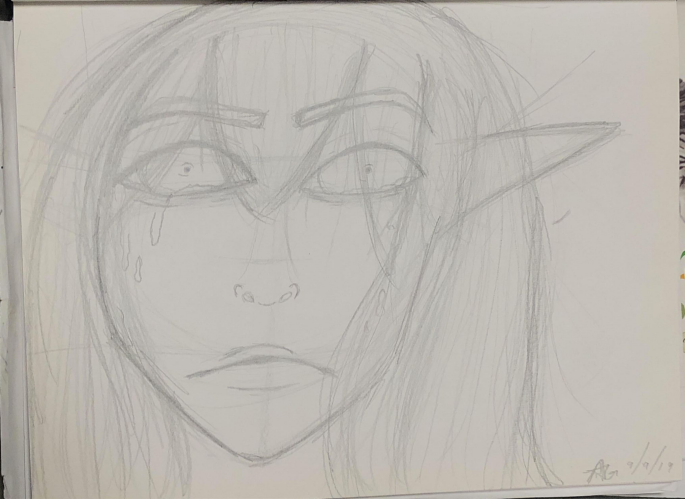
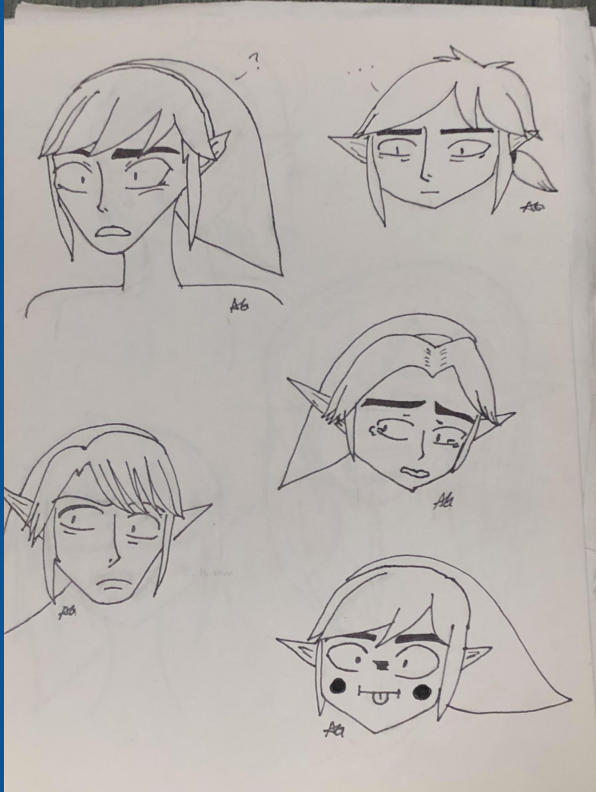
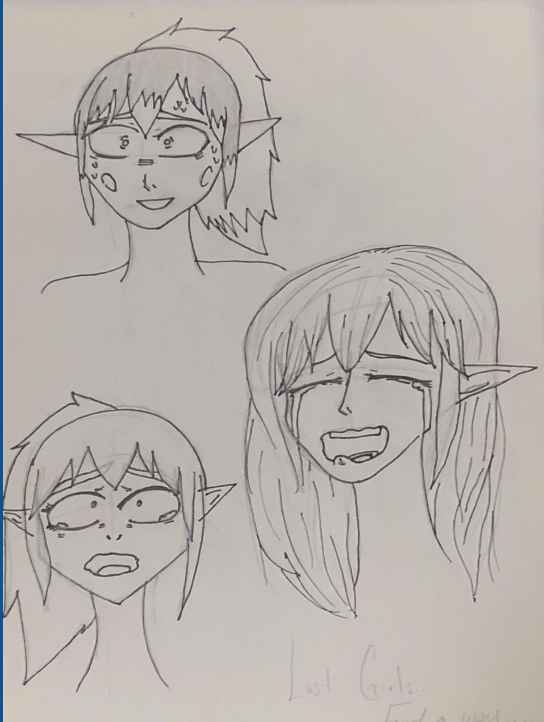


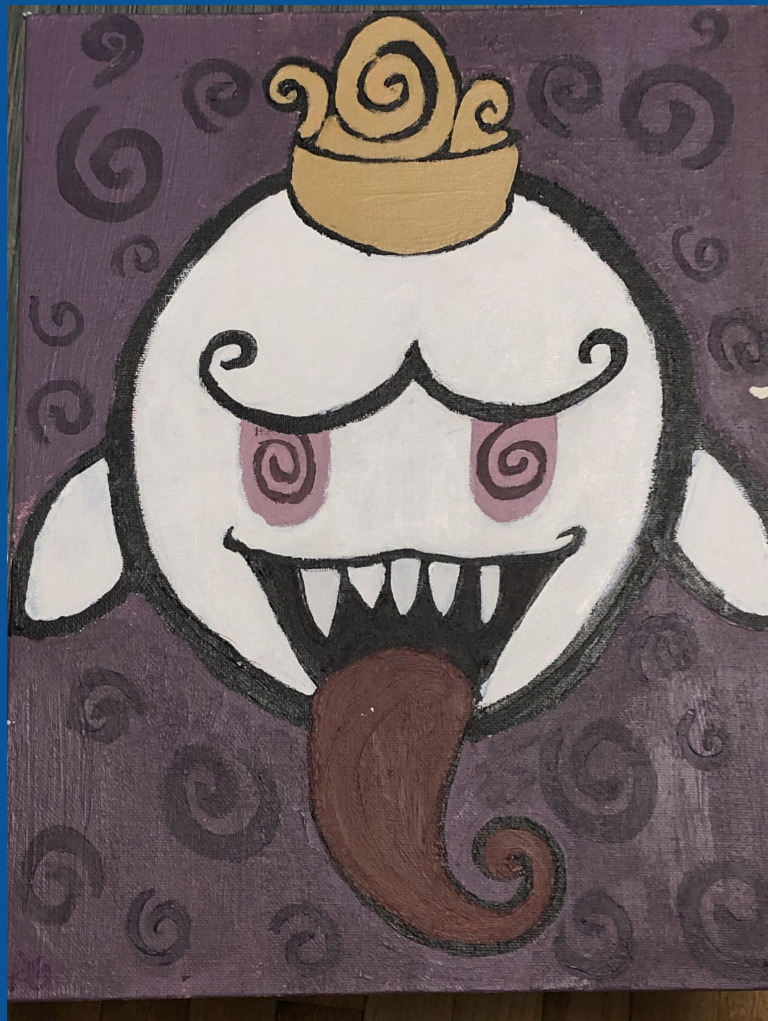
The Art Side of The Disappearance Act



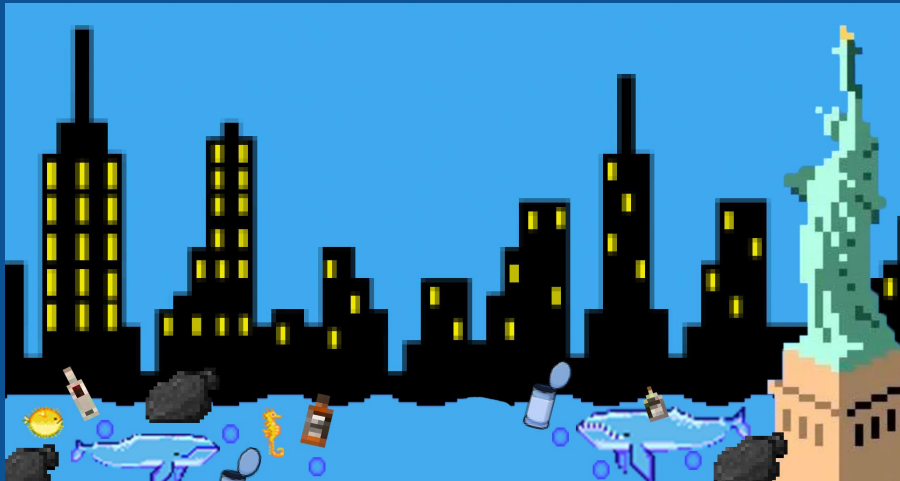
Artists: Cely Garcia and volunteered: Shania Velasquez

Get to know me first!









How are the characters developed in *The Disappearance Act*?

The Three Main Points

- **Character design can be difficult but having a sturdy foundation helps**
- **Process of making the characters and finding the art style**
- **Art in visual novels is important**
- **The importance of collaboration**

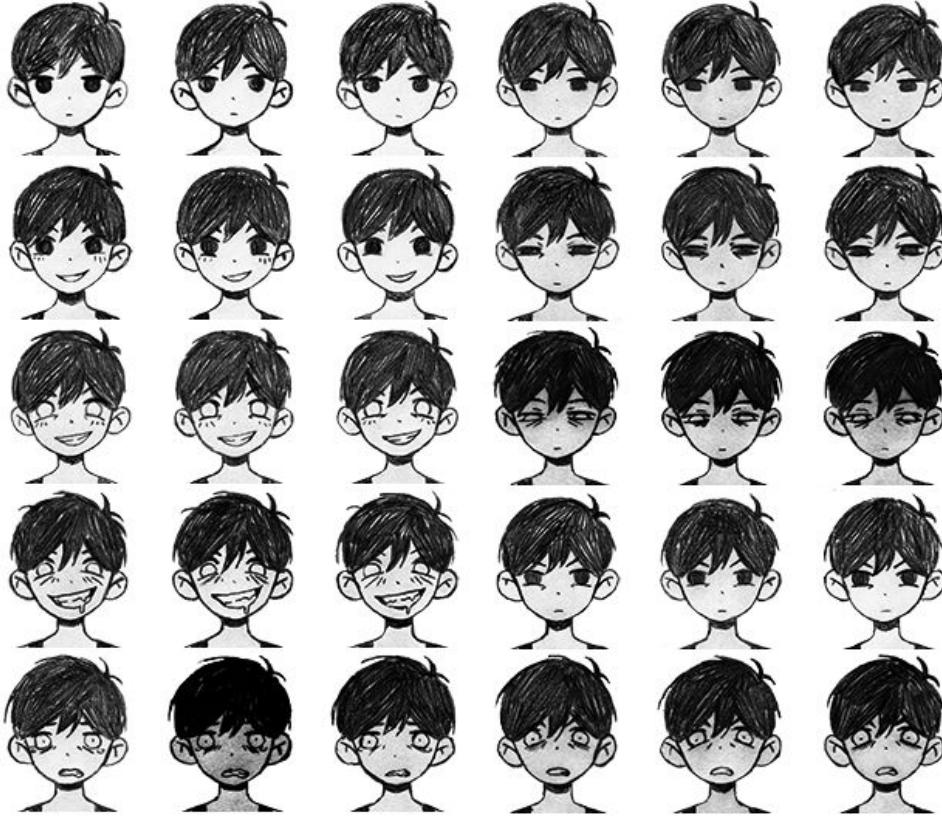
The Art Style Inspiration!

PERSONA Series



Omori





Nanako

The Persona 4 Generator rocks, big bro!



Introducing the Characters!

From drafts to final design

Main Character:
Claire

(The Player/
Protagonist)

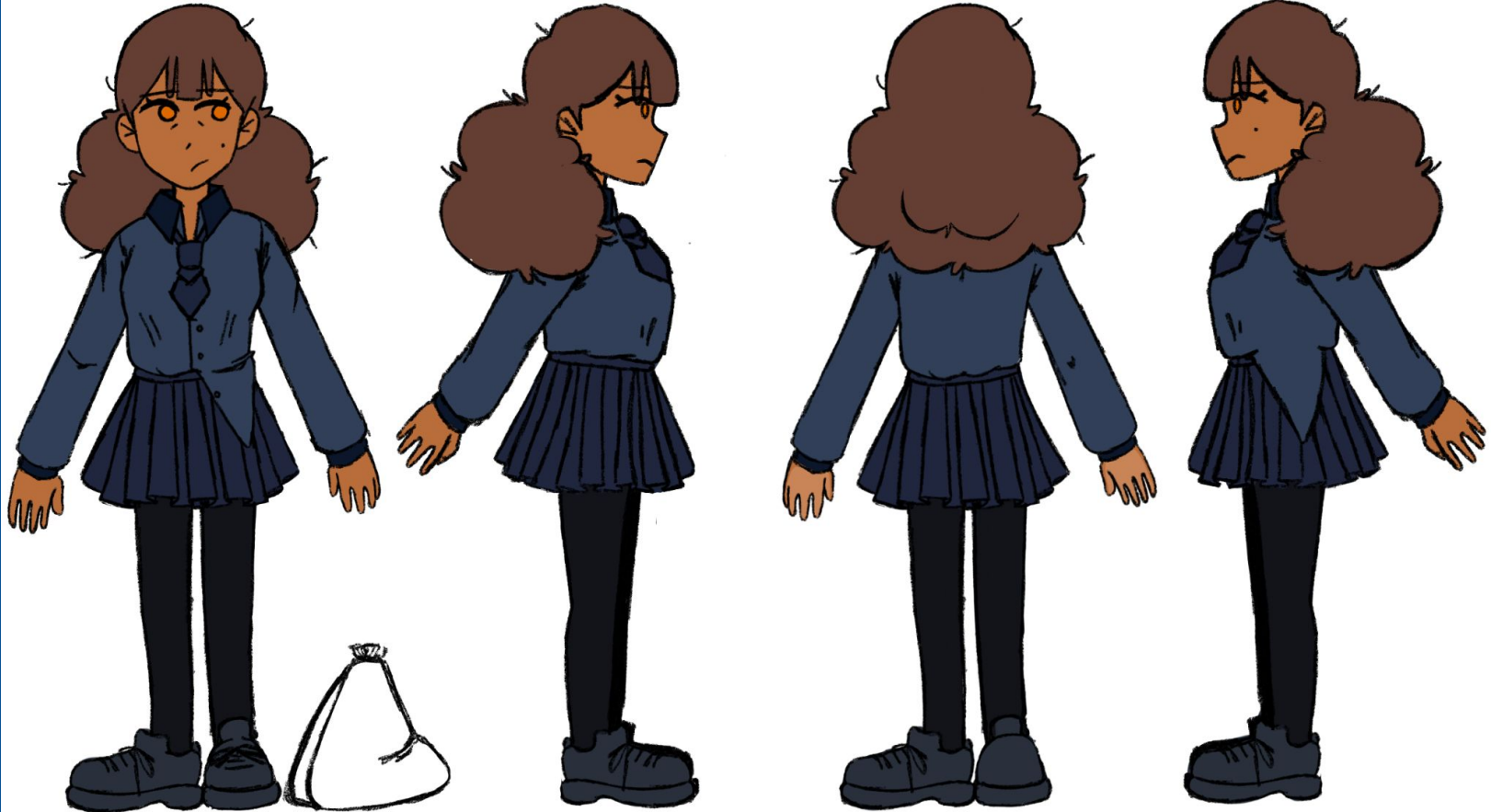


Picked Opt #3 for
Claire





Protagonist by Shania Velasquez



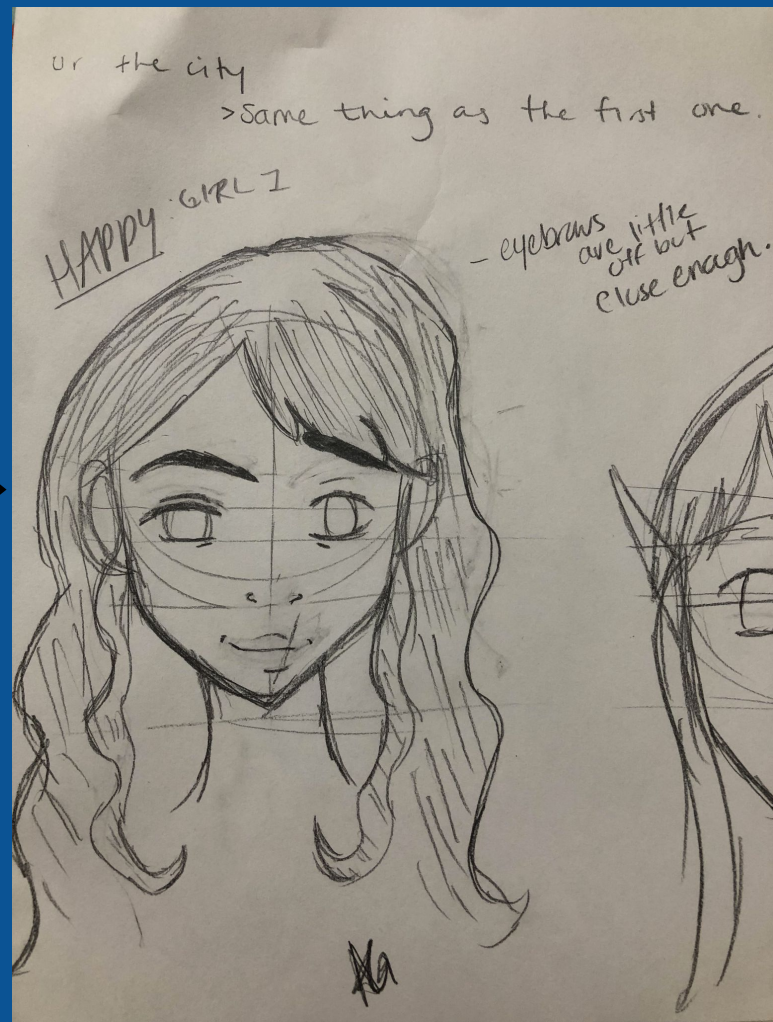


Character #1: Jane

Girl ♀ 1
Hired brown eyes
Scar on lip



Jane cont.

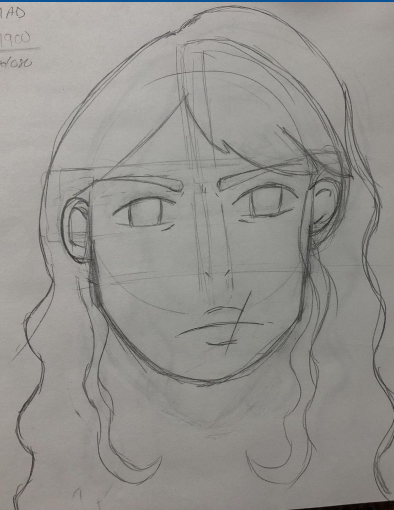


GIRL #1: SAD



Jane
cont.

GIRL #1: MAD
JAN 1980 x 1900
1970 #030



GIRL #1: SHOCK/SURPRISED



Character #1: Jane (Final)



Character #1: Jane (Final) cont.



Character #3

and

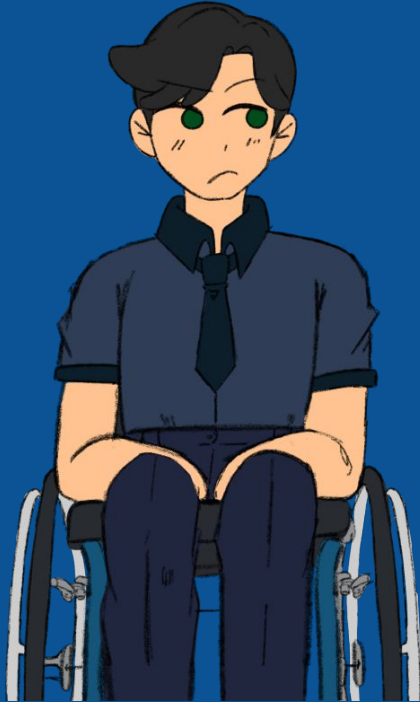
Character #2

Jordan



Liam

Liam (Final)



Jordan (Final)



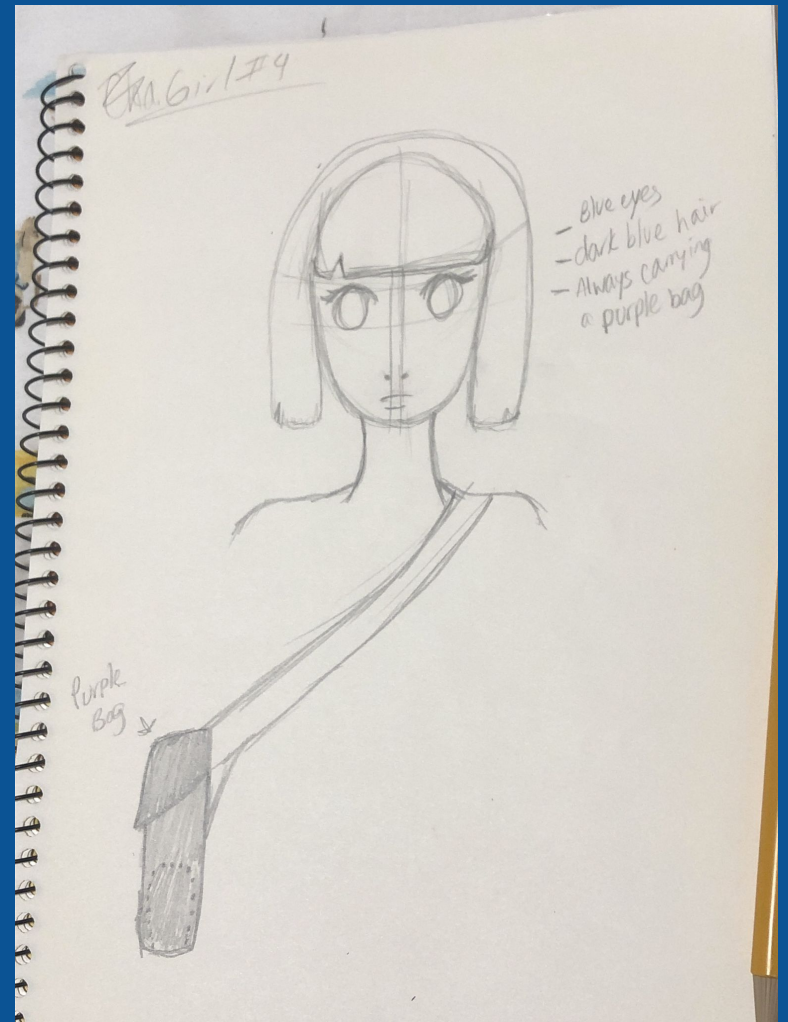
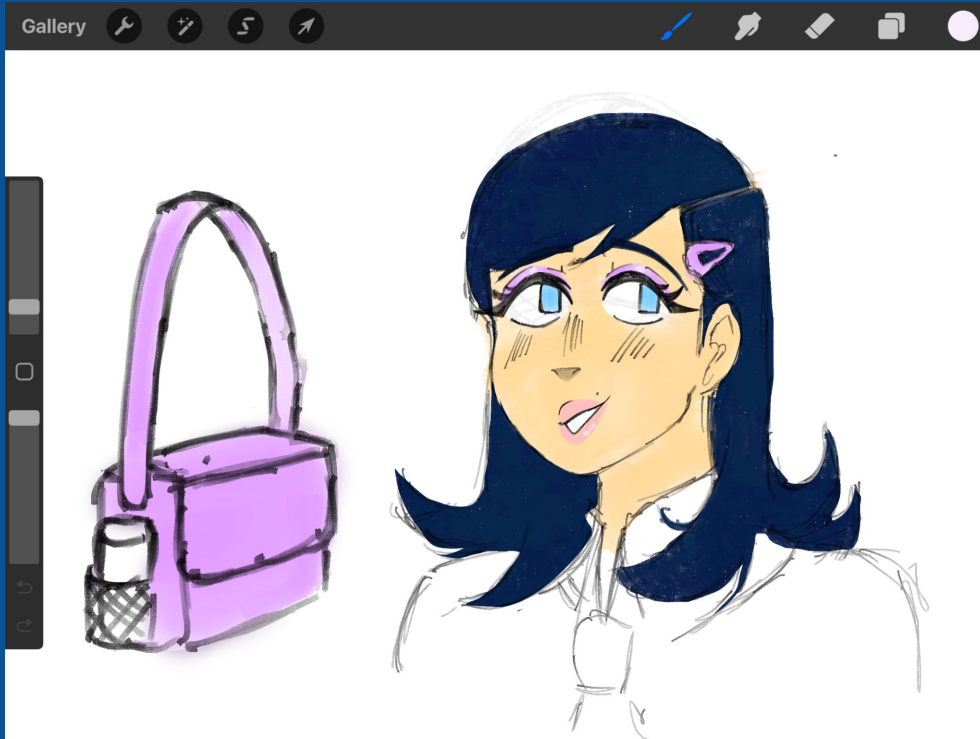
Liam (Final) cont.



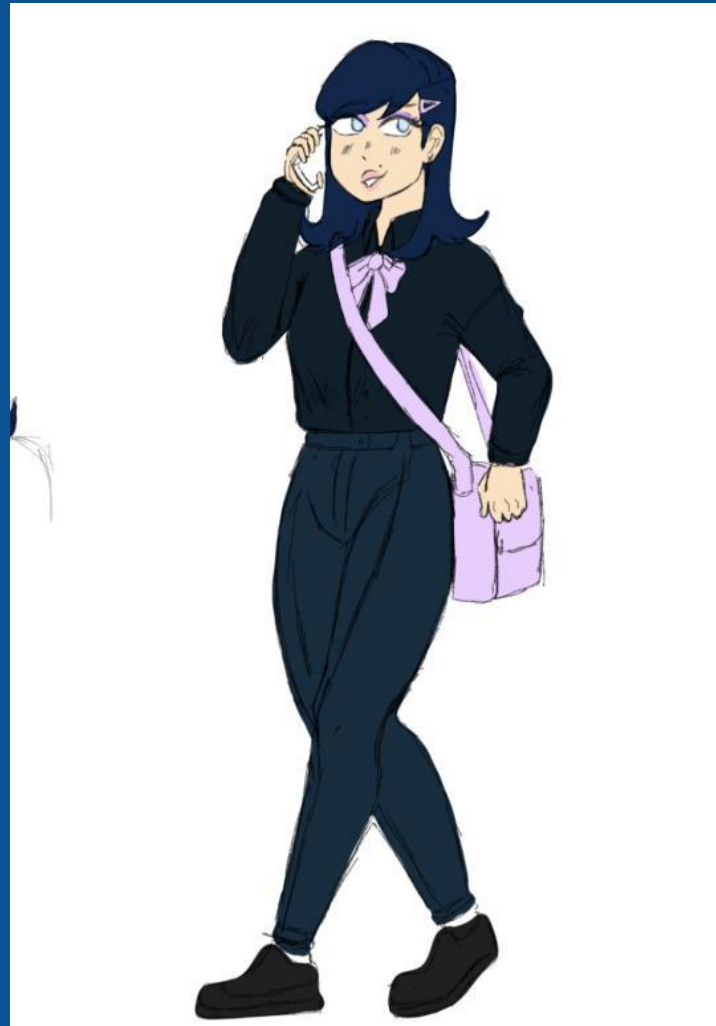
Jordan (Final) cont.



Character #4: Milly



Character #4: Milly cont.



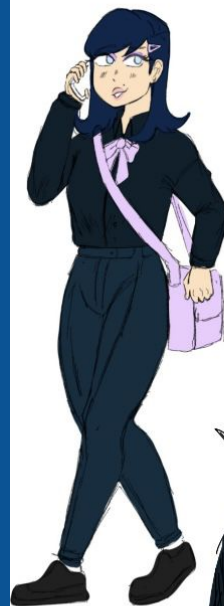
-School Uniform (Universal) - Everyone where a uniform. Dark blue button up shirt with matching color pants.



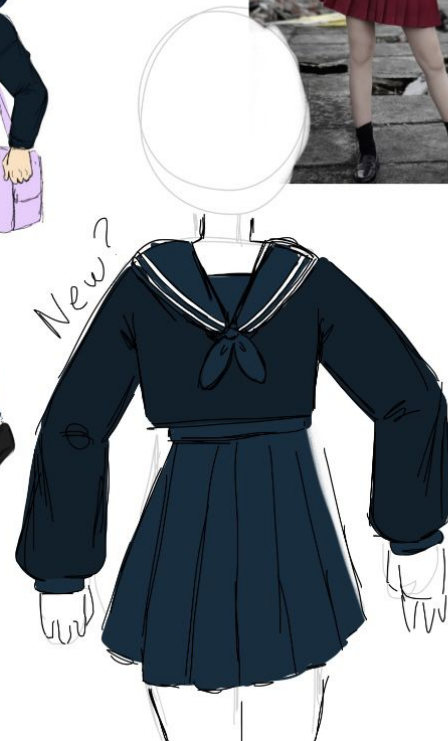
Old
Uniform
design
(unisex)



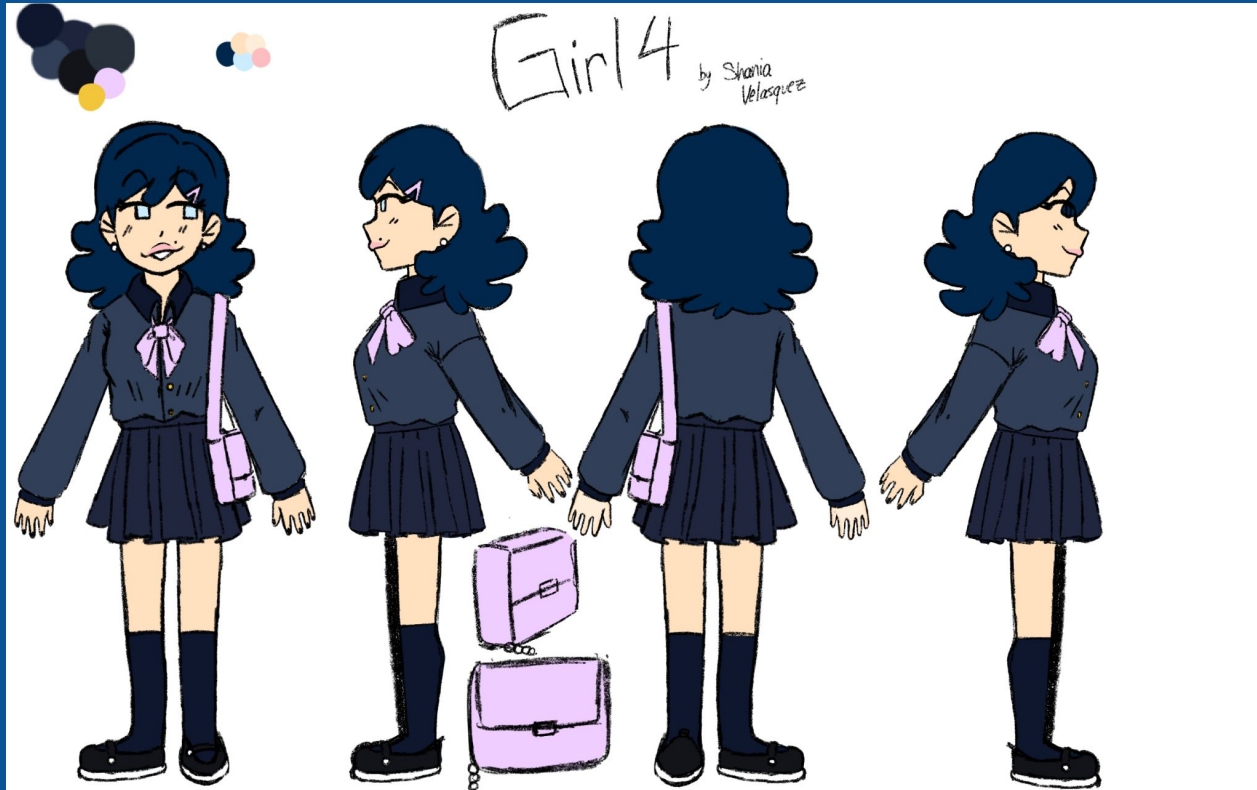
-School Uniform (Universal) - Everyone where a uniform. Dark blue button up shirt with matching color pants.



Old
Uniform
design
(unisex)



Girl #4: Milly (Final)









Victim: Morris



Omori style
+
DANGAN
konsep Render



Protag



Girl 1



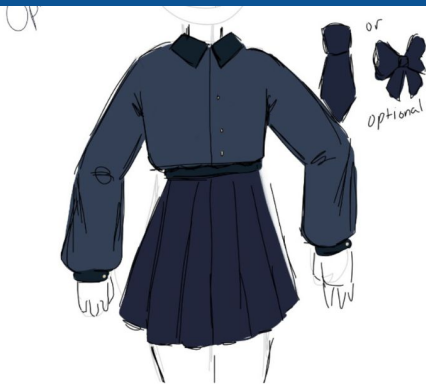
Girl 4



Boy 3

OMORI STYLE

↳ colored like dangan



Victim



Protag



Girl 1



Girl 4



Boy 3

OMORI STYLE

↳ w/ dangaronpa coloring

Amia Kawaii

To Conclude...

- Characters' expressions has to be accurately shown during the events of the situations in the game
- The process of character design and game art can be frustrating
- Develop skills; from feedbacks (multiple attempts to final sketches)

Future Plans

- Be on time with scheduling meetings (more specifically with Hosni)
- Communicate more, gather more info so we can all be on the same page
- Be active in drawing. Good practice.
- Be more aware with time management; I was very sick a few times.

The End!