

#02 Brute (revision)

GENRE
3rd Person Brawler



Decipher this updated brief and create a categorical list of the required elements:

The BRUTE is reclusive and spends most of his days alone in his unkempt lair strength training. His diet is rich in protein, but repulsive. His weapons of choice reflect his bulk and can only be carried by someone of his stature. If his weapon is ever disarmed, he relies mainly on his fists to dispense of his enemies. He's not much of a martial artist; kind of ham-fisted. Throwing kicks is cumbersome, but if they land are very effective.

Scroll down for
Matt's thoughts

[Ctrlpaint.com/concept-art-playbook](https://ctrlpaint.com/concept-art-playbook)

Some things to consider while working on this challenge:



For a job that's devoted to art, you'd be surprised how much reading is involved in concept design. Working with teams, non-artists, and large workloads, good documentation is what keeps everything moving in the same direction.

In the demo I suggested three categories, but those were only an example. Depending on the situation, I may use different categories, or a different approach to 'make sense of the brief'. Since your brief is different than mine was, what categories will you use?

When an item fits into two categories, don't worry about it! Just put it into one or the other. The most important part of this exercise is to isolate the important elements, and eliminate the excess. Categories are just a bonus.