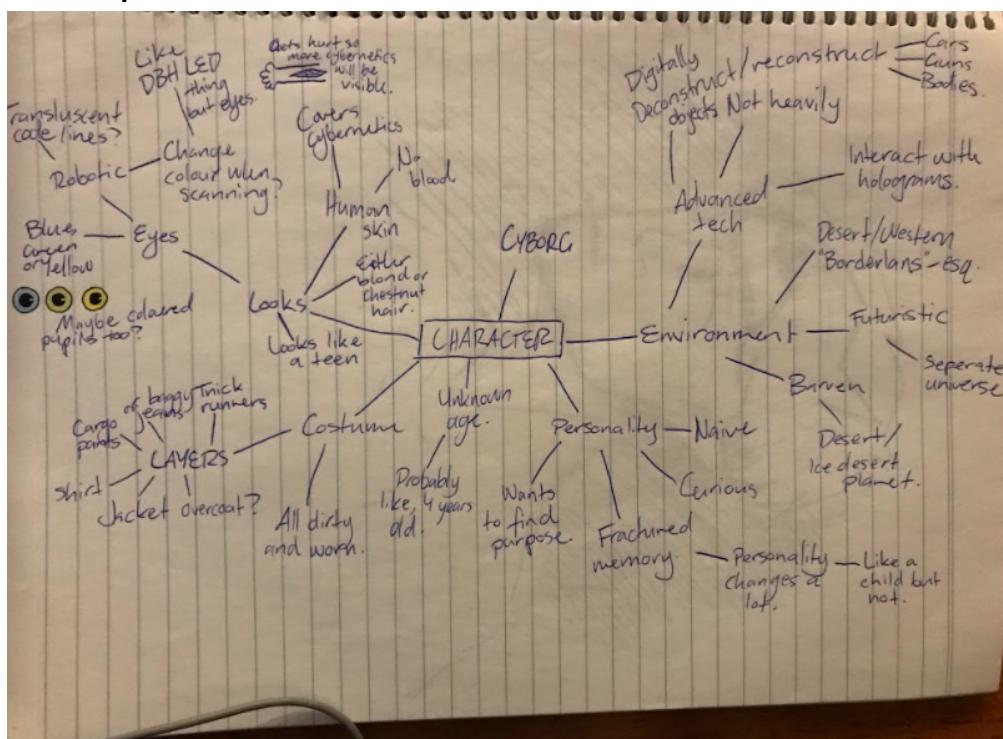


## Pre-Production:

### Mind Map



### Brainstorm

- A robot (Tactical Elimination Droid or TED) who's lost their memory after falling out of a space-station that got blown up.
- Accompanied by a small robot companion. (IPO or "Insanity Prevention Orb")
- Players will have to explore the environment to meet people and make decisions that shape the robot's character on it's quest to find out what happened to it.
- Environment will be a frozen wasteland. Like the Scorch from "Maze Runner" meets Pandora from "Borderlands" but it's freezing cold. Control the character form a third person view like BOTW or Assassin's Creed. I imagine it's set in the future. Some of humanity moved to another planet and started settlement but were wiped out by their own technology. Only a few of them remain but the majority of the population is mechanical or rich humans who can afford to survive in the harsh conditions.
- You can find upgrades to improve the robot or companion and unlock new abilities.
- The player "wins" once all aspects of the main quest are completed. The ending will be determined by the choices the player made along the way.
- Various boss fights to keep the player engaged and progress the story. Bosses will all have some relation to the protagonist with the final boss being either the robot's creator OR a defective/rogue robot that the protagonist was supposed to replace.
- Every boss gives the player the option to kill them or let them go at the end. Again contributes to the robot's character. There could be a point in a "genocide run" where it stops asking if you want to kill someone or not.
- Art style will be something like BOTW crossed with Disco Elysium styles (Also "Arcane" art style).

## List of Tools/Equipment

- Laptop.
- WACOM Intuos pro tablet.
- Sketchbook (A4)
- Pencils
- Erasers
- Photoshop
- Google Docs
- Pinterest (For references)

## Timeline

Date Finished By:	
Pre-Production	~10/02
Silhouettes	~22/02
Sketches	~24/02
Orthographics	~21/03
Colour Theory	~22/03
Final Orthographic	~22/03
Typography	~24/03
Final Product/Poster	~29/03

## Target Audience Profile

**Name:** Ogden Morrow

**Age:** 18

**Occupation:** Has a part-time job at the moment.

**Ideal profession:** Artist/Game designer.

**Least ideal profession:** Any office job.

**Clothes they are wearing:** Casual/90s aesthetic. Stuff like old band shirts and ripped jeans.

**Clothes they would never wear:** Formalwear.

**Siblings:** 1

**Sibling's age and gender:** One younger brother.

**Favourite colour:** Medium Aquamarine.

**Least favourite colour:** Bright Red.

**Favourite music genre:** Grunge, Punk Rock, Hard Rock.

**Least favourite music genre:** K-pop, Country.

**Favourite film genre:** Sci-fi/Dystopian.

**Least favourite film genre:** Comedy.

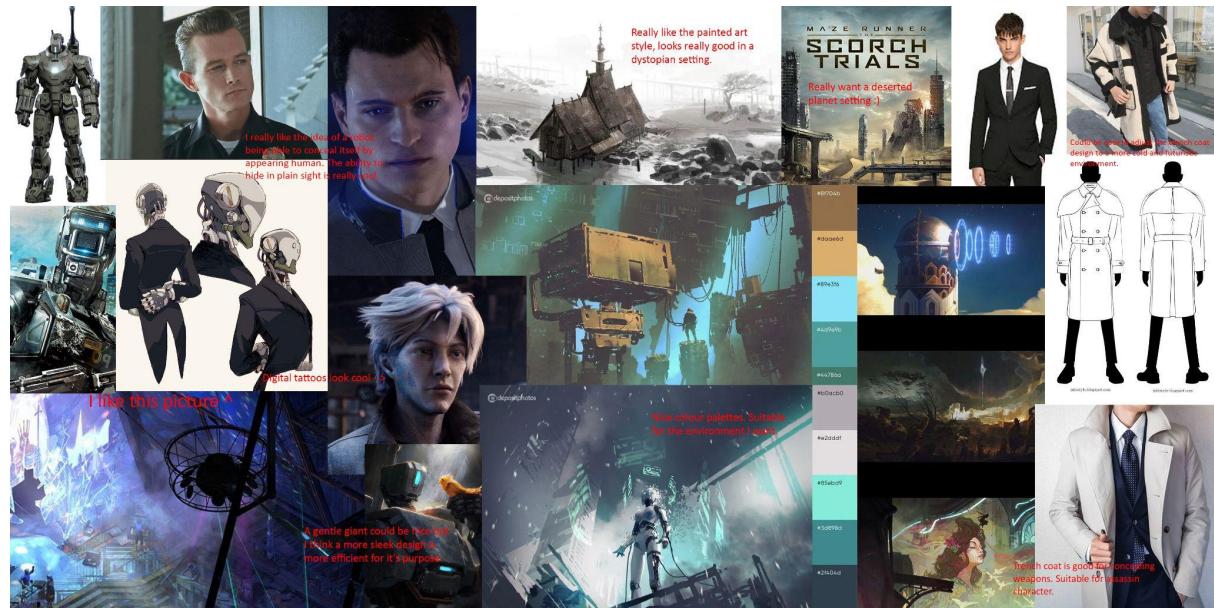
**How they spend free time:** Drawing and making YouTube videos.

**Favourite food:** Ramen.

**Least favourite food:** Risotto.

**Pets:** Lizard.

## Mood Board:



## Notes on mood board:

- I'd love to start experimenting with a painted style and use colour palettes that have a lot of blues and whites in it because of the ice planet setting and the futuristic, technological time period.
- I really want the character to be a robot that can look like a human if it wants to because it would allow it to blend in around large crowds of people and robots.
- Robots like the T1000 and Connor are sort of what I'm going for because of the sleek design that allows for efficiency in the field of work. Since the character I want is going to be an assassin, I think this would also be suitable.

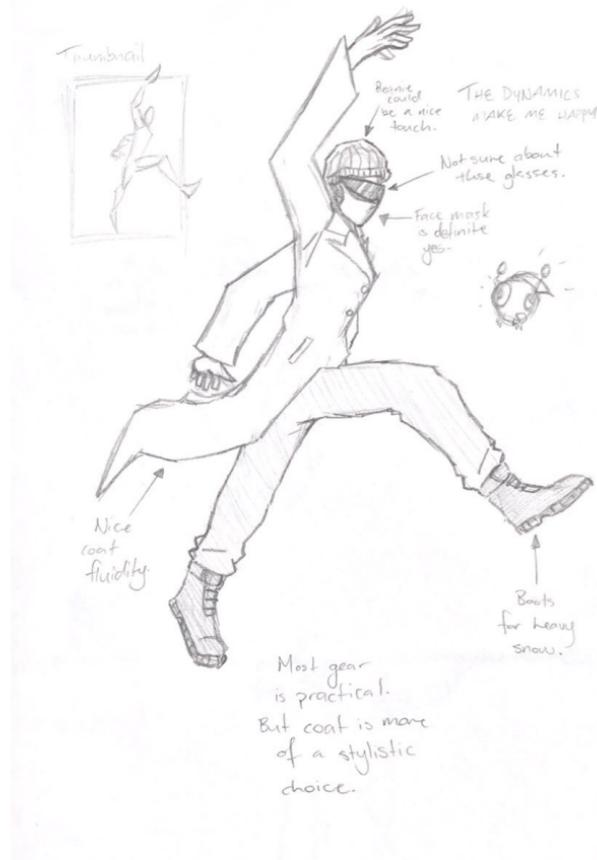
## Silhouettes



- The running silhouette could be interesting to replicate but I think I might experiment with more dynamic posing in my sketches and try to replicate the feeling of high intensity action moments in video games, or even parkour/agility movement in games like Assassin's Creed or Dying Light.

## Production:

### Sketches





The angle for this image is a bit strange and the proportions are incorrect. The legs look really good in terms of linework and shape as well.



The trench coat would need more dynamics, however the arm positioning is really nice and I think I got the angle pretty spot on in this picture. I think it would be good to have an image with the face in the frame as the final product though.



The top half of the image looks as if the proportioning is off and the movement seems too rigid for the actual pose. As much as I'd like the character to be a robot, I think it's movements would be relatively fluid to benefit its job as an assassin.

### Final Rough Sketch

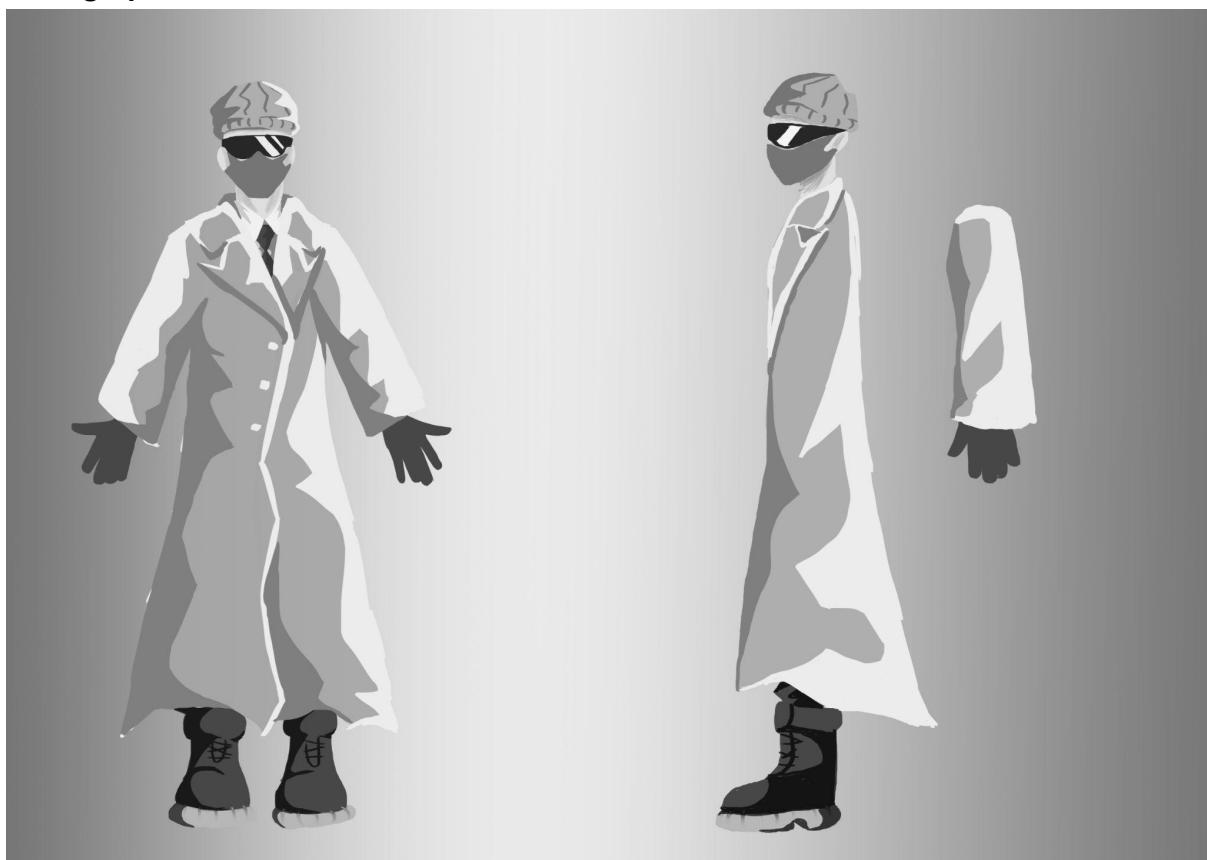


I combined the first drawing and the last drawing since I liked the top half of the first drawing and the bottom half of the second one. I think the shape of it looks really nice and the pose looks realistically dynamic. The proportions need a bit of work but overall I think this could be a really versatile pose for posters and game covers.

### PMI Table

Plus	Minus	Interesting
Fits the setting of the game really well	Maybe add details like dust and dirt on the clothing	What sort of colours will you use for the final product
The baggy pants and boots combo is really nice.	Need to work on proportions and limb positioning. Goggles and beanie need work.	Could be cool to draw the trench coat in motion for different dynamic poses. Could play around with textures too.
Great dynamic pose. The clothing suits the game genre and looks great. Big fan of the Doc Martin style boots.	The hands feel slightly too big proportionally to the head.	The coat is a real eye-catching feature. Could you add more details such as hems and pockets? And maybe make it more billowy.

### Orthographic

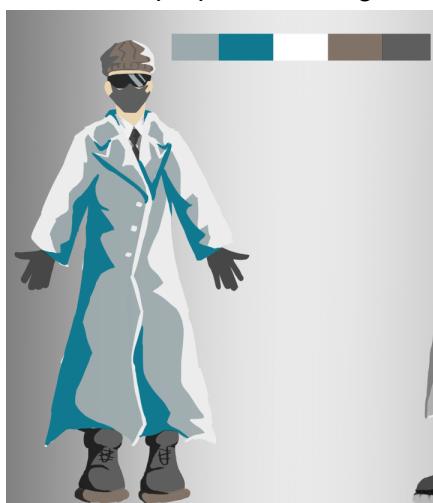


I decided to remove the lines to make it look less crowded and clustered. Overall I really like how the lineless art captured the shape and the painted style adds a sense of disorientation to the design.

### Colour Swatches:



Analogous colour scheme is too bright and too blue. The saturation isn't fitting to the setting and could cause significant eye strain. Provides the character no tactical advantage which defeats the purpose of being an assassin.

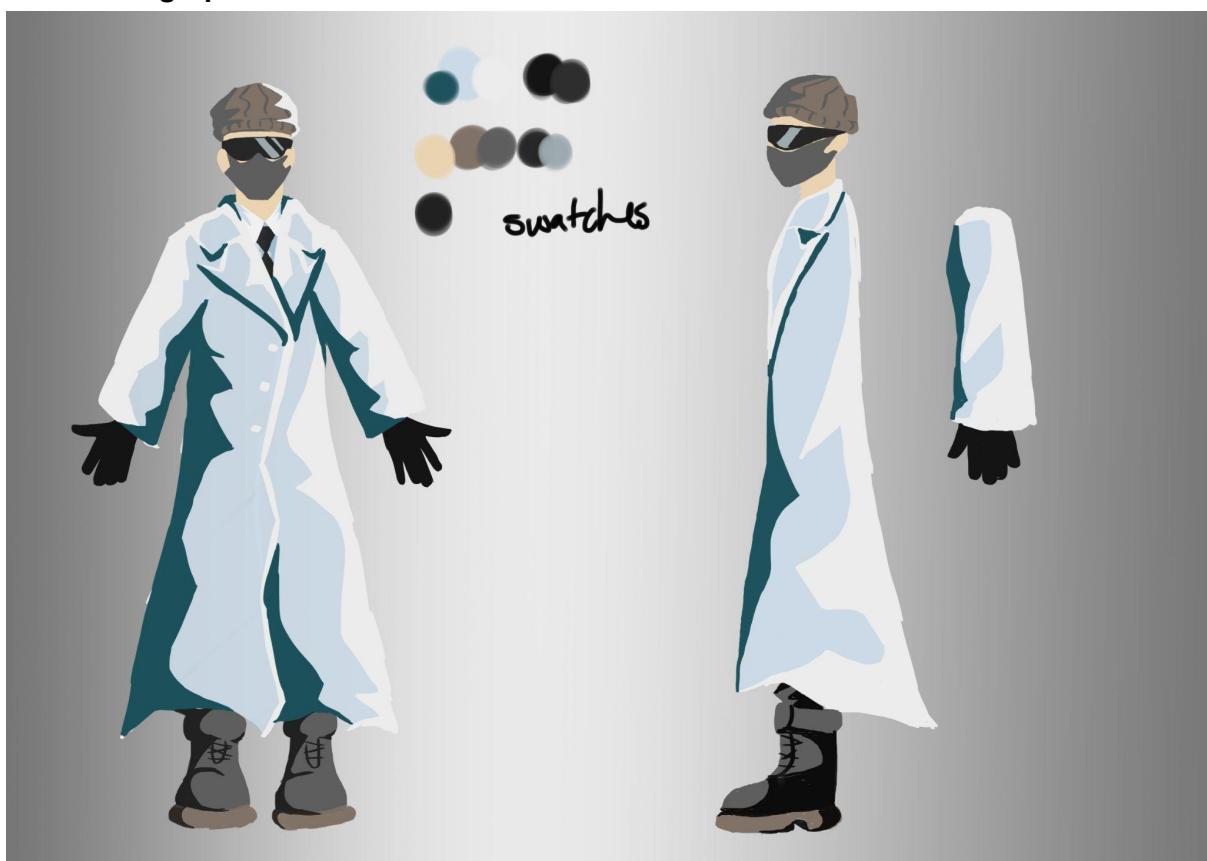


Desaturated complementary works but the shading might need to be adjusted. The blue undertones look really nice too, I'll probably try and keep those.



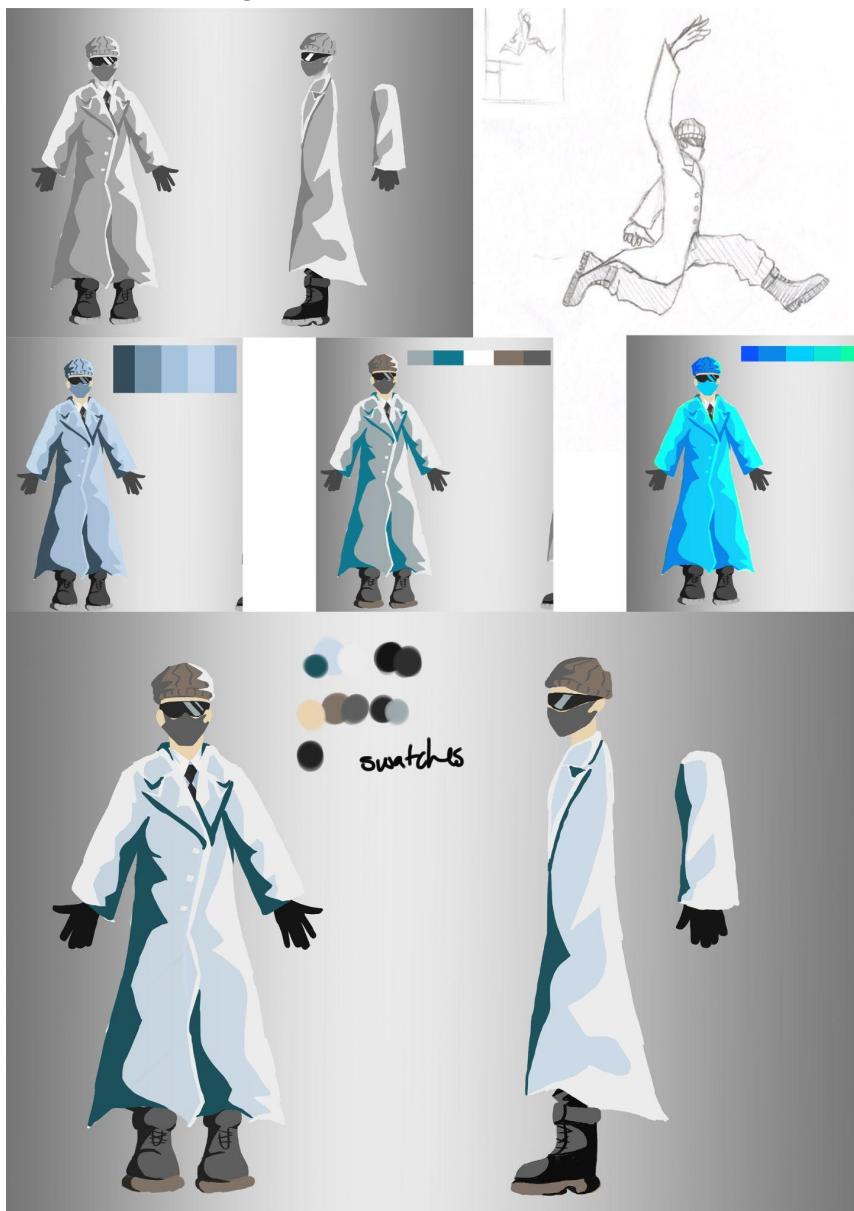
Monochromatic is too blue and though the variation is nice it looks too clean for the environment I'm envisioning.

**Final Orthographic:**



I decided on a desaturated complementary colour scheme as it fit the dystopian environment I was going for as well as giving the character a tactical advantage when blending into the tundra planet. I changed the shading to be darker and added a lighter layer to the highlights in order for it to look more blended.

## Elements of Design:



**Line:** I tried to stick to straight lines in the rough sketch to get the robotism and the neutrality of the character as well as using relatively thick lines to emphasise the shape.

**Shape:** I used lineless painting for my orthographics in order to emphasise the shapes and highlight the figure.

**Colour:** I tried to stay with desaturated colours and a complementary scheme to show the genre of the game but also set the character apart from the environment.

**Value/Tone:** I kept the lights and shadows with blue undertones to reinforce the ice/tundra setting.

**Form:** I did minimal shading but for the official picture I might add more blending to get a semi-real effect despite the 2D appearance.

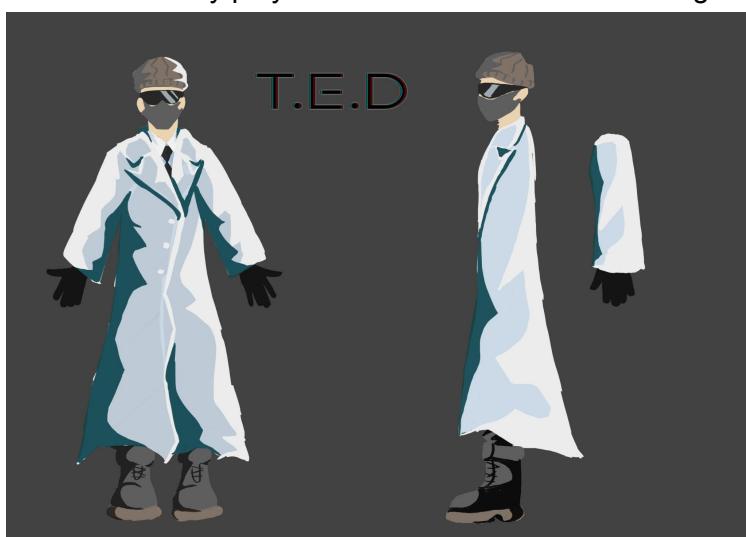
**Texture:** I might try using more blending techniques to give the costume a more rough texture as opposed to the currently smooth ones in the sketches and orthographics.

**Space:** I wanted there to be a lot of space on the coat to imply a blank slate for the player to mould with their choices.

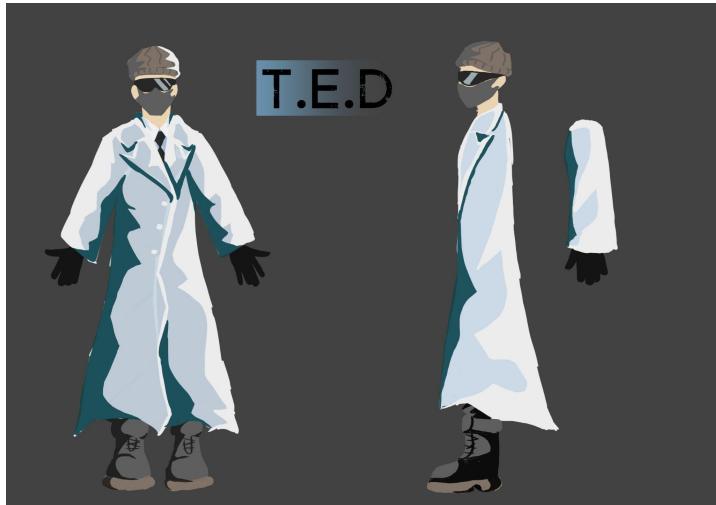
## Character Name and Typeface

T.E.D  
T.E.D

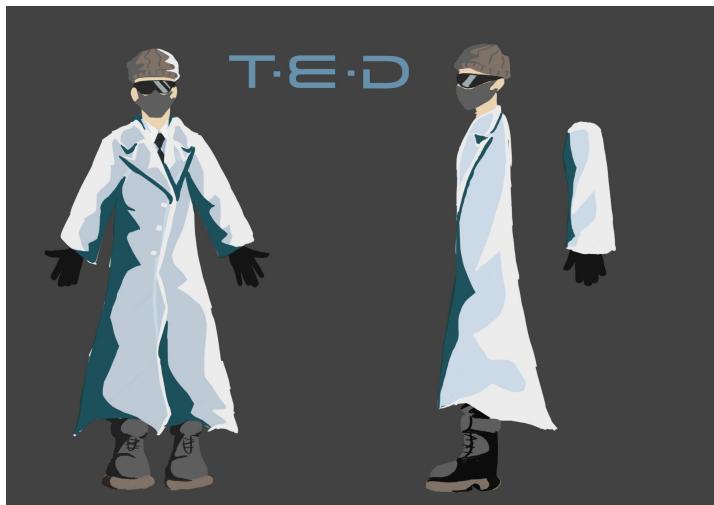
I like font 3, 9, 10 and 12. 3 and 10 both look really sleek and I think that if I put some sort of effect on them they could emit both a futuristic and dystopian aura. I really like the rustic and unfinished vibe that 9 and 12 give off. It conveys how the player has to build up the character and I could really play around with some colours and glitching effects in Photoshop.



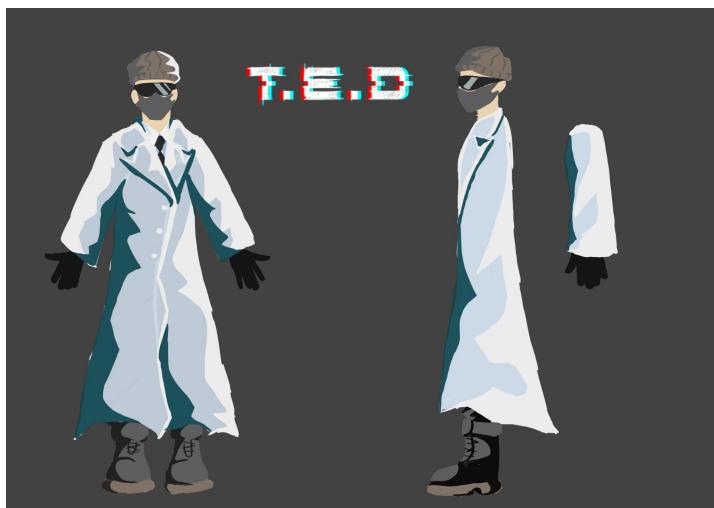
The glitch effect looks really cool but maybe I should try using a different font that isn't the same as the logo font. Could provide good contrast on a poster.



I really like the font but maybe the gradient isn't the best option for the game I'm wanting.



The dots in the centre could look really cool so I might try it with a different font.



I really like the sketchy/architectural font and I think the glitch adds a sense of computerisation to it, which is exactly what I'm going for.

## Poster Designs



I tried to use a Dutch tilt to remove the sense of balance a poster would normally have. It gives off a good cinematic effect but doesn't quite capture the style of game I'm going for. Repeating the building shapes will allow the character to become the main focus of the frame.



I made the character smaller but put them in the centre of the thirds to draw the eye towards the character. I plan on having a ruined cityscape on the horizon of the ice desert. I might make the character more saturated than the background in order to provide a small contrast between them because of the similar colour palettes.



The use of thirds looks to be pretty effective but the scale of the buildings and the character is a bit off and makes the gap look too small and less perilous than I imagined it. I can't really use this one because if I make the character too small they don't become the central focus of the piece.



I'm putting more emphasis on the scale in this one to show the distance between the explosion and the planet so that the character actually looks like they're falling a large distance.

**Final Product**



## **Review & reflect on your process**

### Summarise the design process for your character design & poster.

I knew I wanted a choice-based dystopian game and sci-fi seemed like one of the best settings to incorporate these ideas. The easiest way to convey ideas of anything futuristic is often through robots so I thought making a robot would be really cool. Being a dystopian genre, I wanted to use the conventionally neutral colour palettes but combine it with the clean blues and whites of science fiction, so I thought giving my character a trench coat would make it more stylised. I decided to cover the face and show very little "skin" on the robot to emphasise the anonymity, this is so the audience can put themselves in the shoes of the character to consider the choices they have in-game. I decided to keep the character gender-neutral to engage a wider audience demographic and made them an assassin to provide an explanation for the costume choices. The poster would have a cold/neutral colour palette to reinstate the dystopian/sci-fi aura and set the scene of an ice desert planet where society is in ruins. Overall I am really happy with how this character and the poster turned out.

### Discuss how you experimented with different ideas. Which activity helped to spark your creativity? (out of all of the techniques, which one helped you draw the most out of your ideas?)

Out of all the activities, I think that the mood board helped me streamline the type of character I wanted and also helped me get a clearer idea of the colour palette and costume I'd give the character. Being able to draw references from other characters I've really liked allowed me to build a character that I thoroughly enjoy.

### Which part of the process would you have liked to spend the most time on? Why? (this may be about producing better quality or improving a technique/skill)

I would have liked to spend a lot more time on finalising the product so I could really hone my skills in terms of blending and shading but I also think the geometric shaping suits the game genre and style I was going for.

### Would you design your character differently if you were to start again? Why/why not?

I don't think I would because I think the neutral colour palette symbolises a blank slate and the anonymity really allows the player to put themselves into the game and connect with the character which is exactly what I wanted. In a (hypothetical) game where the character evolves based on choice, I imagine the changes to the appearance would come later in the story, so starting simple was a good choice for me.

### Did you find any feedback you received to be useful? If so, what changes did you make? If not, why did you not incorporate the feedback?

I definitely took the advice on proportioning and adjusted the positioning to make my character look more realistic. I think that my proportioning skills definitely improved once I put my full focus on it in my drafting stages.

## **The safe and ergonomic use of equipment & tools**

### What safety measure did you take when producing your digital artwork?

I made sure to take regular eye breaks and stand up every so often to give my hands a rest and to prevent eye strain as well as to correct my posture since I have a habit of hunching over my computer when I work.

### What safety measure did you take when producing any physical artwork?

I made sure to stop drawing for a short time to rest my wrists and still took regular eye breaks so I didn't get headaches.

## **Ensuring a copyright free work**

### How did you make sure that any materials/resources you used and work that you created was copyright free?

I made sure to use images only for mood boards and referencing, ensuring that all the artwork I did was completely original and hand-drawn. I got fonts from a legal free font website and checked to make sure I wasn't plagiarising other people's work.