



ART BOOK

PLAYABLE CHARACTERS

When designing the playable characters of the game, I didn't want to force the player into having to be one specific gender and so made two characters to choose from; Aeris and Kathel.

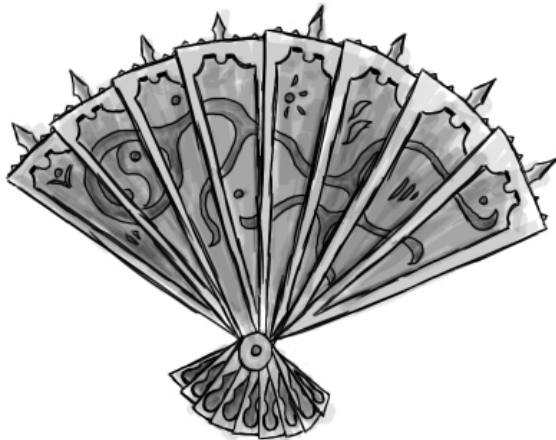
Aeris is the heir to the throne of her father Basril. She does not like the idea of being Queen and prefers to explore and find new places. This is how she found herself finding and looting temples for rare artifacts she could show her father.

Kathel is one of the best warriors from his village. His name is even symbolic of 'warrior', being taught how to deal with combat techniques from an early age. He is also an inquisitive person and explores temples looking for anything he could swap equipment or better armour in his village.

When designing these characters, I had kept in mind the backgrounds of each character and made sure to base their look and fighting style to suit this. Aeris has high quality robes and steel-tipped fans for weapons, when Kathel uses a spear and has makeshift armour made from different styles from his village that he has scavenged together.

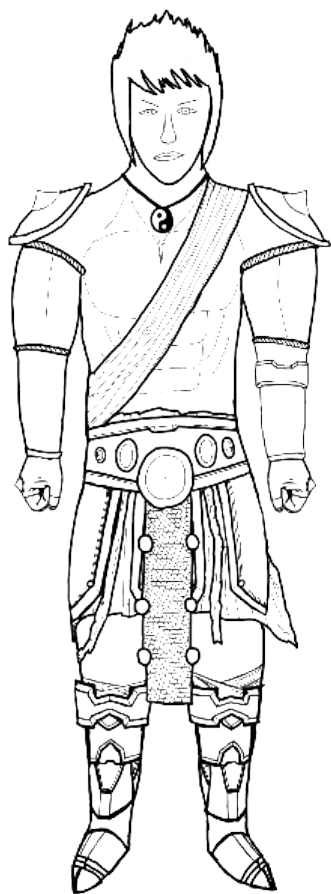
AERIS





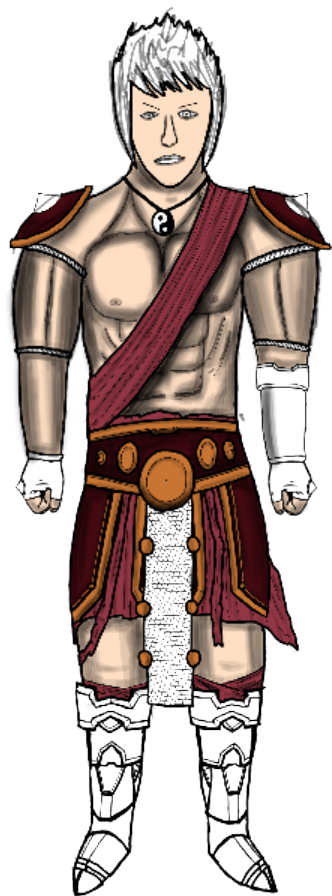


KATHEL







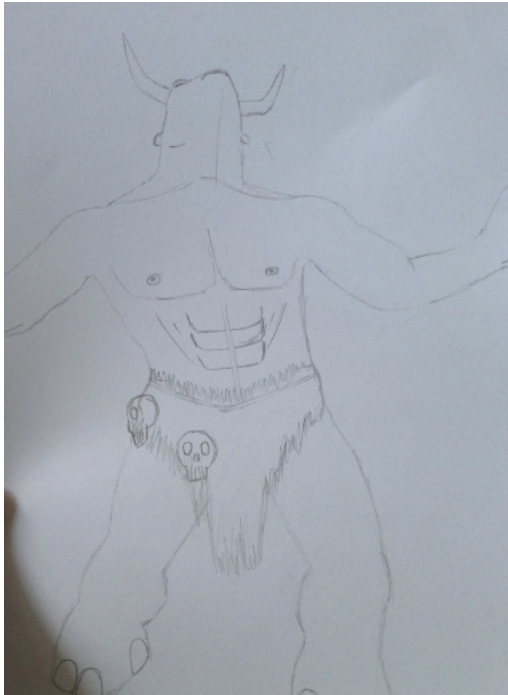


TEMPLE GUARDIANS

These creatures are the 'enemy' of the player. They are based on the Sekien book of legendary Japanese oriental monsters.

I have adapted these concepts to suit a modern day look, but tried to keep their core look as it is detailed in the originals. This includes their basic form, function and to some extent, their look.

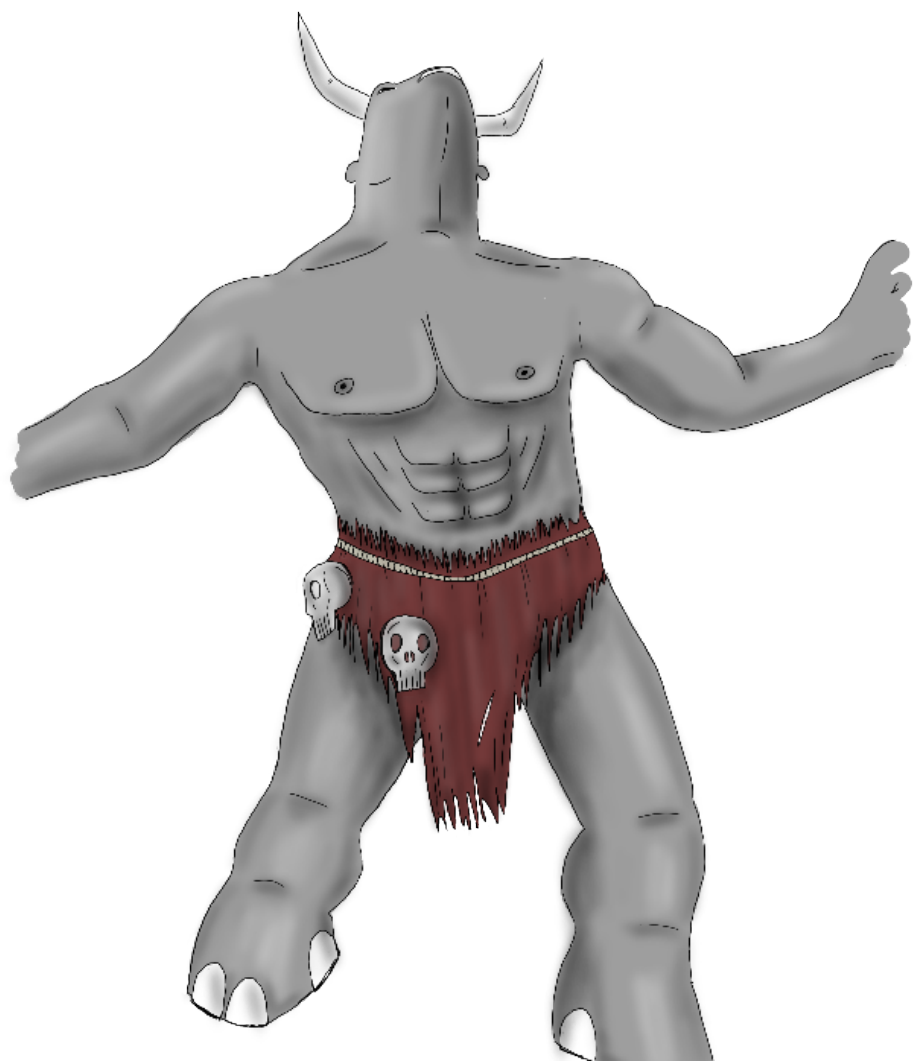
I have included a brief introduction to how I created each creature and whether I think I've kept it functional compared to the originals. All of them were fun to design and create, especially adapting them for modern use.

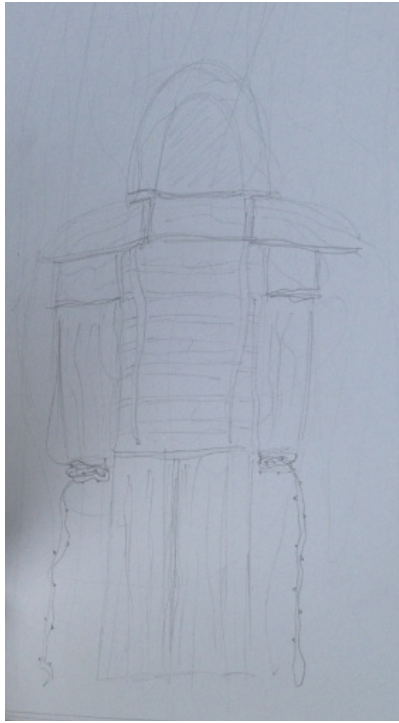


ONI

This creature had to look strong and big enough to strike fear into the player. When designing it I had to ensure it looked like a troll/orc that was possessed or looked remotely demonic.

I based the figure on a human form to ensure that it could look strong and tough and for the player to be able to relate with its height.





KODAMA

The Kodama is meant to be a spirit that lives in trees that are over the age of 100. To suit this, I went with a literal representation using timber and logs to create the shape with vines and thistles as bindings.

I made it faceless to make sure you know it isn't armour or anything that wouldn't represent a spirit.





SEKIEN - TENGU

The demon bird was difficult to represent without making it appear as a normal animal. I started drawing a bird, but giving it a human-esque posture (standing).

By doing this, I managed to get it to look scarier and more of a threat. I decided to give the head characteristics that made it appear more hostile.





Ryu

Being the largest and most feared creature, I decided to make it the best. I wanted to keep the oriental dragon feel to it from myth, but to also give it a more modern touch.

I think I've achieved this by making the head similar to the myth dragons, but making the body modern and not like a snake (as typical Japanese dragons are).



TEMPLES

The temples I have designed include various designs that feature temple layouts of different sizes, shapes and orders. I've included various landscapes to ensure variety in the game.

This design is very typically oriental. I went for a theme of serene aesthetics to contrast with the dark design I did for the mountains.

I have added the designs for other temples, with miscellaneous designs for other parts of the game.



