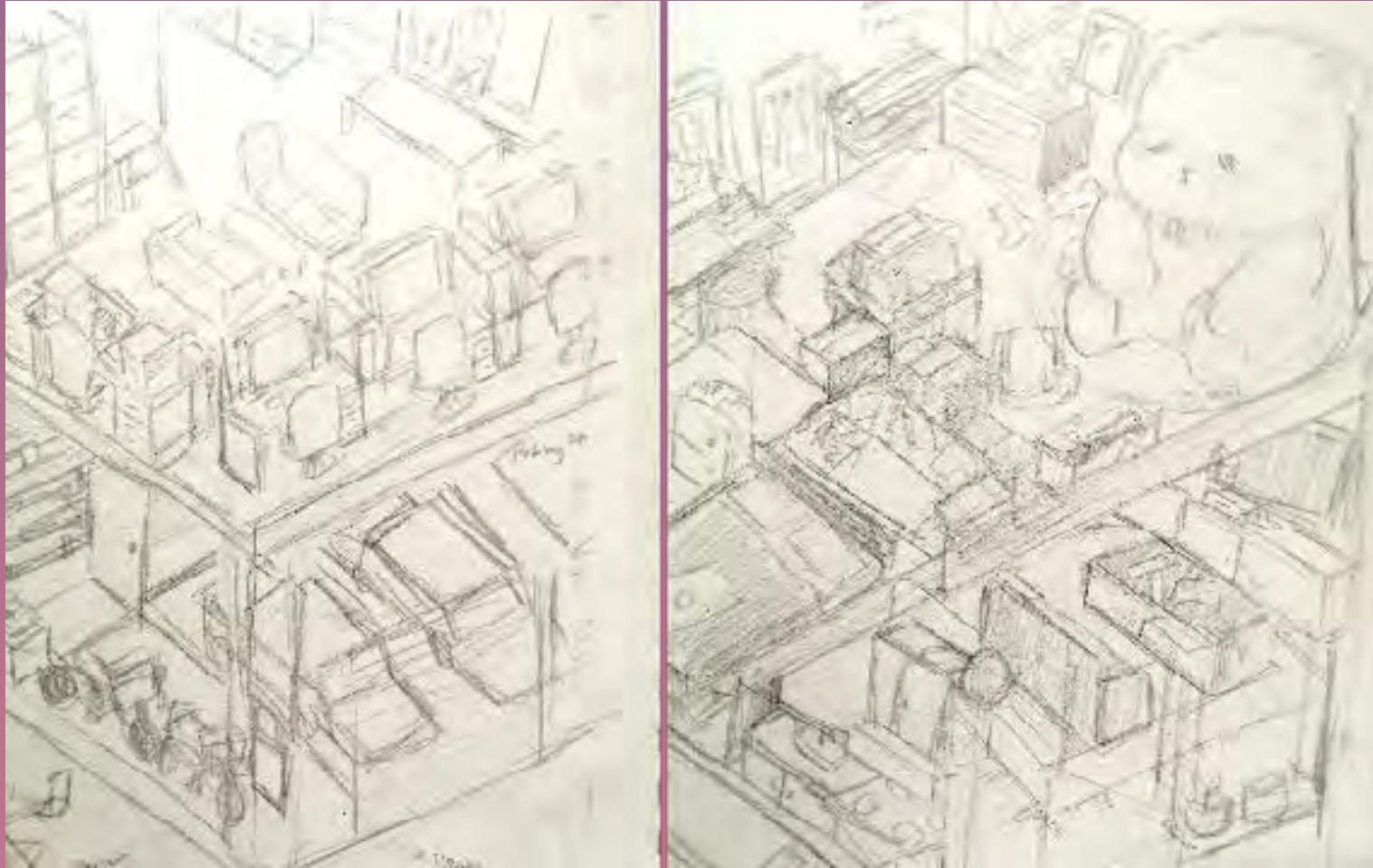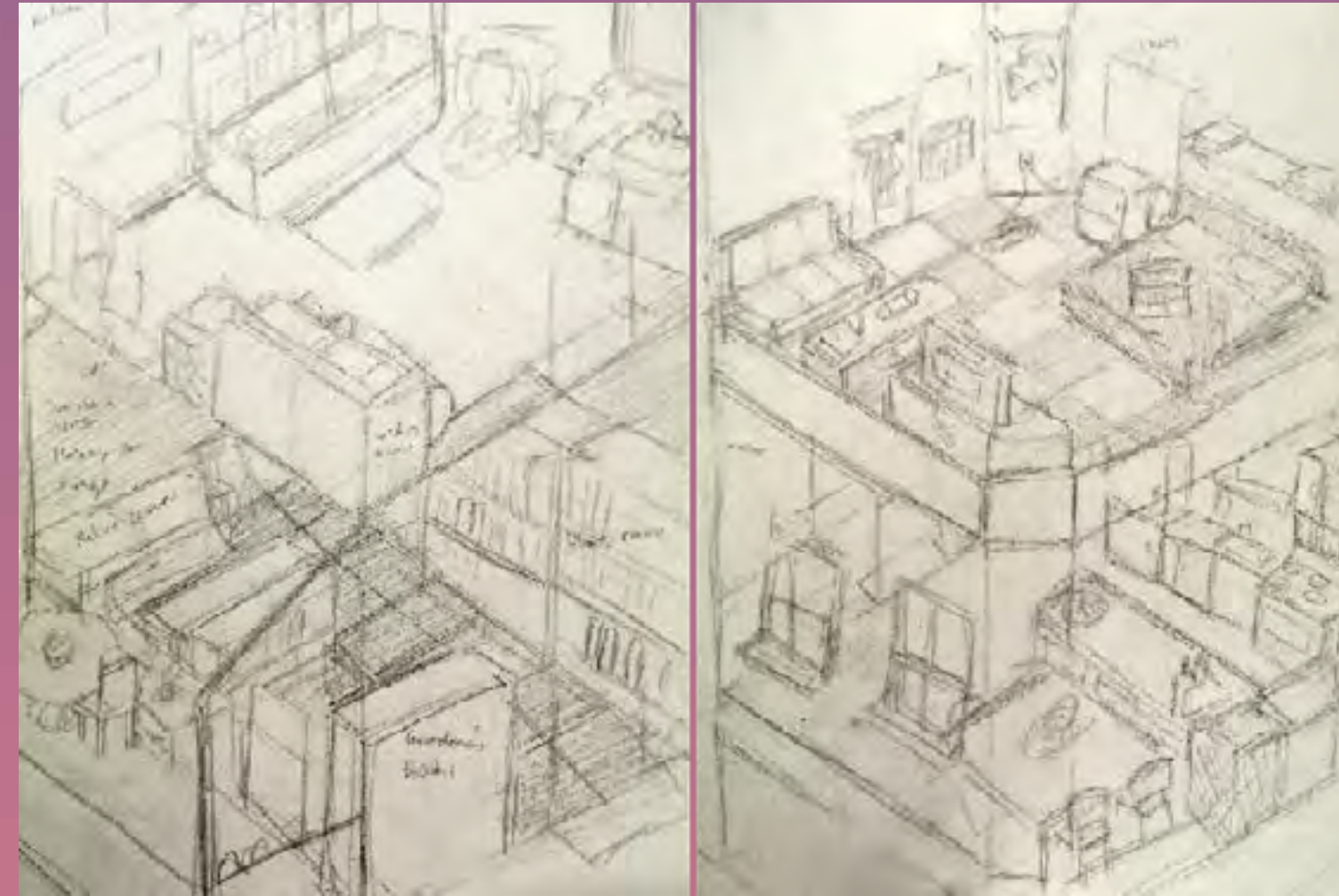# Process Book

Character room sketches for Dani. Dani was first imagined as a adventerous girl who enjoys fishing and bug catching. She has a giant stuffed bear blocking her closet.

Character room for Blake, the character in the beanie was imagined to enjoy reading and researching. They are a merchant that enjoys collecting games.

Sketches of the world and cover. The game is planned to be built in 3d in a low poly style which make the characters small and round.
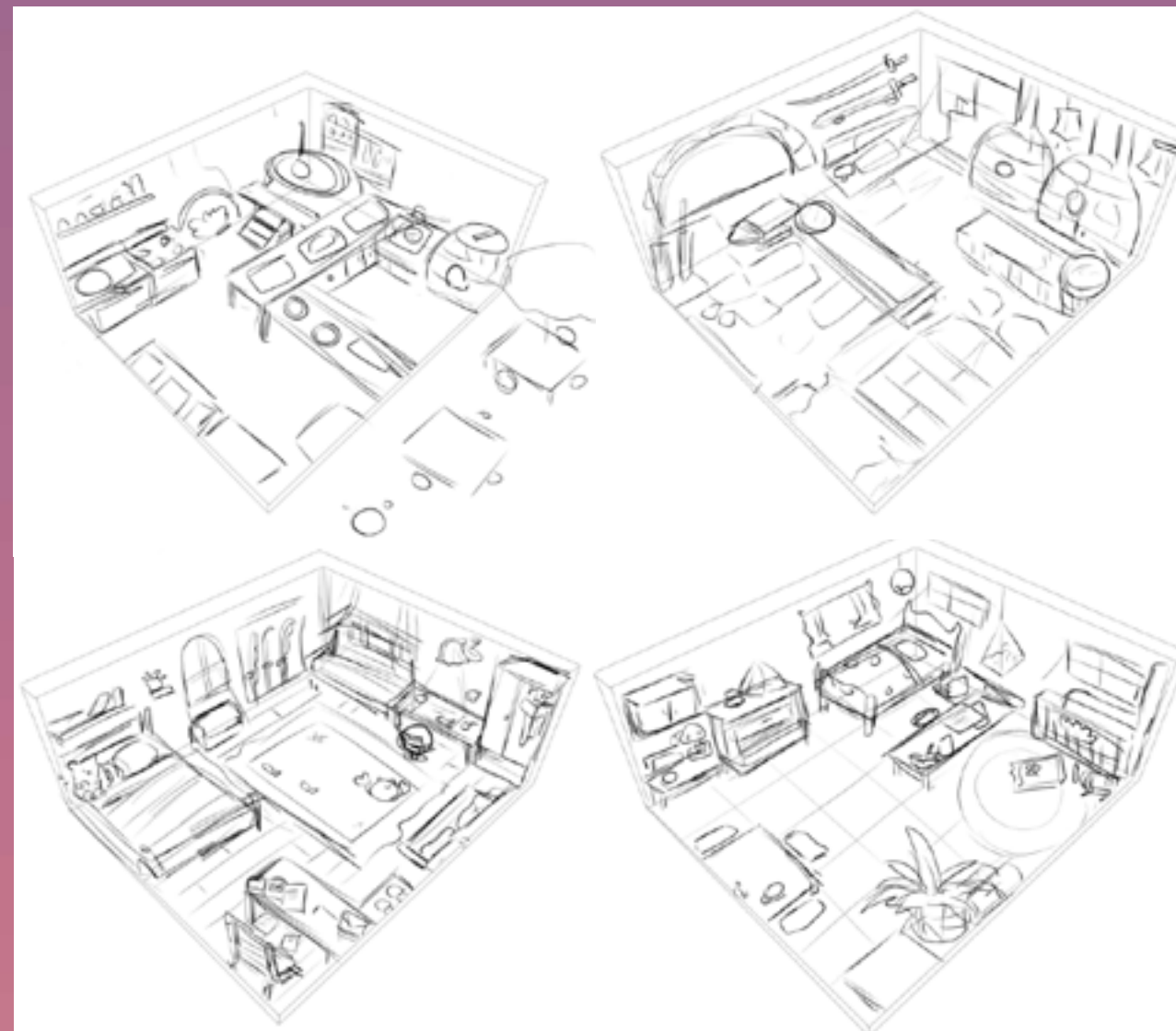
A sketch of Charlottes room and Dan's room. There is a sample of a blacksmith and a kitchen. Each town will have a workshop.

Biome sketche for
Snowsquall and Arden.
Snowsquall originally had
skyscrapers and a port
while Arden was made of
towers and windmills.

Sketch of the forest and
possible kitchen interiors.
The spring biome originally
had a sleeping bear
and fairy rings made of
mushrooms. Houses were
originally made of sugar.

Early outfit concept art for the main character and a small comic strip I made of Blake. Blake and Dani were originally partners. The male character changed to Flynn due to Blake's nature of a traveling merchant.

First turn around of Dani and a chibi version. Dani is playing with spirits that originally float and had two ears. She is sitting on a lilypad boat and sailing through lotus leaves.
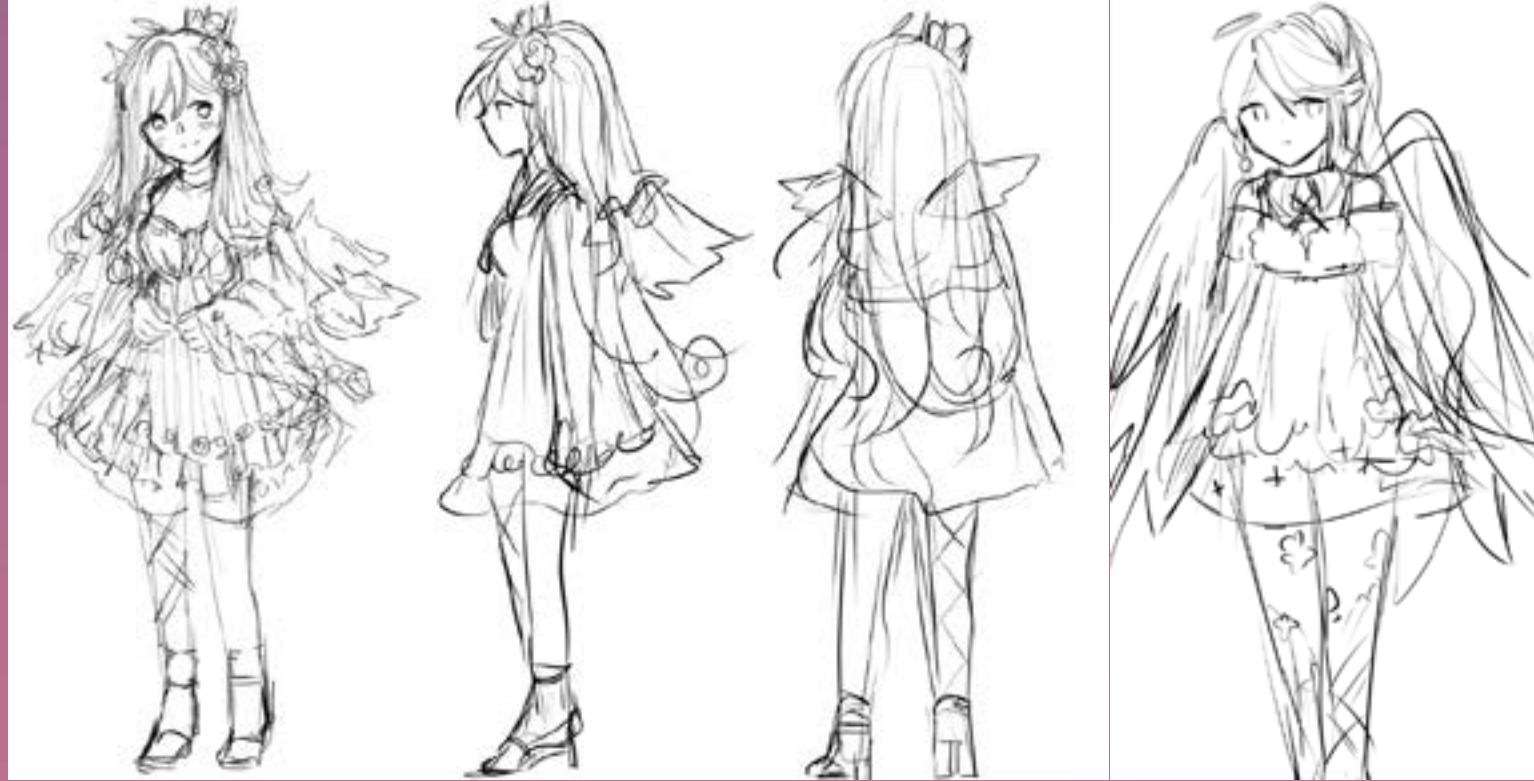
Art for two characters that would be by Runia's side. The first one named Rainy and second one named Luna. Rainy is a trainee angel with a sweet personality. Luna is an archangel who is mature and motherly at times.

Early sketches of Clyde which is the fourth character in yellow. The sketch on the right was a concept on what younger Clyde would look like during the first encounter.

A few favorites of the first draft of biomes done for Whispers of the Smoke. Each biome started off with a light and dark varient but wasww changed to reflect what they would look like when the seasons returned.

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