

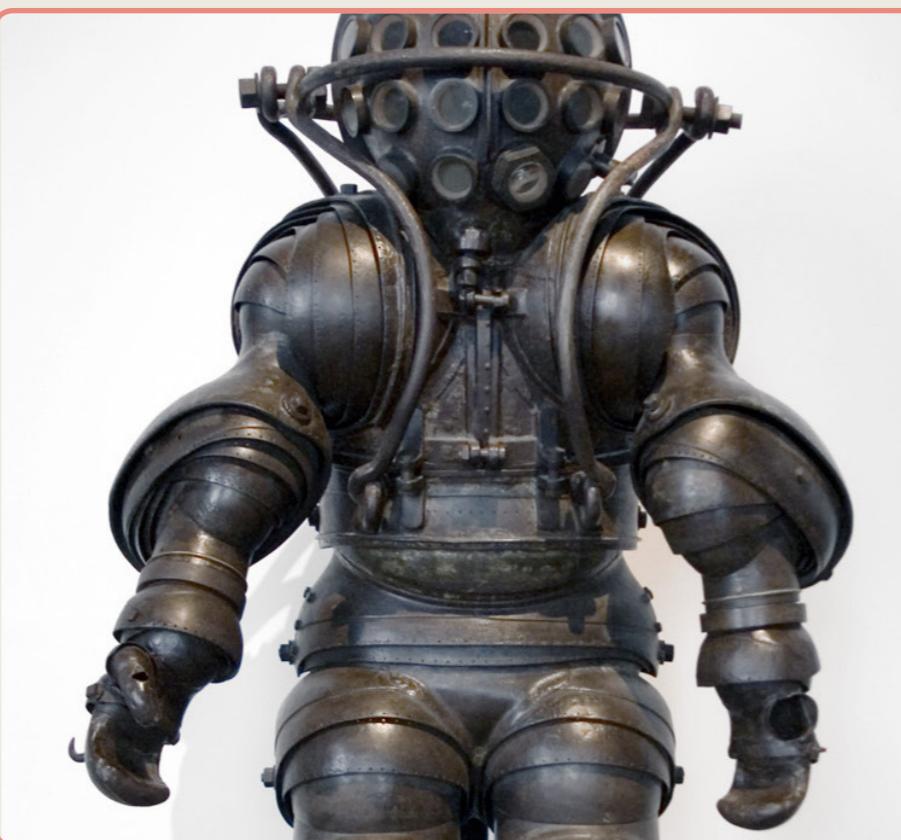
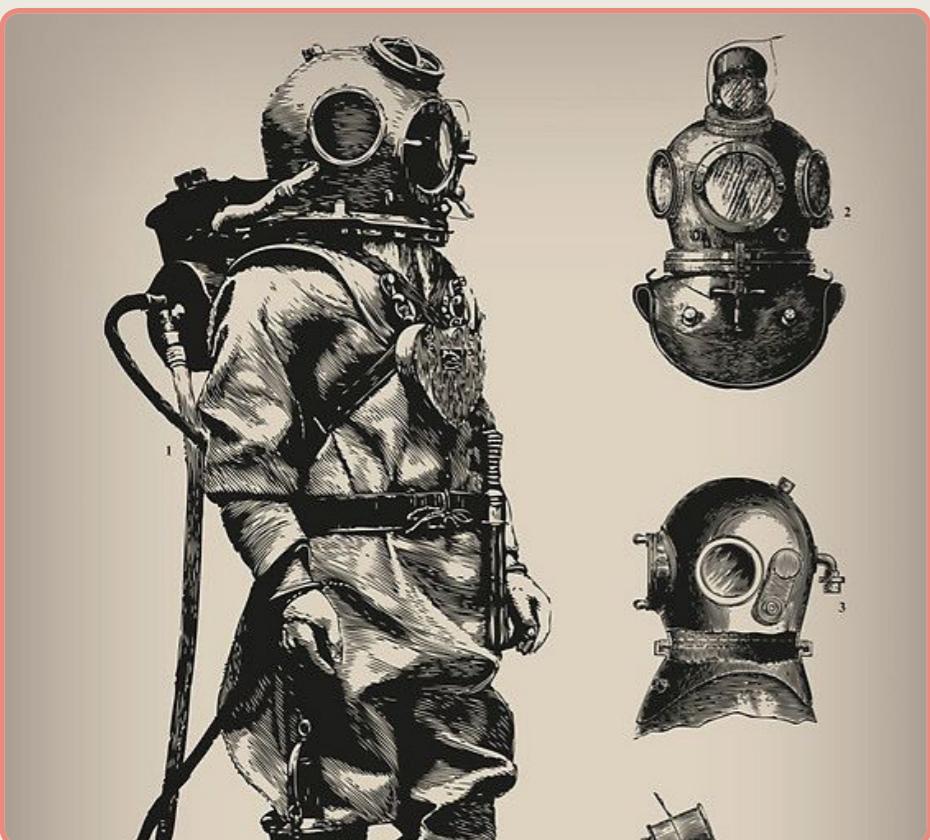
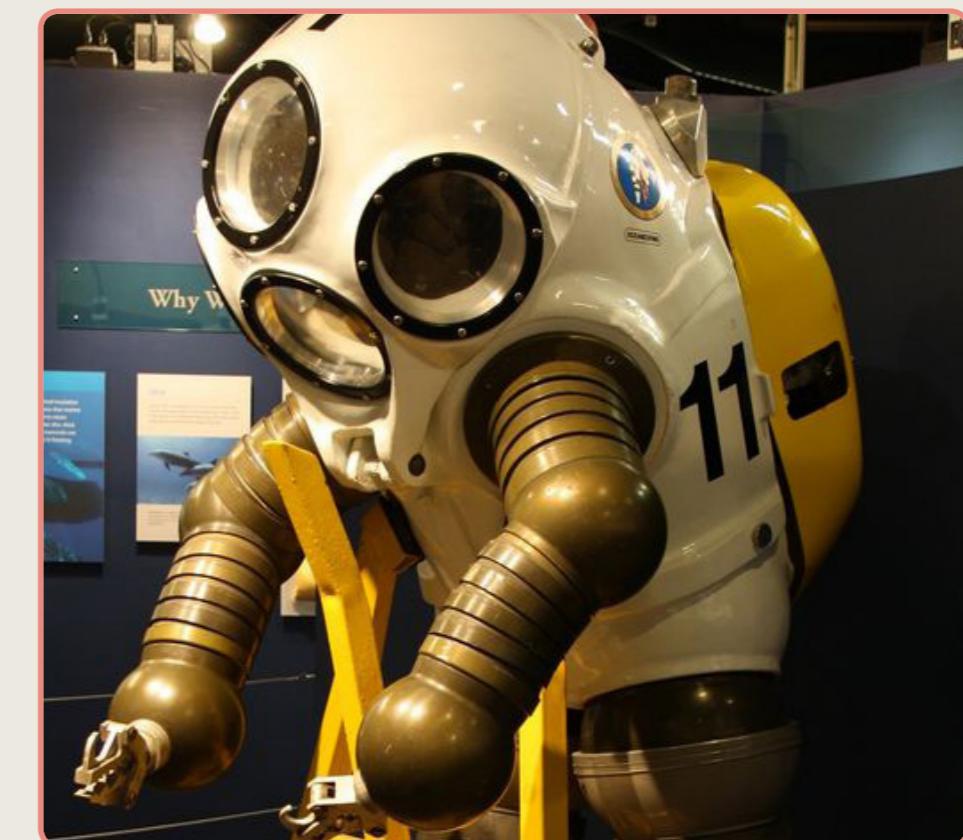
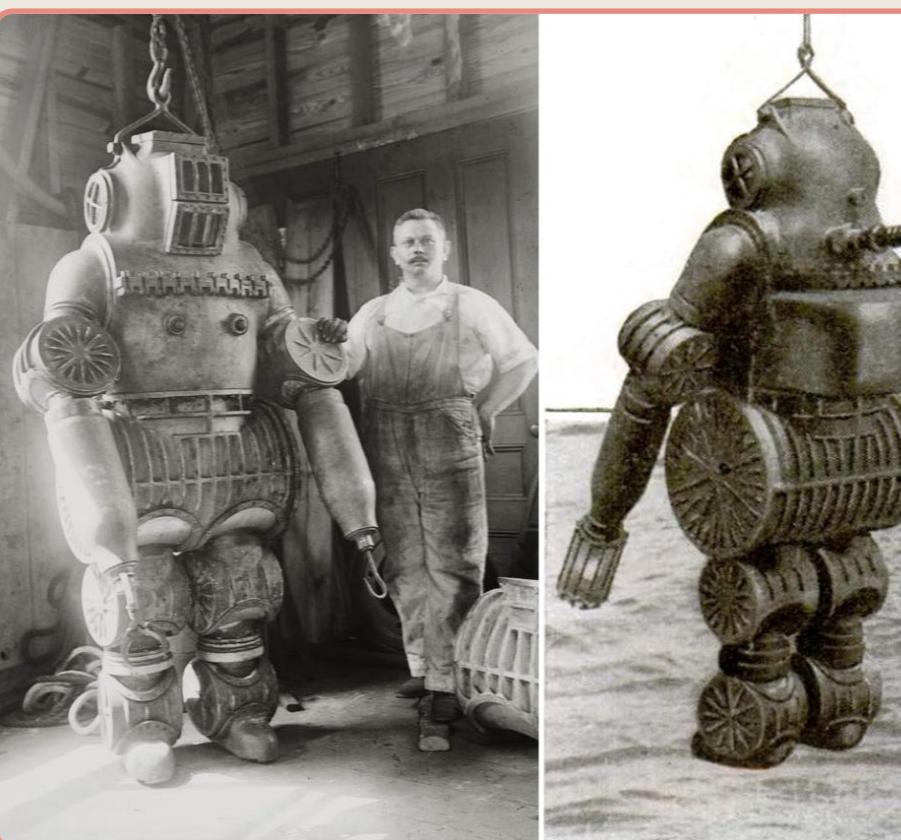
MICHAEL JEON
GAT120
CHARACTER PORTFOLIO



PREPRODUCTION RESEARCH

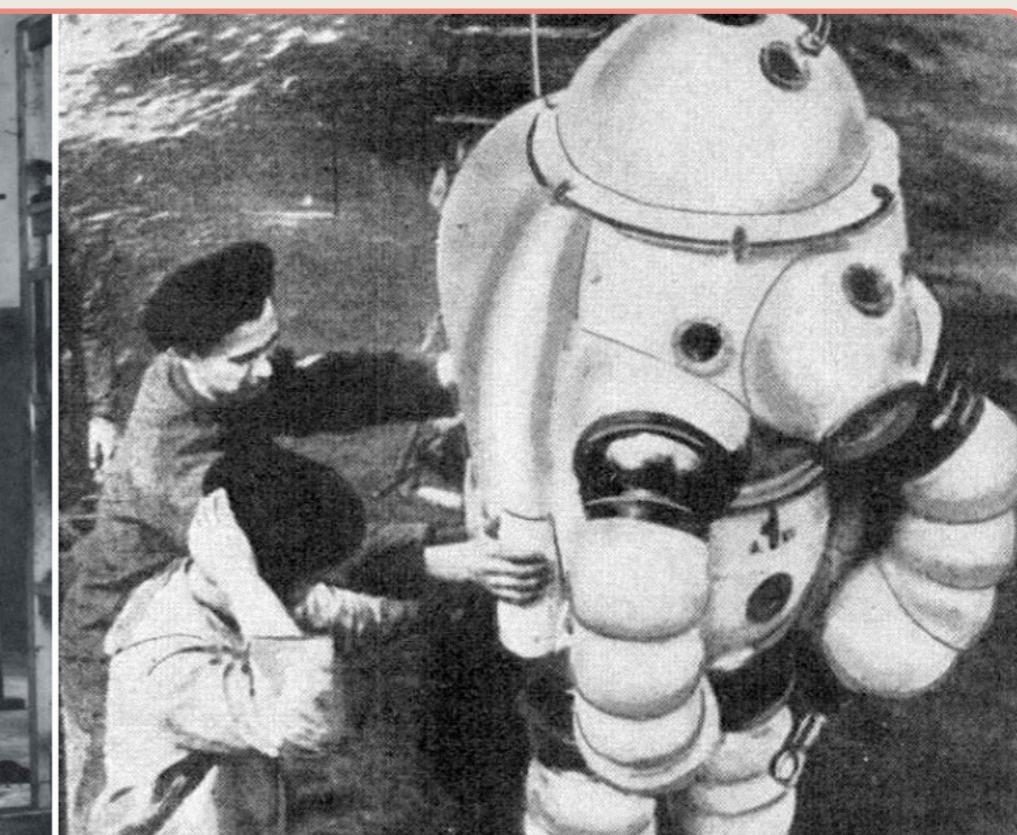
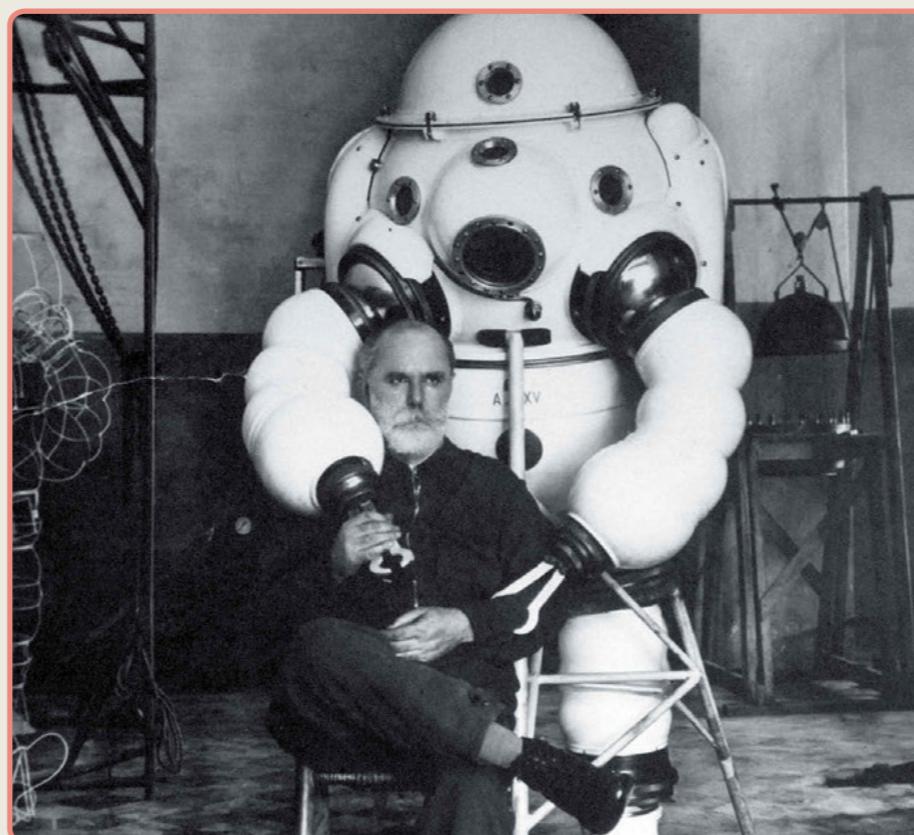


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DIVING SUITS / GEAR

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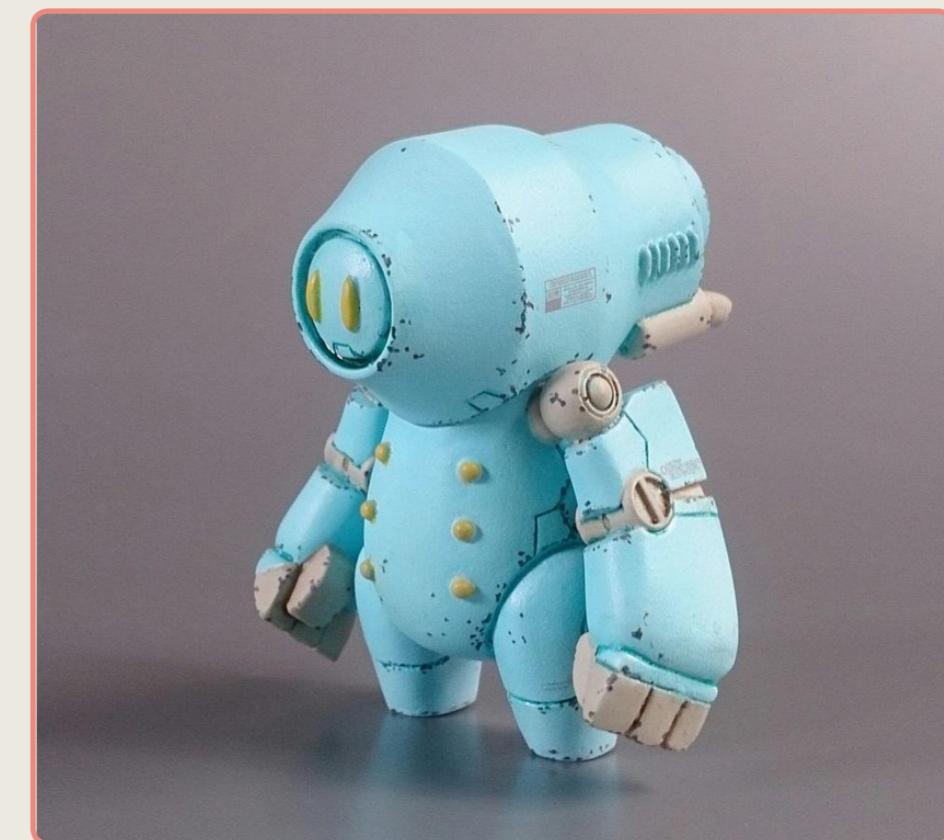
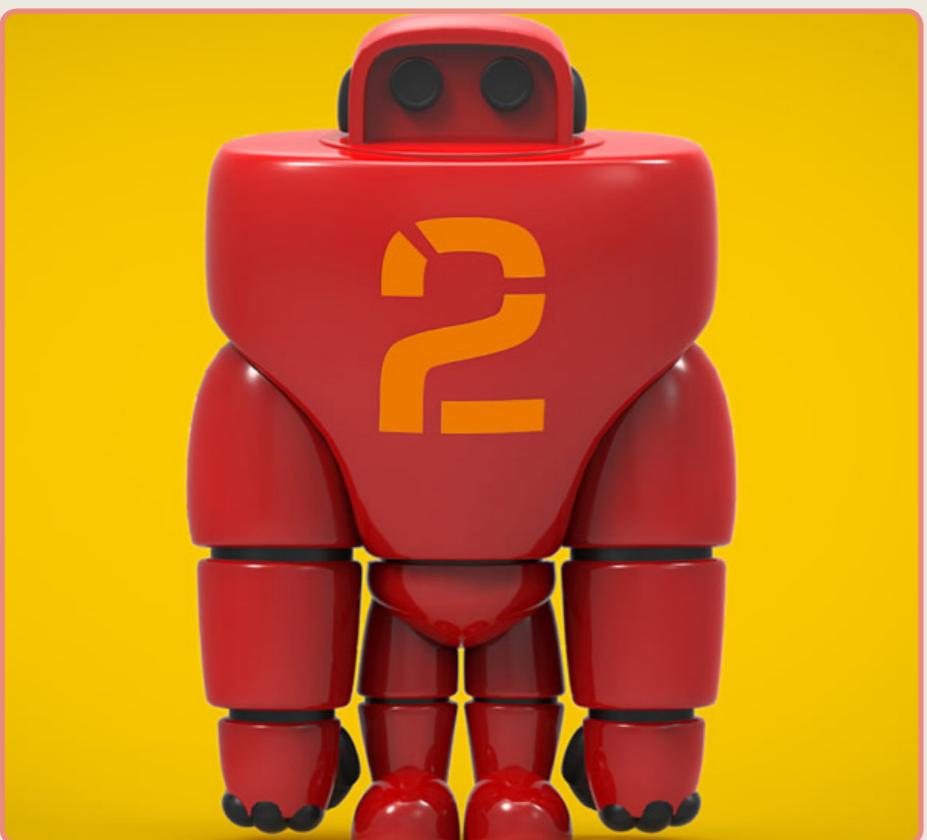
DIVING SUITS / GEAR

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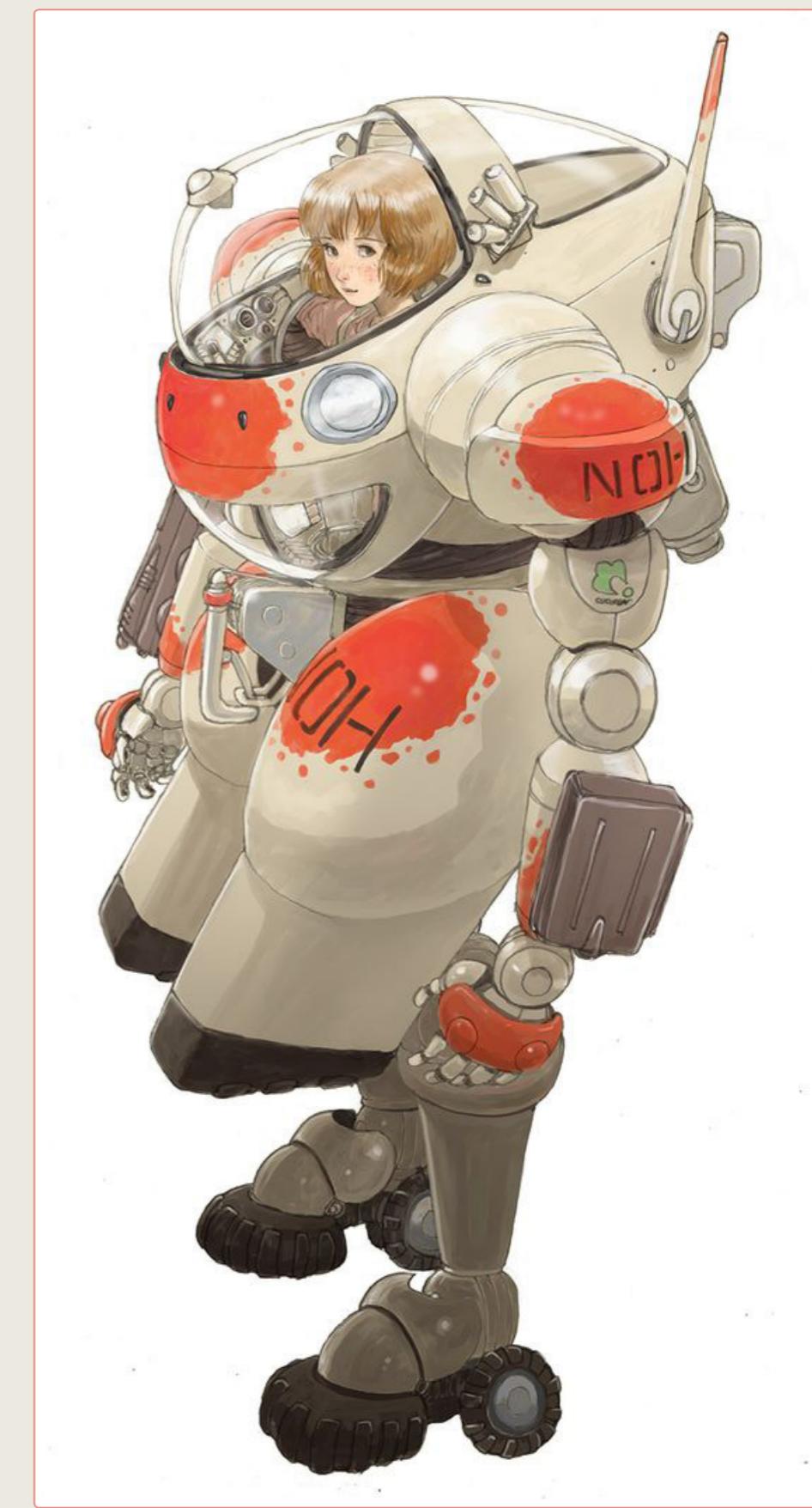
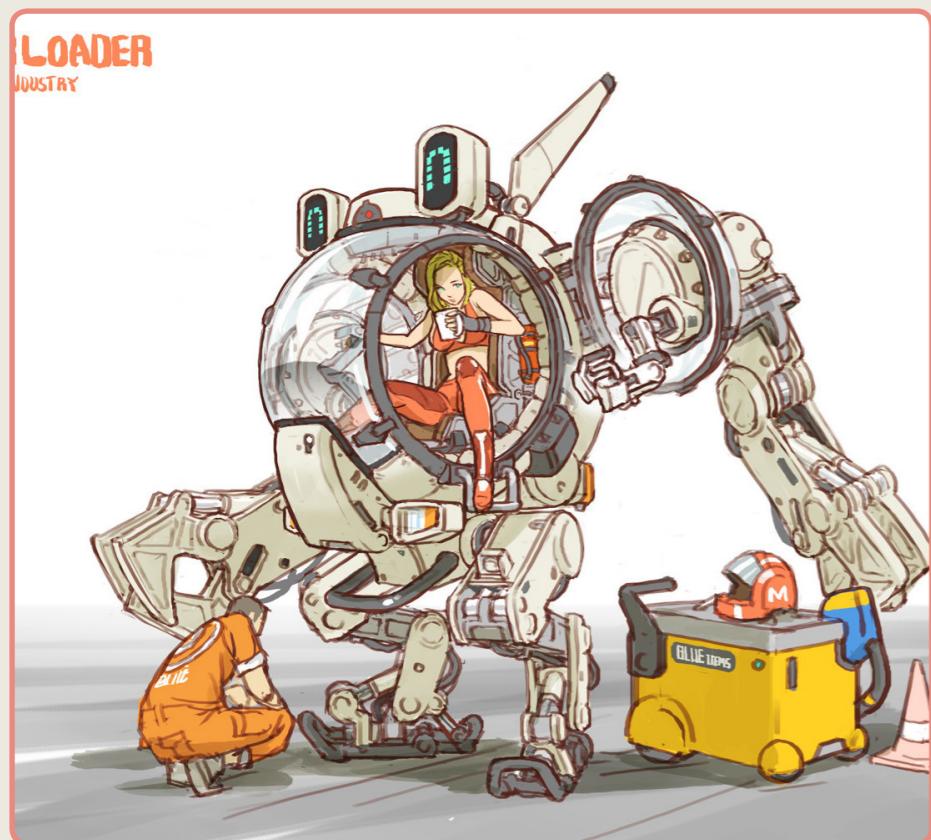
SPACE SUITS

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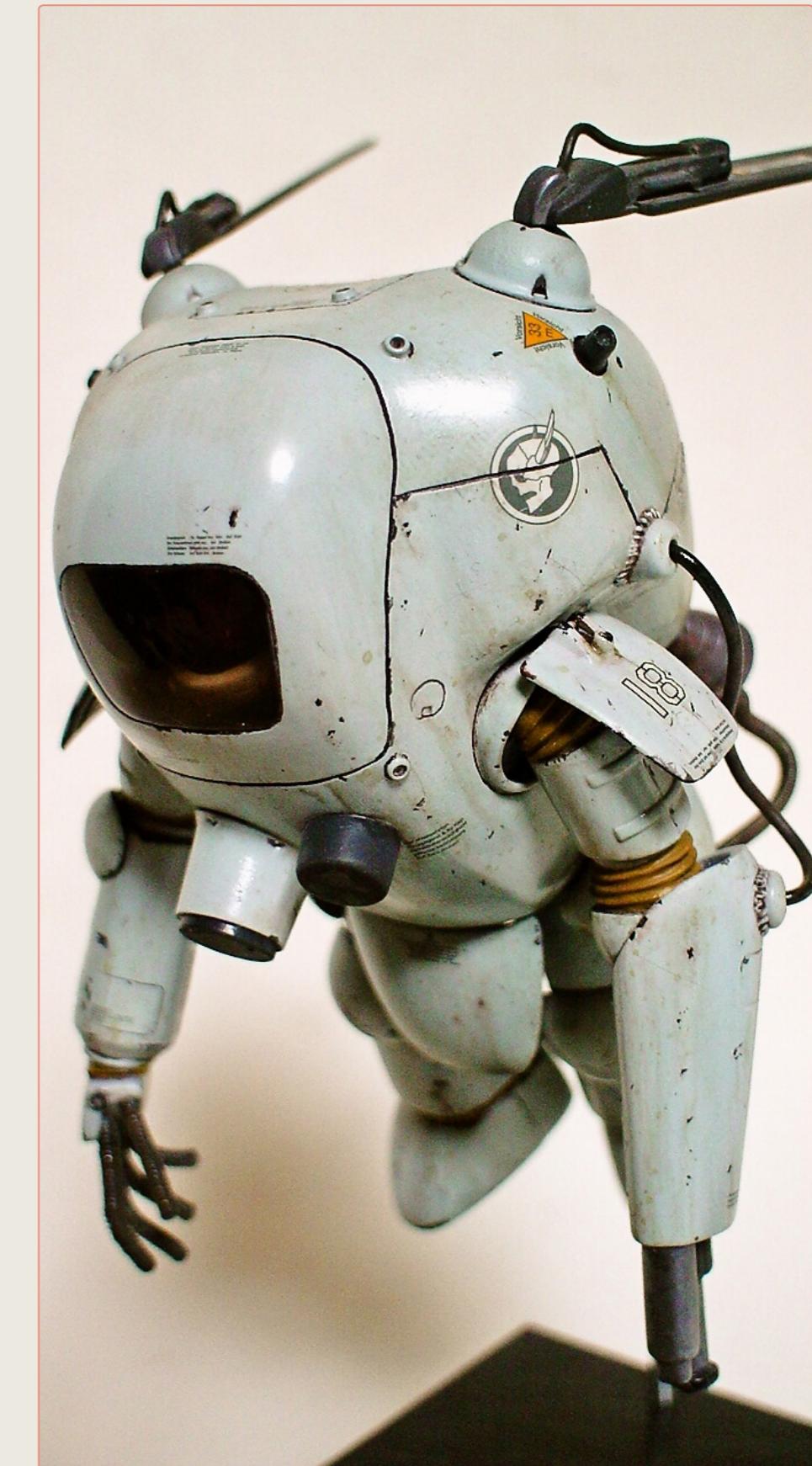
“CUTE ROBOT”

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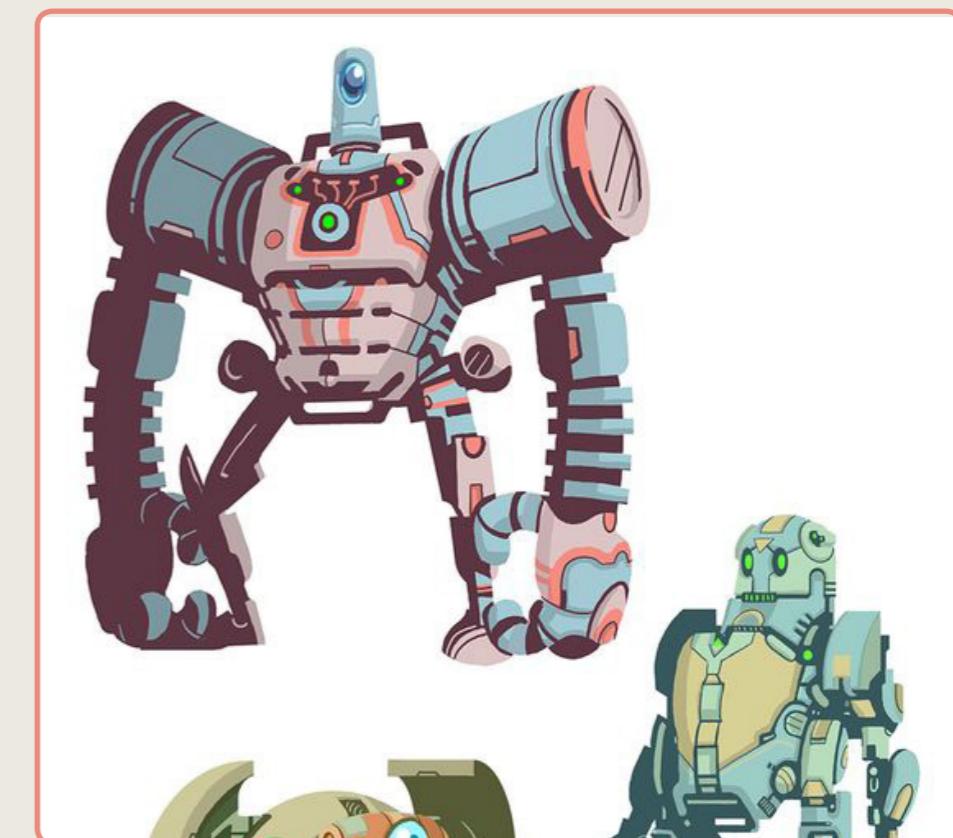
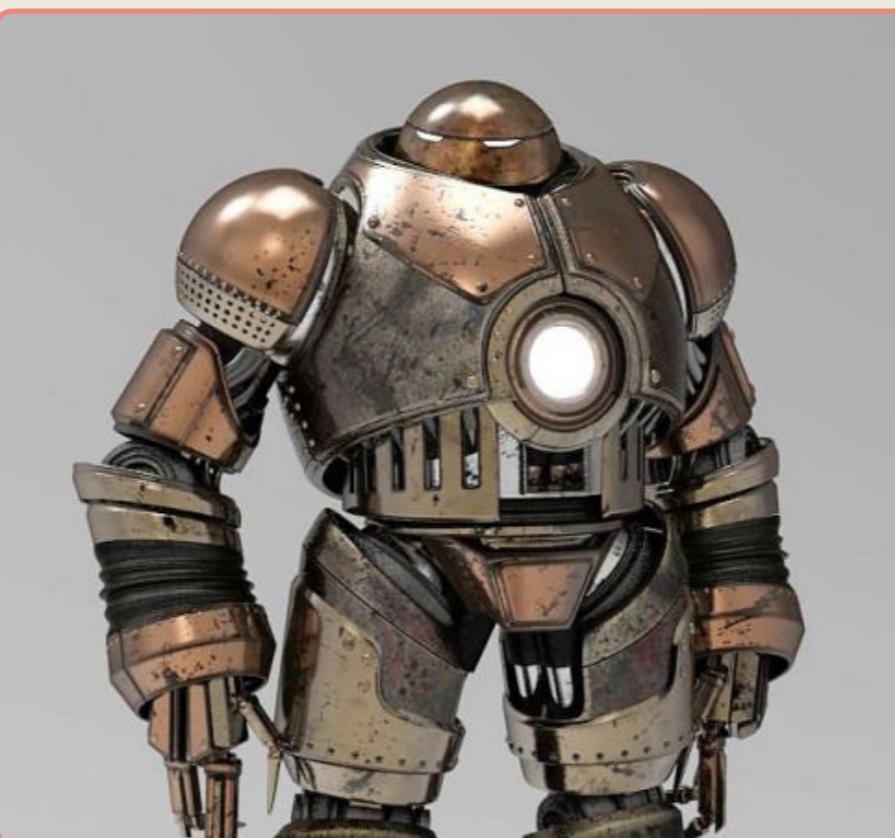
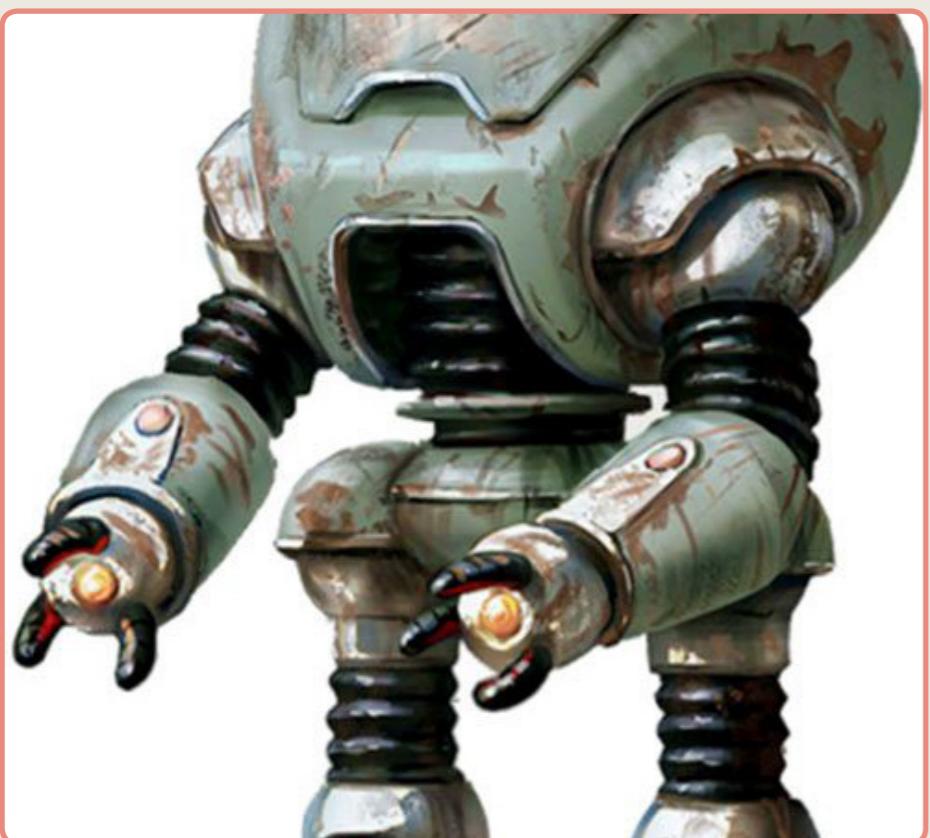
“PILOTED MECHA”

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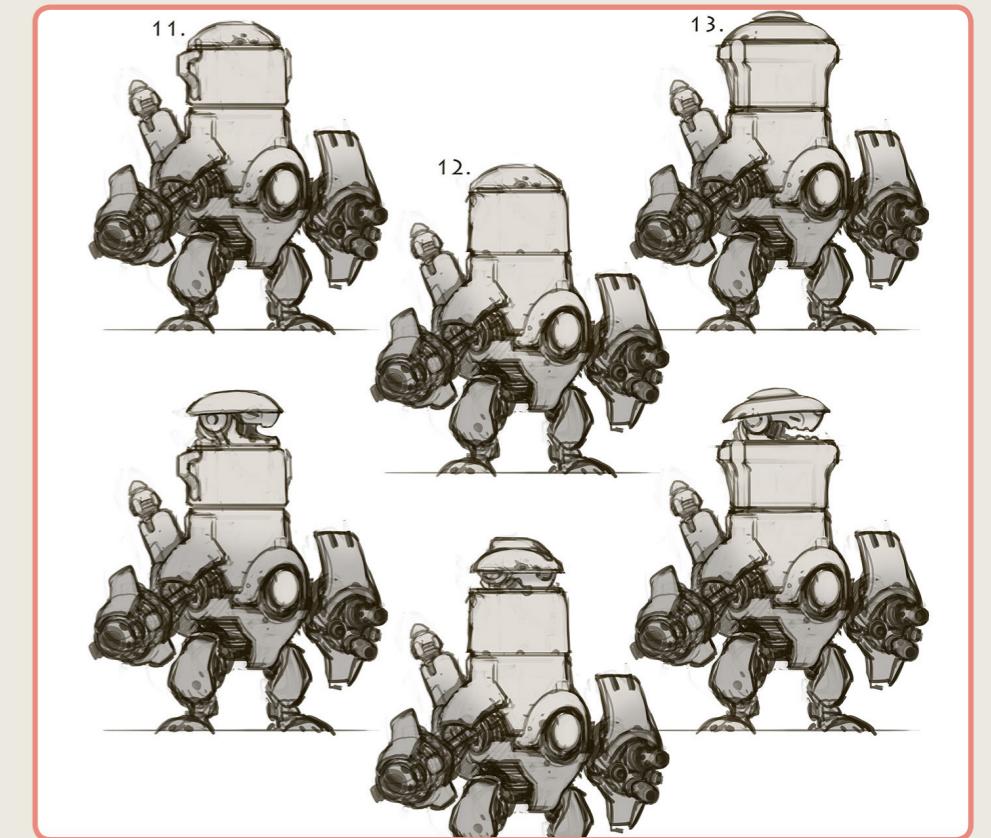
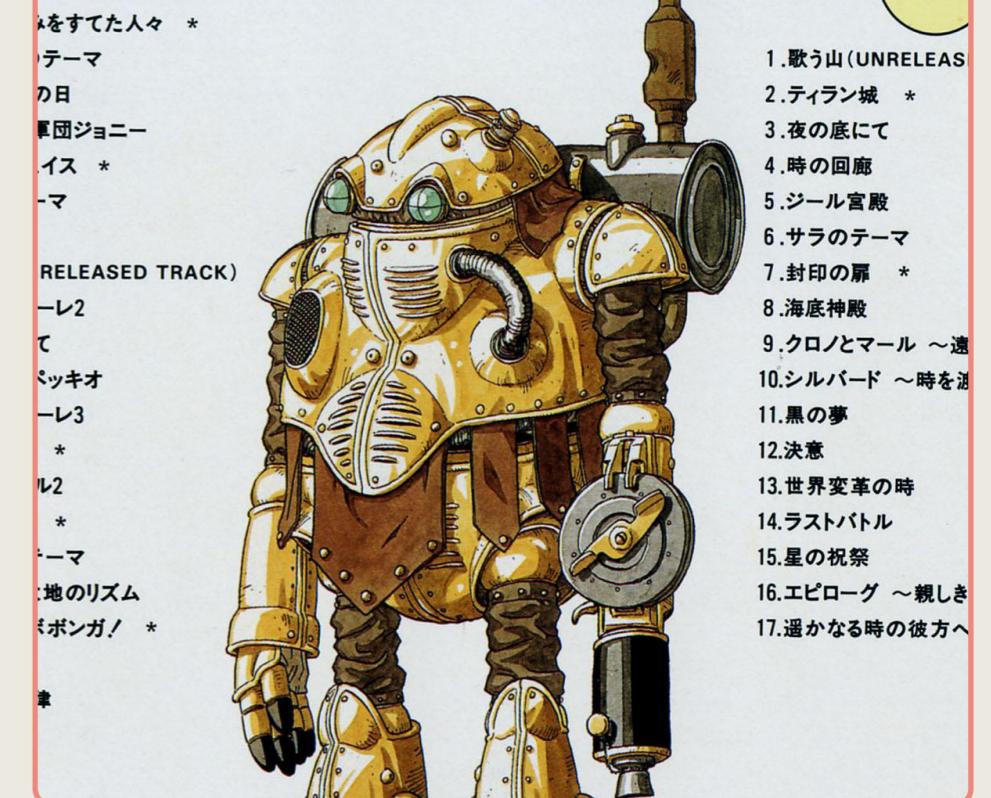
“PILOTED MECHA”

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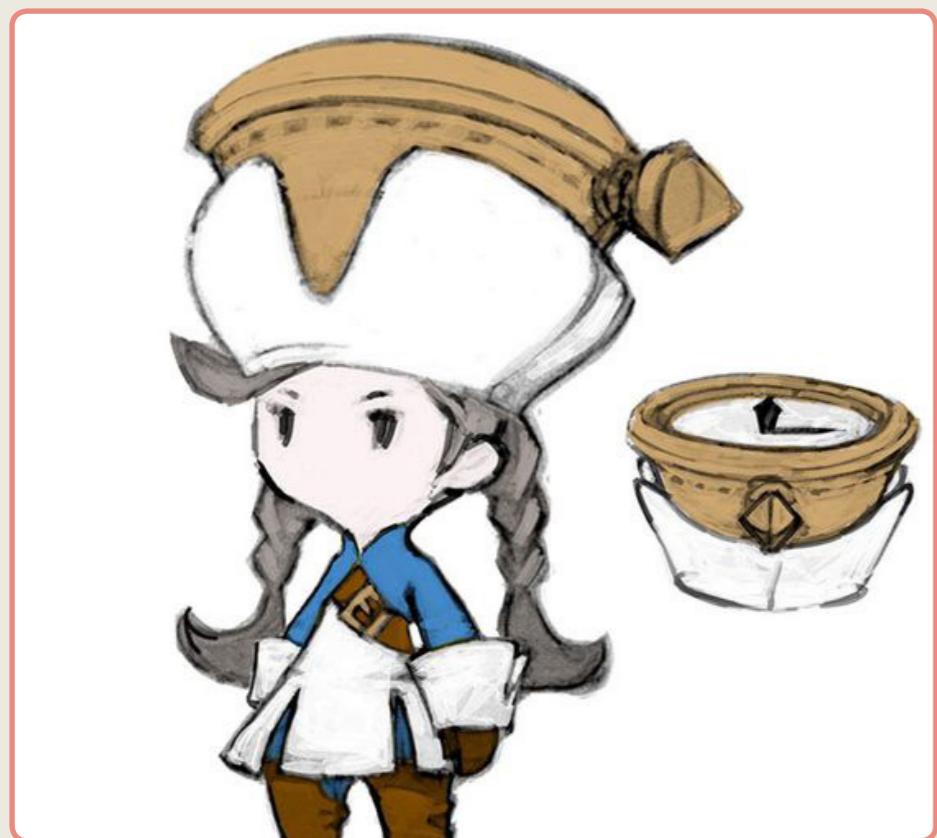
“HARD SCI-FI”

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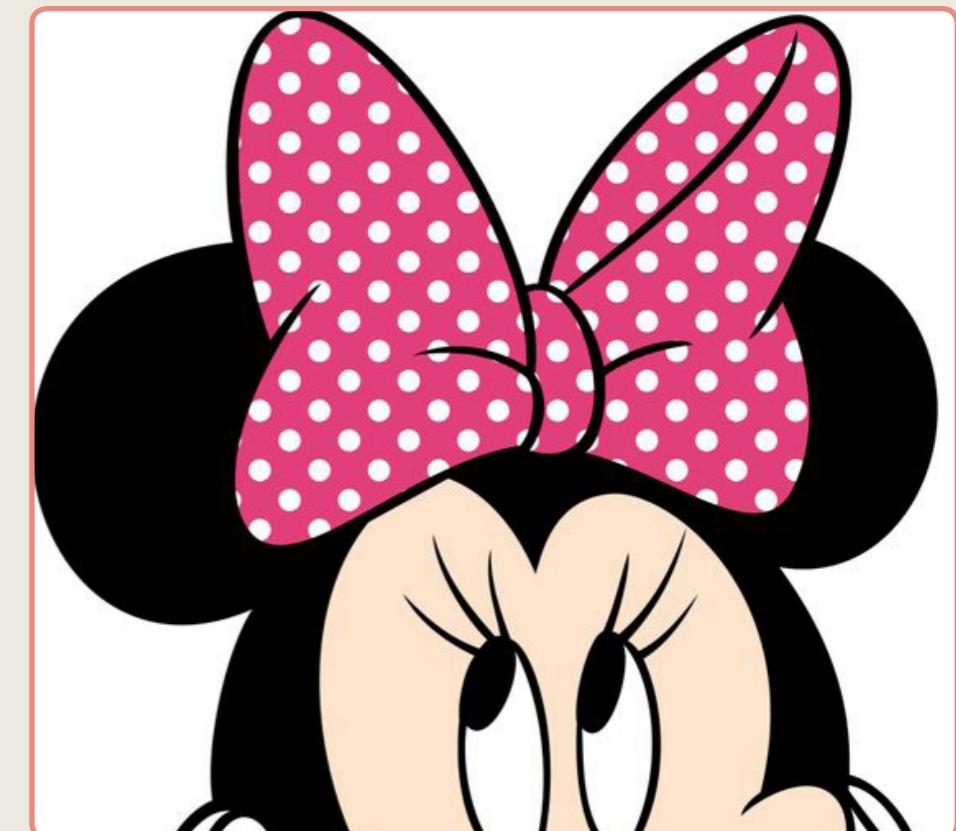
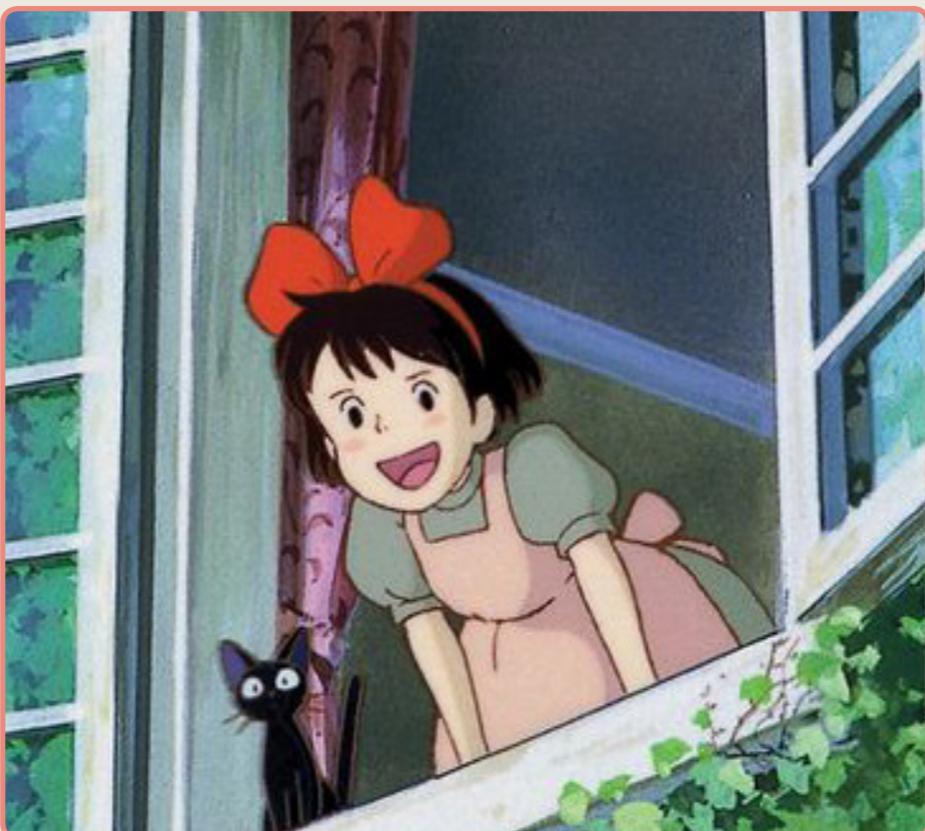
STEAMPUNK

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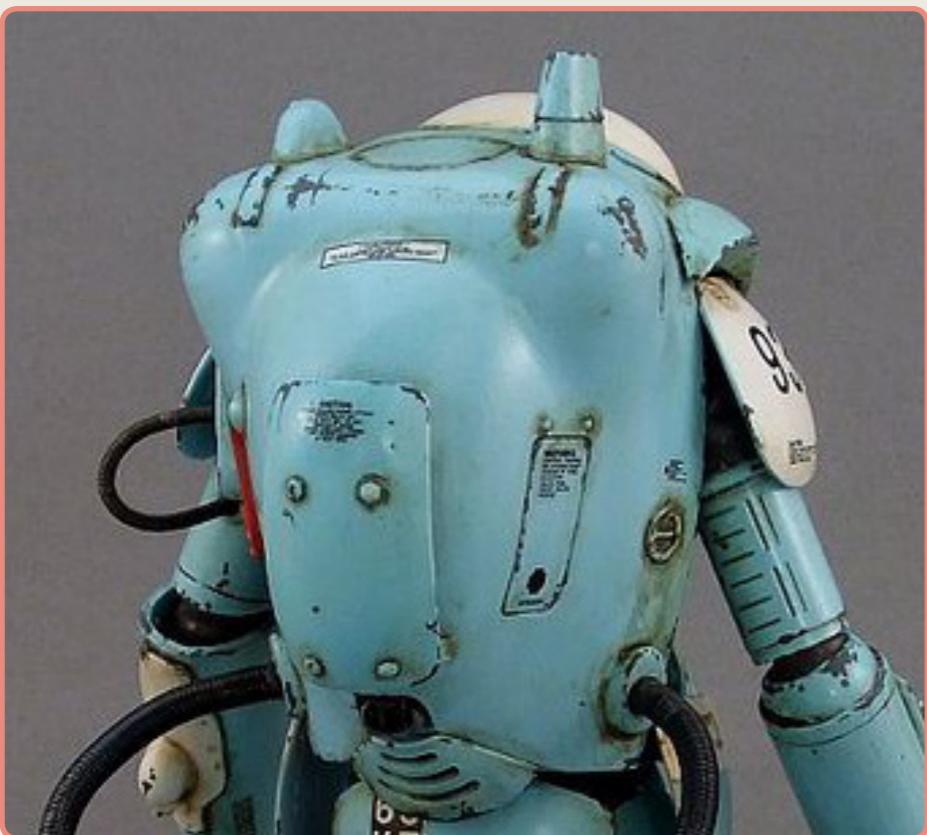
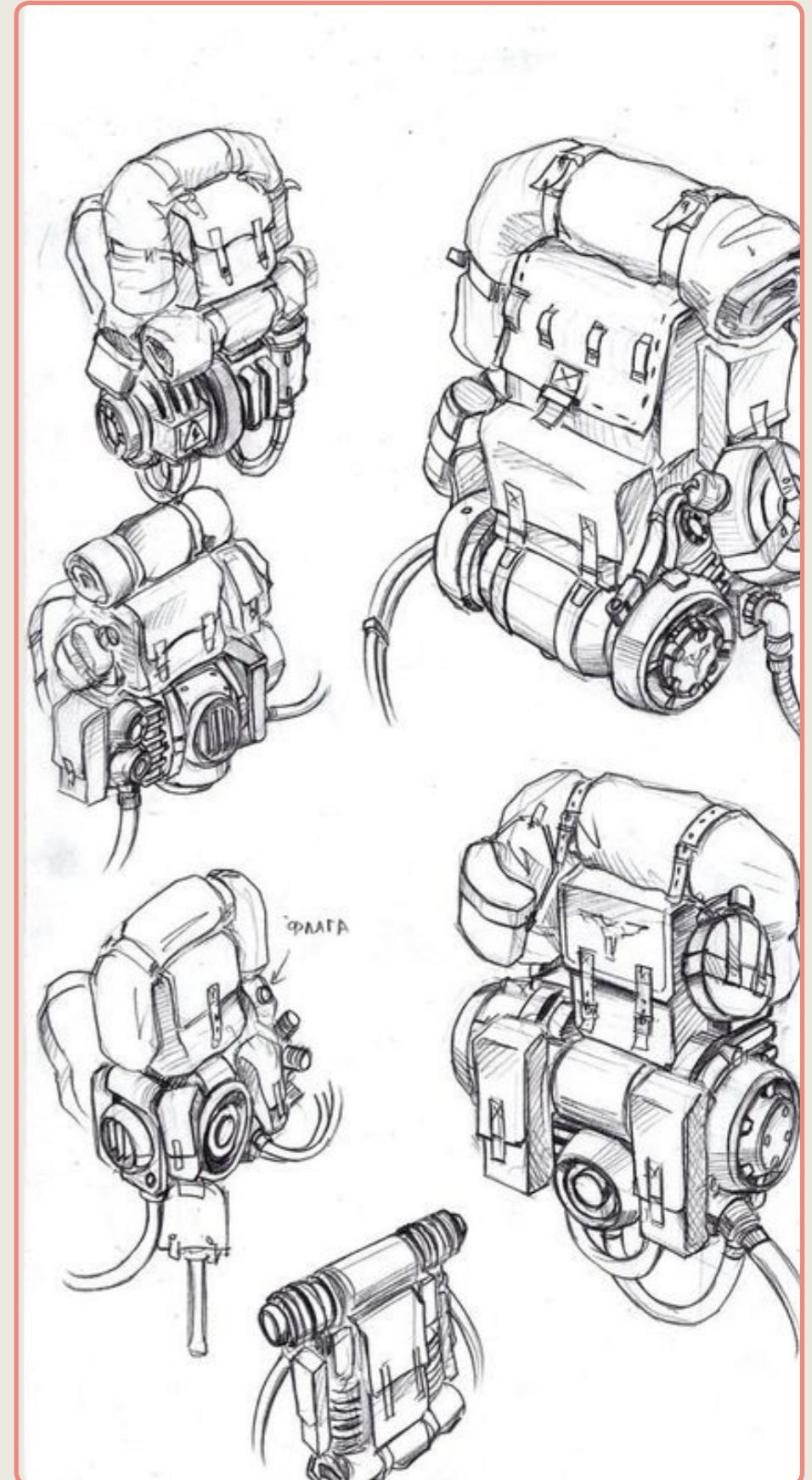
SUPER DEFORMED STYLE

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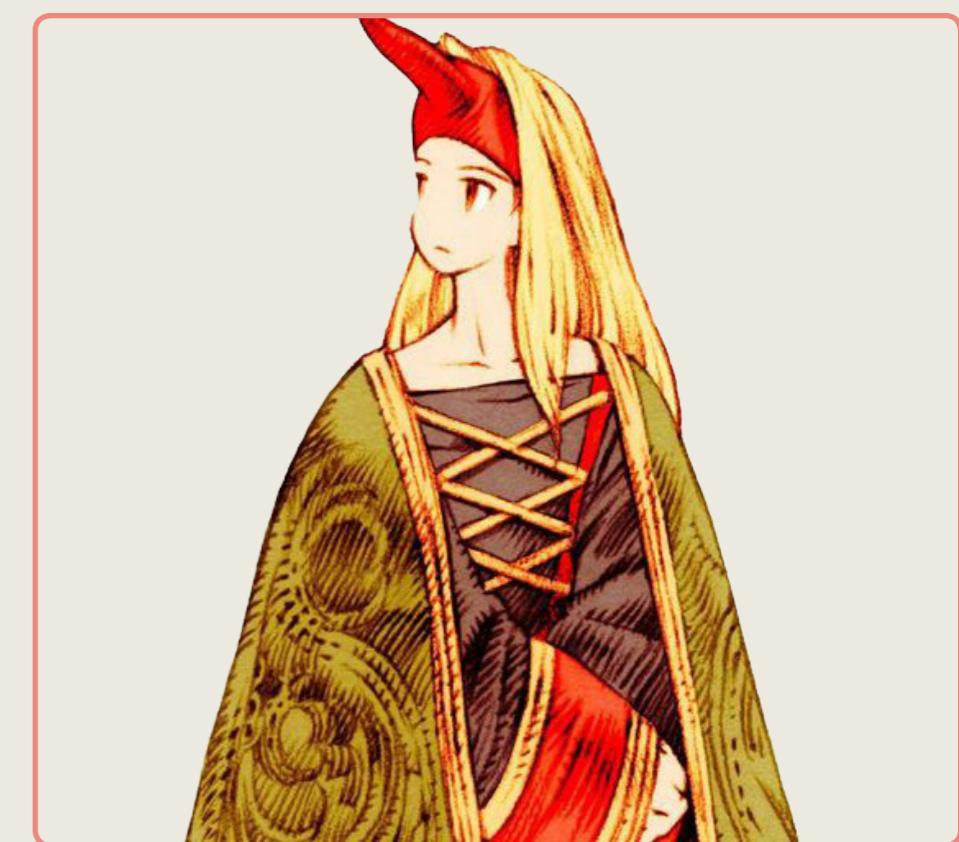
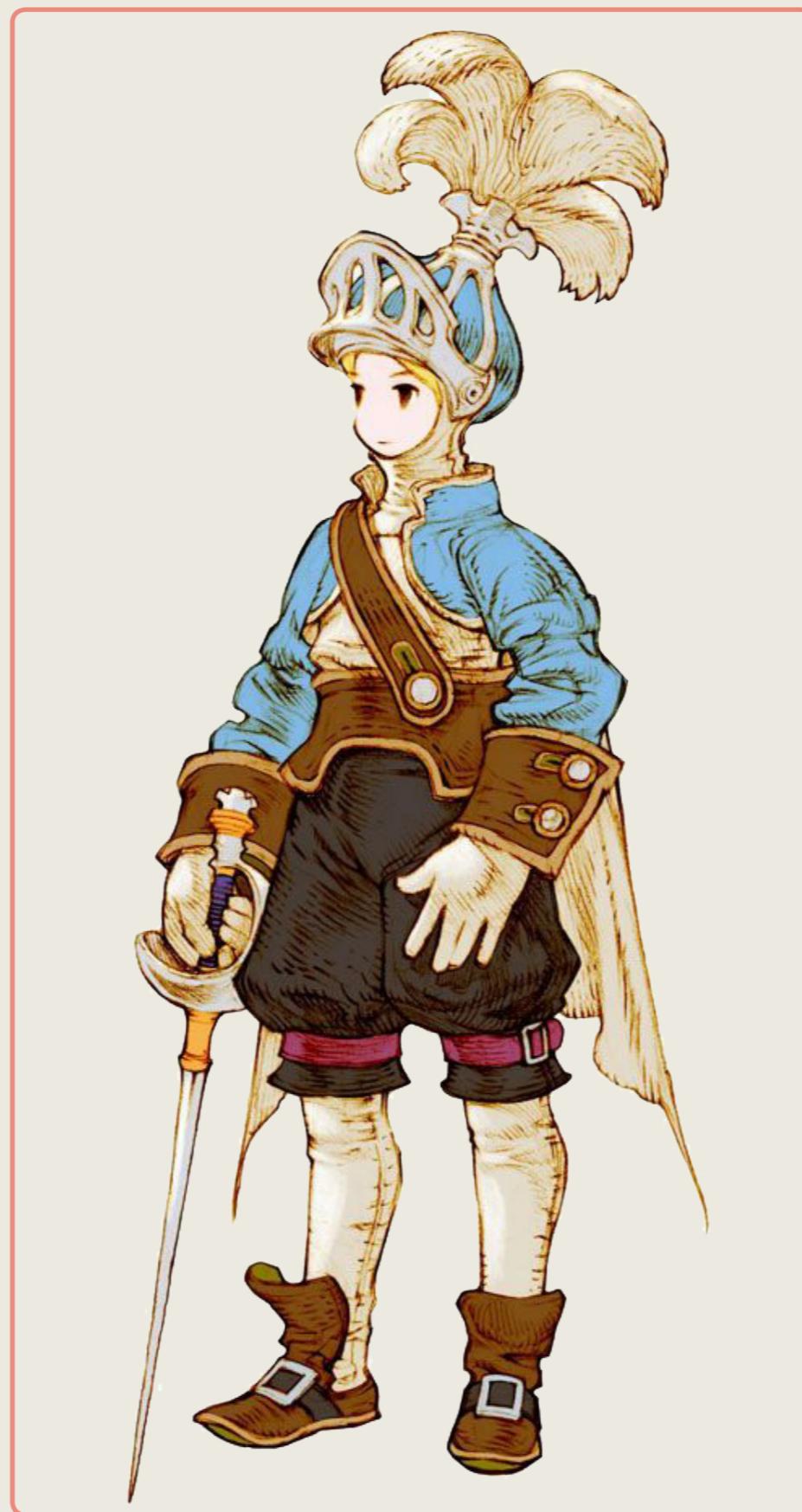
THE BOW

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THE BACKPACK

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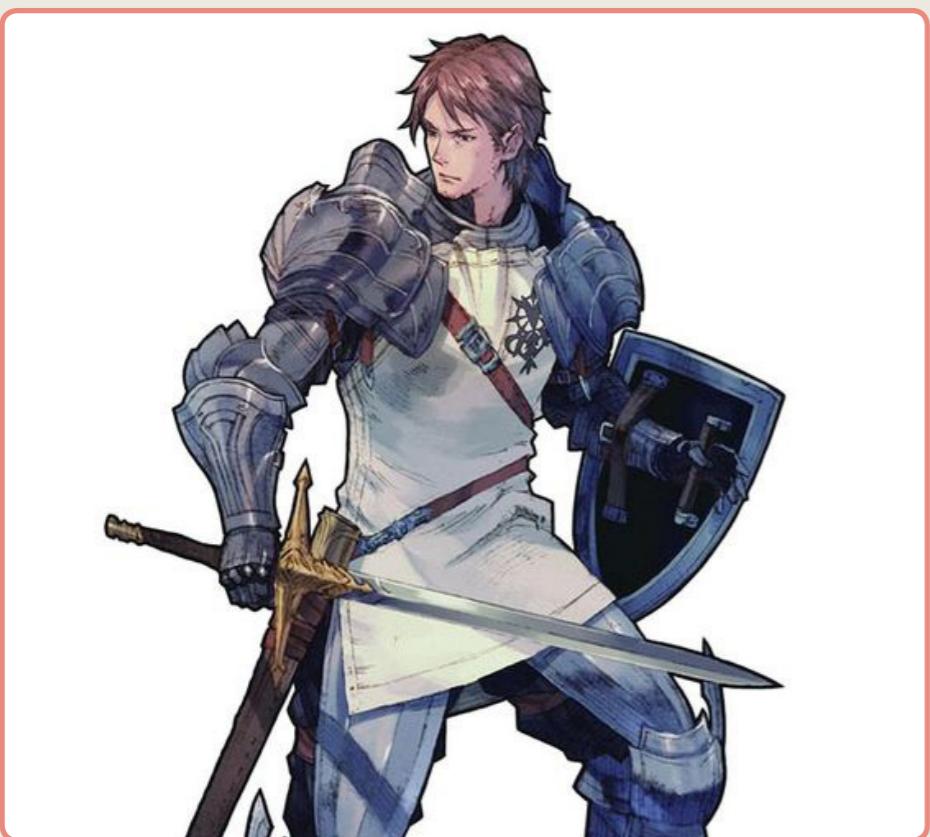
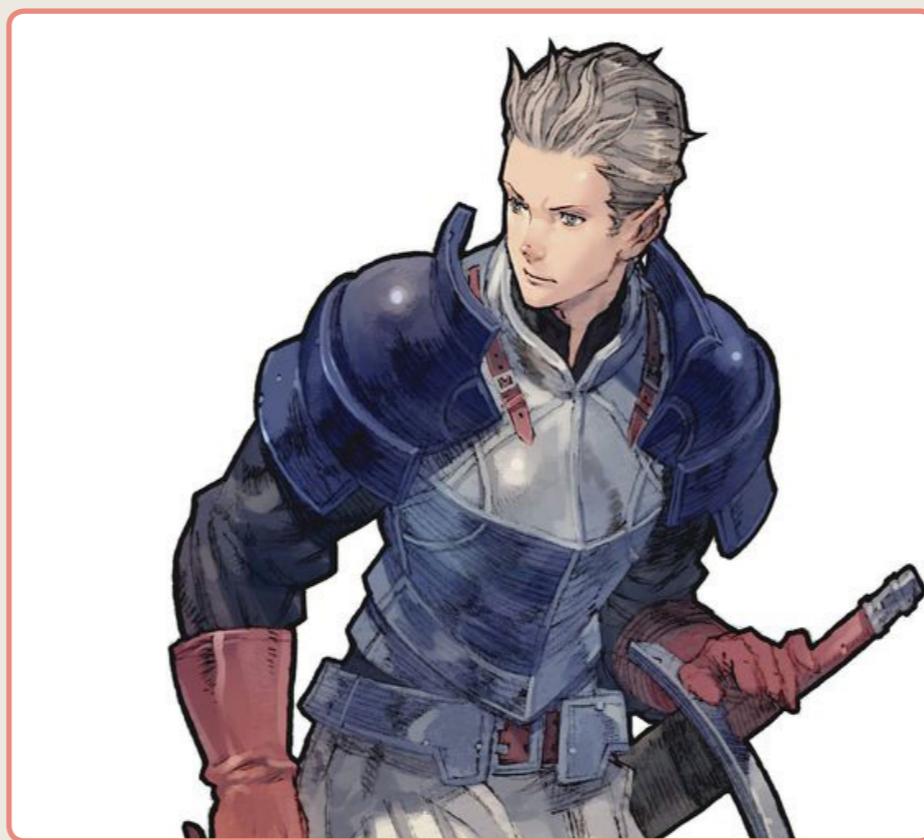
AKIHIKO YOSHIDA

MICHAEL JEON GAT120 CHARACTER PORTFOLIO



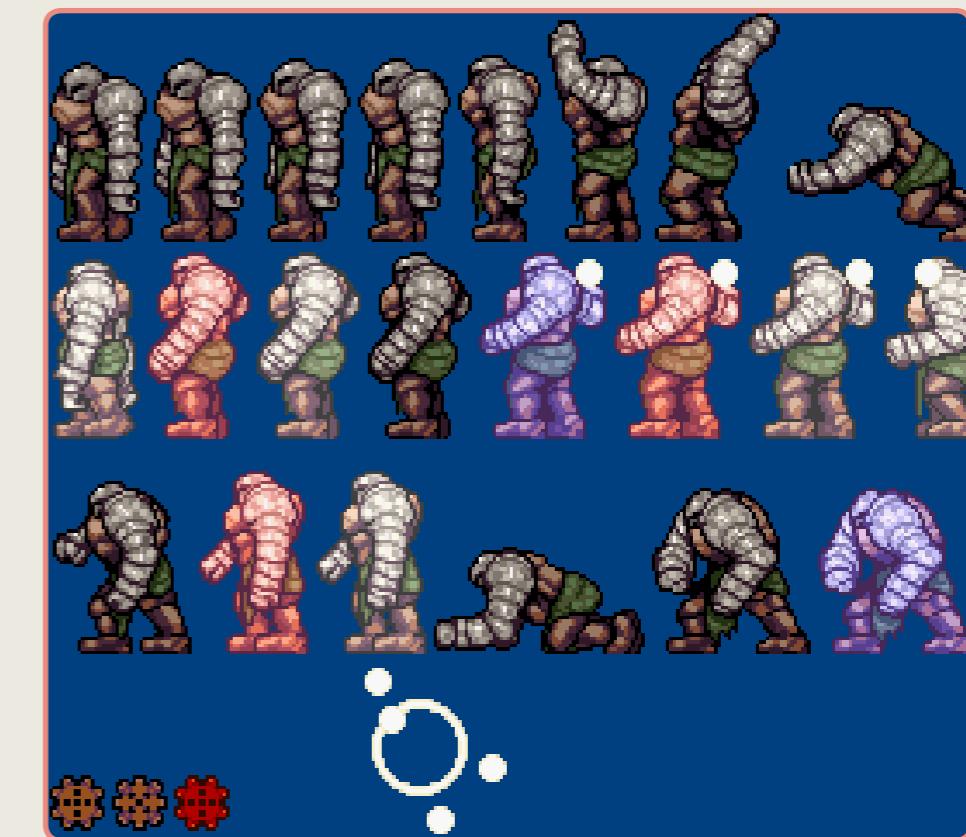
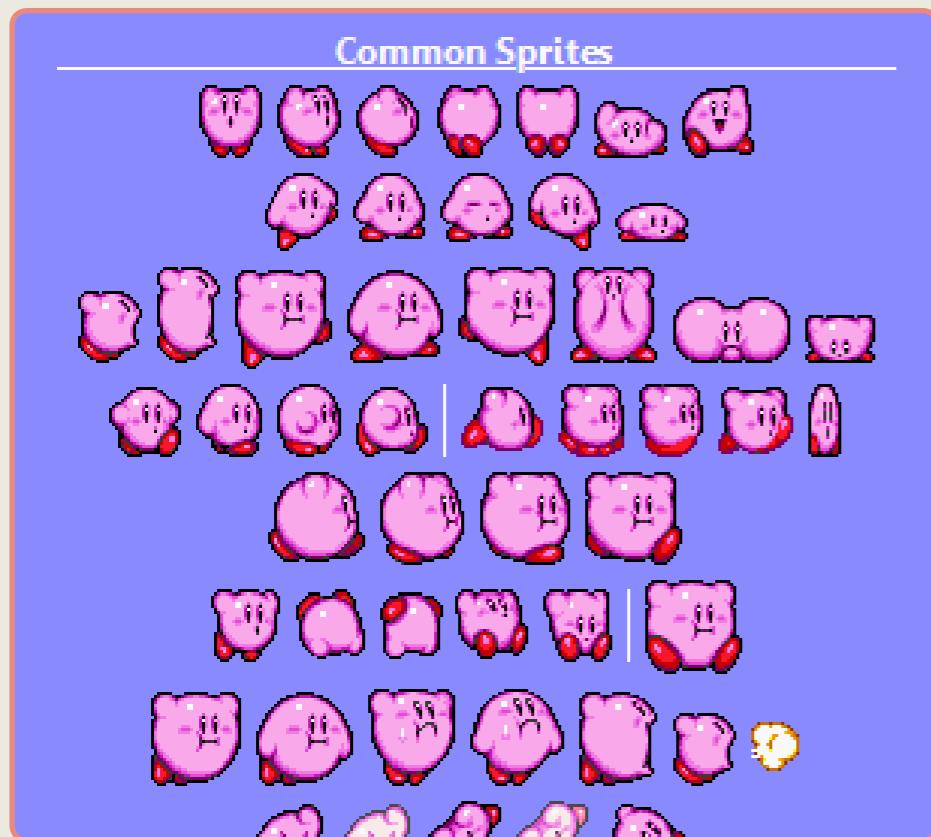
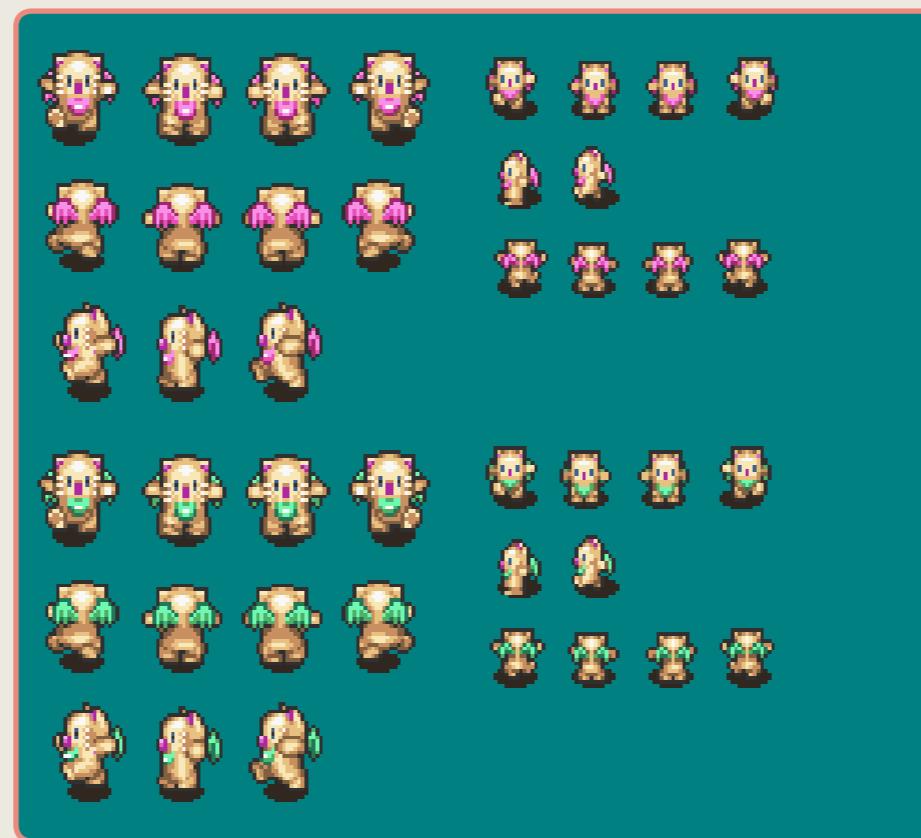
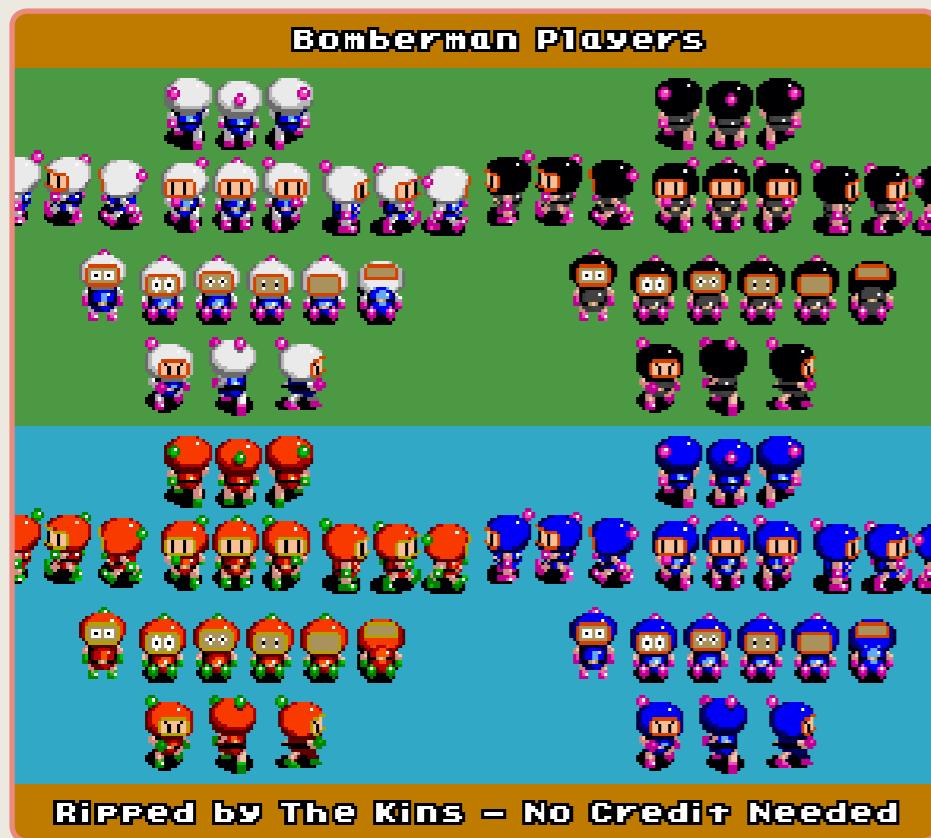
AKIHIKO YOSHIDA

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ARMOUR

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16-BIT SPRITES

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PREPRODUCTION DEVELOPMENT



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CHARACTER PROFILE

LALAN (la-lah-n)

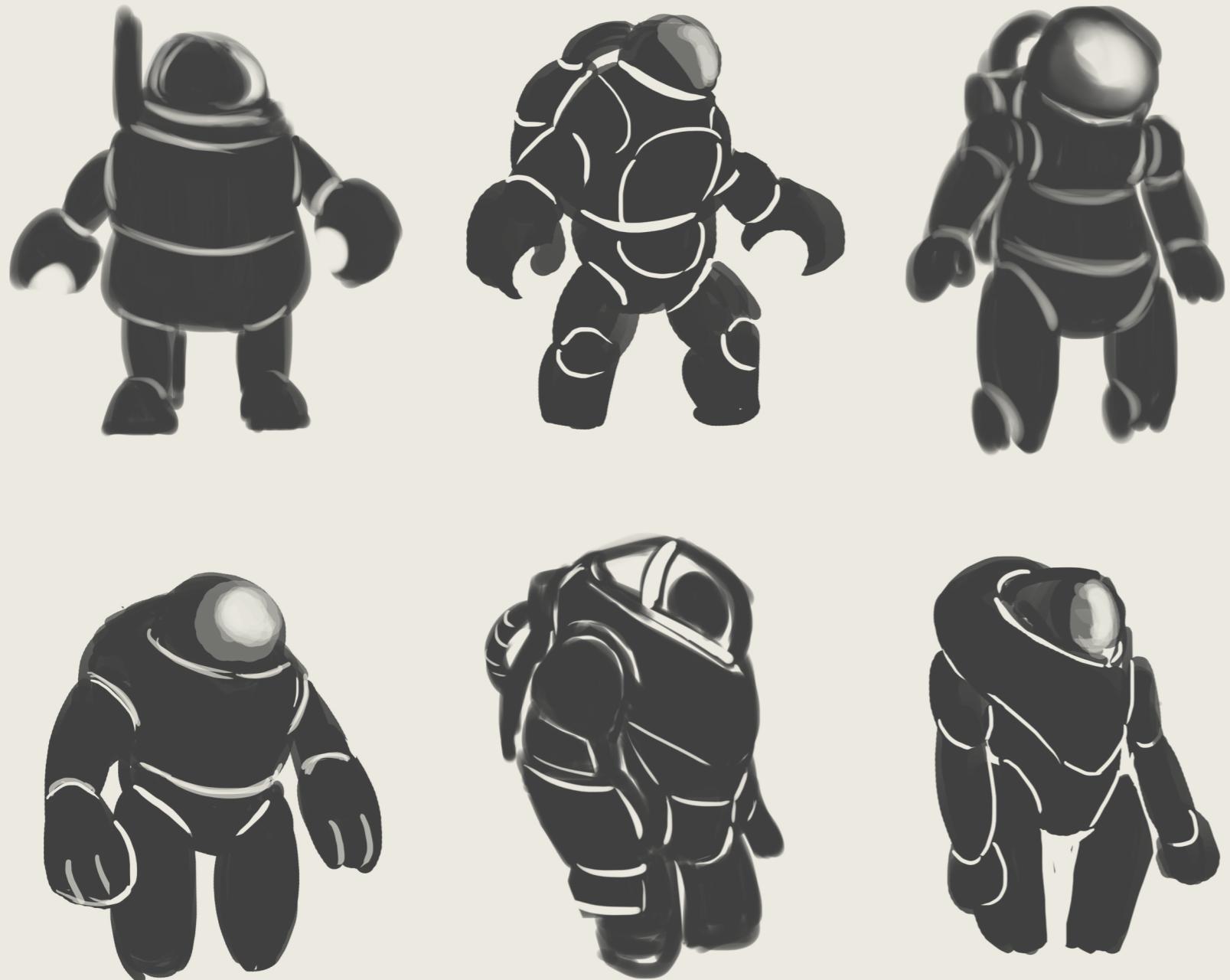
An intrepid adventurer, Lalan would return home after decades of journeying only to find her creator had passed away. Though she was survived by three daughters, Lalan would dedicate her life to them, regretful she couldn't fulfil her creator's dying wish: to see Lalan again. So, she tends to the *Snoring Owl* - a tavern of her mistress' ambition: to serve the *liquid wonders of alchemy* to fellow travelers.

Welcome! to the Snoring Owl is a restaurant management game, where two competing managers must fight to win the ownership of the tavern.

A key concept Lalan would be designed around was "**tough but cute**". As the game itself is a homage to 90's/16-bit Japanese RPGs, the **head intentionally lacks detail to capitalise on the potential of comical expressiveness seen on sprites**.

Playful and straightforward, Lalan wears her heart on her sleeve - whether this is her programming or her personality it is unknown.





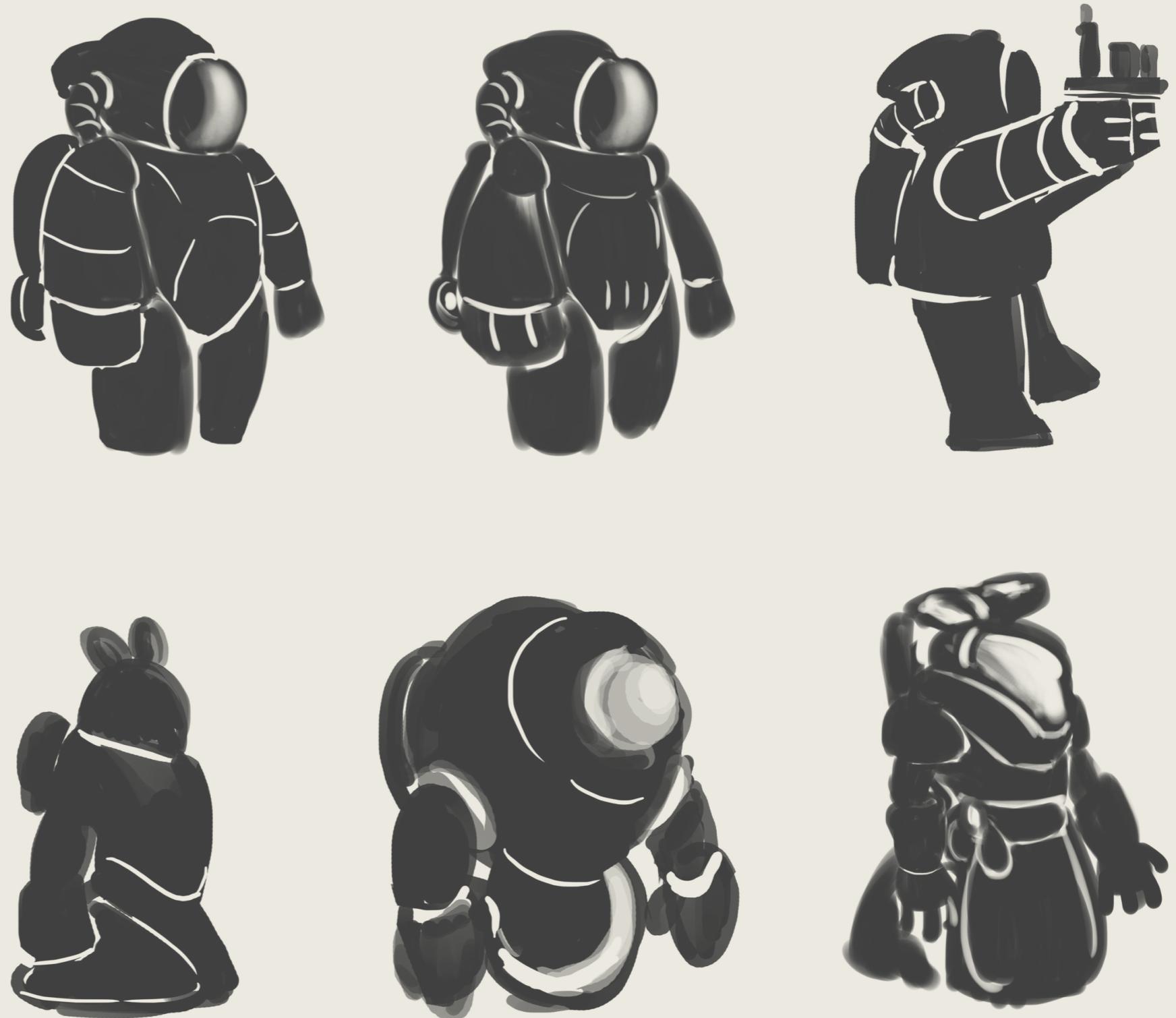
EARLY CONCEPT SILHOUETTES

With diving suits/space suits in mind, a helmet would be a key aspect of the design. To communicate a robot with an aura of friendliness contrasting with a big size, the design would use a lot of rounded shapes: cylinders, ovals, and curves. Big proportions were essential, especially larger hands becoming a defining feature. Pushing and pulling different visual weights would slowly shape up to the final design.

As seen below, I also experimented with more defined animal-like silhouettes as well, but they would be inconsistent with the character concept, and in fact, look too futuristic.



To better fit the game, I considered the Super Deformed style to be a good stylistic choice. Though eventually I would decide something in-between, the SD style presents an interesting avenue by being inherently cute. Even normally unappealing, bulky figures have a veneer of cuteness.



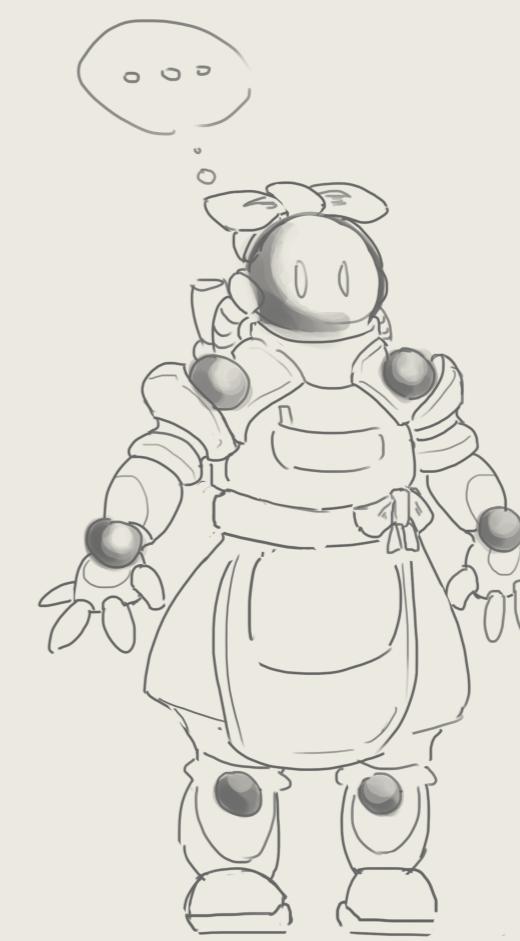
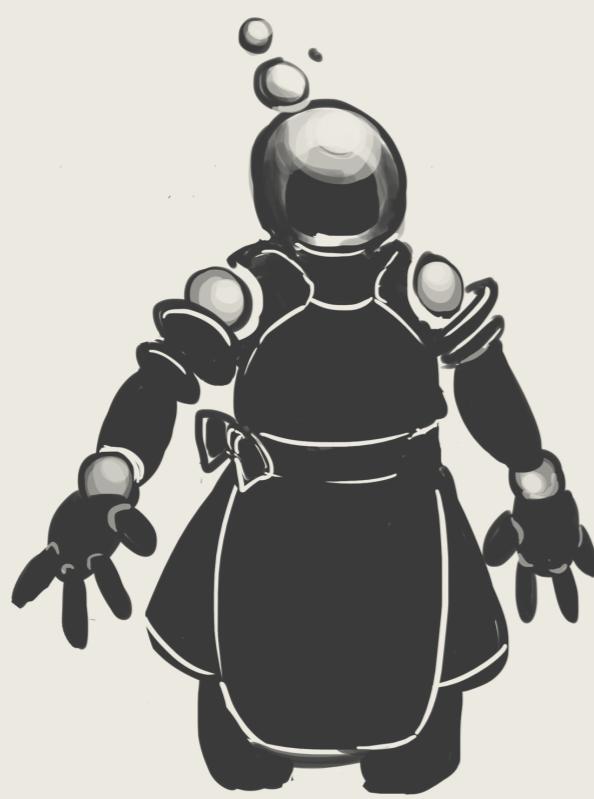
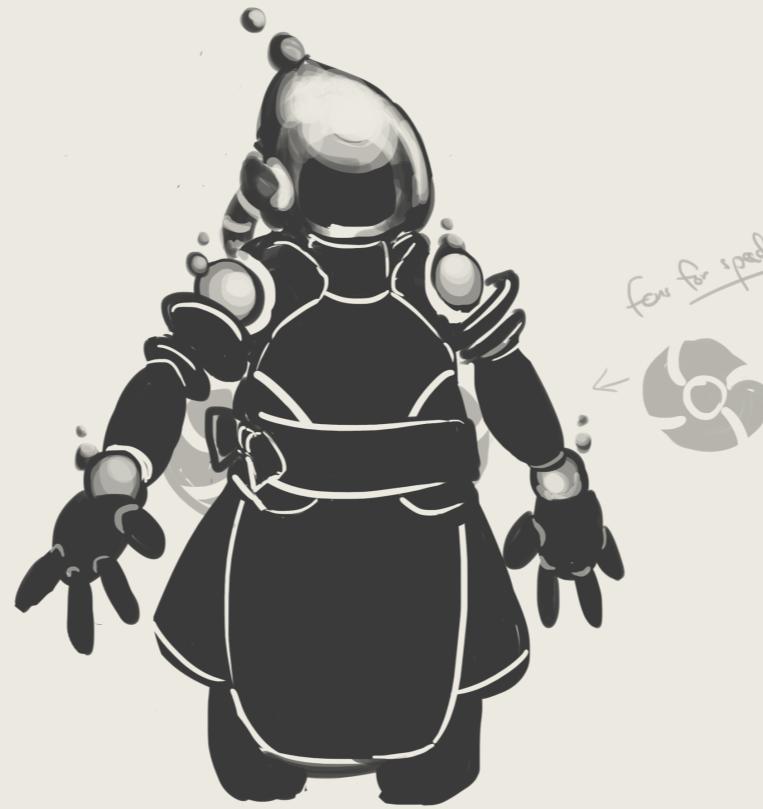


Before the final decision to make her a robot, Lalan went through a series of iterations with various backgrounds. Alchemist, knight, witch, engineer, soldier, etc.

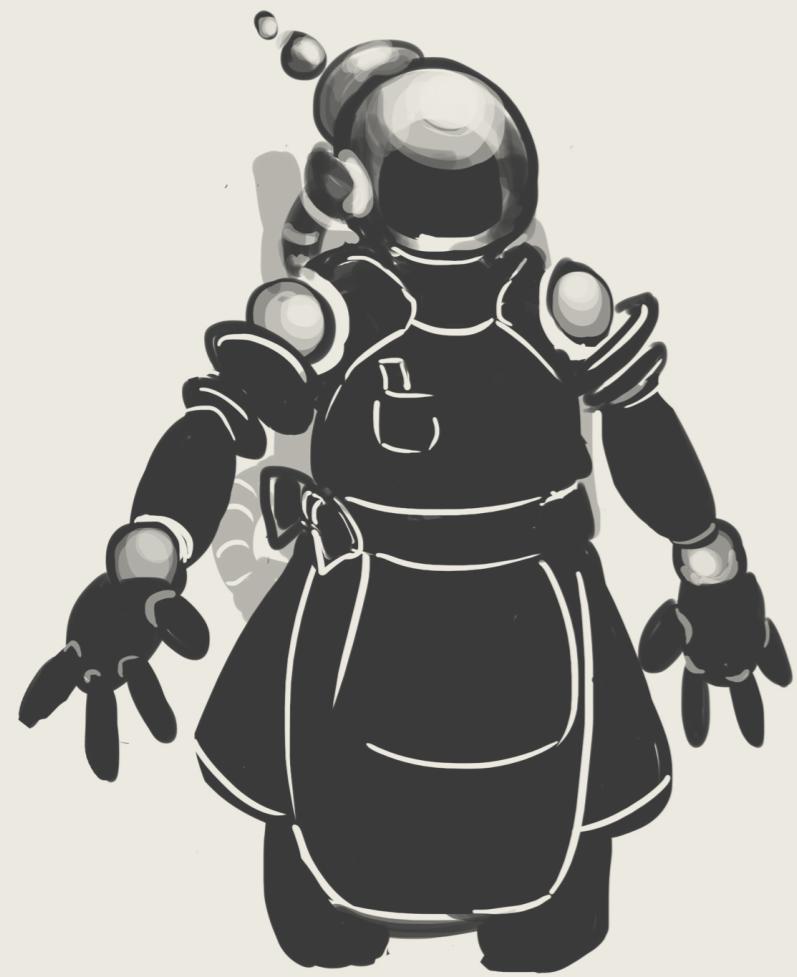
As seen above, the bow makes its first appearance here. Eventually, I arrived at the idea that Lalan would have a spherical head - and comical expressiveness.



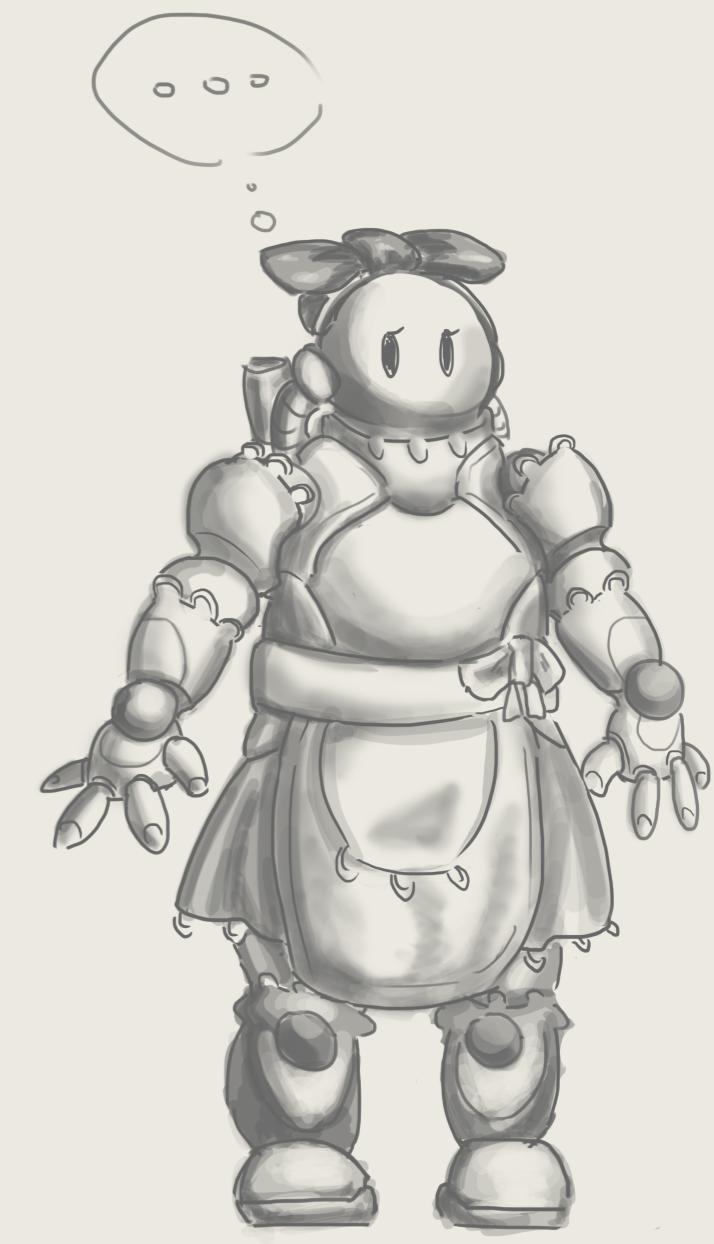
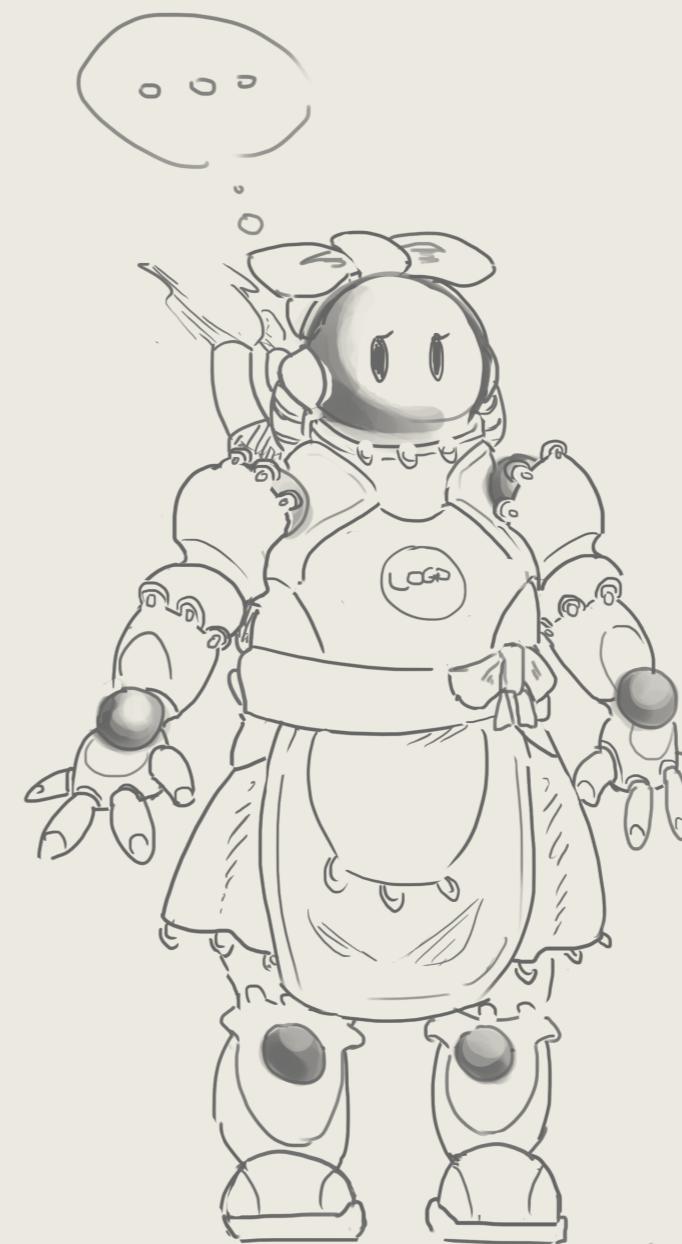
Initially, Lalan was a human in a robot suit: I intended to use the Dragon Lady stereotype and subvert it, turn her into an “auntie” who would rule the tavern with smothering love and compassion. But given the size limitations of the game, which would use pixel art, it would not be as visually interesting or distinctive.

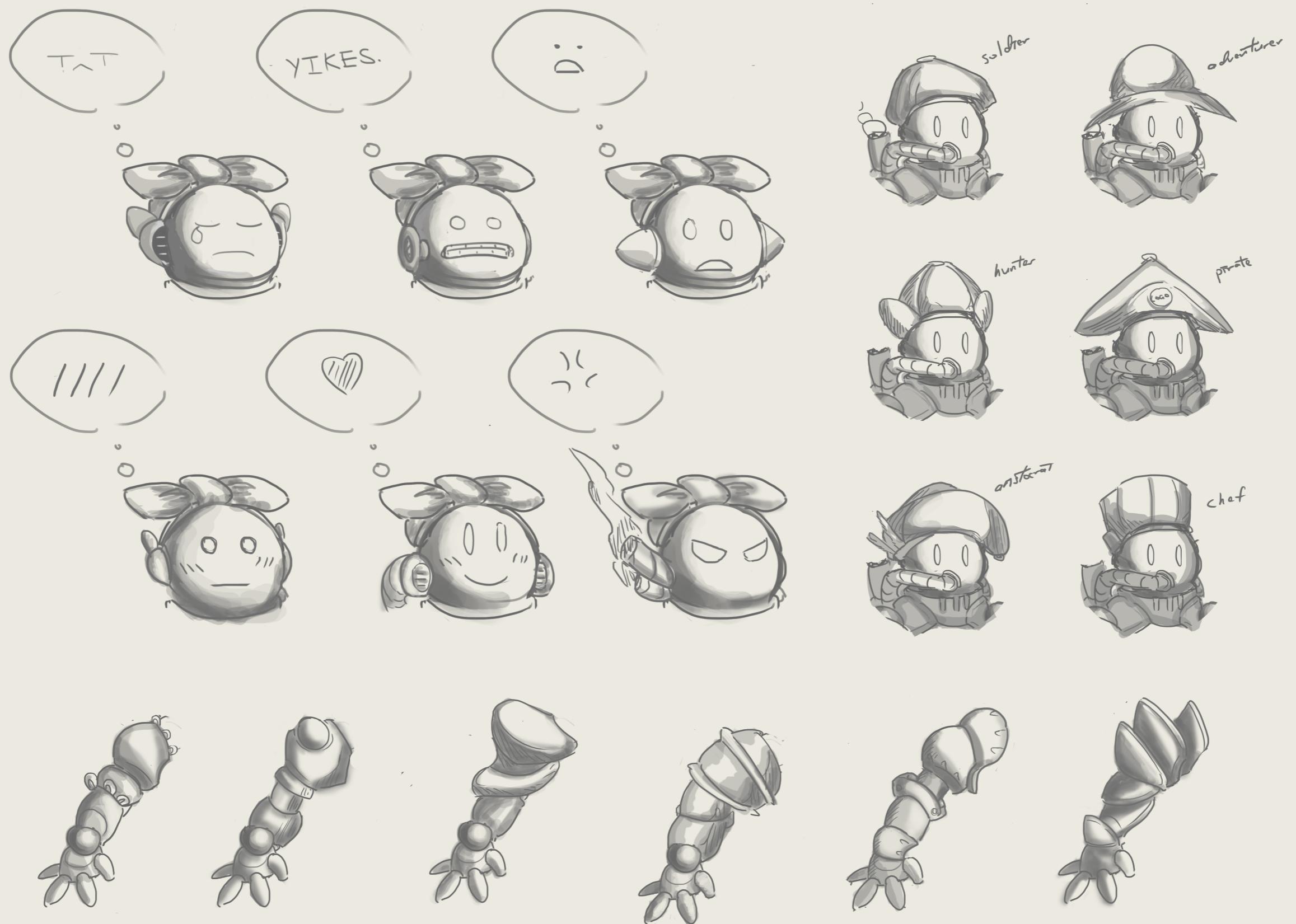


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By referencing armor, steampunk and diving suits, I fused elements from all three to create an armored look for a cute robot. As seen here and later I considered more obvious cues for femininity like lace and eyelashes, but decided against it, as it felt too exaggerated - like a caricature. Lalan was to be comical yes, but not satirical.





ACCESSORIES/ATTACHMENTS

MICHAEL JEON GAT120 CHARACTER PORTFOLIO



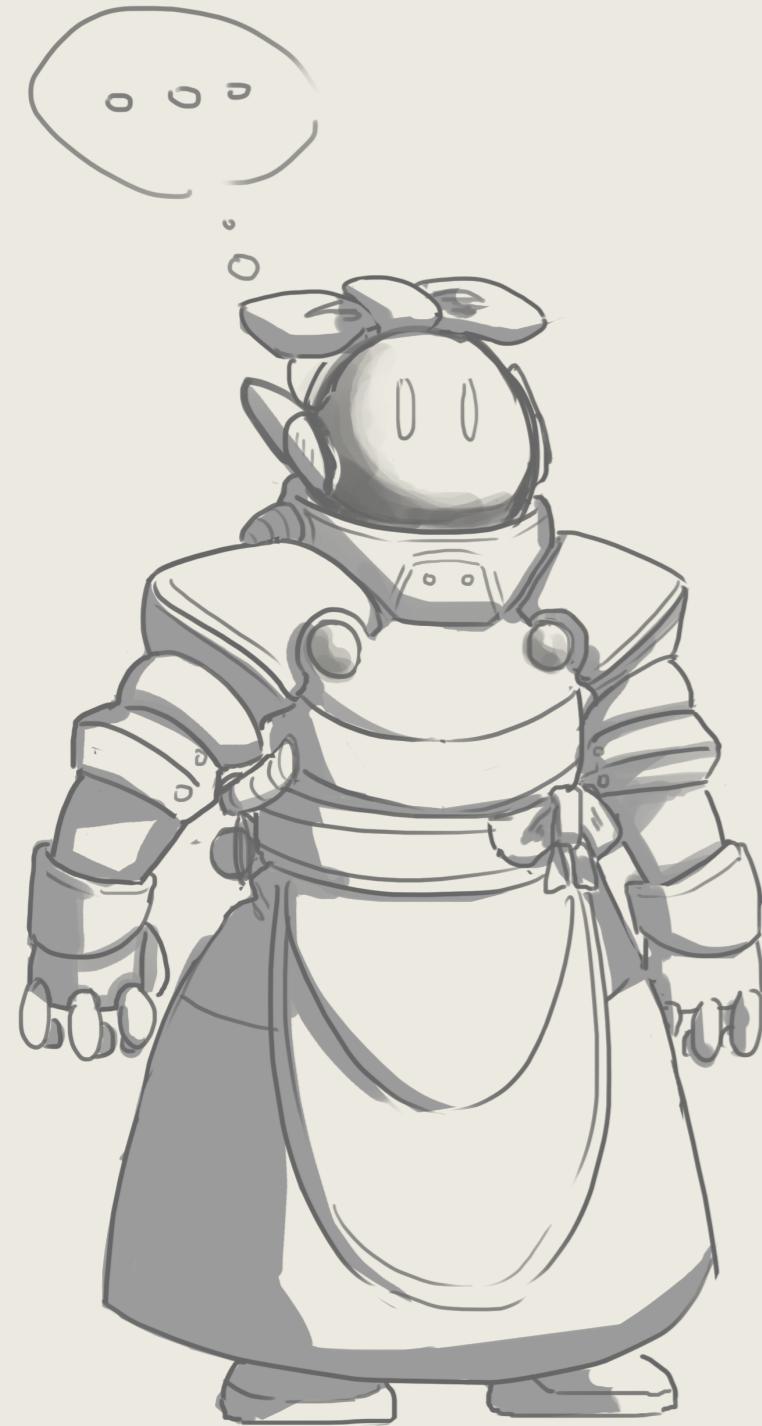
ROUGHS

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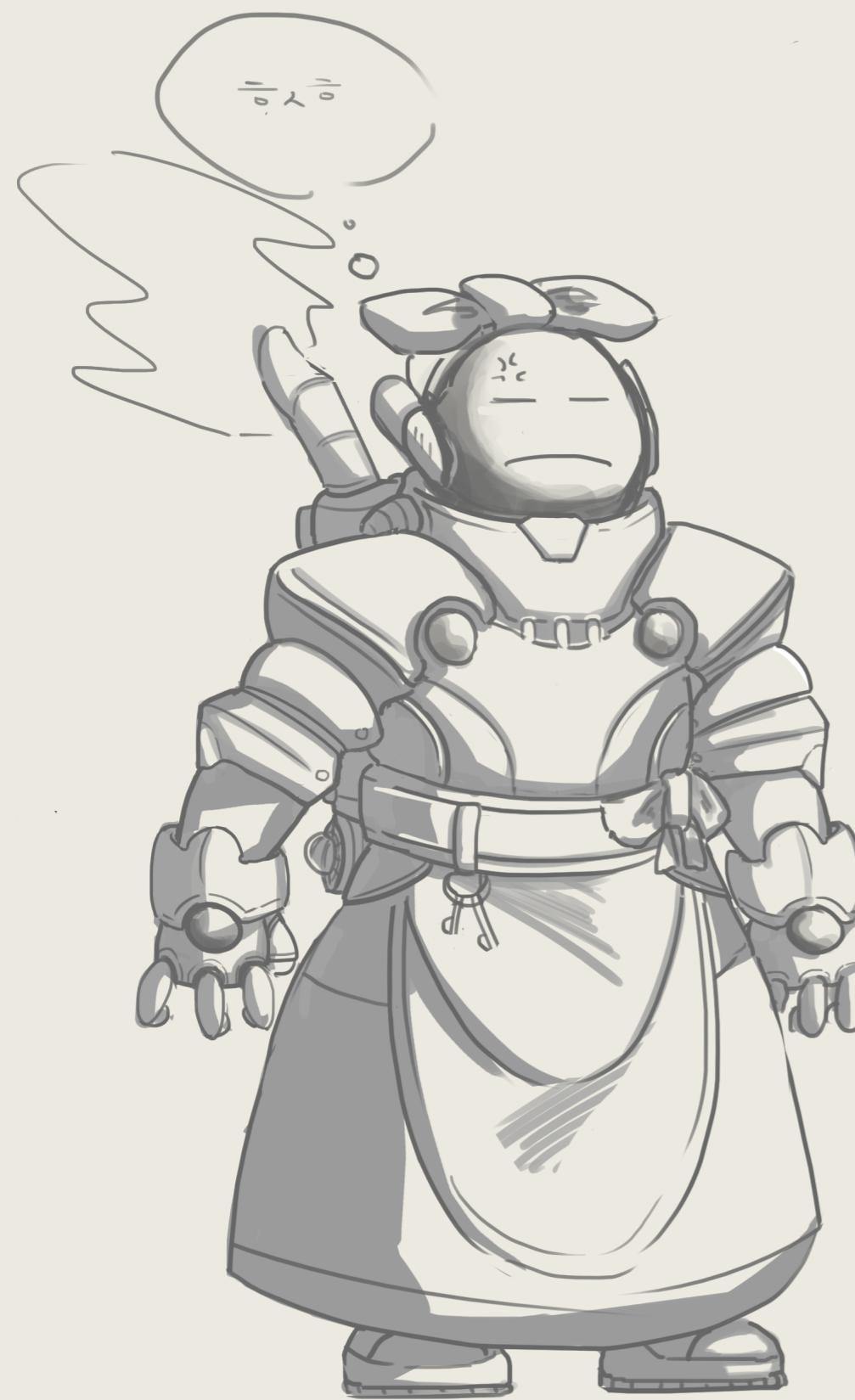


ROUGHS

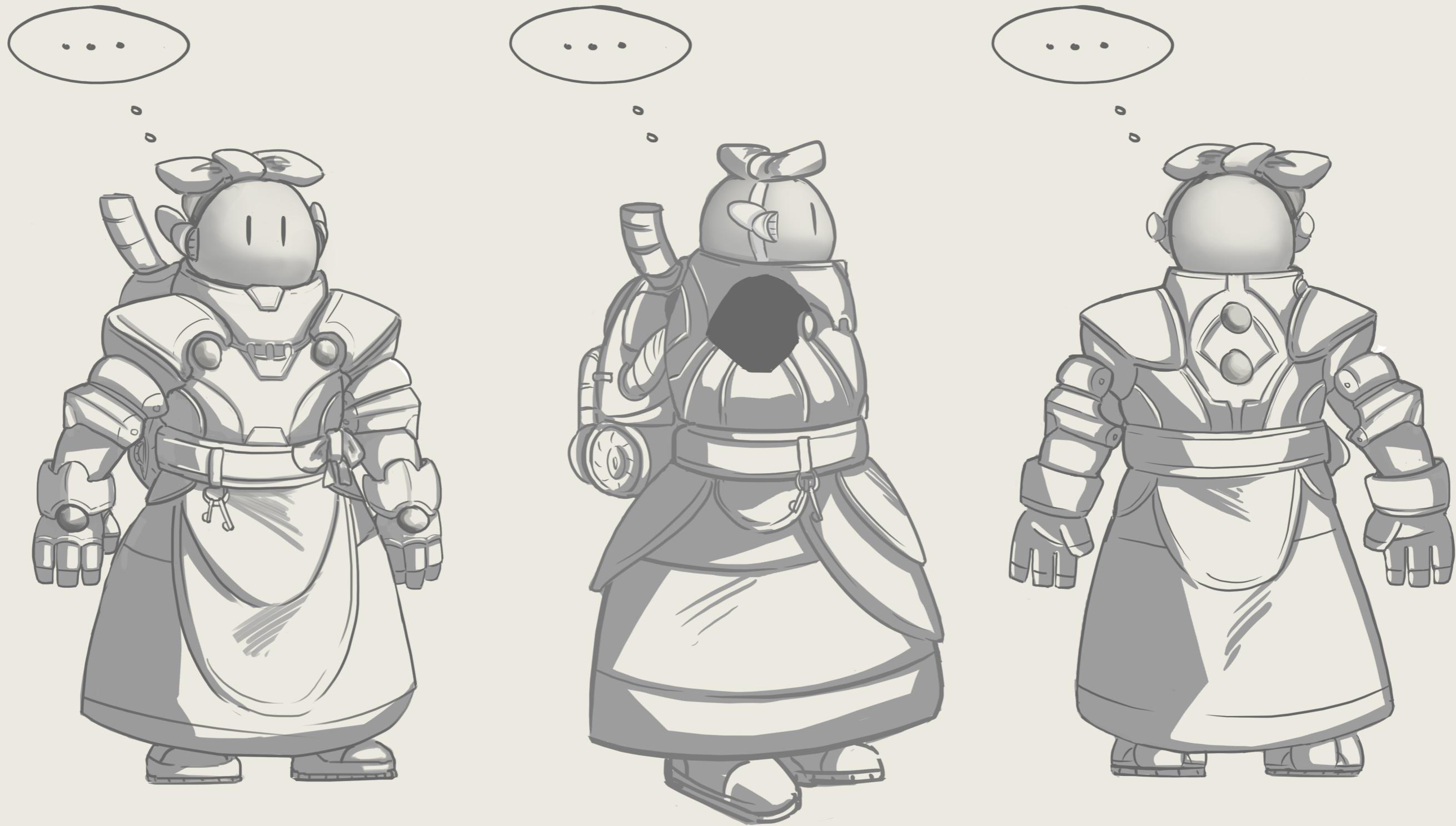
MICHAEL JEON GAT120 CHARACTER PORTFOLIO



Towards the end, I decided to give Lalan a top-heavy focus with large shoulders/pauldrons to emphasize the strength she would have in-game. A backpack generator would further reinforce her robot nature, while an apron would balance out the armor of her torso.



Final tweaks. The backpack has a nice counterbalance while adding to her backstory as an ex-adventurer.



TURNAROUNDS

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FINAL

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Idle



Lifting Objects



Color Variations



SPRITE SHEET

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WELCOME!
to the Snoring Owl



COMING SOON...

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