

Elizabeth Baker
Illustration 2023 Process Book



Semester 1

Concept Development

PREMISE

Lily of is a fantasy open-world role-playing game (RPG) concept that seeks to provide the answer to the question of who we write for when we journal and what happens to our diaries when we pass on.

Here you play a spirit suddenly detached from your body. In exchange for assistance in getting you back to where you came from, you agree to aid the enigmatic *Enn Memoria* – collector of the diaries of the recently departed with the goal of completing their stories and tying up any loose ends they left.



PREMISE

The finished pieces are formatted to mimic the game manuals included in the case of 6th generation console games — these booklets, in an era where gaming visuals had limited information, provided the player with illustrated character and environment designs, as well as detailing game mechanics and basic information on the characters.

Using this as a means of presenting my work meant I could focus on several aspects of the worldbuilding — character and prop design, large illustrations expanding on the characters I created, and the chance to include written details as if I were pitching this game

The past few years have seen a resurgence of low-poly video games that emulate the visual restrictions of older consoles such as the nintendo64 and original playstation, particularly within the indie game space. This is, however, most prevalent in horror titles that seek to lean into the unease of the atmosphere created by the ominous haze of low rendering distance and uncannily detailed textures on simple geometry. I conceptualized this project to fill a hole in this market of retro-inspired games by providing a whimsical adventure that plays off of the nostalgic wonder of the medium rather than the anxiety.



Top: *Fatum Betula*

Bottom: Puppet Combo, HauntedPS1 Demo Disc

AN INTRODUCTION

This is you!

Recently transplanted into a temporary scarecrow encasement, you're passing the time completing tasks for Enn while her and Deus look into how to put you back where you belong.



Enn Memoria

Formally employed to help the recently departed along to the afterlife but is much more passionate about collecting the diaries of her charges and helps to complete any unfinished business.



Deus

Your fairly absent-minded mentor and practitioner of non-traditional necromancy; has been extending his natural life longer than anyone in town can remember.



And I'm Shmoo! I've been tasked with helping you get adjusted to how things work



But that's just the beginning! There are plenty of other interesting characters you'll meet and things you'll discover on your adventures.



ENN MEMORIA

Enn Memoria is the character who takes you under her wing while she helps you return to your body. Her job, aside from her self-imposed duties of taking over the unfinished business of the departed, is a role similar to the grim reaper.

[illegible]

- something that couldn't be done for the other 1000

- with hat?
- reaper clock down to have
a distinct energy with the

something about
this isn't working

- something flat w/ winter burn
- pretty/poorly softens herbals too much

- I still say I'm not sold on the
pand. yet - like the bubbles on
the other had I think I'd like
them interacting heavily and just
break up her 2/3rds with the 1/3rd
of those people of ca. + much less
pand.

COOL (edited) (h:m:s)
and I like this more than J

Sidenote - inspire ideal have to write down,
with drama set to Patrick Schmitt music
+ drama if it's been done to look into it but
hold on.

- Very big the book and personally
- Makes fun of Enobar her attachment to the little mortals
- It is thought up to scold Demos for tampering and Enobar is his counterpart to not
- Demos isn't strictly a reformer in the manner he writes in *Quarry Inn*
- Very clinical but has a customer service voice just enables his change is comfortably
- Not moralizing

Gossamer

- some uniform as an? but different proba but some tunic and button up



An eternal spirit who becomes your mentor when you are displaced into your new form. She carries the stories of those who have passed, collecting their journals - she spends her free time annotating her favorite parts and keeping track of what she would want to do for the departed.

Aside from her formal employment helping the deceased cross over, she leads a troupe of spirits looking for their purpose; they carry out quests to honor the memory of those who passed by saying unsaid goodbyes and fulfilling final wishes.

If you're ever unsure of where to find her she's and she's not looming around Deus's cottage, she's more than likely to be found in the town's cemetery conversing with old charges.



Deus, your other mentor, is a necromancer whose magic is less about raising the dead as they were, but who believes that the nature of death is that it feeds the way to continued life. For his design I took inspiration from fungi—such as the inky cap mushroom, to represent this life-from-death ideal

The main subject of his magic involves guiding nearby spirits into sentient mushroom entities that are then recruited by Enn. For these creatures, that also serve as helpful guides throughout your journey (such as Shmoo, who appears throughout the manual to provide tips and background information), I wanted to establish a friendly design that could remain recognizable and cohesive while still being able to have a good amount of variety.



DEUS? and September 19

• 2000-01-01 முதல் 2000-01-01 வரையிலான காலகட்டத்தில் கட்டிய செலவுகள்

First shown on Jan. 2nd with Sunday Night Edition on the 1st & 2nd in my home.





"The closing of one door means you can open a new one."

Town outcast that you had decided would make a good mentor. His approach to necromancy isn't particularly nefarious, he's just highly sentimental and likes being able to say his goodbyes.

Has been dabbling in moving spirits into new vessels -- he has yet to be able to fit them perfectly back into their own bodies and therefore has been transplanting them into looser-fitting forms (hence why you've been placed in a scarecrow). He's been using this as of late to push the spirits Enn recruits into sentient mushrooms so they can easier do their jobs.

He's been around for as long as people in town can remember and some of the older people in town claim it's been even longer. Nobody is entirely sure how he's managed to stick around so long

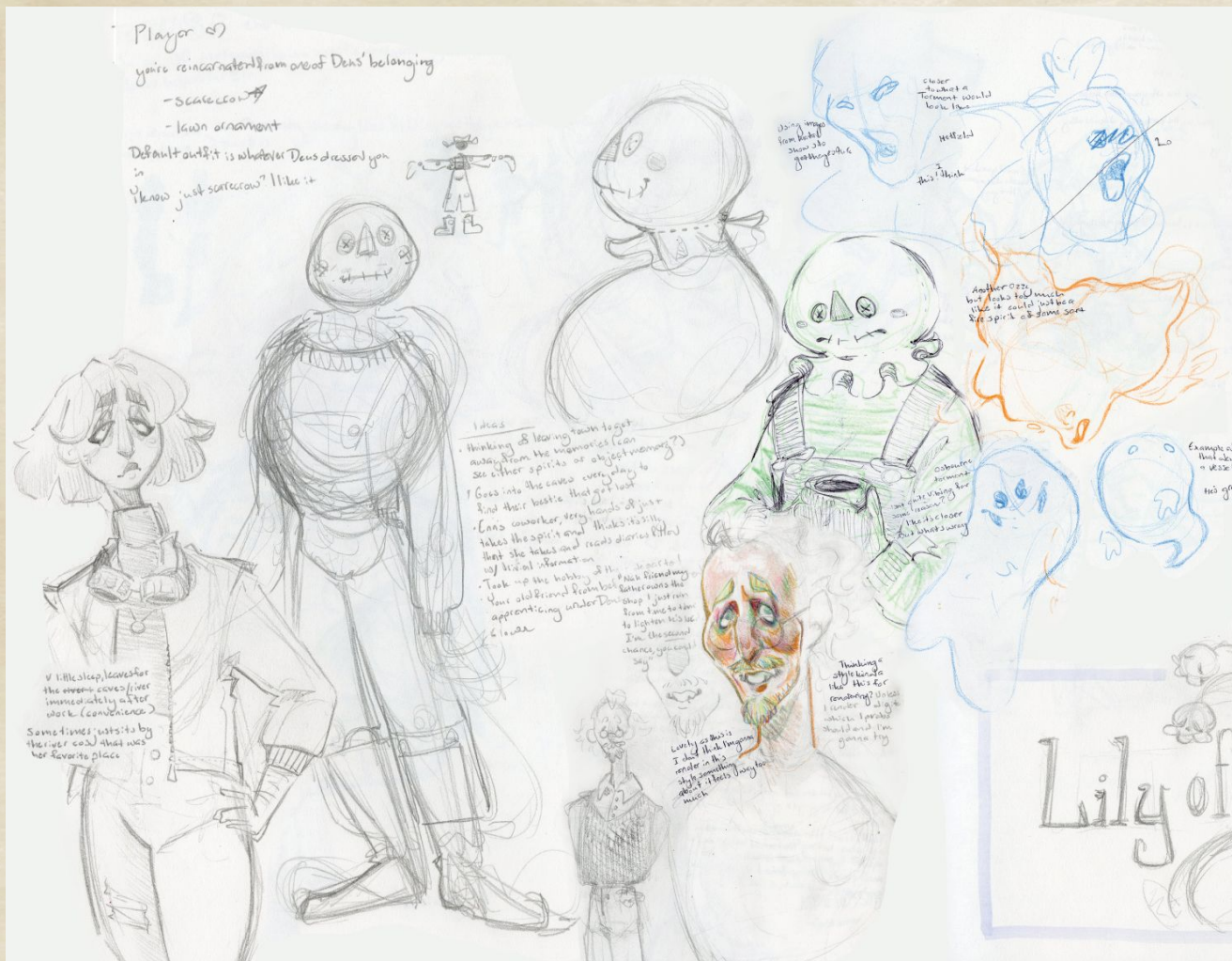
DEUS





YOUR VESSEL

FRIENDS





YOUR VESSEL



It may be a bit lumpy but it's yours! As far as you're concerned though this is only a temporary dilemma while Enn and Deus get you settled out. While Deus didn't *intend* to knock your spirit out of your body you suppose that's just one of the pitfalls of apprenticing under an eccentric necromancer.

While magic relating to the raising of the dead isn't exactly your thing, you were drawn to Deus under the assumption that someone so heavily scrutinized for his abilities would be less likely to judge those you've yet to learn to control. In exchange for helping around the cottage he's been open to guiding you explore whatever avenues your magic may take itself.

Along the way you'll have plenty of chances to pick up new clothes from friends and shops - who knows when Deus last changed that scarecrow you're wearing





THOSE YOU'LL MEET ALONG ^{THE} WAY



Moira - a friend



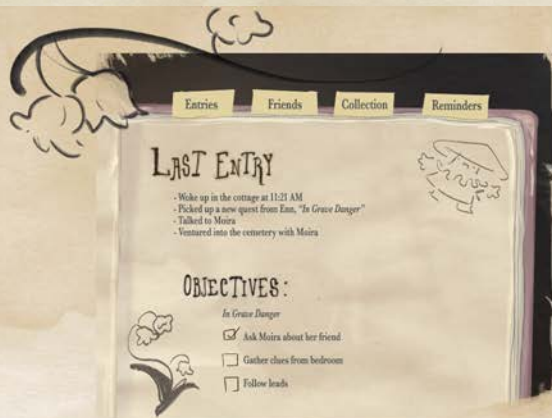
Gossamer - colleague of Enn



Shmoo - fellow spirit



Artemis "Art" - shopkeep



YOUR DIARY



Enn has supplied you with a diary in order to keep track of your quests! You can access this at any time - it would be in your best interest to enter information in here often so you don't wind up repeating things you've already done.

There are a variety of sections available for you to check up on in this menu such as; Quest objectives, collectibles, advice given to you by those you encounter, and a map of the town!

Lots of useful notes can go in your journal! Your progress, interesting things friends have mentioned, and what Enn needs you to do next (just to name a few)



A PRIMER ON SPIRITS

With the company you've been keeping you spend a lot more time with the dead than you do with the living. You've found that there are three classifications of identifiable spirits.

Mature

"Mature" spirits are those that have passed after having lived a fulfilling life. They're docile and often very conversational and may stop you on your way to recount the old days. They most resemble who they were before their death.



I used to be a fledgeling myself! And the rascals may seem intimidating but really they're just scared of the future! I'm sure you can relate...

Fledgeling

Young, non-malicious spirits. Not necessarily the essence of a departed child or equivalent, just a soul that hasn't been around very long or was taken before their time, but isn't concerned with a higher purpose.



Deus works most with these, as they tend to be from animals and other non-humans.

Rascal

Much like the fledgeling, did not reach maturity and therefore hasn't found peace in their passing. They know there's so much more they could have accomplished and act out like a frustrated child.

These are the type of spirits people refer to generally when they complain of hauntings or paranormal behavior.



UNWOVEN

Semester 2
Graphic Novel

“Unwoven” aims to be a modern fantasy graphic novel in the style of German Expressionist Films utilizing compositions and color palettes that would be at home in that genre.

The scope:

- 5 comic pages (one splash)
- Cover

These are typical submission requirements for artists with publishers like Image and Dark Horse

It (or at least what’s being presented) follows Avi, a messenger/harbinger of doom who discovers their newest charge is their old mentor. At a loss for how to proceed, they reconnect with an old friend they haven’t seen since they had a falling out many years prior.



A hand-drawn floor plan of a room. It features a door on the right side, a window on the left side, and a table in the center. The drawing is simple and appears to be a sketch for a layout or design.

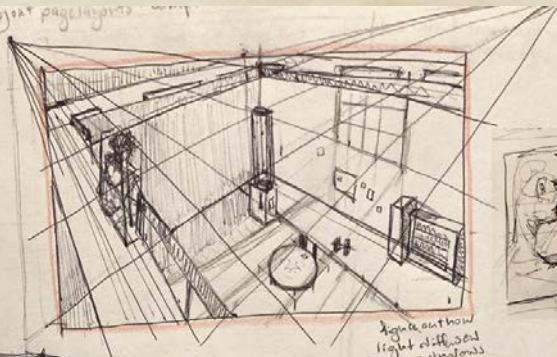
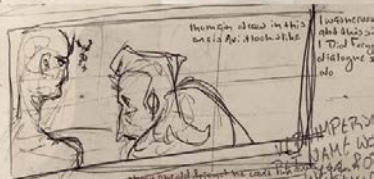


figure out how
light different
wavelengths
affect birds eyes?
for 3 avipov or close birds eyes?



30 W/2000
+ AVI'S



→ Mostly but
the drawing was

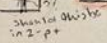


oh now woul I have
to show the ceiling
here

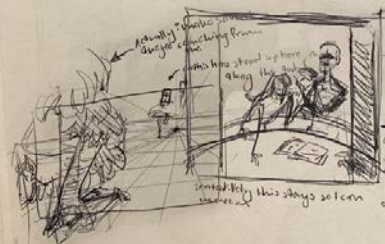
Little
below
of the window
placement
The proportions
are a bit off but
always pretty much
the angle



Now change watching, needing
him our ear



Take ref of
face looking down
can looking up

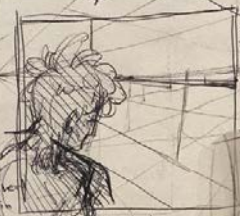


usually: ~~black~~ ~~black~~
dancing brown

is him stand up here in
above the gate

initially this stays so I can

the perspective is back
strange think
need to know more?
think it'll be more
dramatic look women?



I'd like to meet
make this one work
it's giving enough new
keeping this one



Ah. hatchling.
Nice of you to join



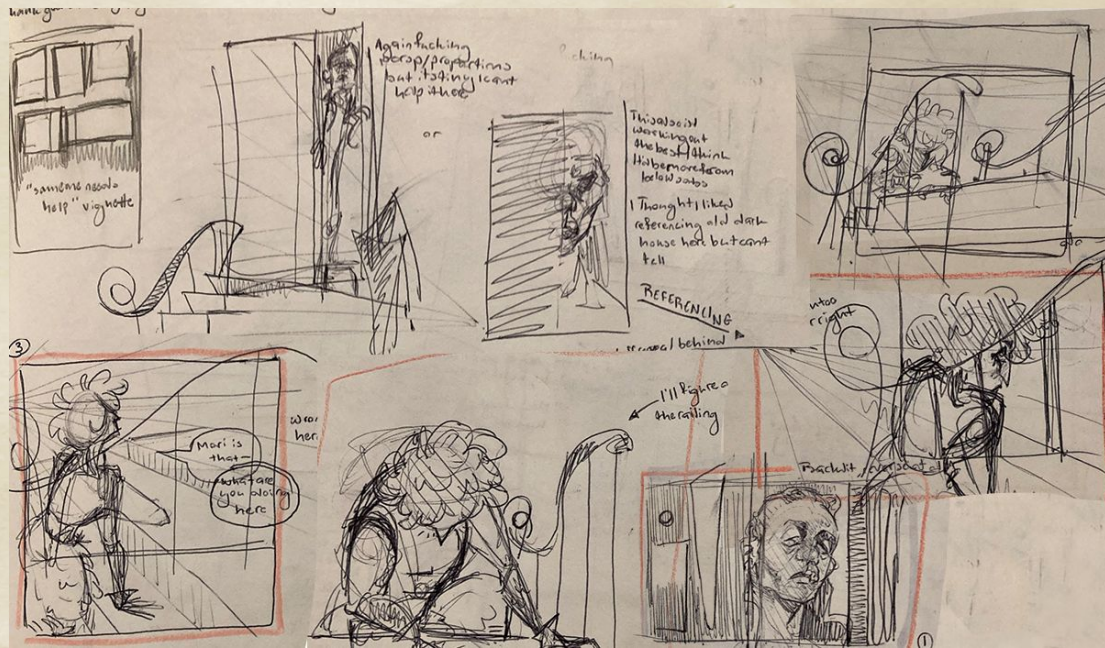
We've got someone
now, need you
to drop him our
card.



Show our old friend he can't get away so easily







Knock Knock





page 5 for a bit.



Avi was always going to come back. Mori.

Tell us that's wrong. Avi.

Aa Bb Cc Dd Ee
 Ff Gg Hh Ii Jj Kk
 Ll Mm Nn Oo Pp Qq
 Rr Ss Tt Uu Vv Ww
 Xx Yy Zz "...!?
 Ff

A	B	C	D	E	F	G	H
I	J	K	L	M	N	O	P
Q	R	S	T	U	V	W	X
Y	Z	a	b	c	d	e	f
g	h	i	j	k	l	m	n
o	p	q	r	s	t	u	v
w	x	y	z				



ELIZABETH BAKER

ILLUSTRATION 2023



Small text block, likely a bio or description of the artist.

