



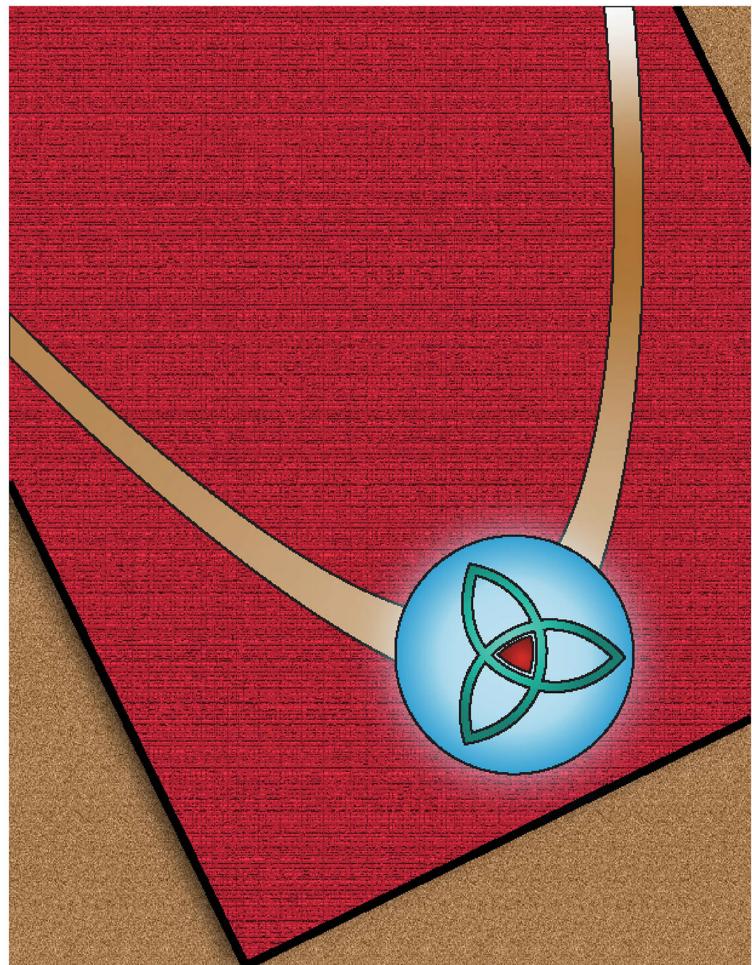
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About the Cover Page

The cover page shows Eirys Cleyr, an original character of mine that I made up for the game. She is a private investigator of "Cleyr Investigations". Her name derives from the words "iris"—for eye, not the flower—and "clear." Altogether, her name reveals her ability, the "clear eye". I've yet to decide how it will work in my game, but I find that it looks cool, so I included it. I've taken inspiration for this from Naruto, which features such special eye abilities as the Sharingan, Byakugan, Rinnegan, and so on (There are a lot of eye abilities...). I used Illustrator for this piece, utilizing the pen and live paint tool for the majority of it. The buildings in the background are to illustrate that she is in the city, and the purple sky signifying that it is night. The prime time for crime and mystery.

About the Title

The title is sort of a play on words. The word enigma means "a person or thing that is mysterious, puzzling, or difficult to understand." So in a sense, saying that something is a clear enigma is an oxymoron in itself. But, the main reason I set the title as Cleyr Enigma is because it is a mystery game, and it is about the Cleyr family line.



The Family Symbol

This is a necklace that has the symbol of the Cleyr family. It gives a soft glow which was done by using the "Outer glow" effect. It is set in on a red platform, which is then set on a desk. This effect was achieved with the drop shadow effect. The necklace part was made with the pen tool. The symbol was made with the pen tool, then converted into object, and then given a gradient and its own stroke to define it some more.



The City of Kor'ra

This is a sample of a night in Kor'ra, the central city of Uriel. AKA, where the game takes place. The split moon in the sky reminds the citizens that nothing is forever. That even the ground on which they stand is subject to destruction by powerful forces. Fairy spirits populate the sky, giving the city stars of their own.

More on the City

Uriel is split into several districts according to their races from the War of the Elites about some 500 years ago. About a 100 years ago, the city of Kor'ra was established by the Mediation Council in order to provide a place of unity and a city of peace. It was comprised of two members from each district and the city is built with the Mediation Council Tower sitting in the middle. As with all urban areas, crime rates started rising, the poor and homeless spread across the streets, and the rich got richer.

Troubled Streets

A crime scene is happening. Do your best to stay away... or not get caught in Eirys' case. Kor'ra police are tasked with upholding the law, but something tells us that they're not so keen on justice. For this piece, I added the "Kor'ra" text onto the police tape to make it seem more authentic to the game world.

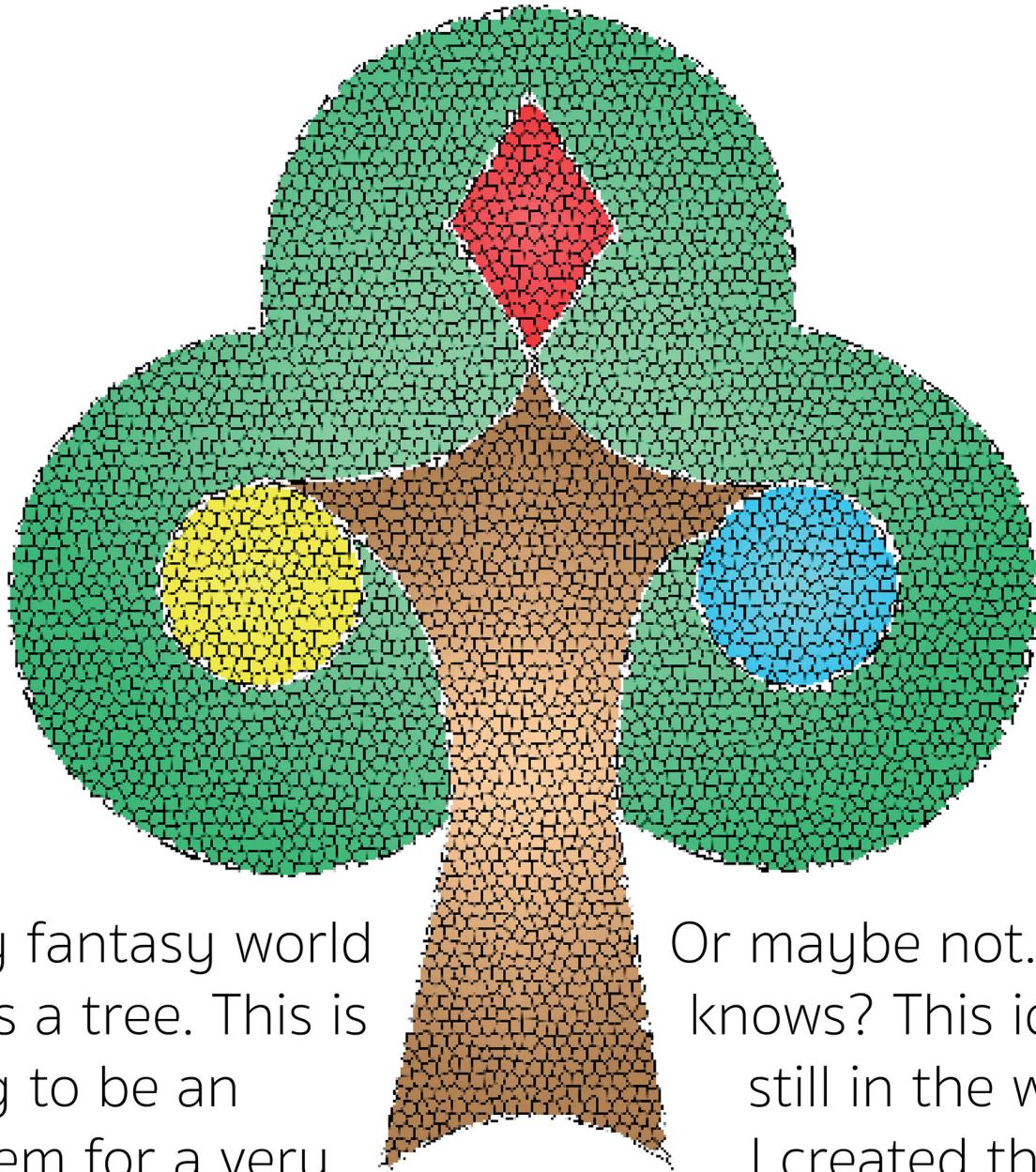


Home of the Protagonist



Here is Eirys' home in the city. It's a simple flat with your oh-so-typical detective pin board. Here is where Eirys gathers her thoughts and struggles with cases. It's not much, but it is all she needs. After all, her life is with her job. Some changes made to this fine apartment was an adjustment to the lighting, and an addition of a pin board.

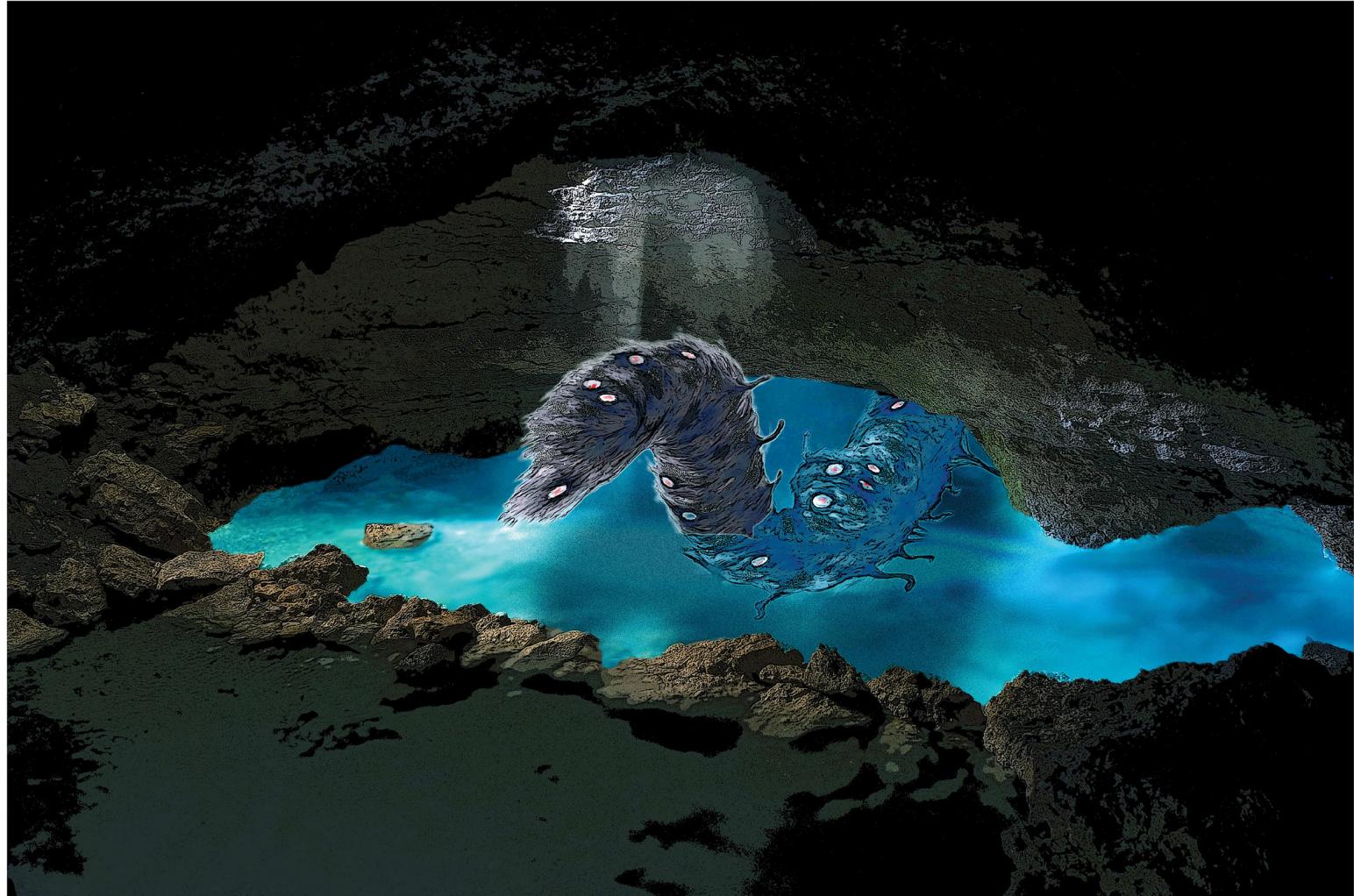
Tree of Life Emblem



Every fantasy world needs a tree. This is going to be an emblem for a very important family line in the story. Maybe, it contains the secrets of where mana (magic) comes from?

Or maybe not. Who knows? This idea is still in the works. I created this using lines and simple shapes in Illustrator. Then I used a filter on it to give it a stained glass look.

Shadow Monster



Uriel has been without mana for nearly five centuries. Surely there isn't any need for it, right? Looks like someone has been looking for it. Oh no! Now that mana is back in the world, so are the creatures that came with it. This image is made up of a cave picture with a small pool of water. I simply brightened up the water, changed its color to match that of mana, and added a ghastly creature with clipping masks to show the consequences of seeking mana.

Photos Used

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https://cdn.pixabay.com/photo/2020/12/15/02/05/emp-ty-street-5832423_1280.jpg



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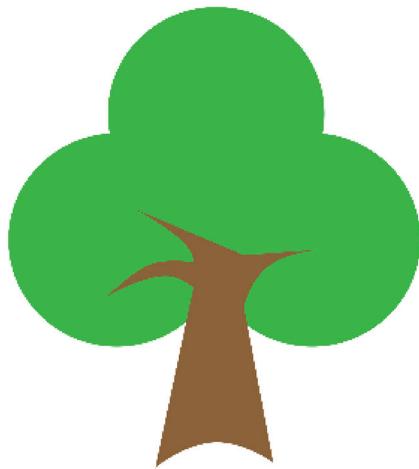
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