

HEROES OF

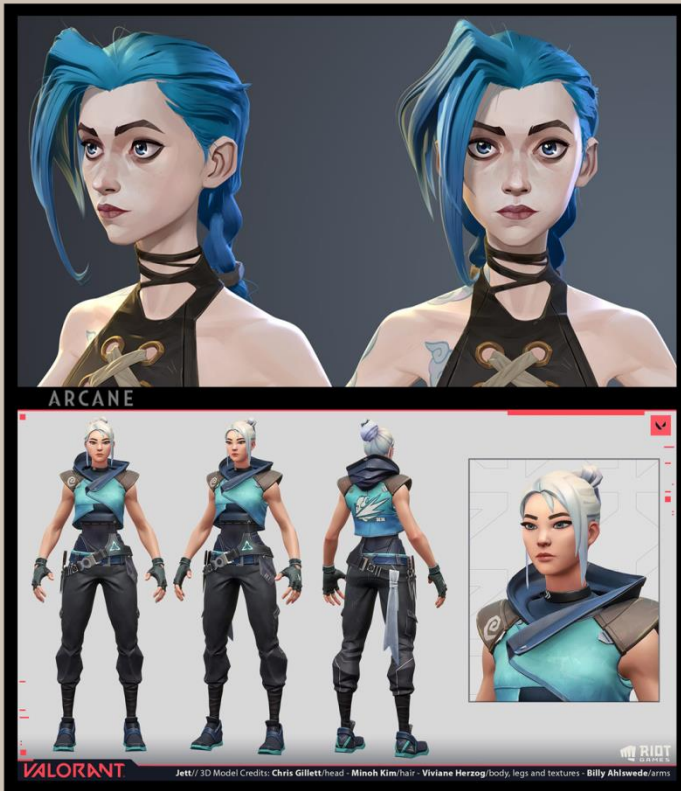
# Shallows

BEWITCHED

CONCEPT ART PROJECT ARTEFACT

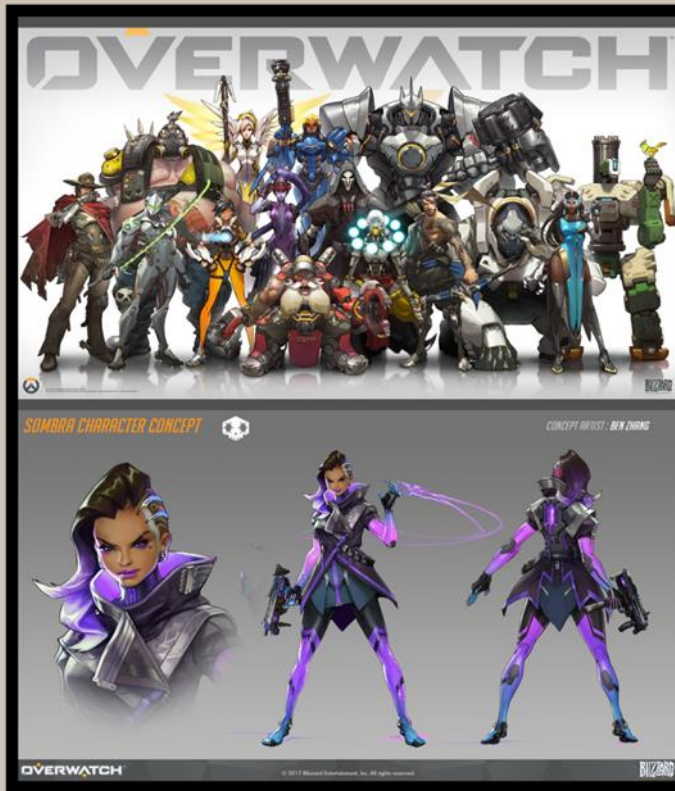
By Kasjan Sznajdrowski – s025295l





Arcane (2021) & Valorant (2020) Riot Games

### RENDERING STYLE & TEXTURES



Overwatch (2016) Blizzard Entertainment

### HERO CLASS SHAPE LANGUAGE & STYLISATION



Hunt: Showdown (2018) Crytek

### THEMES, MOOD, AND SETTING

#### What Inspired Shallows Bewitched?

I've always found myself divided between the appeal of stylised works which inspires my art and the more gritty themes of game worlds I enjoy immersing myself in. This showed itself in my choice of dream careers. Split between the enjoyment and comfort I'd get from designing stylised Riot or Blizzard characters and the fulfilment I'd receive from designing gritty hunters for Crytek's Hunt Showdown. Therefore I set out to create a not yet attempted collage of both.

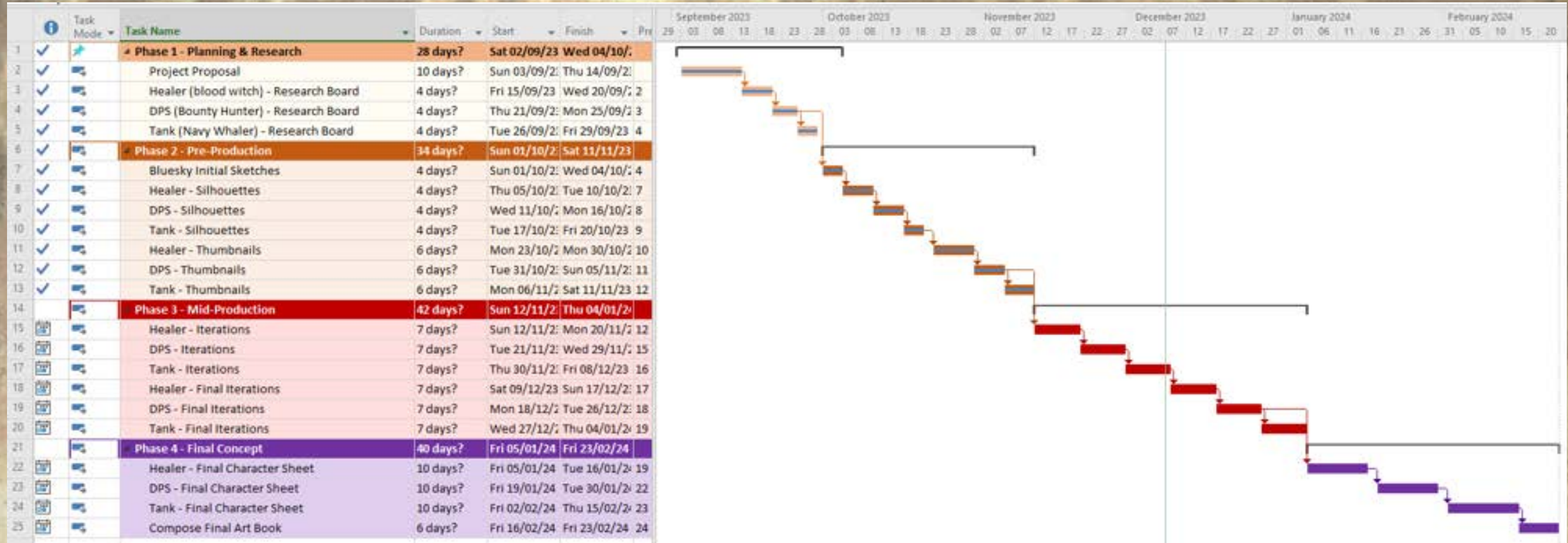
The gameplay themes of both studios will inform my design philosophy greatly. Such as playable heroes defined by class roles made to synergise and support one another but also be capable of fighting a team of equal ability as well as non-player mobs and the boss target; a feature which Overwatch has not yet capitalised upon. Bringing this hero mechanic over to a monster hunting PvPvE arena inspired by Crytek's Hunt Showdown will create a unique experience.

#### What Career Will This Project Attract?

This projects seeks to encompass the stylised art direction of hero oriented shooter character which Riot and Blizzard are notorious for with the dark and gritty themes Crytek currently employed for Hunt Showdown. These studios are my dream positions and I will reference their works throughout my design philosophy. I chose to exploring both these avenues with the goal of shaping my portfolio into a middle ground which similar studios may find appealing. All the while feeling confident that it's a process I can enjoy and a product I can deliver knowing my passion for the material and hopefully broaden my professional abilities.



## GANTT CHART PLANNING



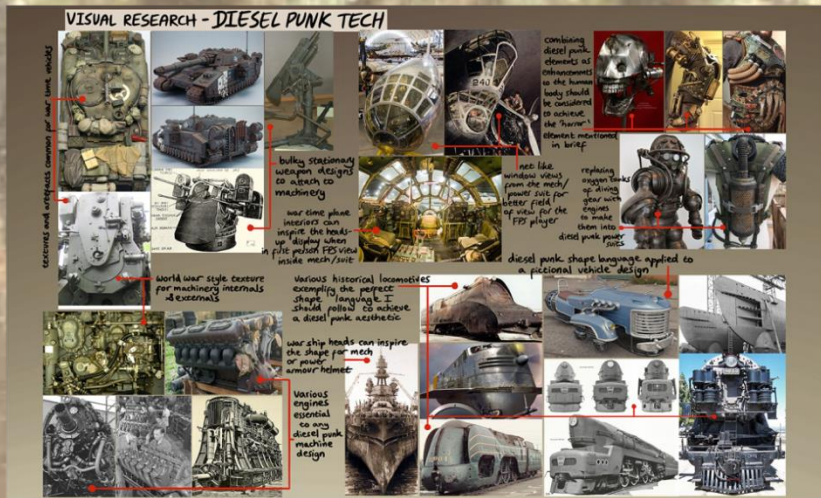
### Planning Documentation

Planning out this personal project has already been a huge learning experience, frankly it's been a shocking realisation. My previous years of study prepared me for meeting deliverables, but setting them for myself and having to manage my time accordingly has been a huge challenge. I created this gantt chart in Microsoft Project which was something completely new to me. I hope that with this newly acquired knowledge I will catch up with my scheduled plan over the coming semester.

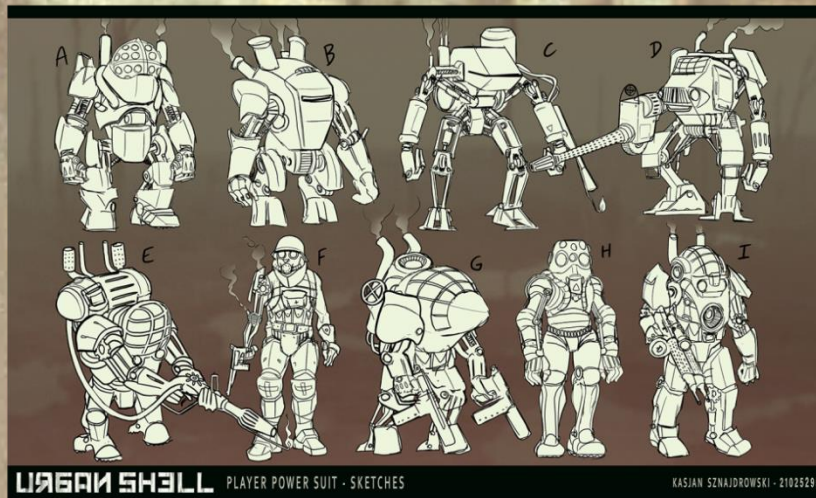


# METHODOLOGY

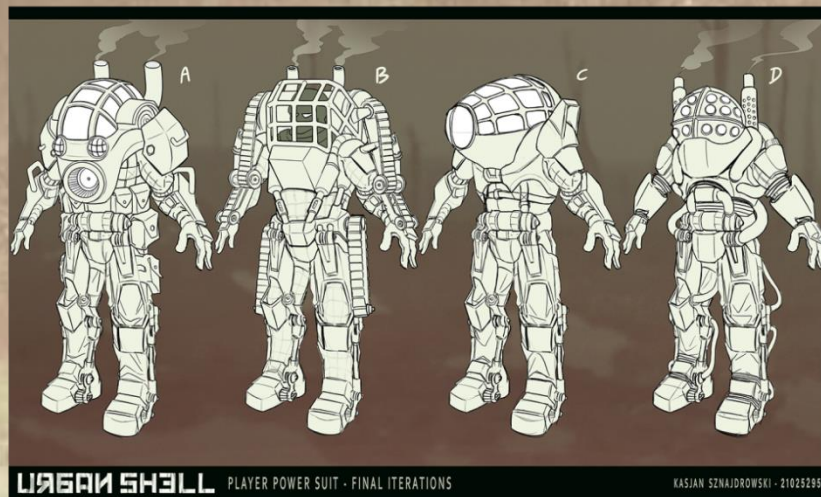
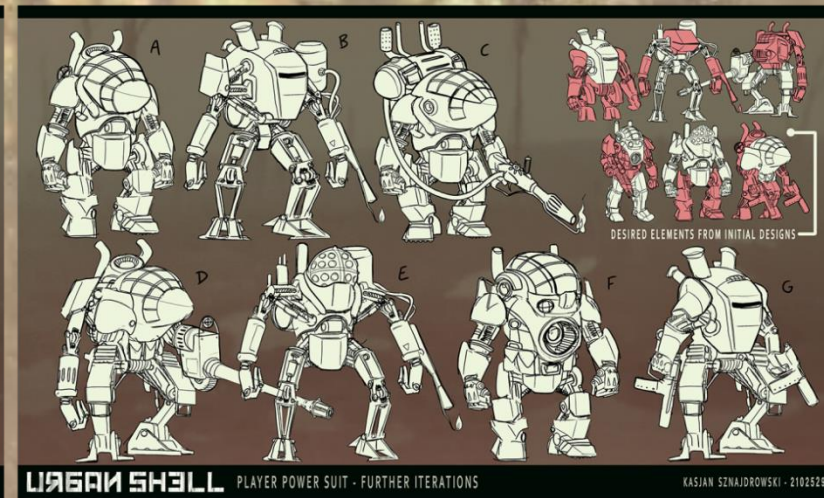
## STEP 1 – VISUAL RESEARCH



## STEP 2 – BLUESKY or SILHOUETTES



## STEP 3 – ITERATIONS



**New learning and changes I wish to make to my usual methodology:**

- More use of 3D which I shy away from. Intending to utilise Zbrush for sculpting at least one of the characters heads/faces akin to Arcane's close-up character sheets shown previously.
- Better time management skills and stricter Mid-Production deadlines to ensure my final character sheets are completed to a more professional standard than previously.
- Focusing more on silhouettes in my bluesky phase which I've struggled to explore previously due to my detrimental reliance on lineart too early in development.

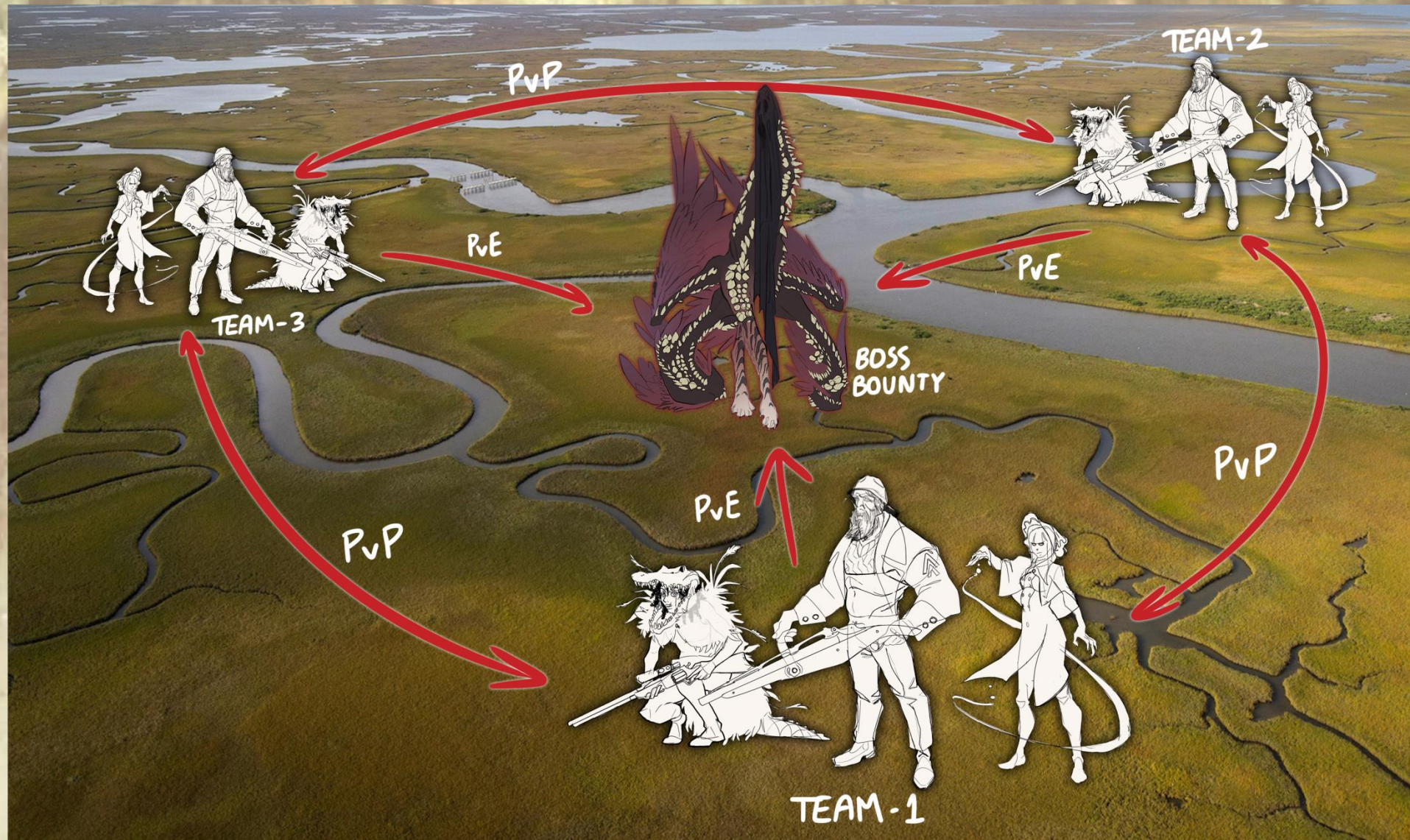
Presented here is my usual character design methodology. I aim to retain this level of development for each of my 3 characters with the stretch goal of developing a monster boss design. The most characters I've developed this way within a semester is 2 so this'll be a suitable challenge to test my ability for industry work. In addition I aim to illustrate callout sheets showing how some of the characters dynamic abilities would function, a key feature of playable hero characters that must be addressed.





### What Type of Game Is My Concept Art For?

This project is based around a team based 3<sup>rd</sup> person PvPvE monster hunting game set in the 1860s-1930s. 3 players make up a synergised team of heroes each fulfilling a classic role of either DPS, Tank, or Healer. Each team navigates a treacherous bayou tracking a Lovecraftian horror which is infecting the ecosystem and its wildlife. Their goal is to locate and defeat the boss enemy, the twist is two other teams of equally opportunistic bounty hunters want the beast's head for themselves. Only one team can extract safely with the bounty.



### How Will Gameplay Inform my Designs?

Taking notes from the greatest hero shooters in the industry such as Riot's Valorant or Blizzard's Overwatch, every character role must be outfitted with sets of abilities which are engaging to use in both offensive and defensive play. The character's class must be well defined by their shape language, colour, and other visual queues. Despite being set in a gritty world each character should still feel visually appealing and exiting to the players, who often grow attached to their 'main' and thus increase engagement with the IP.



## Who are The Heroes of Shallows Bewitched?

Hunter - Must be identifiable as a DPS hero. Exhibit firepower and aggression but be smaller in stature as their weakness would be a smaller health pool. I'd like them to exhibit traps and tools on their person to inform their ability of aiding the team in tracking and trapping the target monster.

Tank - Large in stature to communicate large health pool and defensive capability, outfitted with a shield or crowd control weapon.

Healer – Supportive and even magical in appearance, a character who prologues their team's life through thick and thin. Agile to avoid encounters they might not be able to face without their team.



Initial Idea of Player Characters – Bluesky Phase



Navy & Civilians – Bluesky Phase





STEAM BOATS - Technology & environment which our uniform element of this character is based.



SEAMANSHIP



1800-1900s US NAVY



1800-1900s US NAVY



WHALER GEAR - Key to designing the characters weapons & abilities.

# TANK (NAVY WHAEER)



- LOADED WITH GEAR
- RESOURCEFUL
- RAIN / SWAMP PROOF
- TRAPS & CAMOUFLAGE



# DPS (HUNTER/TRAPPER)

# MEDIC (BLOOD WITCH)



1800s-1900s US MEDICS



# MEDICAL / BLOOD RELATED









