

RVJ

Livebrief and Major Project For Overwatch community

Native American Indians
Character Design Concept : Overwatch

Nicha Kiengvarangkoon 90600008

Supervisor: Ketsirin Homwiseswongsa

Moderator: Gabriel Camelin

Table of Contents

Introduction	1
Livebrief	4
Progress	9
Reflection	
Major Project	
Research and References	11
Sketches	14
Crowley	24
3D Model	25
Skills	26
Skin	29
Scenes	
List of references	33

Introduction

Overwatch

Overwatch is the military that has been established to look after the situation that was run by 2 main characters, Jack Morrison and Gabriel Reyes. After the success, Morrison was put as a leader of Overwatch. Though, Reyes was working at the darker side of Overwatch called the Black watch team which handles the situation illegally in secret.

However, The black watch information was leaked to the public which leads to the destruction of the Overwatch organization for the reason that Overwatch became untrustworthy.



Overwatch comics - RETRIBUTION 16# MATT BURNS and GRAY Shuko

About Overwatch game play

Overwatch is a colourful team-based first-person shooter game starring a diverse cast of powerful heroes. Travel the world, build a team, and contest objectives in exhilarating 6v6 combat.

SETTING

sixty years into the future of a fictionalized Earth, thirty years after the resolution of what is known as the "Omic Crisis."



UPRISING 12# MICHAEL CHU and GRAY SHUKO

Omnic Crisis

According to Overwatch wiki, Omnic crisis was a rebellion by the omnic against their human creators, decades before the present day. It has since been referred to as “one of the greatest threats to the survival of our species since the Cold War of the 20th century.” It was considered a world war.



Sydney. Source: Cinematic Trailer. Artist: Blizzard Entertainment.

After Collapses

Time flies, Winston, the scientist ape who lives on the moon decided to re-call all the past overwatch teams because the omnic situation on earth is getting worst and the rate of criminals is also raising, with the hope that someone would answer.

And finally... there is



Overwatch Animated short - "Recall"

My story with Overwatch

I was scared to play with people at first when I bought the game but in the end, I fell in love with this game. The designs and the stories capture my heart and I'm passionate to create one of my original characters from this game universe.



Heroes

There are 32 heroes in-game right now and Blizzard entertainment announced Overwatch 2 last year which is going to be story mode and PVE.

LORE:

Each character have their own lore that connected to Overwatch Organization in which have purpose and position (Tank/DPS/Support) base on their stories



PAC Overwatch Community

designing a graphic for PAC Overwatch Community including Logo/ Overlay Motion graphics.

PAC OVERWATCH COMMUNITY

About PAC Overwatch Community

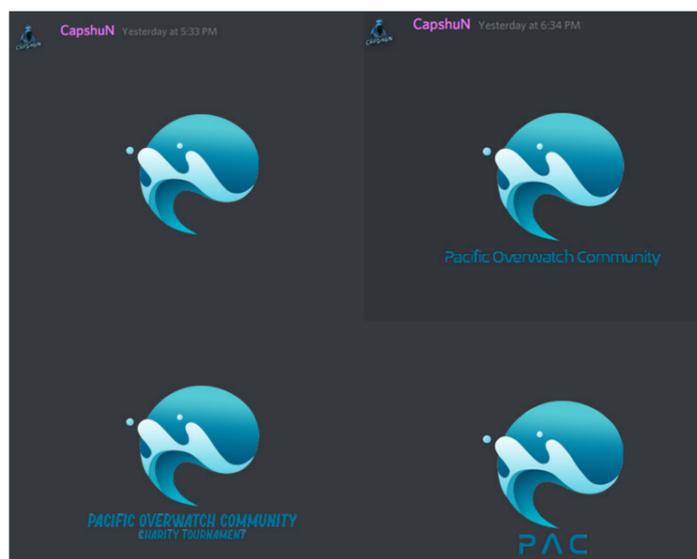
PACCommunity Charity Tournament : Beta

This e-sport tournament is run for charity so there is no entry fee or cost for people who wanted to enter. The winning team of the tournament gets to choose 1 organization of their choice to donate \$30 USD.

DETAILS FROM MEETING

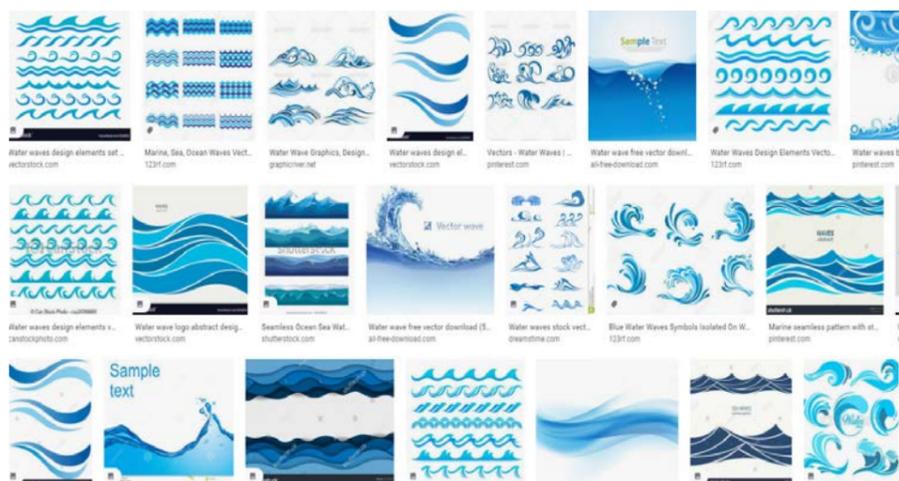
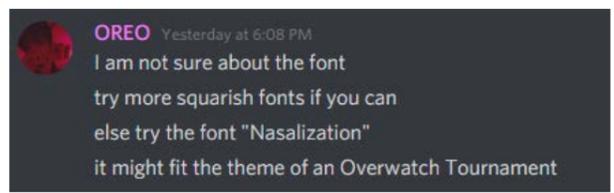
Pacific Overwatch Community organized a charity tournament.

Later that I have contacted my friend to get into the production part of this community. I have a chance to work in a graphic team that includes Fraudy as a Leader, Oreo as a graphic and sound designer, CapshuN as a Logo designer, and Transition and me taking part in making motion graphic overlay. Overall, all of us look after the graphic design as a team.



LOGO DESIGN BY CapshuN

CapshuN came up with the idea of water waves because the word Pacific reminds us of the ocean and he came up with some first logo designs. We agreed that this logo looked good enough. Oreo recommended using the font "Nasalization" and it came out suitable for the Overwatch theme



Official site: Discord Server: <https://discord.gg/FZc7PQN9Su> Twitter: @PACCommunityOW Twitch: <https://www.twitch.tv/CMGArena/videos>

MY FURTHER DEVELOPMENT

I thought that the first design already looks great. However, it had nothing related to Overwatch so I decided to make it more noticeable for the audience which is the fan of the game and people who participate in this charity tournament.



TRACER AND OVERWATCH LOGO

When we talked about Overwatch, the first thing that came up to our minds was the game cover which has Tracer as the main character. It would be great if I could apply Tracer's silhouette or Overwatch logo into PAC's logo so that it could be connected to what the game is for this tournament. I avoided using the same colour as the official one due to the copyright and of course, to remain in our PAC themes. The reason that I changed the letter C to orange in a gradient was that It creates contrast by using the complementary colour.

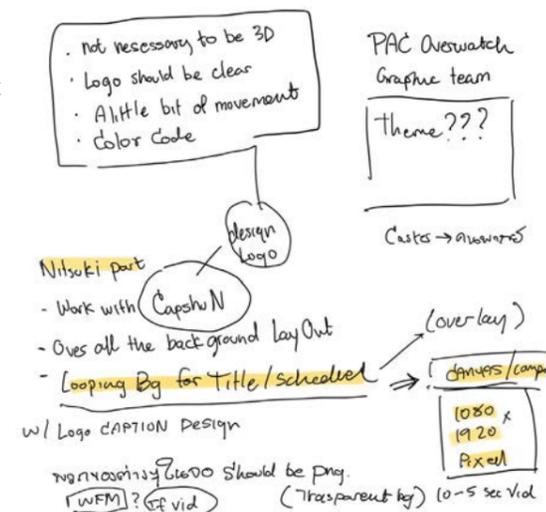
Motion graphic

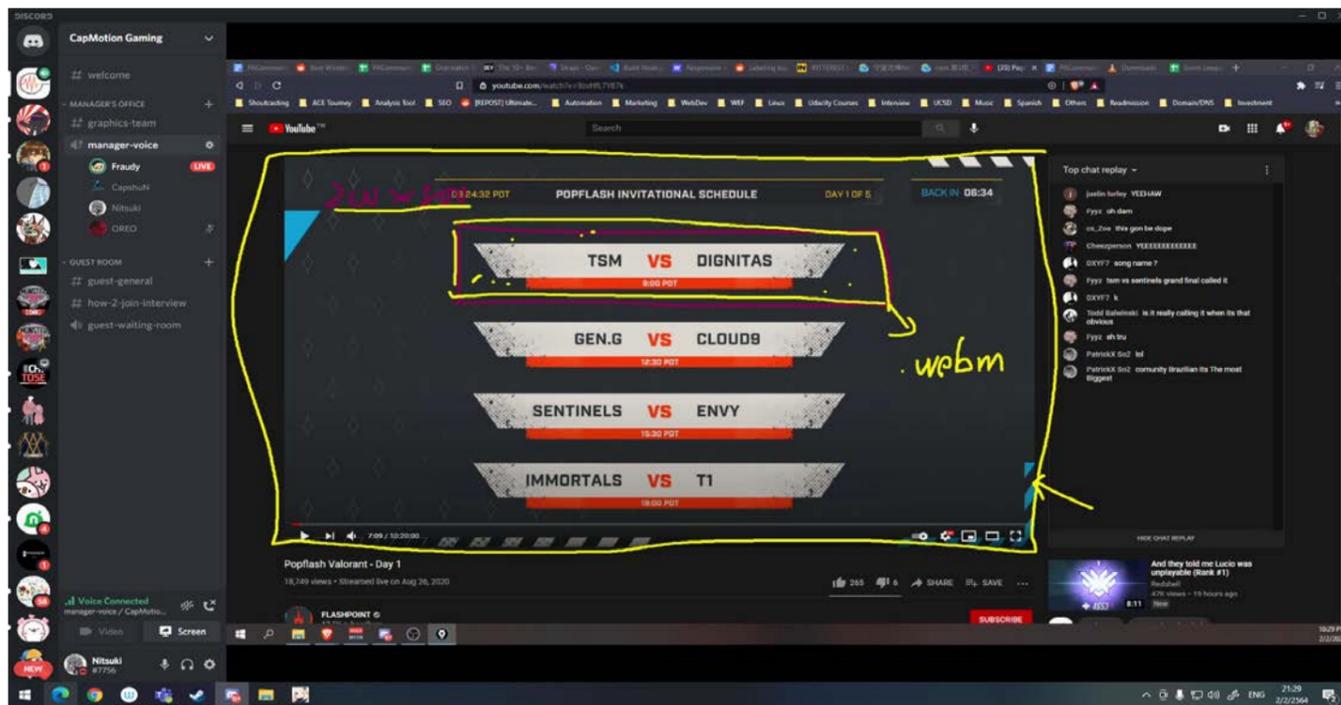
THE MEETING

On 02/02/2021 we had a meeting on discord and Fraudy gave out the position and instruction to the team. My job was to look after the motion graphic where I need to make a 5-10 seconds video loop for the background when showing schedule live and design asset such as the frame for the participant team title

REQUIREMENTS

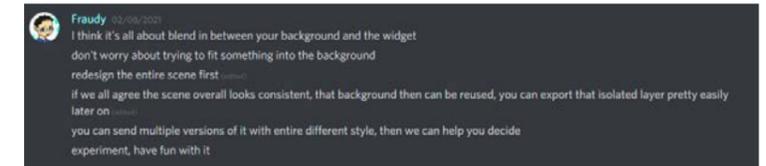
- Loop 5 - 10 seconds
- Colour needs to match with PAC's Logo
- size: 1080*1920 pixel
- mp4 format for Fraudy
- Other assets: Frame, Table, etc. save in .png format with a transparent background





MEETING ON 08/02/2021

I made some widget samples that could go along with the background which also the colour base on the main PAC's Logo. At first, I thought that I only have to do the looping of the background but it turned out they wanted me to design the entire scene for the schedule. I submitted a few designs that I made which again got rejected because they still look a bit odd. The team leader suggested keeping it simple.



SCHEDULE SCENE DESIGN

The first one which illustrated a big grouping A1-D2 can make the audience confuse so we did not use this one.

Moving on to the second design, I misunderstood the schedule, I thought that all 16 teams were going to play at the same time, turned out only 6 teams (3 matches) will stream per day. This schedule gave me more ideas about what I should do next

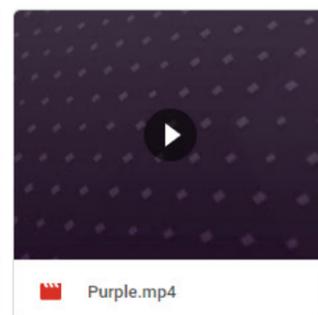
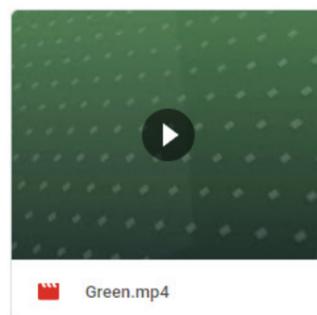
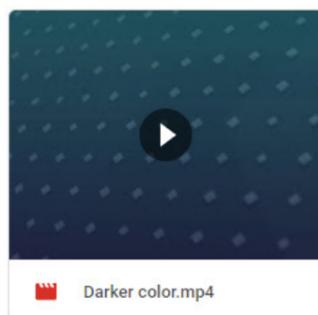
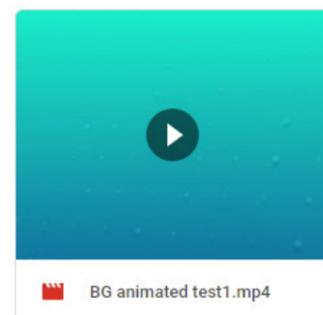
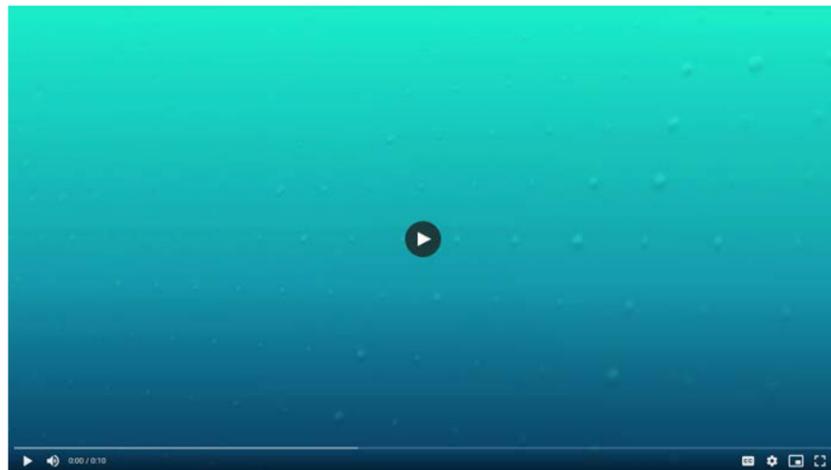
QR code: Schedule scene design 1 and 2 and 3

Looping Background

FIRST DESIGN

For the 1st design, I tried to match the colour with the logo and put some looping simple geometric shapes that also have little movements but it seemed to be too bright as people in the team suggest that I should reduce the brightness of the background.

I edited several versions of these and uploaded them on google drive for the team to help me think about the overall design



QR code: animated looping background

Development

THIRD SCHEDULE DESIGN

This time I simplified the design as much as possible, however, I thought the background was too plain so I added the logo spinning at the same position, and add some more line animations to make it looked more like e-sport games. Moreover, putting in the logos of each team made it easier to notice which teams are going to be on stage at which time. I used the PAC's logo colour palette to scope my options for using colour and made it stick to the idea that this is for Charity and PACCommunity.

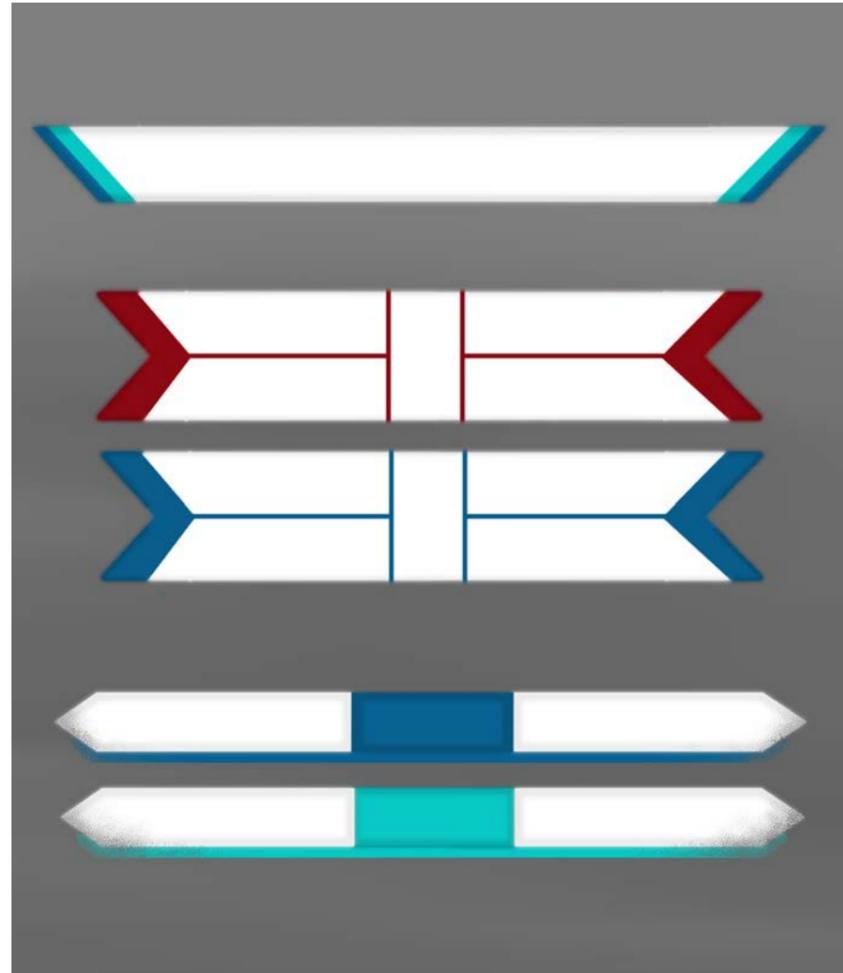
I submitted both with teams logo and without teams logo and waited for feedbacks on 16/02/2021



Widgets

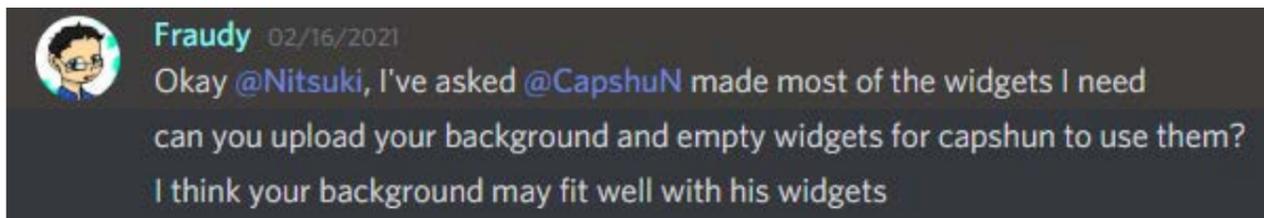
The initial idea for the widgets was a ribbon-like shape or a flag. The first one is the header where we going to put the title in or probably a timer. Still used the logo theme colour. In the second one, I used the simple colours, blue and red, as most of the fps games use these two colours to illustrated player's teams.

However, It won't fit with the design and the schedule that we had, so, I decided to flip the bottom half and combine it with the top part and it became the third design as shown. I use some textured brush to erase the edges to make it look dusty, giving it a little bit of fanciness.



Final Decision by Fraudy The team leader

To sum up, Fraudy decided to get my final looping background to work with CapshuN's widgets which might work well together. Though they did not use all my designs, I can see that after we have done all the work together, they applied some of my ideas when the Tournament become live.



Reflection

REFLECTION 1

Working with people from other countries is finding of difficulty when it comes to the meeting because we each have different time zone even though it is only 1-2 hrs differences.

However, all of us

have our own things to do. I was working on my major project so the meeting might start and finish later than expected. Also, it requires hard work to do 2 projects at the same time. In my case, live brief and research for the major project.

Sometimes I get frustrated about my works getting rejected too many times and was not good enough for them to use but I understand that

they wanted to present the best to the public and so do I. That is how I get rid of all of the

negative thoughts. Other than that, it was a good experience to work with people who has the same passion and similar things as me. I'm thankful that my love for Overwatch and this game brought me this great opportunity.

REFLECTION 2

Though this is a motion graphic work which not in my area of practice in the university but it is my personal interest. I like motion graphics and would love to practice more and combine with my illustration skill to make my work more lively and find new ways for the presentation.

During the progress, I came across a very useful website called "Canva.com". This website is used for digital graphic works, for example, infographics, presentations, resumes, etc. which is pretty convenient.

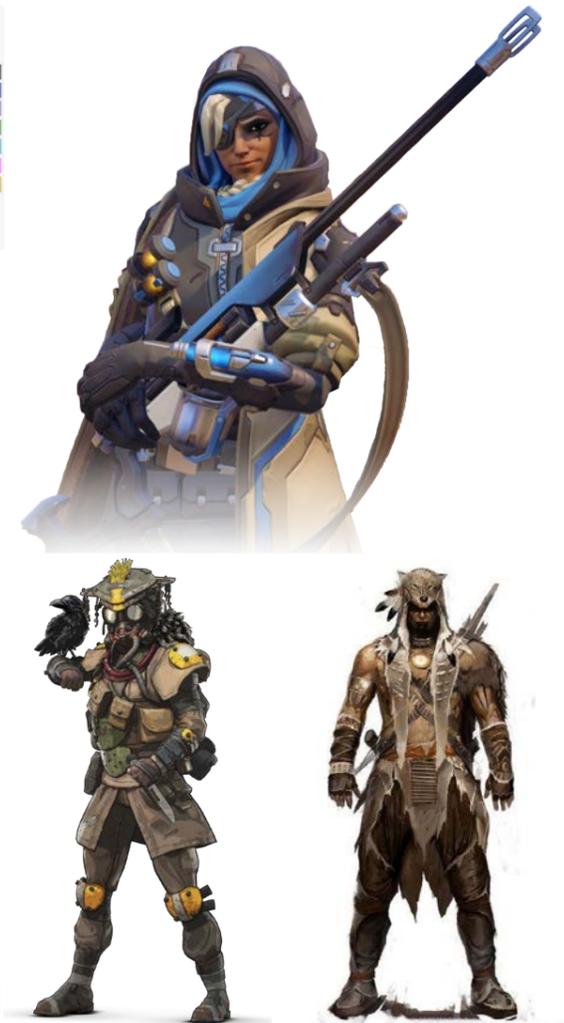
Major Project

Character Design Concept

Overwatch: Native American Indians



Moodboard Character



Sketches

VIBES

Ana Amaari - Overwatch

Bloodhound - Apex Legend

Wendy - My original Character



The hairstyle that I want to keep is the braid and the bird-like at the front because from my research from The North American INDIAN The complete portfolio by Edward S. Curtis states that by wearing hawk on the head, It is shown as a manner to tutelary spirit. Or could assume that to show respect to the ancient one.

The skull of a hawk, an eagle, or a wolf will be a decoration on the suit which represents the characters. Later on, will be connected to the character's primary skill.



Sketches

silhouette sketches - full body

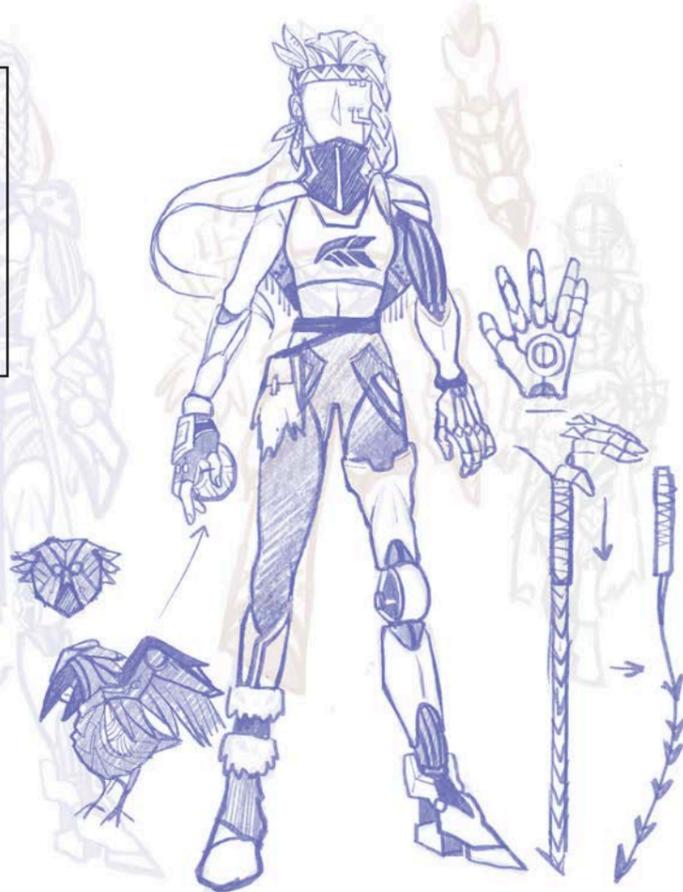


Sketches



DEVELOPMENT

To finalize the decision, I picked 3 of the most favourite, one from me and two from my friends. Then combined these 3 designs together for the final touch.



Workshop - Asuka111

Asuka111 is a Thai famous artist which is well-known among young artists. He has done a lot of personal projects included 2D-Live character, original character designs, and collaboration with Procreate Application.

Workshop 9 March 2021 : 20 Participate

Registration form for the 4th year workshops: 2D illustration, Character design, Digital Painting

Date: 26 March 13:55 - 17:30 Room 802

ระบบจะบันทึกอีเมลของคุณเมื่อส่งแบบฟอร์มนี้

หากไม่ได้รับ kiengvarangkoon_n@silpakorn.edu อยู่ โปรดเปลี่ยนบัญชี

Workshop descriptions:

The workshop will be instructed by 2D artist name Asuka111 who is one of the famous Thai digital artist also currently work as freelance in illustration such as card-game, novel cover, Cygames, Savage Si, Guardian Angel AI and online creator, which he'll be taking about character design and digital painting.



AFTER THE WORKSHOP

After the workshop was a Q&A session, Asuka111 invites the students to come up and show their work to him so that he can give advice to the participants of this workshop.

I had a chance to talk to him about my character design project and I show him my latest sketch that I was going to finalize soon. The critique was very direct. The problems that I need to fix were

- 1 Bionic Arm
- 2 Too many details on the character (no focal point)
- 3 The shapes of the character is not clear

He suggested that for the Bionic arm, I can look at "Horizon Zero Dawn" as a reference.

Workshop - Asuka111

Development



Development



SEEKER

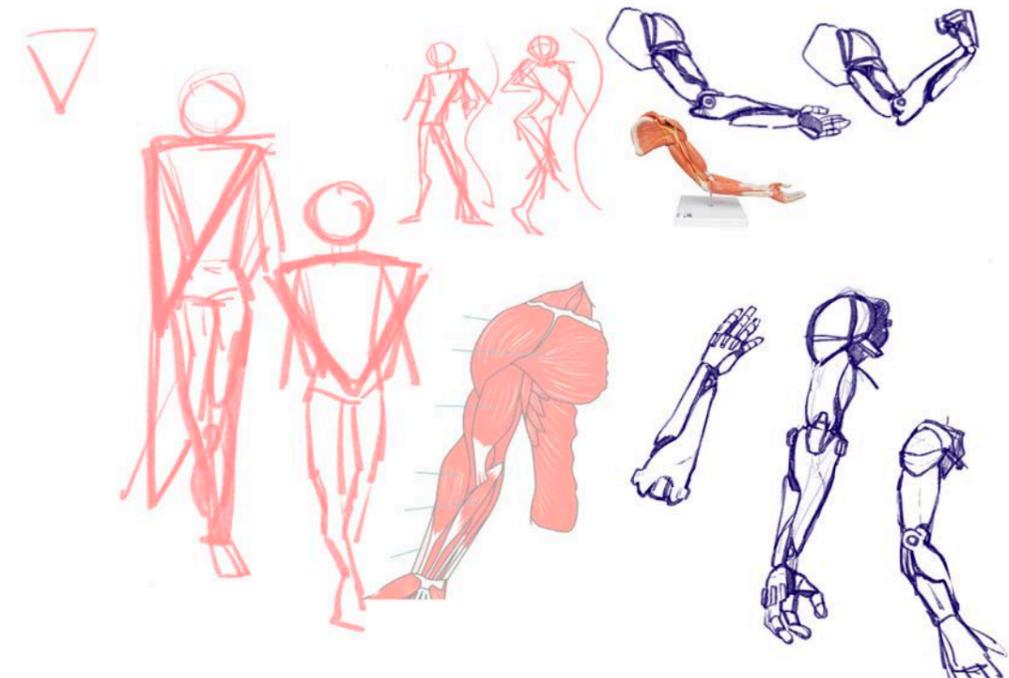
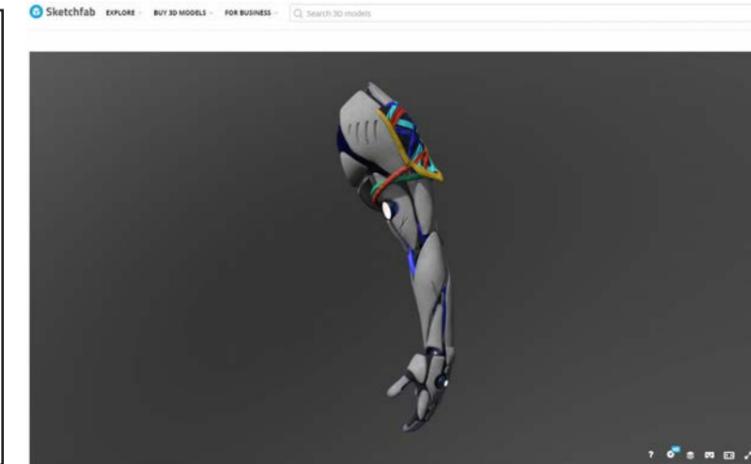
To understand how the mechanical part works, I decided to research real-life examples to study the movements.

Watch the video and sketch down some of the ideas that come through my mind.

HORIZON ZERO DAWN

I found the website that shows a 3D model of the bionic arm in Horizon Zero Dawn and used it as a reference. We can see that the bionic arm has a reference from muscles. The parts are divided clearly.

Then I started to do the sketch for the arm of my character design before finalizing it.



Sketches - Finalize the Design

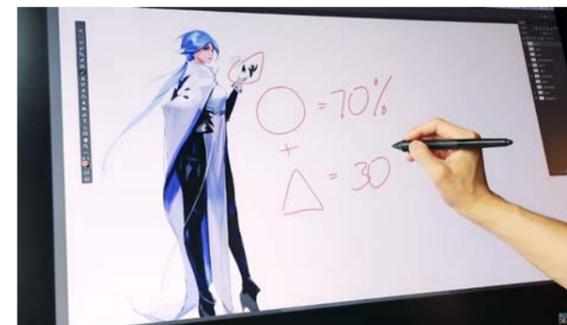
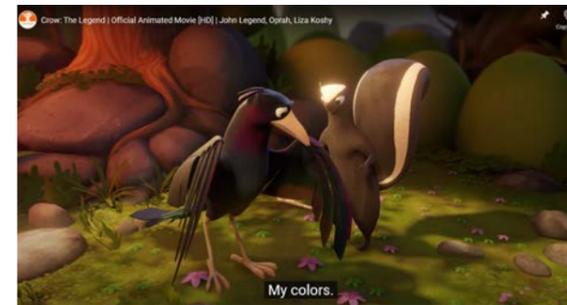


Reference



CROW: THE LEGEND

Crow: The Legend is a short story animated based on Native American Indian Myths. Produced by Baobab Studios. By going through the story, I have an inspiration for Crowley's colour in which I applied to her clothes and hair. Moreover, because Crowley's origin story was based on the Crow tribe, the characteristic of crow will play a big part in this character including colour palette, crow feather on her braid, and skills.



ROSS DRAWS

After surfing on youtube for some inspirations I came across Ross Draws channel who creates videos about Character Design. He gives good tips about how to create characters effectively with only 5 things to consider

1. Story - Lore and Origin
2. Shapes - Basic shape illustrate characteristic
3. Flow - Dynamic, movement of the lines
4. '3' - Contain 3 different elements such as Big/ Medium/ Small
5. Final Character



The tips are similar to Azuka111's workshop in which I applied all the tips on my work to create a suitable composition for Crowley's characteristic/ Personality.

Crowley

CROWLEY - Crow Tribe



Crowley

CROWLEY - Crow Tribe



CROWLEY - Crow Tribe

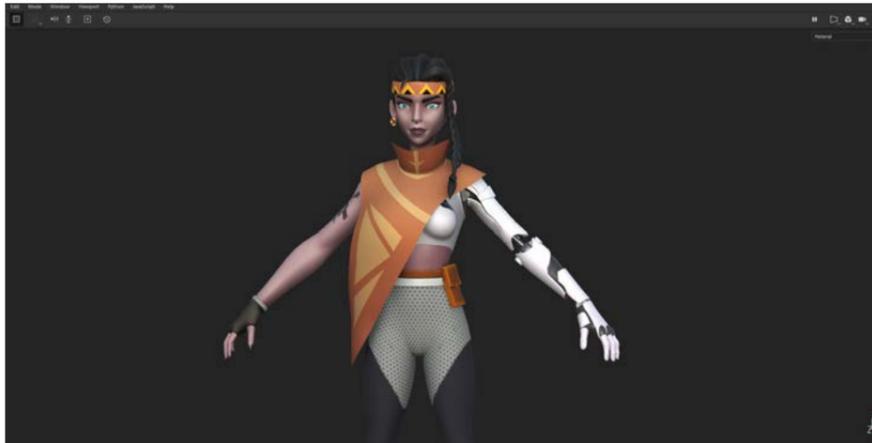
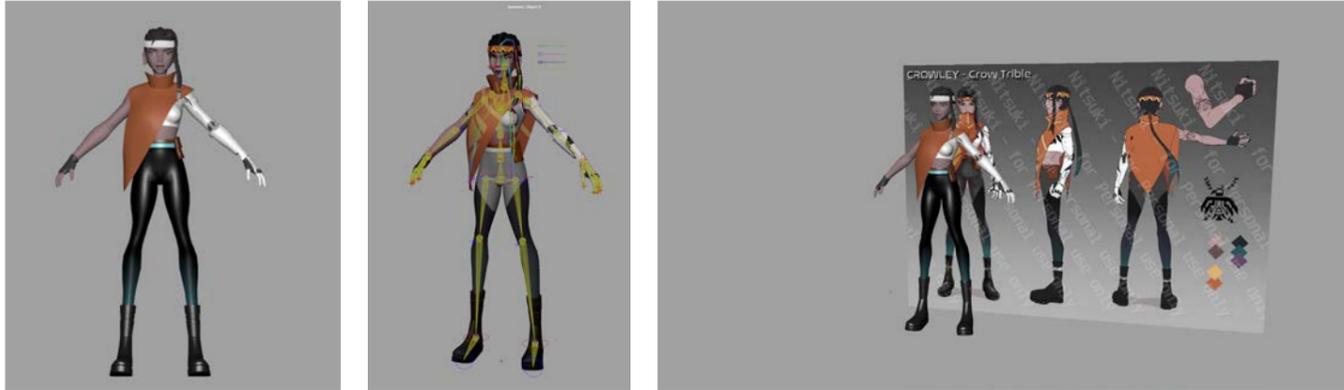


Crowley - 3D Model

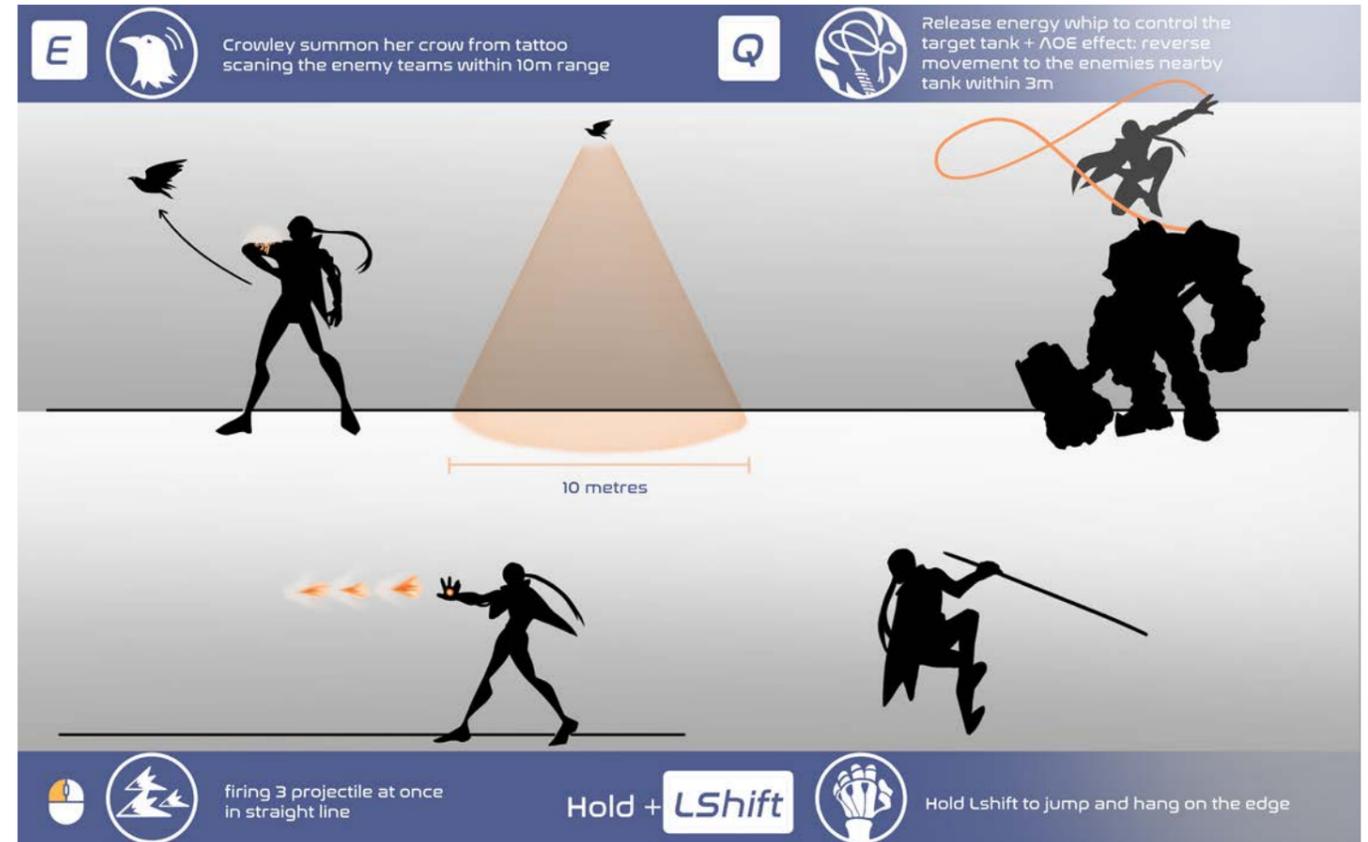
Commission by Vorasorn Ketlek

With my curiosity, I wanted to see my character in 3D model. So I contact my senior friend who I knew on Facebook if she could find someone who is working in this area to do the modeling for me. She found Mr. Vorasorn Ketlek who currently works as a tutor at Kadokawa Animation and Design School.

QR code: Video Rotate model



Crowley - Skills



SKILL SHEET INFORMATION

This sheet contains primary skill, Secondary skill and Ultimate of the character. The ideas came into my mind while I'm playing Overwatch with my group and we talk about new skills and what else they could possibly do.

E : Crowley summon her crow from tattoo scanning the enemy teams within 10m range

Story- The crow from her tattoo turns to be an ancient spirit hidden in Crow tribe family. It offer her a help to achieve any task she encounter.

LEFT CLICK : firing 3 projectile at once in straight line

Story- Her Bionic arm was a result from a test by Talon group who trick and used her as a lab rat. Their goal is to create the new weapon. So Crowley's bionic arm is Prototype.

HOLD LSHIFT : then spacebar to jump and hang on the edge. Release L-Shift to drop down.

Q : Release energy whip to control the target tank + AOE effect: reverse movement to the enemies nearby tank within 3m. Can be shake off by damaging on Crowley but also did damage to the tank that she's control.

Story- While Crowley on her journey, she was surrounded by natures so she learns how to tame and respect all of the animals. Some with kindness, some with force...

Skins



Skins



Testing with the different colour schemes. I picked the top 5 of my favourite to make a survey asking people which colour suit the best for this skin, posted on my personal Facebook.

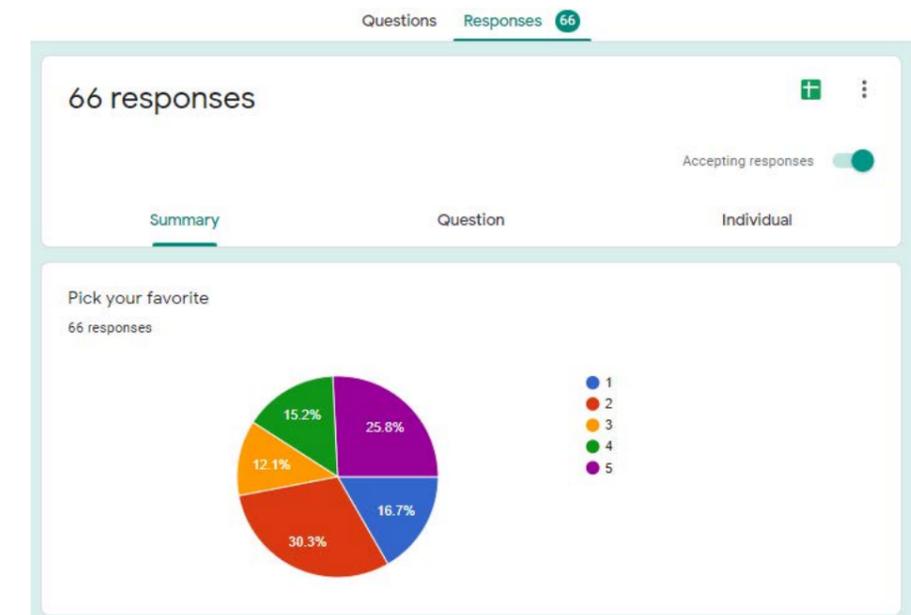
I got 66 responses from the survey. The second colour palette seems to be the most liking.

Which one is the best for Halloween skin
 please help me decide which color suit the best 😊
 * Required

Pick your favorite *

1
 2
 3
 4
 5

Submit



Skins - Finalize



The Duchess

The forgotten bloodline, Duchess Crow of the vampire castle sacrificed herself in exchange of her revenge.

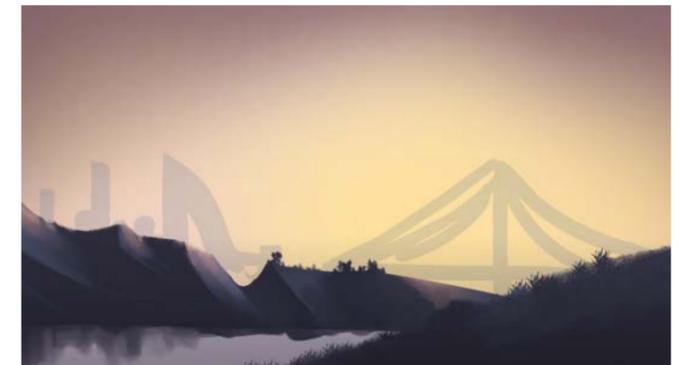
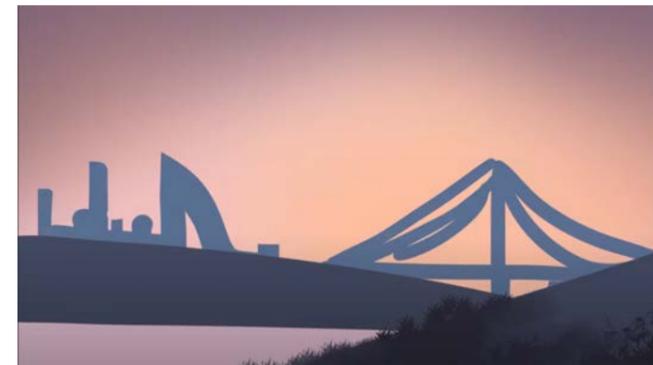
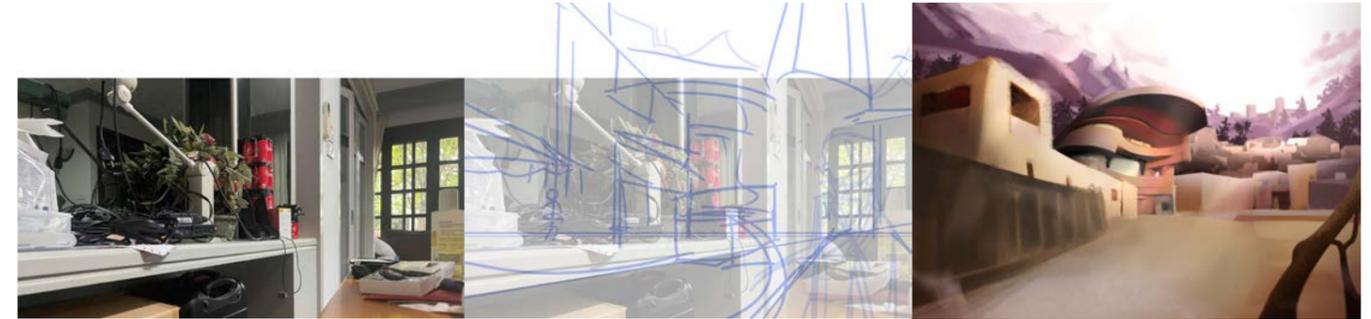


Scenes

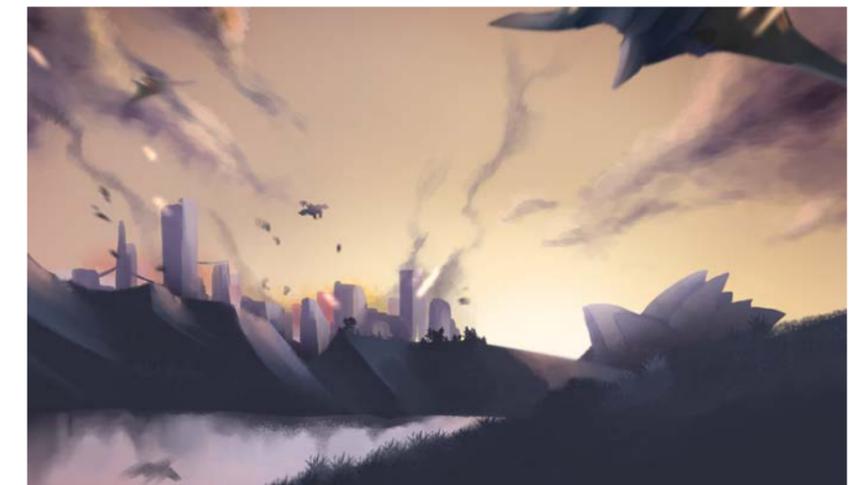
TECHNIQUE

- Photobashing
- Reference from photo (for perspective)
- Painted over photobashing

The first 2 scenes are the environmental of the area that Crowley lives and situation that she encounter during her journey



QR code: Speed Paint clip



Scenes

THE ANIMATIC SCENCE

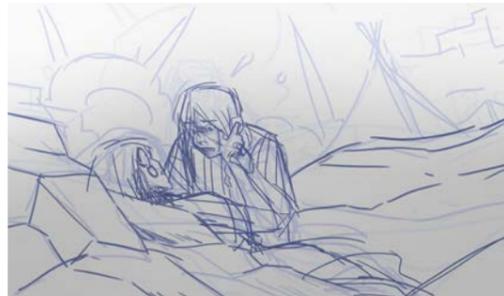
Every character has their own lore. I'd love to see the animatic, voice-over storytelling of the Overwatch trailer for example
BAPTISTE ORIGIN STORY | OVERWATCH



PlayOverwatch : [NEW HERO - NOW PLAYABLE] Baptiste Origin Story

SCENE 1

This scene explains the story of when the tribal has fallen. When they were tricked to be used and left behind with nothing. Crowley becomes her family's hope. The last thing that she was told is to survive and do what is right for us... for the Crow people.

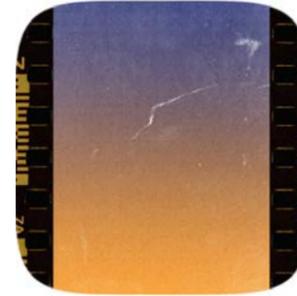


- Go.... Do what you have to do... Shipita...



QR code: Speed Paint clip

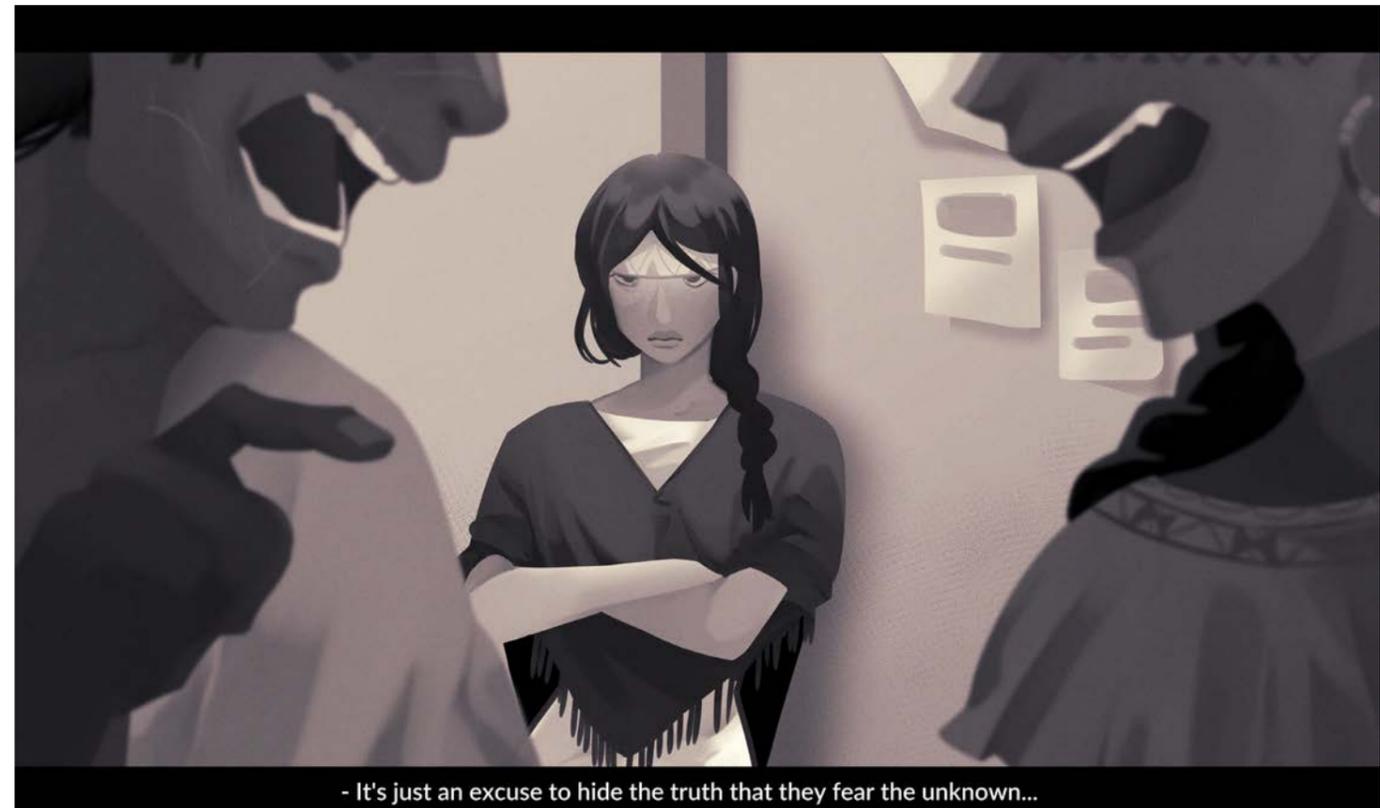
Scenes



When I come to cinematic scenes, I usually think about films that have high contrast in the image and a lot of noises. I got inspiration from an Instagram filter so I edited my scene in an old film style as the scene showing the character's past and adding subtitles to give a feeling of an actual movie.

The colour scheme that I used also references an old film. I started with painting in grayscale then adjust the colour by applying the gradient layer over the finished illustration.

Filter FILM 35MM created by the user anyastaro on instagram



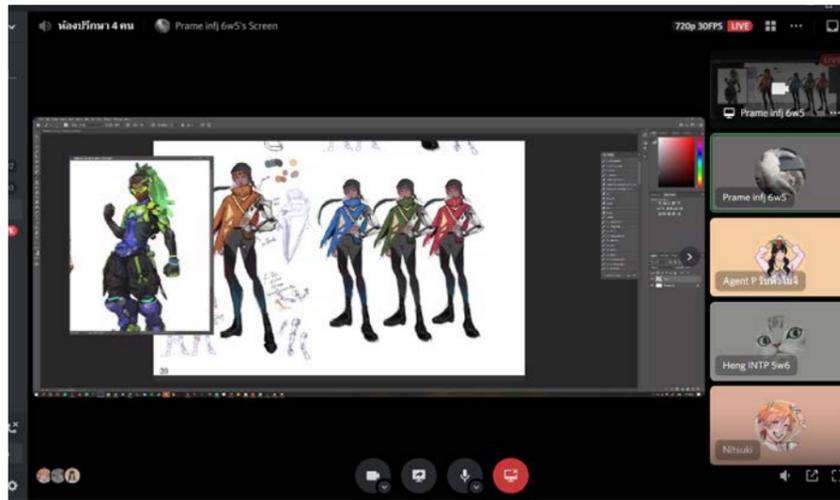
- It's just an excuse to hide the truth that they fear the unknown...

SCENE 2

This scene shows the story of an argument between the chief and his wife who are Crowley's family. They were talking about Crowley's behavior, she was very into the futuristic stuff that she could be a harm to the tribe, and that she might have gone as far as to destroy the traditional way to hunt or fight.

The chief thought she was weak and foolish to rely on new technologies. In the end, this thing would turn back on the user and tear all of us apart just like those Omnic who turn against humanity.

Feedback



QR code: Feedback video and image

I got feedback from some Overwatch players and Mr. Tanapon Wachirakul who is Character Design concept artist and has many years of work experiences. I asked him that could he critique my work or gives any advise for development. We have a little session on how to make my character become better.

Everybody has the same opinion that the silhouette is not clear enough to recognize the character and could possibly be misunderstood with different characters especially when it comes to Overwatch character.

WHERE I CAN DEVELOP SUGGESTED BY MR. TANAPON

- Try sketch First person view because when this gets into the game, we need to see how the animation and action of the character works too
- Skills: The skills with the spirit are very interesting but the other might not go along with this concept.
- The cape conceals some of the details which might make the character look uninterested and the shape of the bionic arm can be more playful

For overall it's not bad but it could be better.

List of References:

- Encyclopedia Britannica. (n.d.). Native American - The Arctic. [online] Available at: <https://www.britannica.com/topic/Native-American/The-Arctic#ref271883>
- Encyclopedia Britannica. (n.d.). Crow (people) | Encyclopedia.com. [online] Available at: <https://www.encyclopedia.com/history/united-states-and-canada/north-american-indigenous-peoples/crow-people>.
- Canada, N.F.B. of (n.d.). The Ballad of Crowfoot. [online] www.nfb.ca. Available at: https://www.nfb.ca/film/ballad_of_crowfoot/.
- edu.glogster.com. (n.d.). Characteristics of the Plains Native Americans: american, americans, belief, characteristics, en, history, native, of, plains, teepees | Glogster EDU - Interactive multimedia posters. [online] Available at: <https://edu.glogster.com/glog/characteristics-of-the-plains-native-americans/28eg75aipha>.
- Legendsofamerica.com. (2017). The Crow – Skilled Horseman of Montana – Legends of America. [online] Available at: <https://www.legendsofamerica.com/na-crow/>.
- en.wiktionary.org. (n.d.). Appendix:Siouan and Pawnee Swadesh lists - Wiktionary. [online] Available at: https://en.wiktionary.org/wiki/Appendix:Siouan_and_Pawnee_Swadesh_lists.
- Curtis, E.S. (2019). The North American Indian : the complete portfolios. Köln, Germany: Taschen.
- sketchfab.com. (n.d.). Bionic Arm (Horizon Zero Dawn Concept) - 3D model by Fabio.Boer (@Fabio.Boer) [8fcd315]. [online] Available at: <https://sketchfab.com/3d-models/bionic-arm-horizon-zero-dawn-concept-8fcd315dfbda4eda94e327519764690b>.
- Engineers Created A New Bionic Arm That Can Grow With You. (2018). YouTube. Available at: <https://www.youtube.com/watch?v=luHmXHEpF7w>.
- Baobab Studios. (n.d.). CROW: THE LEGEND. [online] Available at: <https://www.baobabstudios.com/crow-the-legend>.
- YouTube. (n.d.). Ross Draws. [online] Available at: <https://www.youtube.com/channel/UCLEVRhumRsK67JkP-3G4w5cQ>.
- www.youtube.com. (n.d.). PlayOverwatch. [NEW HERO – NOW PLAYABLE] Baptiste Origin Story | Overwatch. [online] Available at: <https://www.youtube.com/watch?v=ZfWgcjeG83E>