

Changemakers: Creativity and Value Creation

Assignment 2: Iteration and Development

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THEME: Cyberpunk

CONTENTS:

- 1) Iterative Development
- 2) Orthographic projections
- 3) Final Design
- 4) Evaluation

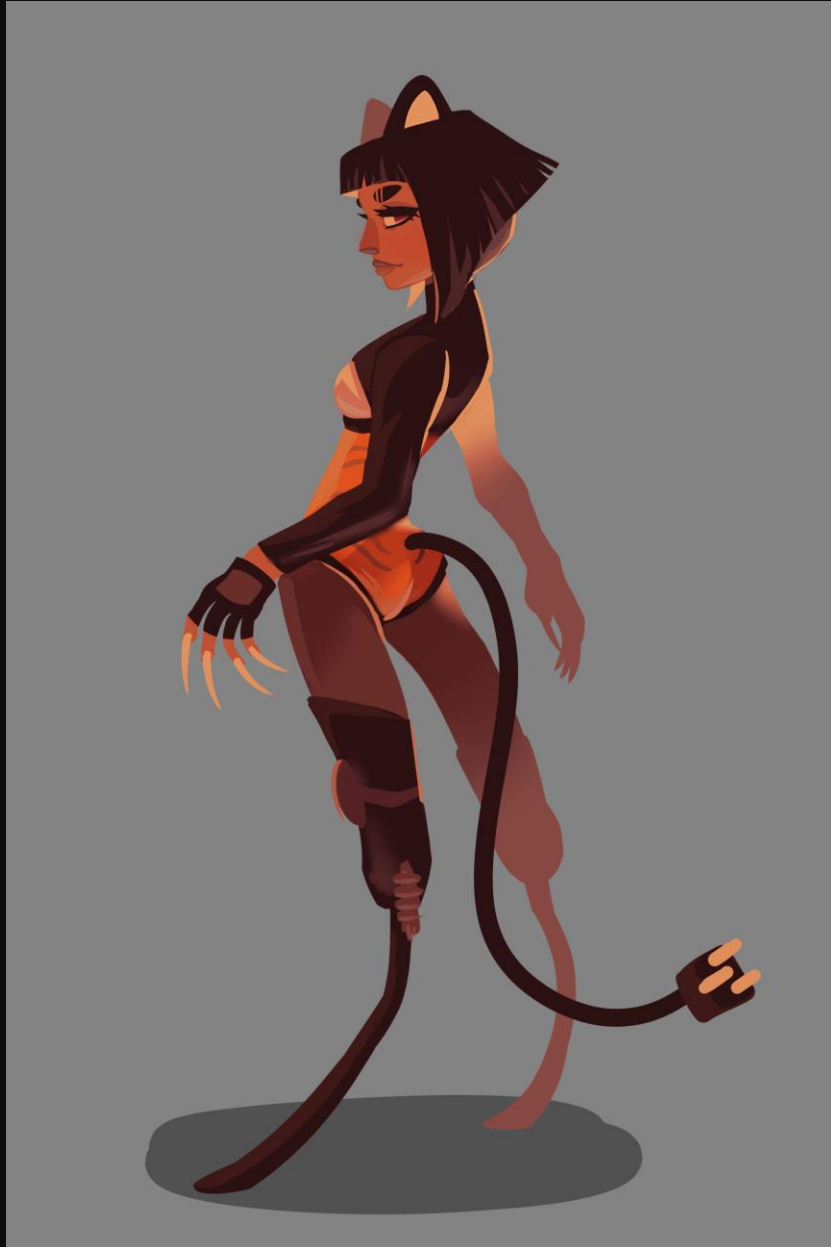
1) ITERATIVE DEVELOPMENT



2) ORTHOGRAPHIC PROJECTIONS



3) FINAL DESIGN



4) EVALUATION

The name "Cybertooth," blends cyberpunk aesthetics with the agility and speed of a tiger. The name adds depth to the character, suggesting her origins or public perception within the game universe. Perhaps she was named by the public, or named herself after a key event. Either way, we can expect the audience to draw their own conclusions, which adds a layer of storytelling.

The refinement of key elements such as the running blade legs and bob hairstyle which I decided to keep, demonstrate consideration for both aesthetic appeal, functionality, and representation. Inclusion of the running blade legs not only serves as a portrayal for individuals with prosthetics who may rarely see themselves in the media, but also aligns with the cyberpunk theme with its sleek and futuristic look. Additionally, the choice of a short and sleek hairstyle complements the character's high mobility, as a high mobility character, in practicality, would not choose a long or complicated hairstyle as this could impact their dexterity. This applies also to my decision to exclude the jacket or any heavy accessories. The tight fitted suit that I chose was also inspired by racing suits, which are designed to reduce air resistance and increase the user's speed. [1]

As we look at the orthographic views, it is difficult to tell from the front that the legs are blades, as they are smooth and shapeless. This may be a flawed design, as I could have added more detail to further exaggerate the shape, however from the side, we can clearly see the design's intention. The springs behind the blades are a crucial part of the design. In real life running blade prosthetics, springs serve the function of shock absorption, energy storage and release, and allow the user to adapt to changes in the terrain and change up their walk speed. [2] This character, being of high mobility, I imagined would be moving around at high speeds, jumping from and scaling buildings, and they would need their prosthetics to reflect that.

My favourite tail design was one of the simpler ones – the electrical plug. The reason I liked this one was because of the practicality and storytelling element. The plug suggests that the character has some sort of futuristic powers or abilities, which would need to be recharged at some stage. This could easily be implemented into the game as a specific feature of that character.

I experimented a little with colour, changing the hues of orange, and adding yellow, ensuring I adhered to the analogous palette. A flaw that I experienced here was that I was afraid to experiment much with the colour, as I was very focused on keeping the theme of a tiger and harmony of colours in mind. This hindered my confidence in expanding the designs and kept me restrained to the ones I was most comfortable with in the beginning.

In the final piece, the character comes across as quite stoic with her furrowed brow and unimpressed gaze. Her serious personality is conveyed through her pose and expression, and her straight back and wide stance suggests that she is confident. Her design, although depicted as cyberpunk, is minimalistic, which would let the audience focus on her body language, strength, and resilience in game. This calm demeanour would urge the audience to create their own conclusions as to why they are that way, whether it be past trauma, or a sense of duty and responsibility to keep the futuristic cities free from crime.

Overall, the Cybertooth character design effectively combines elements of cyberpunk themes with the agility of a tiger, resulting in a visually striking concept. I used colour theory and real-life examples of racing elements to create this character, and with her personality successfully conveyed through her expression and design, I believe she would be a realistic addition to her universe.

[1] Julian C. *"Of Racing Suits and Aerodynamics."* Sports Technology Blog, 2014 [Online.] Available: <https://sportstechnologyblog.com/2014/05/02/of-racing-suits-and-aerodynamics/> [Accessed: 28th March, 2024]

[2] Airedale Springs, *"The Vital Role of Springs in Medical Prosthetics."* Airedale Springs, 2024 [Online.] Available: <https://www.airedalesprings.co.uk/blog/the-vital-role-of-springs-in-medical-prosthetics/#:~:text=The%20majority%20of%20the%20lower,ankle%20muscles%20contracting%20and%20releasing.> [Accessed: 28th March, 2024].