

Talisman Assassin Character

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My design brief required me to design a character for the board game Talisman. I was also required to then create an environment and splash shot, as well as a character card. By investigating a range of existing research including artists that inspired me such as Russel Donjun Lu, I was able to develop an improved understanding of what direction I wanted to take my character in regard to how I will render him. I was inspired by Lu's use of textured brush strokes which I employed into my own design to better communicate an assassin archetype, this technique also made shadows and highlights sharper and less muddy. Other artists including Will Crawford and Jang Tae-Hwan also inspired elements of my final character. For the character card, I was heavily influenced by existing cards as the card I created must have the same characteristics in order for it to be believable.

When designing my character card I was also influenced by existing characters which allowed me to gauge what style the character should be drawn in. This also allowed me to see what elements makes up each character such as their alignment (evil, neutral or good), as well as other elements including characters special abilities and strength and life counts. From this I decided to create an assassin character with magical abilities. This makes him slightly different to existing characters as an assassin character already exists. Having the character have the ability to control crows adds a further element of interest. As a result I was then able to come up with believable abilities for my character.

Through experimentation of different poses, clothing and weapons my character could have, I was able to overcome issues such as perspective as experimentation helped me better understand how elements such as clothing would look on the character, as well as make sure they appear functional and successfully communicate the character. When considering the colour palette of my character, I focused on dark, cool colours as I felt it better suits an assassin character and communicates danger. I also ensured my design followed the principle of form follows function by having an emphasis on shape shapes such as those in the fabric and mask to reinforce the characters dangerous nature and abilities.

When I started this folio, I had little experience in environment concept art. However, I wanted to expand my skills and felt an environment for the character would be beneficial for the company. As a result, I was able to improve skills such as composition and alignment involved in environment design through analysis of artists that inspired me including Francis Goeltner, where I admire his attention to detail and ability to create visually striking compositions. These skills were further developed through the thumbnail and refinement stages. Through initially investigating what type of environment I wanted, I narrowed it down to either a medieval market or forest, where I was influenced by both Ismael Gil and Javier Cattaino. In the end I decided on a market as I felt this better suited an assassin character as this is likely where they would spend most of their time.