



Reforge – Equipment Upgrades in MythWalker

As the UI Artist for MythWalker, I helped bring the Reforge system to life—an upgrade feature that enhances equipment stats and transforms item visuals. Working within a pre-defined system, I contributed wireframes, visual design, and 3D animated assets to create a functional and visually rewarding experience.

Employer: Nant Games
Role: UI Artist | Visual Development
Platform: Mobile (iOS & Android)
Tools: Blender, Photoshop
Project Status: Live

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Contents

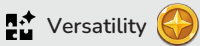
- Overview
- Objective
- Design Process
- Visual Design
- Project Results

Objective

The Challenge

Reforge was an expansion of the existing Blacksmithing system, with core mechanics already defined. My role was to design a UI that clearly communicated item eligibility, resource costs, and upgrade benefits—while visually reinforcing the fantasy blacksmithing theme. Without the opportunity for user research or UX strategy input, I focused on clarity and cohesion through layout, visual storytelling, and animation.

Although the project did not follow a full UX research pipeline, I worked within an agile and iterative visual design process



For the Blacksmith Reforge feature, I brought together a wide range of skills—wireframing, UI visual design, context-aware UX flows, animated transitions, and 3D asset creation. I modeled, rigged, and animated the hammer and anvil to support the narrative goals of immersive equipment upgrades.

This feature exemplifies my ability to merge UX structure, visual storytelling, and technical artistry to deliver a cohesive, roleplay-driven experience.

Design Process



Discover

Received system documentation & functional specs from the game designers for the Reforge flow



Define

Created low-fidelity wireframes in Figma, exploring layout, resource display, preview states, and confirm interactions within the blacksmithing context



Develop

After wireframe approval, I developed a high-fidelity visual style using Photoshop composites. I explored themes of heat, metallurgy, and magical refinement to match the in-world fantasy blacksmithing aesthetic



Deliver

Once the visual style was approved, I assembled UI composites in Unity, adjusted for mobile vertical format, and set up anchoring for responsive behavior. The engineering team then finalized the scene with interactive code components and backend logic

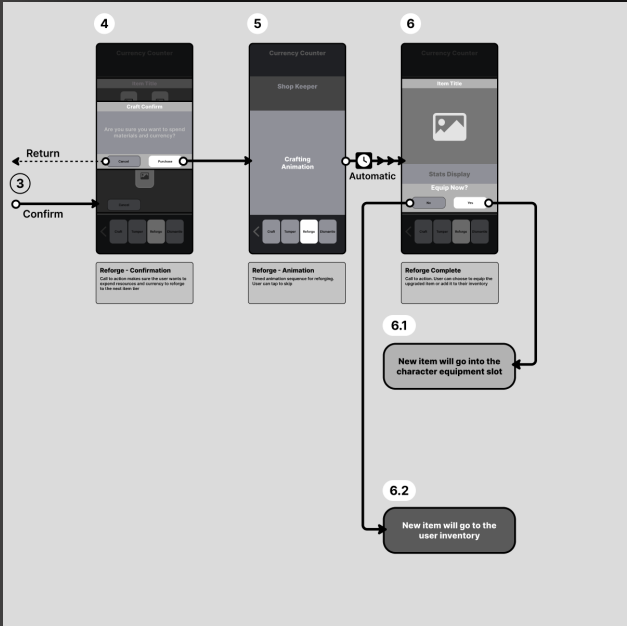
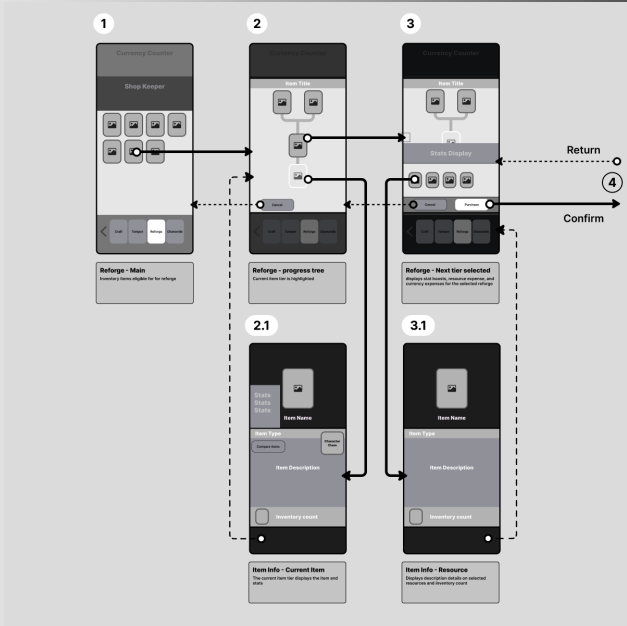


Wireframe (Figma)

My Early wireframe layout for the Reforge interface, designed in Figma. Focused on clear presentation of upgrade requirements, item eligibility, and confirmation flow within the existing blacksmithing context.

Optional sub-labels for callouts:

- Resource & currency requirements persistently visible
- Tiered visual structure for input, preview, and confirm steps
- Integrated into existing Blacksmithing shop UI



Visual Design

The interface was designed to evoke a sense of transformation and reward through rich metal tones, ember-like accents, and rune-inspired details that suggested enchantment and craftsmanship. Rarity tiers were distinguished by color, framing, and visual effects to make upgrades feel meaningful. To enhance the reforgeing moment, I also designed and animated a stylized hammer-and-anvil cutscene, bridging the UI interaction with the fantasy narrative and adding a sense of impact and emotional payoff

High-fidelity Photoshop mockups exploring the visual language of Reforge. Emphasized enchanted metalwork, rarity-based framing, and glowing forge elements to reinforce the feeling of magical transformation.



High-Fidelity Photoshop Mockups
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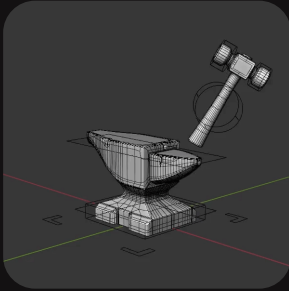


High-Fidelity Photoshop Mockups
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Detail Oriented Execution

I engineered the Reforge UI with precision—building flexible, responsive layouts in Unity that adapt seamlessly across devices, from compact phones to widescreen tablets.

By using aspect ratio fitters, content controllers, and smart anchoring, I ensured consistent alignment and clarity. I also tested and tuned UI animations to maintain smooth behavior across screen sizes, so every transition—from hammer strike to stat boost—felt polished and performant.



Unity Implementation

Final UI implementation in Unity, using approved art assets and layout composites. UI anchoring optimized for vertical screen format, with code integration completed by engineering.

Optional sub-labels:

- Anchored UI for mobile vertical scaling
- Reforging sequence triggers hammer animation cutscene
- Live visuals aligned closely with Photoshop mockups

Hammer & Anvil Animation (3D UI Element)

Custom hammer and anvil animation designed in Blender and integrated into the Reforge flow. This short cutscene plays during item transformation and adds weight and theatricality to the upgrade moment.

Optional sub-labels:

- Modeled, textured, and rigged in Blender
- Frame-friendly silhouette for mobile
- Sparks and glow effects added via VFX collaboration



Project Results

The Reforge feature is now implemented in the live build of MythWalker. While I operated within a predefined interaction model, I was able to contribute significantly to the visual design, animation, and user interface layout, helping create an immersive and satisfying experience for players.

This project also gave me an opportunity to leverage my multi-disciplinary skill set—combining interface design, layout logic, illustration, 3D modeling, and animation. It reinforced my belief in the value of visual storytelling in game UI and the importance of cohesive theming even when UX research opportunities are limited.

