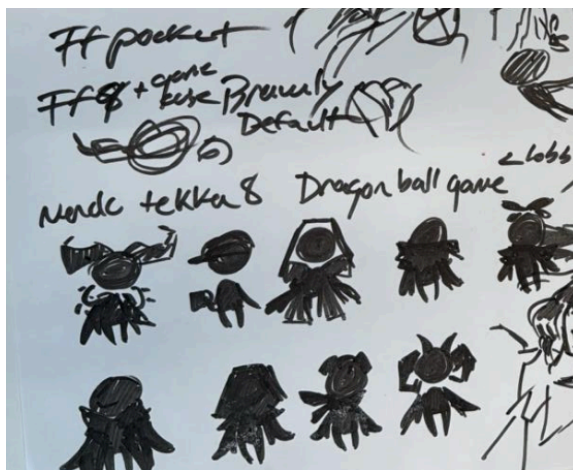# Bonds

Brainstorming and Prototyping: Player Character Design

Charlotte Weiss - Data Mage Studios

Iteration 1 - Silhouettes

We had a general shape we wanted every character in the game to have, so the first round was playing with silhouette to see what shapes we could create off of that base for an interesting player character.

Feedback:

- Not the best way to start unless we were constantly looking at our PC from a front view.

- Make shapes that could be seen from player's POV and make an easily recognizable character, something you could see right away

- Simplify details to accommodate for how small the characters will be proportionally

- Take inspiration from Bravely default, Tekkan 8, Nenderoids, and FF Pocket for designing 'chibi' characters

Decision:

- Focus on details that amplify the player character's head to be easily recognizable.

- Simple nenderoids are great inspiration, and Project Mirai 2 uses great nenderoid-esque models in the game. See how they model the characters

  https://www.models-resource.com/3ds/hatsunemikuprojectmirai2/

Iteration 2

In order to match our fantastical and Dutch theming, Yoshua and I decided to settle on a 'tulip' hat character. Heavily inspired by 'Children of the Light' and 'Hollow Knight', we designed a simplistic shaped character that could be easily recognized / seen from a distance with contrasting colours. We each played around with differing shapes for the hat and how the leaves would look on the shoulders and the top of the head.
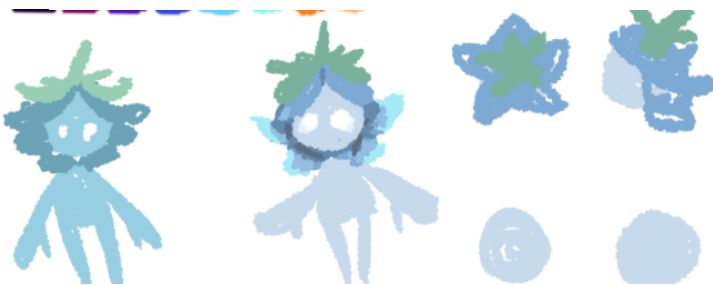
<u>Feedback:</u>

- Some of the faces are too hidden / don't quite invoke a flower
- Height of stem will be important for distinguishing the player.
- Colours don't match with the theming of the world, making them not feel like they belong.

<u>Decision:</u>

- Go with a flower hat that shapes the face a bit more and helps it stand out and brings attention to it.
- Focus on making the stem stand out more as well.
- Make the character look a bit friendlier, since some look too sad. Blank slate, similar to a silent protagonist that the player can insert themselves into?

Iteration 4 (Iteration 3 was done solely by Yoshua, I was tasked with refining shapes and character details)
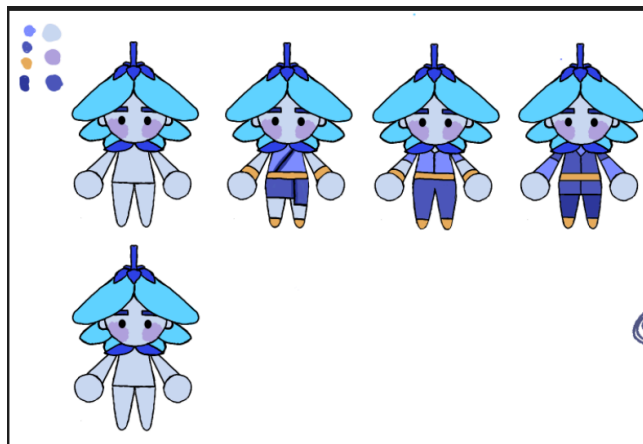
Notes / Details from Iteration 3:

- Long sleeves make the character feel muddied
- Gold is nice and helps tie the design together, especially with it brought into shoes, belt, and wristlets.
- More oval shaped eyes, as the round eyes make the character feel too lifeless.
- Push proportions slightly to make it feel more cartoony.
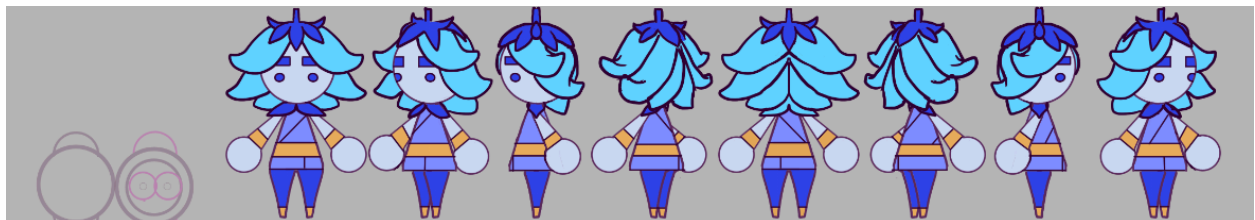
I pushed some proportions such as the thickness of the gold bands and the eyebrows. I also made the top of the stem slightly shorter and had more emphasis on the stem leaves, as it would be easier to see them from our POV in game. I also adjusted body proportions so that the model would be more easily read and easier to model. Lastly, I created a turnaround for modelling purposes and to show details from all sides.