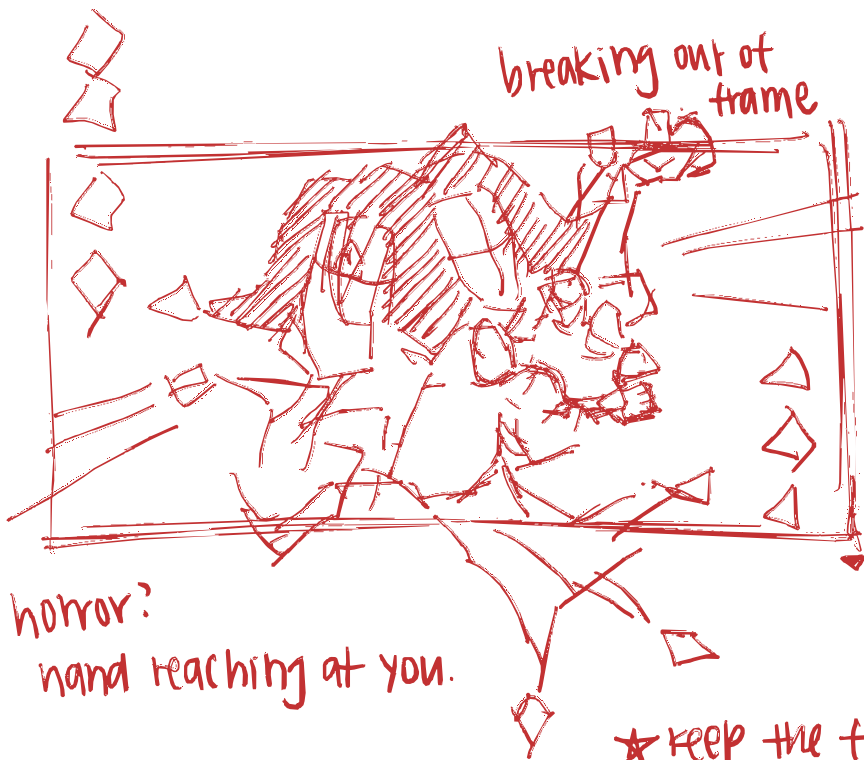




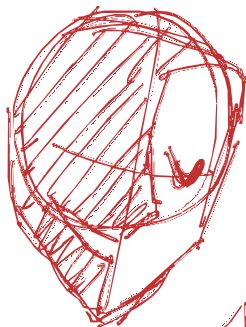
★ keep the flatness of the character



or not



mask? eye?



both?

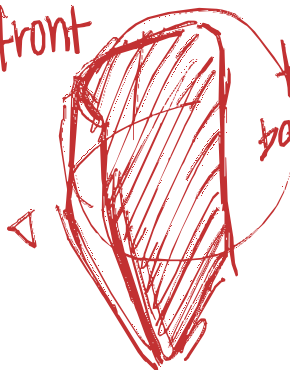


but what if

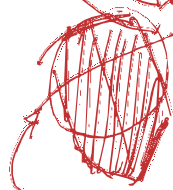
take off mask



front



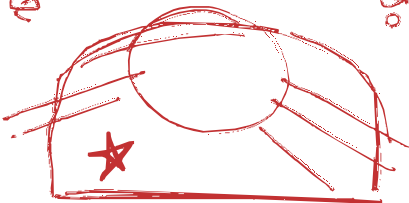
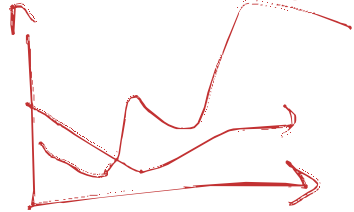
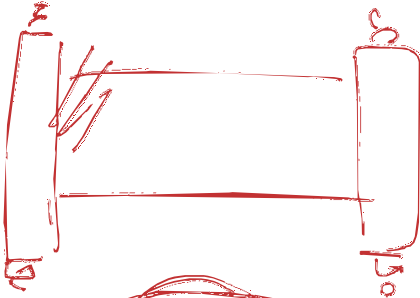
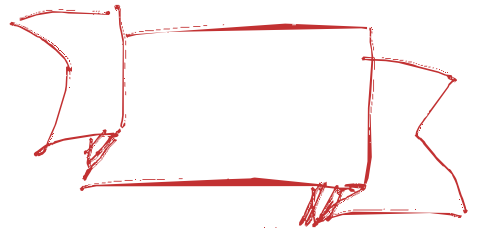
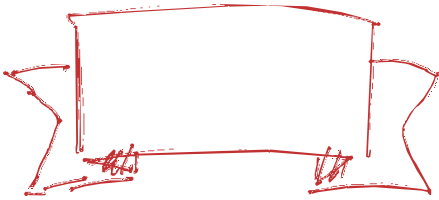
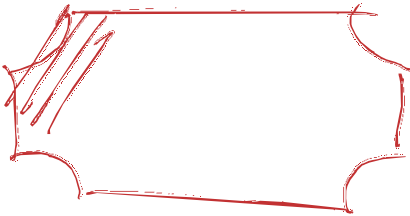
back
back?

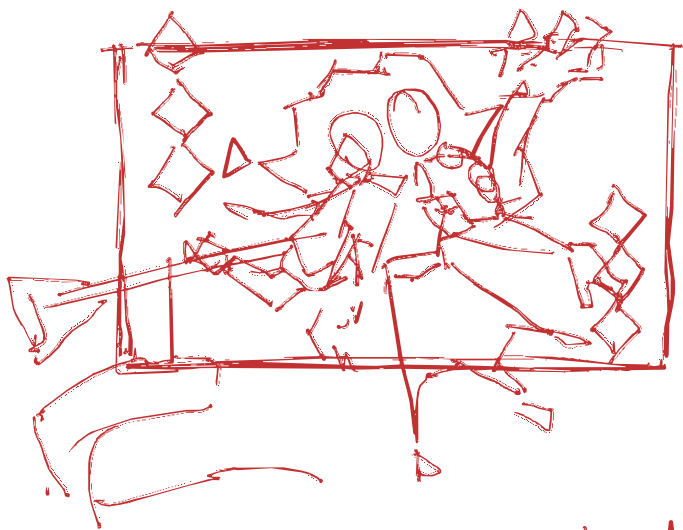


frame exploration

→ mock 3D design?

→ amount of flair/
personality?





this
sketch

using frame as "4th wall"

hand reaching out
focal point

balance & fill space

breaking
frame

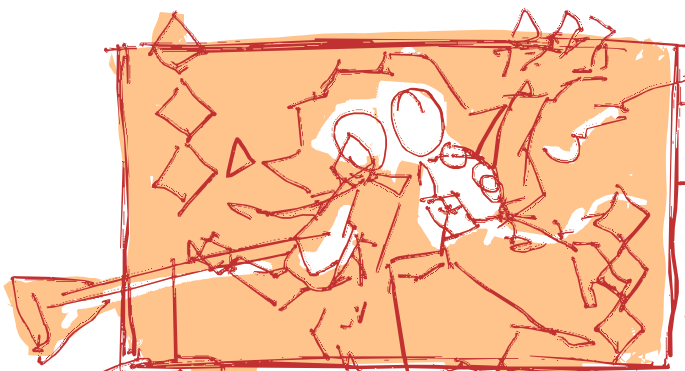
chain

point towards
focus

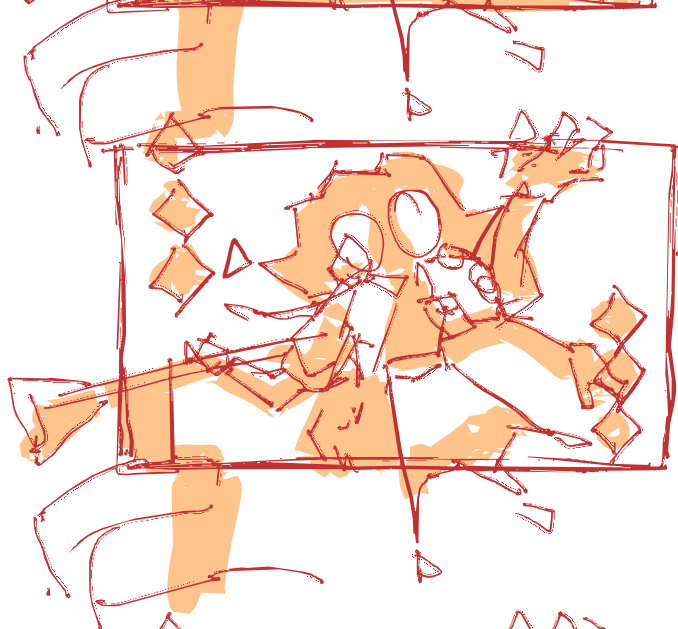
leading
lines?

breaking frame

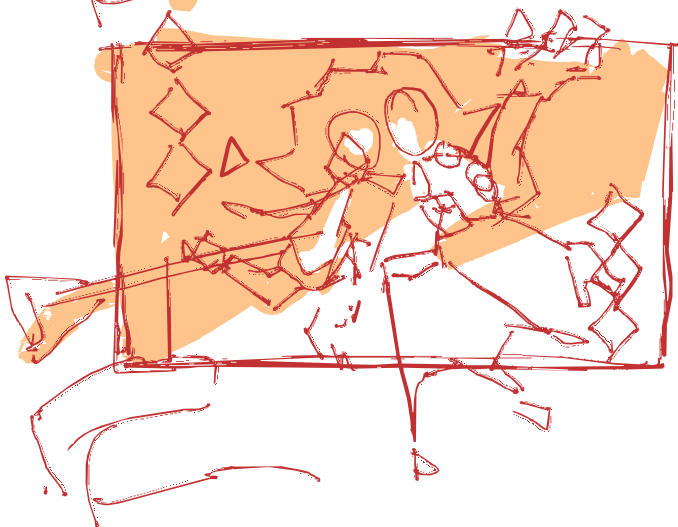
asymmetrical
color blocks



- mostly shadow
- classic horror shading
- minimal lights



- classic color blocks
- flat-ish render style.
- character must detail / shading.

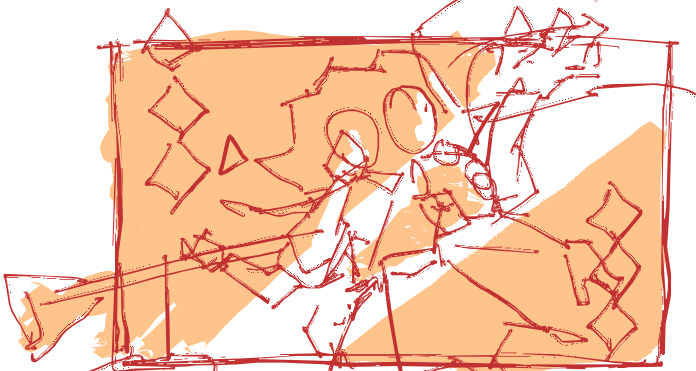
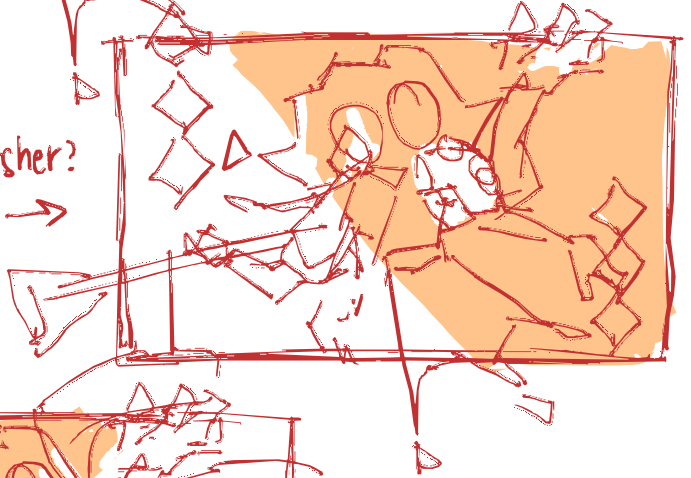


- dramatic shading
- harsh lines + harsh breakpoints
- "cinematic" vibe?



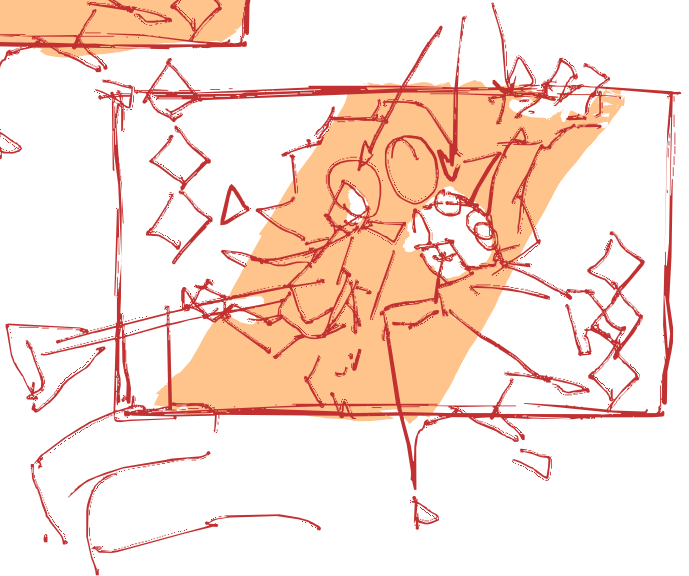
→ dramatic shading
the other direction

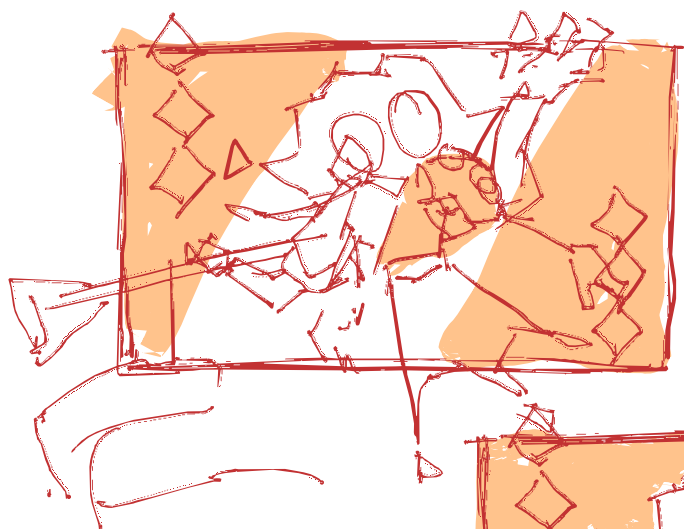
sharper / harsher?
shadow →



"scarier" hands in
the dark

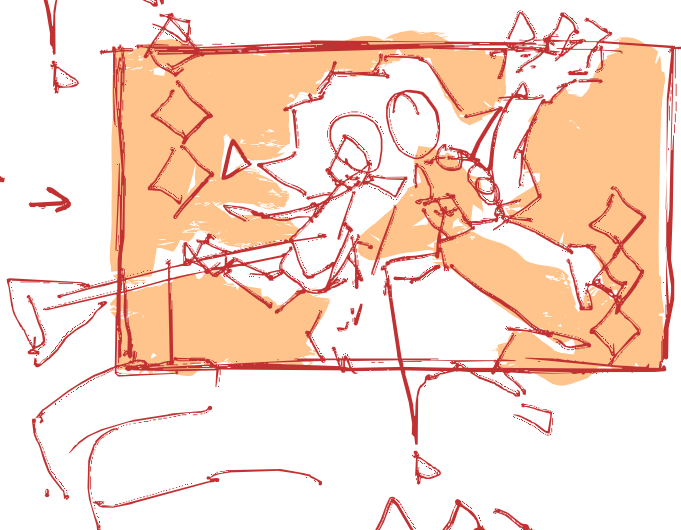
one ray
of foots
↳ similar to
classic horror?



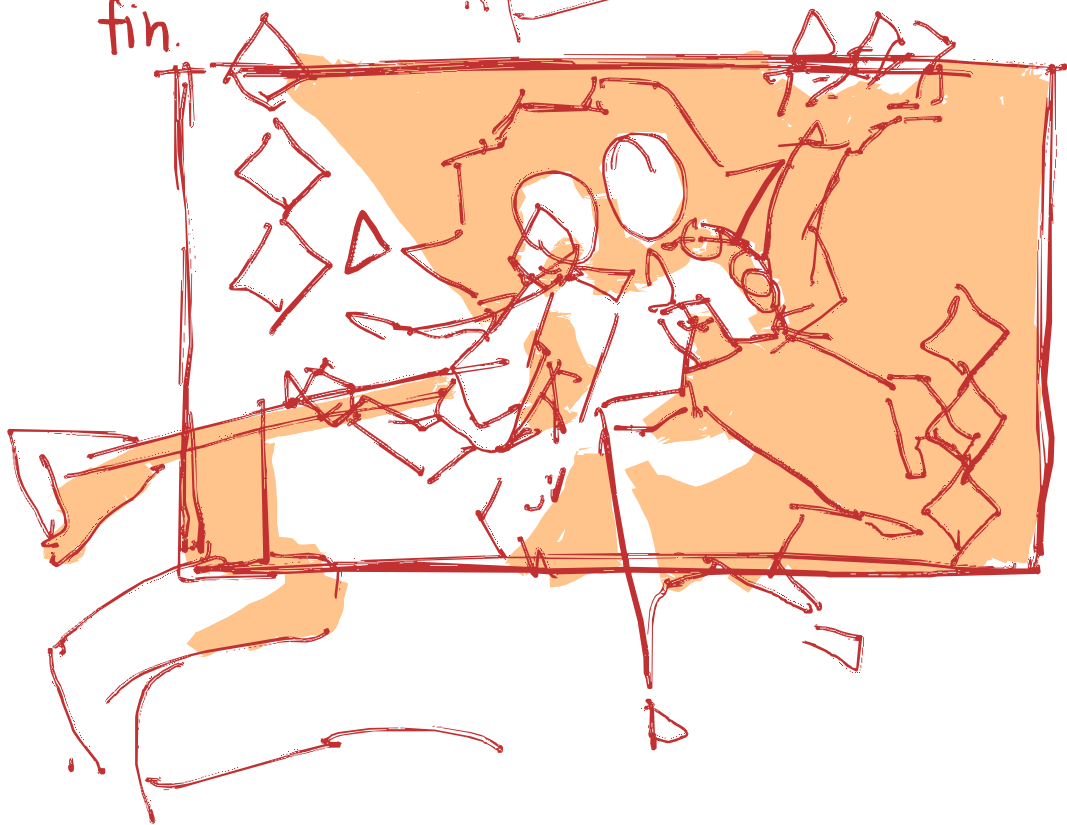


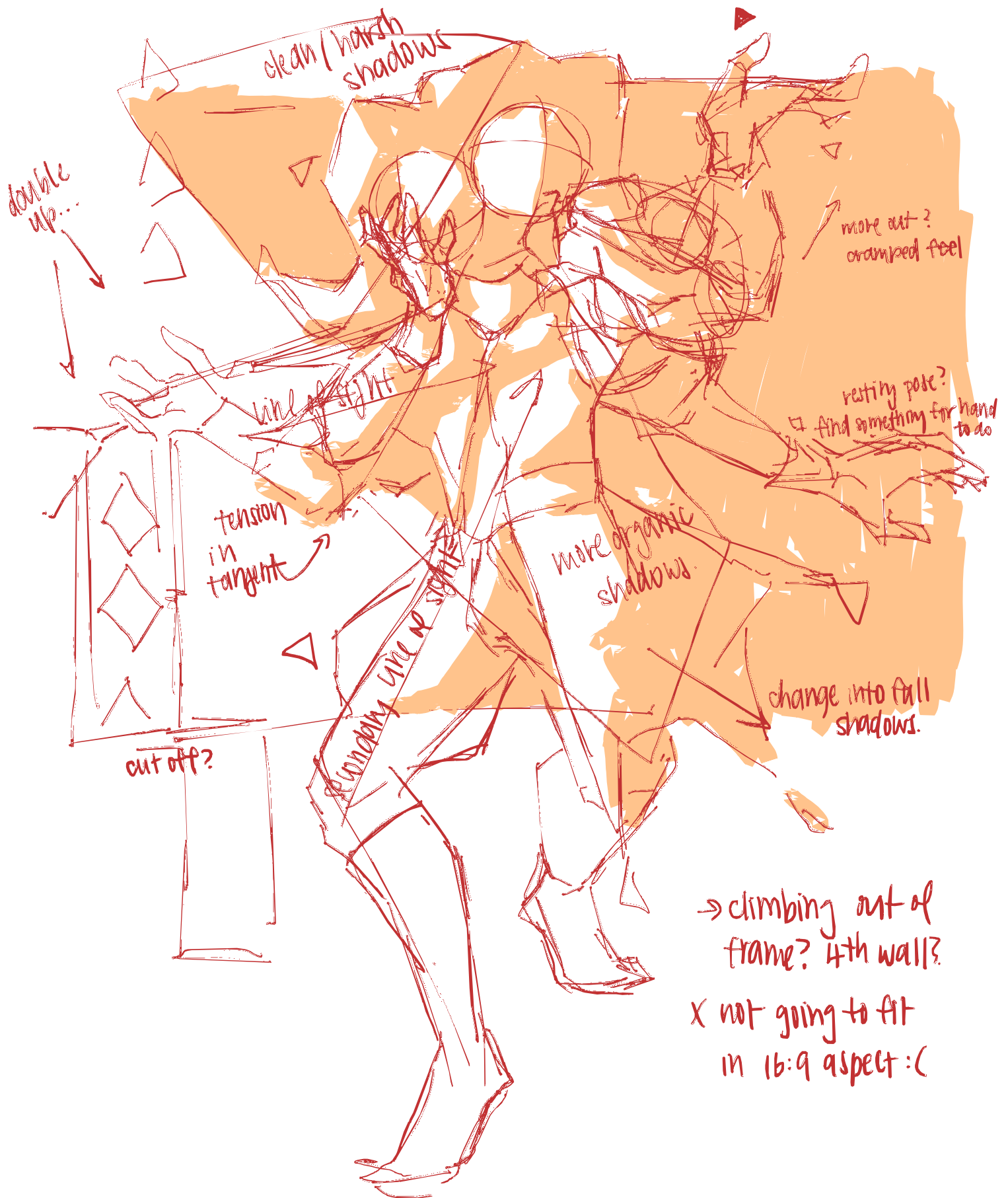
← character in light
reaching into shadow
+ spotlight effect

pop out the
character →



fin.





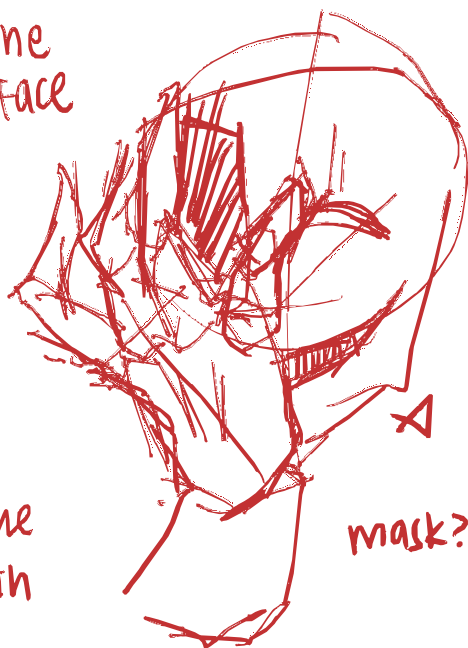


more tilted
angle?

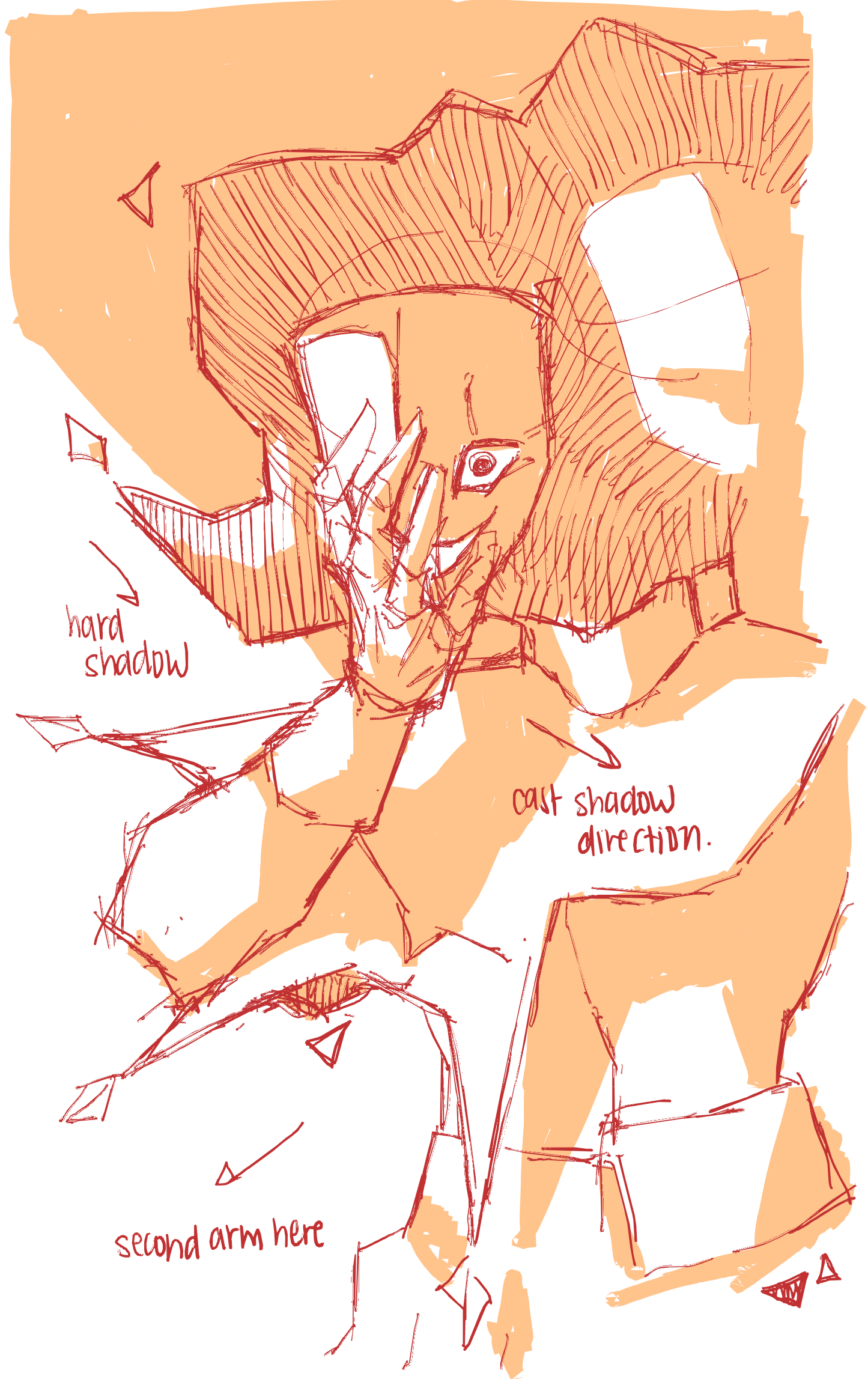
★ this one
for face



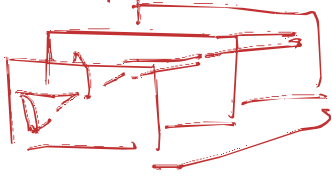
cup the
chin



mask?



parallax planning for wallpaper engine :)

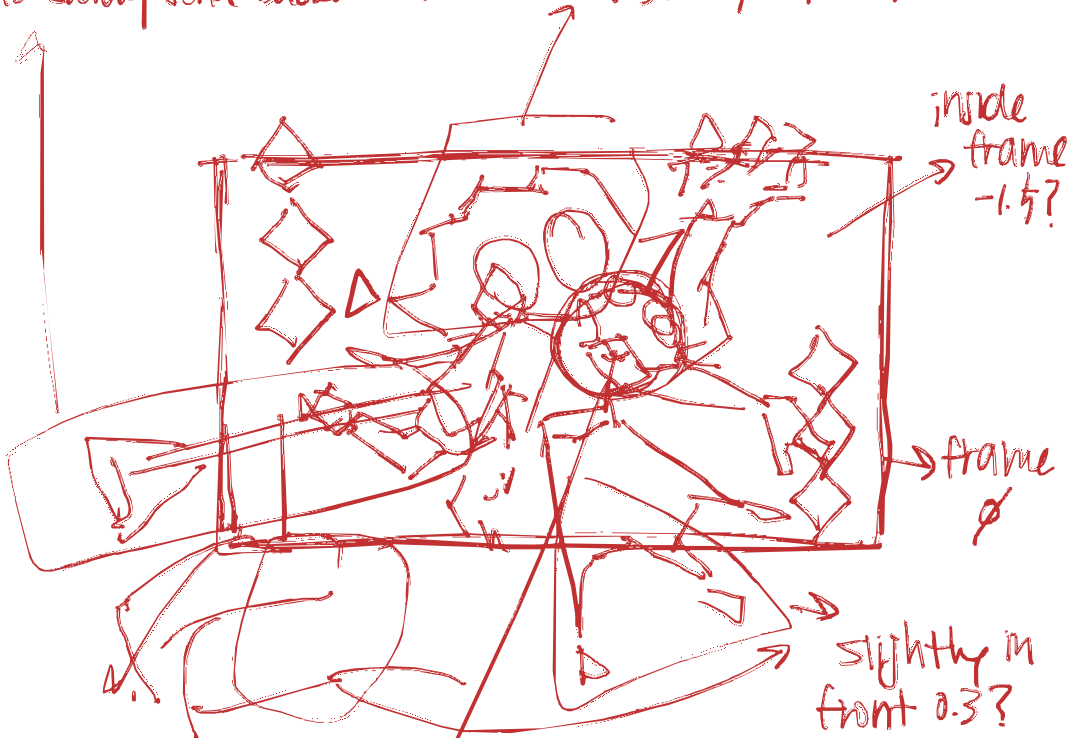


0.7 max,
0.3 min

break into multiple parts
to slowly send backwards

highlights at max 0.5

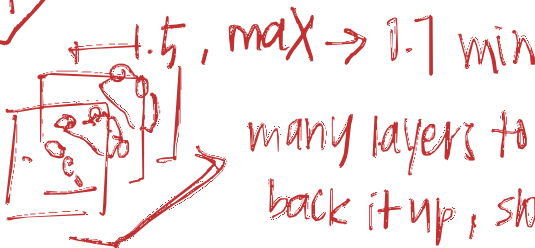
main character
0.3 max, -0.1 min



Frame by
white

+ particles inside frame.

+ foreground parallax
particles?



improv hand study from ref
character

finger length > palm length

→ about zero width change

→ very long first joint

rounder palms smooth.

long wrists

smooth palms
bend inward

long
thumb joint

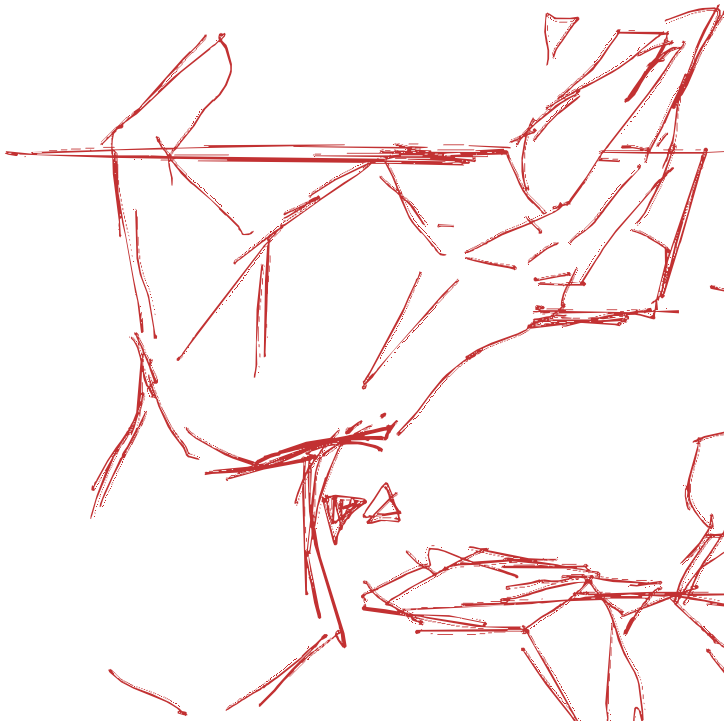
fingers
can be
bendy

two distinct
joints in thumbs

long fingers! :o

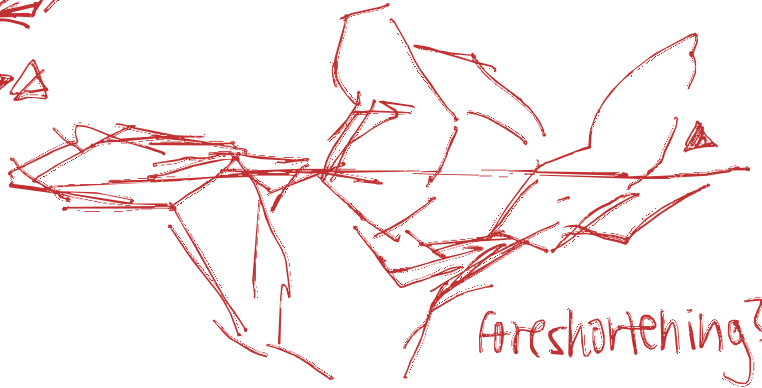
joints don't have much
thickness, very bendy

folds:

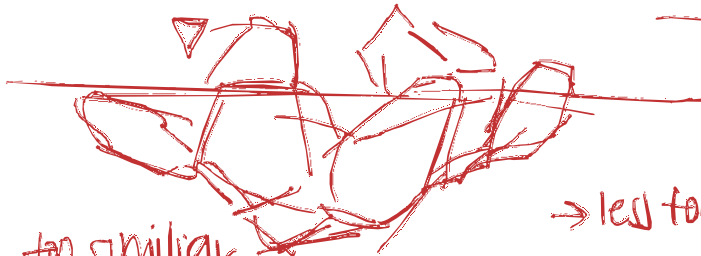


→ push against
frame

→ pressure & tension



foreshortening?



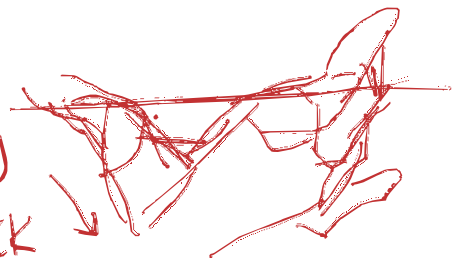
too similar
to hand reaching out?

→ less focus, less tension.

flat, more flat.



too
bendy



bring
wrist
back

sharper lines...



+triangles

triangles :)

shape of
hollow

fold back

more forward version

☆
this

minimal
actual interaction

depth

false sense of
depth w/ line

