Creature Design

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For this brief I was asked by an independent game developer to conceptualise and produce a character sheet for the antagonist of a horror genre, open-world video game. The target audience for the game is R18+ and predominately male. This concept would then be pitched to companies such as Konami, Capcom, Blizzard, and FromSoftware Inc.

These specific companies were chosen due to their stable of games matching the aesthetic of my own style. My style of art is very gritty and guttural, and a form of hyper-realism. It takes the shapes and forms around us and makes them look crooked, decrepit, and aged. The characters I'm best known for are characters that communicate fear, are hard to approach and are unsettling.

I've been largely influenced by artists like Daren Horley (47 Ronin) and Wayne Barlow (Avatar). Their incorporation of realism and fantasy, resonates and communicates in a similar fashion to the character I've been asked to design.

This at first glance goes against the limitations and constraints that I have been given but looking deeper at the design would show that its deadly, and clouded in mystery but the thing that I have failed to portray the scale of this creature is as the design is meant to show that is a massive creature that towers over people.