

HAND IN 2.2.I

The Style Tile + Story, Genre and Message

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STYLE TILE

Chosen style:

Motomichi Nakamura



Characters/background relationship:

- Female
- Age unknown
- She is spooky, sweet and has a bad temper
- She is inspired by the Lumpy Space Princess (Adventure Time), Bee (Bee and Pupercat) and the PNK Girls (Monsters Inc University)
- She has an Undying love for bubble tea, hoddeok and gyoza. Has a pet (unknown species)
- Lives in an Adventure Time kind-of-world set somewhere in East Asia (Tokyo or Seoul)

Contour line:

Either there is no line, or there is just enough to distinguish between parts of the character. Rather than using contour lines, the style is organic. Colors are used to create bold but simple shapes.

Specific characteristics in the style:

- Inspired by Shinto, native religion of Japan (based on the idea that all things in nature are inhabited by spirits, and the spirits sometimes become monsters)
- There is no contour line
- Organic and consists of simple and bold shapes
- Color palette is limited to three colors: black, white and red

Colors (character):

My color palette will consist of red, black and shades of purple (saturated, cool and desaturated) and green (desaturated)



Typography:

I will create a font/logo. It will be a mix between "Titan One", "Modak" and "Nosifer" (from Google Fonts). Drippy and slimy like the organic shapes of Motomichi Nakamura, but also fluffy and soft like a pink marshmallow

TITAN ONE titan one
MODAK modak
NOSIFER

STORY, GENRE AND MESSAGE

Story:

Her love for food takes a twisted turn.

She is hungry (and getting hangry) and is merrily on her way, to her favorite local food joint. But all her favorite food is sold out.

She was ready for a food frenzy. It turned into a blood frenzy.

Genre:

Fantasy, horror, love.

Message:

Beware of the hangry-monster.

