

CHARACTER CONCEPTS

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CONCEPT 1

Fantasy Alchemist/Cleric

Based off the idea of constellations and some mythology, I decided to create a fantasy-themed healer. The concept is loosely based off of Ouroboros, the symbol of a serpent eating it's own tail.

Doing some light research I discovered that the serpent was an emblem for infinity and wholeness, so I linked this idea together with constellations and the earth.

The staff was inspired by armillary spheres, these instruments were used in the past for astronomy, and served as a guide for our solar system.

I also chose an alchemist/cleric for the role to call back to the previous points of astronomy and the infinity.



CONCEPT 2

Sci-Fi Mercenary

Wanting to explore more sci-fi and contemporary fashion, I created this character. The jacket is based off the tech-wear fashion, something that has been booming in popularity lately. The usage for these types of jackets are made for all environments and utility. I thought using this as a basis for a new type of military clothing would be a good starting point.

I wanted the character to remain simple, the design strategy behind this being practicality over appearance. The character also carries a backpack for her tools and the jacket is able to be unzipped and worn in a number of ways.



CONCEPT 3

Mysterious Adventurer

A bit more on the simpler side, this character is loosely based off of a mix of fantasy and chivalry. She's a grey haired adventurer that's secretly from a duke's family, but don't tell anyone there she's ran away for some (dangerous) adventure!

I wanted her to look like a regular travelling adventurer with some fancy elements to her (after all she IS a duke's daughter). Making a lot of her apparel gilded and even having a golden (but sturdy) artisan rapier would show that she still has some form of connection to the rich.

Finally the hat and some other accessories she could wear would be from her adventures, things that she's picked up along the way as bonuses from her questgivers.



CONCEPT 4

Curious Time Traveller

Obsessed with the past and wanting to learn more about the olden times, this girl built herself a time machine! Shaped like a not so questionable pocketwatch, she travels around the world (And around time) visiting different time periods and collecting miscellaneous items to bring back to her home with even more gizmos and antiques (are they really antiques?).

For this concept I wanted to scrounge up some antique items and do a throwback to gothic fashion with a little twist. The idea of a time traveller came by when I thought about giving her an assortment of things that were from different eras, while mainly sticking to a single yet uniform theme. She carries around two Remington Revolvers around her chest, I chose these specifically because it fit the ornamental and antique aspect of the character.

