



# ALTERNATIVE WORLD WAR II



A LOOK INTO ALTERNATIVE NAZI WAR MACHINES AND TECHNOLOGY

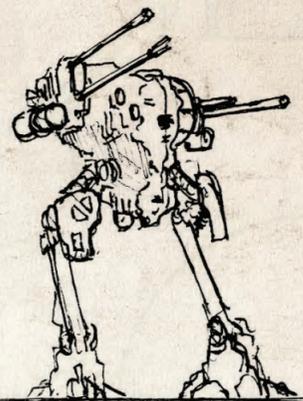
CREATED BY  
**BRADEN MAY**

## FOREWORD

This project has been methodically and logically developed, culminating in this creative illustrated book. Braden has visually reinvented the past based on historical and cultural references, mixing themes from World War 2 and combining them with popular mainstream contemporary culture. It examines an alternate history, the 'what if' scenario that is so important to science fiction writing and visualisation.

Within the lifespan of the Game Art BA Honours Degree he has refined a wide range of Game Art practices including 2D traditional and 2D/3D digital skills. It has been a pleasure to teach and observe Braden's development throughout the course. This Final Major Project has allowed him to hone and take ownership of these Game Art skills and present them in this imaginative and unique showcase.

### - GAME ART TEAM



Random Mech #1

## ABOUT ME

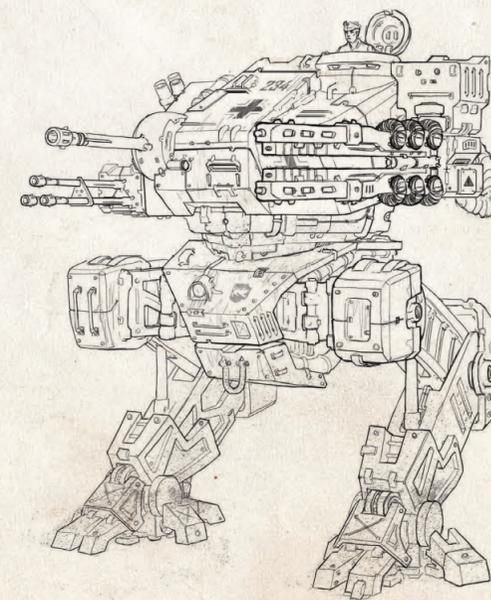
Born in 1991 I pretty much grew up with a video game console close by. From this love of games stemmed my passion for drawing as I would often spend hours drawing characters or scenes from my favourite games and films. During my teenage years I stumbled upon the world of concept art and instantly fell in love yet brushed it off as an unrealistic dream job then spent the rest of school unsure about what I wanted to do as a career, until I eventually began learning about graphic design. While studying for a HND in graphic design I knew this career path wasn't for me so I applied to Game Art Design at DMU where my portfolio was declined. I continued the HND and luckily found a job working as junior designer but I wasn't ready to give up on the Game Art Design course yet as I reapplied and was accepted. I'm now at the end of the 3 year course and will soon be looking for work.

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This book is the end result of 20 weeks of work for my Final Major Project (FMP), where we got to create our own brief. While many other students knew exactly what they were doing for a long time before, I spent many of the planning weeks for the project unsure about what I was going to do as I had no preference to any style or theme, I only knew I wanted a part of it to include vehicles. Eventually I decided that a large part of this project would be based around mechs but I still needed a narrative to tie it together. After some guidance and simplification of the concept my project finally had a starting point.

The premise of my FMP asks a straight forward question: What if the Nazi's gained advanced technology during World War II? It is a subject that has been covered many times before but I thought the idea was strong enough to support my entire FMP, allowing me to create vehicles, characters and environments from this revised history.

Using reference from World War II and taking inspiration from other games and films along with being inspired by notable artists like Scott Robertson, Michal Kus, Darren Bacon and Jakub Rozalski to name only a few, I would like to think I've created some exciting concepts which are on display throughout this book, along with a lot of the development for each of the concepts.



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# WHEELED & TRACK VEHICLES



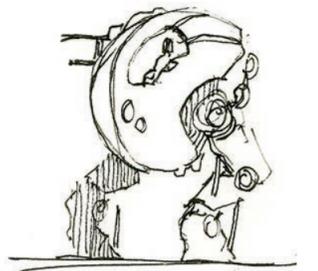
The development and concepts over the next few pages were also the first pieces I completed for this project. Not wanting to jump straight into designing the mechs I thought it would be a good idea to warm up my designing cogs by creating a small selection of *normal* vehicles first. I had a huge amount of scope for what sort of vehicles I could create and eventually settled upon a tank, a bike and an APC, covering both an armoured track and wheel-based vehicle along with a more speedier mode of transport. If I had time I would have loved to add an air and sea based vehicle to this section.

## SECTION CONTENTS

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10 - ASSAULT BIKE

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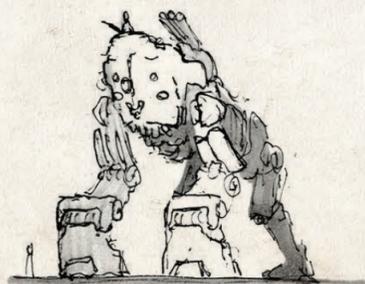


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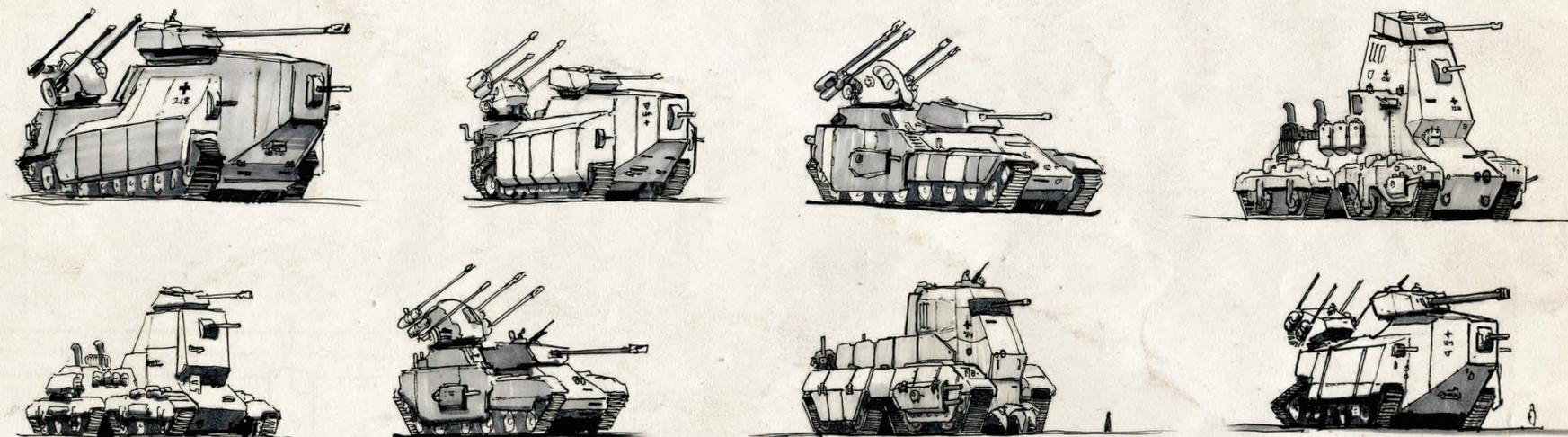
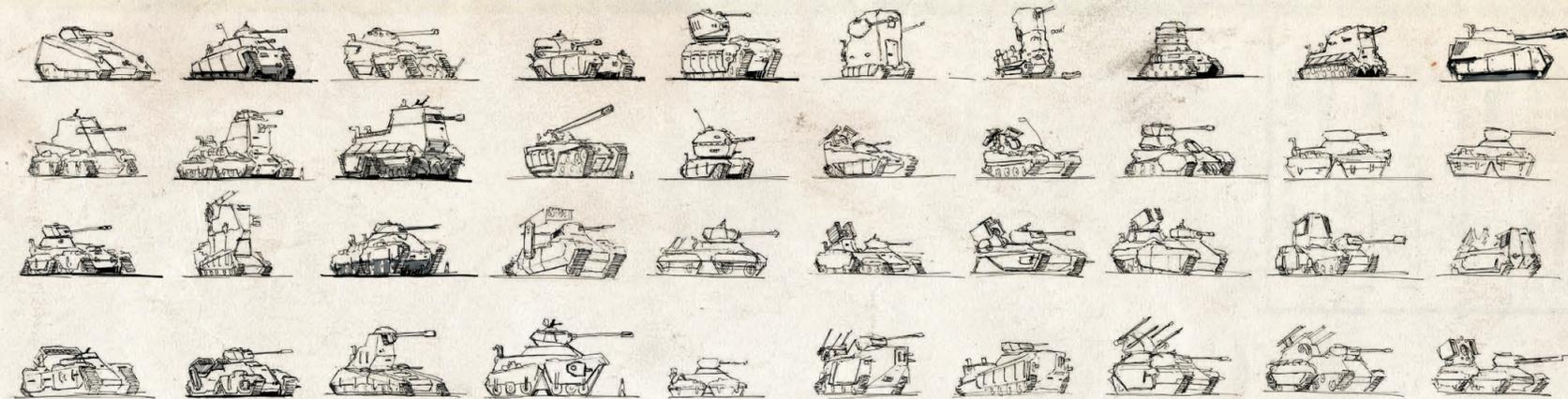
# TANK

I couldn't look into alternate Nazi history without showing what one of their tanks could have looked like. I collected plenty of reference from the era to aid in my overall design decisions as I still wanted my tank to capture the German design aesthetic of that period.

For my first attempt at thumbnails I used several custom brushes within Photoshop to try and create some interesting silhouettes (right). I interoperated these poorly and the final tank design was something that was quite safe. I knew I could push the boundaries further and decided to start again.

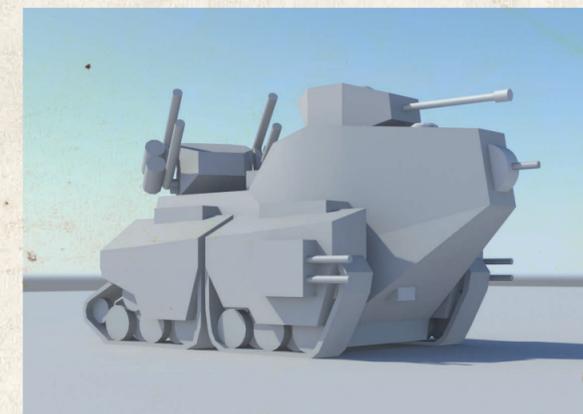


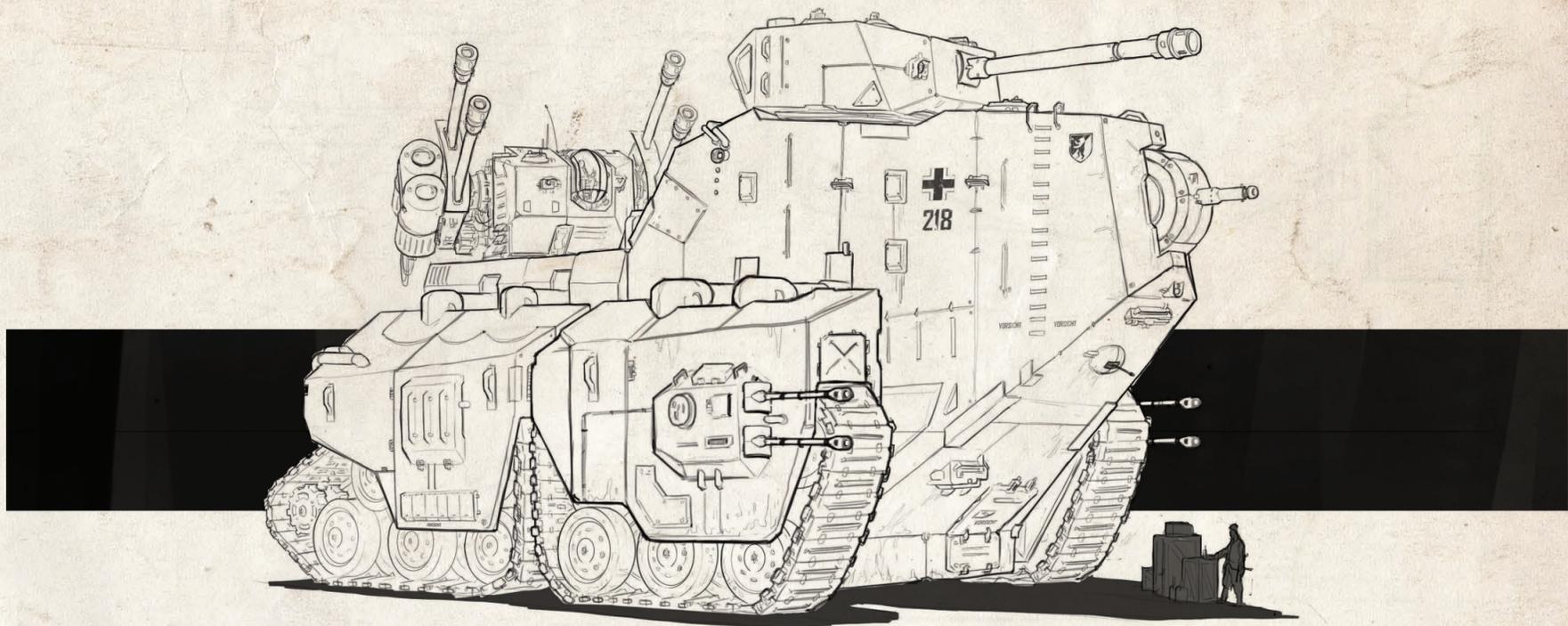
Random Mech #3



With my second attempt I entered my comfort zone a little by sketching out smaller thumbnails using a pen and pad (Top). This allowed me to get a wide selection of designs and vary on them as I pleased. The only downside to this method is that it relies heavily upon my existing shape knowledge and research.

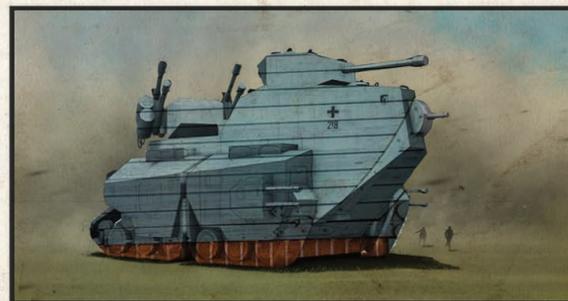
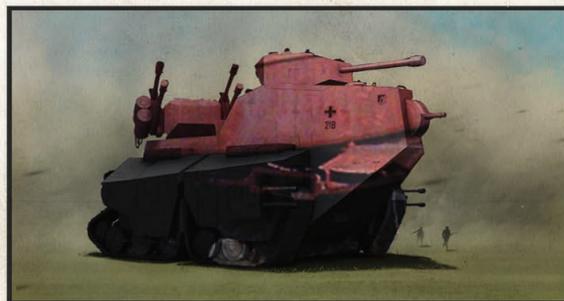
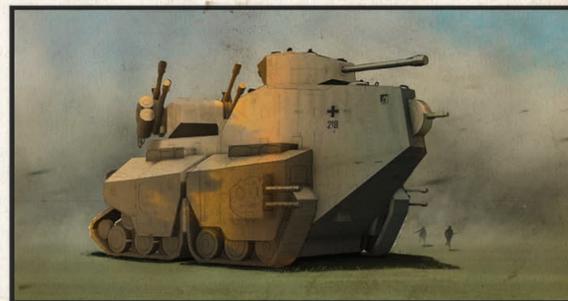
From the small thumbnails I moved forward with a selection of my favourite, creating larger sketches with more detail and adding some value using markers (above). Once I felt confident with a direction I moved onto creating a rough 3D block out (right) in 3DS Max.





The main inspiration for the shape of this tank came from some of the first tank designs, especially the main body as it's very reminiscent of the early German tanks. Using the 3D block out as an underlay I drew out the final design (above).

After the line art was done I used photographs and clipping masks within Photoshop to begin experimenting with different colour schemes. Being advanced, unstoppable war machines I toyed with some outlandish styles as these vehicles wouldn't be hiding with any camouflage!



## PANZER X - "BEHEMOTH"

After multiple design revisions the Panzer X became one of the largest tanks ever created by the Wehrmacht and also the last tank to reach full production, mainly due to the mech technology hitting its stride.

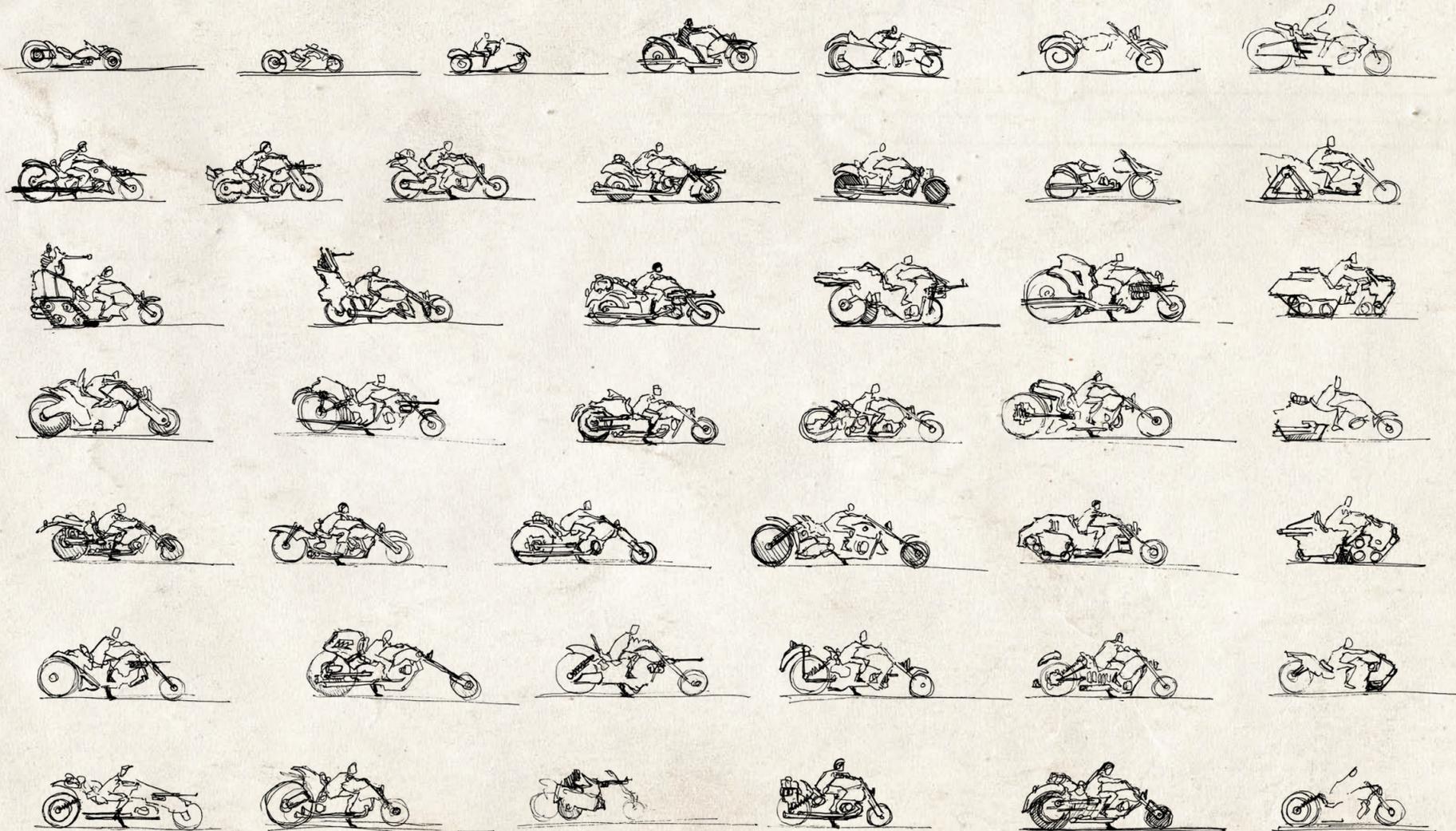
Despite being slow and cumbersome the Panzer X was a fearsome opponent because of its heavy armour and capabilities to handle a variety of targets, including air adversaries thanks to the rear-mounted cannons.



# ASSAULT BIKE

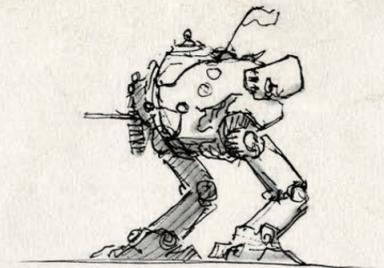
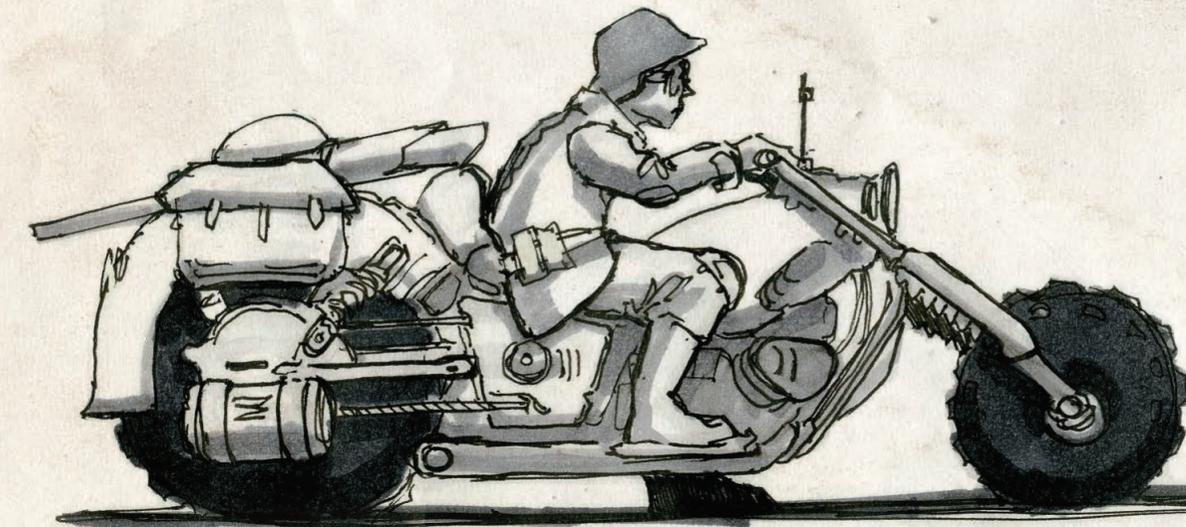
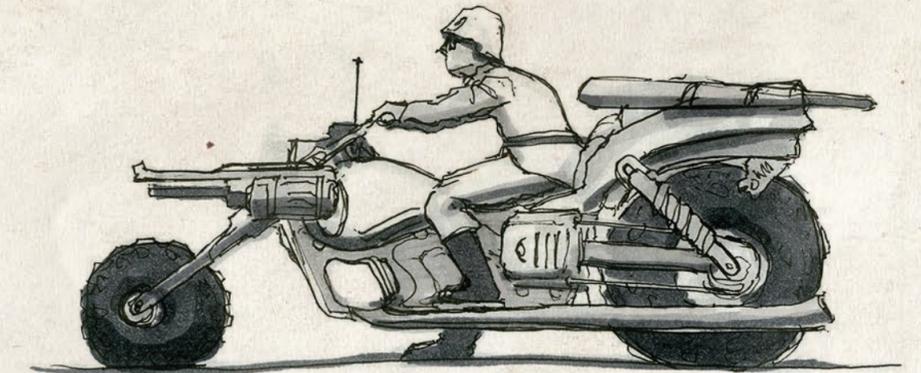
After designing a tank I wanted to tackle something a little different and a bike was high on my list. The Nazis had an interesting selection of bikes that were mainly used for scouting but would sometimes have a gunner seated in a side kart. I've never taken much of an interest in bike design before, so additionally it was a fresh design challenge.

I started again by sketching out tiny thumbnails, focusing less on the details and more on the larger shapes but this was tough for what is essentially a large engine strapped to two wheels, especially when I want to use shapes and ideas from bikes of that period.

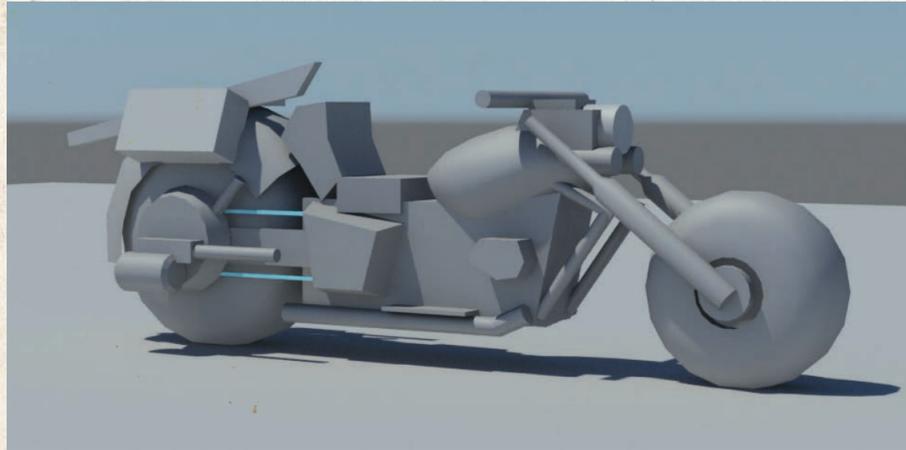


Placing the rider on the bike early on in the design process helped immensely with the whole shape and balance of the vehicle. I found it a compelling idea that the bike would be equipped with some light weaponry, potentially transforming it into a hit and run vehicle.

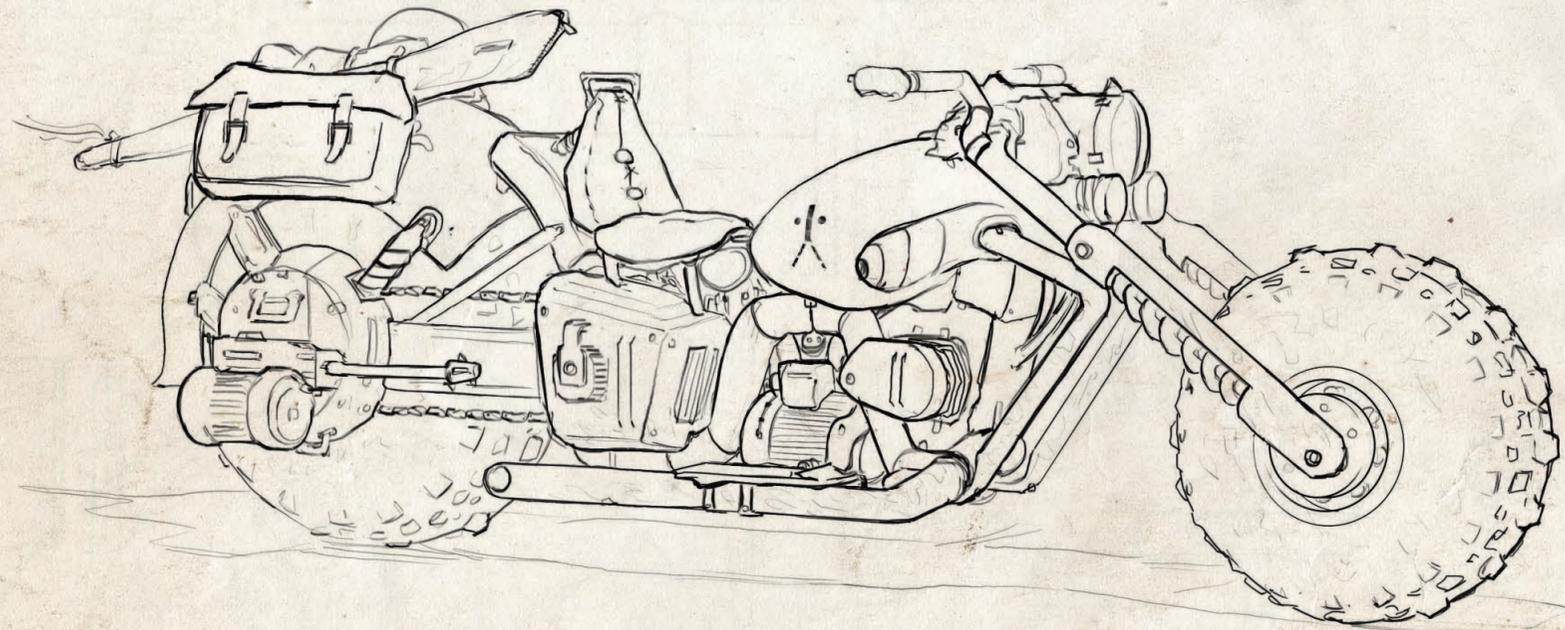
I took my favourite two thumbs and worked them up larger, still keeping them very orthographic to help me focus on the design and not get lost with thinking about perspective. The final design (below) is a combination of the drawings to the right.



Random Mech #4

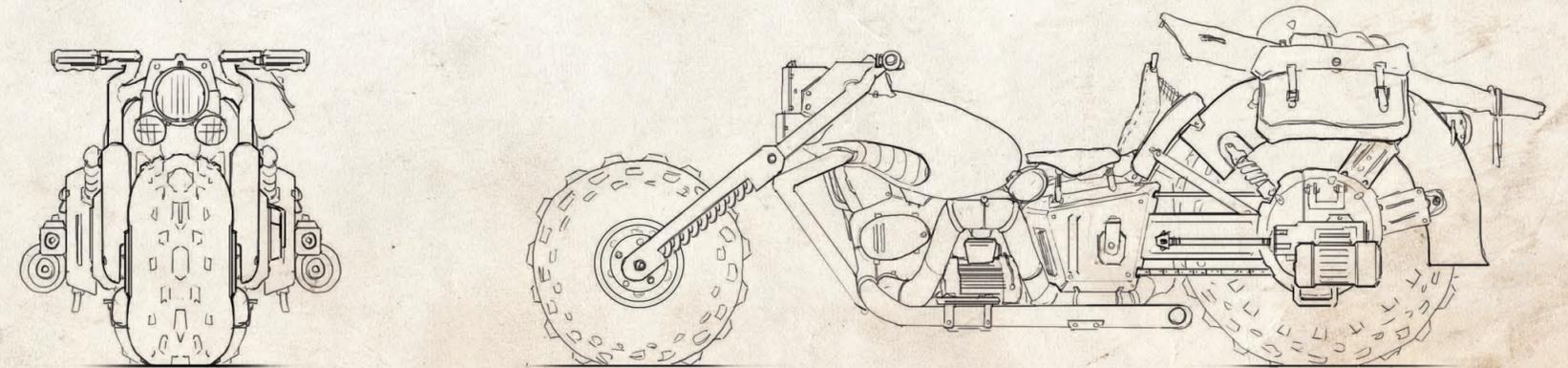


Once the design was finalised I moved to 3DS Max to begin creating the block out which also allowed me to make sure the design worked in a 3D space. I used plenty of reference to create the line drawing of the bike, particularly for the engine components as I wanted it to look like an authentic engine and not just a jumble of parts. To the right is the final bike, including rider, with a quick colour pass.



## BW 52

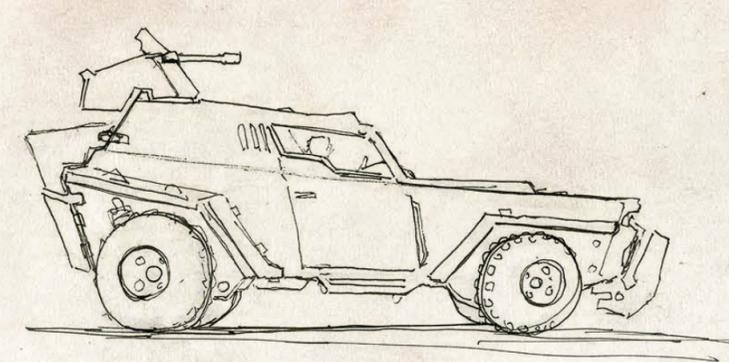
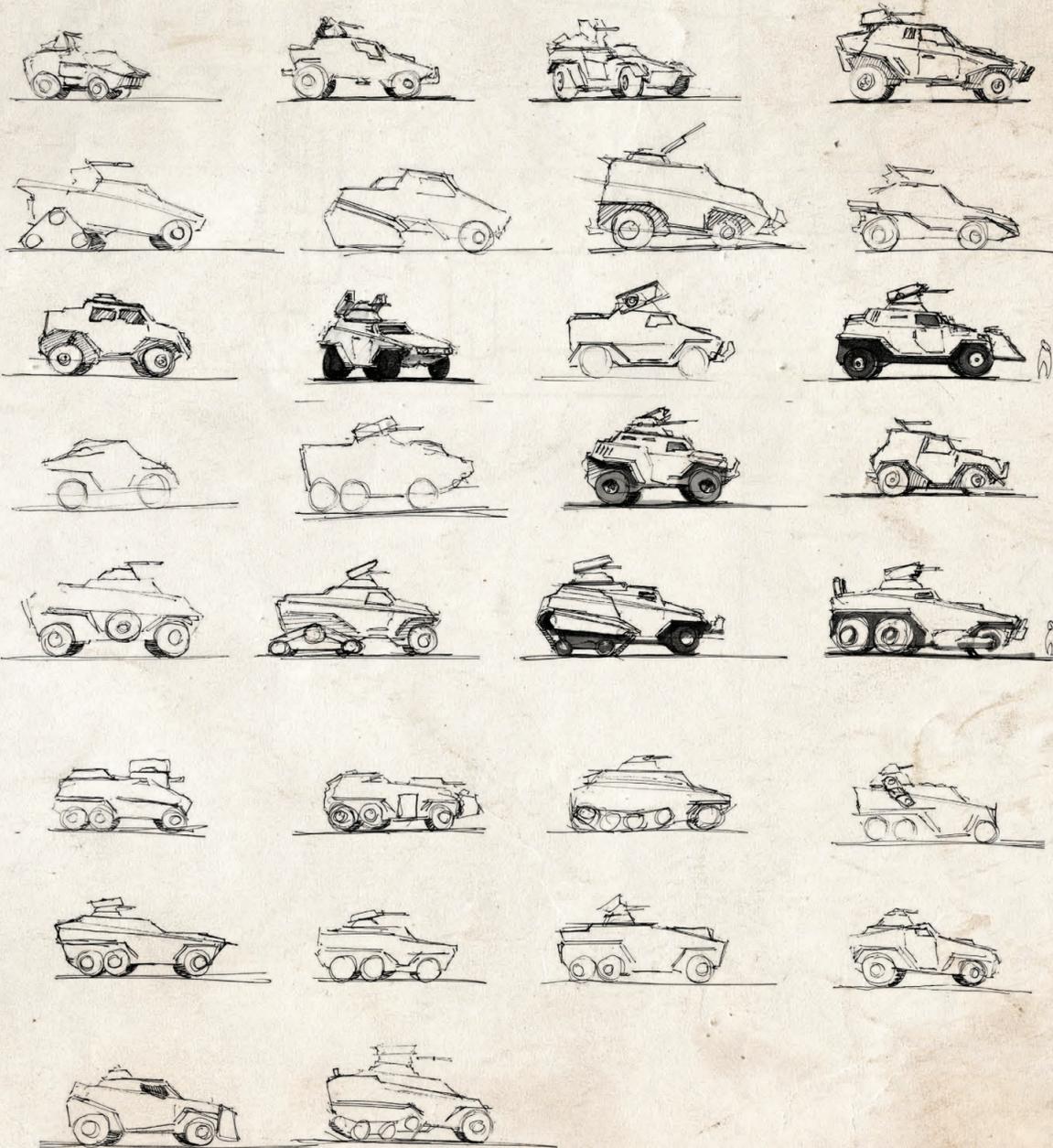
Mounted with 2 light machine guns on both rear wheels the BW 52 was used for scouting roles and occasionally hit and run assaults. While not the quickest bike on tarmac the thicker tyres gave the bike great ability to traverse a diverse range of surfaces with little trouble or maintenance. Manufactured in high numbers the bike became a popular choice among the soldiers and civilians... if they could get their hands on one.



# APC

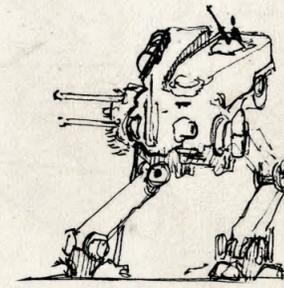
The final vehicle of this section is an Armoured Personnel Carrier which originally started out as a type of 4x4. As I iterated through shapes the designs began to get further and further away from a 4x4 look and more towards a heavily armoured type of transport.

Doing these drawings traditionally was easier but I certainly missed the advantages of using Photoshop for things like the ability to make a quick copy. I kept the sketches orthographic again so I could focus 100% on the design.



Despite moving away from the 4x4s in my initial sketches I still wasn't opposed to the idea of creating one. When it was time to refine my sketches I was torn between the 4x4 and the APC but decided to take the APC forward in the end. Looking back I think this was a slight mistake as I now feel that the APC is a touch too close to a tank, which I had already covered.

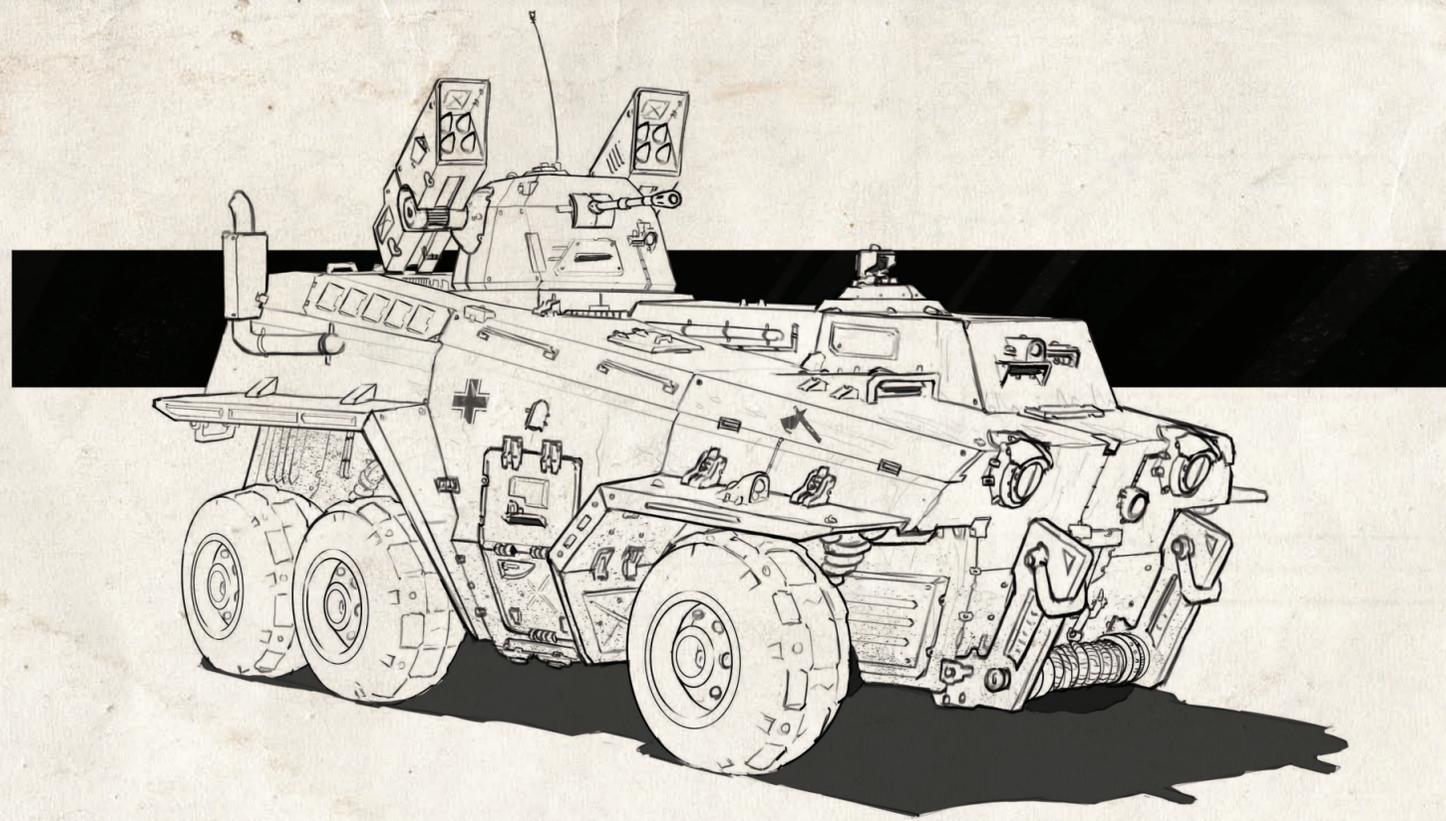
As you can probably see the designs I moved on with all have this iconic slope forward which I actually borrowed from the design of the Nazi half-track. Plenty of the Nazi vehicles have fascinating aesthetics, even by today's standards, which makes referencing them enjoyable.



Random Mech #5

## SD.KFZ. 300

Designed to carry a squad of troops and their equipment the SD.KFZ. 300 became the work horse of the Wehrmacht Infantry. Equipped with an anti-infantry cannon and 2 small missile batteries it was very capable of getting the soldiers to the front line and laying down supporting fire.



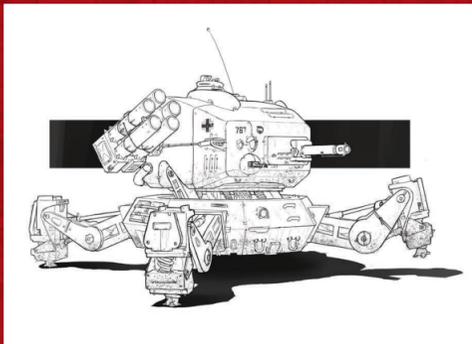
I used the same photograph method for playing with colour schemes again. This time I went for more muted colours with 1 or 2 accent colours to help it stop from looking too grey.

The final concept on the opposite page was created using the line drawing as a base, then photobashing the environment quickly around it to really try and sell the idea. I also photobashed the wheels on the APC for speed and dropped in some quick photo textures to add some smaller details to the overall design, which help make the concept seem feasible.





# PANZER MECHS

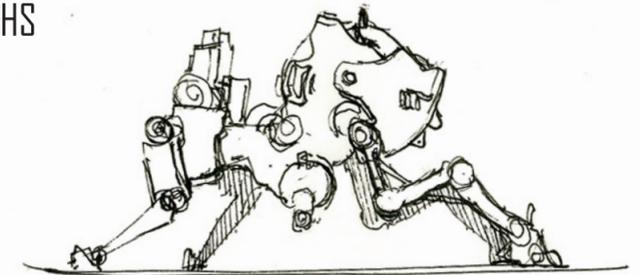


We have now come to the main reason I chose to focus on the Nazis for my FMP: I really wanted to create some mechs and thought Nazi mechs would be an awesome idea. My main goal was to create a small selection of mechs that would have looked somewhat believable for that time and also fit within the design ethos of the Wehrmacht, using their existing vehicles as reference. To help make these mechs convincing I looked into construction vehicles and their various parts and joints along with other concepts to help inspire me further.

## SECTION CONTENTS

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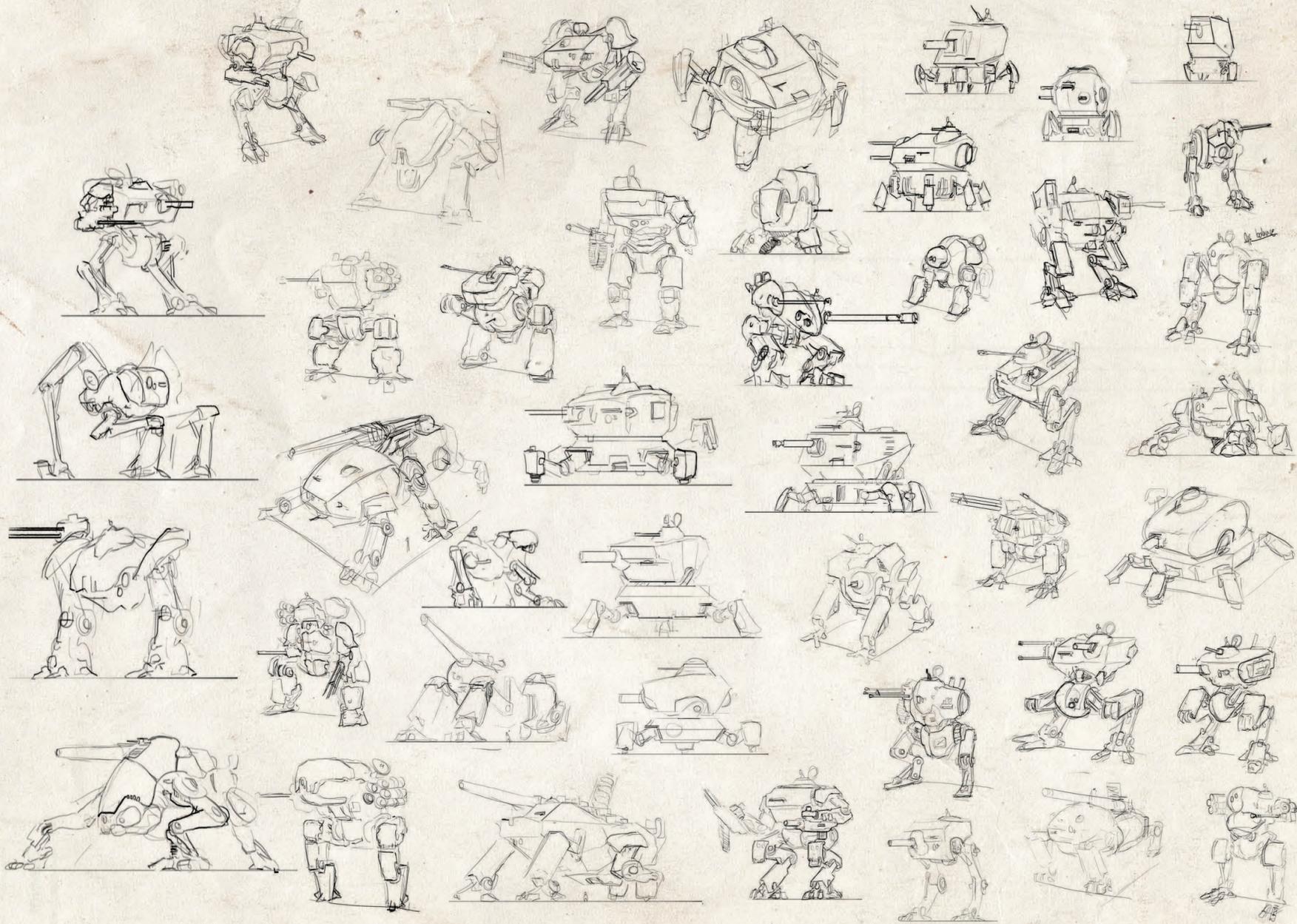
22 - FINAL MECHS



Random Mech #6

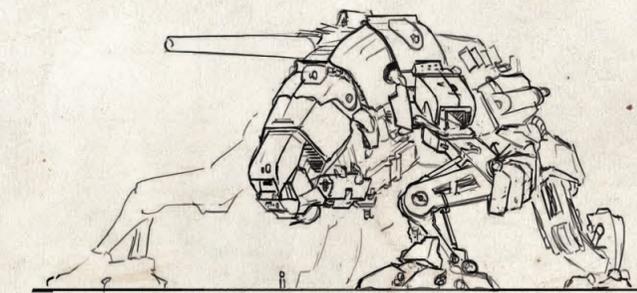
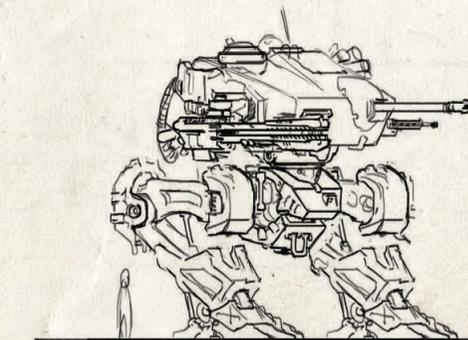
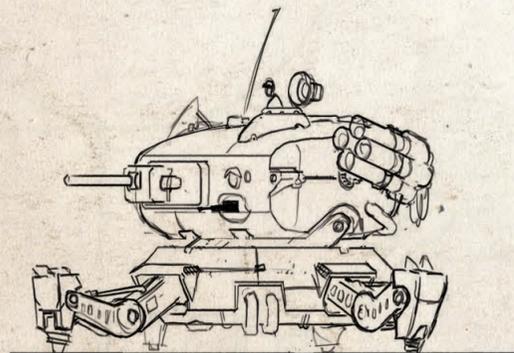
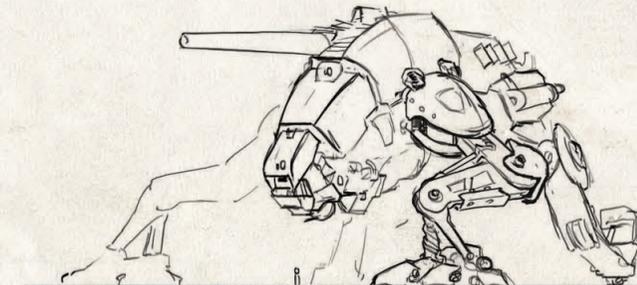
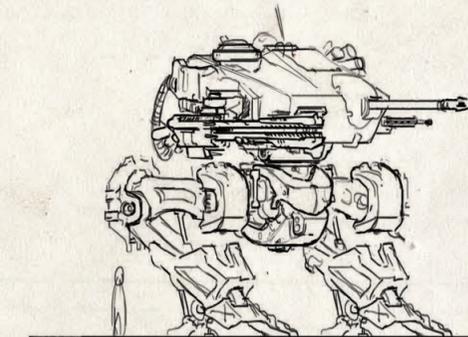
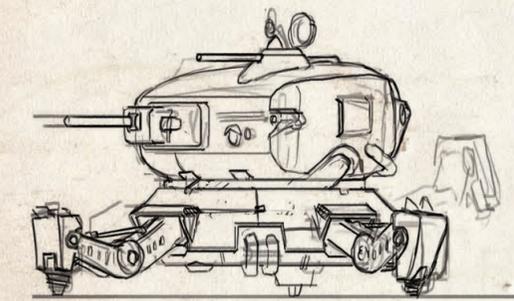
# INITIAL IDEAS

I started things a little differently with the mechs, instead of creating a set of thumbnails for 3 concepts this time I sketched out as many ideas as possible on one document then picked my favourite 3 ideas from them. I found this quite beneficial as the flow of idea generation wasn't broken.



Much like the vehicles of World War II I kept a lot of the shapes fairly primitive, wanting to avoid anything overly complex. The joints on the limbs I tried to keep believable too by using hydraulics and avoiding the easier trick of hiding the joint behind armour or something similar.

Working out the final designs in Photoshop was also great because I could iterate on the concepts rather quickly without having to redraw the entire sketch again. Below there's only a small selection of the variations I made for each idea, with some of the iterations being quite small, for example the hip section of the middle mech.

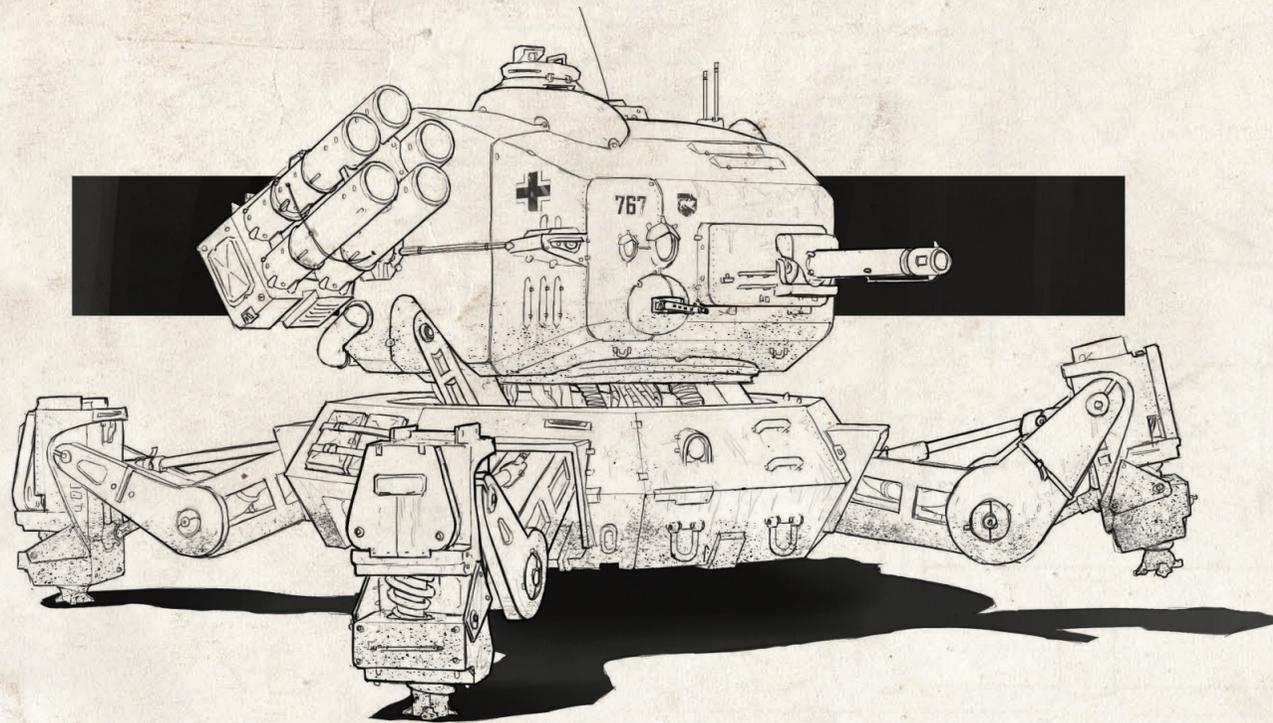


## MECH BATTALION EMBLEM

As I researched the Nazi army it became apparent that each division had their own unique symbol which would then be displayed across their vehicles and uniforms, with this in mind I thought it was a good idea to create an emblem for my mech division. I chose the chimera as the main part of the emblem because of its mythical status, which I thought tied nicely with the whole idea of Nazi mechs, the 3 heads could also be seen as multiple weapons, similar to what my mechs have.



# FINAL MECHS



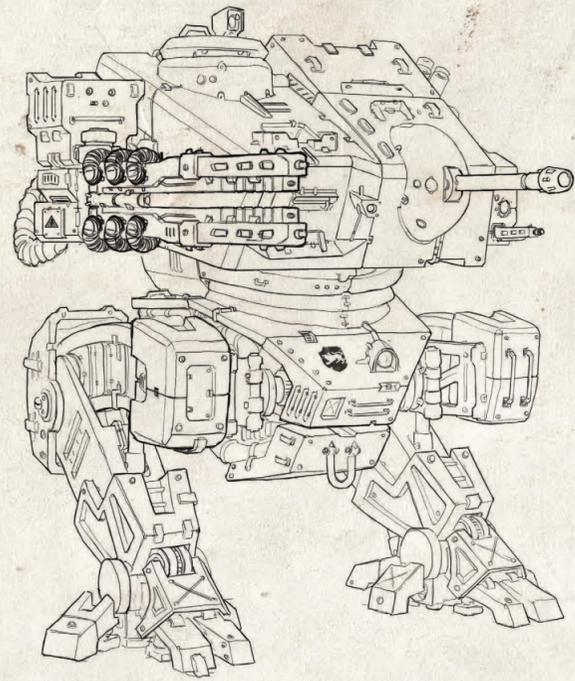
Once the major shapes were figured out I began the block out within 3DS Max and with that done I could begin experimenting with colour, using photographs of anything that I thought had interesting colours, like a swans head or a mushroom (below).

The final concept on the opposite page was a real turning point for me during this project as it was the first image that showed me that I might actually be able to pull this entire thing off to a high standard.



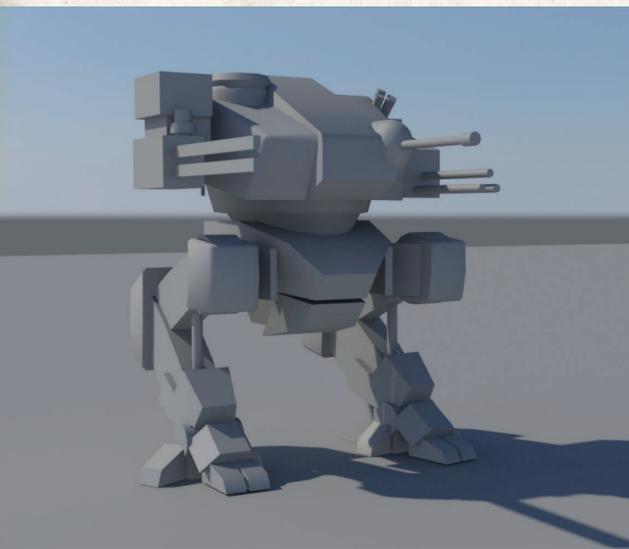
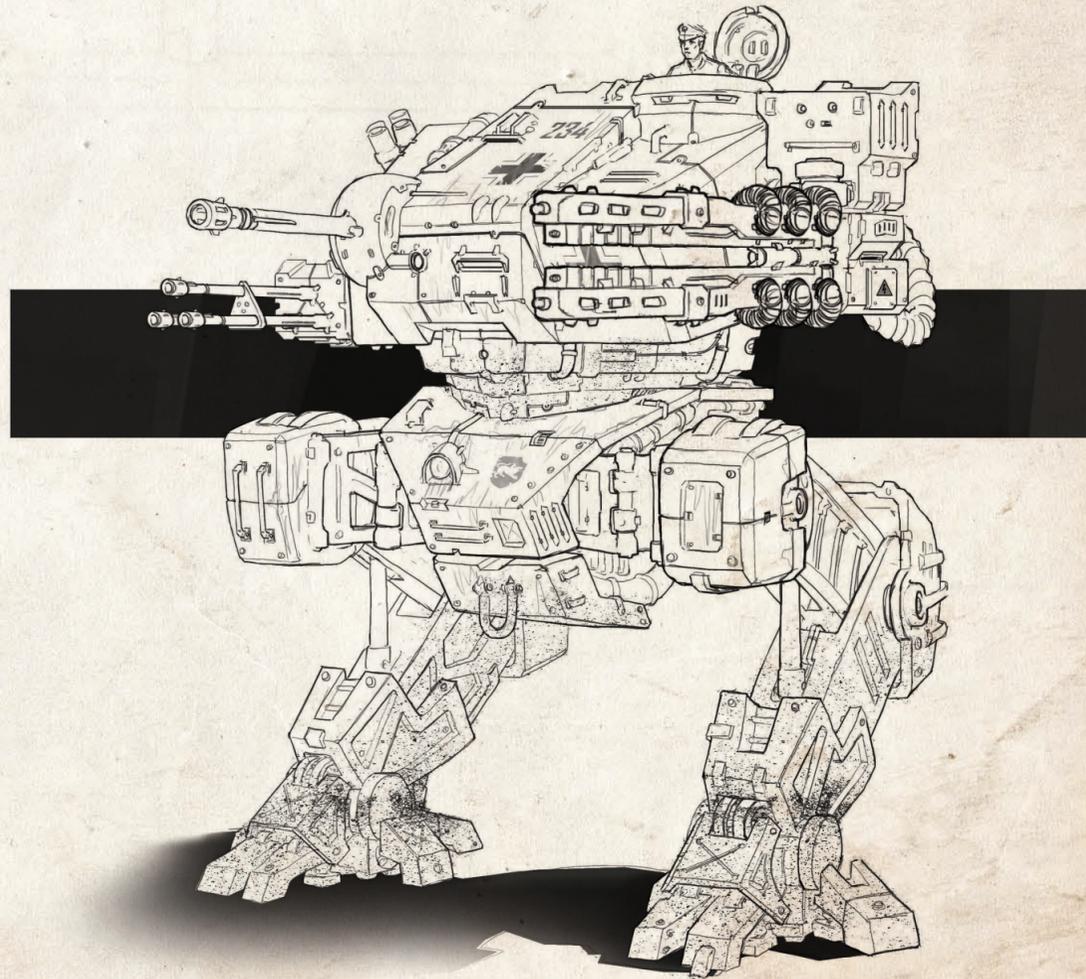
## PANZER MECHA III - "KRABBE"

The Mk.III was the first heavy panzer mech that the Allied forces would face on a large scale. Nicknamed the Krabbe , it could reach good speeds in a straight line but had an awful turning speed and didn't handle itself well on slippery surfaces, making the mech useless during winters in colder climates. The wreckages of many of these can now be found littering old battlefields.



The second mech is what I'd call the "standard mech" from a design view point, which hopefully looks like it could fit within the Wehrmacht army. The design went through a large change while I was doing the line work. This wasn't ideal but I wasn't happy with how the top half of the vehicle looked or how the legs were positioned (left). I went back to the block out to adjust the design, luckily a large portion of the line art was salvaged (below) from the older version.

Along with aiding in perspective the 3D block outs allow me to adjust the composition and lighting of the final concept before I even start it, giving me a huge amount of control. There's also the benefit of the block out being used for other drawings too, for example the creation of orthographics if needed.



## PANZER MECHA VII - "LÖWE"

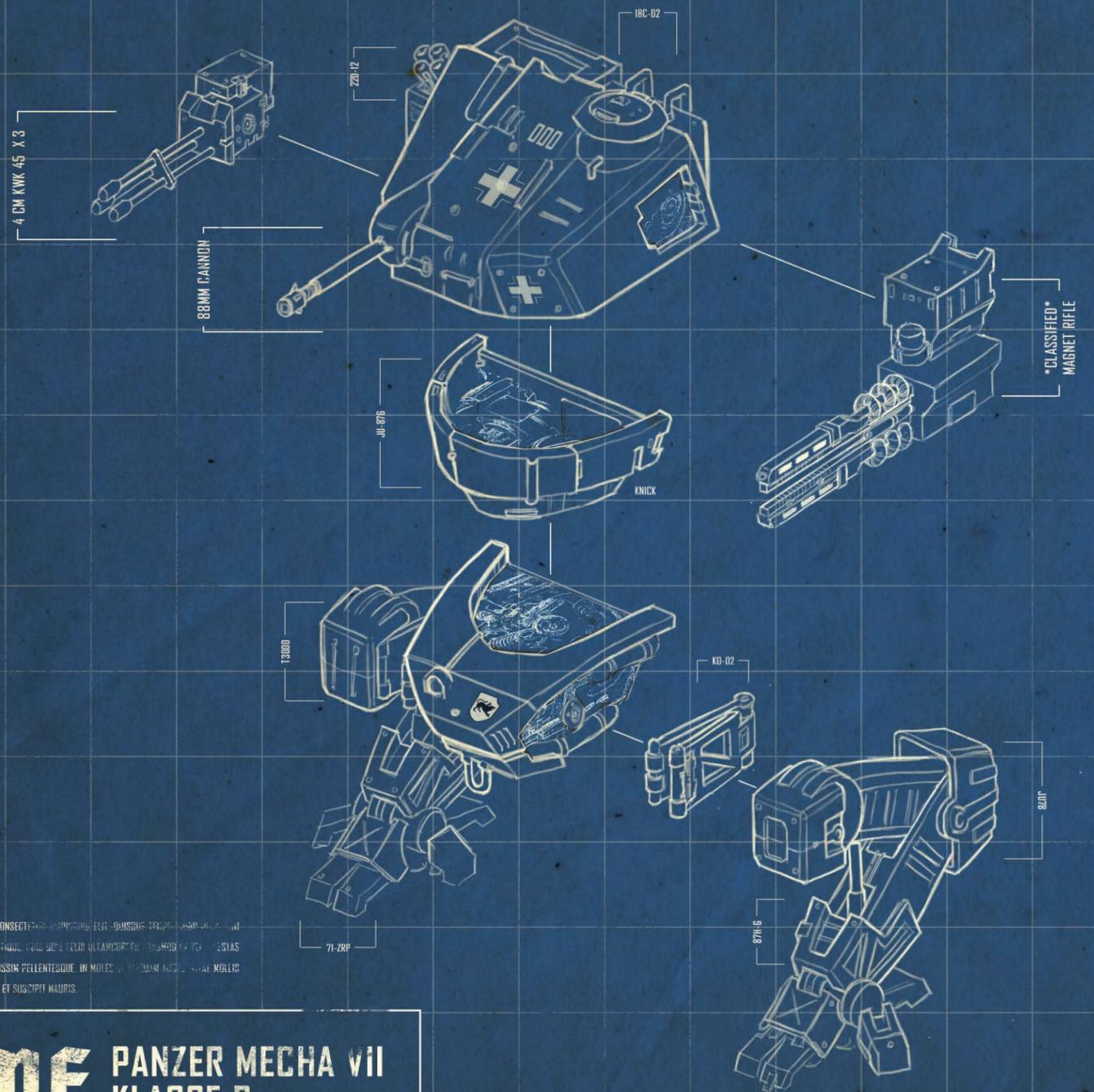
The Löwe (Lion) became one of the most feared vehicles on the battlefield as a troop of them could easily out manoeuvre and out fire the majority of the Allied vehicles. The Löwe's left arm could be removed and replaced to adapt to any given mission, with this one wielding a prototype magnet rifle.



# CÖWE PANZER MECHA VII KLASSE B

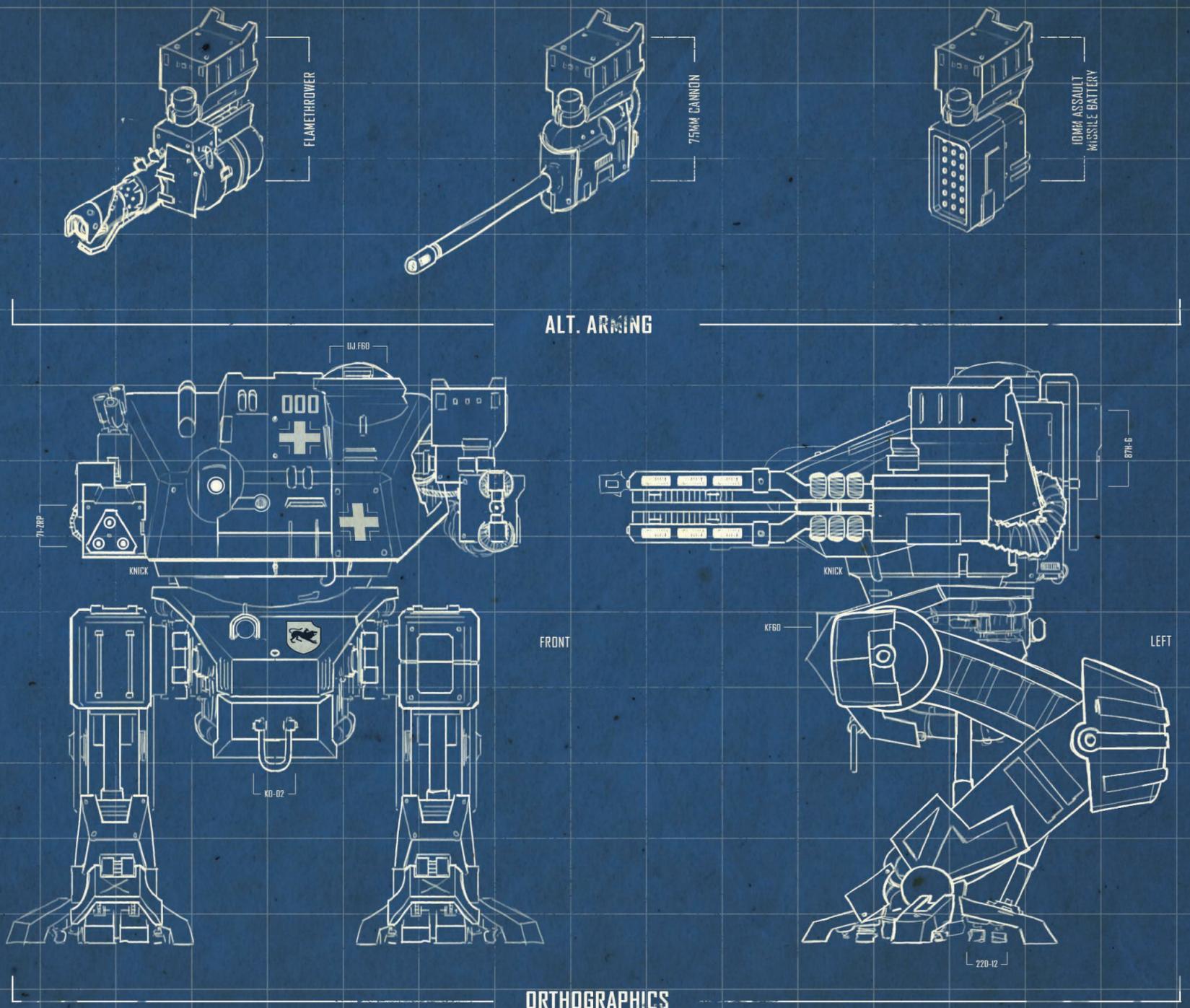
ARCHIV. F.KHOL 14.9.1944 -GENERAL PLAN- (2)

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SAPHI. PR...  
TORTYOR ACC...



## EXPLODED

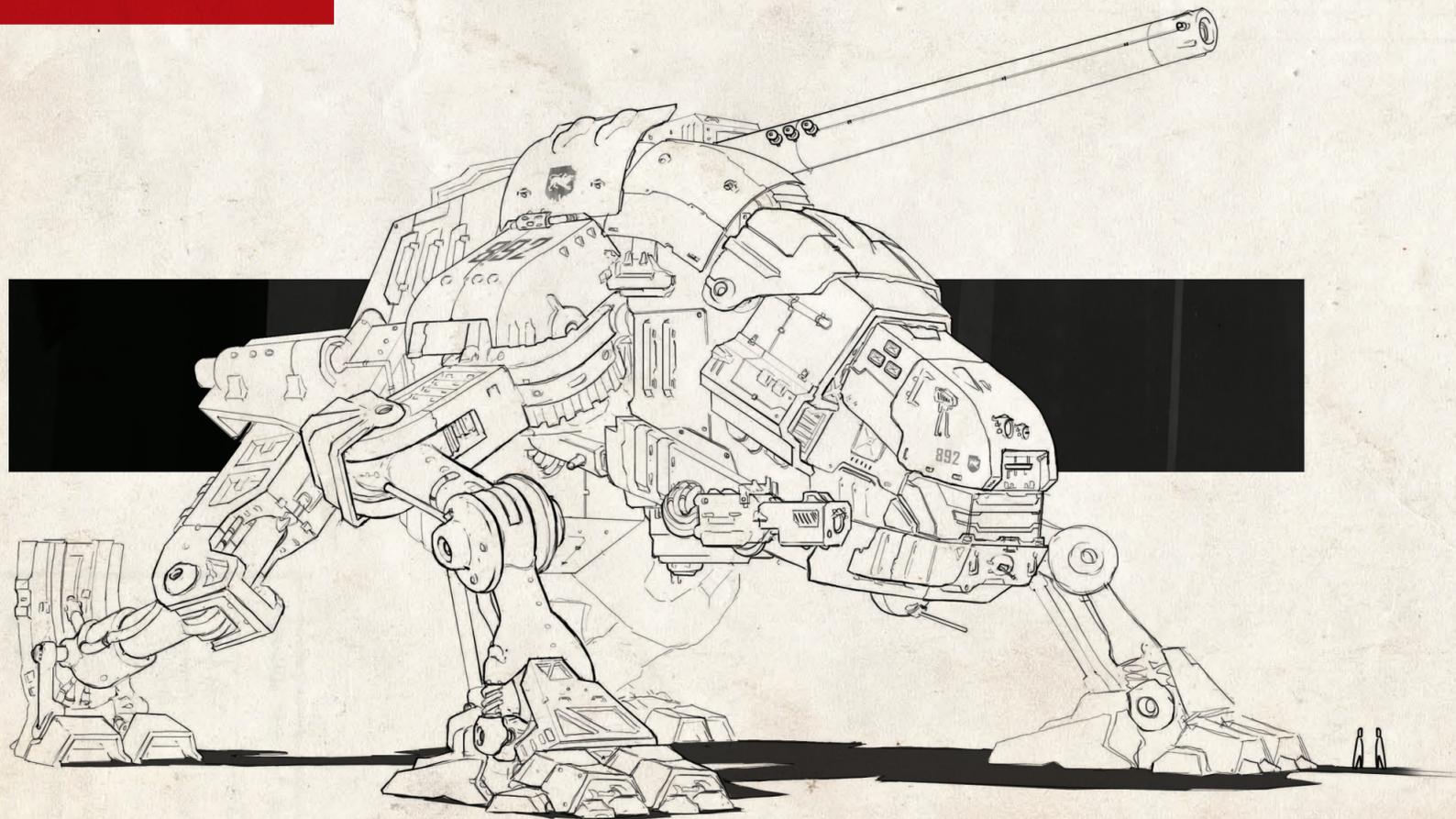
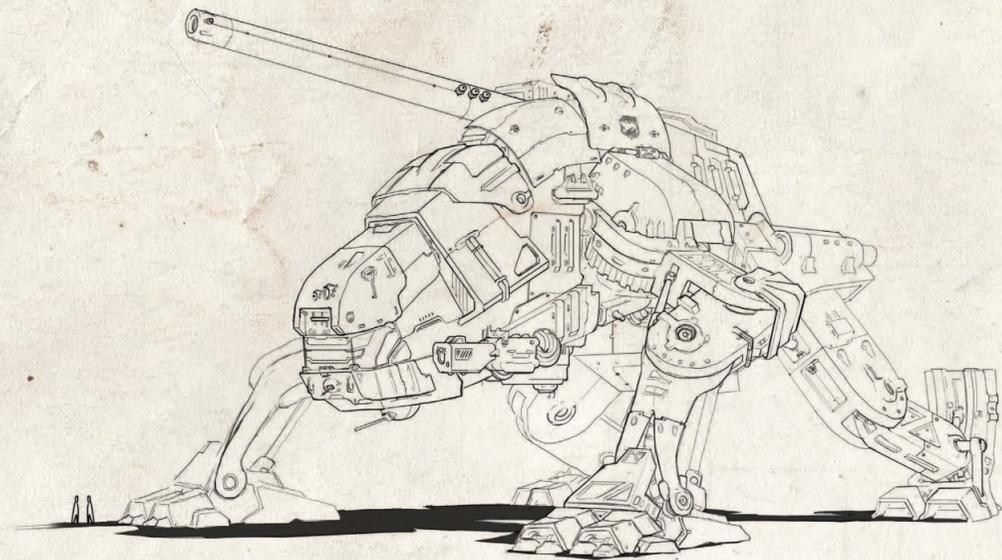
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## ORTHOGRAPHICS

The previous 2 mechs were both reasonable in size, for the final mech I wanted to create something stupidly large. The Nazis were known for their engineering and creation of large war machines, with the Gustav cannon probably being their largest machine that was actually built. The base idea for the final mech came from the thought of "What if that cannon had legs?!"

The legs for this mech went through a late redesign (right) as again I wasn't pleased with how they were looking.



## SCHWERER GUSTAV II - "CHIMÄRE"

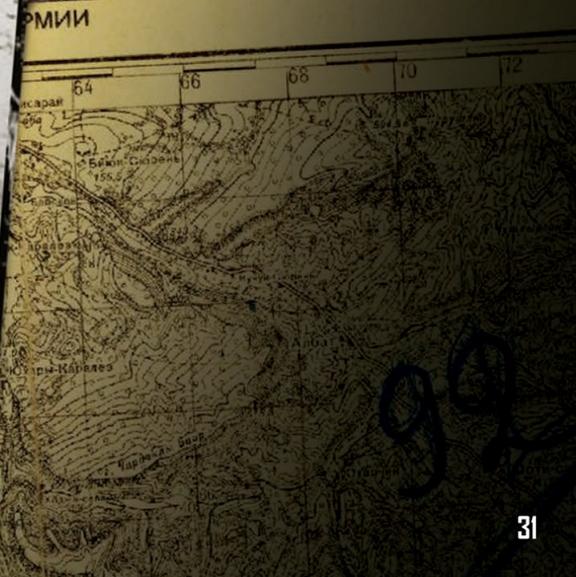
The Gustav Mk.II was the crowning achievement of the Nazi mech division and was considered the ultimate weapon. Only one was ever built and rarely saw direct combat, as it's back-mounted cannon had a range of over 70km.



Using the perspective match utility within 3DS Max I dropped my mechs into World War II photographs as a fun little side-experiment which I think gave some good results. The hardest part was trying to find good quality photographs from that era.



Voronezh  
- 1943 -





# TROOPS

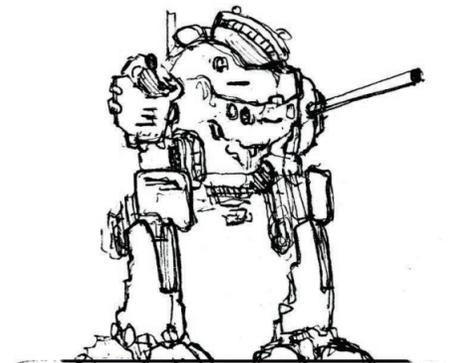


To try and fully flesh out this world and my portfolio I decided to take a look into some of the alternate troops of the era. Characters are not my area of expertise but I knew from the start that I wanted to include a few within the book. A lot of the processes from my time creating the characters over the next few pages were picked up from different tutorials off the internet, such as FZD Design Cinema, with the majority of my time spent experimenting and trying out these techniques.

## SECTION CONTENTS

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Random Mech #7

# INFANTRY

Being my first real attempt at character creation I kept the first of 3 characters simple; the standard troop of the Wehrmacht. I started with silhouettes and if something caught my eye within them I added a couple of values to pick out some details. This method is more reliant on shapes than anything but it is very quick and the results are strong and readable.



Along with the soldier I wanted to redesign one of their guns. I chose the classic MP40 as my starting point and then began adding different elements to create an enhanced version. One of the more important features I wanted to keep was the iconic straight, thin magazine which is why I didn't deviate too far from that idea. I used the same method here again which I think was even more effective for gun idea generation.

The Nazis used a wide variety of symbolism across their party and would often use symbols and icons from older religions or mythologies. This made choosing and creating icons for my alternate army easy as there's plenty of examples that have already been used, like the Valknut (right, centre icon), which is an old Germanic symbol for the after life.



From the silhouettes I began drawing the final character. Being the first character he went through a few iterations as I was still finding my feet. Below is one of the other version of him, in roughly the same pose as well as the original silhouette.

I wanted him standing in a natural position, looking almost bored as if he was on guard duty or something similar. On the previous design I think the shoulder pads are more interesting but I wanted there to be some armour designs that were prevalent throughout my characters, like the shoulders, helmets and boots.



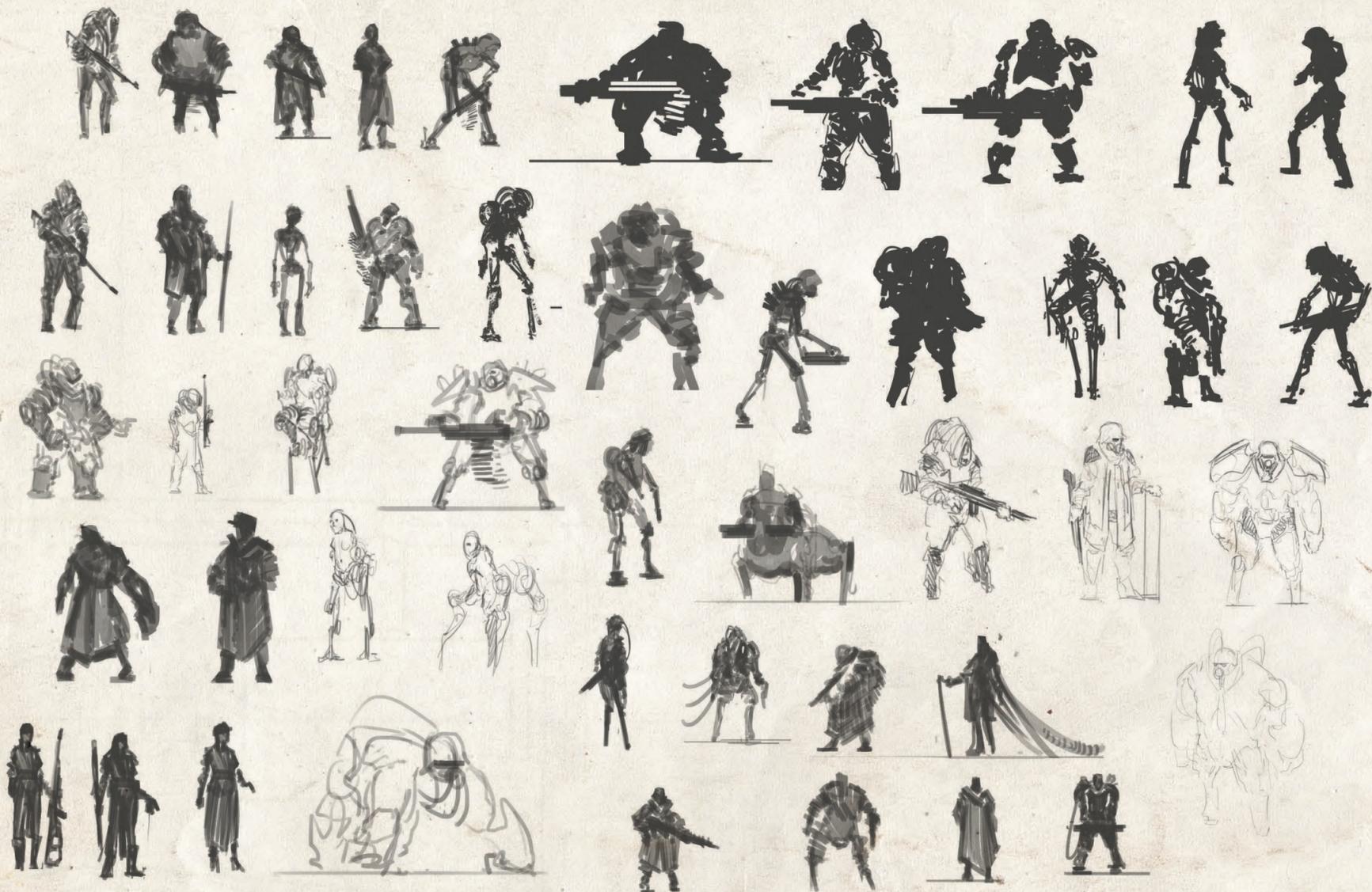
## WEHRMACHT INFANTERIE

Thanks to strong propaganda and forced conscription within some countries the Wehrmacht grew to one of the largest armies ever. If a soldier was lucky they'd be stationed within Western Europe to keep guard over the occupied towns, the not-so-lucky ones were sent East to fight deep within Russia and Asia.

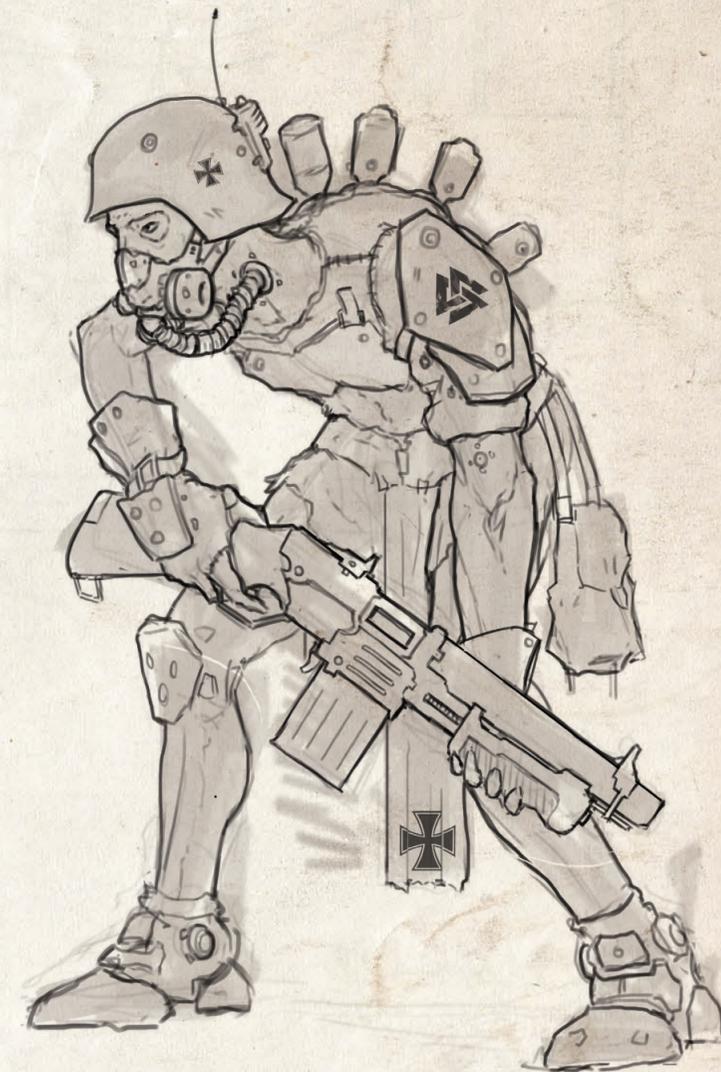


# SPECIALIZED TROOPS

As the standard infantry was out of the way I now had the difficult task of creating 2 more soldiers with no idea where to take them. I began silhouetting to generate ideas but this time without a starting point which made it far more difficult, so I tried various methods, by the end I had a good technique and flow going for creating these silhouettes but there's still room for improvement. The idea of Nazi human experimentation also allowed me to explore some compelling designs and shapes.



Soldier number 2 became a heavy-type of character, armoured and well equipped with maybe some genetic modification. No skin is visible with this character offering the mystery of how human it really is, which I think is interesting, especially if these were in a computer game; they'd be one of the tougher enemies that would be in the later half, offering more of a challenge for the player.



I based the final character on the thought of Nazi human experimentation and what their end goal could have been. Essentially I've created a Nazi zombie, which is cliché I know, but I think the design and my idea behind it was good enough to excuse the retreading of common ground. The canisters running down his spine combined with the hunched stance give the character a unique silhouette, while the canisters themselves could be an intriguing "weak spot".

## SS SCHWERE TROOPER

Genetically enhanced, the SS Schwere (Heavy) Troopers were ruthless and operated with extreme precision in squads of 6 or more. Each standing at over 6ft they were an imposing sight for the average person, especially in their full armour, and could easily turn the tides of a battle to their favour.



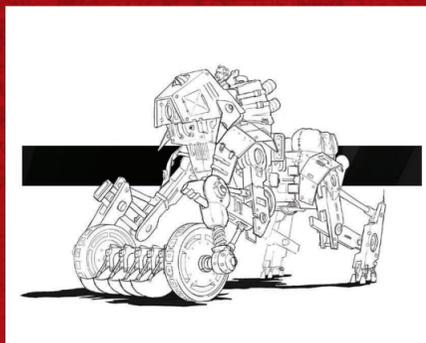
## - KLASSIFIZIERT -

Considered a milestone in the human experimentation that the Nazis and Japanese were conducting. Prisoners of War soon began disappearing at an alarming rate with rumours spreading that they were being turned into these shock trooper husks.





# CIVILIAN ADAPTATIONS

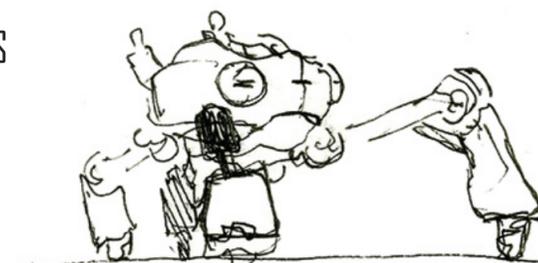


One of the others reasons I was drawn to this alternative World War II theme is the idea of what the civilians would have done with this newly founded mech technology. The question of how would have the local people salvaged these mechs and used them to rebuild their lives was a really exciting thought to me. The previous mechs were fairly straight-cut design wise, so with this group I wanted to really explore the unusual shapes that are possible within mech design, even more so considering these mechs are meant to be assembled from a variety of parts.

## SECTION CONTENTS

44 - INITIAL IDEAS

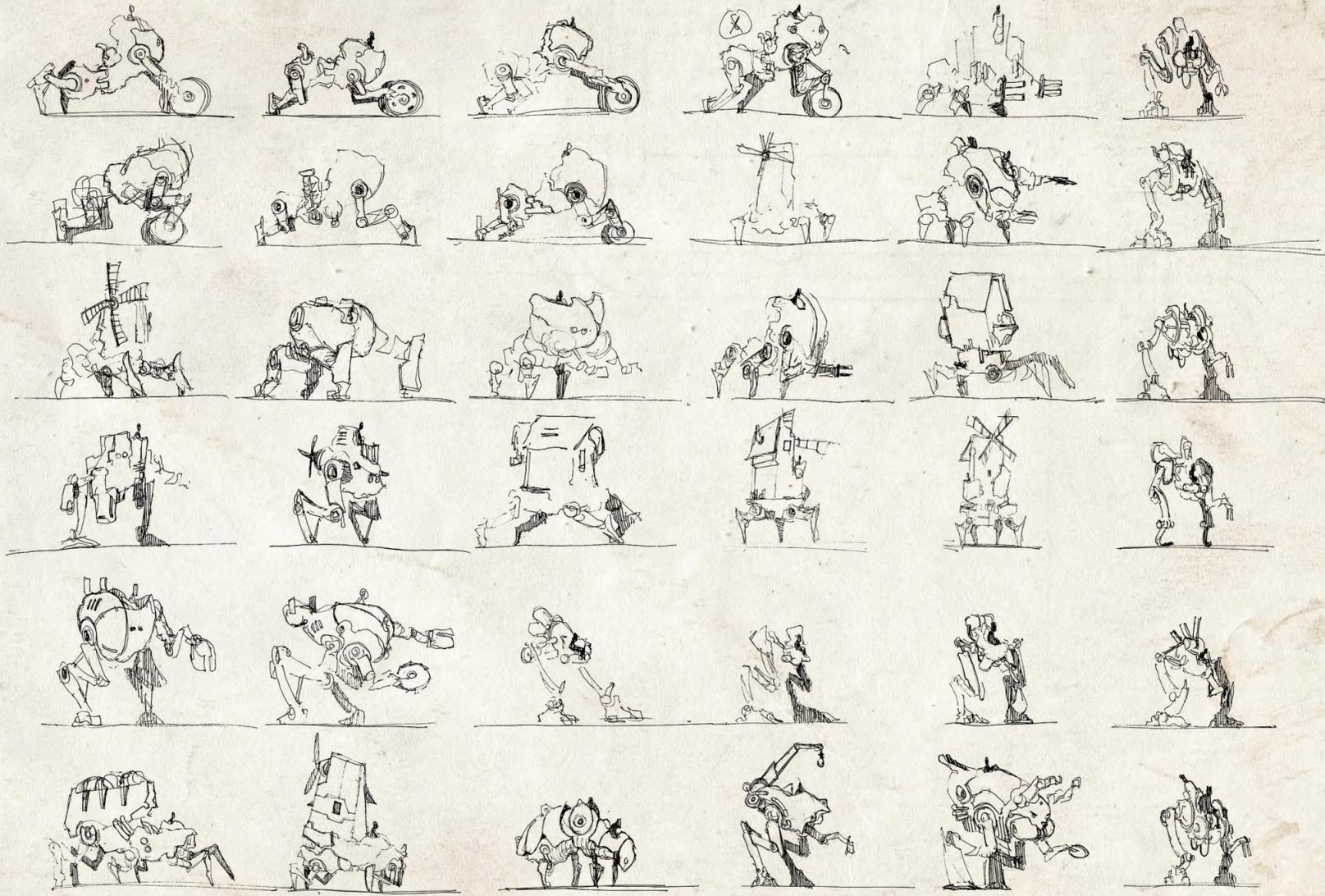
46 - FINAL MECHS



Random Mech #8

# INITIAL IDEAS

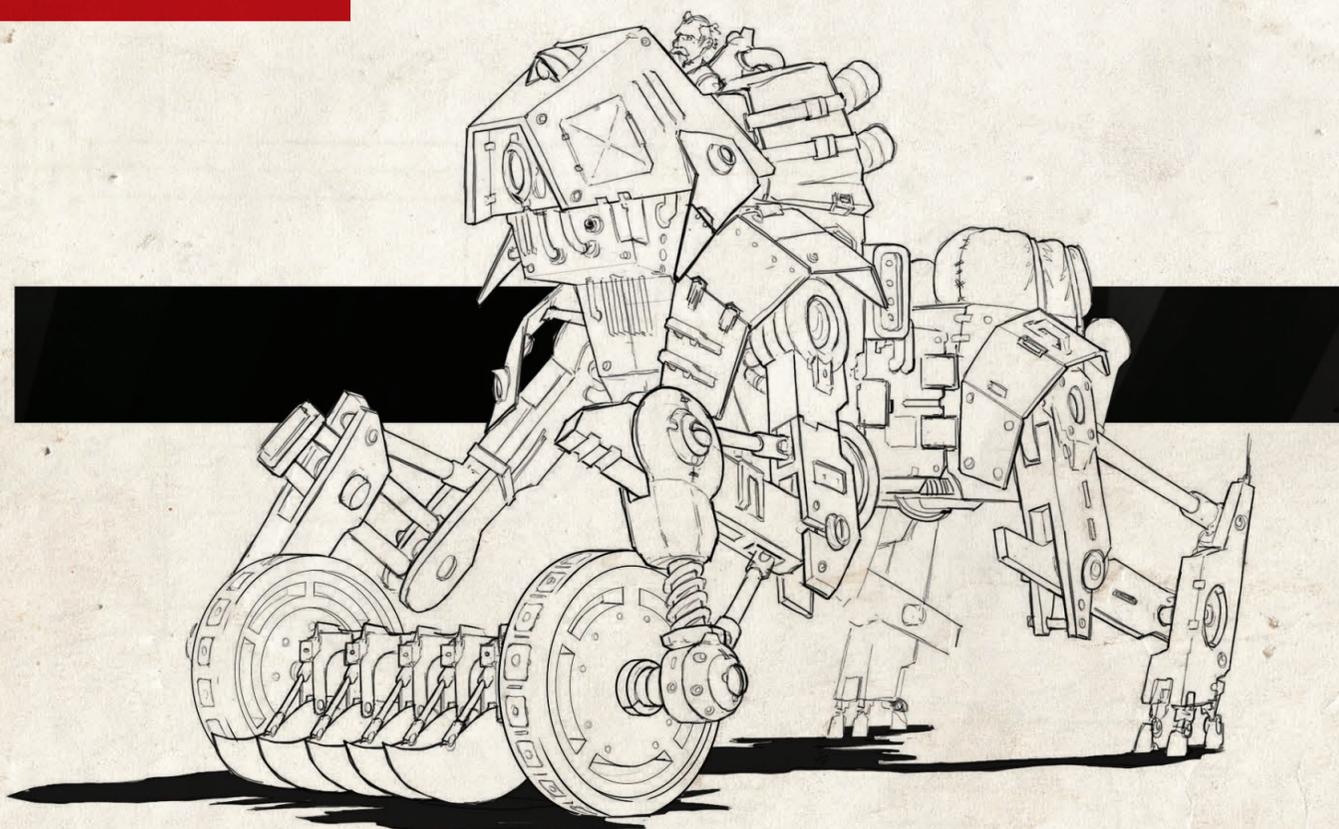
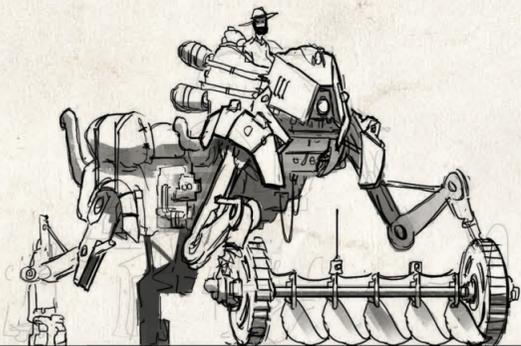
Some of the ideas on this page started out as random sketches that I'd done as a doodle but I liked them enough to iterate on them for this batch of mechs. I wanted each of the mechs to have some sort of purpose, whether it would be a crane, a lumberjack or even something more odd like a wandering mill. An idea that I couldn't let go was that of a traveller's mech, like a nomad, and I kept returning to drawing housing on legs. In the end I abandoned the idea because I doubt a gypsy-type of character would have been allowed to roam in the world I was creating. Given more time I would have figured out how to use the concept.



# FINAL MECHS

The first mech started off with 4 legs but to try and create something a little uncommon I added wheels to the front instead which gives it a unique silhouette, from this I had to come up with an idea for how this mech could have been put to use. I settled on the idea that the front axle would be able to carry different farming equipment, creating a farmers mech.

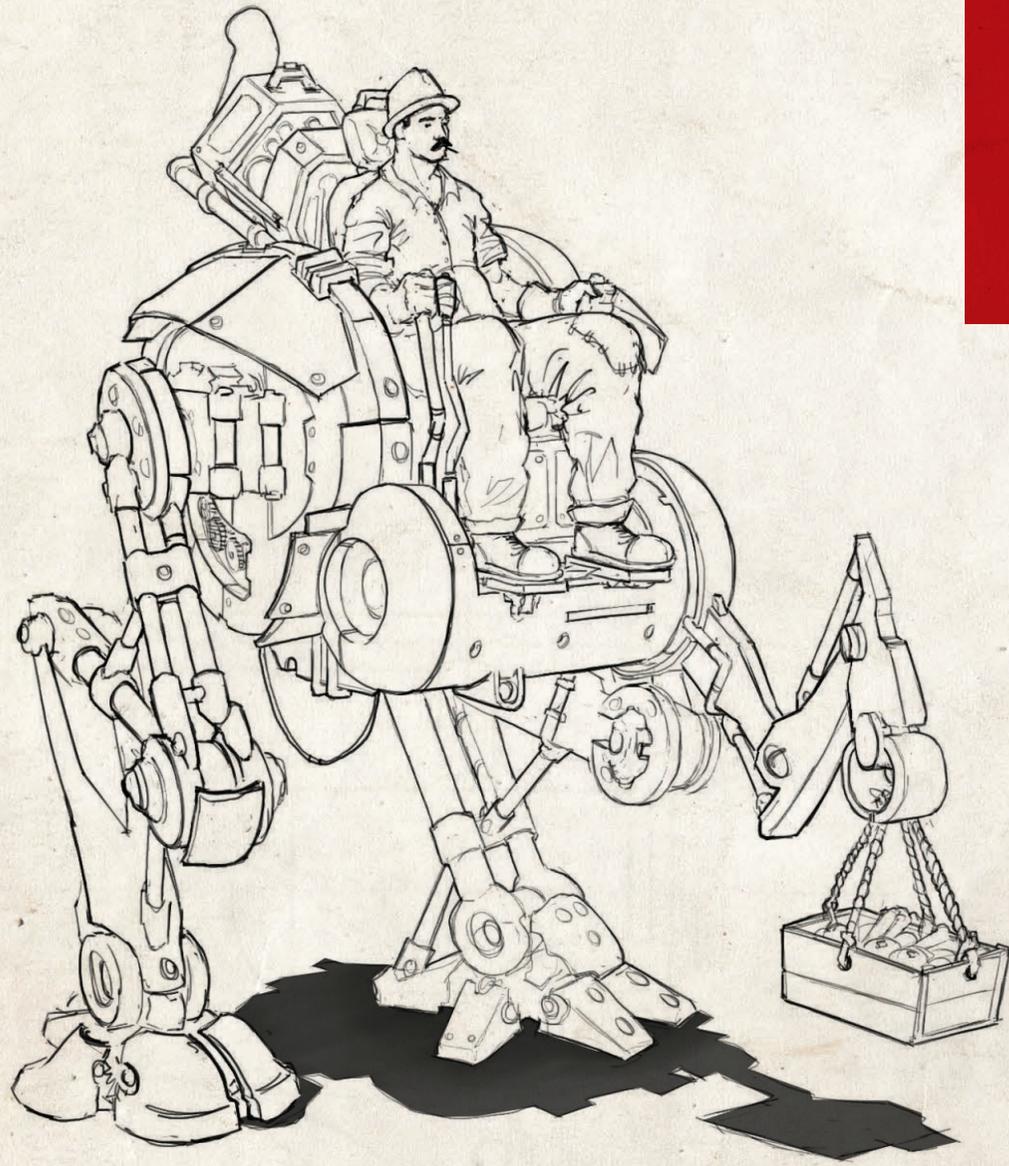
On this spread I'm showing a snapshot of the drawing development I did for this mech, excluding the 3D block out and colour experimenting. I also wanted to add another vehicle to a landscape so I decided to create another photobash, this time of the mech doing its job of ploughing a field.



## KLASSE C-37 - "PLOUGH HUND"

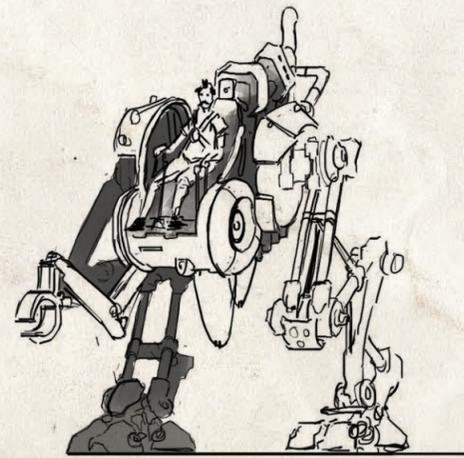
The C-37 (and other variants) began to fill the need for more horses within agriculture thanks to its adaptable front axle and steady pulling speed. The laws on civilian mech scavenging were very strict but the creation of this mech and its variants caused the Nazis to relax the law, as they couldn't keep up with the demand for horses or tractors from farmers of Western Europe.





For the second mech of this section I wanted to create a much smaller, more personal mech, that could have been used as a replacement for a car. I added the front grabber to add some more function to the vehicle, so it could carry and lift objects and not just be used as transport.

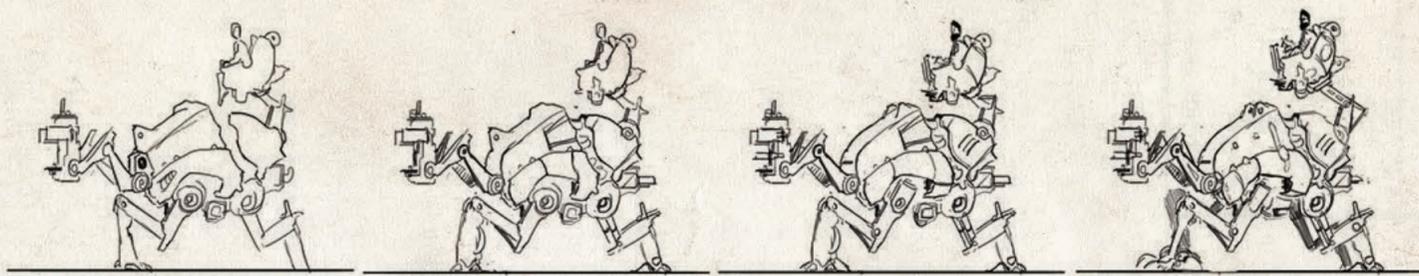
As the cockpit with this mech is visible I found it necessary to show the pilot, much like the bike, because of this I added a rough figure to the 3D block out to help with proportions.



## KLASSE D-15 - "JACK"

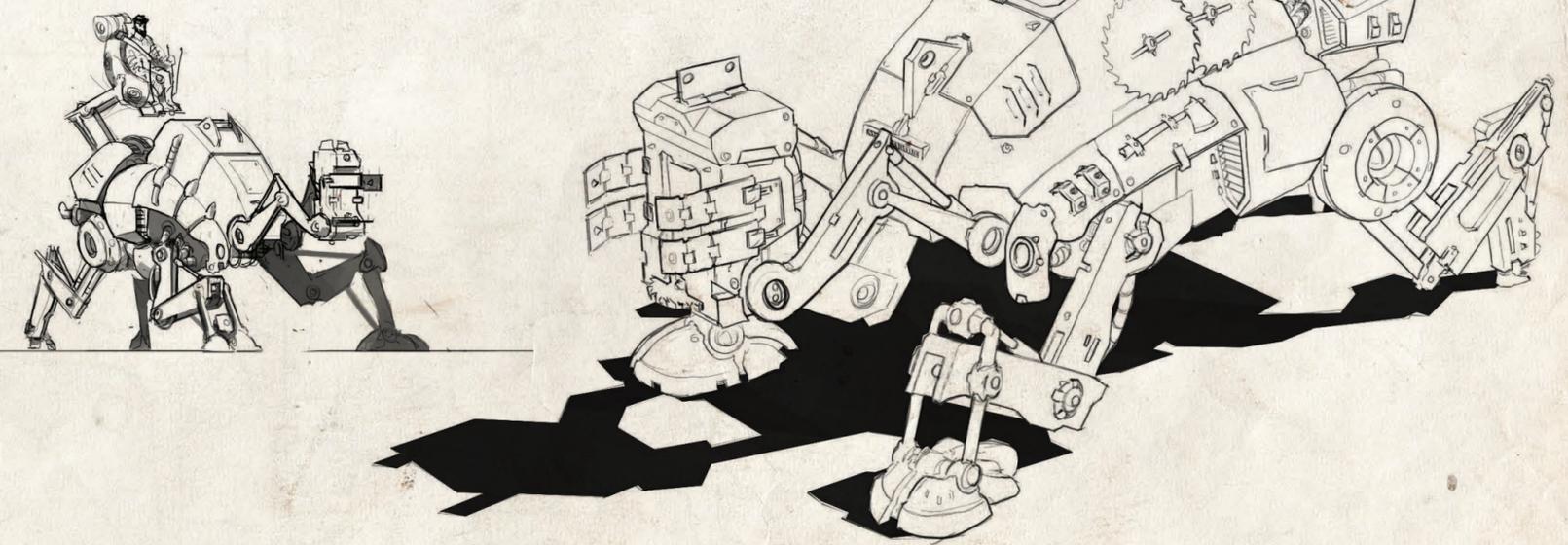
Nicknamed "Jack" due to it being a jack-of-all-trades the Klasse D-15 is one of the more common civilian mechs, thanks to its simplicity and usefulness. Scavenged from early military scouting mechs replacement parts are easy to come by even if their reliability can sometimes be questionable.





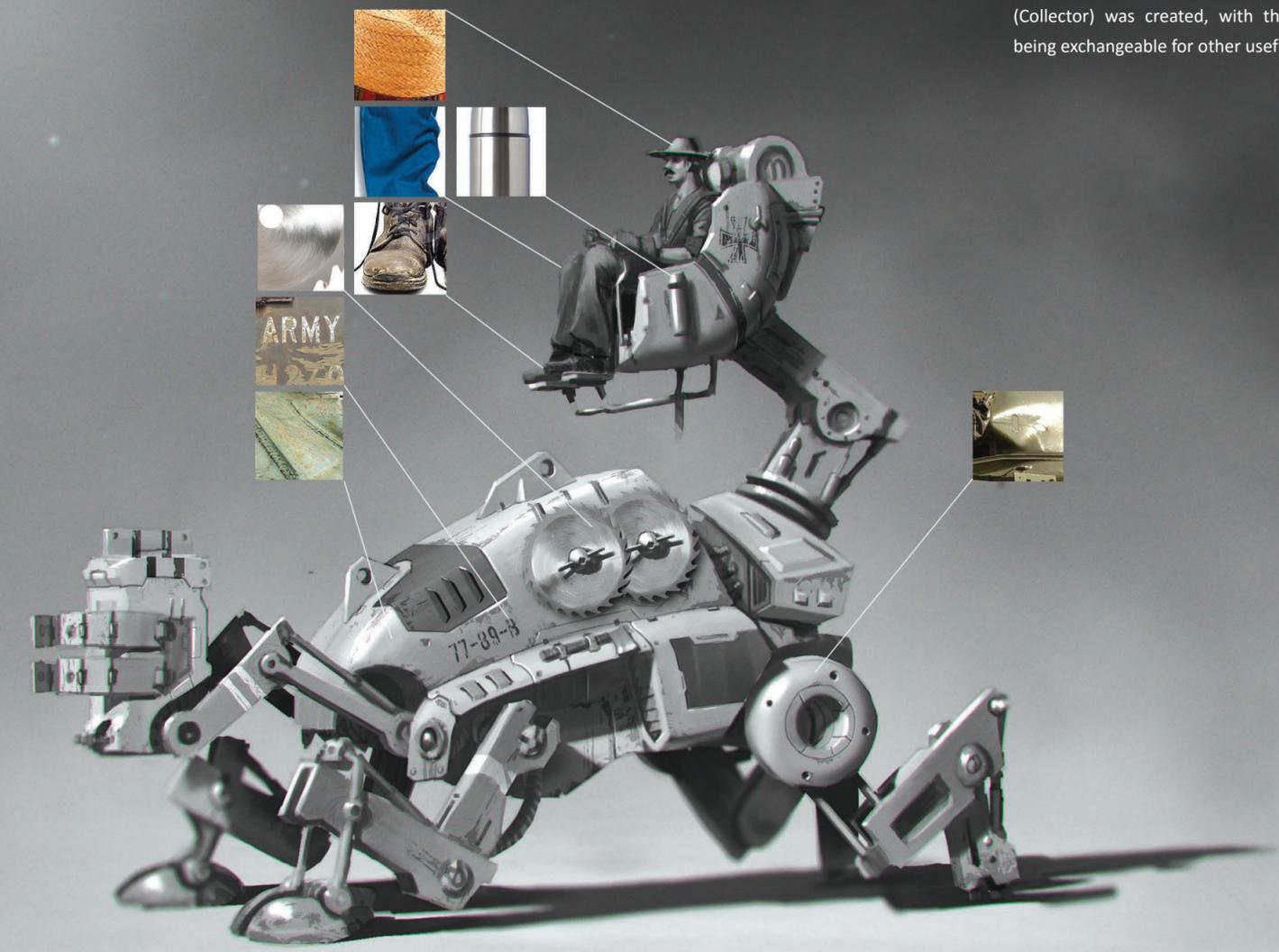
This design for me captured a lot of the whole "re-purposed parts" aesthetic that I was trying to achieve even if I struggled with making it interesting. The several limbs also made it stand out from the usual mech look in my opinion.

Again I have snap shotted the process here, with the original thumbnail and quick iterations above, the final design sketch below and the line work to the right. Thanks to the 3D block out that isn't shown I could alter the viewing position and lighting quickly to help produce the image on the opposite page.



## KLASSE C-66 - "SAMMLER"

Once it became clear that the Western occupation wasn't going to end any time soon the citizens began to look towards rebuilding. A huge need for materials called for a new way for them to be gathered and so the Sammler (Collector) was created, with the front grabbing-saw being exchangeable for other useful tools.





# ENVIRONMENTS

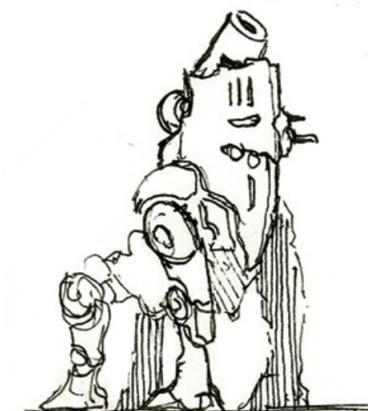


I knew from the beginning that the final pieces I'd create would be the environmental concepts because just like characters, drawing and painting environments is quite a new process for me. To make sure I had the best chance of succeeding I watched online tutorials done by Shaddy Safadi and Eytan Zana and practised the methods taught, using photographs as reference.

## SECTION CONTENTS

54 - THUMBNAILS

58 - FINAL ENVIRONMENTS



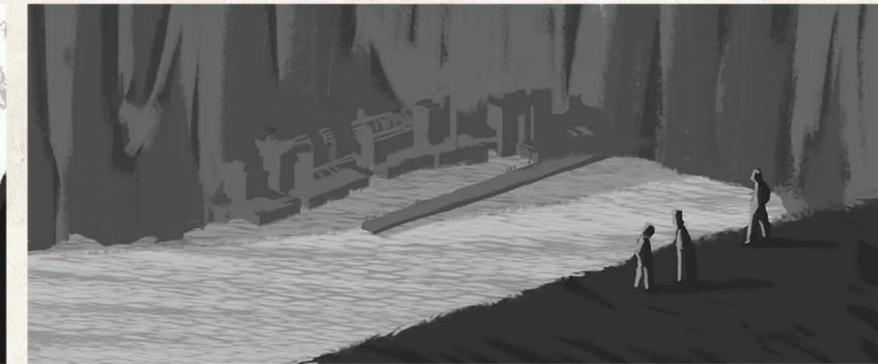
Random Mech #9

# THUMBNAILS



Over the next couple of pages I will run through the process for one of the environment concepts I have created, giving you insight into how I made these images. Firstly I started off by creating these thumbnails within Photoshop, keeping things simple allowing me to focus on composition while maintaining some quickness to them.

I created many more than the 12 thumbnails shown here but a lot of the earlier iterations were uninteresting as it took me some time to get to grips with this method. I found it challenging to come up with varied and engaging scenes while still trying to maintain some hint of a story within the image.



Once I had a decent selection of thumbs to choose from I moved forward. I tried to vary my choices as much as possible; I didn't want to pick 3 final images that were filled with rolling hills as that would have gotten stale quick.

Below are my colour experiments for the first environment concept, using a mixture of gradient maps and layer blends to achieve different moods. The method worked great for this thumbnail but failed horribly for the second one. Lots of trial and error!



With the colour scheme chosen I next made sure all my layers were coloured and separated correctly, with the entire image being set up much like a paper diorama, this allowed me to adjust the various elements without ruining others. I also made slight changes to the composition, with the biggest change being how the characters were interacting with each other.



Working into each section I added details gradually, making sure to spend more time on the focal points while trying not to make the other areas look unfinished. The most notable areas are around the mech as I began to define the design of it or the foreground as I tried to push the depth.



The next steps were simply about refining the details further and further until I was happy with the image. I used a few photo textures in the foreground and on the mech to help make them more believable. I settled on this orientation for the picture too because I think it helps the composition more, as having the 2 large contrasted trees on the left could have caused an abrupt stop for the viewers eye. The final image is on the next page.







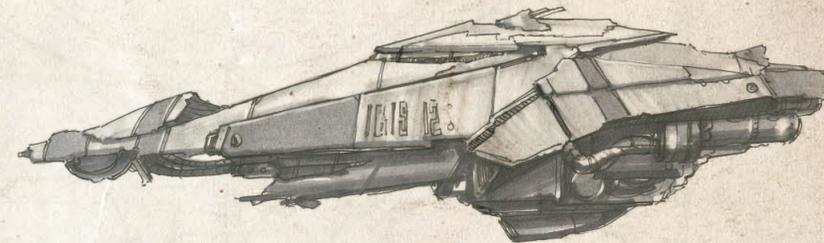
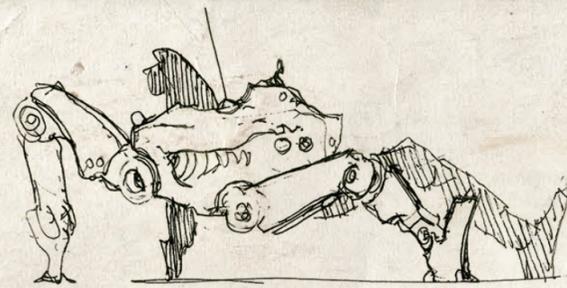
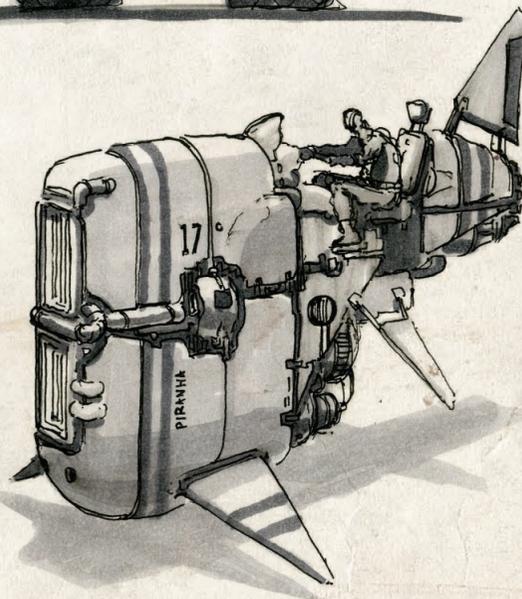
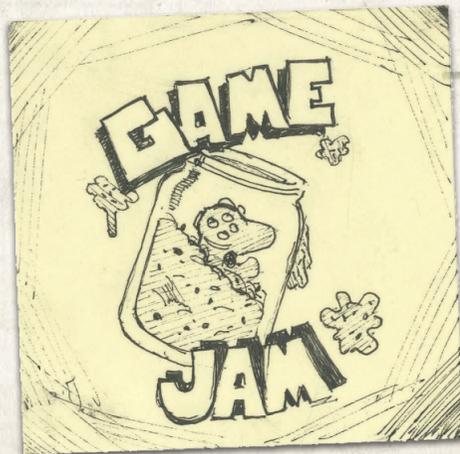
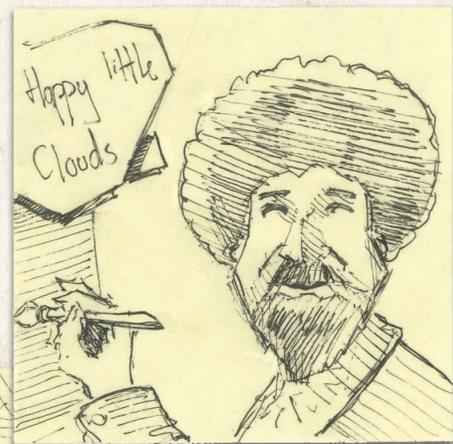
I used near enough the same technique for this concept too except I built a 3D block out using World Machine and 3DS Max. Getting the colours correct also took a bit more effort than the previous environment.

For the final concept I wanted to try more of a matte painting/photobash approach, this worked well for the environment as it was quick but creating the mech with the same level of detail was a slow process.

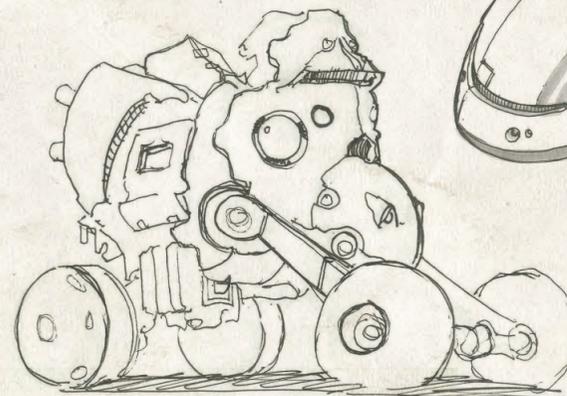
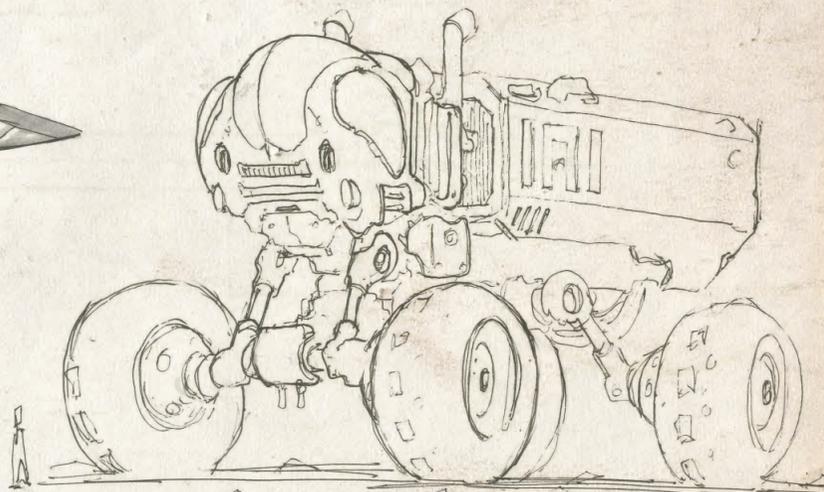
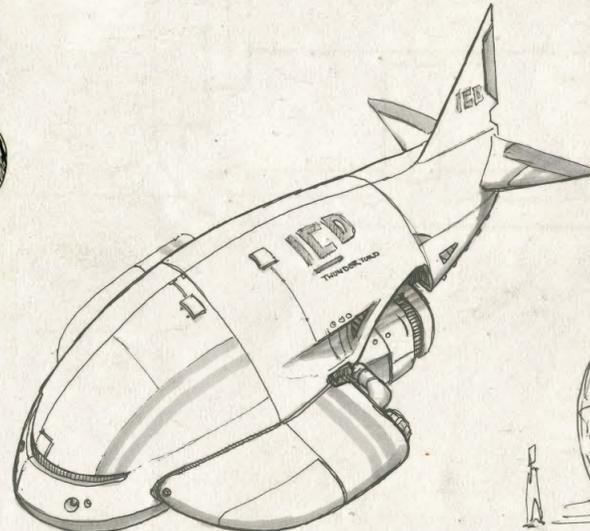


# PROJECT DOODLES

I've always loved a good doodle and I wanted to include a few of them that I have done during the creation of this book, hopefully adding a little more personality to it... admittedly I spent more time on some of these than a normal doodle would allow.



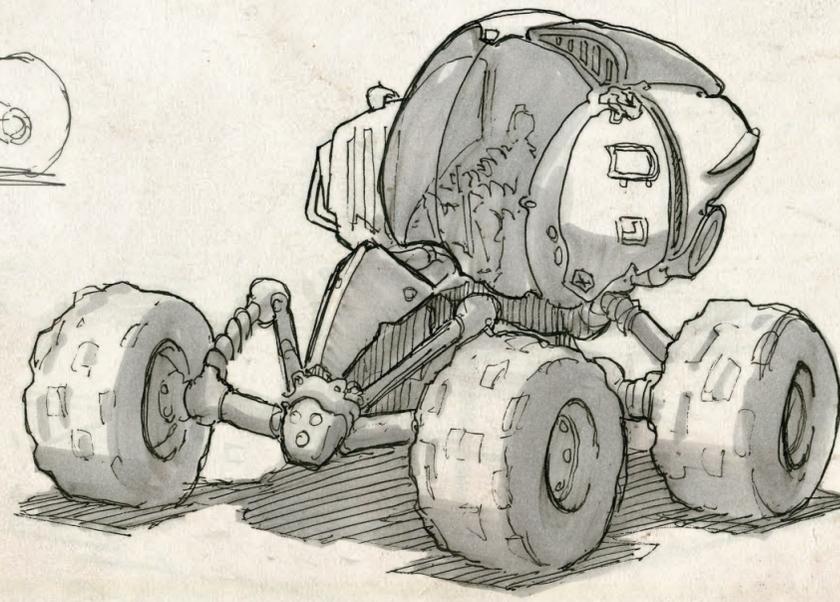
Random Mech #10 & #11



Bird Buggy



An Alparker

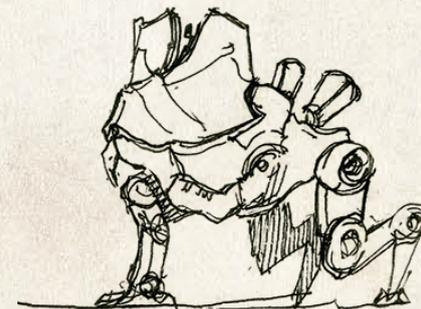


## CLOSING WORDS

Coming to the end of this project I originally thought I'd hate the sight of anything to do with this book but now I'm actually at the end I can say that it is quite the opposite, if anything I'd like to build upon this alternate world even more and if I was given more time I'd love to expand this book. I'm constantly thinking about what the Soviet and Allied mechs would look like. What about air and sea vehicles or the inevitable resistance that would arise in this world? Ideas like these might cause me to return at some point in the near future.

Finishing this book has also shown me how far I've come in terms of work capability, towards the start I had little confidence in my ability to concept and wouldn't have even dreamt about doing an environmental image. I'd like to thank my friends, the tutors and my mentor, Chris Bretz, who have all encouraged and supported me throughout this project. I am now looking forward to whatever potential job opportunities that may arise and hopefully beginning my career as a concept artist.

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Random Mech #12