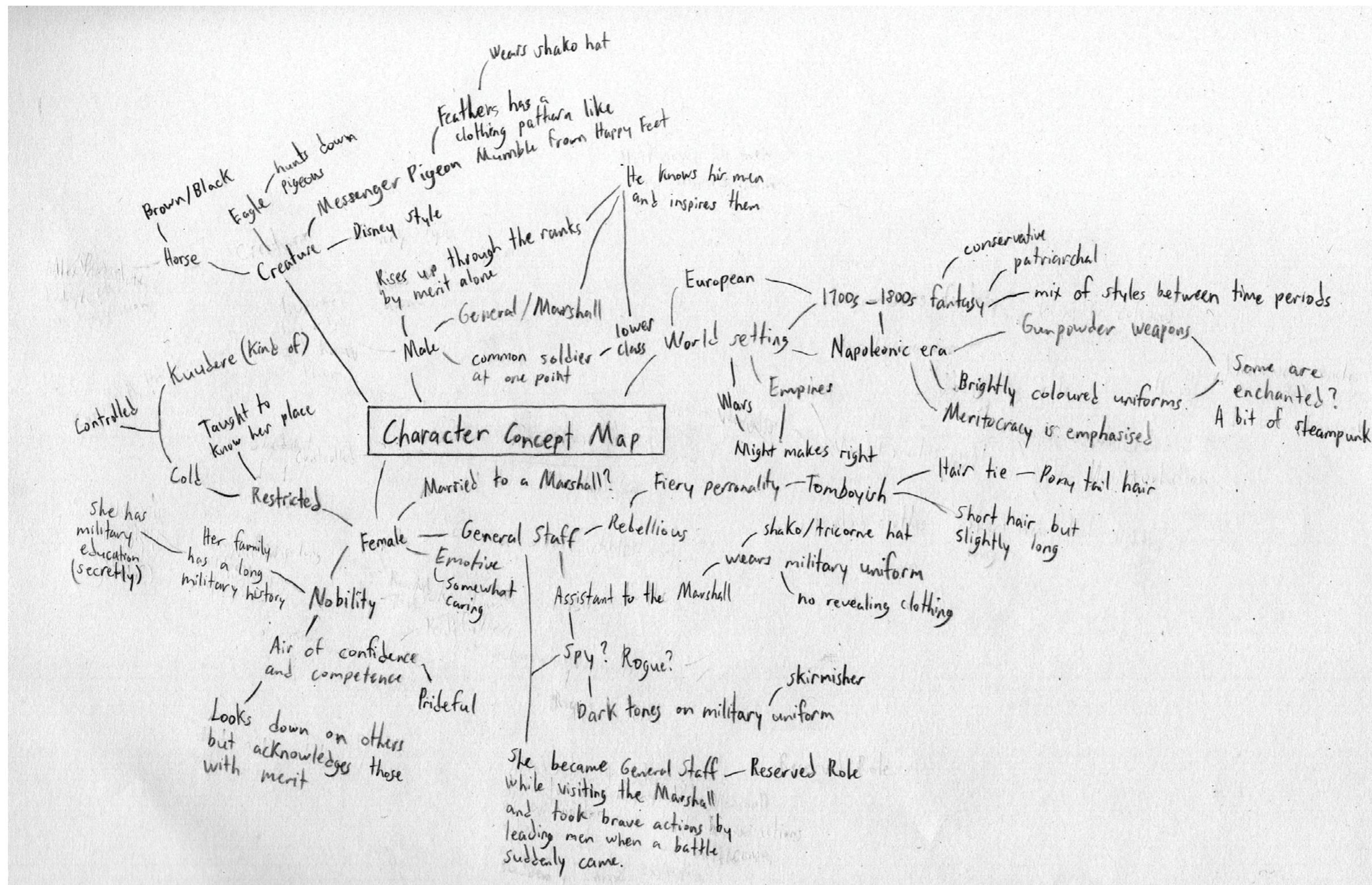


Art After VideoGames | Assignment 1

# **CHARACTER & CREATURE DESIGN**

by Jovan Catamongan (s3715622)

# Concept Map



I'm thinking of making a female character that is set in 1700s-1800s Europe with a bit of fantasy. She's a noble that serves in the military as a staff officer and also has a role as a spy/rogue. The creature she might have is likely a bird, either messenger pigeon, talking parrot or an eagle. A horse could work fine, too.

# Story Outline

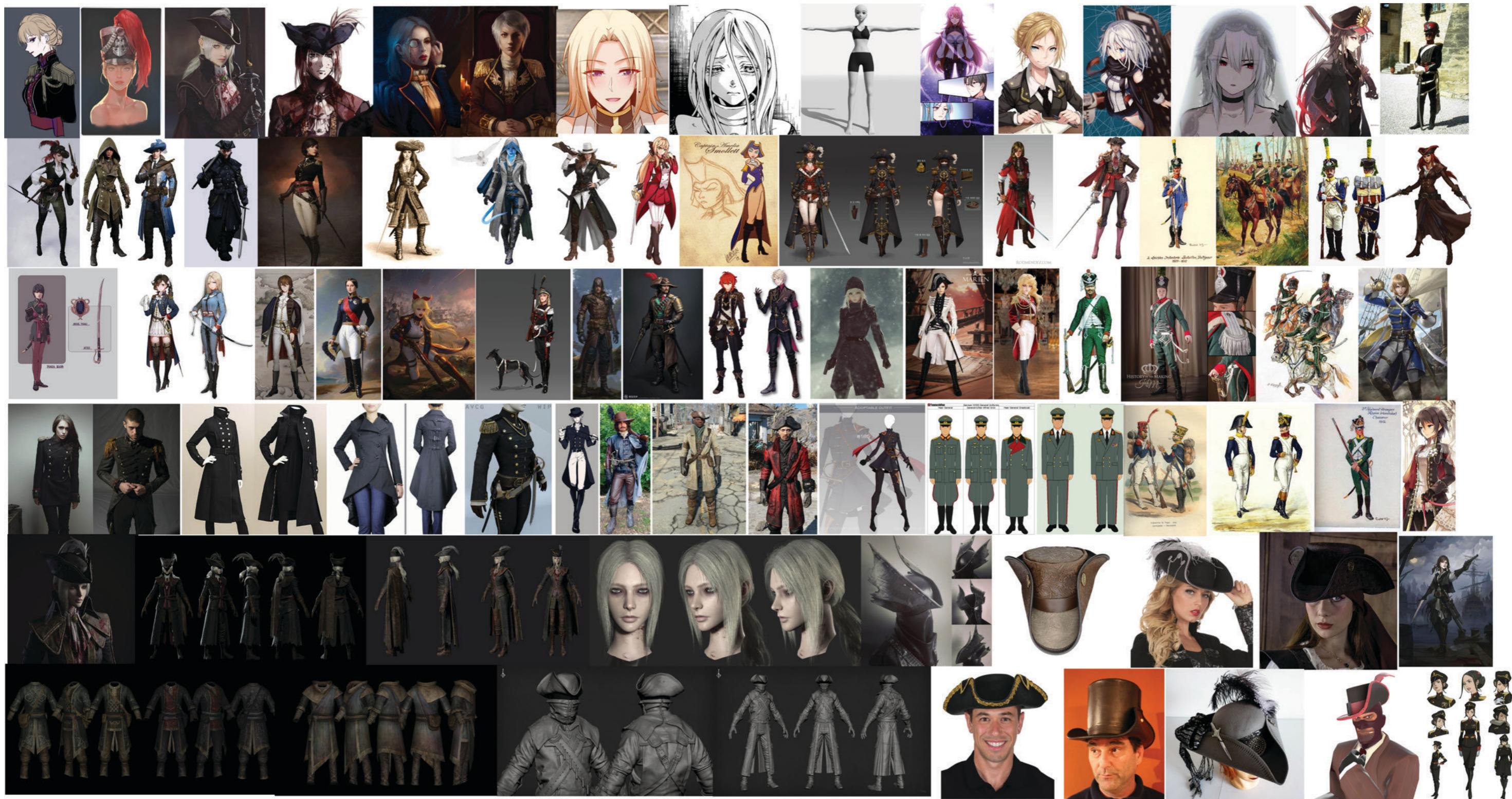
Victry Salutaris is a noblewoman in which her family has a long military history within the Solisian Empire. Because of this history, she's allowed to serve in the military as part of the General Staff. In the military, she leads a skirmisher division that spies on enemy movements and ambushes them. Initially, she was ranked First Lieutenant until she was promoted to Major General when she rallied her men to defend a crumbling left flank then decisively pushed through and captured the enemy Field Marshal.

She lives in a world of empires that vies for dominance through gunpowder and magic—reminiscent of late 18th century European warfare. Magic is mostly in the form of weapon and clothing enchantments where you can enchant a bullet to be explosive or clothes that protect you from bullets. Spellcasting is a rarity in this world because the knowledge about it is lost.

On the battlefield, communication is key and it's imperative to report enemy movements as fast as possible. Instant communication is still in its infancy so she uses a messenger bird to relay them. Victry also uses a horse to get into position and quickly escape.

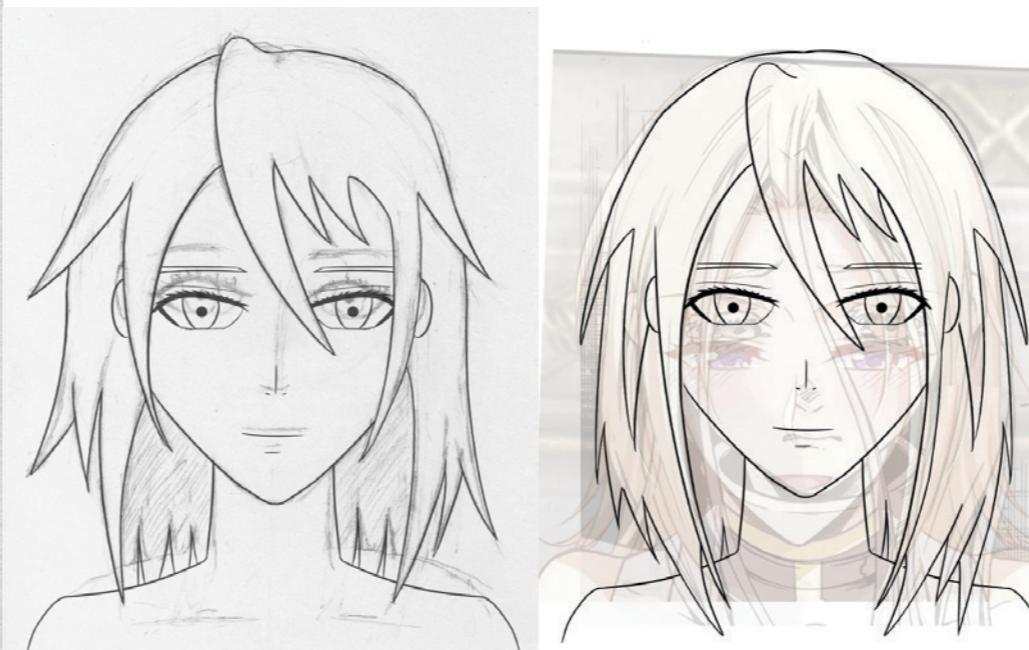
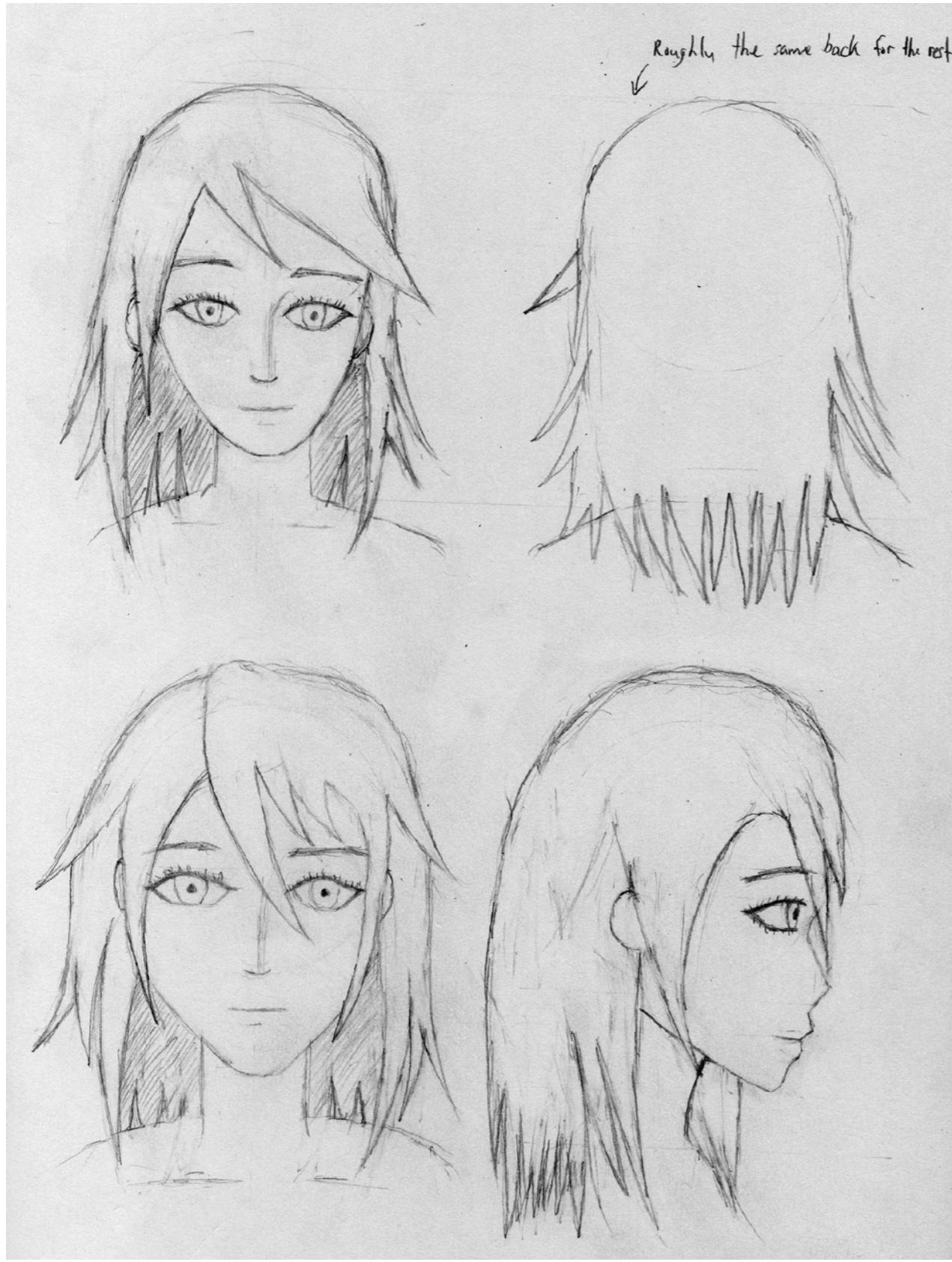
Her trusty, special horned horse helps her escape or charge head on and saved her several times.

# Character Moodboard & References

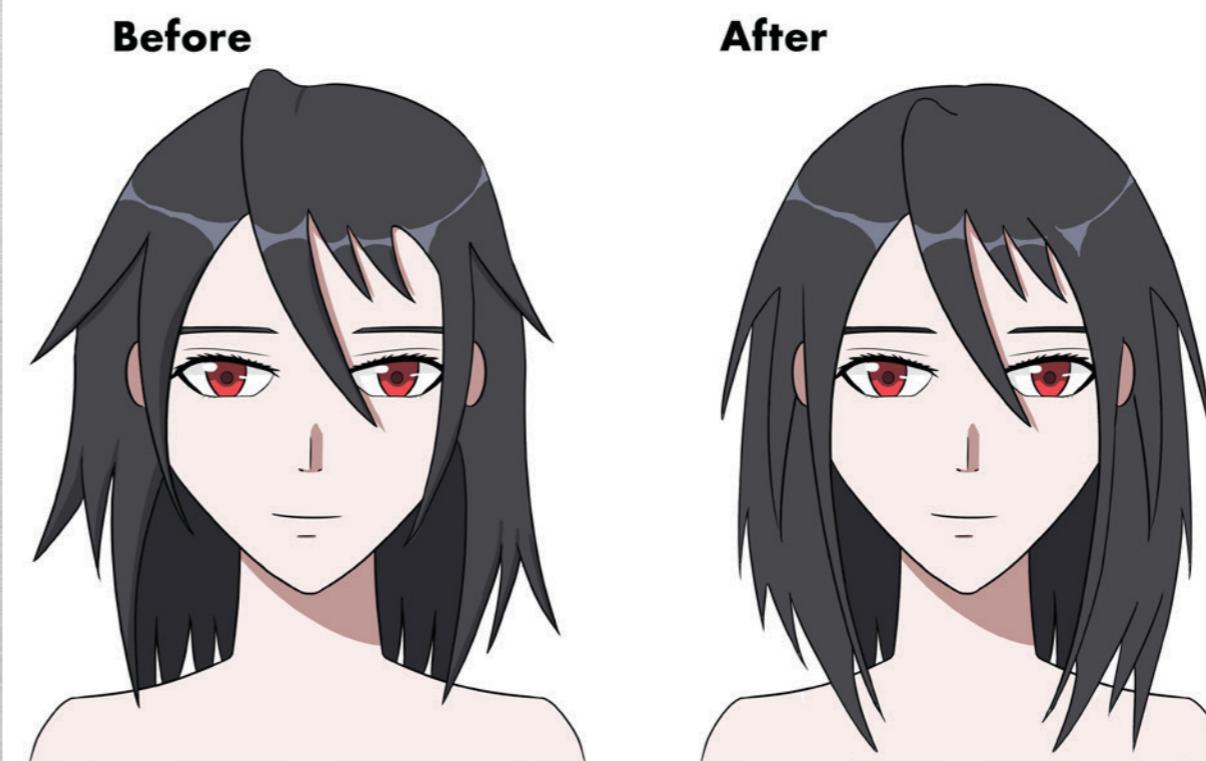


At first, I looked at Napoleonic era military uniforms and then broaden my research by looking at other eras and setting.  
I looked at clothing from the modern era, medieval fantasy, cowboy, pirate, post-apocalypse and 17th century clothing. Then,  
try to cohesively combine them.  
First row of images are mostly references to the face and body while the rest is the clothing and other minor details.

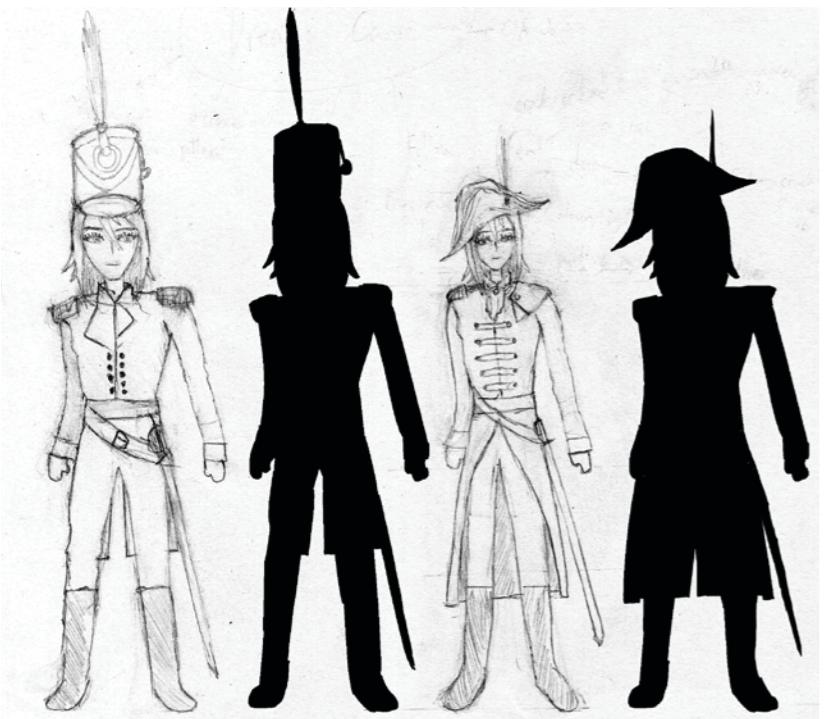
# Processes: Character



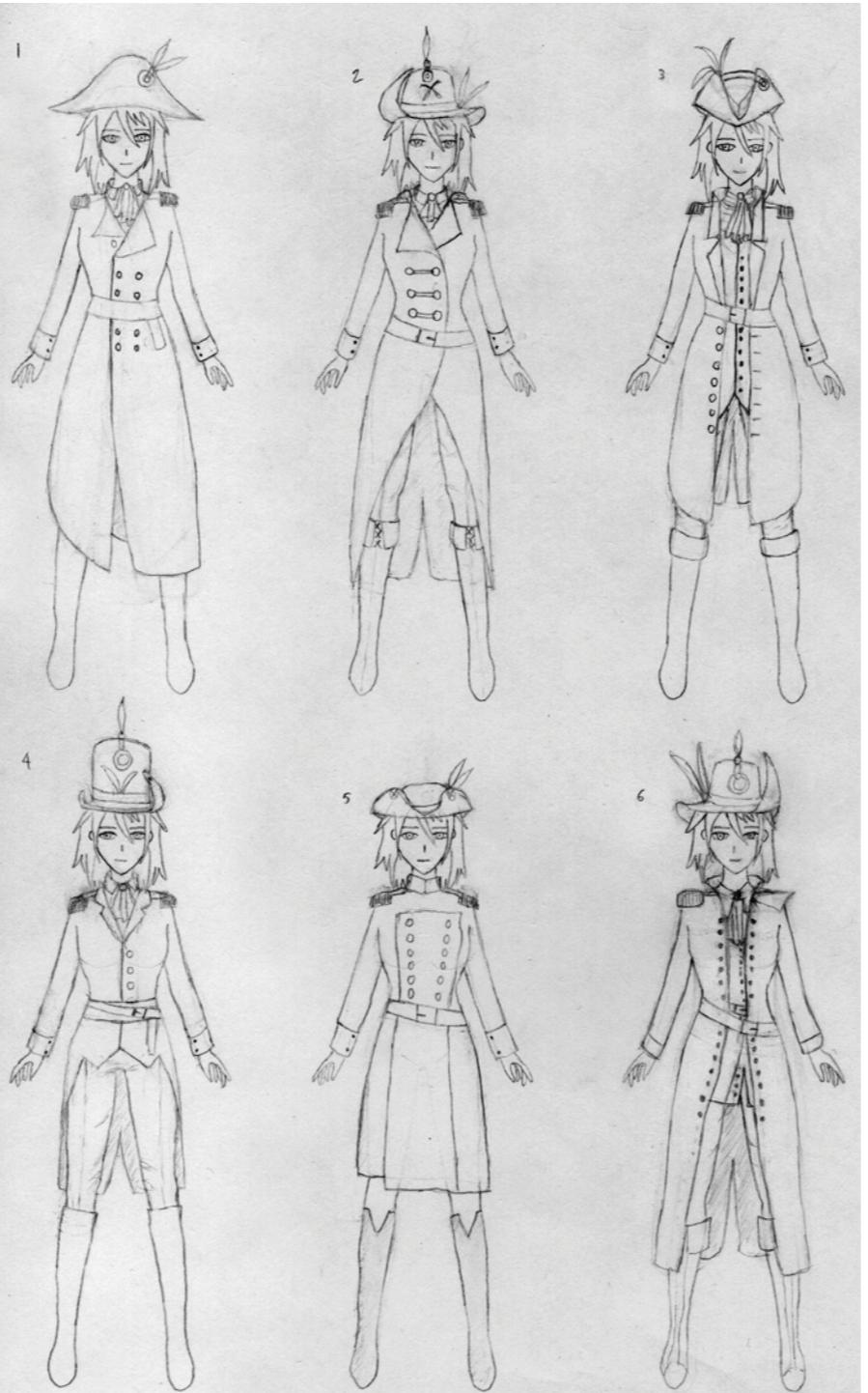
I used two reference images as a guide to improve the hair.



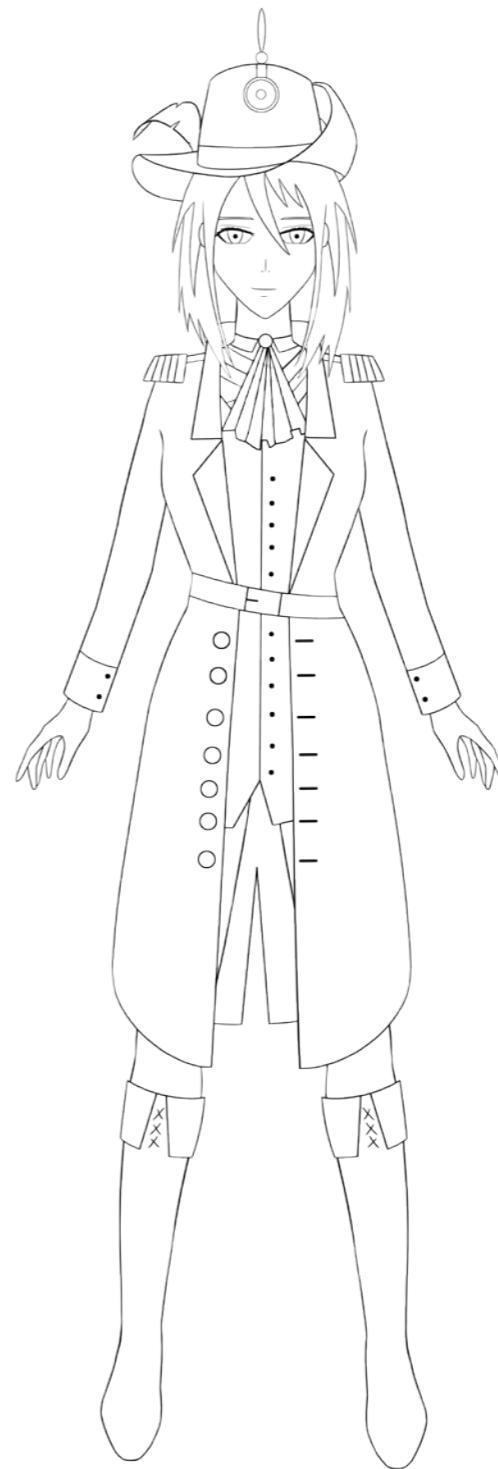
I started to sketch the face first on paper then I scanned and digitized it. After closely looking at a few references, I noticed that the hair looks off so I redraw it and used the reference as a guide to fix it.



Initially, I freehand sketch the full body on paper but then I decided to make my own full body base for clothing iterations as shown on the right. I used several references as a guide. I did this because I wanted to be more precise and I find it difficult to sketch digitally.



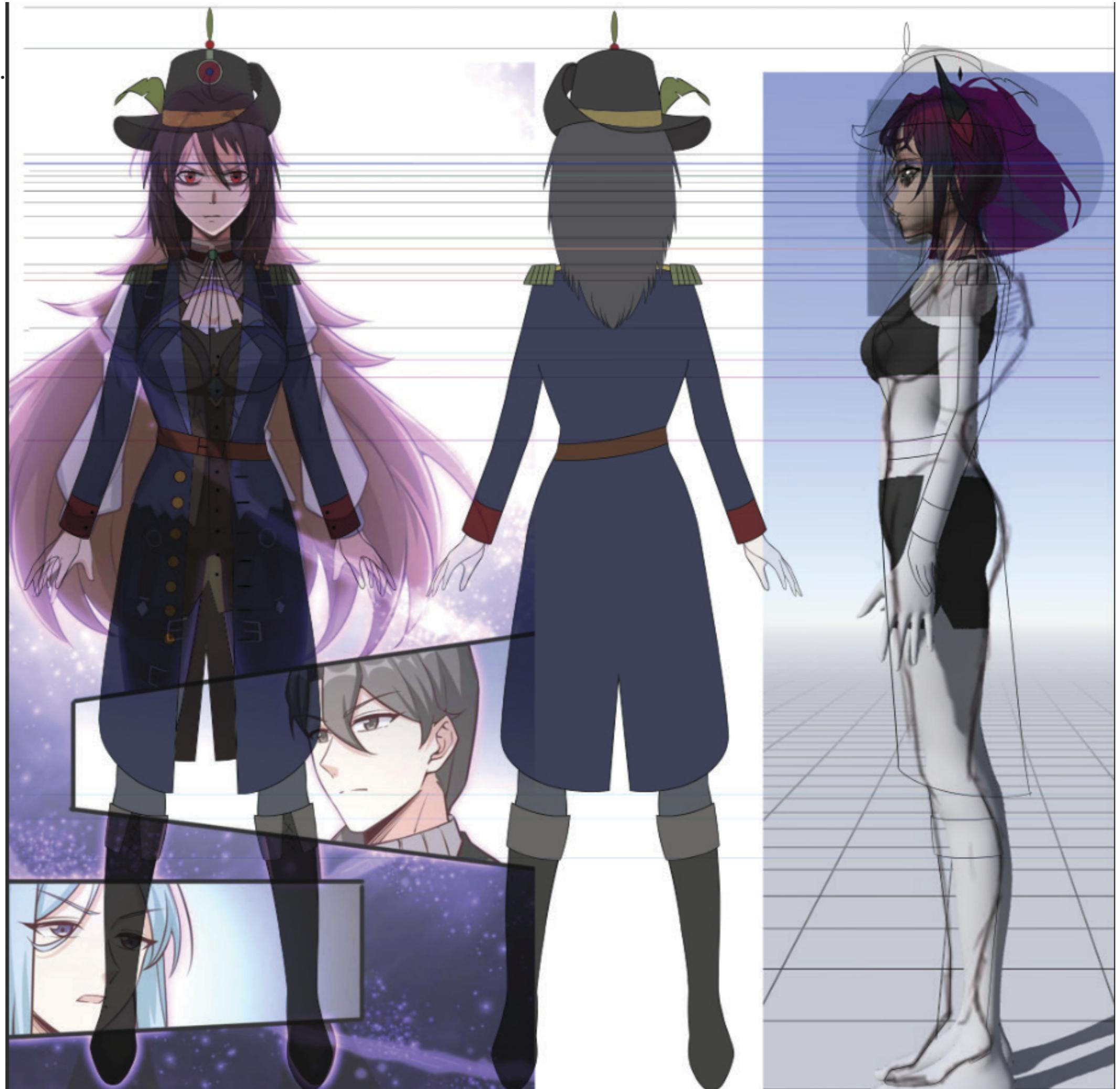
After I digitally draw the full body base, I then print it out and traced it on pencil and paper six times. Then, I sketched the clothing for each one. Once that's done, I scanned the clothing sketches and redraw one of them digitally and also coloured it. For the final design, I chose the coat from 3 and the hat from 6 based on the feedback I got from Discord



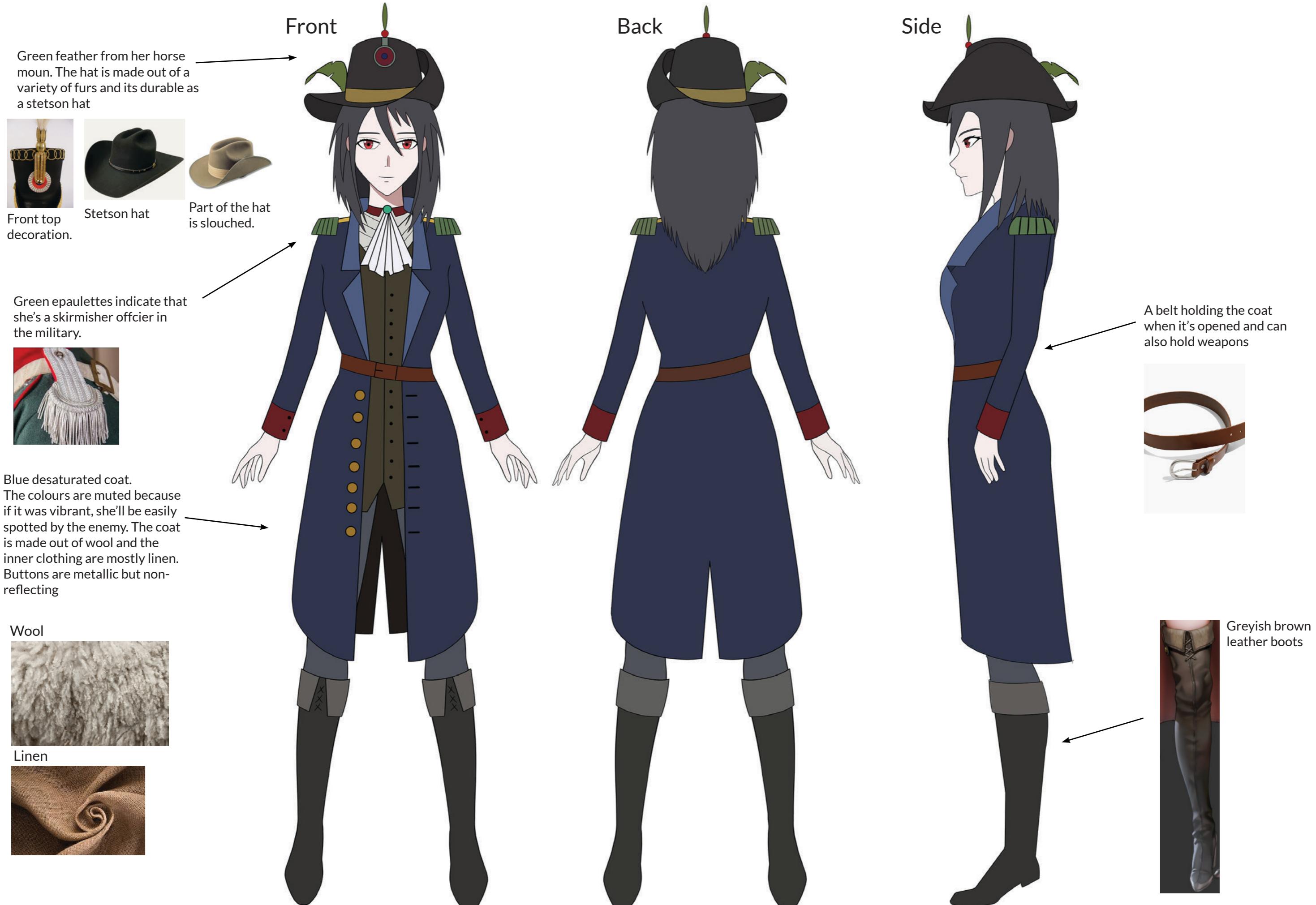
The epaulettes and the hat feather are always green because she's skirmisher and it's a nod to the Napoleonic era in which skirmishers always have green in their uniforms



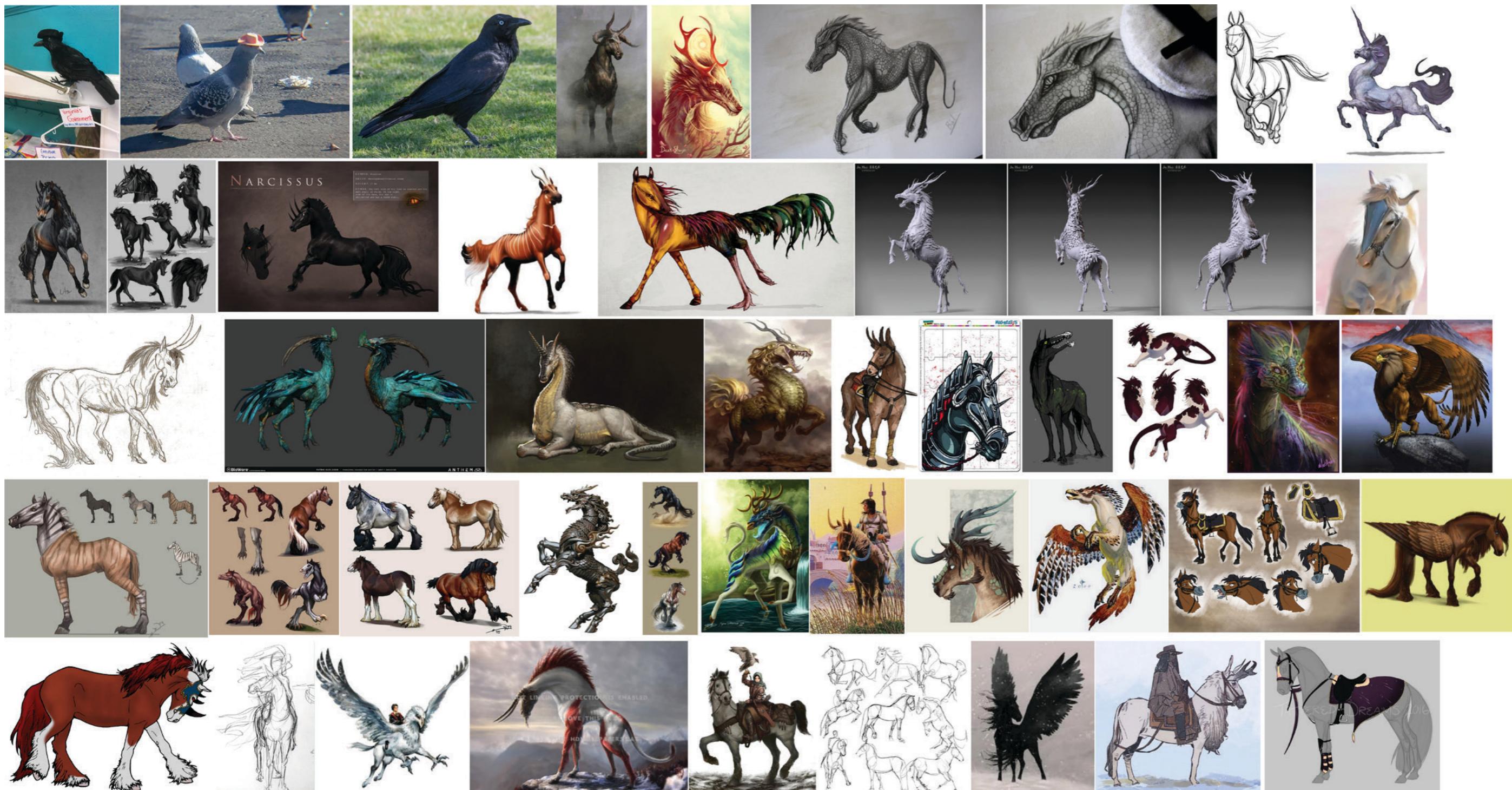
I used several images and drew guidelines.  
The hardest one is the sideview.



# I Character Turnaround



# Creature Moodboard & References

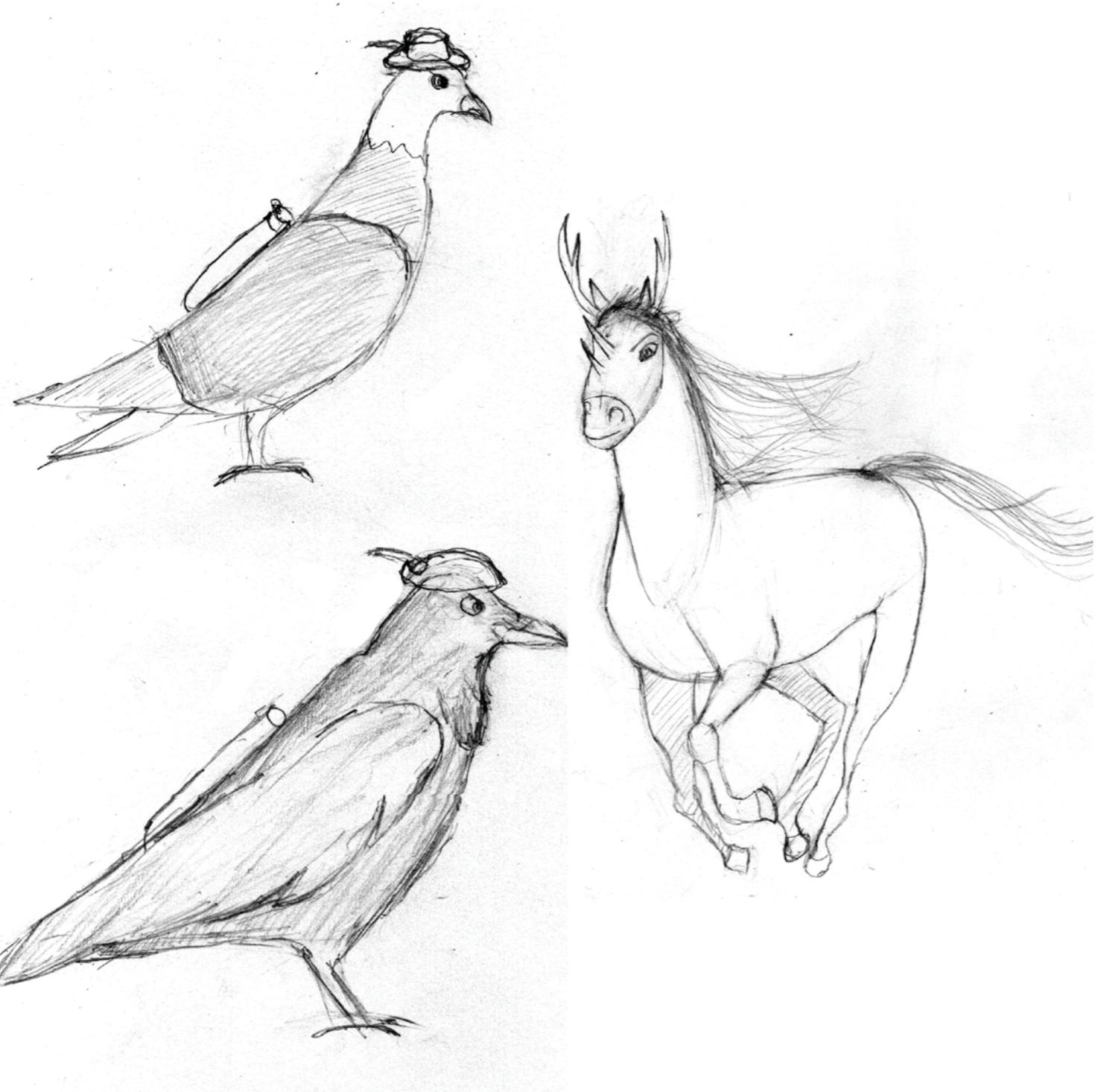


I liked the idea of a horse with horns because it looks more war-like and it would be deadly when it charges head-on.

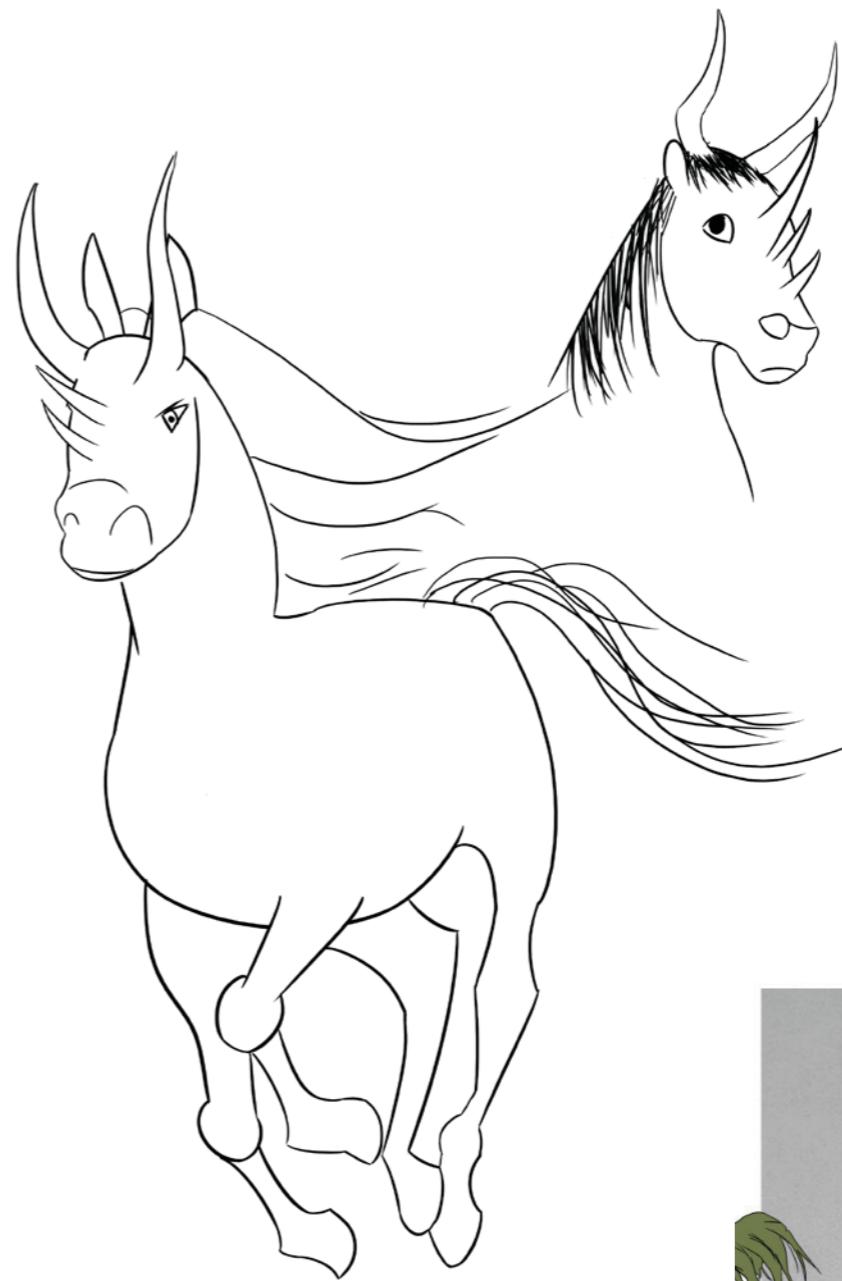
I was considering that the creature might have wings but I decided not to have it because I don't want to over-complicate the design.

I think the bird would be an extra in the final pose.

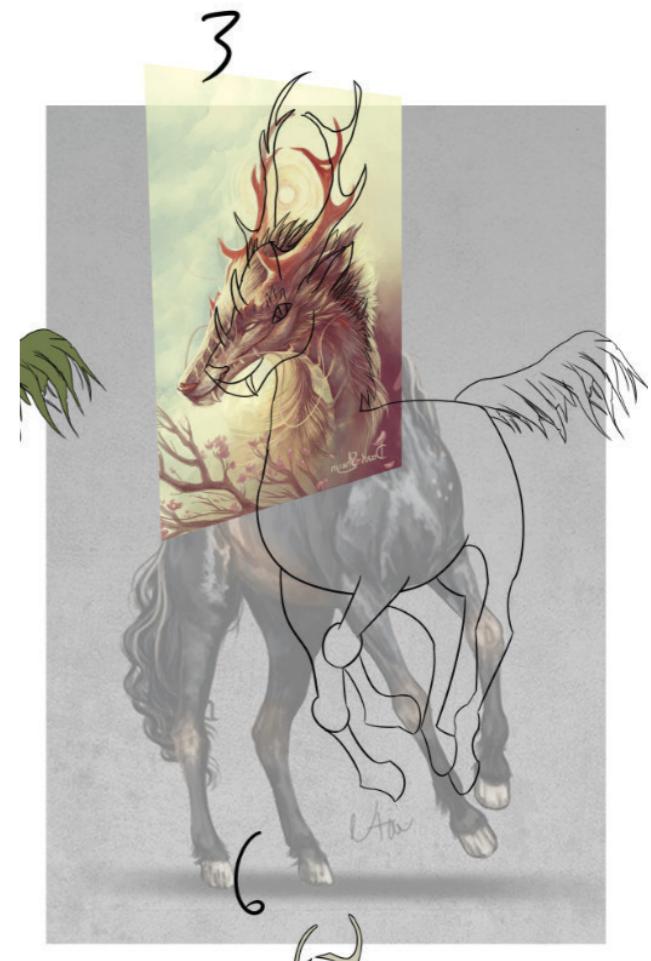
# Processes: Creature



Sketching the creatures first. I drew two messenger birds for my character. I decided to draw the horse and developed it further



When I designed the horse, I mish-mash a few reference images together in Photoshop like this and roughly draw over them and used warp modes.



On the 3rd iteration, I tried to make the horse to look more dragon-like but the jaw length made it look different. It looks kinda like a hyena.



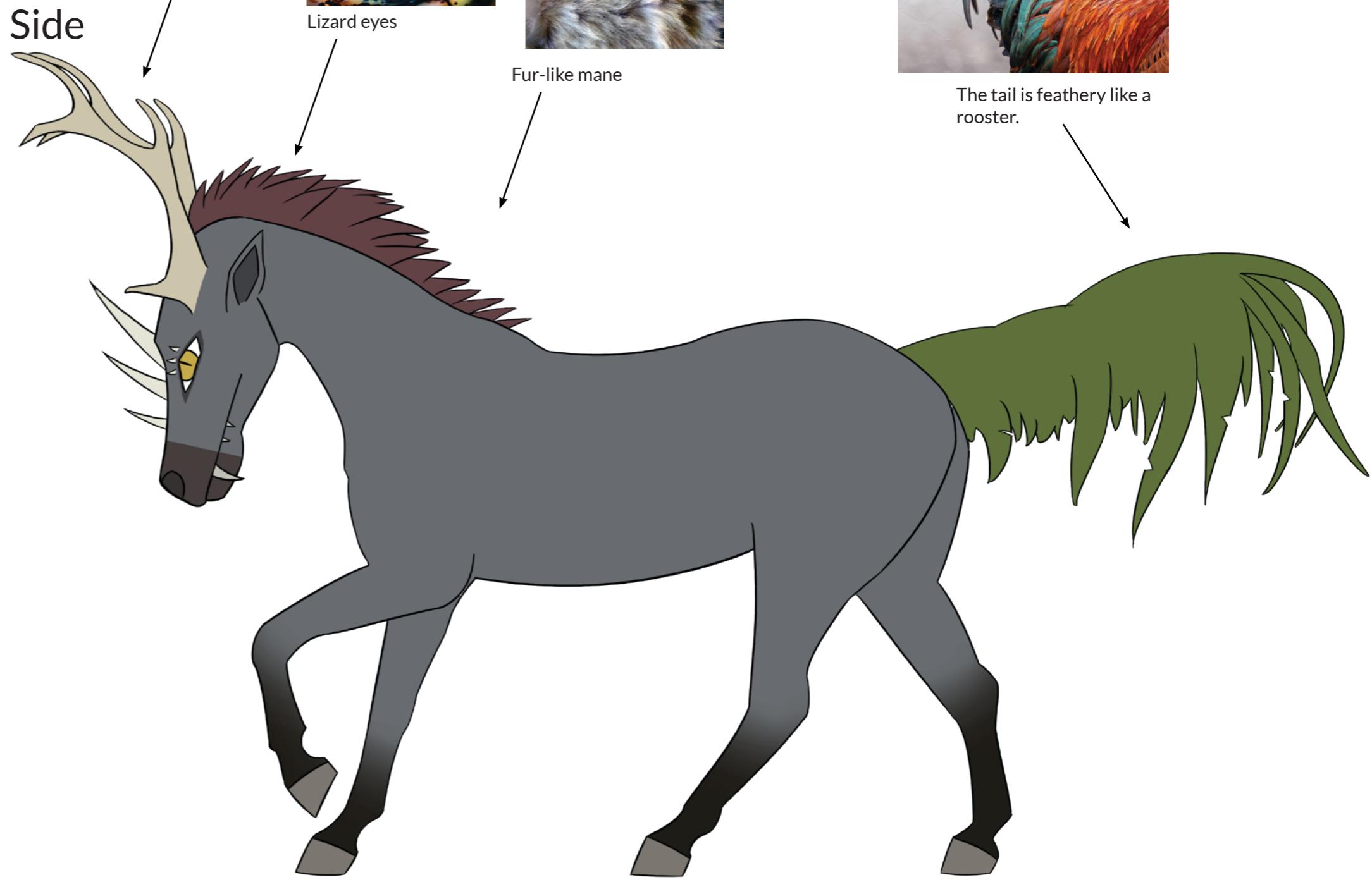
Combined the features from 4 & 5 and chose the 6th iteration. Grey colours work better with my character. The green tail is feathery based on the rooster. I chose the green colour because it's where my character's hat feather comes from. Increasing the jaw length made it more dragon-like.

The creature skin texture will be the same as the ordinary horse.



Again, I used several references to make the creature turnaround drawing easier.

# I Creature Turnaround



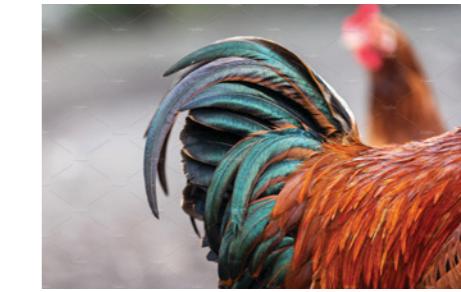
Antler horns and front horns  
are of the same material.  
There's also eyebrow horns



Lizard eyes



Fur-like mane



The tail is feathery like a  
rooster.

I used two reference images and made one myself in magic poser to get the final pose done. I drew over them.



# I Final Pose

Initially, I thought she might have a bird and horse creatures with her but overtime, I decided to go with just a horse due to time constraints. I also thought that she might wear a shako hat.

