



Summertime

Completed: 14-10-2018

A short cartoonish holiday adventure, just to commemorate summertime, when the living is easy, where a young hero (Matt) has several hot encounters at a beach resort.

Chapter 1 - A Glorious Summer
Chapter 2 - The Love Shack
Chapter 3 - The Pool Party
- Alternative series of events





The characters

The main character of the series is based on the "Stylized Matt Figure", described as a "hunky model, full of character and swagger".

Well, I'm not sure about that for our Matt, but it seems that the bigger guys on the boulevard have a special interest for him.

In chapter 1 he meets a version of "The Guy", a model that "brings a shot of testosterone to the 3D family! His brawny stature and storybook



looks give him incredible charm and a style that is both unique and detailed. With his square jaw and classic features, he's perfect as a leading man or villain no matter the setting".

The version in the first series is also a bit of a self-centered bastard, for he leaves Matt high and dry, after finishing his own business. So there's something that needs to be adjusted in the third chapter!



The bulky muscle guy from chapter 2 was created with a "stylization suite" called **Morpheus**. It's a modeling tool that 'provides the options to stretch, pull, and exaggerate like never before'. It works nicely, allowing us to blow up the character out of all proportions. But it's not easy to pose him without strange deformities, let alone to make him look hot and sexy. Luckily he doesn't have to look too realistic in a toon-styled adventure.

In chapter 3 Matt meets the lifeguard, the biggest guy of the gang, and he's based on a new model called "Atlas". A bulky old-fashioned superhero-like figure, with a huge chin and chest, but very thin and short legs. The original was a bit too cartoonish for the series, so several major adjustments had to be made before he could join the scene.





To conclude some test renders of the characters: the boys at the gym (big, bigger, biggest) and the two peeping rascals.

The pool's lifeguard is having a break with some of his mates at the gym next door, two familiar faces from chapter 1 and 2. There's not much left for him to do at this time of the year, so Matt's arrival promises to be a nice distraction. It appears that Matt has something of a reputation by now...

Below are the two peeping rascals. They appeared at the end of chapter 2 and they will be the ones to guide the viewer to the places to visit. In fact, they seem to have a good reason to keep an eye on our main hero, and they always know how to find the right places to have a good look.



Settings

To create the boulevard settings I used a huge range of models, including two boulevards, "Seaside Beach Huts", a "Beach Cafe Construction kit", the "Parkside Point" lighthouse, the "Public

Outdoor Pool", "Dead Pool Pirate Town", and a lot of other random smaller stuff. Different sets combined in a single model, so the characters can walk freely around to the hot spots.



