

ZEKAI ZENG'S PORTFOLIO



ZEKAI ZENG 1129816

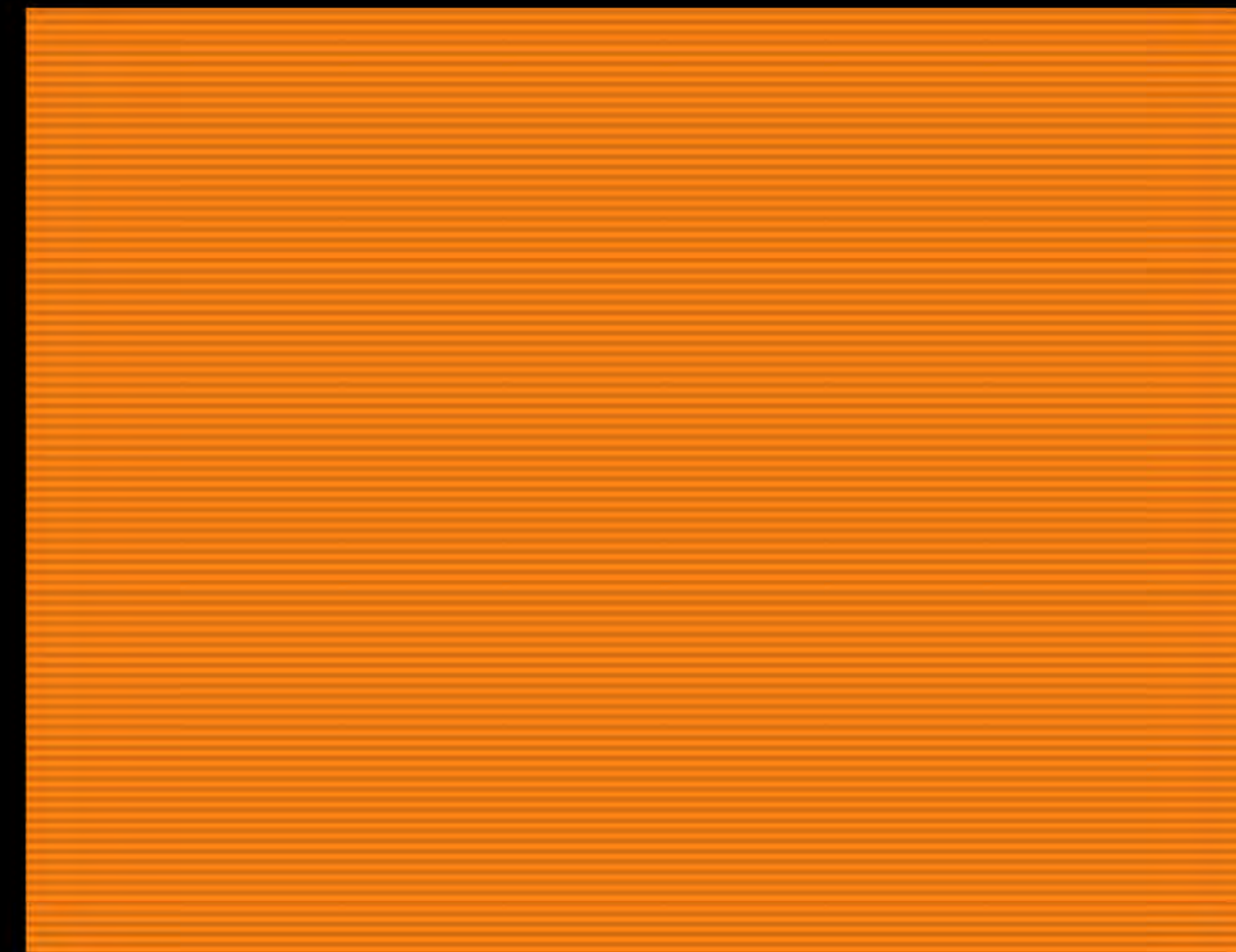
Wenzhou Kean University (Interior Design)

SKILLS:

- Unity
- Blender
- Photoshop
- Illustrator
- Rhino 7
- Sketch Up
- AutoCAD
- V-Ray
- Revit
- Indesign
- Silk-screen Printing
- Boxing
- Installation Art
- Wood Crafting

LANGUAGES:

Chinese
Native
English
Advanced



ZEKAI ZENG'S PORTFOLIO



Seafood Market | PopUp Store
Designed in 2020



Mercenaries are Egoists | 2D Mutiplayer Game
Developed in 2021



Case 12/31 | 3D Detective Game (Demo)
Developed in 2023



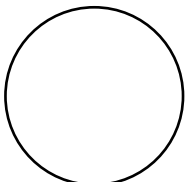
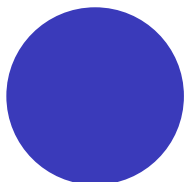
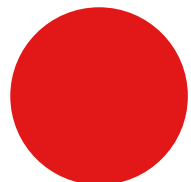
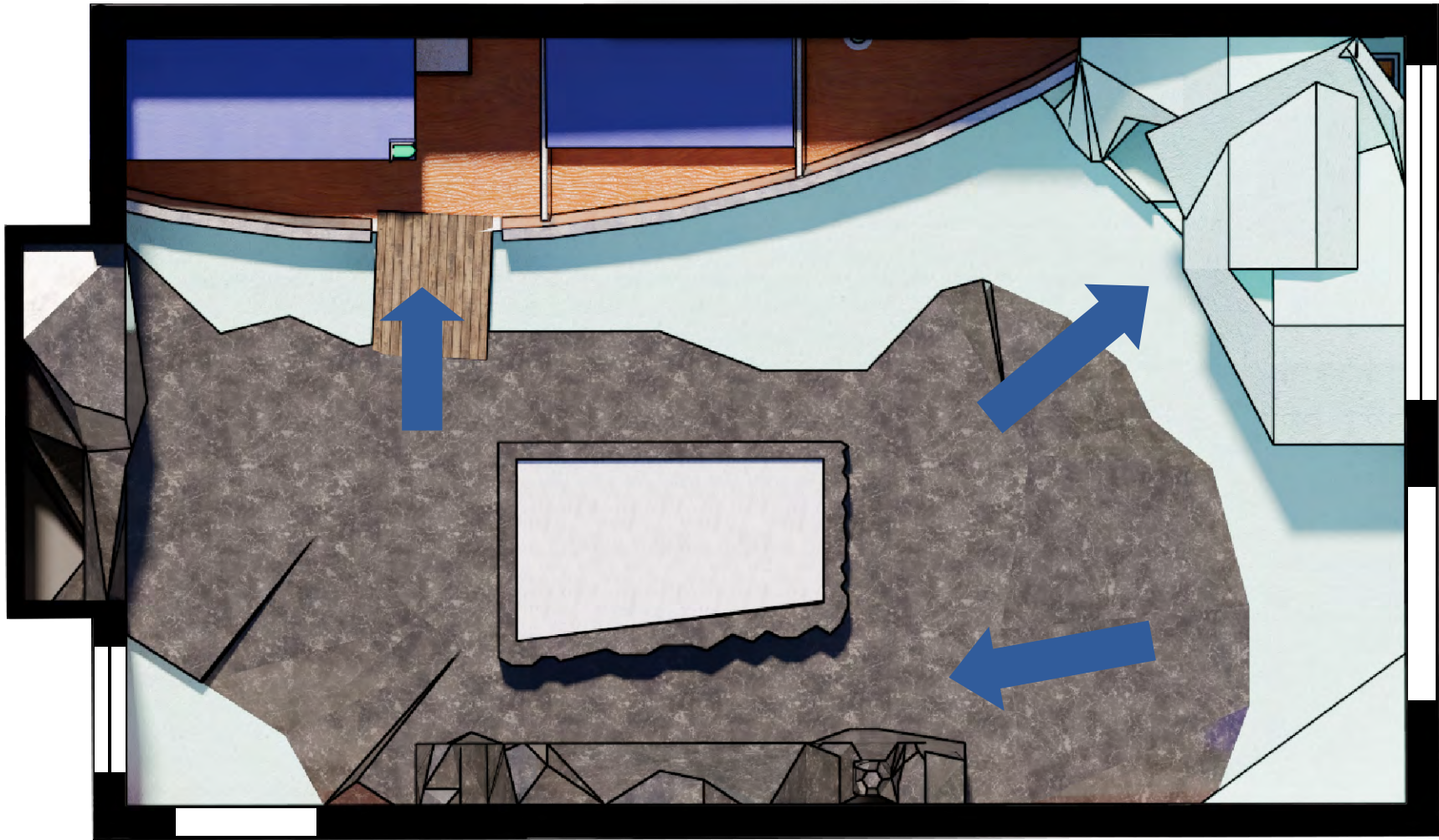
AKABO | Board Game
Developed in 2023



Wall of Sigh | Installation art
Created in 2022



PopUp- Seafood Market



Imagination

While on a fishing ship in Iceland, the captain instructs you to gather shells on the black beach and fish in the ice-cold waters beneath the glacier. As you stroll along the black beach, you collect numerous shells, and then bravely plunge into the frigid water. To your amazement, you encounter a plethora of stunning fish. After your hands are filled with the treasures of the sea, you return to the fishing ship and package them up.

Ice Maker

Shelf 1

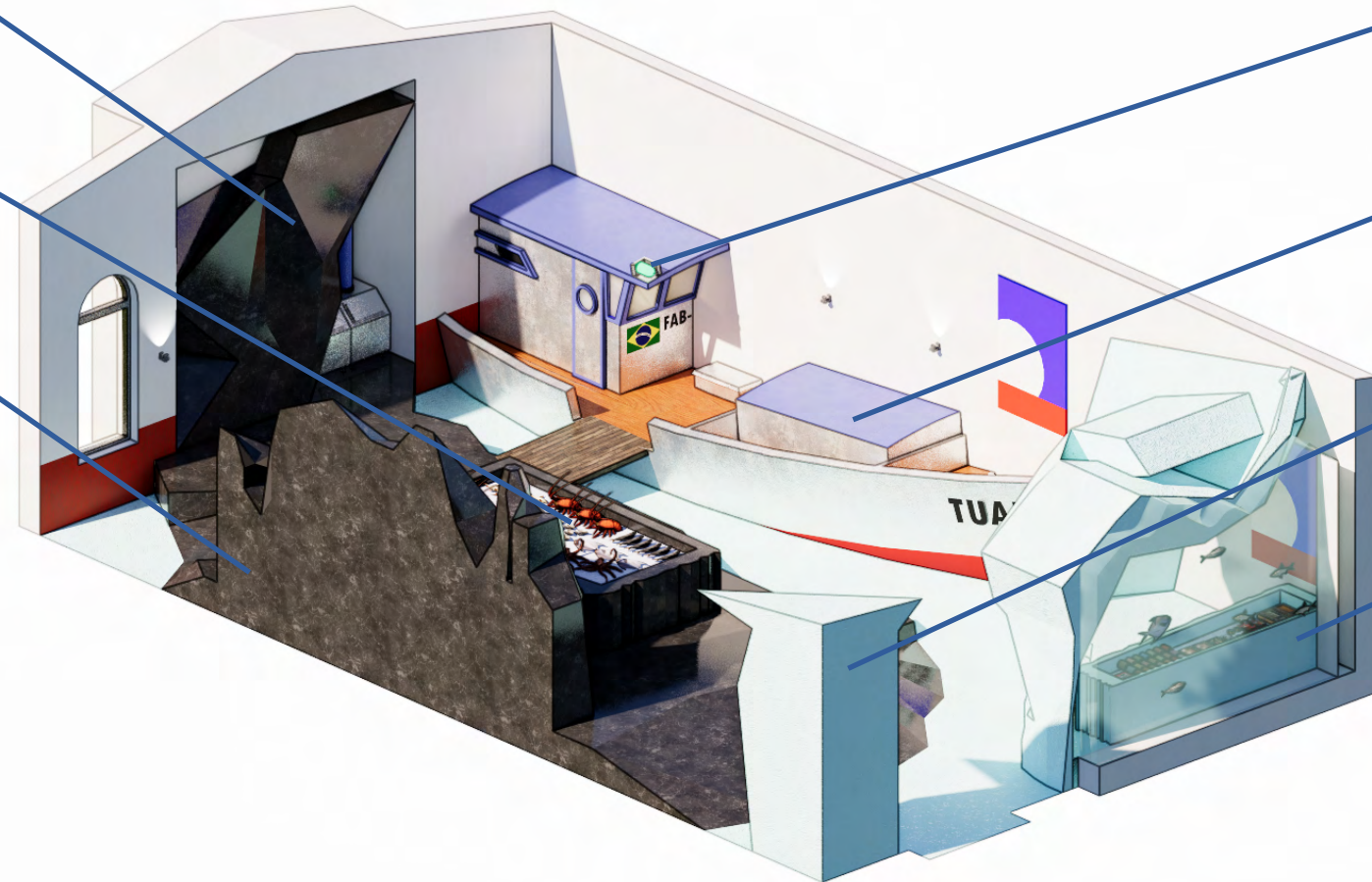
Shelf 2

Cabin Counter

Real Ship

Poster Screen

Shelf 3





I want to create a immersive experience for customers in Iceland, fishing in natural surroundings and packaging on a fishing boat. The black beach, black reefs, and ice are iconic landscapes of Iceland, and these design elements will dominate the entire space. A real retired fishing boat will be used for the fishing experience, black marble will represent the black beach and reefs, and PVE plastic will be used for the glaciers. This is because Iceland's environment is relatively extreme, and natural materials are not suitable for indoor use.

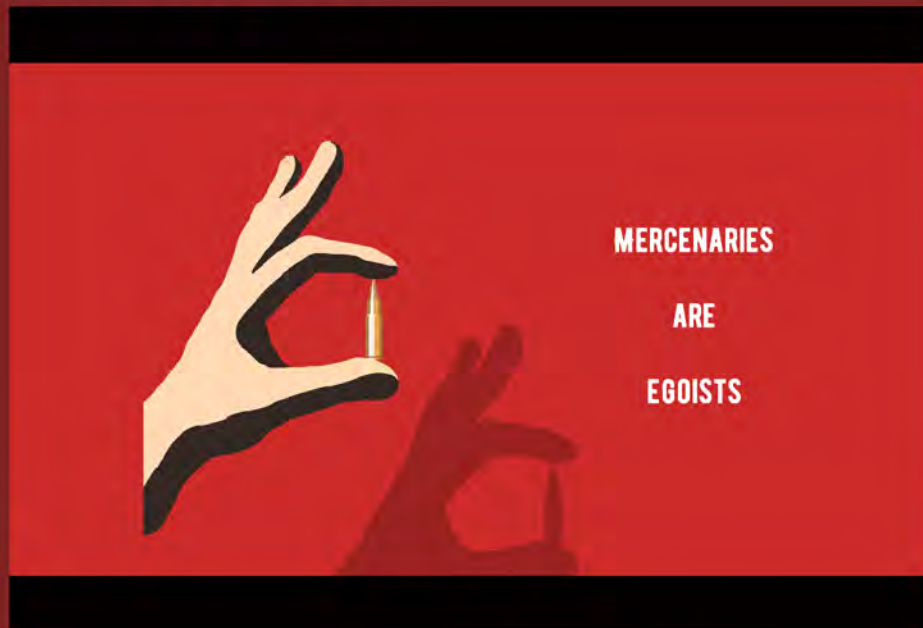


There will be an ice-making machine indoors to ensure the freshness of the seafood and enhance the customer's shopping experience to a certain extent. This is a pop-up concept store, so long-term operation is not my primary focus in the design. Instead, I am focused on the customer experience itself, as well as the use of colors, lighting, and guiding elements. The colors of the Icelandic flag are red, blue, and white. I will use red as the base color, add white in the middle section, and use blue as the top layer. I believe that this color scheme will add a sense of fashion to the concept store.

Mercenaries are Egoists

OVERVIEW

Video Links: <https://youtu.be/-05iCWCWZX4>
<https://youtu.be/qMvPPA1v2Fk>



This is a multiplayer competitive online game, in which players are divided into 2 teams, and fighting for some certain map mechanisms to win the game. The rule is similar to Overwatch or Team Fortress. Players can select a hero and a weapon before starting the game. Each hero has a passive skill, a normal skill and an ultimate skill.



INSPIRATION & REFERENCE



As a visual artist on the team for this competitive game, we have taken inspiration from Team Fortress 2 and Overwatch in terms of game modes and classifications. One of my goals is to inject a sense of absurdity and humor into the fast-paced gameplay. Players can engage in a dance-off like Vincent and Mia in Pulp Fiction during matches, adding a fun and lighthearted element to the competition. The stage is designed with attention to detail using pixel art, allowing for seamless integration into the overall game design.

GAME CONTENT



Animations are a huge part of our game develop process. I don't think the current animation is the presentational version but I believe game develop process is necessarily iteration.

Animation (Chracters)



Animation (Weapons)

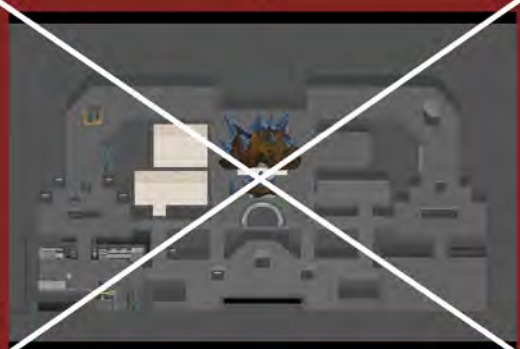


Weapons



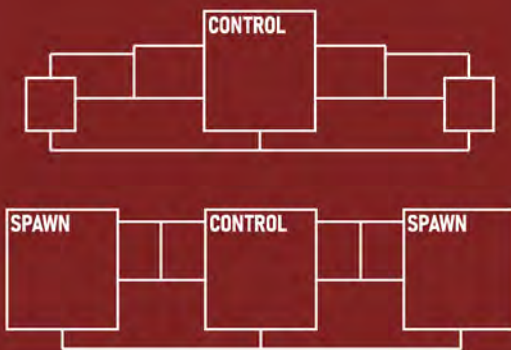
All the weapons are balance. you can fight rocket launcher with knife and fight shotgun with pistol. Players can freely choose weapon and characters combinations.

LEVEL DESIGN SPIRAL MODEL (Check pionts: Paths, Spaces, Blindages, Passtime.)



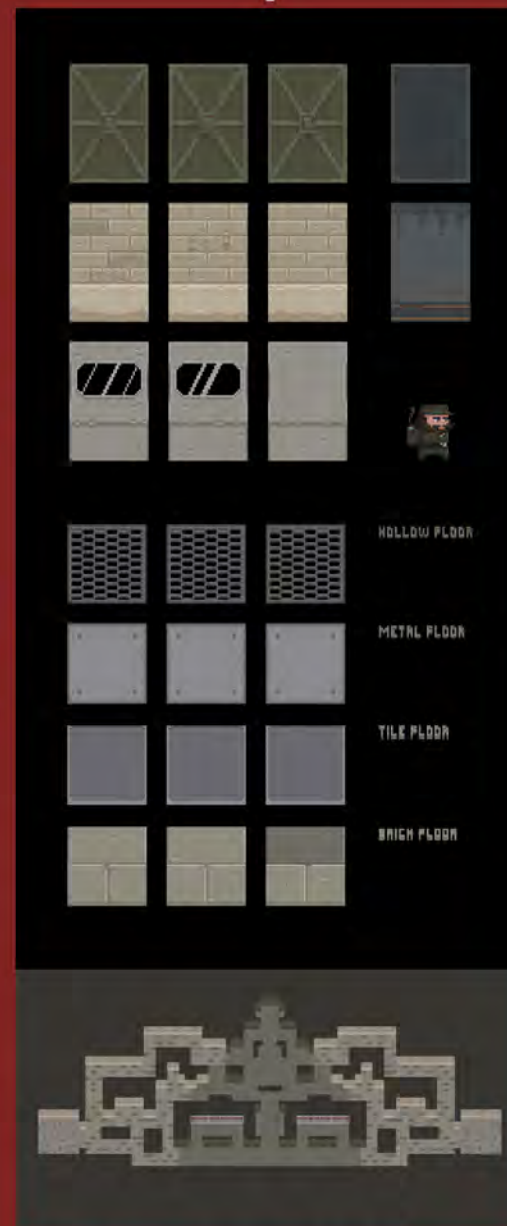
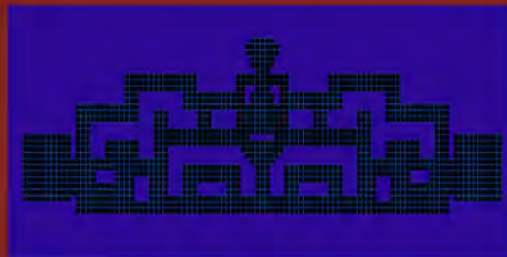
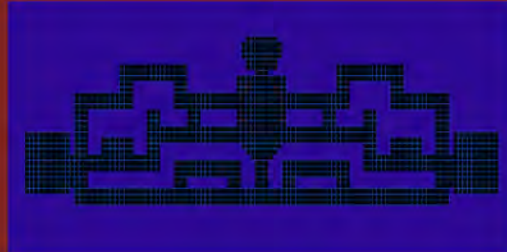
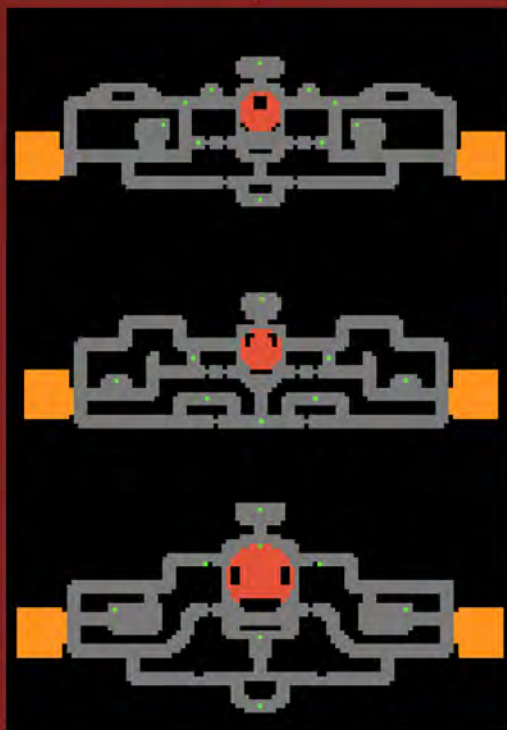
Prototype1:

I realized that I made a mistake in my design process when I only focused on the colors and basic concept of Meteorite Lab, and neglected the level design. As a result, issues arose quickly and I decided to quit this prototype.



Prototype2:

I drew from my research on Counter-Strike, Overwatch and Team Fortress 2. I noticed a common theme among them which I Dubbed “山山” (W,W in English letters). This refers to the three main routes players have to choose from at the atart, with two connection paths, one in front and one in back. One path leads to the control point, while the other takes players to the front of the battle field. There’s also an independent “Ninja Path” which is the fastest route to the battle field but involves potential conflict. This “rock-paper-scissors” dynamic creates a complex but compelling gameplay experience.



(Drawing Stage)

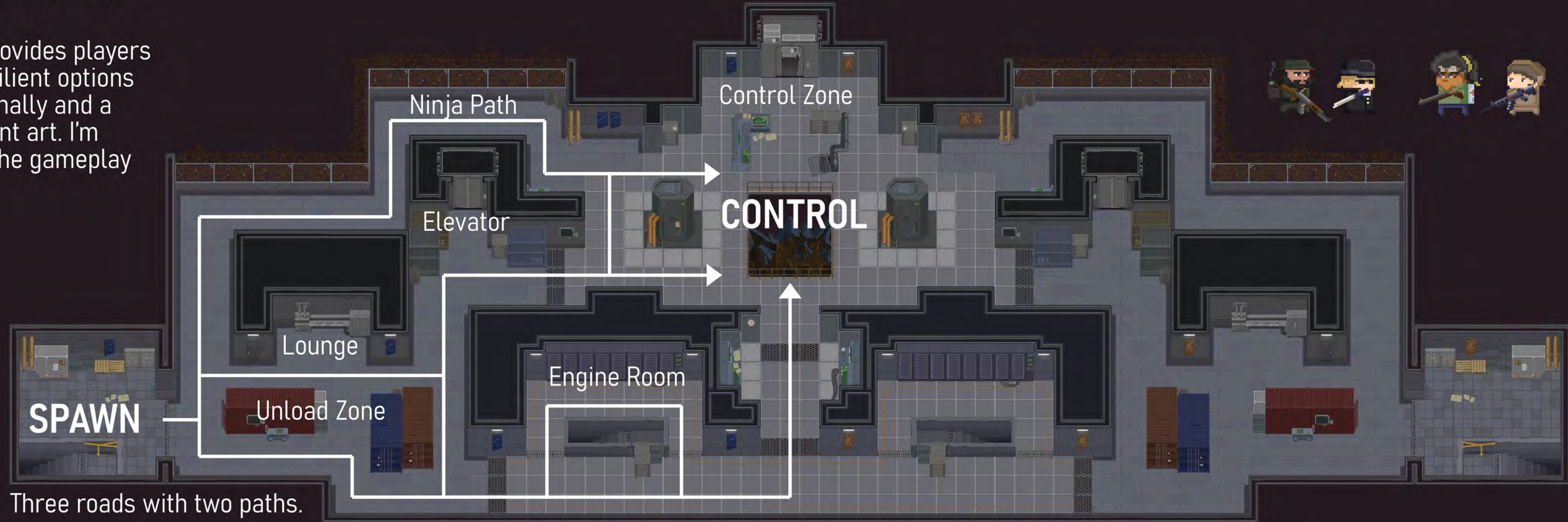


Final Stage :

I enjoy this stage the most in the whole level design process. It's where I can draw a better level design and create a playable map. I draw this map freely and try my best to learn pixel art, using it as a final test. The result turned out well as people love this map and are happy to play in it.

Visual design of Meteorite Lab

Overall, my map design provides players with multiple valid and resilient options to make players act strategically and a clear, readable environment art. I'm confident it will enhance the gameplay experience.



CASE 12/31

Video Link: <https://youtu.be/ZDhDzai3Lzs>

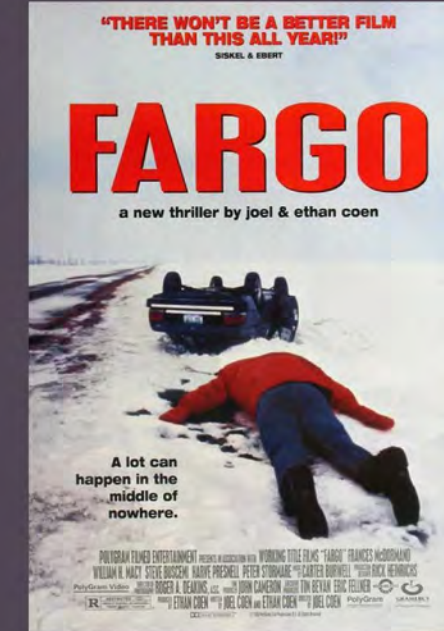
OVERVIEW



In 12/31, I aimed to create a sense of bewilderment among the players, leaving them uncertain of what had happened, but also piquing their curiosity about what would happen next.

I use my interior design mind trying to create this type of atmosphere.

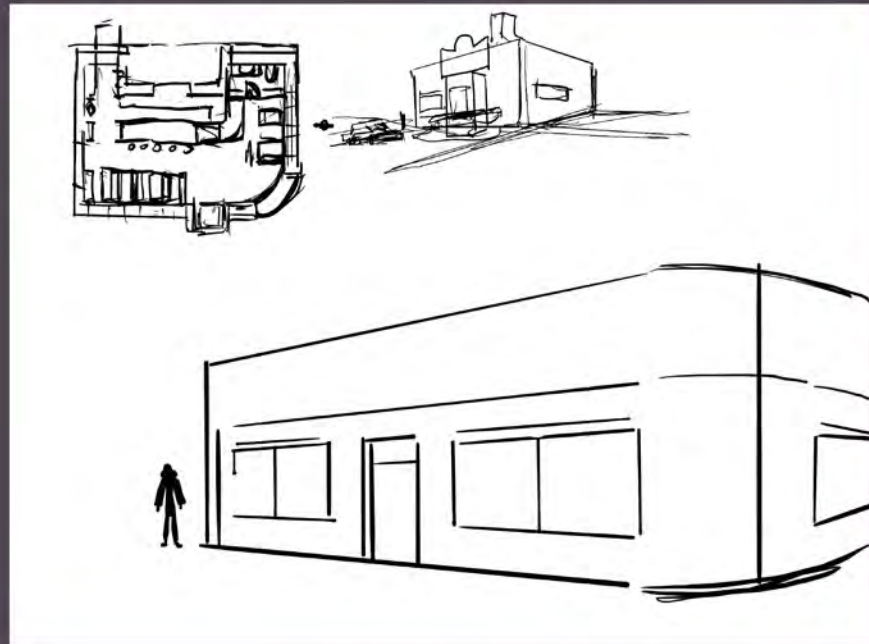
INSPIRATION & REFERENCE



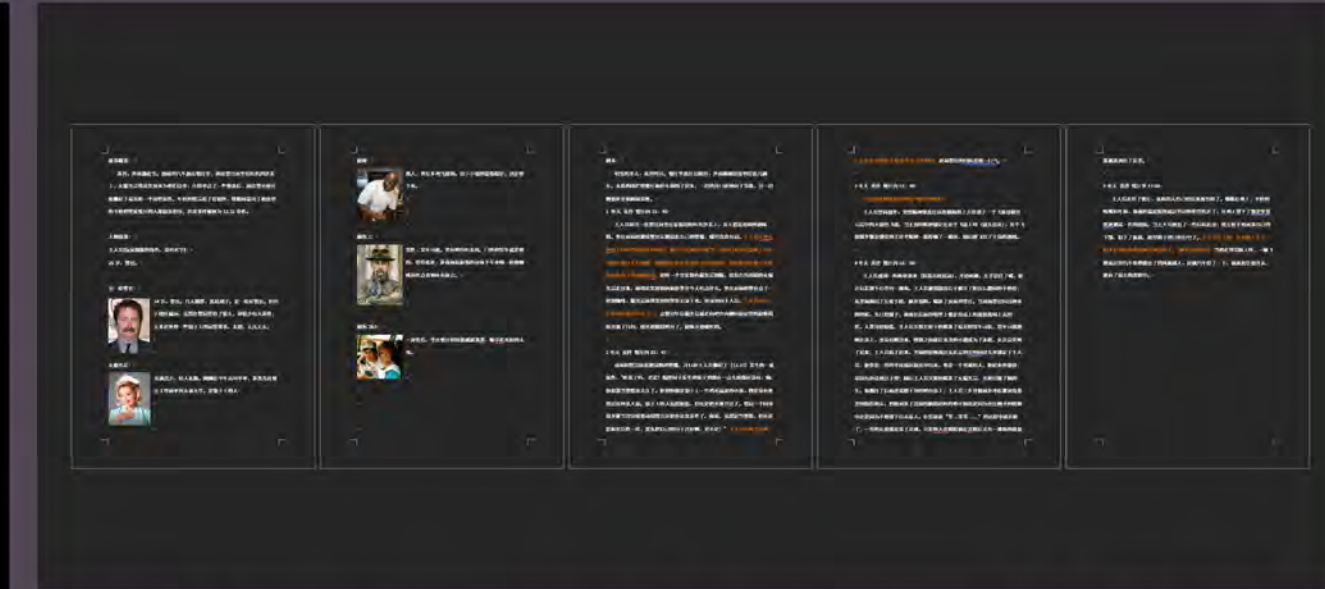
Fargo is one of my favorite Movies and TV seires for years. 12/31 is a game demo that shows my respect to Fargo season 2.

The story happen in a roadside hut called "HH's Hut". Which is my version of "WAFFLE HUT" in Fargo Season 2.

VISUAL PREVIEW



Previsualization of 12/31



I wrote a script based on Fargo season 2 Episode 1. The script happens at afternoon, two police officers are chill in the HH's Hut. Right after they order food, one of the officers see a strange thing flying above the woods. He put out the gun and kill everyone in the hut. After he realize this, he been track to the woods, and a car hit him. Demo ends. I plan to finish the whole game as a detective game, the main character is detective the whole connected cases and made choice between find out the truth and embrace the daily family life.

OVERVIEW “AKABO” is a short version of “Ah! Cowboy” and also is a Yoruba word that means “we have come” or “welcome” in English.



INSPIRATION

In a story of The Ballad of Buster Scruggs, an old gold prospector discovers a spot and strikes gold. A bandit comes, shoots the old man, but he retaliates and takes the gold.



Screenshot from The Ballad of Buster Scruggs (2018)

GAME CONTENT

2-4 Players 60mins

Basic Map

Victory condition: **Collect 8 gold**

Plains: Collecting food takes one turn, roll a dice > 3 to complete the food collection.

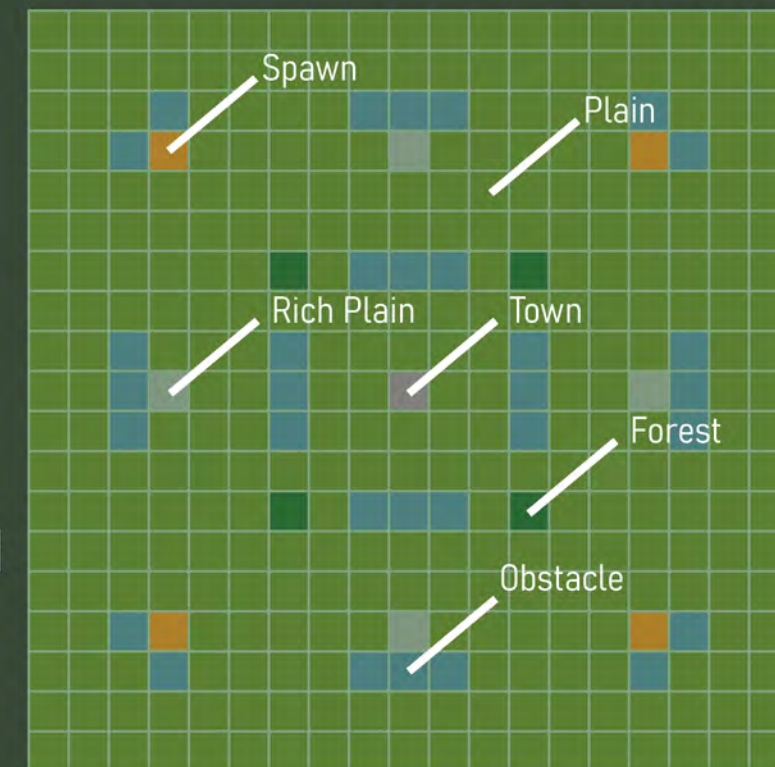
Rich Plains: Mining gold takes one turn, roll a dice > 3 to complete the gold mining.

Forest: Trigger a random forest event.

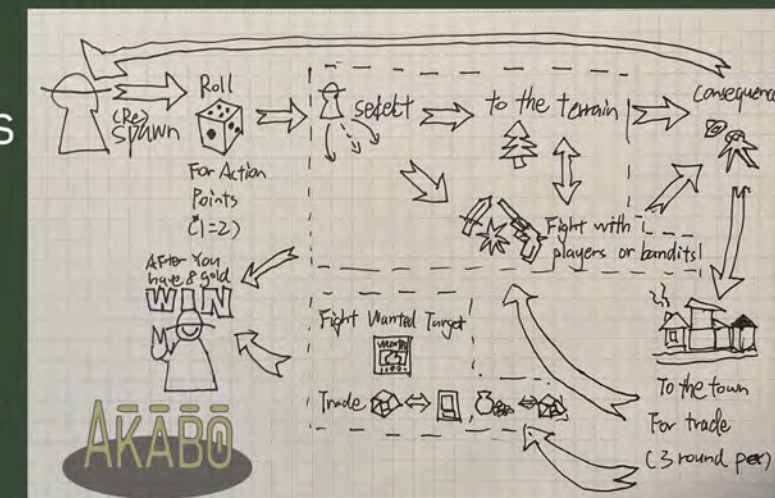
Spawn: Player revival point.

Town: Purchase combat cards; food trade (3 food can be exchanged for 1 gold); Wanted shows where the villains are. When a player enters town, they will receive 6 coins for shopping and players can only enter the town once every 3 turns. No combat is allowed in the town.

Video Link: <https://youtu.be/cKAB6kjmWfA>

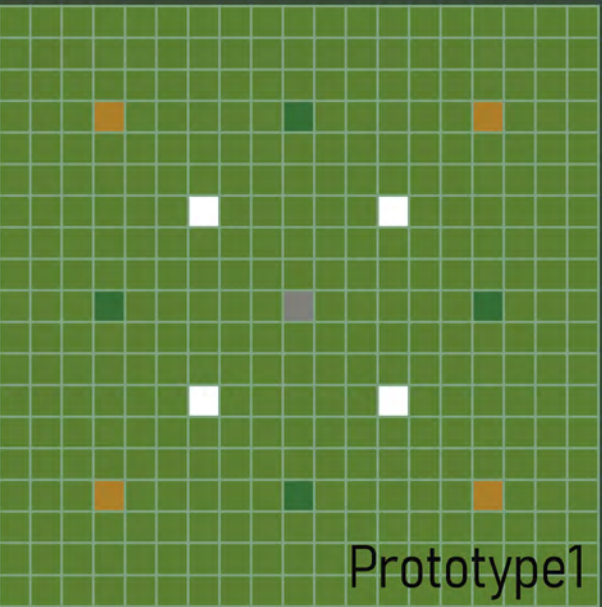


Game Process

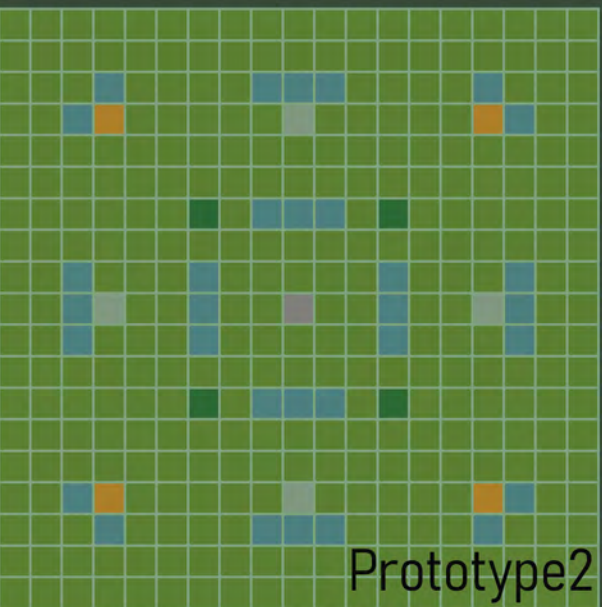


GAME CONTENT

Game Board



Prototype1



Prototype2

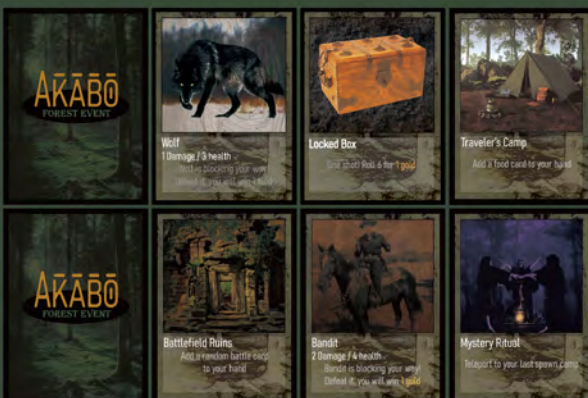


Cards (four types)

Combat Cards



Forest Event



Wanted



Food Cards



Other



Gold Block



Health Indicator & Collector

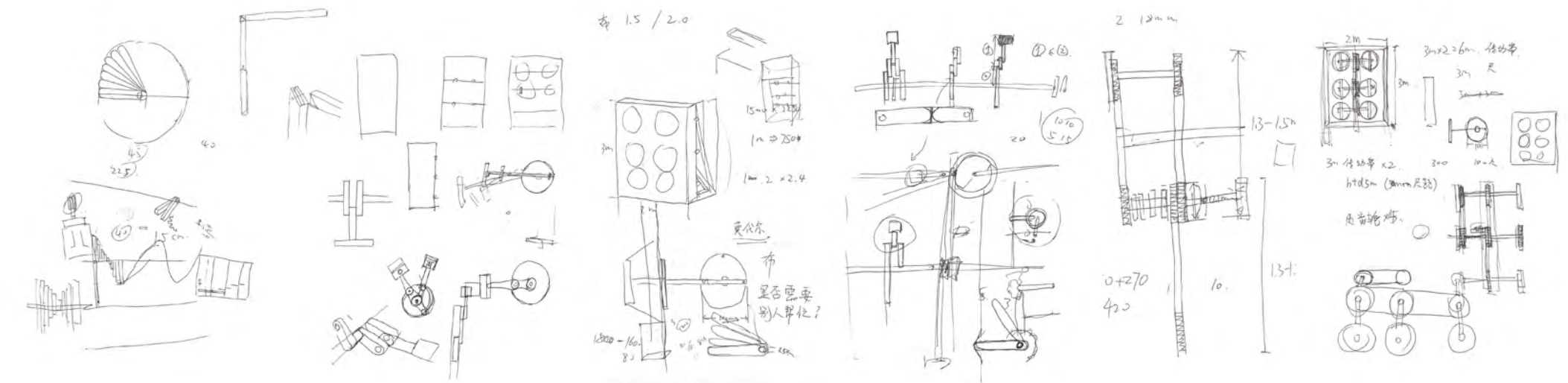
WALL of SIGH

When we facing the Wall of Sigh, we will eventually find that there is no way we can break it down and

Escape from Purgatorium to Elysum.



At the very beginning, we want to build a solid gear wheel drive wall. After sketched and discussed, the gear wheel is hard to match the metal tube we want to use, we finally decided go along with **three engine** instead of one.





SIGH SIGH SIGH SIGH SIGH SIGH SIGH SIGH

PURGATORIUM

ELYSIUM



WALL of SIGH is unbreakable.



The concept of Wall of Sigh is came from ancient Greece myth "Western Wall". In this myth, the wall is in between the border of Purgatorium and Elysium, the wall is made by **three sighs of Persephone**. Meaning the Elysium is right there but we can go through.



Engines rolling, carrying wood sticks
On the wall, there are shadows of the world
Pink, white, blue, purple

In silence, we hear whispers
In silence, we hear sighs

Sighs from the other side

