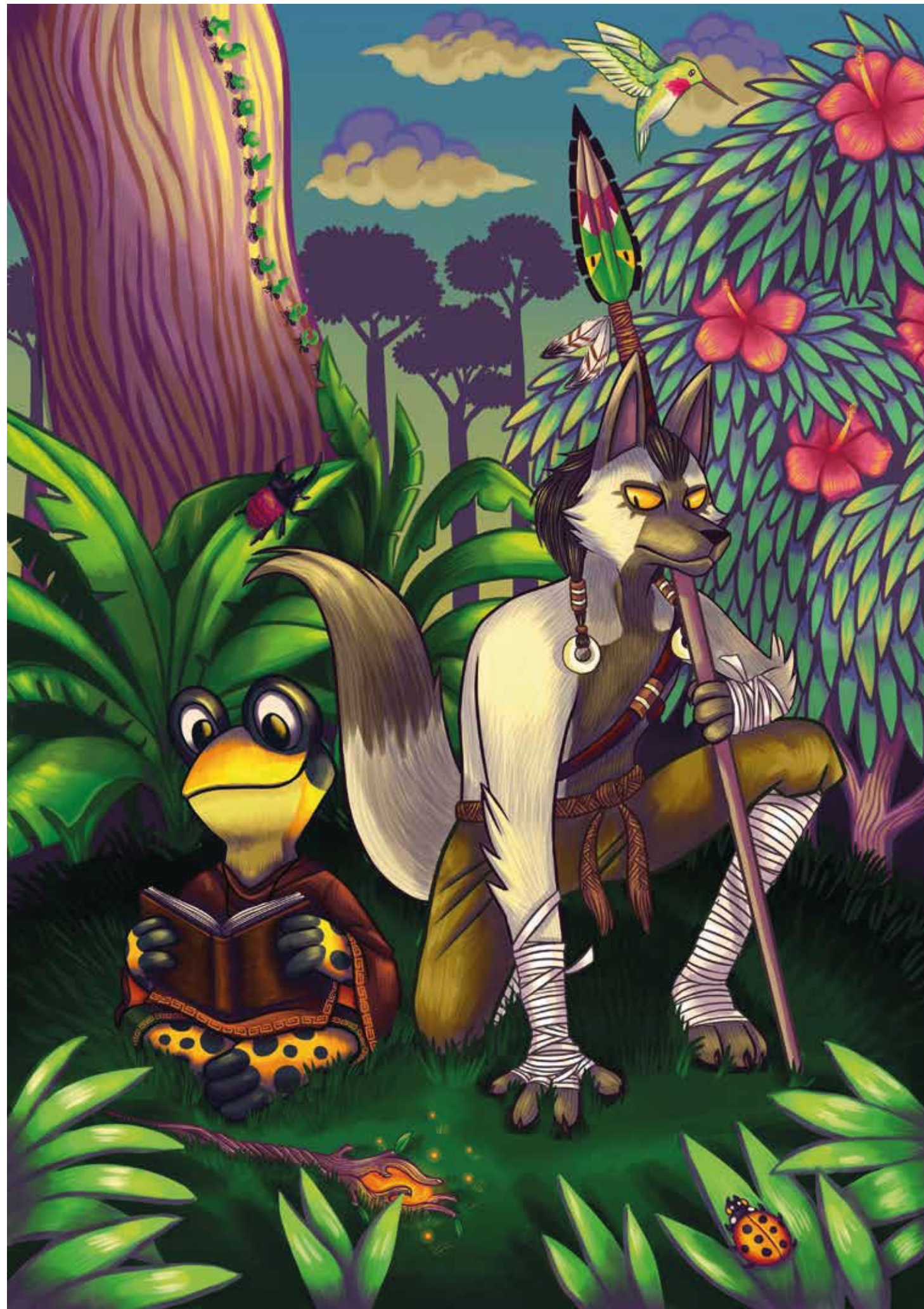


Lucy Eyre

Creative and colourful
Character Design.



Year 3: Negotiated Project - "Pad & Paw"

For this brief, we were asked to create a project to be negotiated with our tutors. I created my brief to focus on video game character design as I hope to go into this field. To do this, I designed the concept for my video-game in the style of roguelikes and dungeon crawlers, with two main protagonist characters the player will control. The project name, "Pad & Paw" comes from the design of these characters; Keroo the Frog, and Fredrik the Canine. The project covers the concept for the game's art direction, the character design of 3 enemies, including a boss and playable characters, as well as elements of world design.

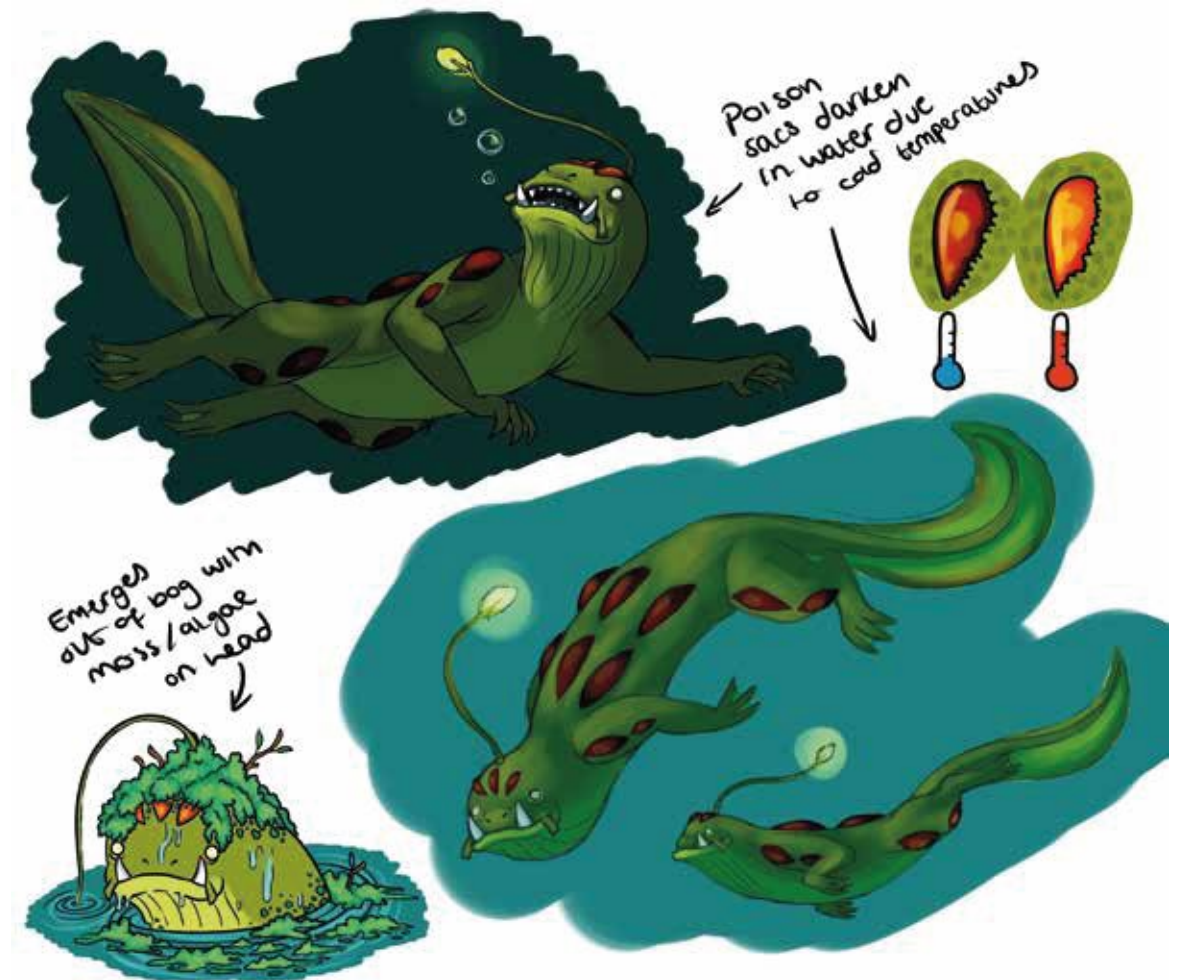
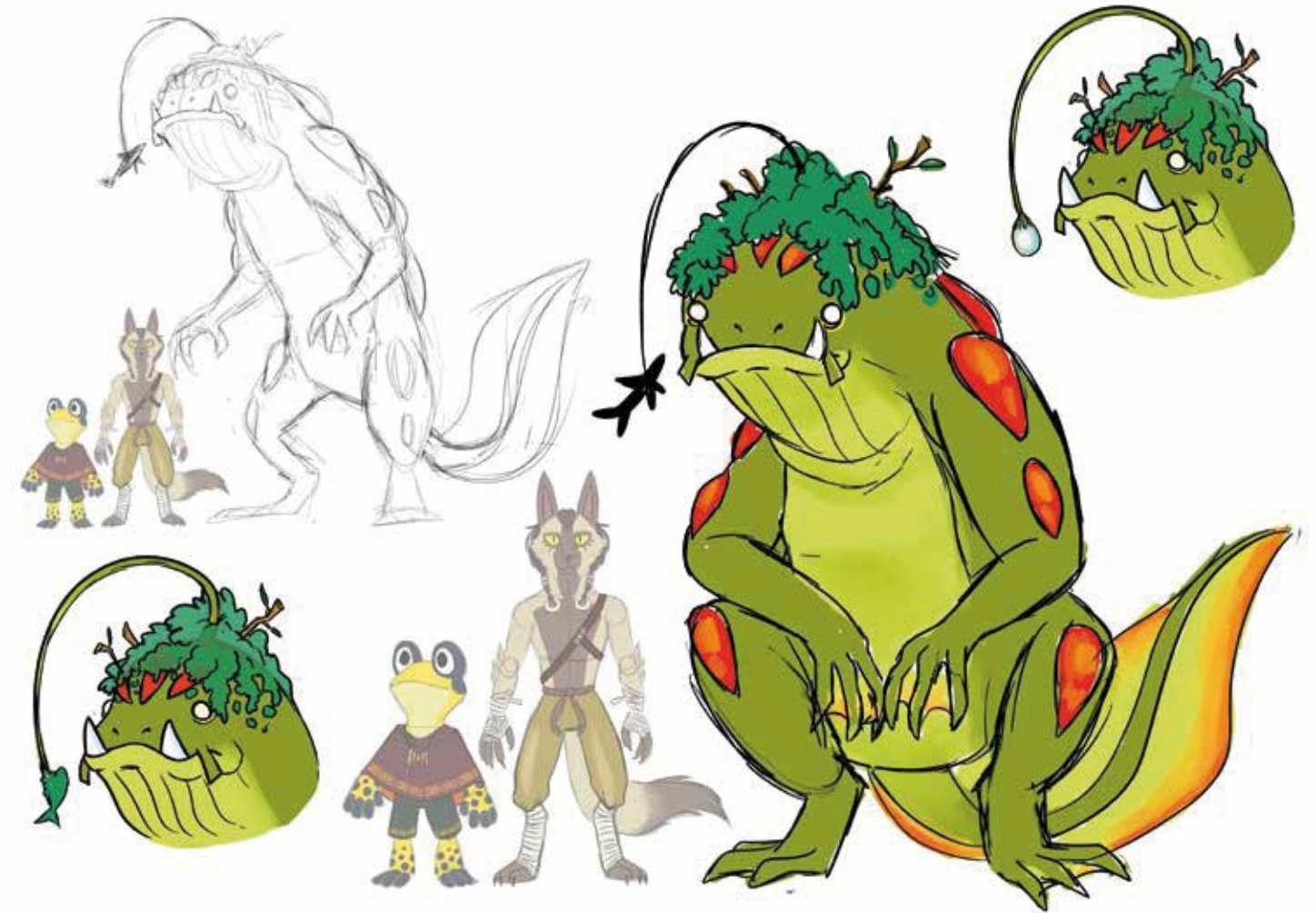


The enemies I designed were done to showcase their variation in strength. The weakest, Vokelkaze, is a small birdlike enemy based off the Vokelkop Bird of Paradise. It sharpens stones to use as weapons which aid it in fights for territory against others of its species. To attack, it spins around rhythmically, the stones it carries acting as blades.

The second most challenging is the Panagudo, a stealthy jungle hunter which chews tree roots to sharpen its senses and increase its attack power. In this state, the subtle markings on its body begin to glow with colour, indicating the danger it poses. The final enemy I designed was a large boss creature named based on horned toads, salamanders, fish, frogs and tadpoles. Although typically docile, it becomes enraged when it's slumber is disturbed and attacks with poison which is produced in sacs around its body.









Year 2: Thinking & Making - "Come Dine With Me"

This project involved creating 3 sequential illustrations that told the story of 3 characters meeting to share a meal which could be flexible in terms of design and interpretation. The narrative of each image had to follow this formula:

Page 1 - Encounter

Page 2 - Meal

Page 3 - Aftermath.

The direction I took with the brief was to design 3 desert-dwelling animals and have them meet and share peyote cactus, instead of a traditional meal. The following illustrations would show the experience the characters have when eating the cactus, with the final image showing the characters exhausted afterwards. To show the psychedelic properties of the cactus, I incorporated different media into the second image which were drawn separately and incorporated into the illustration via Photoshop.



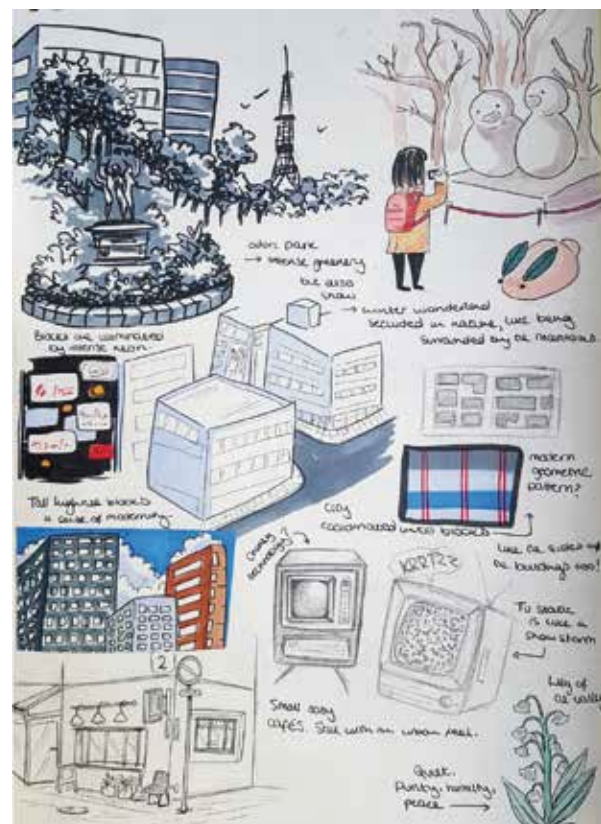
Year 2: Audience & Message “Picture a Place”

This brief aimed to choose a city from around the world and design three pieces of work that would be suitable for a room within a Hotel Indigo hotel, as well capture the essence of the place chosen. I chose Sapporo, the capital of the northern Japanese region of Hokkaido.

Famous for its heavy snowfall, exports of beer and dairy, and it's TV tower, I wanted my work to capture the style of contemporary Japan as well as that which was unique to Sapporo.

I combined the motifs of snow and TV static to create a print for decorative pillows, created a mural which included many elements of the city, and created promotional artwork for its exports and iconography.





The mural I created, alongside research which informed the project.



Year 2: Books & Storytelling -

“As I Went Over The Water”.

For this brief, I was required to produce a cover illustration, end covers, 4 internal illustrations and an "animation" for the text "As I Went Over The Water". The target audience of the text was children; as a result, the internal illustrations required the creation of a character that would be suitable for children, as well as some kind of antagonist character to interact with them. I decided to design a sailor cat character as I found that the juxtaposition of those two elements of his design was humorous, and thus appealing to

As I went over the water ...

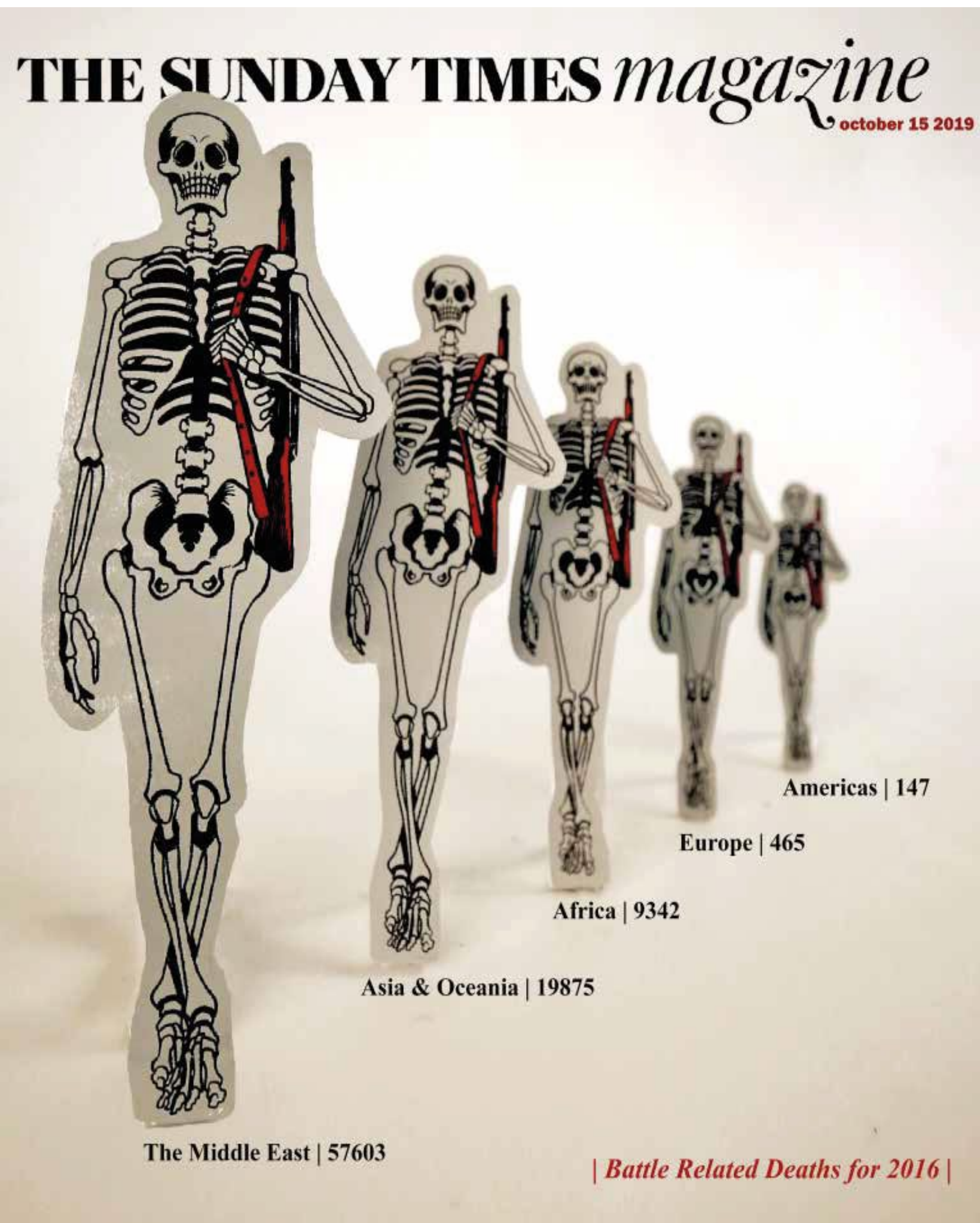


... As the water went over me ...



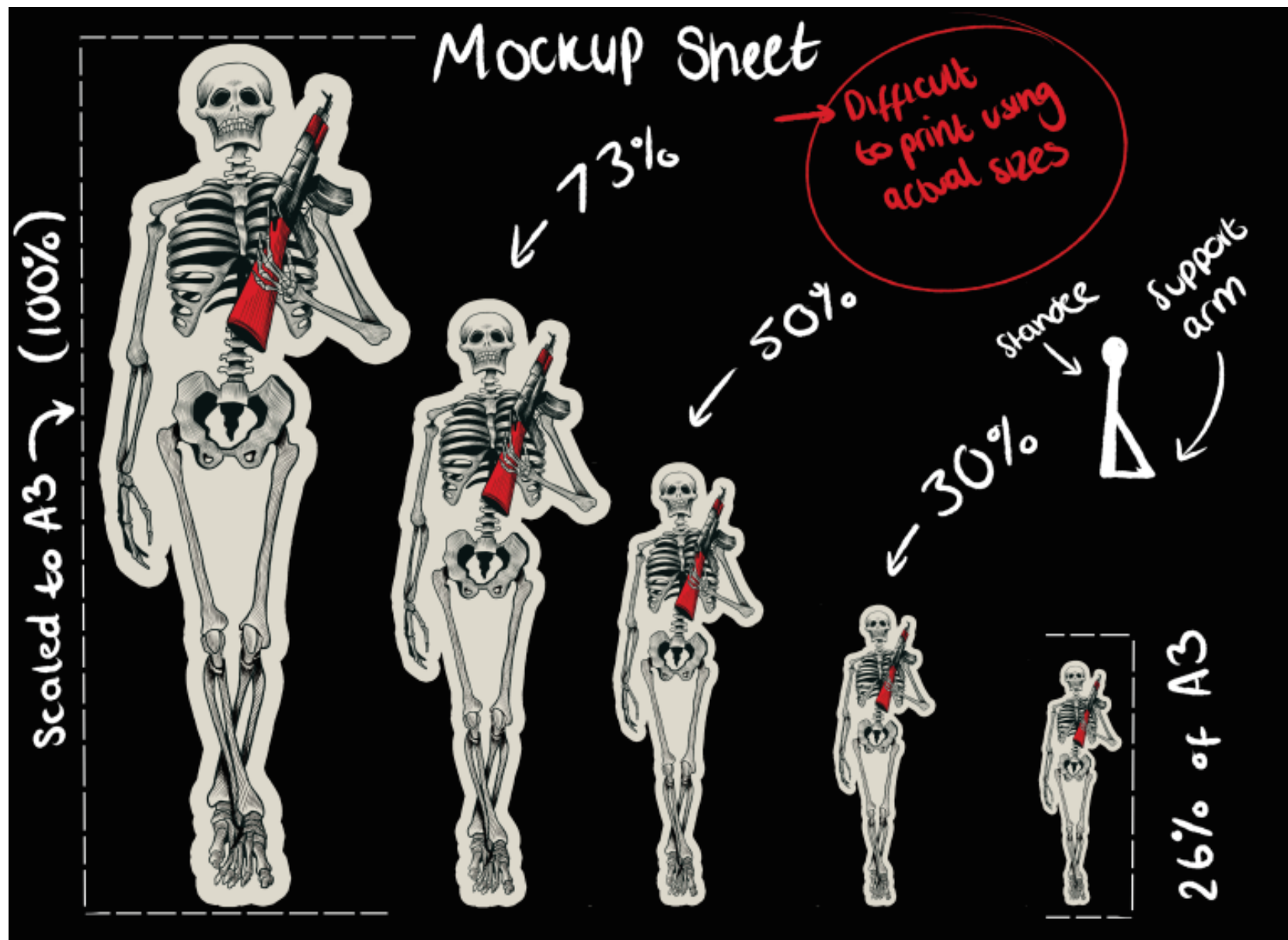
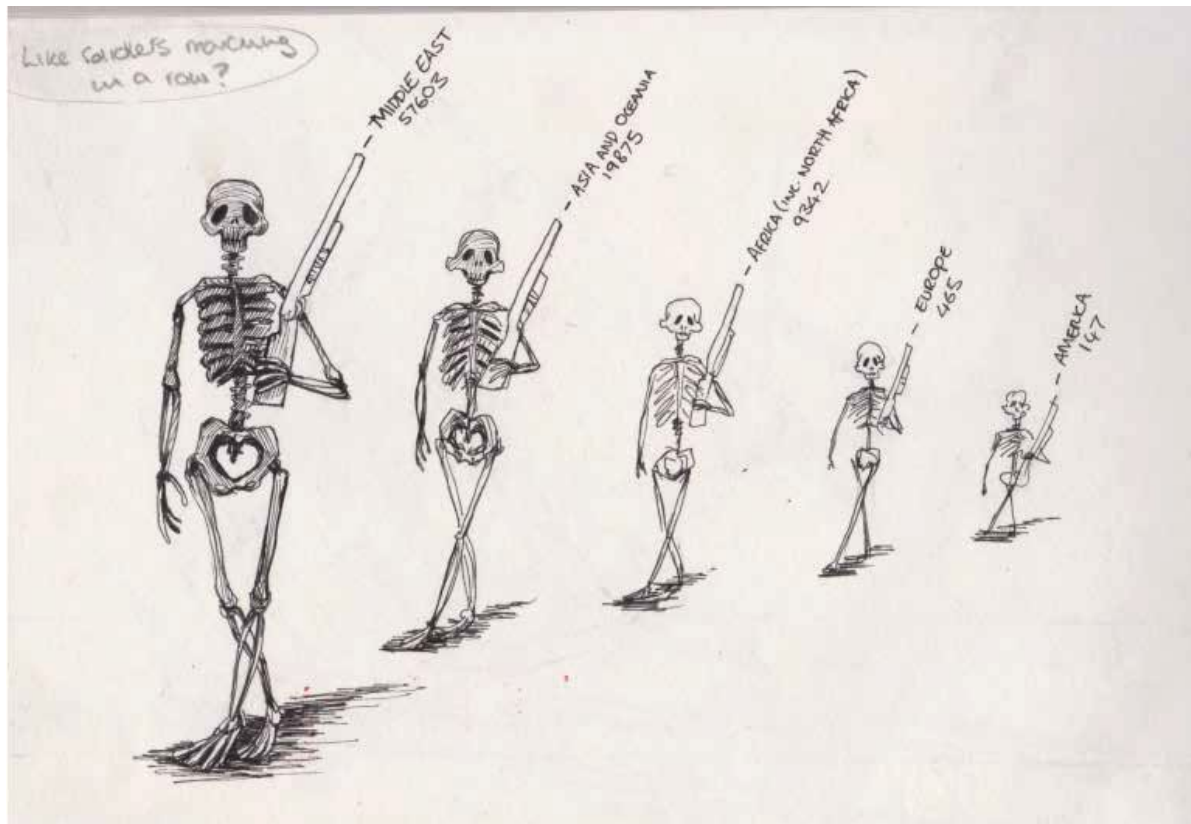
For the animation, which simply required that our character be in motion, I created a 3D model of my character which I then spun around as a showcase.

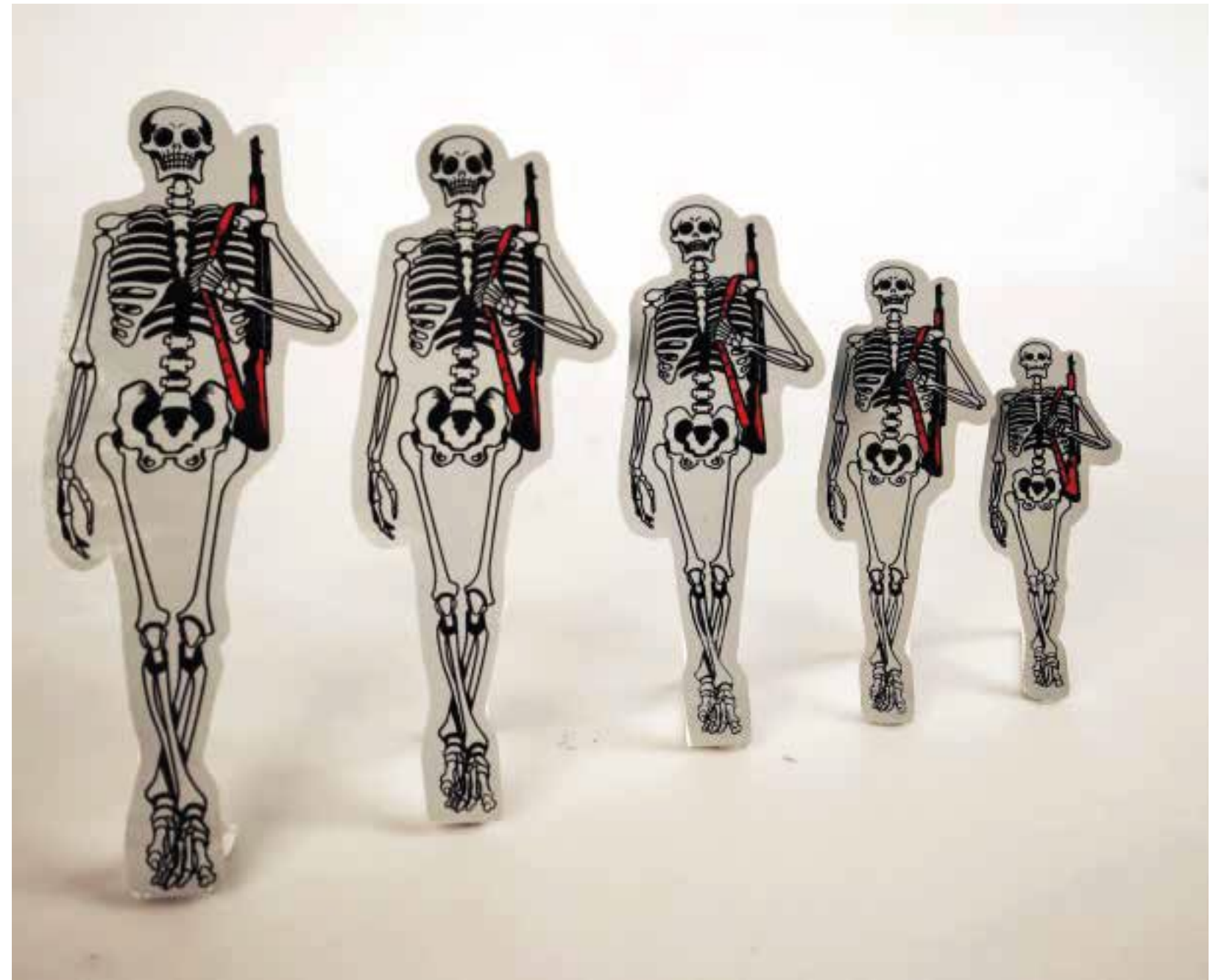




Year 3: Contemporary Illustration - "Data Visualisation"

This project asked us to produce a magazine cover for The Sunday Times that acted as an infographic to visualise a set of data. I chose to illustrate "Battle Related Deaths for 2016", choosing to represent the data through the use of skeletons that gradually descend in height as they are pushed into the background, with their sizes indicating the: size of the data being shown. Their uniform formation is also reminiscent of soldiers marching, reflecting the title of the data set.





I used screenprint to create these skeleton-soldiers, which I turned into standees and placed on an infinity board to get a better sense of depth in my composition. I enjoyed the process of working three-dimensionally and experimenting with a new way of visual representation.



Lucy Eyre



@amphibeyan



amphibeyan.wordpress.com



@amphibeyan



07484618044



@amphibeyan