

2D GAME ASSET CREATION

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INTRODUCTION

In this assignment, we are tasked to create a 2D villain character sprite using Spine that will be used in a mobile game based on themes that are given to us.

Here I will bring you through the world building, concept art, development and final product of the villain character.




CHOSEN THEMES

♦ War ♦

The War Genre usually involves a soldier or a group of soldiers preparing for, engaging in and even recovering from wartime combat.

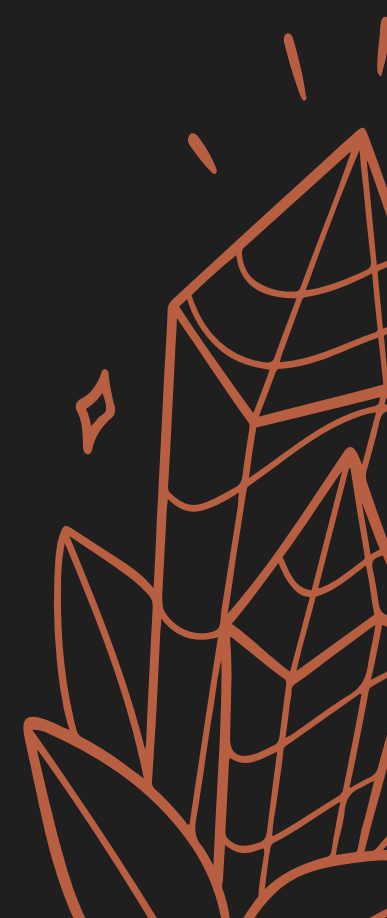


War stories usually tell a story of a soldiers in a battlefield with the possibility of death and loss, fighting for a cause.

♦ Dark Fantasy ♦



Dark fantasy is a subgenre of fantasy literary, artistic and cinematic works that incorporate disturbing and frightening themes of fantasy.

It usually combines with elements of horror or has a gloomy and dark tone or a sense of horror and dread.



LORE

The Creation of the Regions

There was a world where 4 gods existed, each holding an element of strength, perseverance, care and hope. These gods lived on their own, not knowing of each other's existence until one god, the god of strength decided to create a human. All the gods were curious, sparking the same idea as that god and thus, the other gods followed.

People with strength, perseverance, care and hope were born and created from the light of the universe. With Hope being held in the North, Care being fostered in the South, Strength being forged in the West and Perseverance being carried in the East. They are dubbed the Regionists.

They interacted, they got along and they created communities among themselves. The gods knew of each other's existence by then and decided that this world was perfect, and so, the 4 gods laid low in each of their worlds, protecting their creations.

The Fall of the Regions

A divine being, Geosomeilleon was casted among the 4 gods. Spiteful and envious of the world the 4 gods joyously created without them, they wanted to create humans that could live with the 4 Regionists, but alas, outcasted they were as each creature created by the divine being were ravenous and destructive.

As each creation of the divine being fell to their deaths, they grew outrageous. On and on, they would form new creatures stronger and stronger to overtake the world the 4 gods created, so as to create a new world as perfect as theirs.

The Regionists fought hard, but as the regions were close to defeat, the gods awoke from their slumber, responding to the prayers of their followers. The 4 gods have decided that each of their own powers were not strong enough to defeat the singular dark force that was destroying their creations.

The Rise of the Region Gods

Thus, they combined their elements, bringing hope, care, perseverance and strength all together onto their people.

With a newfound power, all the regions came together and fought the divine being's creations once again, and together, the gods have finally put the dark divine being to sleep.

With all the power of the gods used to put the divine being down, the 4 gods used the last of their power to create one giant rock to seal the dark divine being in and entrusted their creations to keep it sealed away from the world.

The Regions Today

As generations passed, those who have the power to harness celestial energy are responsible for keeping the dark energy sealed away. They are treated as royals.

Royals can pass their ability to their child to carry on the responsibility of keeping the dark force at bay.

Many years of peace among the regions has passed, the regionists were capable of sealing the dark force away from the world, even celebrating it annually to commemorate the efforts of the 4 gods.

However, with peace among regions, the dark force only grew stronger, with spite and envy growing with each celebration they threw. The divine being have slowly cracked its way into the surface again, creating creatures that attacked the regions but thankfully, the knights were able to fend them away from their regions.

But as time passes, more cracks were starting to form around the earth, as creatures were growing more abundant, the dark force slowly makes its return to the earth, ready to conquer it once more.

ABOUT THE VILLAIN

◆ Biography

Name: Geosommeileon

Age: 4 billion years old (as old as the Regionist's Land)

Height: 30m

Weight: Unknown

Gender: Unknown

Geosommeileon is the embodiment of evil and is known to be what drives evil forces of greed for power and control and many more destructive behaviours. They were put to sleep in the core of the Regionist's Land after causing a war out of envy of the 4 Region gods.

Geoseommeileon rises again after the protective magic beneath the earth made by the 4 gods slowly withered as they slowly made leaks of dark energy onto the surface.

Personality

The divine being is an entity full of grudge and envy against the 4 gods and its creations. While they may be a being of chaos, they take their time to plan out and analyse their enemies to ensure a swift and honourable victory.

They do not hold back expressing their hatred against the Regionists and ridicule them for serving hypocritical gods.



◆Abilities

- ◆ The divine being is capable of harnessing dark energy that creates life from the darkness of the universe. Unlike the Regionists who are created from light, dark creatures foster war and hatred, thus making them creatures of chaos.

As the divine being has been in a slumber for generations, they have slowly started to show cracks of gaining their ability to create creatures with the tiniest amount of dark energy. They spawn minions from the soil of the Regions, commanding them to attack the Regionists as a threat that they are slowly making their return.

In battle, they are accompanied with dark creatures that aid them in combat and they are able to leave their opponents defenseless as they drain their light energy.

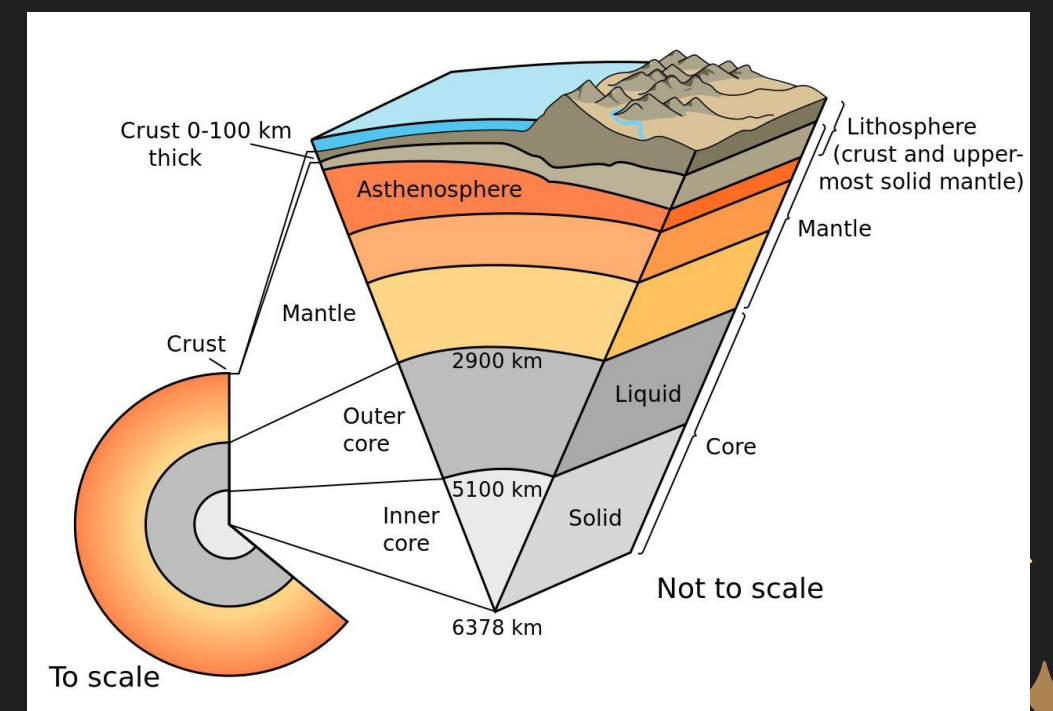
Research

Since my villain's background involves being submerged into the Earth, I decided to research more about what is inside the Earth and how it functions.

The layers of the Earth

The Earth consists of 4 main layers in its interior, beginning with the crust, the mantle, outer and inner core. The interior of the Earth mostly consists of the mantle, which is made up of molten rock, also known as magma. The outer core is made of liquid iron, while the inner core is made of solid iron-nickel alloy.

The heat from the earth are mostly responsible for tectonic activities like volcano eruptions, earthquakes and tsunamis due to convection waves from the heated magma.

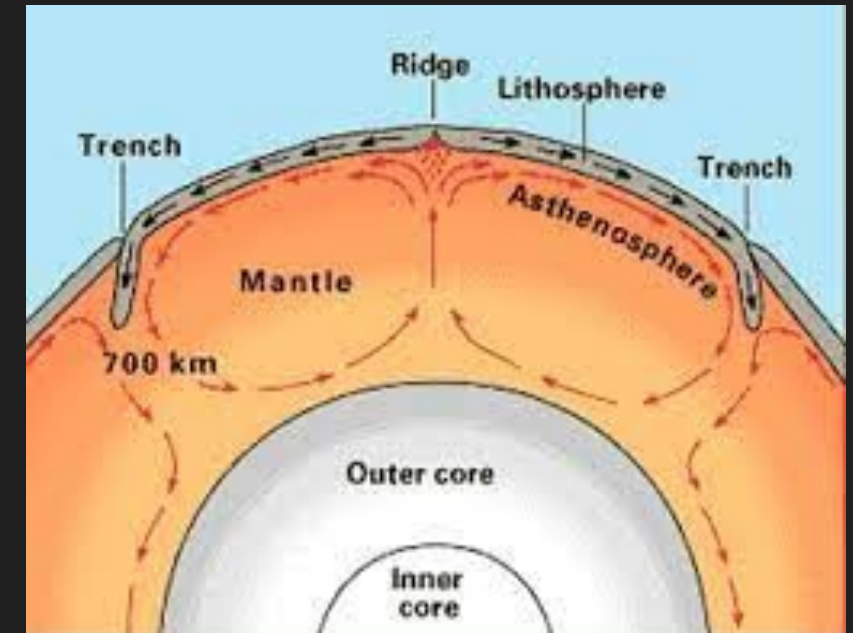


♦ Why the interior of Earth is so hot

♦ During the creation of the Solar System, many forms of matter were travelling at high velocities, producing kinetic energy. As matter collided with one another, massive amount of heat was expelled, creating gravity and absorbing rocks which made Earth we see today.

Gravitational forces from the sun, moon and other planets surrounding earth also puts the Earth under immense pressure, contributing to the heat energy from the inside.

The last source of heat comes from the nuclear energy the core produces which maintains the Earth's heat.

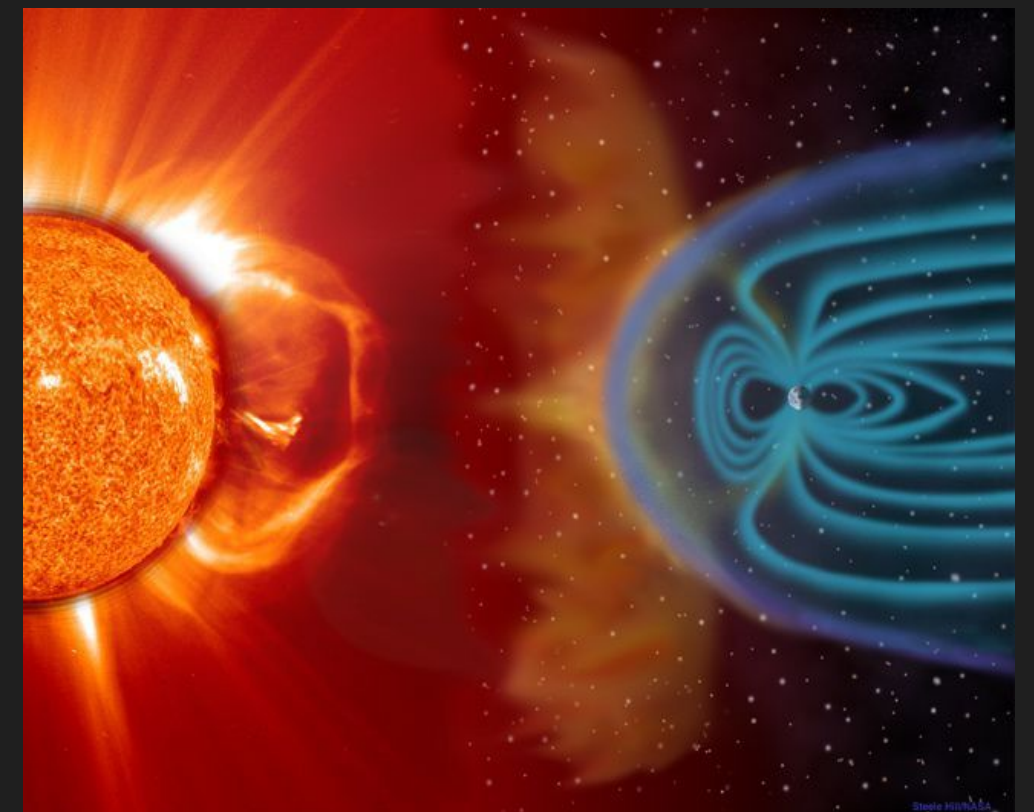


The Geomagnetic Field

Due to the convection currents of molten iron and nickel produced by the Earth in the mantle, a process called geodynamo is formed.

Geodynamo creates a protective magnetic field around the earth, like a giant magnet from the convection currents in the Earth. This geomagnetic field protects the Earth from solar winds which are produced by the upper atmosphere of the sun.

Particles from the solar wind could damage the ozone layer, exposing the Earth to harmful ultraviolet radiation, however, the geomagnetic field dissipates the particles from the Sun.

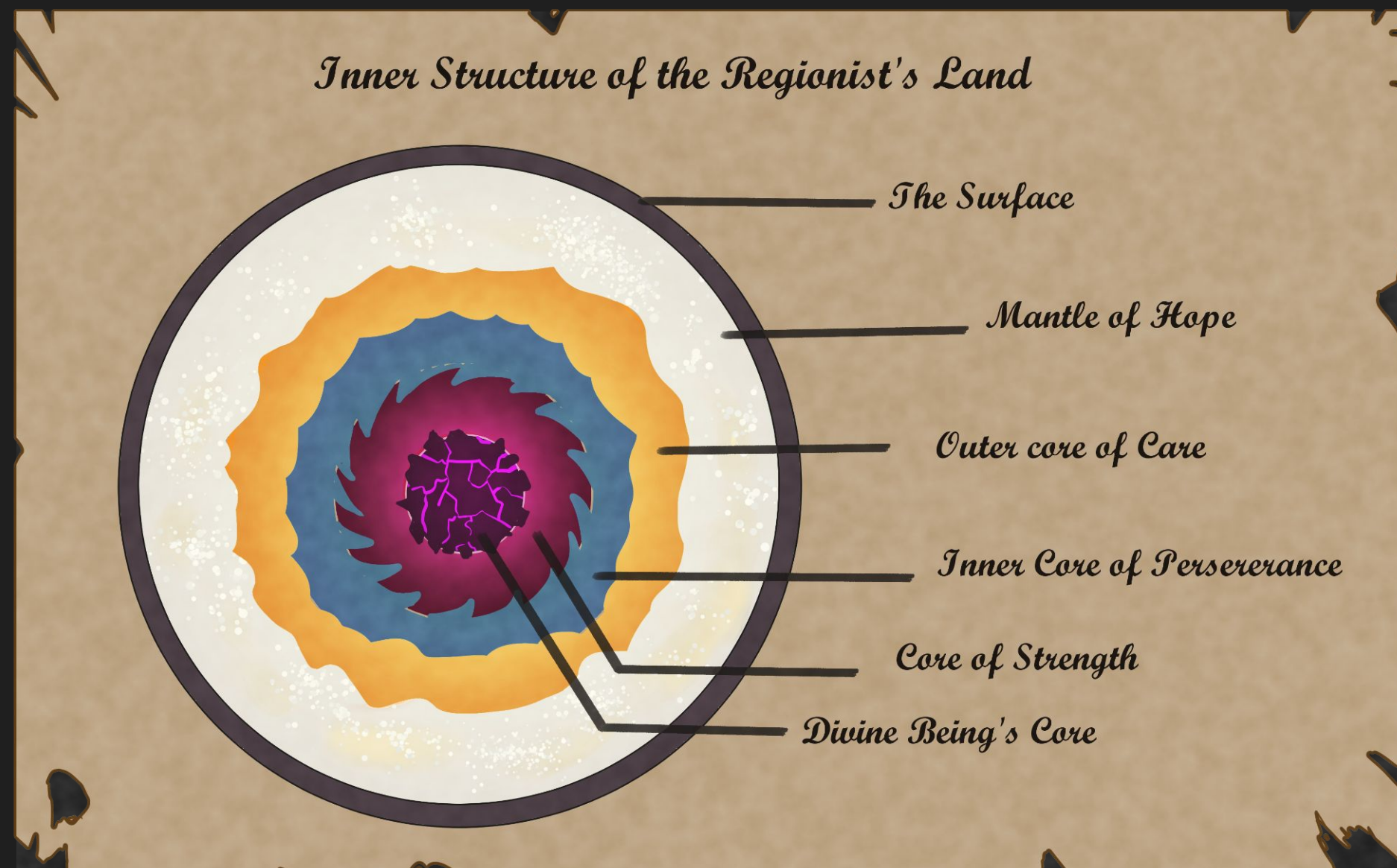


♦ Application to the Lore

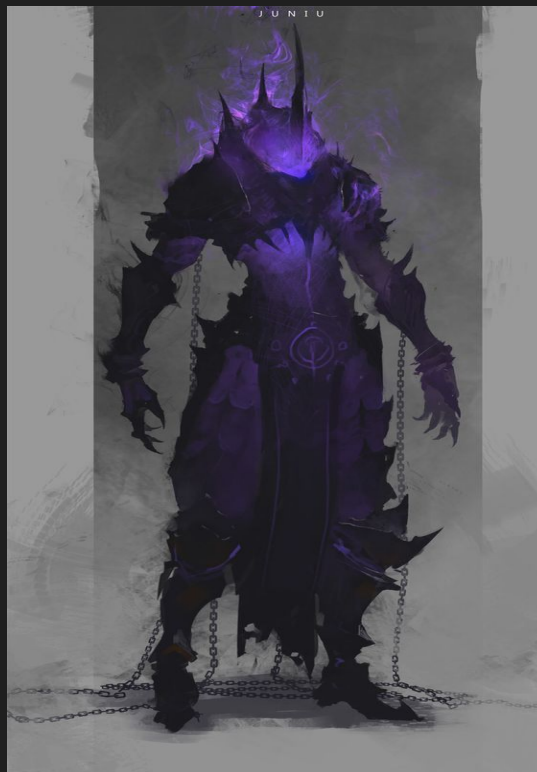
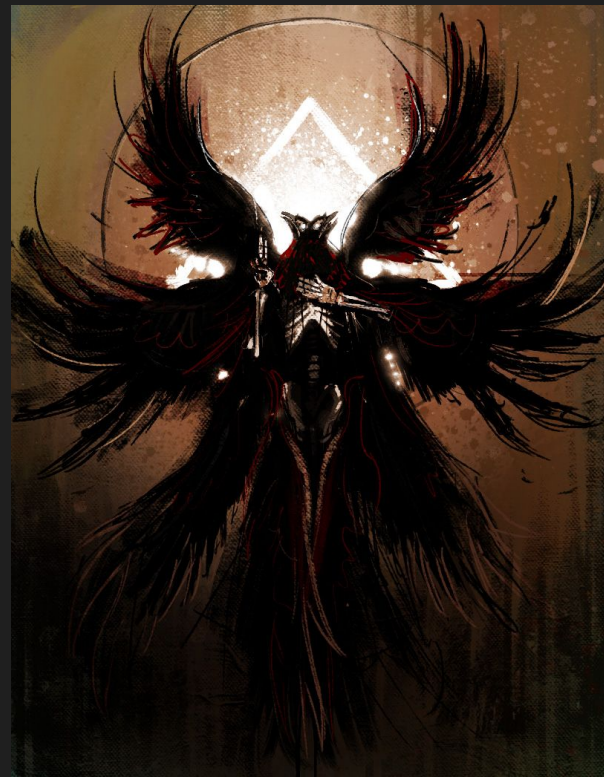
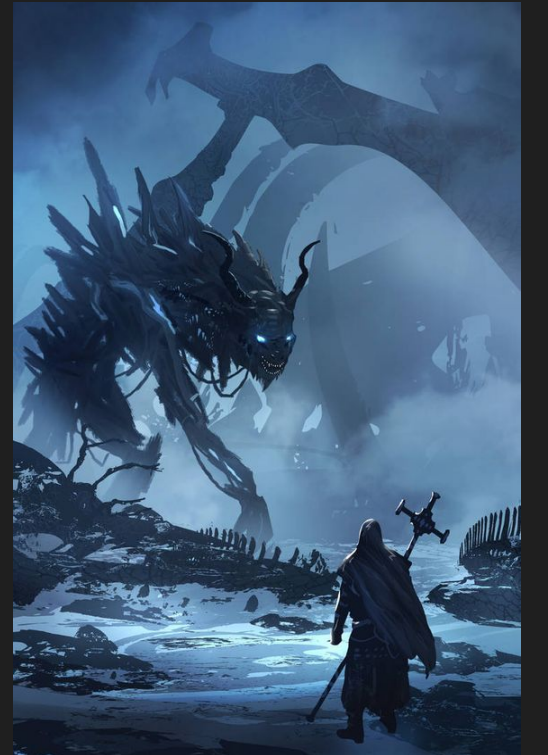
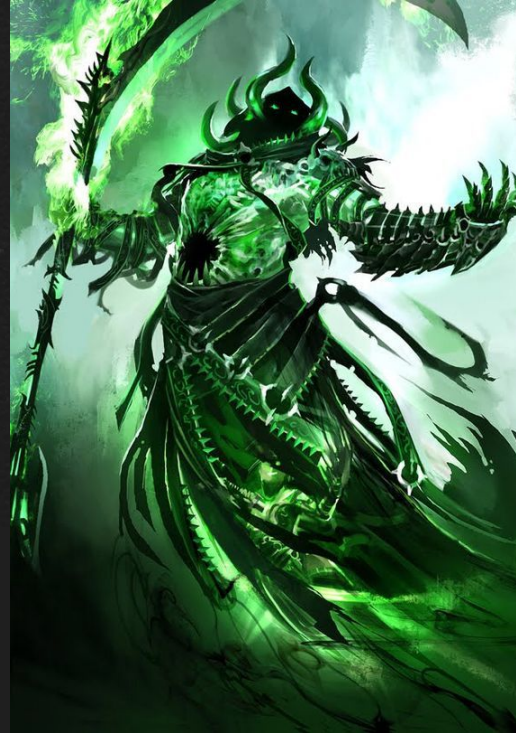
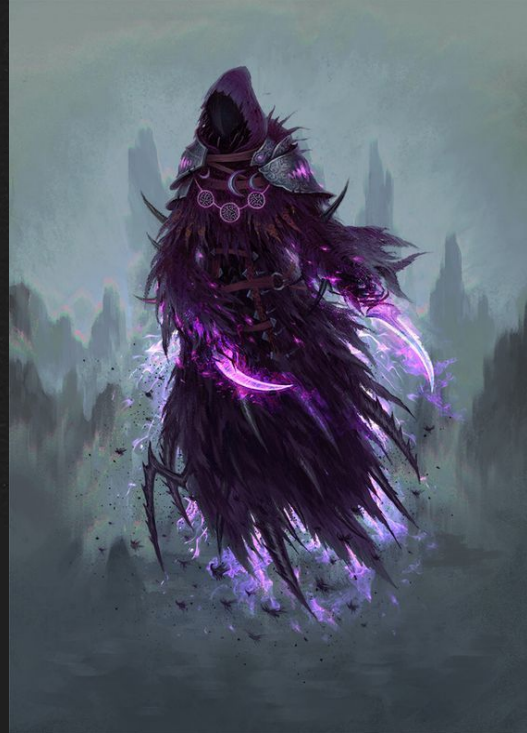
♦ The Slumber of the Divine Being

The Region Gods created a planet for the Regionists to keep the Divine Being in its slumber under the Earth they lived in. Beneath the ground of the planet they lived in was immense amount of magical energy created from the power of the 4 Gods.

It was energy made of the elements of the Regionists and what lies in the core of the planet, is the Divine Being itself, trapped in a sphere of pure elements in an attempt by the gods to purify it.

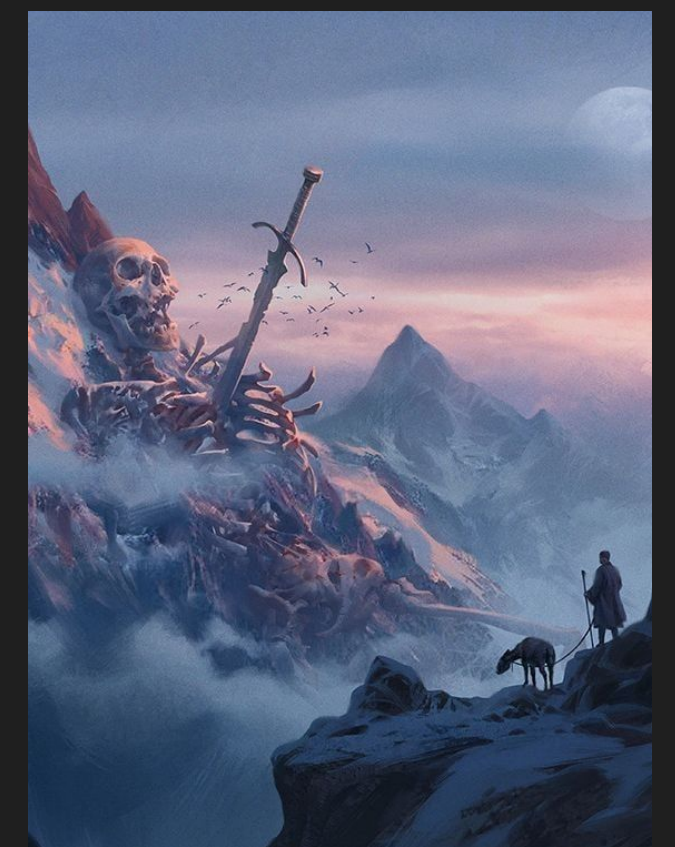
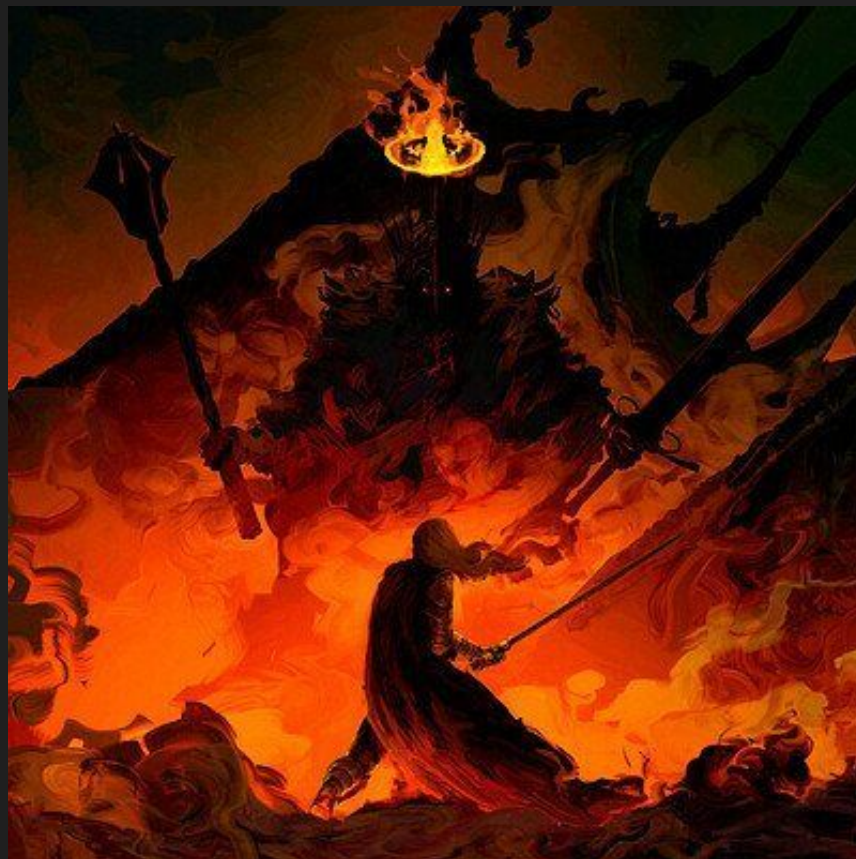
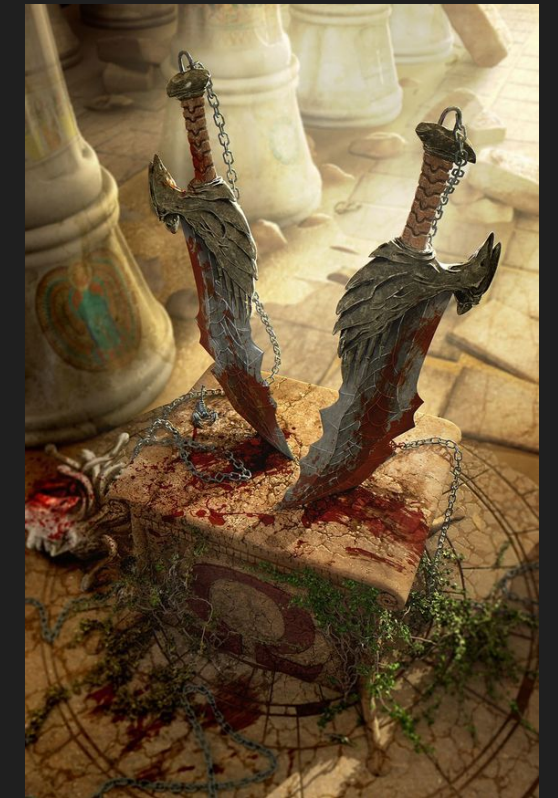


Villain Moodboard



Ominous form, mysterious, looks beaten up, use of purples or greens. Has minions which are ominous creatures

Theme Moodboard



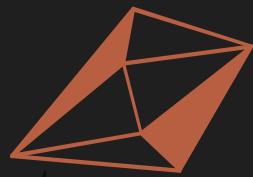
War; ruins, corpses, disorder and chaos
Dark Fantasy; the dark side of fantasy, dragons, orcs

Artstyle Moodboard



With reference to Epic Seven, I will be using cel shading and thick lineart for my villain character sprite.

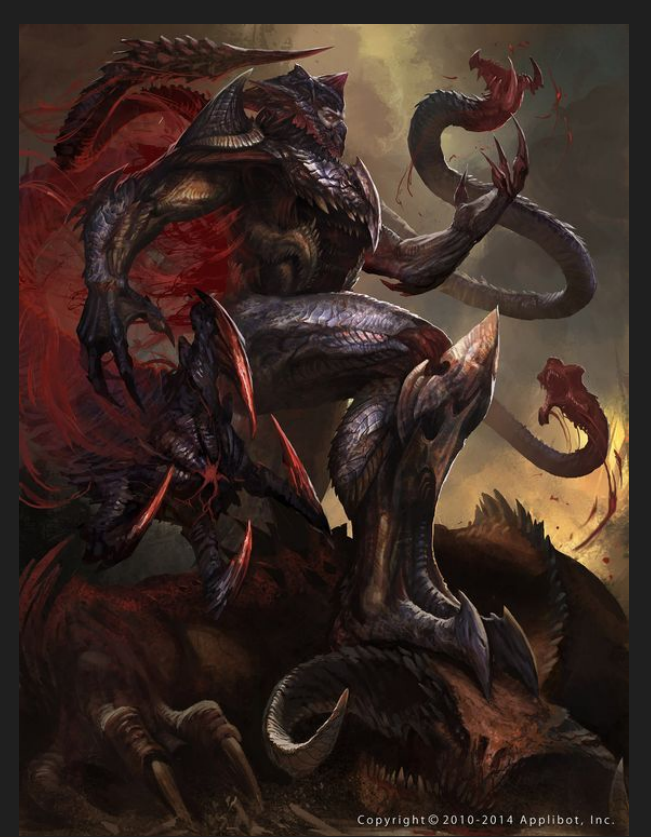
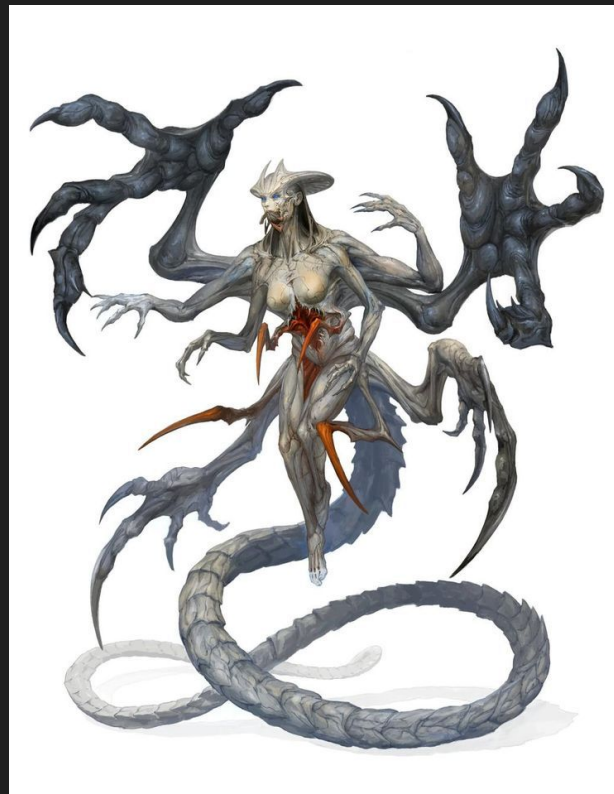
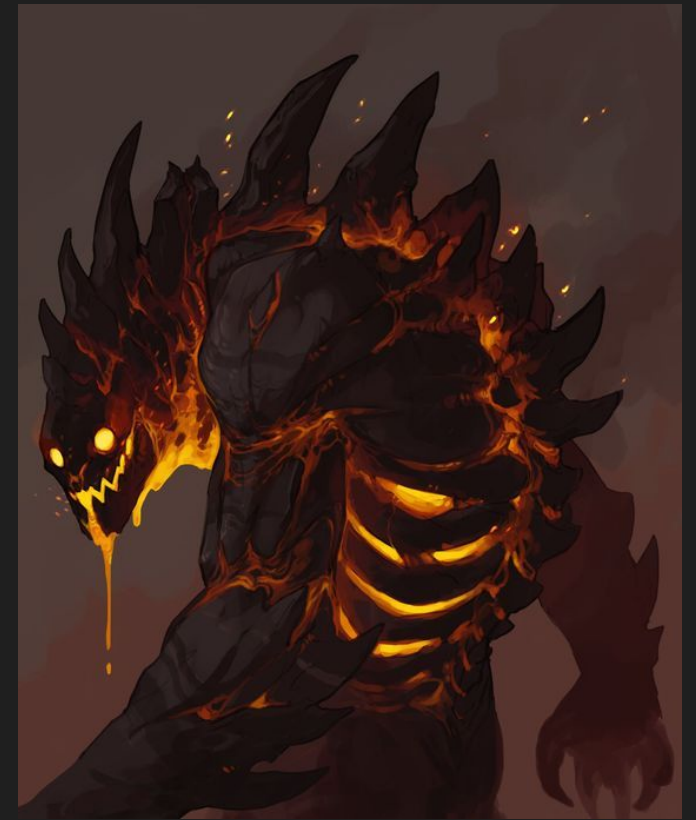
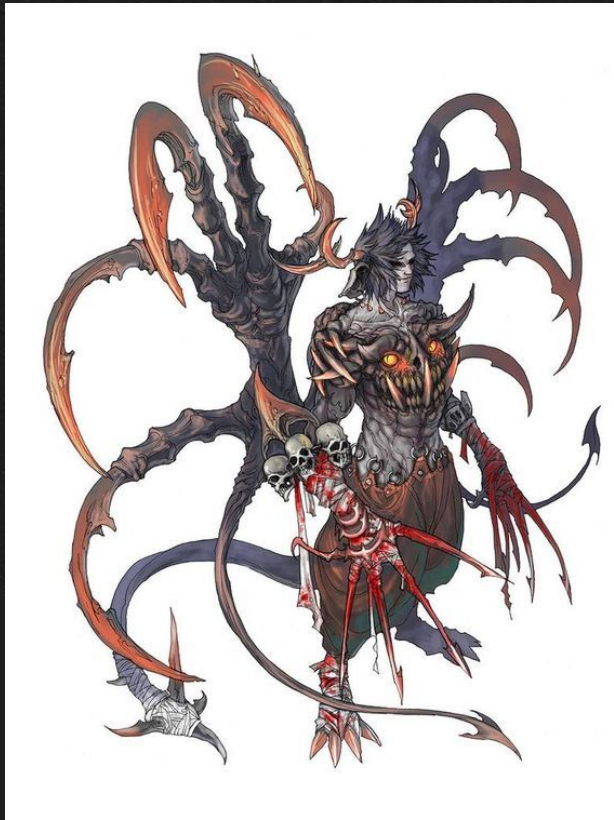
Thumbnails



Here I experimented with different body types and concepts to see which best describes a powerful, chaotic villain who is in control of their minion.



Posing Moodboard



Posing Tests



In the posing test, I experimented with different poses to see which fits my villain the most. I also played around with different body languages to portray what kind of villain are they.

I settled with the final pose as it best describes them.

Colour Tests



Here are some colour tests I did for Geosommeileon. I wanted them to have a colour palette that spells out corruption and chaos so I played around with purples and greens. However, to stick to the lore of the countless layers of cores Geosommelielon had to dig through, rocks of different colours is also presented in some colour schemes

Final Design



Finally, I settled with a cool colour scheme to show the sorrow of my Vilain but added in a few warm colours for contrast.

Animation Process

Splitting up the parts for Spine

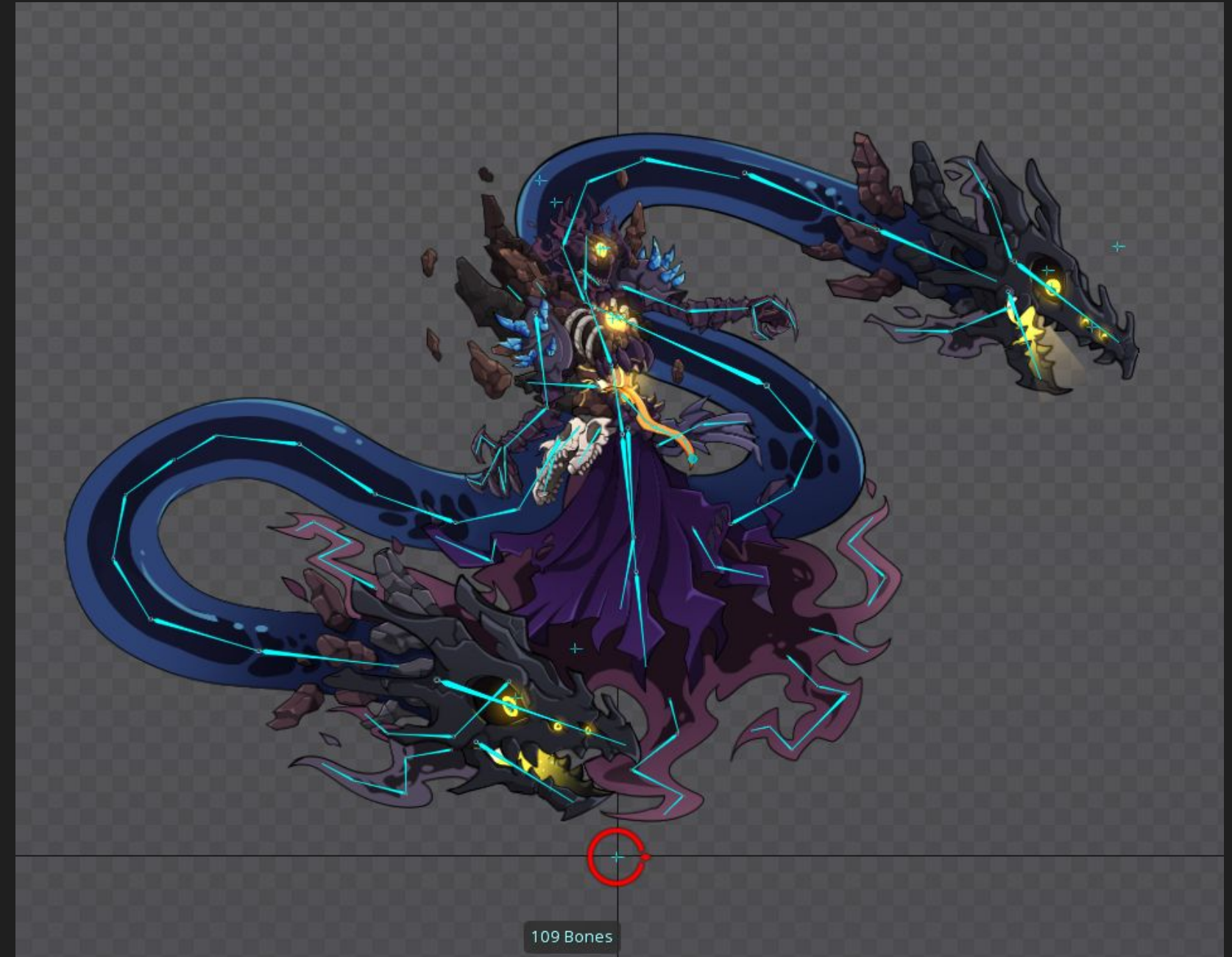
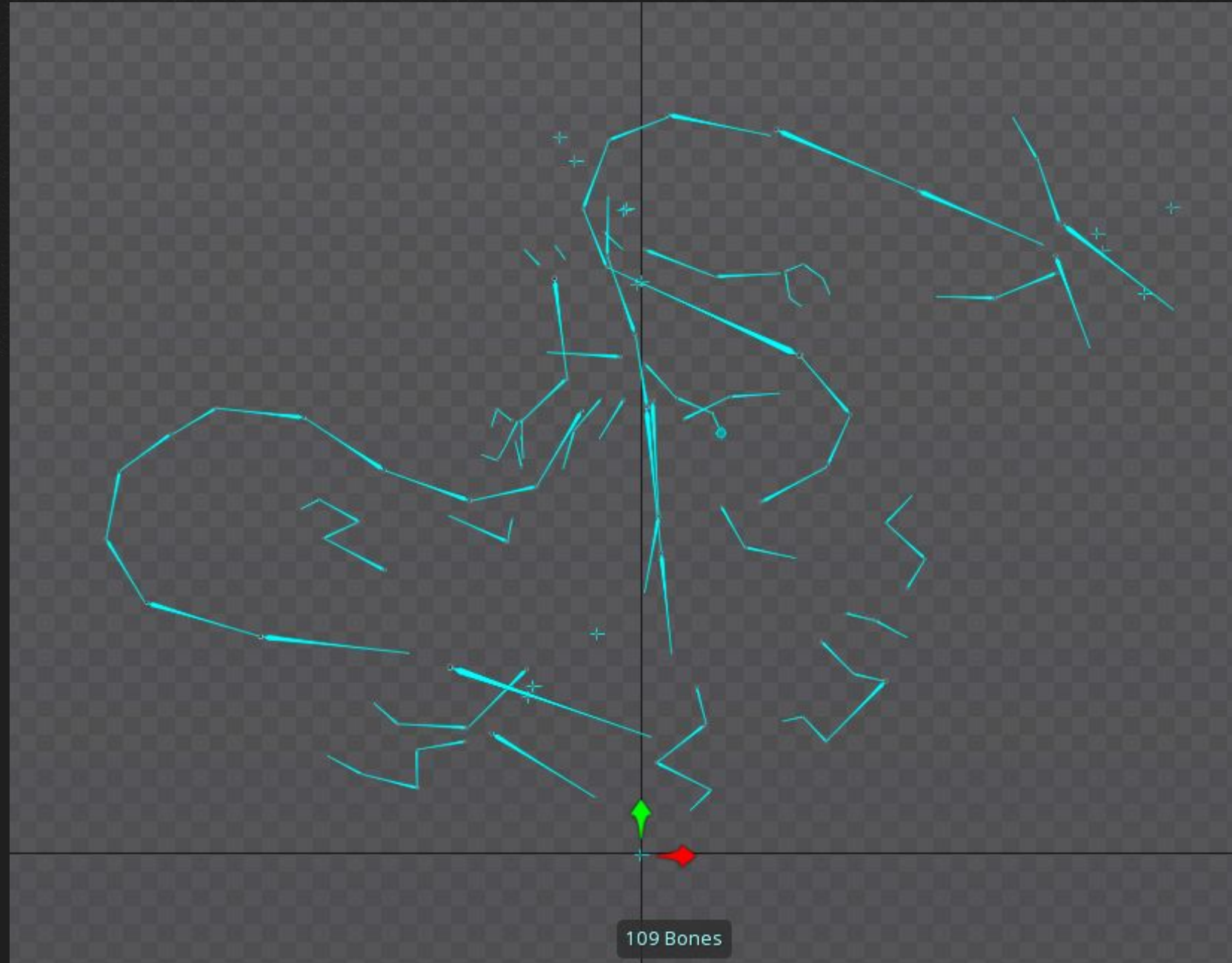
Before animating the Villain, I cut up the final illustration into different parts to rig in Spine. I separated the torso, limbs, clothes, dragon skulls and dragon bodies for it to be movable.



Rigging for Spine

When setting up the villain rig, I used functions like IK constraints and pseudo 3D methods to make the character easier to animate and to get the desired effect of fake 3D for my villain

Bone Placements



Final Animation



Game Mockup



