Portfolio

Miguel Gloria

About Me

Hi, I'm Miguel, an aspiring 3D Animator currently enrolled in Media Design School. I always had an interest in storytelling, particularly how artists use their craft to make those stories come to life.

I am always eager to learn new things and refining my skills to make my passion into my career. Through this portfolio, I hope I can show my creative potential and everything I learned throughout my time in Digital Creativity.

My Skills

Contents

About Campaign

My campaign is about the release of a game, Magus Night by an independent game studio. The goal is to garner attention and support to gain a following for potential expansion of the game. Depending on the support, expansion content will be developed, spin-offs teased and sequels made.

Campaign Deliverables

Posters

Posters are effective for my target audience due to their visual impact. They serve as a visually striking way to grab attention as quickly as possible.

Social Media

Social media is highly effective for advertising due to its vast reach towards the target audience, as well as having a high engagement potential. Social Media can also be used to visually showcase the game, share updates, and interact with the audience.

Merchandise

Merchandise serves as a physical connection with the game, offering fans a way to express their interest and enthusiasm, helping foster a sense of community.

Magus
Night

A Magical Journey Awaits.

○ @Kivalier

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Magus Night

A Magical Journey Awaits.

@Kivalier

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Phone mockup — Instagram profile:

11:06 pm

← **kivalier.studios** ⋮

252 Posts   **31.3K** Followers   **489** Following

kivalier.studios
Digital Creator
Official Instagram of Kivalier Studios!
Creators of Magus Night

Auckland, NZ
linktr.ee/kivalier.studios

Follow   **Message**

Magus Night

Phone mockup — Instagram post:
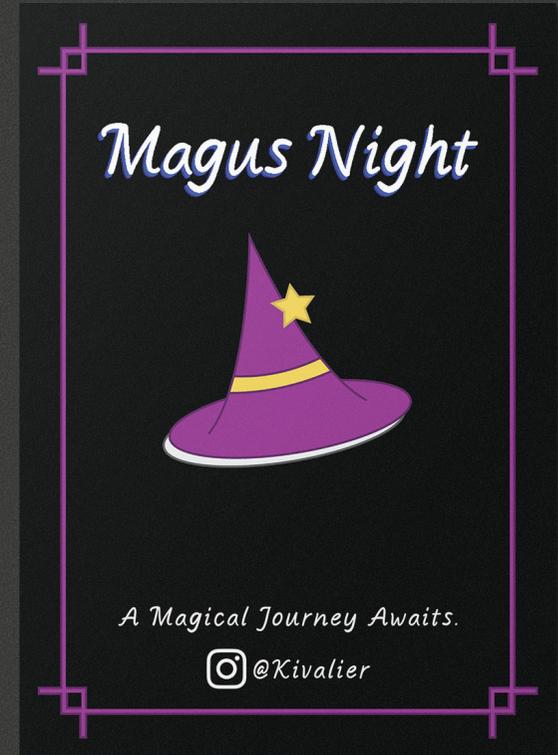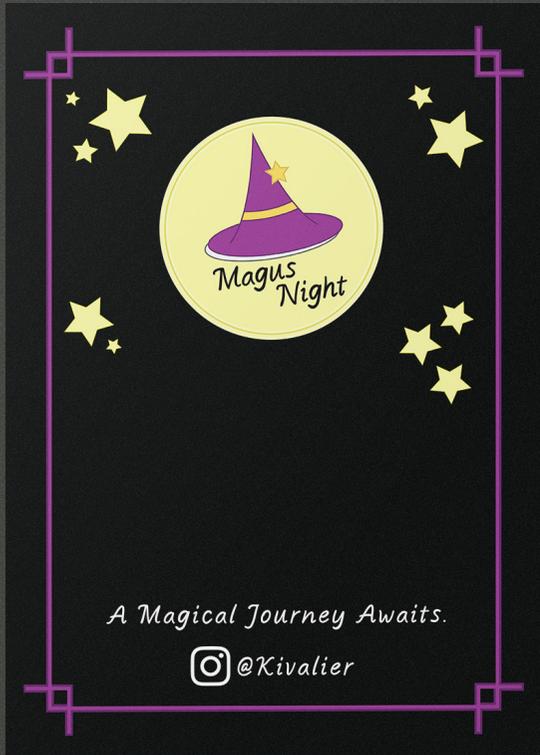
kivalier
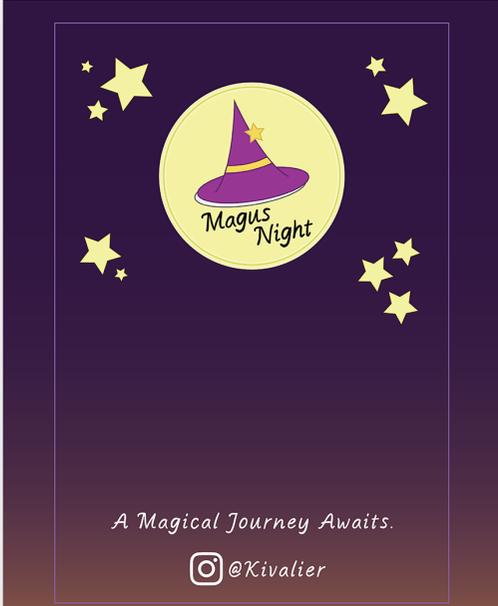
Magus Night

A Magical Journey Awaits.

@Kivalier

kivalier Meet us over at Media Design School on the 24th of November to see various exhibitions, including ours, around the campus!
#MediaDesignSchool #Auckland #GameDev

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Magus Night

Magus Night

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Design Process

Game Design

Magus Night is the name of the game I developed during the Game Design component in the DCF programme. The game takes place in a world full of magic with a witch as the main protagonist. The title is derived from latin where "Magus" means Magician, followed by "Night", translating to Magician's Night.

With the game's theme set I made the logo after thinking about various magical items in history and pop culture. In the end, I used a classic witch hat. Now while witches themselves are more associated with gloom, having black and white as their primary colours, I instead chose purple and yellow to have a more "cute" approach. To set the setting and mood of the game and its characters. Also because the colours themselves pop up more.

The logo helps tie the whole thing together with a witch hat, which helps symbolize the game more with its relation to witches and the star symbolizes an otherworldly feel.

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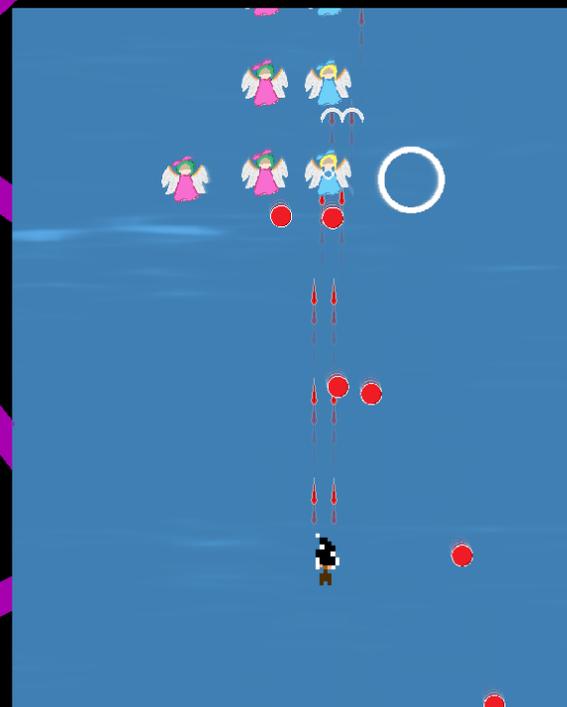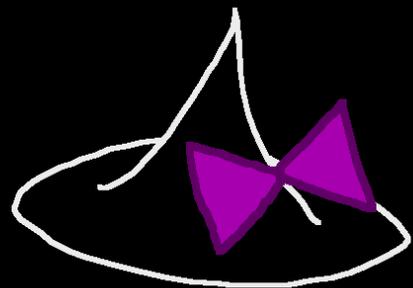
Magus Night

Magus Night

Highscore
000,043,920
Score
000,017,095

Bombs: 1

Lives: 3
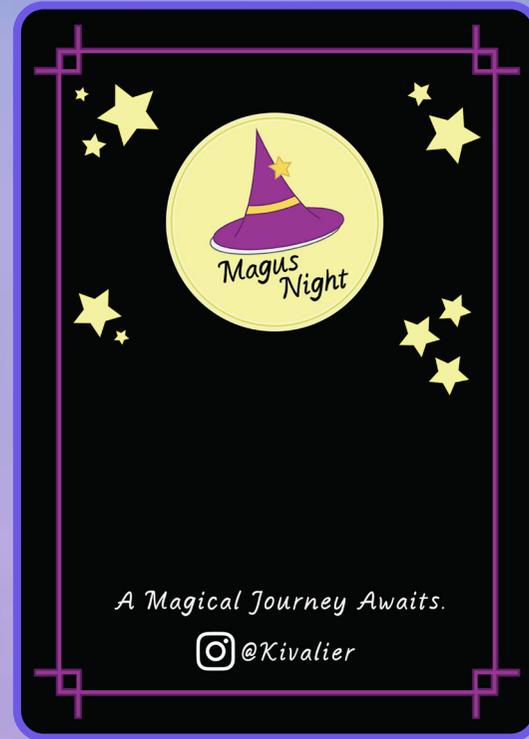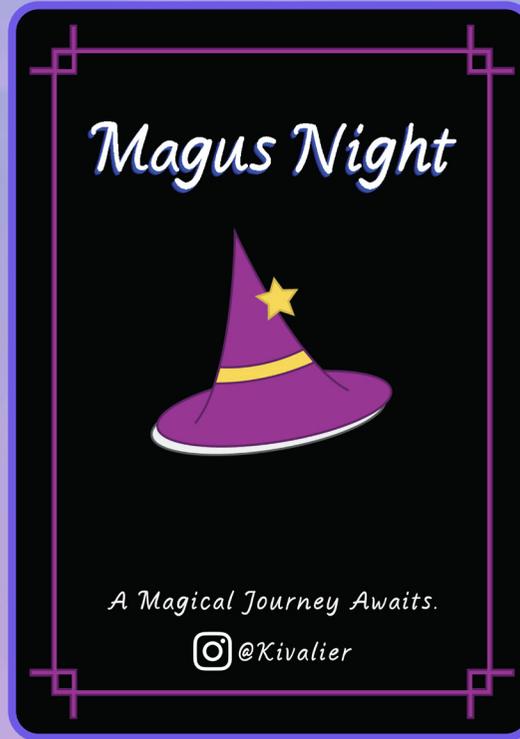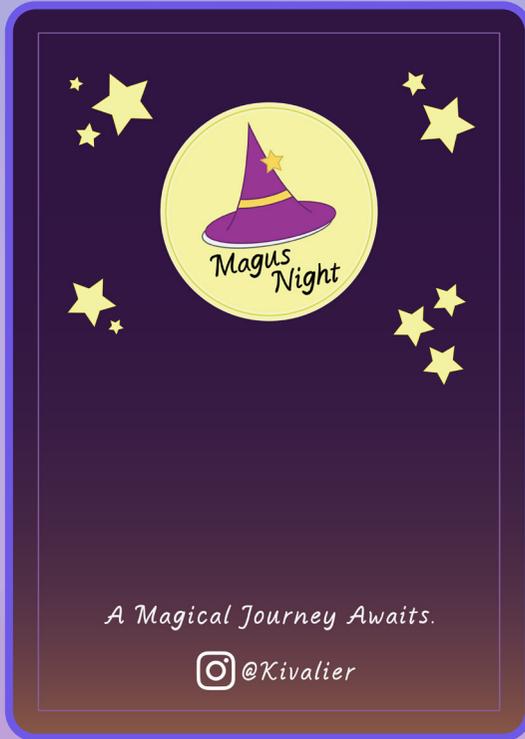
Poster Design

I thought about various different designs for the poster, one with a gradient-style and another having a design that's directly tied to the game, with the purple border. The last poster was made after combining the first iterations of the poster. I originally only aimed to use one poster but I ended up using all three for variation.

The design elements of the stars and the moon give out a magical feel to them combined with the gradient colour scheme of dusk, which would then tie in with the game's title. The purple borders themselves are placed with the idea of a grimiore's design.

kivalier.art

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Digital Creator
Official Instagram of Kivalier Studios!
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Auckland, NZ
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Follow   Message

Social Media

I chose to do a social media page as it is a common way to promote my campaign as well as all of my other projects I've done throughout my time in DCF. It is also a nice way to connect and interact with my target audience. It also enabled them to stay updated and to show what new works I have to show.

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DCF Projects

My best work in Digital Creativity

NOW FREEZE.

Concept Art

Concept Art is what we first started with. And I always thought that it was the most important component of all. We were introduced to drawing and character creation fundamentals that I used to create my character here.

Using the techniques we were taught, I made a character concept for Tower of God. The reason is because it is a world that I have previously immersed myself in. I was very familar with the world and its rules and it was the right amount of challenge to replicate the artstyle and to introuduce a character of my own.

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3D Modelling

3D Modelling is something I really enjoyed. It was really tedious, learning how to use this program in a week and apply what we learned to making a creature and a character. I chose a difficult character from a franchise I held dear and gave it my all.

The character I made is Simon Jarrett from the sci-fi survial horror game called SOMA, by Frictional Games. Initially, SOMA was off my radar on what model I should make. As I was brainstorming, I remembered some horror games that had really amazing character designs, with SOMA being one of them.

A certain scene made me pause the game for the longest time just to think about what choice I should make. This is the first game that made me cry, have an existential crisis, and make me shit my pants simultaneously.

This game is an experience I don't think I will ever forget. For how much it has impacted me, I wanted to make a sort of tribute to this masterpiece. I decided to make a model of Simon. To show my love for the game and to challenge myself. As well as out of all of my ideas this one is what I think would be most enjoyable to make.
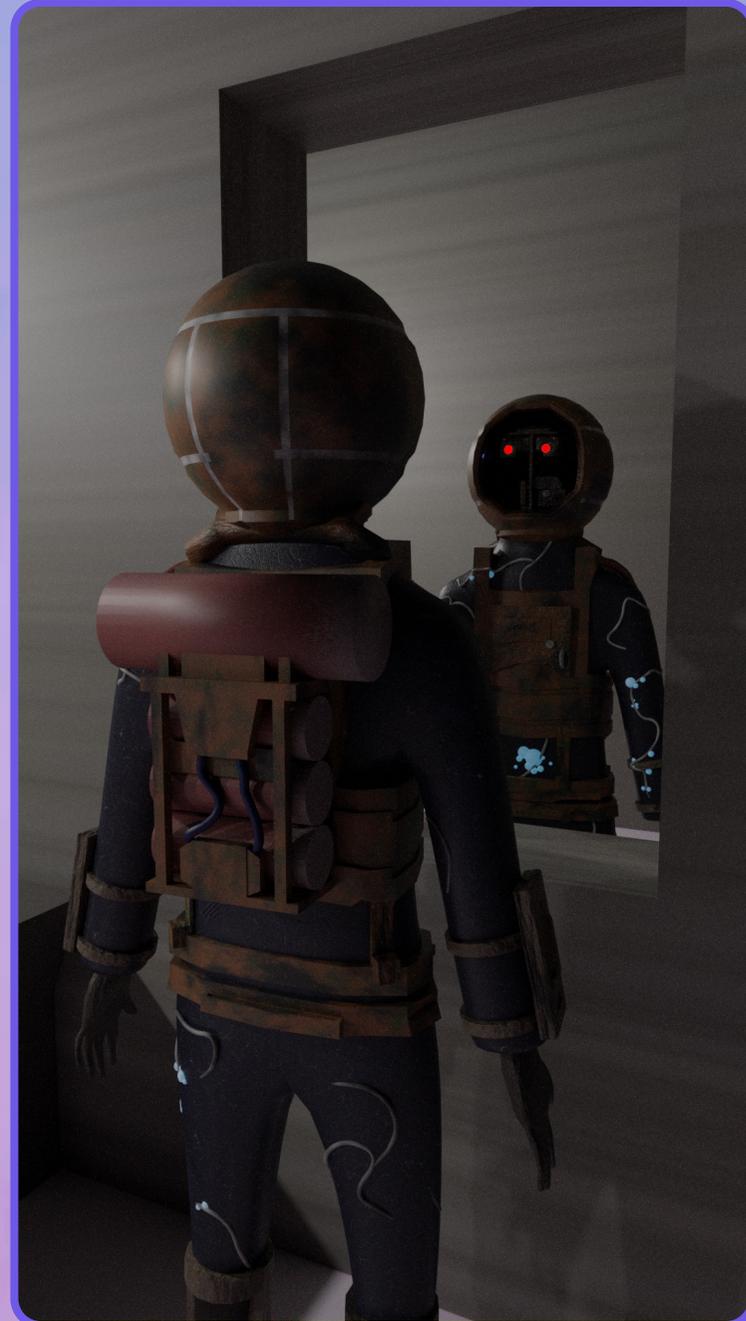
Waking Up

Miguel Gloria
DCF-2302A
09.09.2023

3D Animation

To me, animating is what I wish to achieve studying at MDS. The very idea of making things come to life and move is what kept me going. When we finally started on 3D Animation I was ecstatic. I knew that it will be a hard journey, I knew it would take long, but I did it. I made something I thought was very far to reach and I am proud of it.

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Because in truth:

I AM THAT
MONSTER

Kinetic Typography

Kinetic Typography introduced me to a new medium I had never even considered. I had a lot of fun experimenting various effects and timing those effects to make an immersive experience, mostly using only words.

The dialogue I chose to animate is from Death Note, where the character L, gives his speech about monsters. For me, I did not really have a philosophical connection with the quote or anything. I simply enjoyed the series as it was one of the first anime I ever watch that had a significant influence on me growing up. I loved the series and I was simply happy to put together an animation from that show.

Contact Me!

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