

Folio 2 Plan

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RATIONALE: Intention

- I would like to continue working on my folio 1 project.
- I finished character design and environment sketches and coloring by the end of week 6. For week7 to week 12, I will keep developing my environment concept art and planning to draw more concept art of other things.
- The reason why I want to make concept art for games is concept art in a game as a concept to describe character, story and imagination. Concept art could influence players when they saw concept art of a game. So I want to make concept art.

Context: Field

- The field is concept design.
- <Zelda: breath of the wild>, one of my favourite open-world adventure games. The beautiful art style, storytelling and interesting gameplay as my inspiration.
- <Genshin impact> also an adventure game, with a good story and interesting characters, also have different designs of different regions and style of characters.
- <Final Fantasy> famous as incredible imagination/concept of the world and beautiful art style. The story is fantastic, too.

Method

- In folio 2, I will mainly use photoshop as my tool to draw concept art.
- I plan to write a little story or background of the game, which could give me more ideas about how to draw. I will depend on story to find different styles of art and make the suitable concept art.
- I will do more detailed drawing, such as design weapons, houses, monsters or Boss, maybe also some NPCs.

Production: Tools

- Week 7 to Week8 - Choose 3 or 4 art from the environment sketches I did in folio 1, detail and finish them.
- Week 9 - Based on what inspired me, try to write a chronicles or background story.
- Week 10 - Research more of game concept design, mainly focus on houses, weapons, magic, animals, NPCs and monsters.
- Week 11 - Detail the things I drew and try to finish them.
- Week 12 - Draw some emotions or actions of character if I have time and finish all the drawings in this week.