



THE ART OF

PRIMAL ISLAND

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INTRODUCTION

Primal Island is a heavily creature and character first person, survival, adventure game that is set on a distant island where once endangered animals are now being brought back from extinction with new unique features that will hopefully adapt them into a better world. However after the success of these experiments, all goes wrong when they become hostile and unstable.

You play as Marcella Sink Tooth, A zoologist who studies biology and has recently created these new mutants as part of an experiment to save these creatures from extinction, these include the rhino mutant, the komodo dragon mutant and the macaw mutant who once docile and wild creatures are now evolved into dangerous and unstable animals that break out across the island. Your job is to make your way through this island and hope no harm comes to you.

My main goal of this project is to design more unique creatures whose designs are not overused in popular medias after using the same elements from one source and raise awareness of real world problems such as extinction of animals through adapting new ideas in a design format.



INTRODUCTION

First initial drafts of my ideas, I already knew what I wanted to focus most on which would be the creature and character. I made sure to also make time for an environment piece but it would not be my focus point.

Overall I explored different creatures that are currently endangered as well as some suggestions from my peers such as having an action sequence and UI design.

CREATURE DESIGNS + FINAL OUTCOMES

- 3 final Creatures
- Bluesky + Thumbnails
- Turnarounds
- Visual effects
 - ↳ mechanics
 - ↳ Gestures
- Evolution chart???



CHARACTER DESIGNS

- 1 FINAL CHARACTER
- Bluesky + Thumbnails
- outfit exploration
- prop callouts
- Gesture Sheets
- Turnarounds
- Colour exploration

BEGIN RESEARCH WEEK 1

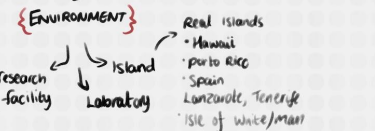
- Endangered species
- David Attenborough Doc
- Watch Jurassic Park

ENVIRONMENT DESIGNS

- Island? facility? zoo?
- map of area
- moodpaintings
- THUMBNAILS
- Asset sheet
- location of laboratory

- Interior + exterior
- Art inspo
- DINO TOPIA BOOK

ENDANGERED + VULNERABLE



STORYBOARDS

- Thumbnails
- Research style
- Action sequence

- Scientist
- Zoologist
- Biologist
- Breeder
- Archeologist
- palaeontologist

DELIVERABLES

Rhino Mutant

- Research and moodboards
- Blue sky and thumbnails
- Developed designs
- Colour iterations
- Gestures
- Abilities
- Final Creature sheets

Komodo Dragon Mutant

- Research and moodboards
- Blue sky and thumbnails
- Developed designs
- Colour iterations
- Gestures
- abilities
- Final Creature sheets

Macaw Mutant

- Research and moodboards
- Blue sky and thumbnails
- Developed designs
- Colour iterations
- Gestures
- Abilities
- Final Creature sheets

Character: Marcella Sinktooth

- Research and moodboards
- Blue sky and thumbnails
- Developed designs
- Colour iterations
- Final Character sheet
- Prop Callouts
- Turn around

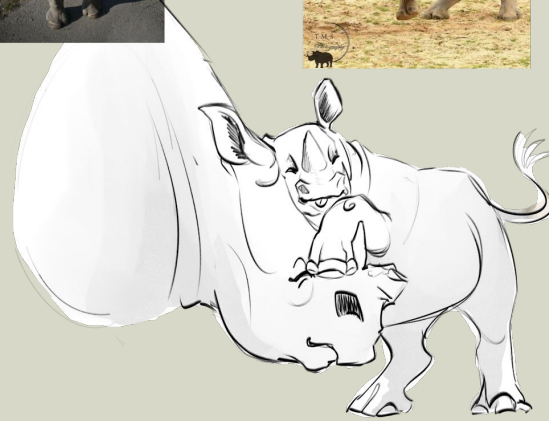
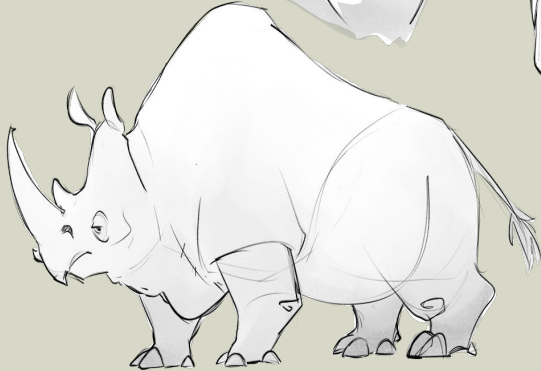
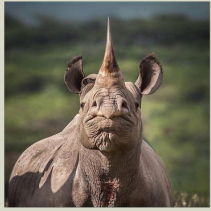
Environment: The Island

- Research
- Spit paints
- Mood exploration
- Island Map

Narrative

- Storyboards

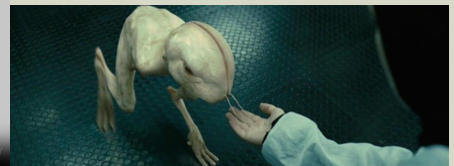
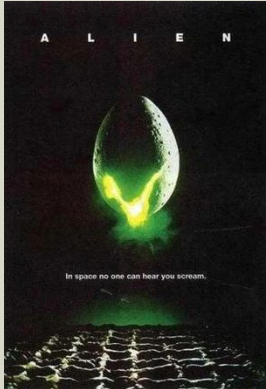
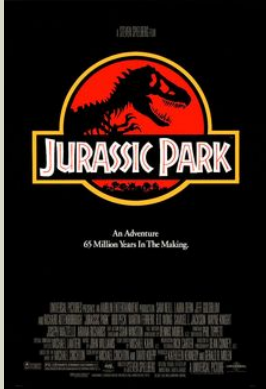
STYLE EXPLORATION



Here I was recommended to explore more styles to create a very cohesive project since I was more comfortable with stylised over realism and practiced expressions to change my style up a bit. Overall i focused on pushing bigger shapes to introduce more character to my animals and play around with the personality my creatures may have.

KEY INFLUENCES

Key influences from media such as Jurassic Park, Alien, Fantastic Beasts, The Thing and Splice that explore the idea of new species and evolution. Overall they explore a deep understanding of how creatures evolve and creating something new from previous relevance to the original source material such as the dna or key elements.



KEY INFLUENCES



'*Atelopus halihelos*, a species of harlequin frog'

'*Jaime Culebras and the laboratory of forgotten frogs*'



'*Katharina Huchler fosters northern bald ibis*'



Planet earth 3 introduces a episode all about saving different creatures. Here david attenborough himself explores many wonderful scientists, biologists, zoologists and many people who want to help protect these animals and overall the environment. Here they explore many different ways to help reserve the numbers of certain endangered animals in the wild whether it's helping them reproduce or enabling them to migrate under safeguarding. I believe the overall idea for my character is to help preserve these animals so taking inspiration from this episode of planet earth, i hope to design a really well balanced character that uses these ideas in order to help protect and save these species from extinction.

RESEARCH

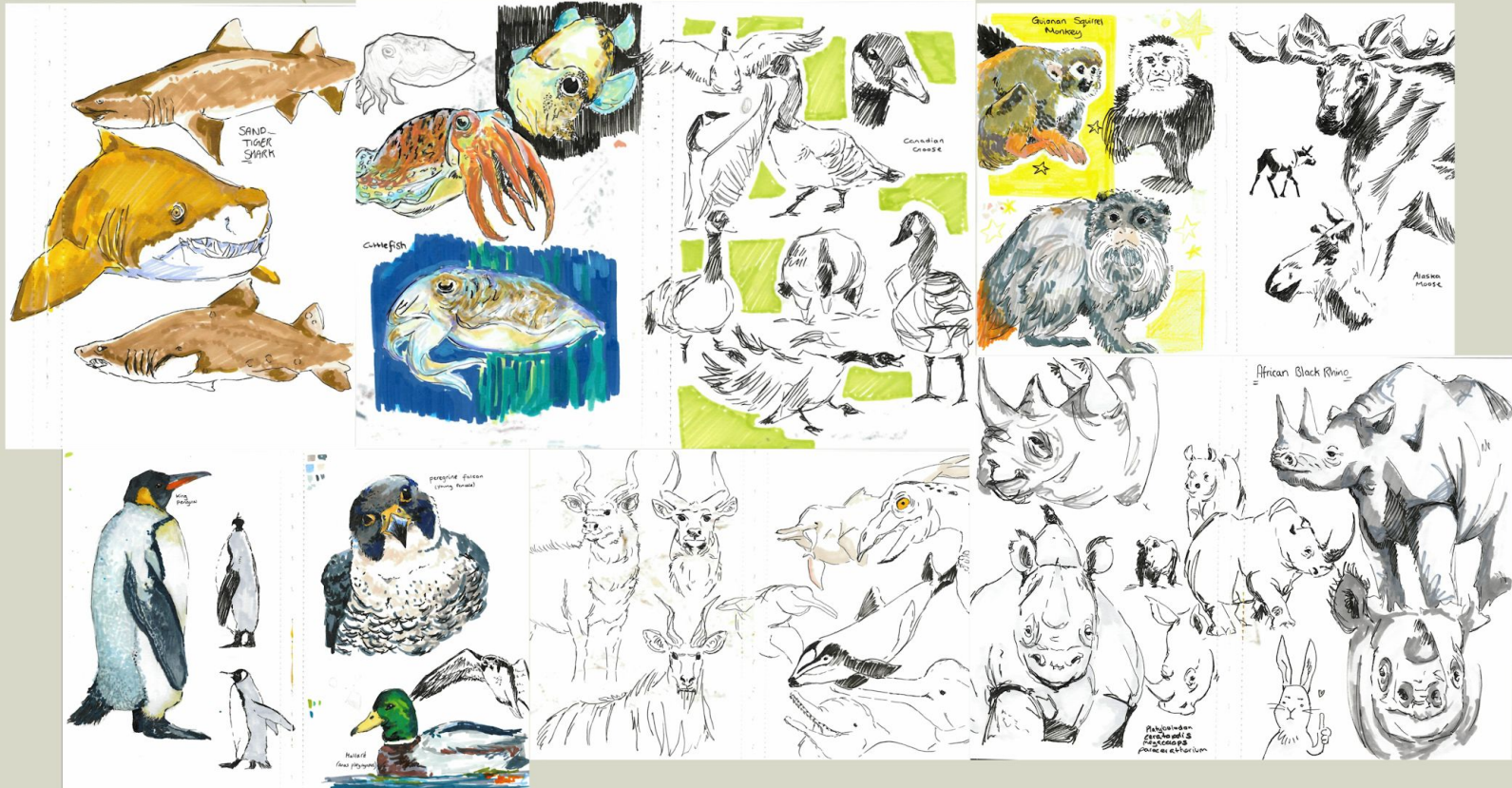


NATIONAL MUSEUM OF SCOTLAND

During one of my breaks in between the project, I was able to visit the national gallery and get up close to certain specimens that are very rare in the wild or are now extinct. This included the ground sloth and some large megafauna as well as certain species i was looking into for my research such as a komodo dragon. Overall this trip was very educational and proved very useful to also reference overall posture and anatomy when it came to my studies.

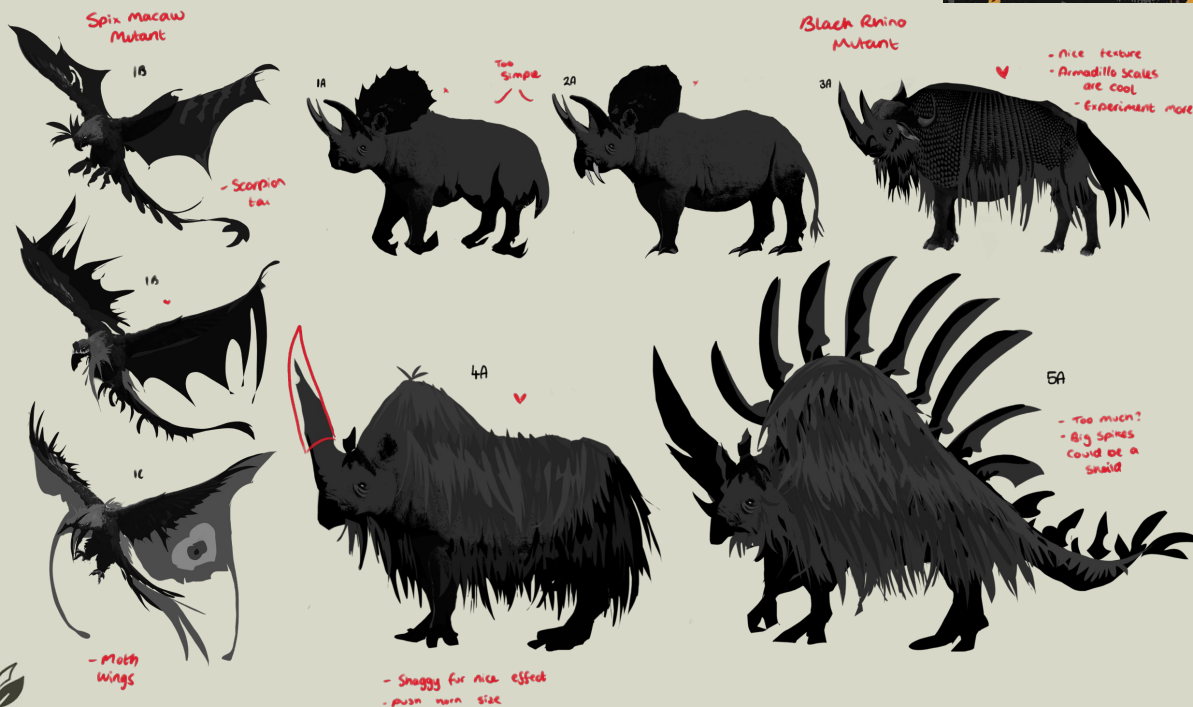
RESEARCH

Studies I did across my project. Overall focusing on colour and anatomy while also exploring lots of different animals. This hopefully helped to inform my design choices and get my used to doing studies regularly.



INDUSTRY INSPIRATIONS

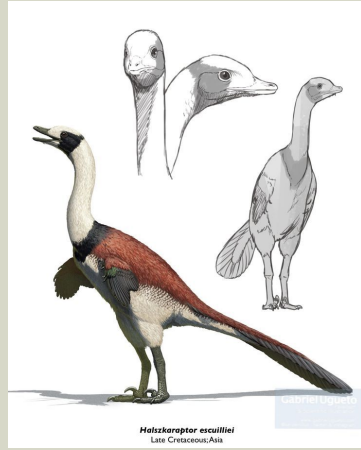
Scott Flanders Tutorial on photobashing creatures



Being introduced to Scott Flanders during my early design phase really helped my overall ideation phase to quickfire ideas using photobashing. I found using real animals to inspire new design decisions was really helpful in early ideation phase and easily create some bold silhouettes. Here i began my bluesky phase during week 2 focusing on the rhino mutant as well as another mutant which at the time i looked into different birds. I mostly combined other elements of different animals to create some cool ideas that featured a lot of changes but still reverted back to the original animal.

ARTIST RELEVANCE - RESEARCH

Serpenillus - @Gabriel U illustrations

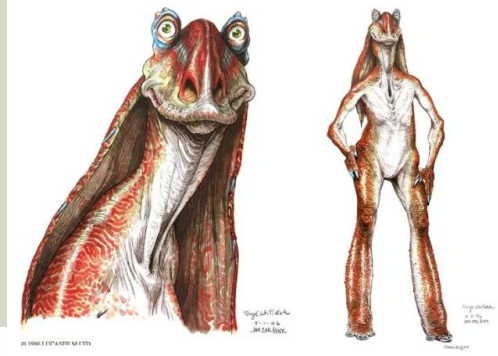
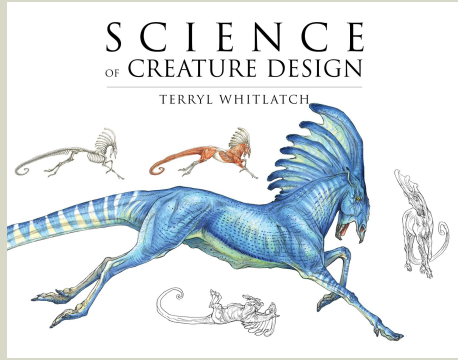


Work has been featured in Apple TV's Prehistoric planet aired 2022

Serpenillus is an artist that explores a lot of paleontology and overall accurate design with prehistoric creatures. Overall his impact has made my journey a lot easier as finding source accurate information on extinct animals is always a challenge. Overall the way their work is presented is an exceptional industry standard as well as showcases many practices of form and shape.

Overall to include the detail they produce in my own work would be amazing for both interesting designs and independent choice of what I believe these creatures will look like. Overall their work has also been featured in media such as documentaries which is very interesting since it means their designs are believable and overall get the point across to the audience.

ARTIST RELEVANCE - RESEARCH



Terryl Whitlatch

Terryl whitlatch is a illustrator who specialises in creature design whose work has been featured in some very popular media such as star wars. Their design process is both interesting and unique taking creatures and fitting them together to create both captivating and interesting designs. Overall using traditional media also works well to capture form and colour. As someone who like to life draw and study traditionally alot id like to take this into consideration to expand my knowledge while also remembering to link back to the original source so that my creatures still feel real.



MEET THE MUTANTS



RESEARCH



'African Black Rhino'



Reason:

- ❑ Hunted by poachers, for their horns made from ivory, fetches a high price.
- ❑ Low reproductive rate
- ❑ Habitat loss due to more human settlements being built



'Komodo Dragon'



Reason:

- ❑ Islands and coasts being submerged due to rising sea levels
- ❑ Decline in prey due to human activities such as farms and hunting
- ❑ Forces them to travel long distances to find other food sources



'Spix's Macaw, Great Green Macaw and Blue Throated Macaw'



Reason:

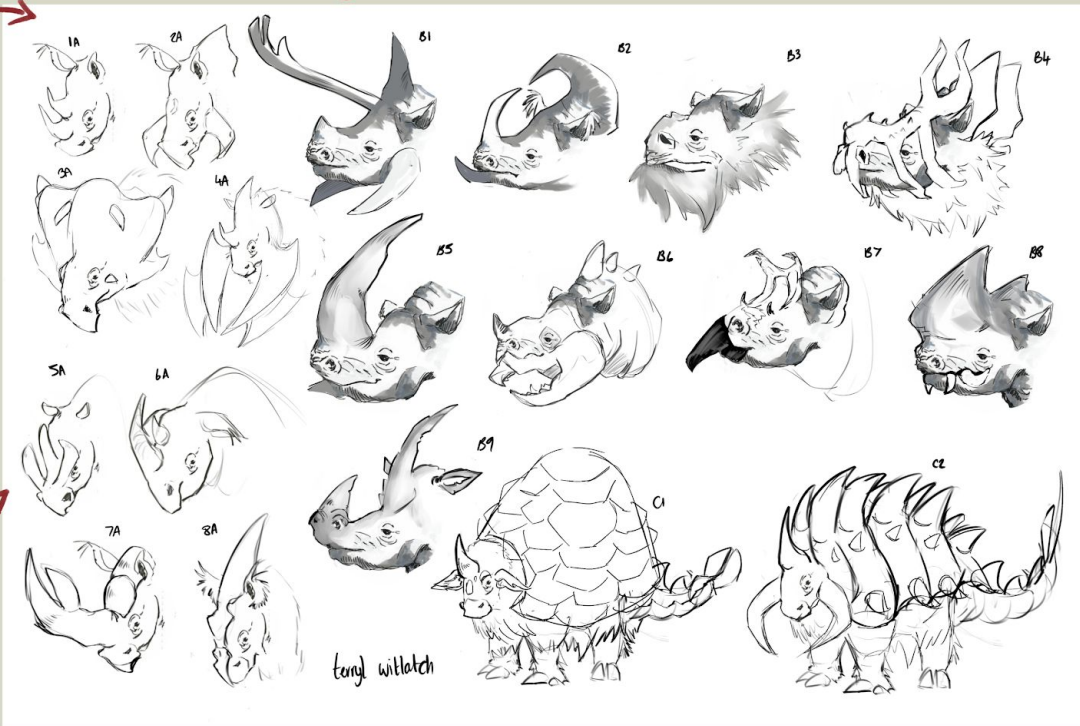
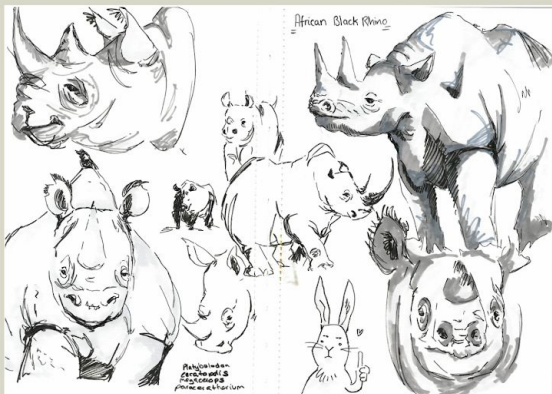
- ❑ Woodlands destroyed due to deforestation, humans building more farms and overgrazing by livestock
- ❑ Pet trading industry, captive animals being illegally traded around the world.

STUDIES INFLUENCING DESIGN

Using procreate to scan in and begin my iteration process after i did my research on creatures id love to develop such as the black rhino.

Study to Concept

Early Studies in sketchbook



Using my developed studies from week one i incorporated them into my iteration process, for now I focused on face shapes and horn designs.

DEVELOPED IDEAS



→ A little too much

Receiving feedback I was able to narrow down the overall design to 3A since it was the most consistent and well balanced. The others proved to be a lot softer than the overall look I was going for but I was able to take elements from 1A and 4A to inspire 3A to a final design.

COLOUR ITERATIONS - RHINO MUTANT



- cooler temperatures
- Start adding patterns
- Think about placement of back spikes

- Nicest design
- Mangy fur is a excellent idea (sheds in summer)
- think about patterns to (horses, donk, zebra, antelope)
- headsnap is lovely

Moving on to colour once I was happy with the overall shape, here I explored creating colour iterations to suit a colder environment as well as keeping it consistent with the original creature with darker tones such as greys and browns, here I took influence from both animals from the savannah and rainforests while also referencing creatures from north america and antarctica that live in freezing temperatures. Overall I was informed to add more patterns to my designs and in the end D5 was most promising.

THE RHINO MUTANT

ORIGINATING FROM THE AFRICAN BLACK RHINO, THIS MUTANT IS AT FIRST DOCILE TO MOST IT'S SPECIES BUT WHEN THREATENED PACKS A MIGHTY PUNCH.

RELOCATED TO THE SNOWY SCAPES , THEY ARE ABLE TO LIVE IN A SUBSTANTIAL TEMPERATURE UNDER -5 DEGREES DUE TO THEIR LARGE AMOUNT OF FUR WHILE ALSO BEING PROTECTED BY A HARD SHELL ALONG THEIR BACK THAT'S UNPENTRIBLE TO POACHERS WHO ARE NOW UNAWARE THESE CREATURES HAVE A HIGHER DEFENSE.





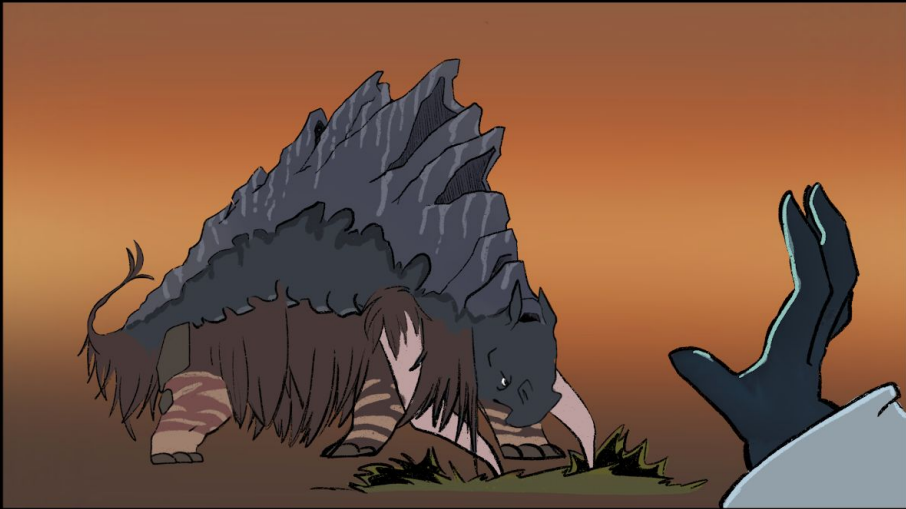
BLACK RHINO MUTANT - GESTURES

ARTIST RELEVANCE - RESEARCH



GABO GARZA - Destiny 2

For a stretch goal, i also included some ui design for abilities for each creature that was recommended to me by my mentor. Overall i decided to keep it simple with a vignette as the background but followed through how Garza approached movement and special effects. Overall for a stretch goal i'm happy I made it and I believe it showcase my projects narrative a lot better than my original intentions.







EVALUATION OVERALL - THE BLACK RHINO MUTANT

Overall I found this design process one of my favourites as it was my first creature I worked on and i'm happy with the amount of work I was able to produce above the course of this project. I had a few challenges here and their including creating a creature that is both satisfying to look at but functions in a first person survival adventure game.

Overall i believe a lot of my research my peers suggested to me really helped such as discovering serpenillus work recommended to me by my mentor. His work gave me accurate depictions on how I can replicate certain megafauna in a realistic setting but also inspiration when it came to me developing a more stylised project. Overall i love how my rhino mutant turned out i believe the colours were the last part i fully worked on before moving on to the rest of my project which proved to work out in the end after some tweaks to get the palette spot on and incorporating patterns from real animals such as a okapi and grey wolf. Id say it also has the most iterations which I quite happy about but means i could work on equally splitting the iteration process.



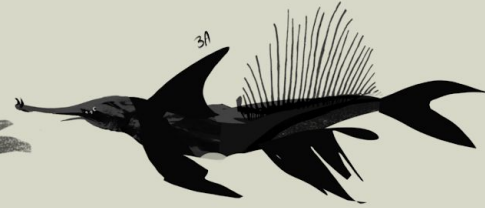
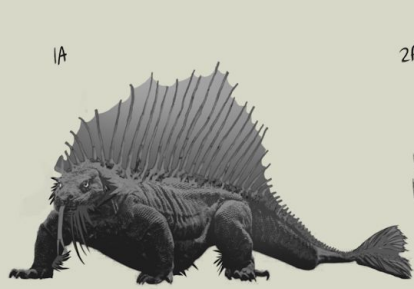
Moodboard

Overall exploring both Sea creatures and different reptiles. I also looked briefly into dimetrodon since they have a similar bone structure and build. Overall i took inspiration with creatures that are able to adapt into a deep sea environment such as a spider crab and sea iguanas while also keeping in mind about the movement so the frilled lizard and vampire squid proved interesting.

Overall keeping in mind that although this animal is going extinct from sinking islands they are still land creatures so being able to move on bothe terrains is a key point.

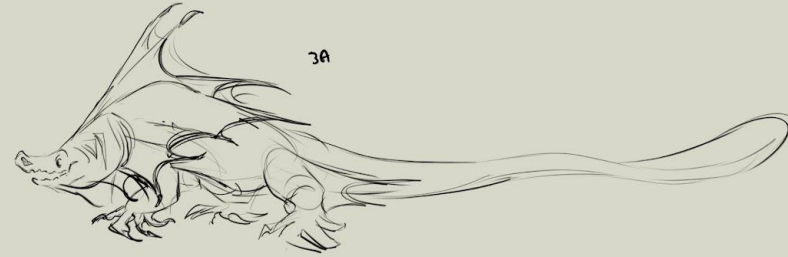


BLUESKY - PHOTOBASHING



First initial drafts, referencing my moodboard while photobashing some quick ideas using the komodo dragon as a base and beginning to add random shapes from other critters

THUMBNAILS - KOMODO DRAGON MUTANT



This process was a lot simpler since I knew what I was going for, overall after merging a few animals together I was presented with 2A which I polished for final designs

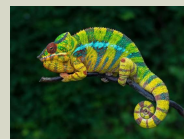
KOMODO DRAGON MUTANT - COLOUR ITERATIONS



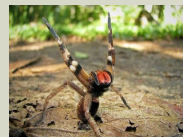
1A



2A



4A



6A



3A



5A



Exploring colour was really fun for this creature especially since i was able to find a range of animals with interesting colours while also referencing its original source. Overall 6a proved most accurate to the original komodo dragon and using mimicry was a interesting idea.

THE KOMODO DRAGON MUTANT



Beware, this mutant is a highly skilled hunter on land but in the water proves a lot more deadly, its large umbrella like fins help to vastly swim through cold blooded cove and prove highly useful to scare of unwanted company. Since the islands sank its now able to adapt underwater and proves a lot more effective to finding a larger food source such as a school of fish.



KOMODO DRAGON MUTANT - GESTURES





Evaluation



Overall the komodo dragon mutant has proved to be one of my favourite deliverables from this project especially later on when i was able to showcase it in its environment. I think with how i prepared myself to do 3 creatures i knew it be alot but overall i'm happy it was able to get a final sheet and design.

I wish especially i was able to produce more thumbnails for them since i feel it may have lacked a few more designs but in this situation immediately knew what i was going for and it proved to turn out really well.

I think for future development i'd love to see this create in a 3d model or even a cinematic since its design is one of my favourites and i've grown really attached.

The colours i believe worked really nice in the end i think at times when it came to iterating i wanted to go big with inspiration but in the end chose the more neutral option.



MOOD BOARD

Overall, after researching what causes macaws to be endangered is habitat loss from deforestation as well as the pet trade industry. So to counter this i researched birds that tend to be more prepared to live on the ground rather than the trees to hopefully improve survival rates from falling debris. This also ties into prehistoric creatures such as the dodo and oviraptors who are built for walking along the ground and are vastly more territorial and protective of their offspring.



BLUESKY - PHOTOBASHING



My first initial ideas i explored mostly grounded birds and emphasizing the tail to be built like a weapon for defense and attack purposes. Id say from the information i gathered here a bird with stronger legs to support a bigger defensive build would make more sense so i decided to look more into 3B and 4B.

INITIAL IDEAS

1A



1C



1B



Feedback

- Body is nicely balanced
- Be sure to emphasize arms
- Tail has some awesome quills
- legs small but readable



- Tail is a little too big
- feet are nice but too big
- experiment with crown ideas

Rough ideas for my first set of ideas after some photobashing, using the overall shape i created some ideas that explored the tail being weaponized fro attack such as large quills that shoot at range. Overall this idea proved effective but i was advised to explore further and really push the shapes.

THUMBNAILS



S1



S2



S3



S4



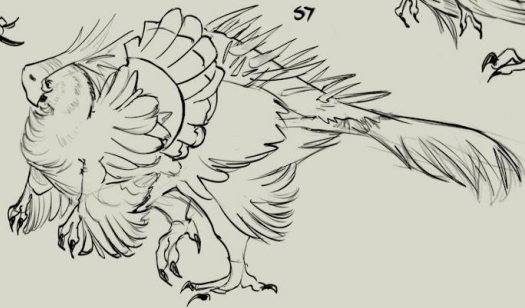
S5



S6



S8

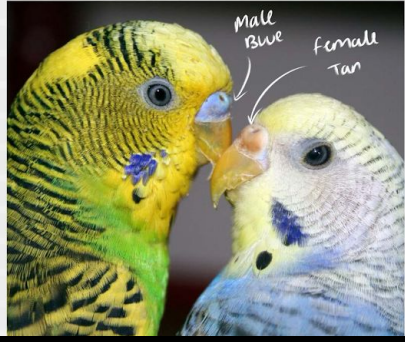
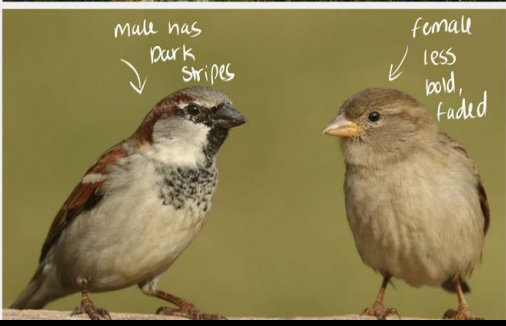
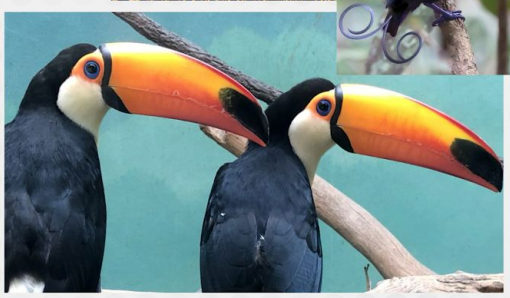
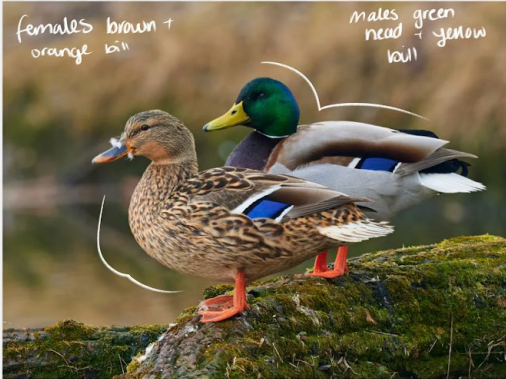
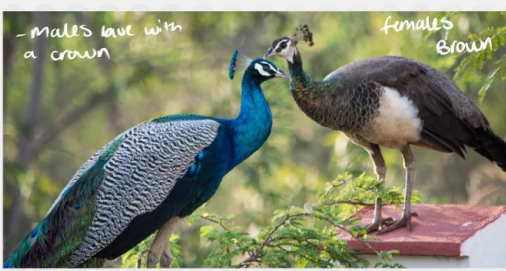


S7



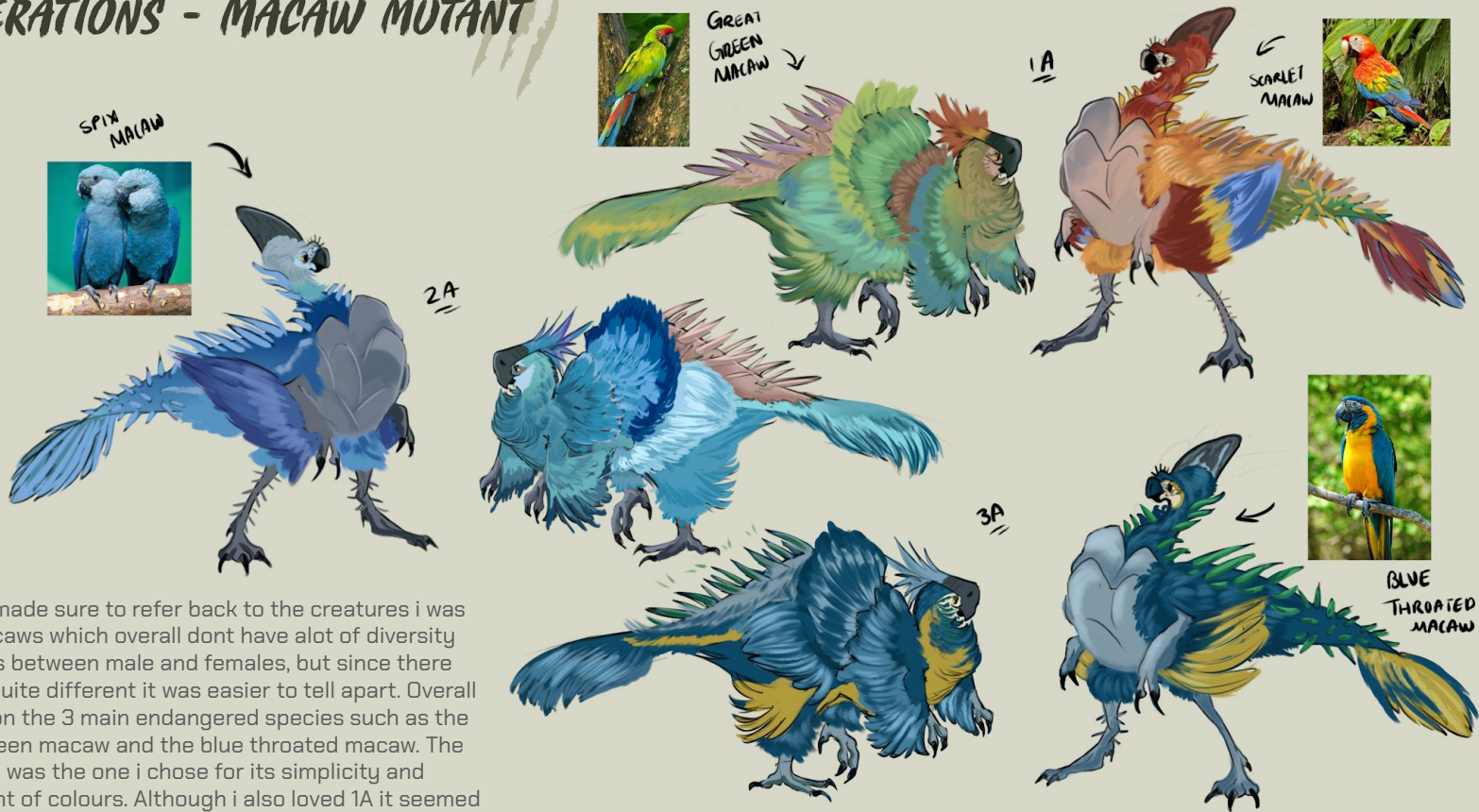
S4

Another round of more developed designs. After some discussion, I decided to include two iterations to showcase sexual dimorphism which is extremely present in birds. 57 and 54 I ended up taking forward for both their unique differences and overall shape.



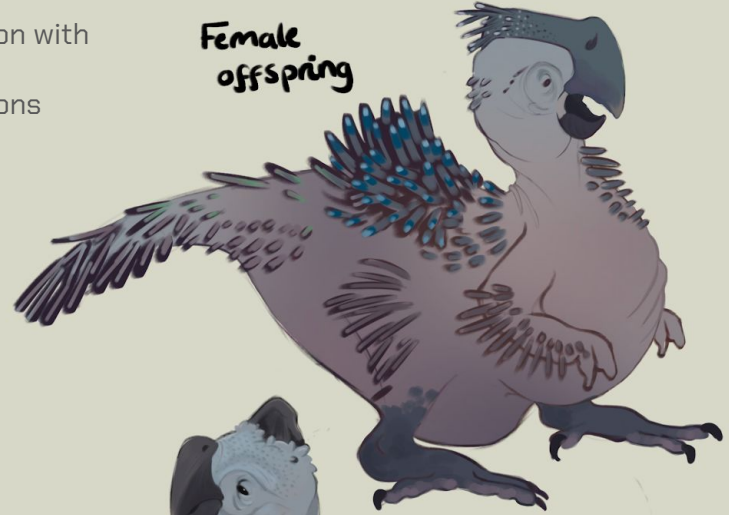
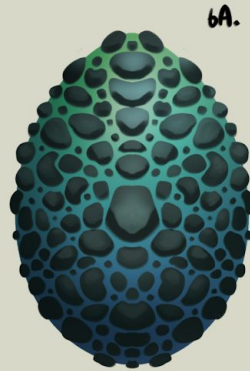
Before the colour process, i researched more into sexual dimorphism which is present in a lot of birds. Overall it seemed colour was the main factor as well as facial shape.

COLOUR ITERATIONS - MACAW MUTANT



After my research, i made sure to refer back to the creatures i was creating such as macaws which overall dont have alot of diversity with different colours between male and females, but since there forms were already quite different it was easier to tell apart. Overall for colour i focused on the 3 main endangered species such as the spix macaw, great green macaw and the blue throated macaw. The blue throated macaw was the one i chose for its simplicity and overall nice placement of colours. Although i also loved 1A it seemed the colours were a bit too much.

Exploring the idea of offspring, a stretch goal but also further exploration with early development of my final macaw mutant. Focusing on the sexual dimorphism for both male and females, I also explored some egg iterations based on my colour palettes for both birds and different patterns.



THE MACAW MUTANT

Although they make cute pets, these guys are bad news, don't let their beautiful plumage fool you, they are ready to attack, these mutant rely on their quills along their tails to attack incoming predators and defend their young, once able to fly you will now see them leap into action across the jungle ground. And watch out for the spikes they are very poisonous.





MACAW MUTANTS - GESTURES







Evaluation - MACAW MUTANT

Overall, after completing all my creatures i think im very proud of myself. Originally i only intended to create 2 but a third one i decided to add to make my game alot more complete and showcase a range of different creatures. Overall the macaw creature showcases its abilities the best i believe and using reference from Gabo Garza proved really effective to showcase my work at a industry standard.

I think overall i also really like that i gave myself a stretch goal and was able to produce concepts for certain offspring but mostly focused on the macaws since it was also interesting to explore dimorphism between both offspring.

By the end of my creatures i think i've produced a high amount of detail and quality in my work and choosing a create based project has really broaden my senses opn designing such cool and unique characters but also allowed me to showcase something i'm passionate about. Overall id love to clean up certain elements such as the gestures more but feel i have overall done the best i could.



**MEET THE
SCIENTIST**



STUDIES - VISIT TO EDINBURGH



During my trip to edinburgh, I stopped in a small coffee shop and decided to use my time and study the customers around me, I focused mostly on colour and shape hoping to inspire some ideas for my character.

THUMBNAILS - PROF. MARCELLA SINKTOOTH

The scientist, although another main focus for my project was my character, I made sure to keep simple. This was due to the idea of them being a first person protagonist so the design would not be seen much. But overall i decide to go all out and explore a range of shapes. From the feedback I received from my first thumbnails, 16A, 13A, and 5A worked nicely for a nice shape structure and simple design.



THUMBNAILS - PROF. MARCELLA SINKTOOTH



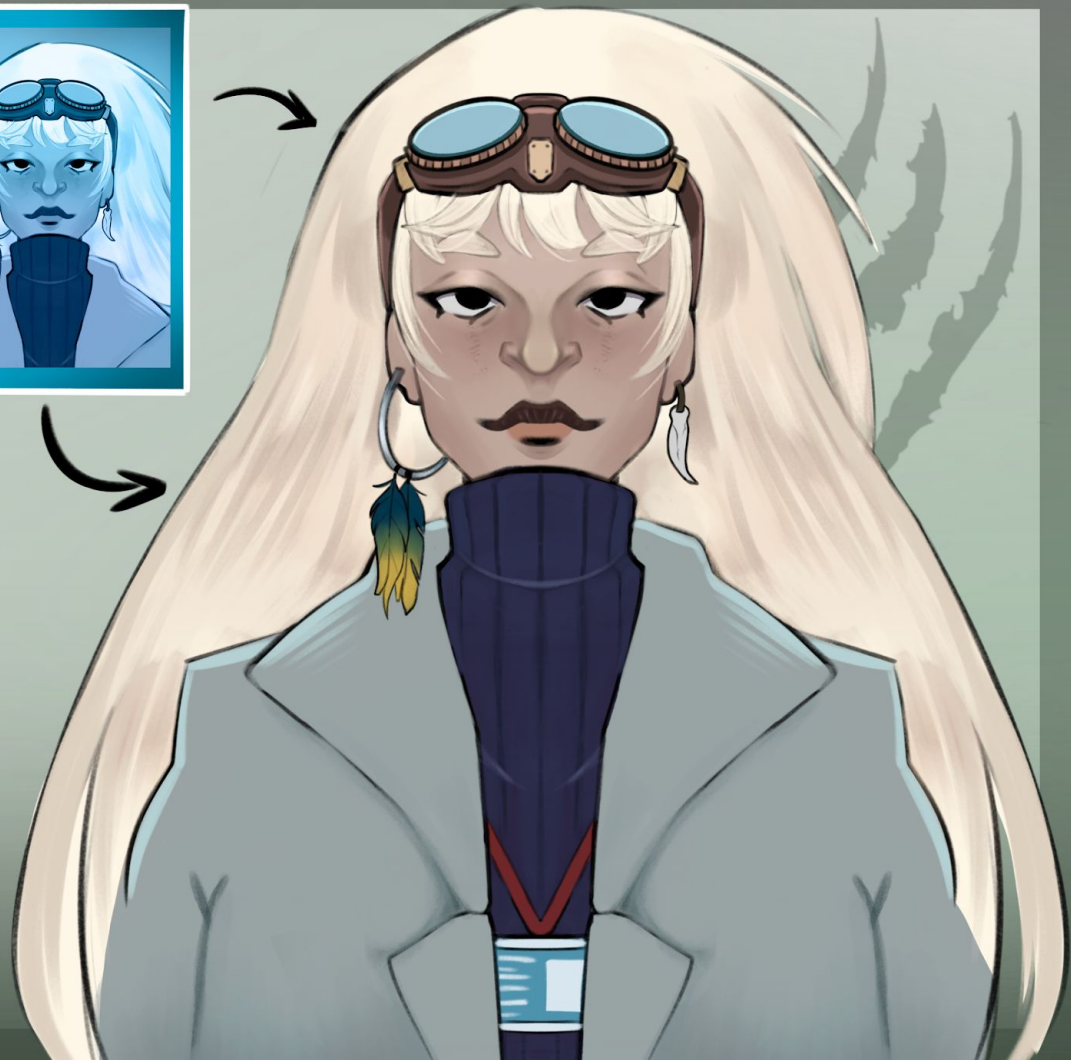
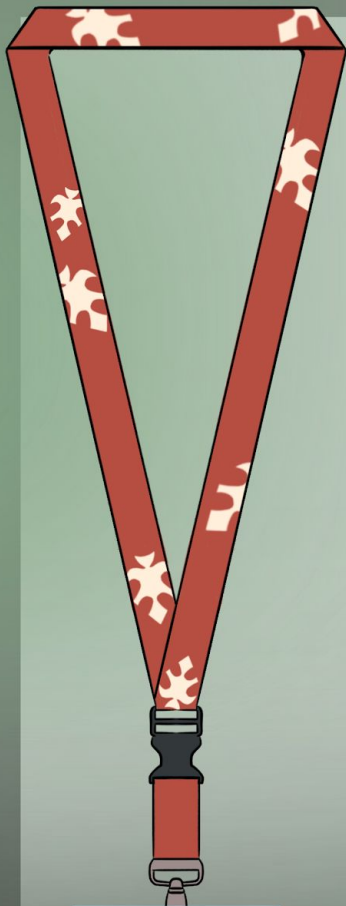
Immediately I went straight onto colour with rough ideas and refining more shape. Overall I explored a lot of shape and styles but it seemed the original 1a still proved really nice with her baggy coat and long hair adding for some nice shape language.

COLOUR ITERATIONS- PROF. MARCELLA SINKTOOTH



Here i went and explored further colour developments such as maybe unique and interesting designs focused on animals such as insects. Using this as a idea for shape language i started taking it further but was advised that the original still worked out really well but this could still work as a iteration phase for something such as skin designs that could be developed as a stretch goal.









Evaluation - The scientist



My character overall was one of the other main parts of my project and I feel I have succeeded by completing a character sheet along with some narrative for their background.

However I think I was very focused on creature so my character at times was pushed to the back but i made sure to bring them forward to develop more ideas and showcase at least a good example of a final outcome.

I think id love to explore more design iterations perhaps outfits or even prop mechanics such as how she uses her id card within the island to get around but overall i think she turned out really nice. I realised however doing a first person character I didn't need to focus too much on her design in the end but really wanted to have a nice few iterations at least to showcase my progress. Overall I think she turned out really nice even with finished sheets but id have loved to explore further.

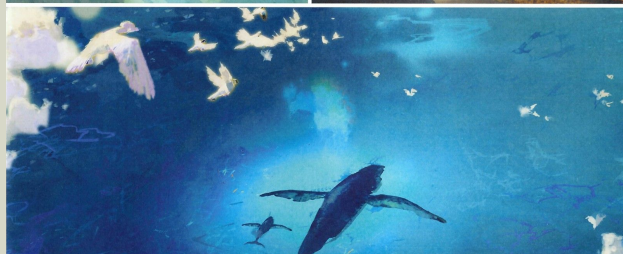


ENVIRONMENT

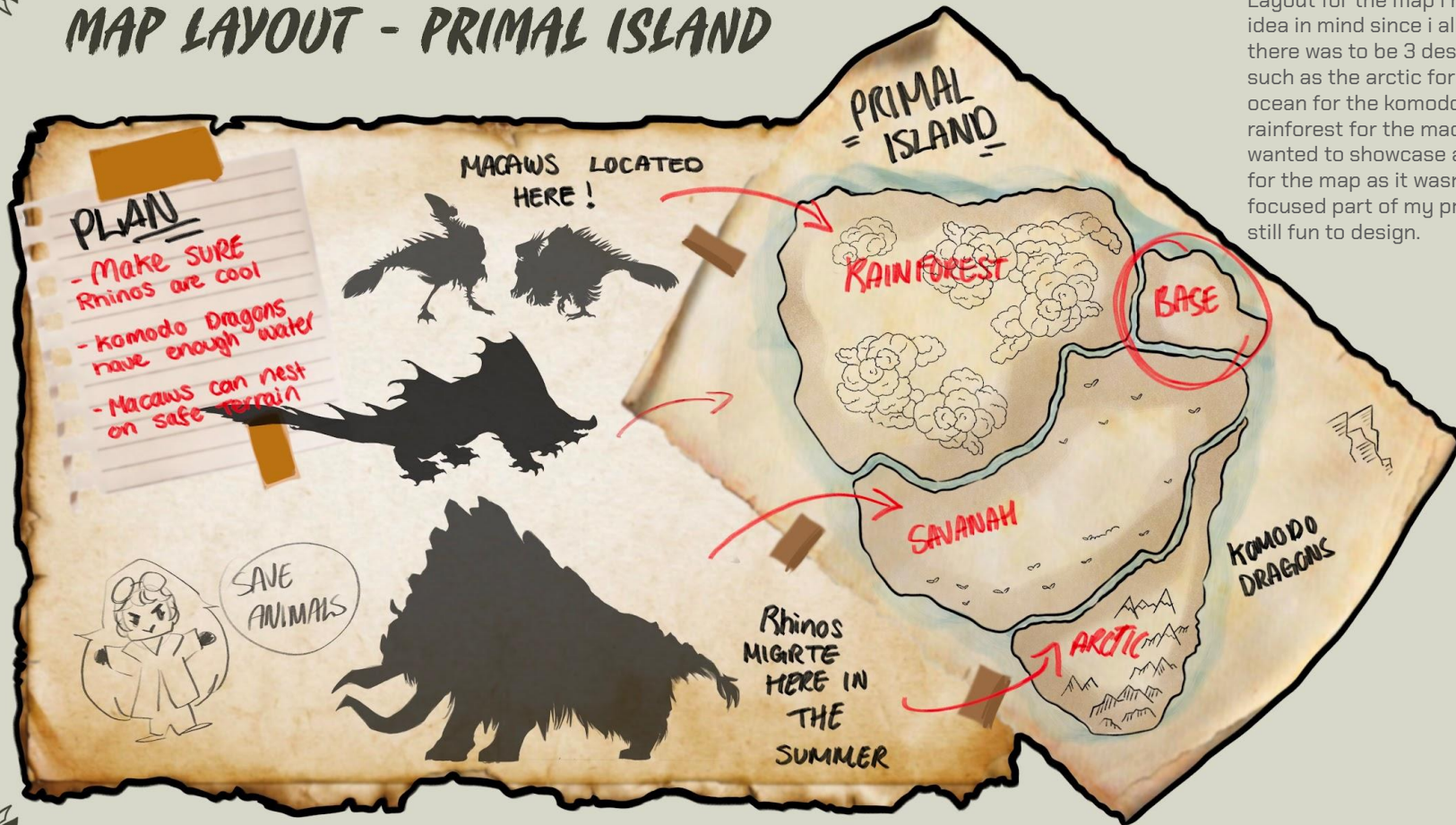
INDUSTRY INSPIRATIONS

The Art of The Wild Robot by Jeremy Schmitz

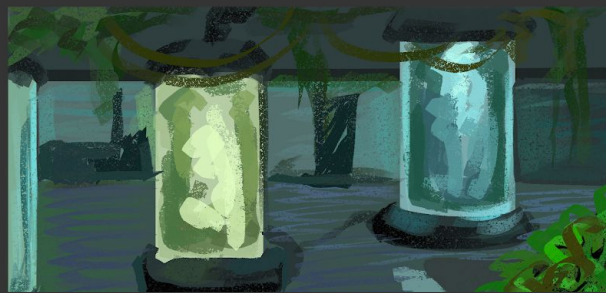
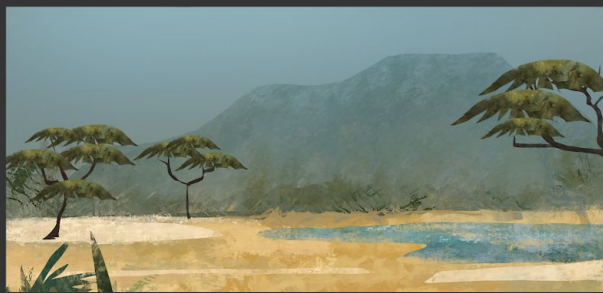
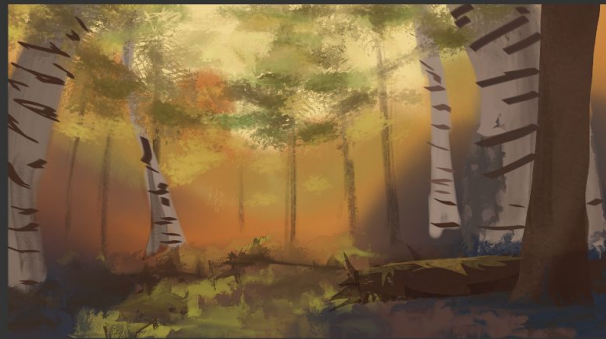
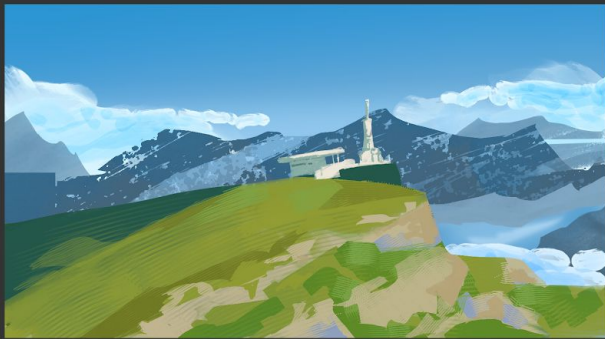
After deciding to do spit paints for my environment, the art of the wild robot showcases some lovely work introducing textures and character within each brush stroke making it feel very stylised and appealing. Overall i'd love to use these as references for how they introduce many animals into a colourful world.



MAP LAYOUT - PRIMAL ISLAND

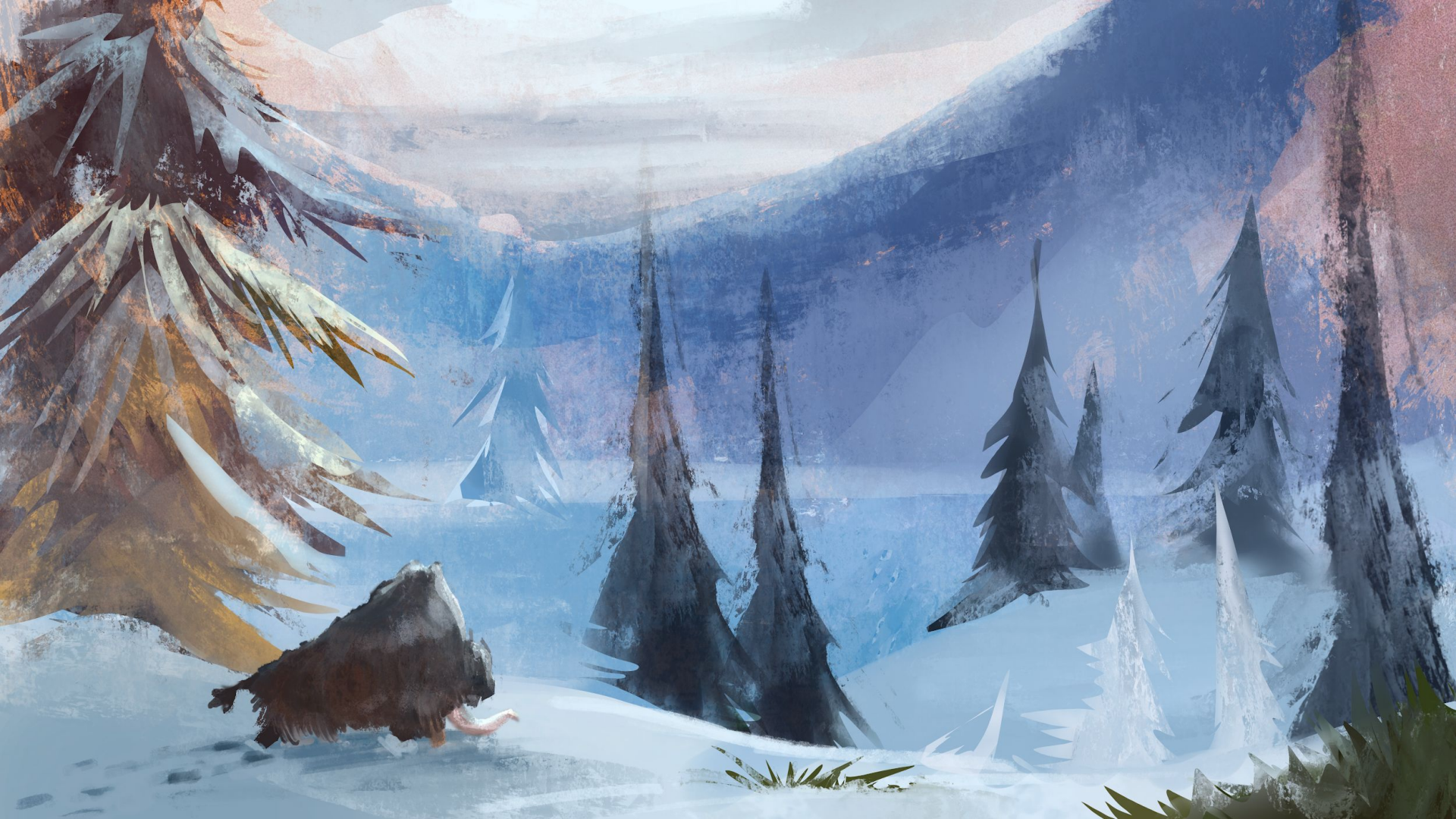


Layout for the map i had a rough idea in mind since i already knew there was to be 3 destined places such as the arctic for the rhino, the ocean for the komodo dragon and a rainforest for the macaws. Overall i wanted to showcase a rough idea for the map as it wasnt a overall focused part of my project but was still fun to design.



Mood Exploration - Thumbnailing process for islands ambiance and overall aesthetic

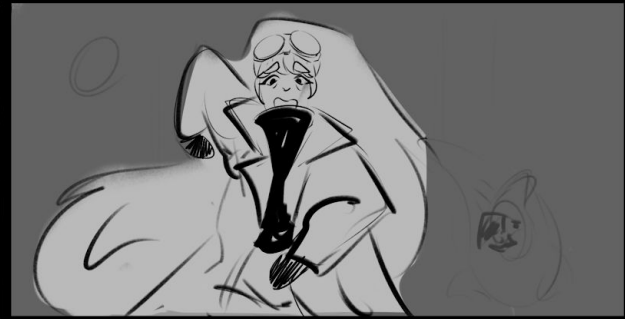
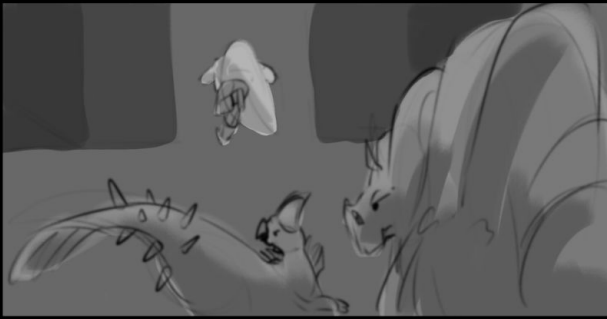
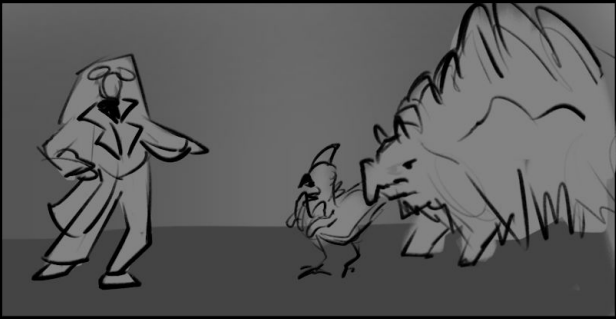
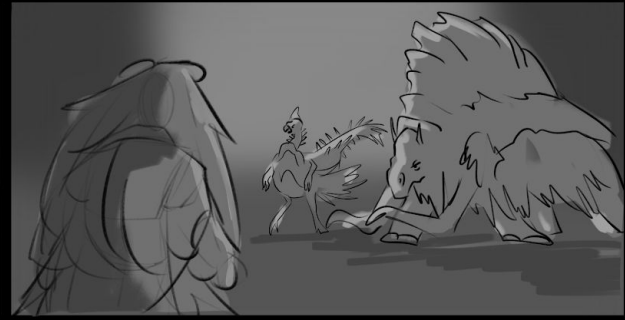
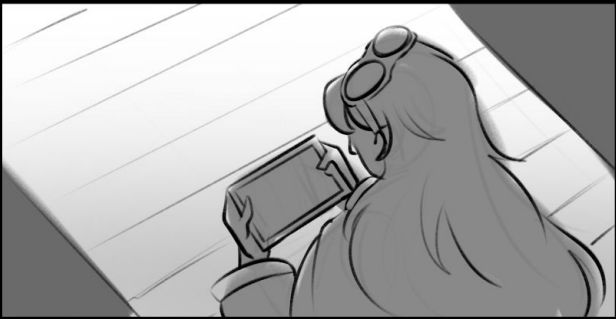




Secluded forest - Macaw mutants environment



Facility breakout - Storyboard draft







EVALUATION - THE ISLAND



This was one of my final deliverables next to my storyboard but I made sure to complete as many ideas as I could. I realised with such a large narrative to this project I wanted to incorporate some ideas for an environment as best as I could. I knew with so many creatures there would be different environments such as the arctic, ocean and jungle. I made sure to showcase what I thought would be easiest to me such as spit paintings, originally I wanted to do some keyframes but with the amount of deliverables I had I decided to create some spit paintings as I believe it would showcase my painting skills better when doing stylised.

Overall from I've been able to complete I'd say I have done pretty well. I do believe firmly I need to refine certain areas such as having more narrative to the size of the island or even the inside of the facility my character is using to care for these creatures but overall I'm more than happy to showcase where the creatures live. I think my spit paintings turned out nicely I believe my komodo dragons environment looks the most promising to be able to captivate the size of the creature with details of fish swimming around them. I really love my rhinos environment, a lot simpler but I think it showcases fairly enough the area they live in and the lighting of the sun creates a cosy painting.

My macaws environment I wasn't able to finish but made sure I has something visually there for my audience. Overall I tried creating a small nesting area underneath the tree canopy with showcases of foliage around my creature. Overall it's not my favourite spit paint but I was able to get something across instead of leaving a blank space.





PROJECT REFLECTION



For Primal island, i have gone into a deep understanding on creature design as well as exploring a wide variety of characters and environments. I wanted to demonstrate my knowledge on real world subjects as well as communicate across a successful idea for a video game or concept art piece.

Overall my research i went into depth about different animals and their current status such as extinct and endangered animals ive been able to easily find thanks to the sources provided such as books, media, games and film that i had full access to. I was also able to freely study at my own will by drawing in my sketchbook early on in the project to showcase my understanding of anatomy and shape in a traditional manner. While also using my digital skills i went through many stages of exploring my style such as realism, photobashing, spit paints and digital painting which i mostly used procreate and clip studio paint to achieve.

Overall with the amount of exploration i provided i think i am more than happy enough with my development phase. I was also able to finalise my deliverables in this time but in some cases tried my best to complete them to the best i could within a 16 week setting. I think my environment could definitely have more work done to it maybe some 3d inspiration using blender but overall i mostly wanted to create some spitpaints to showcase my strengths through painting digitally.

I think character and creature were the highlights of my project, showcasing a vast amount of shape, ideas and overall fully finished designs.

My character although i was able to complete a sheet i am satisfied with i wish i could have explored and gone further into depth with maybe even more expressions or showcasing her in action. However being able to at least have a rough storyboard done gave me the benefit of the doubt and i'm more than happy i was able to have something rather than nothing at all and push myself to attempt more stretch goals.

Overall i have had a lot of fun with my project, i'm really proud of how much i was able to achieve and believe it's helped me grow to be more independent as an artist. Overall i made sure to keep in check with my mentors and ask peers for advice when i really needed it which also helped when reflecting on my work.

