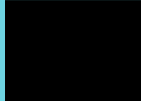
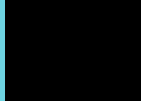


ACCA5045 Evolving Creative Craft

Rhys Myer 2400921

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The base idea was to see what kind of waddle dees could be created that haven't been done yet using other genres and styles.

The first couple of ideas I had were to take a design from another game and see how it fits within the style of Waddle Dee, so I ended up using the Eye of Cthulhu from terraria, which definitely added a slightly unnerving but funny look to the design.



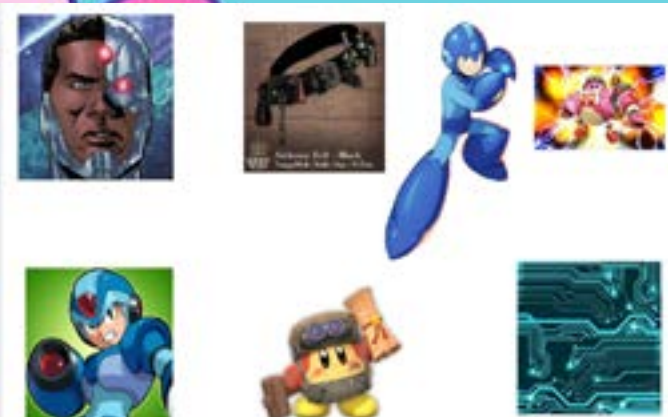
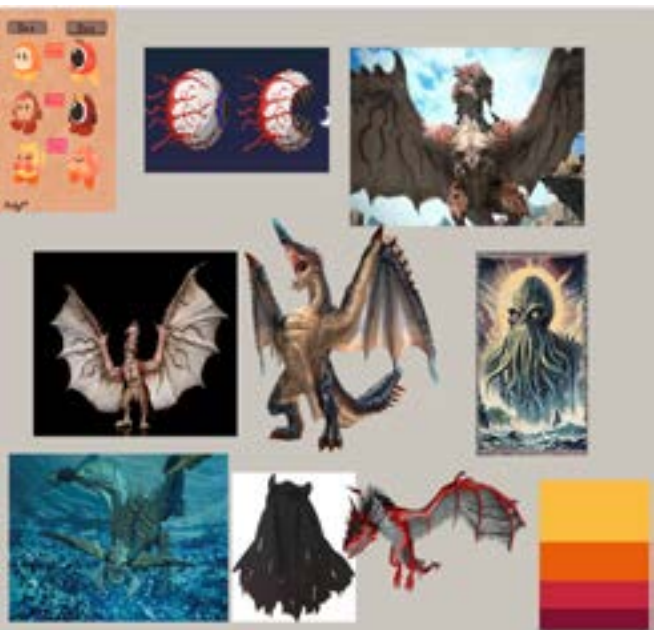
Another design idea I quite liked was to add a lot of cybernetics onto the body, which, if done right, could create an unnatural look to the creature. using cyborg as an idea base as well as robots such as Echo.



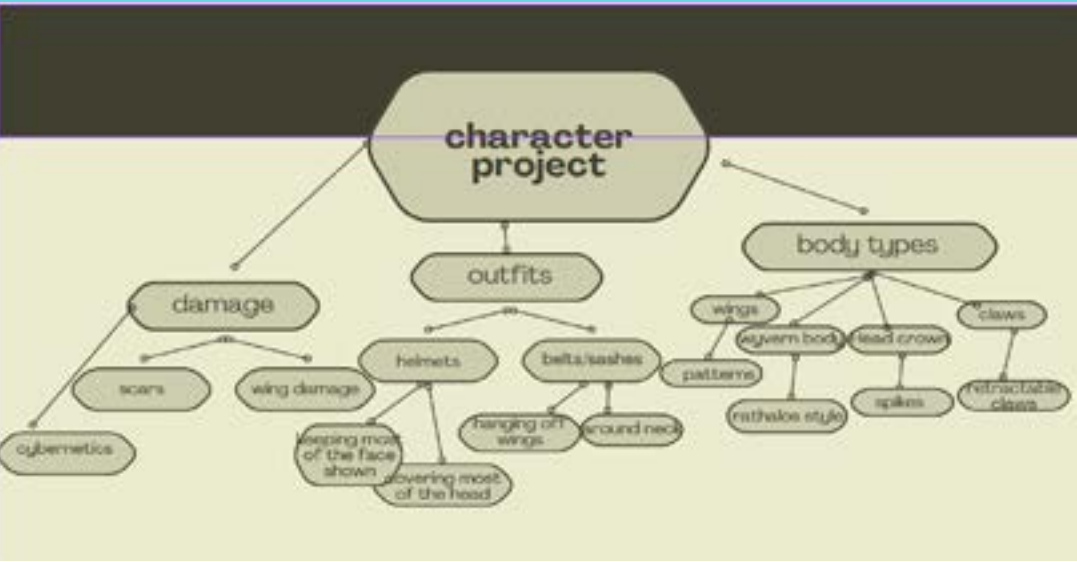
Instead of going down the full cybernetic design from the other idea, I could go down the full biological/animal approach similar to Monster Hunter, in which I had to think of an environment these creatures would live in, so I thought, 'If I'm going to be doing a similar route to Monster Hunter, why not use a Monster Hunter environment as the base? So using the ancient forest as a base, I took some ideas from the apex creatures living there. (rathalos and nargacuga) and took some ideas from the ultimate creature on the planet: a crab.

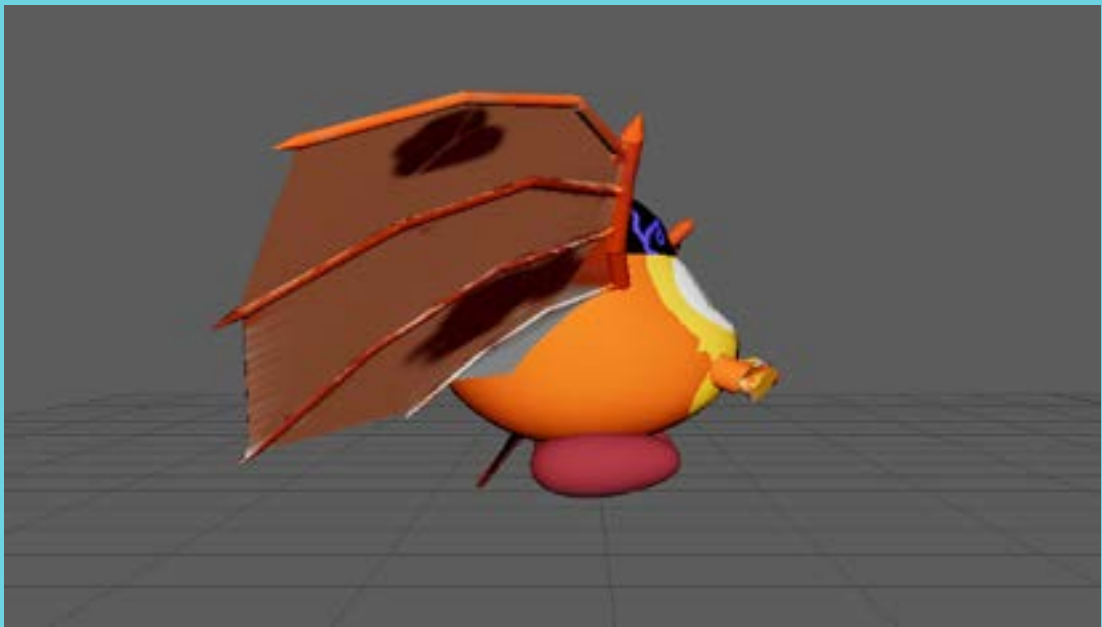
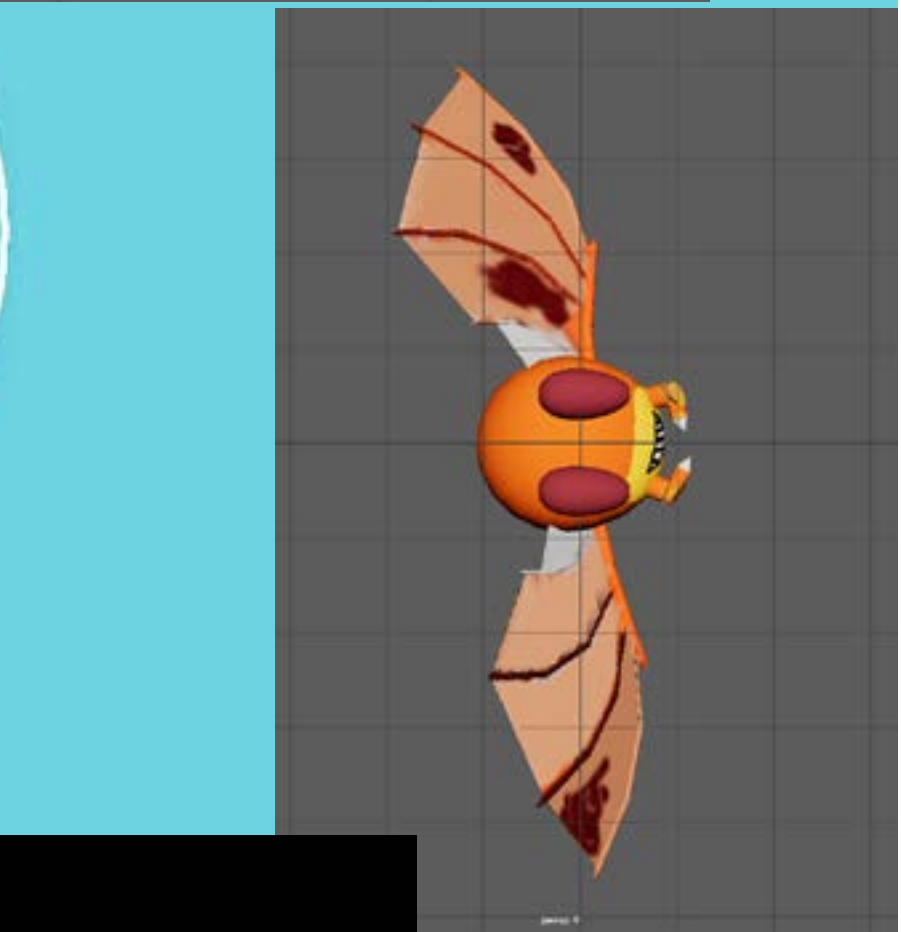
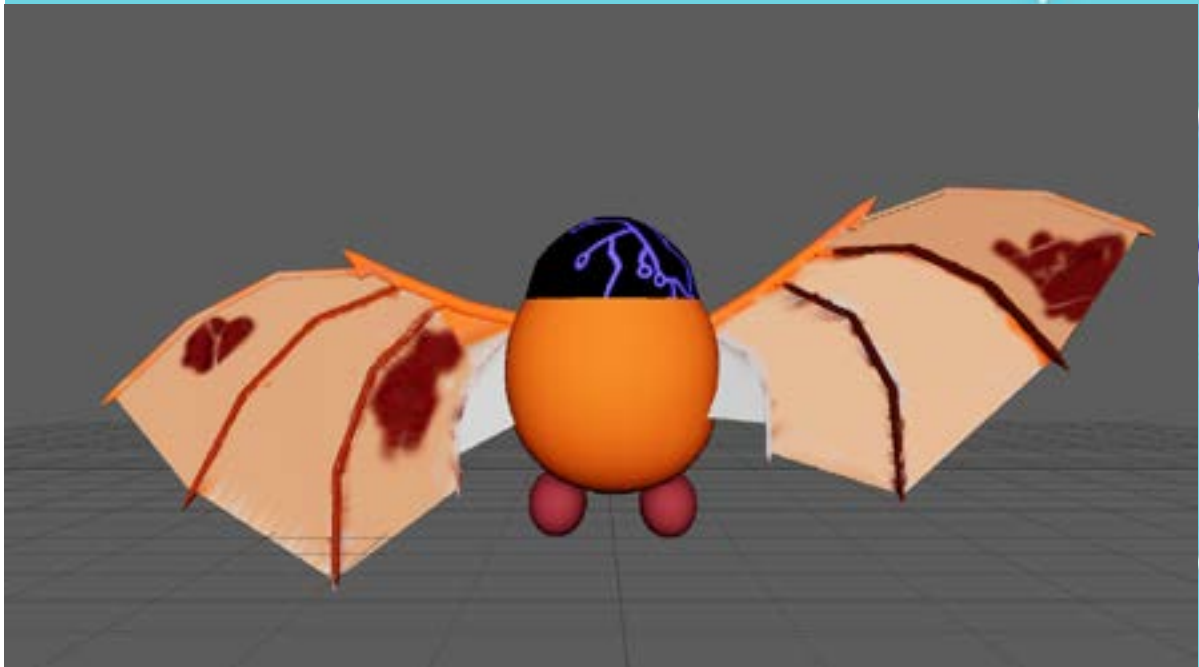
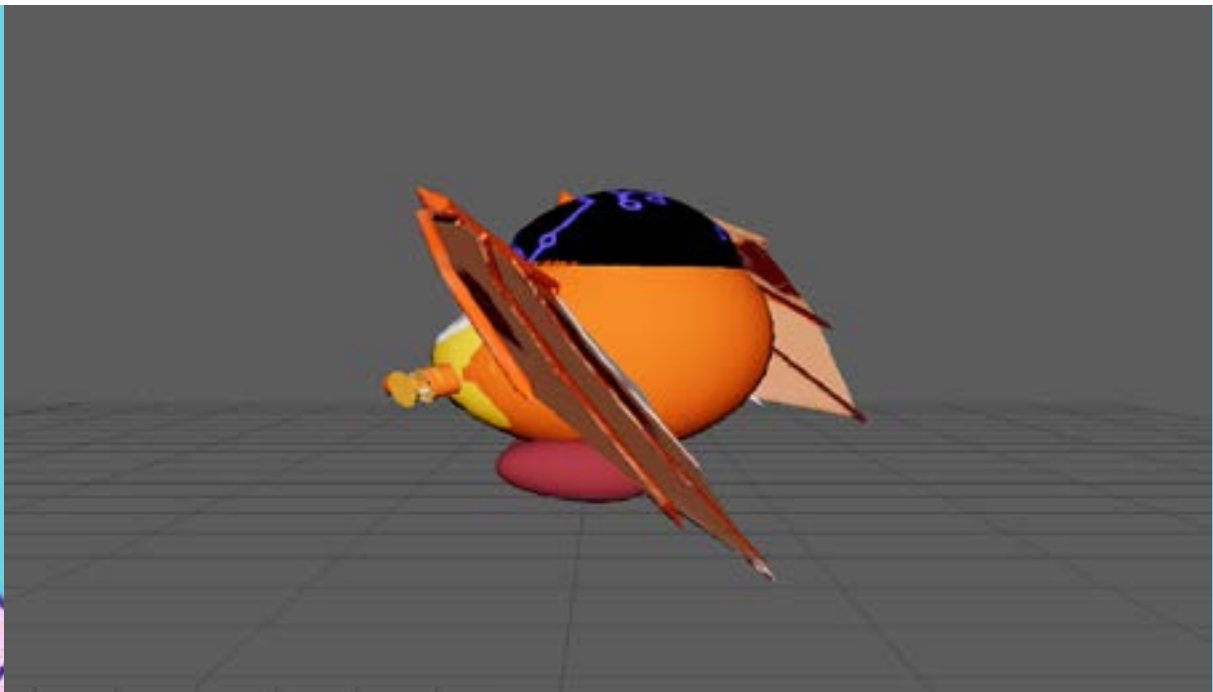


The idea of using the eye never sat right with me. I could never fully create an image in my head of the final version, so using the 2 other designs, I tried to combine the animalistic parts with some cybernetics. such as a circuit board design covering the head, feet and claws with some extra armour plating over the wings



The 2 separate mood boards are for the body design with the wyverns, and the one with Megaman and Cyborg is more for some of the possible outfit designs or cybernetics added to the creature.





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