

# DART9103-Creature Studio

Assessment 1 - Creature Research and Development

# Narrative of the creature

concept development

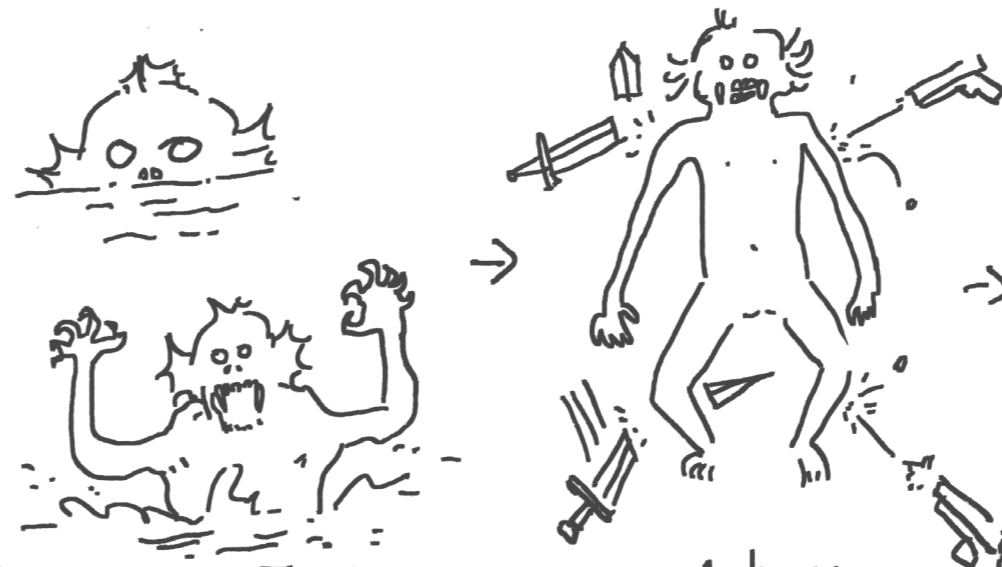
Background ①:



In the age of space colonization,

+ Medieval Fantasy,

"utopic" in some mythology. utopic are the ghost in water.



people have discovered that this kind of monster has been appearing on various parts.



and human weapons can't hurt him.



people find out that only a silver sword forged the old way could kill the monster, which was caused by a medieval curse.

Background set ②:

and this world did not develop "transistors" instead. So the development of science and technology is different from our real world,

(And I love the retro aesthetic of cassettes.)



of course, this is already the age of interstellar colonization, so these "utopic" are not too much of a threat.

Therefore, there is a profession of regularly cleaning up these creatures.



So ordinary people can do this job.

Creative traits and personality:

Ordinary people,  
Smoking but not drinking,  
Don't want to work, but have to.  
Zentration.

Visual style:

Cassette tape retro,  
Leather material.

fluffy:

Retro-futurism  
Medieval Realism.

Their nets are mostly on the sea floor.





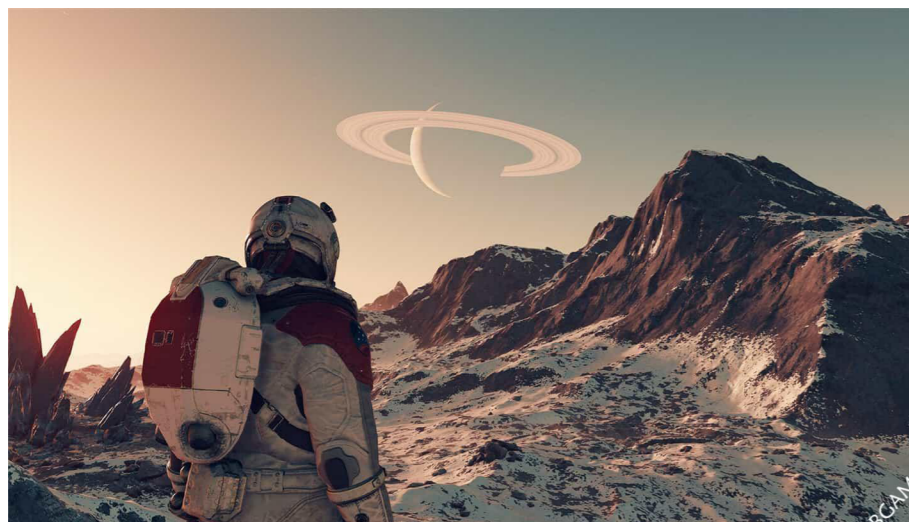
# Narrative of the creature

Research



Part of my story inspiration comes from the game The Witcher 3. In this game, the protagonist Geralt carries a steel sword to fight humans, and another silver sword to fight monsters. This setting attracted me very much, and provided me with some inspiration.

Actually, I originally wanted to make a vampire theme, but I felt that this theme was everywhere, so I chose a water monster theme because I really like the character design of Creature from the Black Lagoon.



The game Starfield is also one of my sources of inspiration. The game depicts space colonization in great depth, which I really like. There are also a lot of space suit designs in the game. Although I like these space suit designs very much, they are not the direction I want to go.



The movie Day Shift sets vampire hunter as a very common profession, which I really like. I don't want the character design to be based on the fact that the world is about to be destroyed. I hope it is just a story about ordinary people, and Day Shift Hunter can be a good narrative



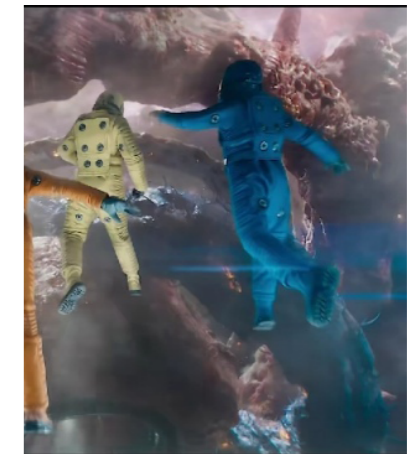
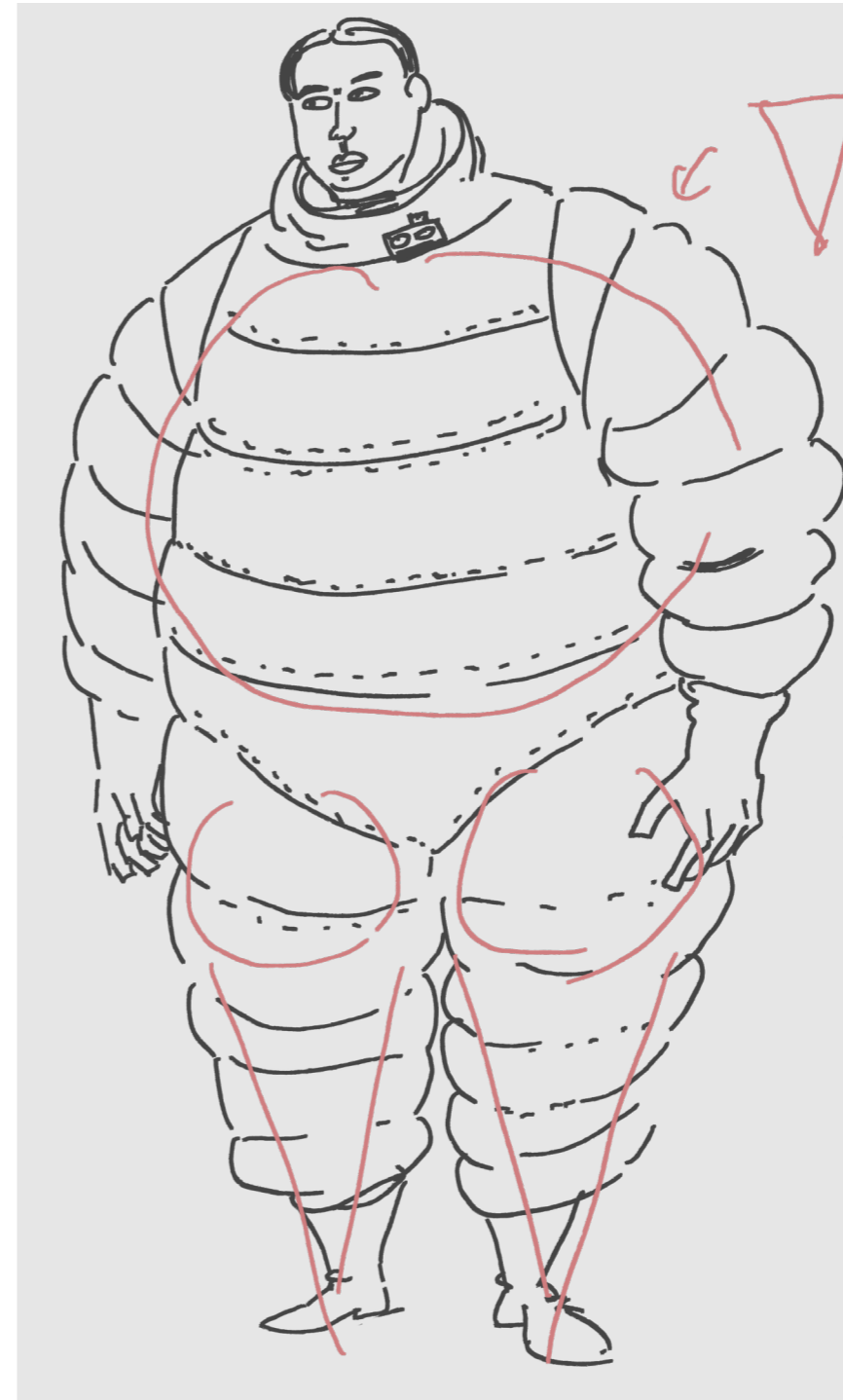
# Explore and experiment

## Character facial design



In the character's facial design, I hope that my character has a basis and makes him more like a real person, so I combined the facial features of my two friends. I hope that this character is an "honest", "smart" and "introverted" office worker, so in the initial design I used circles and triangles, but this made him look a little treacherous, so in the later design, I changed the triangle into a trapezoid to make the character look more honest.o.

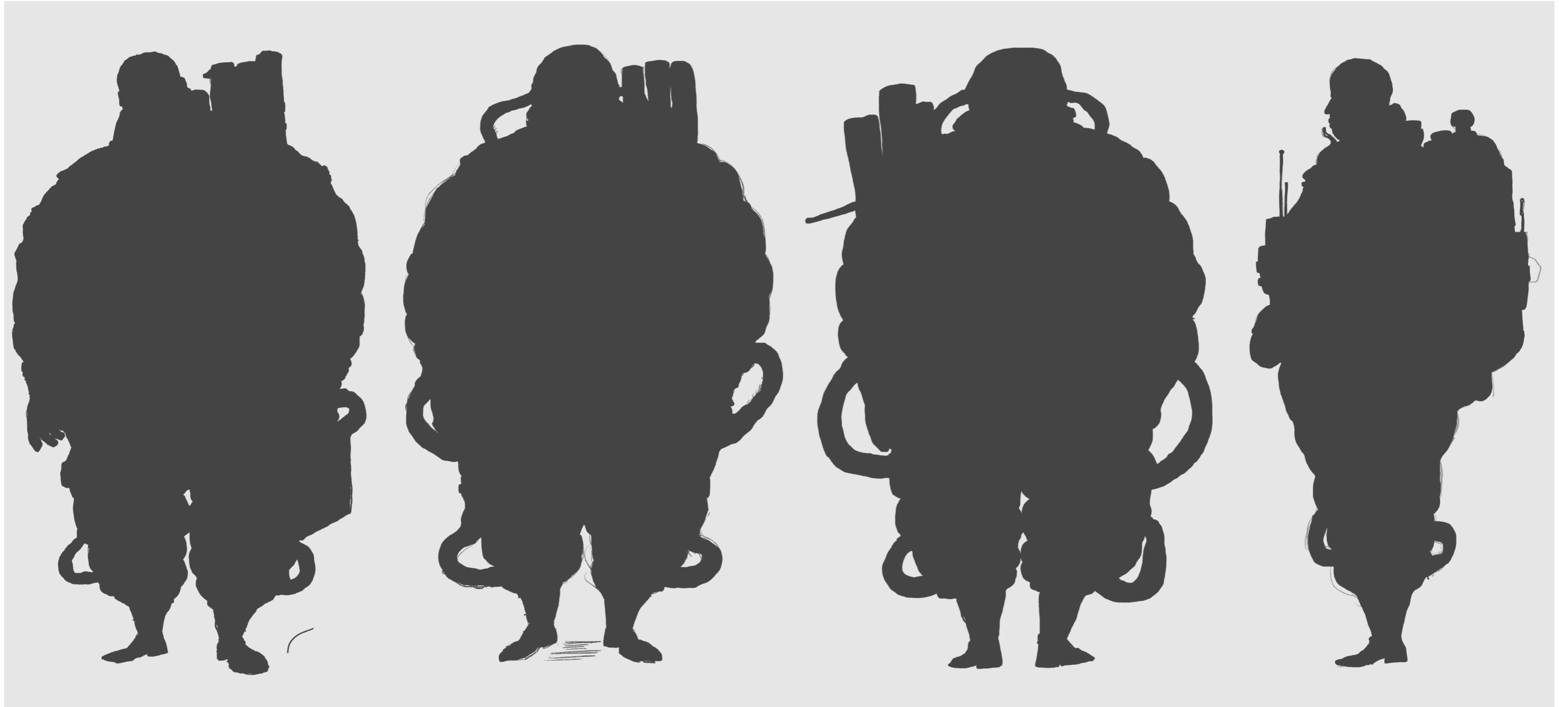
## Shape language



So the character I designed is a cleaner in the deep sea monster cave. I wanted to design a very contrasting visual effect, because this work must have a lot of bloody scenes, so I designed this suit like a space suit or a diving suit with a smooth and fluffy shape, which not only meets the contrast I need, but also meets the setting that the diving suit or space suit needs to balance the internal and external pressure. At the same time, I hope that while being smooth and non-aggressive, there will be a sense of power in the character, so the overall character is an inverted triangle.

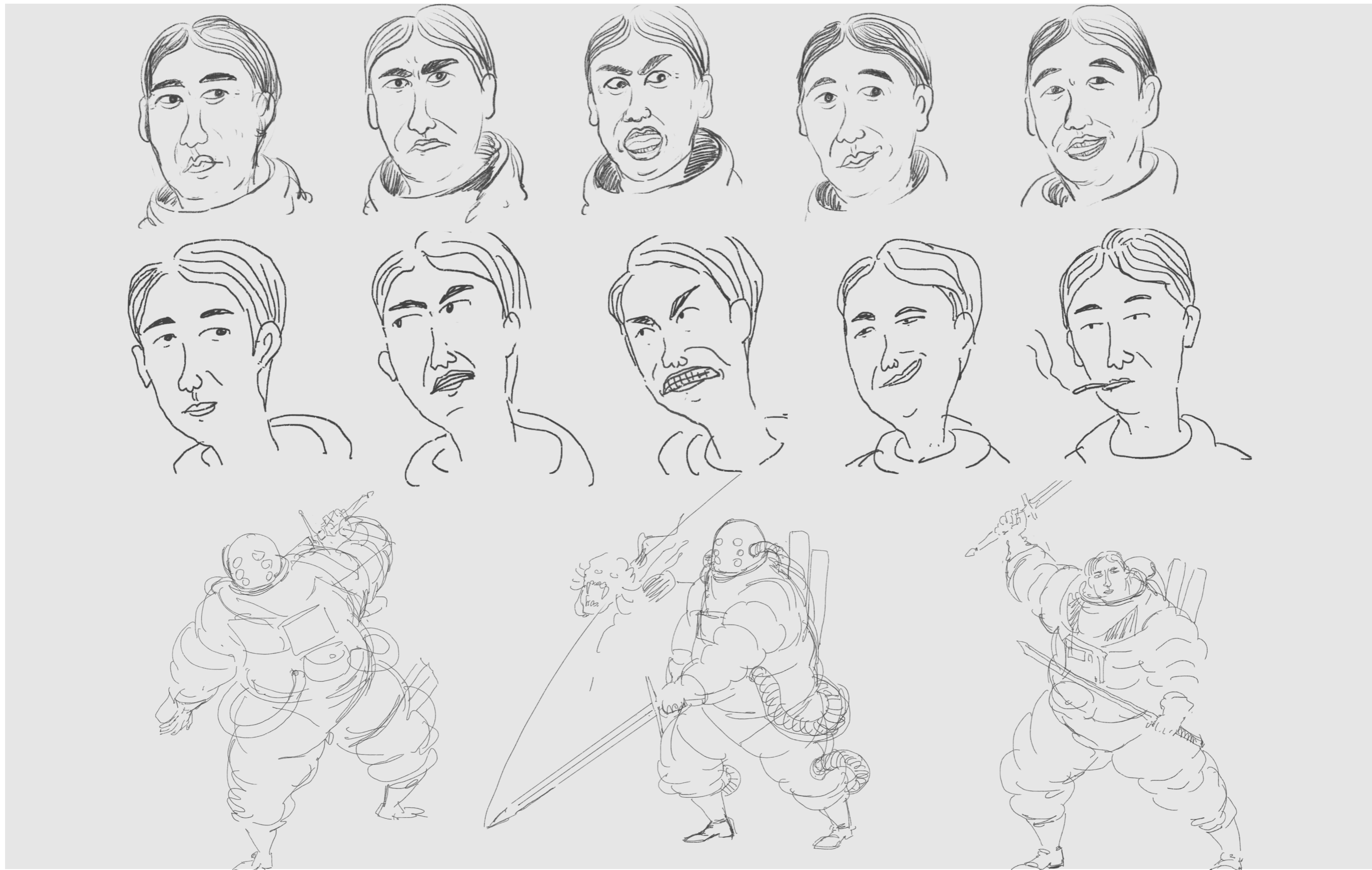
# Concept draft

Silhouette



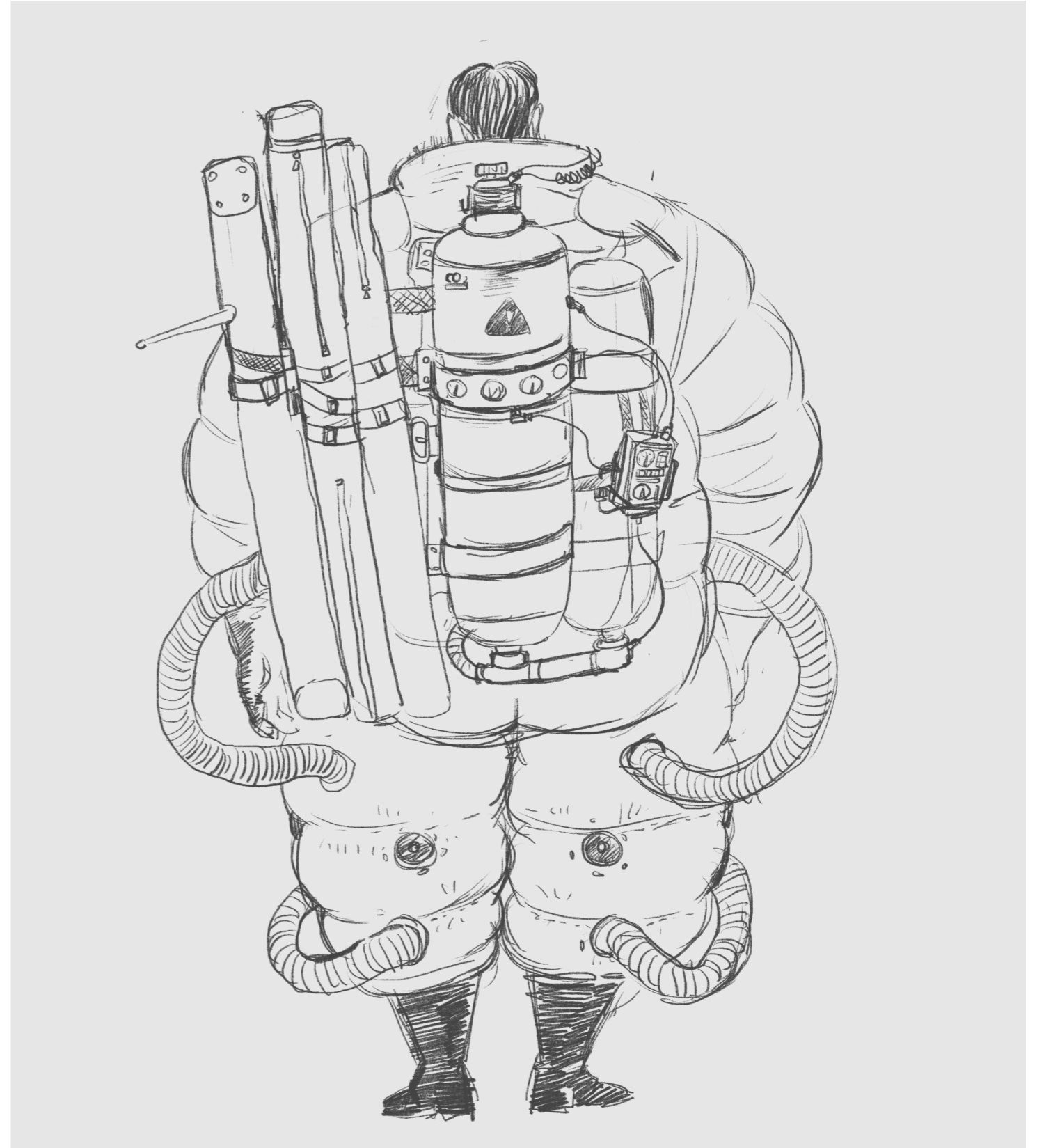
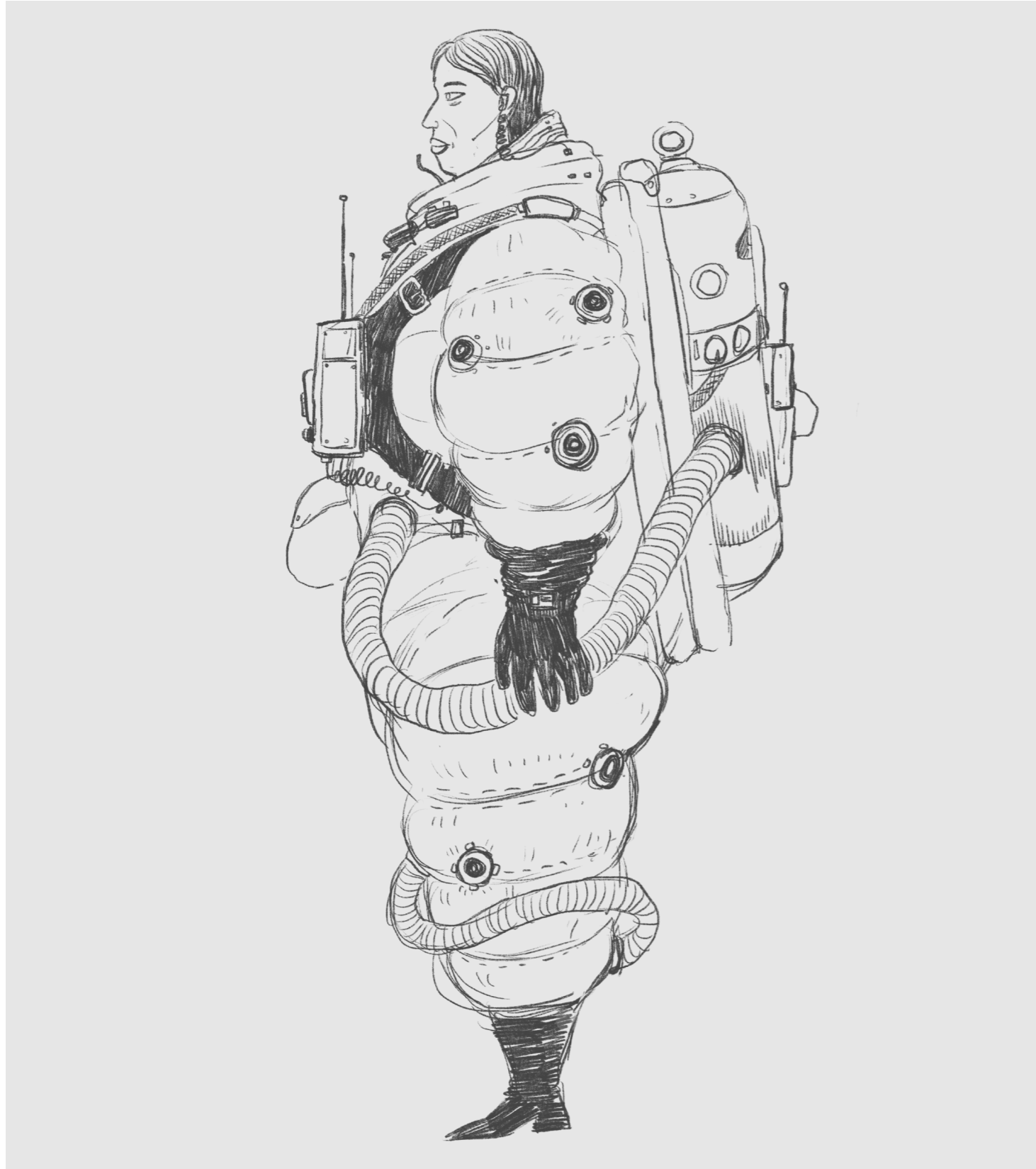
# Concept draft

Poses and facial expressions



# Concept draft

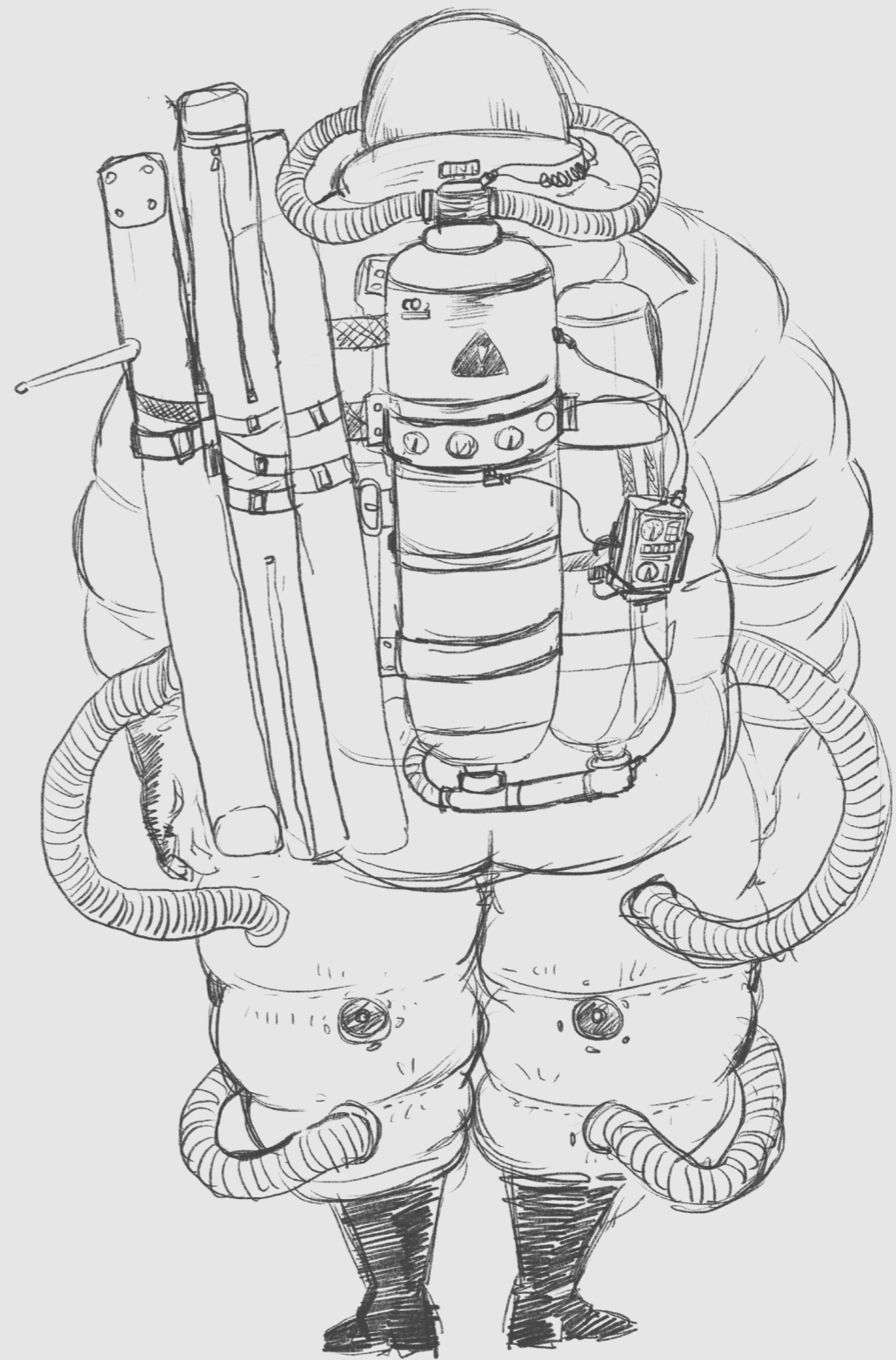
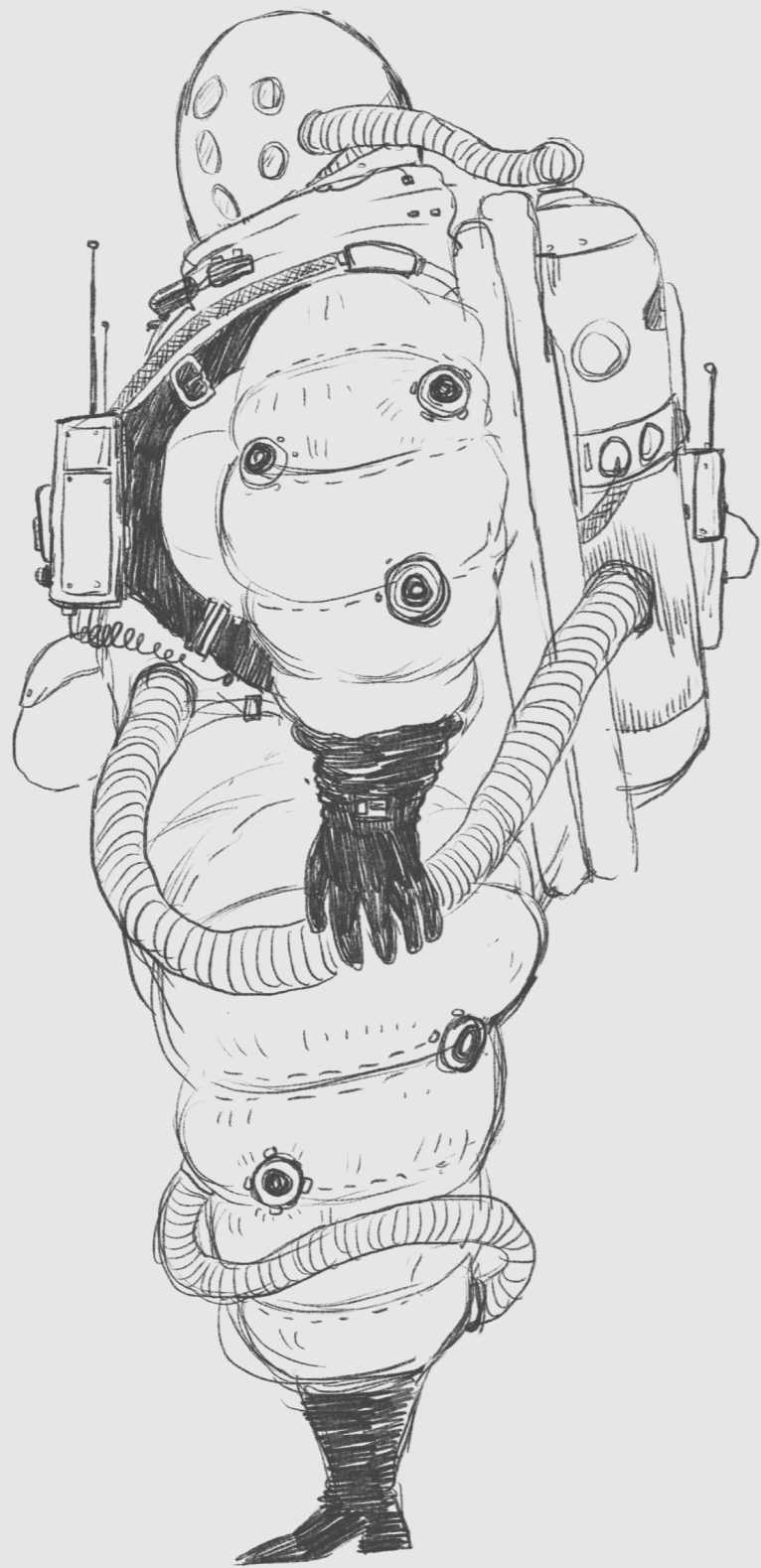
Turnaround sheet





# Concept draft

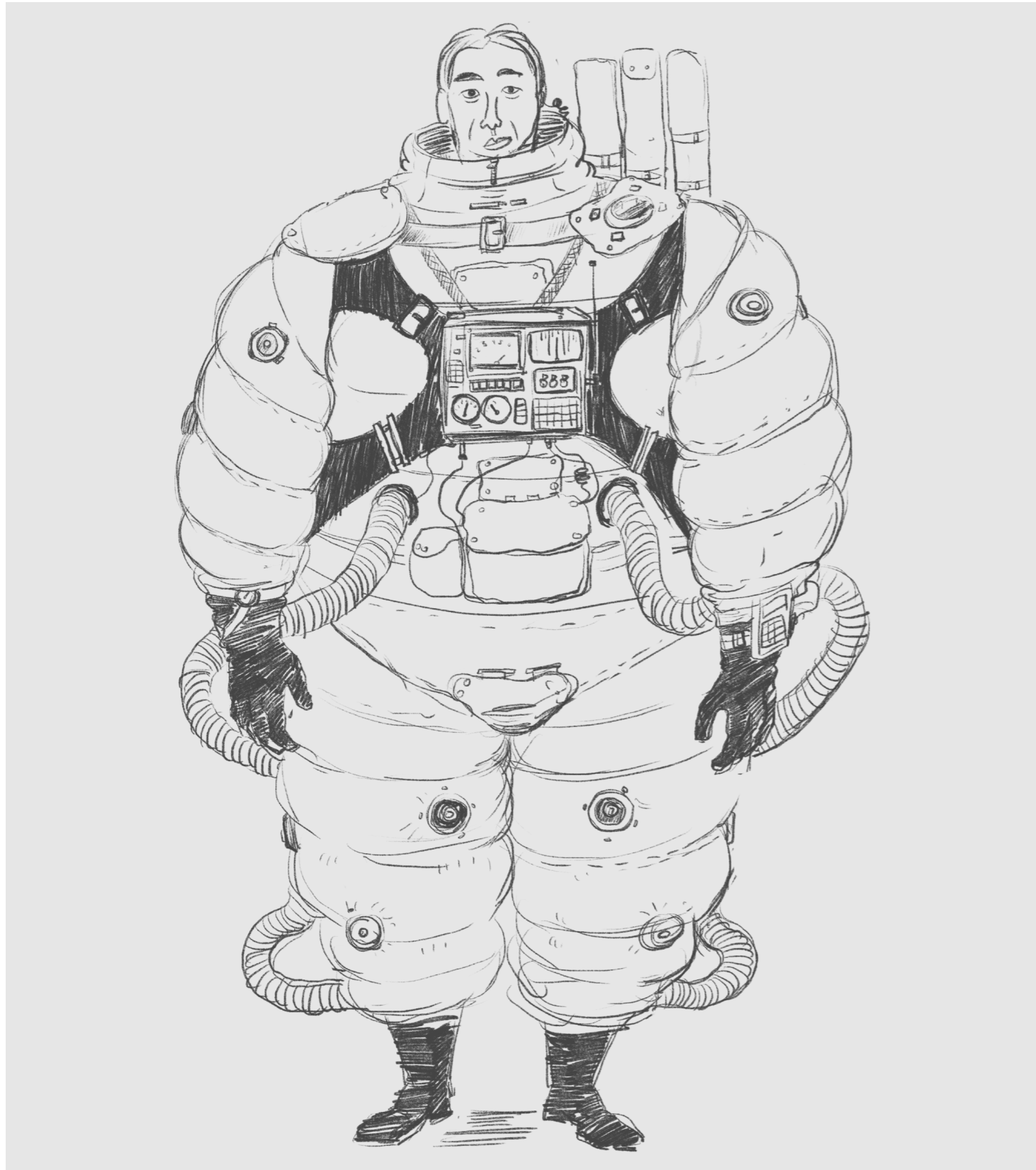
Turnaround sheet





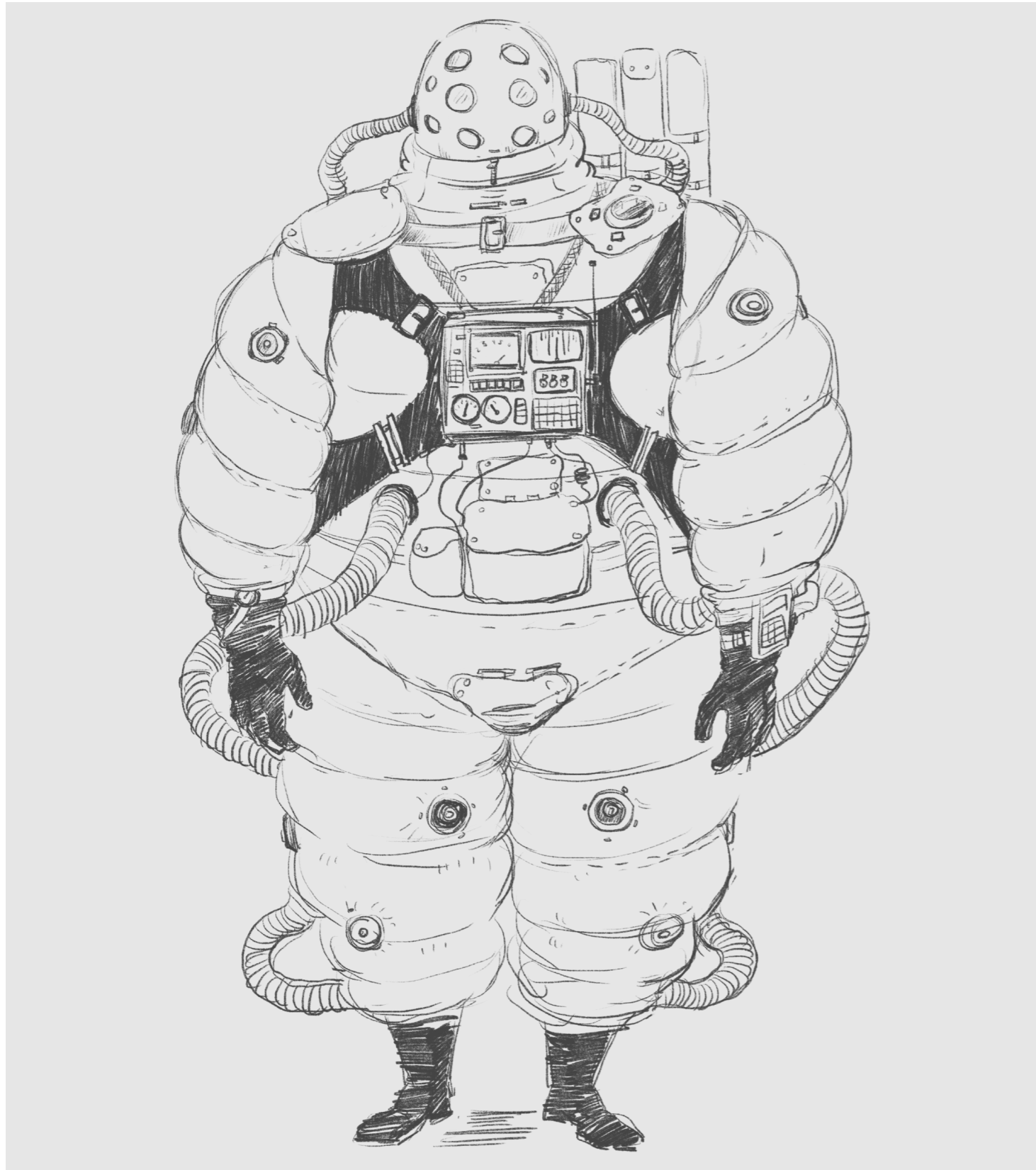
# Concept draft

Turnaround sheet



# Concept draft

Turnaround sheet



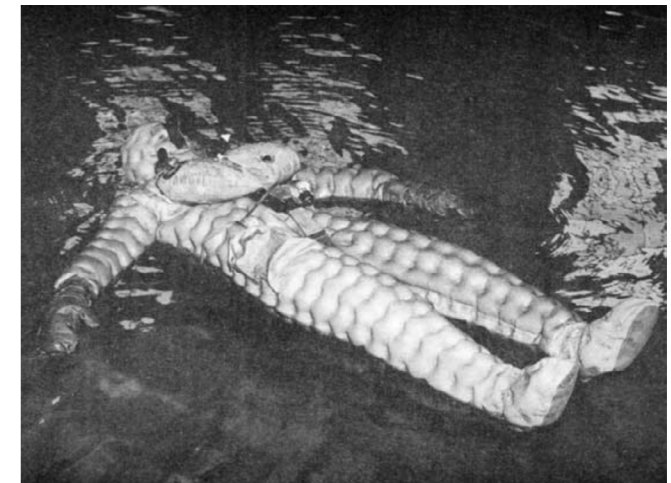
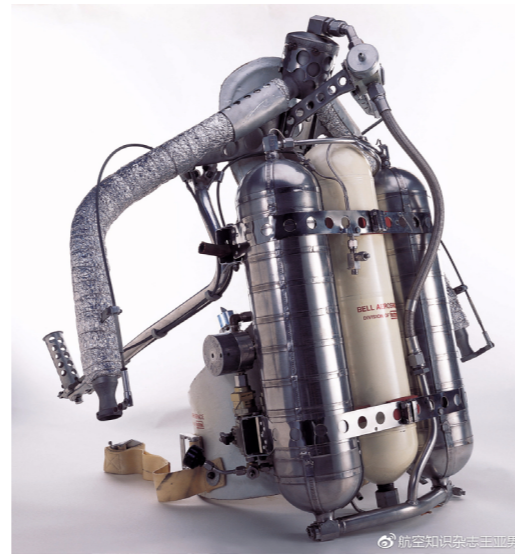
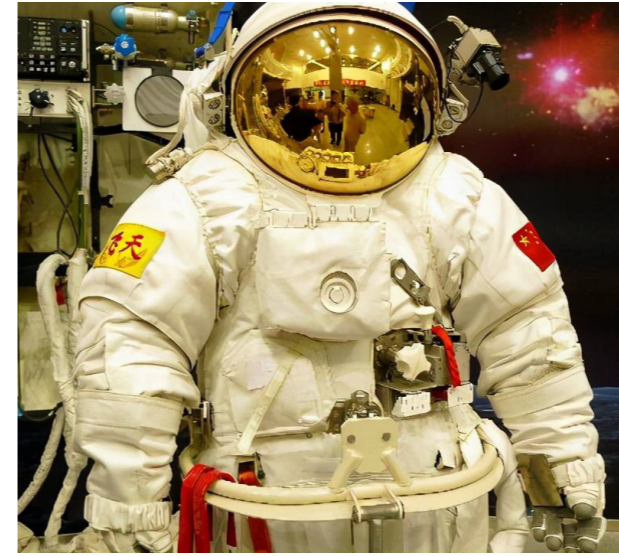
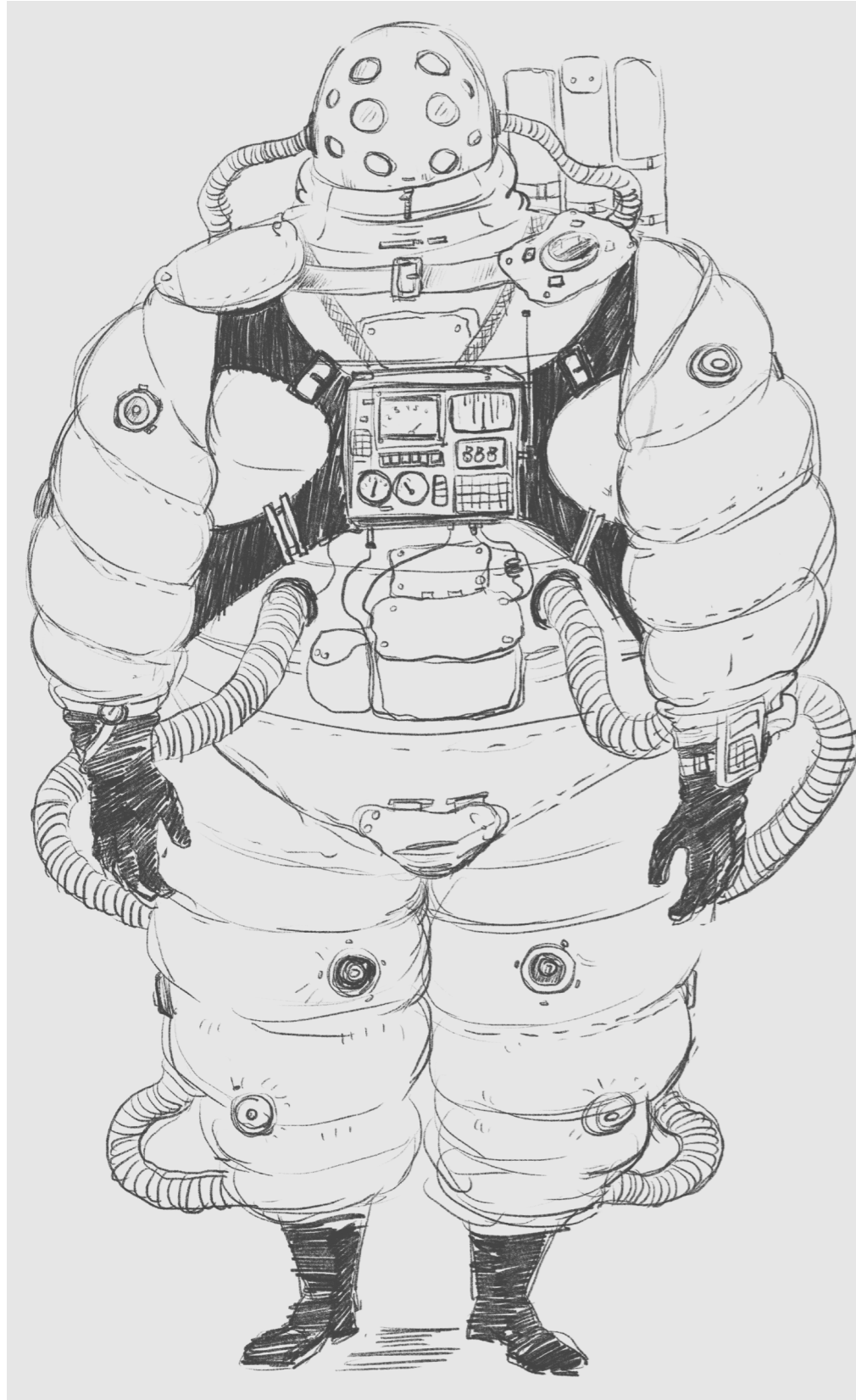
# Concept draft

Turnaround sheet





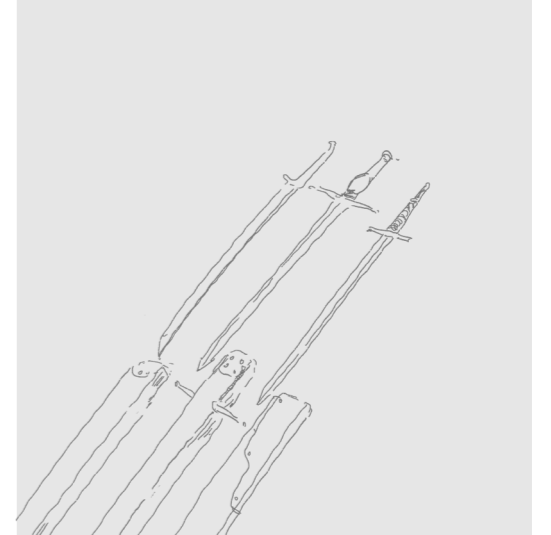
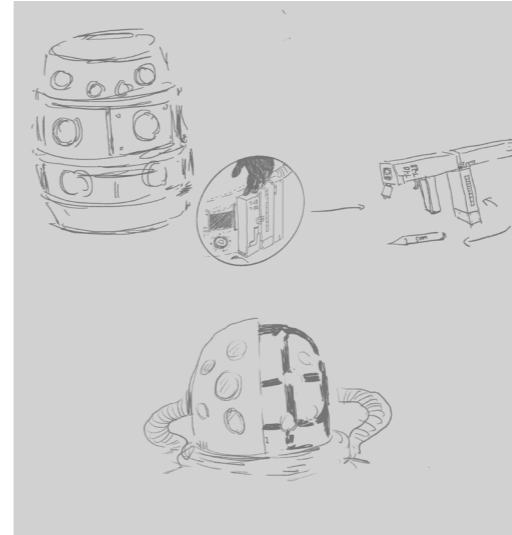
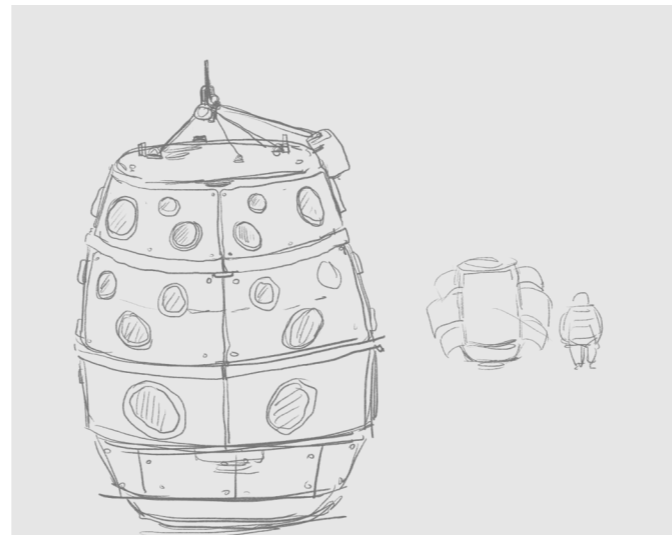
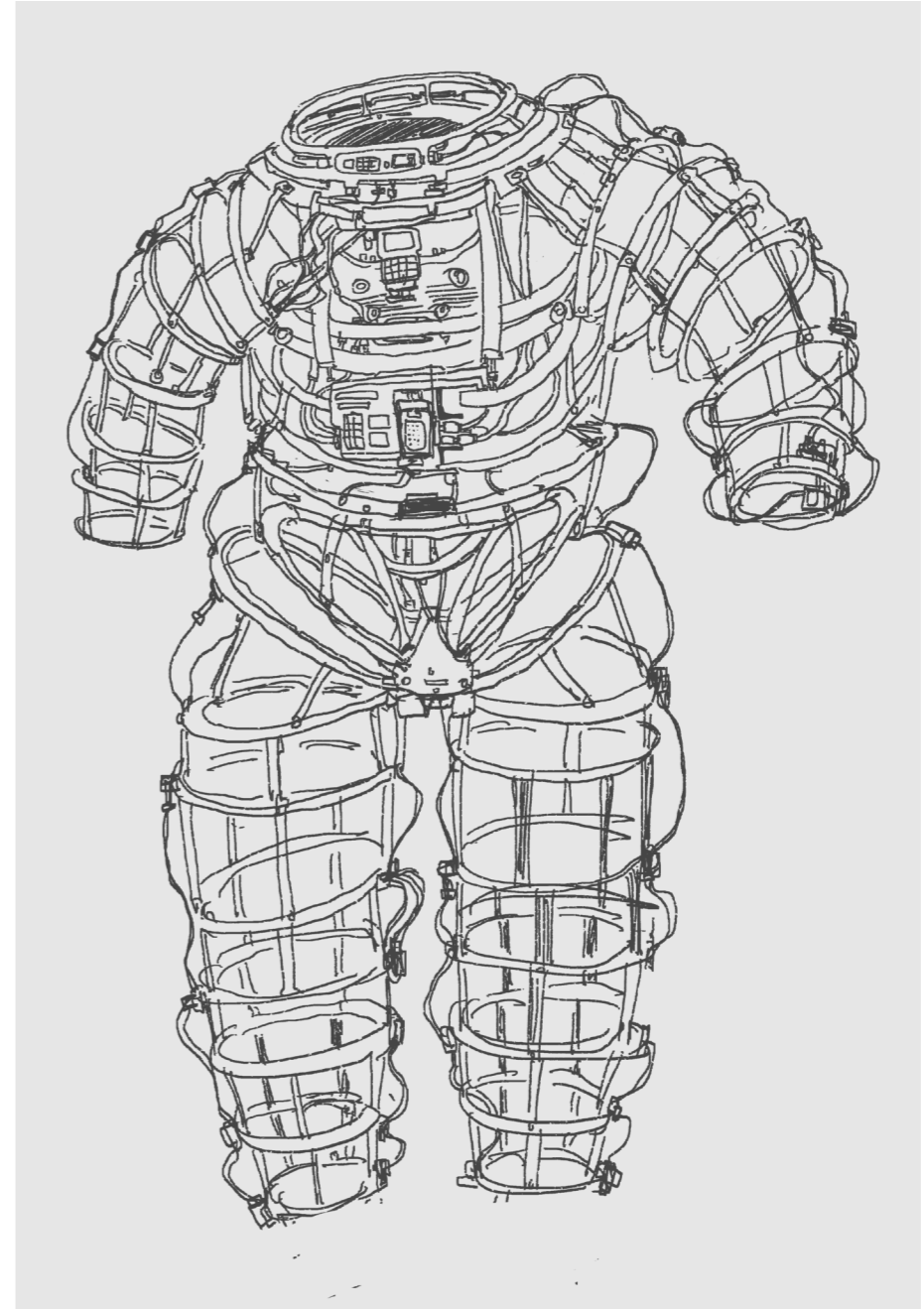
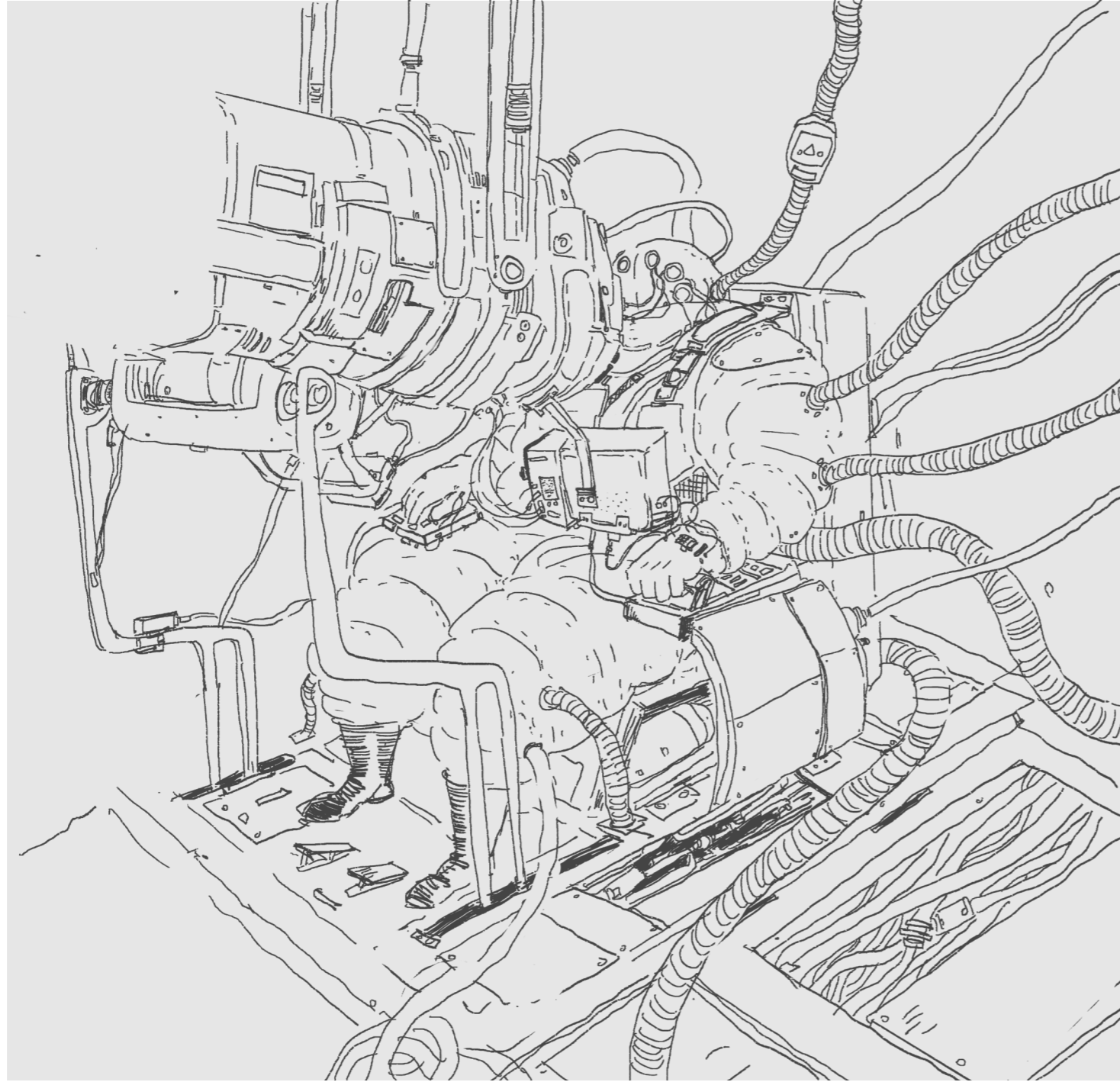
# Explore and experiment



The overall design refers to a lot of space suit designs, instrument displays from the period when transistor technology was immature, and some diving suits. I also incorporated a lot of futuristic retro designs into the character.



# Other settings



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