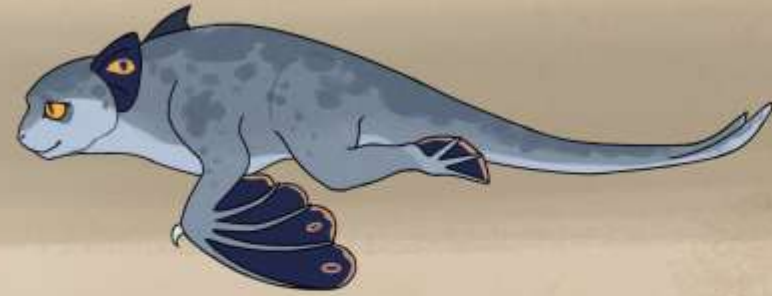
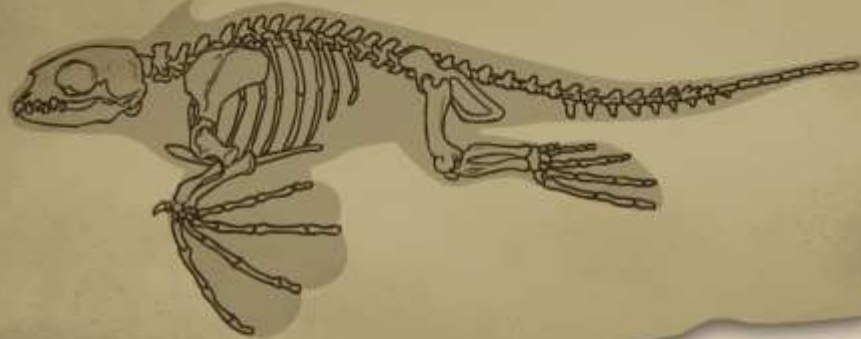




Venato

A fierce sea creature
known for its venom.
It loves to swim in
tough currents to
test its strength.





Mechanics:

Players can use this mount to traverse underwater safely. With the mount's protection, no predators will approach player.

Can dash underwater (uses stamina)

Can travel on land very slowly.

Has a venomous projectile it shoots out of its mouth. Players can aim where to shoot. Deals continuous damage.



Can extract venom from barbs to coat weapons with.

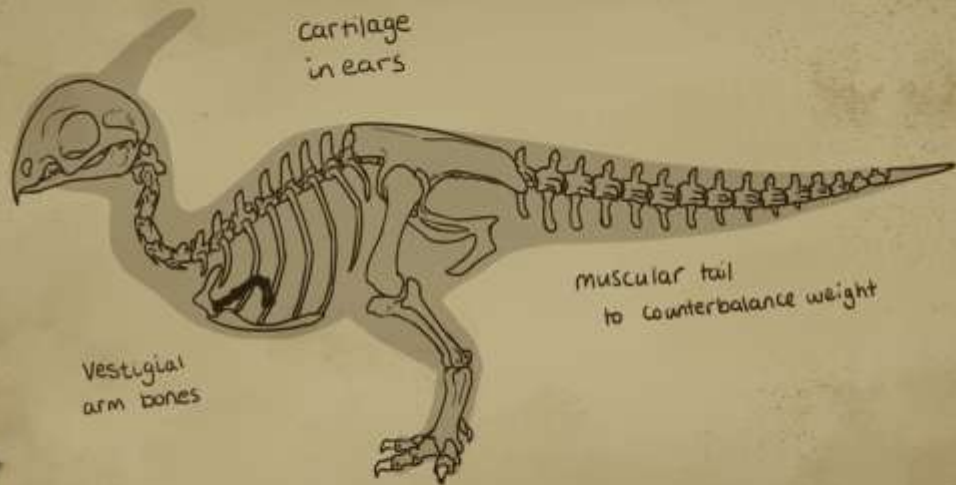




Cumiro

A social flock animal that loves to sunbathe. Known for being spotted running across the plains in big packs.



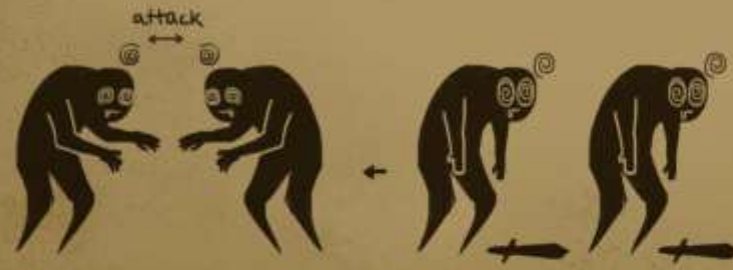


Mechanics:

Players can use this mount to traverse flat lands quickly.
They can even jump across ravines.

- Can dash across land (uses stamina)
- Can continuously dash (continuously uses stamina)
- Can leap across ravines (uses a lot of stamina)

In combat, can shake its frills to confuse enemies, causing them to attack each other





Salito

A graceful creature that is adept at leaping across cliffs with its powerful hind legs. Loves to explore cliff sides.





Mechanics:

Players can run and hit boulders with this mount to help open up paths or secret passages.



Players can use this mount to leap vertically across steep cliffs. Hold jump to charge jumping power, the longer the hold the more stamina is depleted.

Can walk on steep cliffs players might not be able to traverse alone.





Volasca

A stubborn creature that loves to fly and try out complex maneuvers. Has a sweet spot for fruits.





In caves, can replenish stamina quickly by eating berries, allowing for constant flight.



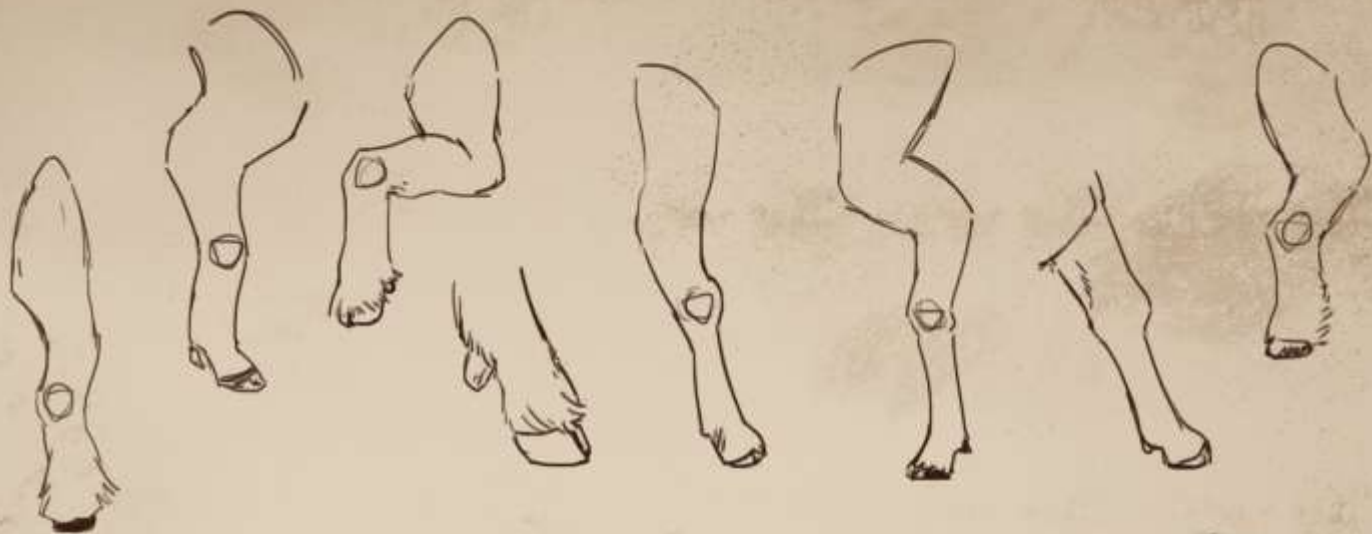
Mechanics:

Players can glide in the sky, flapping a limited amount of times to gain altitude (uses stamina).



Can let out a loud screech that stuns enemies and can break down ore for farming.

Based on my research for my cliff mount, I knew I was going to be drawing goat legs. Since I was not confident in the anatomy of them I did a study page looking at the muscles and bone structure of them. To consolidate my knowledge I did some posed studies of goat legs and did an image study.



Front



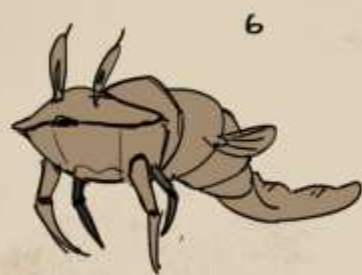
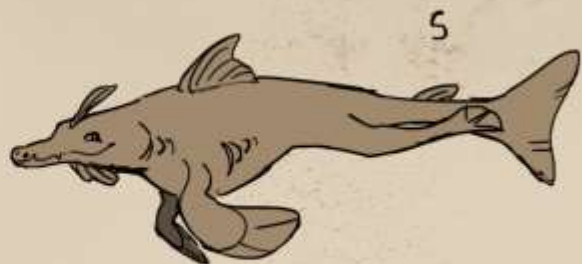
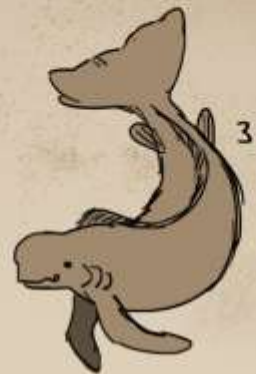
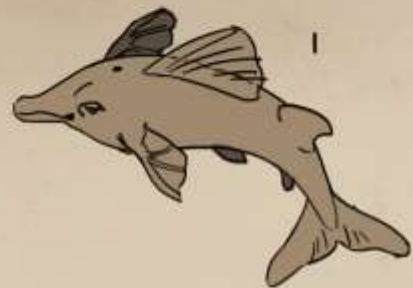
Back



Initial sketches

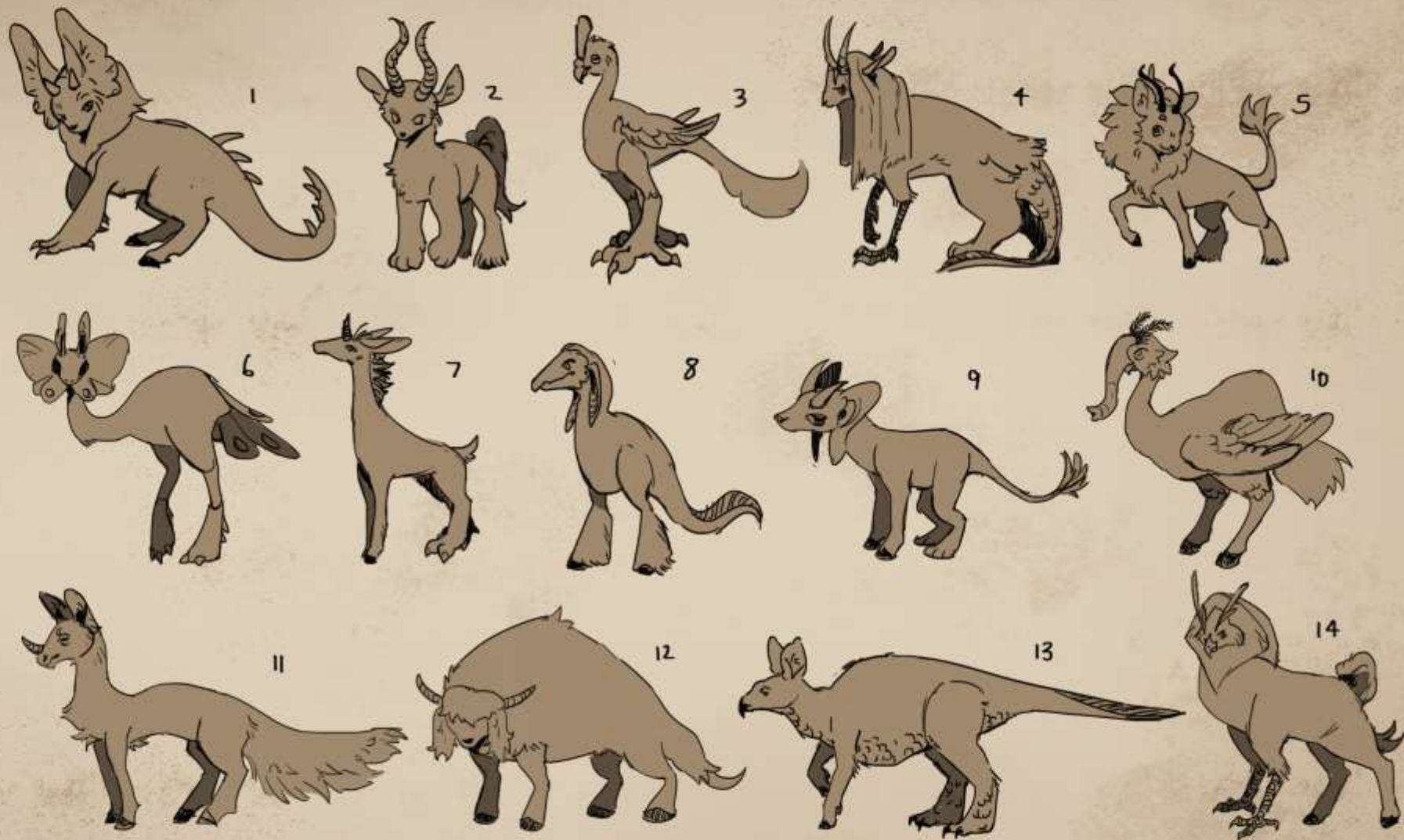
Creature 1

Here are my initial sketches for my water mount. My main idea was to have a fast and agile swimmer so I tried some streamlined designs like 5. I also explored the idea of them walking on land similar to seals, giving them flippers to facilitate this idea.



Initial sketches Creature 2

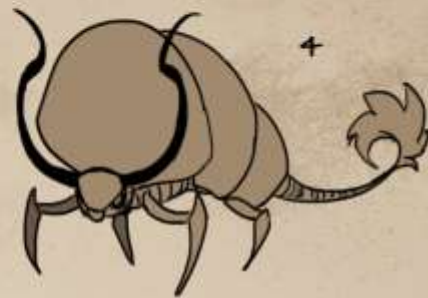
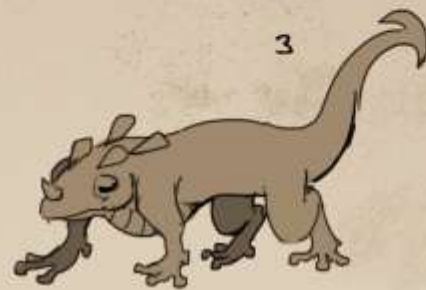
For this mount, I based most of them on equine animals or ostriches, hence the different limb count. Since they run on flat, open land they needed to have big leg muscles to help with running.



Initial sketches Creature 3

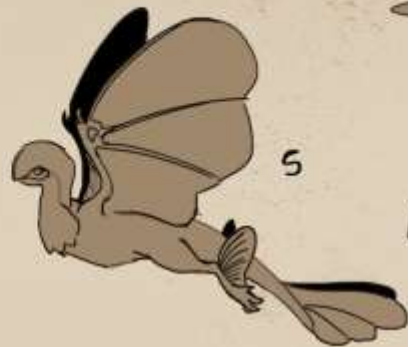
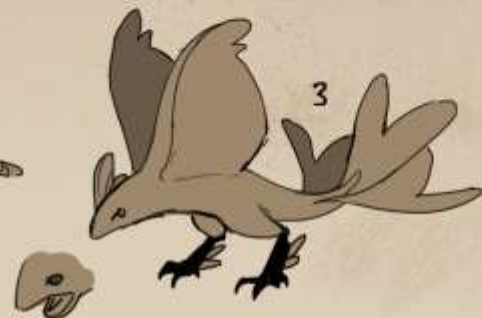
For my initial sketches I played around with the different ways animals traverse walls, like how geckos use tiny hairs to 'stick' onto surfaces. I also used claws and cloven hoofs as they are an adept adaptation for such terrain.

They also live in a colder climate so I made sure to include fur in my designs.



Initial sketches Creature 4

I tried to design interesting and cool creatures for this mount. My research states people like using mounts for status, and since this mount's mechanic is often seen as overpowered, I wanted their look to match their status.



Colour

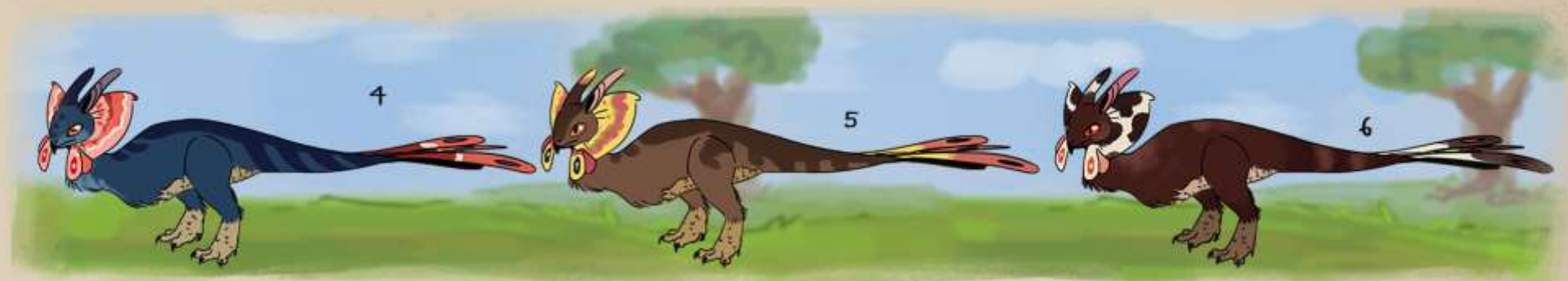
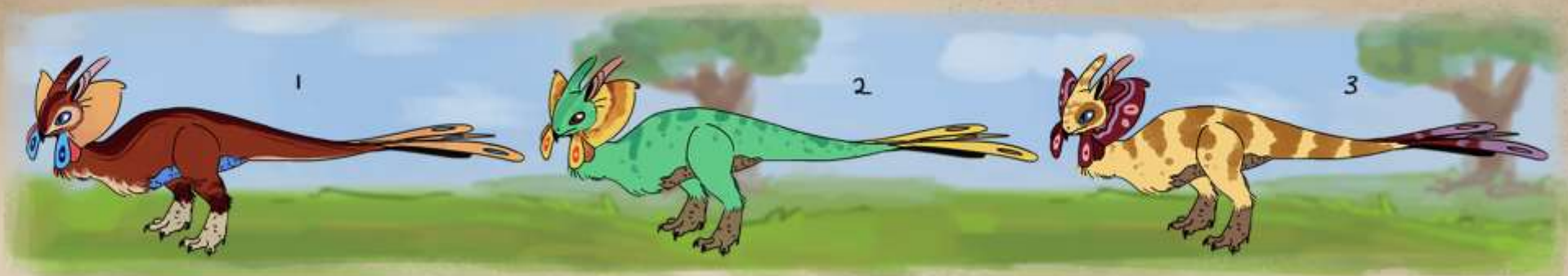
I started to consider different colour designs for my mounts. From my research I noticed that many animals have countershading to prevent being seen easily in water. I made sure to incorporate this in my designs to help ground them.

I also tried adding bright colours as a sign of venom in my design, but felt like none were successfully implemented.



Colour

For my plains mount I wanted the frills to be the main focus of their design so I played around with keeping them the brightest feature of the design. From a game play standpoint, they should also be visible to the player from far, so should not blend into the habitat like 2 does.



Colour

This mount lives in a more dull environment so I tried to incorporate duller colours. For 4 I tried to use brighter colours, but it did not suit the creature. Only the 'fake eyes' are what I wanted to be bold, to be seen and used for intimidation from a distance.



Colour

This mount leans in the most heavily to the moth motif with me using them as colour inspiration for most. I tried using different patterns on the wings and explore the design of the 'fake eye'. I also considered what colours makes the design the coolest, to fit in with the high status of this mount.



1
luna



2
cinnabar



3
cecropia



4
mint



5



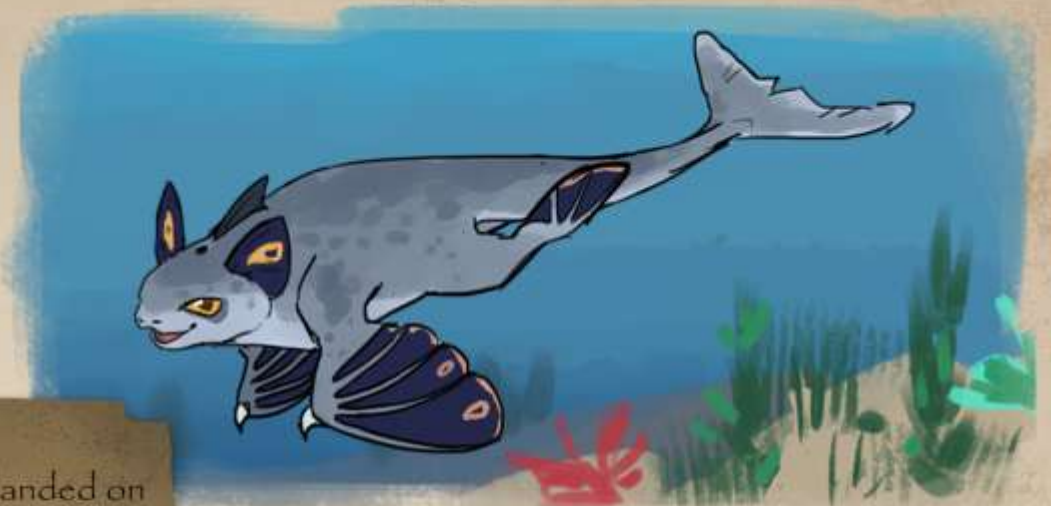
6



7
harnessed



8
emperor moth



After some edits I finally landed on these four designs. Each have the eye motif clearly displayed on their bodies using bright colours to help ward of predators or as a sign of danger to fellow rivals.





I decided to make some 3D models of my mounts to help with my visualisation of them, and to spot any errors in their design that I would miss if they were in 2D.

Initially I started with using ZSpheres to get their shape, then append a skin layer and edit that. For any frills or fins, I inserted a flattened sphere and shaped it to my liking.





Here are my cliff and flying mounts

The indents on the horns being drawn in 3D helped me when creating orthographic drawings for them as it allowed me to see the curvature of the horn and how they look at other angles.