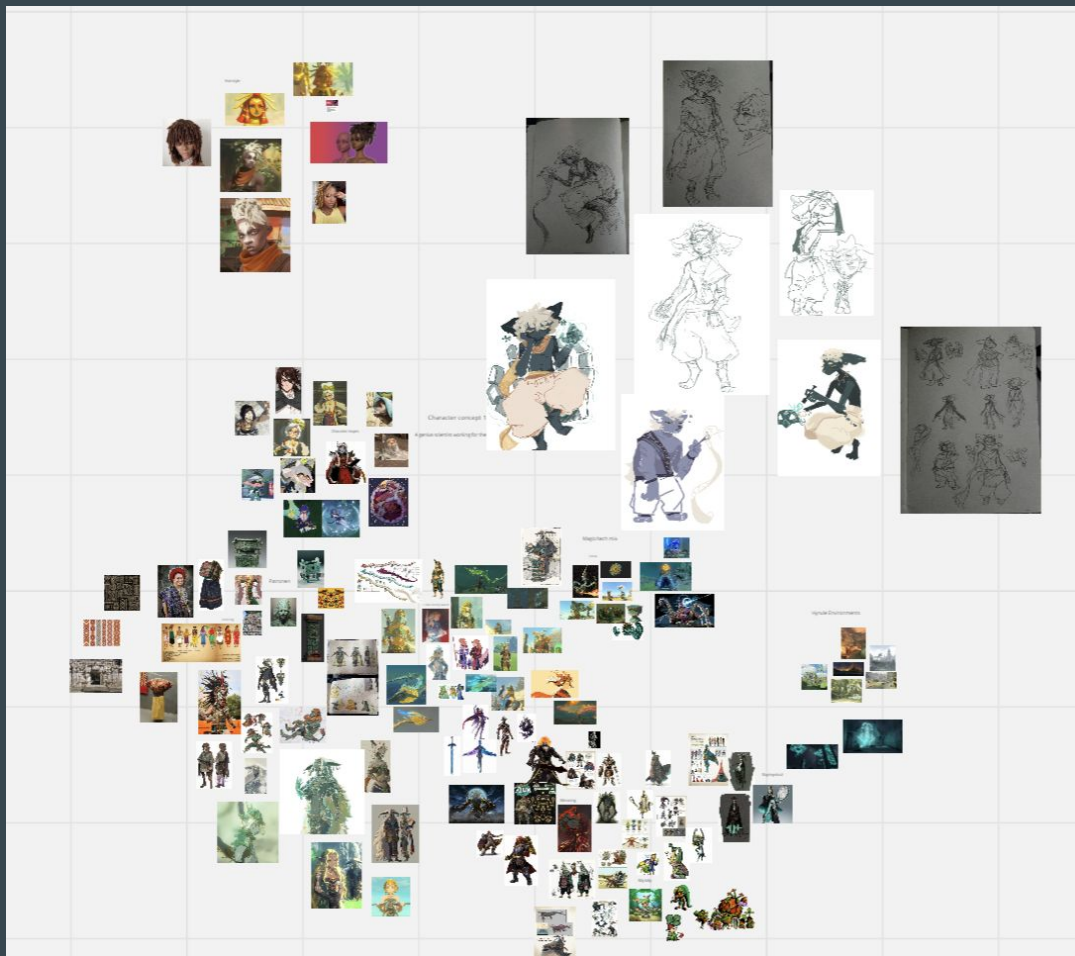


Kernmodule Character Design

...

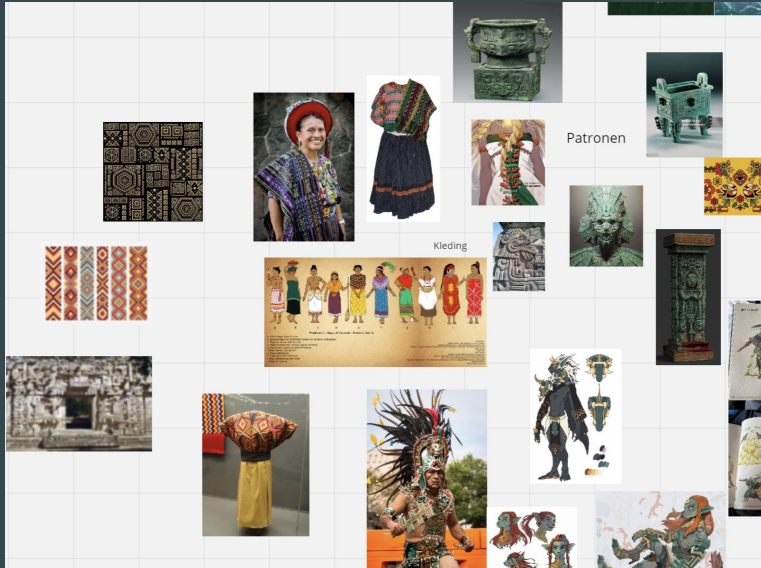
Ely Diop

Archiving

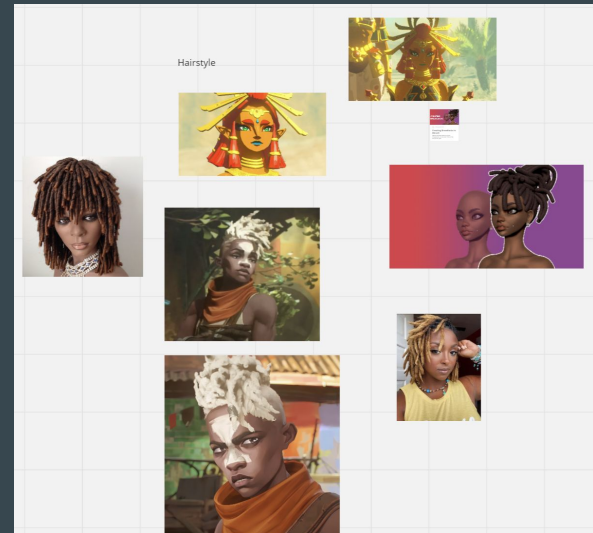


Visual research

I chose to create a character of an existing race, the Zonai, which are heavily based on mesoamerican, primarily pre-colonial Mexican culture. For that reason I wanted to research different types of clothing and patterns they use.



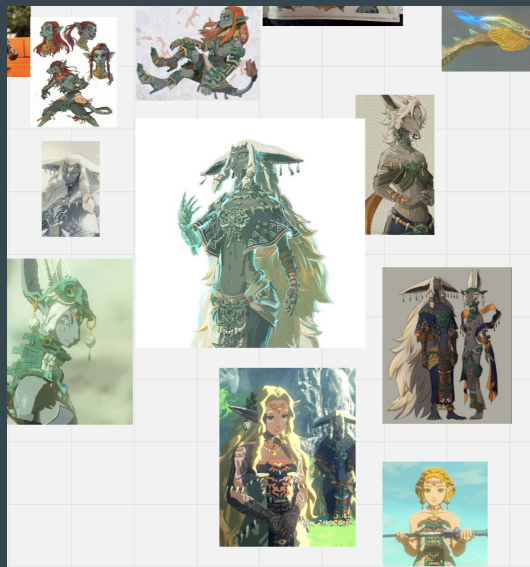
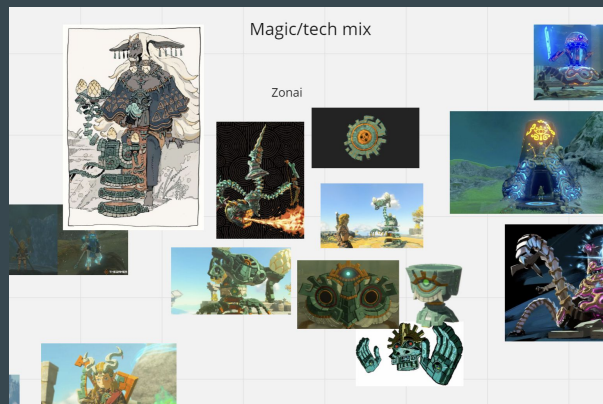
Hairstyles



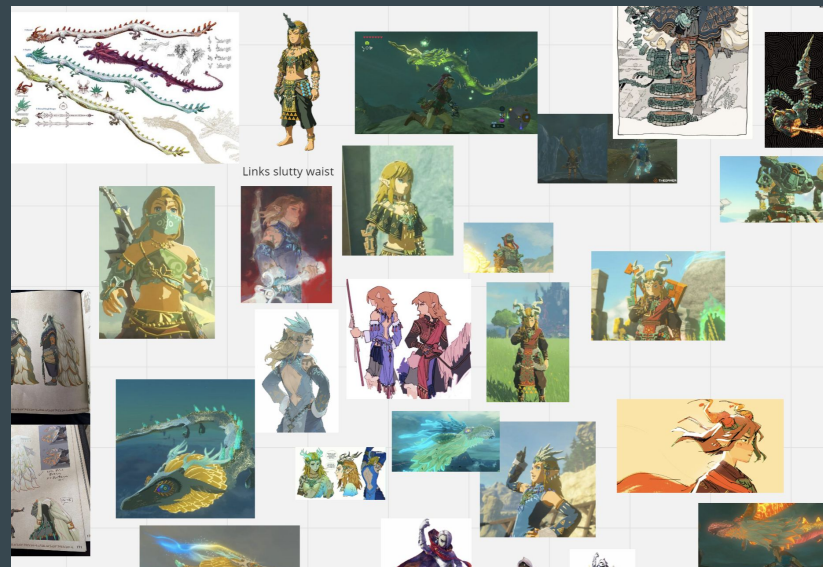
Visual research - Zelda

Compiling lots of different Zelda characters creatures and outfits to learn more about their design principles and detailing

Magic and tech in the Zelda series



Zonai designs in game



Dragons Links outfits

Thumbnailing

I purposely used pencil on paper when thumbnailing because it allows me to sketch looser and not think too much about details and more about shapes and flow. I knew I wanted to use a lot of soft shapes and rounded edges to fit Akech's softer personality. I also wanted their hair to look fluffy like a cloud, to fit the sleeping theme.



After realising the thumbnails before were still a bit too similar, i used color blocking to come up with new ideas for the design. I tried experimenting with different concepts, bodytypes and color pallets. It helped generate new ideas for the final design, like the mask that is both a welding & a sleeping mask.



Akech

For the final design, I combined multiple of my concepts to create a design im happy with. I wanted Akesh to still be a bit graceful like the Zonai, but also incorporate that laziness or 'chillness' in their design. They wear very loose comfortable clothing, contrasting with the tech arm bracelets they have to wear for their work. The earrings they wear resemble sleeping eyes, to stand out from in game Zonai which have open eye symbols scattered through their designs. The scarf wraps around their body in a similar way to a piece of Mayan clothing, often adorned with stylised patterns. I wanted to combine many different ideas and still make them fit within a Zelda world/Zelda's design principles.



