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THE ART OF SOULCHASER



English Edition

Other versions:

[**HTML5 Flipbook**](#) – for page-flip viewing experience

[**Canva presentation**](#) – for sprite visualization

THE ART OF SOULCHASER

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System Programming
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SYNOPSIS

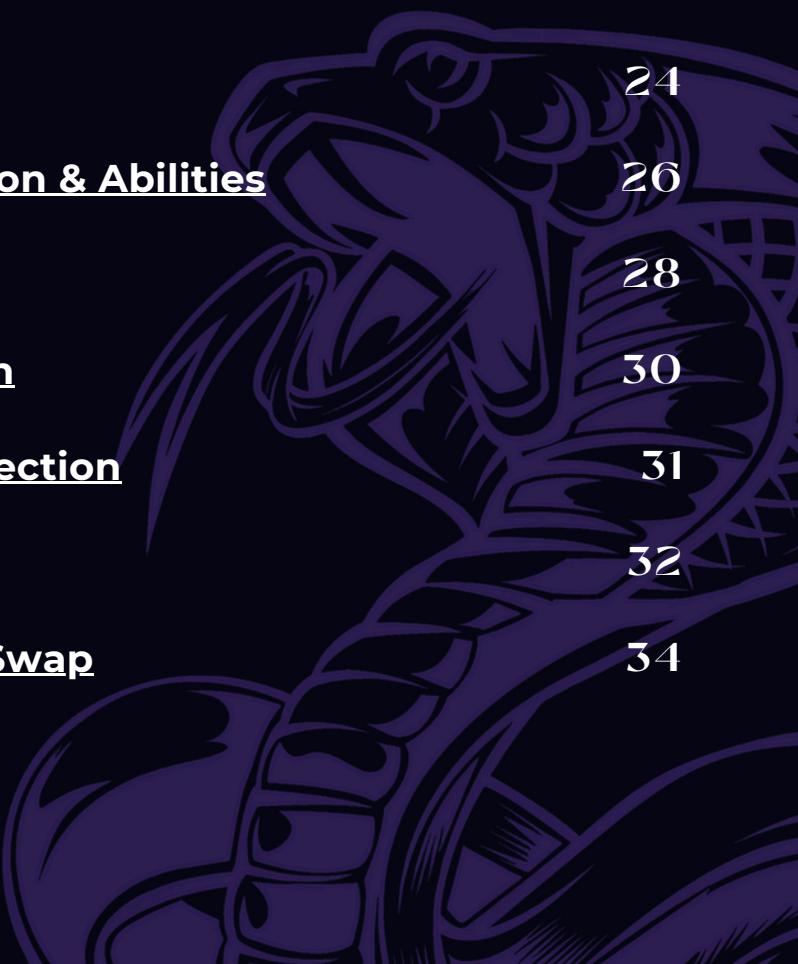
SoulChaser is an open-world action video game inspired by well-established titles such as the *Grand Theft Auto* series and *Cyberpunk 2077*. The game stands out through its unique blend of a modern urban environment and themes drawn from Asian mythology. It focuses primarily on characters who possess supernatural abilities, manifested through mystical animal tattoos. Set in the fictional city of Anwon, the narrative follows two main protagonists, each bearing a distinctive mark that grants them specific powers connected to the symbolism of their respective animal.

This Lookbook presents the finalized concept of **SoulChaser**, emphasizing the project's visual identity and narrative structure. Through systematically developed graphic elements, it visualizes the cityscape of Anwon, the cast of characters, and the stylized symbols that embody their abilities. The main objective of this visual guide is to demonstrate the effective interaction between aesthetic vision and narrative depth, resulting in an engaging and memorable gaming experience.



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LOGOS



SOULCHASER

SOULCHASER



SOULCHASER



The goal when creating the SoulChaser logo was to unite the game's dual protagonists through their symbolic animals. The panther, representing strength and agility, is depicted in deep blue, while the snake, symbolizing cunning and adaptability, appears in violet. Their fusion reinforces the game's theme of duality. To ensure versatility, the logo also comes in monochrome variations for different applications, with bold typography enhancing its futuristic identity.



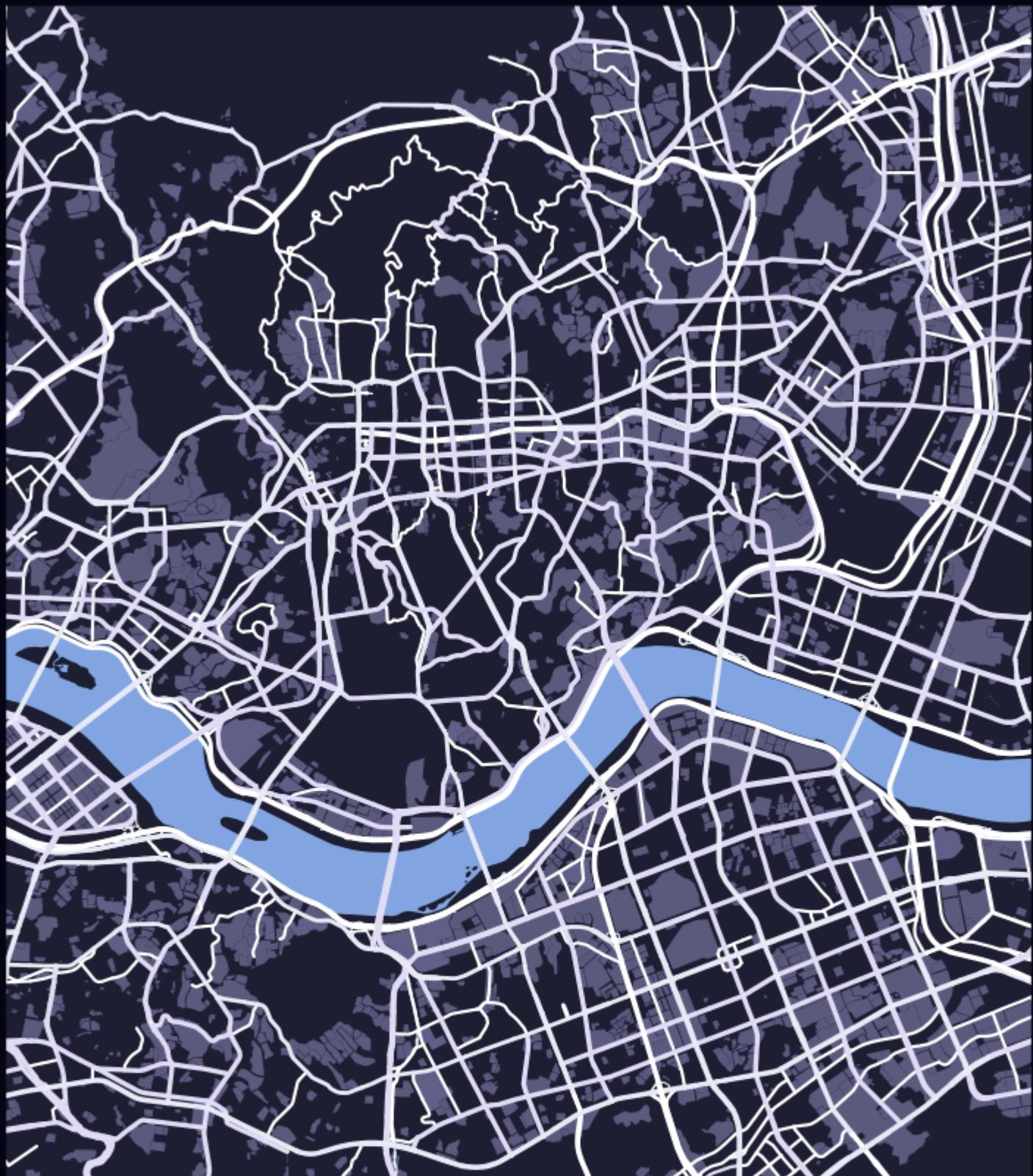
SOULCHASER



SOULCHASER



SOULCHASER



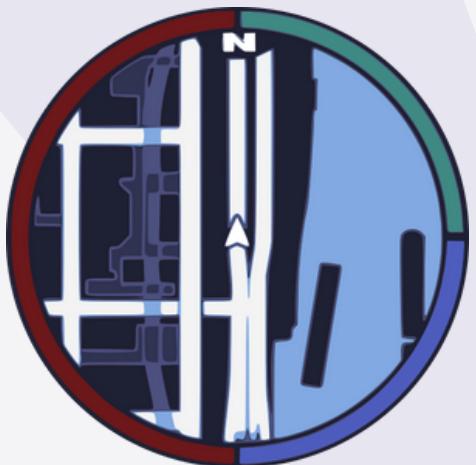
THE CITY OF

L A N U O N

MAP



The map of Anwon is inspired by Seoul, South Korea, reflecting its dense urban structure and the significance of its river. While the layout is based on Seoul's real road network, modifications were made to better fit the game's world and mechanics. Seoul was chosen as inspiration for its modern cityscapes, rich cultural depth, and contrasting social dynamics, which align with the game's themes. To emphasize its distinct identity, the city was renamed Anwon, maintaining a name that resonates with the Korean language while establishing it as a fictional setting.



BACKGROUNDS



The two subway station designs showcase Anwon's contrast, with one appearing modern and clean, while the other is worn and covered in graffiti, reflecting the city's divided social landscape.



The park scene captures a calm corner of Anwon, using natural tones to contrast the city's fast-paced energy.



This small safehouse serves as the protagonist's base at the beginning of the game.



A dimly lit slum street in Anwon, partially flooded, with scattered people, small market stalls, and a parked car reflecting the glow of streetlights.



A street illuminated by neon signs, representing Anwon's commercial and entertainment district during the night.



The Red District – A section of Anwon’s nightlife area dominated by red neon lighting, featuring clubs, bars, and other late-night establishments.



A notable bar within the Red Neon District, *Red Sun*, serving as the base of one of the main antagonists in the game.

CHARACTERS

The characters of SoulChaser are crafted to embody a diverse range of styles, each contributing to the immersive narrative and the vibrant world of Anwon. From the protagonists, who embark on a journey of self-discovery, to the antagonists whose actions drive the city's conflicts, every character plays a pivotal role in shaping the story. Their names, drawn from Korean traditions, further ground them in the rich cultural backdrop of Anwon.

In SoulChaser, each individual is defined by a unique tattoo, which marks them with extraordinary abilities. These tattoos are deeply tied to the game's mythical lore, blending magic with reality in a world where power and identity intertwine.

This section presents the concept art for each character, offering a glimpse into their visual identity, personality, and influence on the world around them. These designs capture the essence of each character, ensuring that they resonate throughout the game and become integral to both the plot and the atmosphere of Anwon.

🐍 KIM



The main protagonist of SoulChaser, the Snake is a fearless and sharp-witted rebel who walks the fine line between justice and defiance. With a striking presence and a style as bold as her convictions, she refuses to bow to authority, carving her own path in the shadows of Anwon. Her powers, rooted in her snake-like nature, grant her heightened senses and the ability to heal herself, making her a formidable force even when the odds are stacked against her.



ABILITIES:



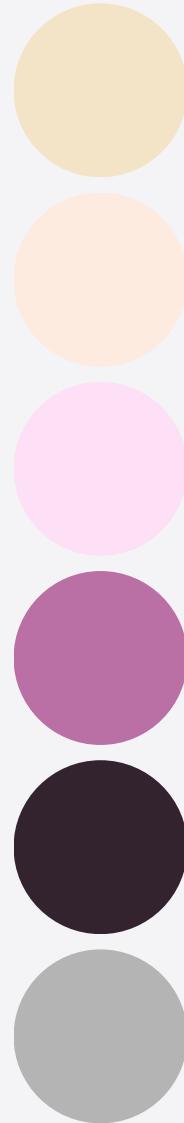
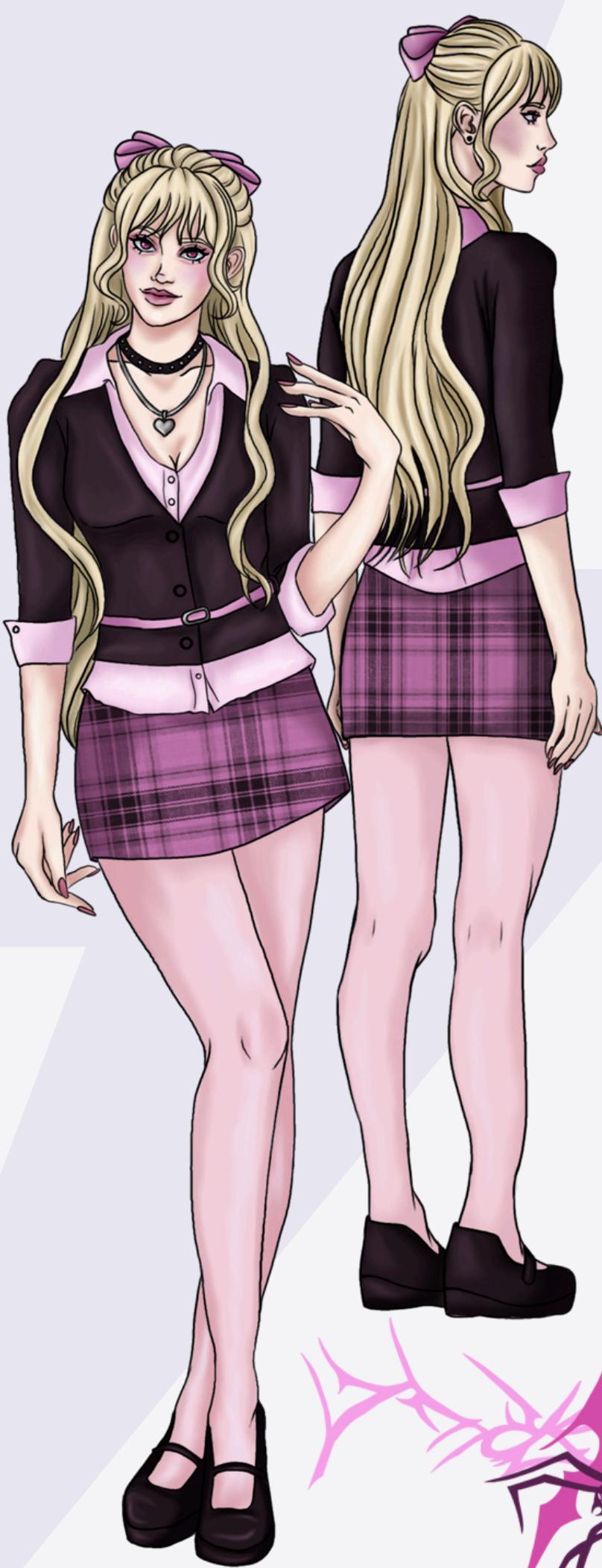
YERIM





CHOI HERIN

The Spider, a glamorous K-pop idol by day and a ruthless mastermind by night, is surrounded by loyal fans, all caught in her web. Beneath her sparkling persona lies a dark, manipulative side, where she pulls the strings of power from the shadows, living a dangerous double life that only she controls



KANG



YONGJIN

The Phoenix, a flamboyant gang leader with an air of danger, is the proud owner of the Red Sun Bar, where shady dealings unfold beneath its vibrant lights. Always dressed to impress, he exudes a fiery charisma that commands attention. With a sharp mind and ruthless ambition, he's a man of extravagance and power, always ready to rise from the ashes with a vengeance.





PARK JIHAN

The Lizard, with his laid-back vibe and street-savvy, hip-hop style, comes across as the cool, trustworthy guy everyone can rely on. He's got the kind of charisma that makes him easy to trust, but don't be fooled—he's not all that he seems. As the layers peel back, you'll discover that there's far more lurking beneath his chill exterior than anyone could have imagined.

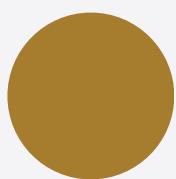


KIM



DAEHYUN

The Turtle may appear frail and aged, but beneath his calm exterior lies a quiet strength and an unspoken wisdom. With a sensei-like presence, he offers guidance that goes far beyond what meets the eye. There's more to this old man than just his slow pace - his knowledge runs deep, and his influence is quietly powerful.



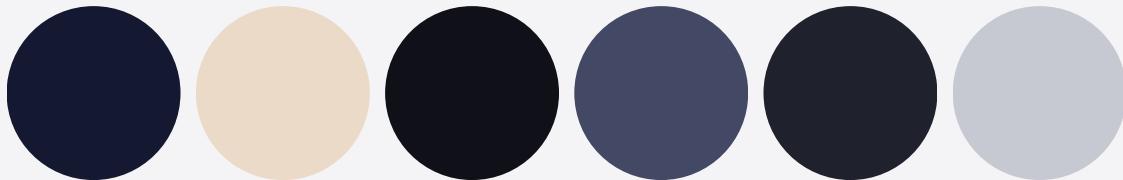


The Panther, the second protagonist of SoulChaser, carries a sleek, polished exterior that reflects his rise to wealth and power. With his abilities of super strength and speed, he moves through life with a smooth confidence, effortlessly commanding attention. Beneath the surface lies a sharp mind and a relentless drive, always ready to use his formidable powers to stay ahead and maintain control.

ABILITIES:



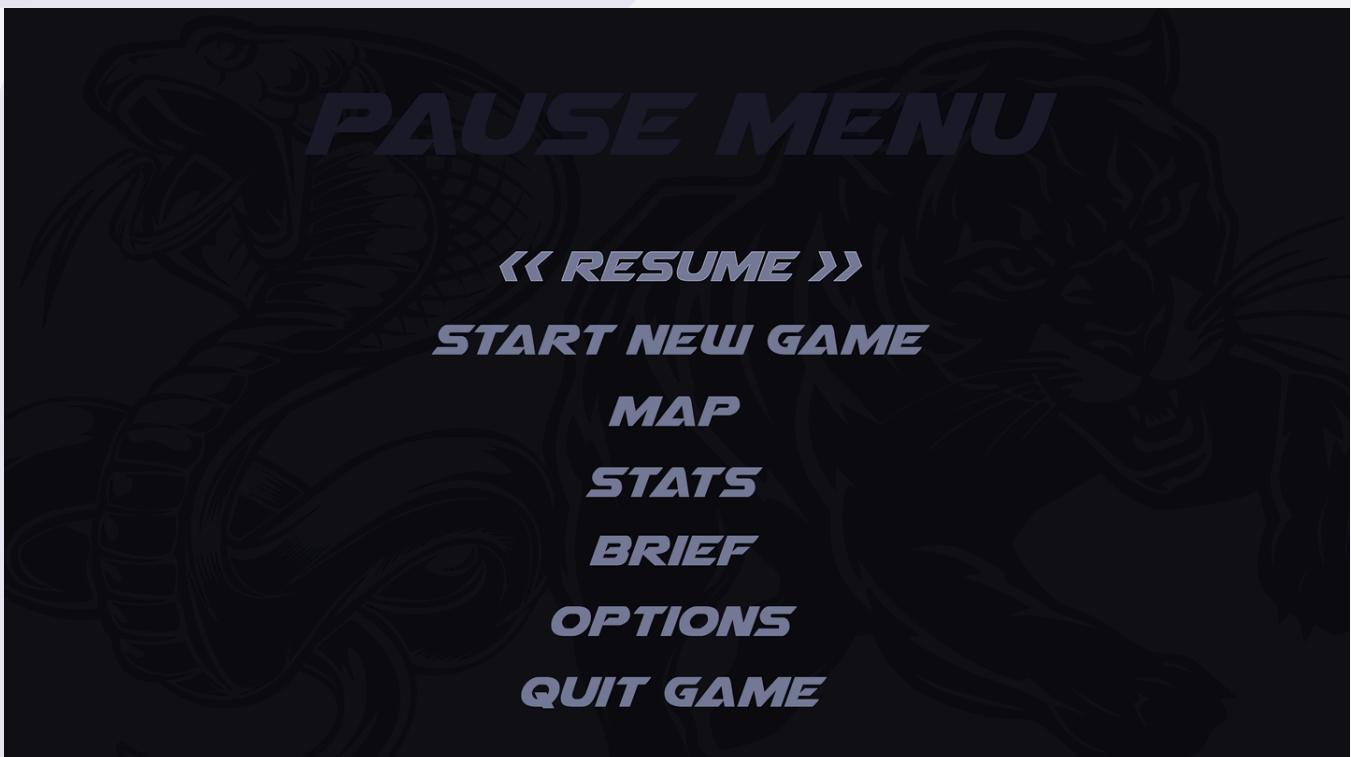
TAEYONG



USER INTERFACE



Start Game Screen



Paused Game Screen



Map Screen



Map Screen (No Icons)

GAMEPLAY SIMULATION

The demonstration of the Snake's vision power highlights nearby people, helping her sense their presence even through walls. This ability is perfect for stealthy missions, allowing her to spot threats without being seen.



Activating the Snake's vision power starts a countdown on the radar, limiting how long she can use it before it expires.

ABILITIES



SERPENT'S SIGHT

This ability highlights figures within a 40-meter radius for 20 seconds, allowing the Snake to sense nearby enemies and allies, even through walls or obstacles.

Cooldown: 30 seconds. The limited radius and time frame balance the power, keeping it useful but not overpowered.

REGENESIS

The Snake can heal herself or others using available resources. Without a first-aid kit, she must gather natural materials (like leaves or herbs) to create basic remedies.

Cooldown: 60 seconds. This power relies on resource management, making it crucial to gather supplies.



TITAN'S GRIP

The Panther can temporarily increase his strength to break through obstacles or overpower enemies.

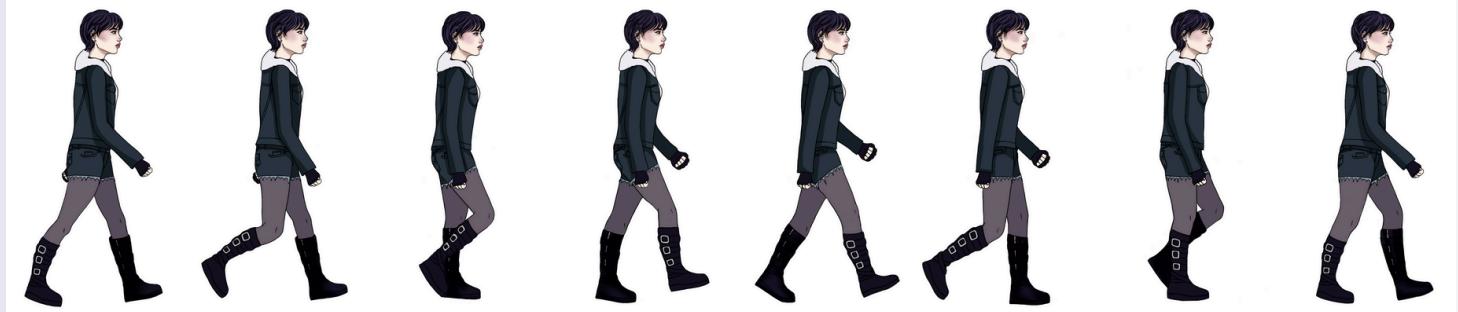
Duration: 10 seconds. **Cooldown:** 45 seconds. A powerful but short burst, balanced by a cooldown to avoid overuse.

BLAZE STRIDE

The Panther enhances his speed, allowing him to move quickly and dodge attacks with ease. **Duration:** 8 seconds. **Cooldown:** 40 seconds. A swift burst of speed that's perfect for combat or evading danger, but the cooldown keeps it in check.

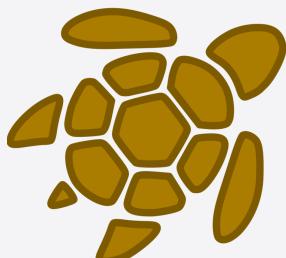
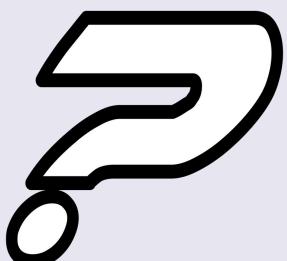


SPRITESHEETS

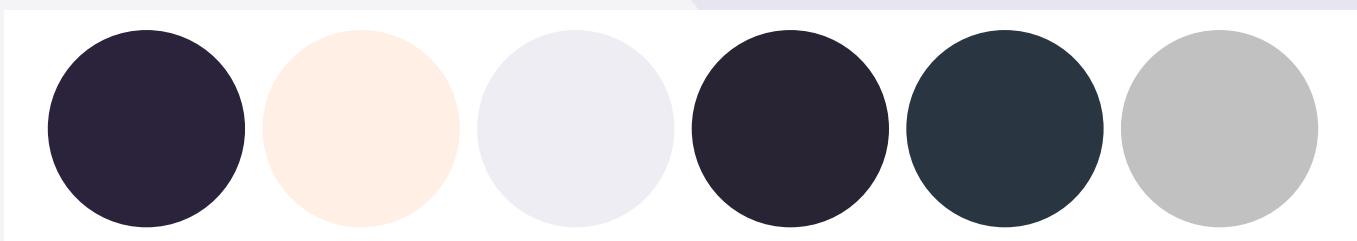
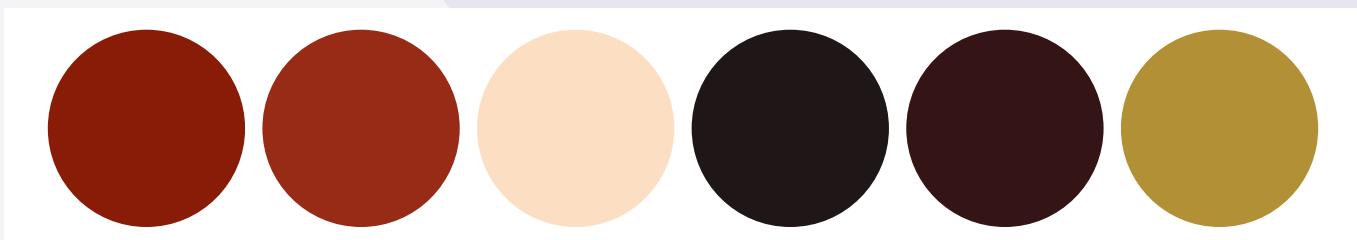
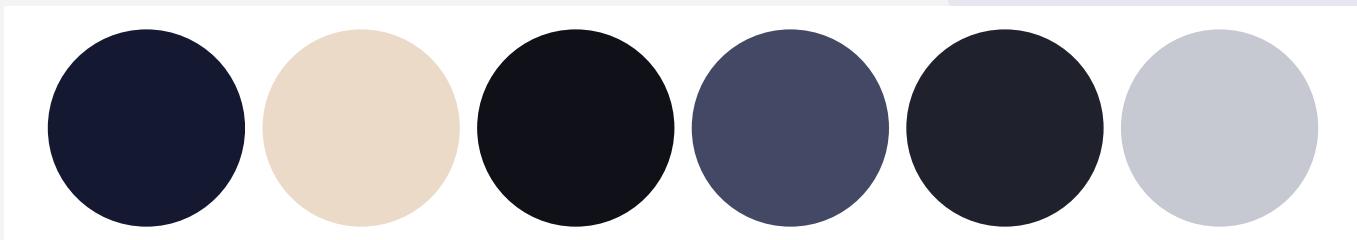
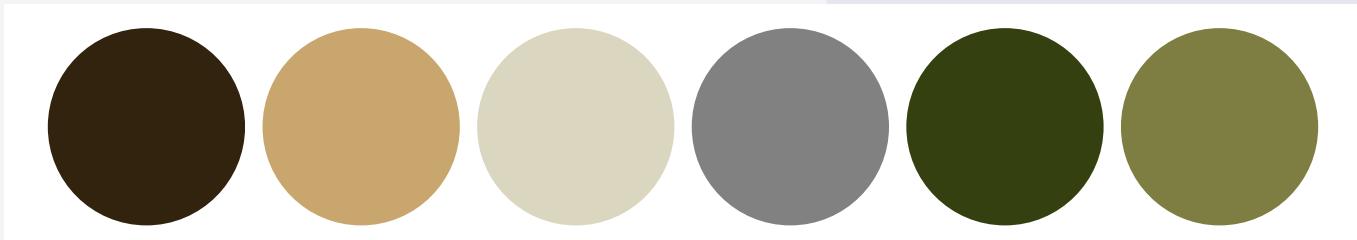




MAP ICON COLLECTION



COLOUR PALETTE COLLECTION



TATTOO COLLECTION





CHARACTER



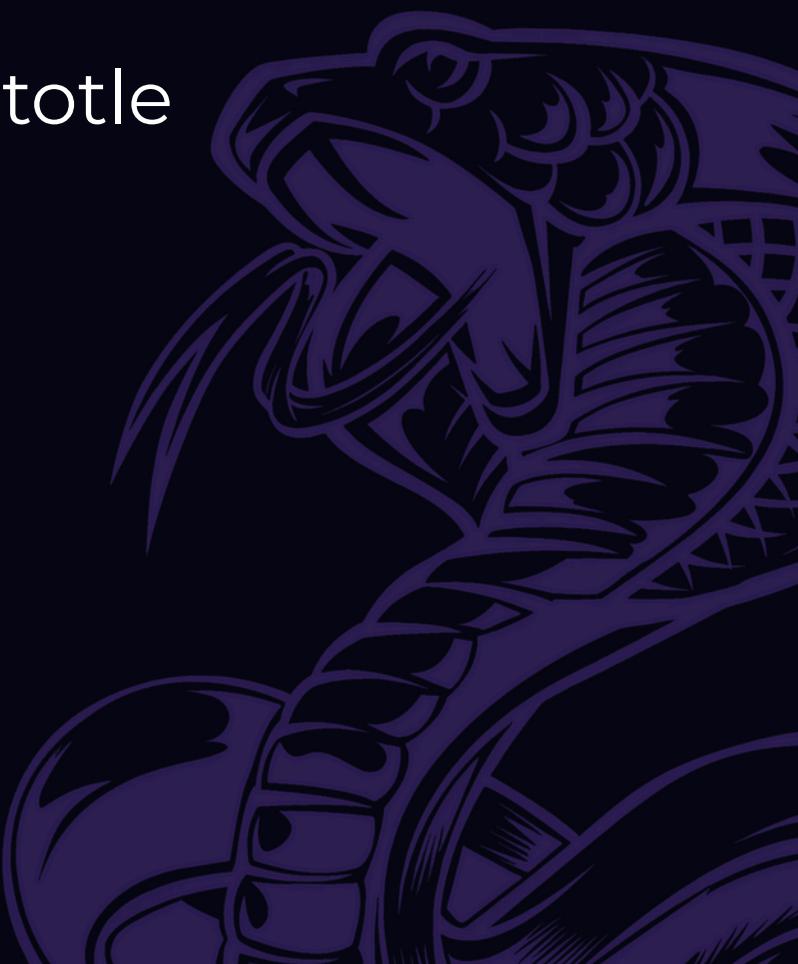
PALETTE SWAP





“The aim of art is to represent not
the outward appearance of
things, but their inward
significance; for this, and not the
external mannerism and detail, is
true art.”

-Aristotle





ELIZABET TSUTSOVA

Highly motivated, passionate and innate graphic design student who puts the ‘fun’ in dysfunctional. Always chasing bold ideas and bringing visual stories to life.

For more information [Click here](#)