

Art of

# Endogenesis

a BFA thesis by Alanya Solomon









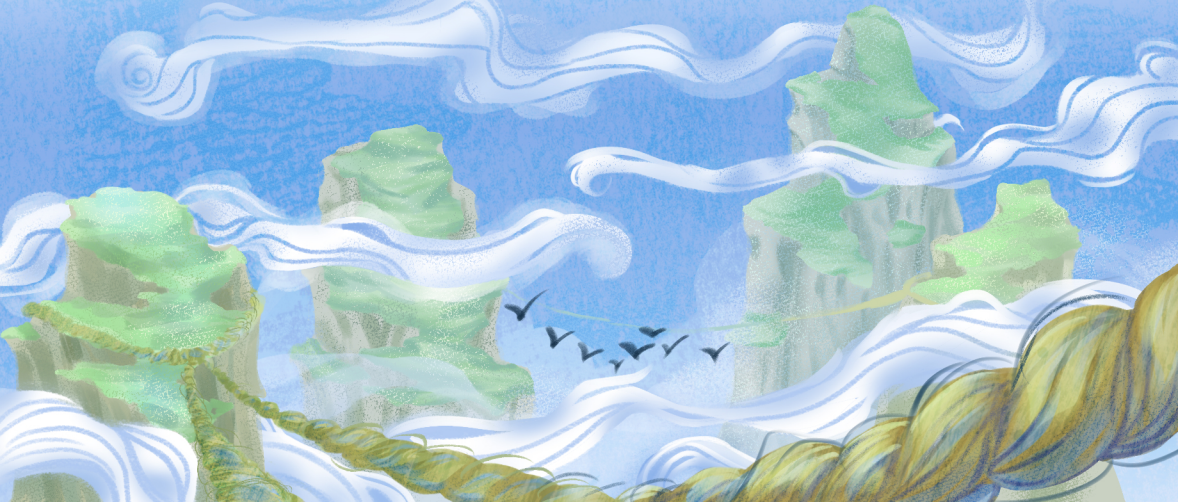




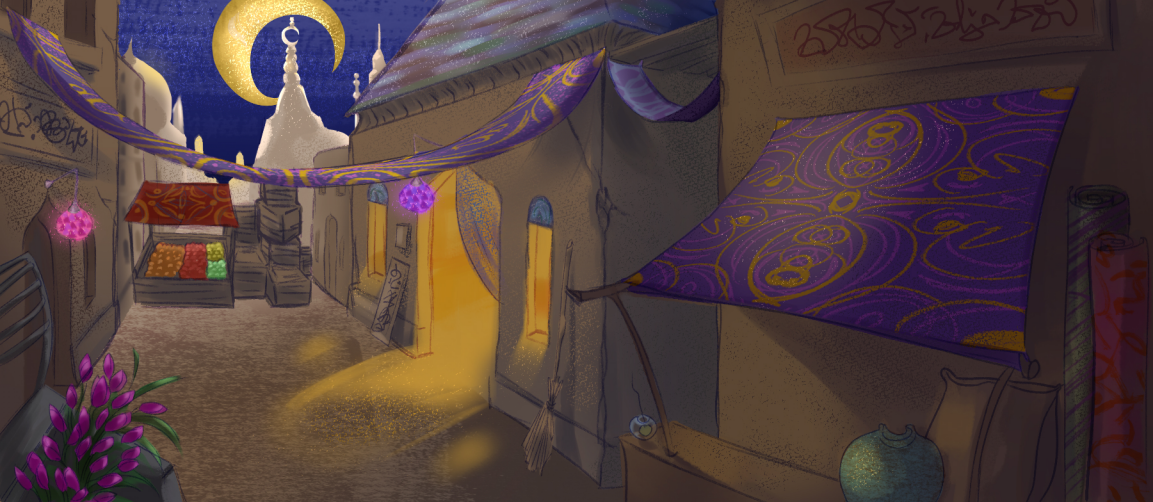


















## **Endogenesis - Artist Statement**

My intention for my thesis project was to visually develop a pitch for an original role playing video game called Endogenesis. The role playing game (RPG) follows the main character Nergui who is an archivist trained in the arcane arts and removed from society. She leaves to seek an ancient rite to bring about mankind's end after determining from data that it is causing more harm than good. Upon journeying to new lands and meeting new people, she learns that circumstances are more grey than originally thought and decides to stop the rite from happening. My intended audience is young adults just getting into more sophisticated stories.

Visual Development is a field I am most interested in pursuing in my professional career because of its culmination of so many important illustration principles. I believe visual development for RPG video games is a crucial part of the creation process because if your settings and characters aren't both appealing and immersive, the main draw of the role playing aspect is lost. We as designers want our audience to feel as though they occupy that virtual space as someone who is interacting with it.

My decision to pursue visual development for video games is guided by my desire to create a Medieval Fantasy that uses my Asian heritage as inspiration rather than the usual European centric idea of fantasy. Too often are Asian characters and Asian aesthetics either fetishized, appropriated or used as a token minority supporting the main attraction. I wanted to develop a story of love and compassion using an all Asian cast to curate a story that I would've loved to engage with in my formative years. I especially wanted to create a cast of characters that Asian players would identify with and see themselves in.

I strongly feel that I captured my intent through my illustrations and that I have created 13 strong portfolio pieces to use to apply to design companies and independent game developers alike.