Character Design Portfolio

Monica

Monica is the main character of ***Monica: Nightmare***, my entry for the Creative Game Design Contest 2010 held by Gamer. She was originally created for one of my other character series, ***Phantom Gates***.

From left to right:

1) Monica's design used in ***Monica: Nightmare***.
2) Monica's original design from ***Phantom Gates***.





From left to right:

1) Sonia, an antagonist in the ***Phantom Gates*** series.
2) Zync, an antagonist in the ***Phantom Gates*** series.





From left to right:

1) Domino, the male protagonist in the ***Phantom Gates*** series.
2) Vizar, an antagonist in the ***Phantom Gates*** series.
3) Busky, an antagonist in the ***Phantom Gates*** series.



Rusher

Rusher is my very first anthropomorphic character. He was created for my ***Eternal Times*** series.

From left to right:

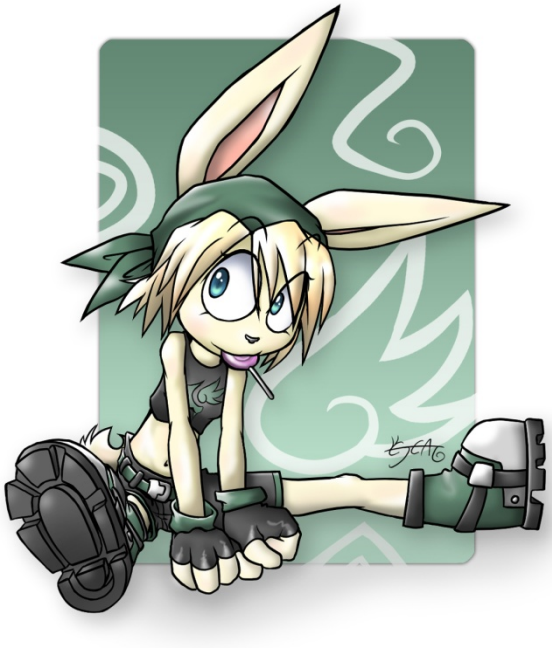
1) Rusher's eyewear design.
2) Rusher's outfit design.





From left to right:

1) Loppy, the female protagonist in the ***Eternal Times*** series.
2) Delphia, a priestess in the ***Eternal Times*** series.





This is the character line-up of my ***Eternal Times*** series.

From left to right:

1) Shintaz, mechanic.
2) Loppy, female protagonist.
3) Rusher, male protagonist.
4) Hextor, gunner.
5) Delphia, priestess.



From left to right:

1) Rusher 3D model with clockblade.
2) Rusher 3D model with dual clockblades.





From left to right:

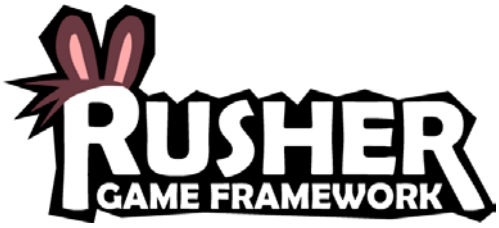
1) Rusher's very first appearance as an ordinary bunny.
2) Rusher's new look with red eyes.
3) Rusher's very first anthropomorphic design.







In fact, I named my ActionScript 3.0 game framework after Rusher. This is why the framework's logo design includes a pair of brown rabbit ears and some brown hair.



Feno & Mr. Hollowpop

Feno and Mr. Hollopop are from my ***Feno*** series.

From left to right:

1) Feno, the protagonist, and Mr. Hollopop, Feno's sidekick.
2) Mr. Hollopop.





The Hollows

The Hollows are evil creatures appearing in most of my series. The Hollows usually feature hollow eye sockets, claws, wings, collars, and pointy tails.

From left to right:

1) Basic Hollow design.
2) Tall Hollow.
3) Bunny Hollow.

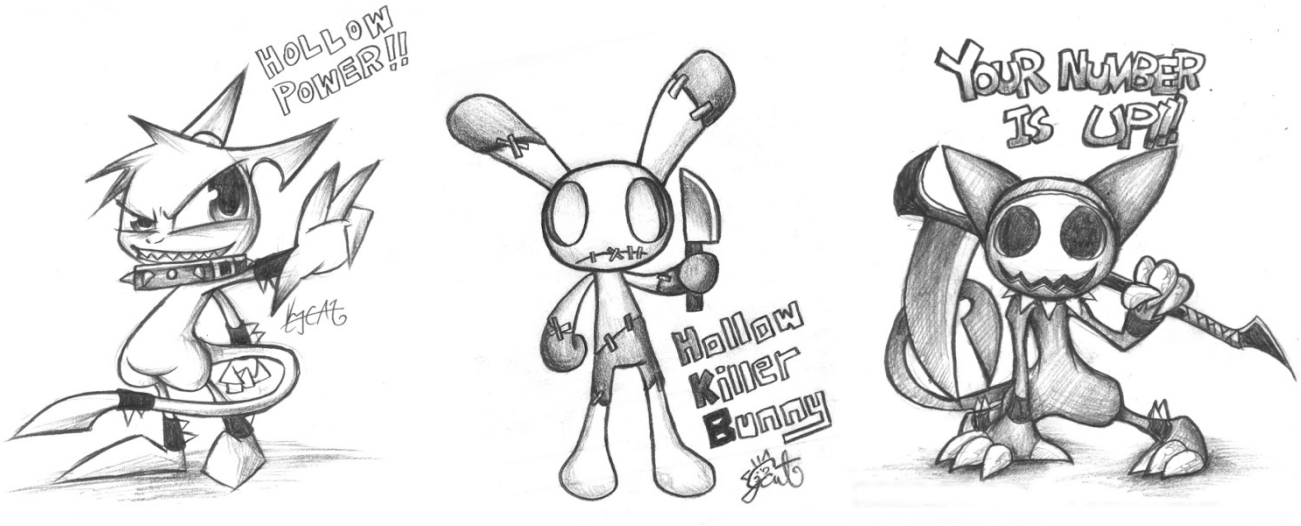






From left to right:

1) My first attempt to design a Hollow with actual eyes.
2) Hollow Killer Bunny.
3) Masked Hollow with scythe.



This is a concept art of a Hollow “dripping” from the ceiling, spooking a lost traveler.

