



Katelynn

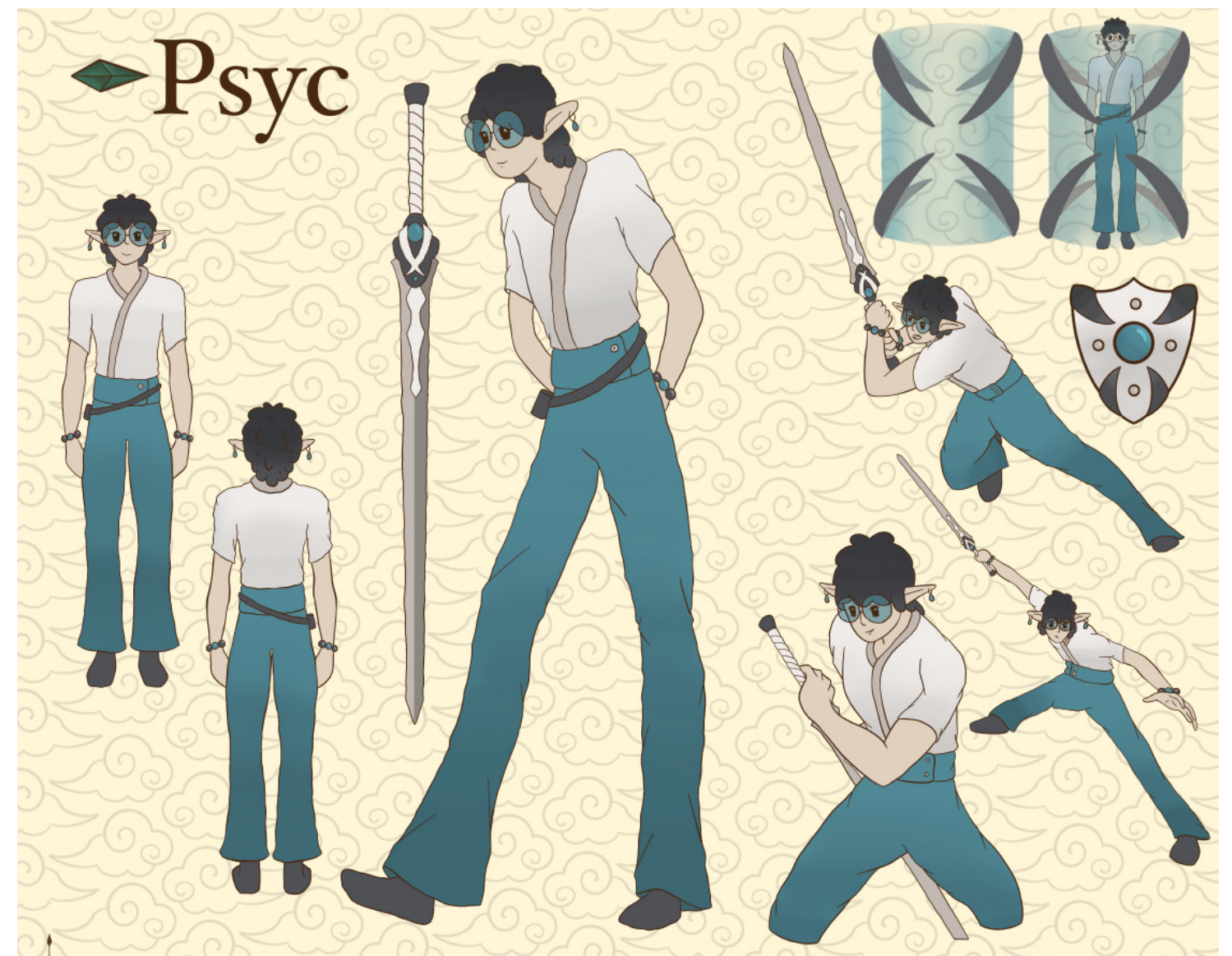
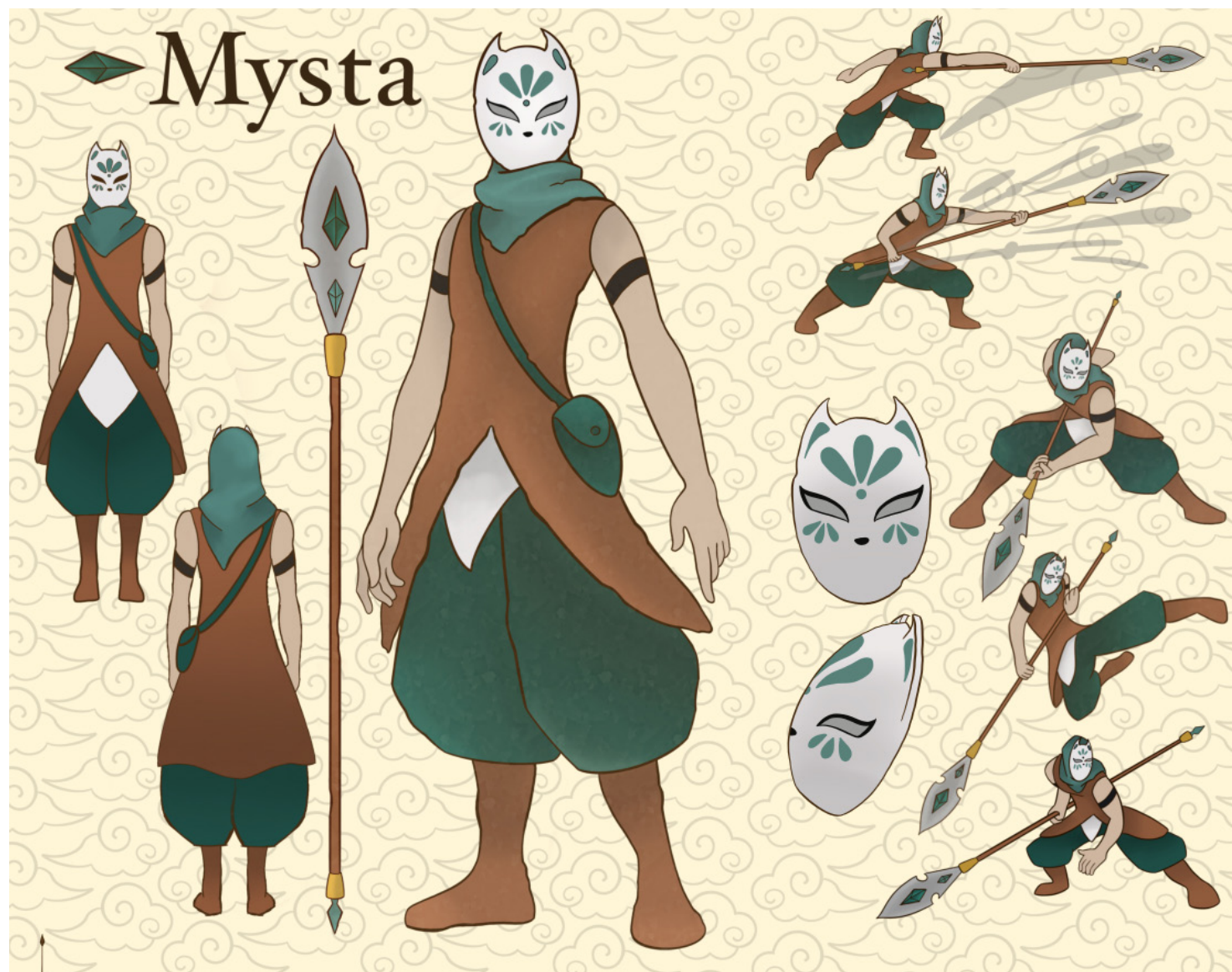
Wrigglesworth

A gaming addict with a love for
all things nerdy.



01: A Game about Mental Health (Negotiated)

For this project I created concept art (mostly for characters) for a video game which focuses on the topic of mental health. I designed characters based of different mental health issues that can be commonly found in gamers.



These characters are Mysta and Psyc. Mysta would be the first playable character in the game. Although they do not represent a specific mental health disorder they are meant to represent the player themselves. I made him faceless for this certain reason. I took some inspiration from Japanese kitsune masks because of the meaning behind them. in Japanese culture a Kitsune is a mythical creature that can shape shift but they are also seen as messengers. To link this to Mysta I wanted them to somewhat be the messenger to the player through the game. I wanted the game to be a way of telling people that they are not allow especially regarding mental health.

Psyc was inspired by the disorder Psychosis. In the game he would be a defensive character and would be able to generate shields for every character in the players party. Another bonus to Psyc is that he has the ability to see things that other characters can not. The idea for this ability can from they symptom of hallucinations that people with psychosis tend to have.



These characters are Anx and Ad. Anx was designed to represent Anxiety. I have made her a small sized character and she prefers to hide rather than fight in battle and for that reason I thought it would be best to make her the healer of the group. Although she is not a fighter she is still capable of defending herself and her weapon of choice is a Catalyst. I chose to make her a winged character because I felt that it would fit well and it linked well with the fight or flight response that many people feel when feeling that sense of anxiety.

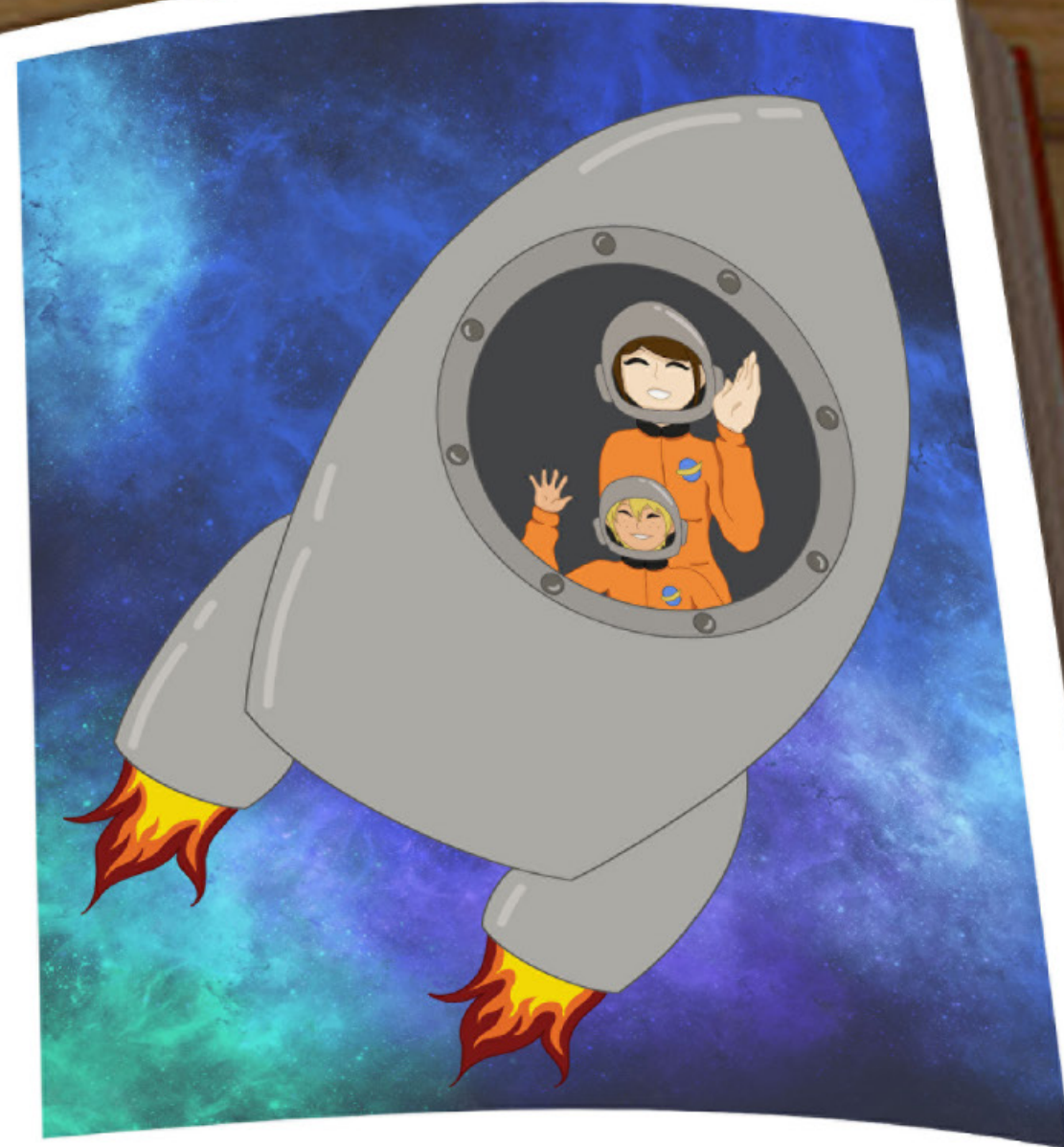
Unlike Anx, Ad is a more outgoing character and she is meant to represent ADHD. I have made her the “tank” of the group as she would be able to take large amounts of damage in battle. Another bonus to Ad is that her character gives the player extra inventory slots due to her struggles of keeping her things organised.



02: Editorial

This brief focused on creating an illustration for a specific informative article. The main outcomes for this was to create a piece aimed at an appropriate target audience and link well with the context within the piece of writing it would accompany. This piece was made for an article for the New Scientist. “Cows have been potty trained to reduce greenhouse gas emissions”. Young cows gave learned to urinate in a dedicated “latrine” that whisks the waste away before it can pollute waterways or trigger harmful gases.

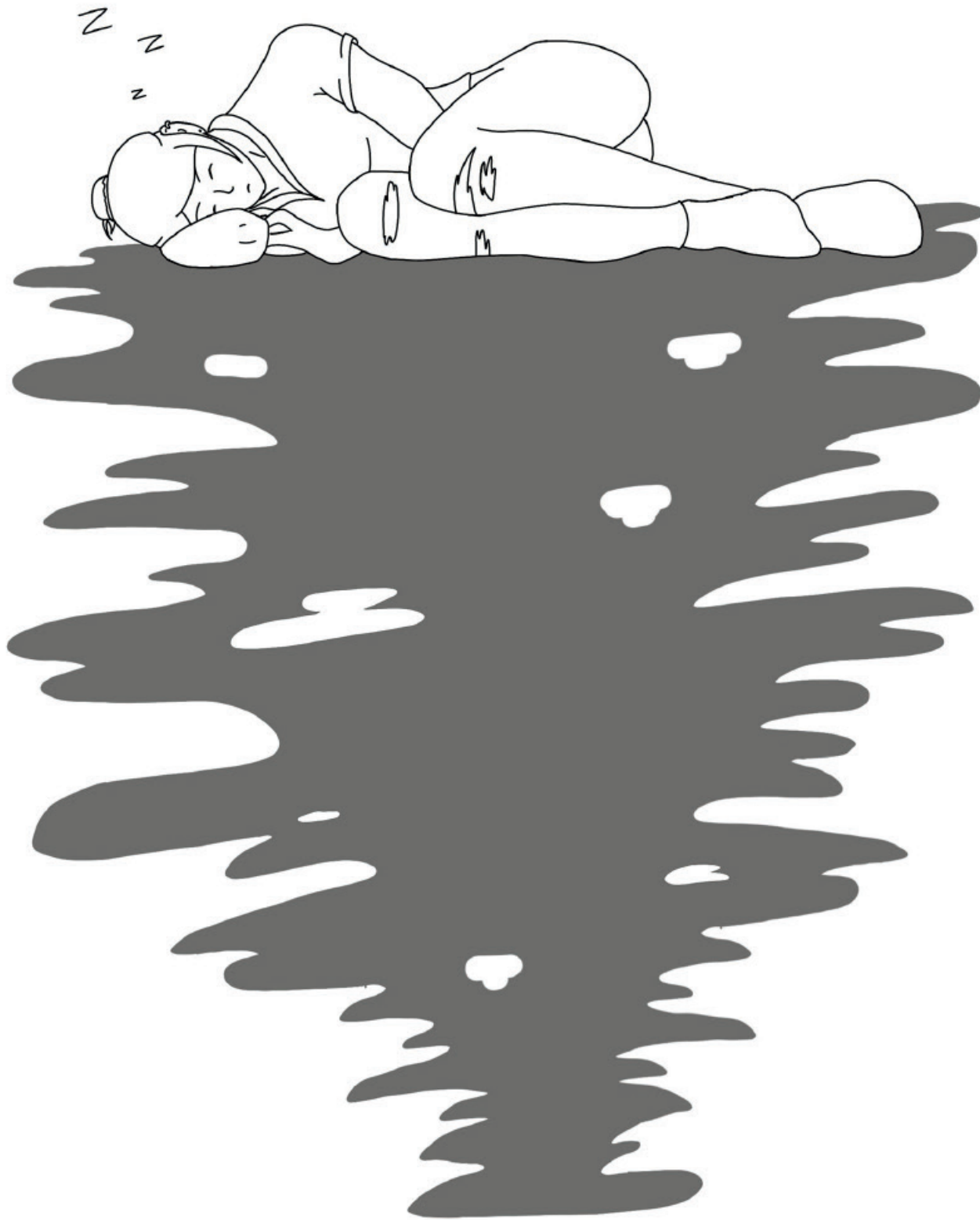
Hi my name is Tommy and this is my mummy. It's just us and we have a lot of fun together!



We've been on missions to space.

03: Picture Book

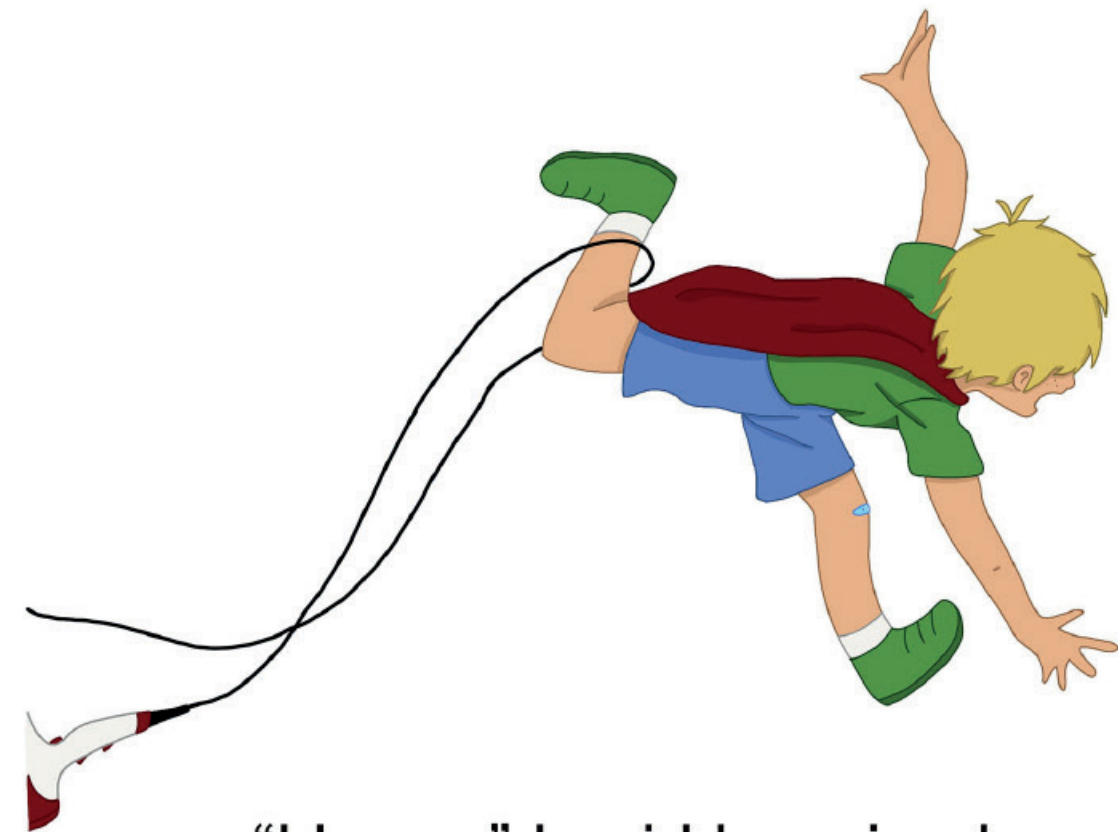
For this project we had to create a children's picture book that addressed a specific theme. The theme I chose to focus on for this project was "sadness and depression".



It also makes her very tired.



"It will come back." Said mummy.

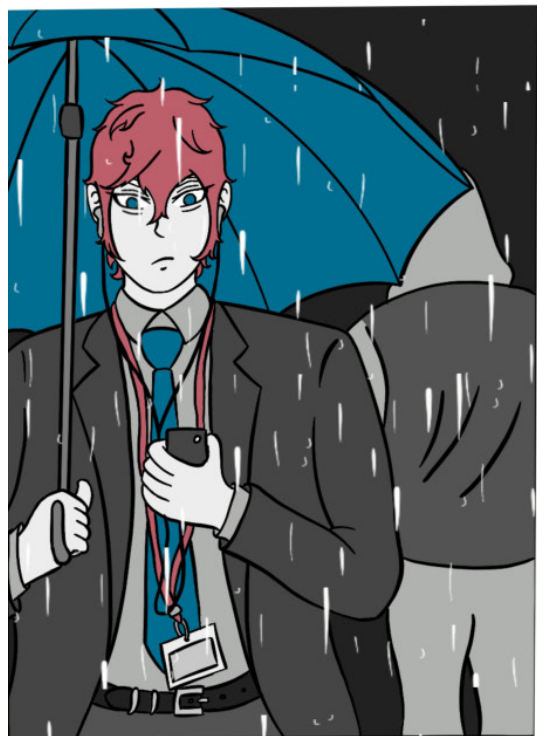
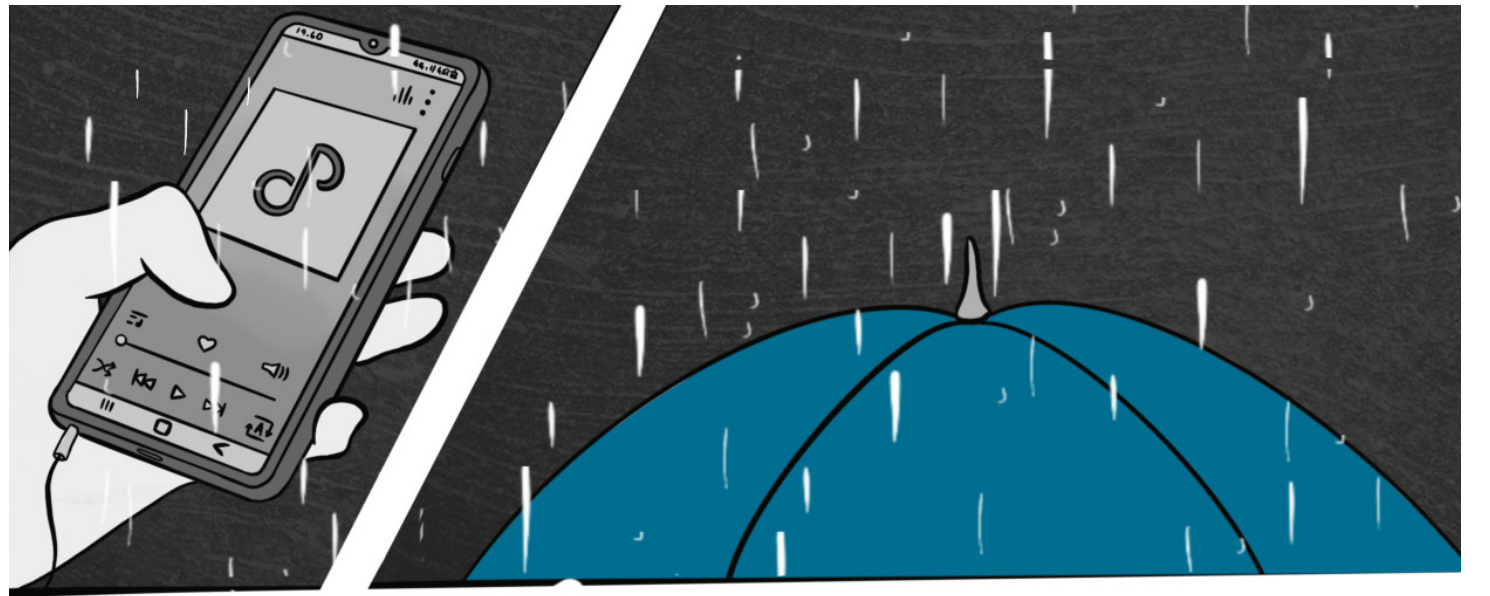


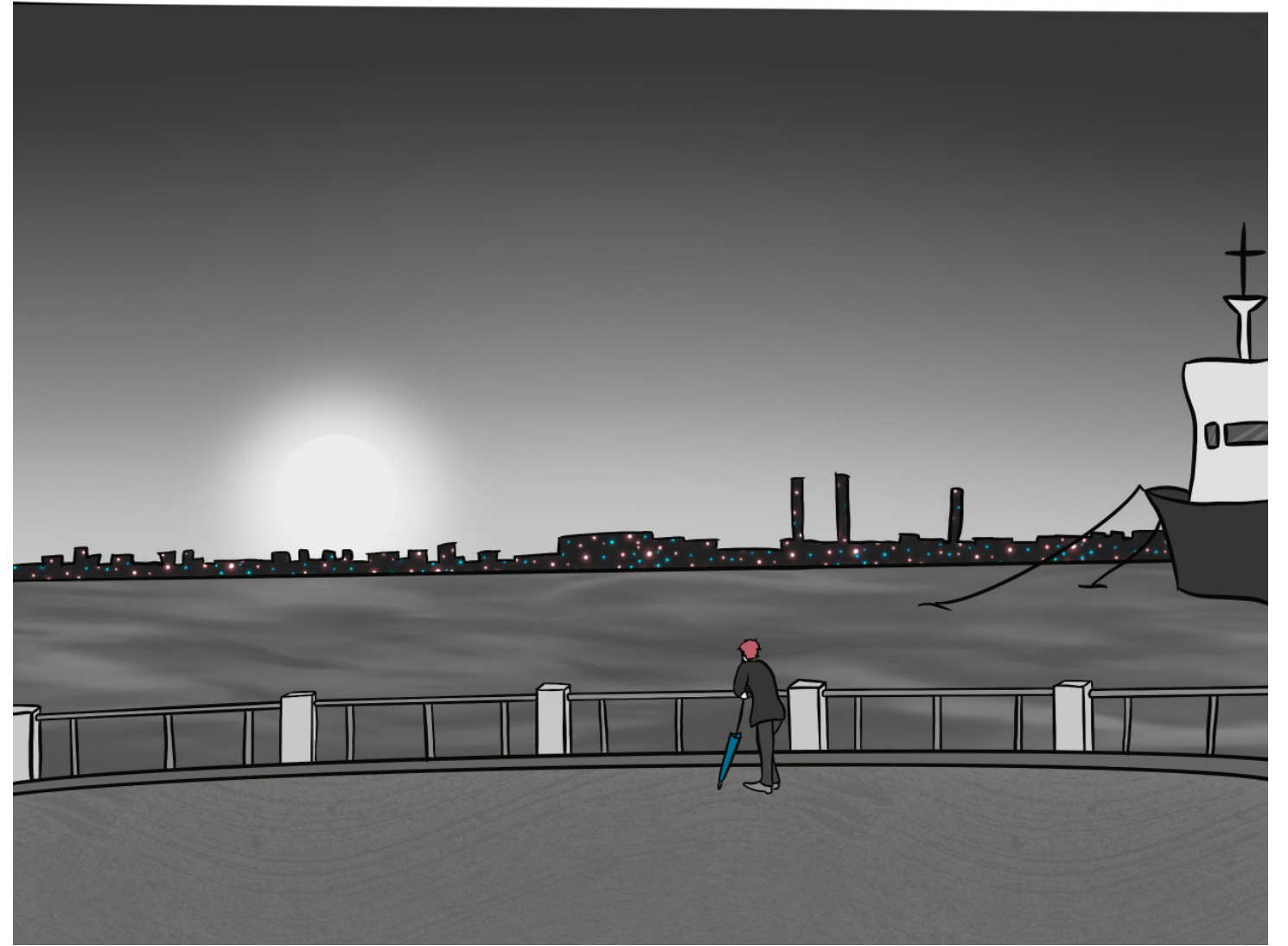
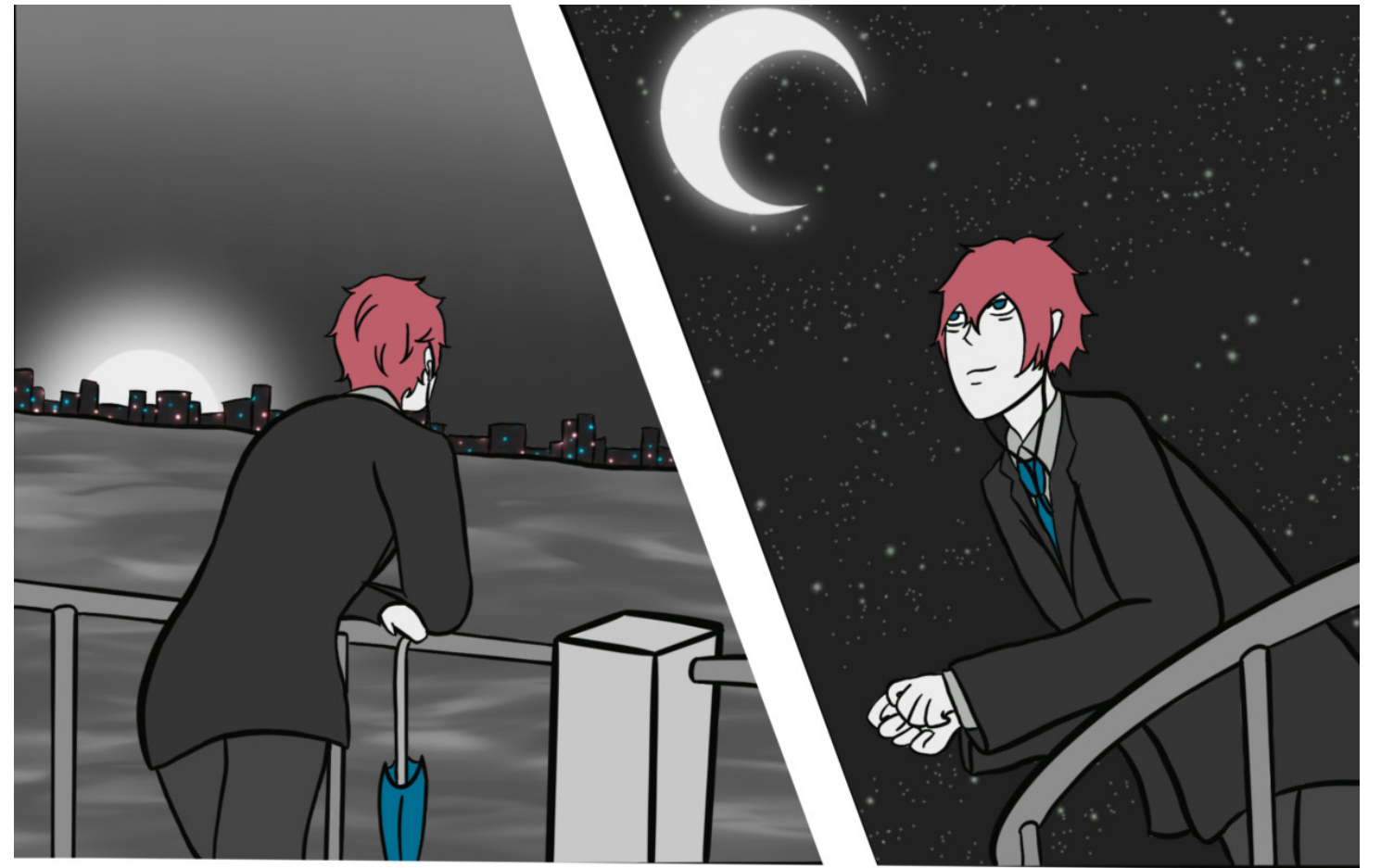
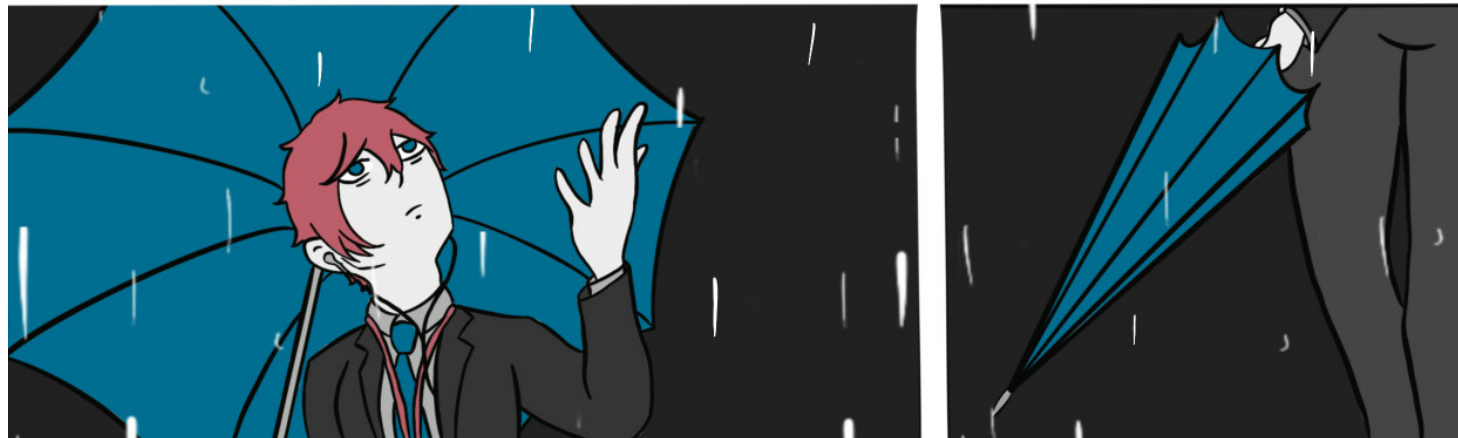
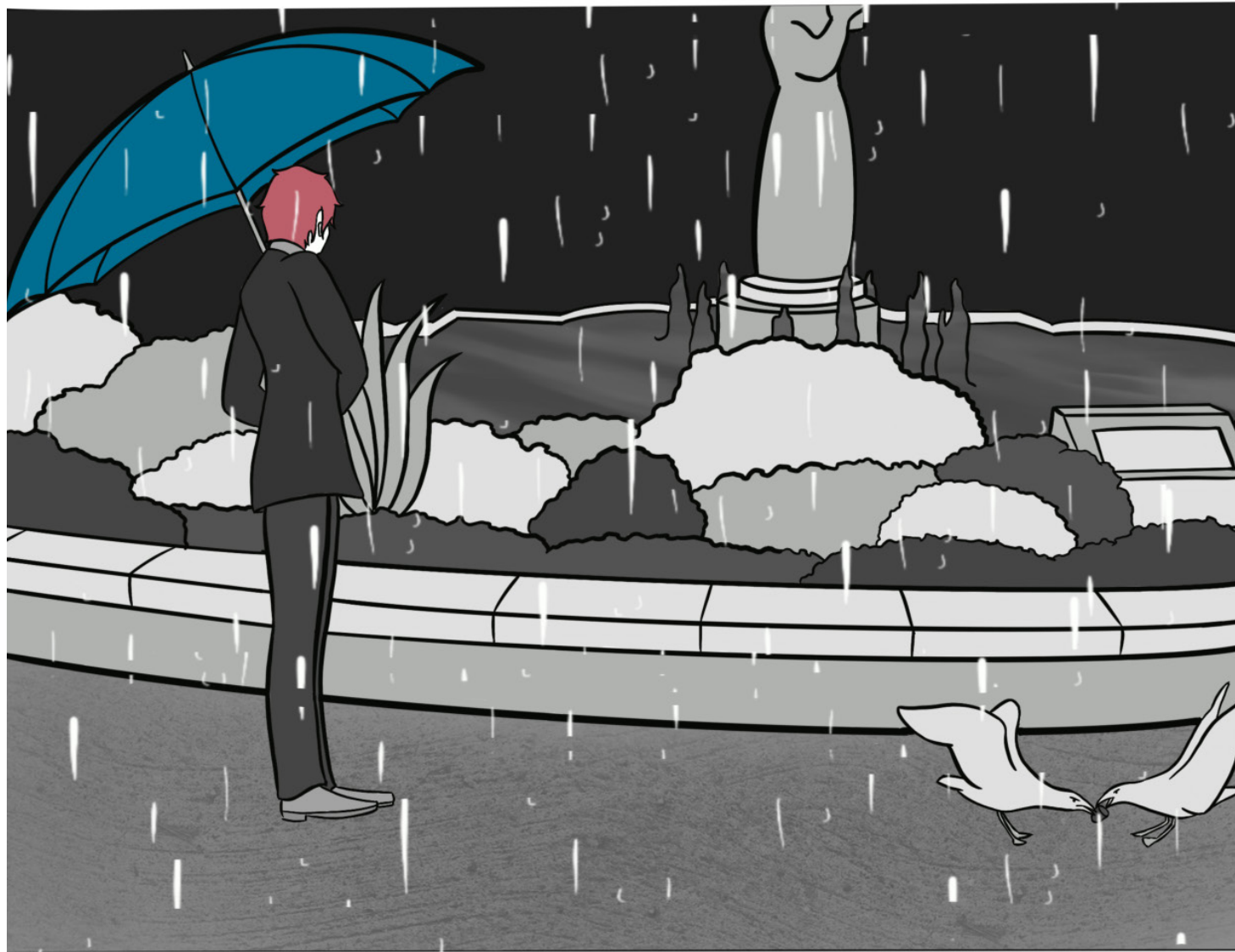
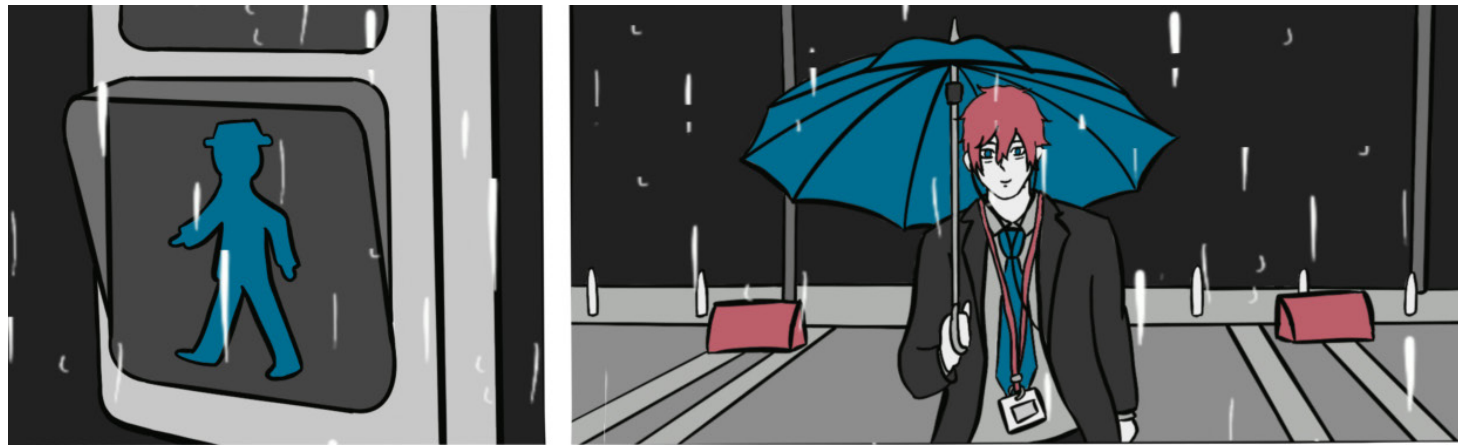
"I know." I said hugging her.



04: Graphic Novel

For this brief we had to create a Graphic novel that explored the topic of loneliness and have a limited amount colour. I chose to create a silent (wordless) Graphic novel.

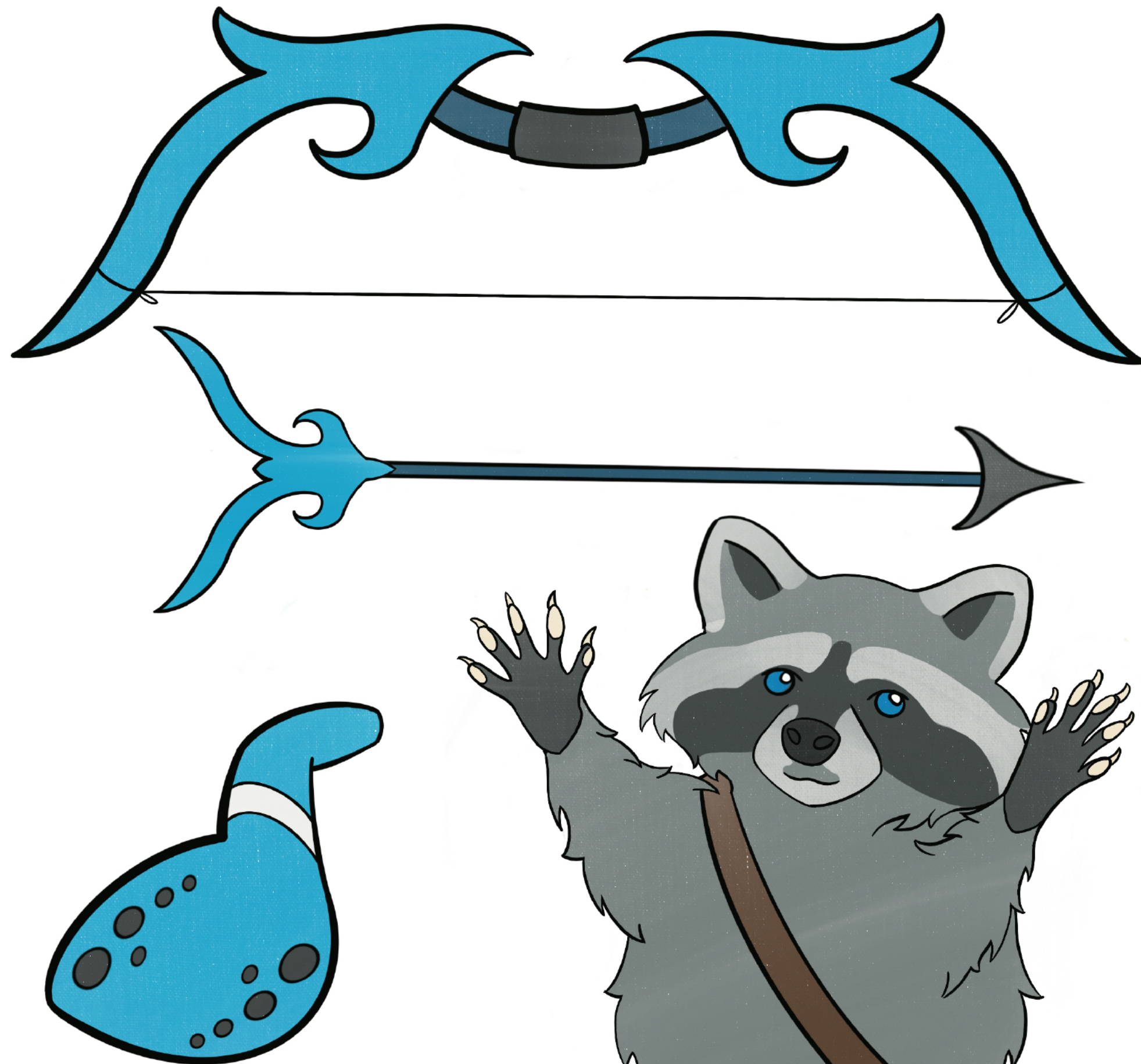


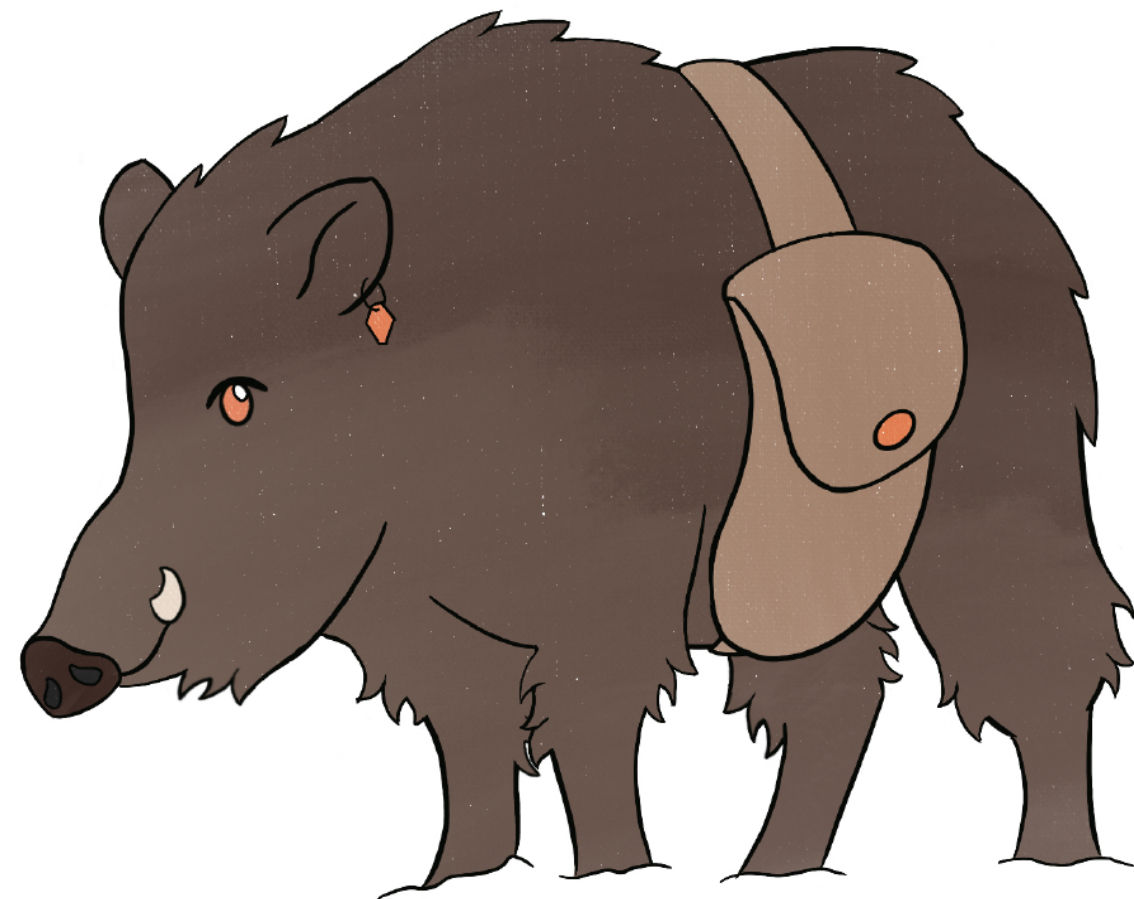
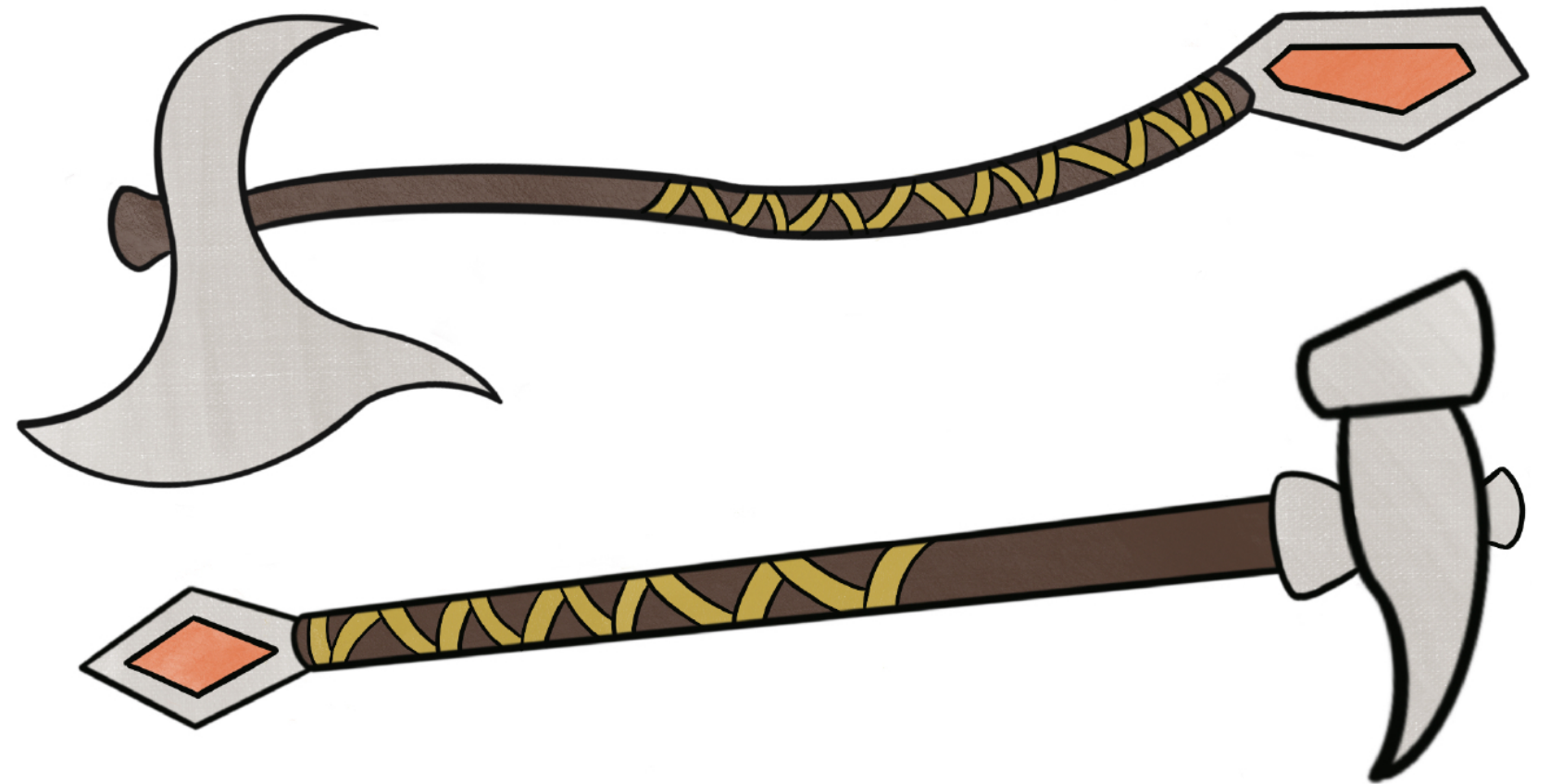




05: Summer Project

For this we had to design and recreate a group of characters based off a Disney+ star wars series however we could not use the “star wars style”.







06: Self- promotion

For this project I created some designs that I could use as a way to promote myself and my work.





Wriggly_illustration



Katelynn Wrigglesworth

