

# Nicolaas Venneman

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About

Born in The Netherlands and raised in Ireland, Nicolaas has also lived, worked and studied in Spain, Canada, and Guatemala. This multicultural background has informed a wide-ranging and diverse practice in creativity, including game development. Nicolaas' passion lies in crafting immersive, interactive experiences that appeal to our playful nature and our sense of wonder but also resonate with our drive to contribute in a meaningful way to the communities of which we are members.

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Nicolaas has experience of all stages of the production cycle: creative direction, storyboarding, level design, 3D asset production, character animation, audio, lighting, and building games using Unreal Engine, Unity and Godot. This portfolio also highlights the concept creation, sketching, planning and iteration that form a part of the crafting of each project.

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Nicolaas Venneman

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# Shoot House Blues

A third-person game set in a world in turmoil. Deirdre Toman has realised her dream of becoming a member of the police service, but can she square her pacifist attitudes with the new requirement that all police officers carry a firearm?

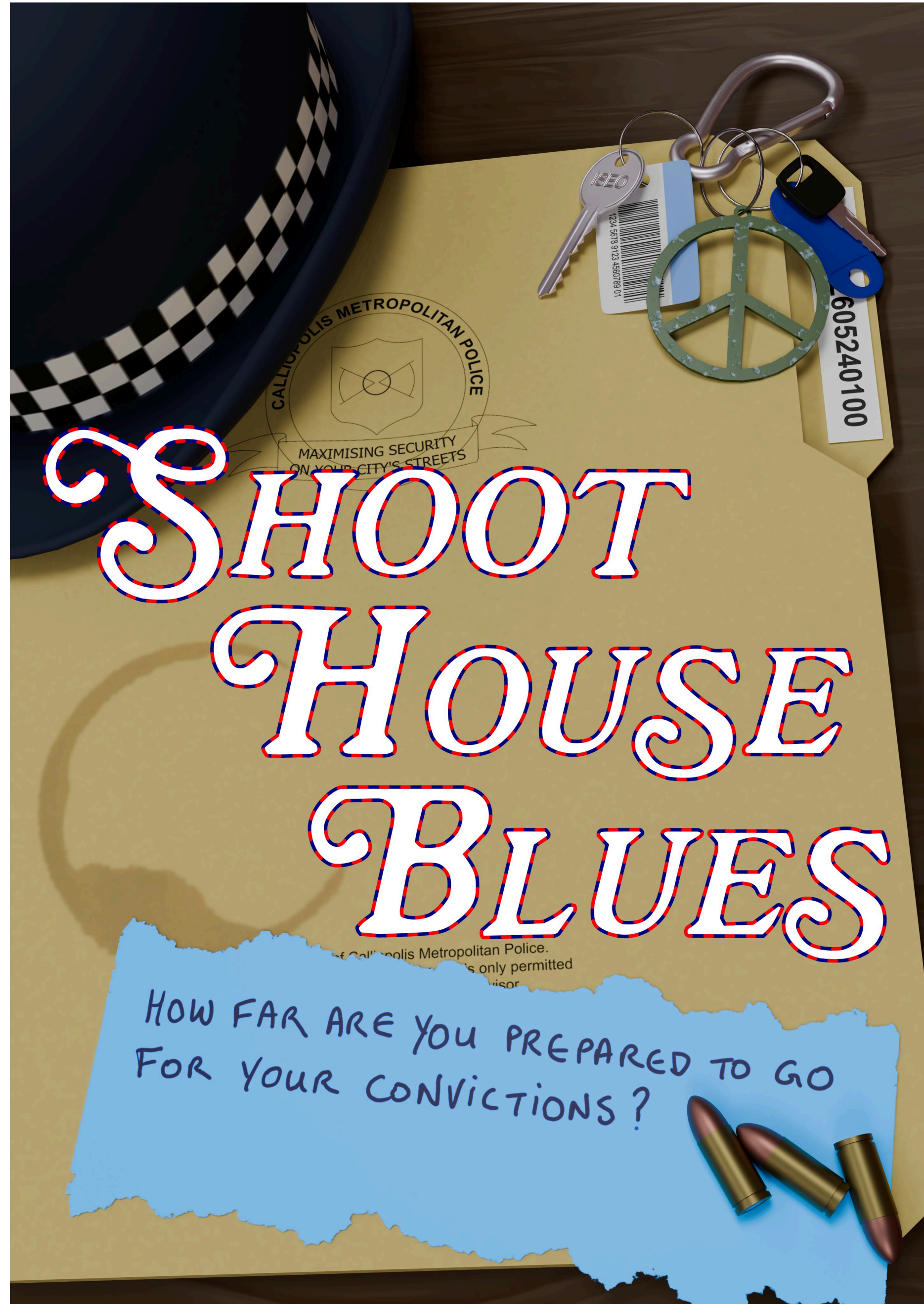
This project was created to fulfil a third-year game design assignment and presents the player with moral choices that are influenced by the character's desire to do her duty while also remaining true to her non-violent ideals.

# Shoot House Blues

## Promotional Poster

Taking inspiration from the long-running police series *Hill Street Blues*, the title divides the poster along the horizontal axis; reflecting the tension between the main character's peace-loving nature and the pressure she experiences to use lethal force.

The colours used in this piece are mainly desaturated to match the sombre tone of the game. Negative space is used to help the viewer to distinguish the various visual elements.



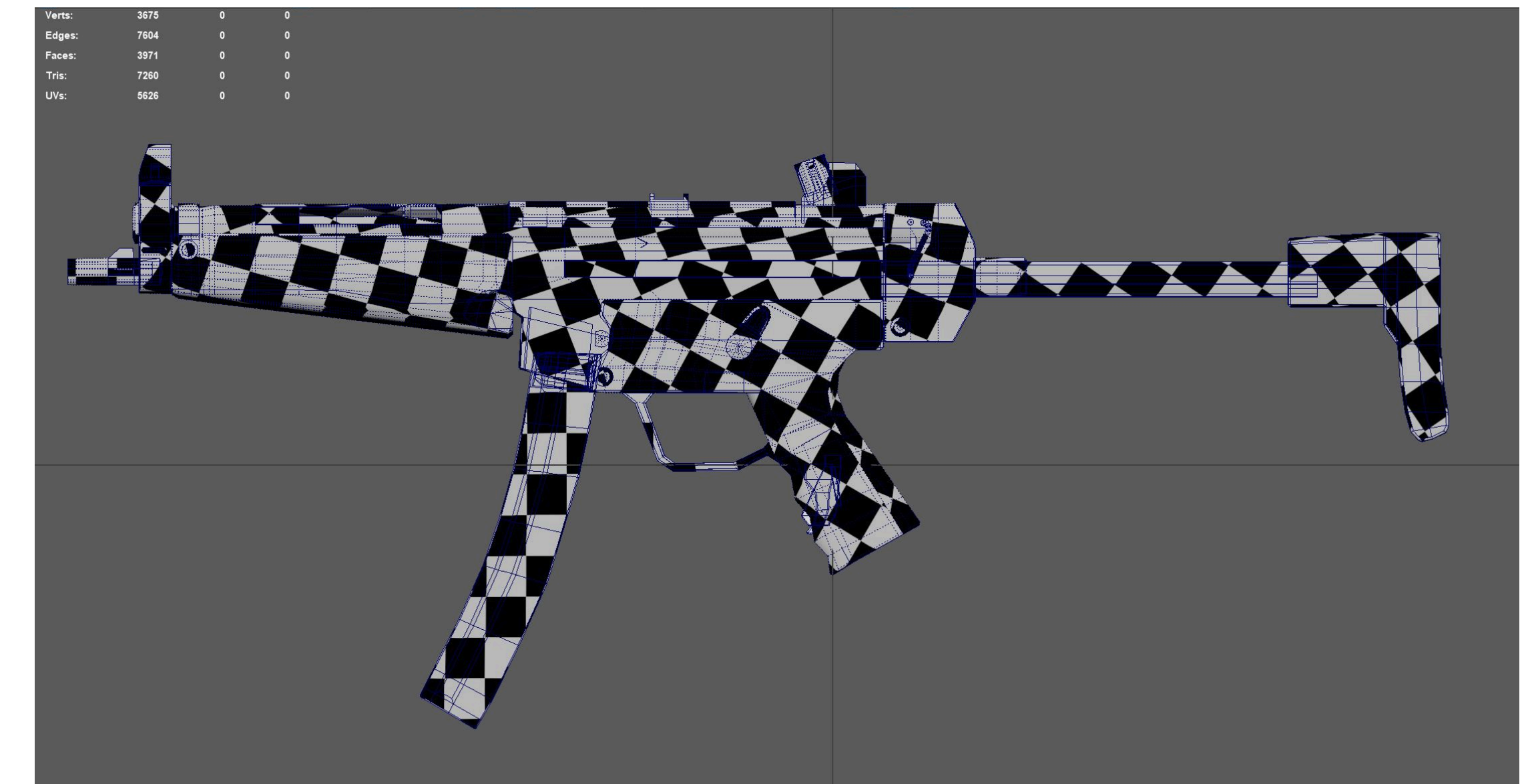
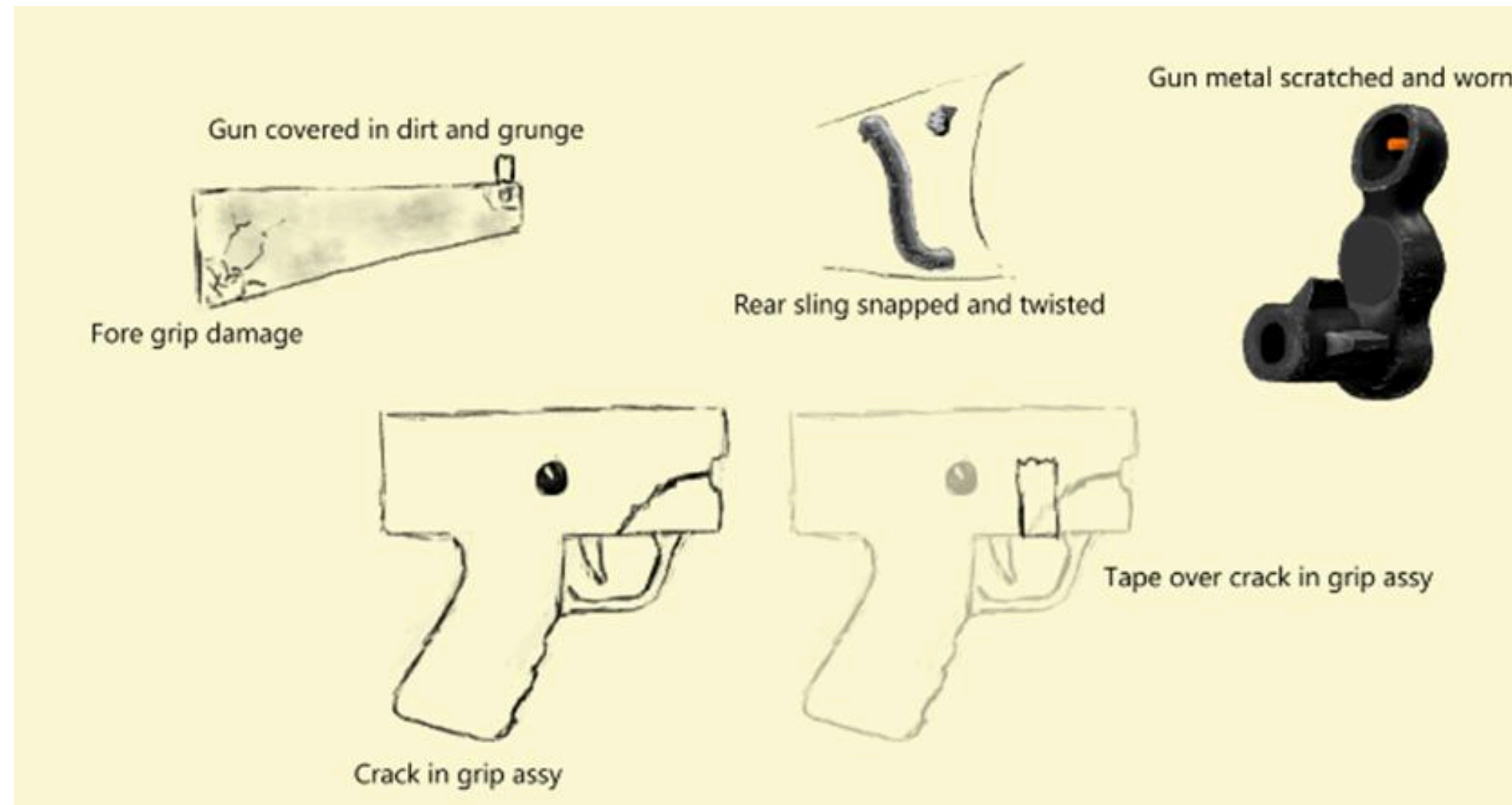
# Shoot House Blues

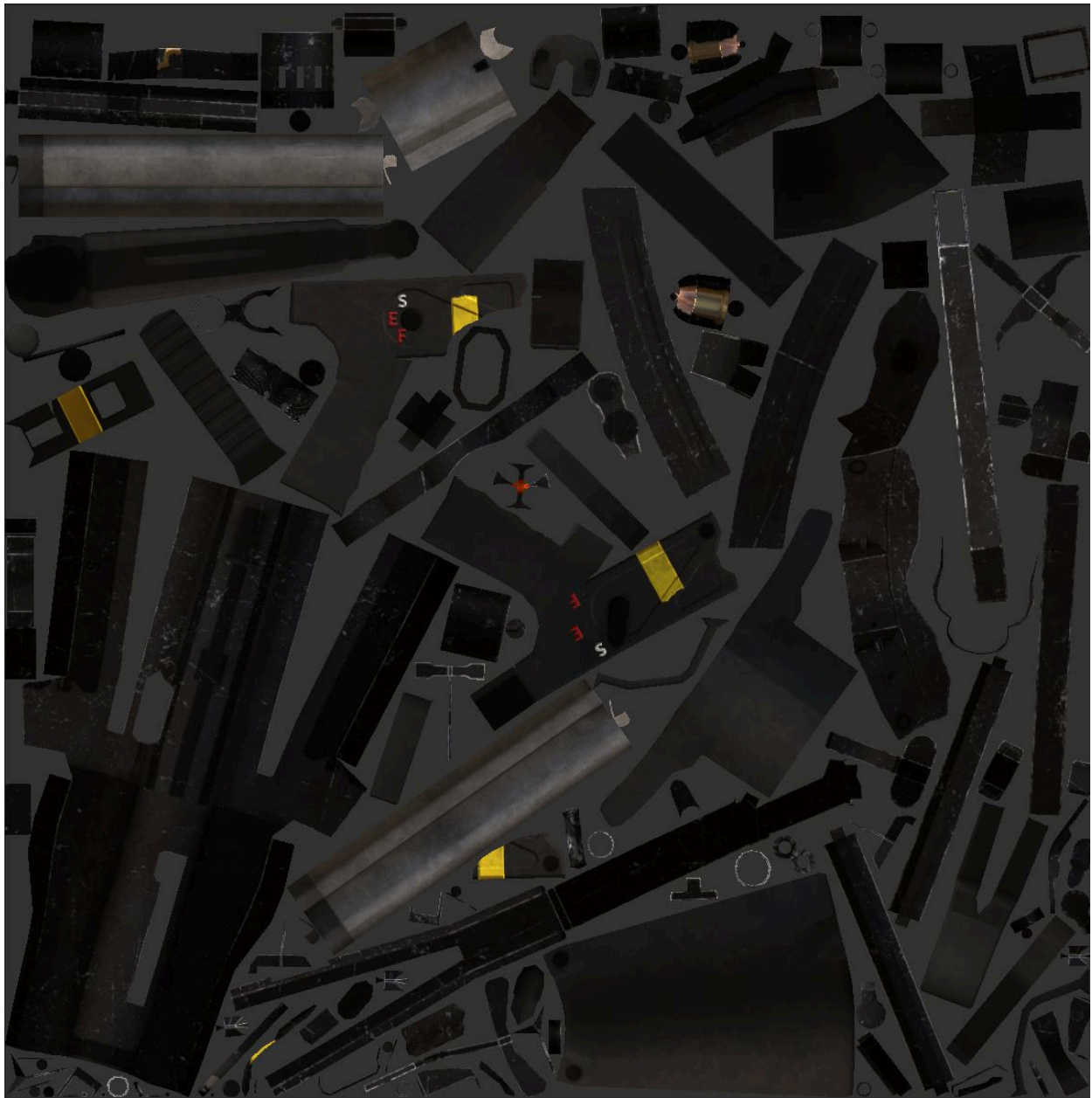
Deirdre Toman  
Character Designs





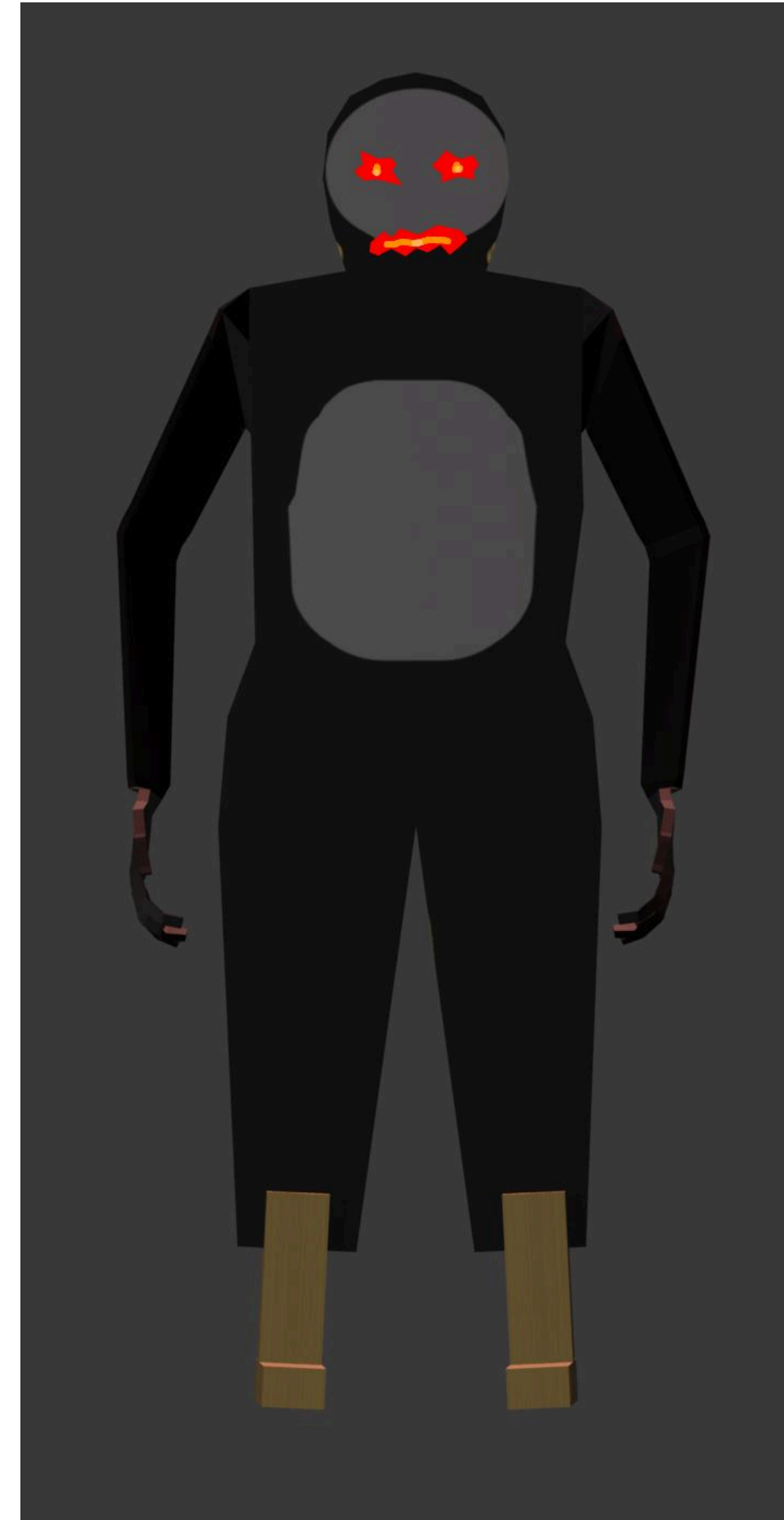
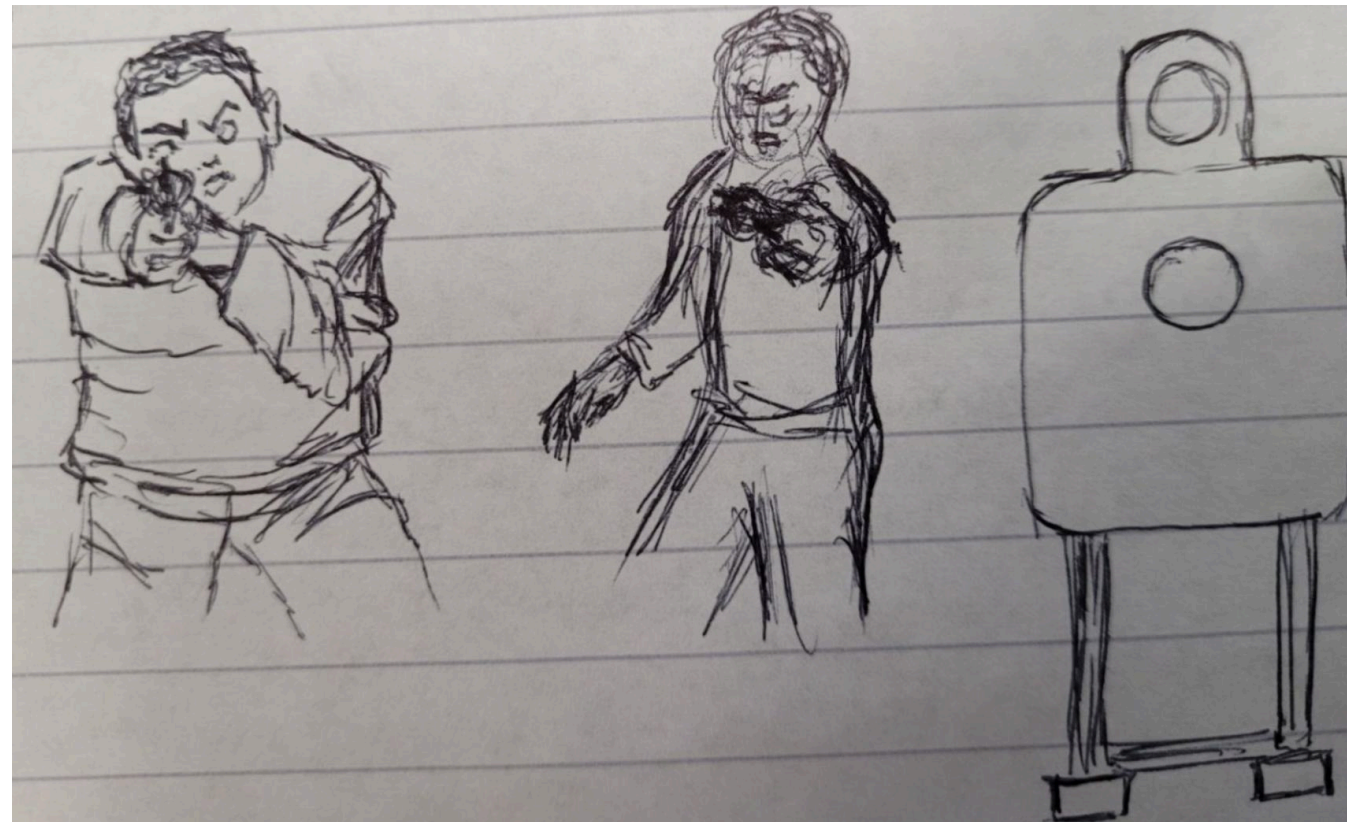
## Weapon Designs





# Shoot House Blues

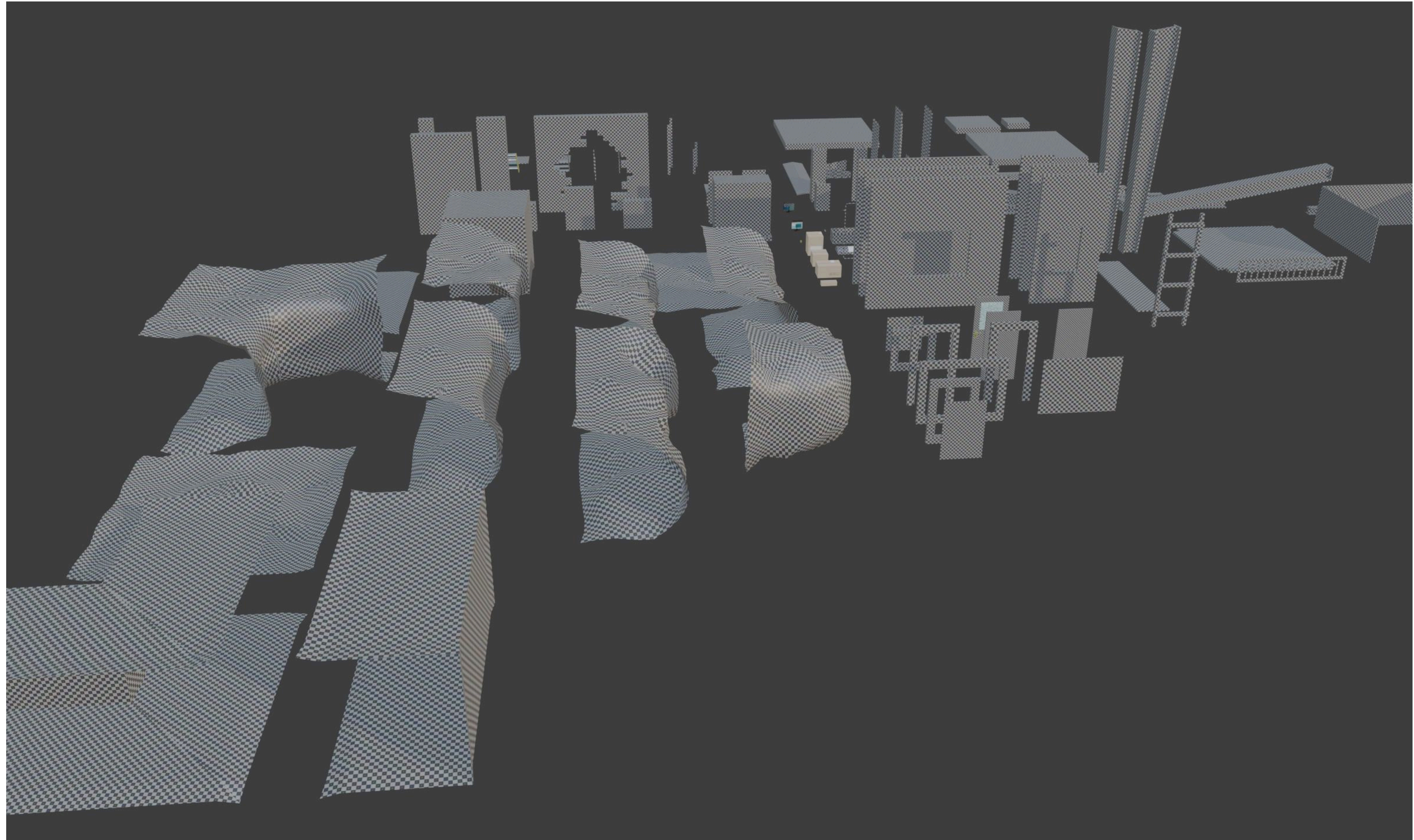
## Antagonist Designs

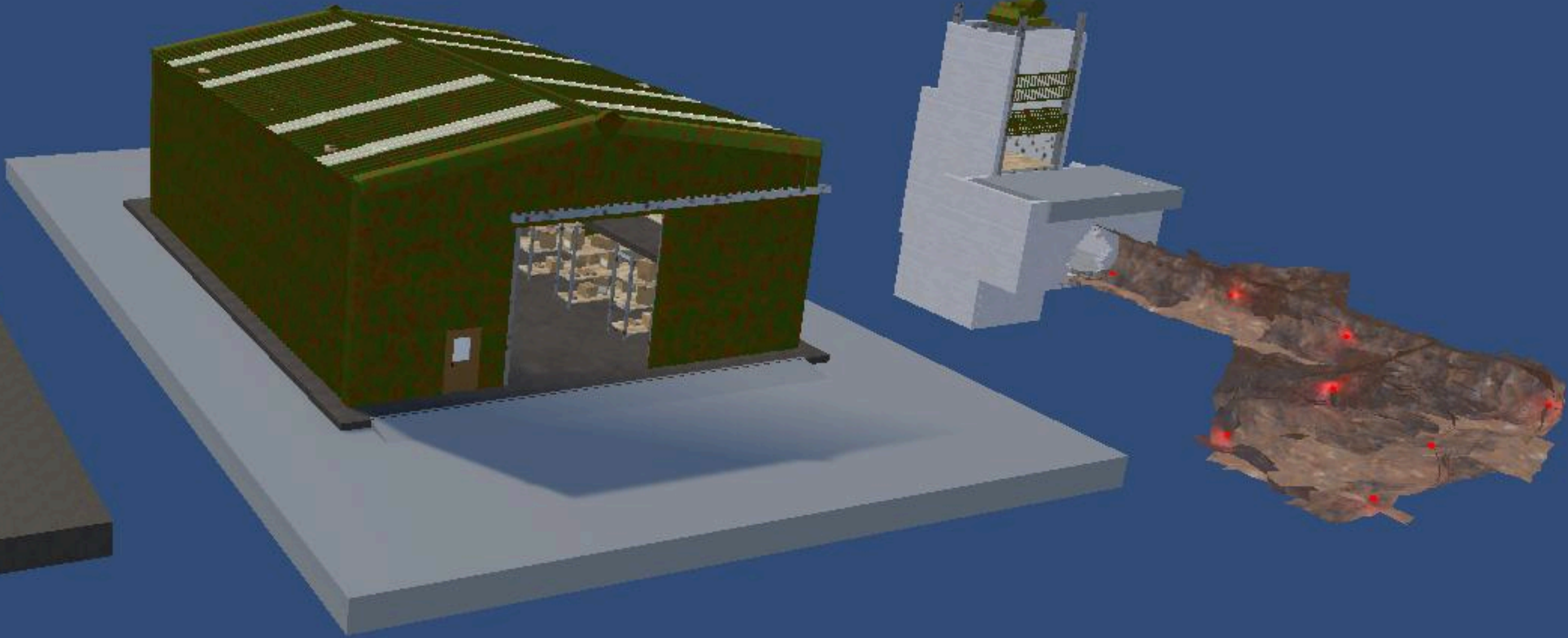
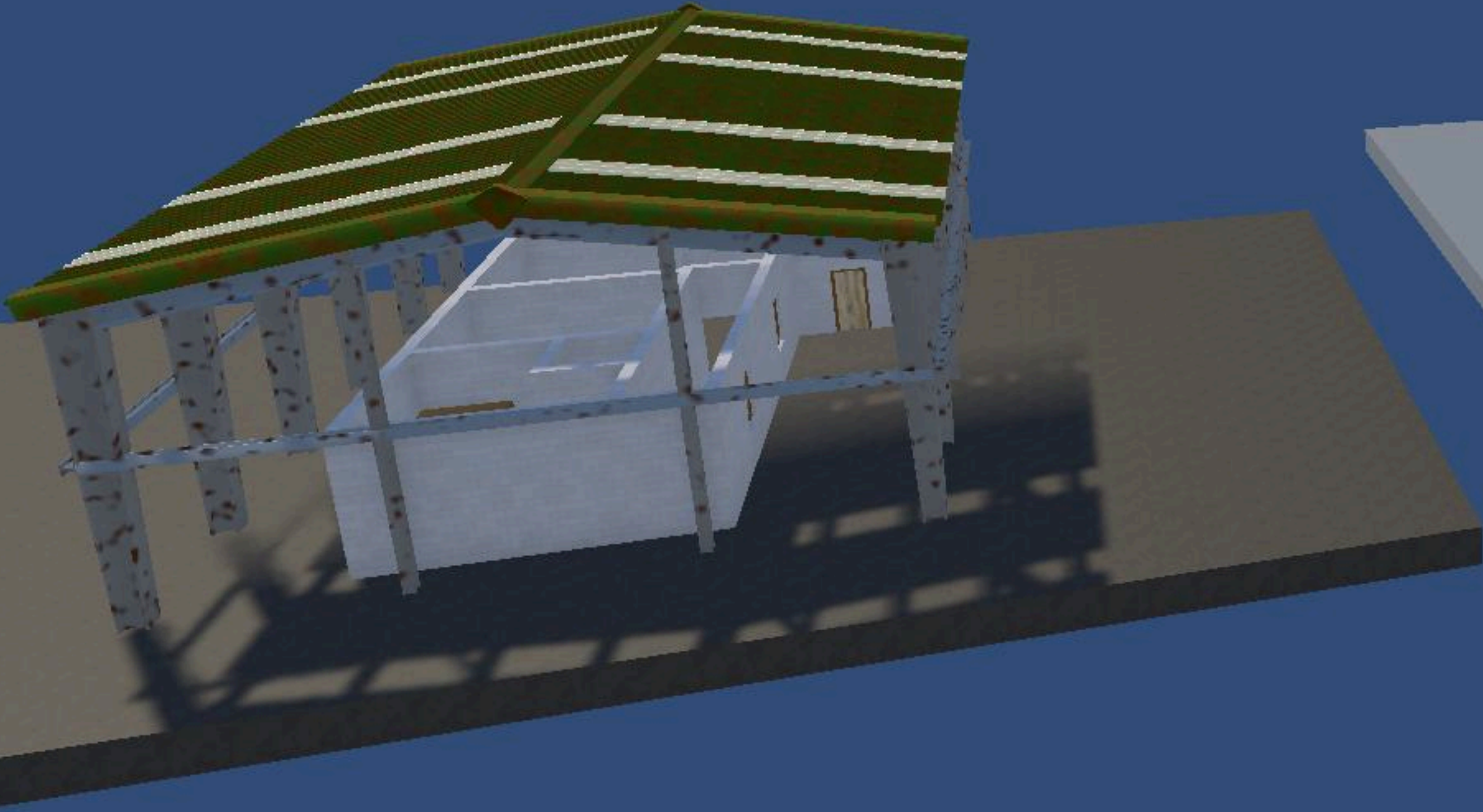


# Shoot House Blues

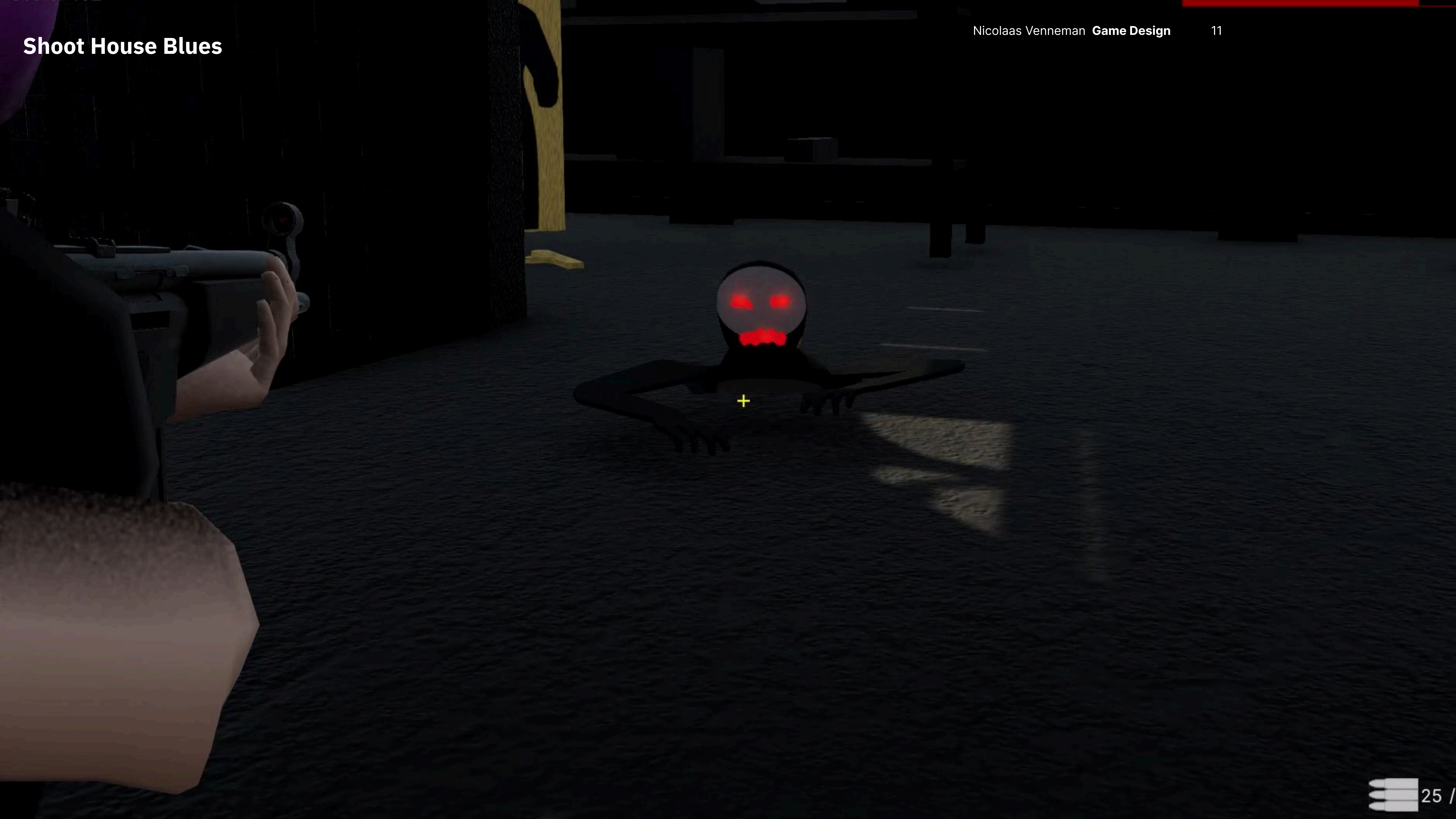
## Modular Assets

The structures in the levels and cutscenes of the game are based on a kit of modular assets created specifically for this project. The assets feature a low to medium polygon count and are UV unwrapped to a texel density of 0.5 pixels per centimetre.









# Kill Switch

A hybrid game based on mechanics from classic games such as **Pong**, **Arkanoid** (also known as **Breakout**), and **Snake**. Use a paddle to guide a ball and break the blocks in order to activate the kill switch controlling a voracious and unrelenting enemy.

This project was created to fulfil a third-year game design assignment and celebrates the aesthetics of games that became popular with the advent of arcade machines and early home computers.

Layouts and backgrounds:

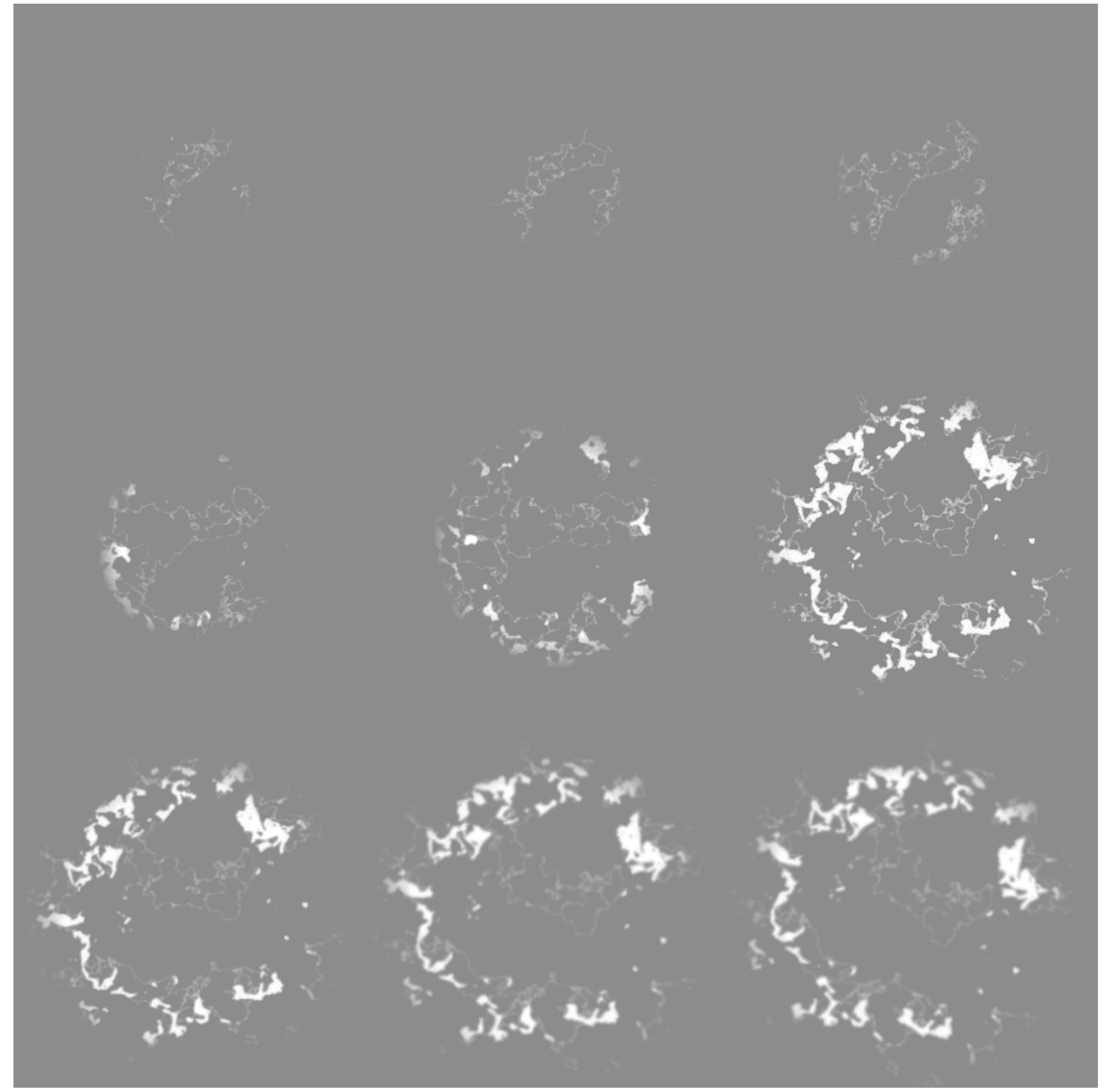
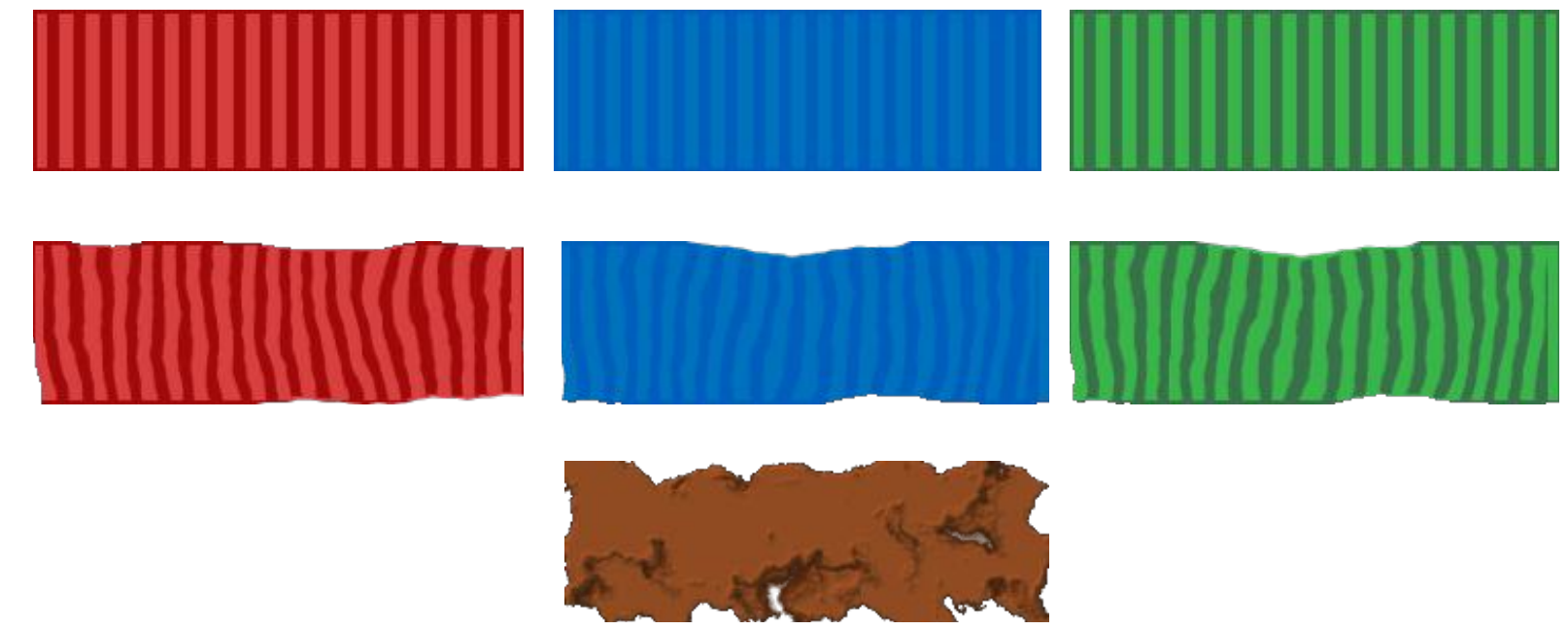
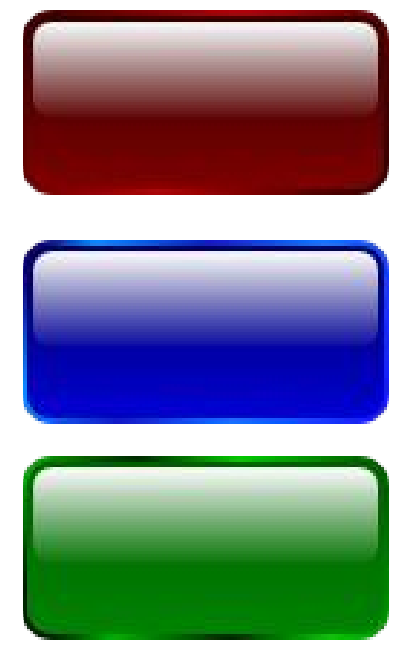
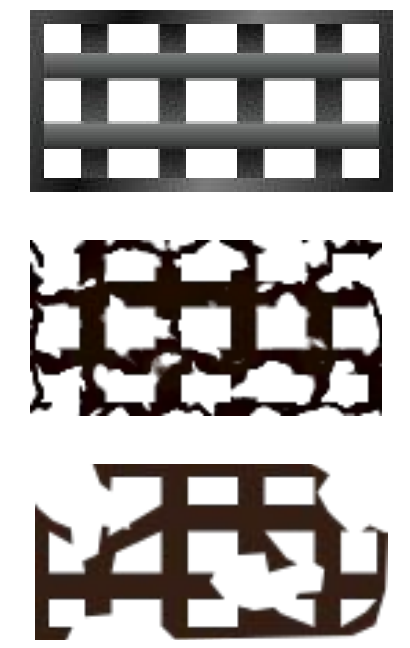
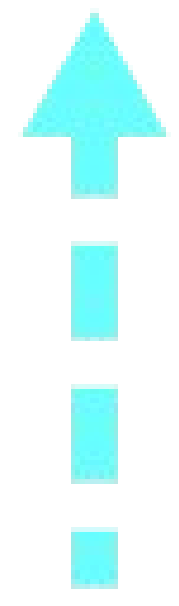
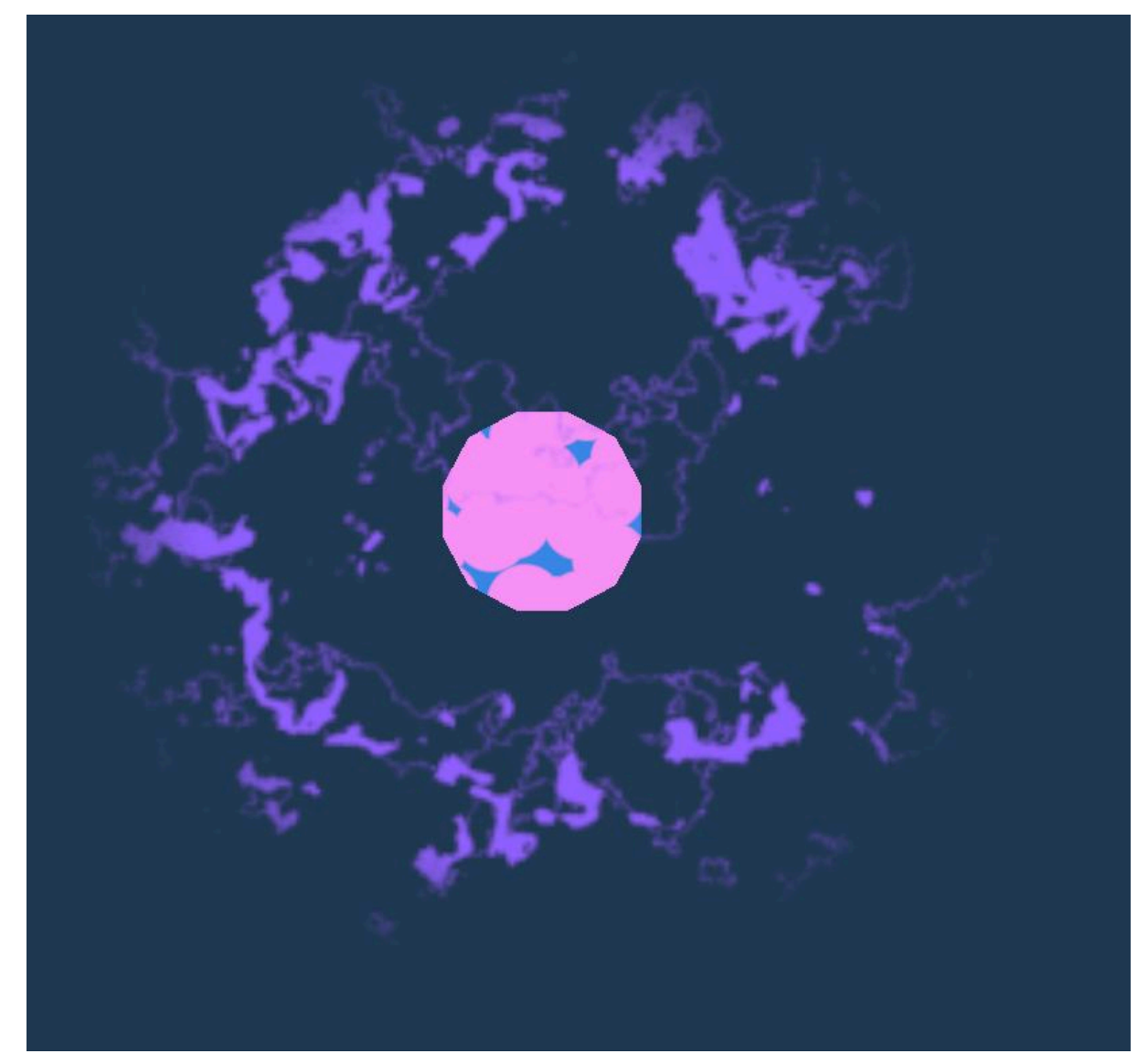
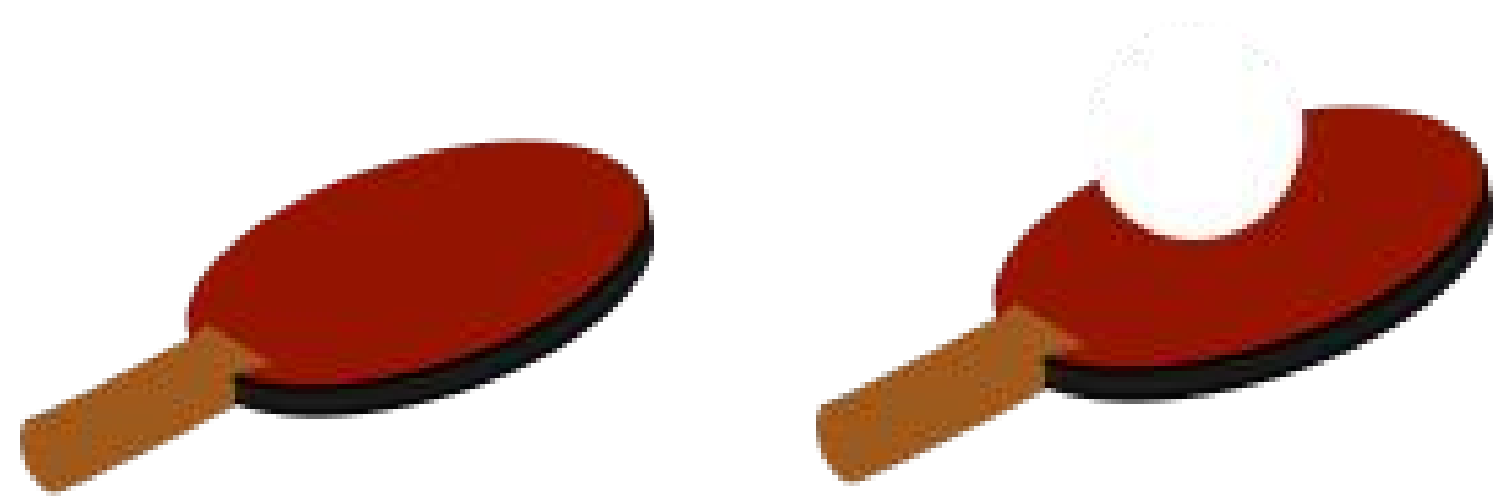
# Kill Switch

## Splash Screen

Vibrant, contrasting colours and simple shapes evoke the aesthetic of classic games... with a twist. This project melds tried-and-tested mechanics from a number of classic games to challenge the player in novel ways.



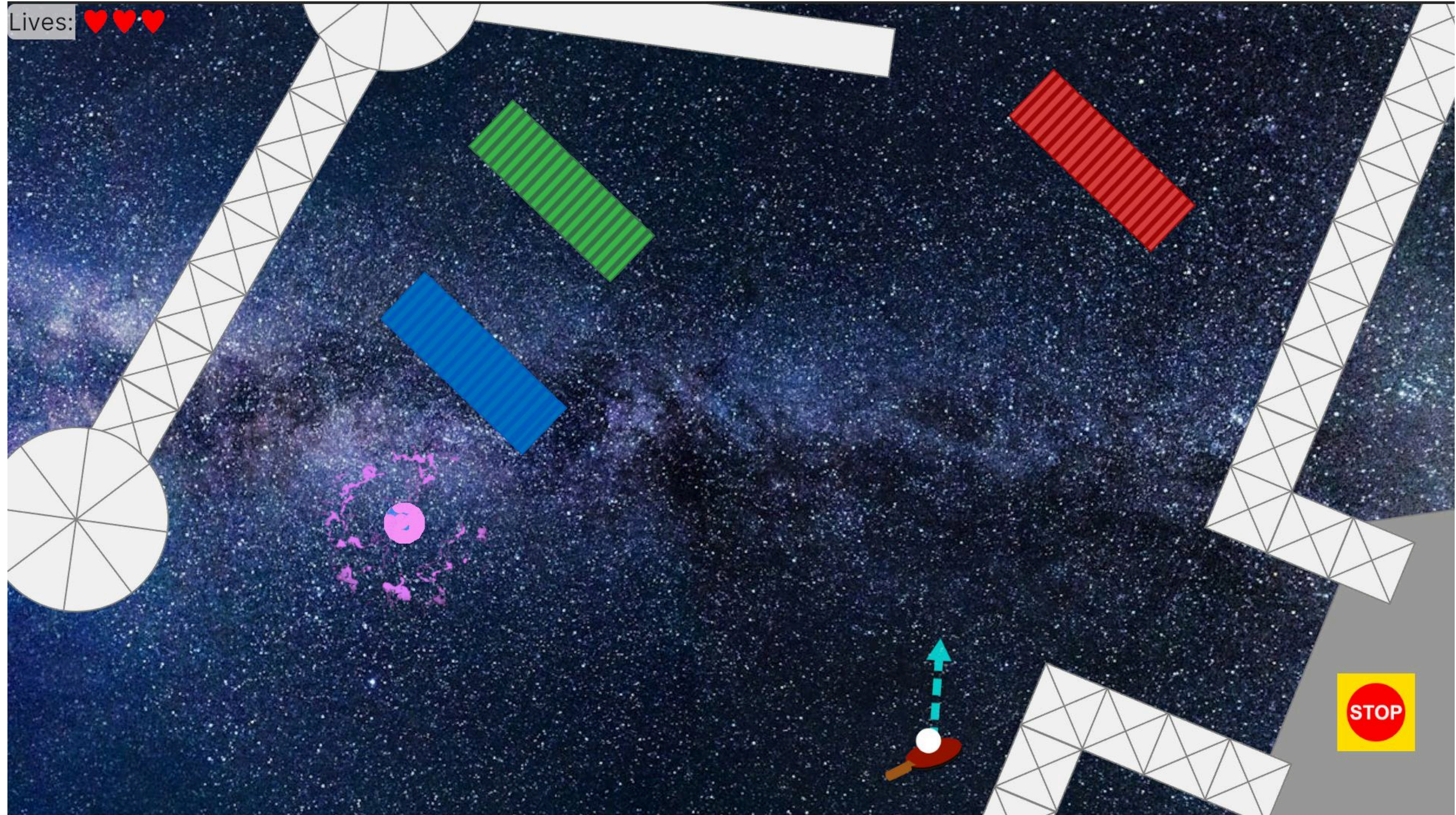
# Kill Switch



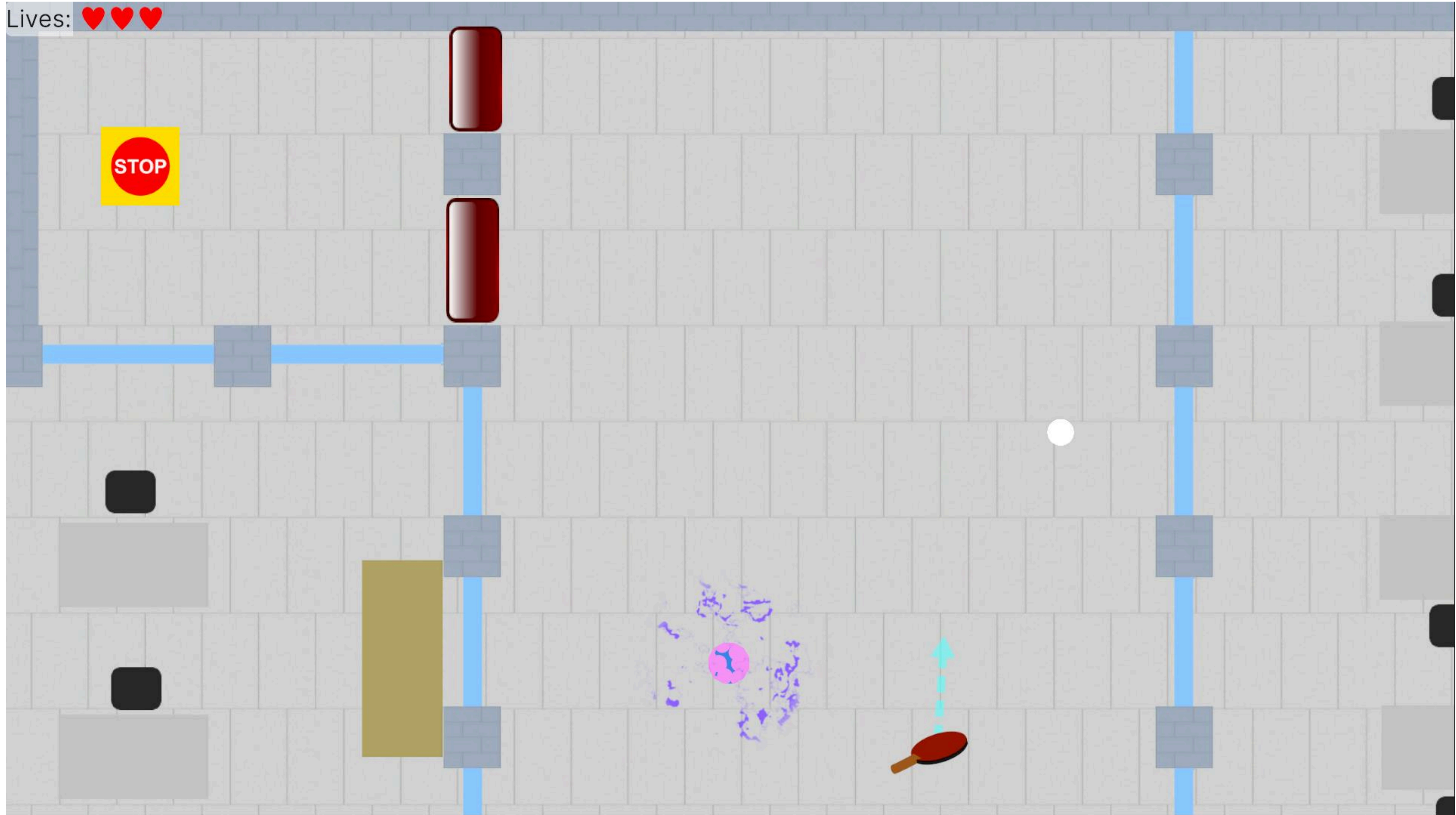
# Kill Switch



# Kill Switch



# Kill Switch



# Under Siege

## *CCAM Edition*

Inspired by the stereotypical action blockbuster films of the early 1990s, this tongue-in-cheek homage sees the player prowling the halls of the Wellpark Road campus (Centre for Creative Arts and Media - CCAM) of Atlantic Technological University armed with only a paintball gun and a saucepan-full of determination to save her sister from the bad guys.

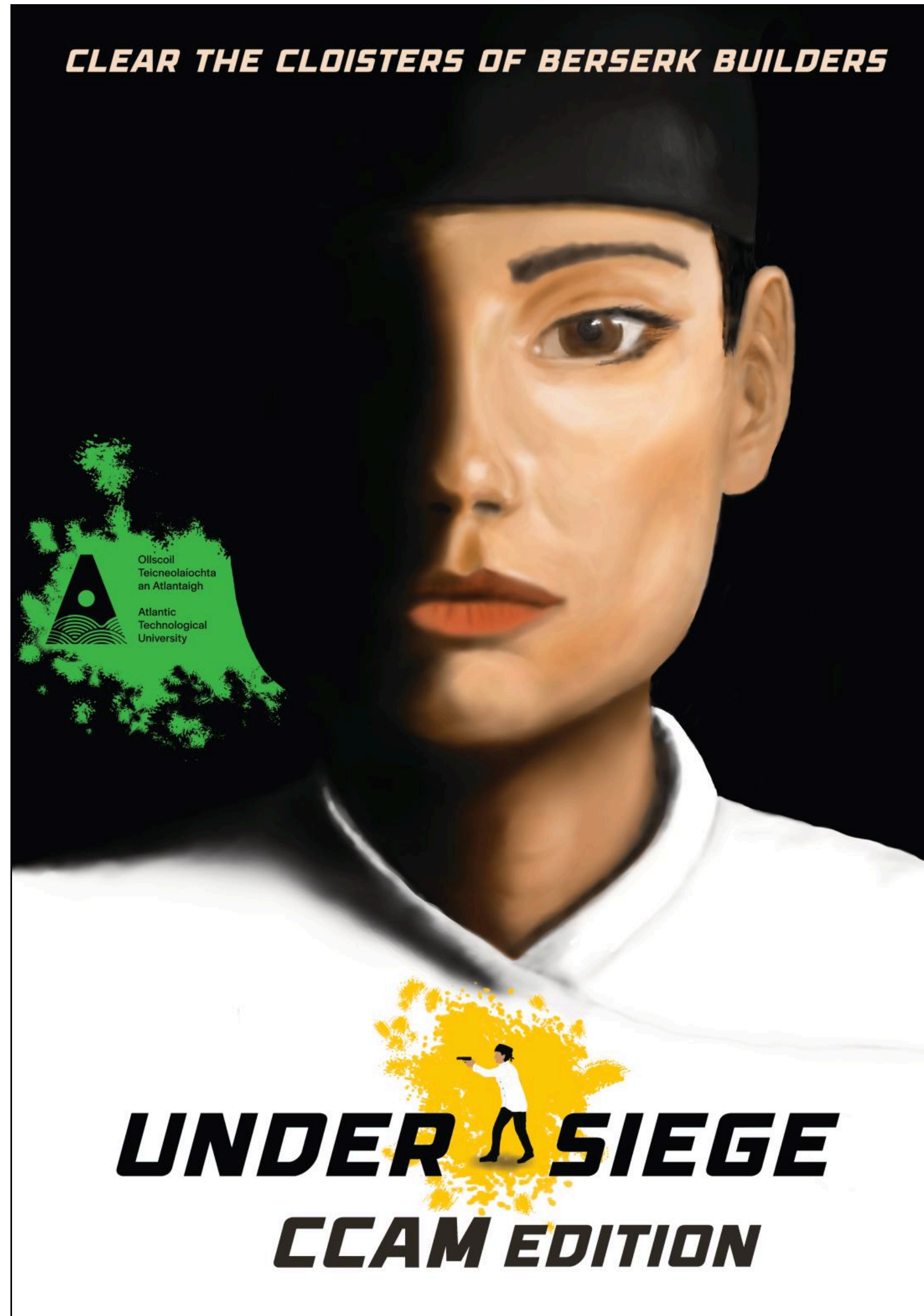
This project was created to fulfil a second-year game design assignment and places the player in the surroundings of the building in which the course is taught. The game addresses the violence inherent in most first-person shooter games, but also the bond between siblings.

Modelling and texturing: Blender3D. Game implemented in Unity.

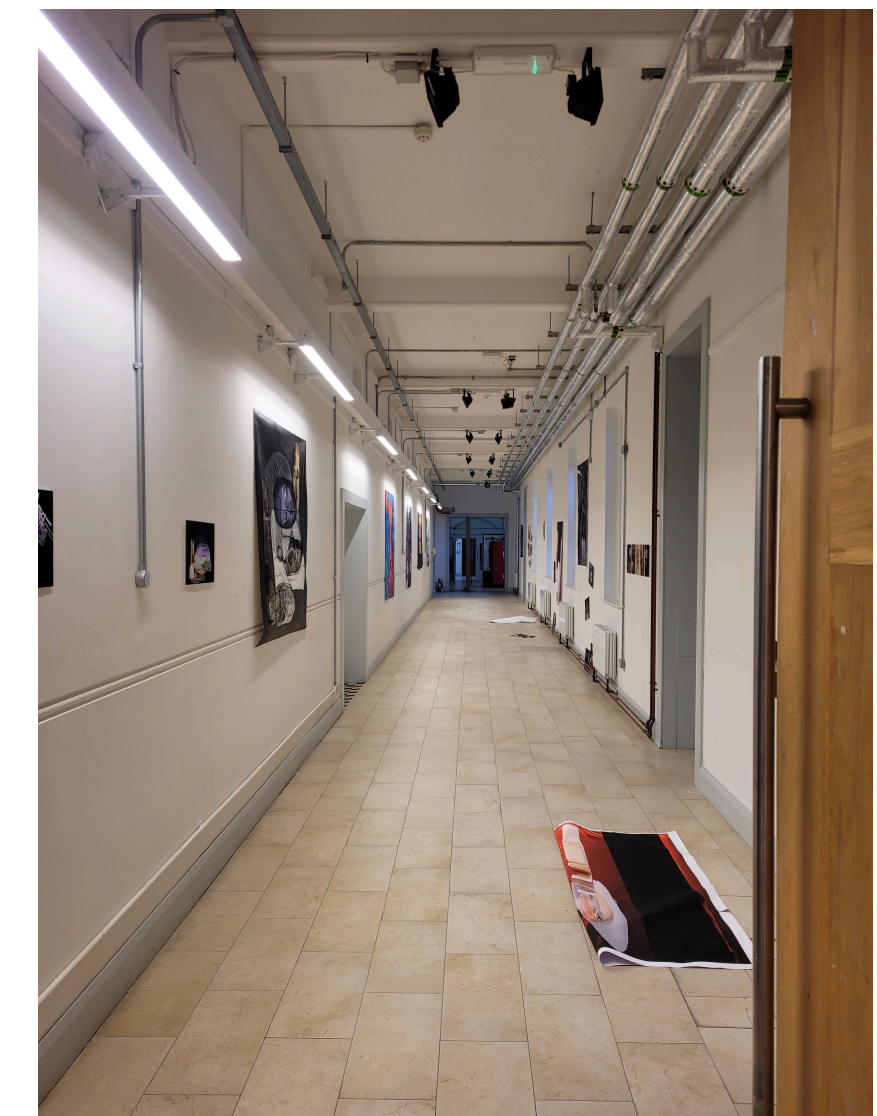
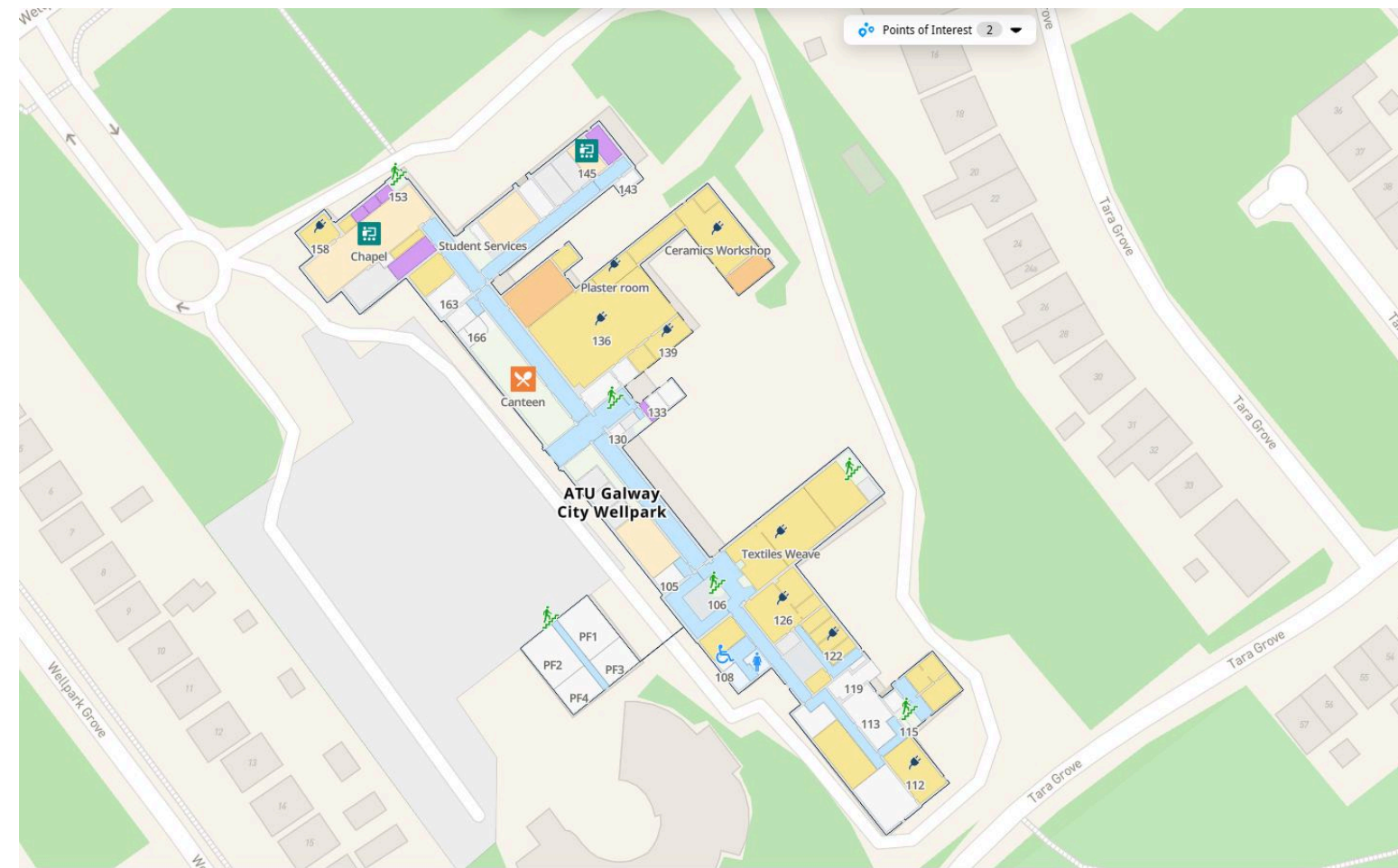
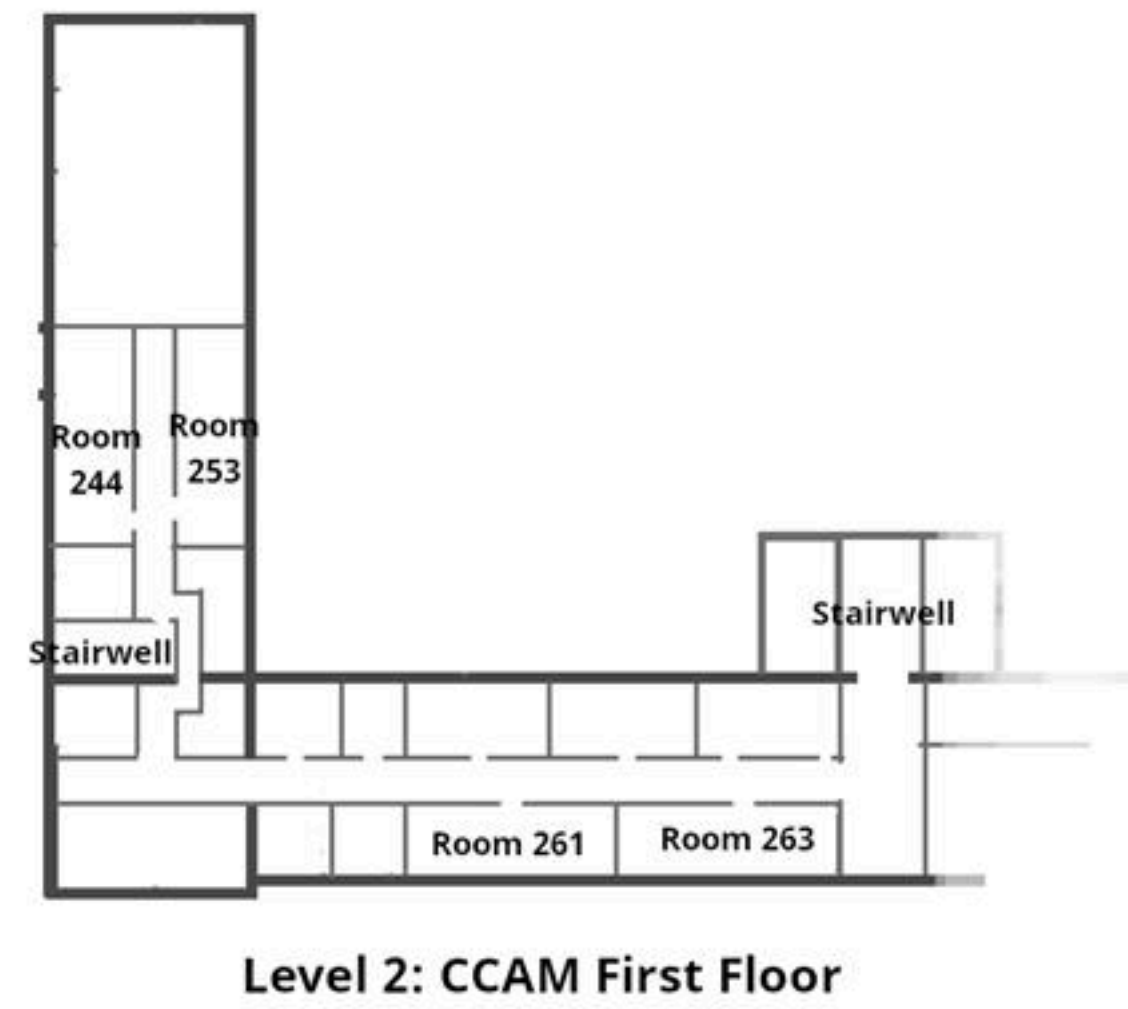
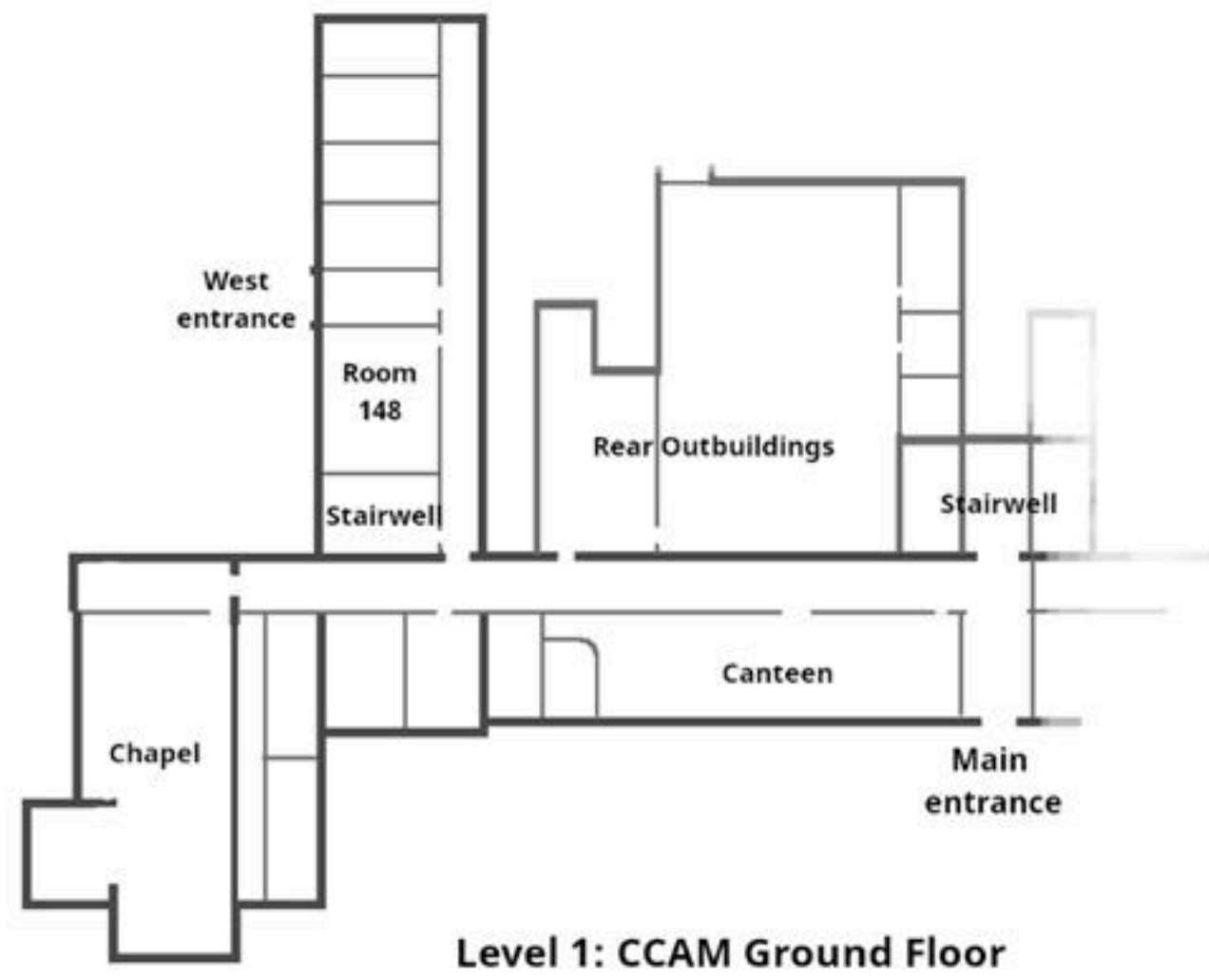
## Under Siege - CCAM Edition

### Promotional Poster

Taking inspiration from the publicity for *Under Siege*, this poster features a similar use of chiaroscuro on the main element: a portrait of the protagonist. The splashes of contrasting colours and the tagline at the top of the poster hint at the fact that this title does not take itself seriously.



# Under Siege - CCAM Edition

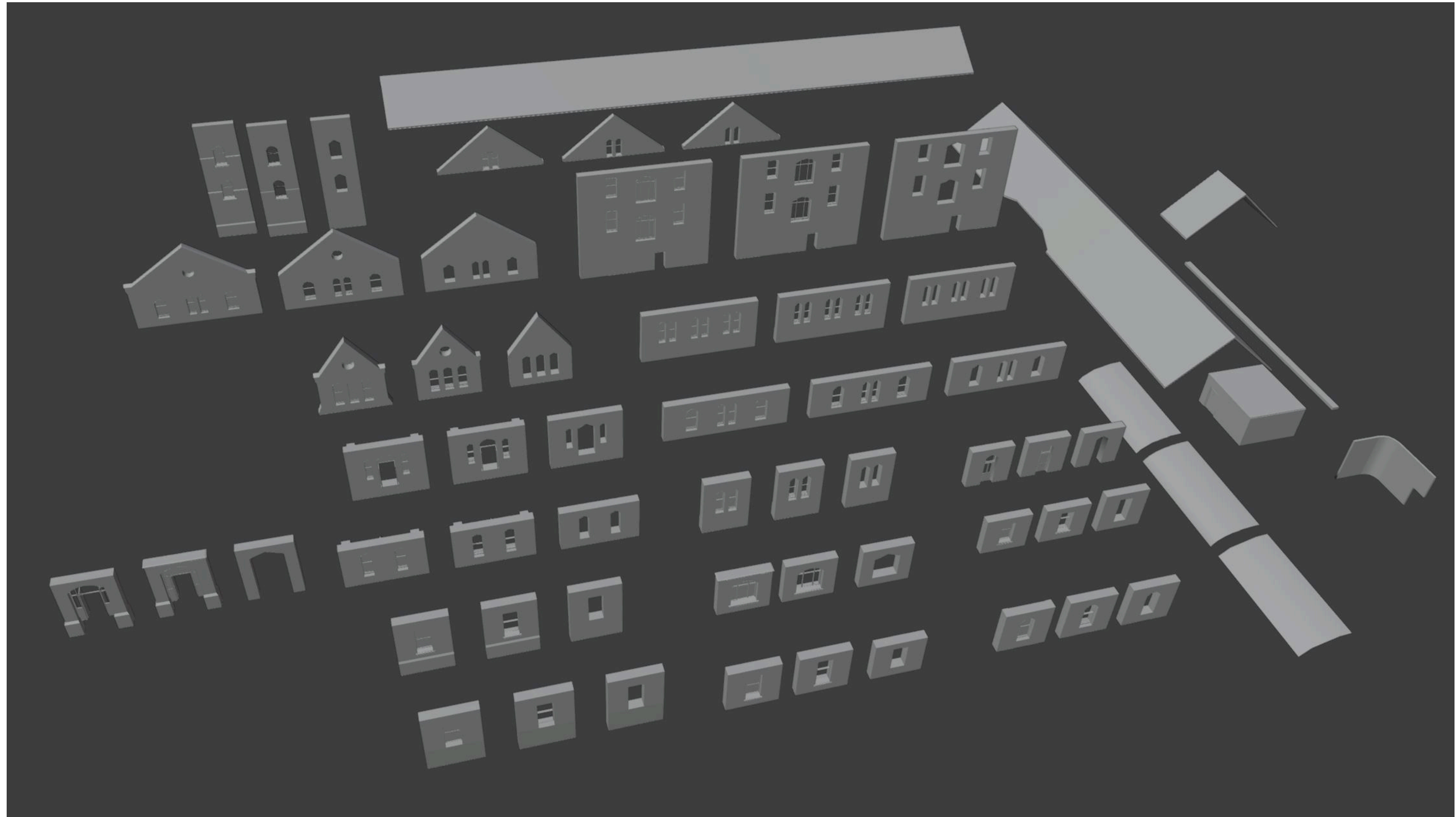


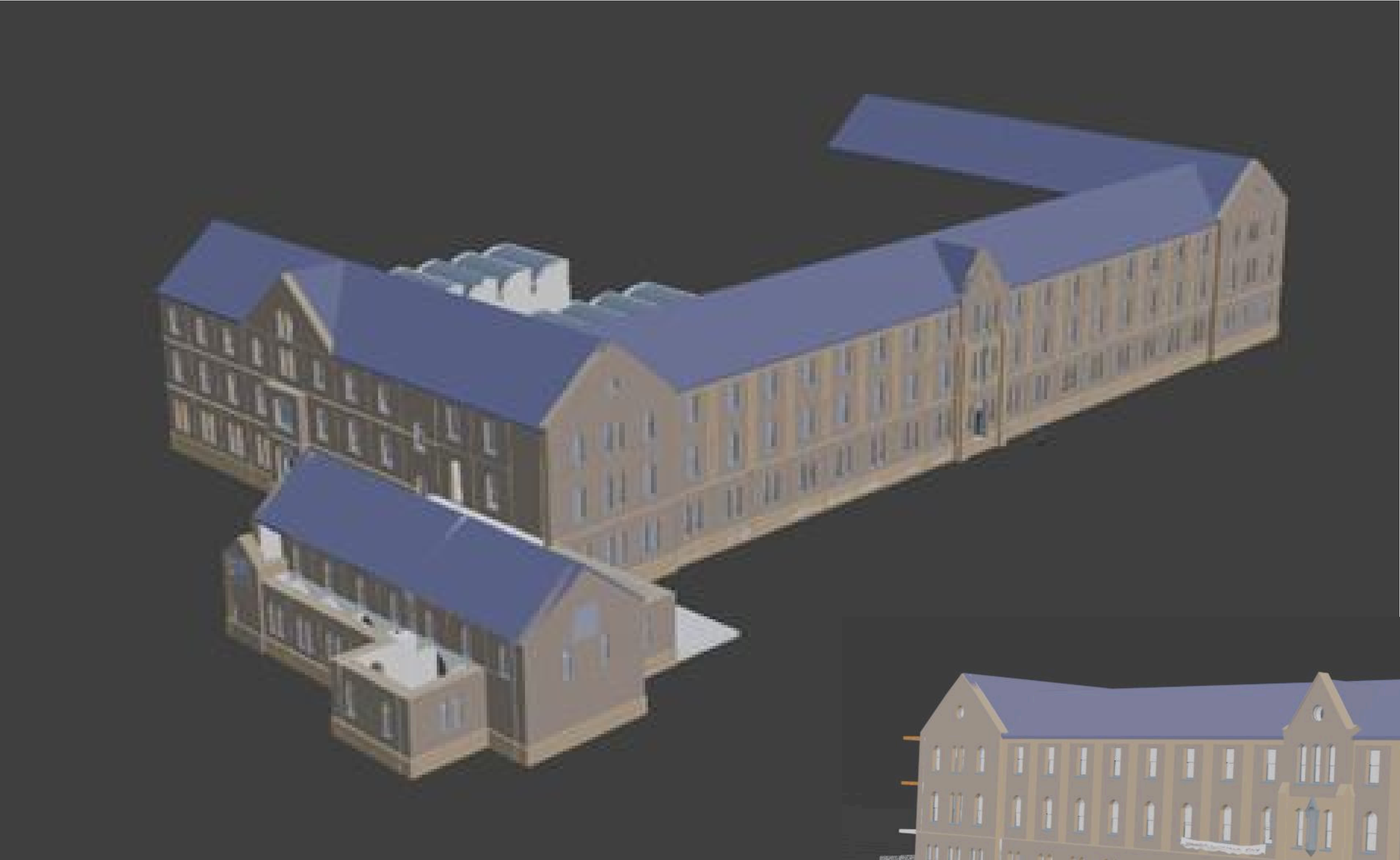
# Under Siege - CCAM Edition

## Modular Assets

The Centre for Creative Arts and Media building exhibits a number of repeating patterns of architectural elements throughout. Each of these elements was reproduced as a low-poly 3D mesh and textured according to its location in the building.

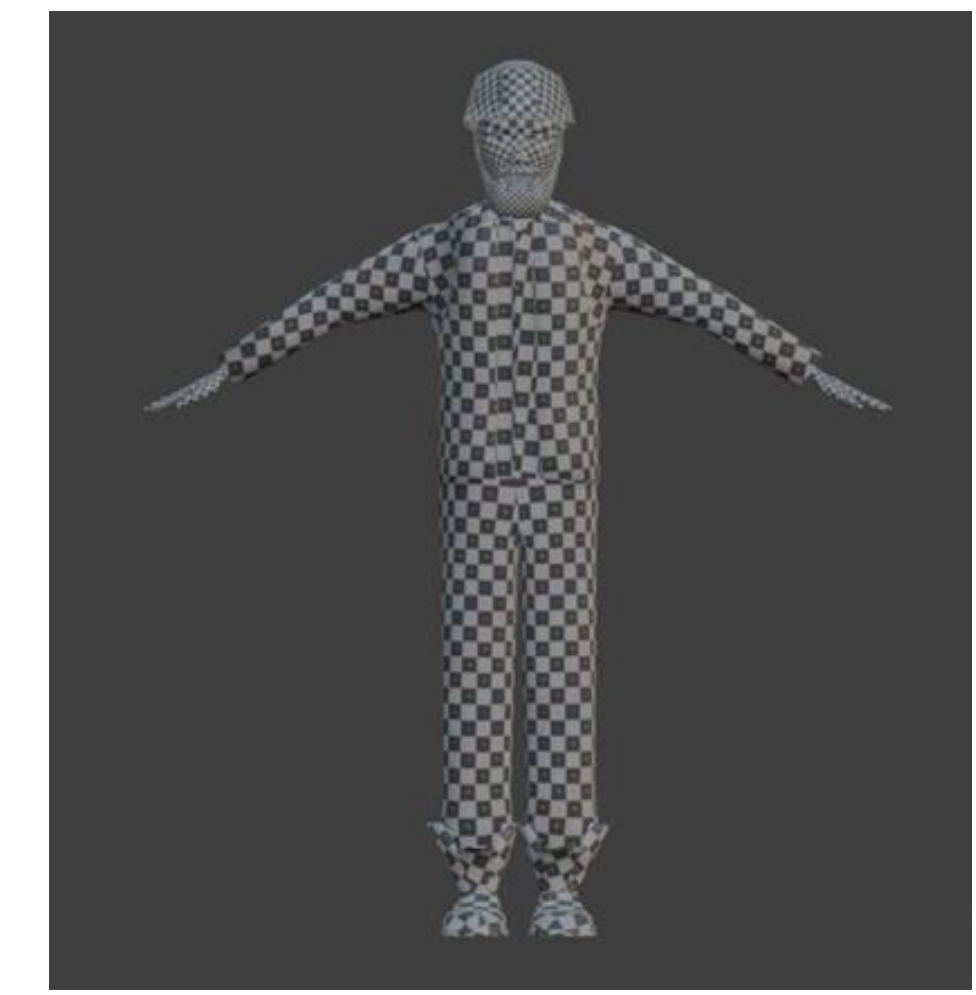
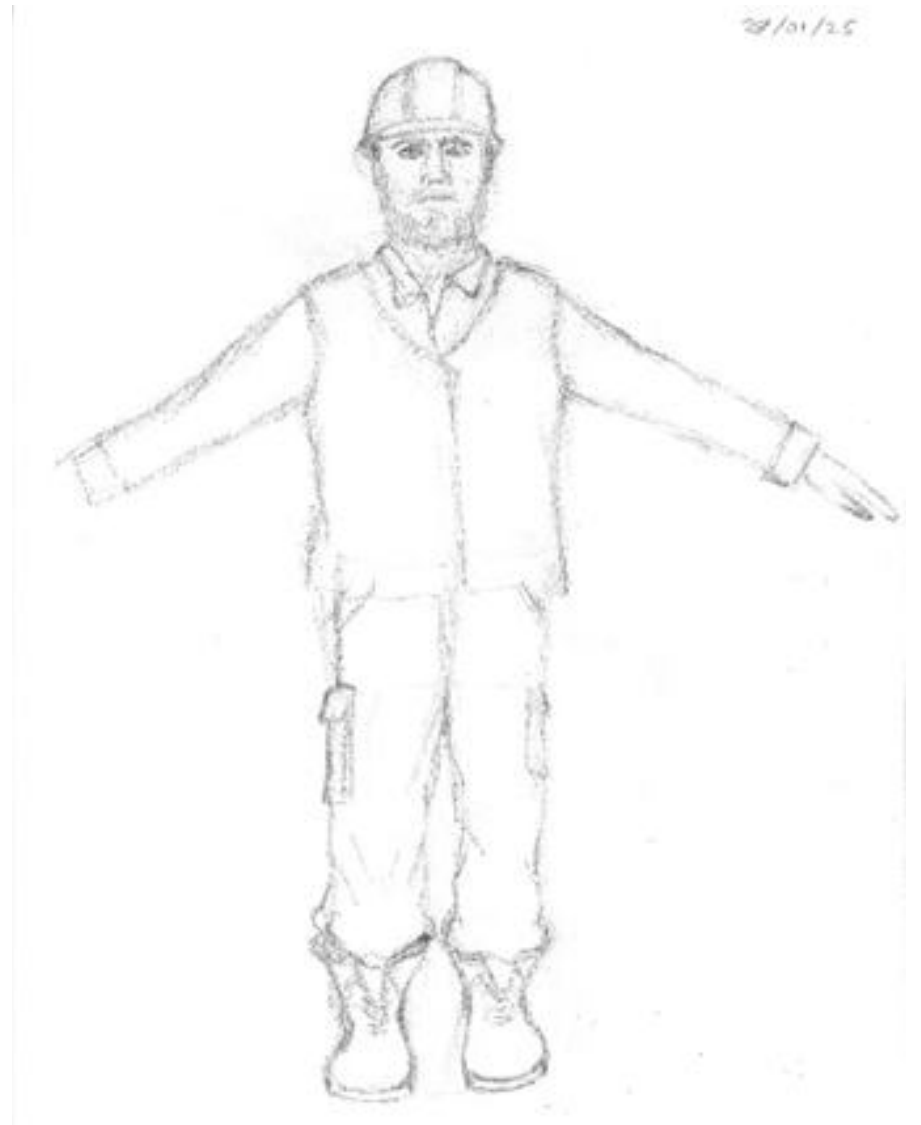
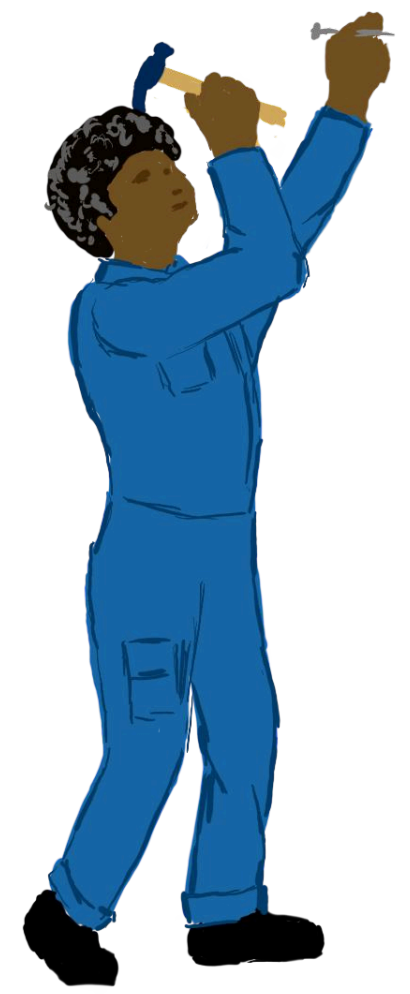
In order to improve the graphical performance of the project, almost all of the assets were created with 3 levels of detail in order to take advantage of Unity's LOD functionality.





# Under Siege - CCAM Edition

## Character Sketches









# 4 Rooms

Four different dioramas modelled in 3DS Max and rendered with Arnold. The focus is on world-building and storytelling.

This project was created to fulfil a first-year game design assignment. Atmosphere is evoked using lighting and set dressing. Some elements appear in more than one diorama, but carry a different meaning in each.

## 4 Rooms

### Castle Hall

This view of a hall in a keep is an exploration of the interplay of light and shadow in a world before the use of electricity.



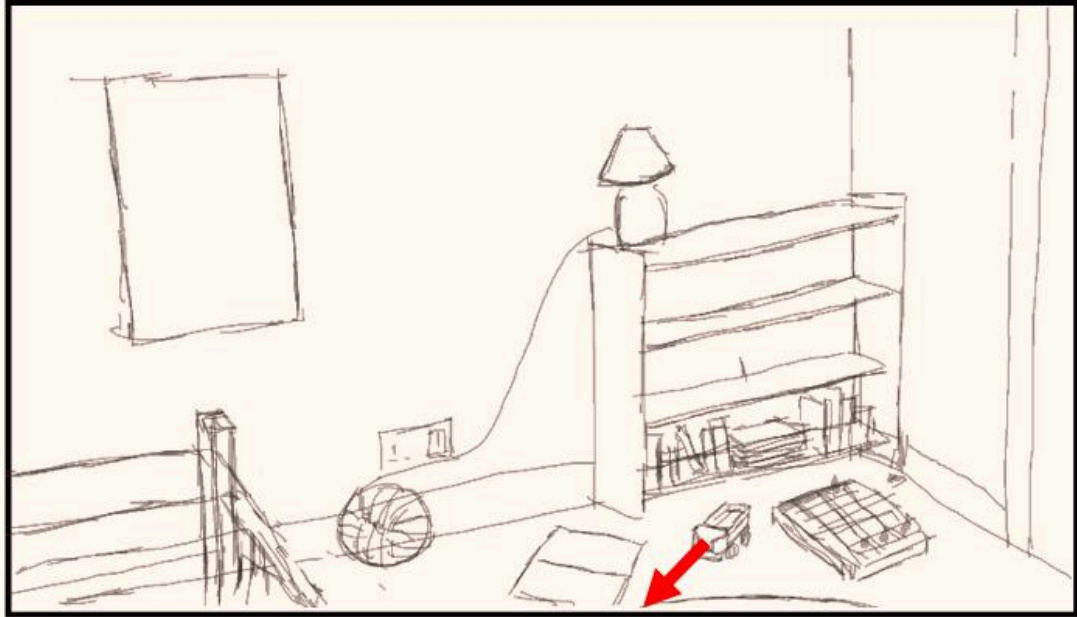
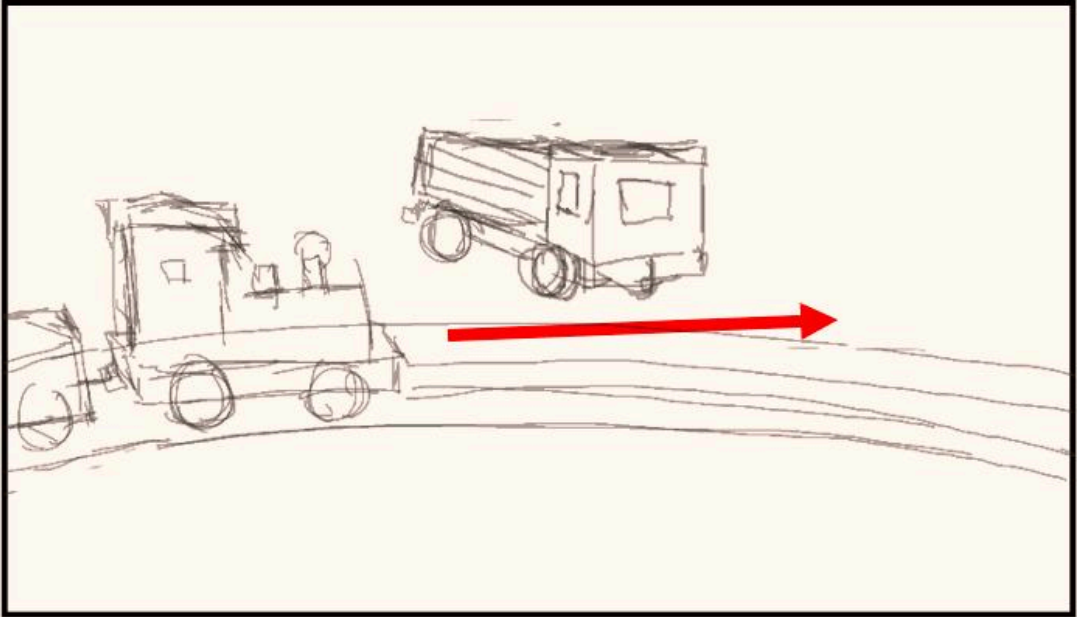
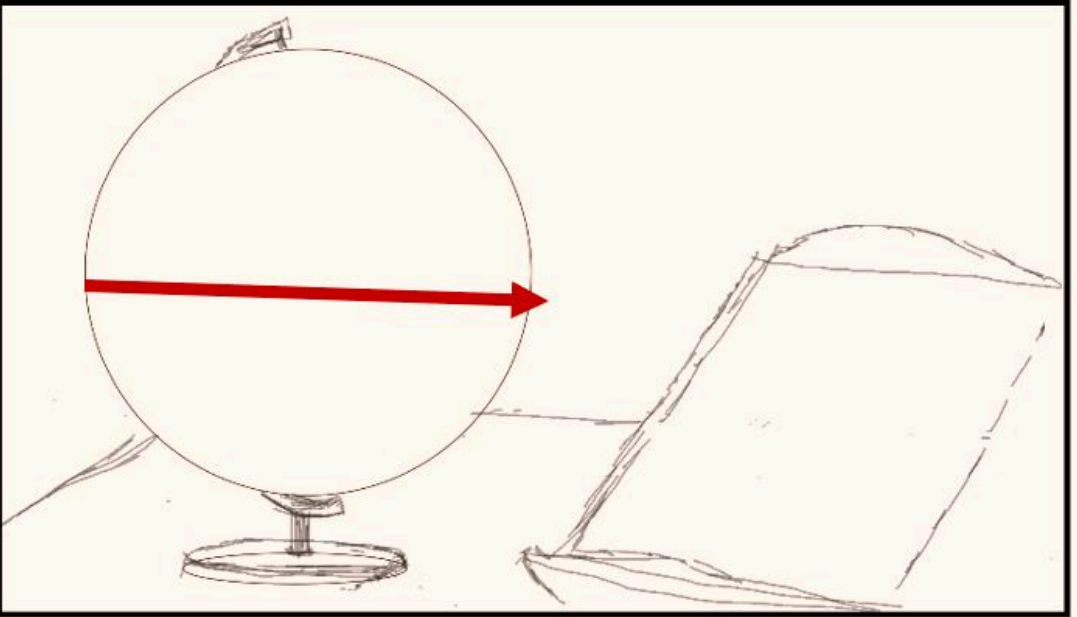
# 4 Rooms

## Storyboard

A sample of the storyboard used to plan the layouts, action, audio, and camera shots of the sequence.

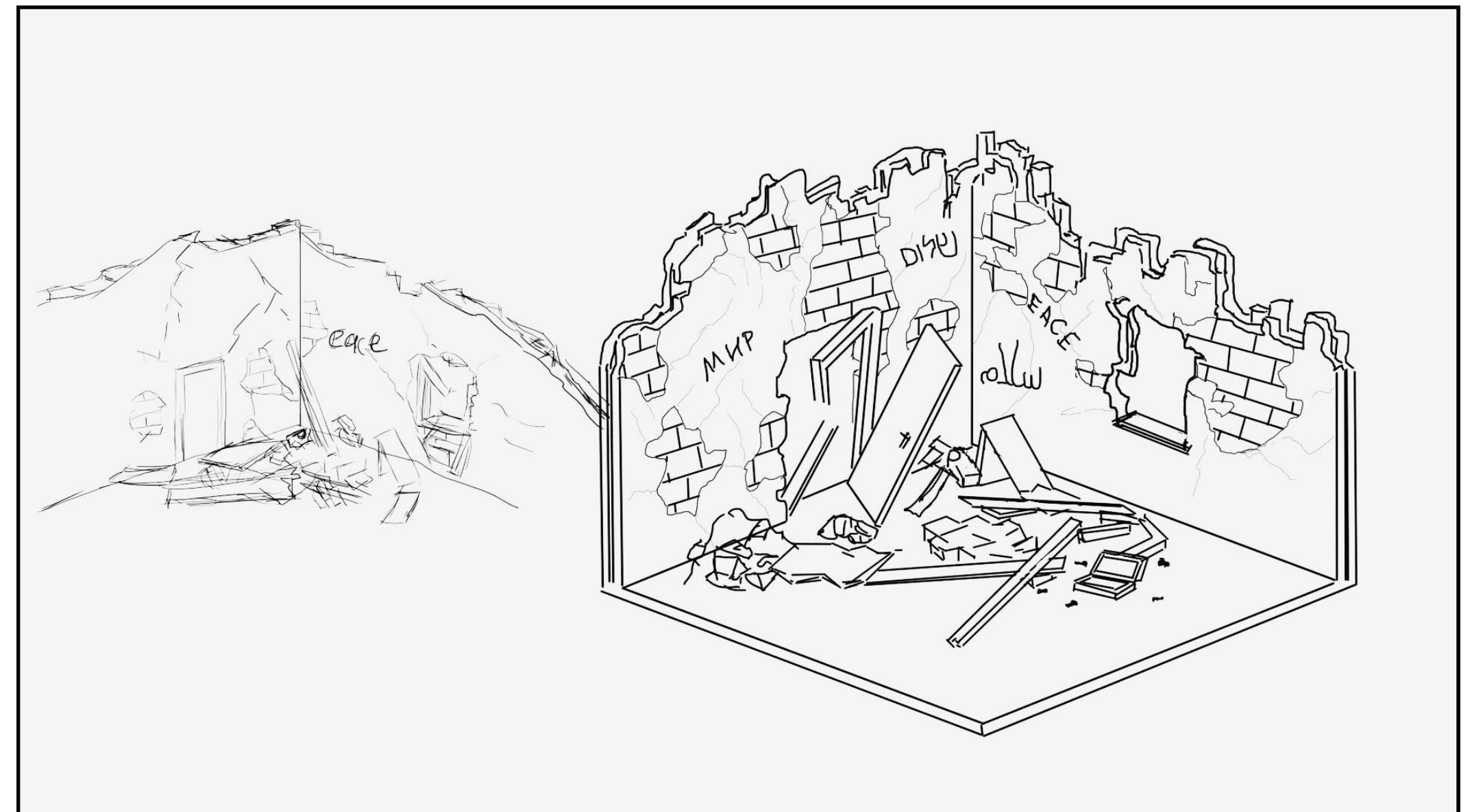
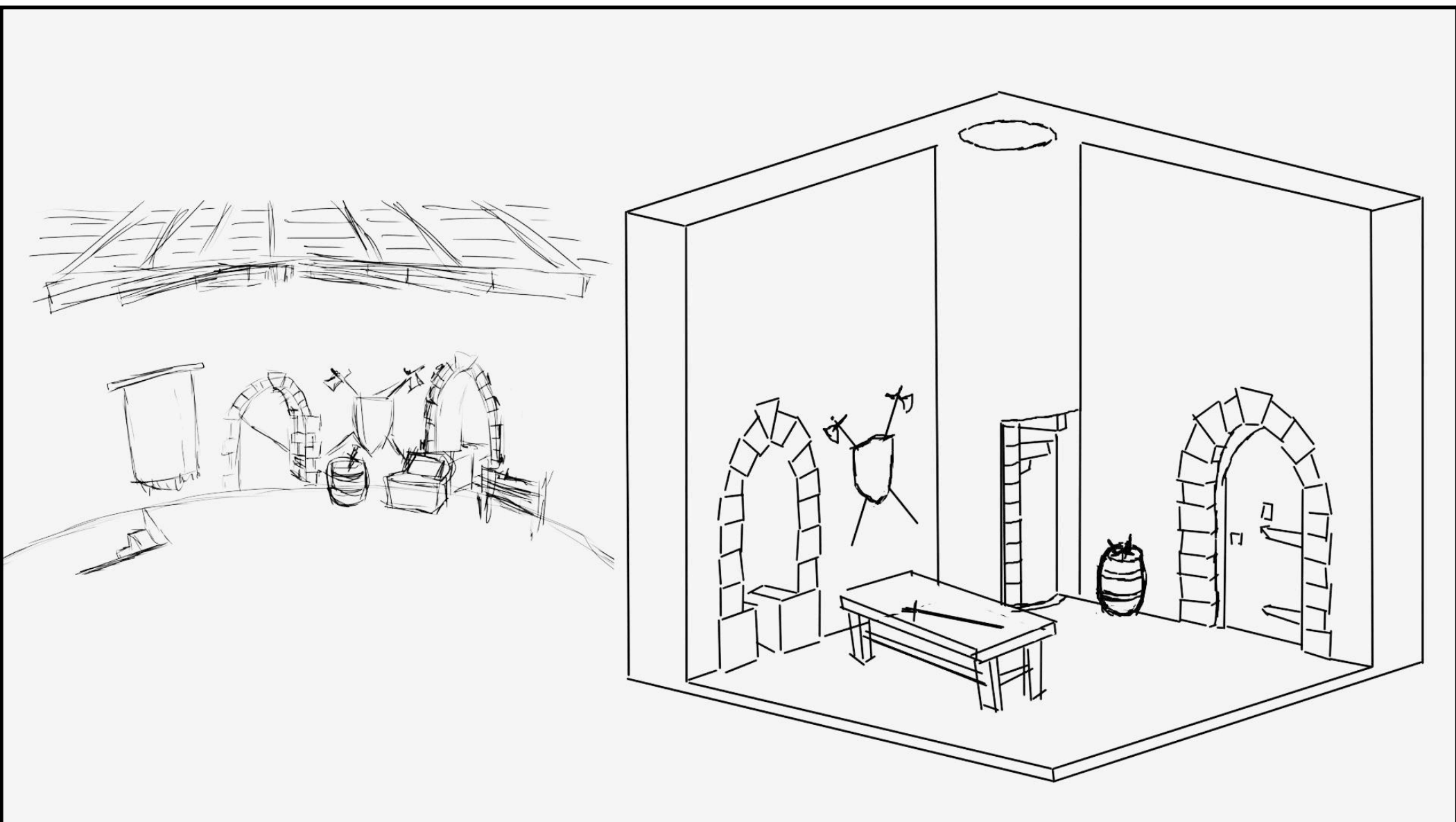
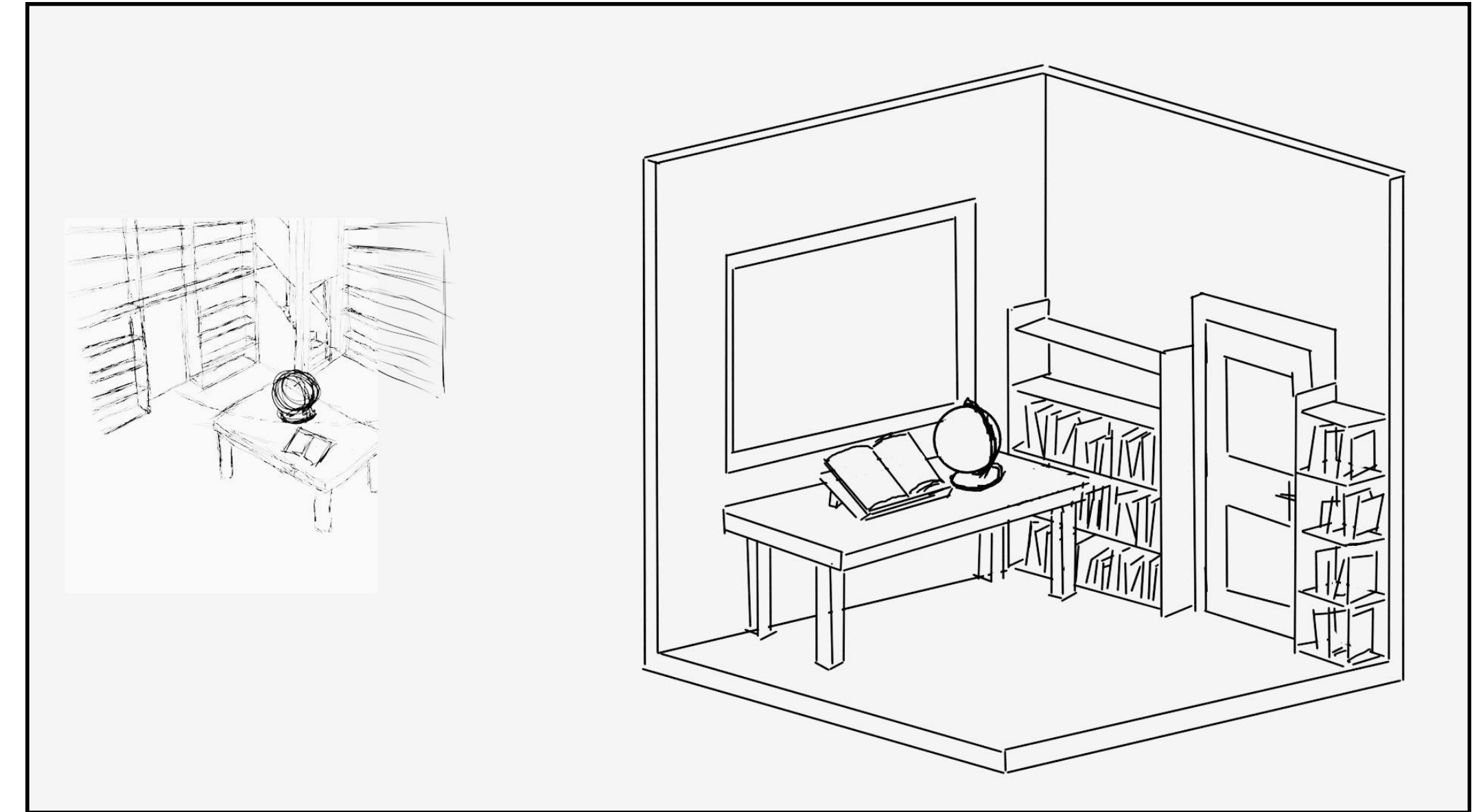
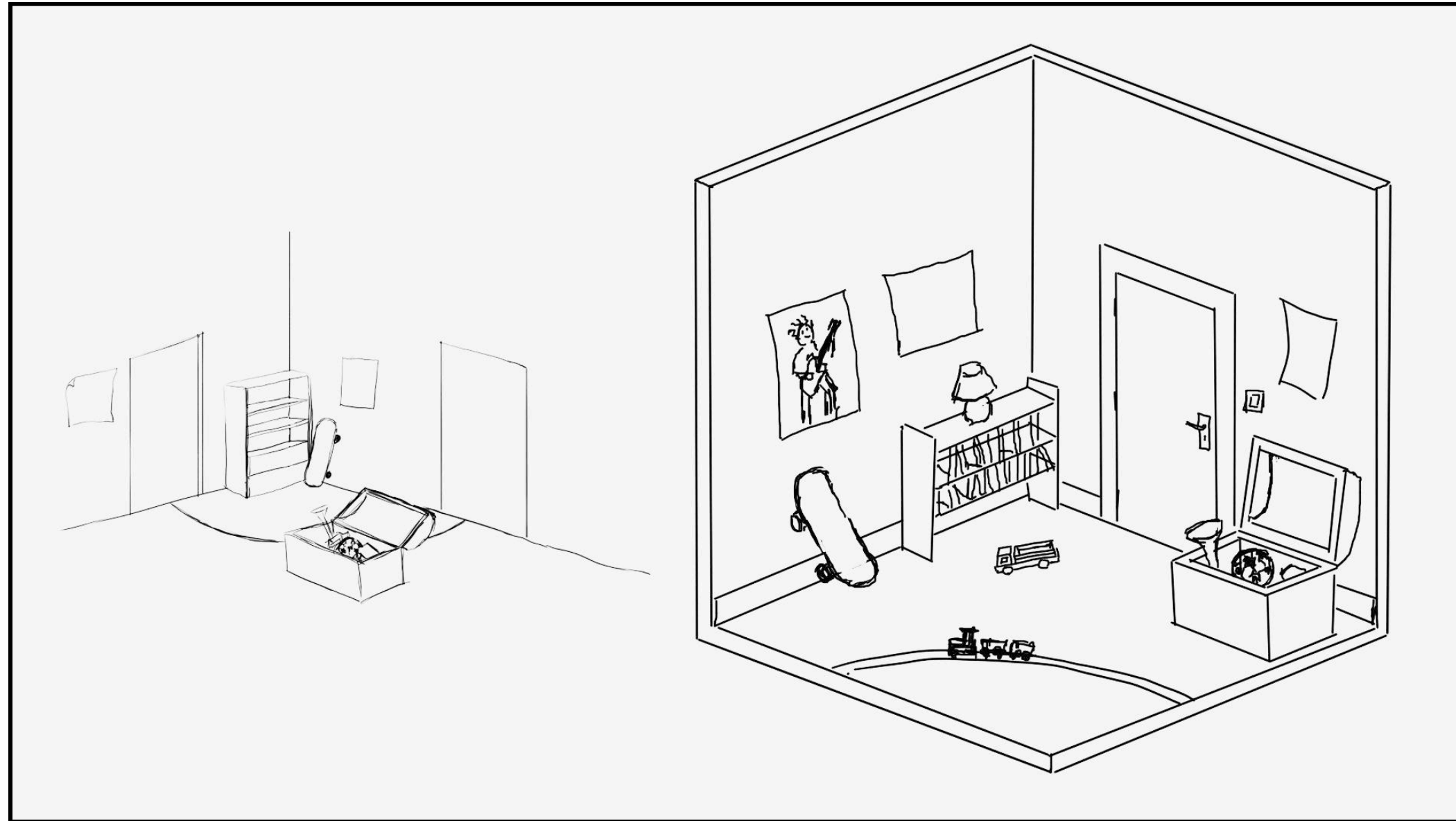
Dioramas

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Scene 1	Shot 1	Scene 1	Shot 2	Scene 2	Shot 1
					
<b>Setting</b> <u>INT. PLAY ROOM - DAY</u>		<b>Setting</b> <u>INT. PLAY ROOM - DAY</u>		<b>Setting</b> <u>INT. LIBRARY - DAY</u>	
<b>Action</b> Toy truck drives from corner towards wooden rail track in middle of room.		<b>Action</b> Train passes the truck.		<b>Action</b> Globe spins.	
<b>Dialogue</b> Muted sound of a wooden train on a wooden track.		<b>Dialogue</b> Louder sound of a wooden train on a wooden track		<b>Dialogue</b> Sound of globe spinning	
<b>Camera/timing notes</b> CAMERA 1: Wide shot of a corner of the <u>play room</u> near the door. 12 frame hold CAMERA 1 tilts to follow truck (24 frames)		<b>Camera/timing notes</b> CAMERA 2: Very close to the floor (24 frames)		<b>Camera/timing notes</b> CAMERA 1: Close up on globe for 24 frames	

# 4 Rooms

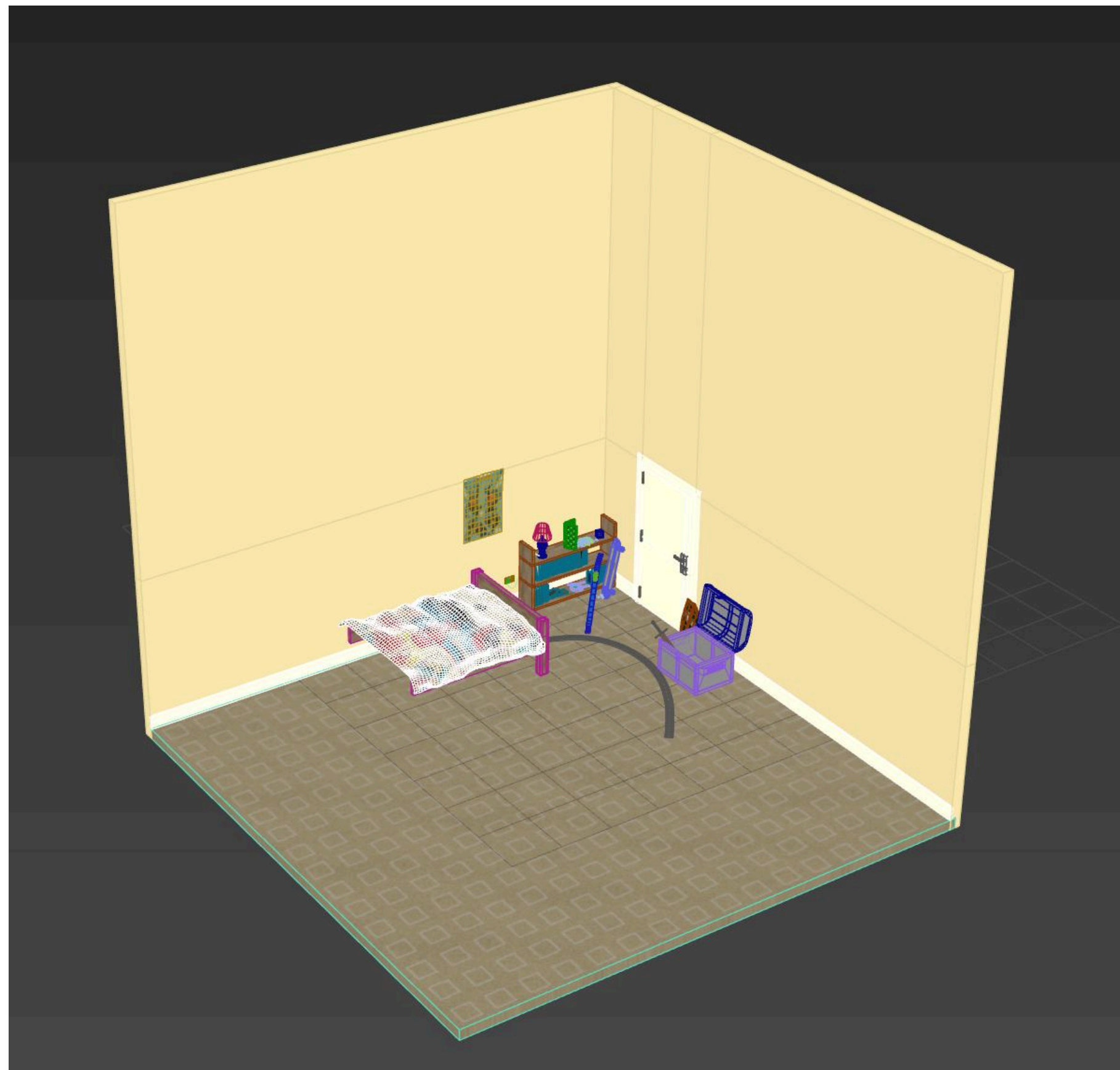
## Preliminary Sketches



## 4 Rooms

### Mockups

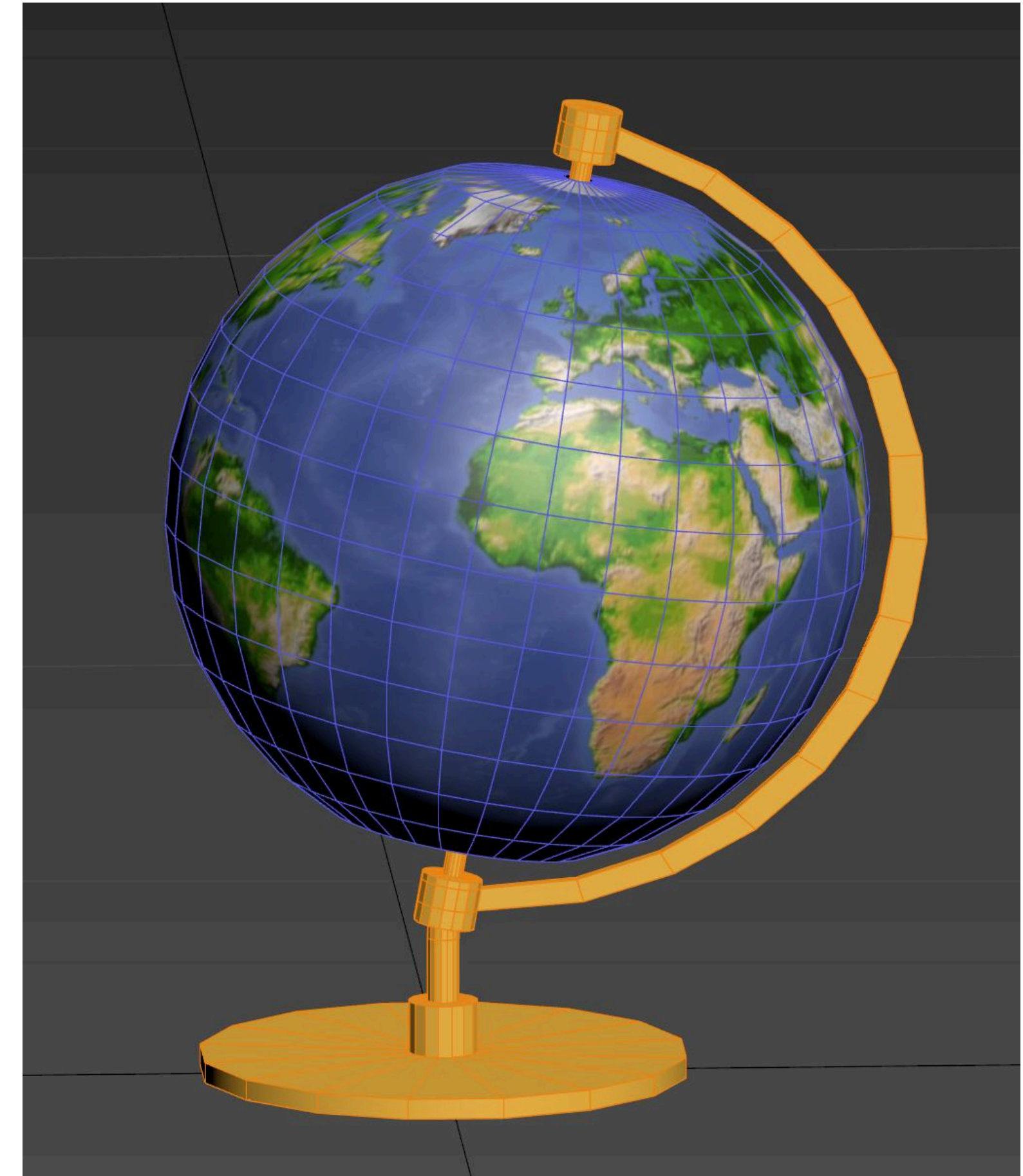
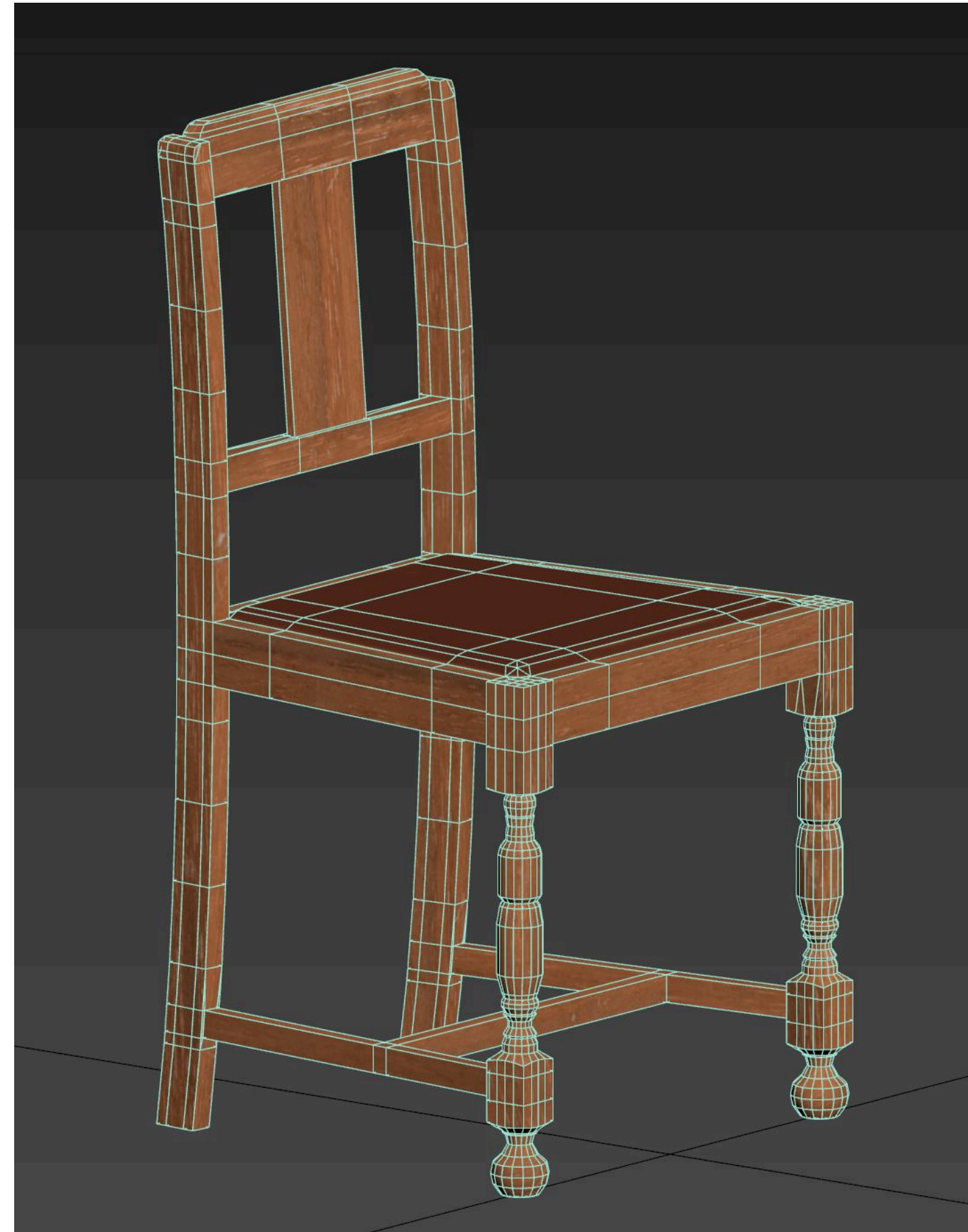
Each scene underwent a number of iterations before the layout, colours and camera angles were finalised.



## 4 Rooms

### Assets

All of the assets were modelled and textured in 3DS Max. A number of the models make an appearance in more than one scene.



## 4 Rooms

### Ruin

A representation of the destruction and waste caused by conflict. The impact of this desolate scene is enhanced through the use of light flashes, and camera shake in time to the sound of explosions.



# Thank You

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