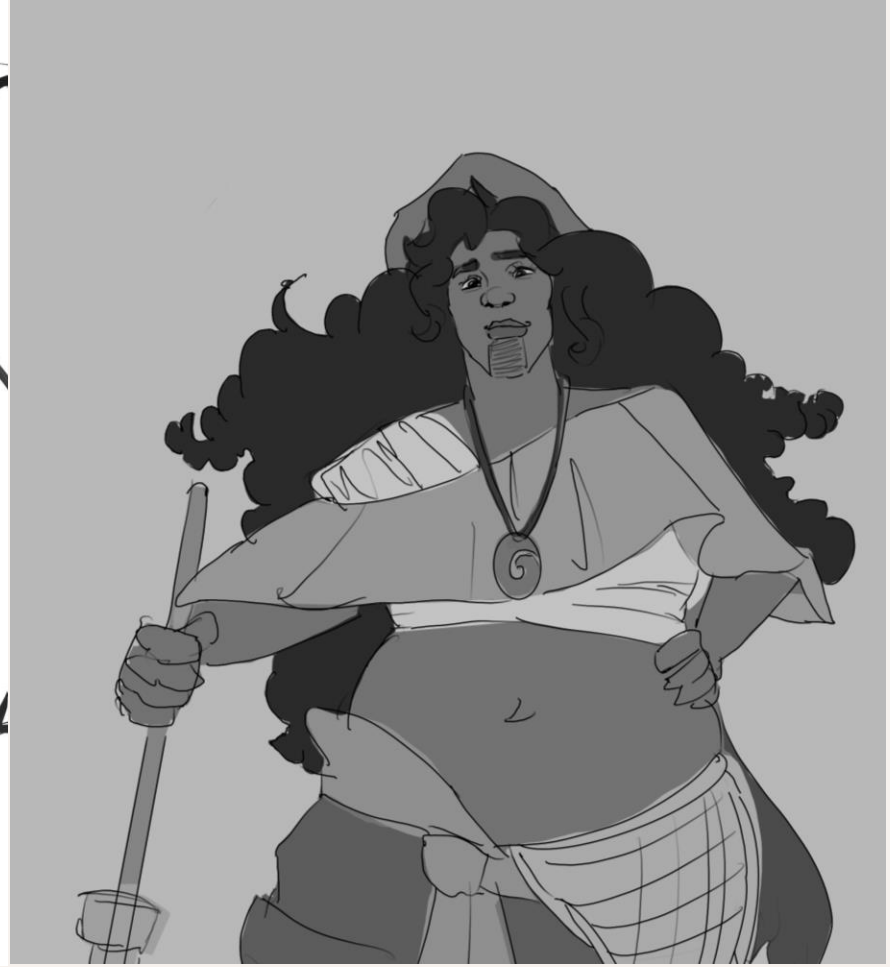




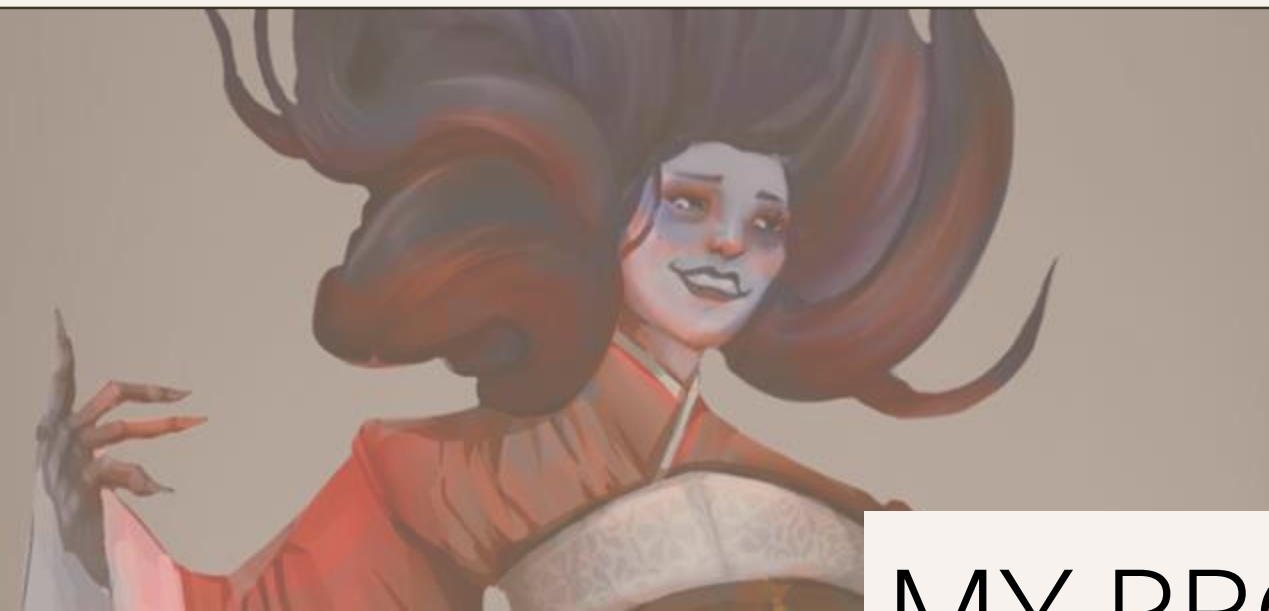
# Final Viva

MIA HARRIES

STUDENT NUMBER: 2304406

BA (HONS) COMPUTER GAMES DESIGN

INDEPENDENT PROJECT (ACCA6020)



# MY PROJECT



# CONTENTS



- Progression
- Research
- Pipeline
- Horror Designs
- Post Apocalyptic Designs
- Fantasy Designs
- Successes and Difficulties
- Conclusion

The image features a collection of dark silhouettes of various characters arranged in two rows against a light tan background. The top row contains three silhouettes: a muscular humanoid figure on the left, a winged demon-like figure in the center, and a character with large, flame-like wings on the right. The bottom row contains four silhouettes: a winged angel-like figure on the left, a character with large, feathered wings in the center, and two more characters on the right, one with a pointed hat and the other with a more complex, possibly armored or magical, design. A central white rectangular box with the word 'PROGRESSION' in black capital letters is overlaid on the middle of the image.

# PROGRESSION

# GANTT CHART



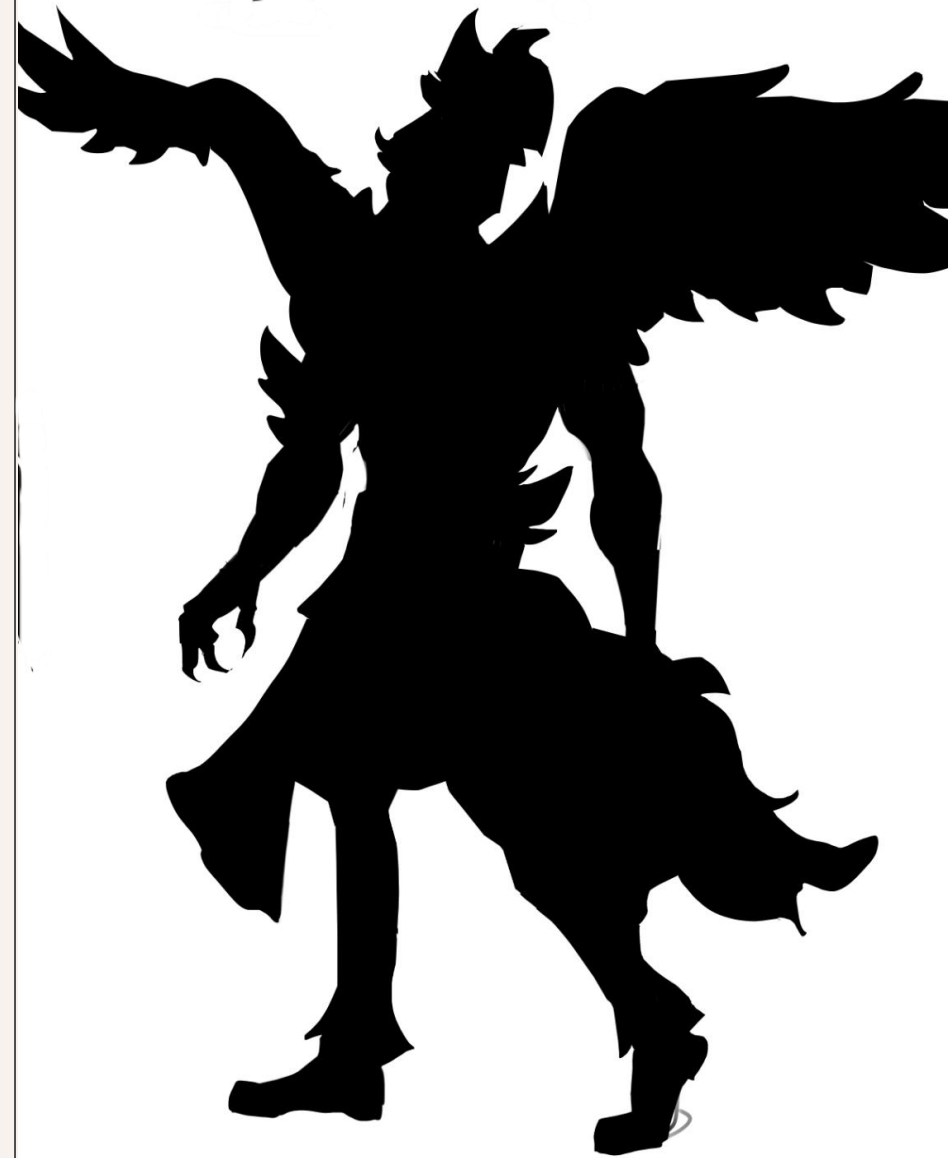
[1]

| Horror                  |          |         |          |        |          |          |
|-------------------------|----------|---------|----------|--------|----------|----------|
| Culture Name / Progress | Sketched | Lineart | Coloured | Shaded | Rendered | Finished |
| Joseon Korea            | X        | X       | X        | X      | X        | X        |
| Pre-Settlement          |          |         |          |        |          |          |
| Iroquois                | X        | X       | X        | X      | X        | X        |
| Modern Maori            | X        | X       | X        | X      | X        | X        |
| Celtic Welsh            | X        | X       | X        | X      | X        | X        |
| Medieval Russian        | X        | X       | X        | X      | X        | X        |
| Fantasy                 |          |         |          |        |          |          |
| Culture Name / Progress | Sketched | Lineart | Coloured | Shaded | Rendered | Finished |
| Joseon Korea            | X        | X       | X        | X      | X        | X        |
| Pre-Settlement          |          |         |          |        |          |          |
| Iroquois                | X        | X       | X        | X      | X        | X        |
| Modern Maori            | X        | X       | X        | X      | X        | X        |
| Celtic Welsh            | X        | X       | X        | X      | X        | X        |
| Medieval Russian        | X        | X       | X        | X      | X        | X        |
| Post-Apocalyptic        |          |         |          |        |          |          |
| Culture Name / Progress | Sketched | Lineart | Coloured | Shaded | Rendered | Finished |
| Joseon Korea            | X        | X       | X        | X      | X        | X        |
| Pre-Settlement          |          |         |          |        |          |          |
| Iroquois                | X        | X       | X        | X      | X        | X        |
| Modern Maori            | X        | X       | X        | X      | X        | X        |
| Celtic Welsh            | X        | X       | X        | X      | X        | X        |
| Medieval Russian        | X        | X       | X        | X      | X        | X        |

# PROJECT AND DISSERTATION OVERLAP

## Commonalities:

- Similar demographic
- Character design related
- Helps improvement of cultural character design
- Allows for overlapping primary research to further both the project and dissertation



---

# PROGRESS SINCE INTERIM VIVA

MoSCoW method:

**Must have** – At least 3 character designs in each genre

**Should have** – 5 fully rendered character designs from each genre

**Could have** – Orthographics for the best characters created

**Won't have** – Orthographics for every character made

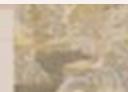
[2]



# RESEARCH



The 11 descendants of George were the last royal family of the House of Stuart, ruling until the monarchy was abolished by the  
Parliamentary government in 1701.



# CONTROVERSIAL GAMES AND CONCEPT ART BOOKS

"Representation is more than just visibility, it's ensuring that all players can see themselves reflected ... authentic representation broadens perspectives and encourages a more inclusive gaming culture." - Geena Davis [3]

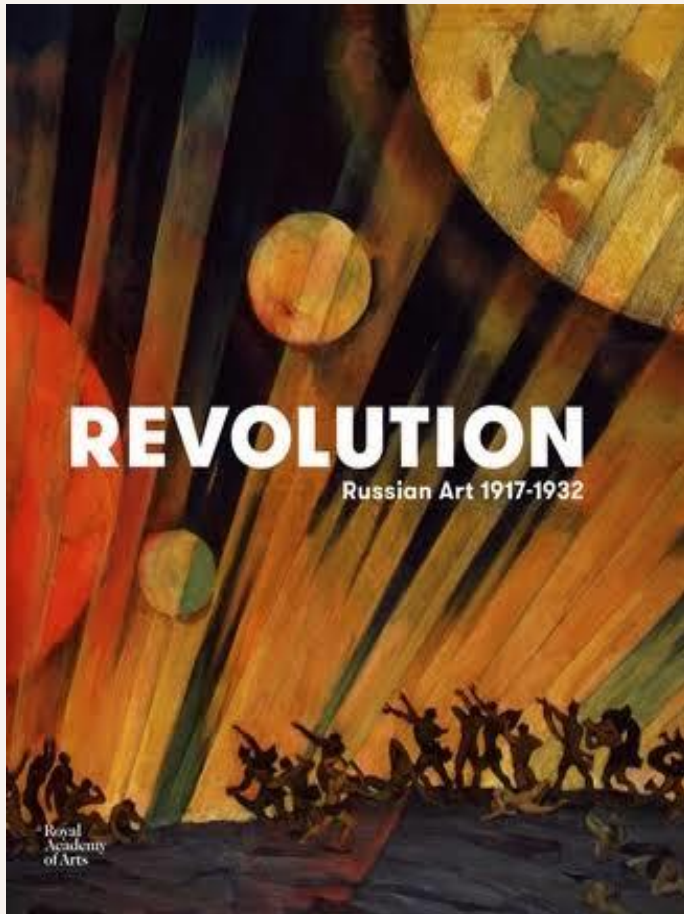


[4]

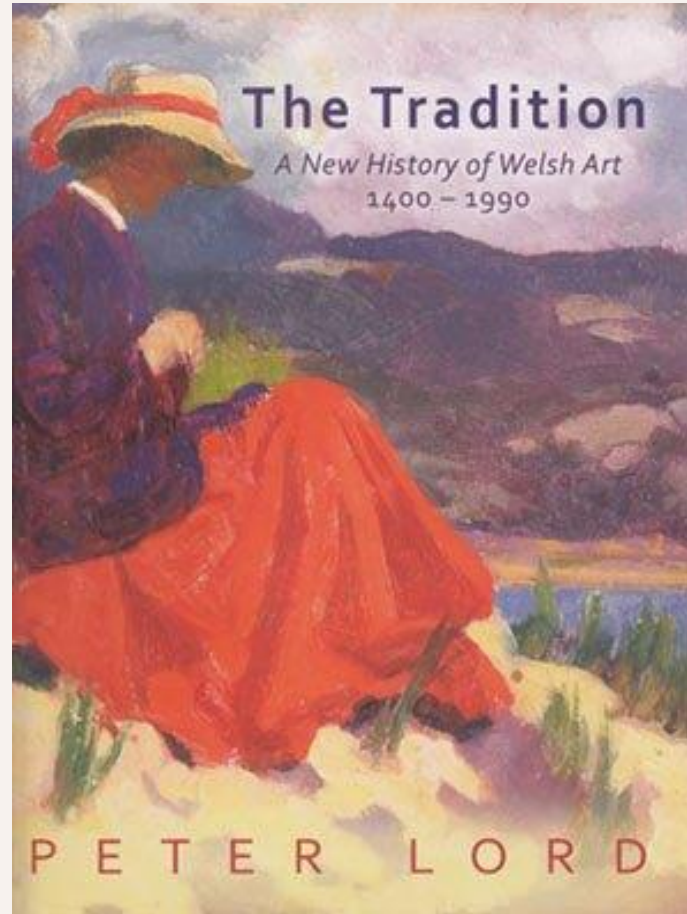


[5]

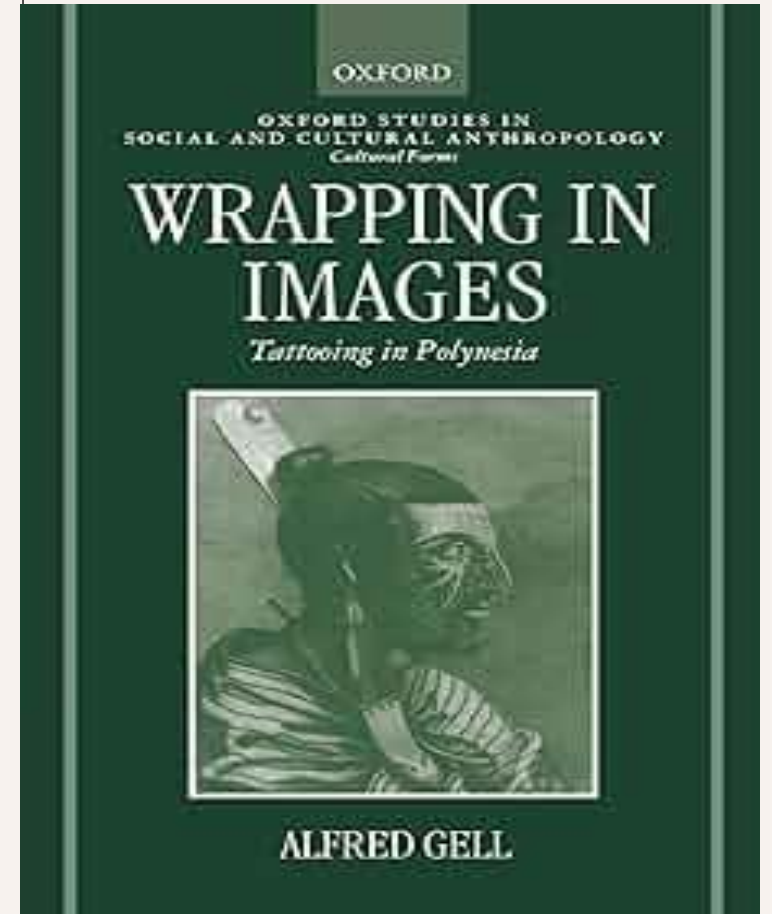
# CULTURAL HISTORY BOOKS



[6]



[7]



[8]

# PRIMARY RESEARCH



## Cultural Characters in the Horror Genre

This survey is designed to understand your view on cultural representation in character design and discover what makes good representation. The survey will be a series of 5 questions repeated for 5 different characters of different cultures. Estimated time for completion will be 15 minutes.

|                                                                                                                     |
|---------------------------------------------------------------------------------------------------------------------|
|                                                                                                                     |
| Appearance                                                                                                          |
| the clothing shows the traditional Japanese attire and the smoke looks like something from Japanese folklore        |
| They look like they could be a myth or folklore in certain asian cultures                                           |
| The design of the clothing this character is wearing resembles traditional women clothing from the Japanese culture |
| I feel that the design mimics the vibes of what is described under japanese myth                                    |
| The clothes mainly.                                                                                                 |

|                                                                                                                                                                                       |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| the makeup and headpiece represent traditional native american attire                                                                                                                 |
| I like how it reflects what Indigenous people would wear in the time period this is based in, plus the inclusion of animals like legs could suggest myths and beliefs of these people |
| The design of the clothing slightly resembles the clothing found in African culture                                                                                                   |
| Character color scheme reflects that of some traditional native clothing                                                                                                              |
| Mainly due to the hair and animal hide they are wearing.                                                                                                                              |
| The warpaint on the character's face and the way they are dressed                                                                                                                     |
|                                                                                                                                                                                       |

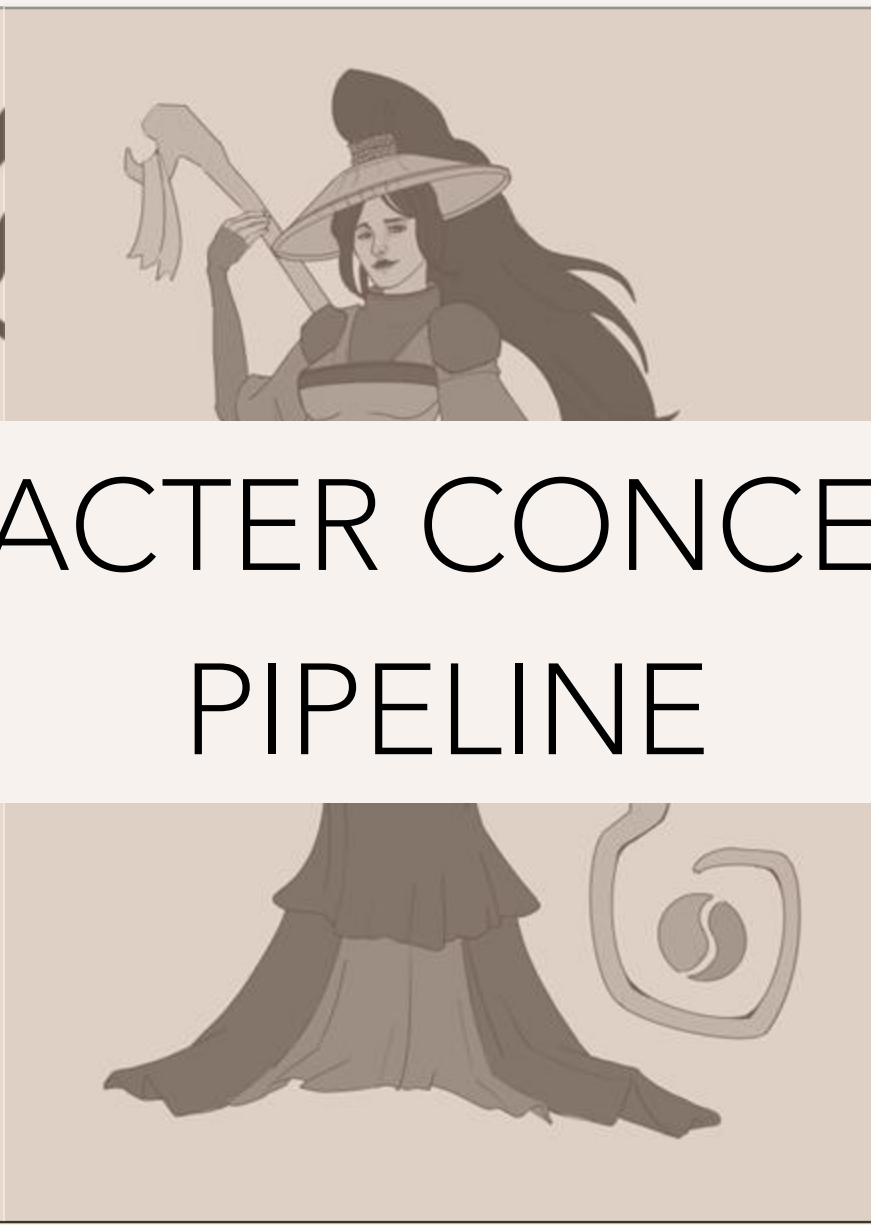
### Interview:

- Conducted a brief interview with friend, Silver, discussing his history and opinion of my Korean Character design as a Korean person himself

### Survey:

- The survey conducted for the dissertation included designs made within this project, allowing myself to receive answers for both the dissertation and participants opinions of my designs for this one. Done through Microsoft Forms [9]

# CHARACTER CONCEPTING PIPELINE



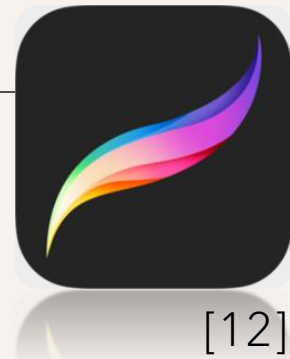
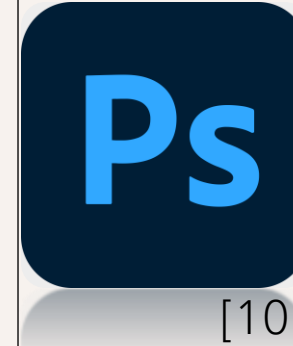
# MOOD BOARD AND SOFTWARE

## Aesthetic style:

- Traditional industry greyscale concept art

## Technical requirements:

- Knowledge of 2D design software
- Understanding of anatomy and importance of value in character design.



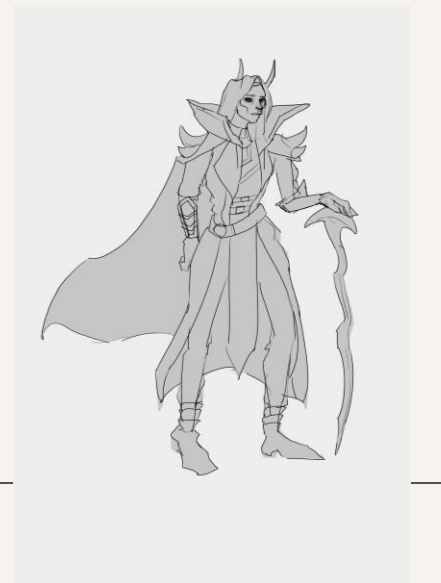
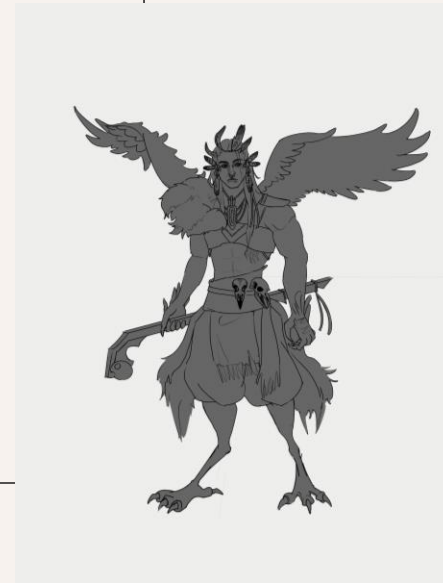
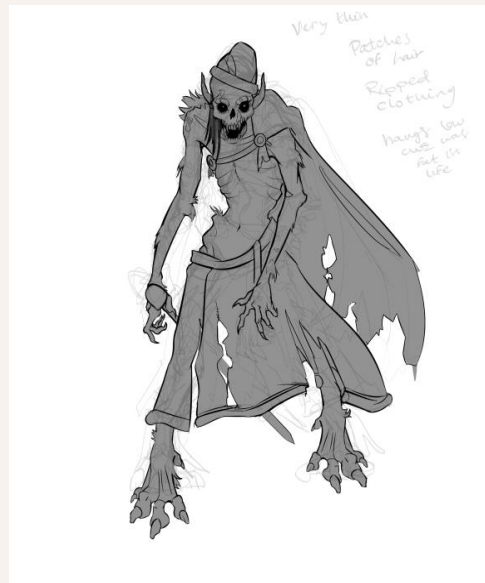
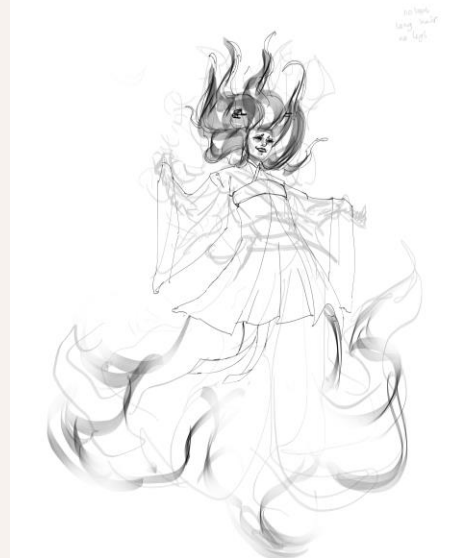
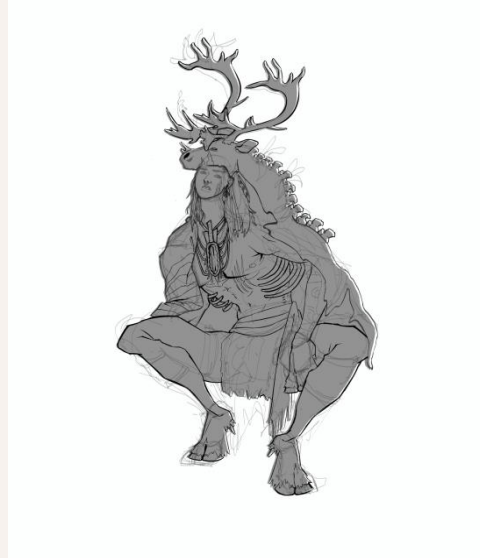
# SILHOUETTES

- 37 silhouettes for the fantasy character design genre



Add  
hand?

# SKETCHES



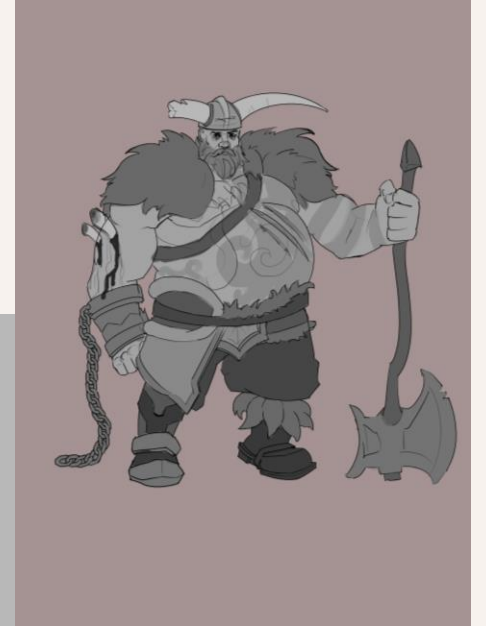
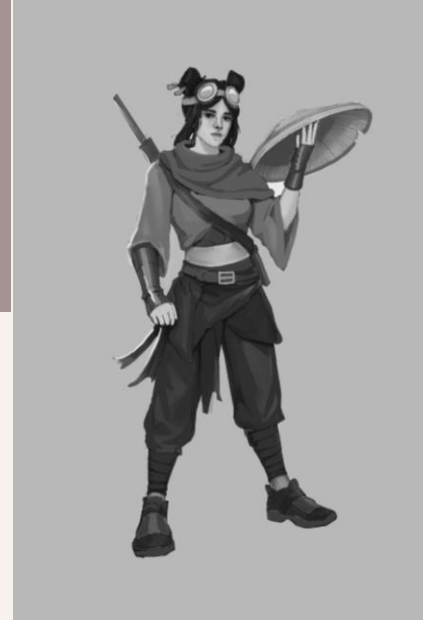
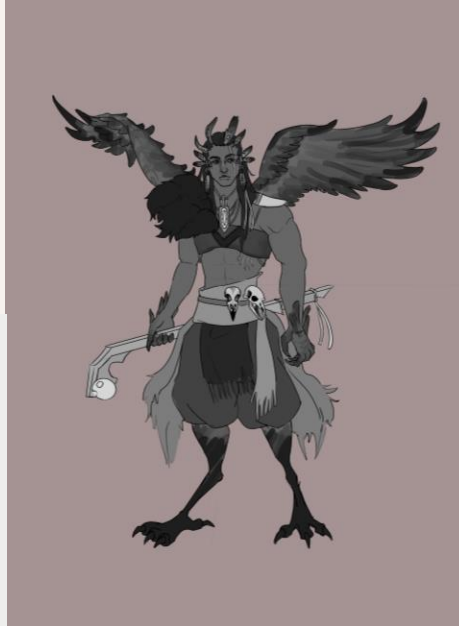
# VALUES



MIA HARRIES - INDEPENDENT PROJECT



CHŎNGHWA - KOREAN WIZARD



# COLOUR AND MEANING



## Colour theory:

- Harmony
- Colour Context
- Colour Values

## Colour history:

- Historical Context
- Traditions
- Symbolic

The image features two distinct horror-themed illustrations. On the left, a creature with a white, mask-like face and a crown of thorns and red ribbons is depicted. It wears a white robe with a blue and black patterned sash and has red and yellow striped leg warmers. On the right, a skeletal figure with a skull for a head, wearing a red and orange robe and a small crown, is shown. The background is a dark, textured grey. A central white box contains the word "HORROR" in black capital letters.

HORROR

# KOREAN

**Culture influence:** Joseon Dynasty

**What is it:** Gwisin, a common type of Korean ghost

**Context:** The ghost has unfinished business and has returned to cause chaos.

**Why:** Mixes both supernatural history and depictions of Joseon Korea



# IROQUOIS

**Culture influence:** Pre-settlement Iroquois

**What is it:** A skinwalker, a type of monster to roam wooded encampments

**Context:** It's a creature that would disguise as animals to steal away children

**Why:** Good depiction of the unsettling parts of cultural myths



# WELSH

**Culture influence:** 1900s-modern  
Wales

**What is it:** A human that has morphed  
into the mari lwyd.

**Context:** People dress up as the mari  
lwyd to wreak havoc around the time of  
christmas, it's a fun yet mischievous  
omen.

**Why:** Reflection of the creepiness that  
follows some traditions



# MĀORI

**Culture influence:** Ancient Māori

**What is it:** Personification of a tale where a woman turns into a pounamu stone

**Context:** As the tale goes, she was stolen from her husband and the man that took her used his magic to turn her to stone, leaving her husband grieving forevermore.

**Why:** Even sad myths can be disturbing if depicted from an alternative perspective



# RUSSIAN

**Culture influence:** Medieval Russia

**What is it:** Wurdulak, a type of vampire though depicted to look more like a zombie or werewolf

**Context:** They crawl from their graves to eat surviving family members.

**Why:** It's a disturbing and yet little known part of Russian mythology





# POST-APOCALYPTIC

# KOREAN

**Culture influence:** Korean Outlaw

**What is it:** She's a regular human that survives alone with her rifle and memories of her culture

**Context:** She lives in a post-apocalyptic society, living alone as a junker

**Why:** Interesting to mix such a dark genre, interesting to see the possibility for design with limited context.



# IROQUOIS

**Culture influence:** Iroquois Hunter

**What is it:** He survives in a dog eat dog world with a farming tool scythe as his weapon of choice

**Context:** Very good survivability, elements of culture in the clothing

**Why:** Depicting a culture in a completely alternative way to the way they are normally seen.



OKWAHO - IROQUOIS HUNTER

# WELSH

**Culture influence:** Welsh Mutation

**What is it:** An escaped imprisoned celtic mutant in a post-apocalyptic world.

**Context:** Experimented on, post-apocalyptic nuclear war.

**Why:** Variety in design, showcasing alternative ideas for a post-apocalyptic world.



ANEIRIN - WELSH MUTATION

# MAORI

**Culture influence:** Maori Pirate

**What is it:** A Maori woman that lives out on the sea in this world.

**Context:** Using the ways of traditional Maori culture to sail, keeping her away from the dangerous land.

**Why:** Mixing modern with old traditions in a world where tradition shouldn't really matter



# RUSSIAN

**Culture influence:** Russian Weapon

**What is it:** An experiment by war, barely human anymore.

**Context:** Russian weapon in the war but made obsolete after bombs, still represents his country despite everything.

**Why:** Interesting way of mixing Russia with this game genre.





FANTASY



# KOREAN

**Culture influence:** Korean Wizard

**What is it:** A magical human that casts spells, stylized traditional clothing into witch attire.

**Context:** Korean clothing and myths in weapon design

**Why:** Mix of culture and fantasy in a respectful way



# IROQUOIS

**Culture influence:** Iroquois Harpy

**What is it:** A mix of Iroquois myth with a human, creating the harpy, a bird-like creature that lures people by song

**Context:** Use of Iroquois clothing and traditional weapon otter ball-headed club.

**Why:** Emphasis on using real life cultures as an influential catalyst for fantasy culture history



# WELSH

**Culture influence:** Welsh Barbarian

**What is it:** A Celtic man freed from his chains, a barbarian once more.

**Context:** Celtic paints and appearance, Odd boots to emphasize newfound freedom

**Why:** Despite different contexts, culture cannot be stripped away, even if costume design lacks, there are still ways to portray culture.



# MAORI

**Culture influence:** Maori Seafarer

**What is it:** Following Maori tradition and being a sorceress that follows the waters by the globe in her hand

**Context:** Embodiment of traditional Maori attire, her globe as a guide.

**Why:** Mixing tradition and magic



# RUSSIAN

**Culture influence:** Russian Warlock

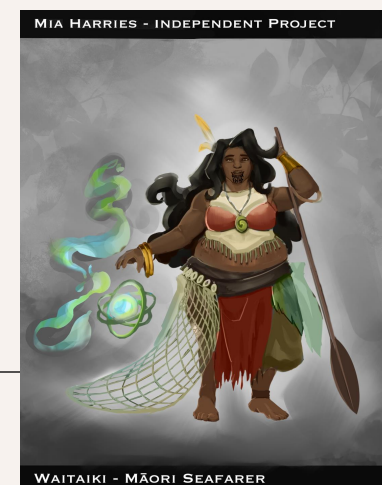
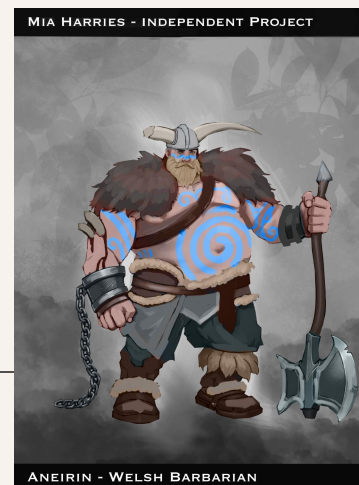
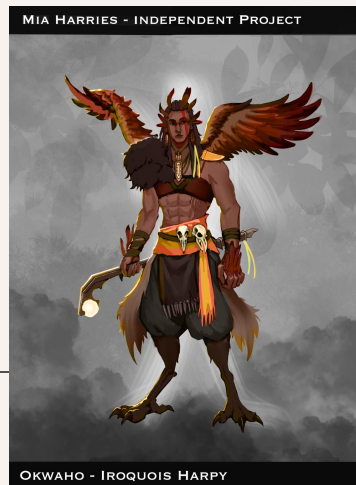
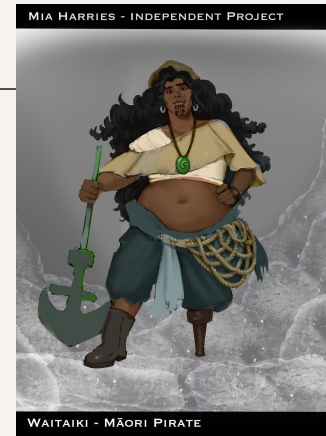
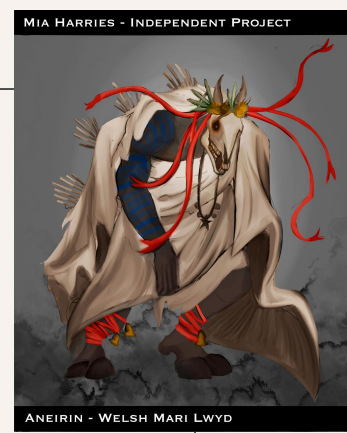
**What is it:** A dark and brooding presence that keeps its secrets hidden deep.

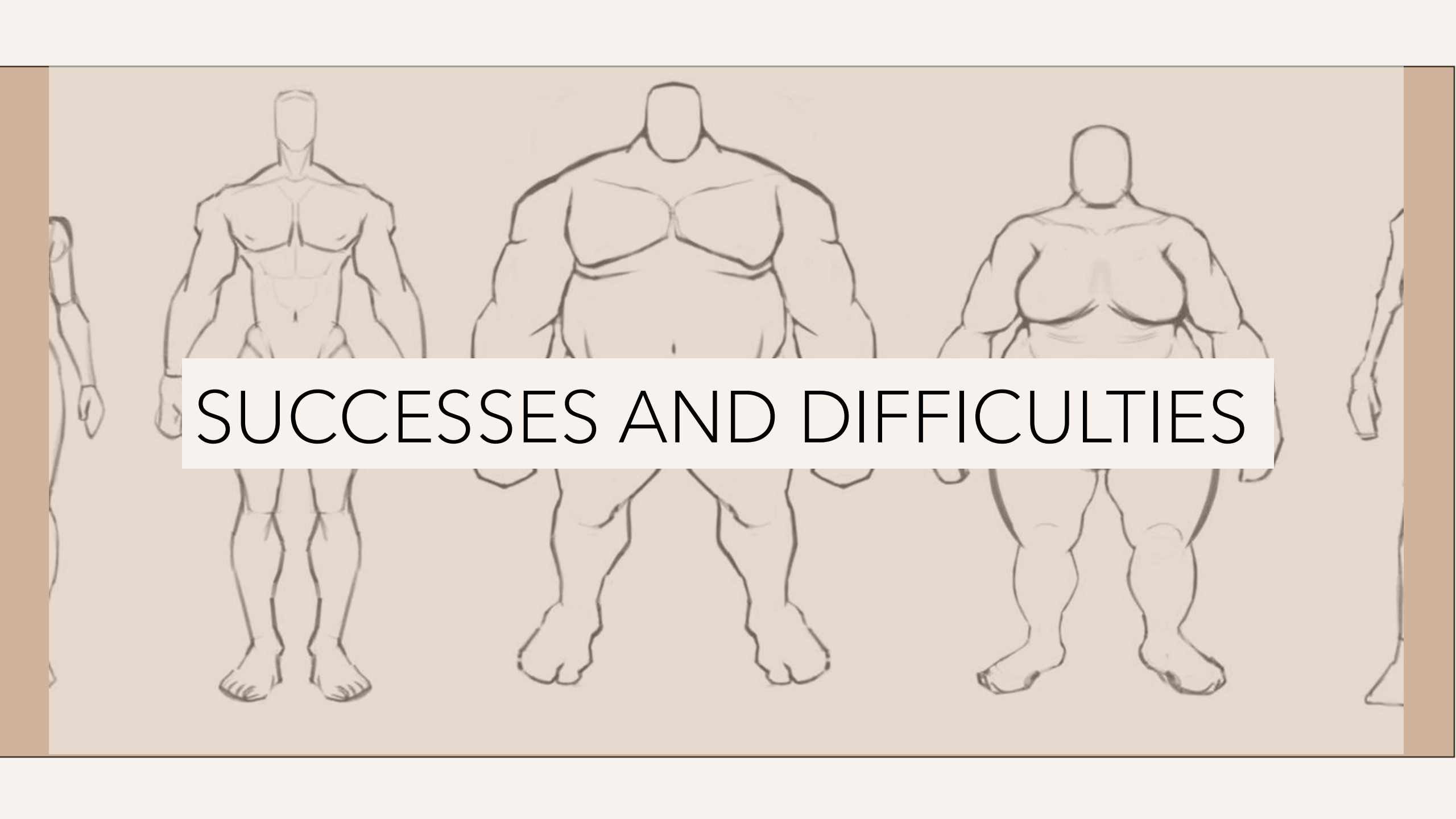
**Context:** Lacking in Russian attire, focus more on overall appearance, facial features.

**Why:** To see how much can representation lack in costume before it doesn't contain any at all.  
Importance of recognisability.



# LINE-UP



The background of the slide features three anatomical sketches of a male figure, focusing on the torso and legs. The sketches are arranged horizontally and show a progression of muscular development from left to right. The first sketch on the left shows a lean, athletic build with defined muscles. The middle sketch shows a more muscular, bodybuilder-like physique with significantly larger pectoral and deltoid muscles. The third sketch on the right shows a very muscular, almost monstrous build with extremely large, rounded muscles. The sketches are rendered in a simple, line-art style with some shading to indicate muscle mass. A white rectangular box is superimposed over the middle of the sketches, containing the text "SUCCESSES AND DIFFICULTIES".

# SUCCESSES AND DIFFICULTIES

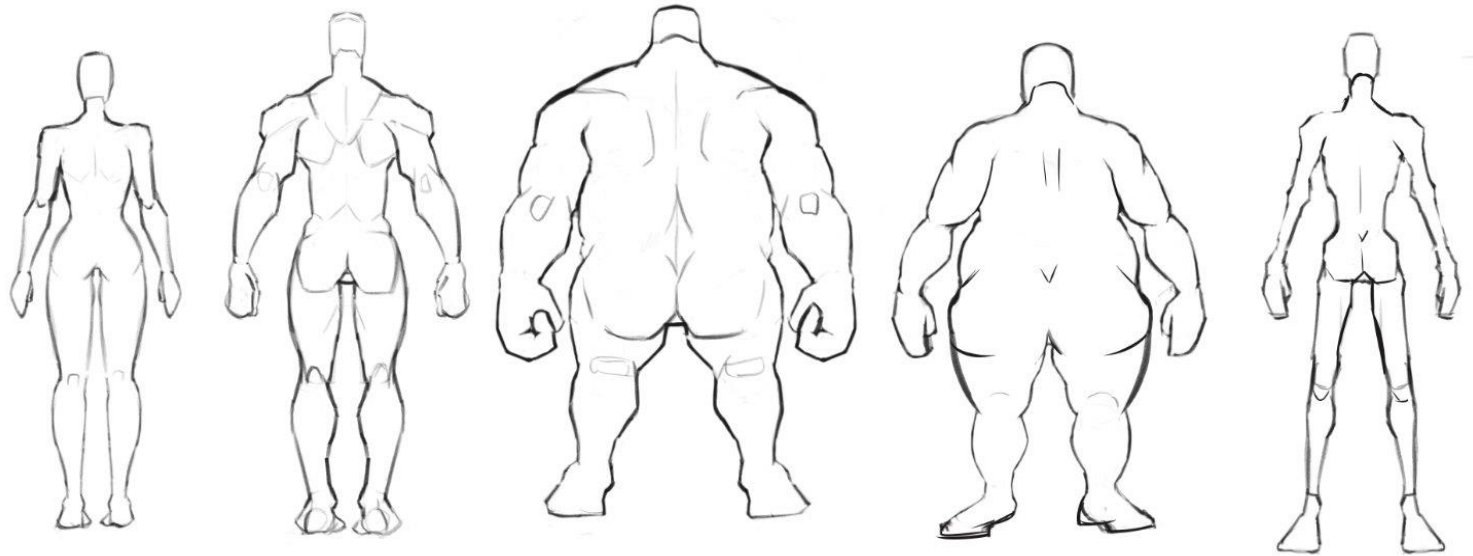
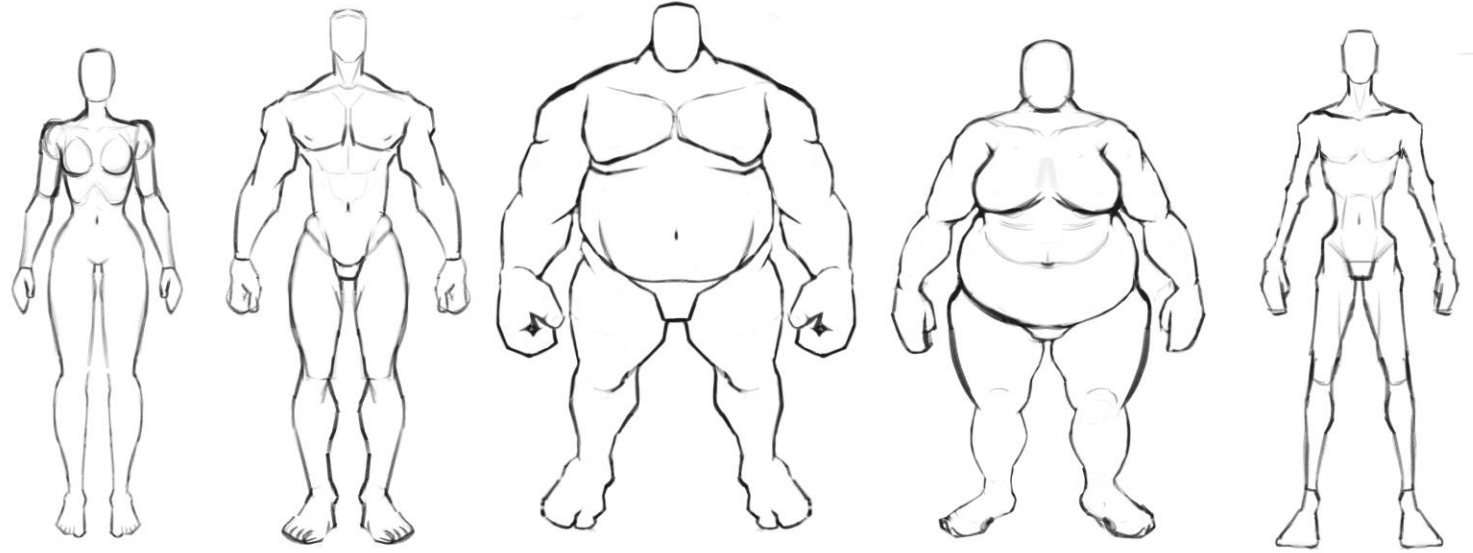
# SUCCESS

- Expectations met!
- Almost 40 survey responses!
- Project followed the key objectives!
- Realistic scope!
- No proposal compromises



# DIFFICULTIES

- Time constraints
- The size of the project goal
- Software difficulties
- Falling behind the GANTT chart



# FUTURE

- Limit to 3 characters per genre
- Create orthographic views
- Try a wider variety of cultures





# CONCLUSION





THANK YOU FOR LISTENING,  
ANY QUESTIONS?

---

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