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Subject: Re: System Shock humanoid mutant maquette  
Posted by [Aircraftkiller](#) on Wed, 16 Apr 2008 20:34:18 GMT  
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We usually have a group critique every time homework is presented in the class. It's roughly a two hour process in which we all provide in depth feedback about what we like and what could have been made better.

I was working with this as a reference:

I need to create a character model sheet soon, so I'll be posting that up too; it's a full turnaround I'll be sketching out in Photoshop with a tablet/Cintiq monitor. I've also fleshed out my plans for the Medical Level station recreation, it'll use several flashing LEDs to give the illusion of a damaged set of lights that I'll be embedding into foam with plastic sheeting to recreate this:

I'm looking to create only the ring of flourescent lights for the time being. If it's not too difficult I'll add a bit more so the mutant will be darker when the lights flicker on it.

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