

帝女花 : The 2021 Remake

Wan Hua Li

40200887

For Pippin Barr

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While many restriction has to be taken in consideration when it comes to learning projects like this one, I took the decision to focus this project on individual expression. It is the simplest and more accessible idea conceptually. With all this technical javascript jazz we have learned throughout the semester, I have been missing the « fun » and lightness, which then becomes the reason why I have been wanting to explore new programming languages. As much as it's good to learn new things, it's always necessary to then stop and merge it with other skills to then move forward again. Focusing is good, refocusing is better.

As for the art direction of my project, I always worked my personal aesthetic as if I was a pop punk star. This would just be an other visual communication of myself with all my cultural background and personal interest. This time, I took inspiration from « 帝女花 », a cantonese opera, and the TV show Hannah Montana I've watched my entire puberty. The simulation is then a « best of both world » where you create a star from the esthetic of Cantonese Opera and Rock'N'Roll. -The visuals will be in collaboration with the hair and make-up artist Dyiamond. Although visuals are not marked, it is important to me because it falls into translation of aesthetic in the new form. It is something to master too, considering digital platforms have different conditions (liquid designs, etc). So to recapitulate the idea : a 帝女花 happy hardcore remake starring an alter ego pop star that you get to dress up. It's not about the music, just the image. Who said we needed more than this to make it nowadays?

This project is inspired by games like StarDoll, OhMyDollz, Ma-bimbo (disclaimer: pure toxic feminity) and the Sims 2 with which I grew up with. Either it was trauma or enjoyment that they provided me, they all had in common the idea of personalization, beauty, individuality and *individualization* - if that exists. Some of these games allow a larger stretch of the modification power for the player, some had strict presets and little personalization options depending on the coding complexity.

Technically speaking : lots of image components. Appart from the conceptualization and content generation, I want to create a game where the user can personalize and choose your New punk opera character with a selection of 6 hairstyles and makeups, with a *hypered* 帝女花 cantonese opera music playing in the background and choice of background. The wigs and make-up are

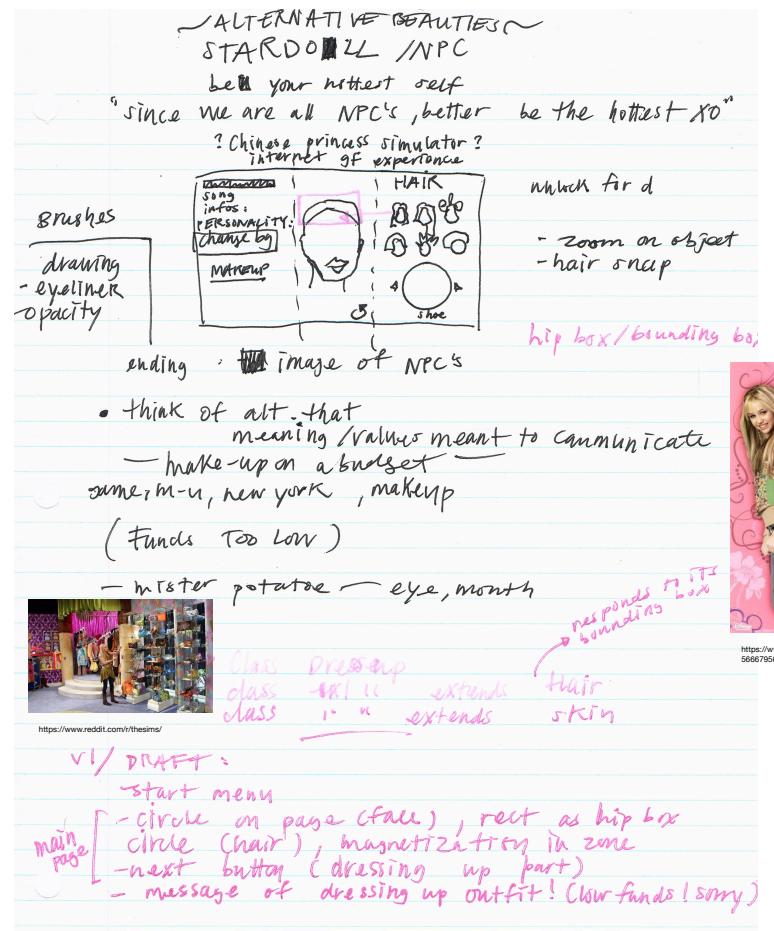


<https://www.imdb.com/title/tt0247292/>

draggable elements. The wigs won't stick to the canvas to allow creativity to the player (who knows, maybe someone will get all Margiela Spring-Summer 09 with this game), but the dragged make-up will display a new image of the face with the chosen make-up. I would add a brush asset so that people can draw on the canvas. The size of the brush can vary. This seems to be somehow complex since it is an other `moussePressed()` function. I also want random messages displaying at the bottom of the canvas in a message zone, it can be either random messages regarding the game (*when you are ready, press « next » to jump onto the outfit!*) or messages displaying when the player hovers over specific elements - such as a wig for which a name will appear at the bottom of it. As for the end, the user will click on a « next up : outfit » button and an automatic message of « sorry princess, funding too low » will end the game.

So to recapitulate the technicalities in point form :

- ★ States: intro, start, game and End
- ★ Draggable hair
- ★ Brush to draw
- ★ Visage changing when player drags an image on the model's face
- ★ Changing background
- ★ Music playing (no user inputs possible)
- ★ Next button (switching state)
- ★ Hover over messages displayed in a zone



https://www.youtube.com/watch?v=kAR_uFihd9E