

STYLE TILE

Inspiration

From Flat Design and Joan Cornella

Contour Line

Main character doesn't have any lines but obstacle characters have black lines

Characters/ background relationship

The Characters stand out from the white background because it is black due to a great contrast in the colours. Colors will be simple but notissable and colors will be on the hands somewhere (nails, sleeve ect)

Specific characteristics in the style

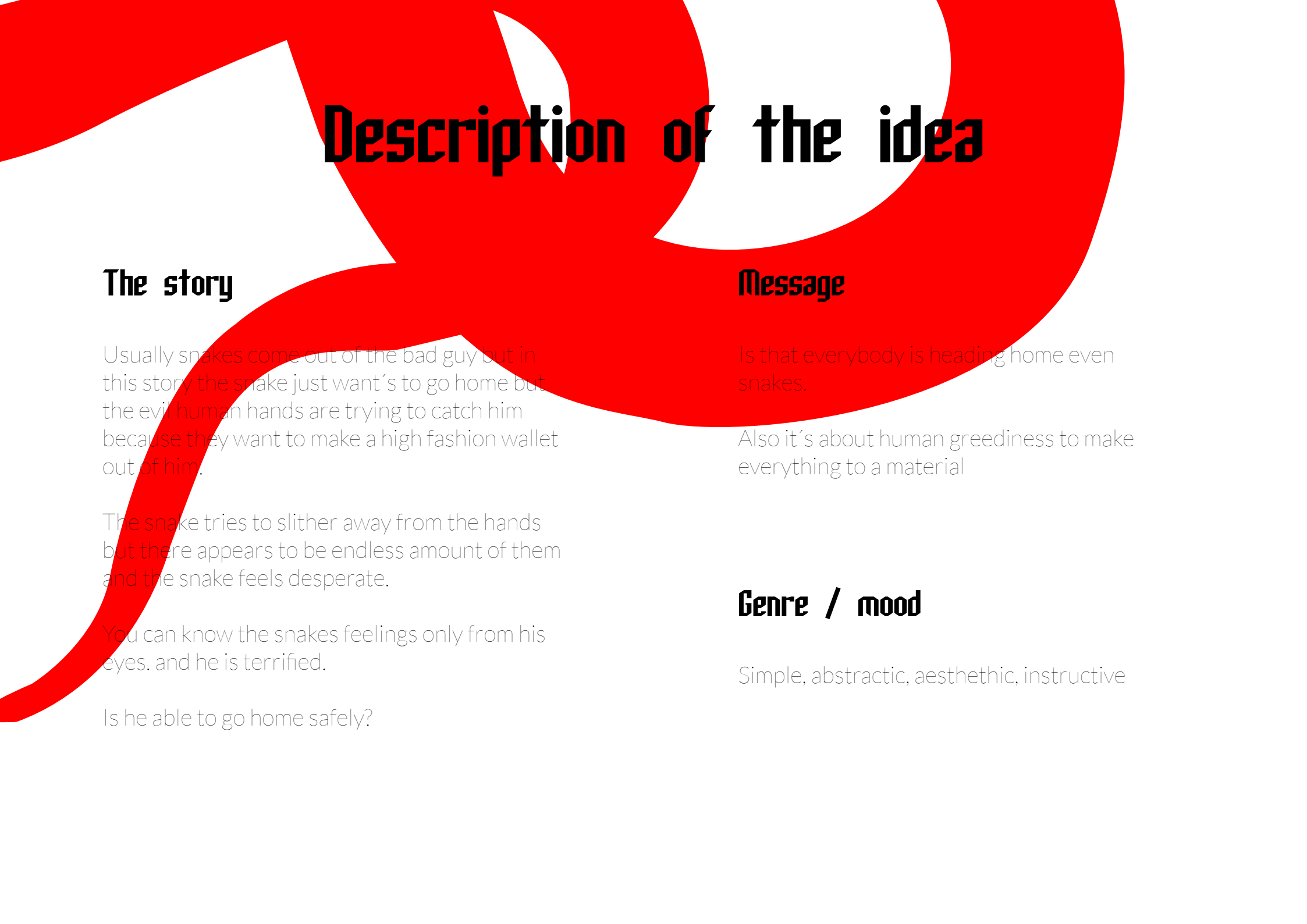
The main character has eyes that will react into different events so that is only way you can figure what the character is feeling

Typography

The main character has eyes that will react into different events so that is only way you can figure what the character is feeling

Colors

The main character has eyes that will react into different events so that is only way you can figure what the character is feeling



Description of the idea

The story

Usually snakes come out of the bad guy but in this story the snake just wants to go home but the evil human hands are trying to catch him because they want to make a high fashion wallet out of him.

The snake tries to slither away from the hands but there appears to be an endless amount of them and the snake feels desperate.

You can know the snake's feelings only from his eyes, and he is terrified.

Is he able to go home safely?

Message

Is that everybody is heading home even snakes.

Also it's about human greediness to make everything to a material

Genre / mood

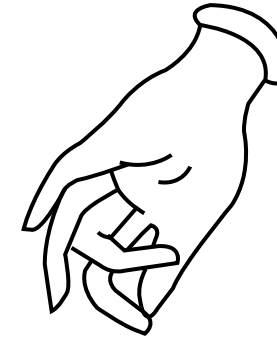
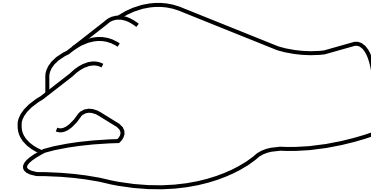
Simple, abstract, aesthetic, instructive

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colors



evil characters



main character

typography

SF Archery Black

