Title：“ Yun Zhi Nan （雲之南）” Card Game

Year：2010

Medium：Card, PS

Dimensions：20cm\*10cm

Additional Details：

In the year of 2010, I went to Yunnan for sketching with a couple of my friends. Even though we all acknowledged that Yunnan is a place endowed with beautiful landscapes but also recognized that its rich cultures are gradually fading from peoples’ memories. Therefore, we decided to design a set of game cards to evoke people’s pursuit and exploration for the ancient art and culture of Yunnan.

Yunnan（雲南） has most ethnic minorities among all the provinces in China. China has 56 ethnic minorities, among which 52 dwell in Yunnan. Therefore, the culture of Yunnan is a combination of multiple ethnic minorities and turns out to be very rich and interesting. In this set of game cards, we combined the frescos of those ethnic minorities in the western region, paper painting of Yao people, tie-dyed fabric craft of Bai people, embroidery of Miao people, sacrifice masks of Tibetan people, herb ology of Hani people, and costume colors of Dai people. The figures on the game cards are completed over computer drawing and then filled with dazzling colors. They are made into real game cards using papers of various texture types, which emphasizes the changeability in rich element matching.

The sign of “Yunzhinan” is a combination of two deformed Chinese characters云南 (Yunnan) and patterns of auspicious clouds.

The facial mask cards, employing the paper drawing elements of Yao people, act as the Identity cards in this set of game cards. The facial mask cards have no characters. You can only determine whether the identity is good or bad by its face. Definitely, no details about the facial masks will be provided in the game description.

When designing the role cards, we combined the fresco style with embroidery patterns, house decoration patterns, and the spirits in the religious legends of Tibetan people, and apply part of them into designing the role cards.

As for the color matching in the role cards, we adopted elements from the dress of Dai people. Those patterns on the dragon cards are collected from the dragon patterns on the imperial robe.

The front of the herb cards uses free-hand sketches, and its back is completed by importing free-hand sketches into the computer and then coloring it by Photoshop. The descriptions on the cards are abstracted from A List of Medicinal Plants in Yunnan, making this set of cards filled with traditional colors as well as modern feelings.

Apart from the role cards, facial mask cards, and herb cards, weapon cards and tip cards are also available. Currently, only a total of 20 cards have been produced and we are trying to design the rest of cards so that “Yunzhinan” card game can be played on the game table in the near future.