# FMP project proposal ~

Jada Thorp

Summer ~
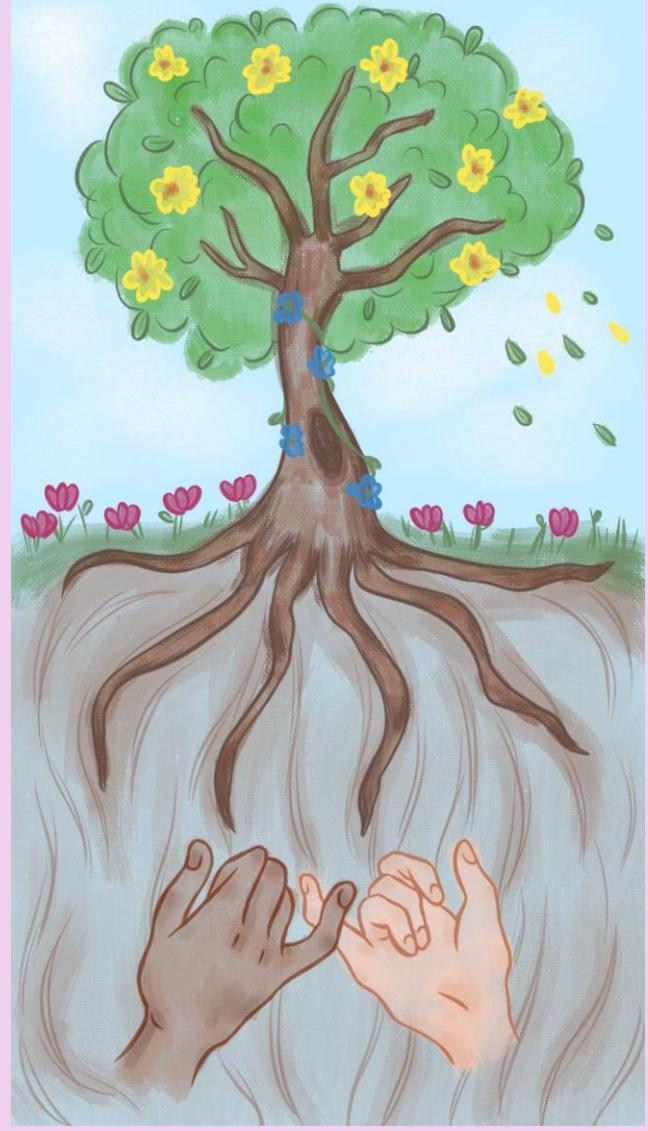
Illustration for group animation project
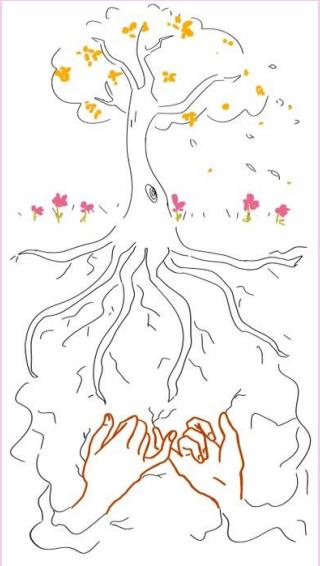
Fan art illustrations
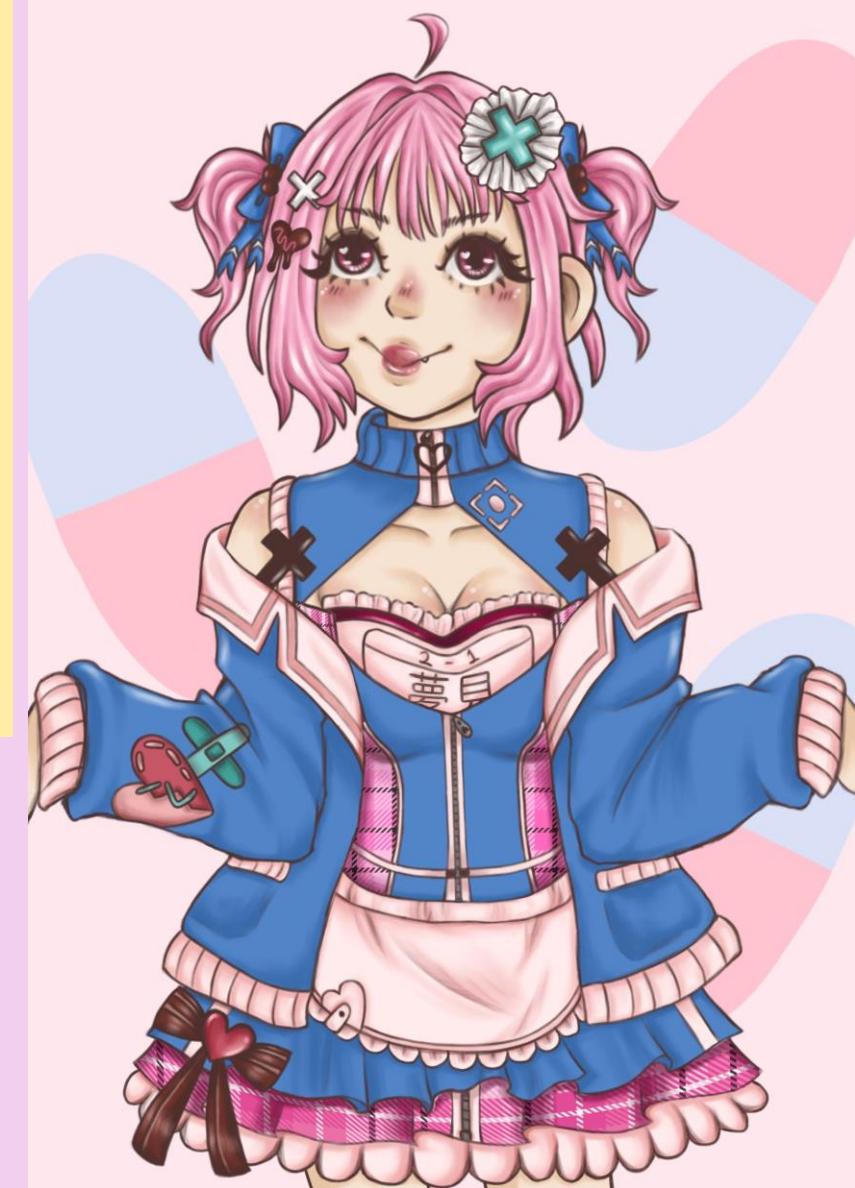
1~

Short visual novel experience following a couple of characters with some dialogue. As the story is uncovered and secrets are revealed, the characters appearance changes to reflect the story themes.

Character and environment in 2D, with a 3D 'jump scare' at the end.

2~

Series of game loading screens for RPG/ story game, featuring characters, assets and environments. The loading screens change in theme and tone as the game progresses.
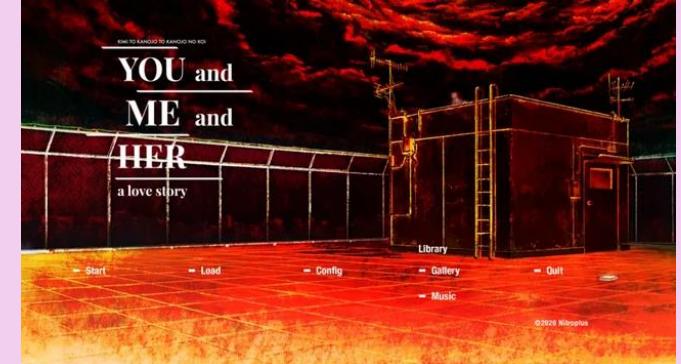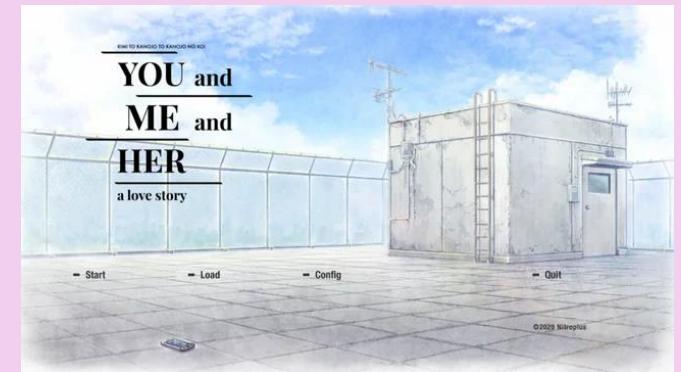
3~

Character sheets/ artbook showing different iterations of characters and how they degenerate (body horror) during the games story progression.

Mostly 2D designs, featuring some 3D.
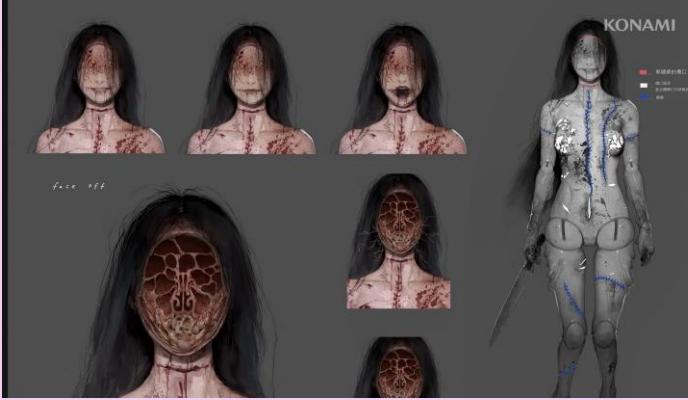
Concept~

I want to focus on mental health and psychology in my project – particularly through a story featuring a split personality, incorporating a story twist and psychological horror theme.

Also aesthetically I want to create a welcoming experience that turns to something liminal and off-putting, reflecting the characters mental state – for both environment and character design.

Game and movie inspirations that include a split personality theme