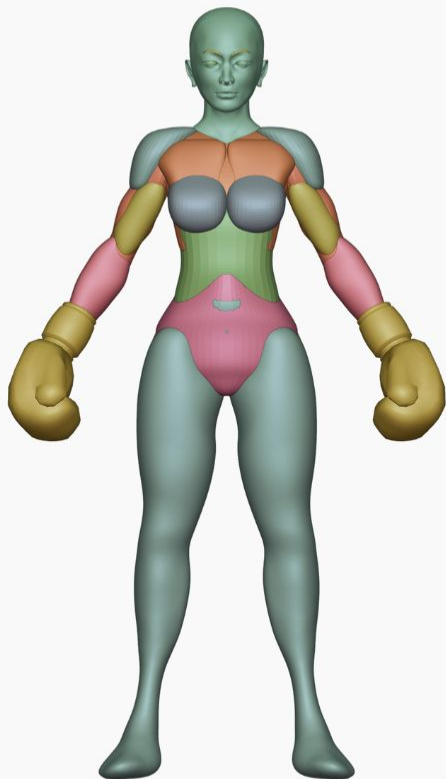
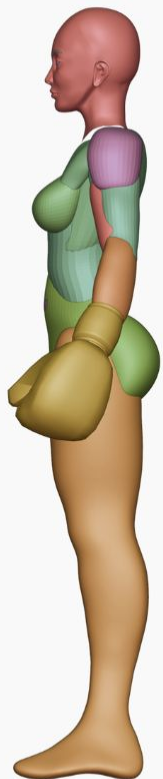
character turnaround



Boxing gloves

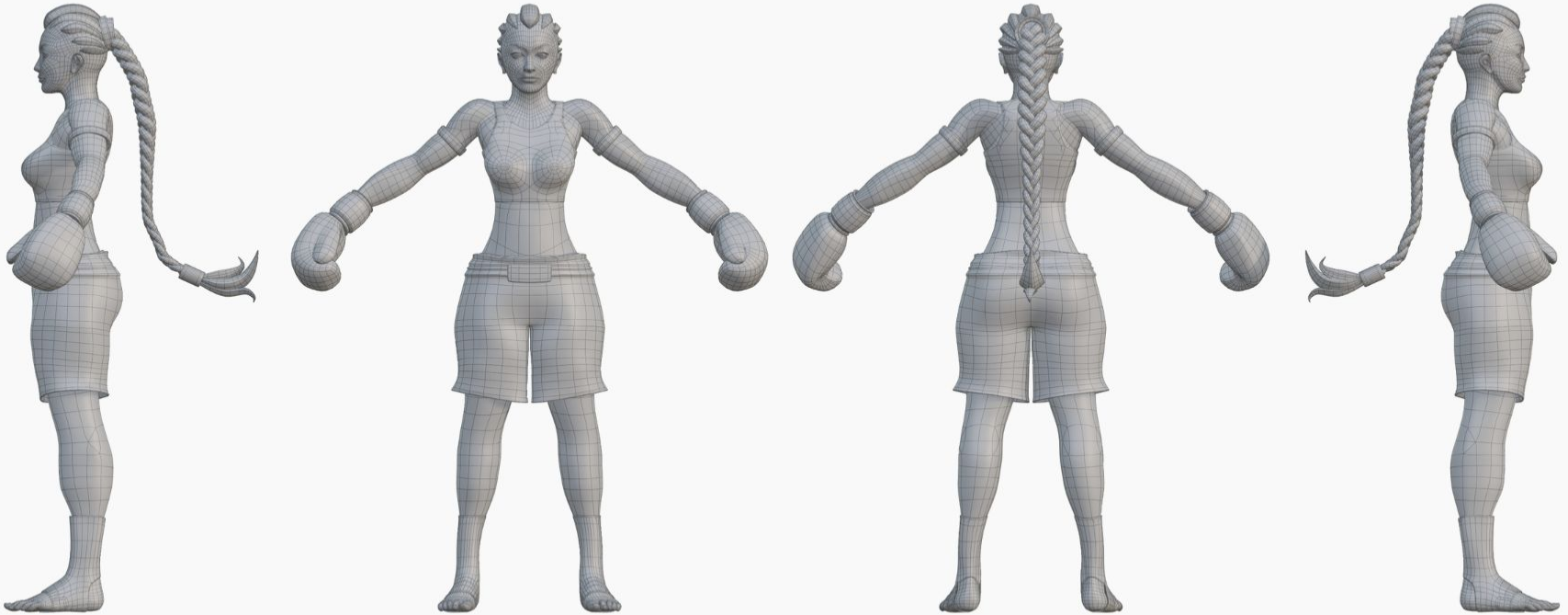


BLOCKOUT



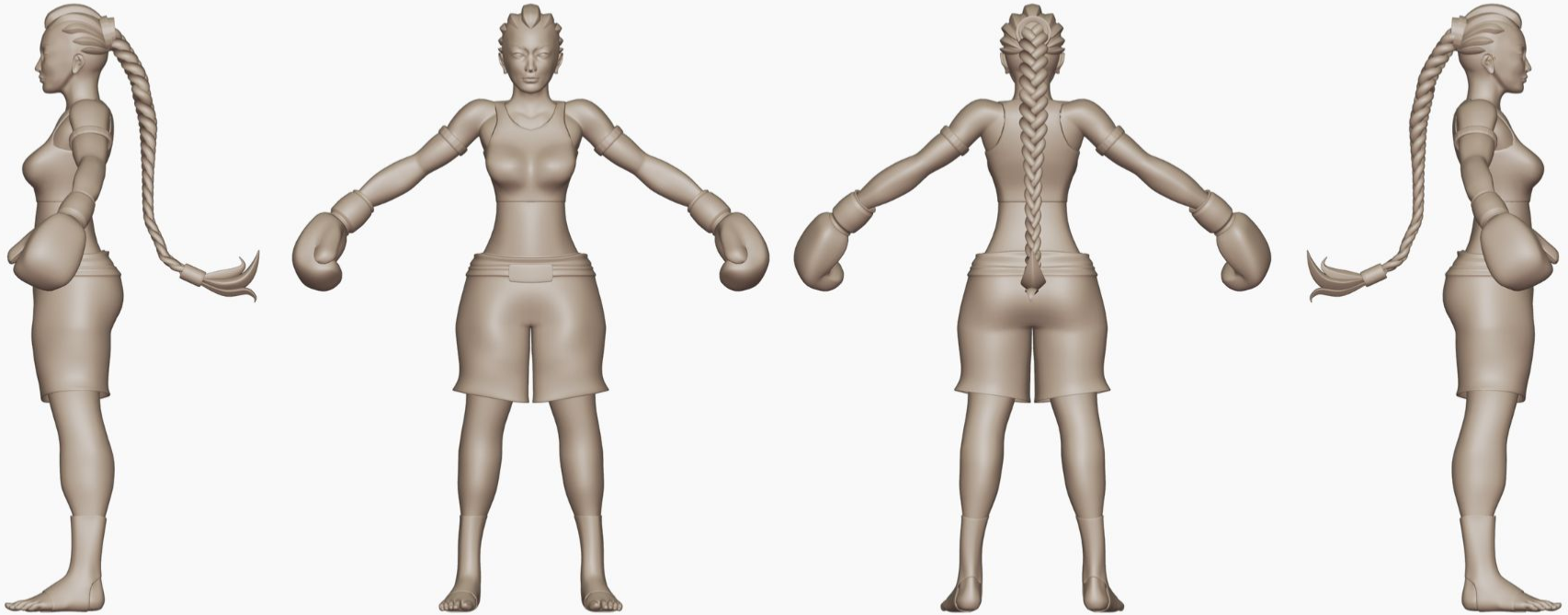
Retopology

Wireframe LowPoly



Modeling

LowPoly



character rendering



Texture Map



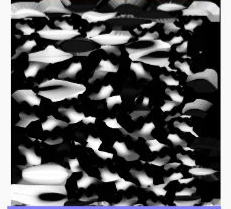
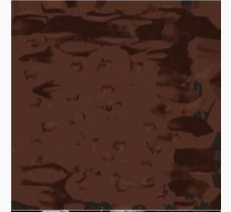
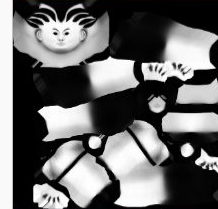
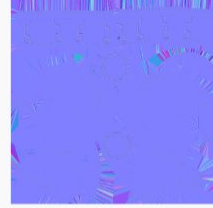
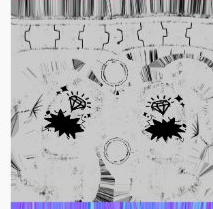
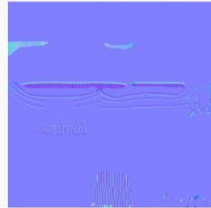
Base color



Metallic



Normal



Rigging / Rendering



Rigging / Rendering



Render from Substance painter



Boxing gloves



SAMURAI COWBOY

3D Animation Short Project

By Palatip Kertpipat



character design

3D Model

Animation

SAMURAI COWBOY

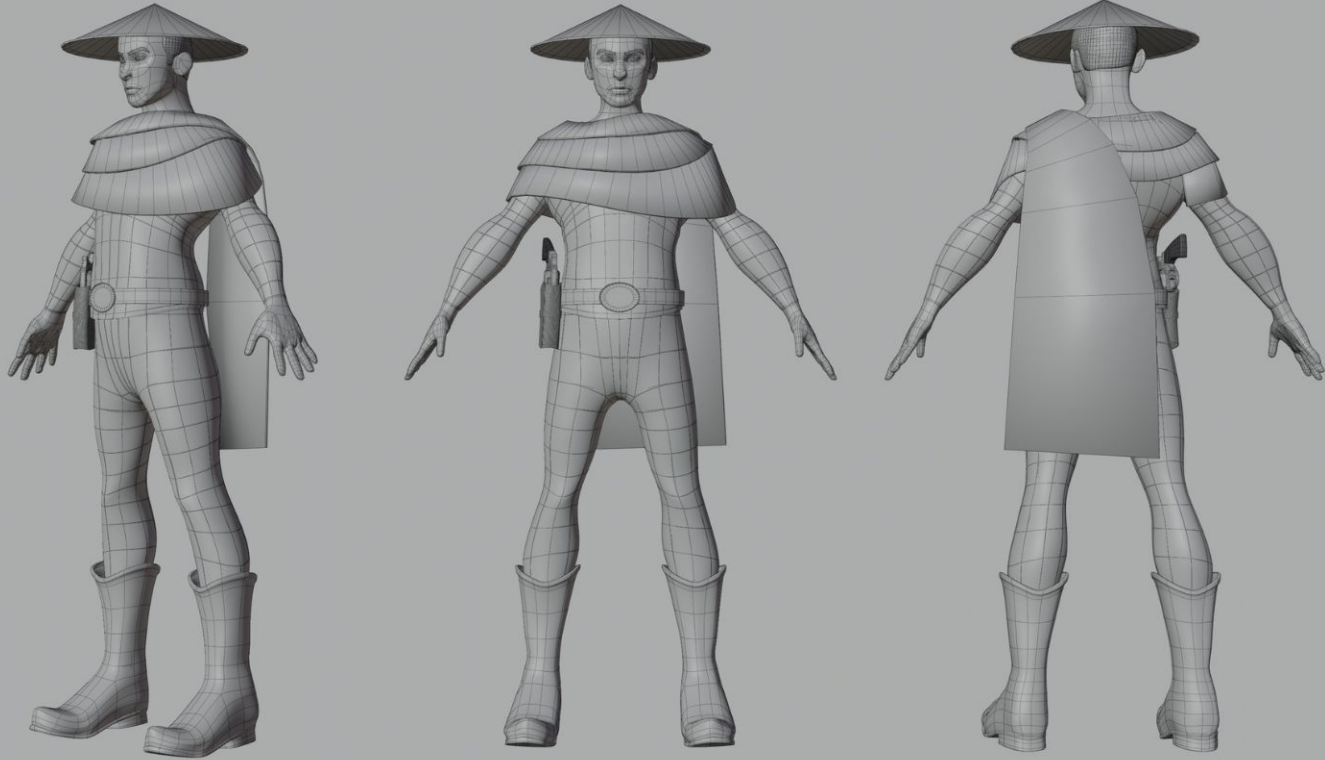
Concept

“Samurai Cowboy” Project

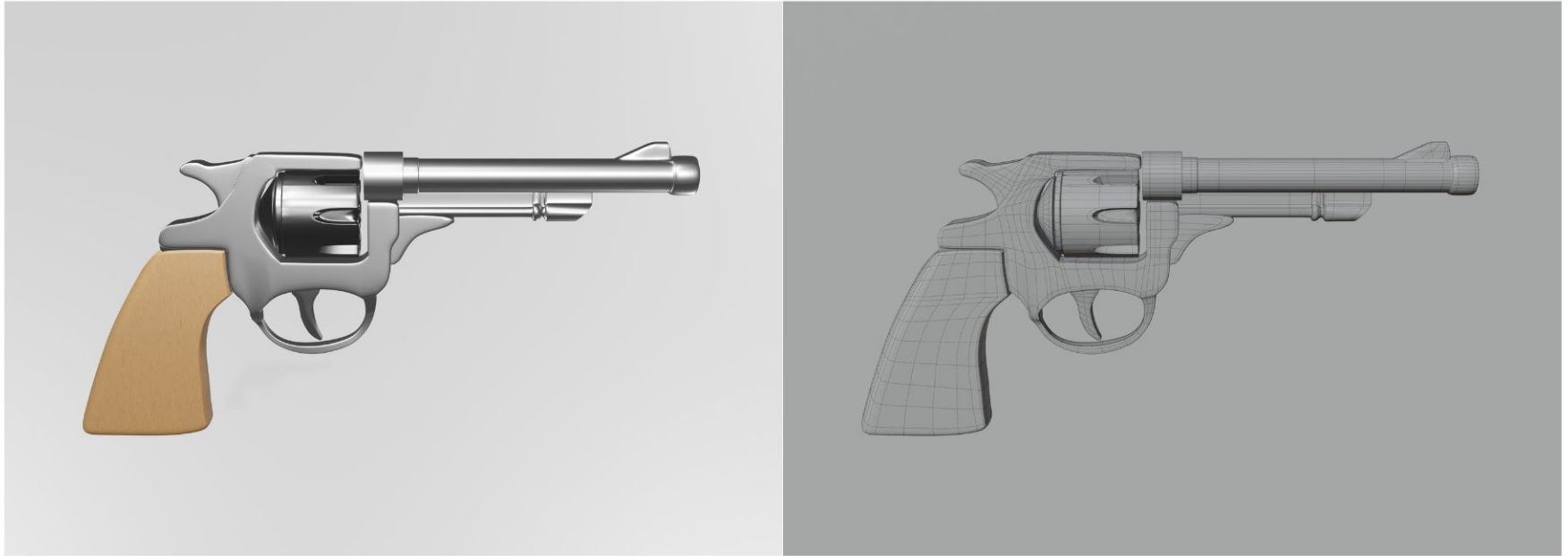
The Samurai Cowboy project is part of an animation course, with the objective of creating a character and environment using 3D modeling software. Blender is used as the primary tool for development. The core concept of this project is the fusion of two distinct cultures the Samurai of Japan and the Cowboys of the American West. The character design reflects a seamless blend of both cultural identities through costume design, weaponry, posture, and personality traits.



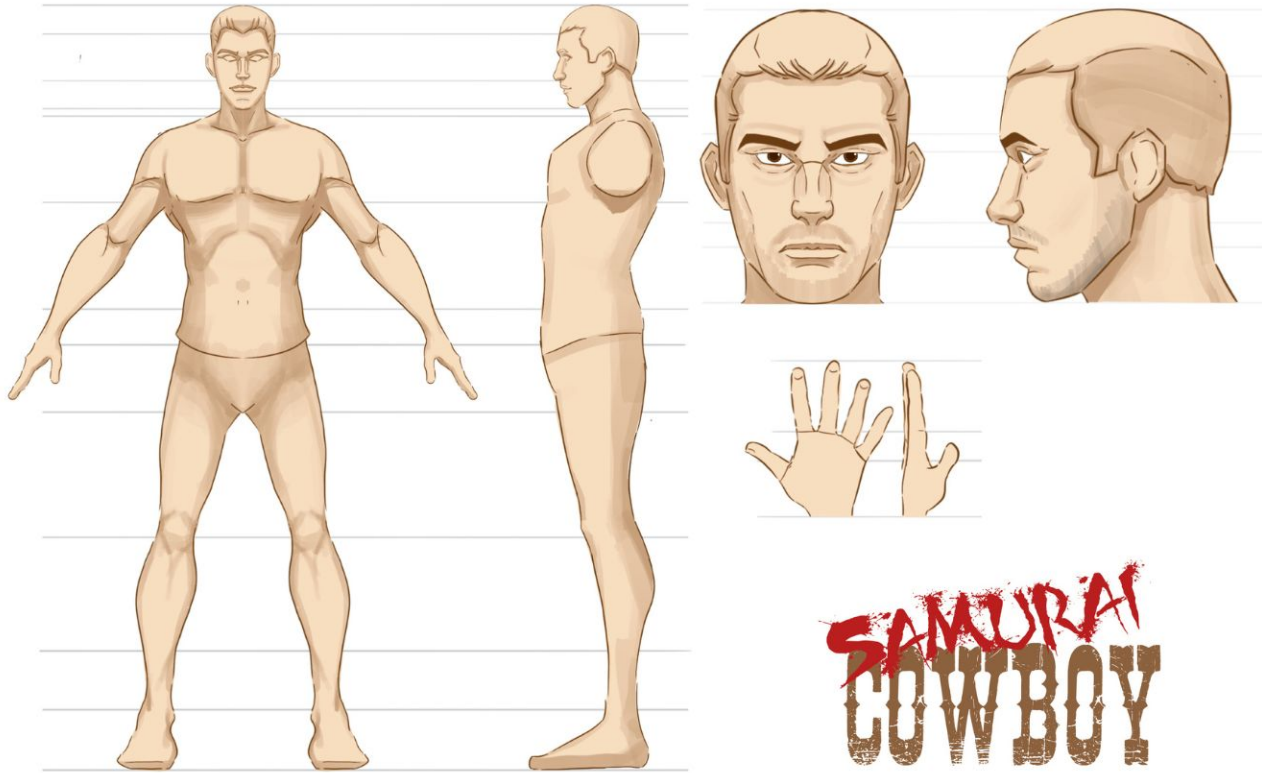




REVOLVER

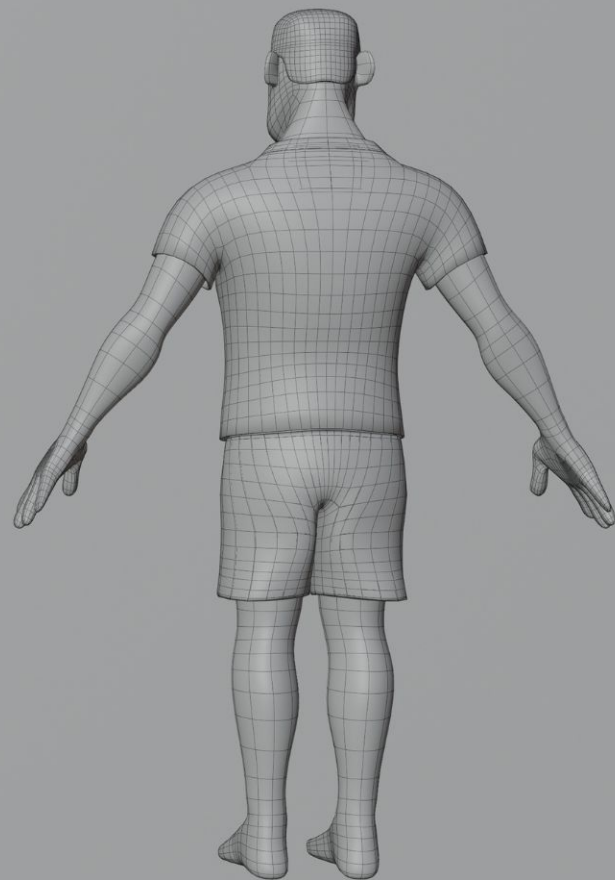
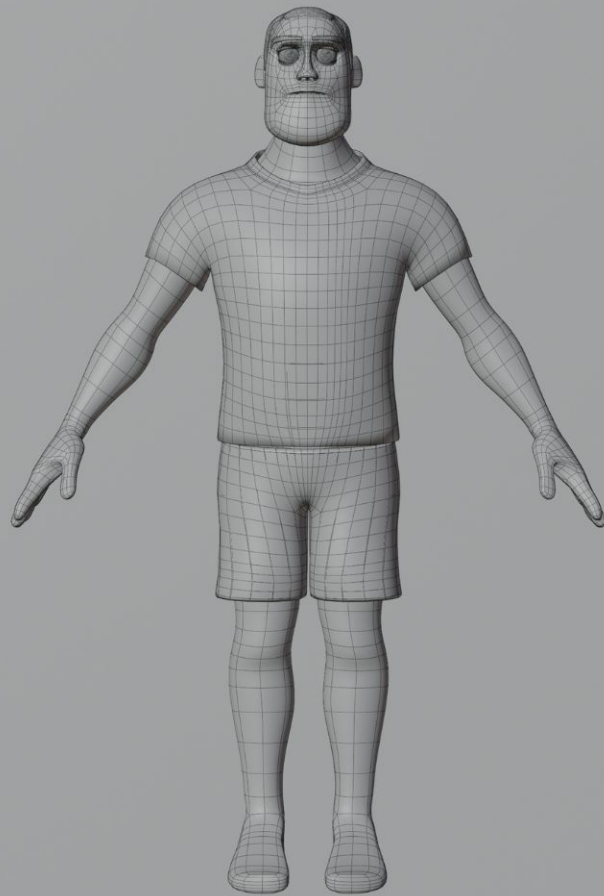
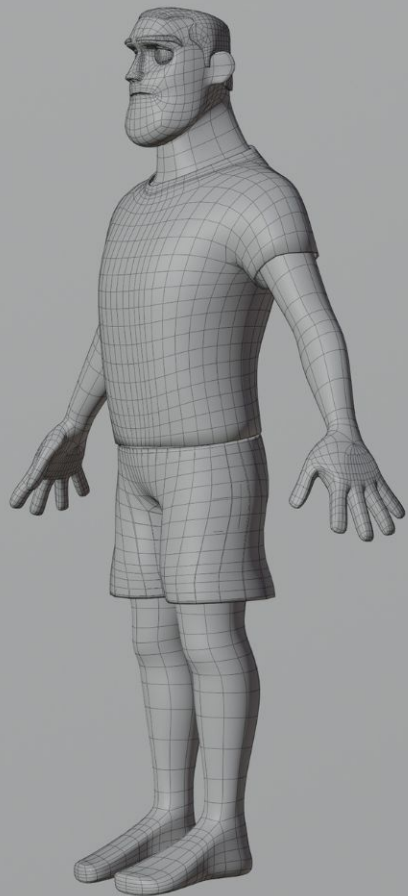


CHARACTER SHEET



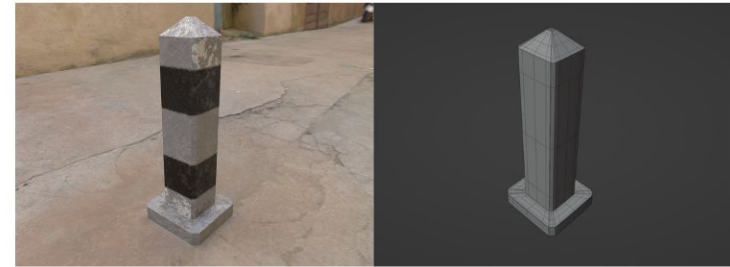
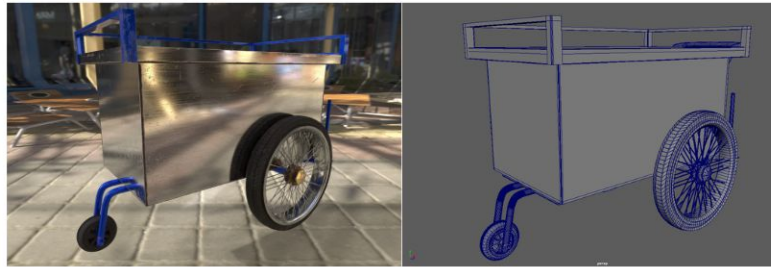
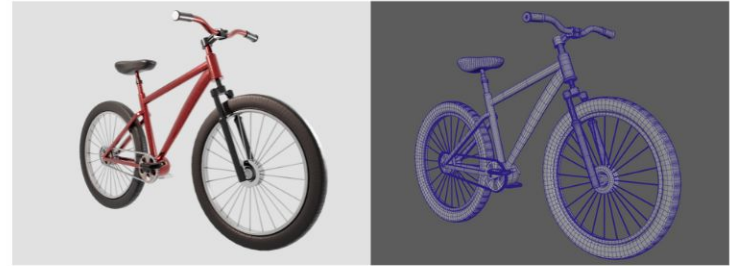
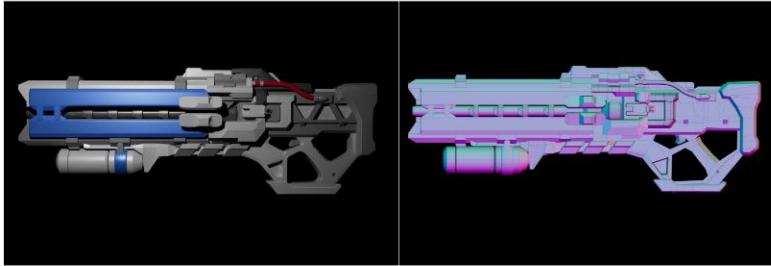
**SAMURAI
COWBOY**





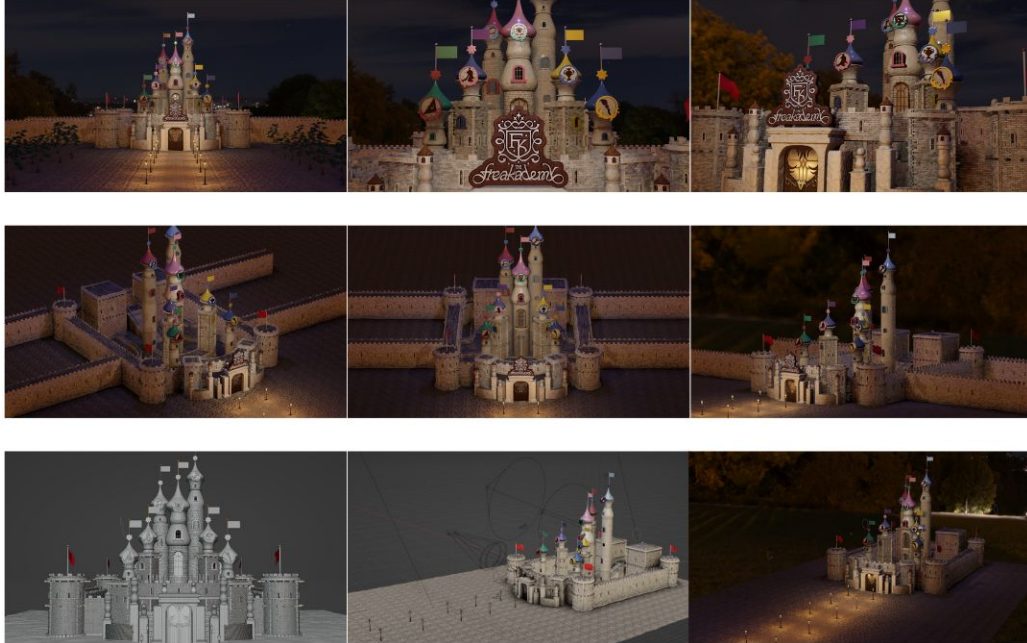
ผลงานระหว่างการฝึกประสบการณ์วิชาชีพ

บริษัท เดอะ โทสท์ เรดิโอ จำกัด

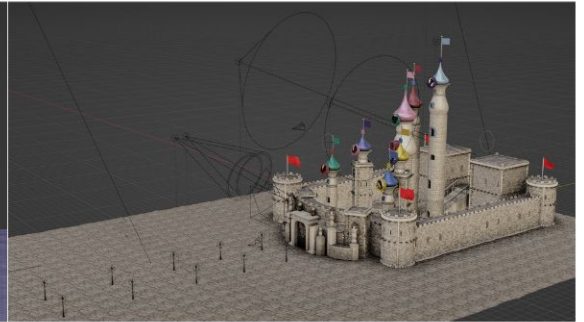
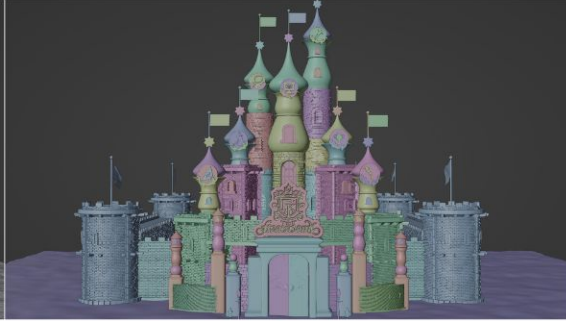
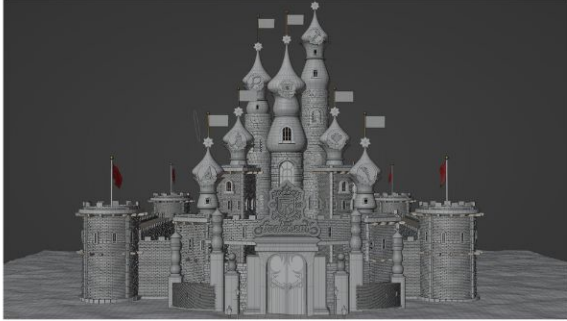


The Freakademy Castle

Created a 3D castle model for promotional media in the Faculty of Decorative Arts 55th Thesis Exhibition at the Bangkok Art and Culture Centre (BACC).



The Freakademy Castle

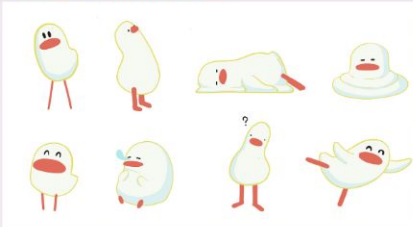


ART TOY

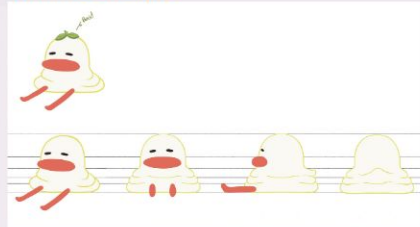
ผลงานระหว่างการฝึกประสบการณ์วิชาชีพ

บริษัท เอ็กซ์ทีเอ็นสตูดิโอ จำกัด

CHARACTER POSE DESIGN



CHARACTER SHEET

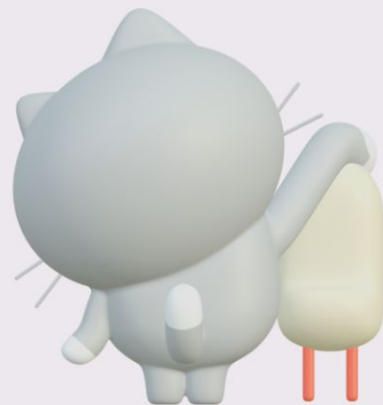
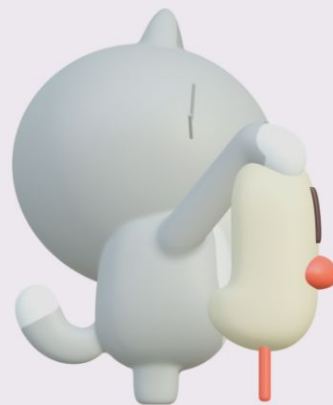
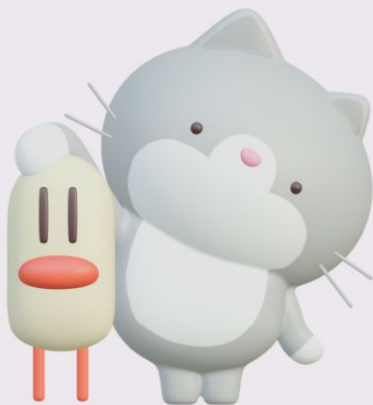
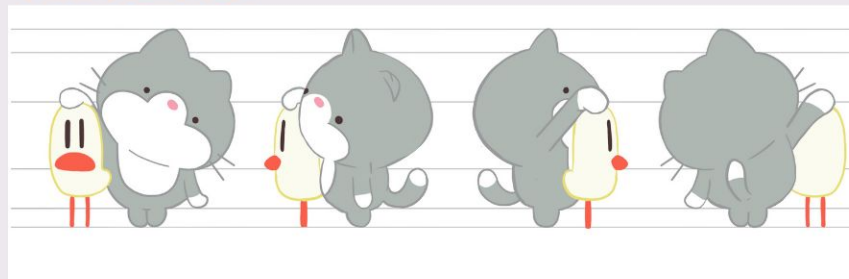


ART TOY

ผลงานระหว่างการผลิตประสบการณ์วิชาชีพ

บริษัท เอ็กซ์ทีเอ็นสตูดิโอ จำกัด

CHARACTER SHEET

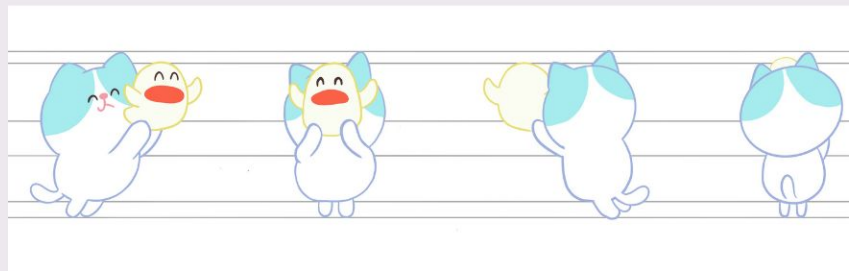


ART TOY

ผลงานระหว่างการผลิตประสบการณ์วิชาชีพ

บริษัท เอ็กซ์ทีเอ็นสตูดิโอ จำกัด

CHARACTER SHEET



product design



นิลกาฬ



ไทยจัด



กลีบบัว

CONCEPT ART

THE TRAIL OF TEARS

By Palatip Kertpipat





CONCEPT ART THE TRAIL OF TEARS

ENVIRONMENT

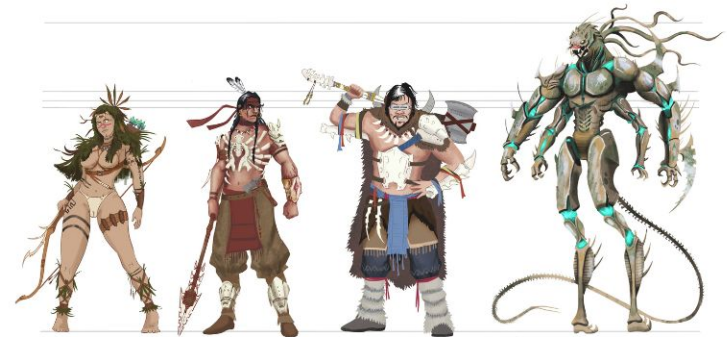


STORY

The story takes place in the year 1490 in the land now known as Arizona, before Christopher Columbus arrived in the Americas. Terrifying extraterrestrial beings descended upon Earth, bringing with them advanced weapons and technology, aiming to conquer the land, seize its natural resources, and extract precious minerals especially gold.

They released a deadly toxin that caused a massive plague, wiping out millions of Native Americans. The tribes were scattered and weakened. Yet, in the face of devastation, they rose up combining their traditional ways of life, hunting skills, and the invaders' own technology to fight back and protect their homeland from alien domination.

STORY BEATS



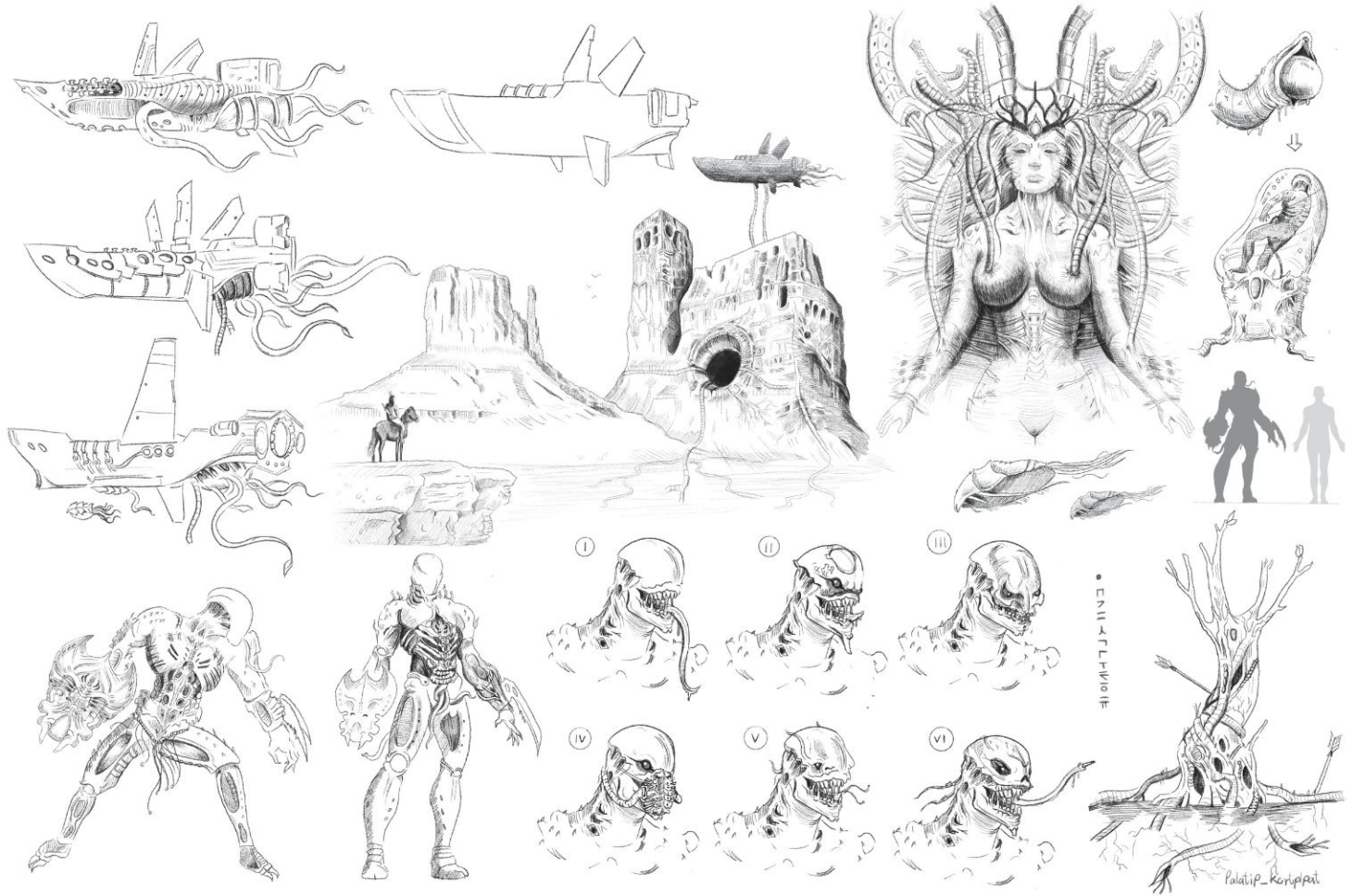
VALKA

GERONIMO

GUNNAR

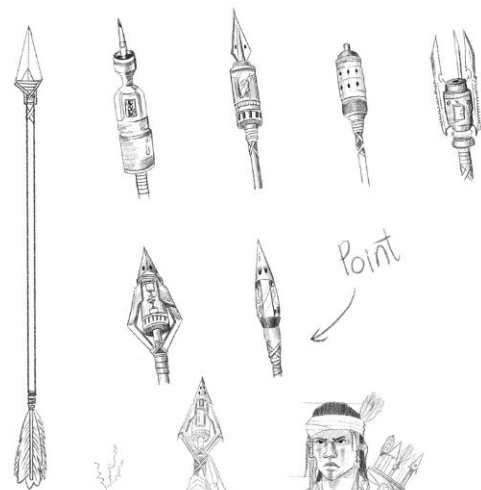
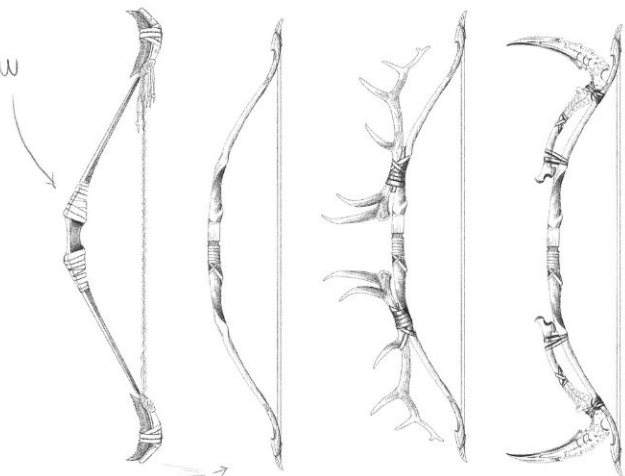
ALIEN







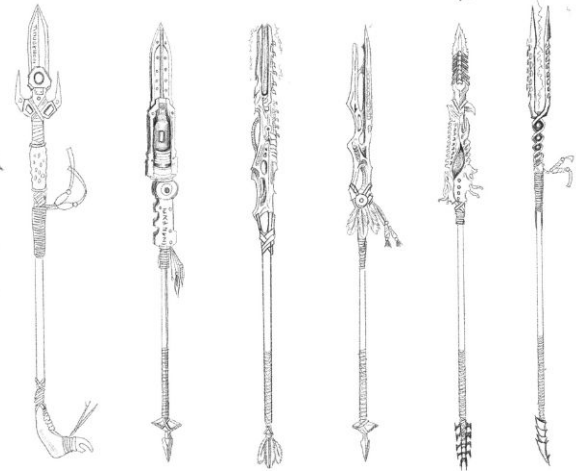
bow



Point



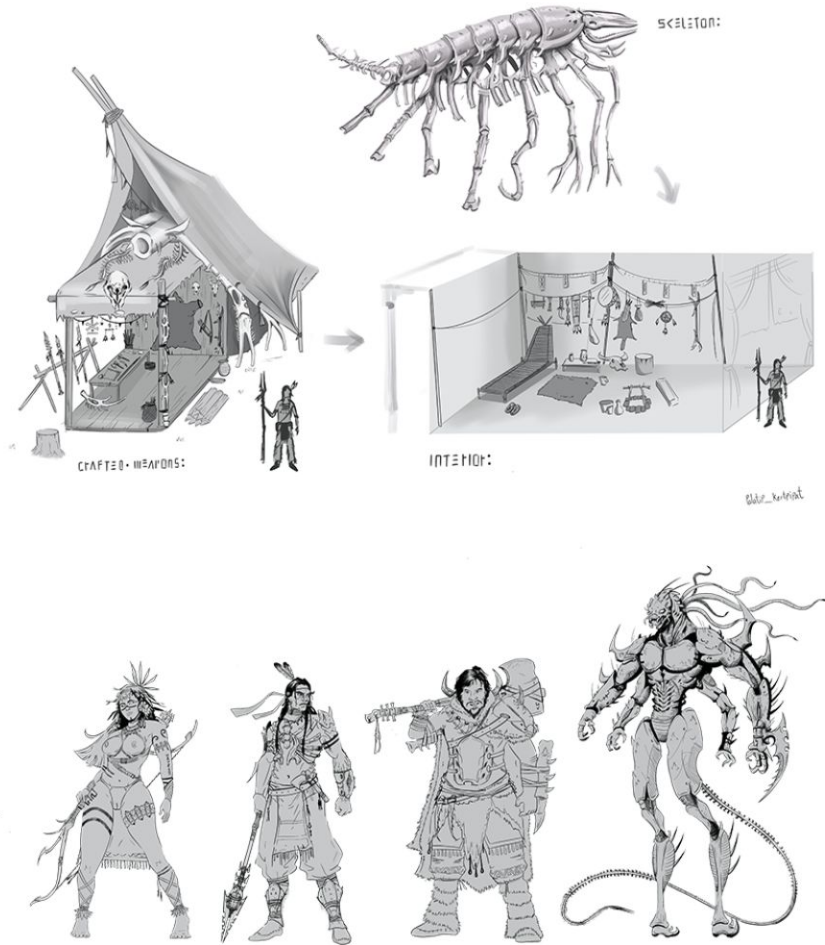
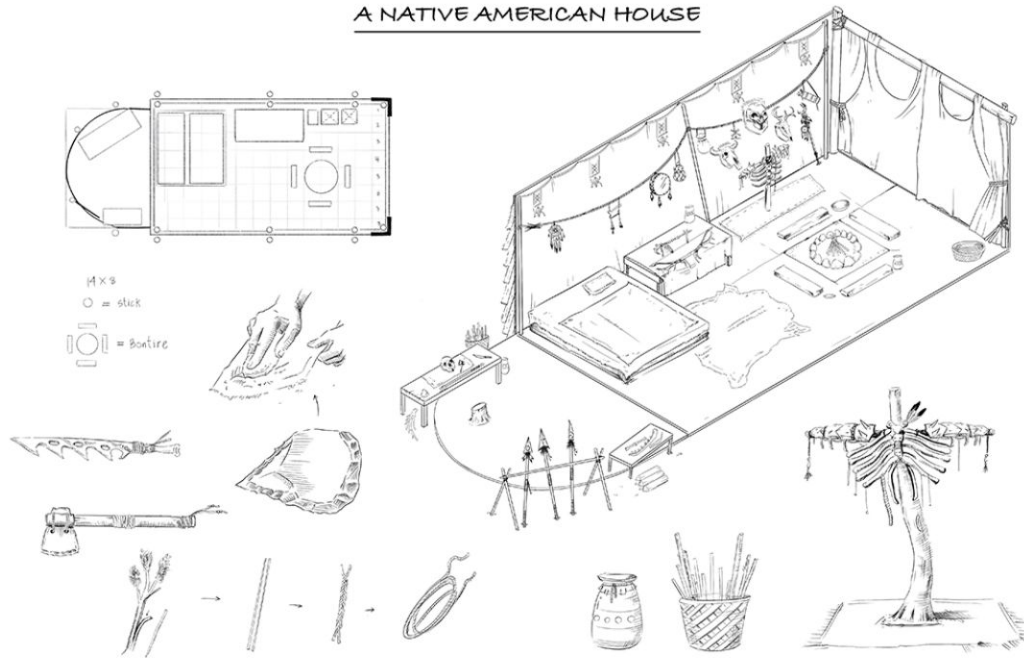
spear



Palatip_Kertipat



A NATIVE AMERICAN HOUSE

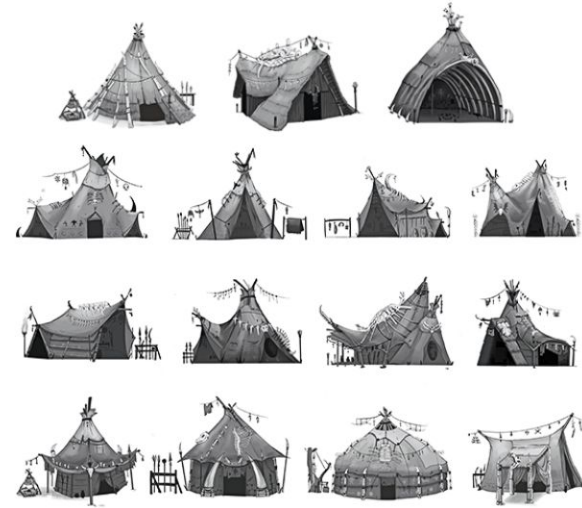


The indigenous people of the area live a lifestyle deeply connected to hunting aliens. They repurpose the remains of alien skeletons in various ways crafting weapons and everyday tools from the bones. When it comes to decorating their homes, they often display alien skeletal parts, especially skulls, around their dwellings as a symbol of power, dominance, and bravery demonstrating that the homeowner has successfully brought down one of these formidable extraterrestrial beings.



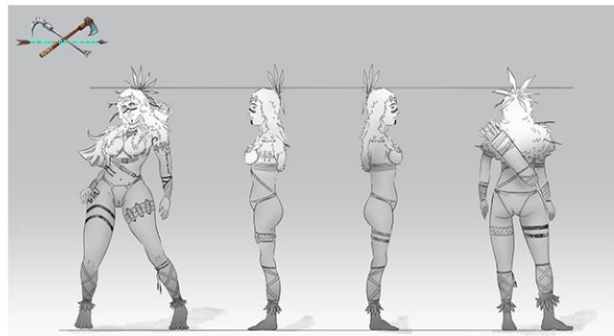
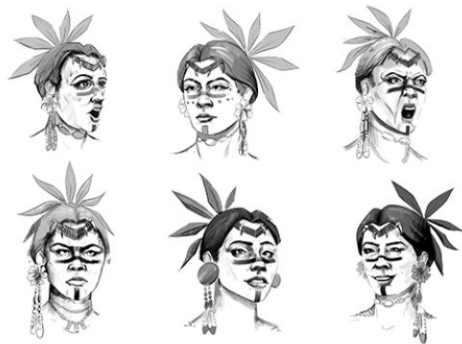


HABITAT



VALKA

CHARACTER DESIGN



BOW AND ARROW



WOVEN CHOKER



POISON VIAL



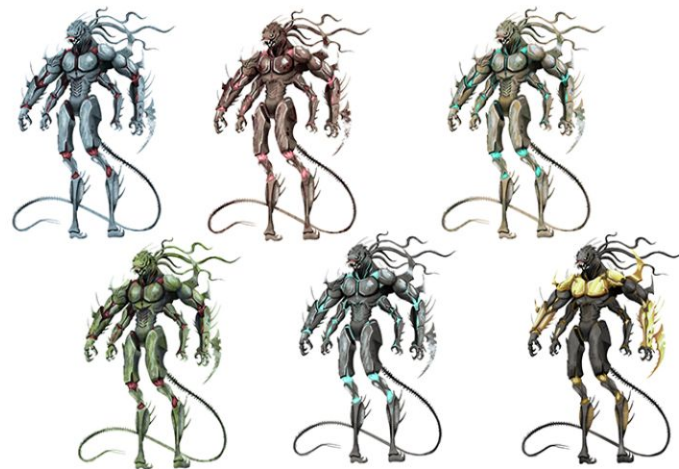
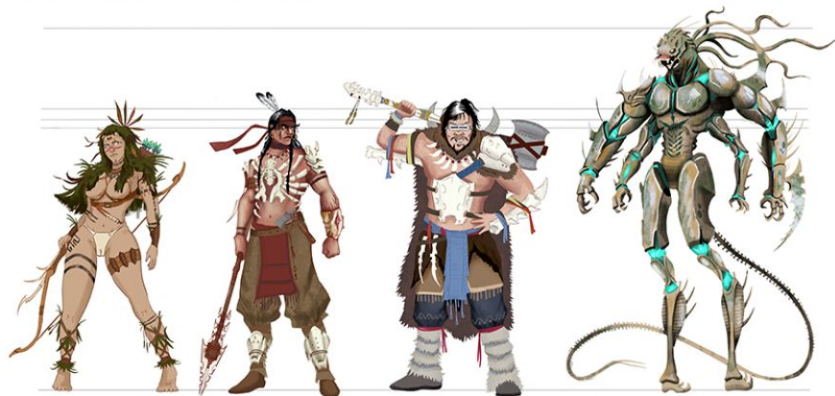
ALIEN BONE KNIFE



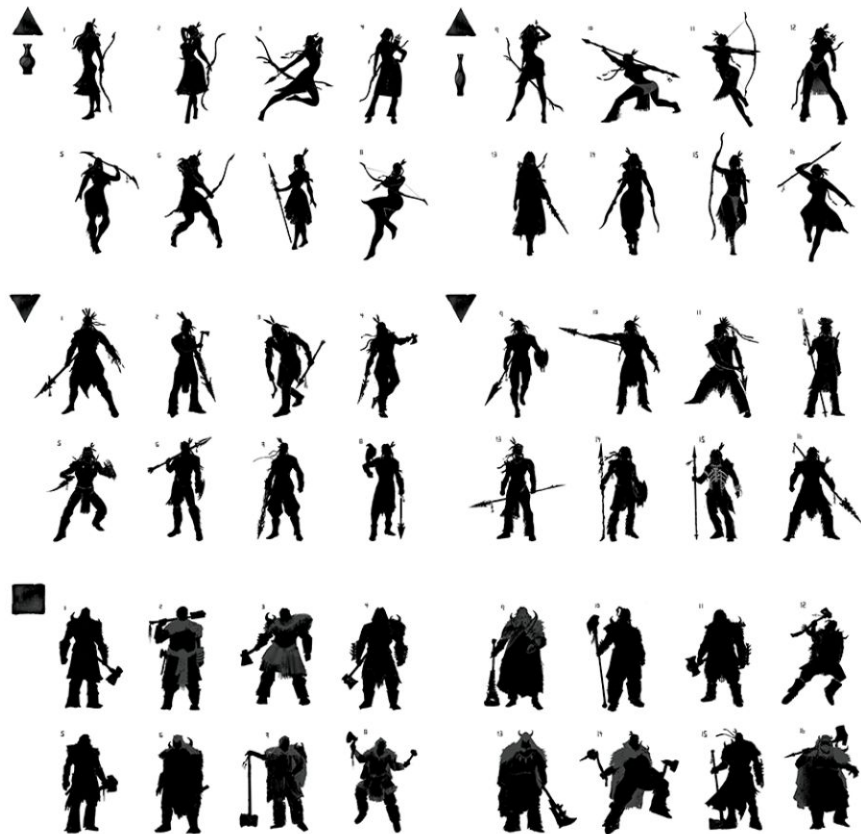
KEY ACTION POSES



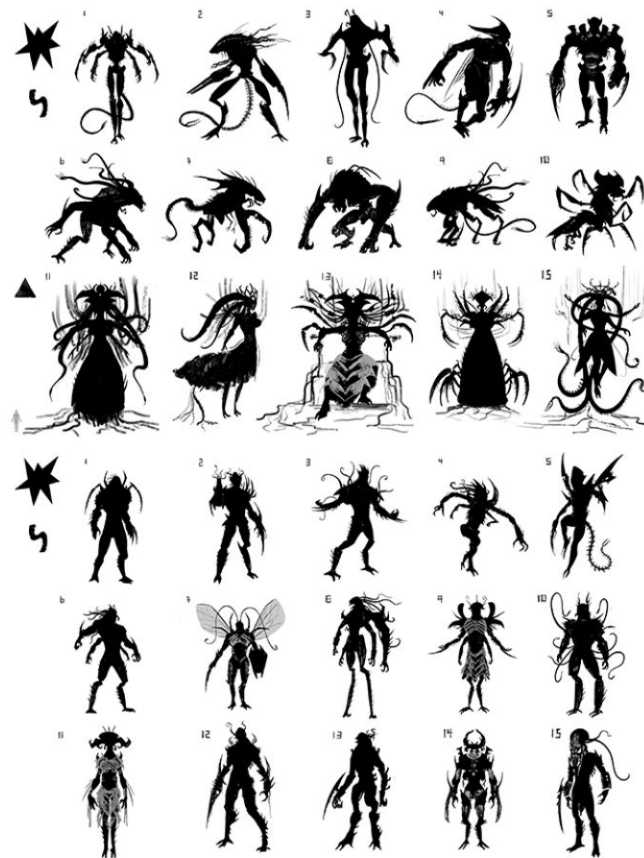
CHARACTER COLOR KEY EXAMPLES



THE HUMAN



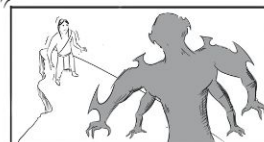
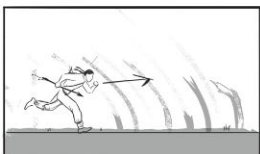
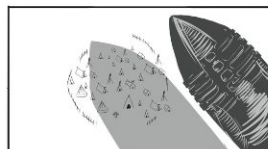
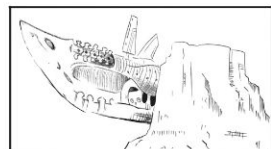
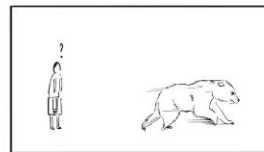
THE ALIEN



World setting



ສູນສາມາດ ເຮັດໜີງ M major L minor



ㄉㄉㄎ



