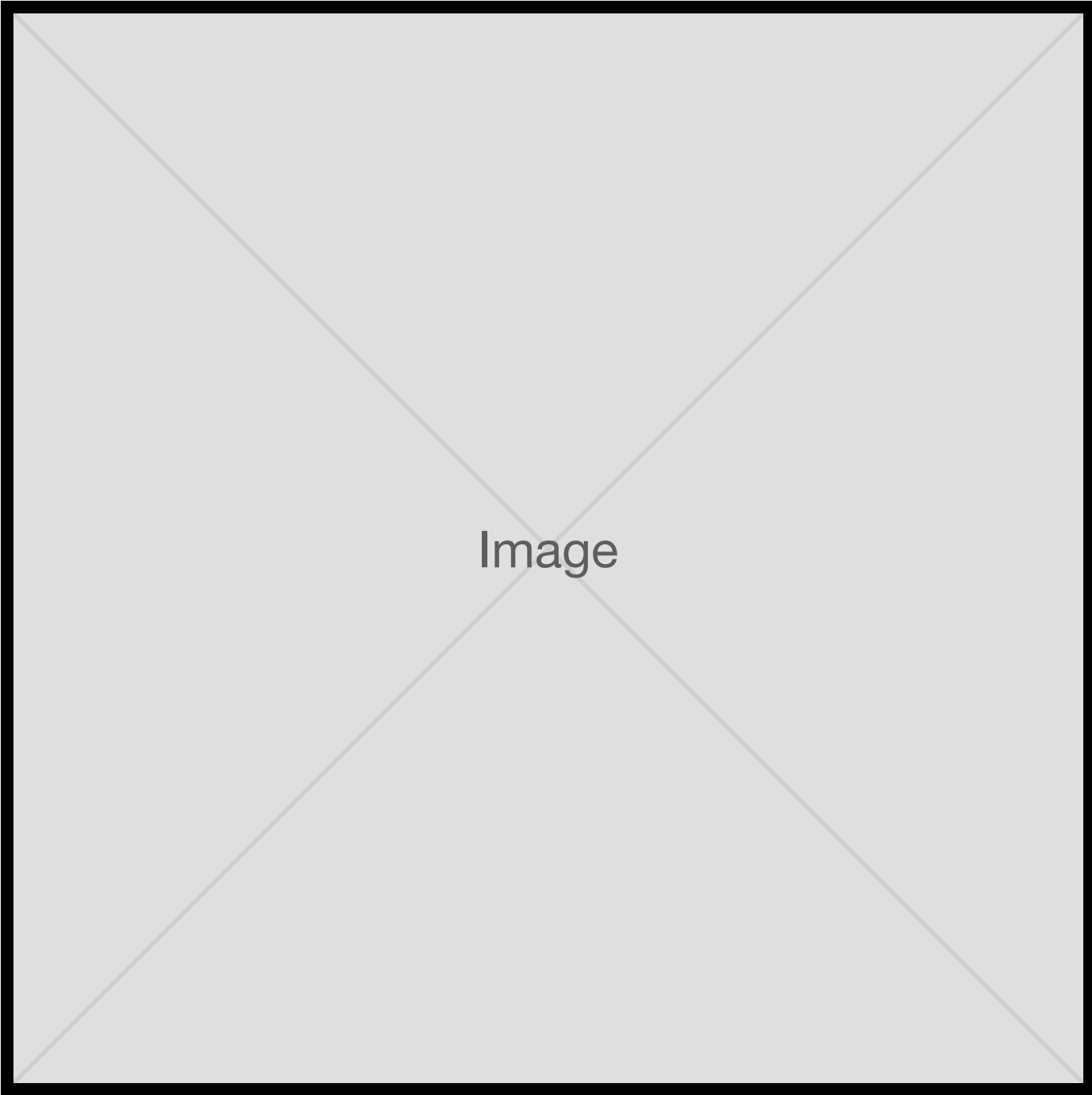


Aliens TEDtalk

Asset Evolution

Key



Currently Used

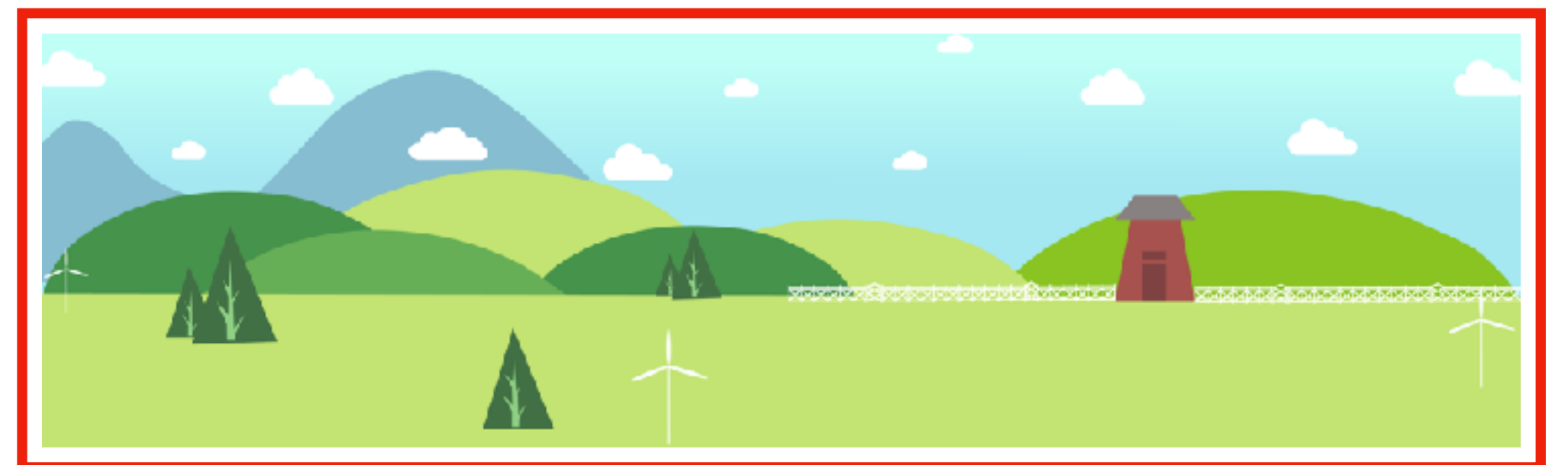


Not Created by Me

Backgrounds

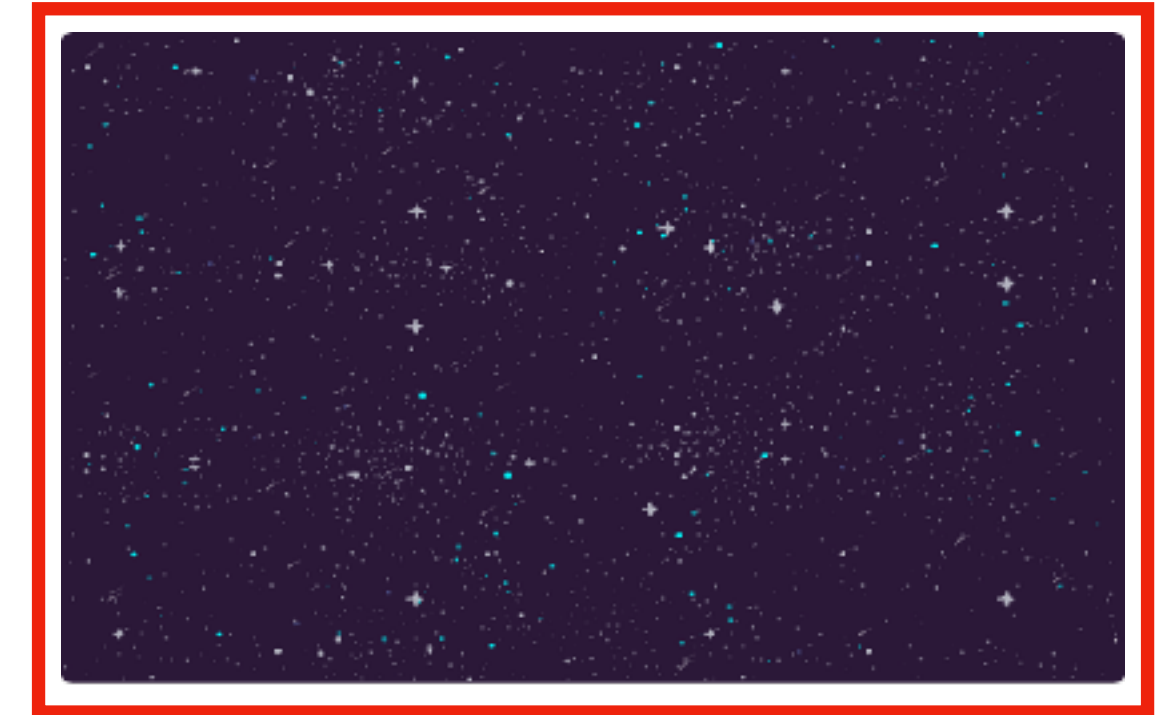
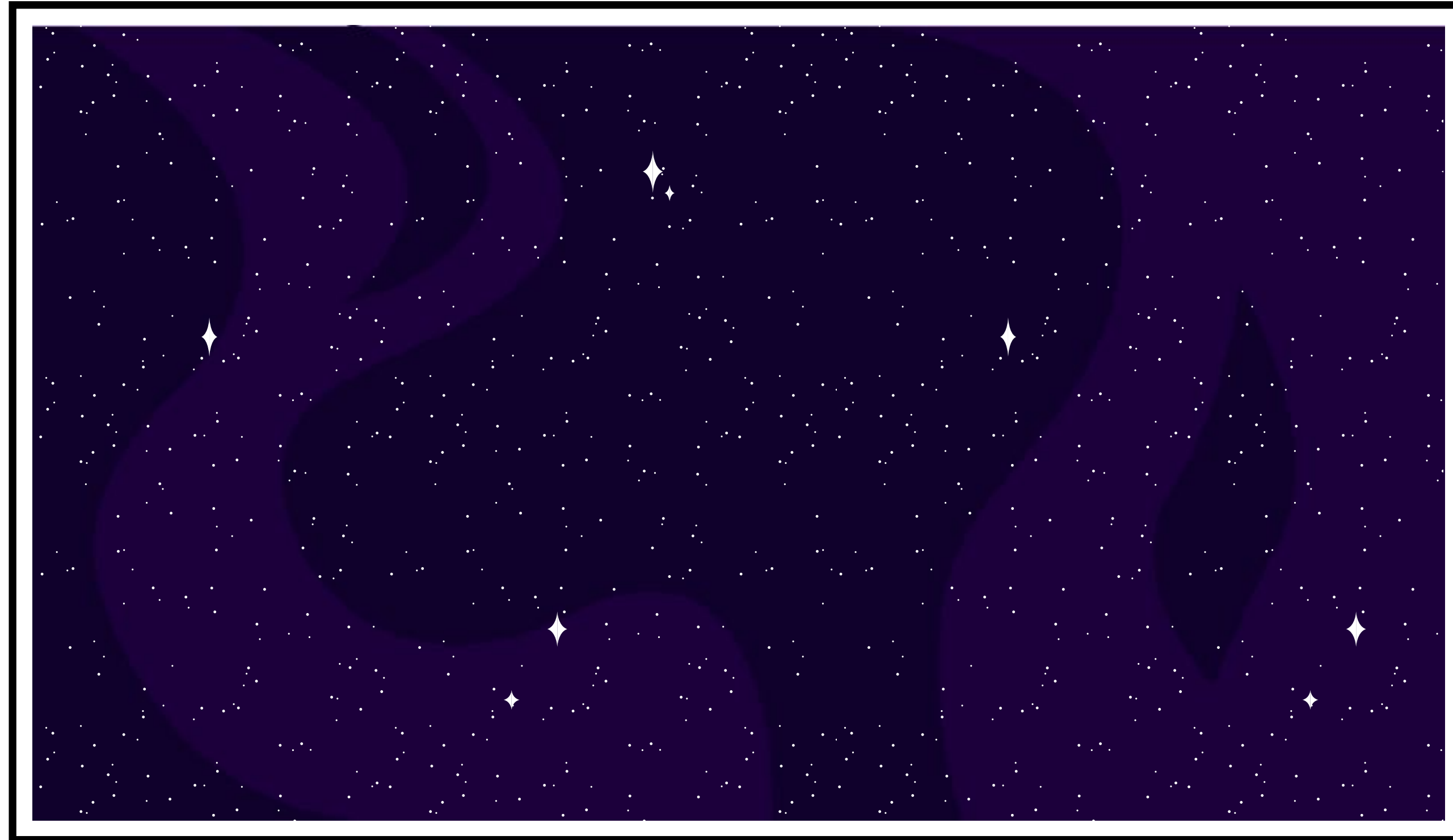
Farmland

While the original version of this asset was nice, it wasn't consistent with my personal style, so I redid it and added some more interesting land features.



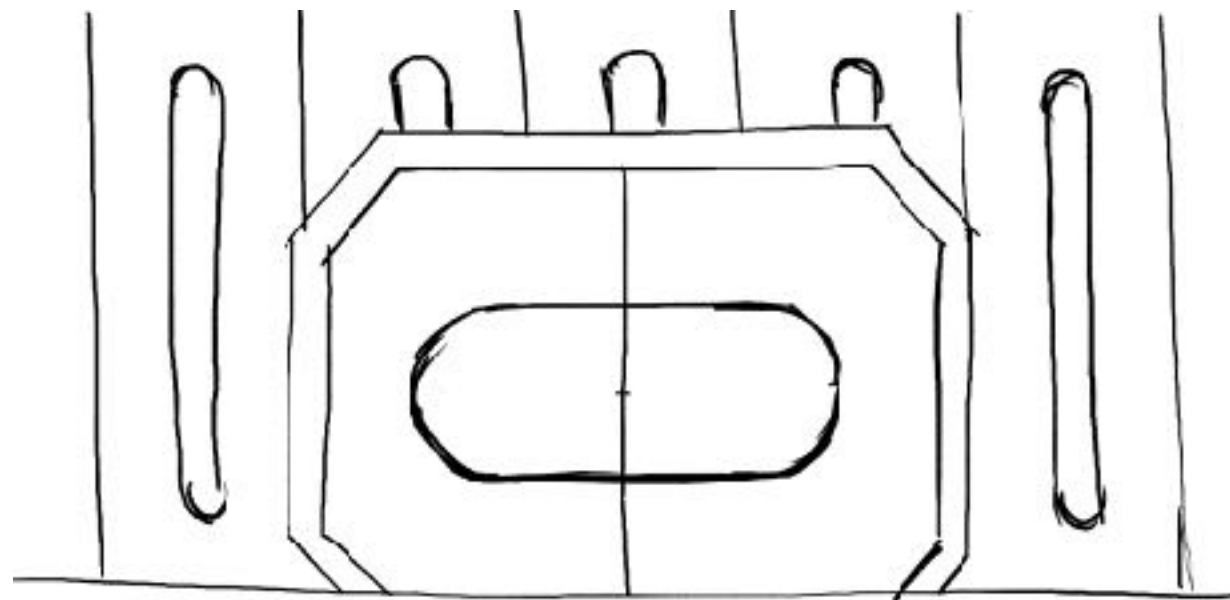
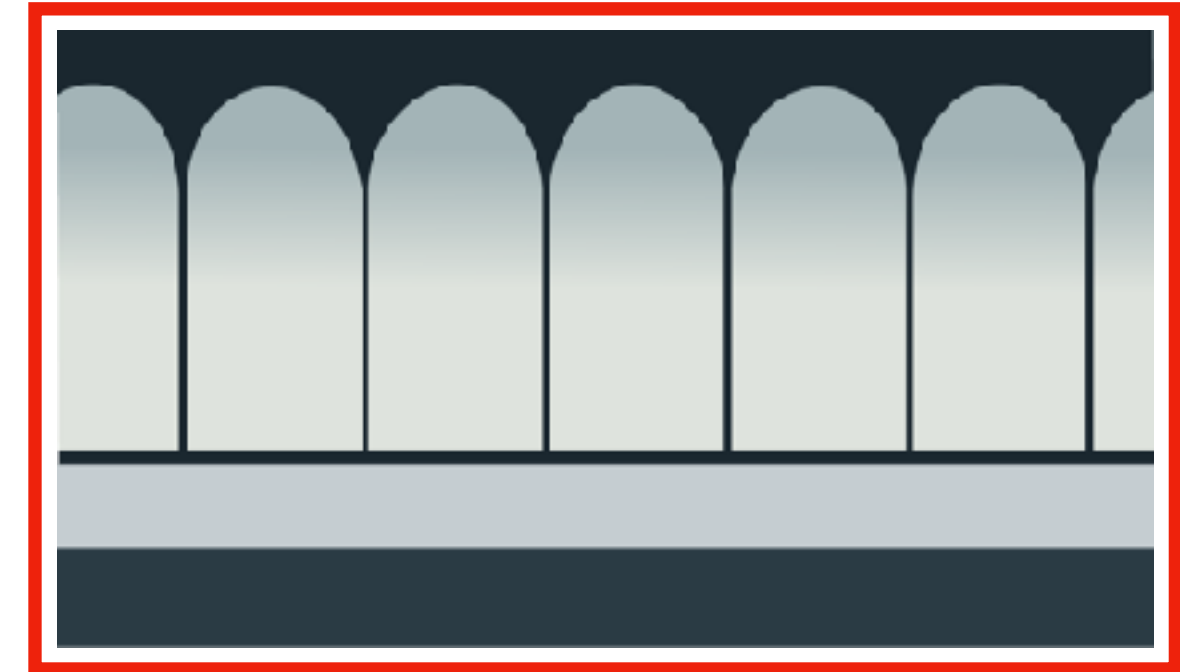
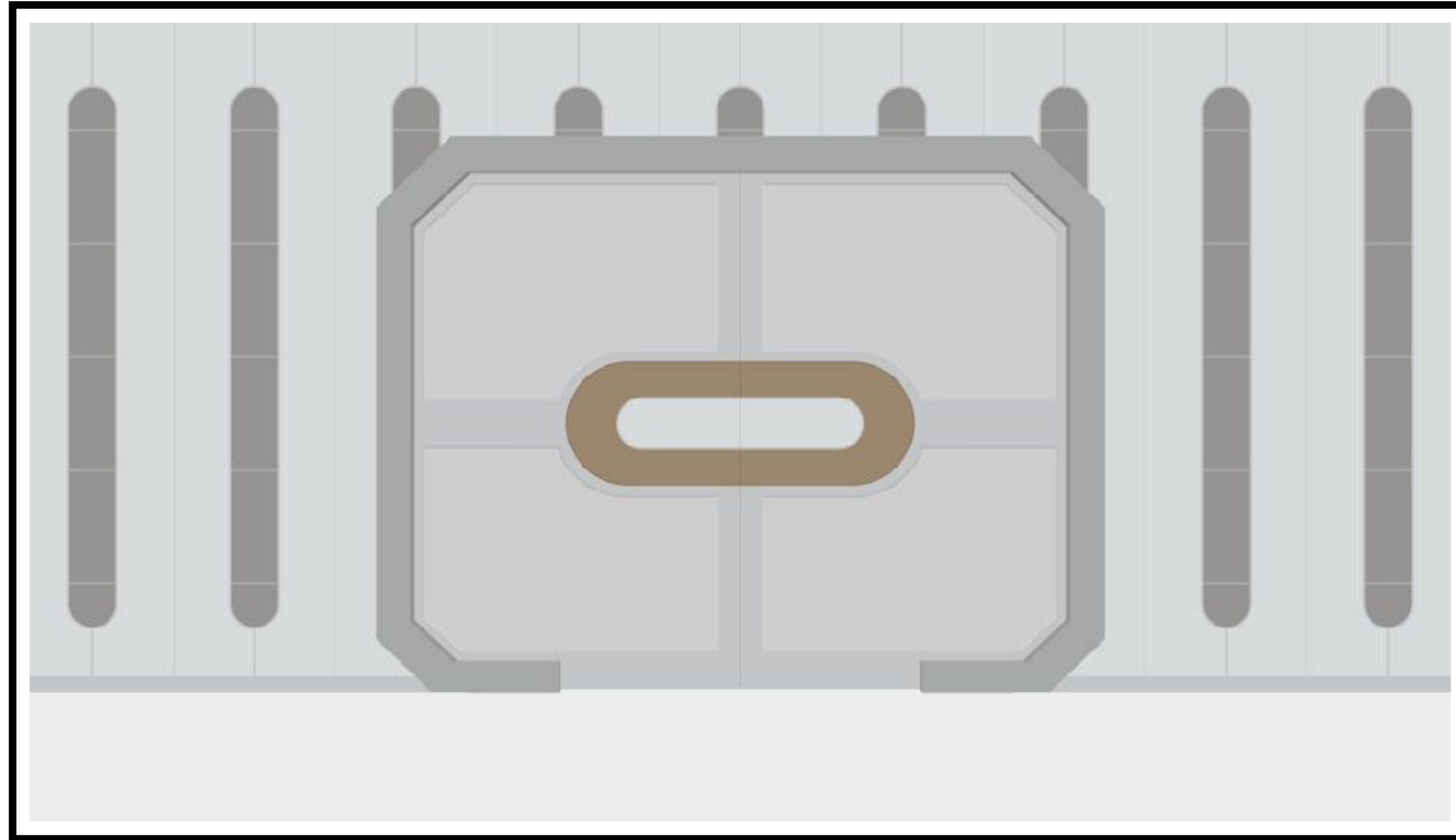
Space

The main updates to this asset was the vectorization of it as well as deepening the color.



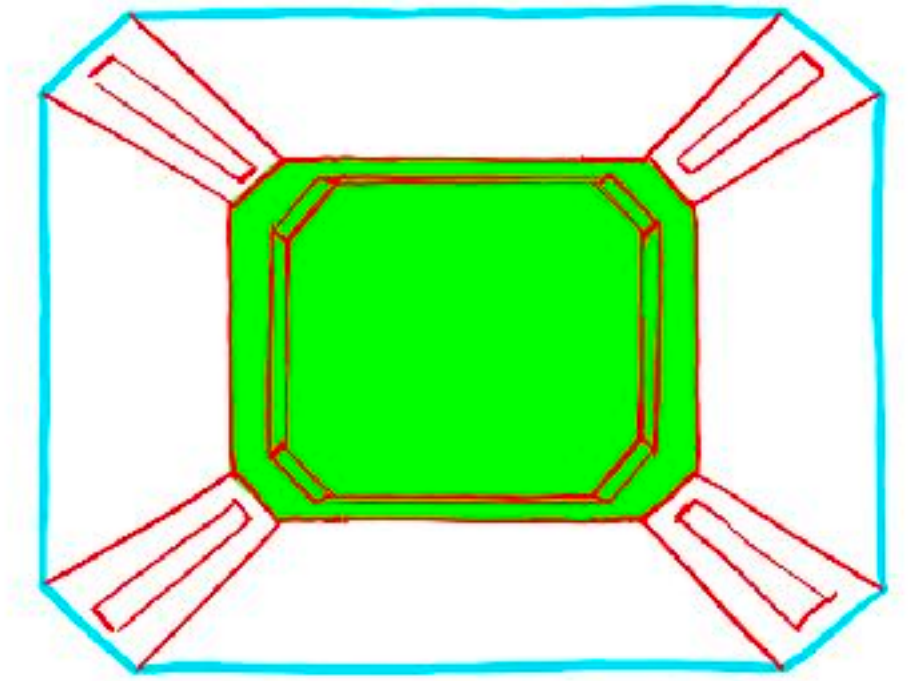
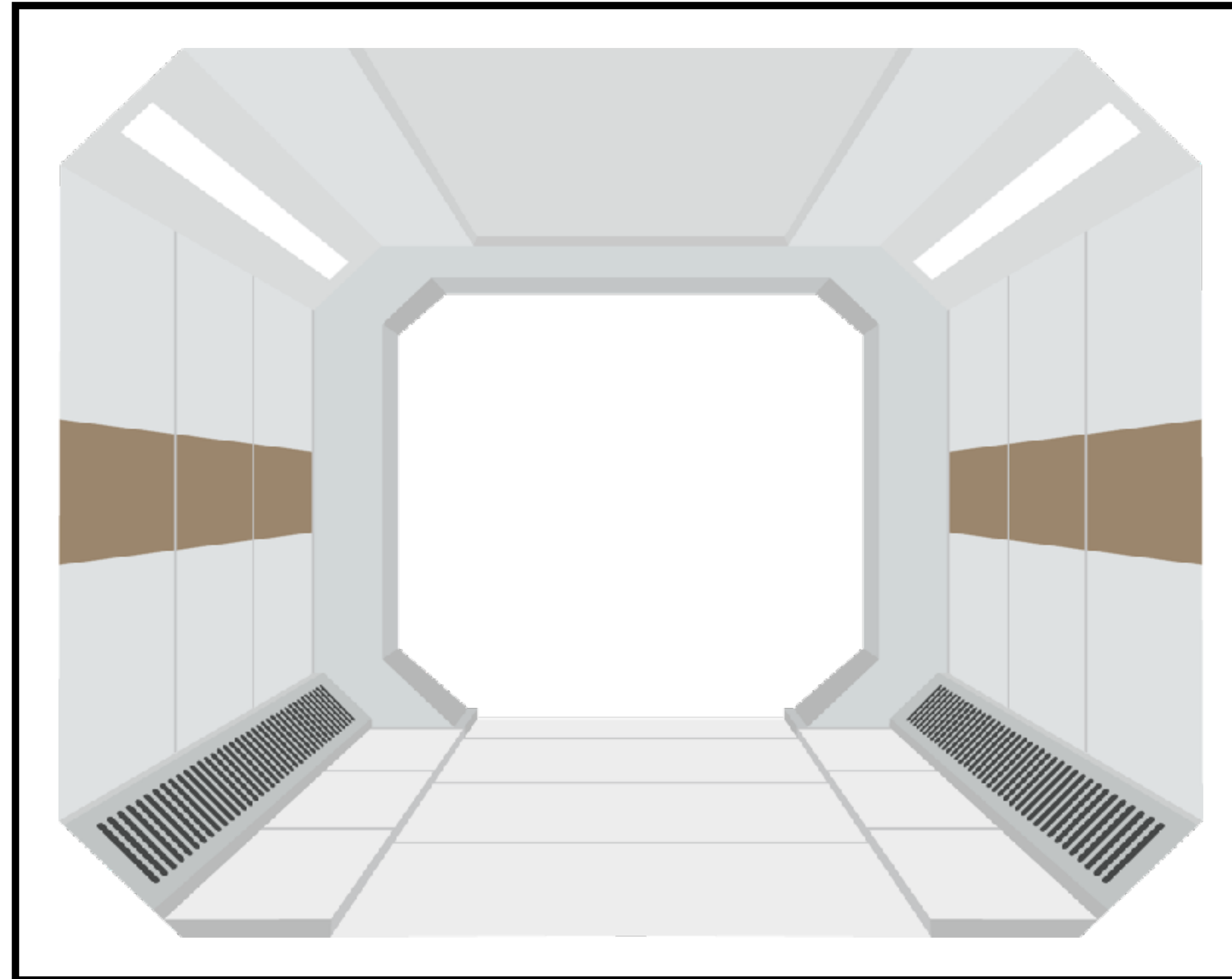
Scientist Background

I wanted to create a background that was more lab inspired and facilitating of the zoom through the hallway.



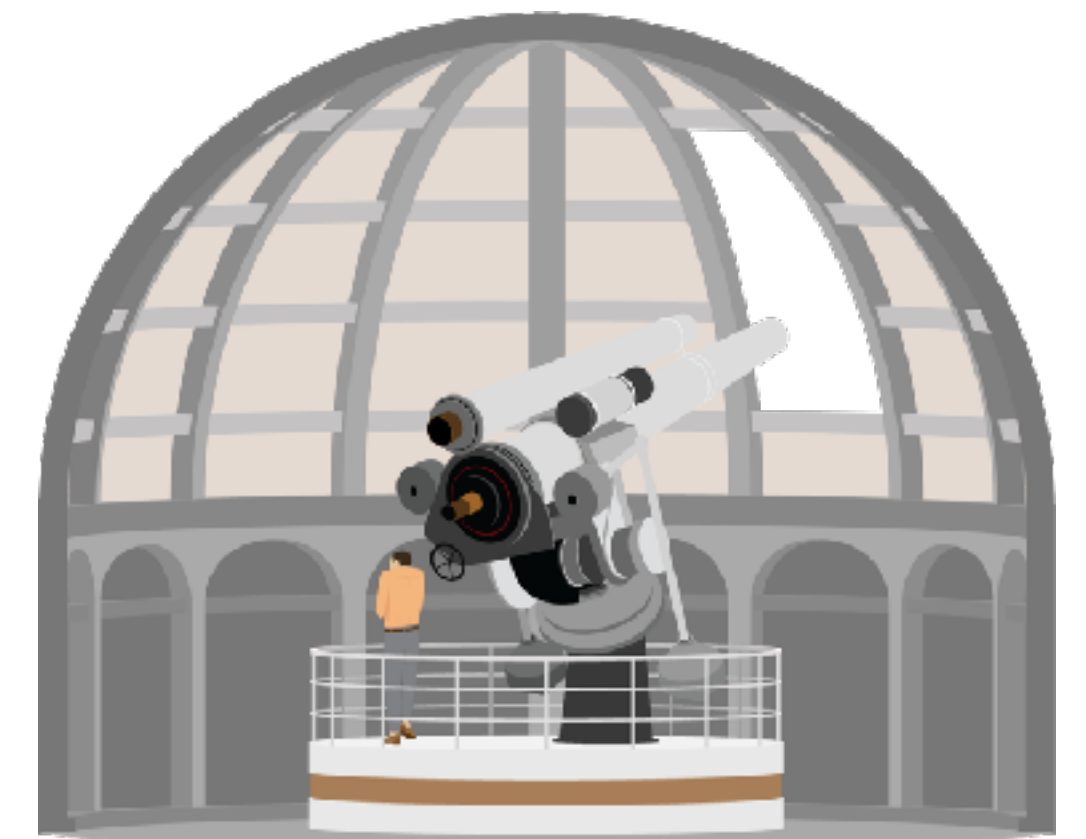
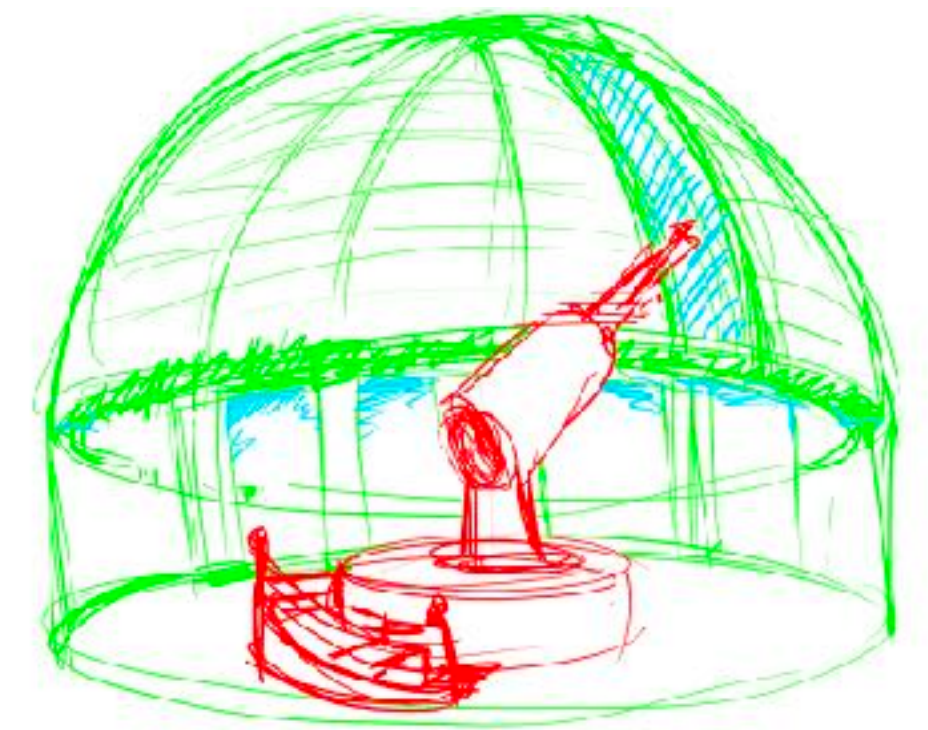
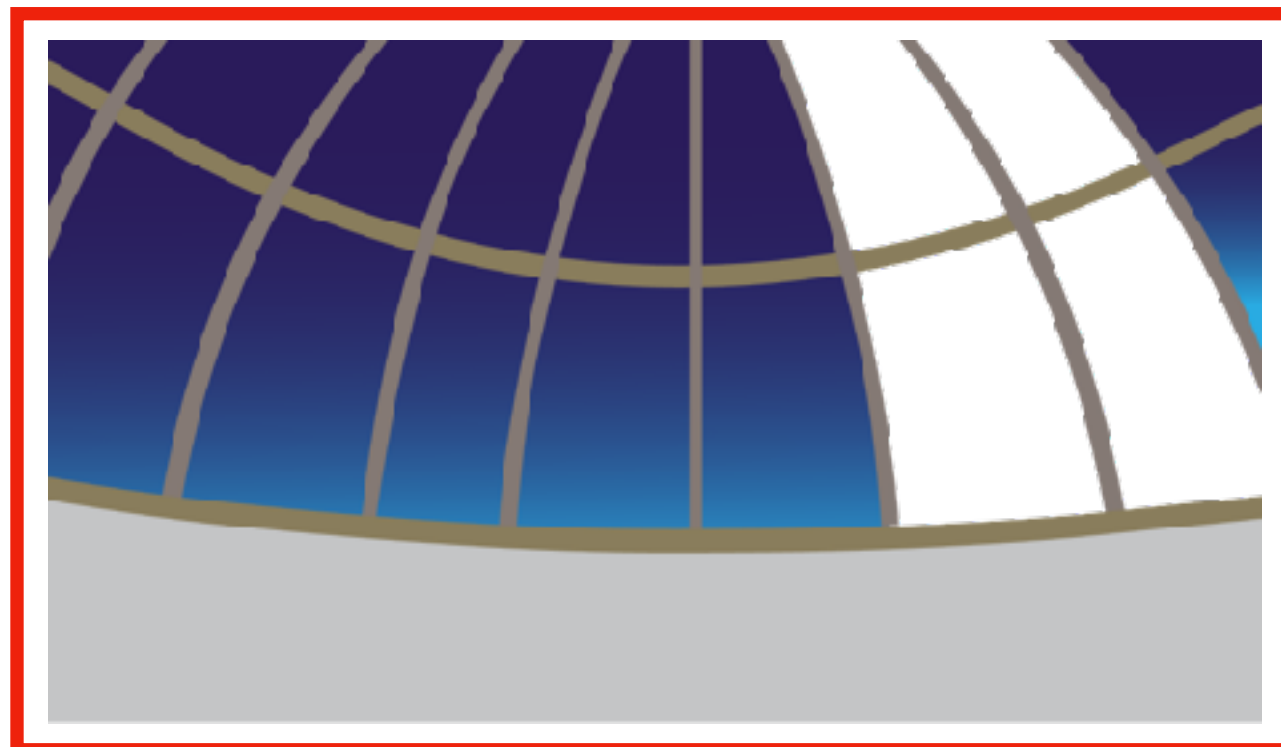
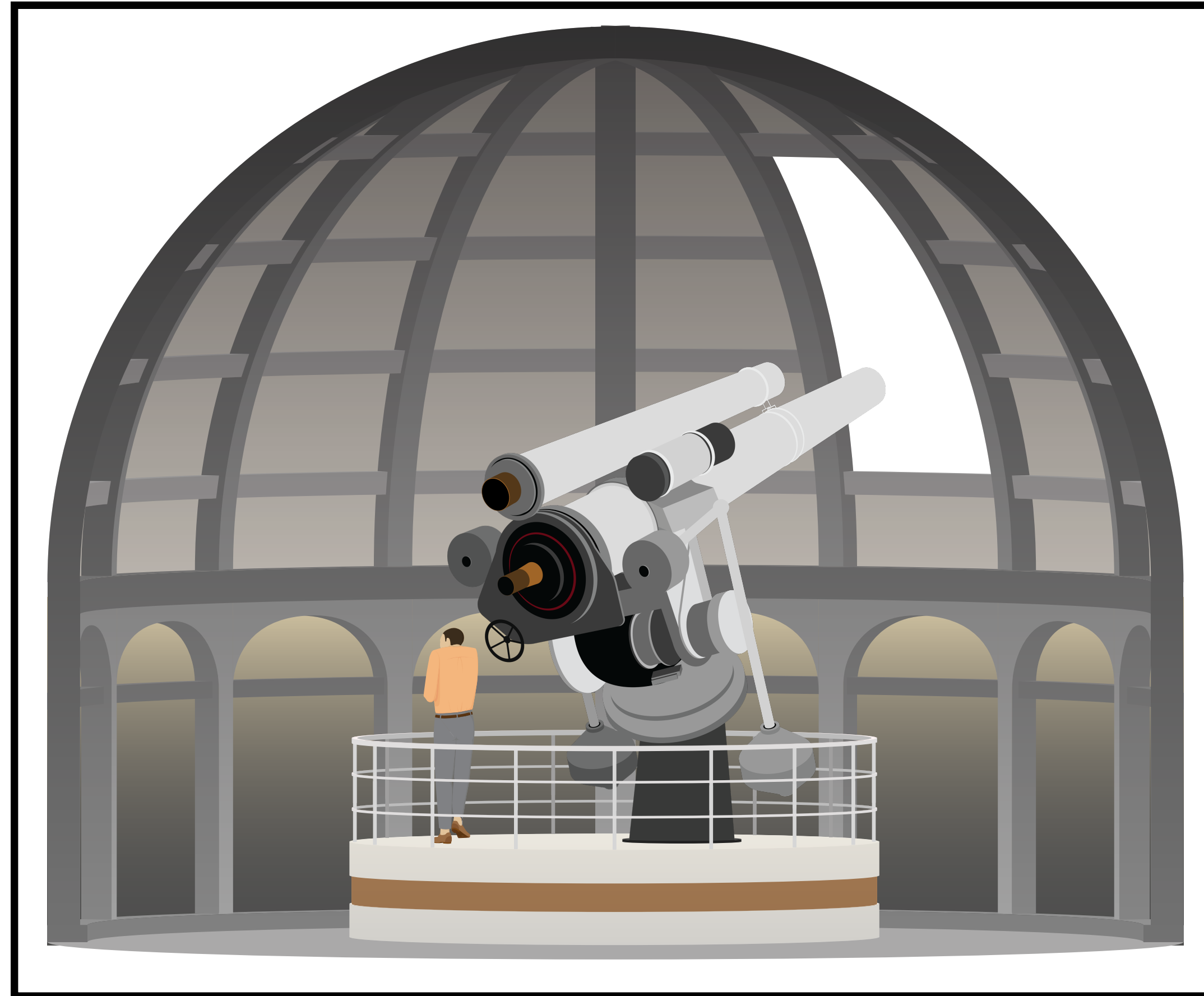
Hallway

A completely new asset, it was inspired by retro sci-fi aesthetics.



Observatory

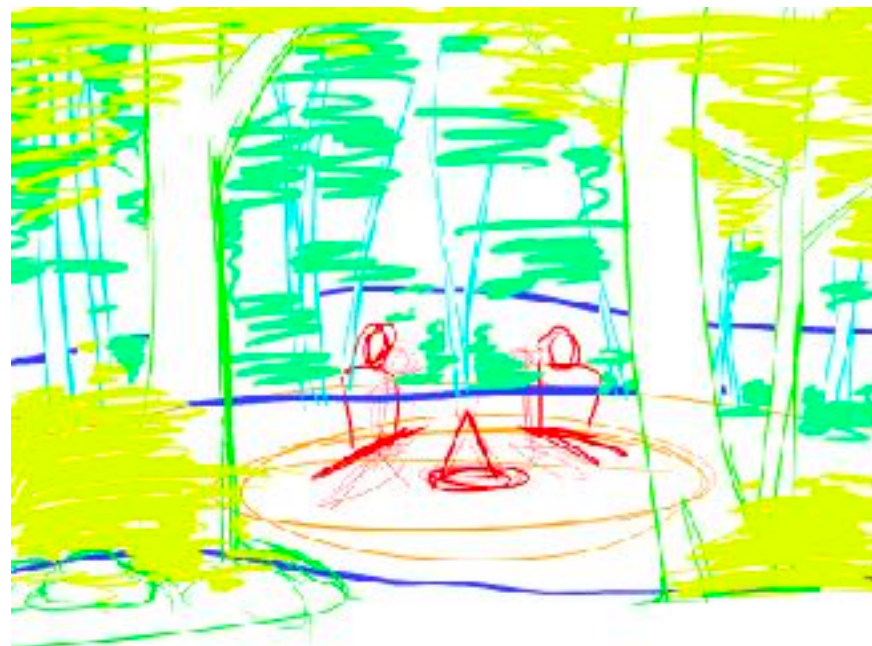
The main thing I focused on when updating this asset was to have more detail on the walls and to remove the frame that the telescope looks through.



Forest

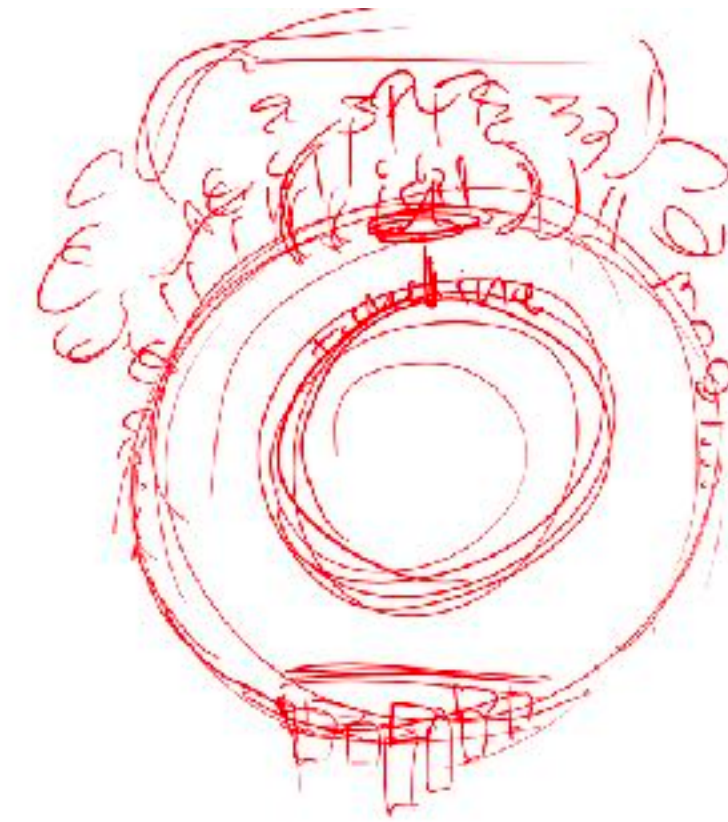
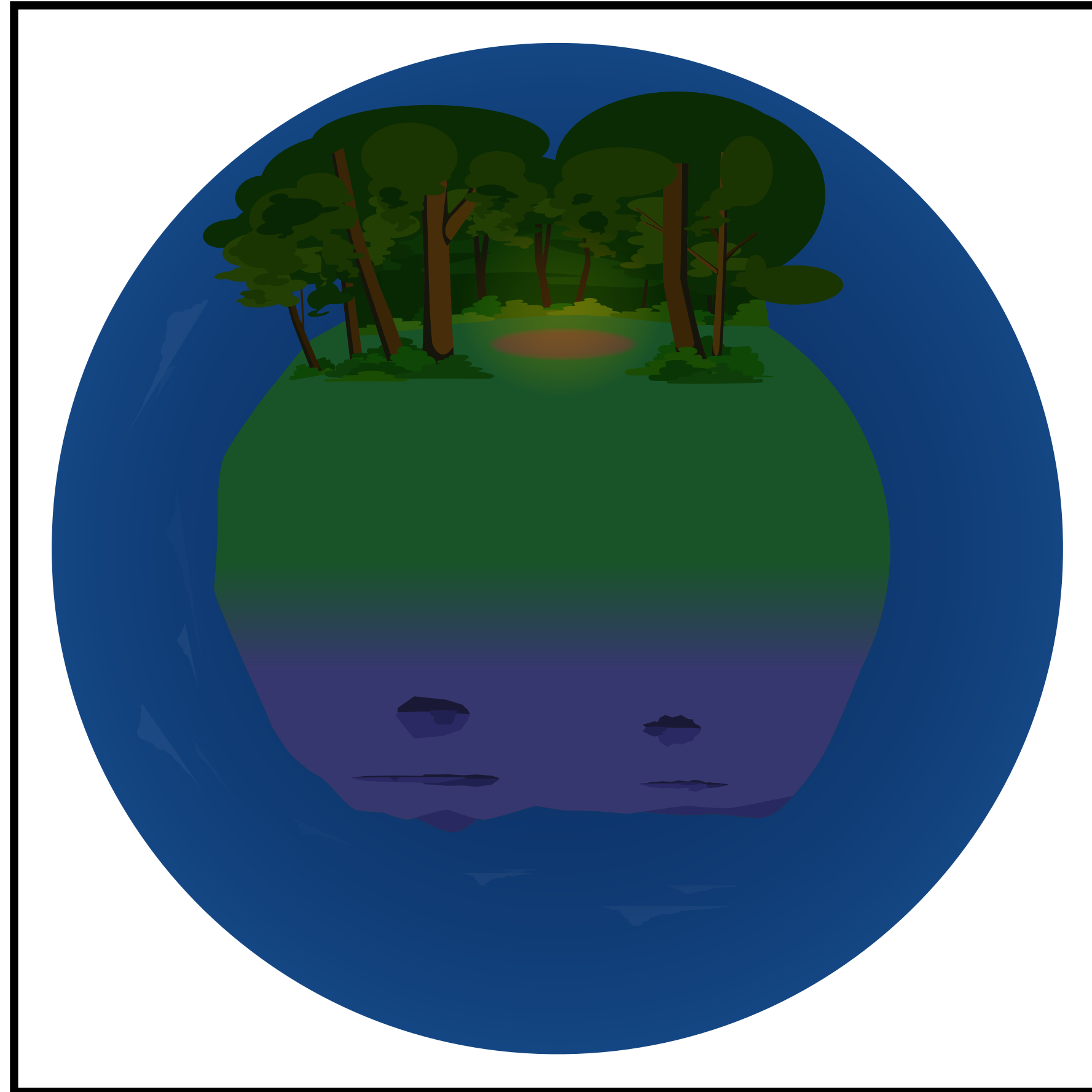
This was an asset that was originally pieced together in afterEffects, but that was unnecessarily complicated.

One of the main updates I did to this asset was to create more dimension by framing the cavemen with trees.



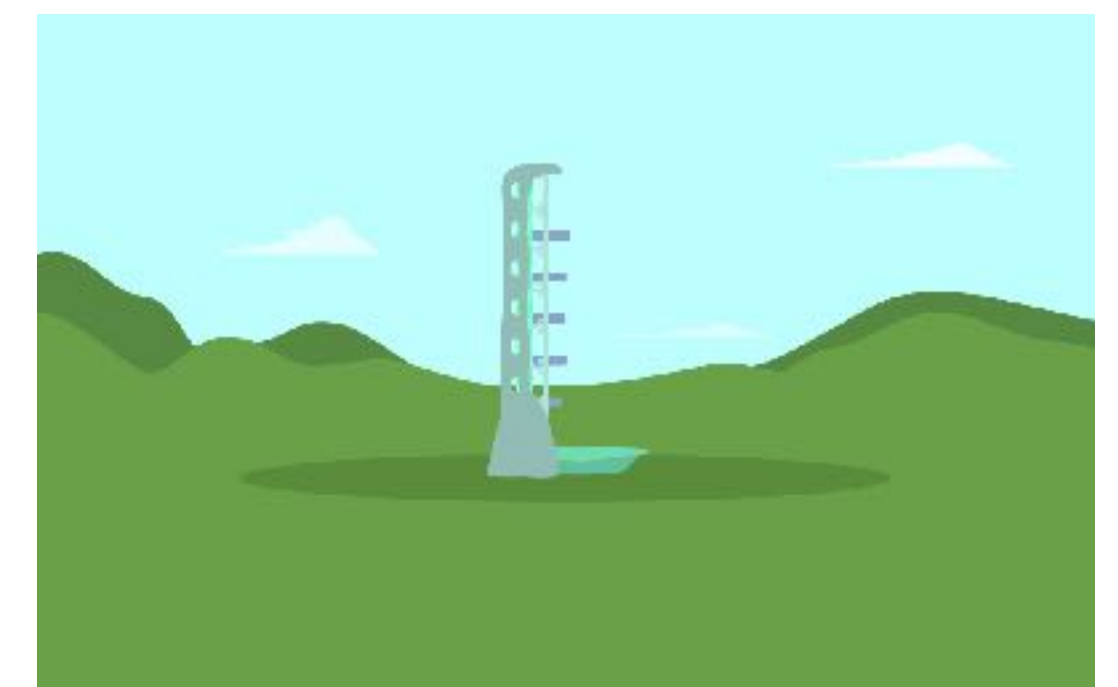
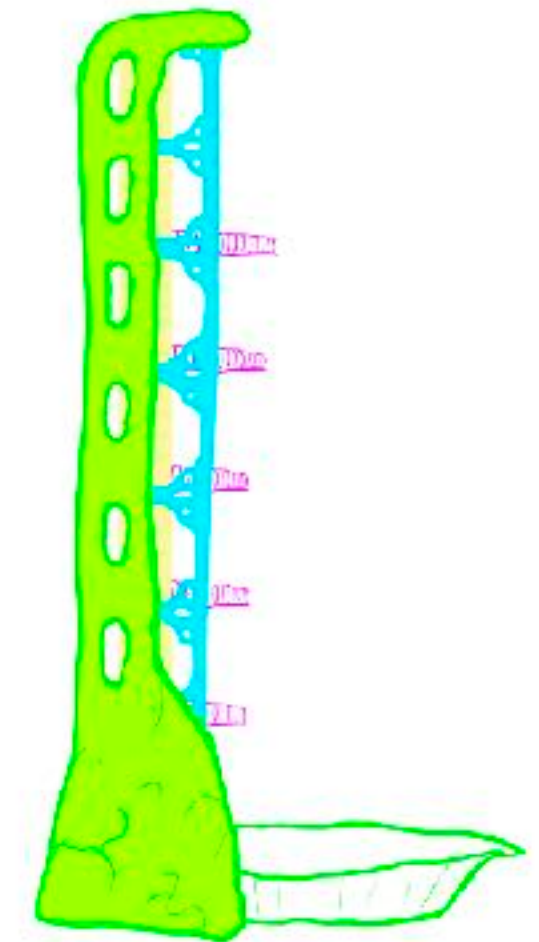
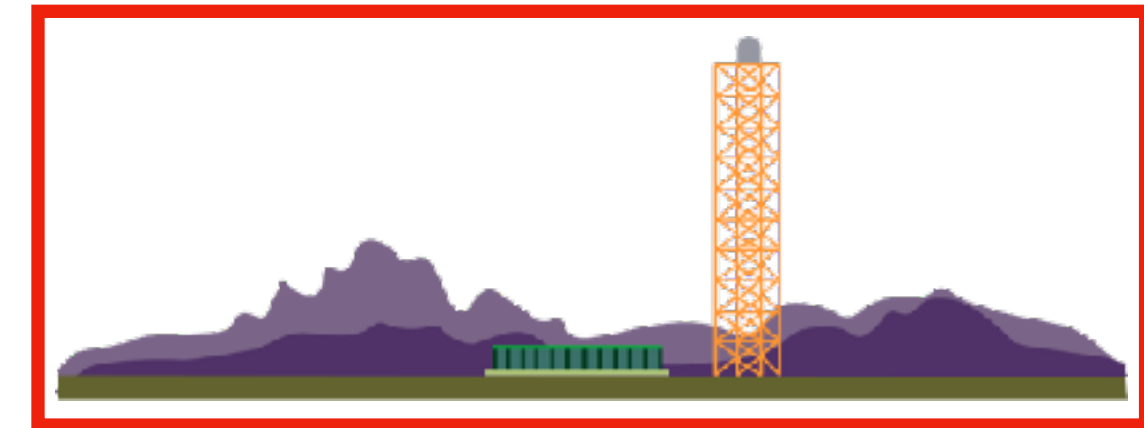
Timeline Globe

Originally, this asset was created from various discrete shapes in afterEffects. That caused a lot of problems with animation, so as I updated all the assets, I decided to create this.



Rocket Launchpad

I wanted to keep a similar color palette to the rest of the landscapes as well as to update the launchpad to fit the alien style.

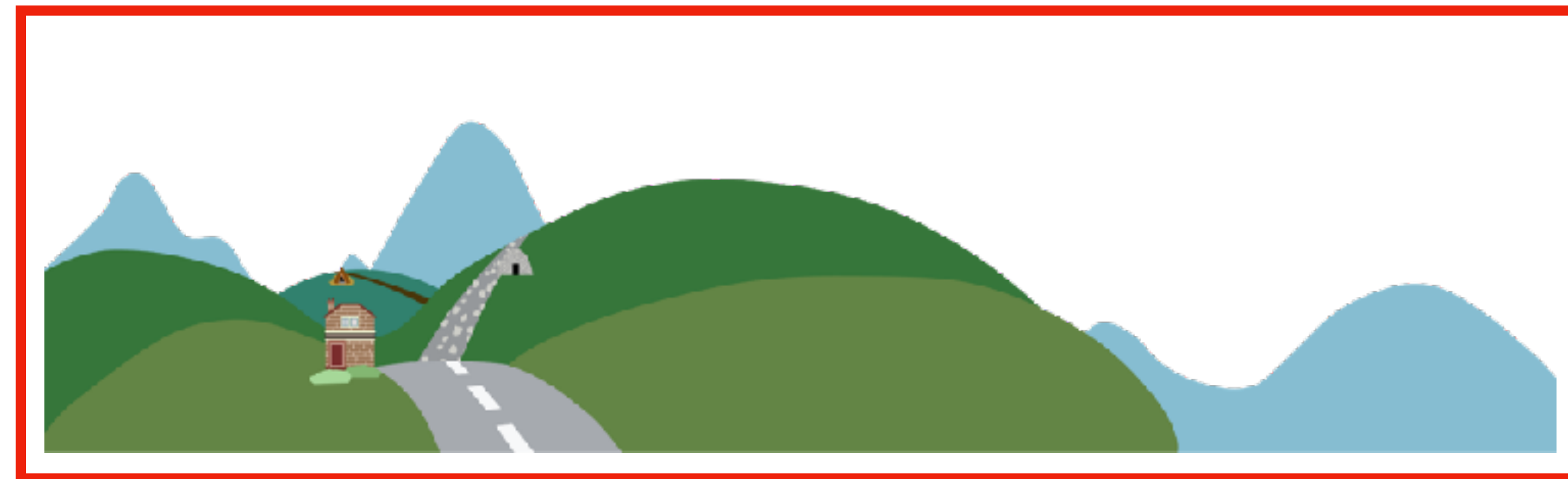
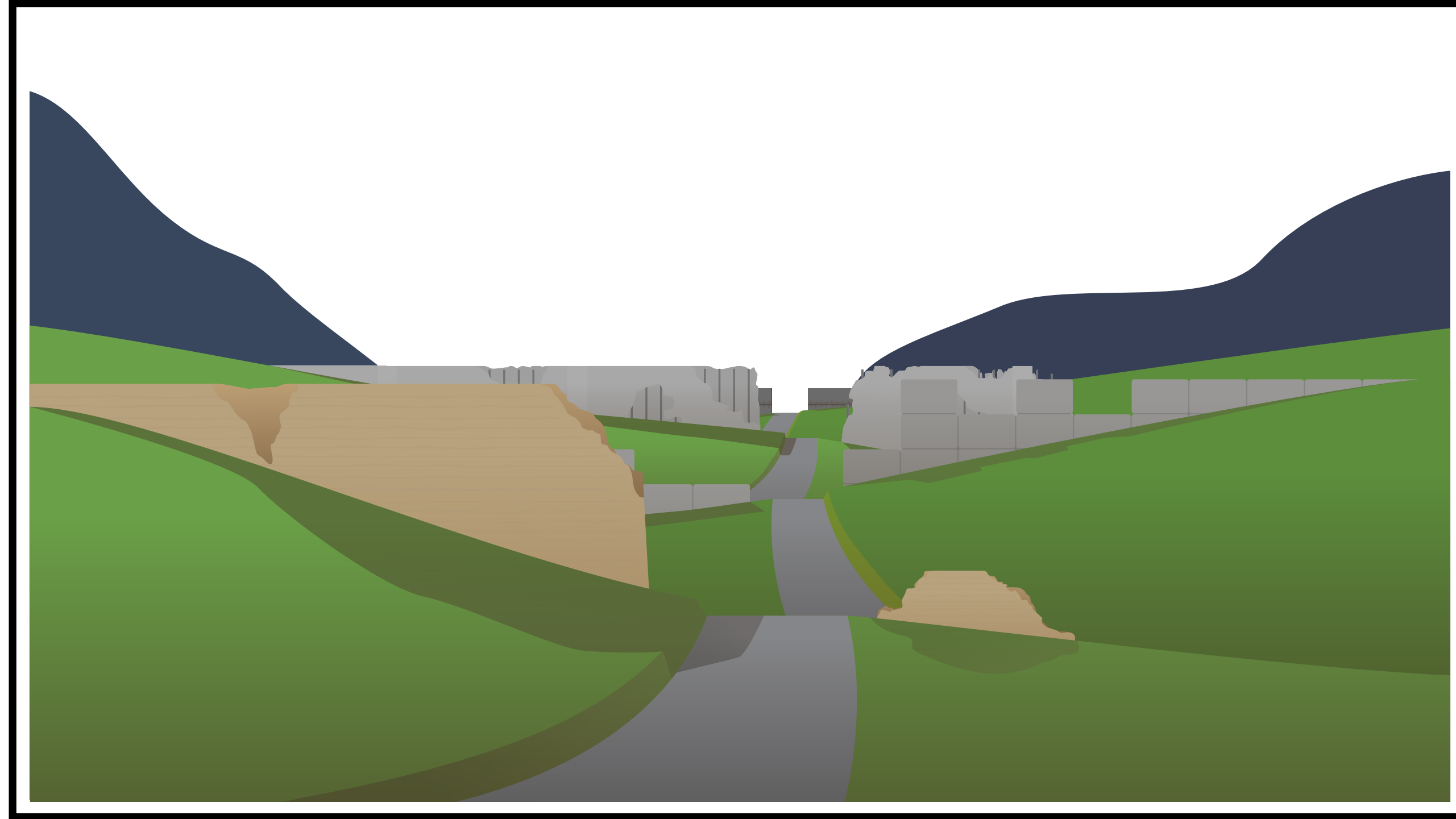


Hills

Originally I planned on showing the progress of civilization and “turning around” to see the future, but it wasn’t as effective as I wanted.

For the actual illustration, I decided to lean into the word “barrier” and illustrate the progress of walls.

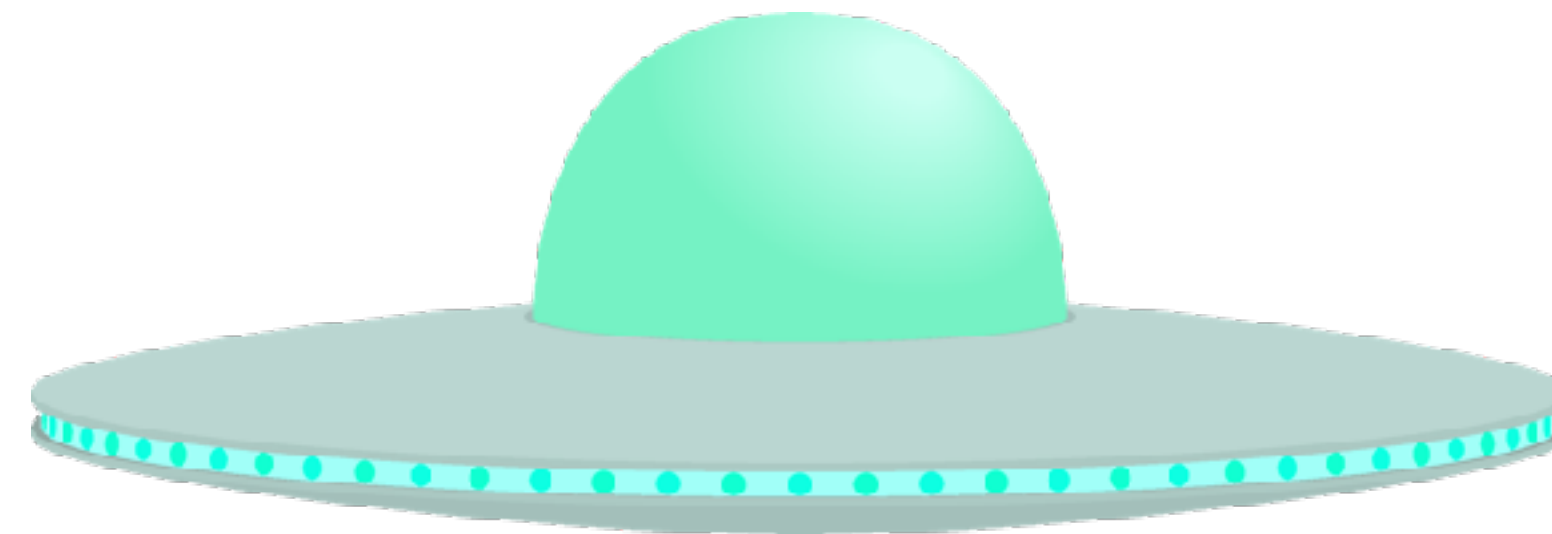
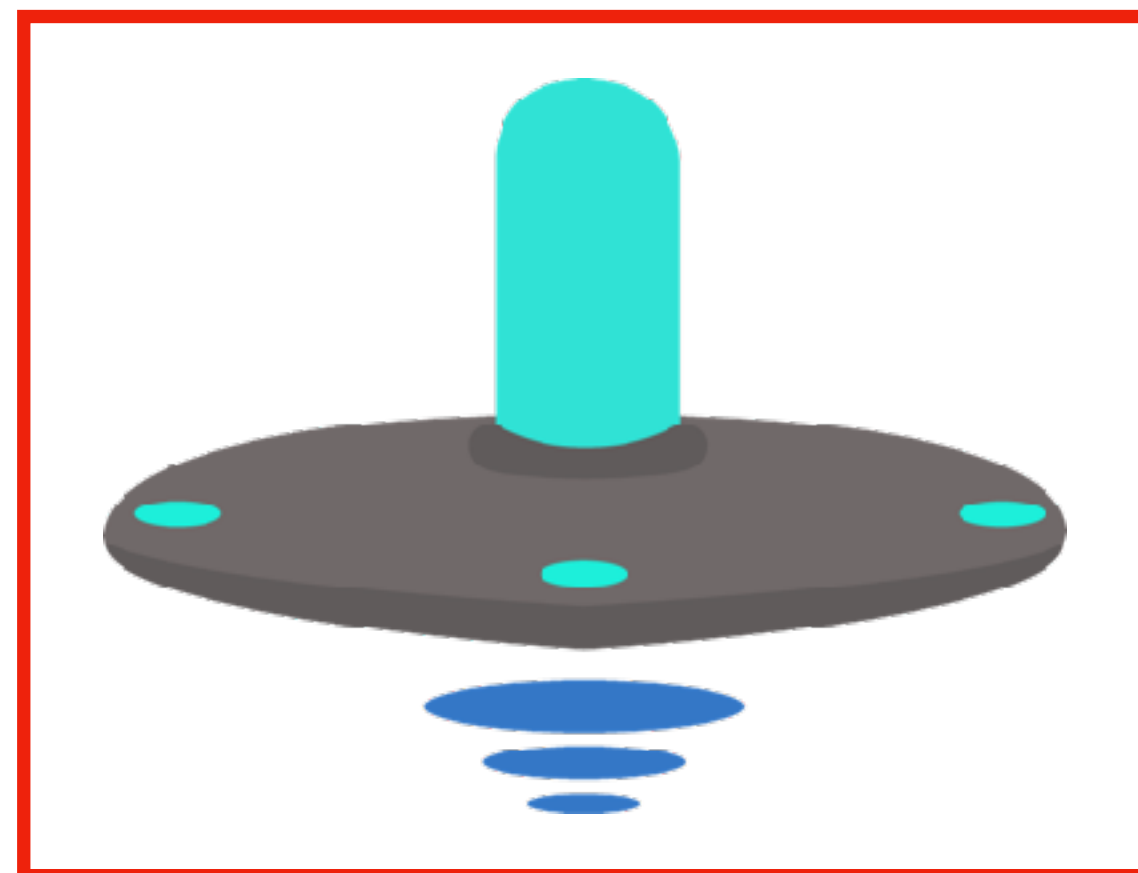
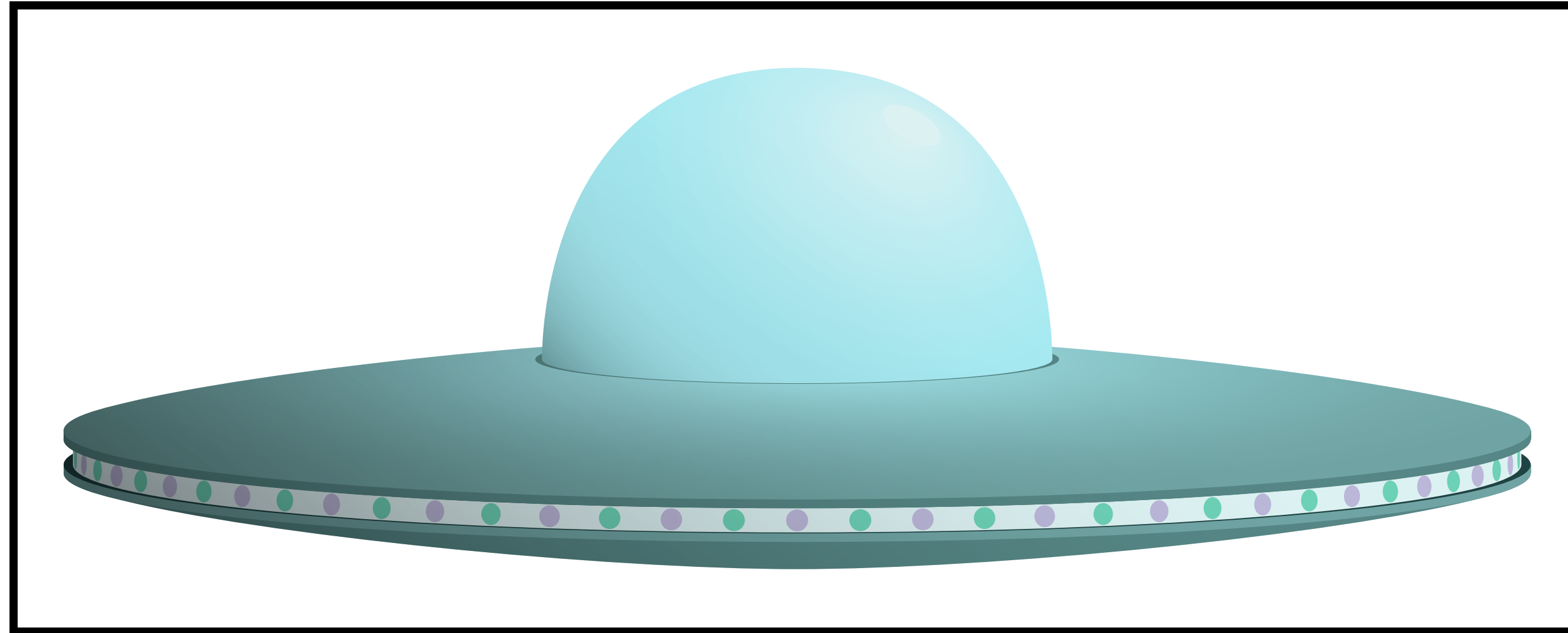
For animation, I decided to zoom through the landscape, which required a different structure of illustration.



Aliens

Classic UFO

The original asset was also nice, but I wanted to update the illustration style and to conform the color palette more strongly to other alien ships.

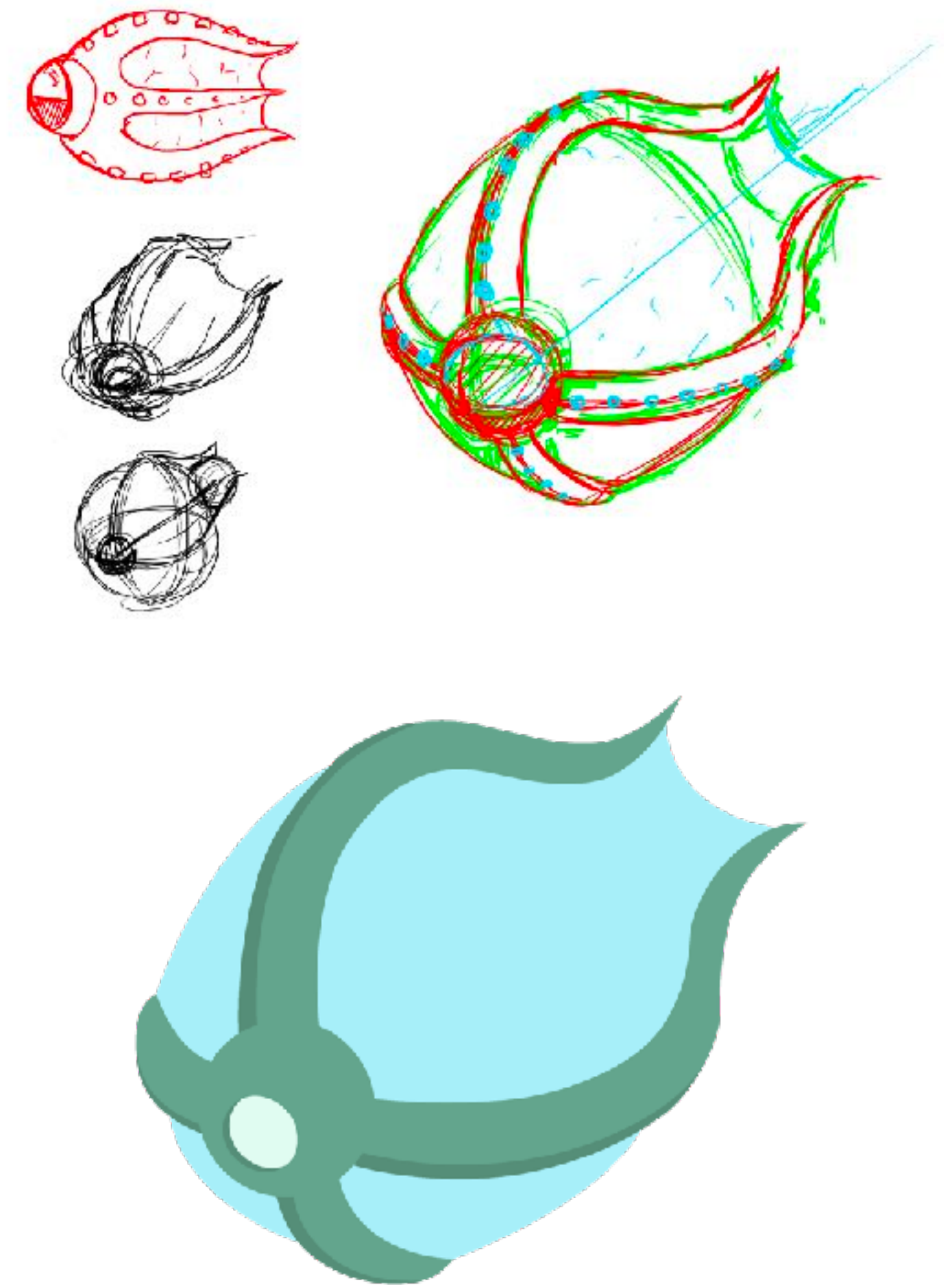
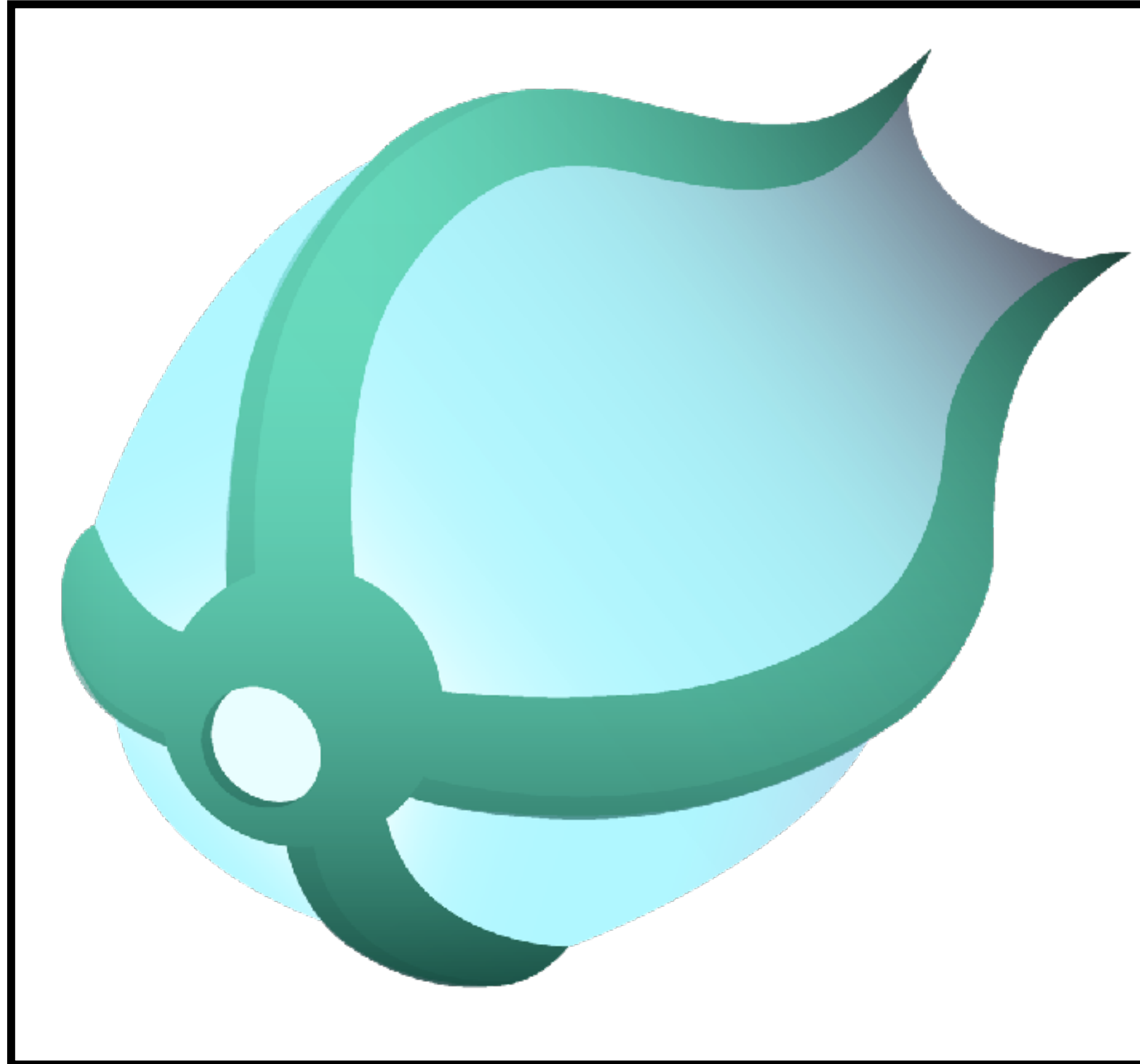


Ships - Original



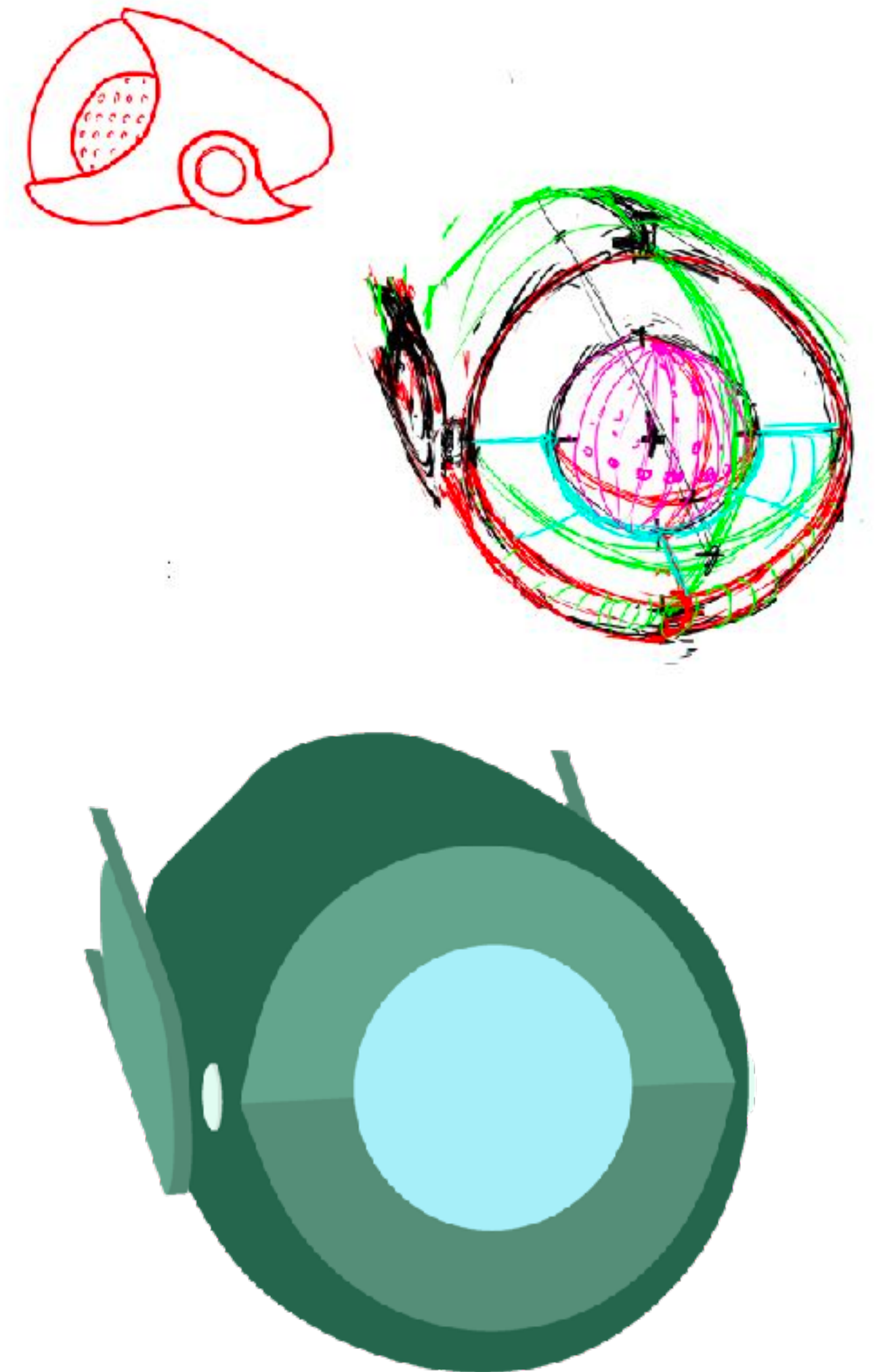
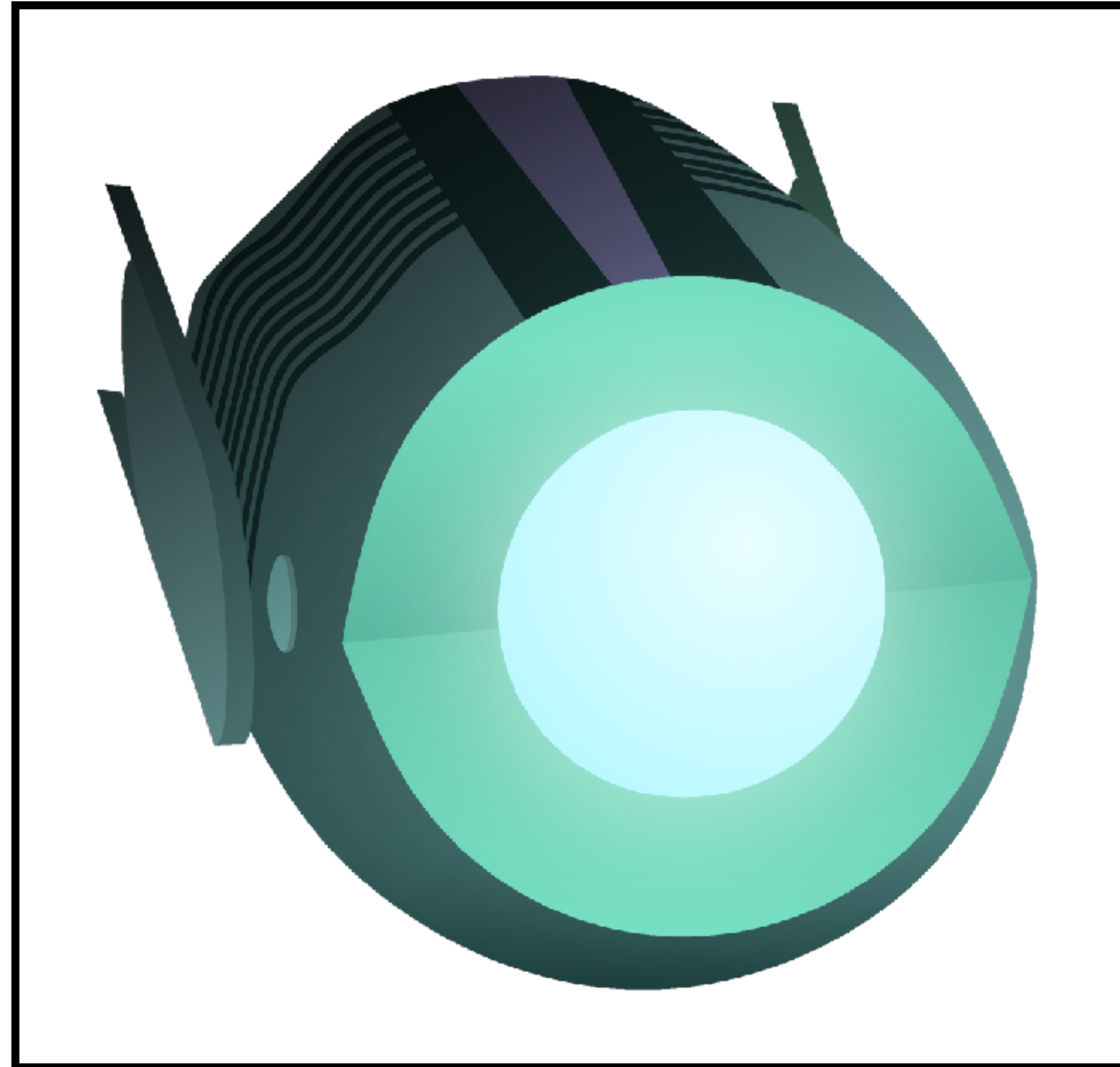
Ships 1/5

This ship was inspired by vampire squids.



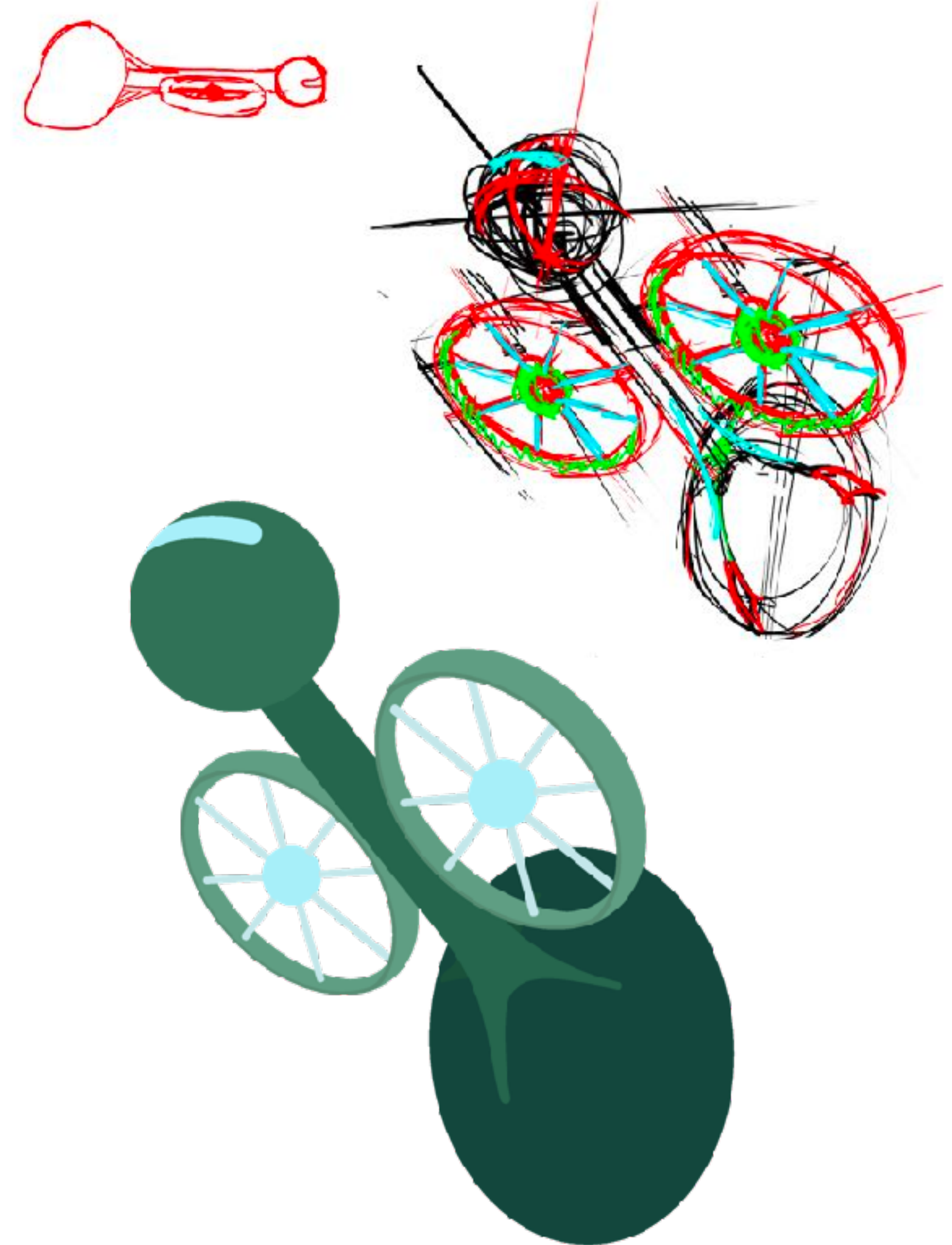
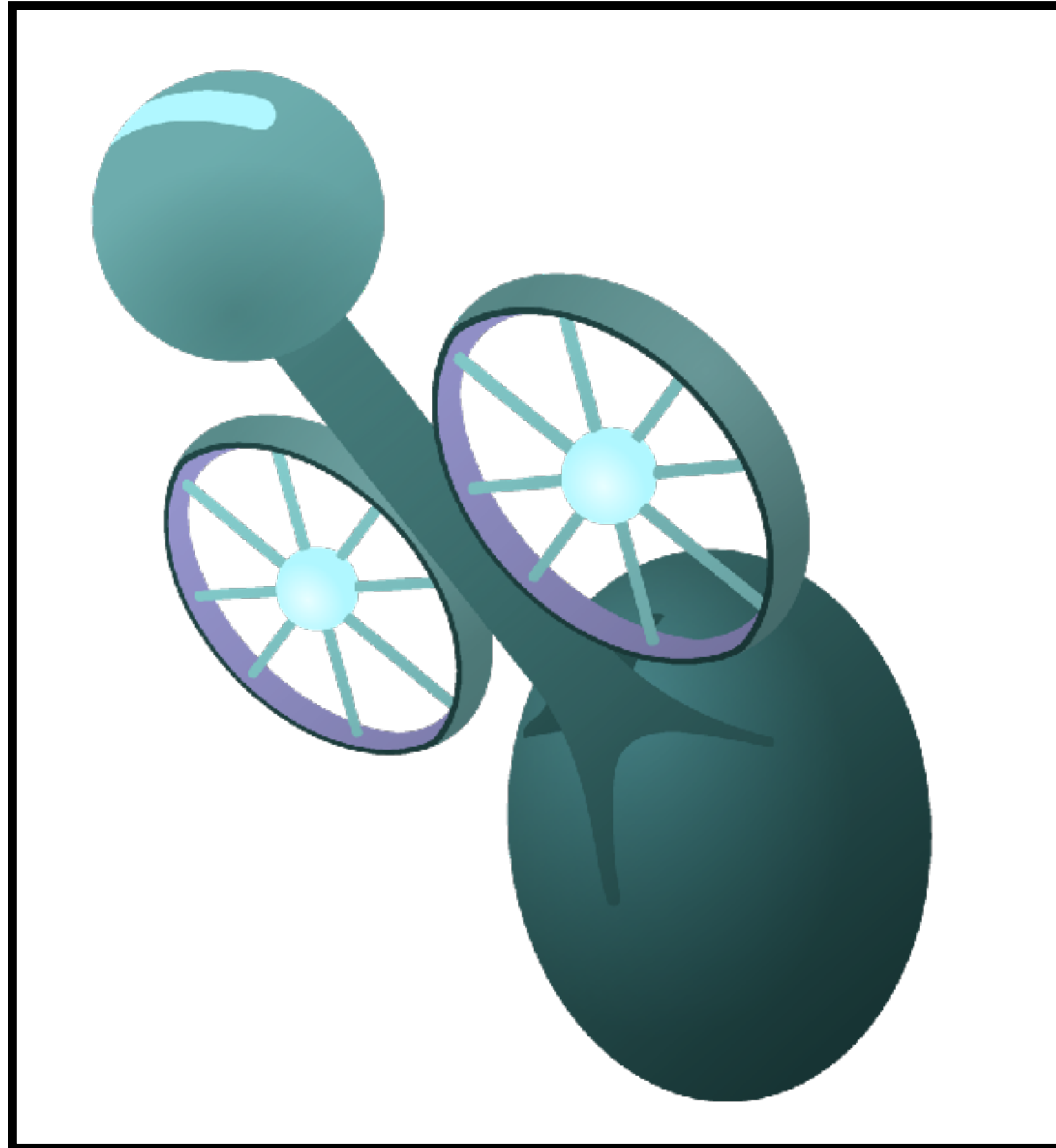
Ships 2/5

This was inspired by the fish that has a transparent head.



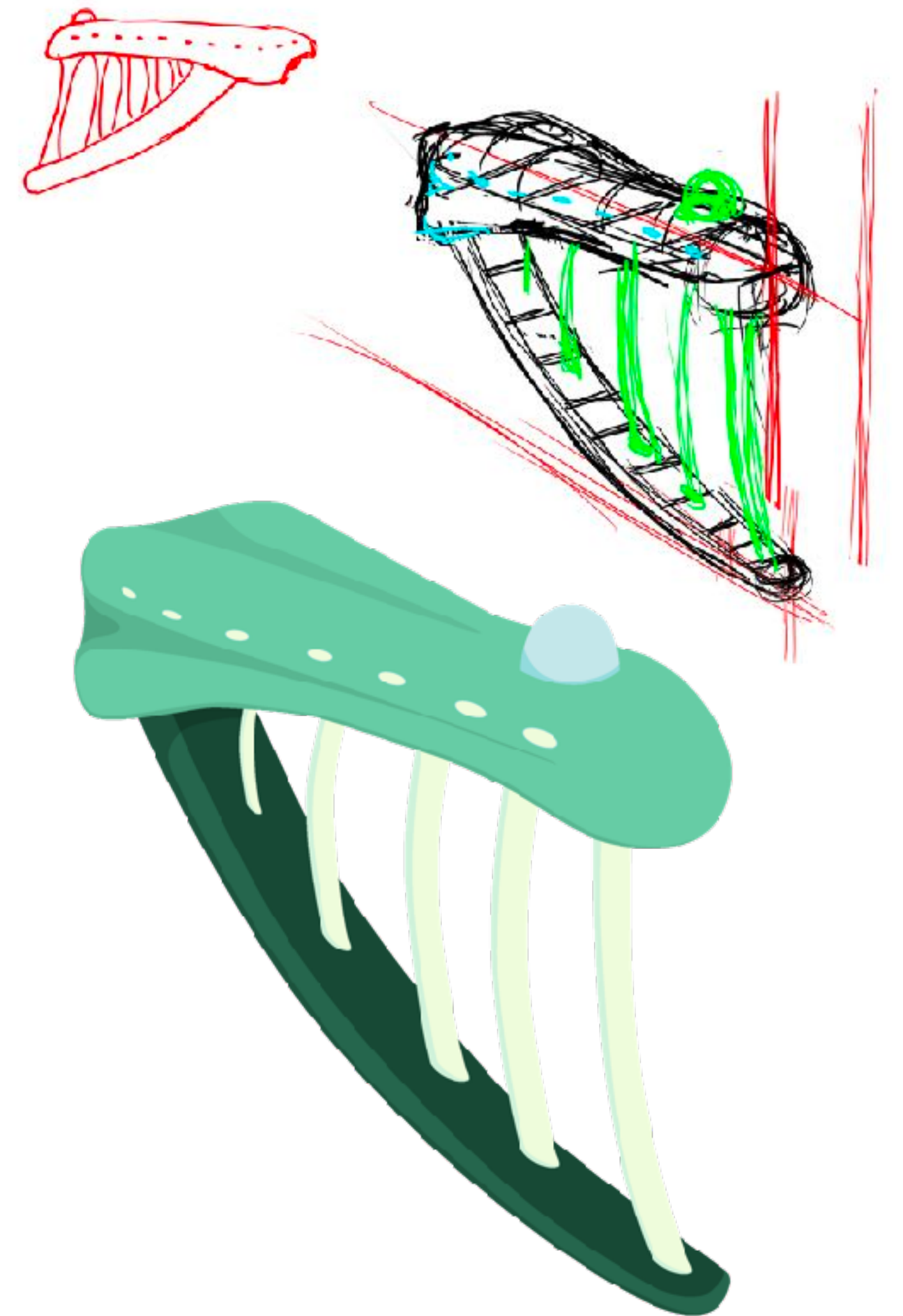
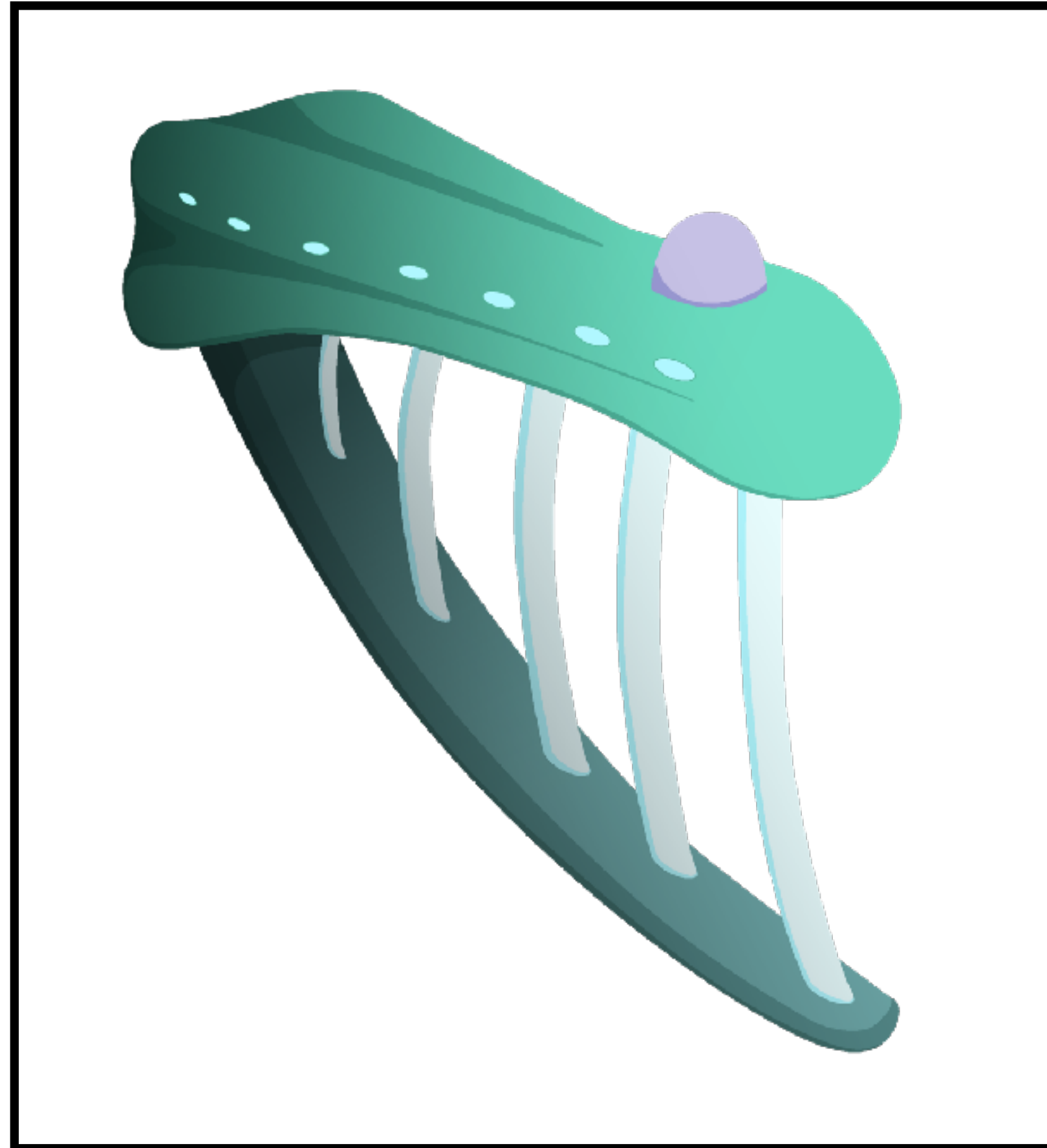
Ships 3/5

This was inspired by a fish that looked like a butterfly with circular fins that were perpendicular to its body.



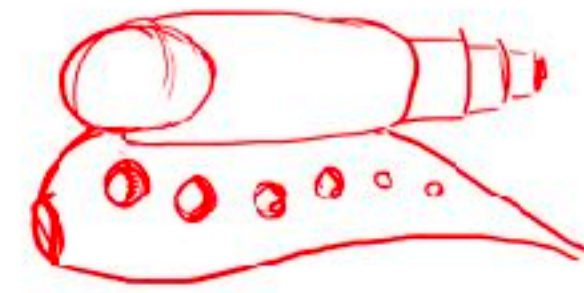
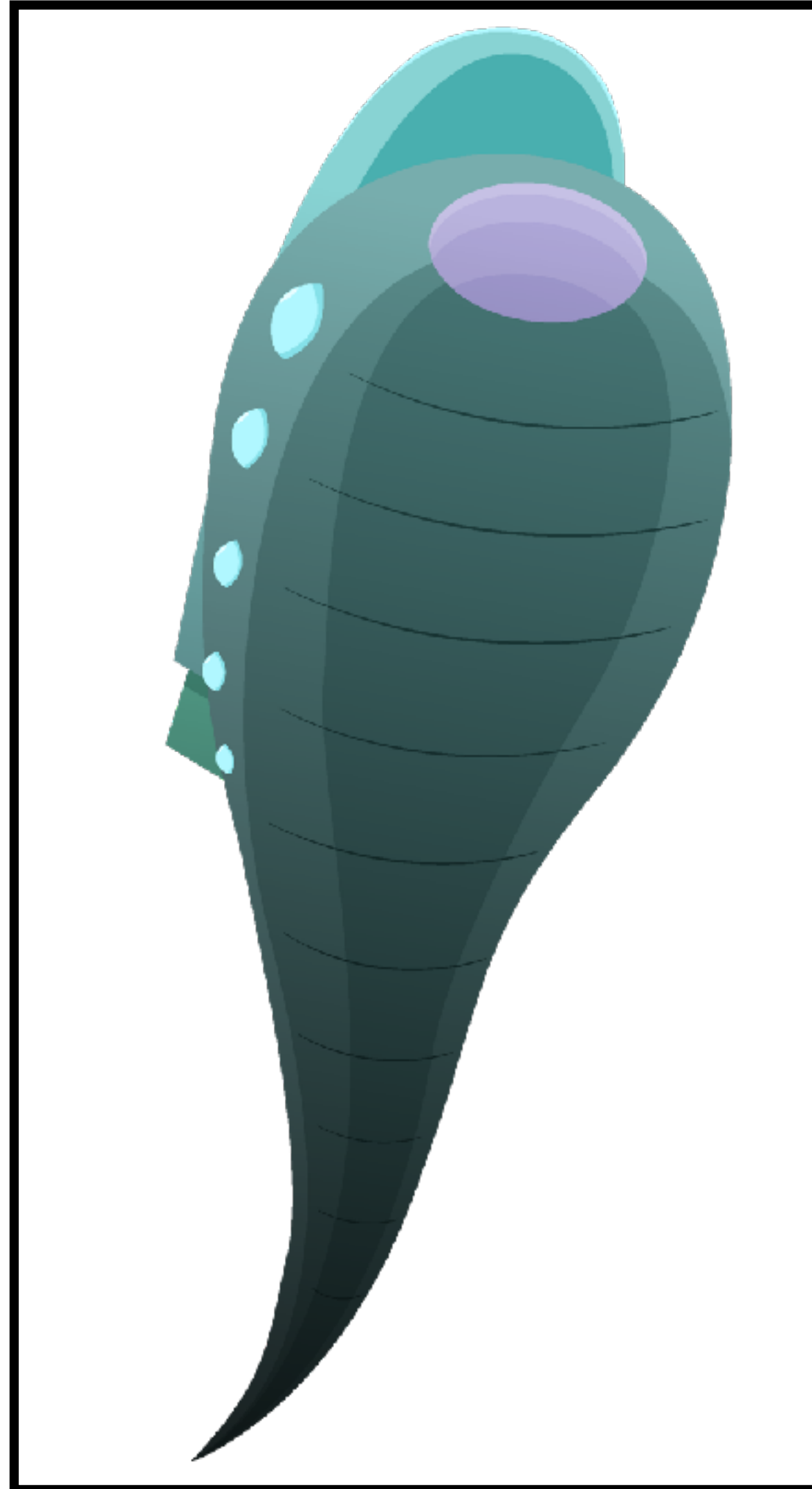
Ships 4/5

Inspired by an Anglerfish.



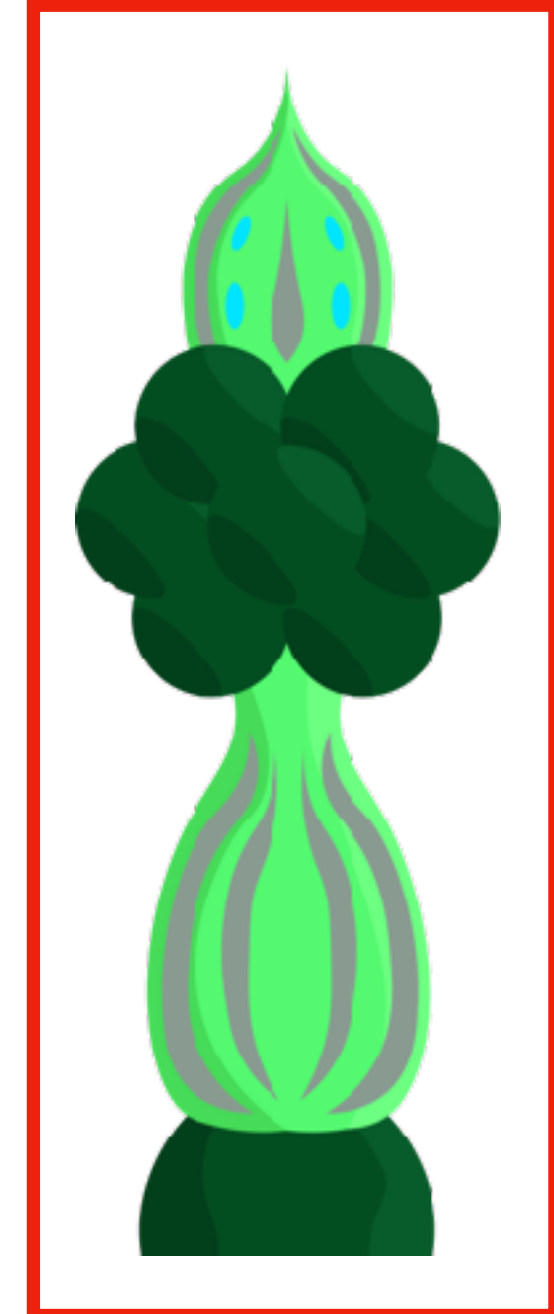
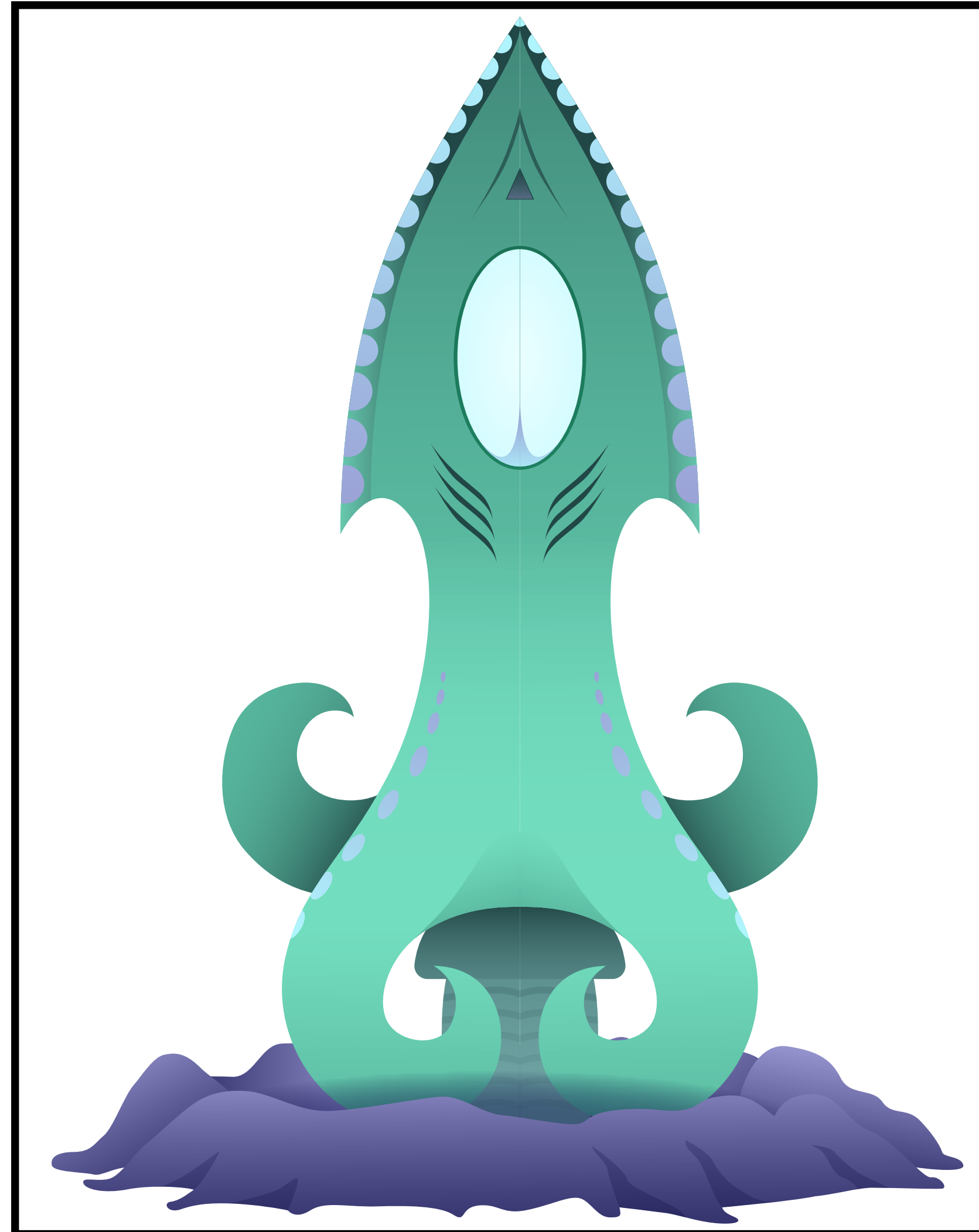
Ships 5/5

Inspired by a fish that has bulbous ridge above its main body.



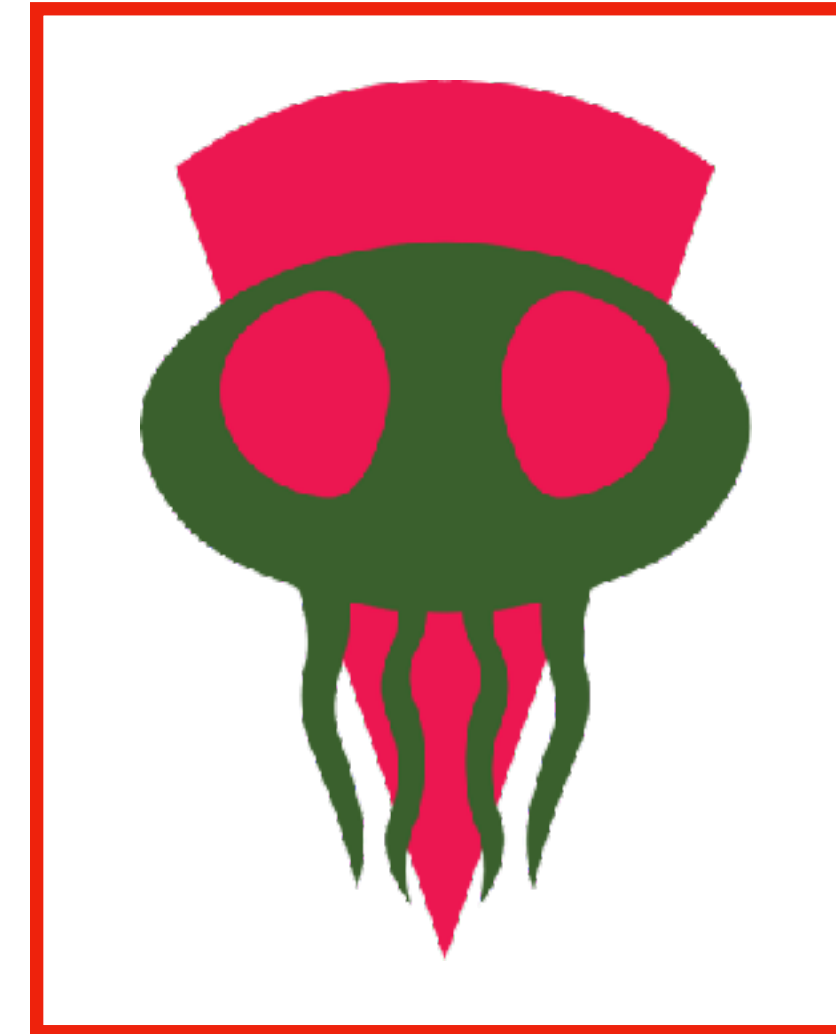
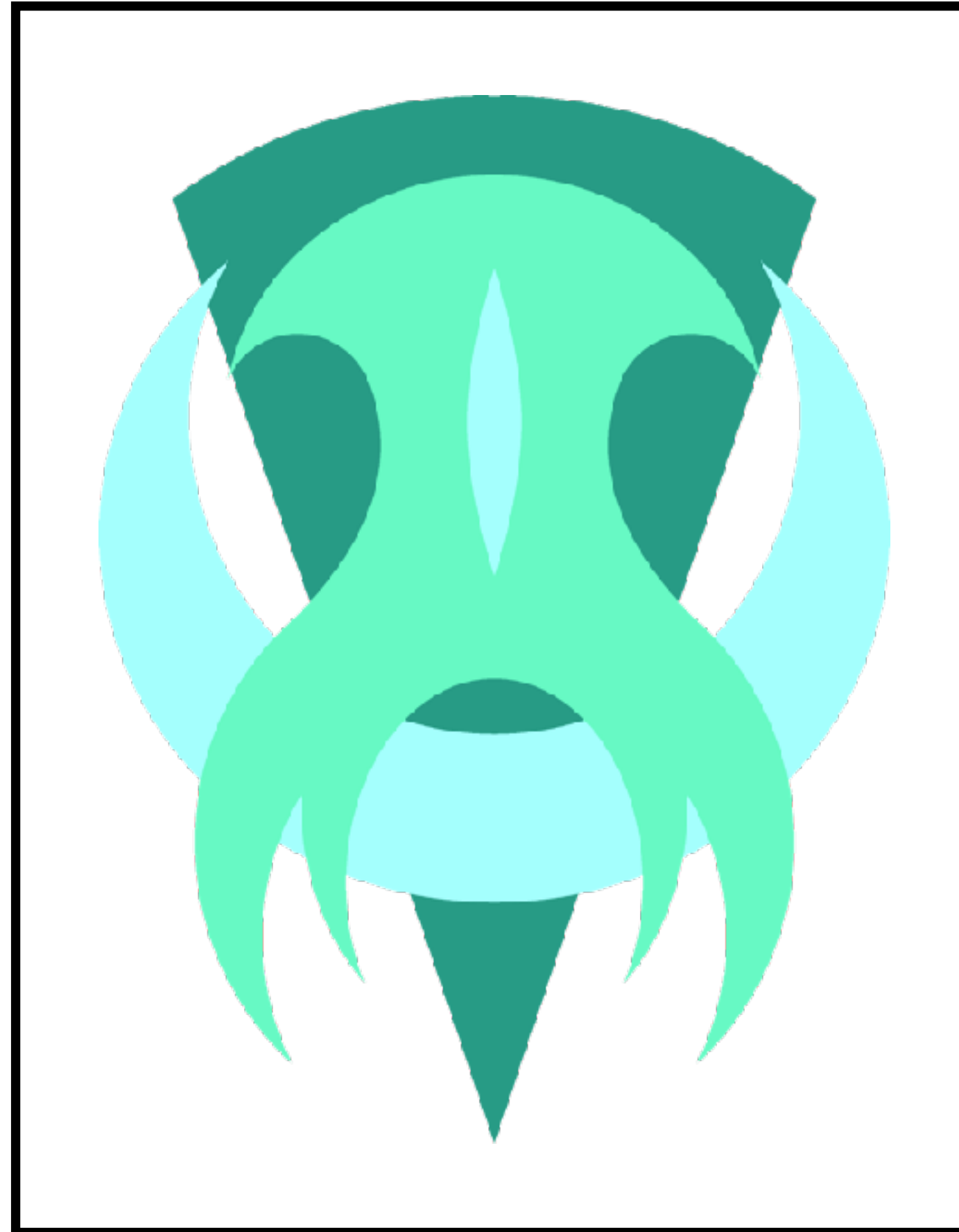
Rocket

I wanted to keep the underwater inspiration, so based the fins and body around fish.



Symbol

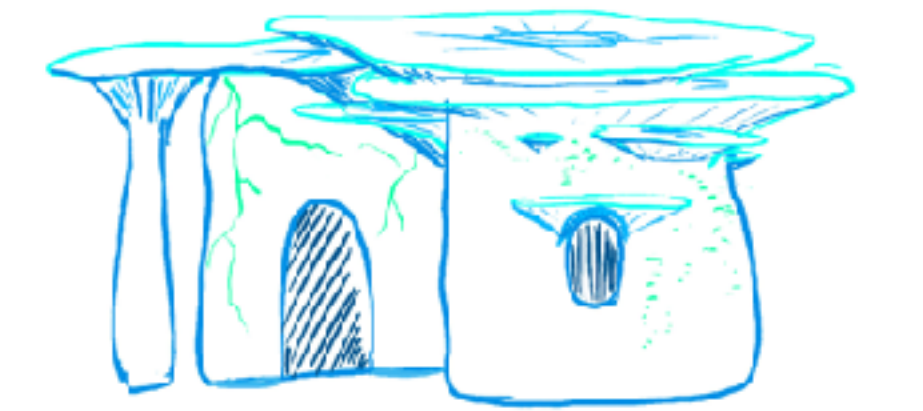
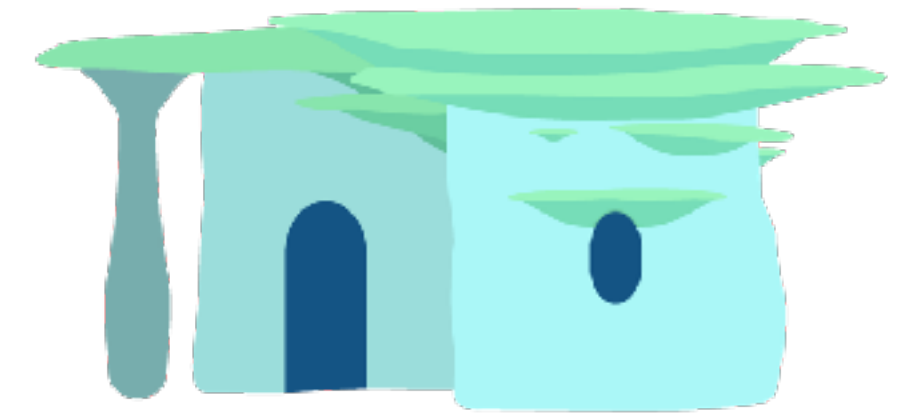
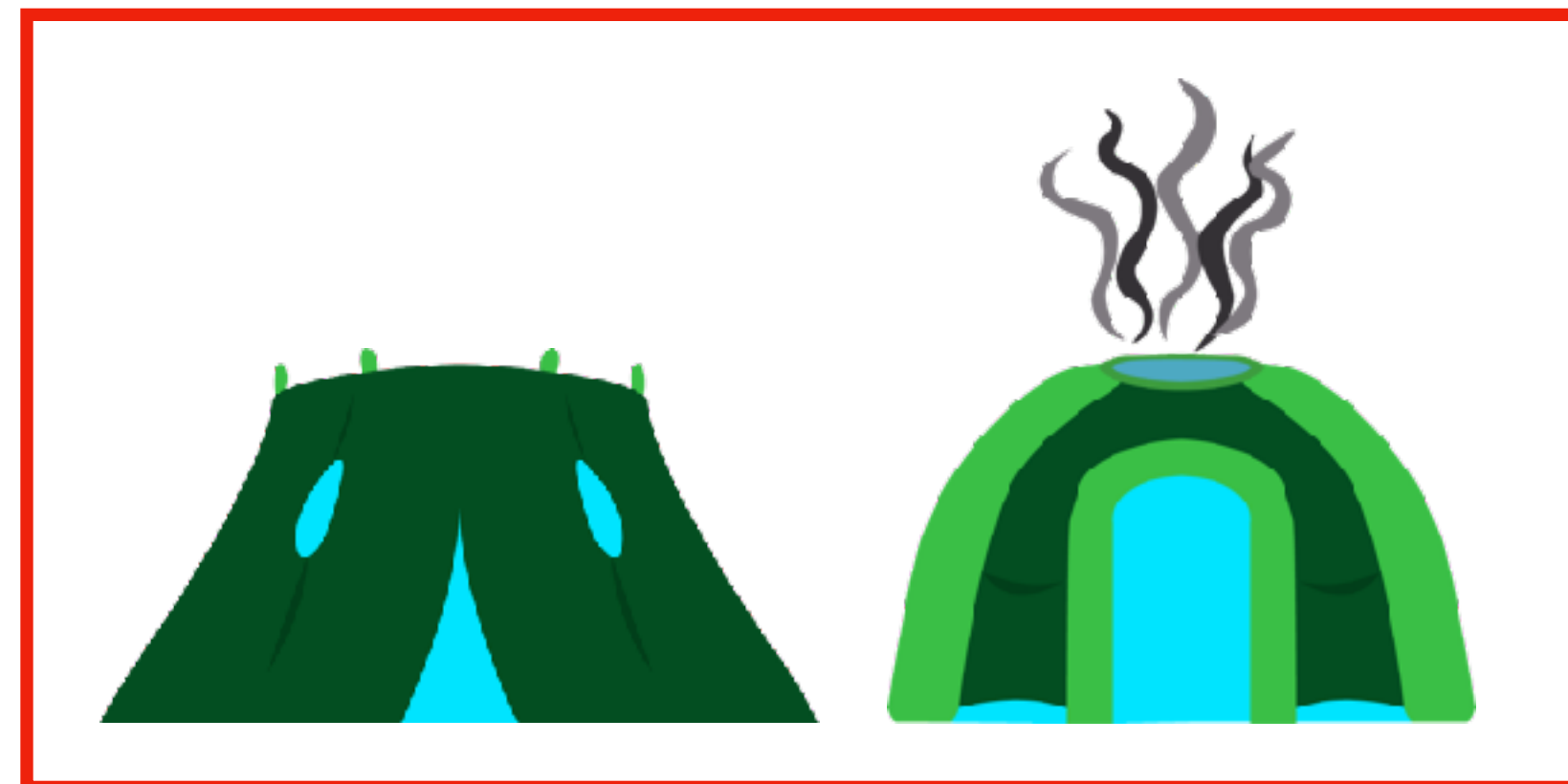
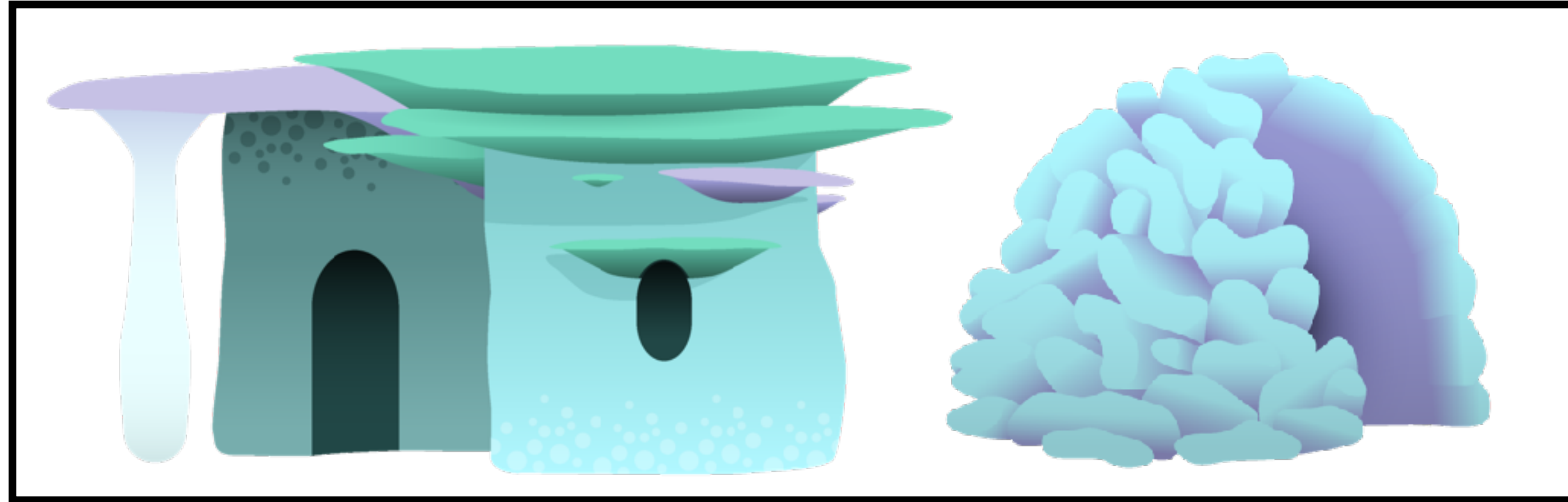
I wanted the symbol to feel more geometric than the original as well as obeying the color style of the aliens. I kept the tentacles, but changed the reference from a jellyfish to a squid.



Buildings 1/3

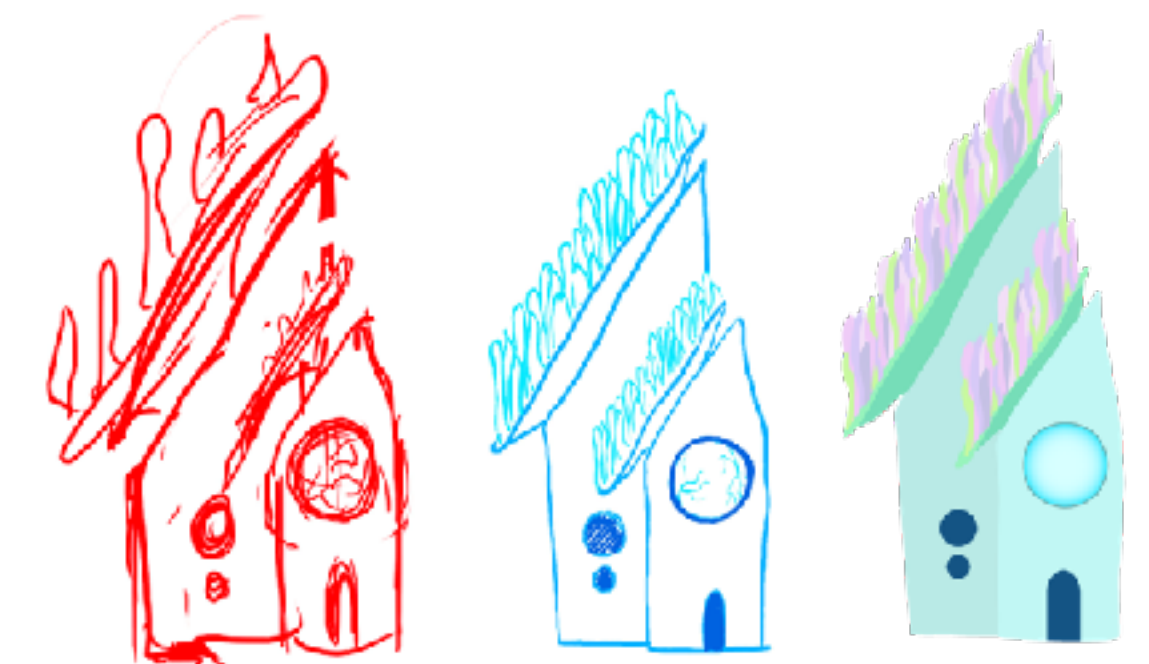
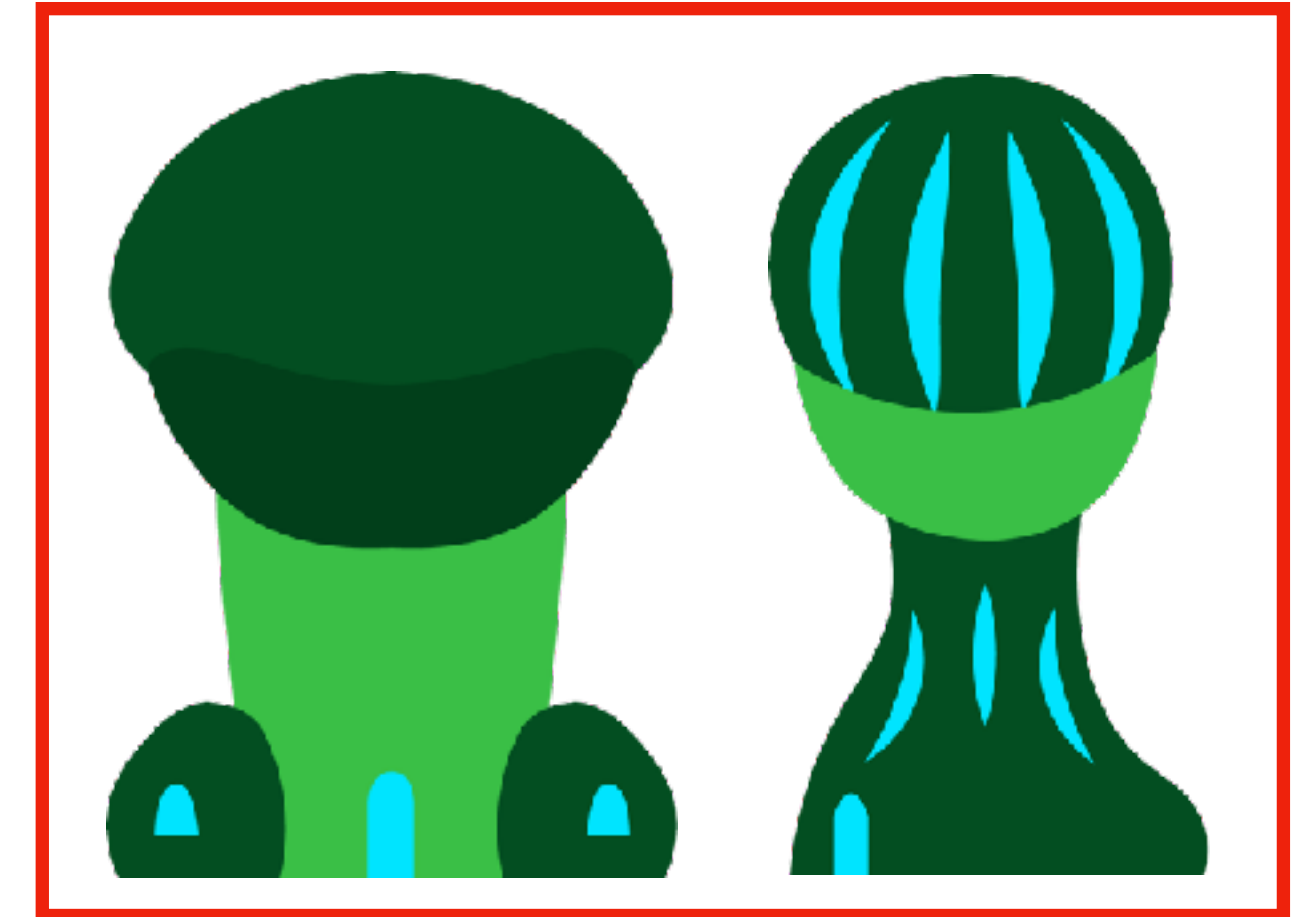
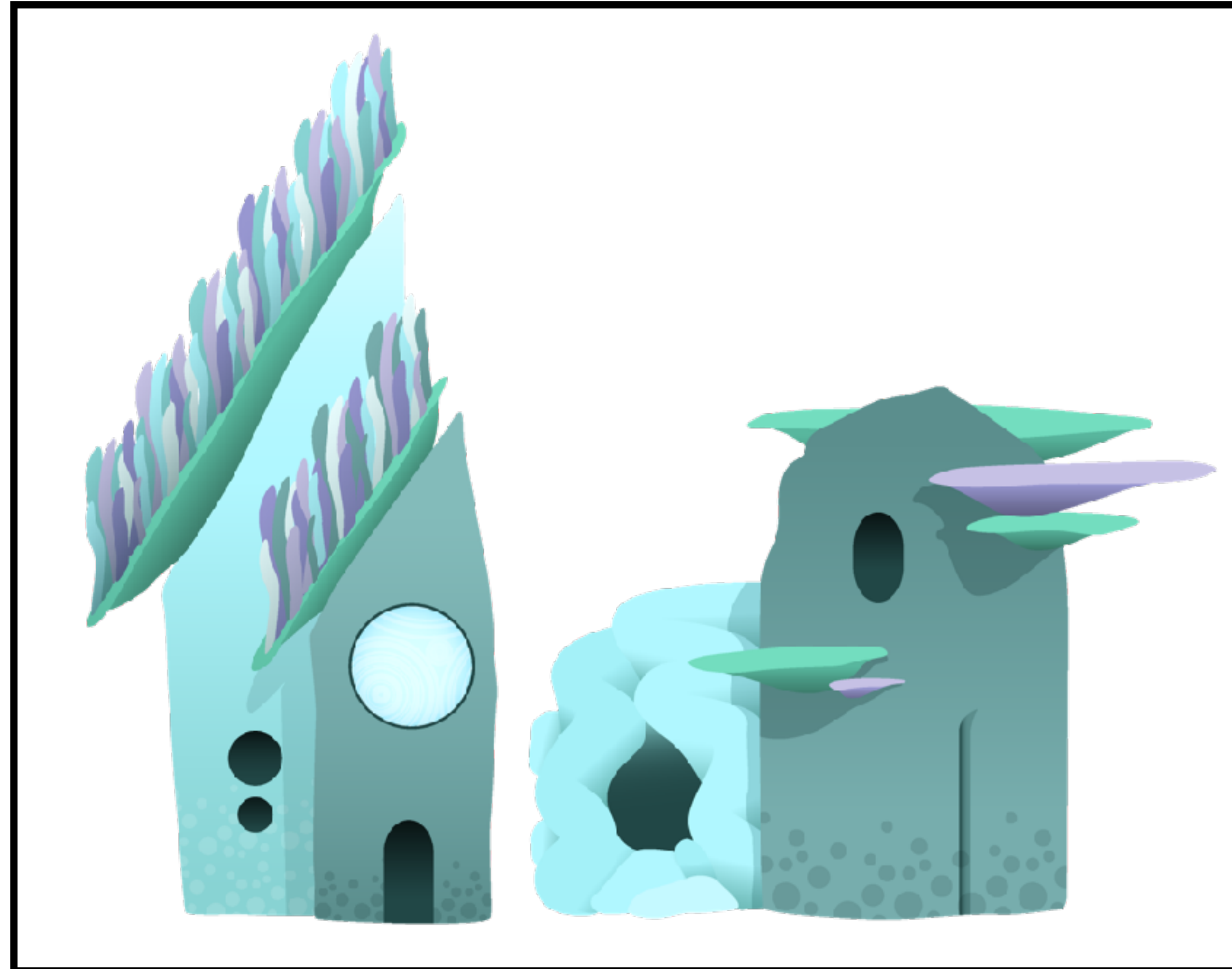
These were meant to be more primitive domiciles, so they are smaller than the rest of the buildings.

For the updated assets, I looked coral reefs for overall forms and detailing.



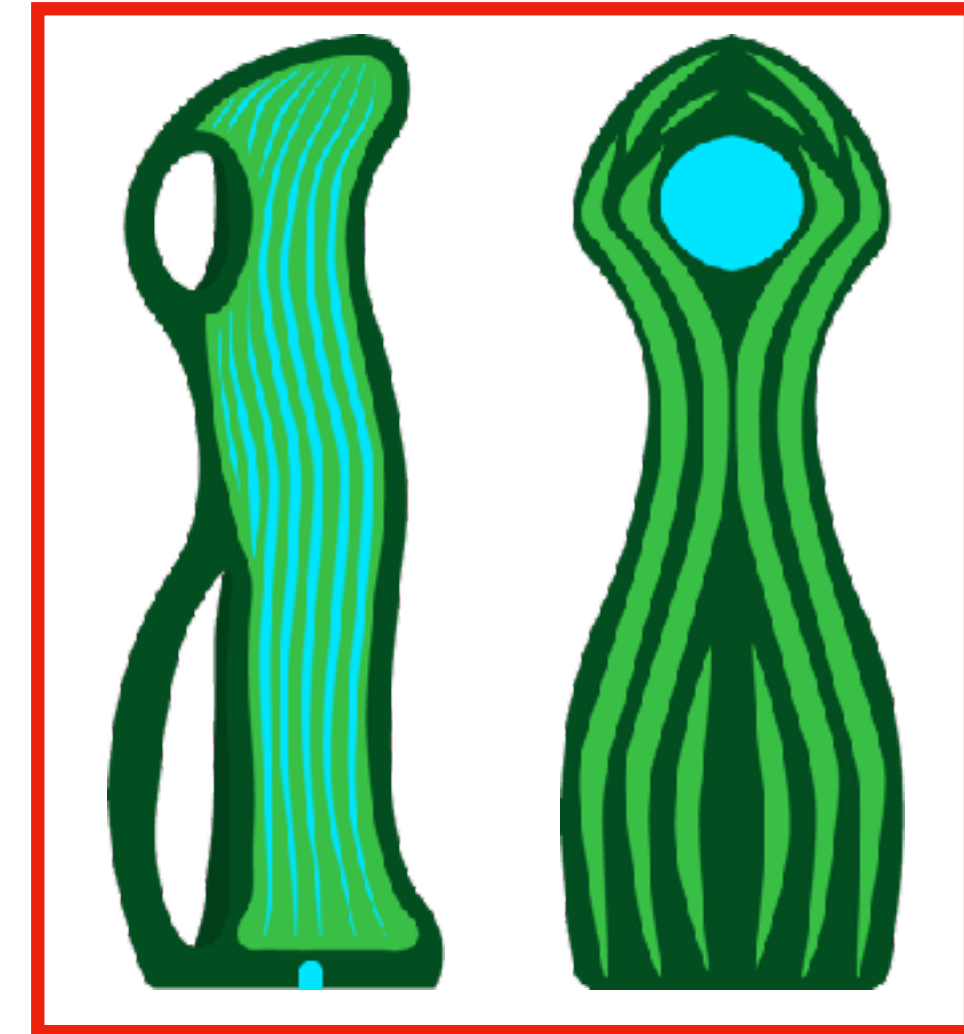
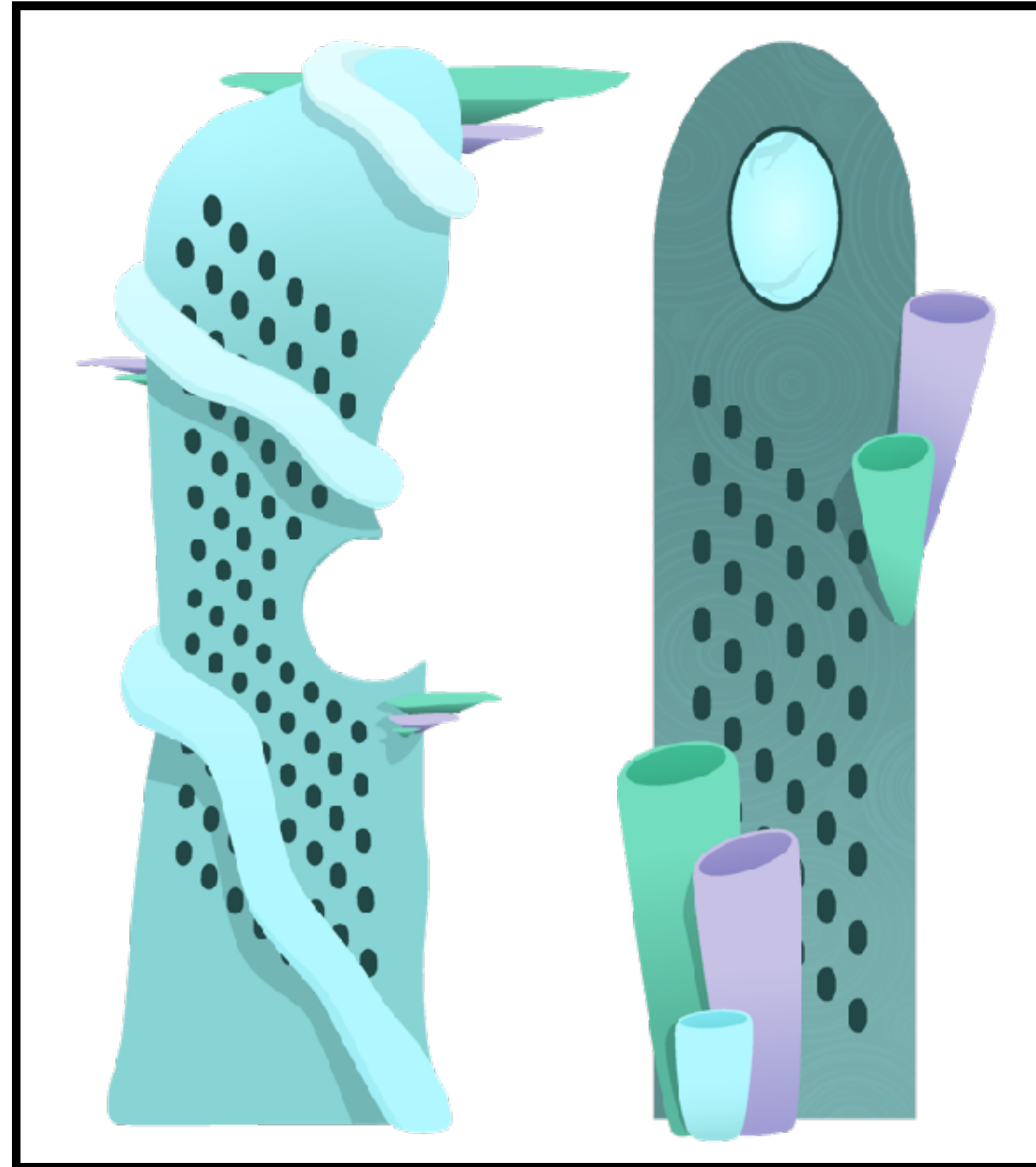
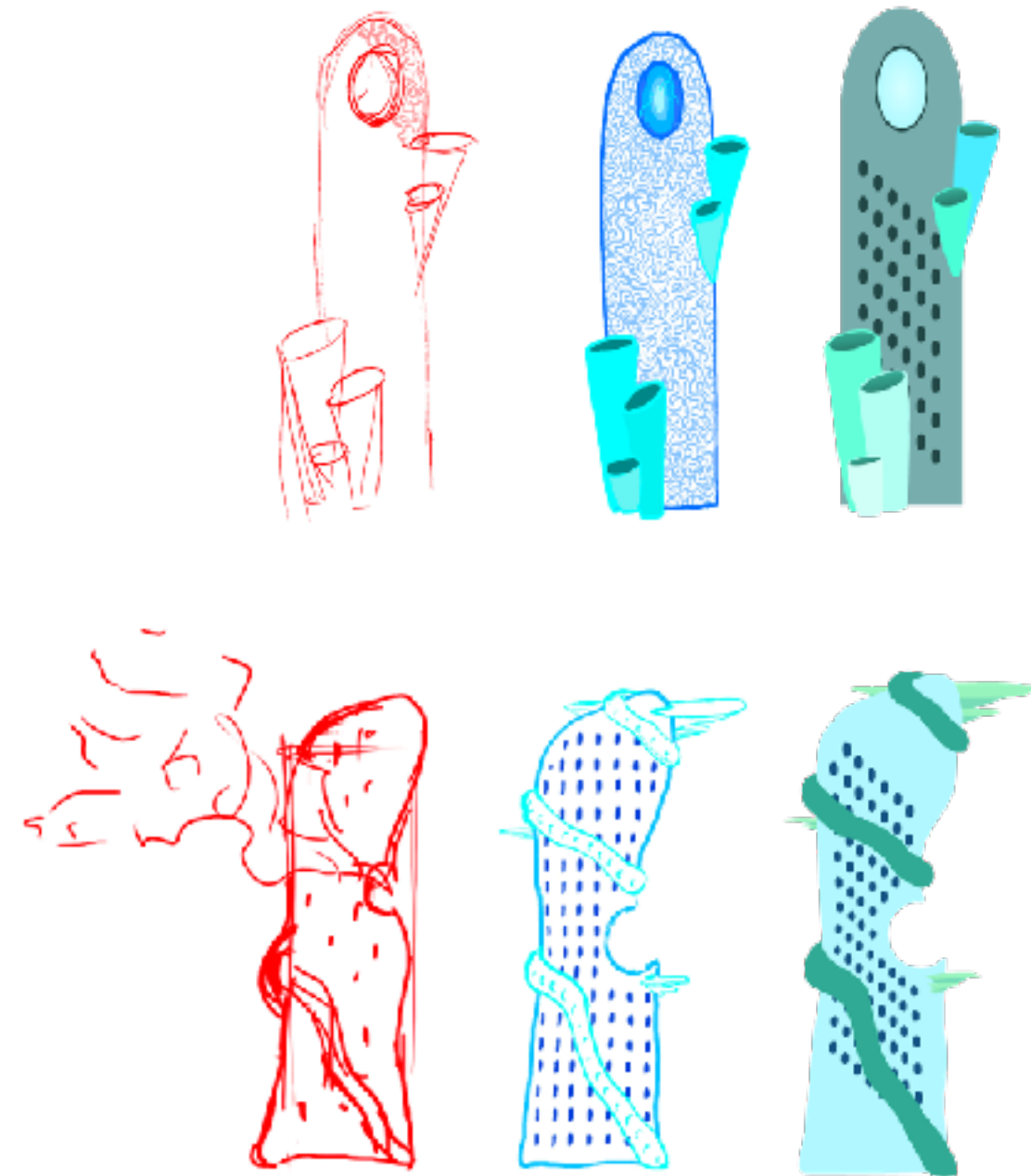
Buildings 2/3

Slightly larger, these buildings are the next step in architecture.



Buildings 3/3

The final step in the aliens' architecture evolution. I wanted to preserve the glowing center in one of the buildings as it served as a nice focal point for the overall city.

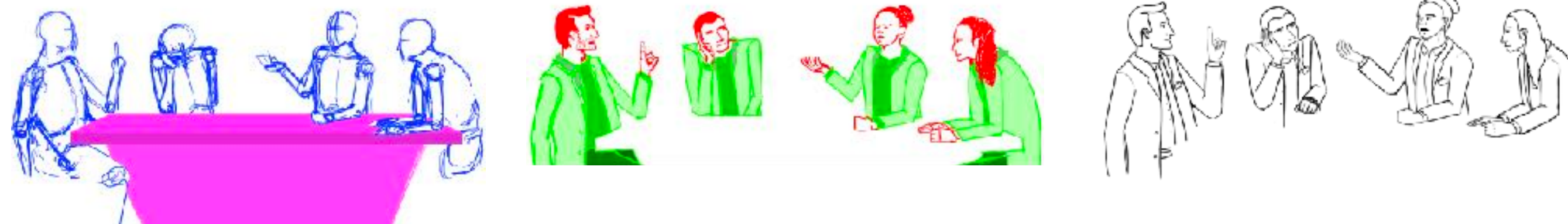


Humans

Scientists

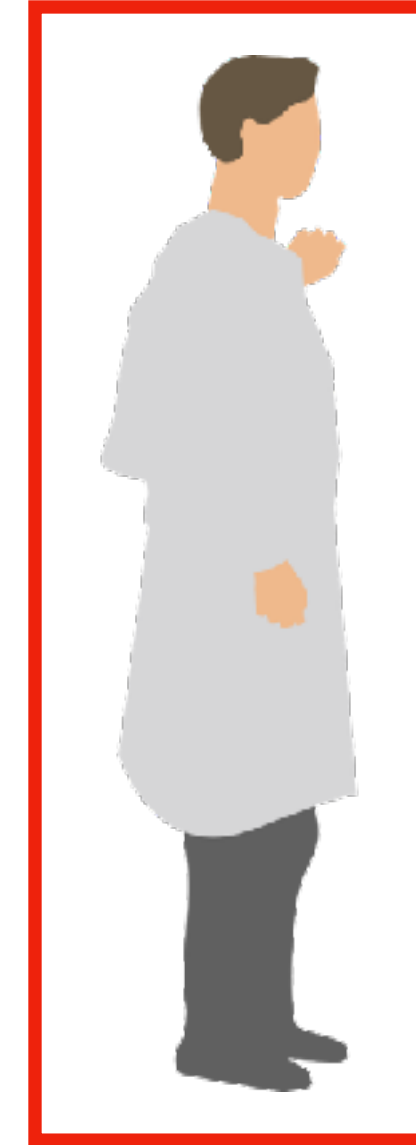
The main difference between the original and revised versions is the lab coats and the inclusion of faces.

I also wanted to show a more diverse range of people both in appearance and personality.



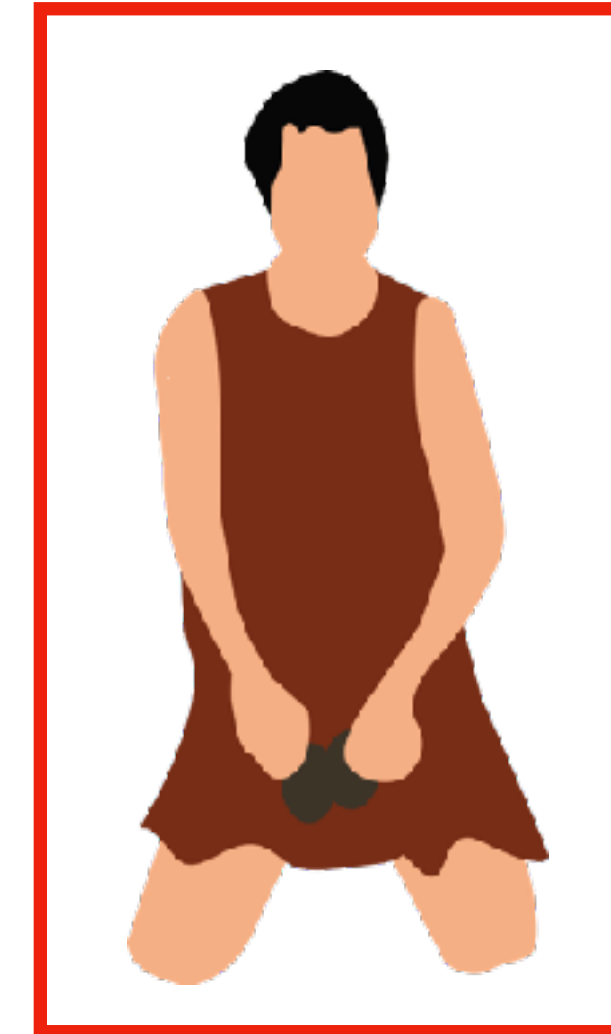
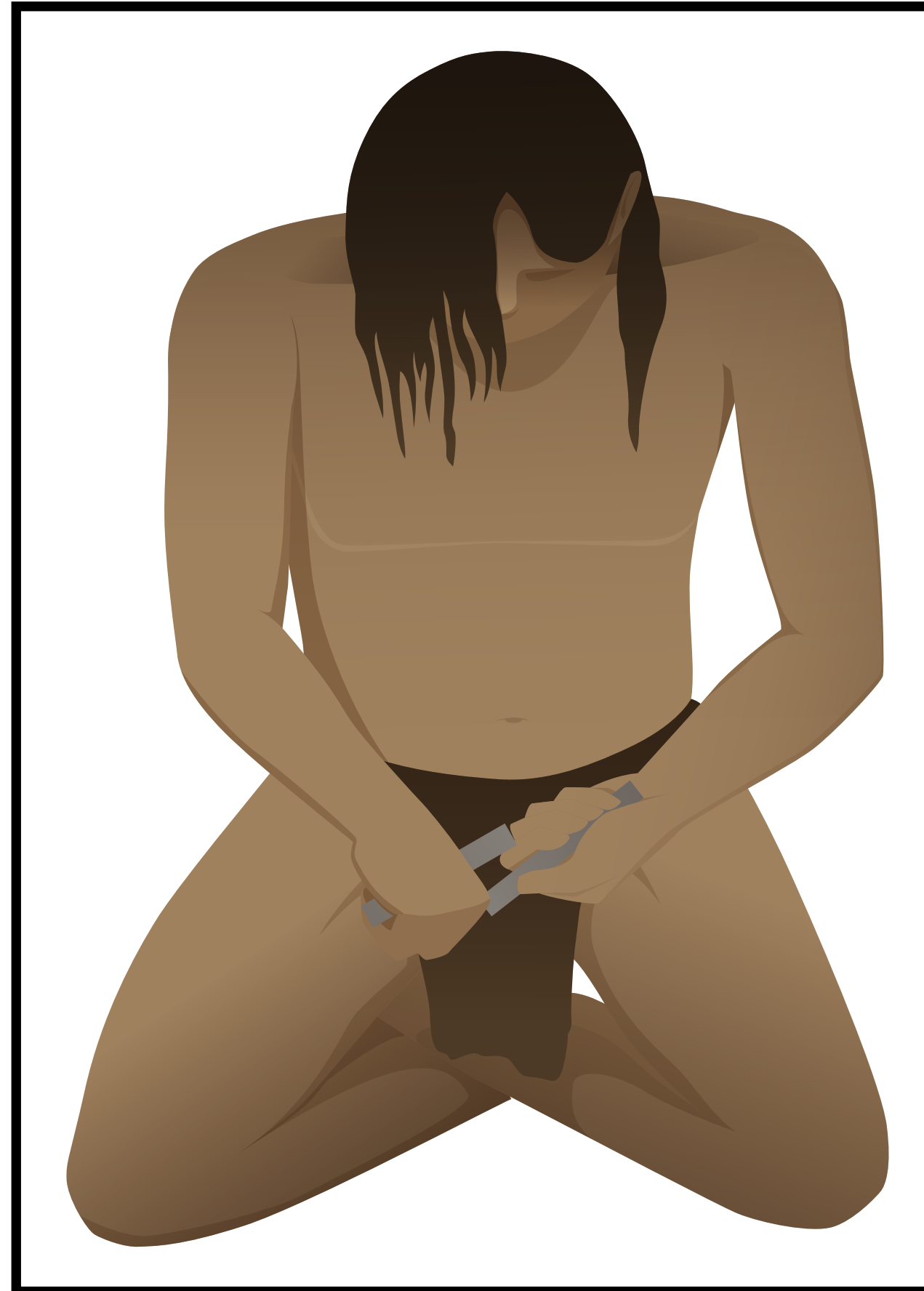
Astronomer

As the Observatory background changed, the astronomer needed to follow suit. I focused on creating a perspective that followed that of the background and was less static.



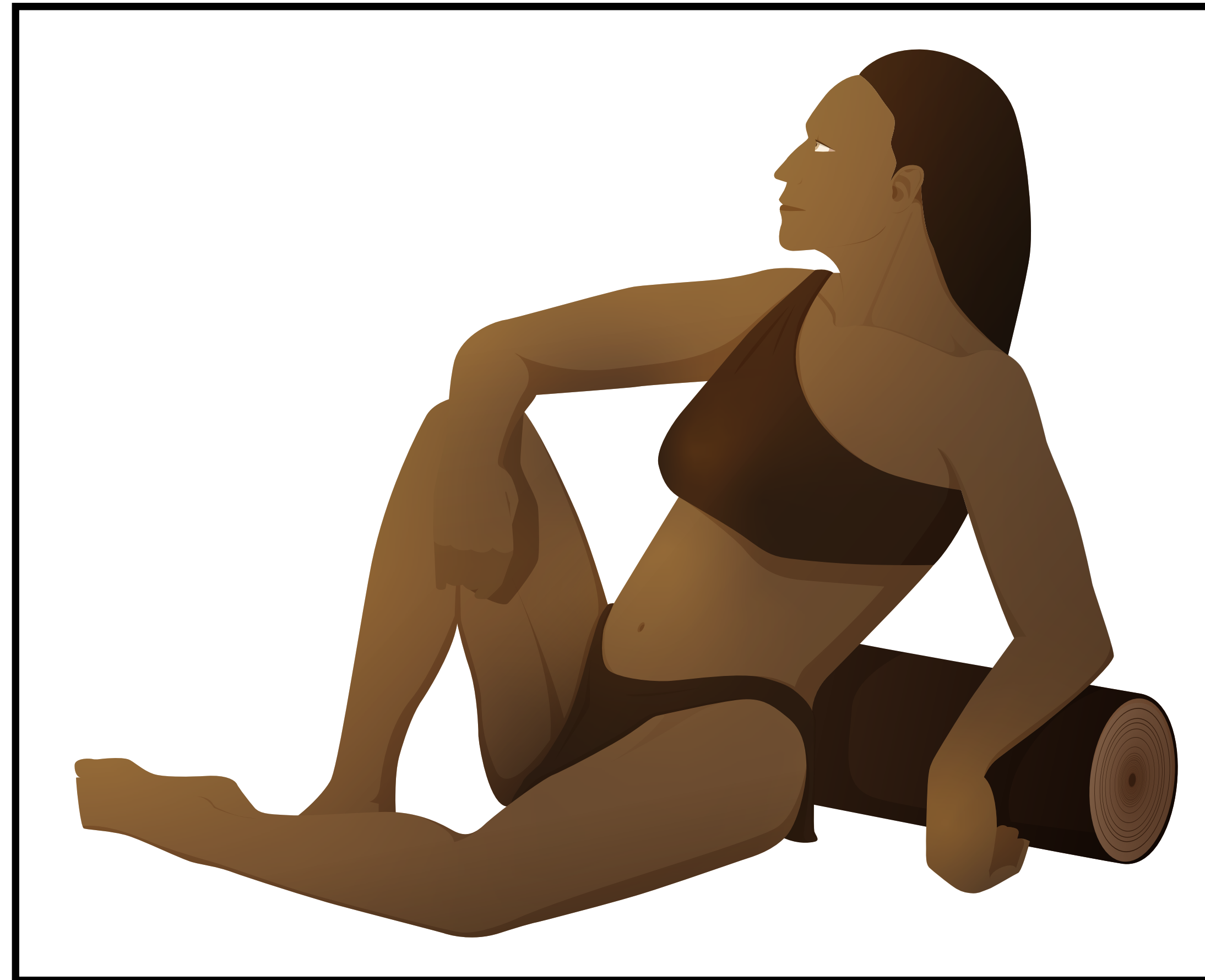
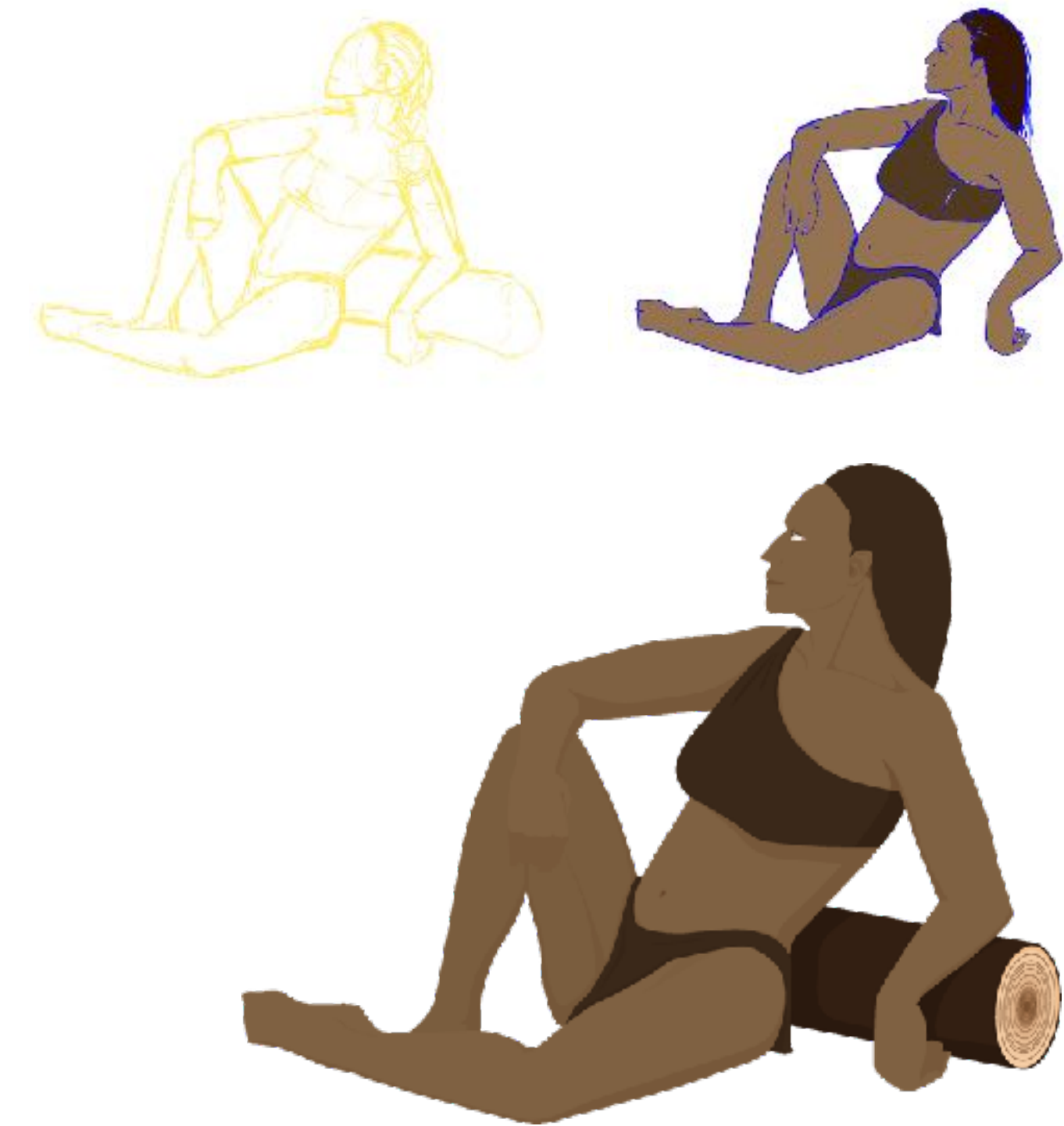
Firestarter

The main change I made was to create more detailed anatomy.



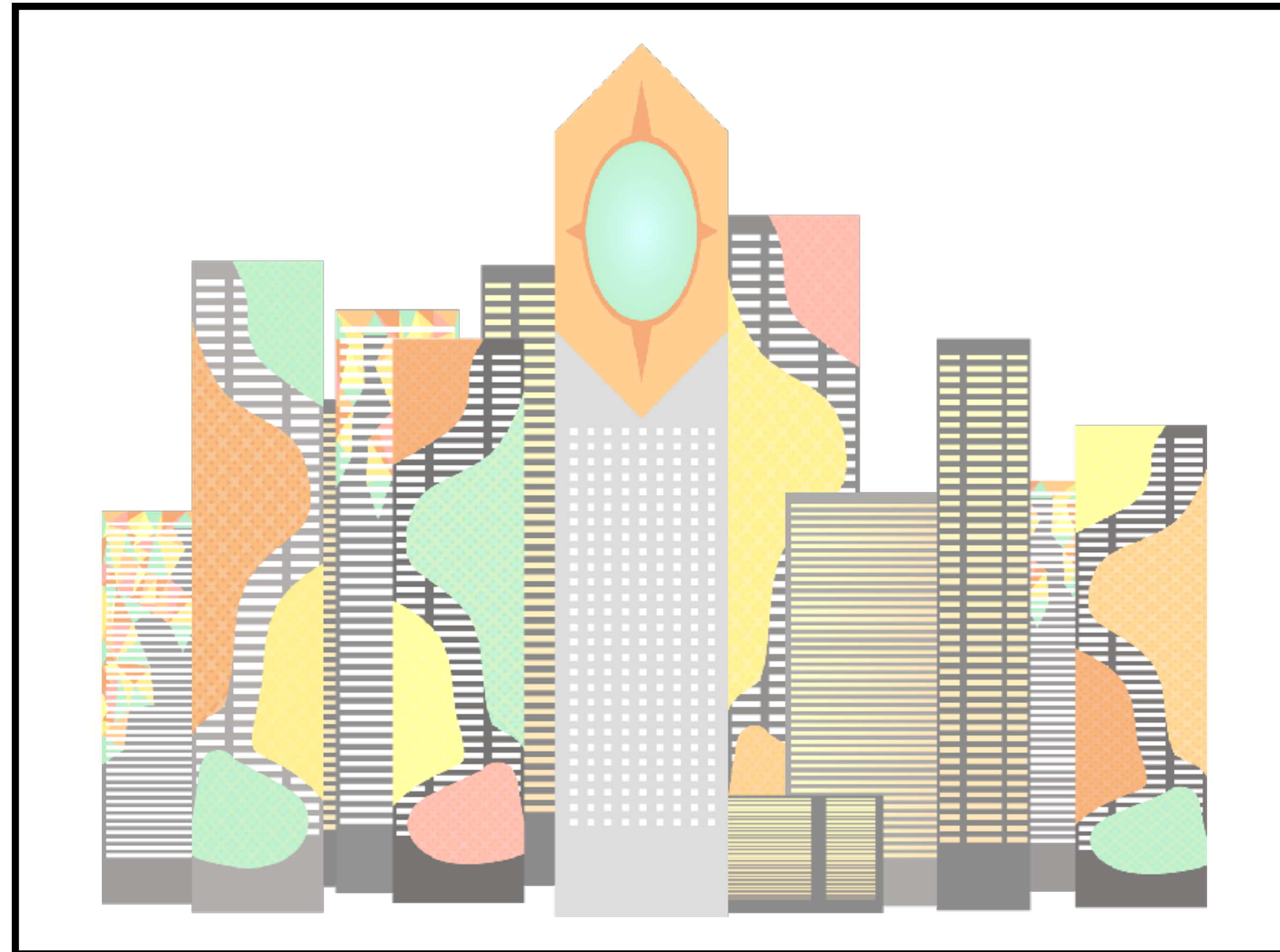
Sitting Caveman

Similar to the previous figure, I wanted to add more detail. I also changed the position of the figure to have a different silhouette from the fire starter.



City

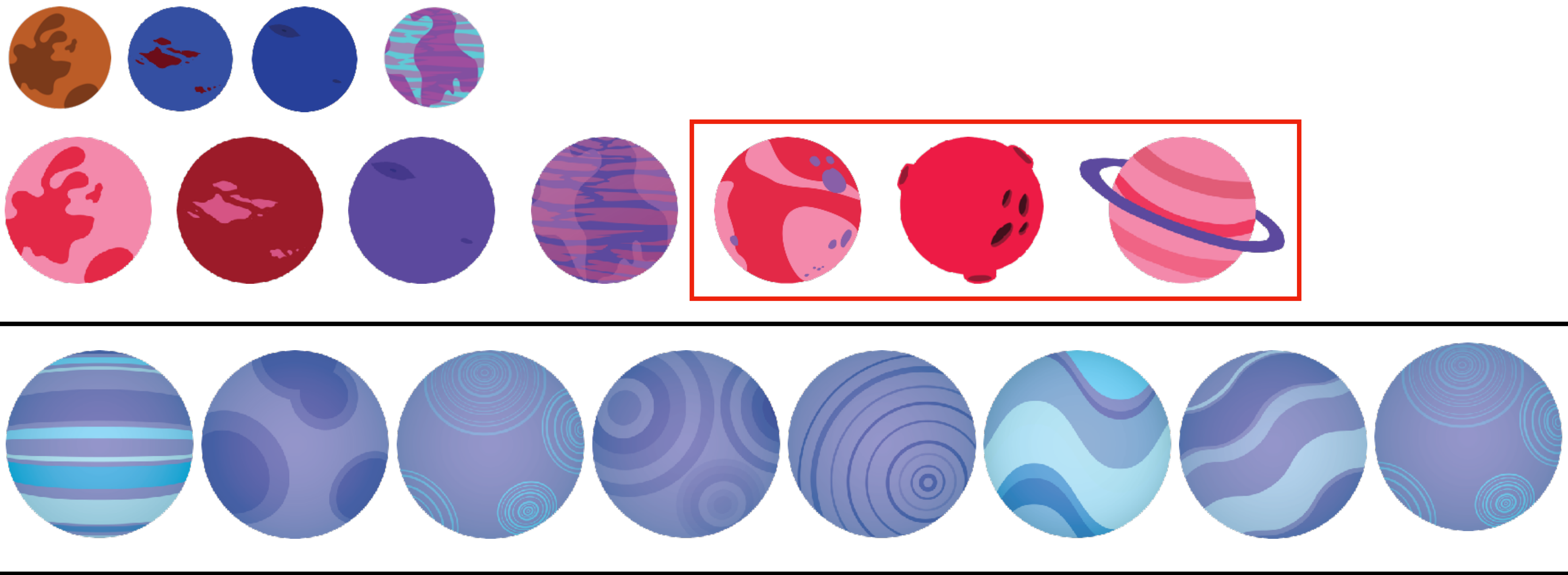
I wanted this city to take inspiration from the different forms in the alien buildings as well as incorporate a little bit of the alien color palette.



Objects

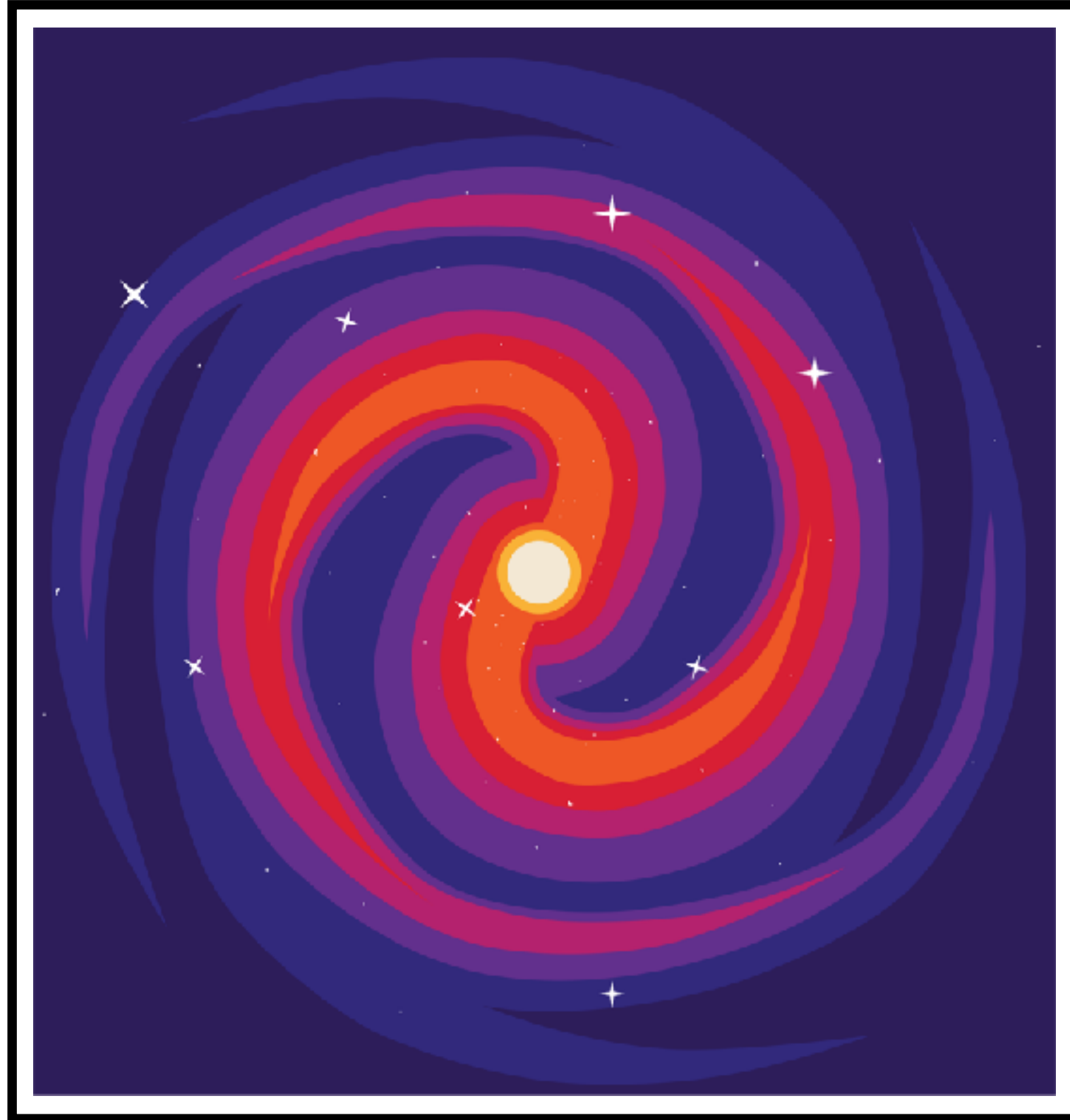
Planets

The changes that needed to be made were to adhere to the space color palette.



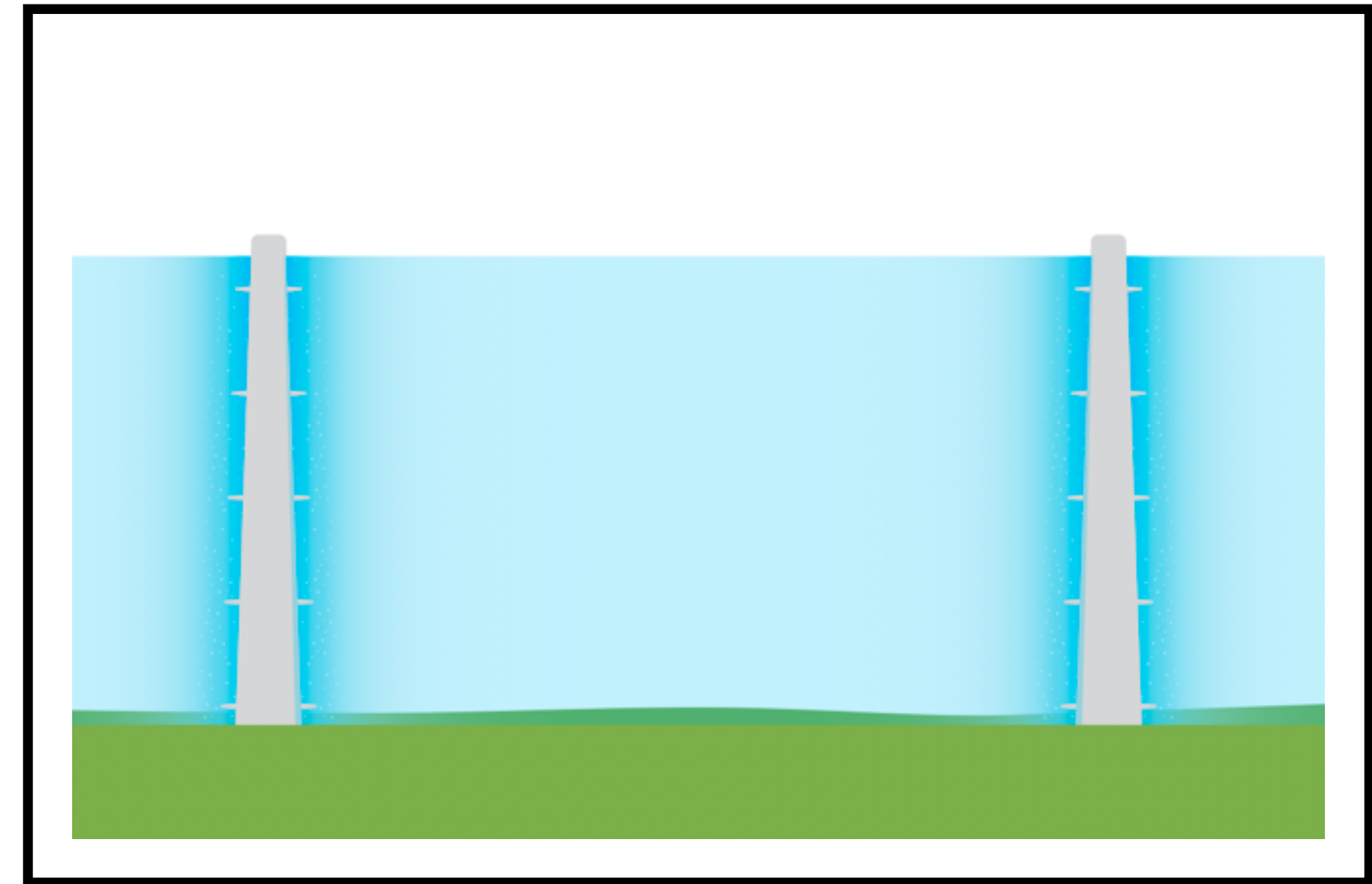
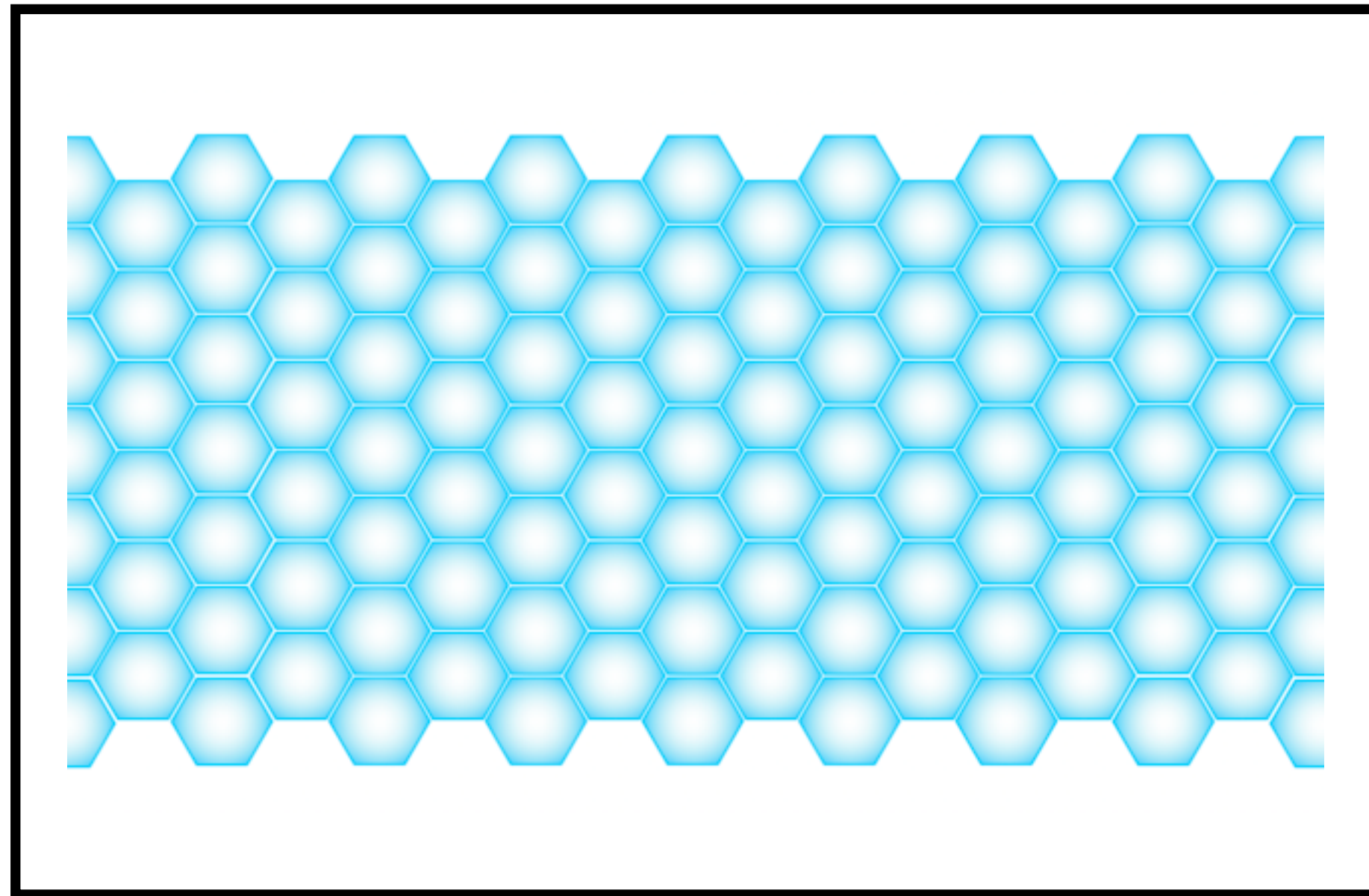
Space

On the left is a stylization of the galaxy while on the right is the earth. I updated the second to take more saturated colors to fit in with the rest of the assets.



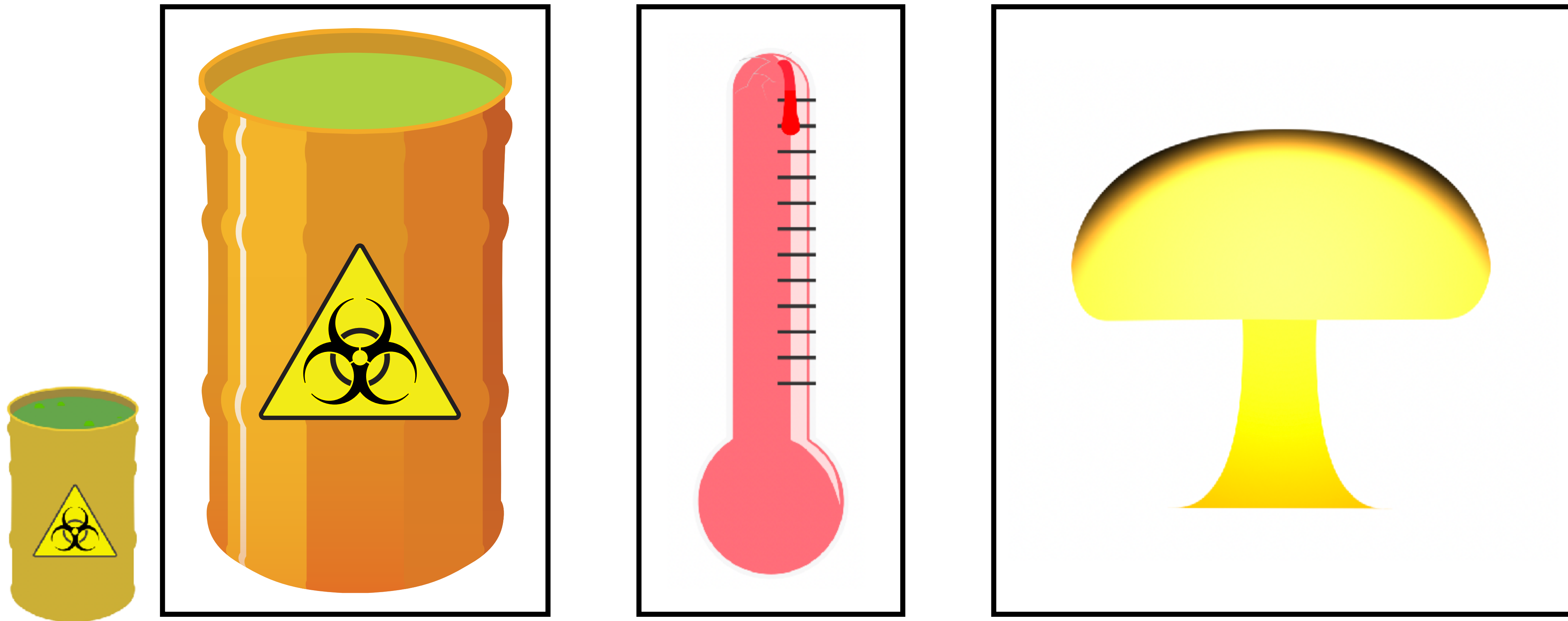
Barriers

On the left is the hexagonal barrier while the right is a fence. Both were inspired by how Star Wars: Knights of the Old Republic did forcefield doors.



Icons of Doom

Left is a barrel of toxic waste, representing bio-terror. Middle is a thermostat representing climate change, and right is a mushroom cloud representing war.



Other

The two more complex assets I was in charge of initially. Left is the campfire and right is the telescope which is a vectorized version of the Griffith Telescope.

