



1

Little Tokyo has various areas filled with restaurants, shops, and vendors. While being very busy, plazas like this have a clear walkway that visitors walk through. Much like the Crow Marketplace, there are many things to look at, interact with, and glean information from. Buildings are more squat than what the Crow Marketplace will be, given it will be in a more clearly metropolitan setting.

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<sup>1</sup> <https://tanamatales.com/cultural-festivals-in-little-tokyo/>



2

A similar area to the first image, but more art can be seen. Something like this can be used to make the area more interesting by incorporating art from graffiti to sculptures around the Marketplace. The art itself could double as clues or puzzle solutions for Aria, making her realize the Crowfolk are evolved enough to not just replicate culture but to develop it themselves.

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<sup>2</sup> <https://www.archpaper.com/2019/08/la-little-tokyo-combats-displacement-summer-arts-series/>



3

Counter to the first few images, maybe the Marketplace could be inside a small dead mall? The Little Tokyo Mall is oddly elegiac, but filling it with the bustle of anthropomorphic crows could offset that. Malls are also a more modern concept to open-air markets, bringing in a more modern element of culture the Crowfolk are emulating. Perhaps the level can be partially open-air, partially in an abandoned mall like this, creating a counter between “light” and “dark” elements of Crowfolk society. The mall can be cramped, stressful, and maybe even a bit frightening, unlike the open-air Marketplace that is inviting, even if it is alienating for Aria.

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<sup>3</sup> <https://www.mapquest.com/us/california/little-tokyo-mall-365275226>



4

Farther away from the heart of Little Tokyo, the area looks distinctly more metropolitan than the cozy quarters of shops and restaurants deeper within. This can be used to great effect in CORVIDAE, since Aria sees the area as relatively familiar until she reaches the Marketplace proper. It can create a distinct visual conversation between what humans left behind and how Crowfolk elect to interact with what remains. Like my visual explorations, this creates plenty of deep space and hard lines, making Aria (and by extension, the player) feel small in comparison to the rest of the world.

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<sup>4</sup> <https://usa.kinokuniya.com/stores-kinokuniya-los-angeles>



5

Like this image, Little Tokyo feels much more lifeless at night. Instead of the warm glow during the day, stark blue lights make the space more sterile. In the visual explorations, we looked at the night being a lot of cool blues and purples, otherworldly but inviting. Maybe we keep that, but the light varies between spaces that are comforting and spaces that are lifeless and disconcerting. This area is also relatively close to the semi-abandoned Little Tokyo Mall, so maybe at night the denizens of the Crowfolk underbelly come up to this area, making it more dangerous to explore and interact with, even while Aria picks up a lot of information, especially as it relates to Jerrison and his story.

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<sup>5</sup> <https://timesofindia.indiatimes.com/travel/los-angeles/little-tokyo/ps44853584.cms>