



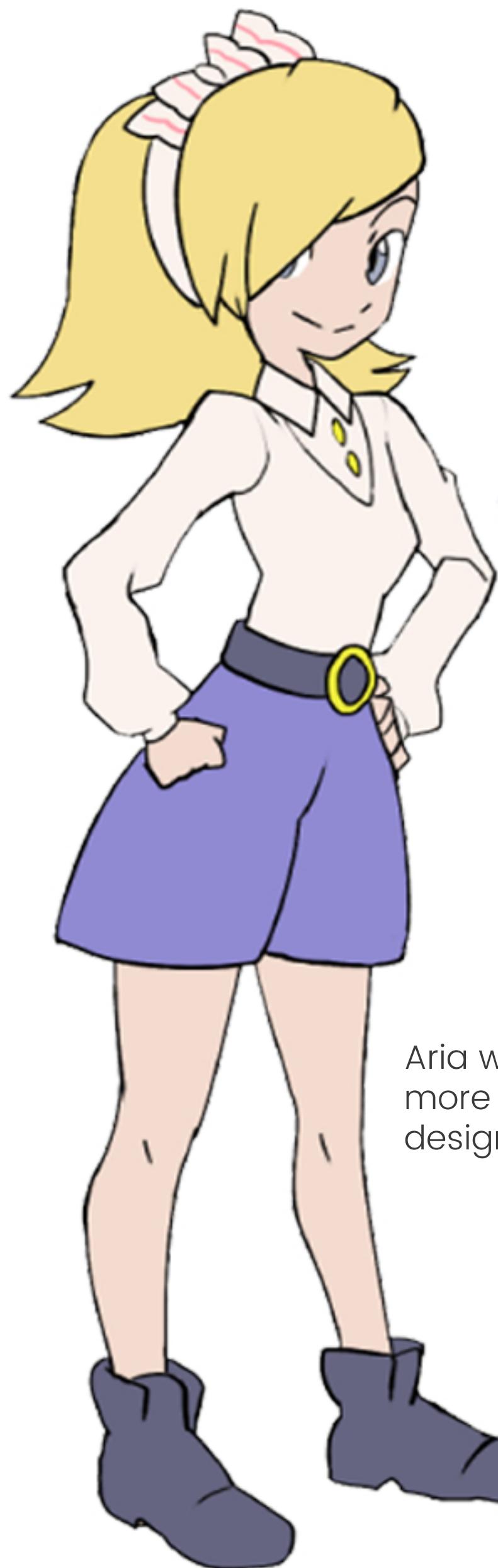
THE ART OF

**PHOENIX
RISING**

Alto & Aria



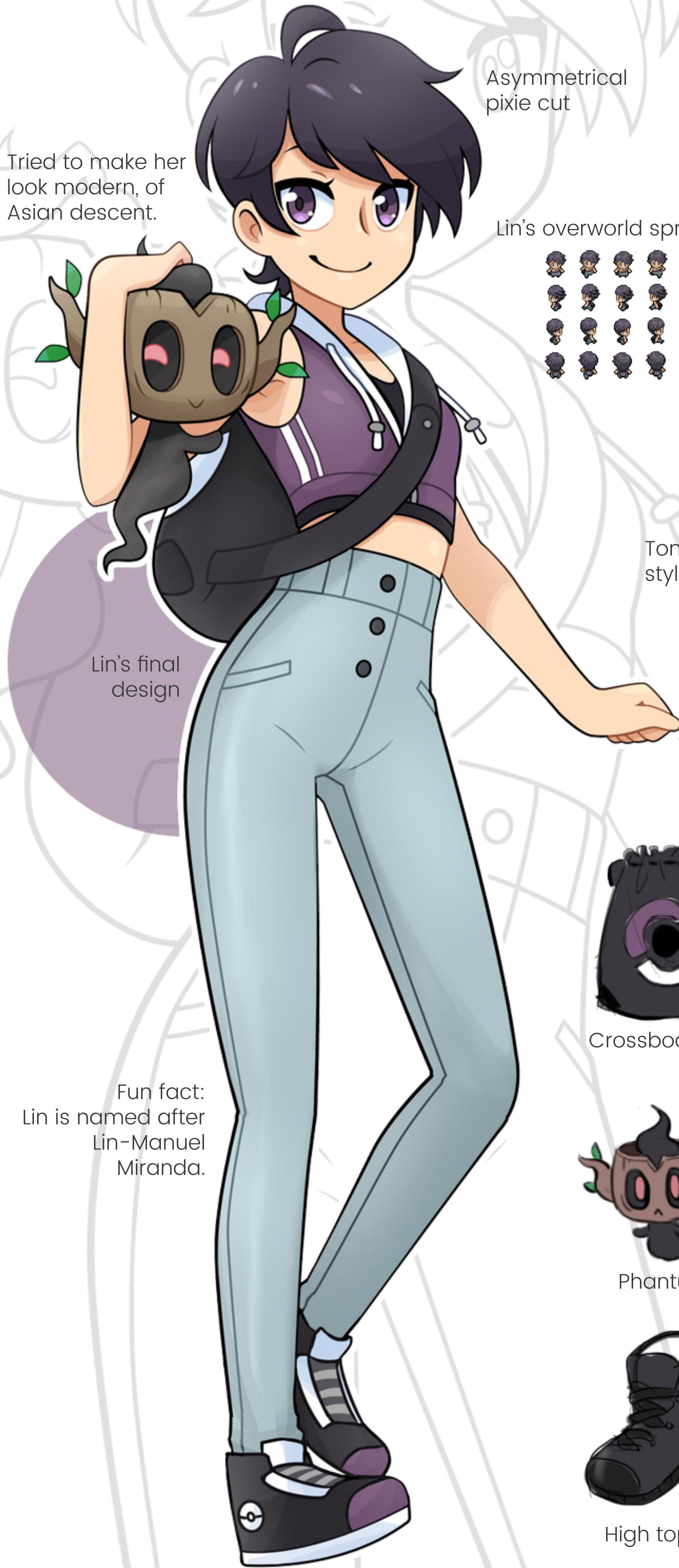
Design Process



3

Lin

Tried to make her look modern, of Asian descent.



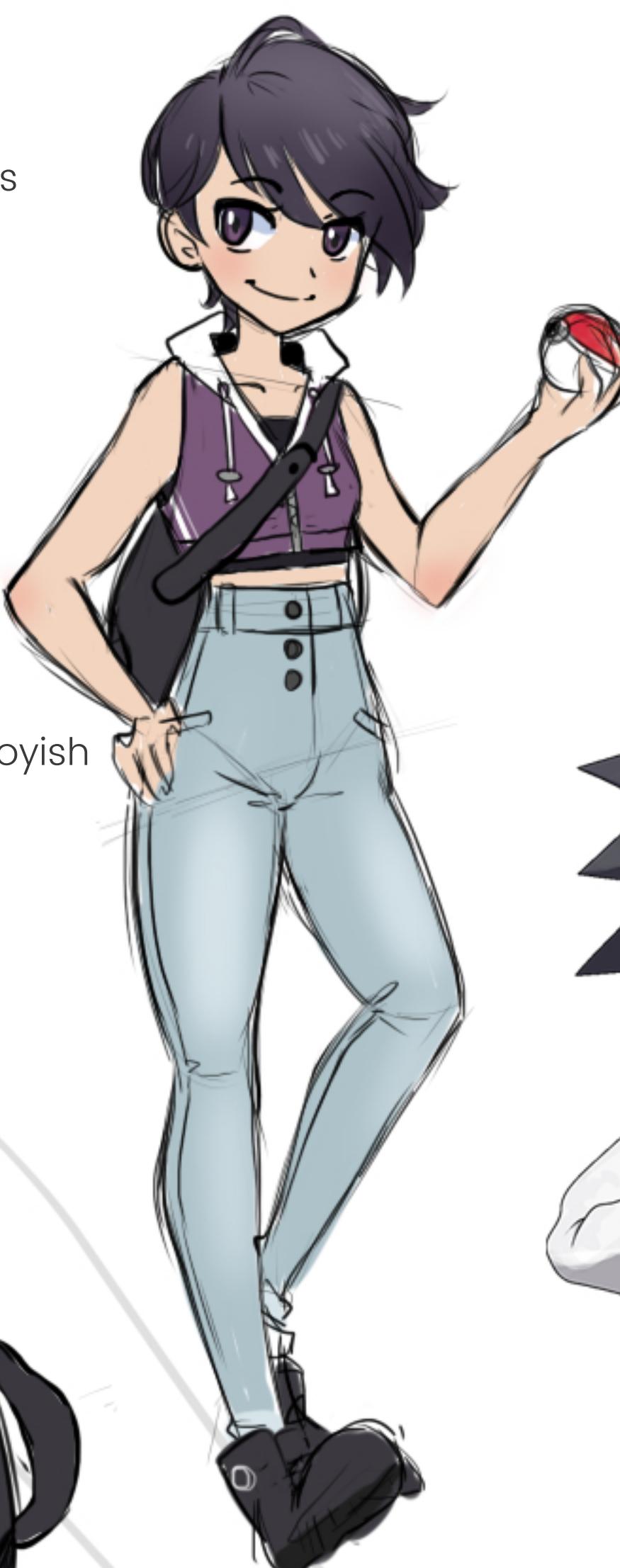
Asymmetrical pixie cut

Lin's overworld sprites



Tomboyish style

Lin's sketch



Lin headshot



Hazel - Lin's original design

Fun fact:
Lin is named after
Lin-Manuel
Miranda.

With the removal
of gym leaders, we
decided to repurpose
and redesign Hazel into
Lin.



Crossbody bag



Phantump



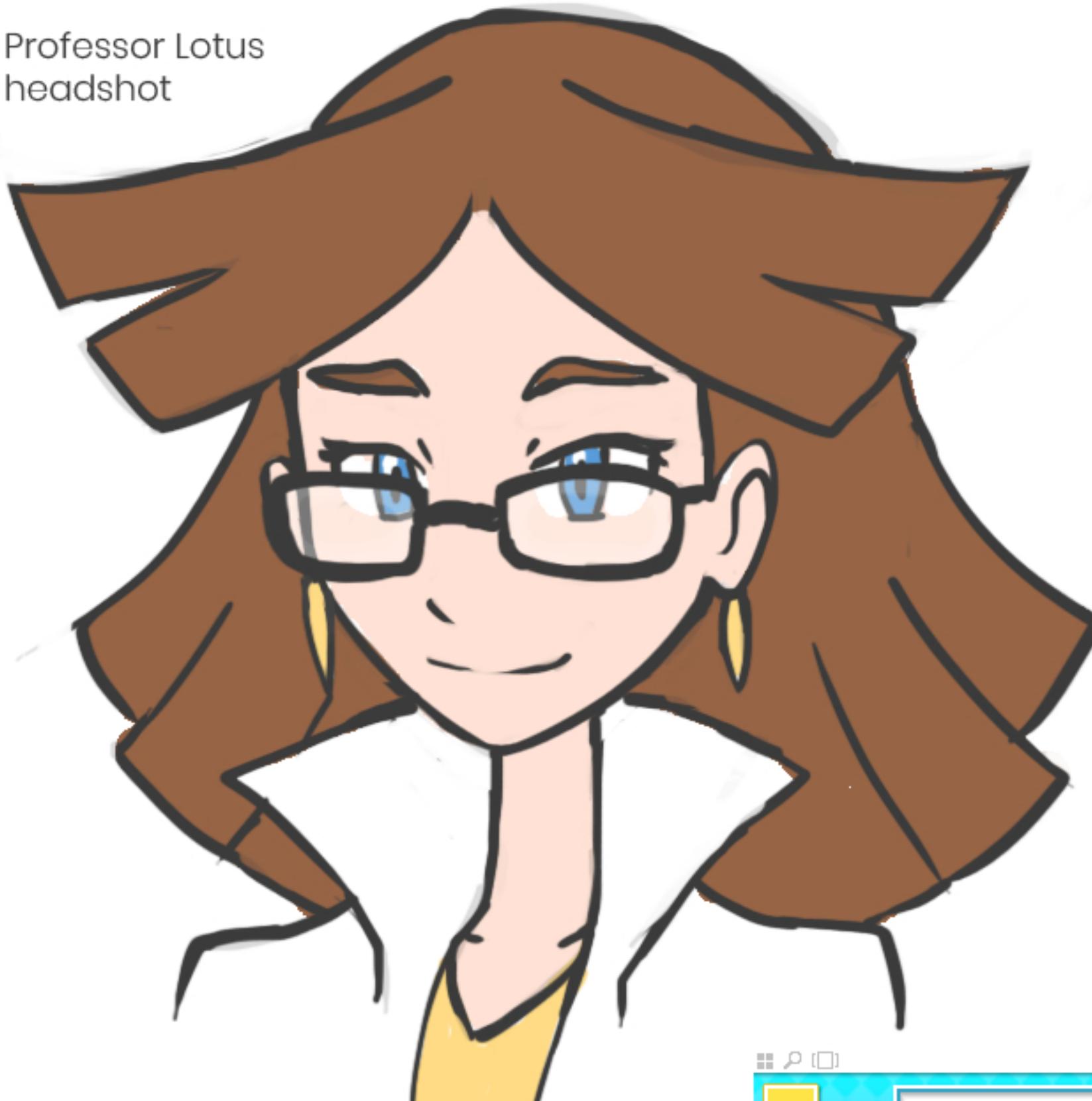
High tops



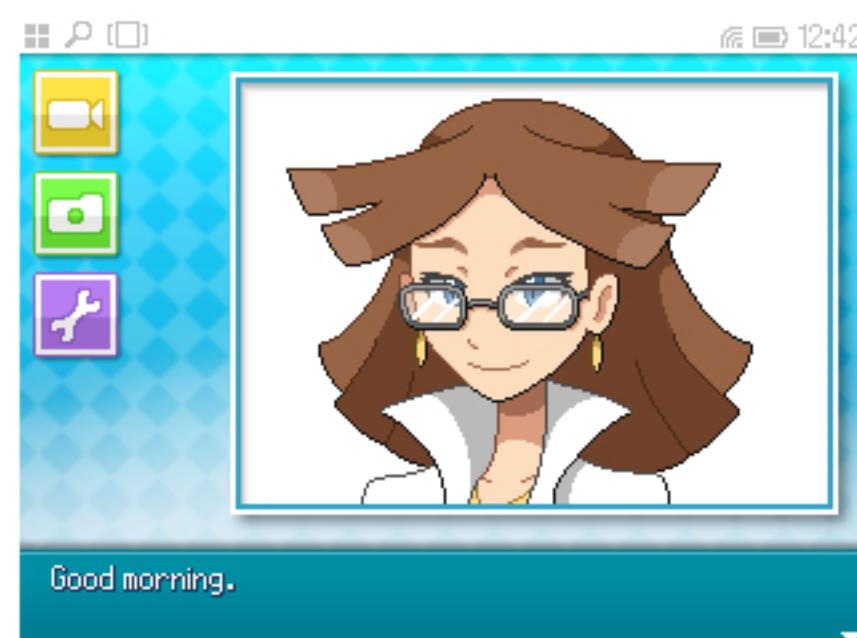
Same colour scheme
in final design.

Professor Lotus

Professor Lotus headshot



Professor Lotus' overworld sprites



In-game rendition
(game intro)

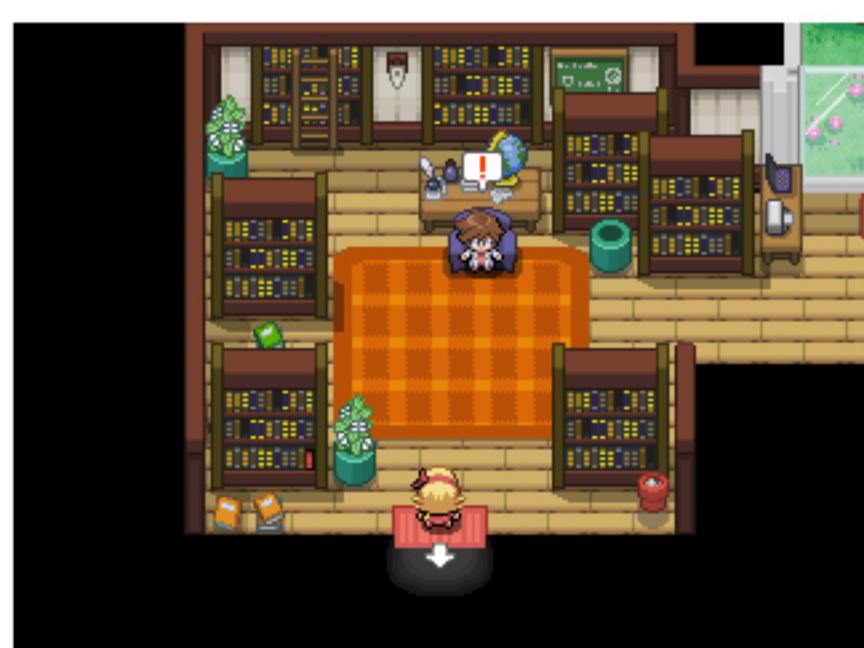
Talking frames



Professor Lotus' original design



Despite not having been at Trinitia University for many years, Prof. Lotus still carries out the onboarding process for incoming students.



Professor Lotus is the Hawthorne Regions' Preeminent mythologist. Her lab and home are packed to the brim with books about mythology and folklore. Who knows, you may even find a rare volume among her extensive collection...

When away, Professor Lotus entrusts the care of her lab to her chatty assistant Tim.

To start off their journey, Prof. Lotus offers promising new trainers a choice among three starters: Petilil, Growlithe, and Staryu.

Perrin



Perrin hairstyle concepts

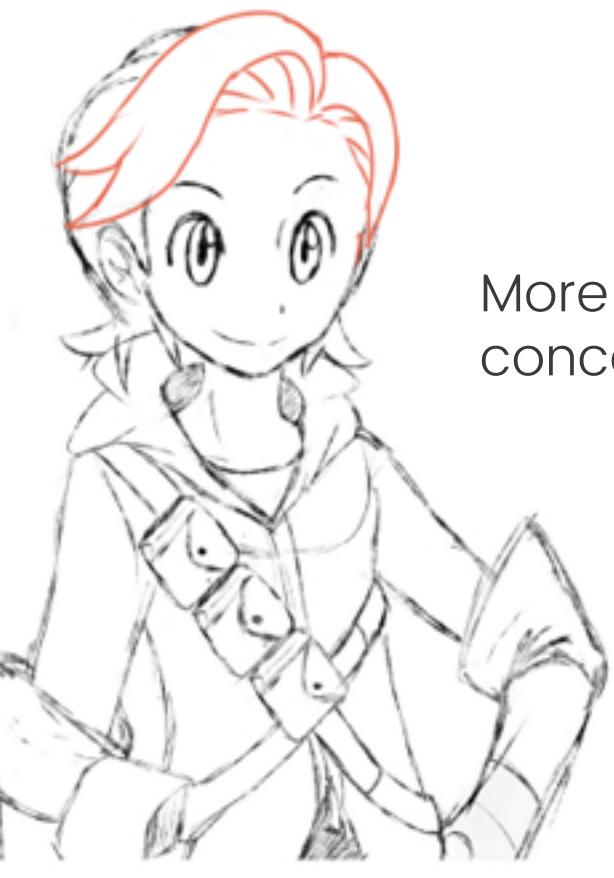


Perrin is a gender-neutral rival character.

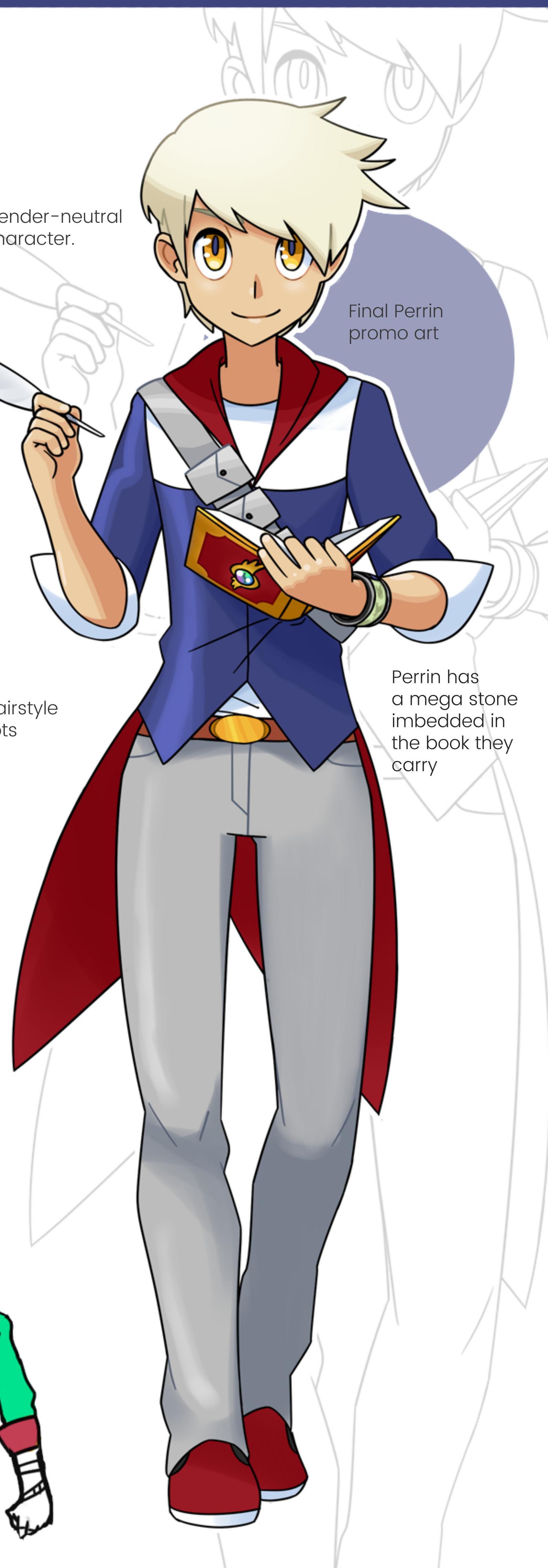


Final Perrin promo art

Pose ideas



More hairstyle concepts



Perrin has a mega stone imbedded in the book they carry



Patches

Mega Book

Perrin sketch

Pokestrap

Outfit concepts



Queen

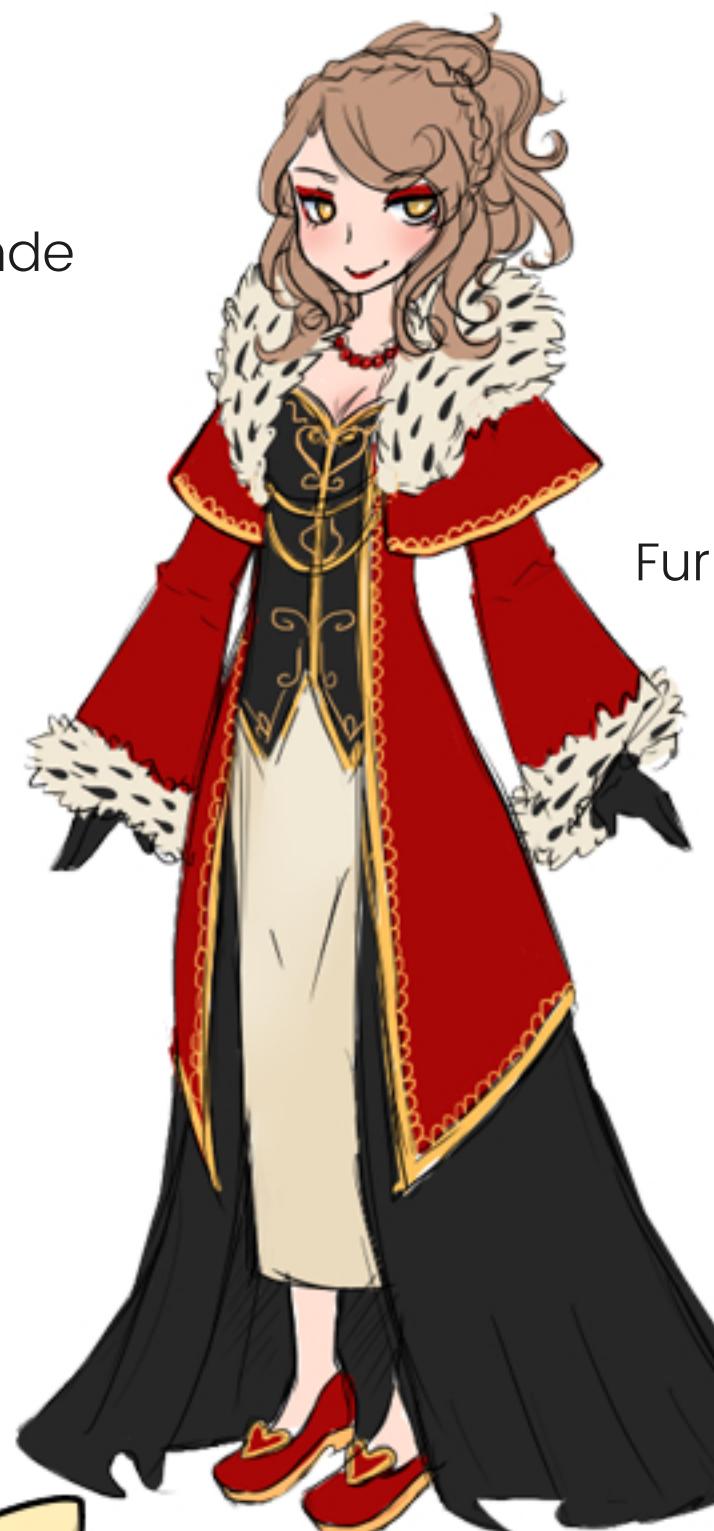
Queen's final design



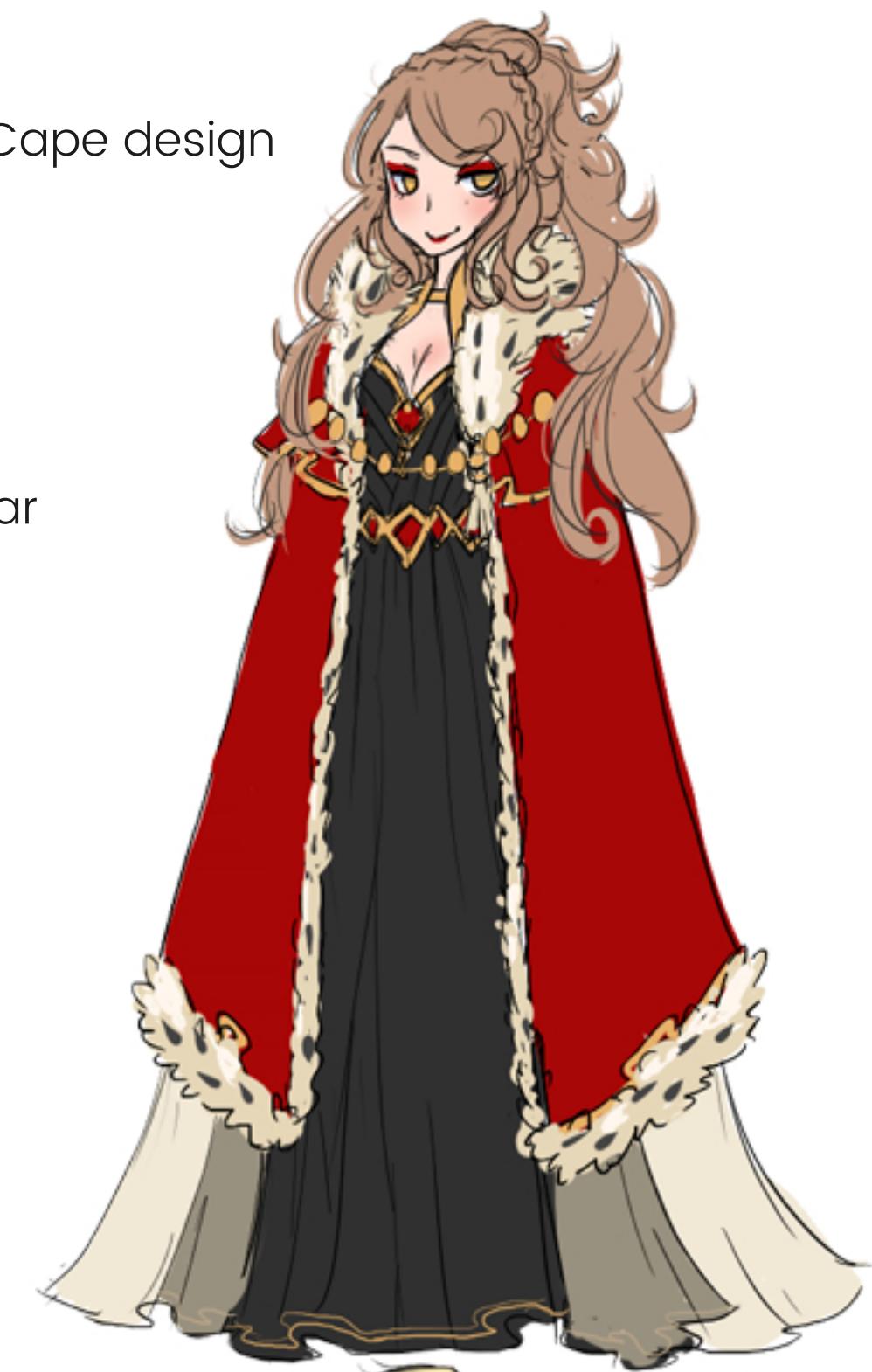
Ermine fur
to signify
royalty



Blonde



Fur collar



Cape design



Early Queen
concepts



Playful
older concept



Sketch



Another early
design sketch



Team Chance
Queen designs

Regan



Design Process



Mega stone pose



Alternate hairstyles



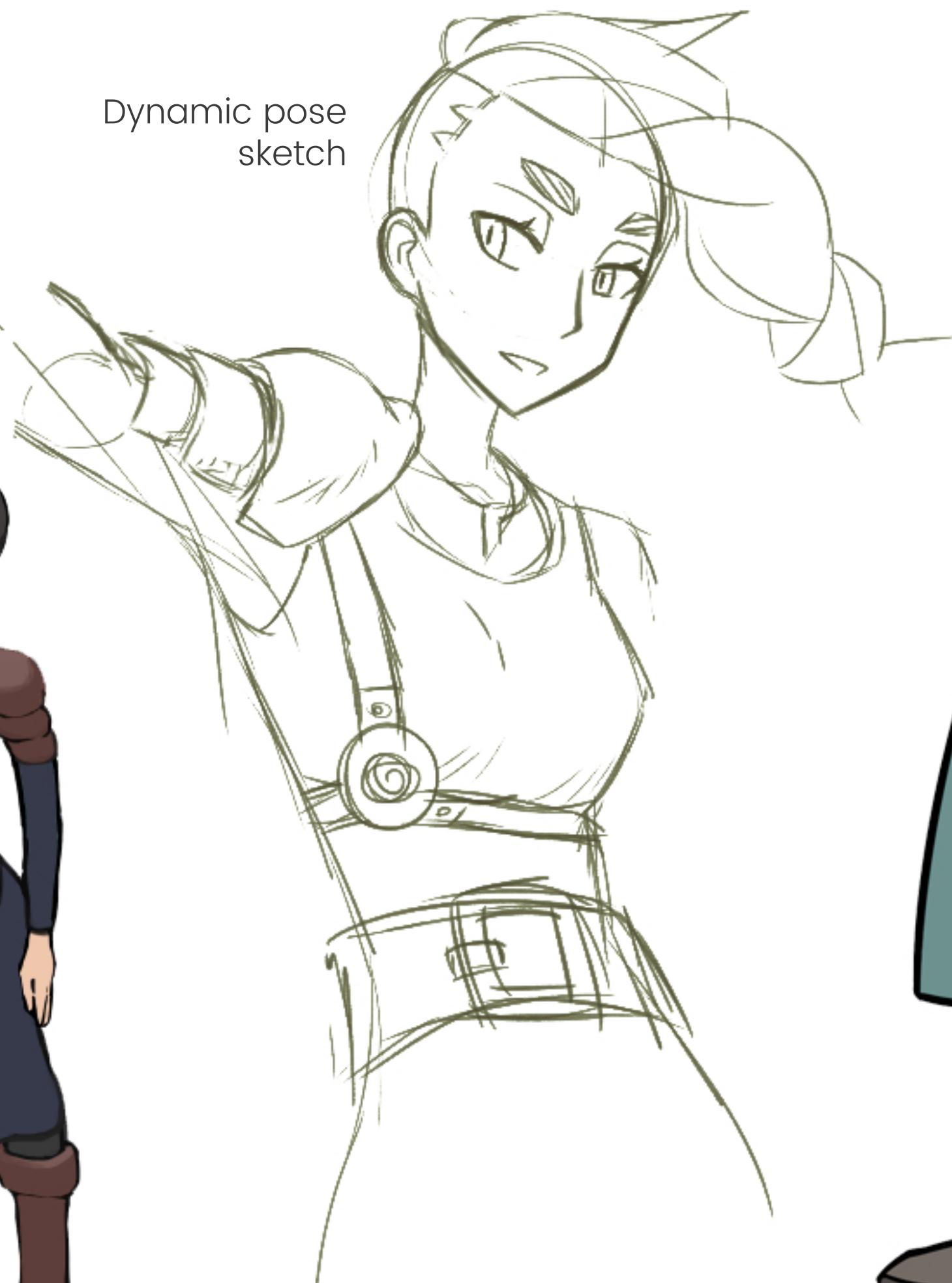
Final hairstyle



Armor inclusion
is consistent
across all
concepts



Dynamic pose
sketch

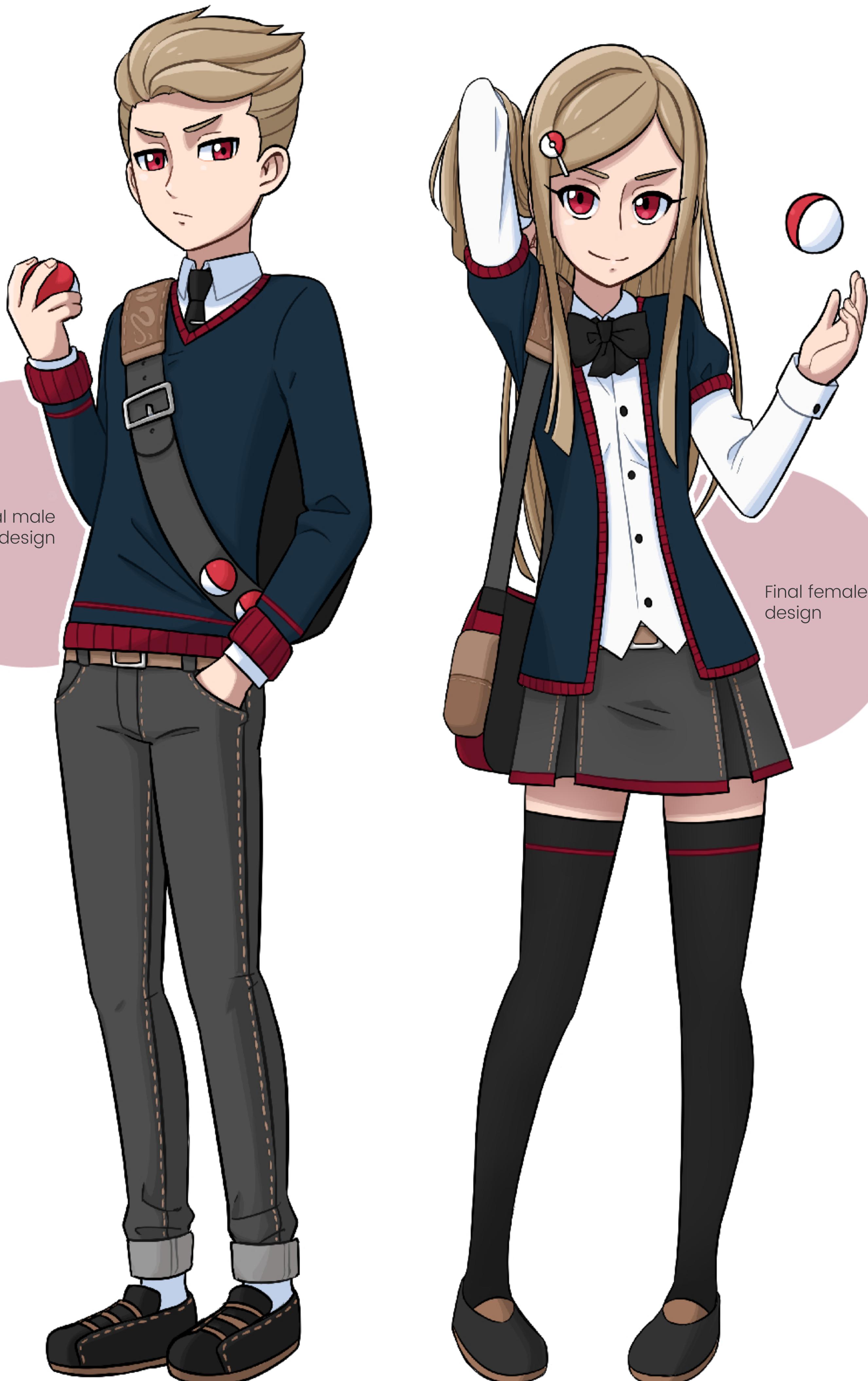


Costume
designs



Final concept
sketch

Battle Guild Trainers



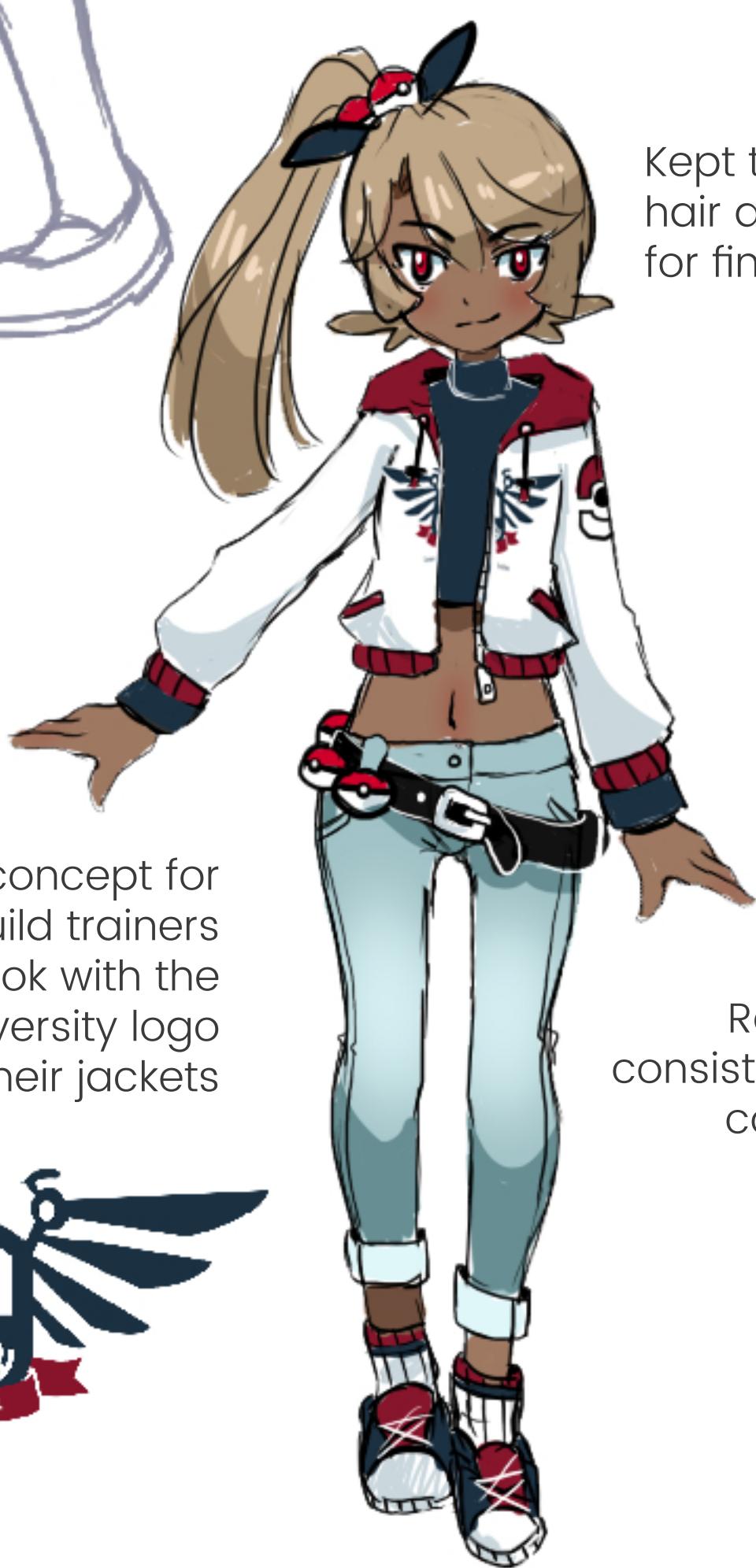
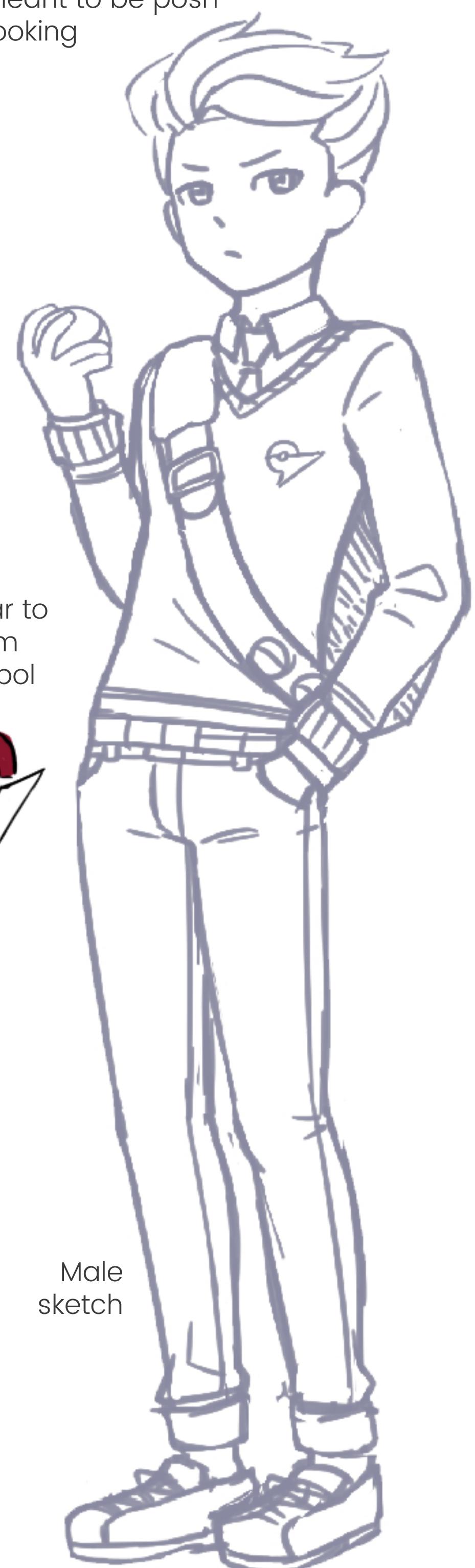
Design Process



More finalized concept



Meant to be posh looking



Kept the Pokeball hair accessory for final design



Male sketch

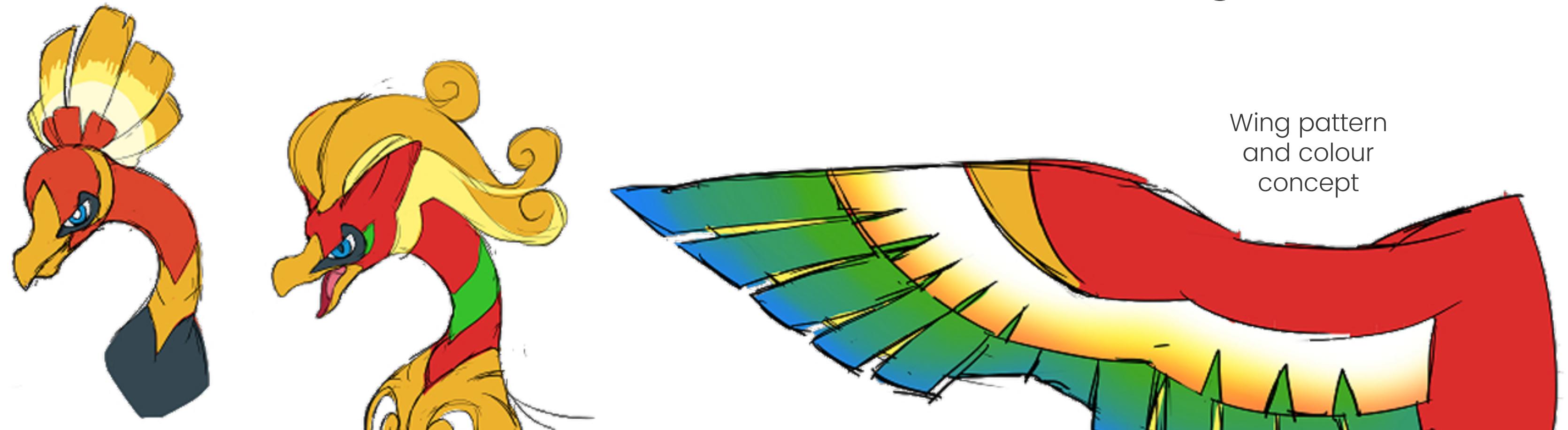


Ho-Oh

Arisen Forme

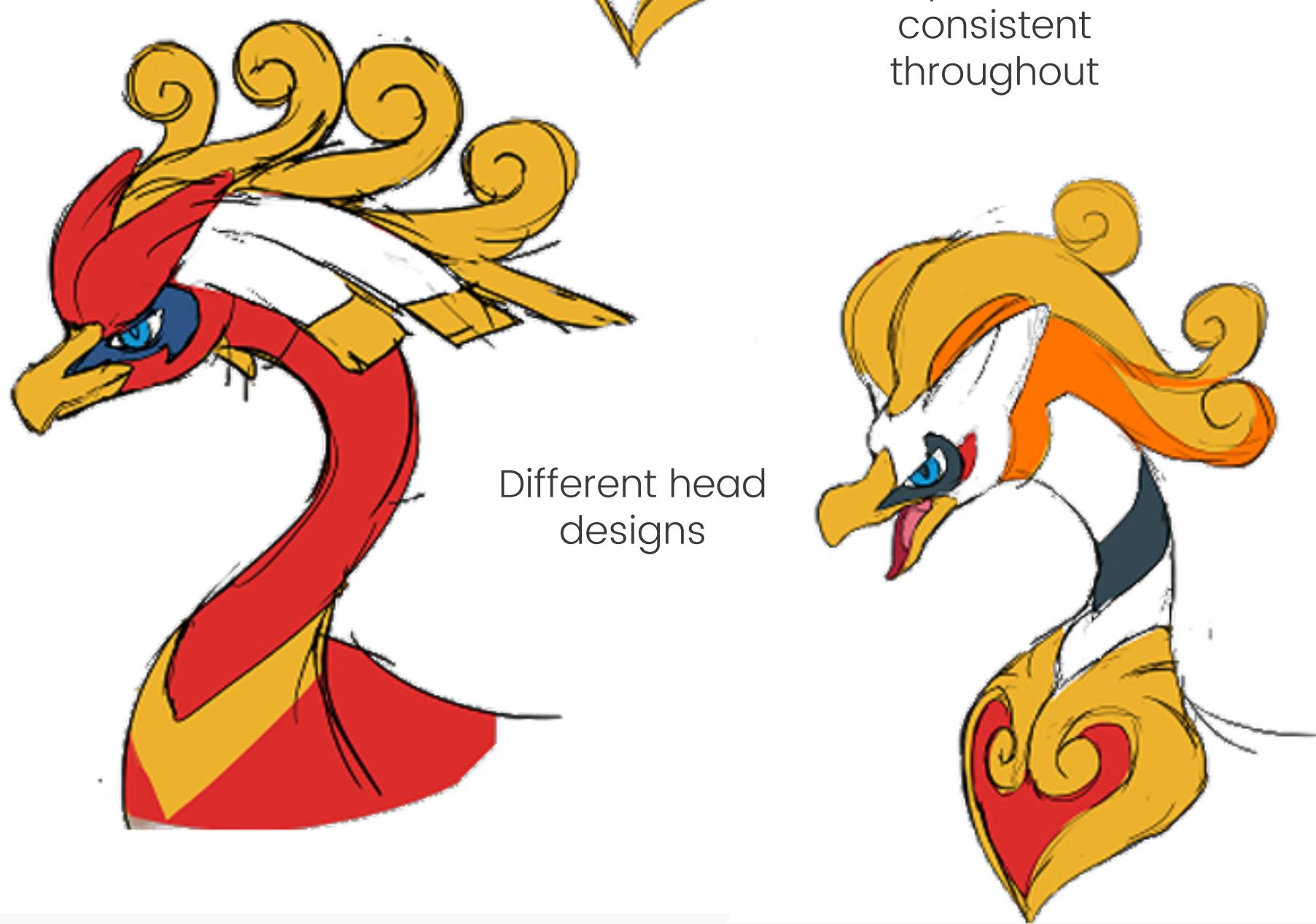


Design Process



Heart Gold symbol is consistent throughout

Wing pattern and colour concept



Different head designs

Fiery tail concept (Reshiram inspired)



Mohawk head design

Concept involving rainbow tail flames

Relic Ambipom & Relic Aipom

Fighting



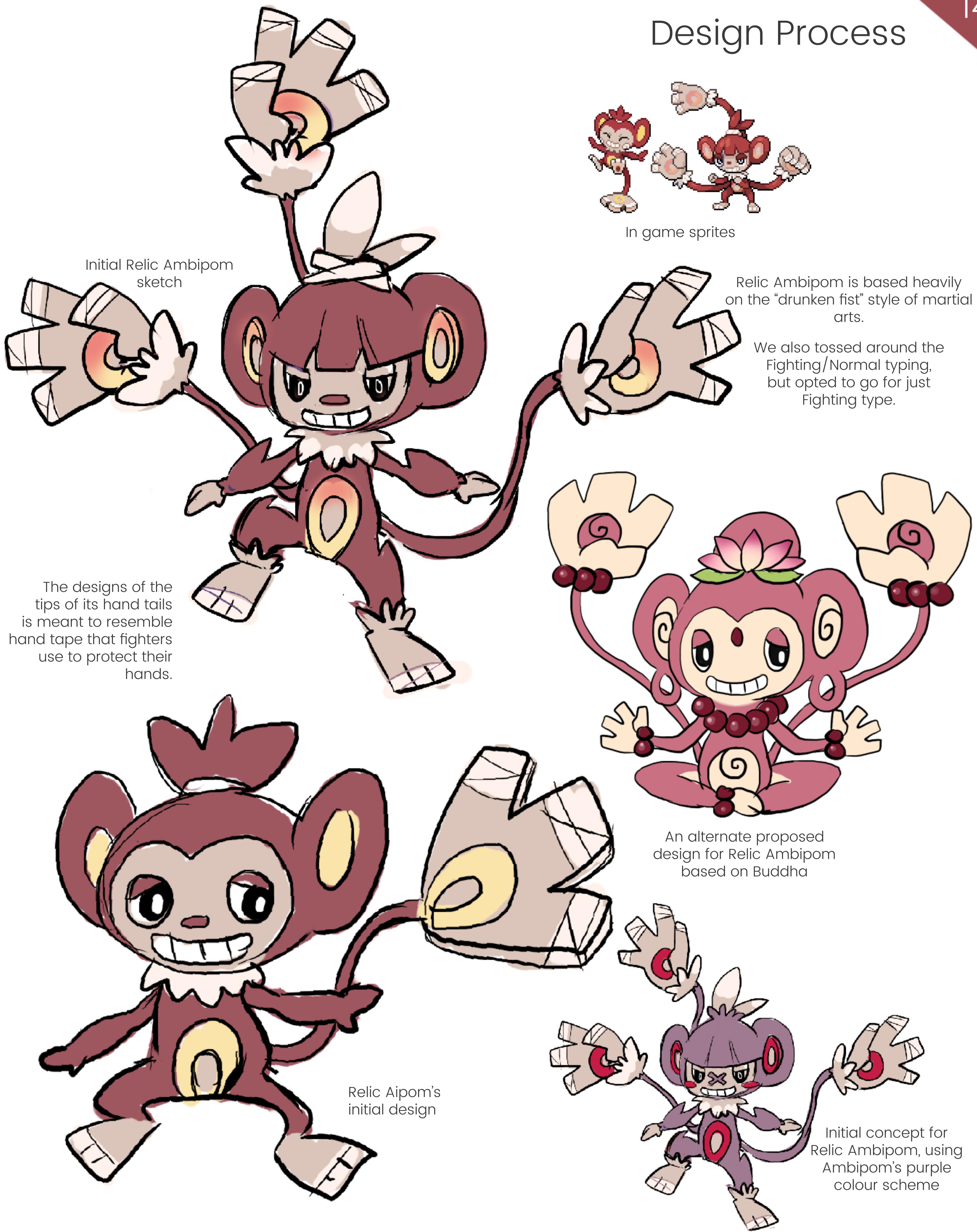
Ho-Oh's ashes awakened Ambipom's hidden martial spirit. Its karate chops are said to crush a steel cuirass like paper.



Final Relic
Aipom

Relic Aipom are known for their throwing skills. Trees, and occasionally an unfortunate Trevenant, are their usual targets for practice.

Design Process



Relic Flabebe & Relic Floette

Relic Flabebe is based on a psychopomp



Ghost

Fairy



Relic Flabebe can only be seen by those whom have had a near death experience, hence their late discovery.



Flabebe concept

Proposed shiny



Proposed shiny



Final Relic Floette



Relic Floette gather around hospitals to herd the newly departed. They seem to work as assistants for the Relic Forges in the area.

Relic Koffing & Relic Weezing



Fire

Steel



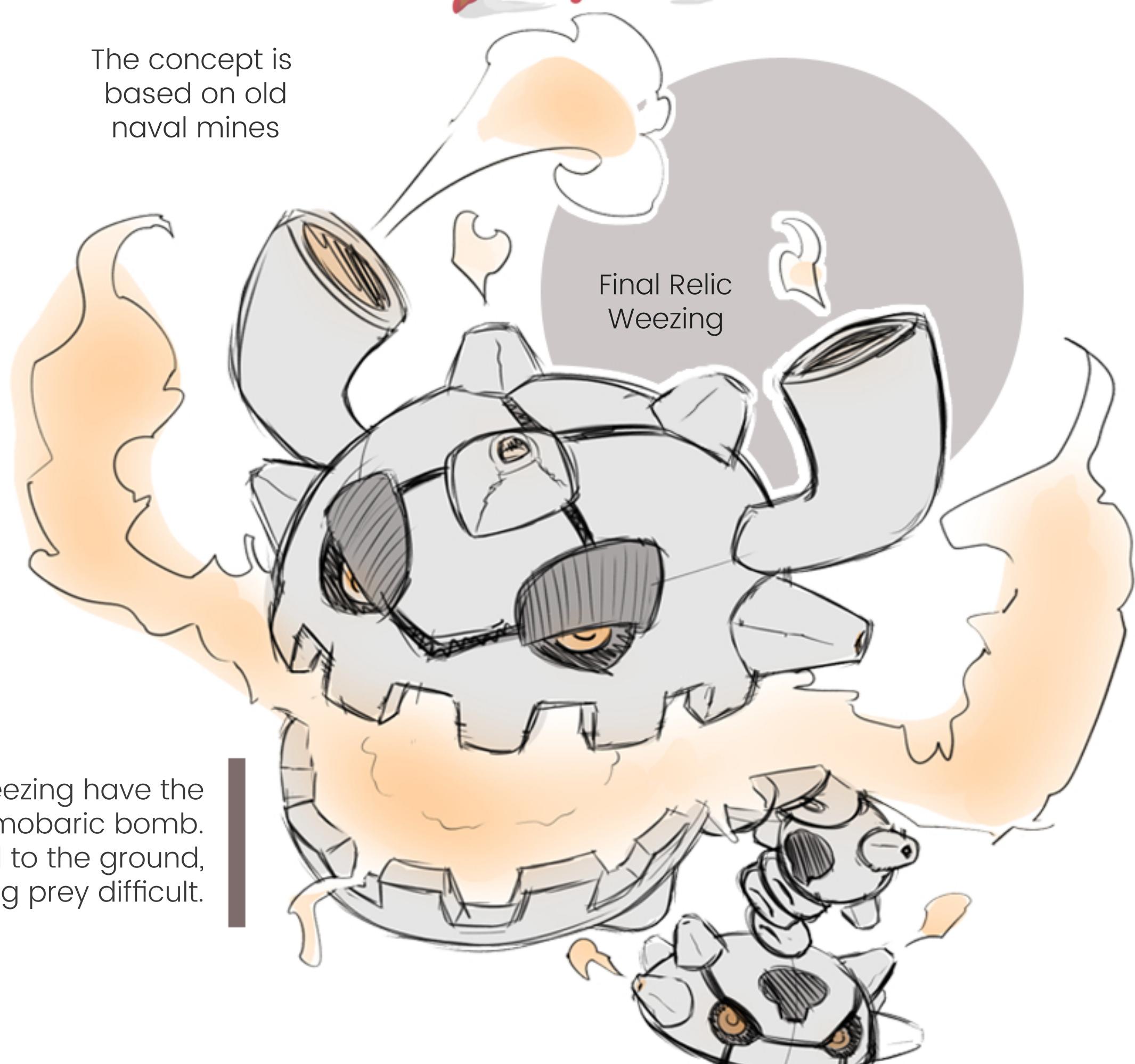
After being touched by Ho-Oh's ashes, Koffing used the gas inside itself to become a combustion engine. The gas inside its body is reportedly similar to rocket fuel.



Early sketch

Relic Weezing
early sketch

The concept is based on old naval mines



Supposedly, Relic Weezing have the explosive force of a thermobaric bomb. However, being planted to the ground, it finds catching prey difficult.

Relic Ledian & Relic Ledyba



Final design (Male)



Without helmet



Shiny



Without helmet

Relic Ledian was inspired by a knight, with the helmet motif specifically derived from Roman knights.



Final design (Female)

In exchange for their ability to fly, Ledian were gifted steel armor to battle along side their human comrades. Relic Ledian seem to have a strong sense of justice and protect those weaker than themselves.



Flower plume

Wing back
(non functional)

Relic Ledyba

Steel

Fairy

Design Process



Relic Roserade

Relic Roselia & Relic Budew



Ho-Oh's ashes caused rapiers to grow out of Relic Roserade's flower buds. It will only take off its mask to a dying opponent and hides its identity at all other times.

Fairy
Fighting

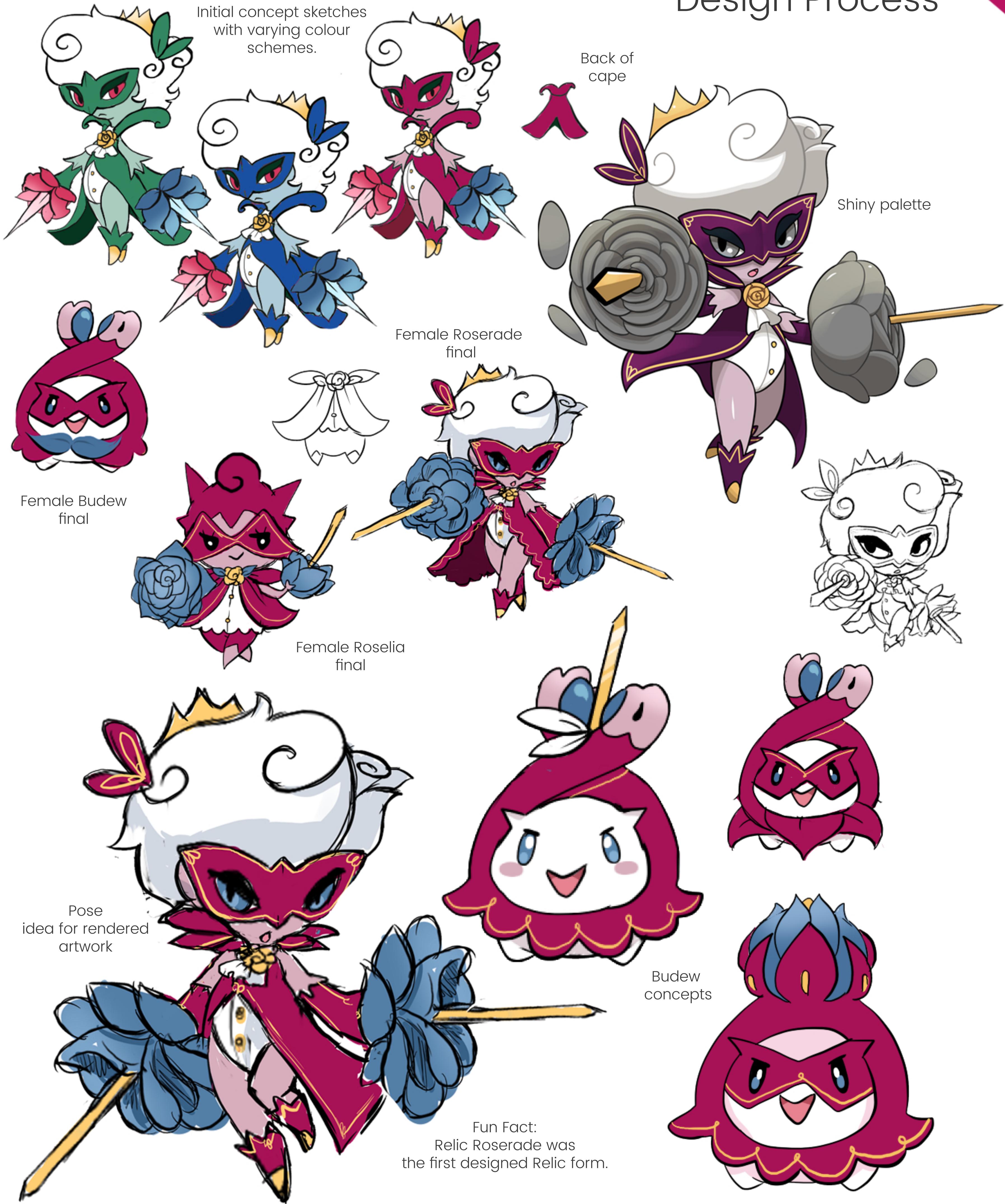


Sword and
shield

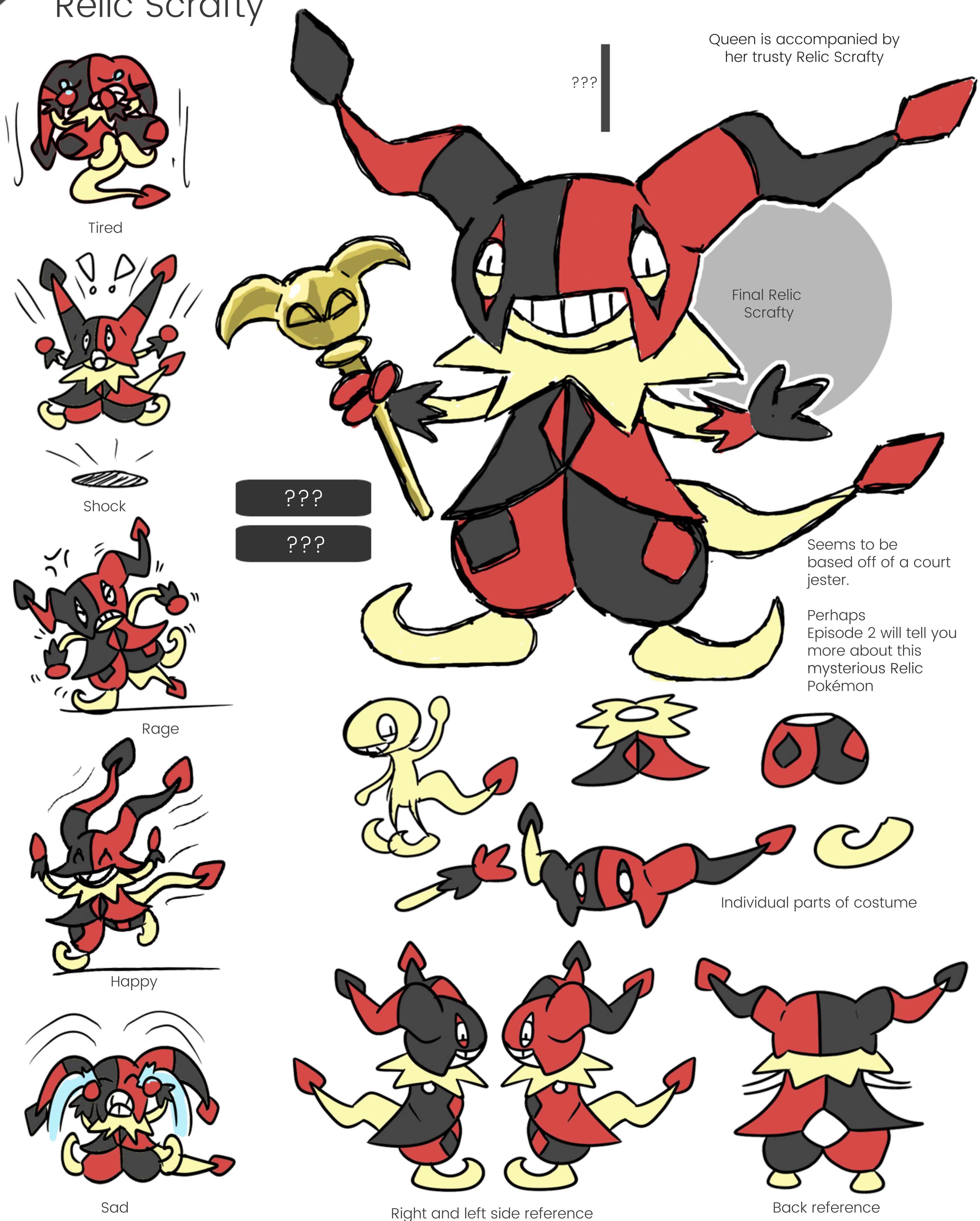


Relic Budew appreciates the traditional aspects of warfare, and despite its young age, enjoys an entertaining duel. It claps on the victor using the buds on its head.

Design Process



Relic Scrafty



Relic Skiddo & Relic Gogoat



Final Relic Skiddo

Locals in the surrounding area noticed that Relic Skiddo had reemerged, as many of the trees in the forest had been rammed down. This means a Skiddo is about to evolve, and wants to hone its skills.

Grass

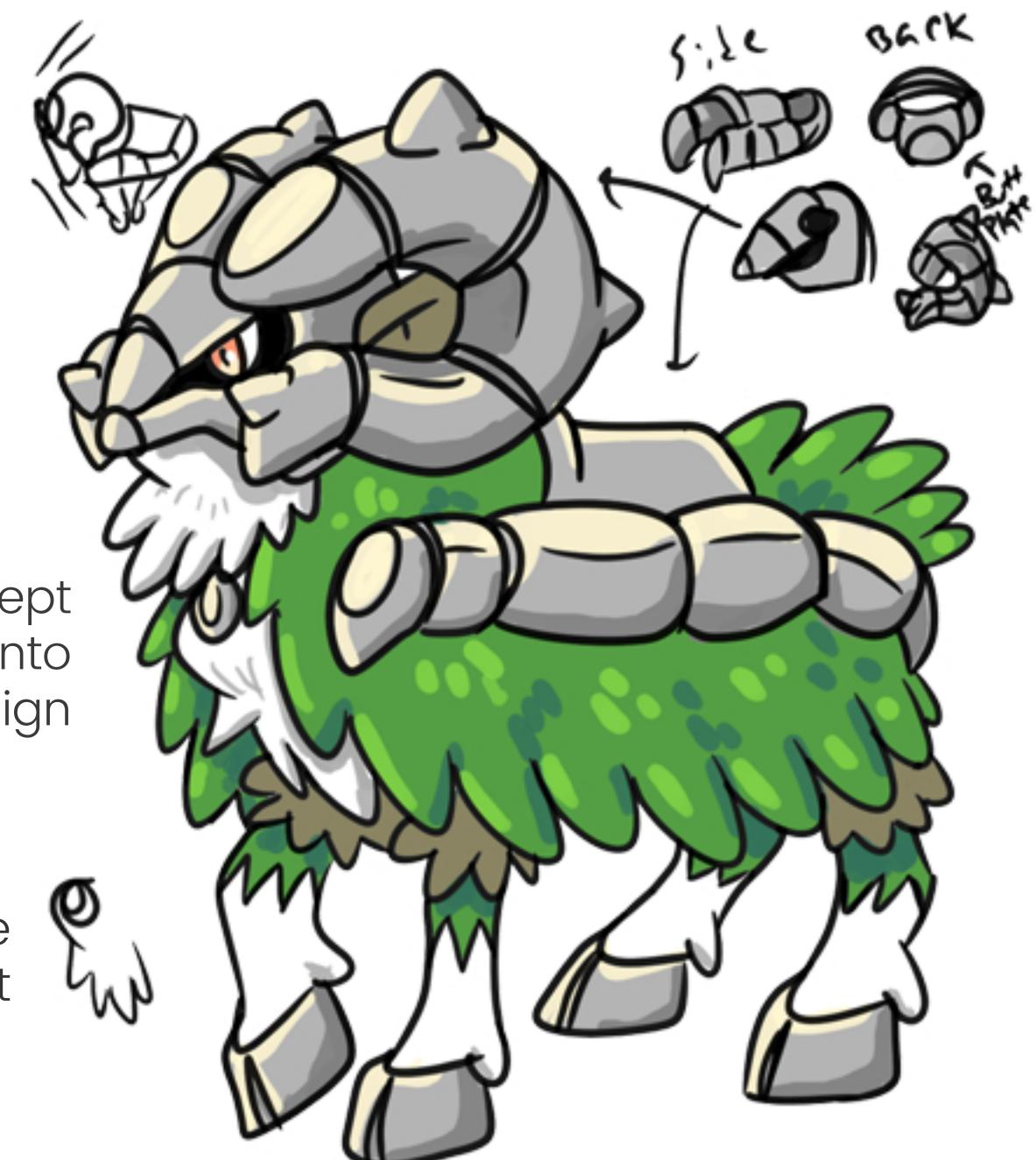
Rock



Final Relic Gogoat

Gogoat's DNA was altered, and rocky outcrops grew all over its body. Old records tell of a mounted Relic Gogoat ending a month-long siege in a matter of seconds, by turning the castle gates to splinters with a full-speed horn bash. No momentum was lost.

Design Process



Based on a battering ram

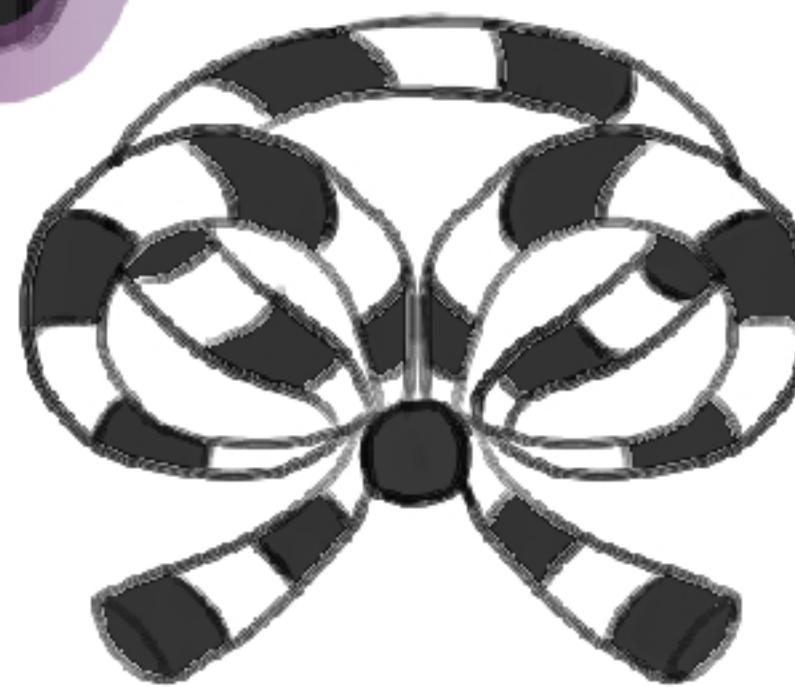
Relic Skiddo & Gogoat's shiny palette



Relic Spinda



Kabuki inspired



Ghost

Normal

Relic Spinda has 12 face paint patterns

By the grace of Ho-Oh's ashes, Spinda walked the wheel of life and attained enlightenment. Strategists and sages alike sought out its guidance.



Relic Tentacool & Relic Tentacruel

Water

Psychic

Exposed to Ho-Oh's ashes, its brain grew and reshaped its head, causing it to resemble a steeped hat. It magnifies its power with an orb plucked from a Staryu.



Relic Tentacruel
final design



Relic Tentacool
final design

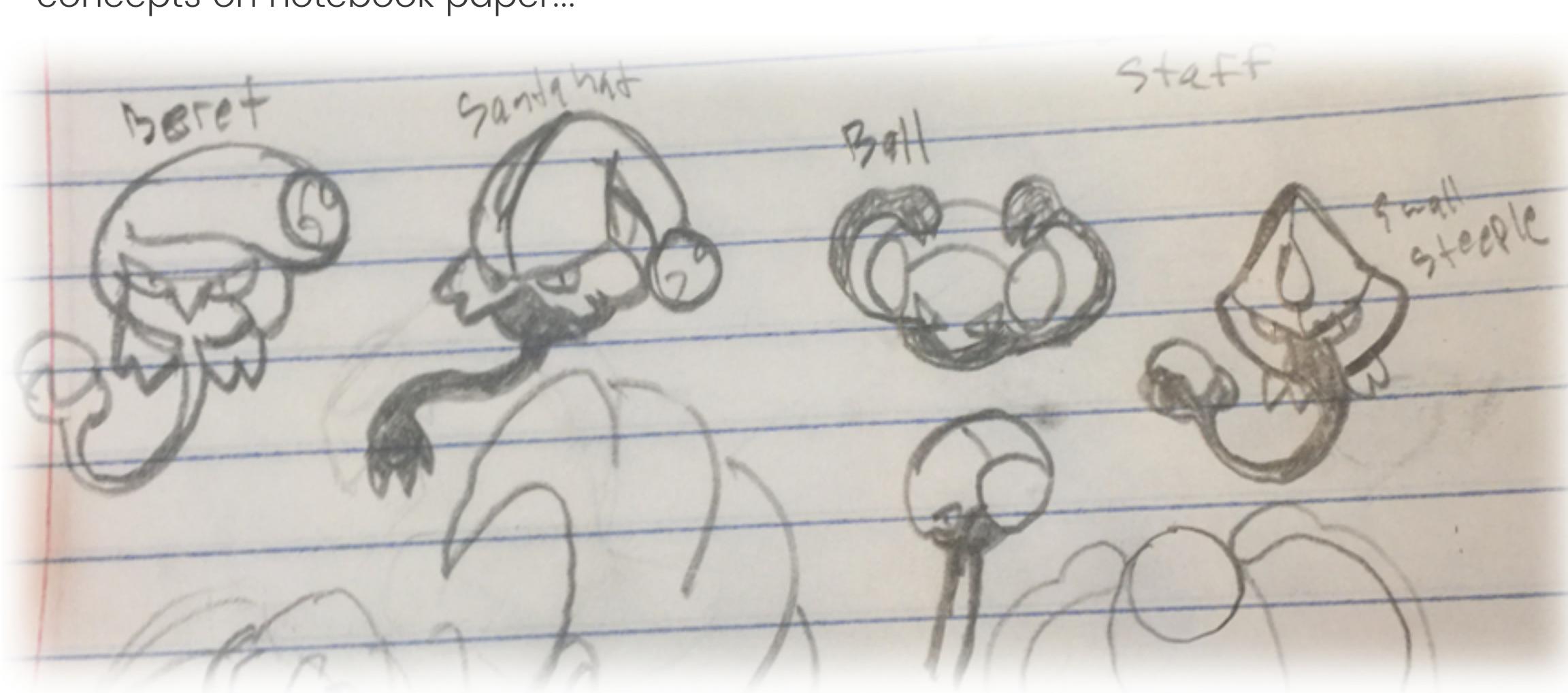
Relic Tentacool's source of power is the orb it holds in its tentacles. It is incredibly vulnerable without the orb, so it will defend it with its life.



Crystal Ball
(Staryu Core)

Design Process

Fun Fact:
Nick does most of his concepts on notebook paper...



Relic Tentacool's shape is inspired by hats.



Shiny palette testing

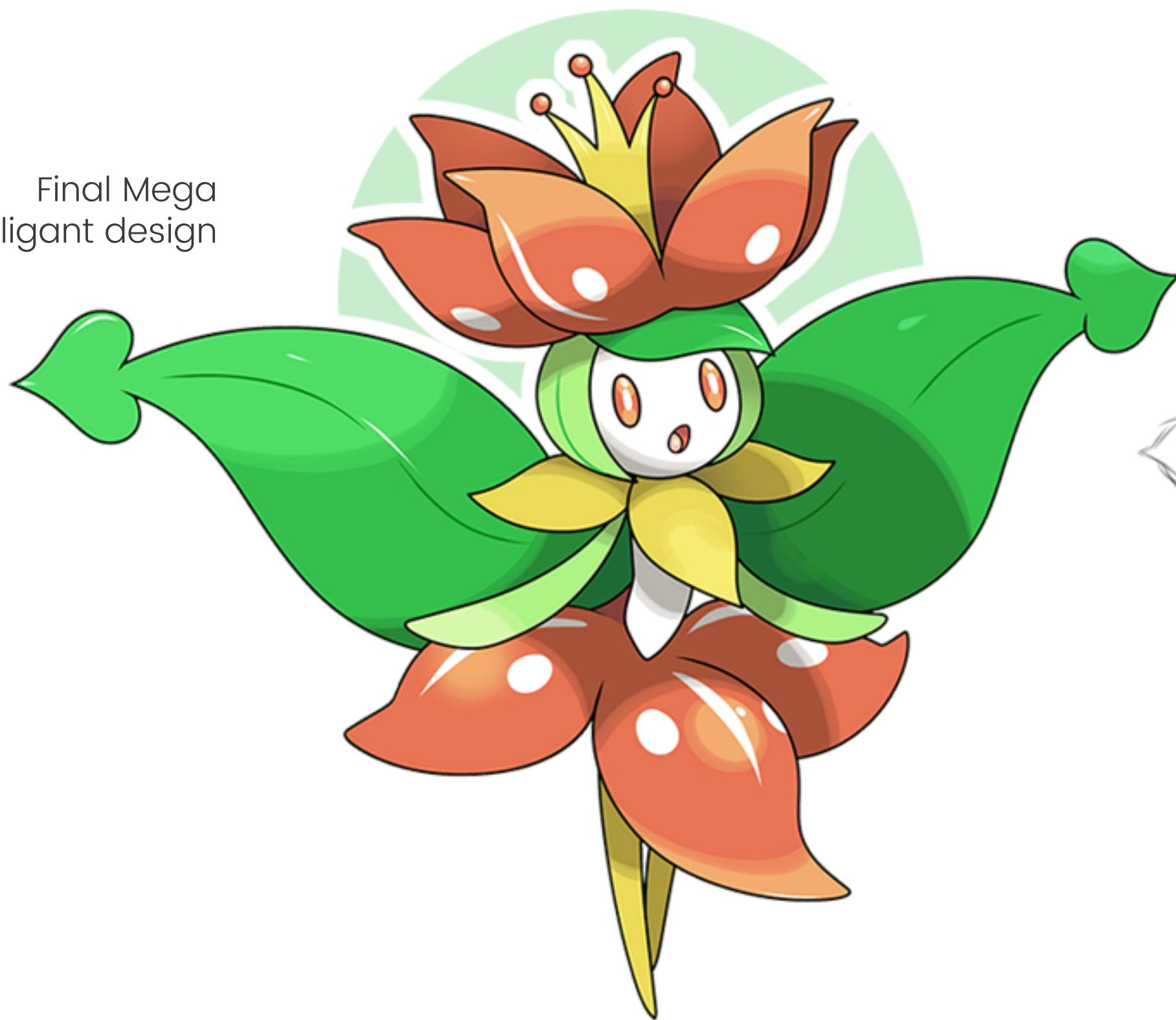


Relic Tentacruel was designed based on the Portuguese man o' war (*Physalia physalis*) and a bog witch

Dactylozoid staff

Mega Starters

Final Mega
Liligant design



Grass

Flying

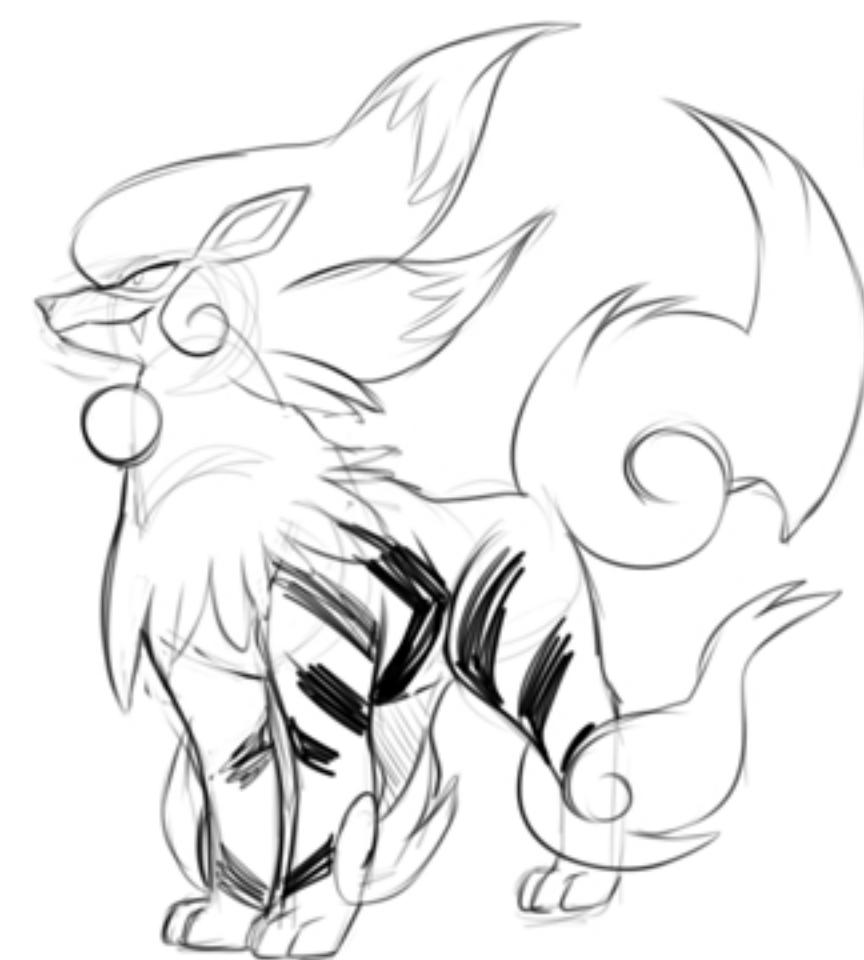


Final Mega
Arcanine design



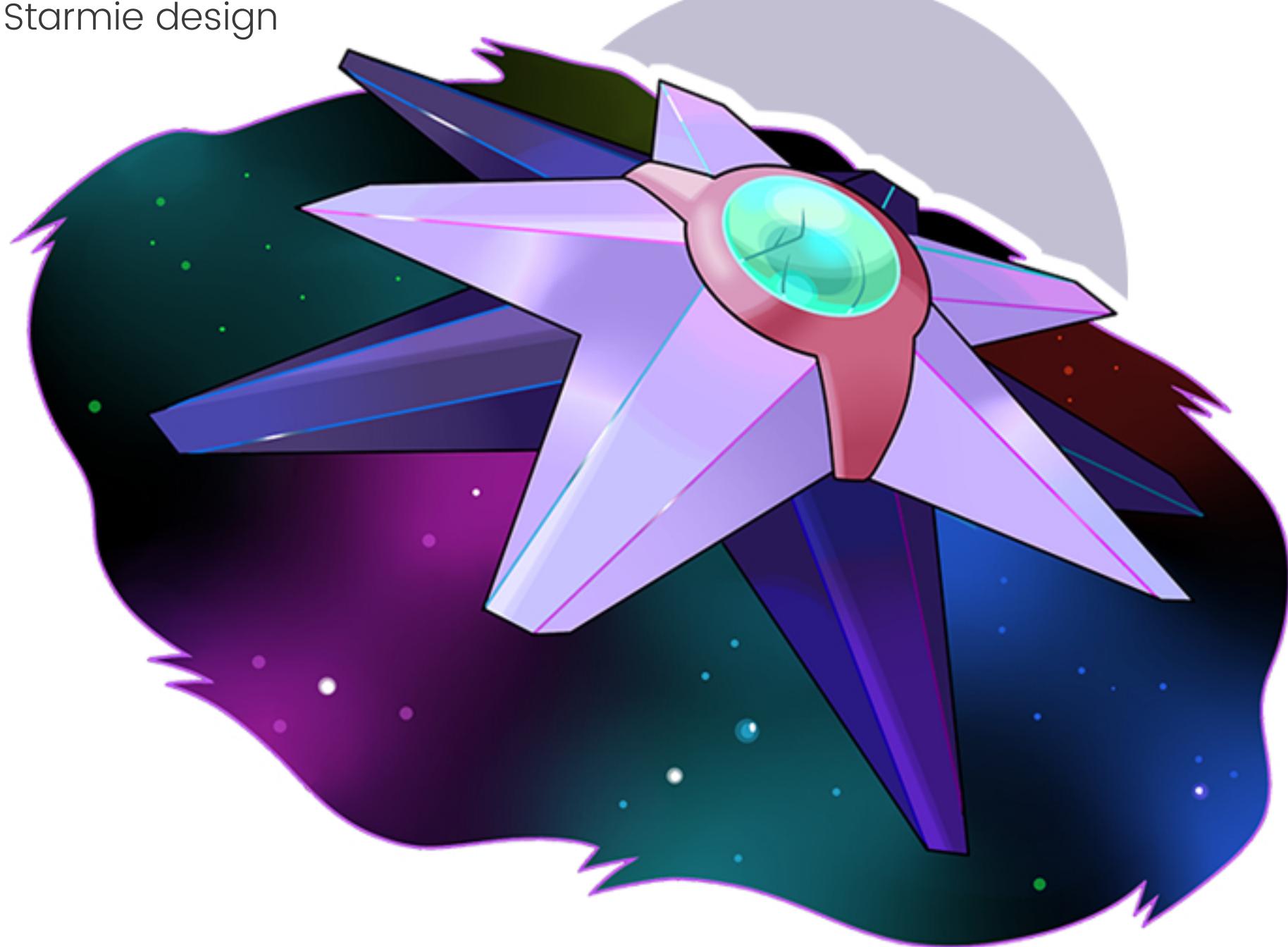
Fire

Dragon



Concept

Final Mega
Starmie design



Water

Ghost



Concept

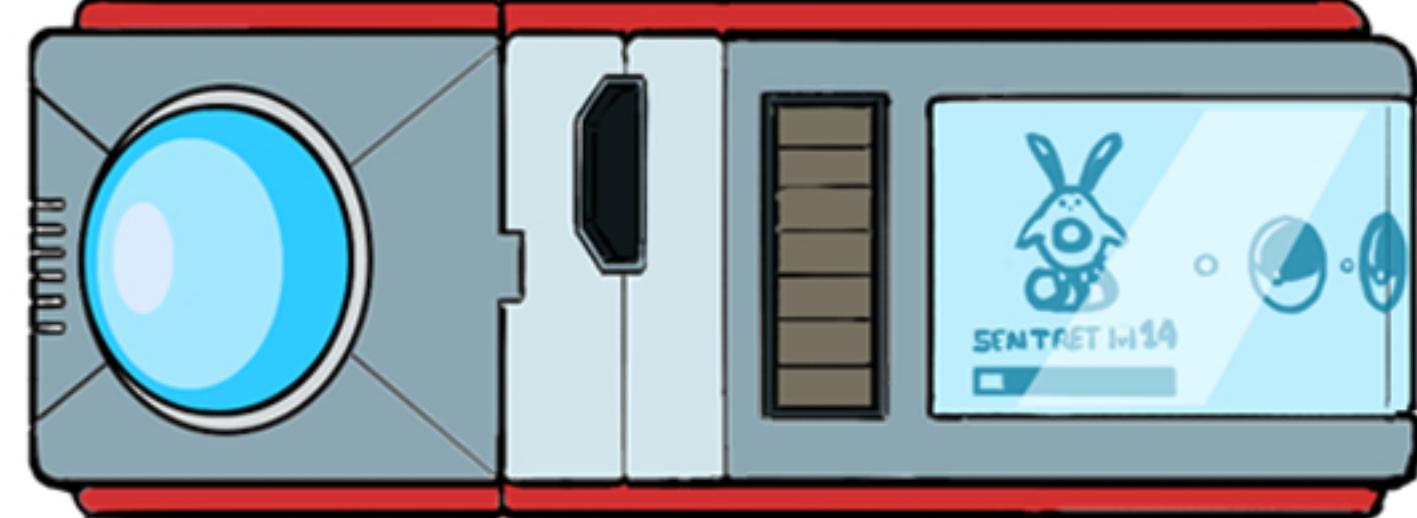
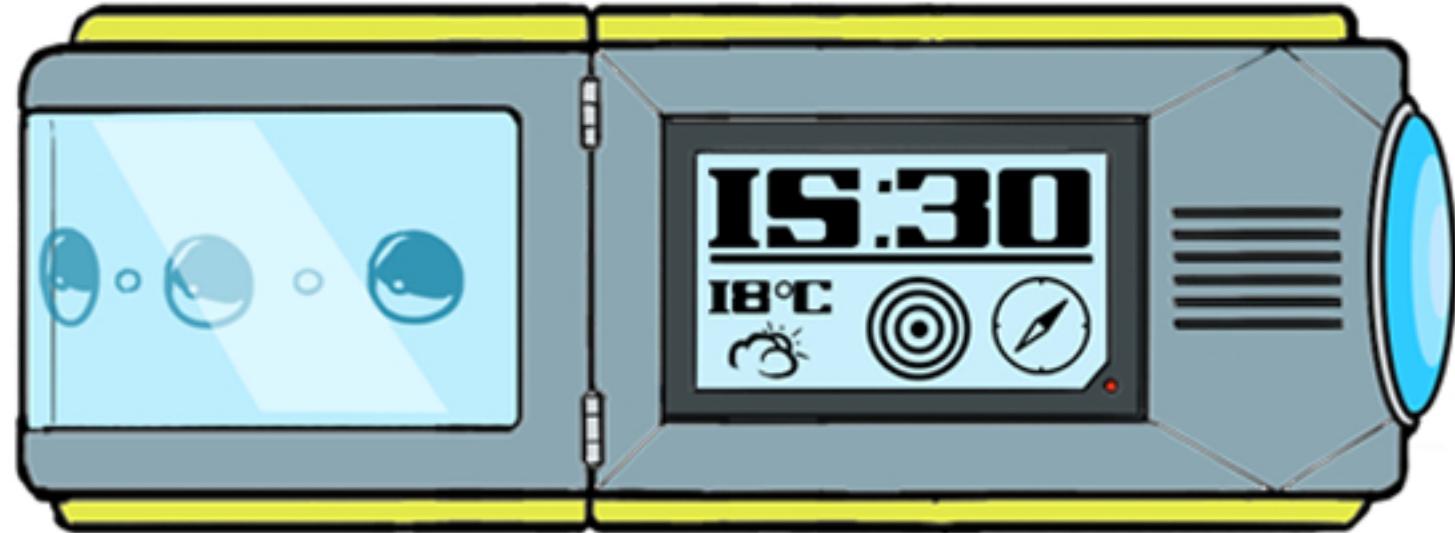
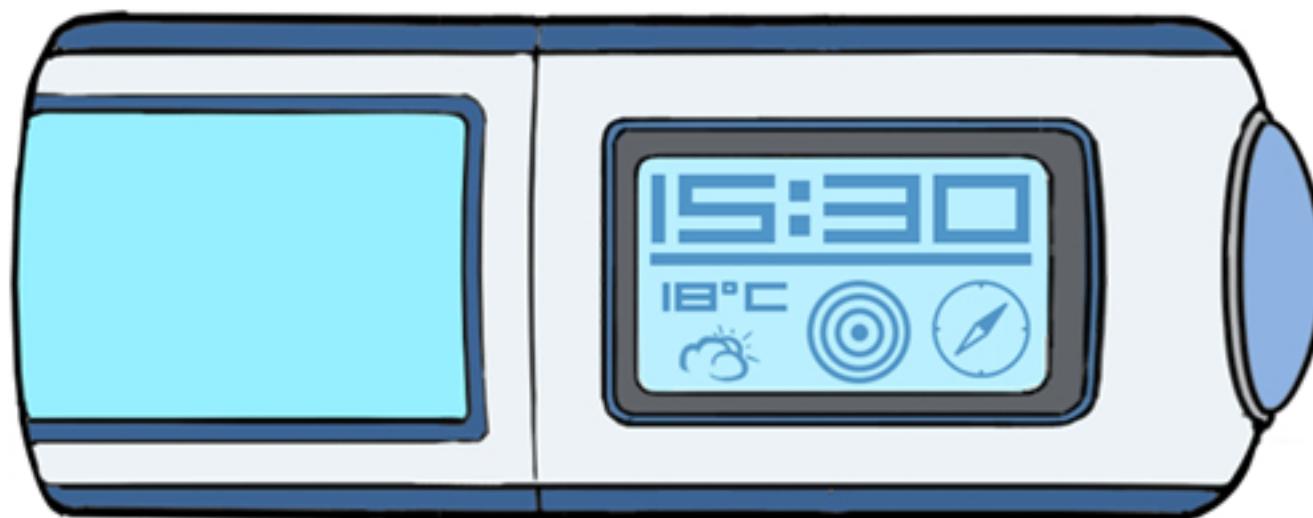
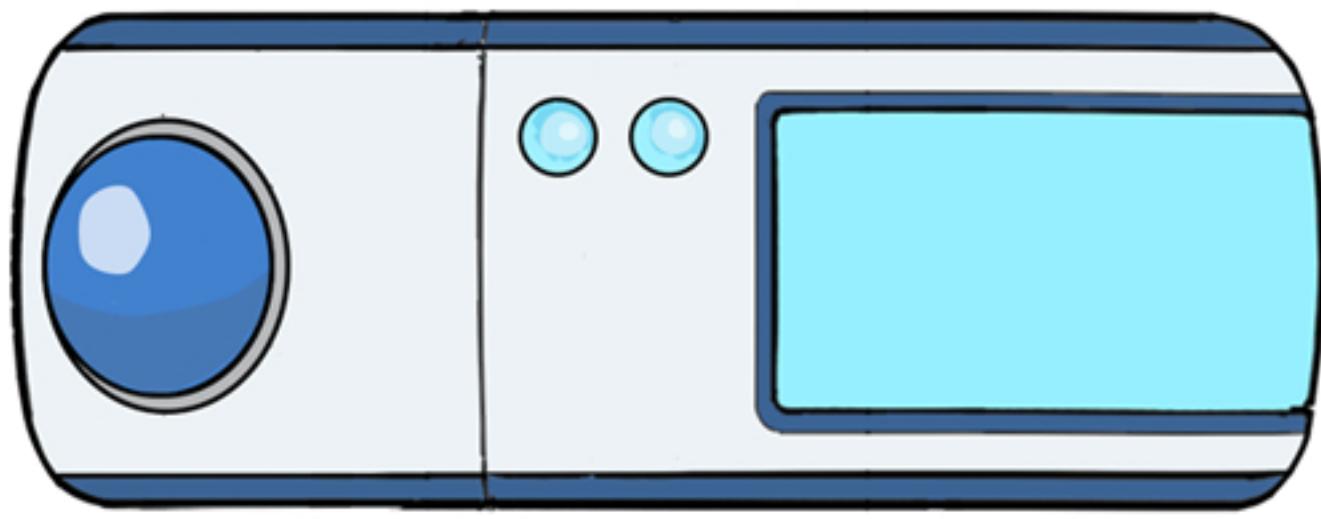
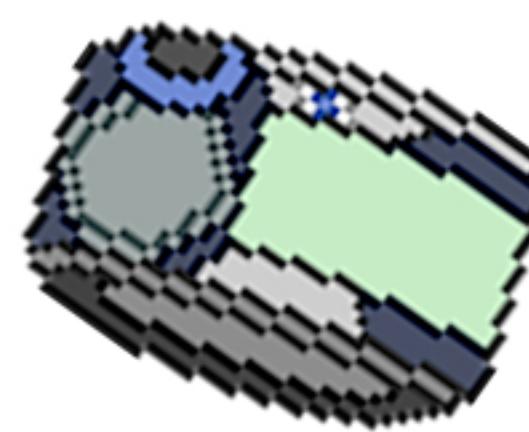
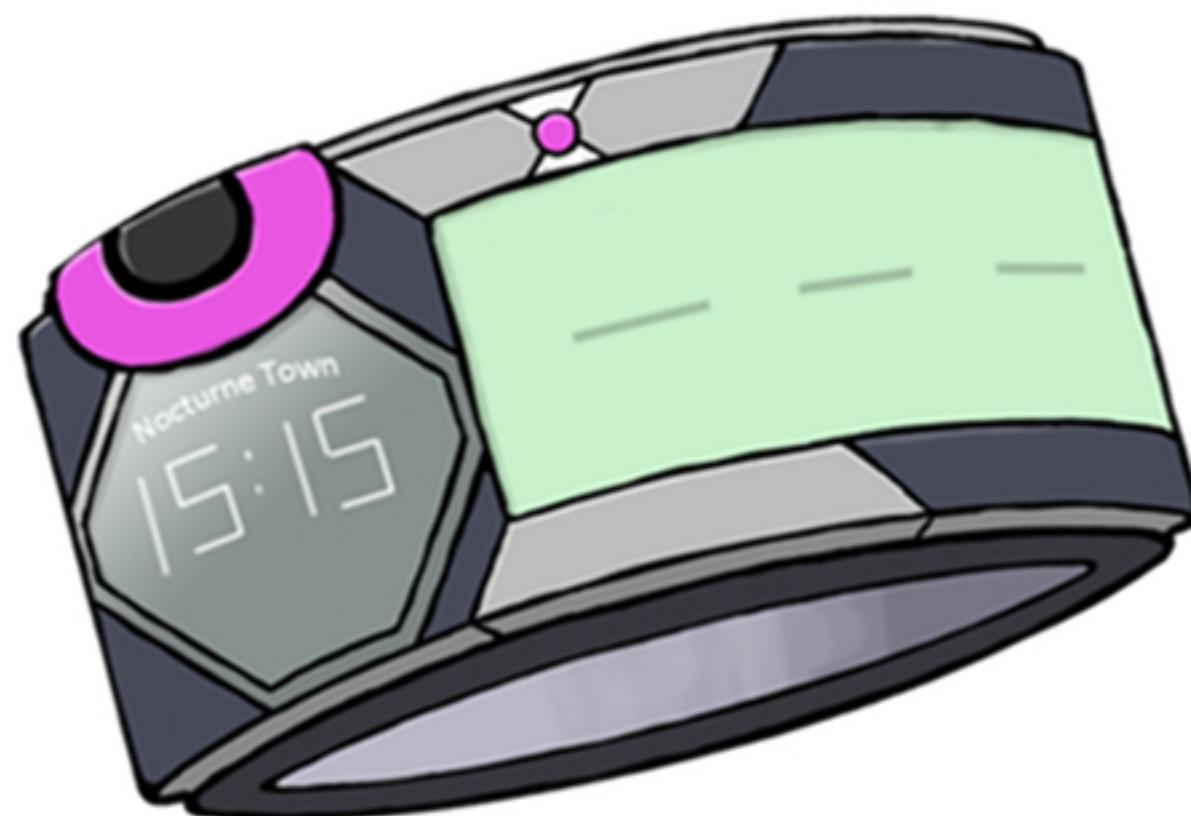
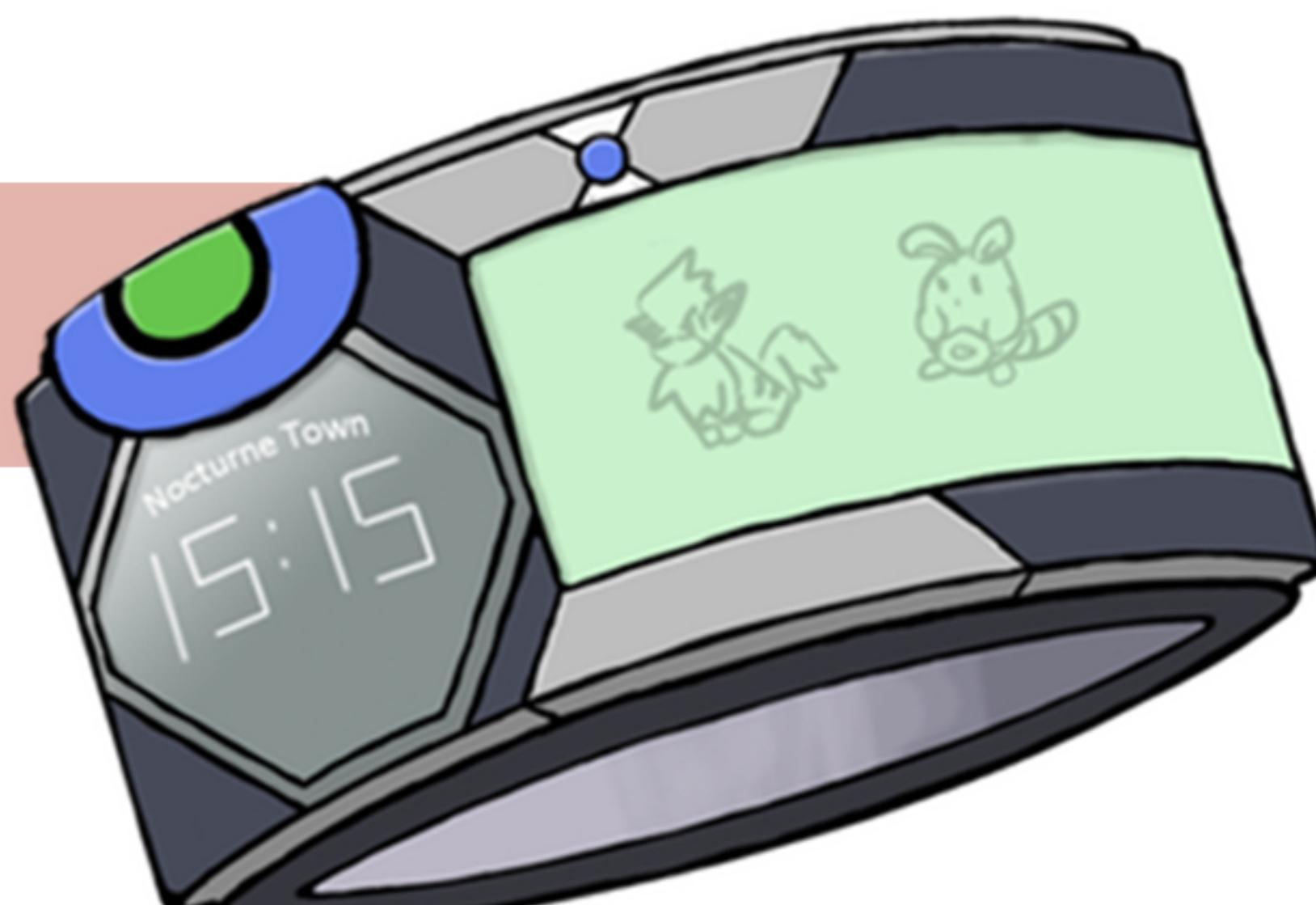
Pokedex

Final Pokedex design



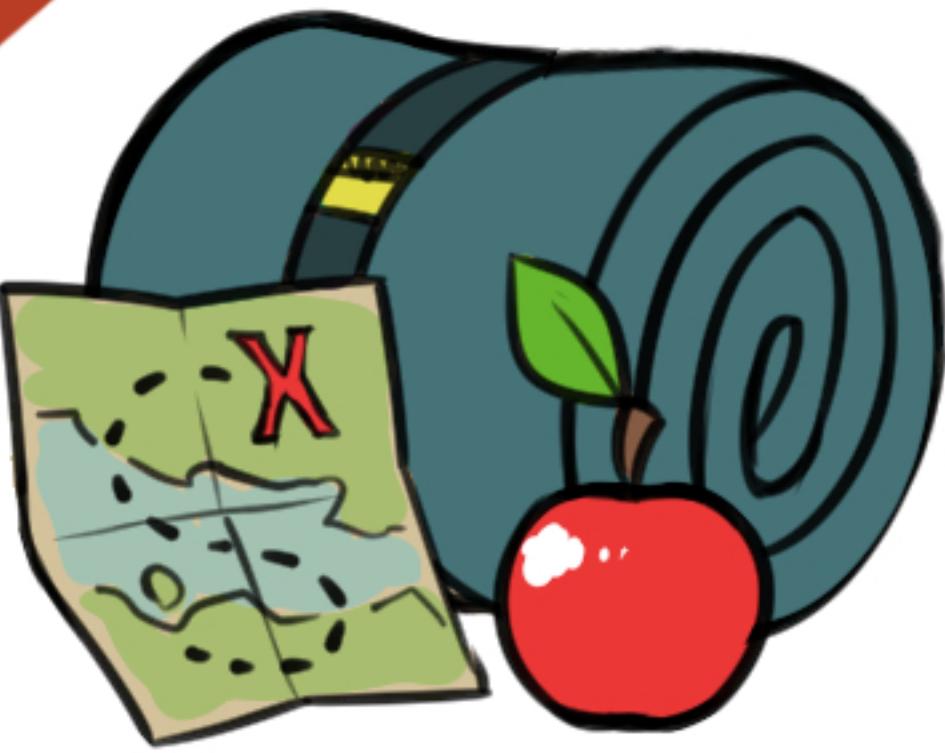
Pokéstrap

Final concept



Some alternative concepts

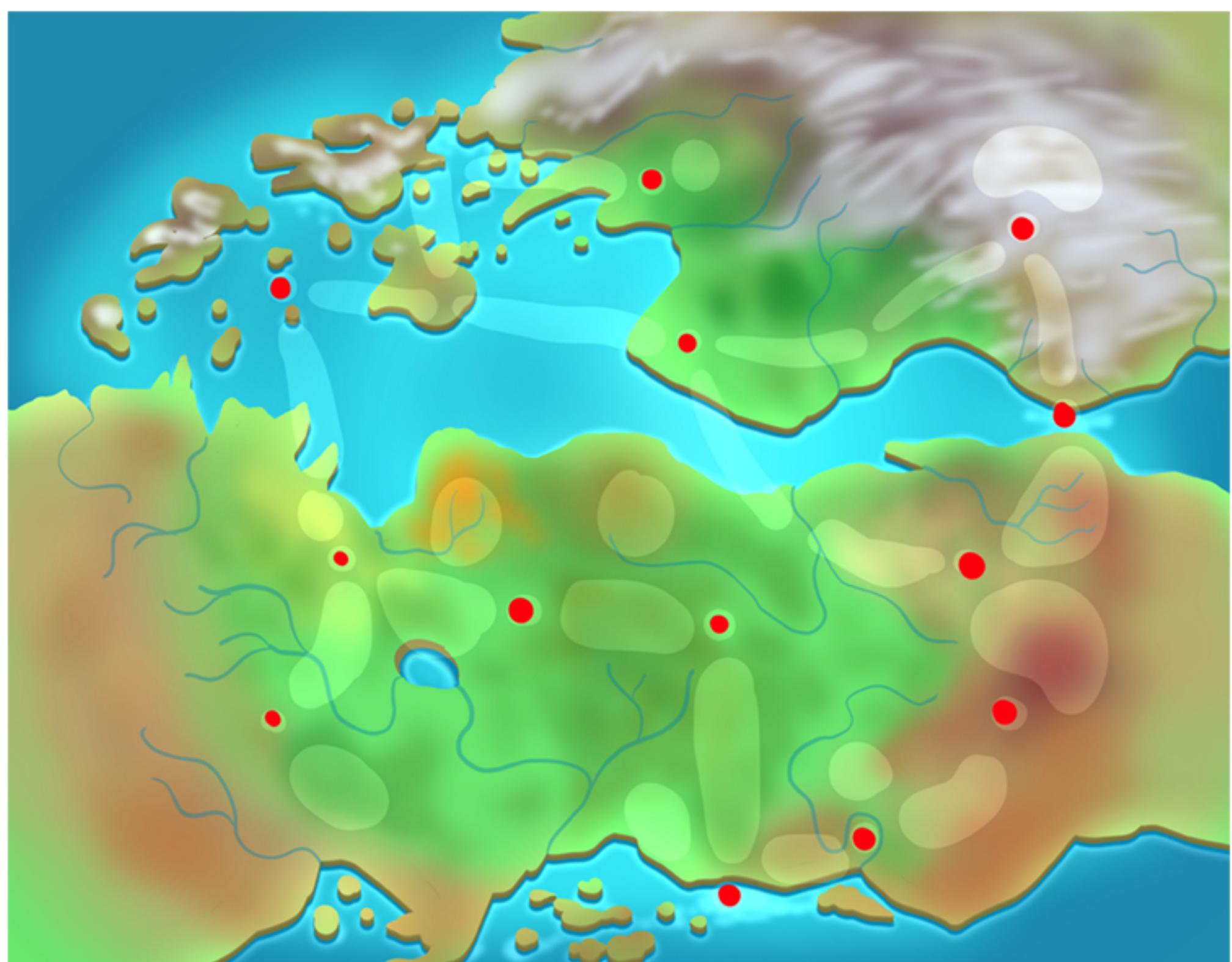
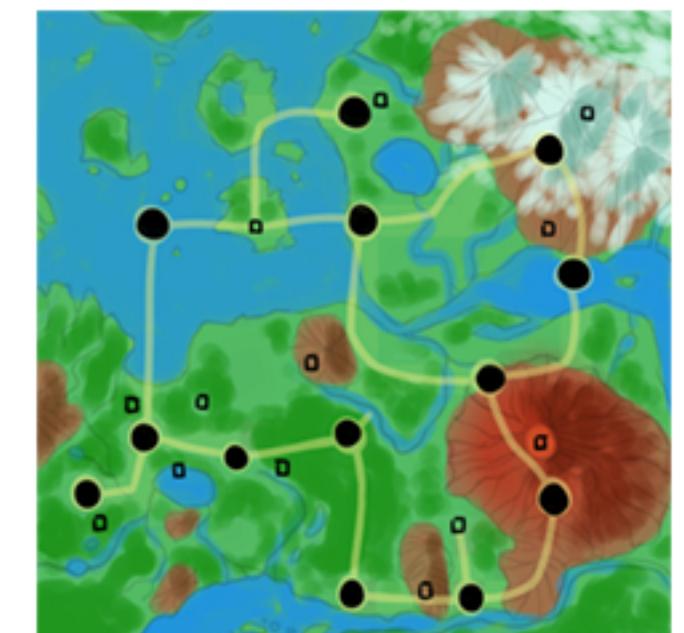
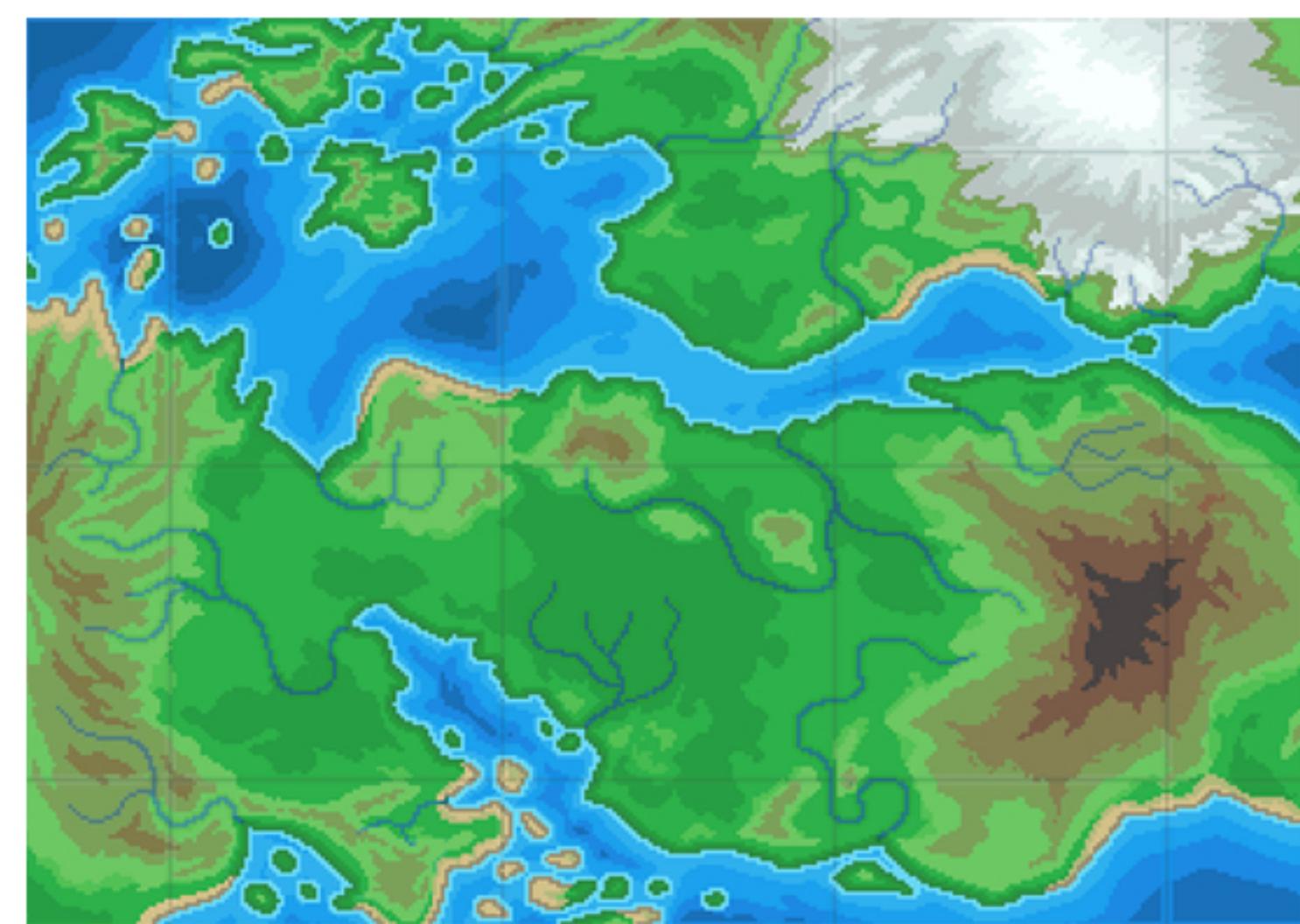
Hawthorne Region



Different iterations of the Hawthorne region map.

The final design was made to resemble a circle with Mesto Mountain in the very centre.

The Hawthorne region is primarily based on different aspects of Europe, but is not an iteration on real world geography.



Location Banners



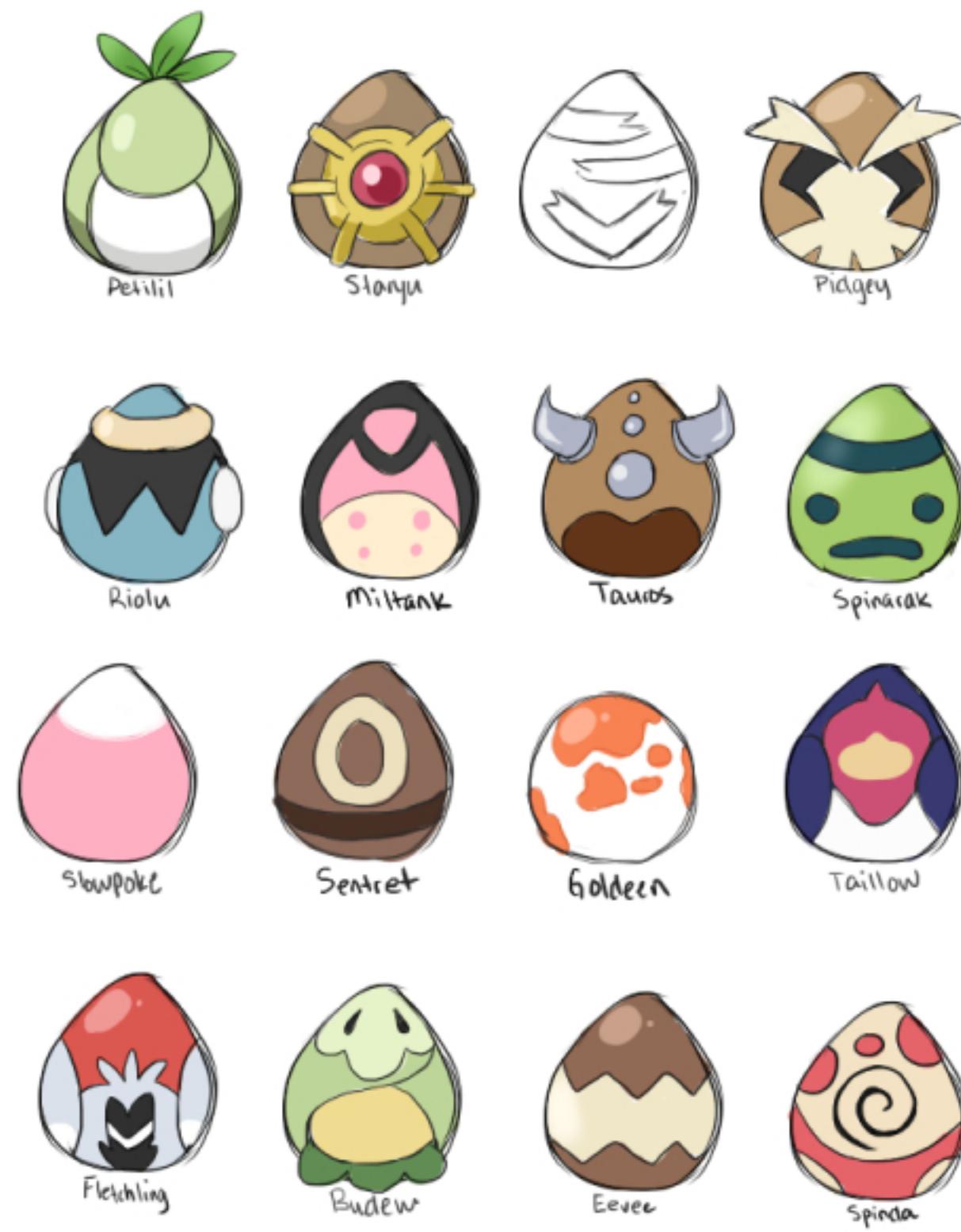
???

Easter Egg Basket Promo

Find out more
about breeding in
Episode 2



This promotional artwork was created to tease a new egg feature, in which each species of Pokemon has a completely original egg design



Species specific egg concepts



Initial Concept

Relic Ball

