



horror:  
hand reaching at you.

breaking out of  
frame

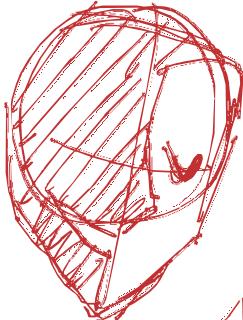
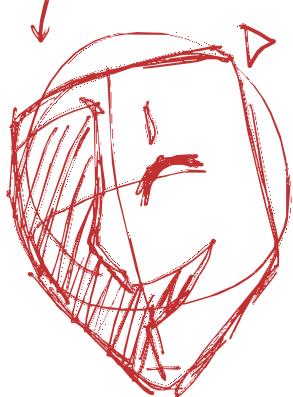
★ keep the flatness  
of the character



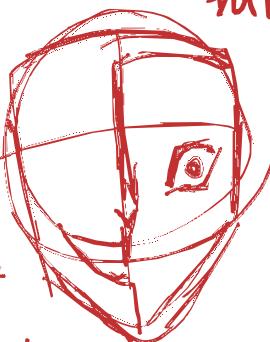
towering  
above you

or not

mask? eye?



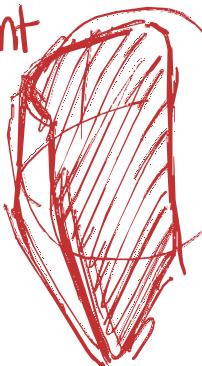
both?



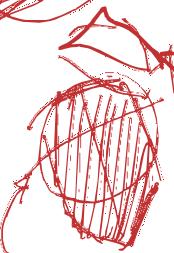
but what if

take off mask

front



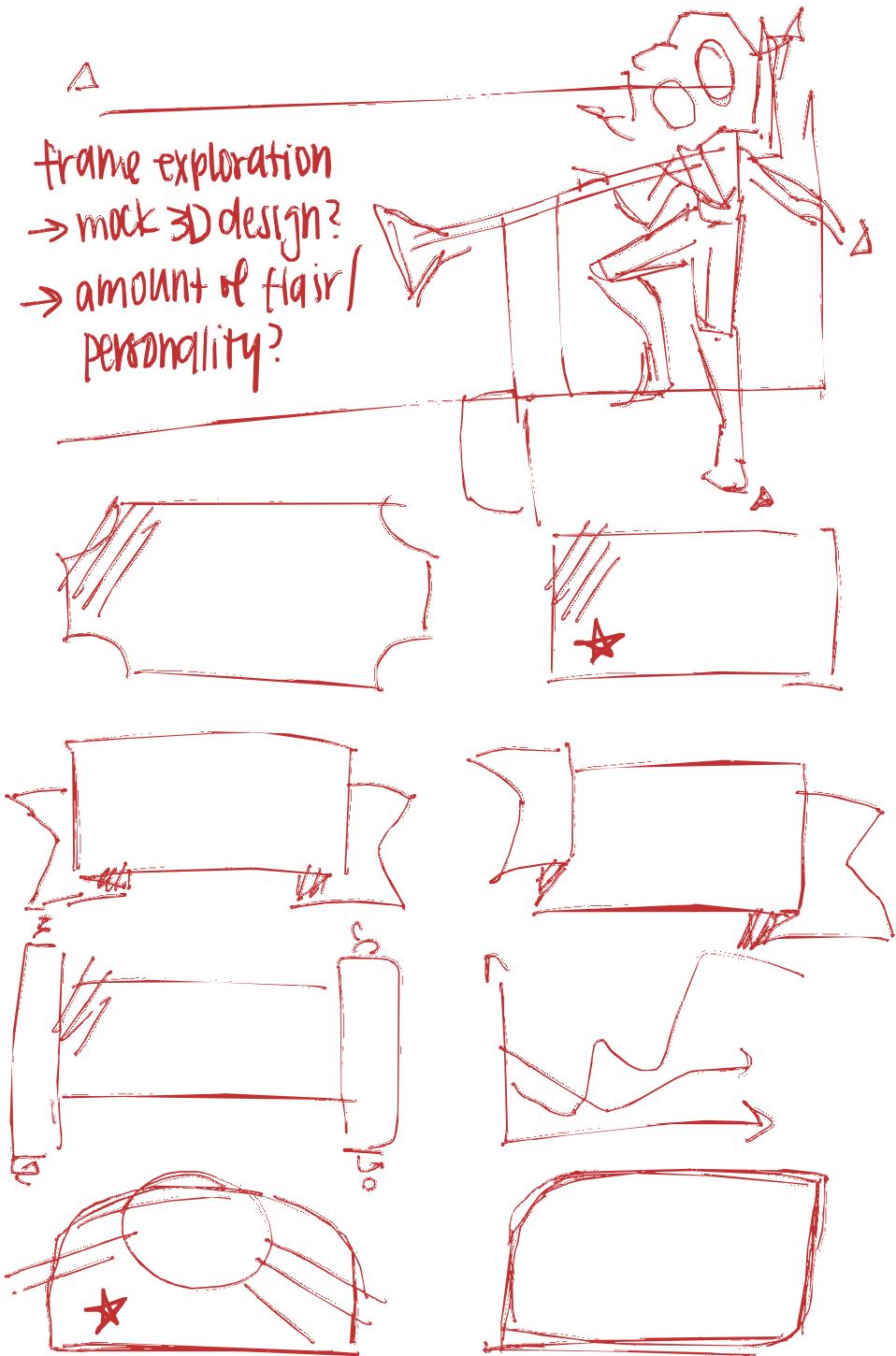
back  
back?

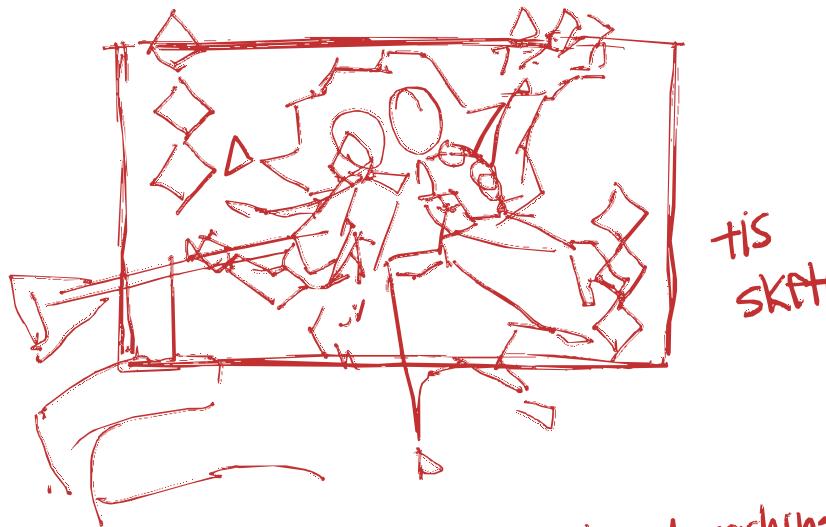


frame exploration

→ mock 3D design?

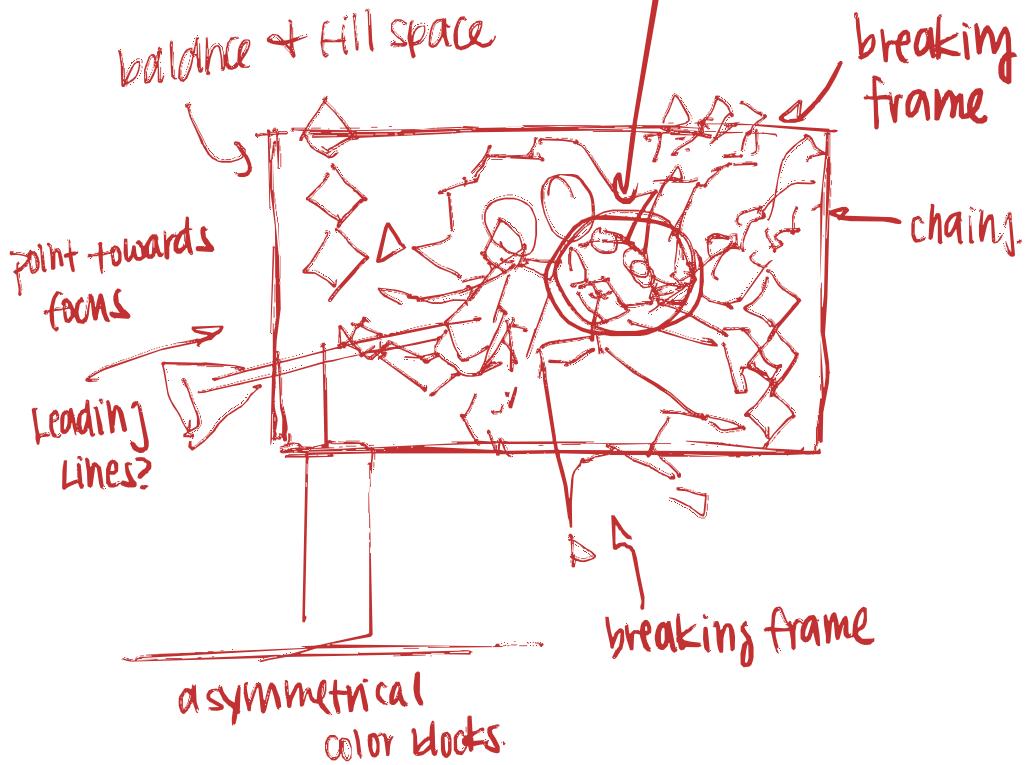
→ amount of hair/  
personality?





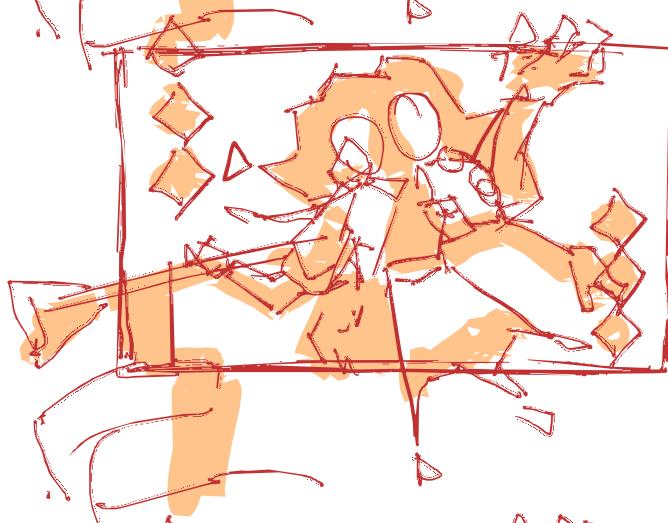
using frame as "4th wall"

hand reaching out  
focal point





- mostly shadow
- classic Horror shading
- minimal lights



- classic color blocks.
- flat-ish render style.
- character most detail / shading.

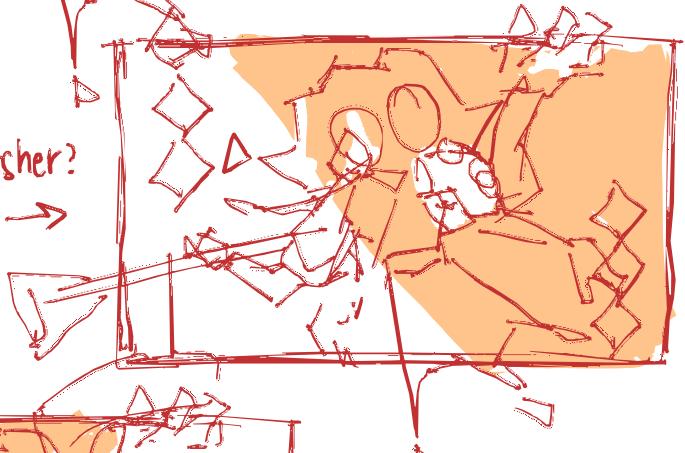


- dramatic shad[ing]
- harsh lines + harsh breakpoints
- "cinematic" vibe?

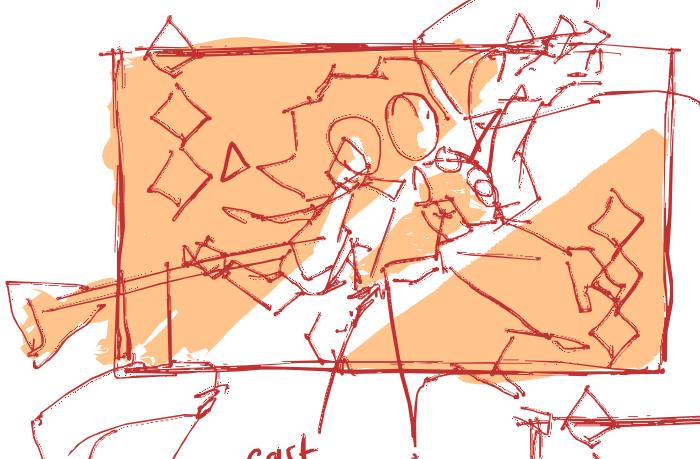
→ dramatic shading  
the other direction



sharper/harsher?  
shadow



"scarier" hands in  
the dark



cast  
shadow

one ray  
of focus  
↳ similar to  
classic horror?

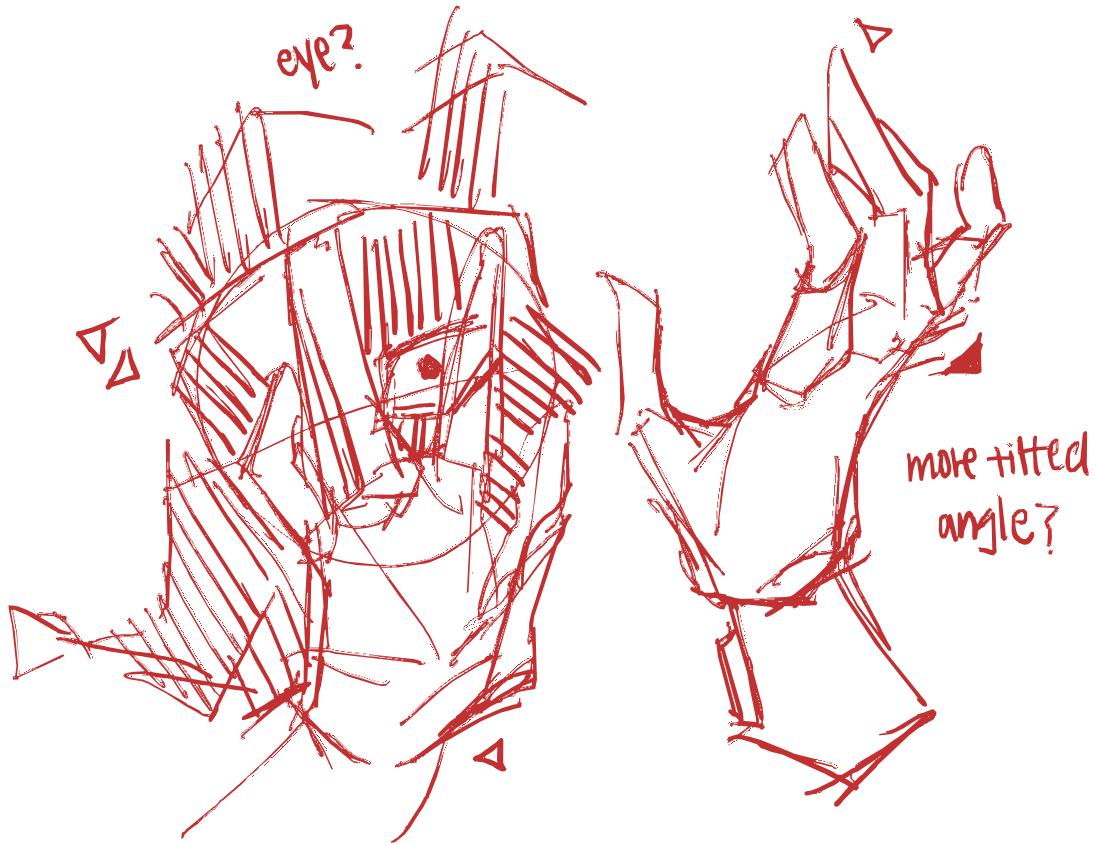


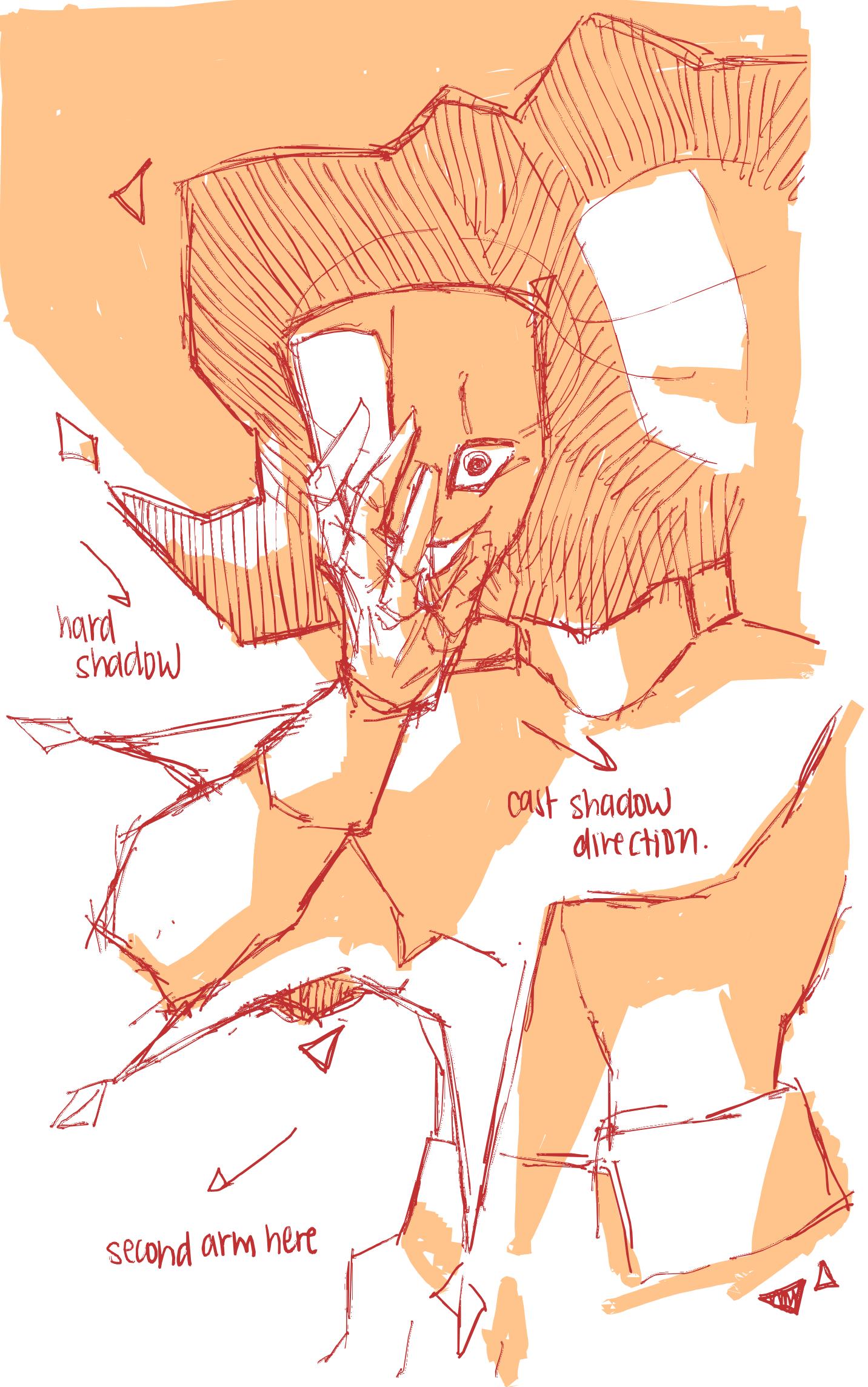
← character in light  
reaching into shadow  
+ spotlight effect

pop out the  
character →

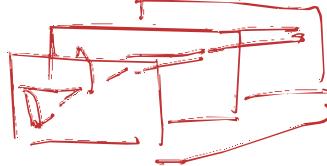
fin.







# parallax planning for wallpaper eng(he :)



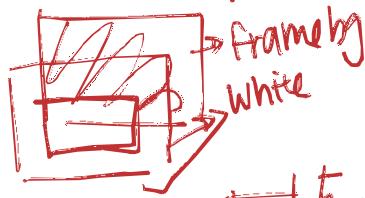
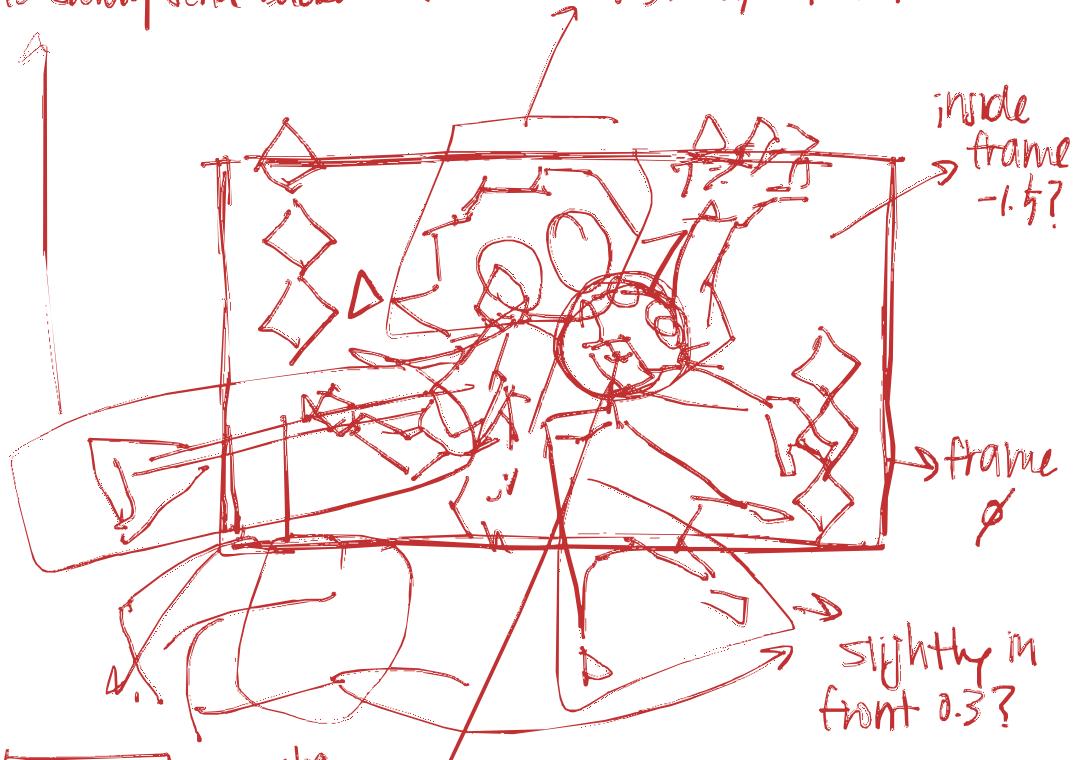
0.7 max,  
0.3 min

break into multiple parts  
to slowly send backwards

highlights at max 0.5

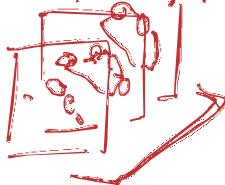
main character

0.3 max, -0.1 min



+1.5, max → 1.7 min

+ particles inside frame.  
+ foreground parallax  
particles?



many layers to

back it up, slowly bring parallax back

improv hand study from ref  
character



finger length > palm length

→ about zero width change

→ very long first joint

) rounder palms smooth.

long wrists

smooth palms

bend inward

long thumb joint

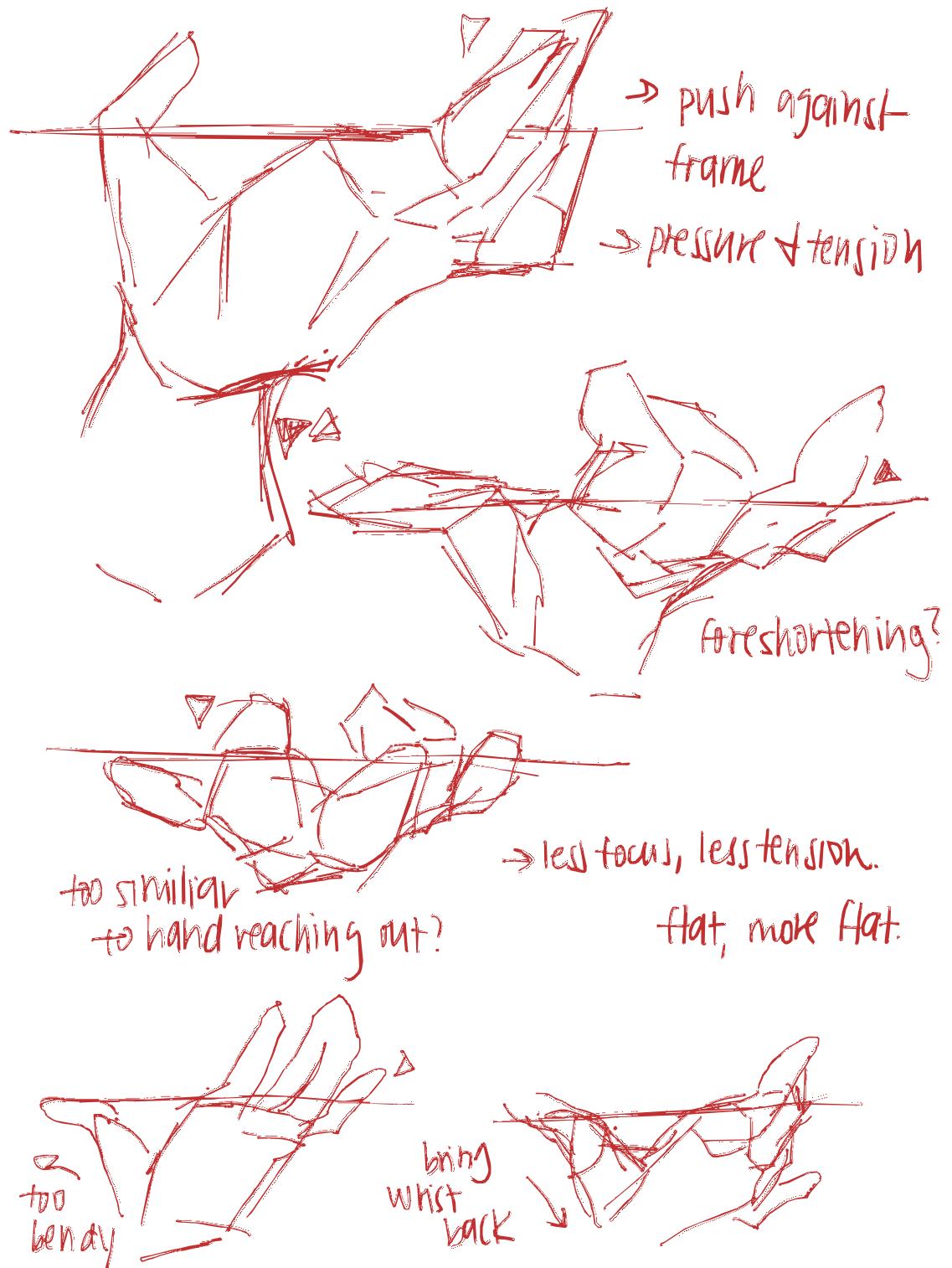
fingers can be bendy

two distinct joints in thumbs

WNG fingers! :O

joints don't have much thickness, very bendy

folds.



sharper Uhed...



