

# STYLE TILE

GURU: MOTOMICHI NAKAMURA

**Content** rotates around monsters, other creatures and organisms that have features which have been shaped by climates and conditions that exist in dreams, fears or other planets.

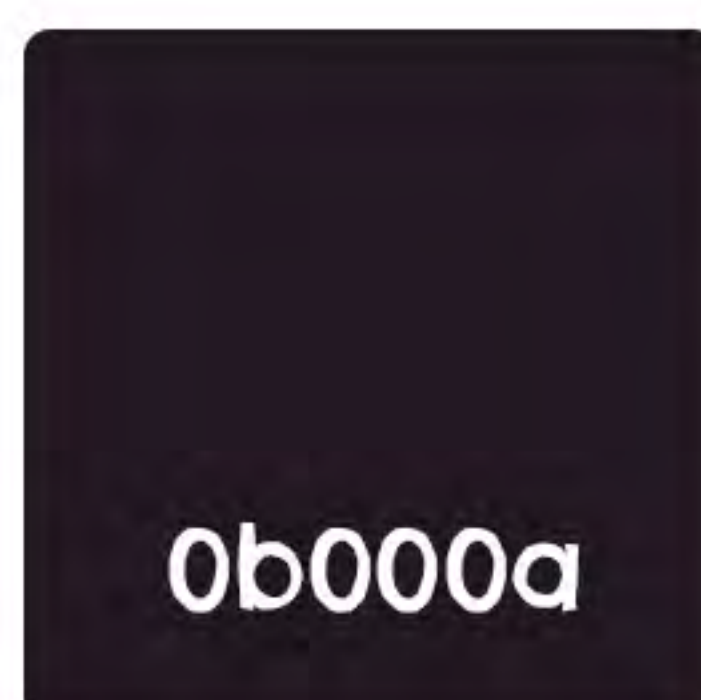
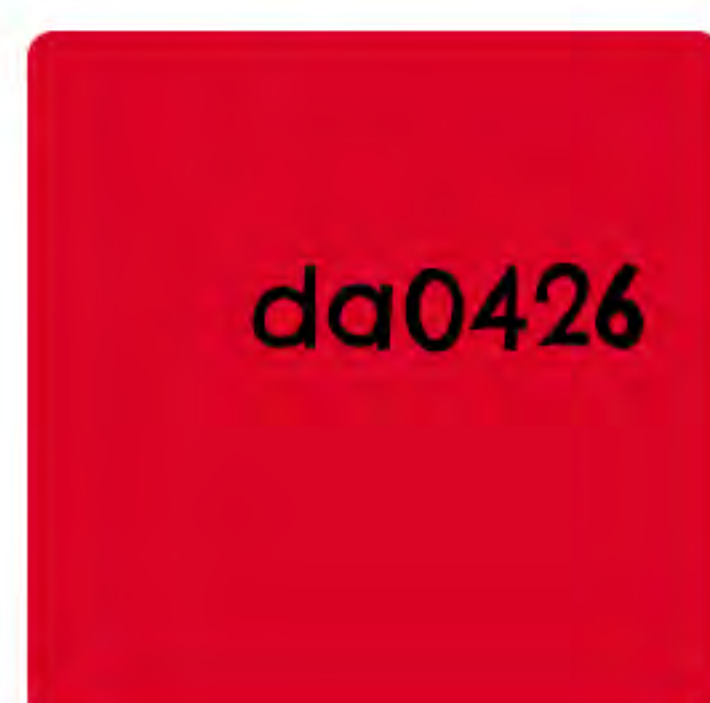
**No outlines:** the characters are not restricted to by correct or strict shapes due to the complete absence of borders/outlines.

**Shapes:** no “correct” symmetrical shapes, the shapes create otherworldly monsters, therefore are unlike anything earth-like, seem very free flowing, expressive.

**Typography:** hand-drawn, sans-serif, adds to the expressiveness of the creatures.

**Background** is mostly white, with few exceptions, but still uses the same palette. Facilitates to a strong contrast of objects, monsters.

**Colours:** identical or very similar palette used throughout all the works, bright and contrastive. Colours used are either red (different shades of it), black or white.





## THE STORY

The story is about the physical manifestation of a feeling of anxiety, it manifests itself as a monster and is only visible to the person that this monster tries to hunt down. This is a story about a monster codenamed Scantu on a mission to hunt down a person who is constantly anxious, the story will culminate in a final fight in a form of dialogue between the rational part of human mind and this monster, a fear that will either break the human completely or relieve him of the burden.

The idea:

Anxiety isn't rational, but it's something that exist regardless, and something that you have to fight with, sometimes to survive.

Genre/mood:

Real, human, therefore can be viewed as tragic.