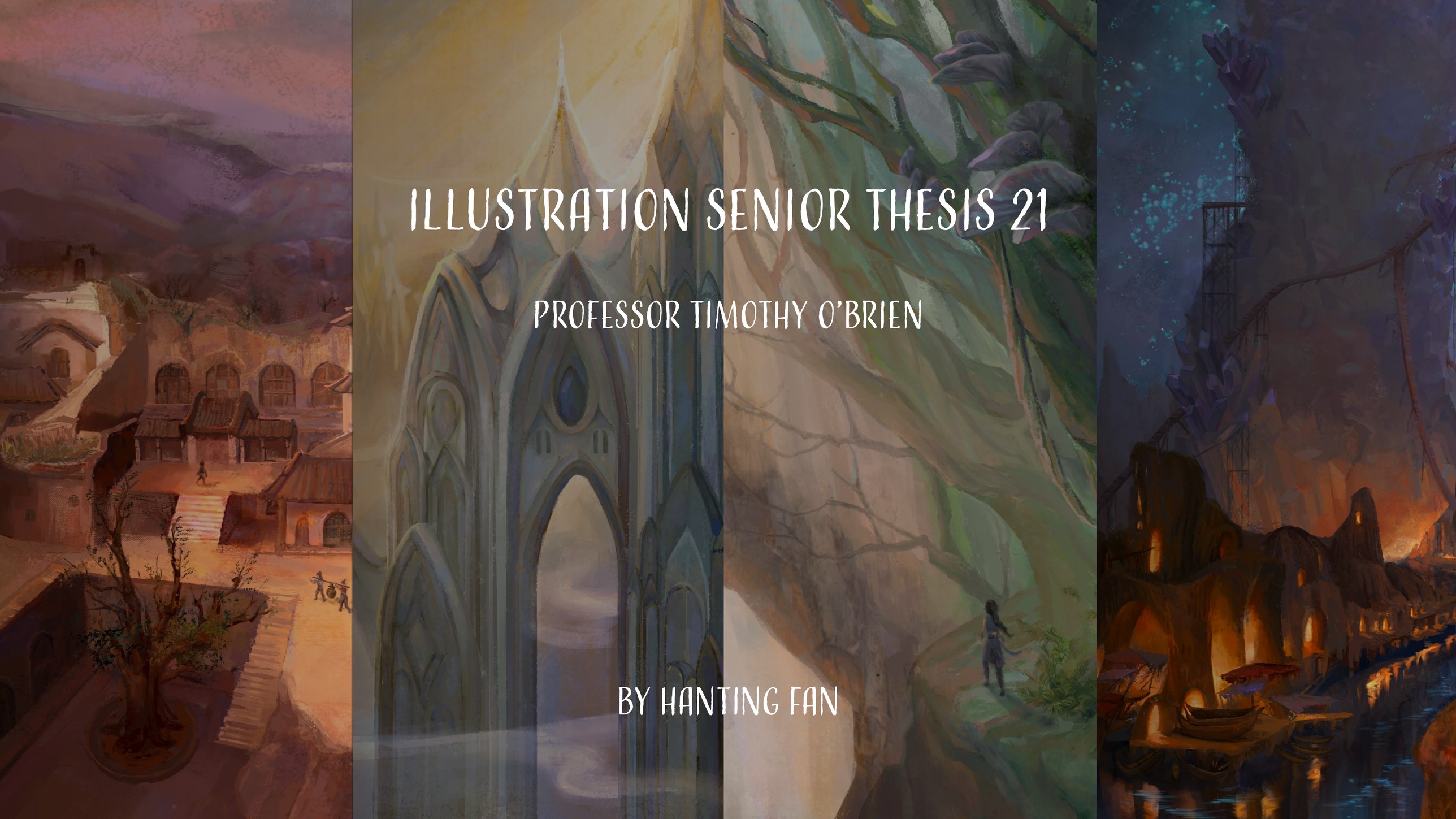
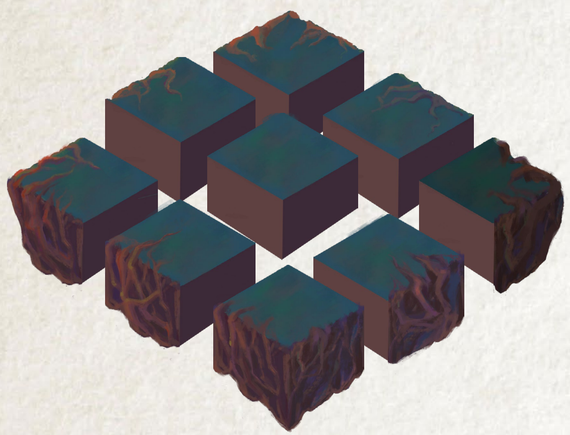


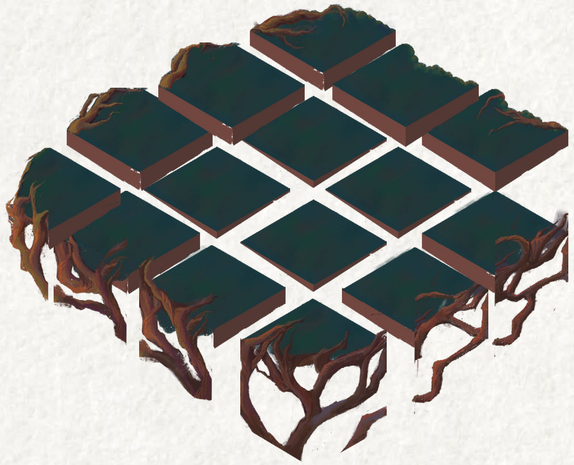
ILLUSTRATION SENIOR THESIS 21

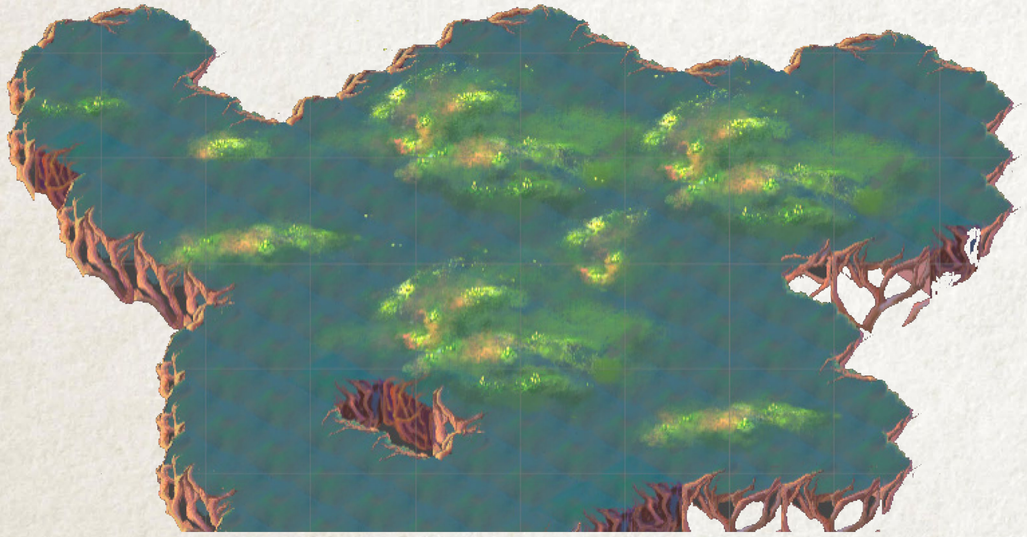
PROFESSOR TIMOTHY O'BRIEN

BY HANTING FAN

GAME DESIGN AND CONCEPT ART





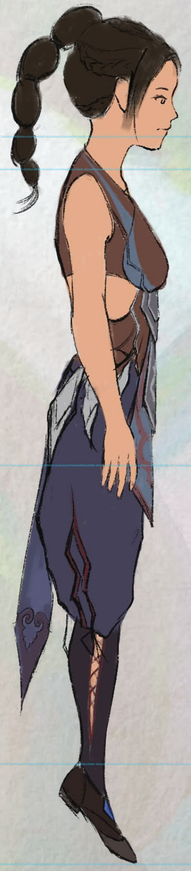


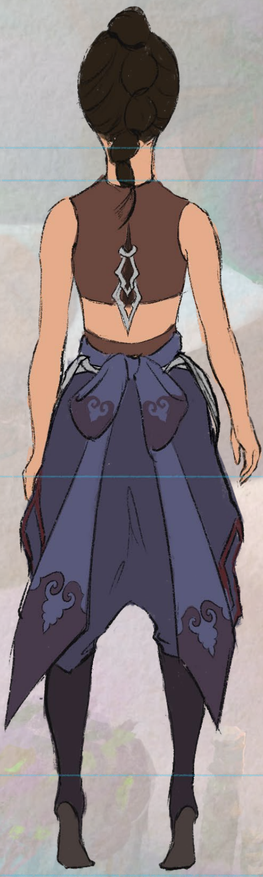
Game Assets

World Settings

Our story takes place in an ever-changing world of chaos, which means the environment of the world (plantation, terrain, etc) can change at any second. Creatures in this world are used to adapting with the environment. A long time ago, a group of humans came to this world and “invent” a device that can freeze a certain area which prevent it from changing forever. However, they only have so much resources in the area which can be depleted anytime now. To combat this, they developed a way to send people to the outside world so they can scavenge resources.

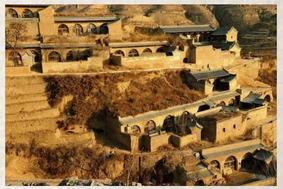
THE MAIN CHARACTER

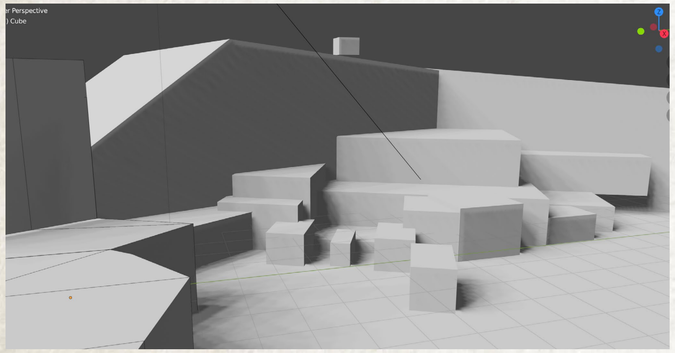


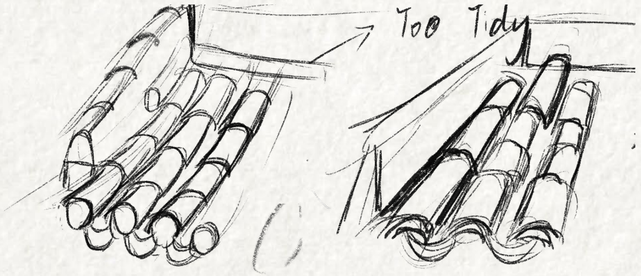


PROCESS & ITERATION

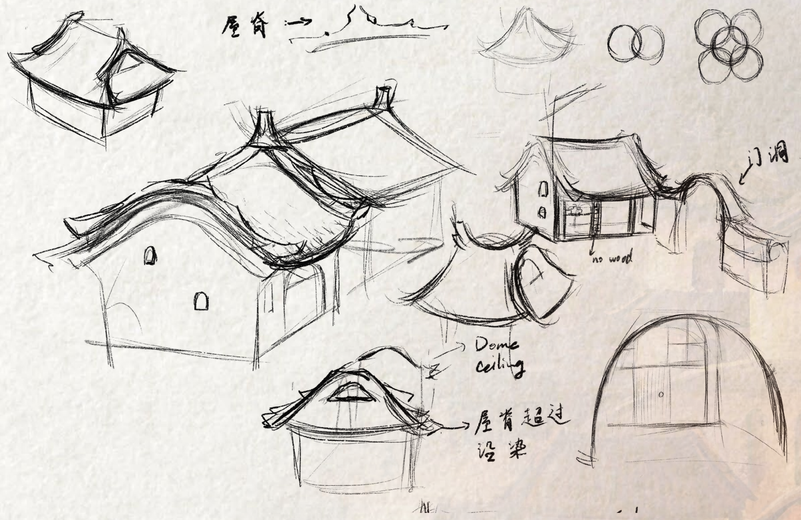
PROCESS

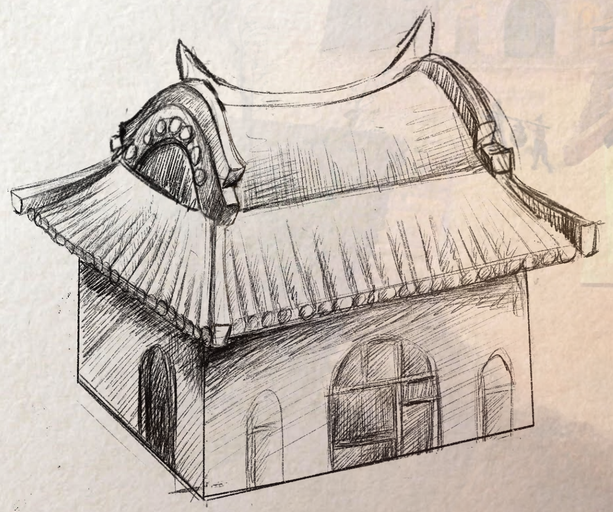





Too Tidy

varying size → window
nook.


屋脊
no word
Dome ceiling
屋脊超过梁



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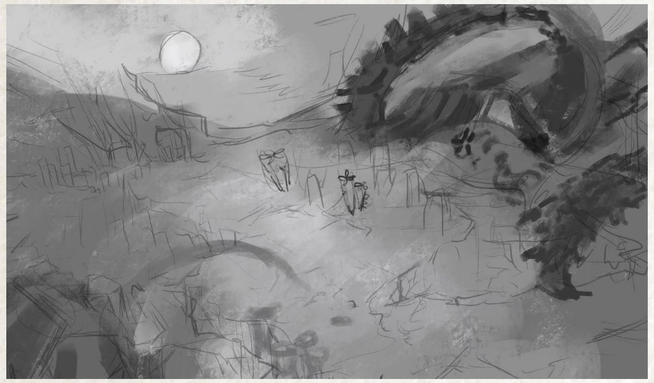

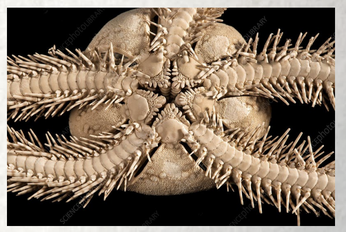

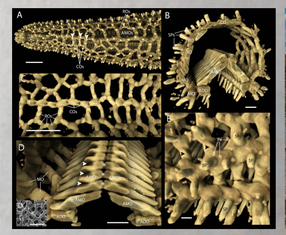

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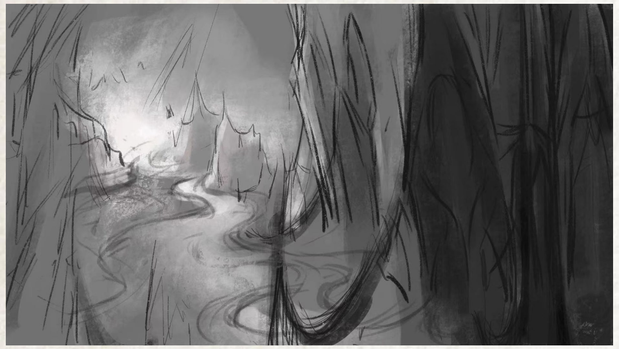
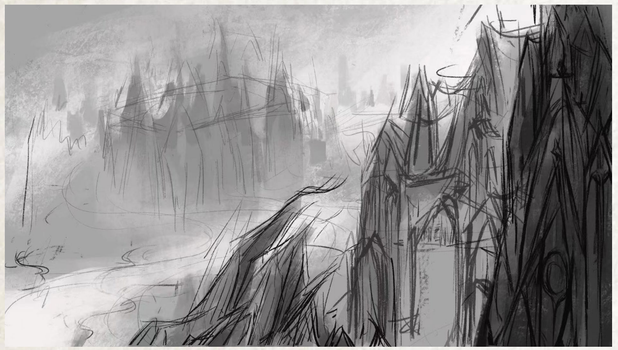
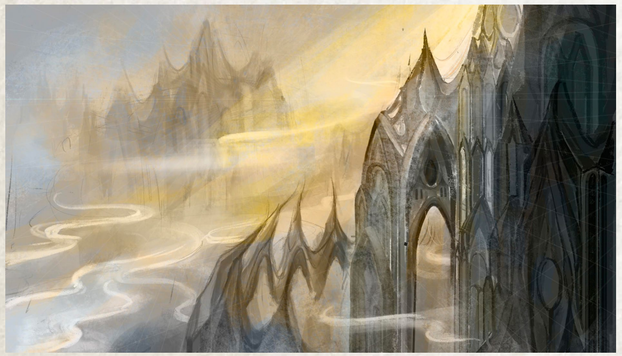
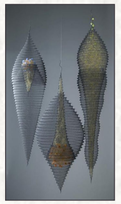
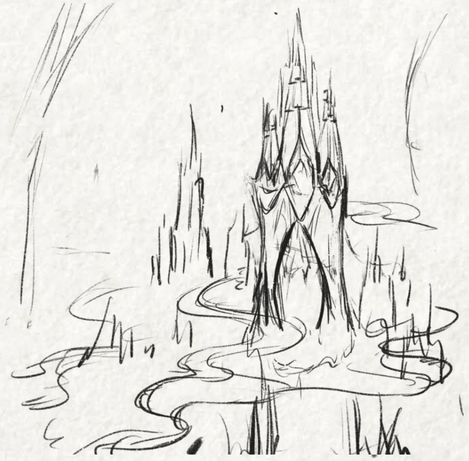
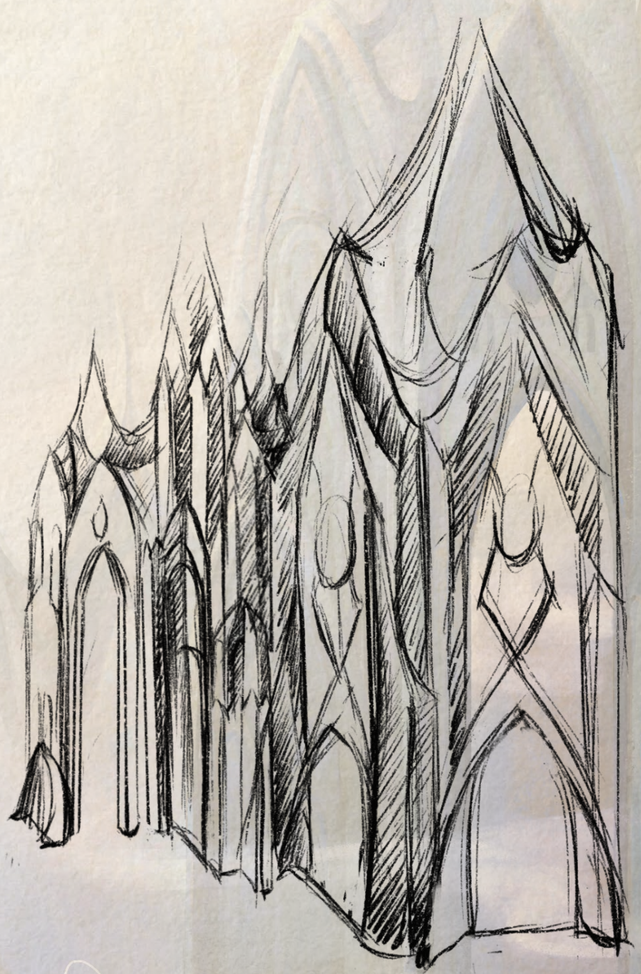


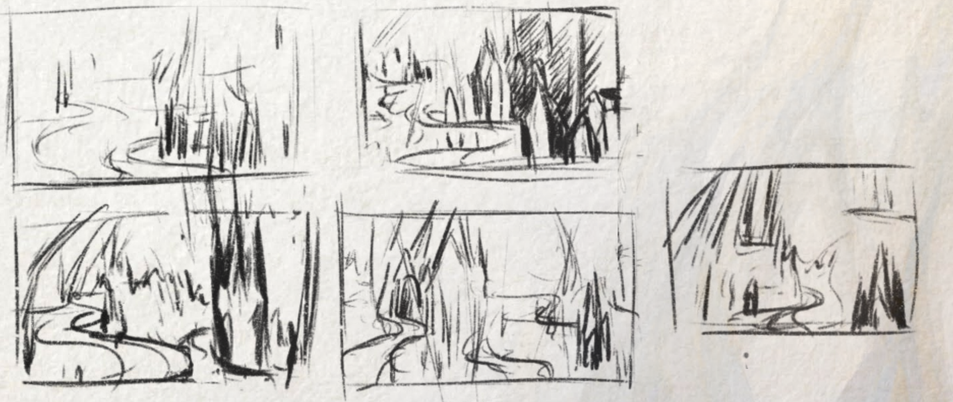




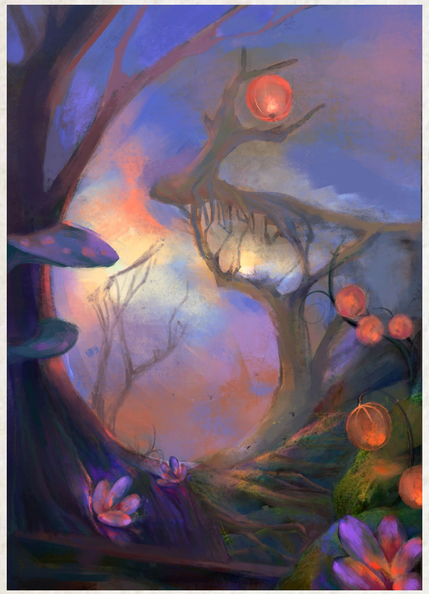


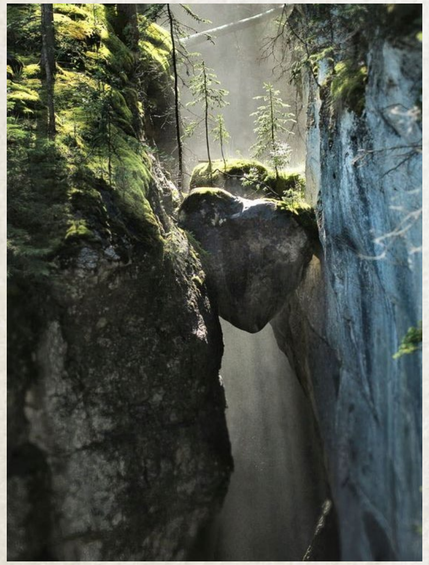


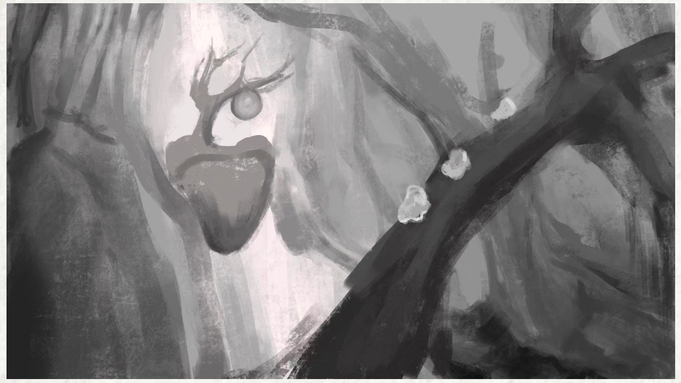


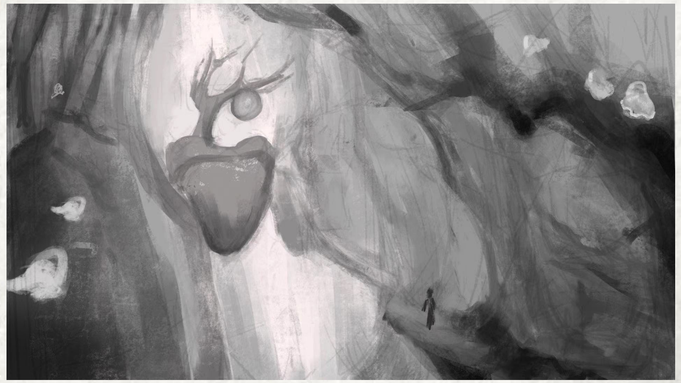


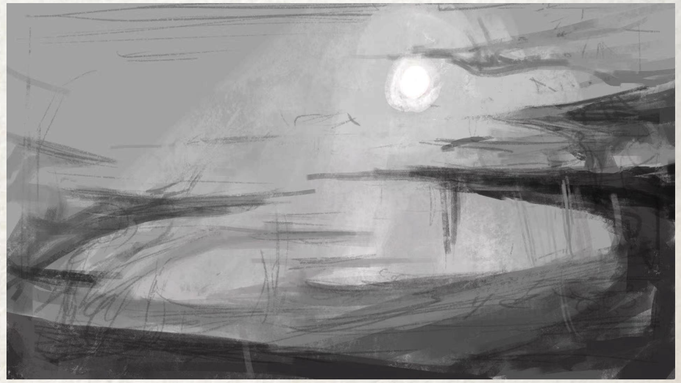
PROCESS

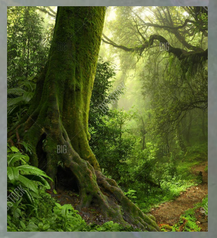












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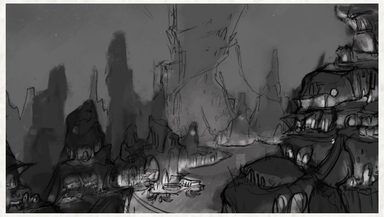
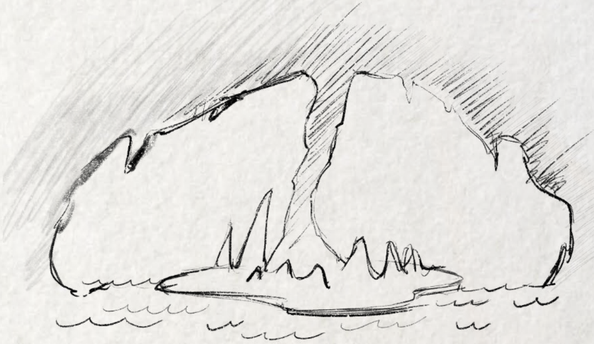
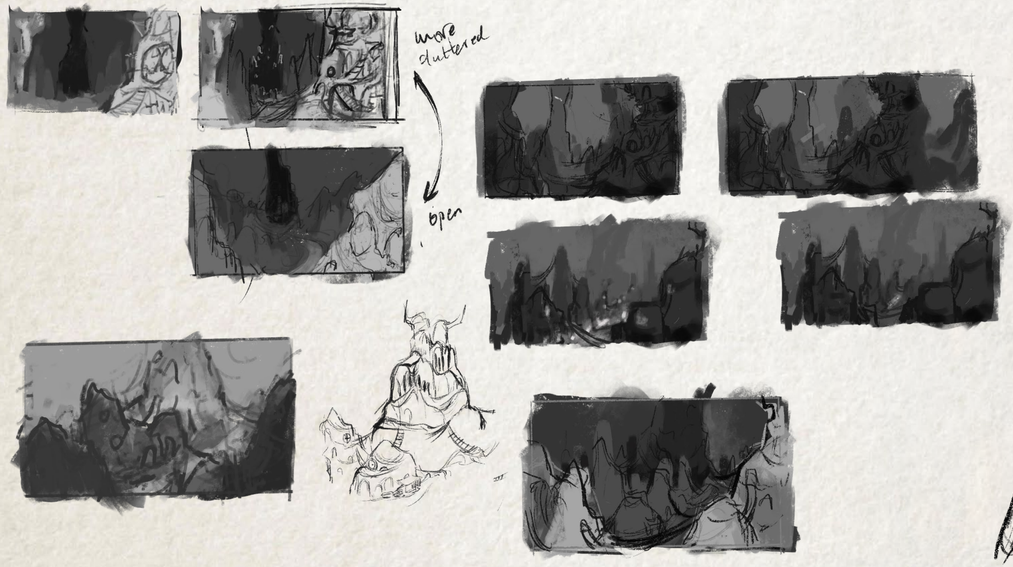


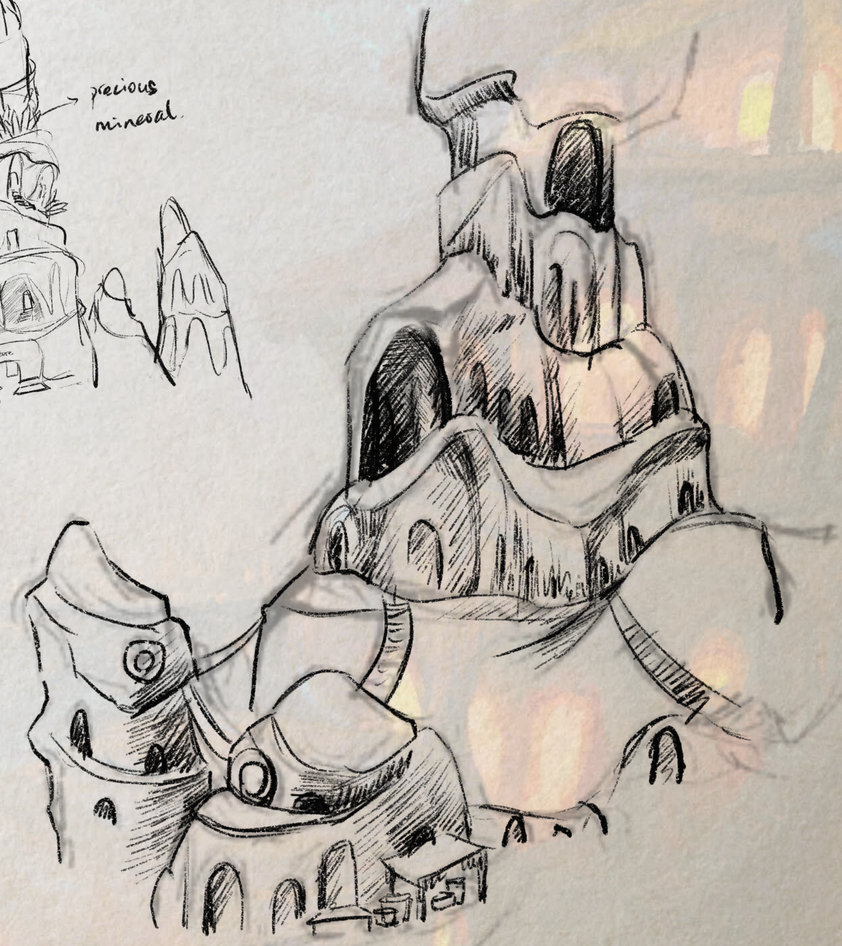

Cave

precious mineral


more stuttered
open

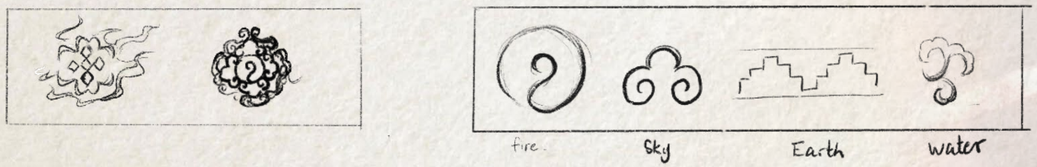
made of Stalactites

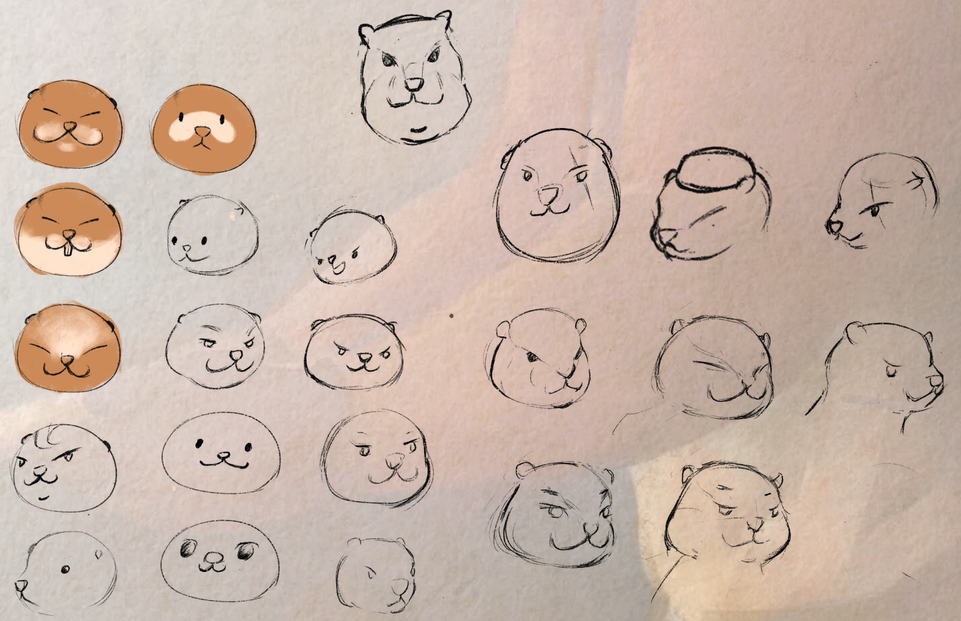
textile blinder



THE GROUNDHOG BLACKSMITH

PROCESS & ITERATION





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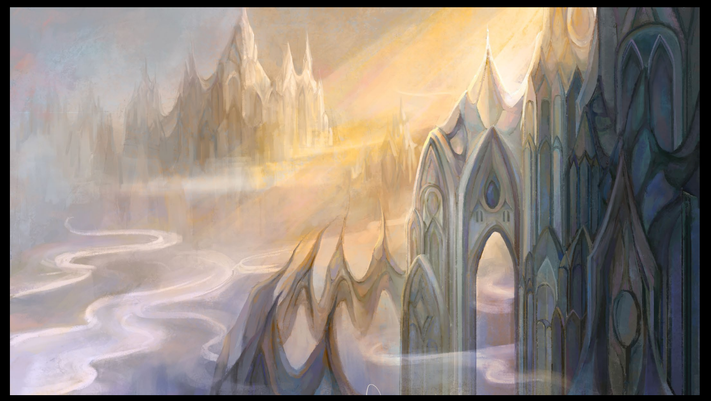

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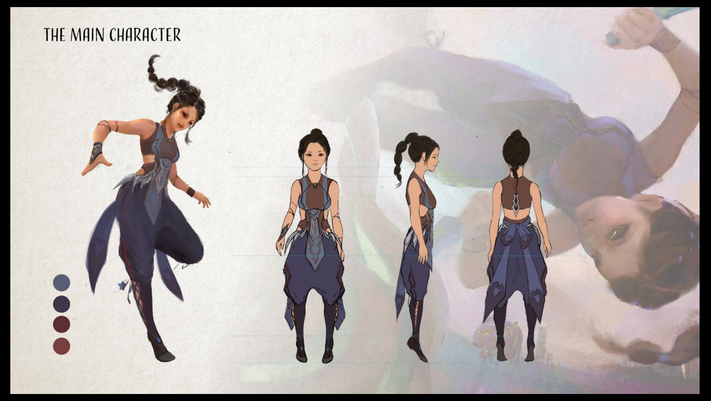

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