

# Developing Compelling Vampirism Through Creature and Character Design

## End of Project Presentation

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# Deliverables

## Main Character (player role)

- Journalist with eventual role of amateur detective
- Mid to late 20s, male with average physique with no supernatural abilities
- Hiding/running mechanics, can obtain powerful effects using fictional drug which has gradual negative side effects within gameplay

## The Enforcer (Brute Enemy)

- Authority role that gets in the way for players
- Extremely strong and intimidating where they maintain the polished façade of the city
- Found in industrial/factory environments where they police workers
- Inspired by plague doctors with modern/futuristic input

## The CEO (main/final boss)

- Corporate owner responsible for vampiric threat
- Elegant presentation with oddities
- When aggravated or violent, features become more grotesque
- 'Top of the food chain' in narrative, fills in royalty role that is in control of fictional city

## The Formula/Drug

- Driving force for vampirism in the fictional world
- Heavily advertised as a health supplement with varying results depending on quality
- Cheaper variations give harsher and detrimental side effects with addictive properties

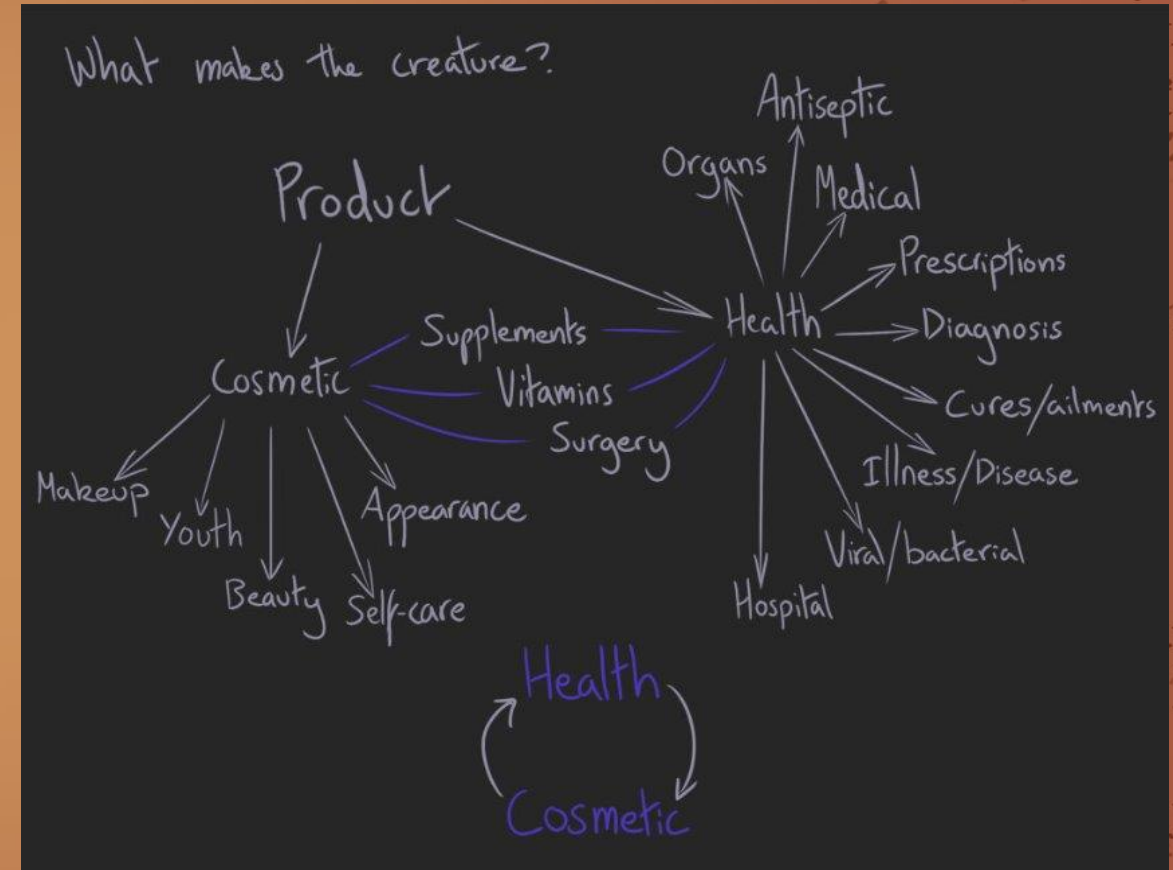
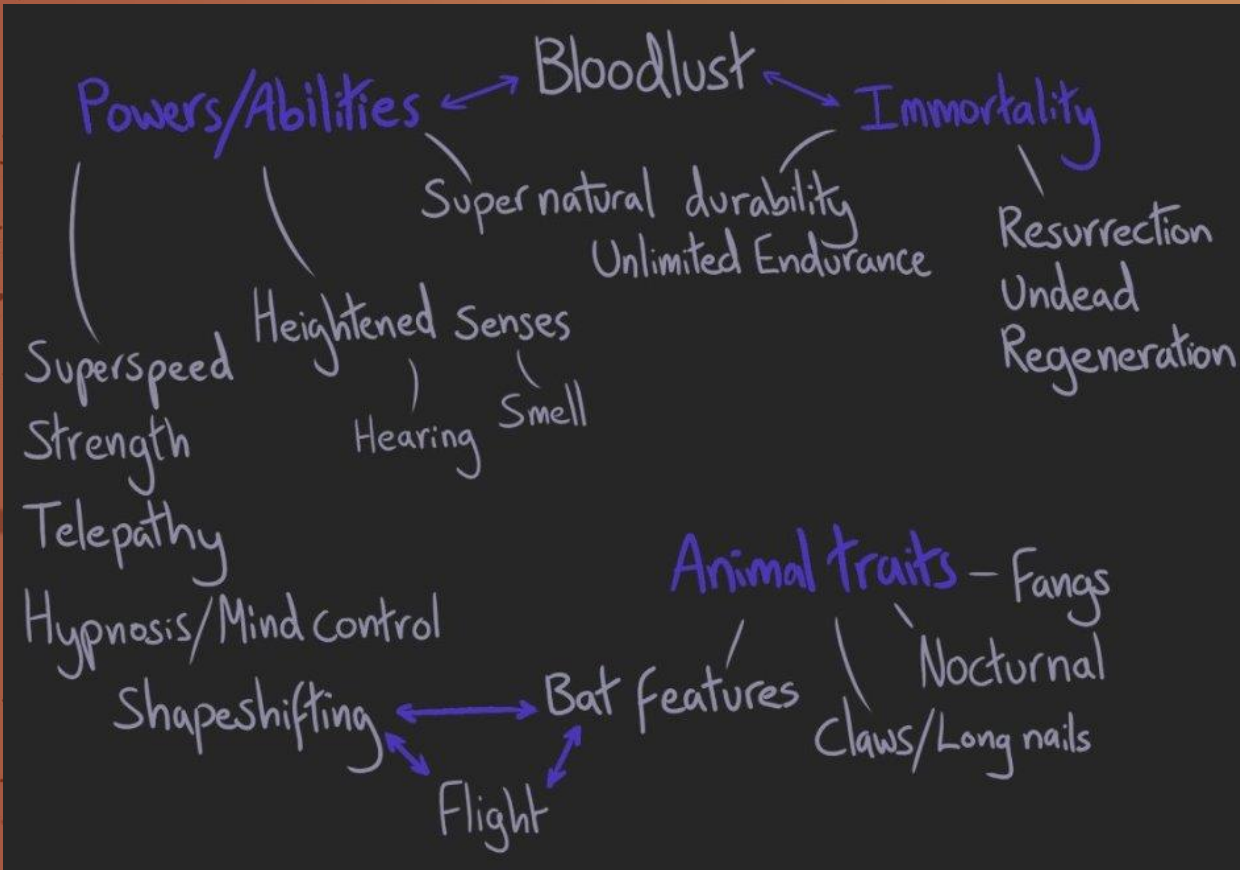
## Grunt Enemies/NPC's

- First initial enemies for players, introduces the horrific side effects and begins investigative role for main character
- Outwardly suffering worst side effects with contorted body parts
- Either aggressive obstacles for players or rigid husks of humans

## The Presenter (Boss role)

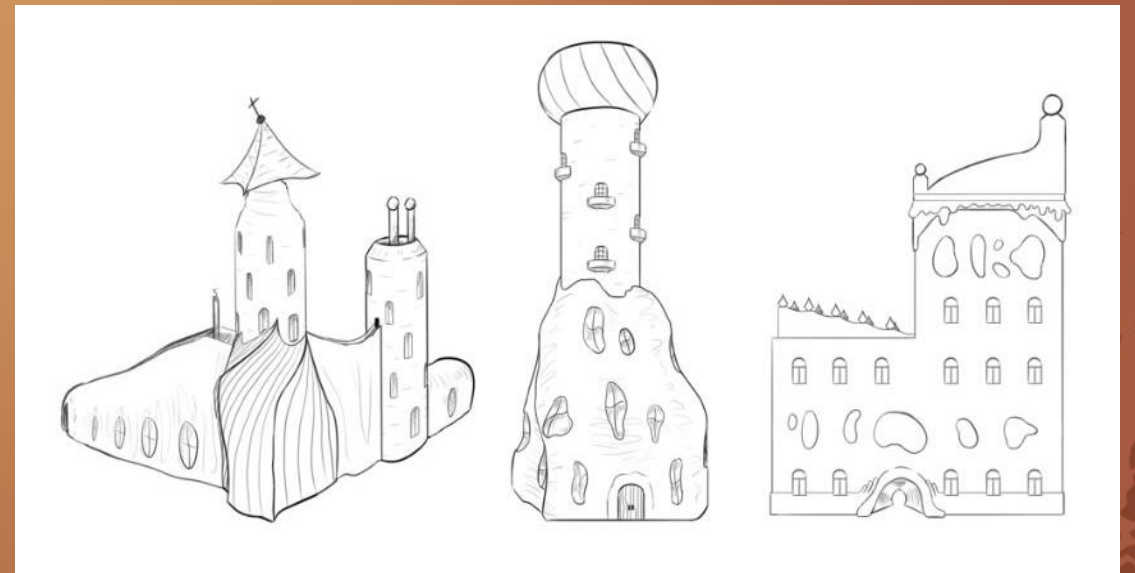
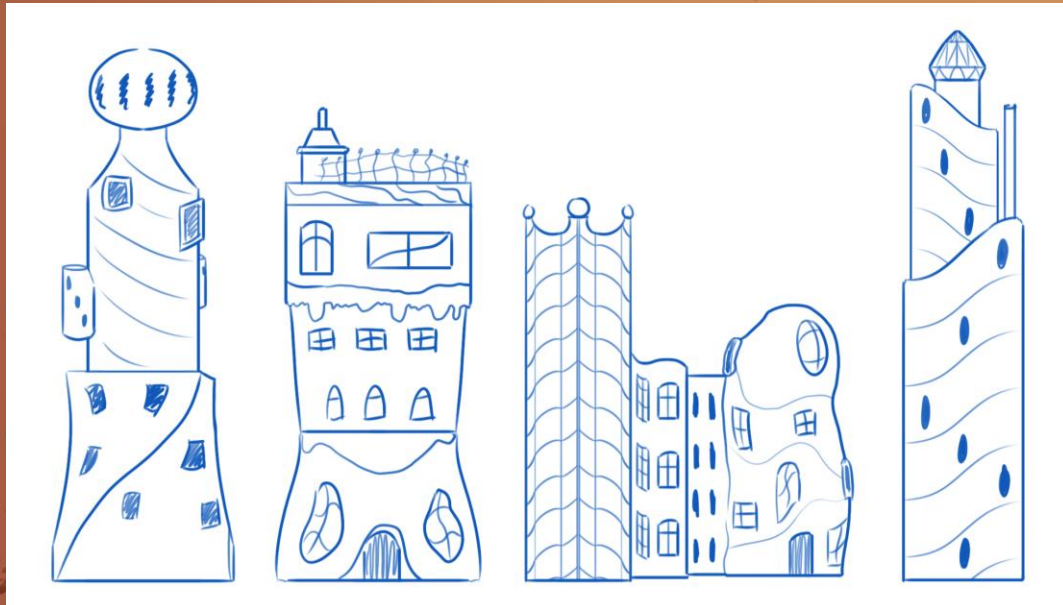
- Figurehead role which plays hand in aggressive advertising in world
- Camera ready with oozing charisma with underlying eerie elements
- Manipulative that is easily angered with abnormal abilities

# Narrative Breakdown



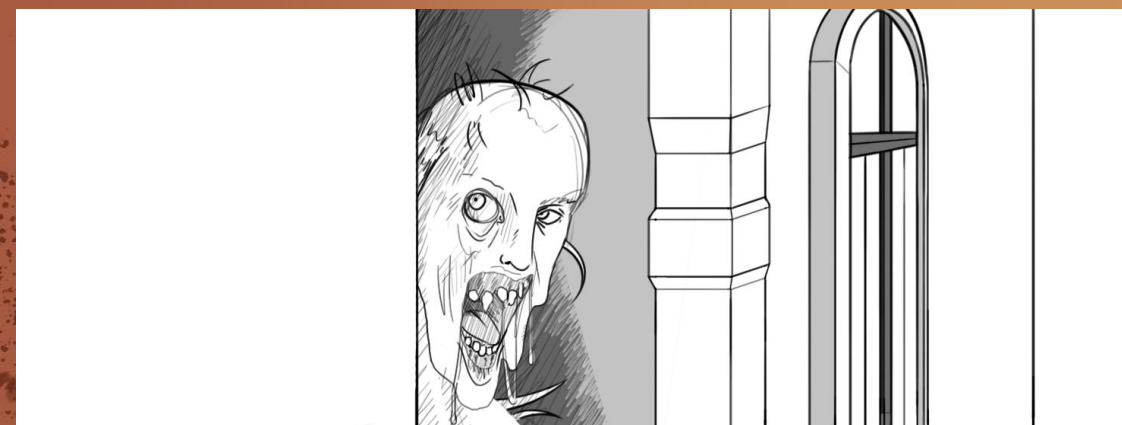
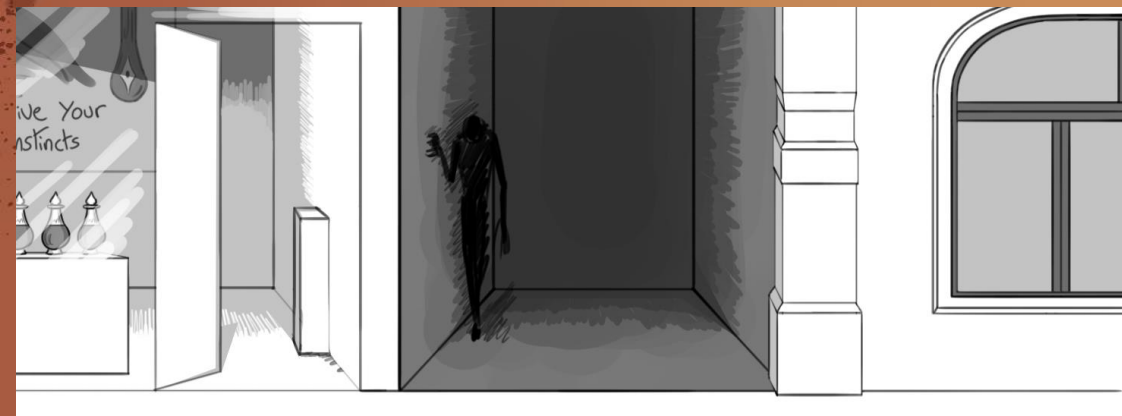


# Narrative Breakdown



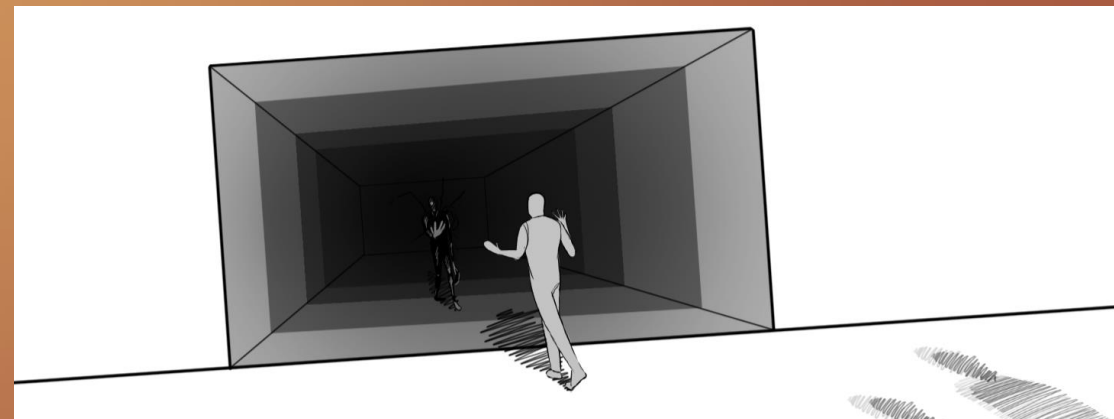
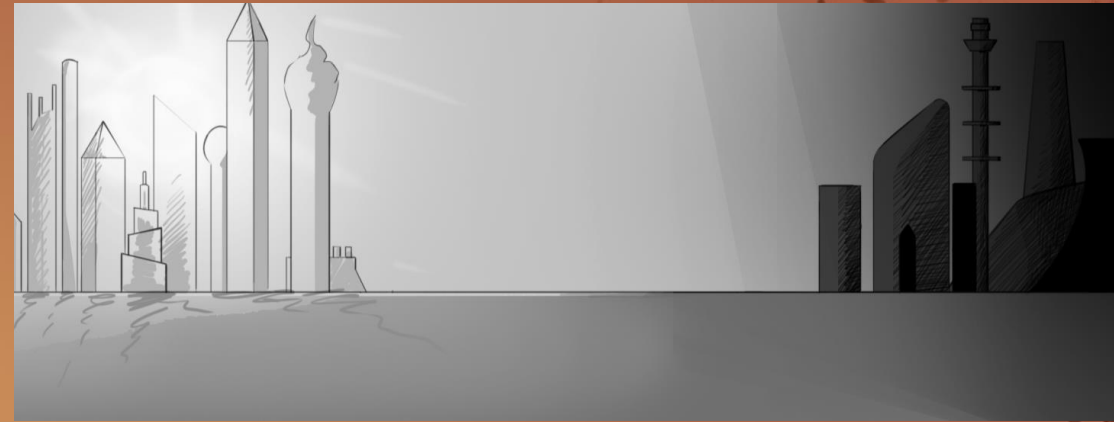
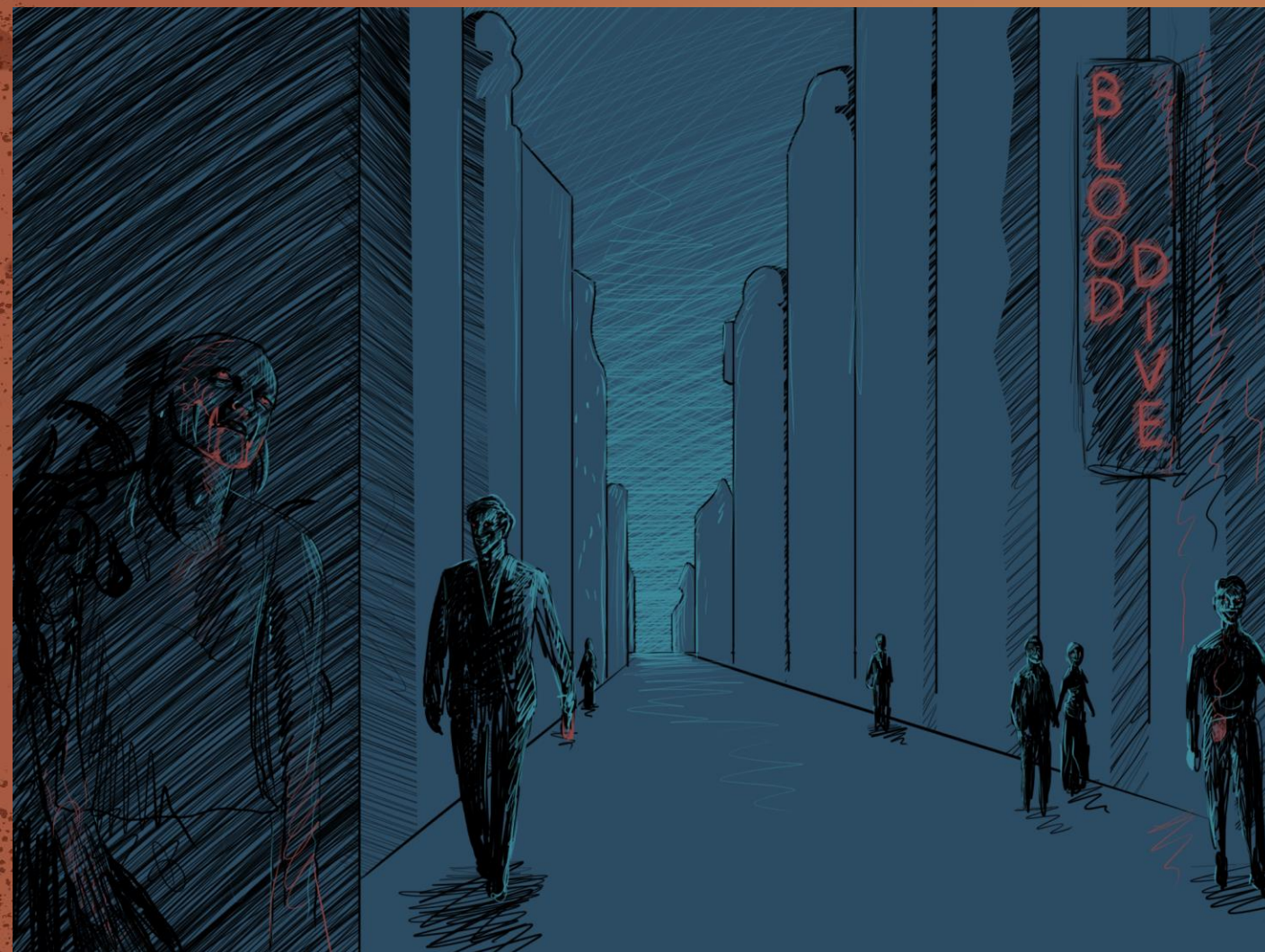


# In-Game Worldbuilding



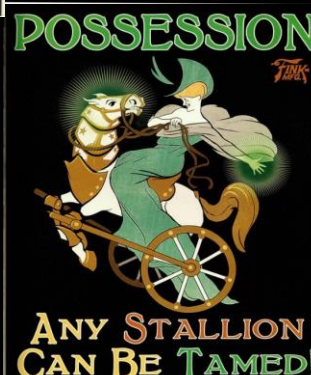
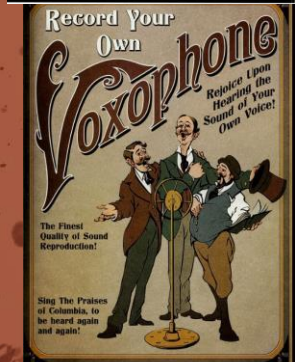
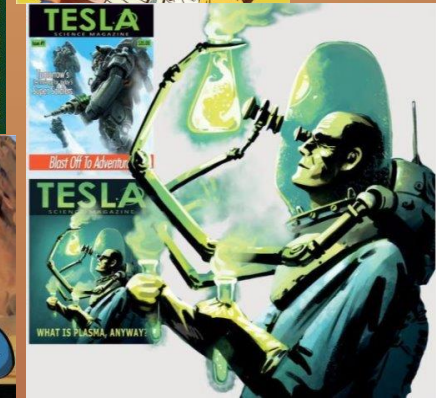
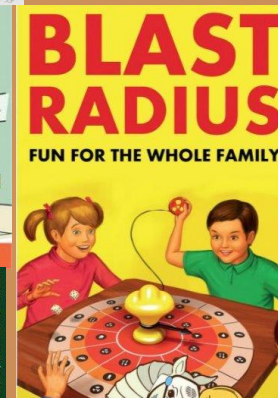
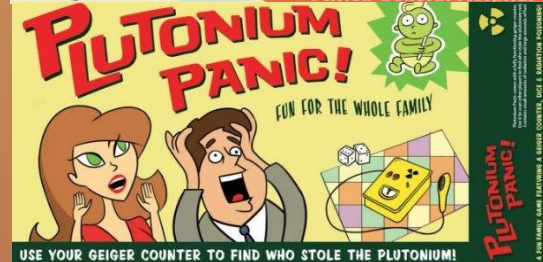
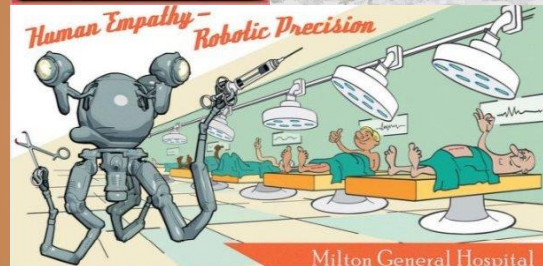
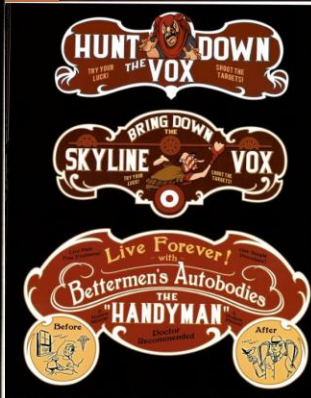
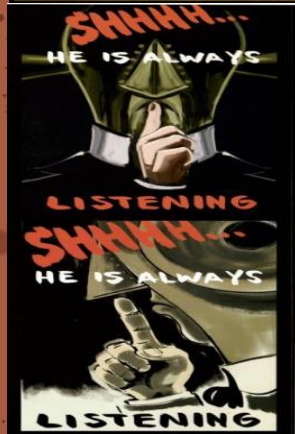
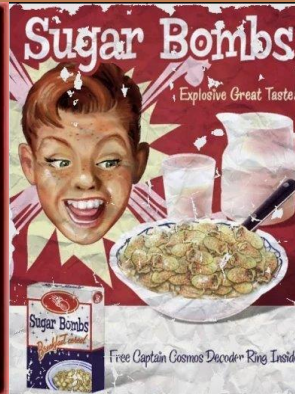
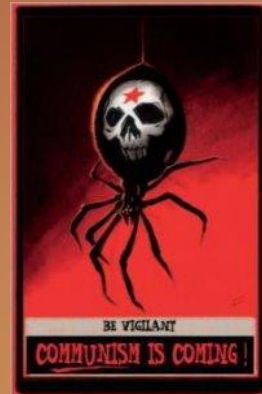
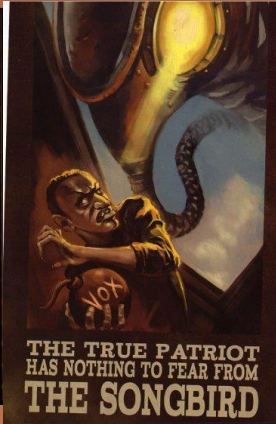
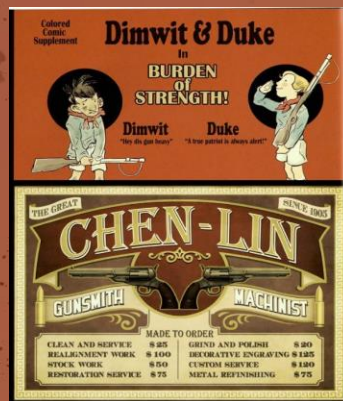


# In-Game Worldbuilding





# Industry Inspirations





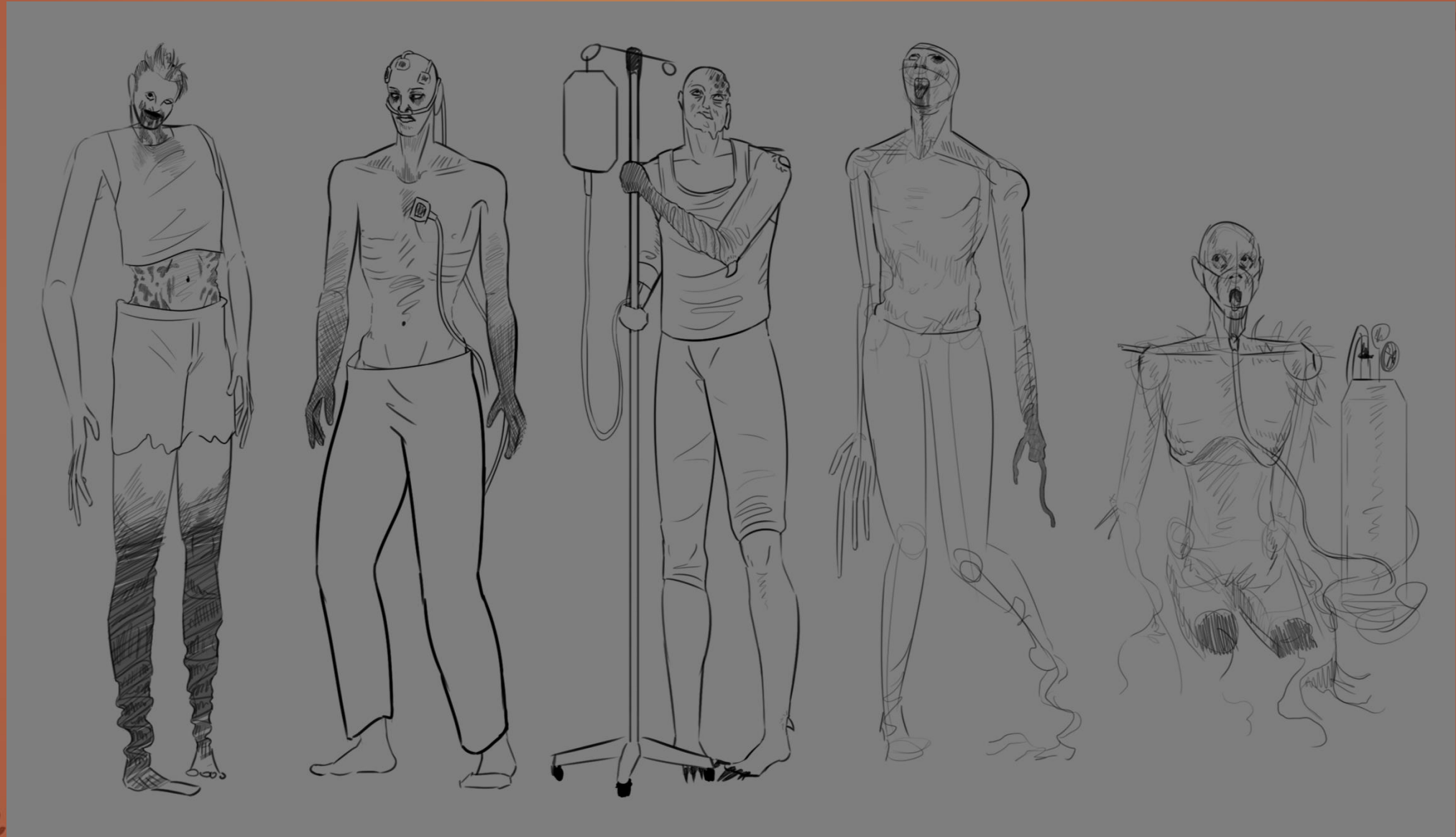
# Creature Development

Bluesky phase where I explored a mix of traditional features and amplify specific points of interest





# Creature Development – Grunt/Infected NPC's



# Character Concept Development - Enforcer





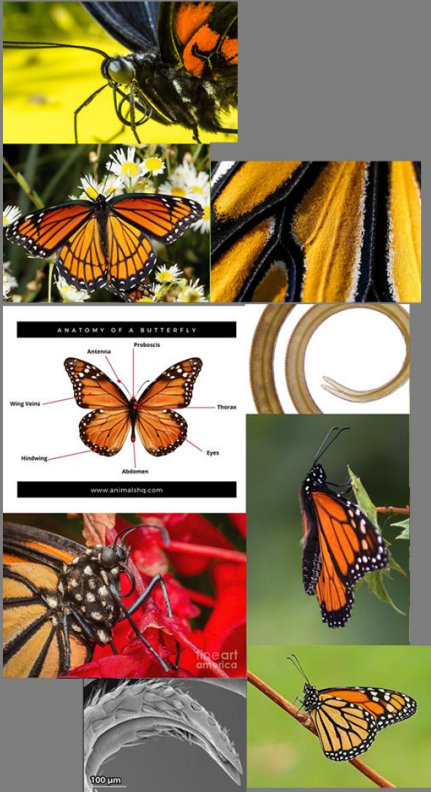
# Character Concept Development



Expansion on  
possible  
medical  
character or  
female version  
of the 'brute'

# Character Concept Development

- Tongue appendage (grabs onto victims and drags to mouth)
- unhinging jaw to fit victims head
- extended 'veins' that manipulates/control limbs and body parts



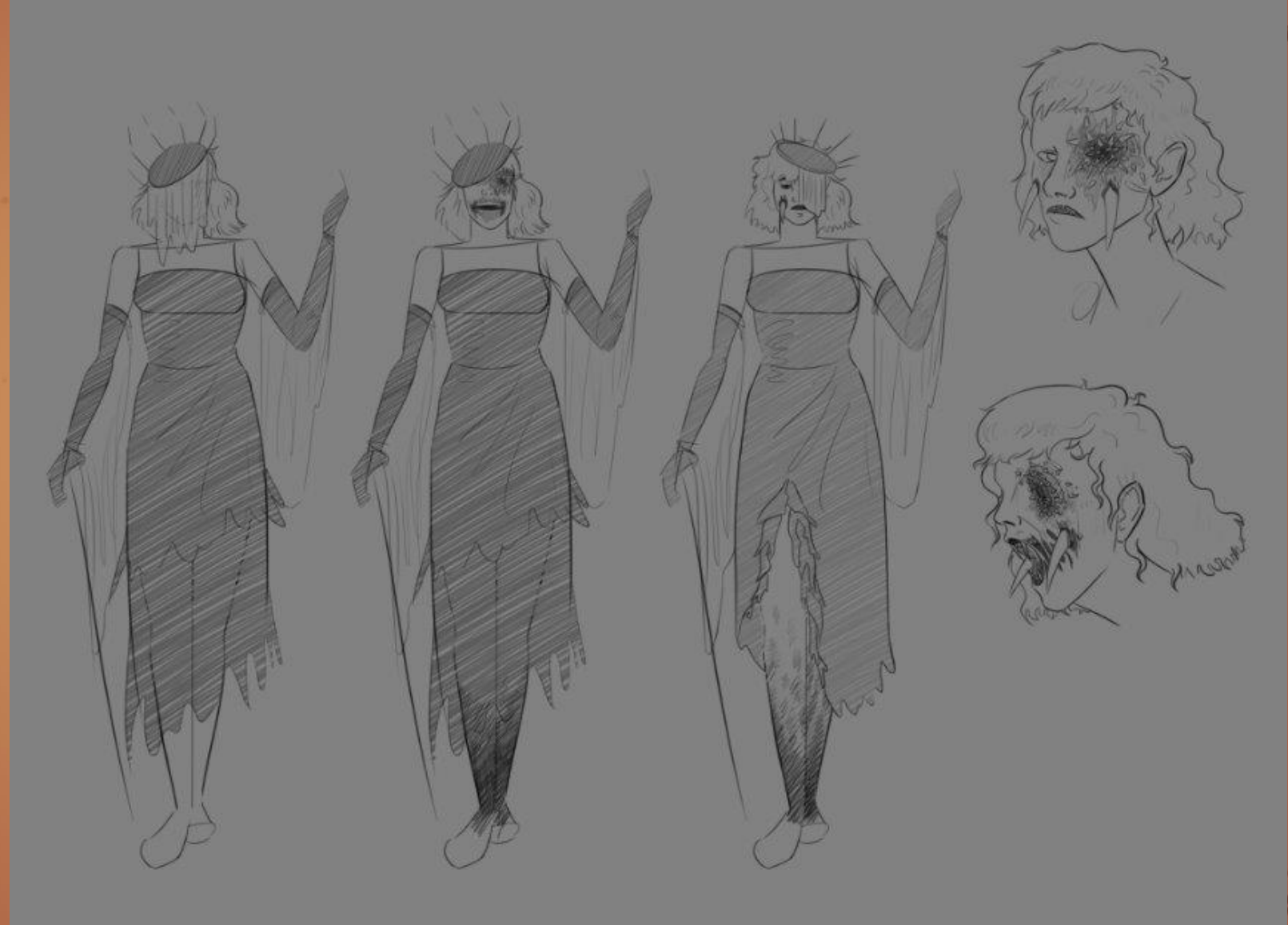
Transformation exploration, concept design for the disease and villain characters relating to 'hematophagy' - connecting with anatomy of moths and butterflies



# Character Concept Development – Main Character

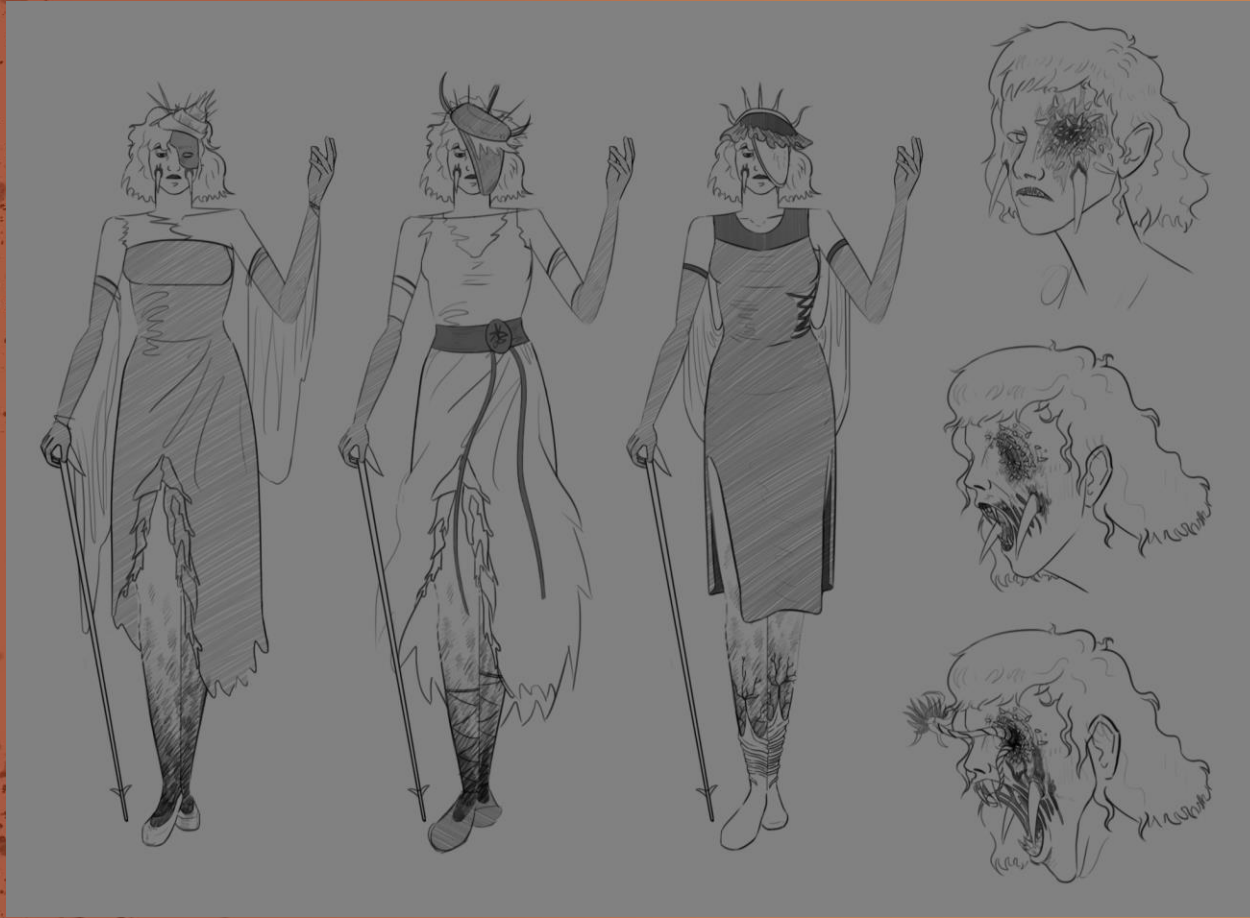


# Character Concept Development – The CEO





# Character Concept Development – The CEO



# What Can I Learn From Industry Standards?

Exploration of Art  
Style

Shared Utilization of  
Imaginative Ideas and  
Real World Research

Importance of Post  
Production Work



# Future Plans

## Breakdown of Drug Effect

Explore different stages of the 'disease' to gauge at varying effects in each character/creature type and how that would theoretically have direct impact in game mechanics for player's focal interest

## Further Exploration of Butterfly/Moth Influence for Character/Creature Design

When deliberating on interesting ideas for the CEO character, take the opportunity to explore the vein idea and how that can not only elevate the horror influence but consider the parasitic effects of this version of vampirism (ie, veins running throughout the dress, treating clothing as a second skin that directly influences behaviour of character)

## Product Development and Advertisement

Alongside needed development of worldbuilding assets like in-game advertisement, crucial development and 'marketability' of the product needs fleshing out when I want to maintain the detective element for the genre.