

The Art Of

Stamped

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Introduction

Stamped is an isometric resource management game set around the 1910's with a fantasy steampunk theme.

The aim of this project was to create both environmental and character designs for a 2D post office management game that would incorporate both story and more strategic organization in order to run and decorate a post office.

The player would be able to both immerse themselves in interesting characters and a story whilst also enjoying all the pros of building and customizing this post office from the ground up to their liking.

Deliverables

- Office setting
- Office props
- Finalized key art of the office with props and without.

- Player character
- Supporting NPC
- Dialogue Key art

Stretch Goals

- Extra NPC character
- Multiple outfit choices for the PC
- Possible UI draft

Inspirations

I loved the 2D whimsical aesthetic of this game. Overall it represents the cozy feeling I'm trying to replicate with mine. The idea of starting off simple and slowly building up your space is another strong focus point for me as well.

Campfire Cat Cafe:
Hyperbeard



Inspirations

The art style of Hades is captivating and incredibly beautiful, I'd like to try doing something similar with my own work. The vibrancy of the colors and semi realism would work well with my steampunk theme too.

Hades: Supergiant Games



Inspirations

Like the previous two games, this is another example of the isometric angle I'm going for, as well as the small simple 2D sprites you'd be able to see in my game milling about the post office.

Don't Starve: Klei Entertainment



Inspirations

This is an indie game being developed by a single person, I love the Hades inspired art style, and the general ambiance and cozy feel of the environments. This is something I'd like to replicate in my own work as well.

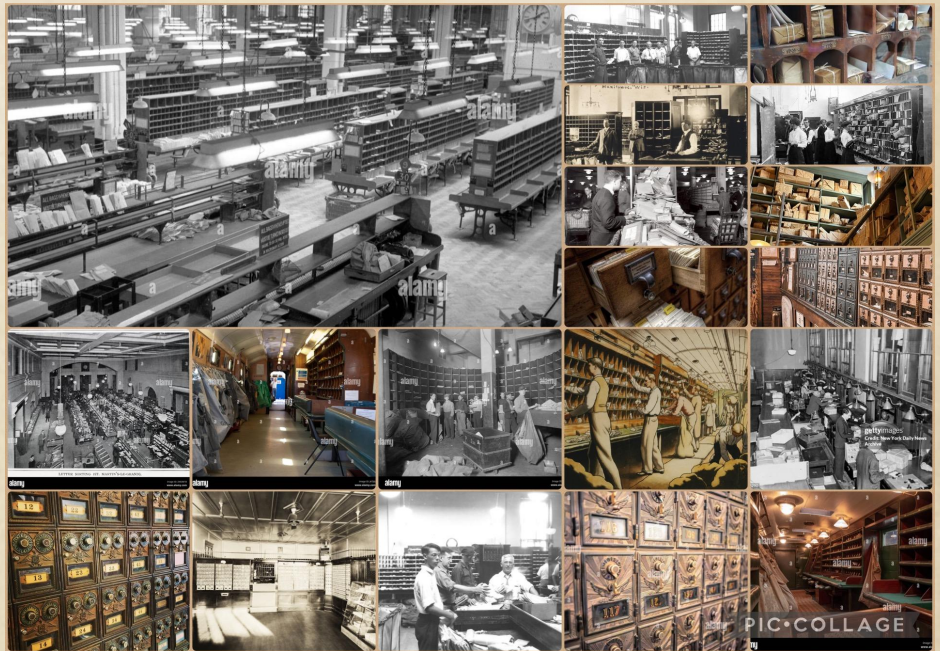
Crimson Hollow:
Sheeba Studios



Research

Since my project is loosely emulating what managing a post office would be like, I first started research on what the workflow and history of the postal service. I mainly focused on the 1910's, seeing as my game will be set around that era, however I did take a look at both the past and present postal workflows in case there are any elements I'd like to include to bring in more of the fantasy and steampunk theme.

I also visited The Post of Stone, an old post office which was converted into a restaurant, to see for myself how the architecture was like.

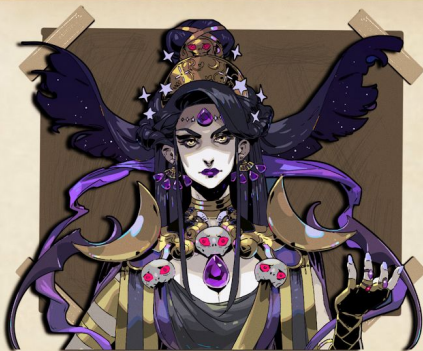




Studies

Since I'm basing my game's style on Hades, I took some time to study how the artists drew certain aspects of the game.

*Style
Exploration*



Darker colors used for gold

Bright rim light colors

Strong use of black for dark shadows.

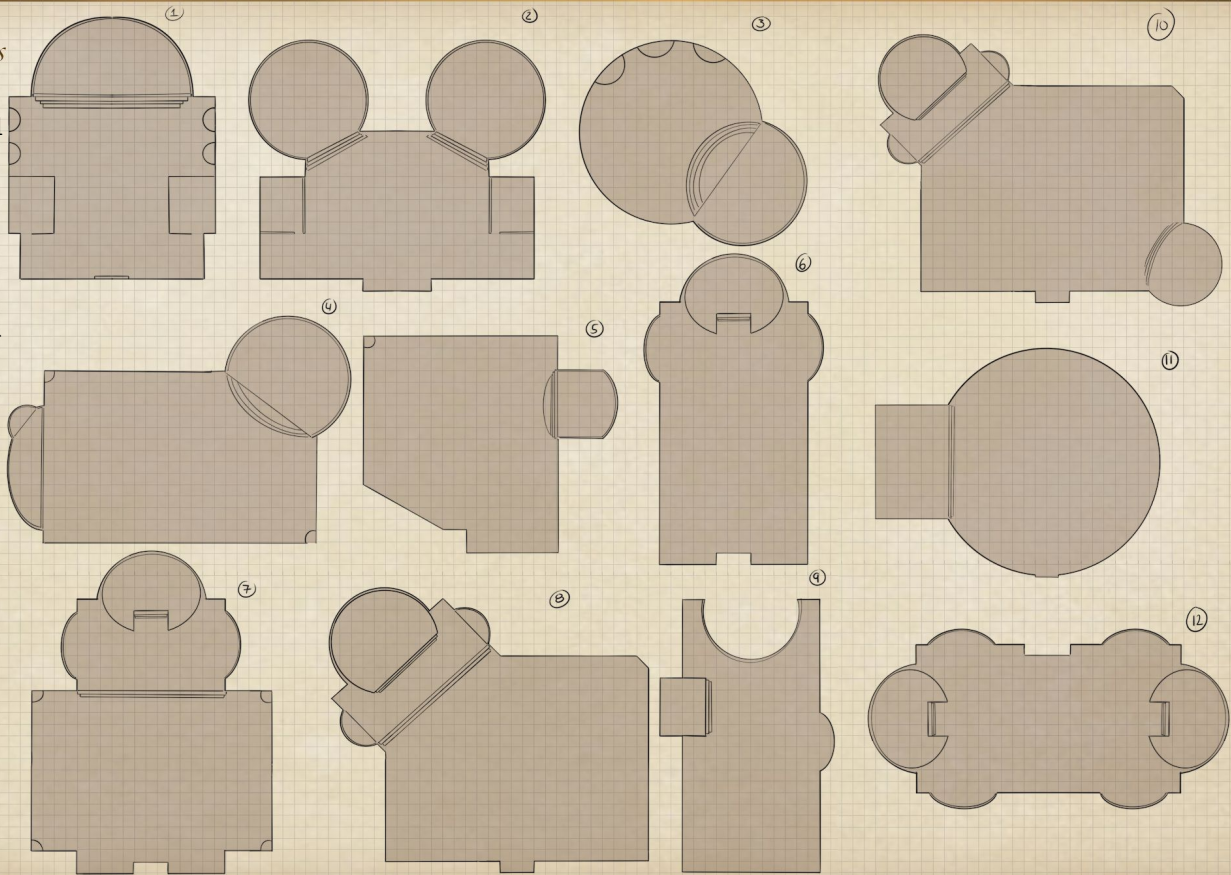
Cell shading (little to no blending)

.The Post Office.



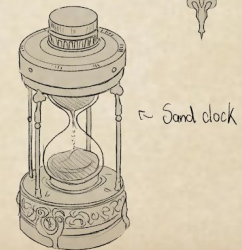
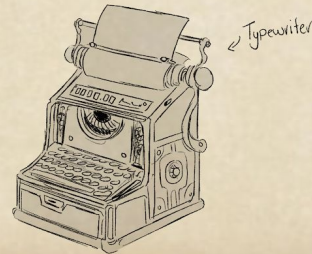
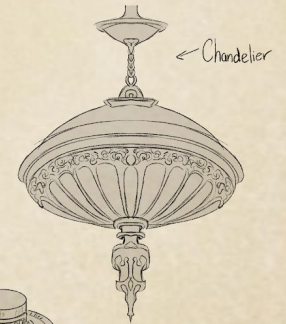
Floor plans

I started off laying out some basic floor plans for how my office could look.

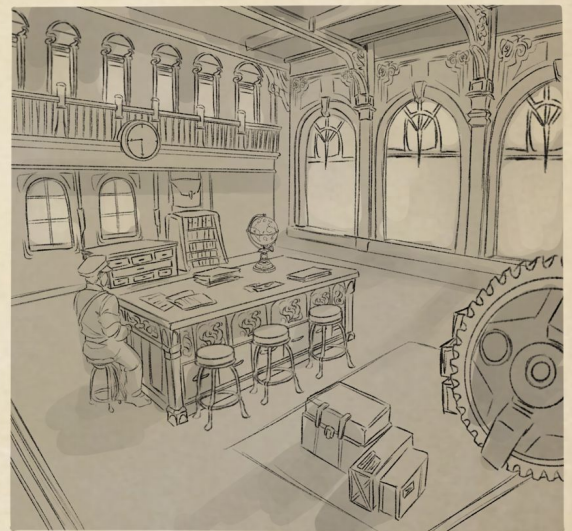


Blue-Sky

I then moved on to sketching some quick bluesky ideas of the interior, trying to capture the essence of a post office whilst also trying to make it look steampunk.

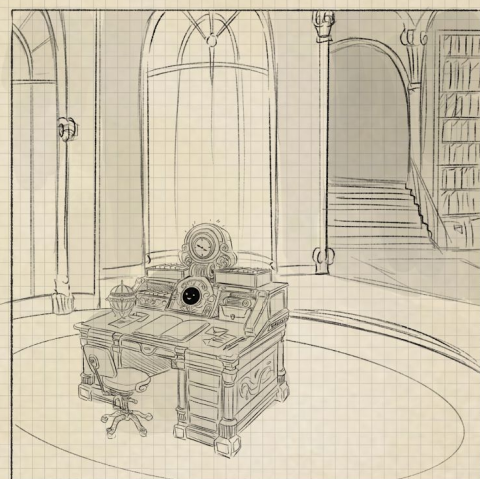
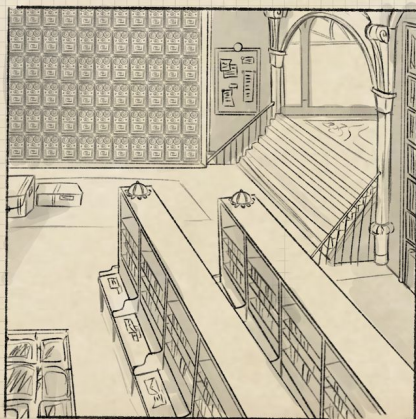
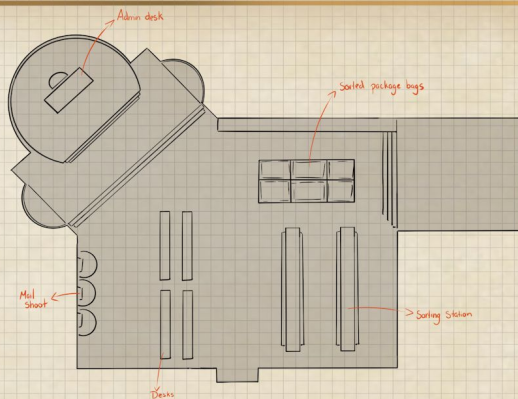


Blue-Sky



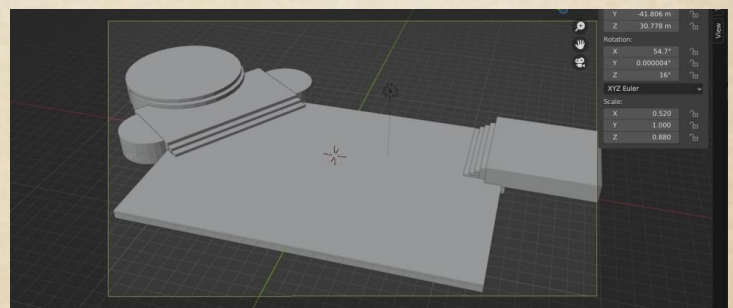
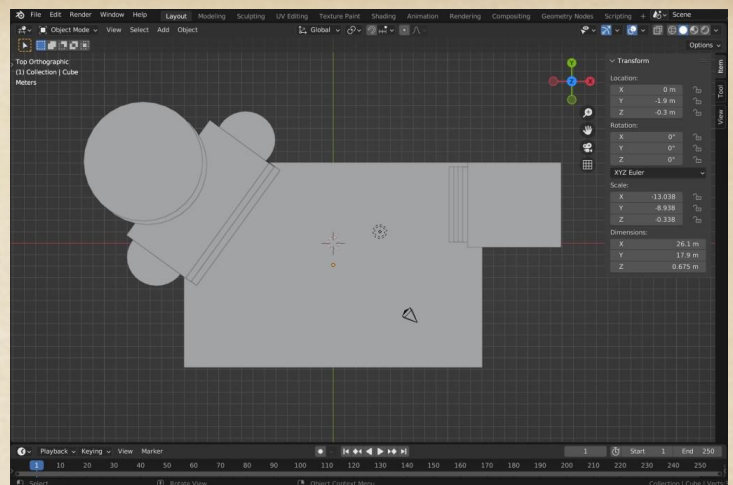
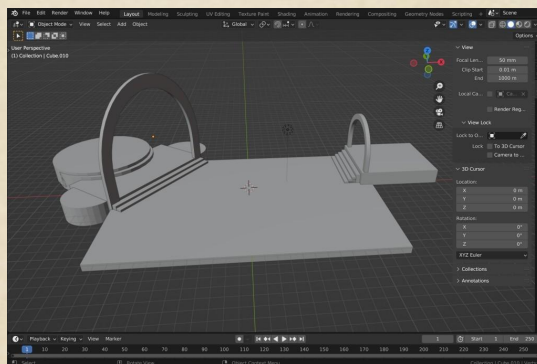
I had an idea of making the admin desk or typewriter a character that will help the player with the tutorial and other information, so I'm exploring some ideas here.

Floor Plan Exploration



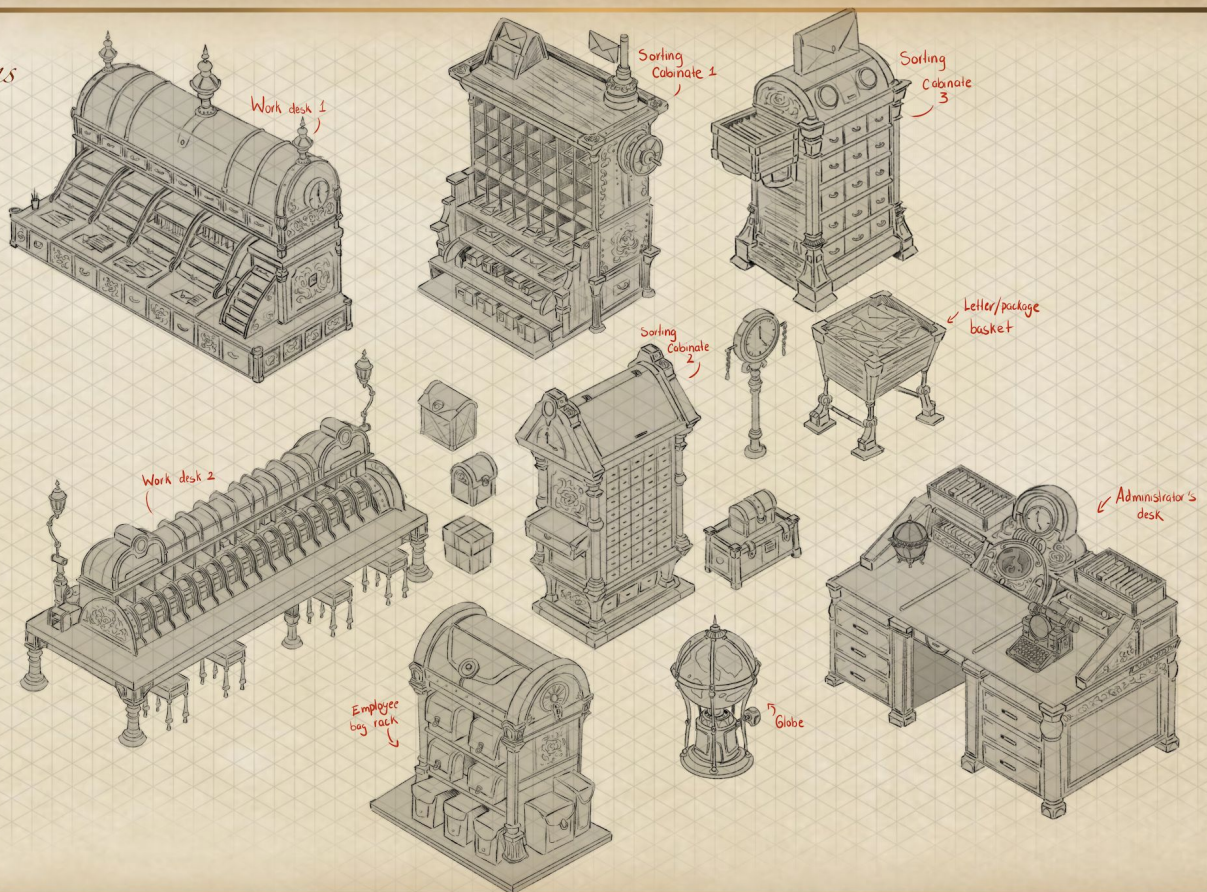
Blender Blockout

Since drawing environments in isometric is not something I have much experience in, I blocked out a basic model of my environment's layout. That way I can set Blender's camera to an isometric angle and paint over it later on.



Object Designs

I then moved on to designing the objects and furniture that the player would be able to place in their post office as they advanced in the game. I designed them in an isometric angle that way it'll be quicker to get them into the environment later on.



Logo Designs

In order to keep a cohesive theme across all of my designs I started sketching out a logo which can be used as a repeated motif throughout the furniture and characters. Since carrier pigeons are associated with post I focused on that.



Desk Color Exploration

The first object I developed was the administrator's desk. I wanted to take a design to completion first so that I can then base all my others off of this one and keep everything cohesive. I played around with reds, blues, and whites which are colors commonly associated with the post service.



Desk Final



Objects Final

Telegram Desk



Sorting Cabinet



Sorting Cabinet Packages



Sorting Table



Sorting Cabinet Important Mail



Postal Bag Shelf





Environment Final



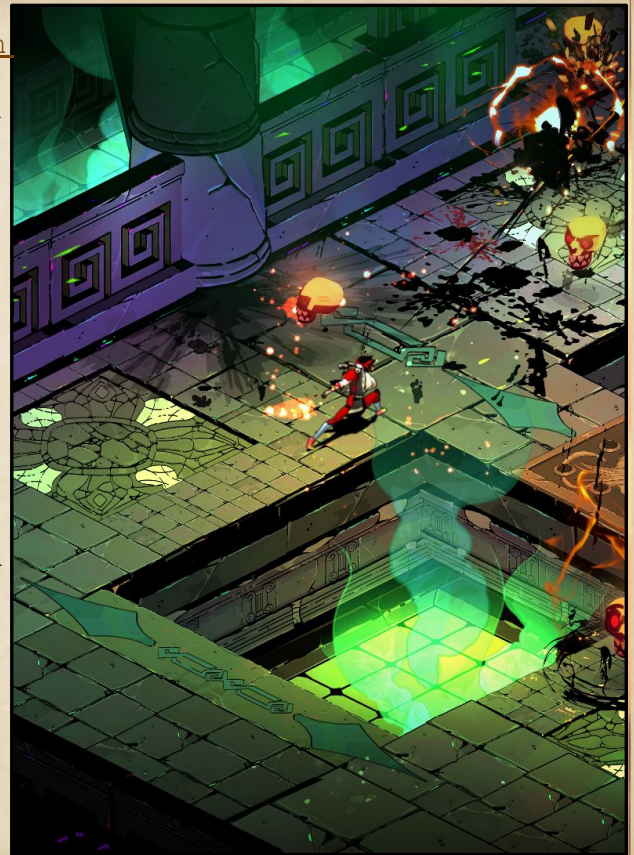


Industry Comparison

Like in Hades, I kept strong Lineart and liberal use of full black when shading.

However when comparing I kept my style a little more softer looking, with more blended shadows and less contrasting colors/sharp shapes.

I think this works better for the style of game I'm designing for, since it's supposed to be calming rather than fast paced and quick like Hades.



Final Thoughts

I'm quite happy with my final environment. This is an area I'm not very experienced in and I like that I was able to go out of my comfort zone and improve my skills with this project. In future I would like to have some more time and maybe get multiple final iterations like this one to choose from. I would also like to try out more complex floor plans and furniture pieces.



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.The Characters.



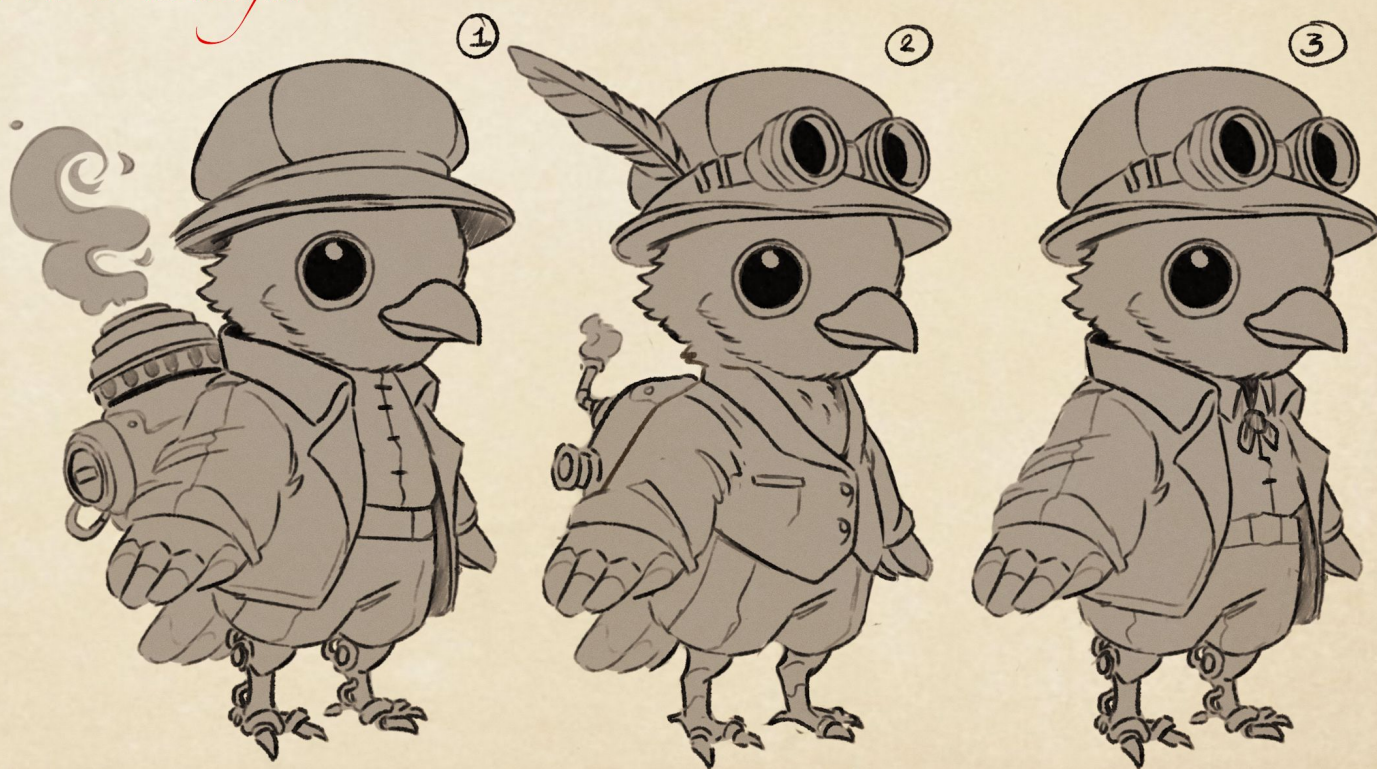
NPC Bluesky

I wanted my post office to have a set of worker NPC's, though to keep with the fantasy theme I started off concepting a little anthropomorphic bird. I tried designs based off of pigeons, ravens, owls, and crows which are usually related to the post.

I also implemented mechanical elements to their designs in order to stick to the steampunk theme as well.



NPC Designs



NPC color

variations



NPC Final



3D Exploration

Even though my game is meant to be in a 2D style, some of my inspirations like Hades and Crimson hollow have 3D models running on 2D spaces, so I wanted to try sculpting out my crow in order to see how his design translated into 3D.



Final Thoughts: Hari The Crow

I'm really happy with how this little guy turned out. I feel like he's the perfect blend between steampunk and fantasy. Using machinery for his little steam tank at the back and his mechanical legs, then combining it with this anthropomorphic crow design really gives off a both fantastical and more mechanical feel. The messenger raven/crow design ties in nicely with the postal theme, and his blue outfit also calls back to previous references from my research. I also kept the rendering of the gold pretty similar to Hades, though softening it out a little to match the aesthetic and vibe of my game idea.



Character Bluesky

My initial concepts for the player character started out as silhouettes. I wanted to get the shape language and general feel sorted first.

However I feel like all these look a little too much like delivery characters, rather than the managers of the office which is what the PC is intended to be.



Player Character Designs

For my next round of exploration I worked in a little more detail, referencing more formal 1910's fashion which would fit better with the manager position at the office.



Player Character

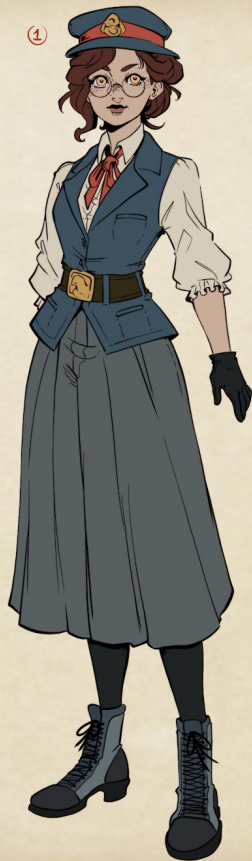
Outfit Exploration

After deciding on my preferred design I moved on to exploring different outfit options for her.

In the end I stuck with my original idea, seeing as whilst I liked some of these designs, they felt a little to advanced and complicated for a character that was meant to be starting off in a small post office, so I kept the simple design for now.



*Player Character
Color Variations*



PC Expressions



PC Final



Advanced Outfit

Option



3D Exploration

Following the same thought as with Hari's 3D exploration, I had a go at a bust sculpt of the female player character. I wanted to try and sculpt out the whole body but due to time constraints only managed to get her bust done.



Final Thoughts

Like with the crow, I'm pretty happy with how this final design turned out. I ended up using one of my outfit explorations as a more advanced outfit the player could unlock later on in the game. Since showing progression as you improve the post office is something I felt was important and would help the player get immersed I thought it would be a good idea to make such changes visible in your character as well.

I also made a genderbent version of the PC, that way players can choose whichever version resonates most with them and therefore improve immersion even more.



.Key Art.



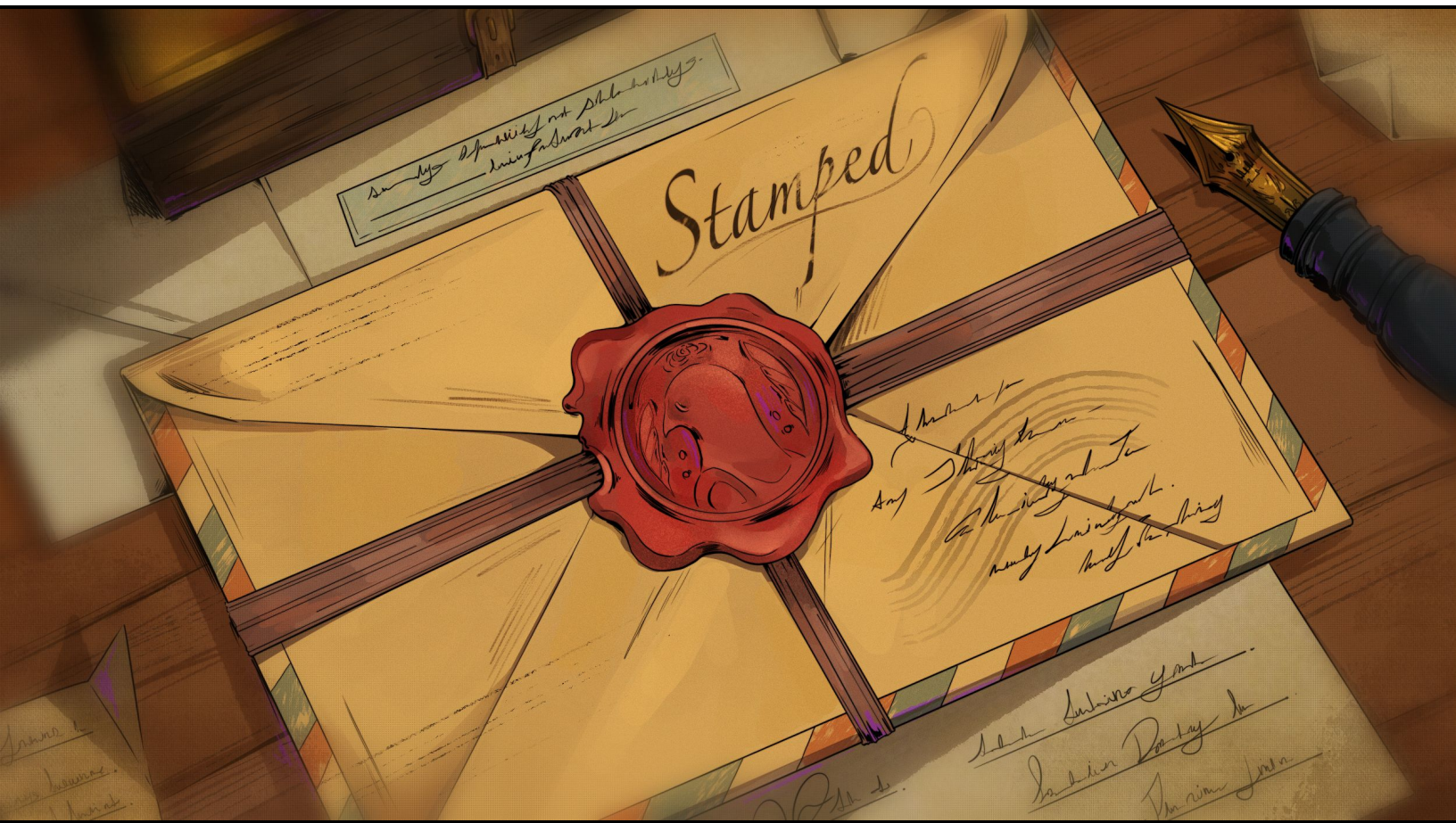




You're catching on quick! Remember, progress will be measured on a weekly basis, on Sunday we'll close down the office and get a run down on the entire week! So be sure to work hard and plan ahead!



This is excellent! If we continue on with progress like this we'll be hitting the next delivery milestone within the week! I'll send a letter off to upper management this very afternoon! For now let's keep the momentum going!



UI References

Before designing my own UI I went back to my inspirations and looked up references for what those games' UI looked like.

UI is not something I'm too well versed in but I felt like my game's interface was simple enough that I could draft out a possible concept for how it could look.

I kept the style of the buttons the same as the background and character art to keep it all looking cohesive.





Final Evaluation

Overall I'm pretty happy with my end results for this project. I feel like I've completed the designs and environment in a cohesive way that demonstrates decent technical skill in my chosen area. The characters look like they fit in well with the setting and I think everything encapsulates the soft fantasy/steampunk aesthetic I was going for.

Given more time I would've liked to be able to add more elements to this project, I feel like another NPC character would've been good to show the more story driven aspect of my initial idea, seeing as the more varied interactions a player can have, the more they can get immersed in the game. I would've also liked to have been able to design some more furniture and setting variations, to really drive home the customizable aspect of my idea.

Comparing my end result with my inspirations like Hades and Crimson Hollow, I'm happy with how my style matches up (with slight variations to fit my game's theme).

This project has helped me expand my skills and get out of my comfort zone a lot and I am very thankful to have had the opportunity to add something like this to my portfolio.



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