

Scrooge Label

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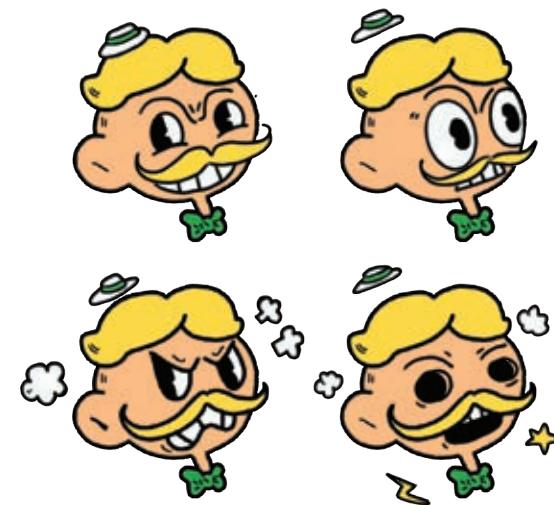
“Rhythmic Labyrinth”



Scrooge Label

Inspired by the Taylor Swift's Master case, Scrooge Label is a funny, dramatic showman. I'm going with the 60's tap dancer figure. I also wanted to imply that he's greedy by having green as his main colour scheme.

His first few designs were slightly different. Initially, he was wearing a tuxedo which was a very fun touch. One of his first design he had a fedora and a younger look. I ended up removing the coat and going with a more mature look for a more slick, clean design. I also explored different poses for Scrooge and the confident, almost 'cocky' posture suits his personality the best.



I wanted Scrooge to be a very expressive character since he is a dramatic king. I really enjoyed illustrating the little complimenting elements.

Scrooge has a total of 4 attack phases. The first phase includes 3 attack sequences: the tap dance, the money shot, and the hat tip. The tap dance attack is Scrooge tap dancing left and right of the screen. The money shot is his cane transforms to a gun and shoots out money. Be careful cause the flying bills can take away your hit point as well. The hat tip is Scrooge bowing down to the player and throwing the hat at the player like a boomerang.



The final phase is my favourite. Scrooge would grow big and start swinging his cane at the player. I plan to have minions running around to give the player more challenge.

The second phase will introduce 1 new sequence called 'The tweet'. This is when Scrooge whips out his dial phone and starts screaming into it. Pilgrim the pigeon will have its first appearance in this phase.

Phase 3 will be the outfit change cause how can it be a show without an outfit change. Scrooge will change into his sailor outfit and rowing a boat back and forth of the screen. Pilgrim will continue be part of this phase and will also have an outfit change. Matching sailor uniform for everyone!

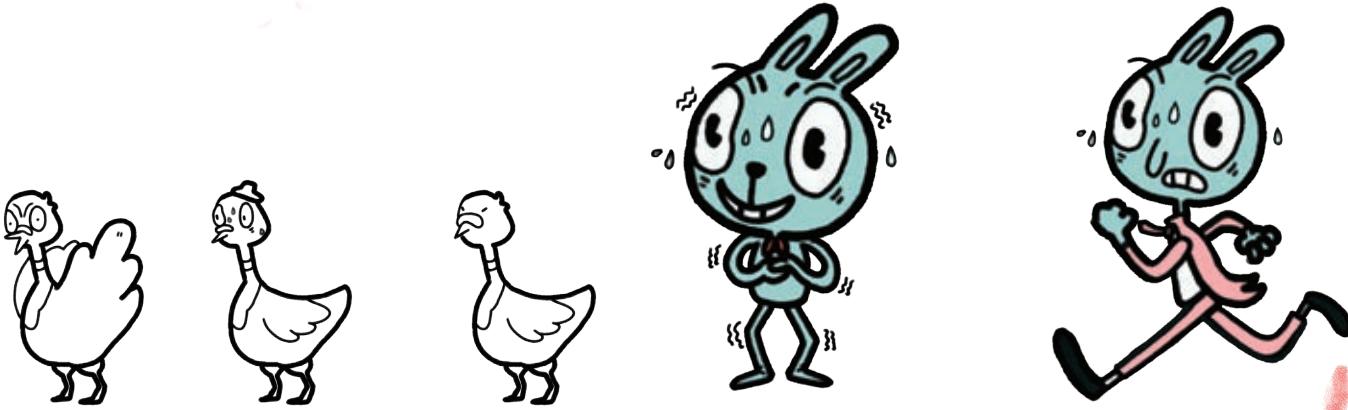
The final phase ois the most dramatic one when Scrooge becomes fully maniac. His expressions and motions would be pushed to the limit. I want this phase to stand out and be the most memorable since it is the grand finale.

Through out the gameplay, the background would change as well to compliment Scrooge and enhance the experience.



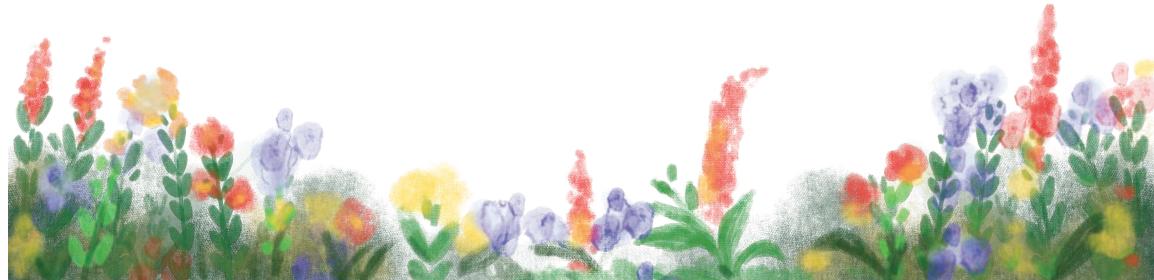
Pigrim

I wanted to compliment Scrooge with minions. I tested out different kinds as you can see. Eventually the pigeon makes the most sense. I think the sailor outfit added a fun touch to the final design . Pigrim would have 2 attack sequences: the pooping and the french fries drop. Pigrim would be introduced in the second phase. I want to try another minion design like a seagull in the future.





The first few sketches for the background were a gazebo and a stage to fit Scrooge's story line a performer. Although, I didn't choose them because I didn't think it was a good choice for a gaming layout.



Since Scrooge is a dramatic, rich showman, I think the best background to support his character and movements would be a beautiful garden. At first I was afraid that the greenery would not make Scrooge stand out. So I tried the watercolour brushes and made sure that the shape of the flowers were blurry and simple.

I enjoyed putting all of this together. I think it was a great way to understand the case and be inspired by it. I think that as artist, one of the most important thing to remember is how to protect the right to own your work. It is very frustrating to see all your hardwork become someone else's property and not get any profit or credits for it. I believe that Taylor's choice to rerecord is very powerful and inspiring. Young artists in all fields now know the importance of owning your work from day 1.

