

- The Art of

THE ROCK FACE



A dark, textured rock specimen, possibly a piece of charcoal or a mineral sample, is shown. The rock has a rough, irregular shape and is marked with red and yellow lines and patterns, suggesting it has been analyzed or prepared for study. The word "Research" is overlaid in white text on the rock.

Research

Research: Culture (Tibet)

- Jewellery was prevalent and mostly chunky, using local minerals
- Tibetan knives and blades have a long history
- Culture is largely influenced by Buddhism
- Also influenced by India, Nepal, and China
- Their lifestyle revolves around the keeping of cattle
- Yak milk is integral to the diet, and barley is a staple
- Respect for elders is an important part of culture
- Tibetan people generally wear their hair and clothes long
- Textiles consist of sheepskin, wool, silk and cotton

- Traditional clothing consists mainly of the chuba (ཡུལ)



- In mythology, the monkey Pha Trelgen Changchup Sempa and the rock ogre Ma Drag Sinmo had children which evolved into modern Tibetans



Research: Culture (Tibet)

- Chuba is a long robe that folds up into ampa (pocket) using a long wool belt
- Generally not closed around the chest, sometimes left to gather above the belt with only the skirt remaining

- The right arm is left bare
- Hems are heavily adorned
- Otter fur trim is highly sought after
- Pangden apron signifies marriage

- Large silver jewellery in left ear
- Turquoise and coral beads
- Round pendants in a range of sizes
- Chab chab is a piece of jewellery worn around the left shoulder



- Long elaborate braids
- Used to keep hats in place
- adorned with colourful jewels and ribbons



Research: Culture (Amhara)

- Art etc. influenced by Eastern Orthodox Christianity
- Modesty is emphasized
- Netela/kuta is a handmade headscarf
- Many traditional clothes are white with accents
- Gabi is meant to retain warmth
- Primarily male
- Usually white with edge designs (tibebe)
- Jano is a distinctly Amhara fabric
- Woven with red tilet borders



- N'qsat/ Niksats are traditional religious tattoos in Ethiopia
- Young girls are tattooed on face, neck, gums and hands by a nekash- a tattooist- using soot or charcoal
- Often feature crosses (Christian) and convey regional, aesthetic, and spiritual meanings



Research: Culture (Amhara)

- Amhara people live mainly in the northwest Ethiopian highlands
- Influenced by Oriental Orthodox Christianity
- Farm crops such as barley, wheat
- Writing is a big part of culture

- Stew and injera are a staple food, eaten communally
- Christians observe fasting days
- Buna is a local drink made from coffee used ceremonially, as well as honey wine and beer

- The gabi is a common garment
- Four layer construction, made of cotton
- Ideal for cold weather
- Also wear kemis
- Often adorned with intricate colourful embroidery



Research: Culture (Inca)

- Aesthetics were a way for Incas to separate themselves from other 'less civilized' groups
- Tied to religion, which was often excessive in food, dance, and colour
- Highlands Incas wore more wool
- Wore tunics with a belt or sash, and cloak
- Colourful embroidery
- Fabric and patterns tied to class
- Headdresses and headbands were topped with feathers and even gold
- Incan men painted themselves as a status symbol
- Jewellery was abundant, made of metal, gems, wood, shells and feathers
- Men stretched their earlobes with metal earrings
- Wore noseflares hung from septum
- Heavy discs worn as pendants, ears or hair
- Armbands
- Cloakpin was known as tupu



Earring



Head band



Shrines

Mummies, Tutuaco



Tunic



Ice Maiden of Ampuru

Research: Culture (Inca)

- Originated from Peruvian highlands
- Culture was highly influenced by architecture
- Geometric shapes and blockiness
- The tunic was essential, made of woven wool
- Textile patterns conveyed status and meaning



- Farmed crops such as maize, peanuts, potatoes
- Raised llamas and alpacas
- The coca plant was sacred
- Incans had larger lung capacity



- Incans believed in reincarnation and mummified the dead

- Also practiced skull deformation as part of the beauty standard
- May have signified ethnicity in empire



Tibetan patterns feature stripes and swirling patterns. Buddhist and floral motifs are common.



Aztec patterns were very geometric and used earth tones and purples. Animal symbolism is common. Colour and quality indicated status.



Ethiopian decoration is very geometric and features checker patterns, flower and cross symbols



Research: Setting

Mesa Verde



Pietrapertosa



- Landscape shapes how people farm, build etc.
- Many cultures make houses cut out from the rock
- Stone is abundant in mountains, vegetation can struggle to grow
- Andes are rich in minerals, but Himalayas are not, therefore; it varies
- Highlands are colder, wetter and windier than below
- Cliffs regularly host rare vegetation
- High altitude people adapt to low oxygen physically, sometimes resulting in red cheeks
- They also adapt by keeping more cattle as crops may be harder, and dressing for the cold



Research: Primary (Thinktank Birmingham)



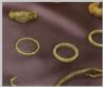
Peruvian
Llama(?)



Peruvian cap
(wood)



Research: Primary (The Potteries Musuem)





- Textured/messy to refined/detailed
- Experiments with brushes and styles
- Areas left undefined/in shadow
- Realistic, painterly style

- Face not always the highest detail
- Emphasis on realistic lighting
 - Value contrast
- Hard and rough edges



Possible influences



John William Waterhouse



Anders Zorn



Research: Jun Qi



Process



Possible Influences



John Singer-Sargent



Yoshitaka Amano



Wang Xi Meng



- Textured/messy/vibrant to refined/detailed
- Emphasis on organic flowing lines
- Detail contrast and saturation contrast
- Faces are smooth and undetailed
- Semirealism with east Asian stylization



Bluesky

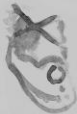
Early Sketches



Early Sketches



Early Sketches



Early Sketches



Early Sketches



Early Sketches



Puffs



Tempt



Tempt



Loot



Vend



AT



AT

Headgear



Early Sketches



Early Sketches



Early Sketches



Early Sketches



A dark, textured rock specimen, possibly a piece of charcoal or a mineral sample, is shown. The rock has a rough, irregular shape and is marked with red and yellow lines, suggesting a geological or scientific analysis. The word "Character" is overlaid in large, white, sans-serif font in the center of the image.

Character

Character iteration

Player Character

- carries shrine tools
- dresses well
- wears cordage?
- religious memorabilia / tattoos
 - Cord tattoo

Role in game: The perspective from which the player experiences the culture, and the events of the game. A shrine maiden, one of many. She must make a hard decision to go with the flow or fight against her own people.

- Bright colours?
- Playful motifs
 - animals - patterns
 - flowers
- Cutesy hairstyles + accessories
- green (fresh/alive)
- orange (energy)
- yellow (brightness)



Personality: An ordinary young girl, light-hearted and relatively pious. Kind. Enjoys her life.


- Symbols of youth
 - simpler clothes
 - shorter hair/loose
 - tattoos showing age? - front / upper arm
- large forehead
- mid-level of wealth
 - some decoration but not crazy

□ - dependable + respectable

○ - contentedness + fluidity

↳ changes to be angular later to show change?

Circular shawl with Δ underneath

- religious motifs in design
 - toys
 - embroidery
 - rosary / prayer beads
 - bag charms
- faith-aligned clothing / hair
- grey - symbol of stone? 

Character iteration



Character iteration



Character iteration



Character Turnaround



Character Sheet



Moya

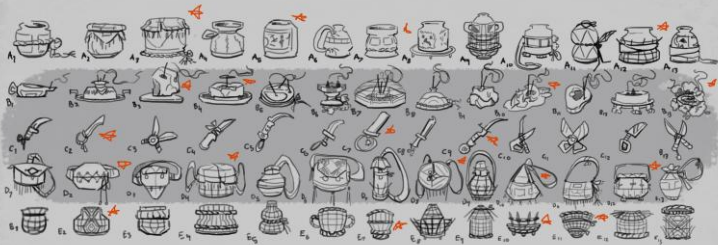
Moya was born into the high village and achieved the honour of becoming a shrine maiden at the age of 7.

She spends her days leading to the shrine, playing, and helping her mother tend to the yard.



Props

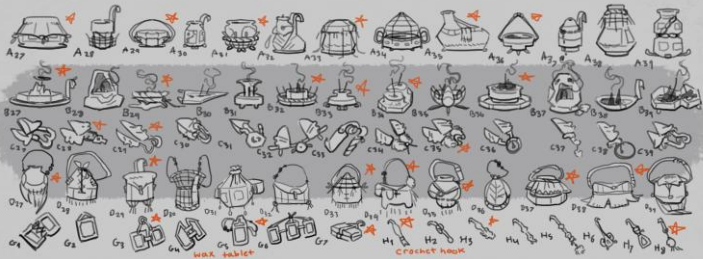
Thumbnails



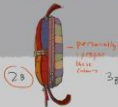
Thumbnails



Thumbnails



Iteration: Bag



Iteration: Incense Holder



Iteration: Shears



Iteration





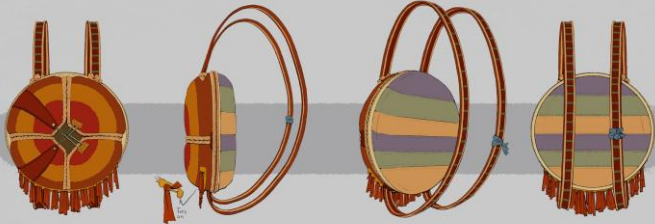
Shears Sheet



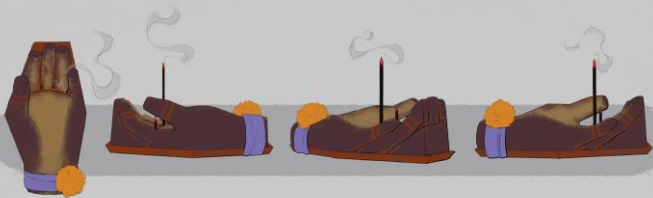
Incense Holder Sheet



Bag Turnaround



Incense Holder Turnaround



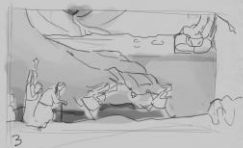
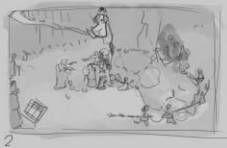
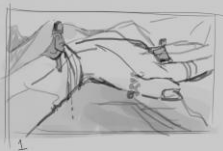
Shears Turnaround



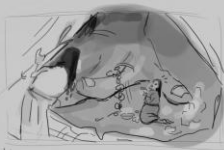


Keyframe

Thumbnails



Thumbnails

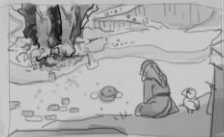


4



5

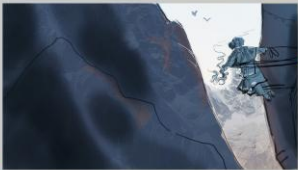
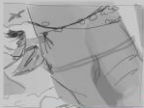
Bring to blender



6

Libby Sedgwick 2025

Sketches



A



Sketches

B



D



C



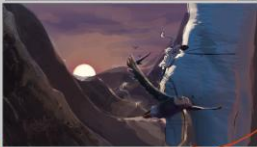
E



Sketches



f



G1



too confusing

Too light

G2



fog?

thumb good ✓

G3

Too blank





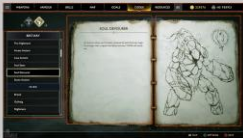
Codex

Research: Codex

God of War



Pages in a book
Sketchy style as though drawn by character



text + image together with highest contrast - equal focus

Black Myth Wukong



Scrolls on a table, plus hovering text
Chinese ink painting style

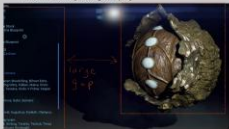


Minimal elements, high contrast
1st focus highest contrast

Warframe



Hologram menu in game, diegetic
In same 3D style as gameplay



Kingdom Come Deliverance 2



Pages in a book
Medieval artstyle and carvings



+text+image singled out from menu etc.

Dragon Age Inquisition



Series of cards which when selected display text
Stylized, similar to tarot



Buttons w/ edges

Minifaces is larger, 2 flowers
w/ a catherine



Circle



Text sample



Minifaces

Codex Iteration



A



B



C



D



E



F



G



H



B_{1A}



B_{2A}



I



J



B_{1e}



B_{1c}

Codex Iteration



B1D



B1E



B1H



B1L



B1F



B1G



B1J

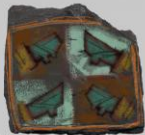


B1K

Codex Iteration



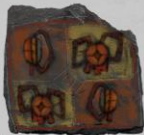
B3A



B3B



B28



B2C



B3C



B3D



B2D



B3E



B3A



B3B



B3C



B3D

Codex Iteration

Moya

EXIT

1st
Focus



Moya was born into the high village and achieved the honour of become a shrine maiden at the age of 7. She spends her days tending to the right hand shrine, playing and helping her mother tend to the yard.

Not clear enough

2nd focus

too much space

A



Clearer
but too plain



Contrasts
but looks
off colour

looks
meh

Moya

Moya was born into the high village
and achieved the honour
of become a shrine maiden at the age of 7.

She spends her days tending to the right hand
shrine, playing, and helping her mother
tend to the yard.



Pulls focus ✓

Too Sparse



Moya

Hard to read

Moya was born into the high village and achieved the honour of become a shrine maiden at the age of 7.

She spends her days tending to the right hand shrine, playing, and helping her mother tend to the yard.

EXIT

Clear rhythm + Buttons



SAVE

LOAD



Moya

Moya was born into the high village
and achieved the honour
of becoming a shrine maiden at the age of 7.

She spends her days tending to the right hand
shrine, playing, and helping her mother
tend to the yard.



0444



Moya

Moya was born into the high village and achieved the honour of becoming a shrine maiden at the age of 7.

She spends her days tending to the right hand shrine, playing, and helping her mother tend to the yard.





MY

HOME

Bag

A bag can be a handy way to transport what you need.

This one can hold up to 4 items.





347

348

Incense Holder

This incense holder comes from the right hand shrine.

It has space for ³X sticks of incense, and is well crafted out of the finest clay.





SND



LOAD

Shears

These shears, once used to shear sheep, now have a sacred new life as ceremonial tools.

They can be used to trim wicks, make garlands and cut ribbons.



BACK