



Folio 2

Character, Place and Stimulation GRAP2583
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Character, Place and Stimulation Course Approach to Studio

The reason of submitting the folio 2 as a pdf document it is because I can easily layout all my artwork and make notes next to them hence it will easier and clearer to explain the ideas behind the creation.

The method I used for Folio 2, the approach is a bit different from the brief. Instead of having one object with one topic, I was trying to get as many topic within one design. Although in some cases for topic it is impossblie but generally the procedure of making the concept characters or places are structured as follow:

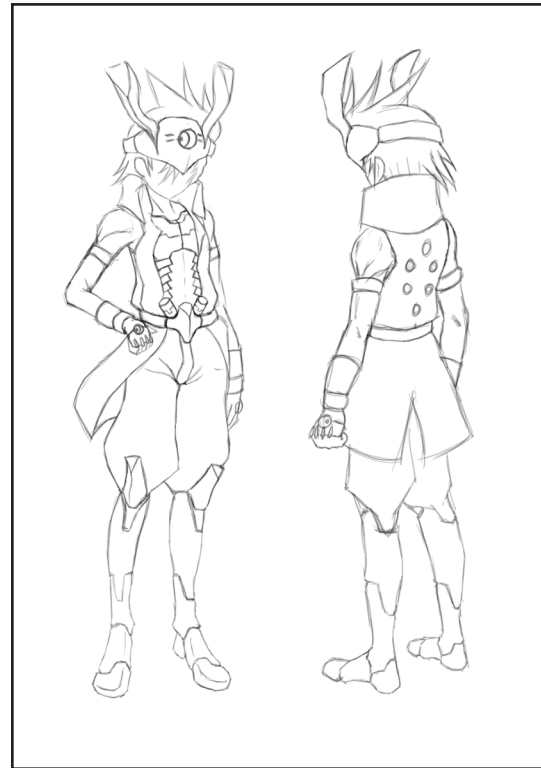
Materials and Found Object > Moodboard > Observation > Force > Tinkering

So how this is working is I find resources from internet, books, images, articles etc, anything that can relate on the character/place that I'm creating. With the images that I've collected, I use it to create a moodboard. And through observation on the moodboard and reading articles, I note down elements and characteristic of the object (Forces) and possibly may add extra forces to fit the places and events for the character. After having all the forces for the design, I start heads on to the craft the design through drawing and tinkering within the process.

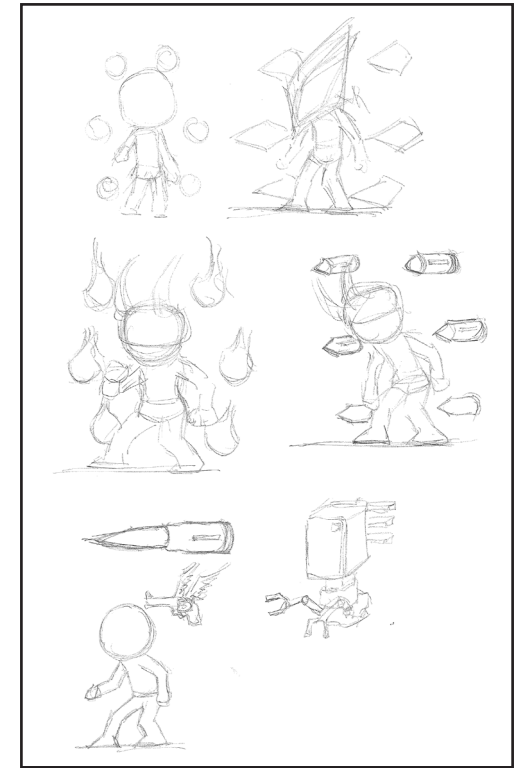
Eventually, "Place" and "Character, Place and Events" such topic will be covered as they are environment and character design based on their events. While some other topics like "Object Orient Ontology", "Time" and "Stillness" will be applied to other specific elements to some specific design.

Throughout the course, it changed the way how I used to do character design. Previously in Studio 1, when I create a character, I always fall into the design trap of making the character look good and adding tones of attributes to them. Eventually the character will lost its identity and ones will keep making endless changes to the character which will only temporary self-satisfy and the loop goes on forever. After the Character, Place and Stimulation course, I created the procedure (above) of making character/place, and by following it, I can create characters with strong identity while it doesn't have to be complex design. Moreover is I think more deeper into the character's mentality (similar to Object Orient Ontology but on characters). By thinking as the character, the designing on the appearance and attributes becomes more solid.

All work consist of Materials and Found Object (Week 3), Moodboard (Week 7), Observation (Week 1), Force (Week 10) and Tinkering (Week 2)



Week 8 response - Character, Place and Events
<http://magistudio.net/work/cps-week-8-characters-place-and-events>



Week 2 response - Tinkering
<http://magistudio.net/work/character-place-stimulation-week-2>



Week 3 response - Materials and Found Object
<http://magistudio.net/work/character-place-and-stimulation-week-3>

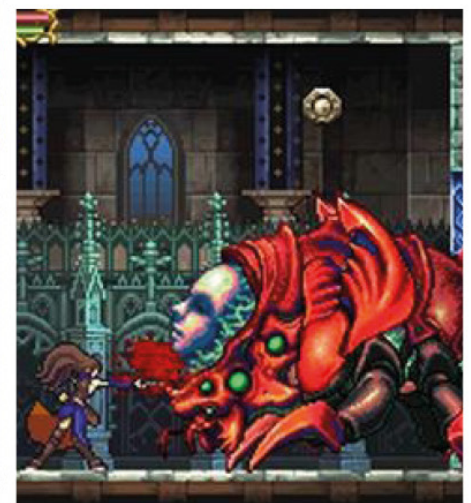
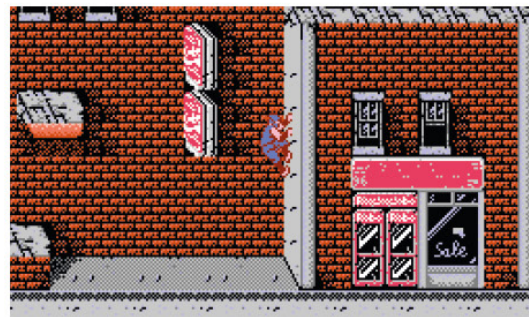
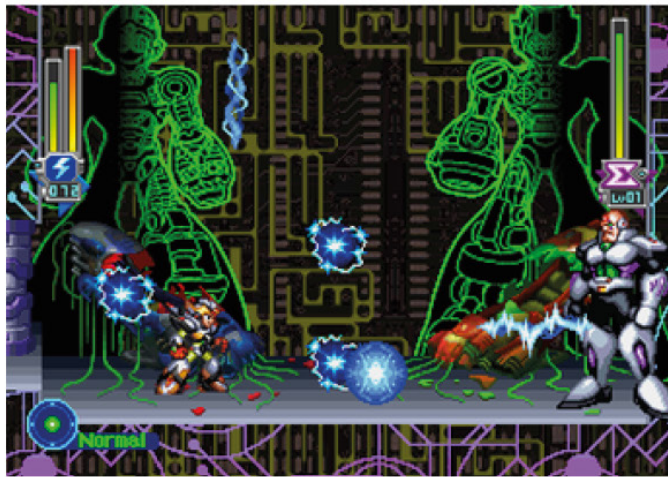
Recap on Studio 1 and road to Character, Place and Stimulation

Before moving on, I would like to recap a bit of the work on my Studio 1 project and how it's going to relate to my CPS project. In Studio 1, my project is to create a 2D platformer game. During the studio course, I've created a demo for gameplay and 4 playable character concept design. The story of the game haven't fully scripted yet. However, to conclude it, the pitch is "Humans trying to change the world by finding/challenging the secrets of GODS."

Moving onto Character, Place and Stimulation course, I've decided to create the concept design of the final boss stage and 4 bosses that's guarding it for my folio 2. As for the game overall outlook, the moodboard on week 7 is related to it.



Studio 1 Concept character design for the 4 playable characters



DIMENSION
ELEVATOR

LOST
ARK

The Dimension Elevator is the final stage of the game. It consist of 3 part and each part is guarded by a boss. The first part is the ground level, the way to access the tower. The entrance is guarded by the God of Force - Bia. The second part is the tower itself. Players will have to take the elevator to the top floor to the shrine which is guarded by the God of Wisdom - Hecate. The last part is the portal - Lost Ark. It is guarded by the God of Time - Chronos and eventually through the teleportation player's will be encountering her a few times being attack. After the teleportation it will take players to the Final Destination and players will encounter the God of Dimension - Chaos. After the battle with her players will be teleported to Beyond Existance and the Last Boss will be waiting.

The idea of the Dimension Elevator is related to my week 1 (Observation), Week 4 (Place) and week 5 (Object Orient Ontology) where week 1 I was observing 2D movement on background. This will be applied to the elevator scene where the players is taking the elevator to the top floor while enemies spawns infinitely. Through the window from the elevator, players will see that they are gradually moving from ground to high-rise to sky to outer space.

In week 4, I was concepting a gameplay mechanic that involves in gravity shift. When the elevator goes above atmosphere, gravity shifts. Instead of having in the elevator as going up. The game will instantly upside down and players will see them as falling to outer space in the elevator.

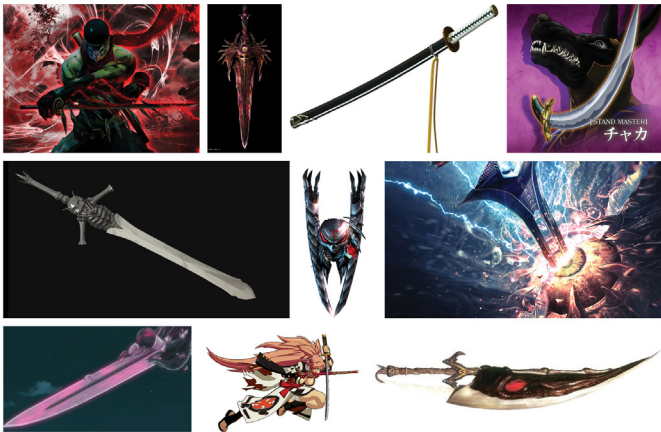
In week 5 for Object Orient Ontology, I've mistaken and made a bad response, I would like to use the Dimension Elevator as a new response to week 5. The concept of the Dimension Elevator is an ancient tower that connects the human world to the land of gods. I named it the Lost Ark, as most people would consider the Lost Ark as a giant ship referencing from the bible. However, as a meta, the Ark was also reference as a connection between human and god. So the tower is called Dimension Elevator, but from the Shrine the light that teleports the players to the Final Destination, it is called the Lost Ark. Similar context were done in Zone of Enders 2: The Second Runner in the event of zero shift realm from Mars to Jupiter.



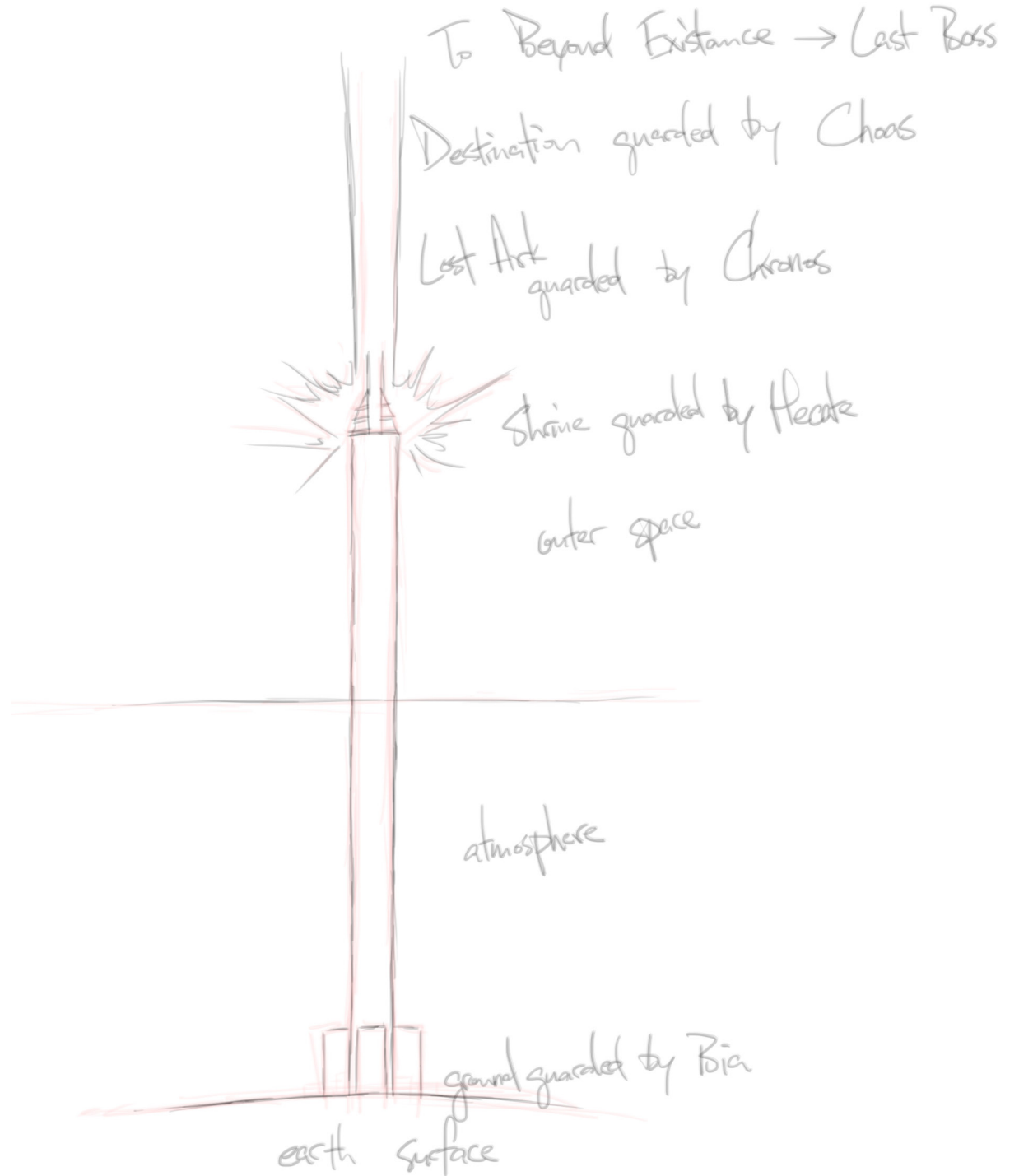
Week 1 response - Observation
<http://magistudio.net/work/character-place-and-stimulation-week-1>

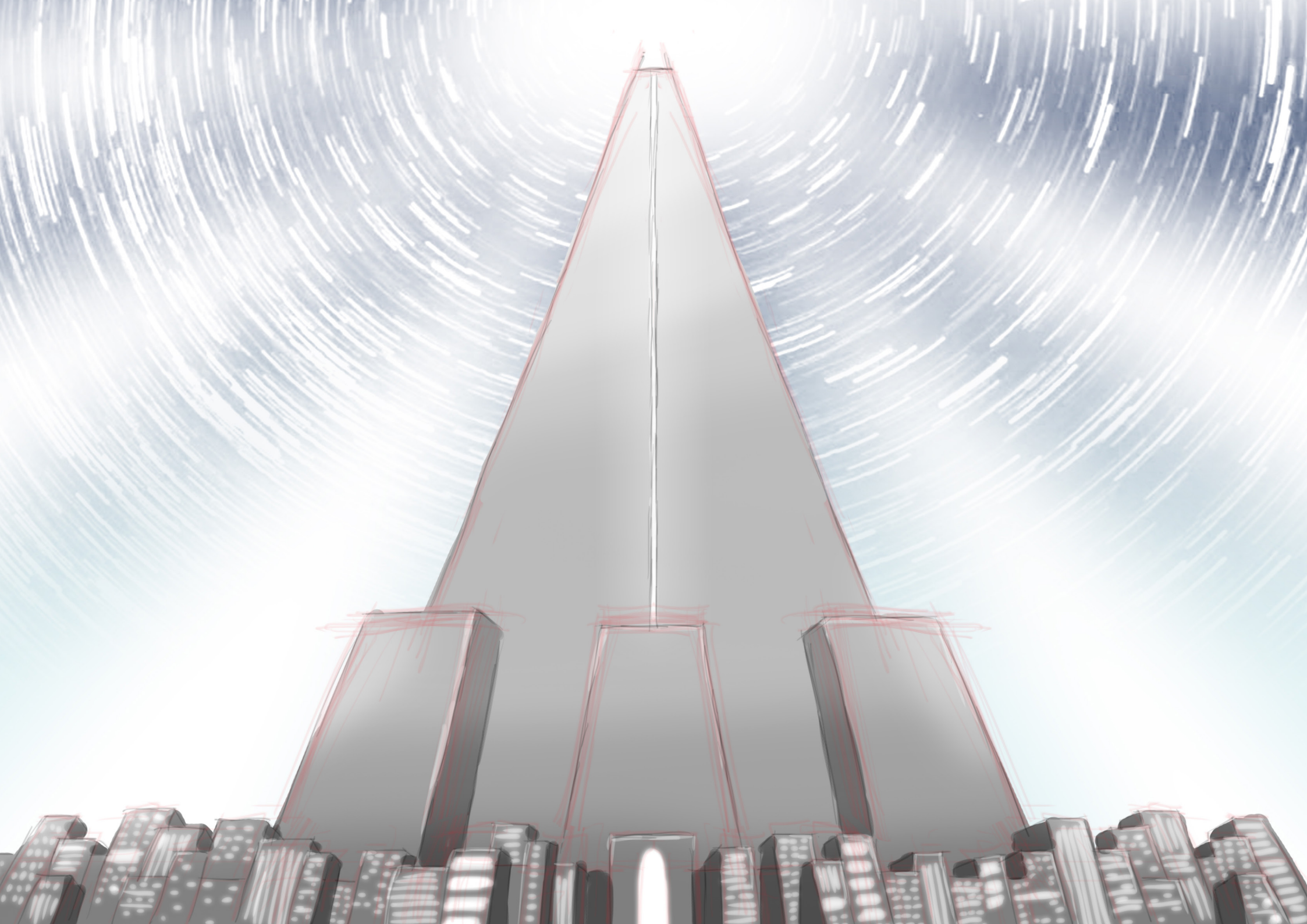


Week 4 response - Place
<http://magistudio.net/work/character-place-and-stimulation-week-4-place>

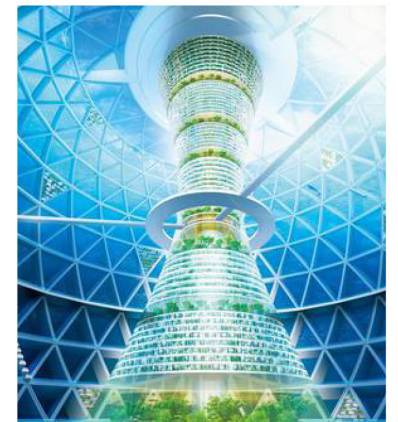
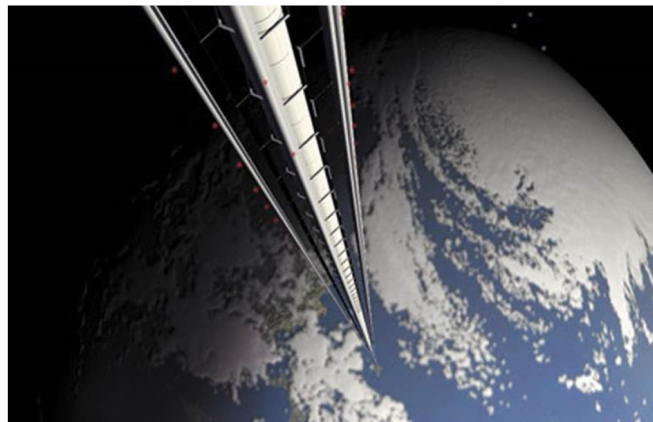
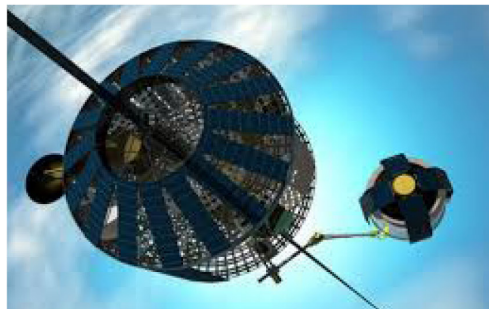
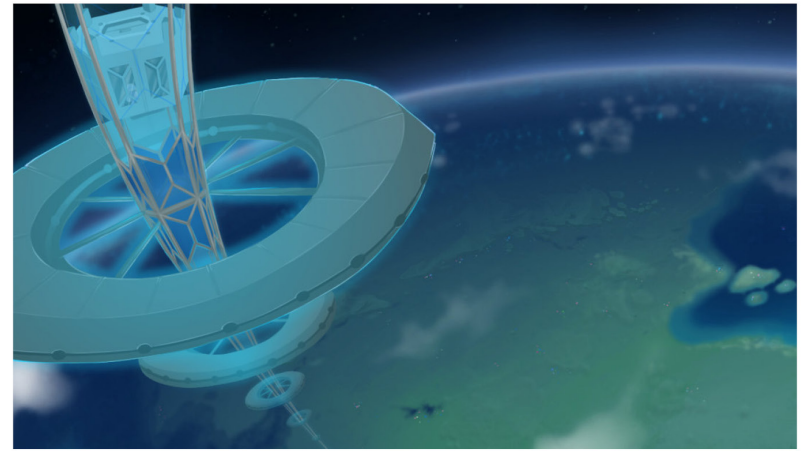
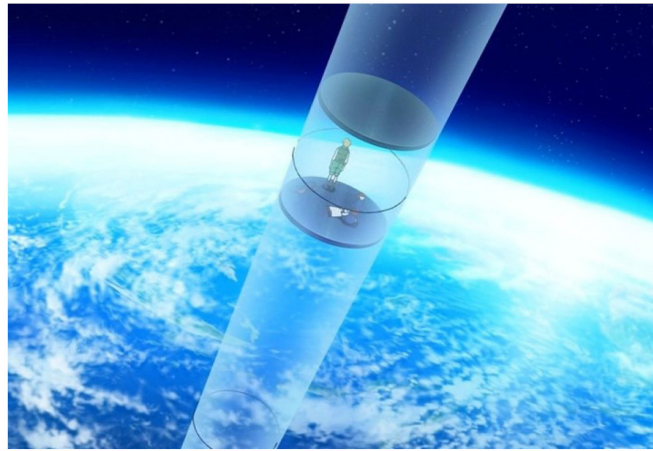
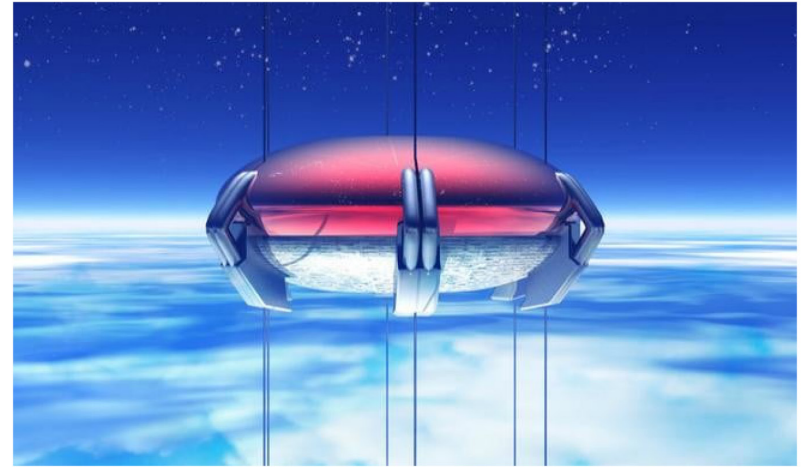
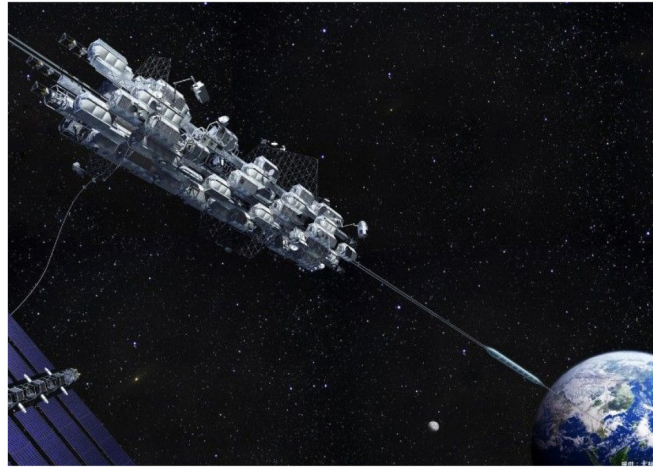
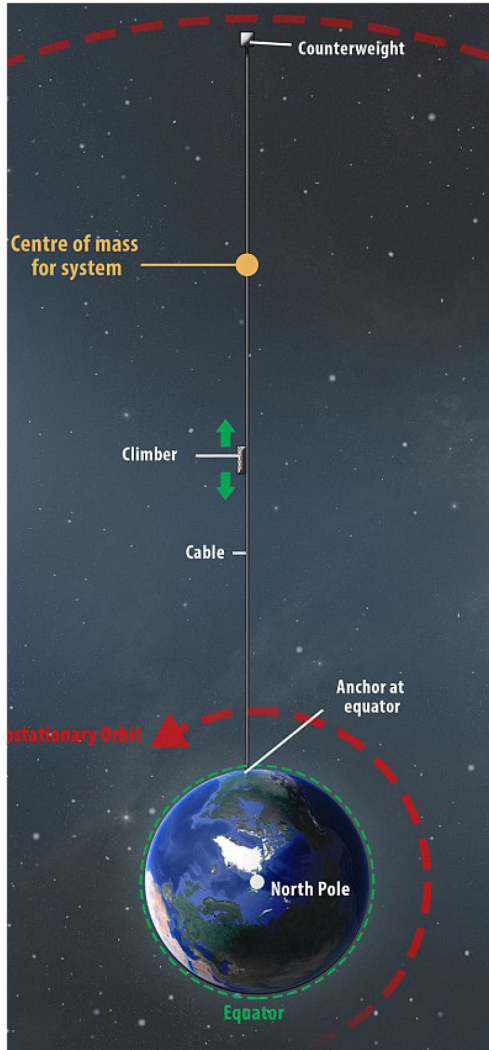


Bad response from Week 5 response - Object Oriented Ontology
<http://magistudio.net/work/cps-week-5-object-oriented-ontology>

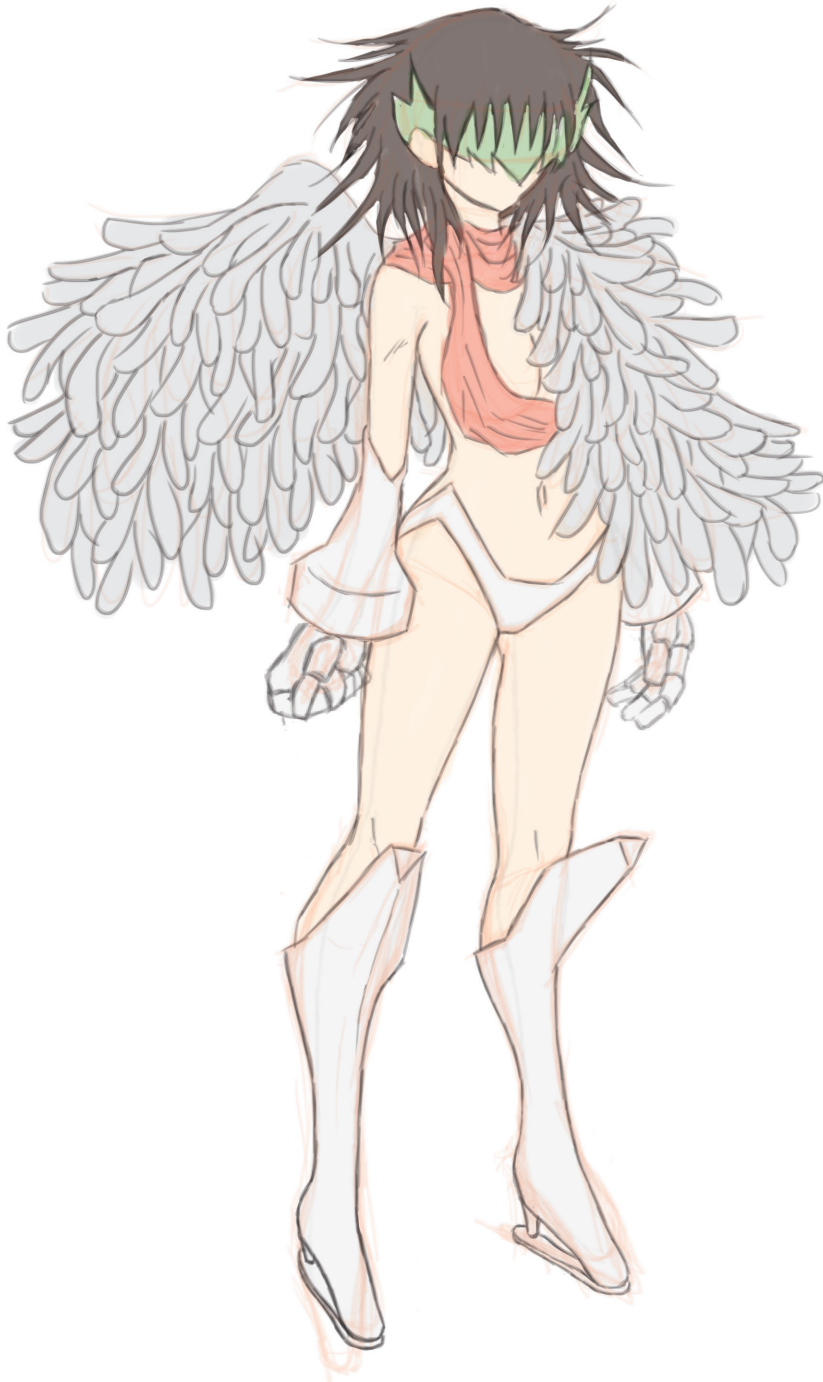




Dimension Elevator Moodboard



Bia



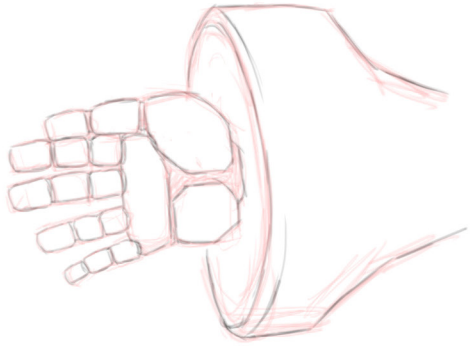
hates
hates losing
beautiful
silent
2 wings
horse
mystery
hits like a tank
security guard.

God of Force

BIA

Bia the God of Force, not a well known God within the Greek Mythology which makes her a little bit mysterious. Through making the moodboard the most seen elements is her 2 wings. While reading articles about her, we know that she doesn't like losing (competitive), silents and beautiful. Since she represents raw power, I wanted her to have a sense that she hits like a train. To use an animal to represent power, Mustang/Pegasus came across my mind and so I added as a force to the design. The knee armor pointing out as one with the boots giving a sense of a reverse joint like horses. I also blind folded her for a few reason: First, like horses to keep themselves focus. Second is more on the mentality of the character, since she's beautiful but also powerful. Beauty appearance to her is nothing (also a reason for making her hair loose), by blind holding herself it covers her face. Enlarging the size of her hands and thighs to show strenght, solid build. Having her no clothes, only covering her body with her scraf to show her confidence and not losing in battles. She also drops the Elixir item which is a crucial item for the Chronos boss fight.

Forces: Hates losing, beautiful, silent, 2 wings, horse, mysterious, hits like a tank, security guard



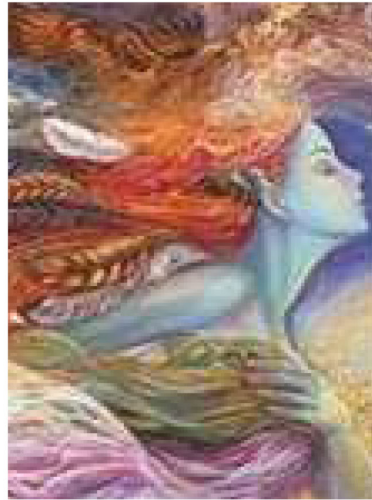
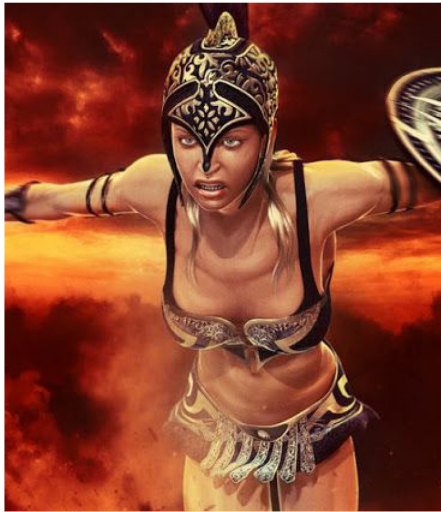
large hands
powerful hard hitting



high heel with base
elegant and powerful

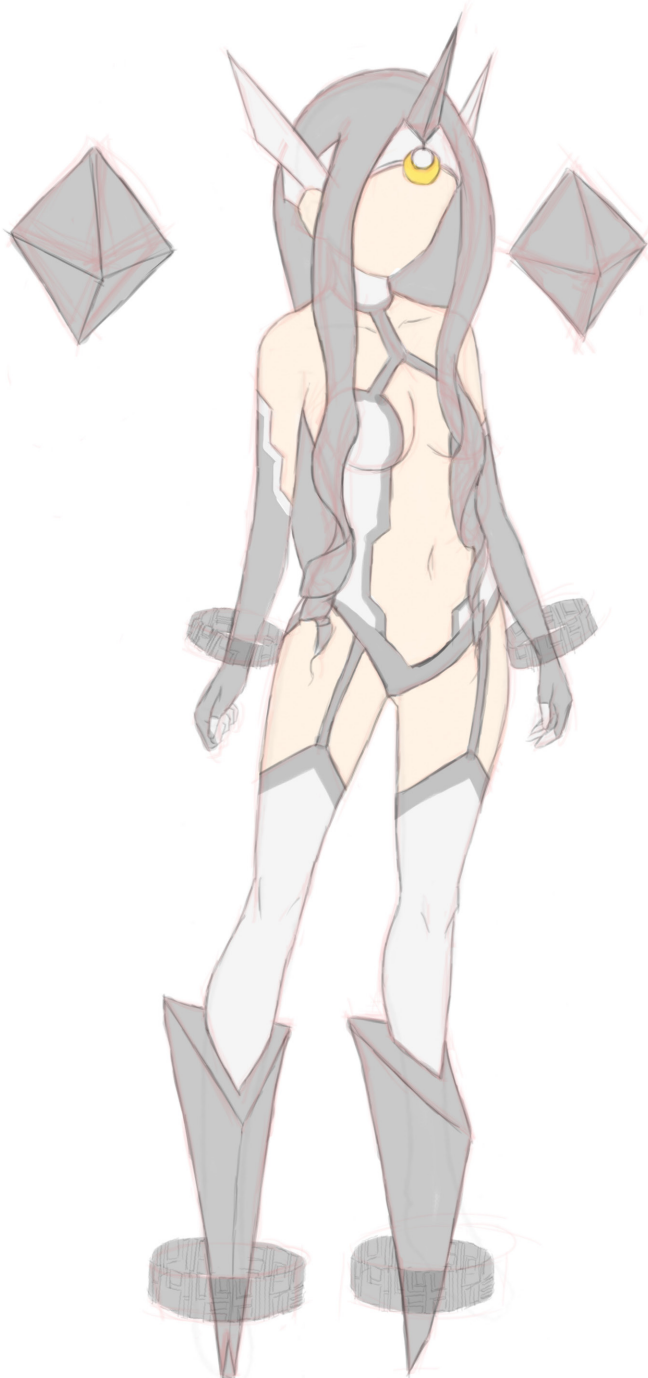


God of Force - Bia Moodboard



Hecate

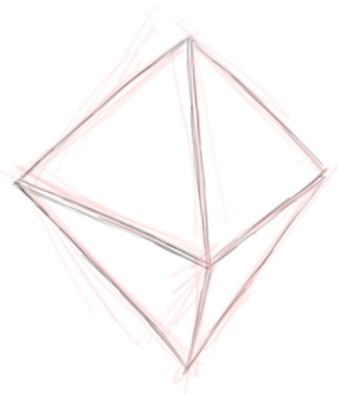
female
a pair torch
a key
Sorcery & magic
moon
dog
wisdom
Computer
system



God of Wisdom
HECATE

Hecate the God of Wisdom, well known for sorcery, magic, witchcraft, necromancy. While doing a lot of digging and research about her, in appearance she is well known for carrying a pair of torch and a key with 3 copies of her. However, if designing her with basic clothing that would be really boring and come to think outside the box, I wanted her to be the guardian of the tower and what first came in my mind was computer, a security system. And from that as a force I moved on to tinker her and created her as looking more futuristic, like a computer with no heartbeat. Instead of carrying 2 torches, I redesign them to be 2 satellites, it is also used for sorcery attack. As she is also known as representing the moon, the headband also has a moon symbol to bring back a bit of tradition. With the 3 copies of her, I came up with an idea of having her with 3 forms, each form will change her color and does different magic attacks. Green is wind elemental does weak attack but every attack that connects will heal her. Red is fire elemental does massive damage and range but slow on mobility, can cause opponent to catch fire. Blue is ice elemental balance on attack and speed, able to freeze or slowing down opponents.

Forces: A pair of torch, key, sorcery & magic, moon, wisdom, computer system, dog



the twin torch
creates different elemental
attacks. like satellites floating
around her.

Designed to have 3 forms like the Greek Myth
Statues of Hecate.



Wind element
Weak attacks but
each attacks on
contrast back herself.



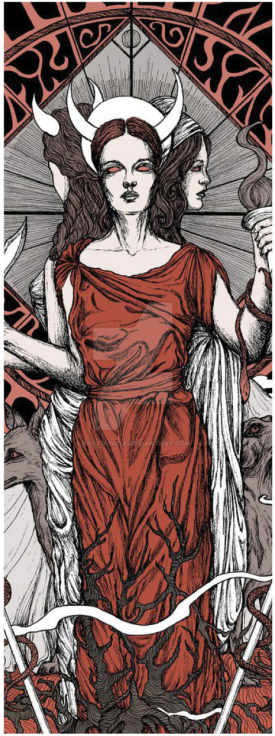
Fire element
Strong attacks with
massive range and
can cause burning
Slow start up.



Ice element
Balance attacks.
Can cause opponent to
freeze or slow down.



God of Wisdom - Hecate Moodboard



God of Time

CHRONOS

Chronos the God of Time well know for one of the 1st generations of god (not to mistaken with the titan - Cronos). From the moodboard we know that Chronos suppose to be a male god. However, for consistency since the other 3 gods are female. I have decided to break the rule and turning him into a girl. In terms of appearance, mostly he consist of a pair of wings, hour glass and a scythe. When it comes down to designing her, I wanted her to have a more interesting approach in gameplay and having her with 3 forms - kid, teenage and adult.

Throughout the course in fighting her, she will eventually grow older and in order to do so players will have to force her to do a time control. While she won't get hit by any of your attacks (since she controls time), if player weren't hit by her regular attacks, she will force to do a time control and if she does, she will grow older but will also cost her life energy and it's the only way to defeat her. In terms of clothing, I had a different approach then others, since she controls time, in her mentality, nothing is modern, futuristic or vintage. What she is aware of is does the clothes dresses her comfortably and therefore I give her a more vintage style of clothings (like manikins at H&M store), having her looking elegant and presious.

In terms of weaponry, she has different weapons in different age. Kid carries the egg - the Birth of Cosmos, causes big bang explosion. Teenager carries the pocket watch (a reference to the hour glass) - Pendulum of Solar, causes time shift. Adult carries the scythe - The End of Time, causes physical and time damage.

During the boss stage, the Lost Ark, she will be stopping players from getting to the Final Destination by aging the player by time. Aging the player character will cause him/her to lose attack and defense power and agility. To overcome this, the item drop, Elixir from the boss fight Bia will be use. Though it can cure your aging, but it only works under sunlight and does not lift the time curse. In order to lift the curse, players will have to defeat Chronos.

The character design, Chronos is my week 9 respond for Time.
<http://magistudio.net/work/cps-week-9-time-3>

The Elixir is my week 10 respond for Forces (Apply rules).
<http://magistudio.net/work/cps-week-10-force>

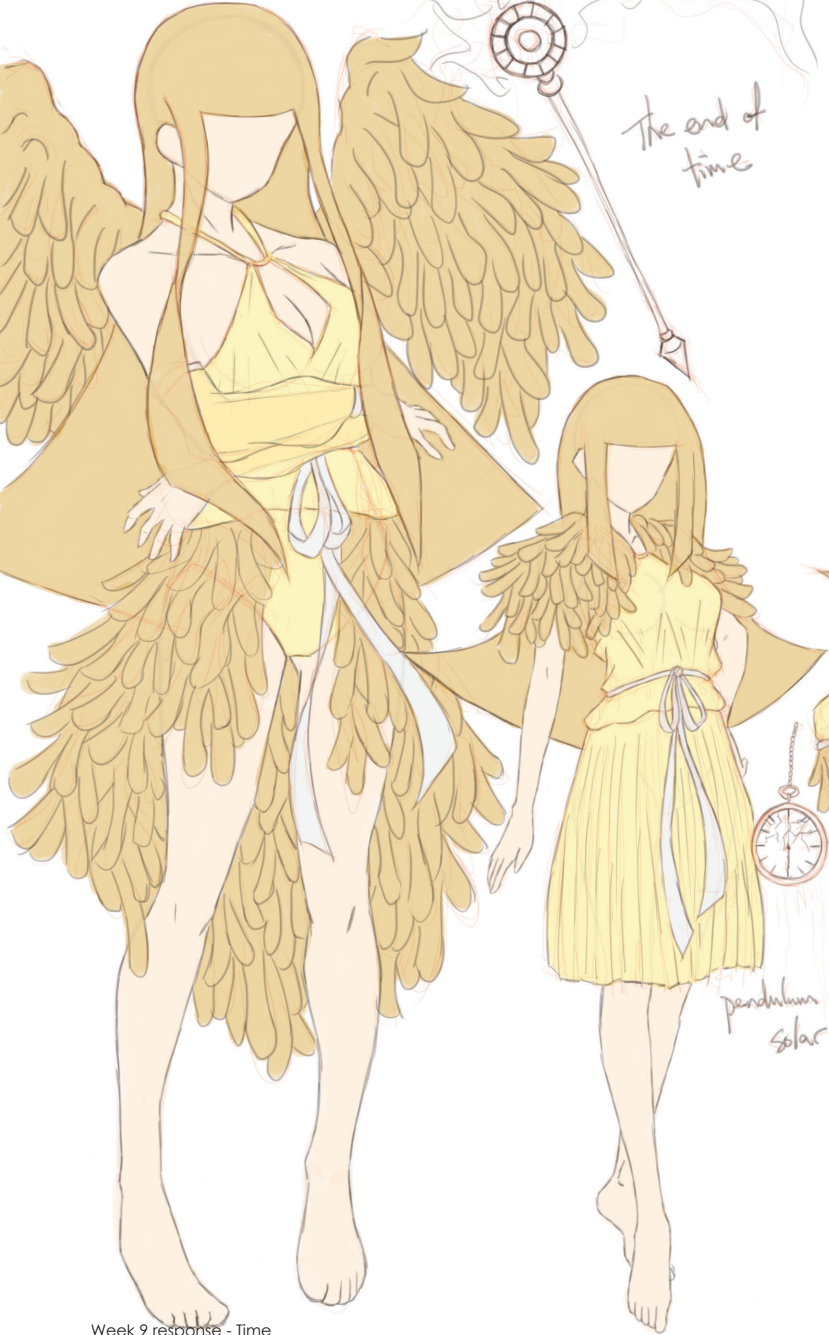
Forces: Elegant, presious, pitiless, golden bird, time, egg

Chronos

1st generation of god
3 stage

elegant - kid
previous - teenage
pitiless - adult
static time of zodiac
like a bird
golden

The end of time

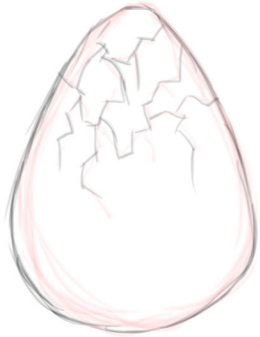


pendulum of solar



birth of cosmos





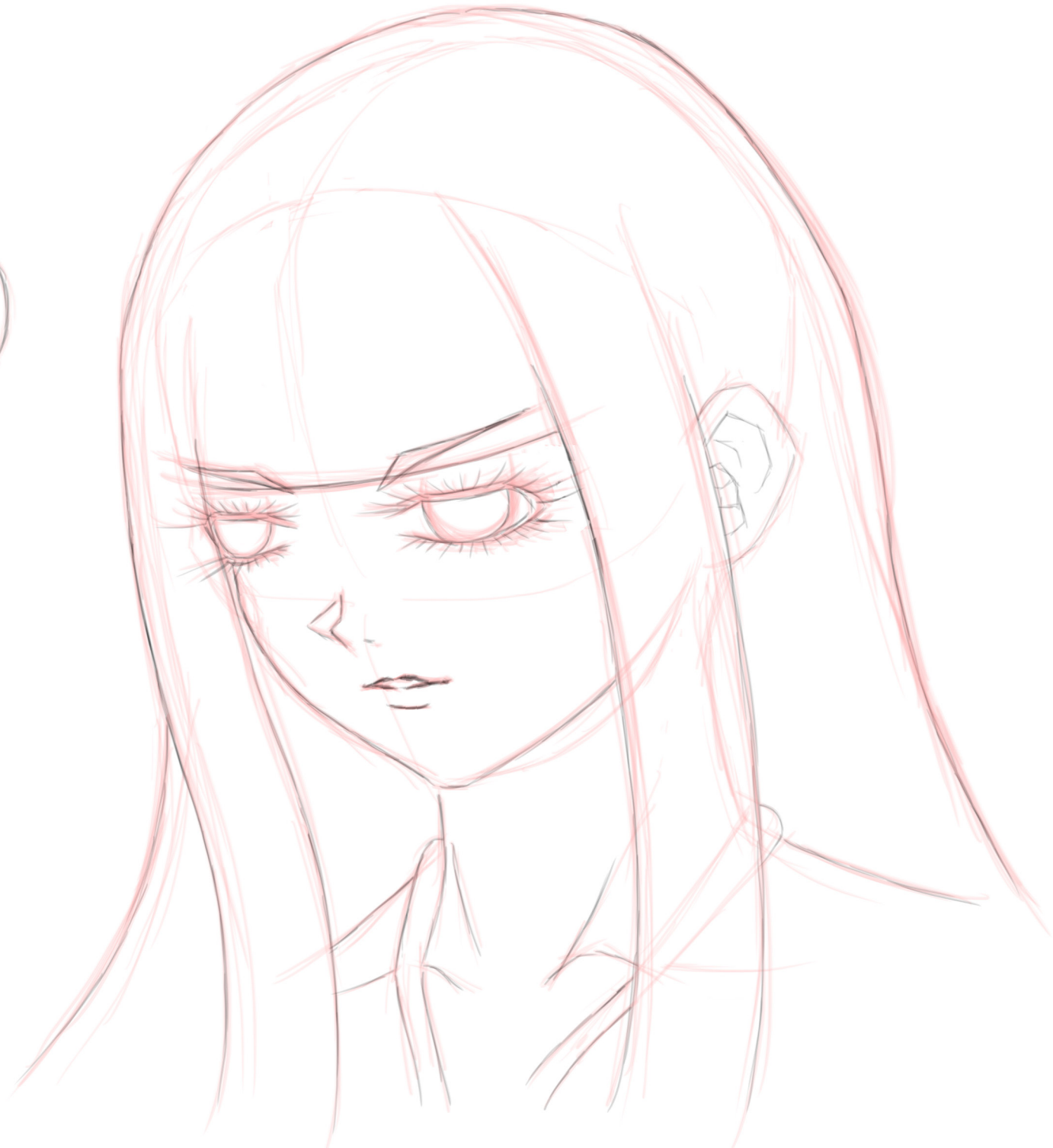
Birth casing
carries the egg of the
initial stage (kid)
cause spot explosion (big bang explosion)



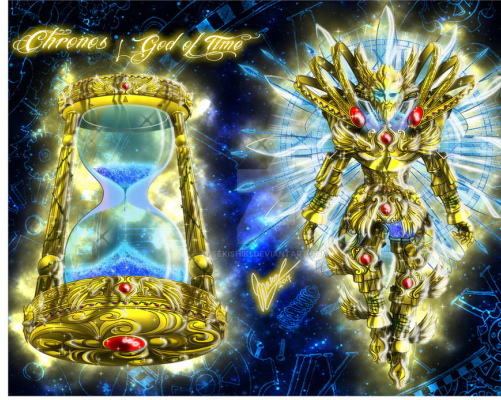
pendulum of solar
able to stop time
at the cost of her
life energy



golden feather
track down opponent
like mission
(sharp as knives)



God of Time - Chronos Moodboard



Chaos
Gaia, Tartarus & Eos
Erebus (Darkness)
Nyx (night)
Abyss, Darkness & Ignite
Dragon, Sea Serpent
Infinite

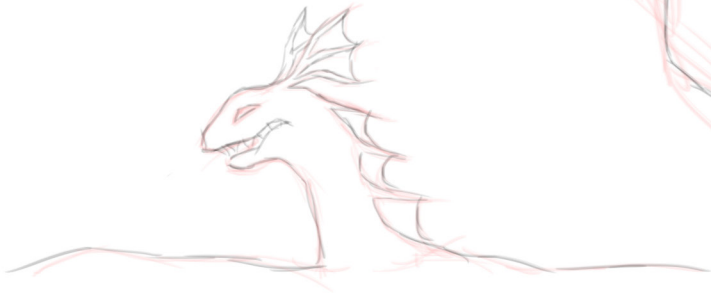
God of Dimension
CHAOS

Chaos the God of Dimension, well known for the beginning of gods. During research and creating moodboard, the most common thing I had in mind is the word "void". She represents nothing, abyss, darkness, infinite. Her descendant are Erebus (Darkness) and Nyx (Night). Digging deeper, Chaos also use to represent time during wars and affairs. It is also closely relating to sea serpent and dragon in terms of animals. So the idea of designing her is to have all these characteristic within one. As for the mentality of the character, I wanted her to be cute from the inside but dangerous from the outside. The reason to this is to bring out the inner character more and as she is trapped to eternity to guard the gates between humans and the only true god - The One. She must be very very bored. She wanted to go outside even if that means she has to betray him. However, she does have the power to betray since her power is equally to The One but regardless she still choose to fulfill her duties in guarding the gate and stay silent in the Final Destination. As for design, I made her to have hard edges on the horns, arms and thighs to represent the beastly power she has (like a dragon.). In contrast having her hair as like a hoodie and lengthens to the ground like liquid infinitely, it can also turn into wings for flying. She can morph herself with surrounding liquid of void and turn into a sea serpent. She is a character with infinite potential.

Forces: Abyss, darkness, liquid, dragon, sea serpent, infinite, void



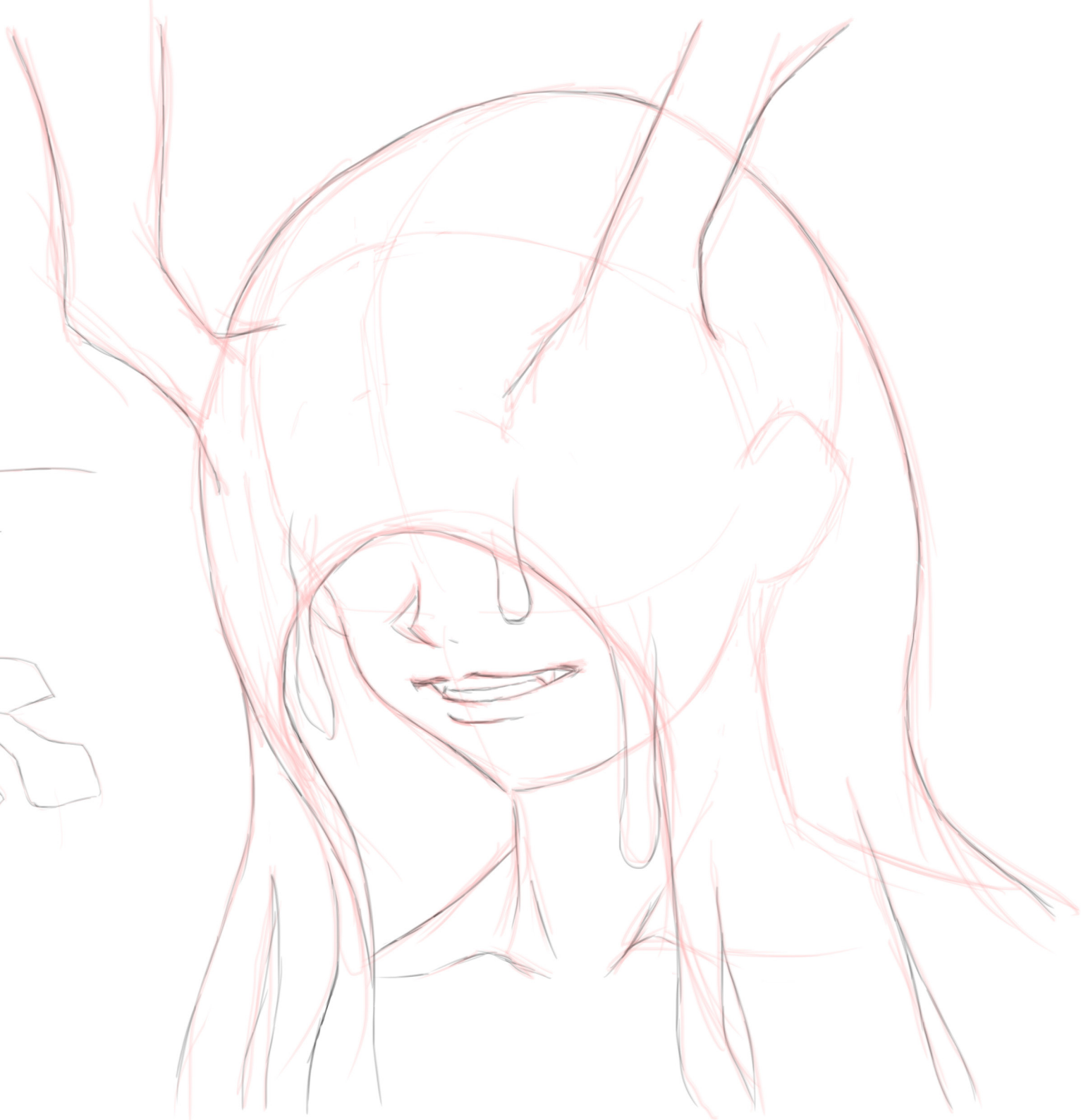
fights in a puddle of void



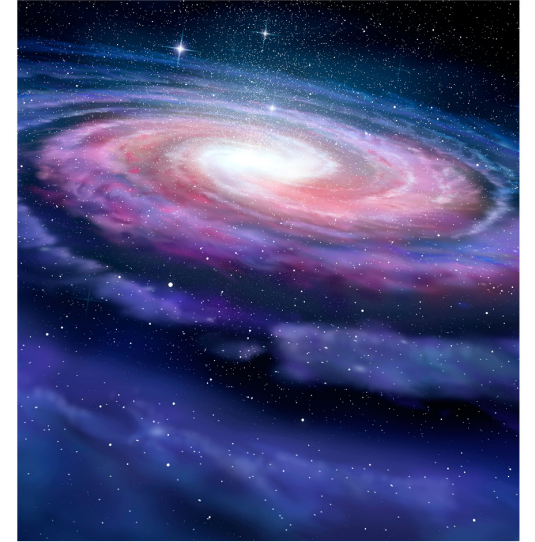
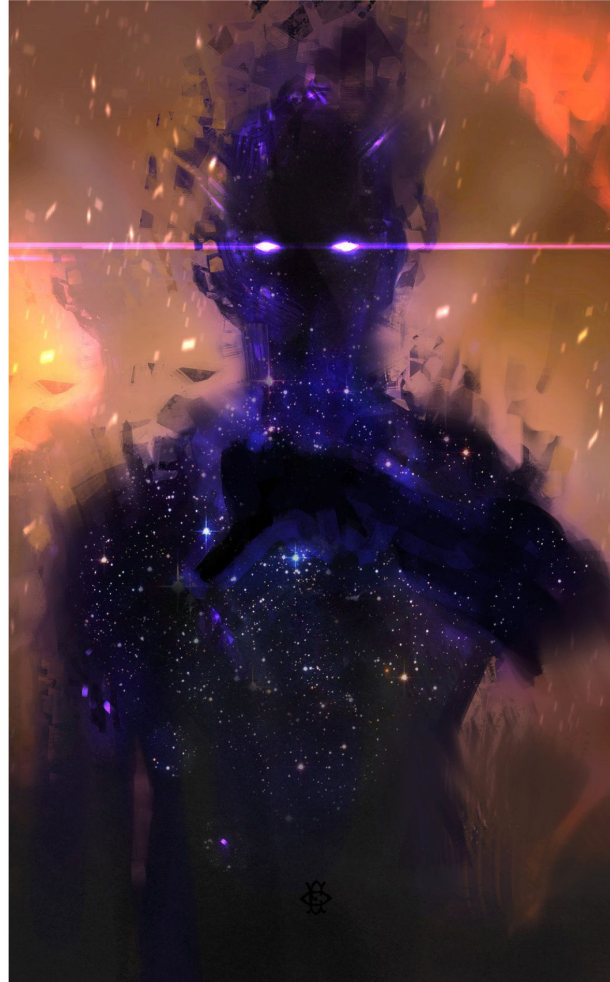
transforms herself into a sea serpent



takes different forms
also turns herself into a dragon



God of Dimension - Choas Moodboard



Beyond Existence

After defeating Chaos, she brings you to the final stage - Beyond Existence where you will face the Final Boss of the game - The One.



THANK YOU
FOR
READING

