

Eugenio Cresetti

CHARACTER DESIGN / VISUAL DEVELOPMENT

PORTFOLIO 2020



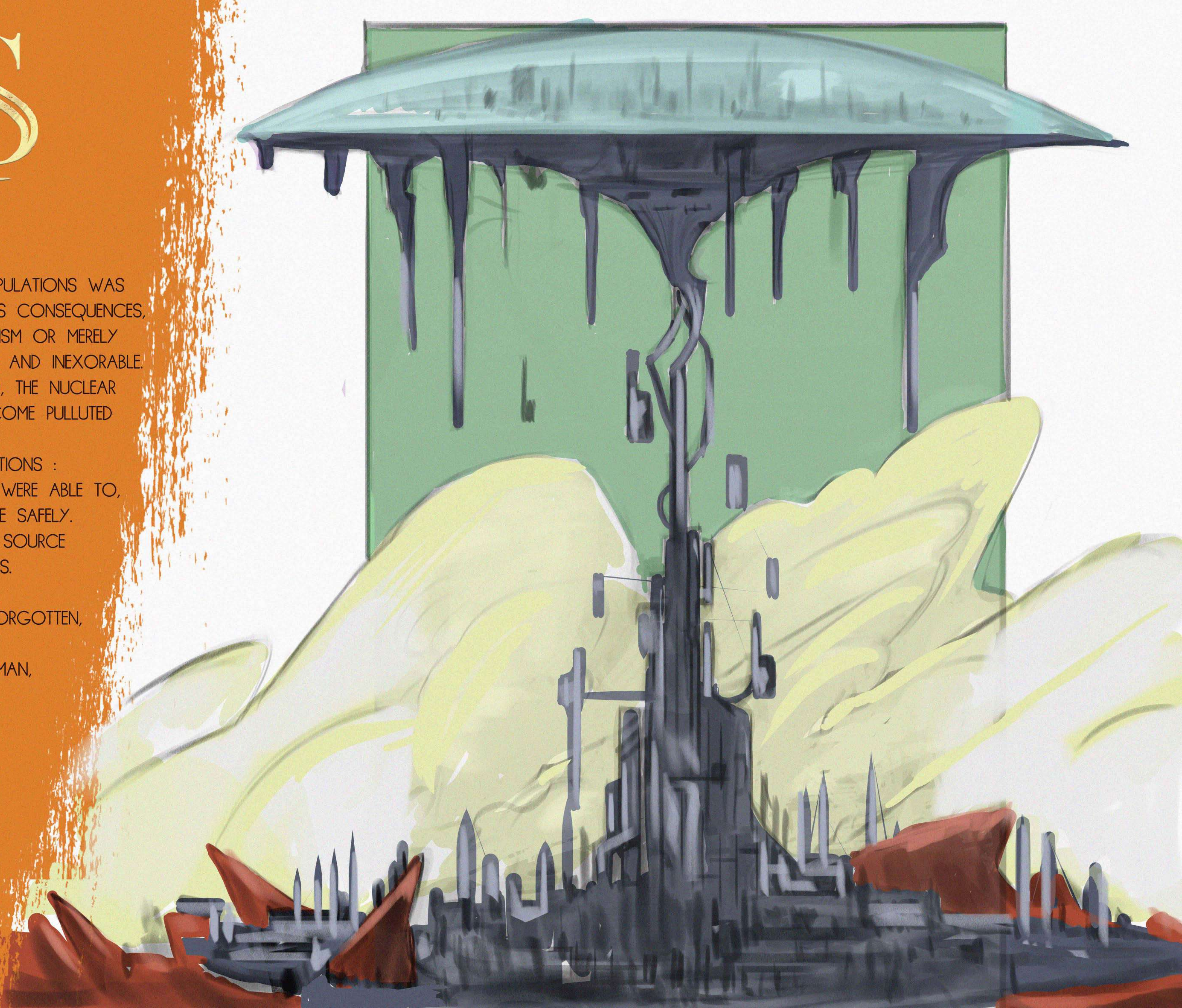
C SUPER.ATOM CHRONICLES

DESPITE THE PLANET, A PART OF SCIENTIFIC COMMUNITY AND PART OF THE POPULATIONS WAS SCREAMING TO DO SOMETHING ABOUT THE CLIMATE CHANGE PROBLEM AND IT'S CONSEQUENCES, THE HUMANITY WASN'T ABLE TO RESOLVE THE ISSUE , FOR PRESUMPTION, EGOISM OR MERELY IDIOCY. AS THE RESULT OF THIS BEHAVIOR THE CLIMATE CHANGE WAS INEVITABLE AND INEXORABLE. IN A FEW DECADES ALL THE WATER SOURCES OF THE PLANET WAS DRAINED, THE NUCLEAR POWER PLANTS WERE ABANDONED AND WHAT WAS LEFT OF THE PLANET BECAME POLLUTED BY THE RADIATION.

IN THIS BARREN PLANET THE HUMANITY SPLIT IN TWO OPPOSING FACTIONS : ONE COMPOSED BY THE MOST BRIGHTEST MINDS (MOSTLY SCIENTISTS) WHO WERE ABLE TO, BEFORE IT WAS TOO LATE, CREATE BUNKERS AND SHIPS WHERE TO ESCAPE SAFELY. THERE THEY FOUND THE WAY TO USE THE RADIATIONS AS AN ENERGY SOURCE AND STARTED TO THRIVE AGAIN , LIVING IN THESE DOMED CITIES.

THE DILMUNS.

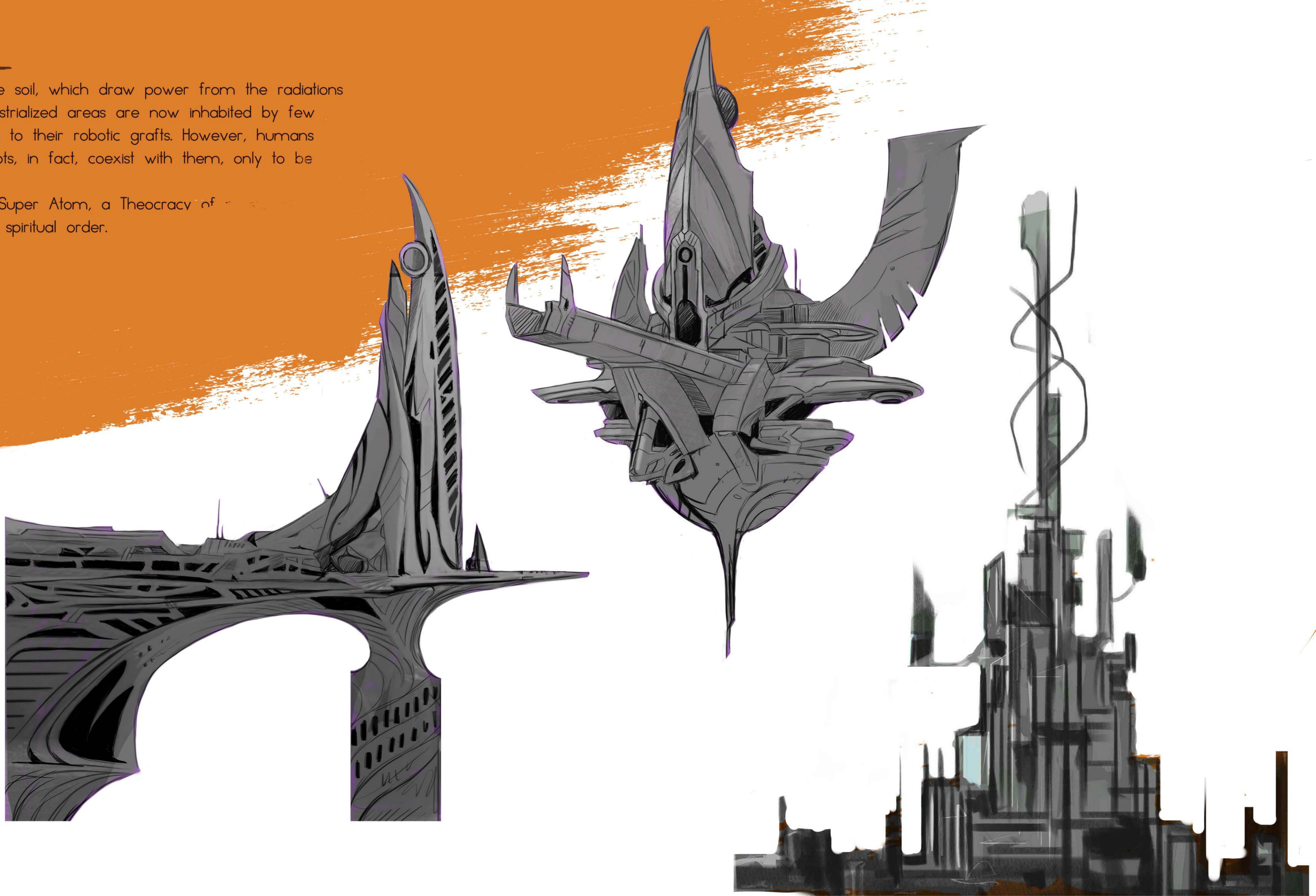
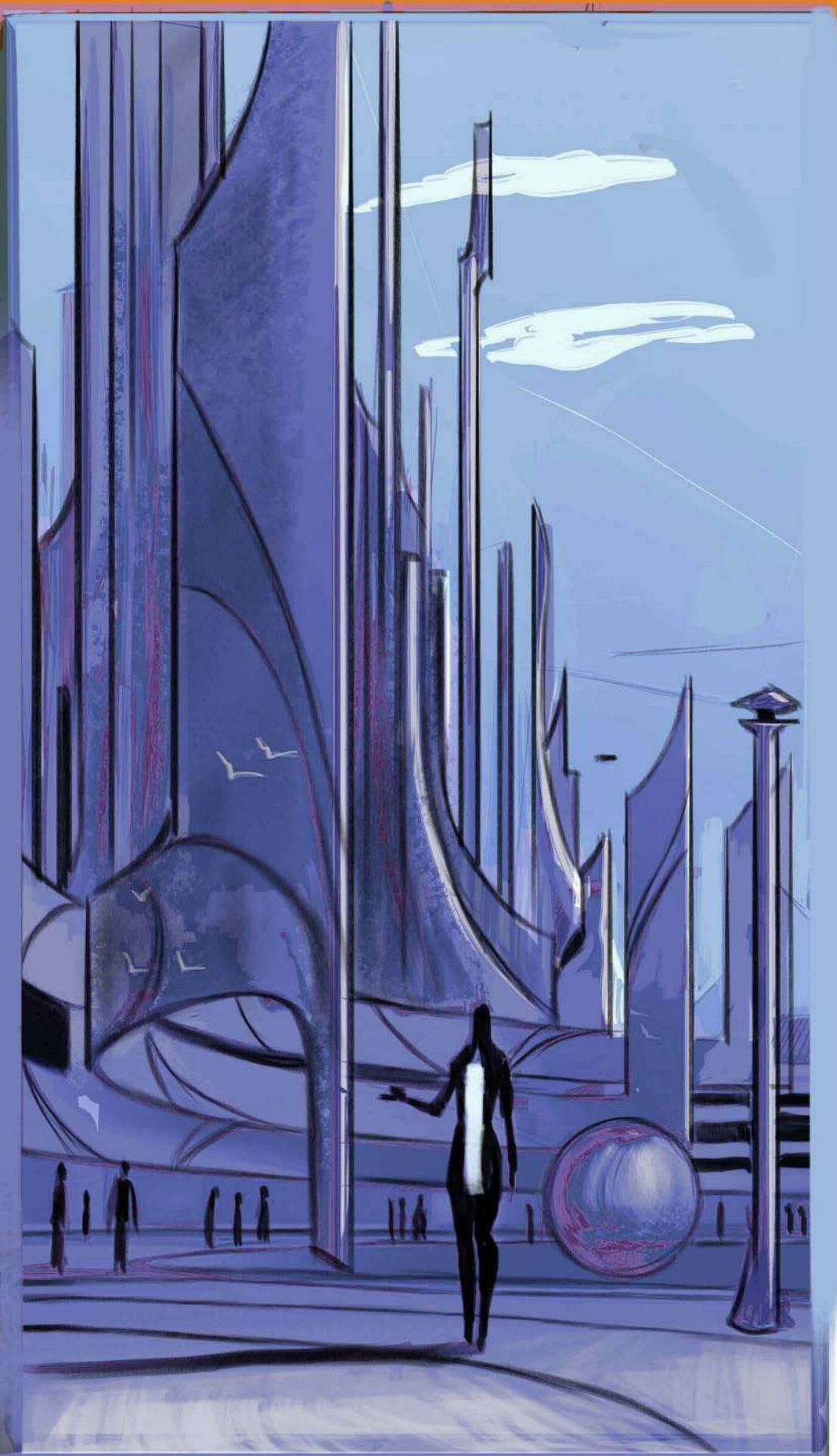
THE OTHER ONE WAS COMPOSED BY THE MASS, THE POORS AND THE FORGOTTEN, WHO SOMEHOW SURVIVED THE POLLUTION OF THE PLANET. POISONED , RADIOACTIVE AND MUTATED BUT DEEP DOWN STILL HUMAN, THEREFORE SEEKING THEIR DIGNITY.



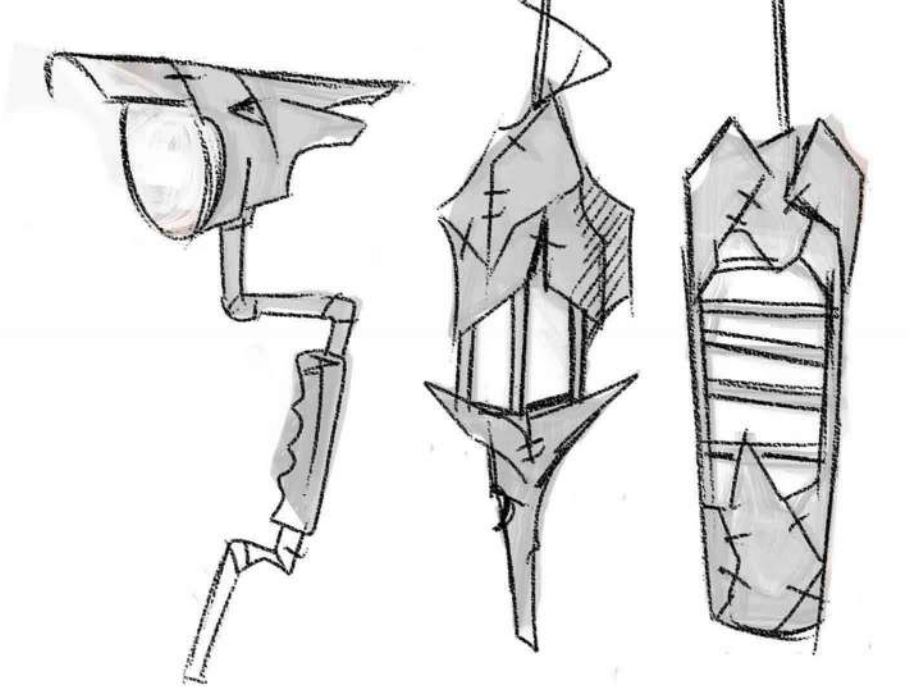
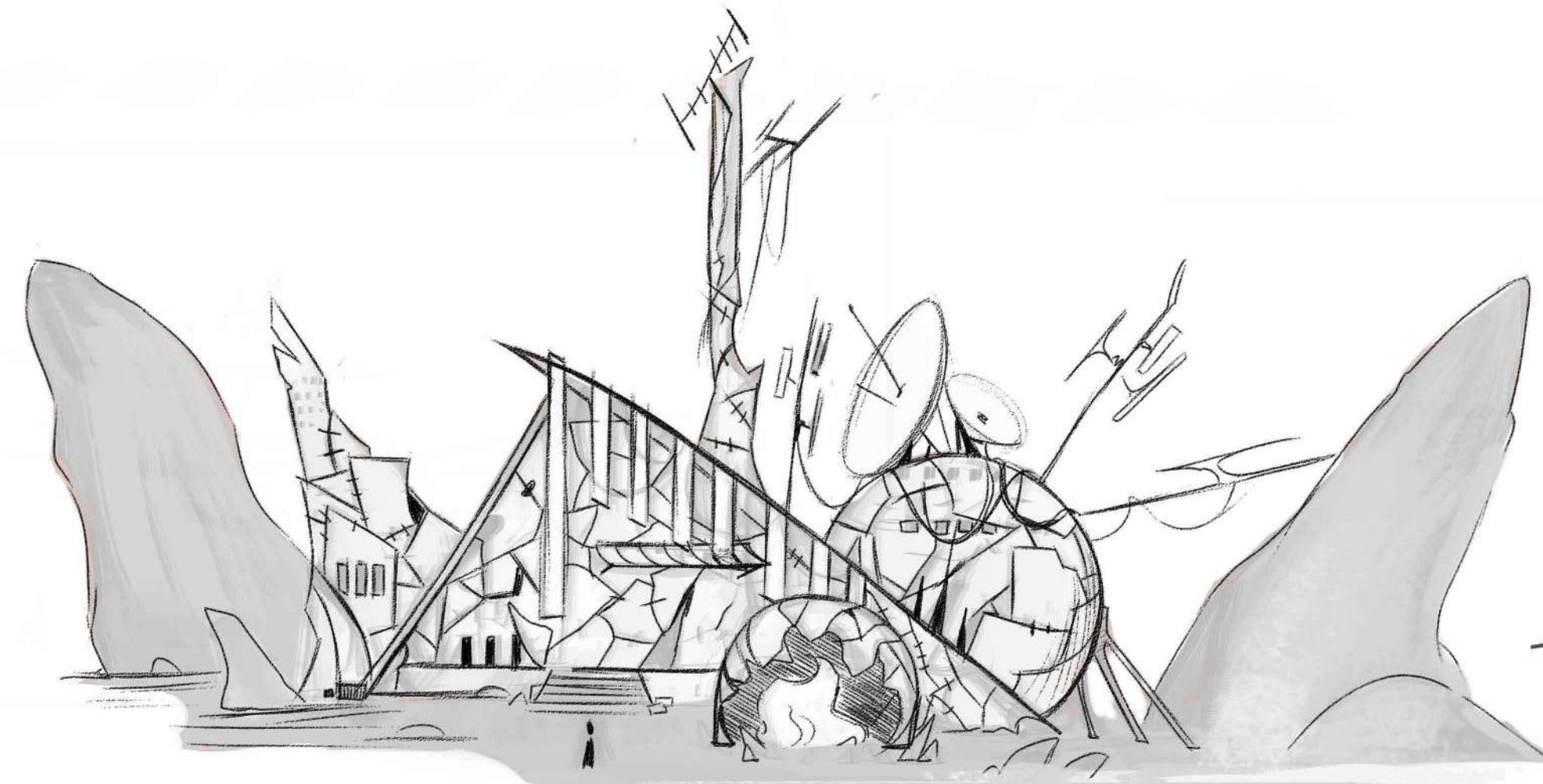
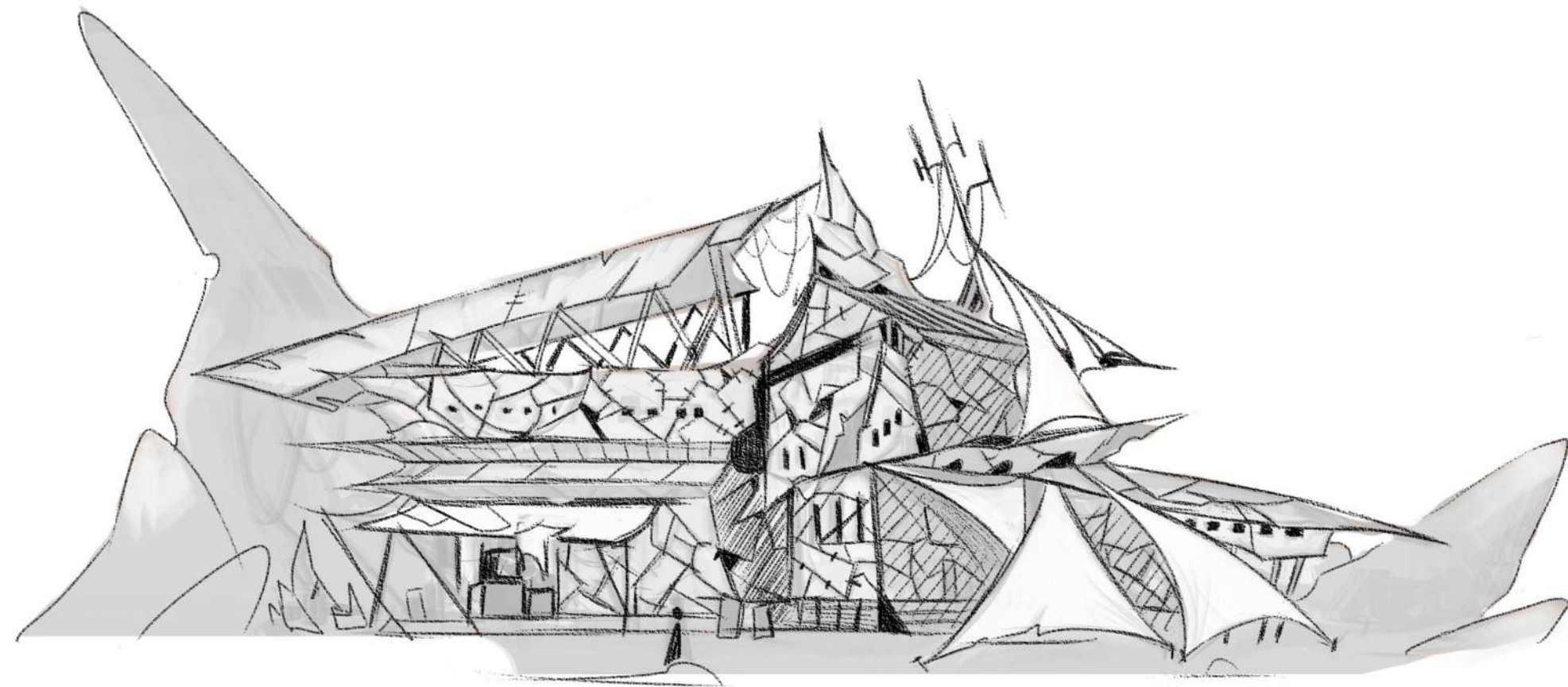
The Dilmuns

Dilmuns are dome-like cities towering above the soil, which draw power from the radiations emitted by old industrial areas. Such highly-industrialized areas are now inhabited by few hundred-year-old humans, who carry on thanks to their robotic grafts. However, humans are not the only Dilmun inhabitants: many robots, in fact, coexist with them, only to be assigned to the heaviest works.

Dilmuns are governed by The Church of The Super Atom, a Theocracy of nature following a dogmatic code of civic and spiritual order.

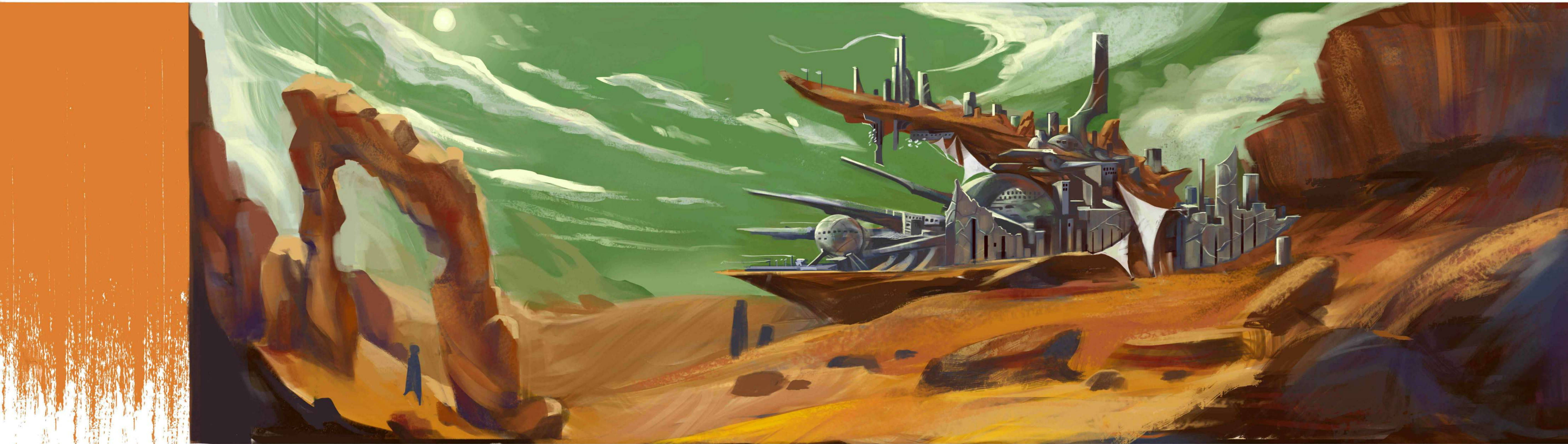


The Wildlands



scientific research Safehouse

The Stronghold

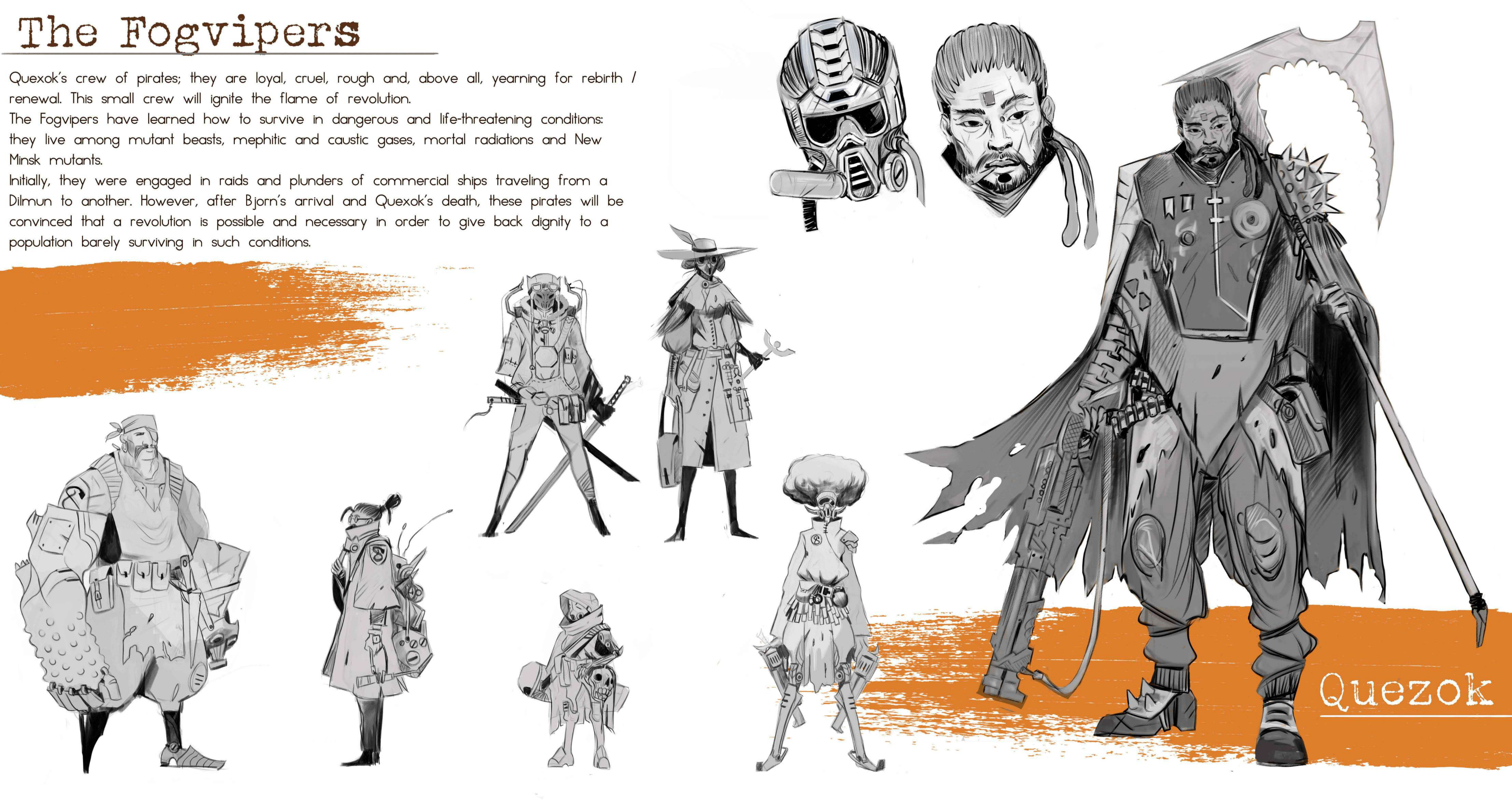


The Fogvipers

Quexok's crew of pirates; they are loyal, cruel, rough and, above all, yearning for rebirth / renewal. This small crew will ignite the flame of revolution.

The Fogvipers have learned how to survive in dangerous and life-threatening conditions: they live among mutant beasts, mephitic and caustic gases, mortal radiations and New Minsk mutants.

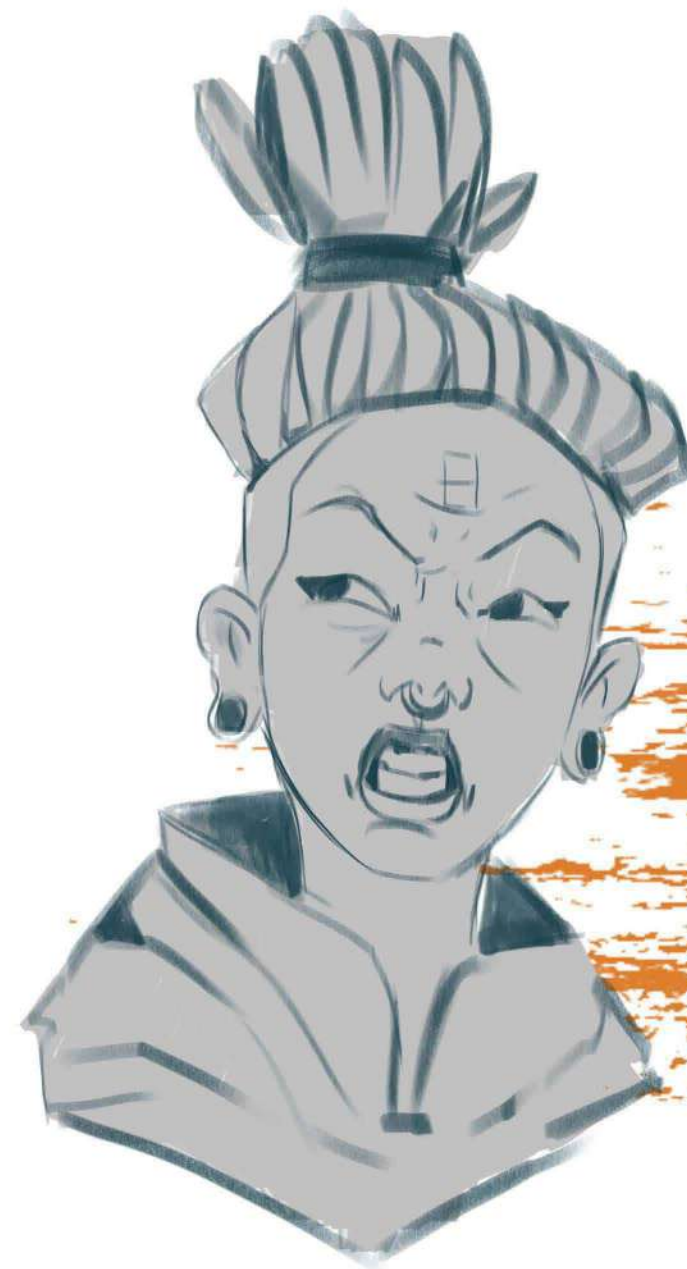
Initially, they were engaged in raids and plunders of commercial ships traveling from a Dilmun to another. However, after Bjorn's arrival and Quexok's death, these pirates will be convinced that a revolution is possible and necessary in order to give back dignity to a population barely surviving in such conditions.





Xtabay

The right-hand man of Fogvipers leader, Quexok, as well as his adopted daughter. Xtabay is an inquisitive and cheerful young woman, whose optimistic disposition is contagious. The true soul of the crew, she is an exceptional fighter and expert of firearms and explosives. She acquired such experience thanks to the intensive training she underwent under the supervision of her mentor Ixchel, whose true identity is known only to her. Xtabay is deeply interested in the history of the Ancients and in how Earth came to be such an unlivable place.



Ixchel

The Hunter of The Fogvipers, Ixchel is silent and lethal. She's always in company of the loyal Skram, the sand lizard she saved and altered with cyborg grafts. Ixchel has always been part of Xtabay's life: she has been her tutor during her childhood and her trainer during the following years. She is a stoic and strict woman, whose past is as unknown as the identity she hides under the mask she's always seen wearing. Later, her identity will be revealed to be the one of Jeadel: Ulrich's wife and mother of Bjorn, Mikeal and Xtabay (Freya). Her deadliness derives from a rigid military training as the guard of the Great Master of Dilmuns. It is also thanks to her technological knowledge that the Fogvipers will become a true menace, first for commercial ships and later for the Dilmun itself.





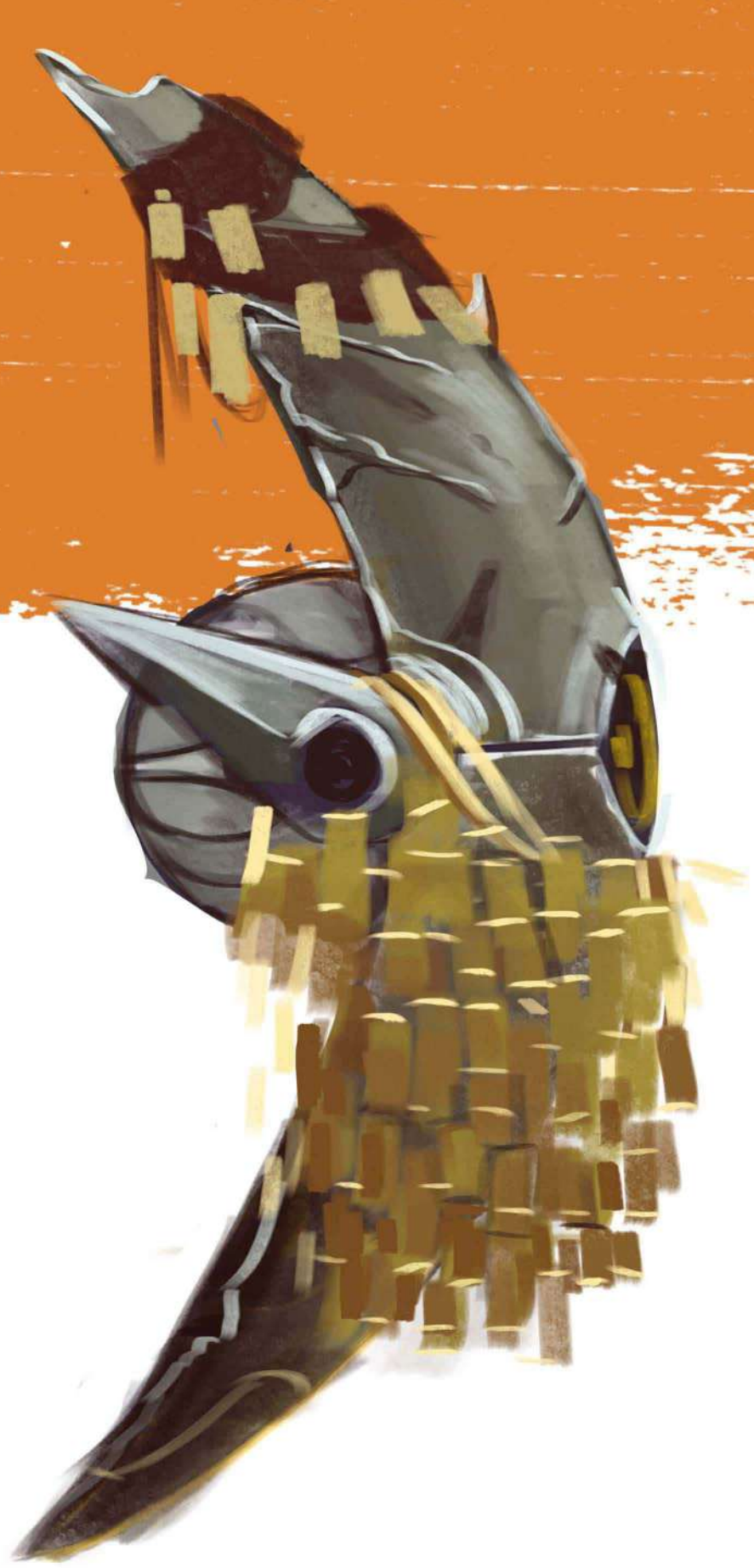
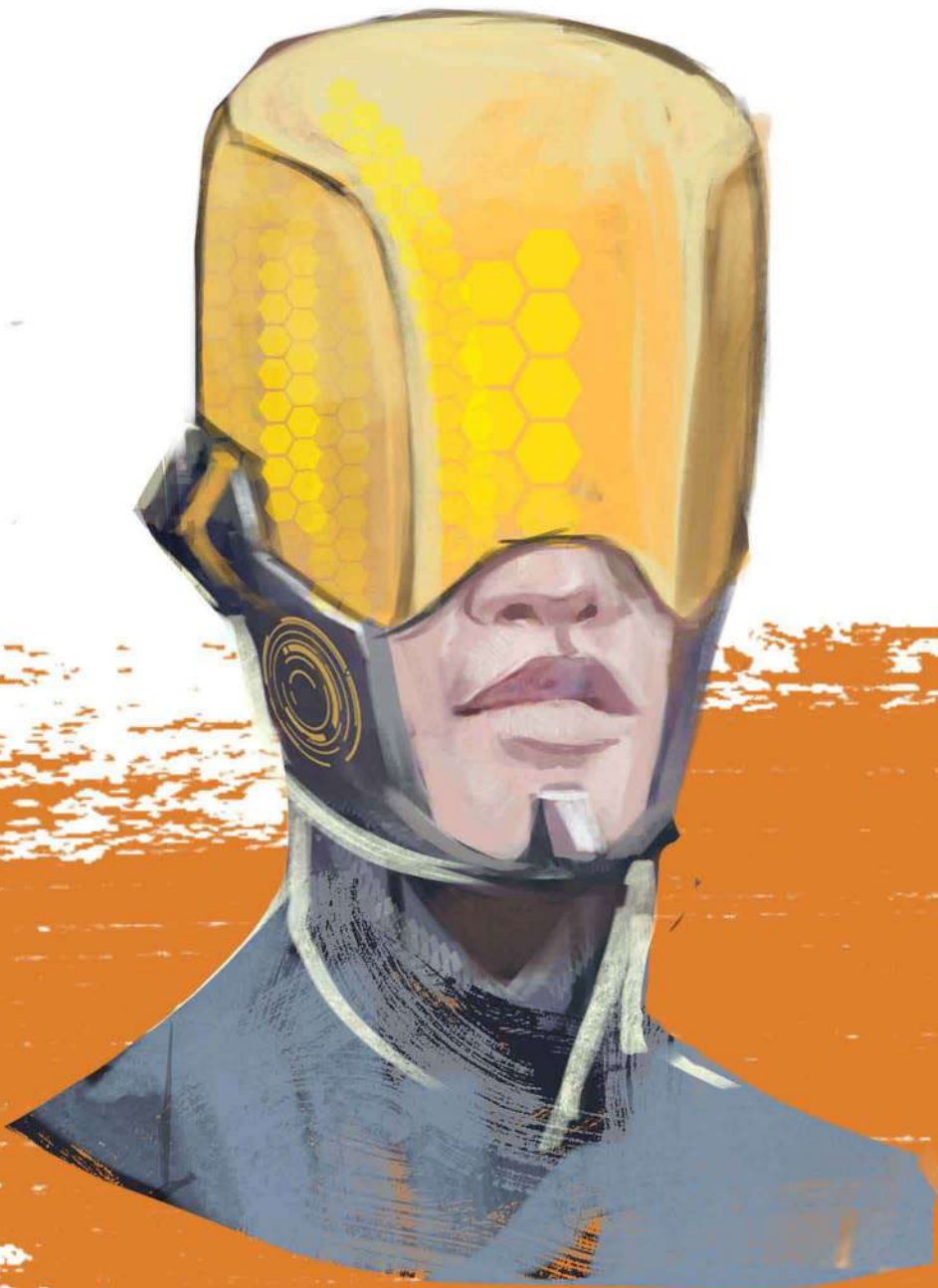
Bjorn

Bjorn is a young man of rebellious temperament. He is the son of the prime minister of the Minsk Dilmun, Ulrich, who imposed a rigid military upbringing on both him and his older brother Mikeal. Despite his upbringing, Bjorn has always questioned his father's authority and the teachings of The Church of The Super Atom. His inquisitive mind managed, from time to time, to reach his brother Mikeal, whose serious and dutiful nature was in contrast with Bjorn's.

Mikeal, involved in politics from a very young age, is highly intelligent and sensible, a trait to keep hidden, considered what people expect from him. Initially Mikeal was not eager to participate in Bjorn's shenanigans, but later he finds in Bjorn's behavior a way of freeing himself from many of his responsibilities.



Bjorn feels a deep anger and a sense of rebellion which he does not comprehend. He finds himself caged in the theocratic society of the Dilum, with a future already set by rigid rules. His thirst for truth will guide him in uncovering his father's disgusting lies and plots, as well as what the rest of the high officers kept hidden. However, the true breaking point in Bjorn's already fleeting faith in the system will be his brother's disappearance: Mikeal, in fact, was murdered and everyone in the Dilmun kept the motive hidden, even his father. Bjorn finds out that beyond the Dilmuns, many humans live in the Wildlands, among dangerous monsters and poisoned by toxic waste produced by the Dilmuns. He decides to join the Resistance which aims at subverting the established order and advocates the sharing of the dilmunian well-being.



Ulrich

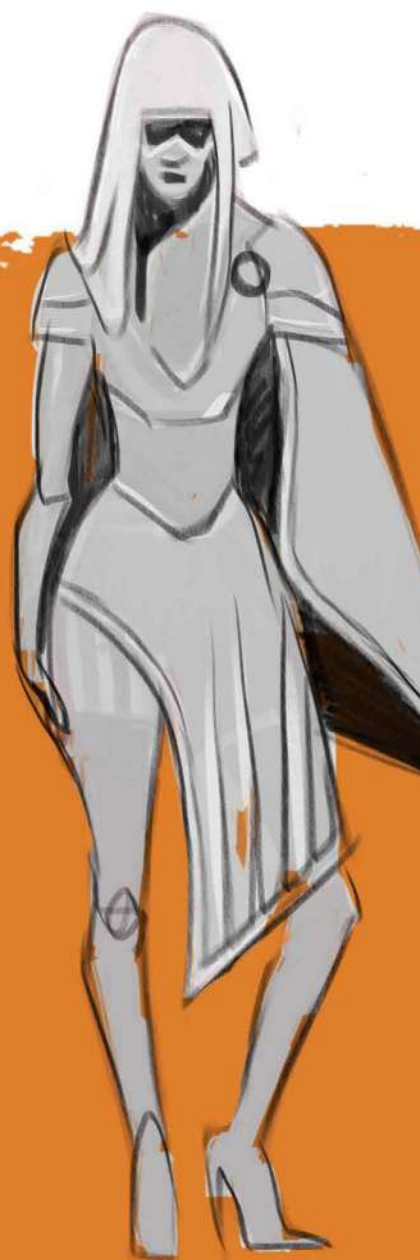
The prime minister of the Minsk Dilmun, Ulrich is a second-generation scientist who lacks the wisdom of the first, hundred-year-old scientists and attempts at using indoctrination on the followers of The Church of The Super Atom. His strategy is aimed at overthrowing the old laws and at constituting a highly militarized group to take back the Earth and to massacre all the desperate inhabitants of the Wildlands. His ultimate goal is to restore the ancient splendor of the Earth and use its resources to expand his domain beyond the Dilmuns.

Ulrich is choleric, narcissistic and tyrannical; he leads both the Dilmun and his offspring with the same strictness. His heart became of stone after the death of his wife and of his young daughter.

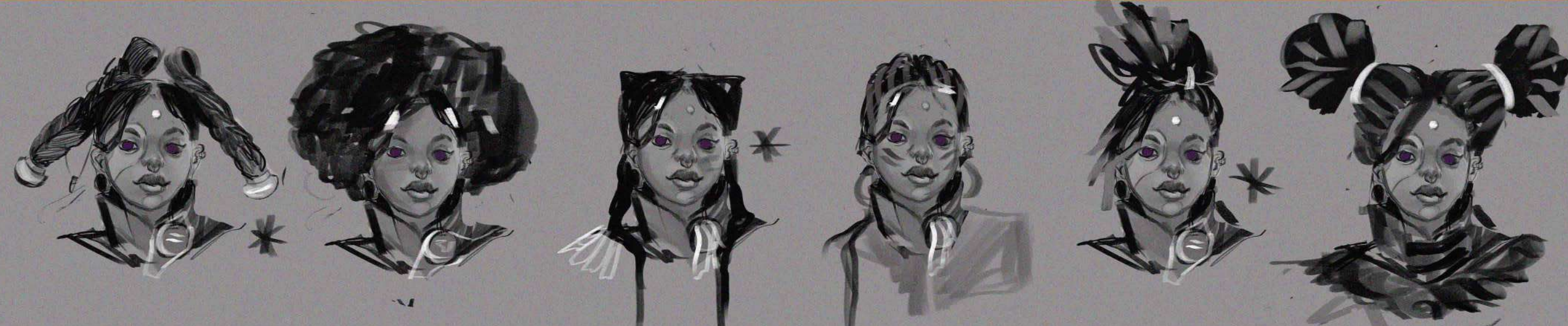


Dukin

Ulrich's counselor and cardinal of the Minsk Dilmun; he is vicious, opportunist and dishonest. Dukin will help the prime minister to carry out his plans of religious control over the rich inhabitants of the Dilmun.



Early sketches/ideas



HOOD



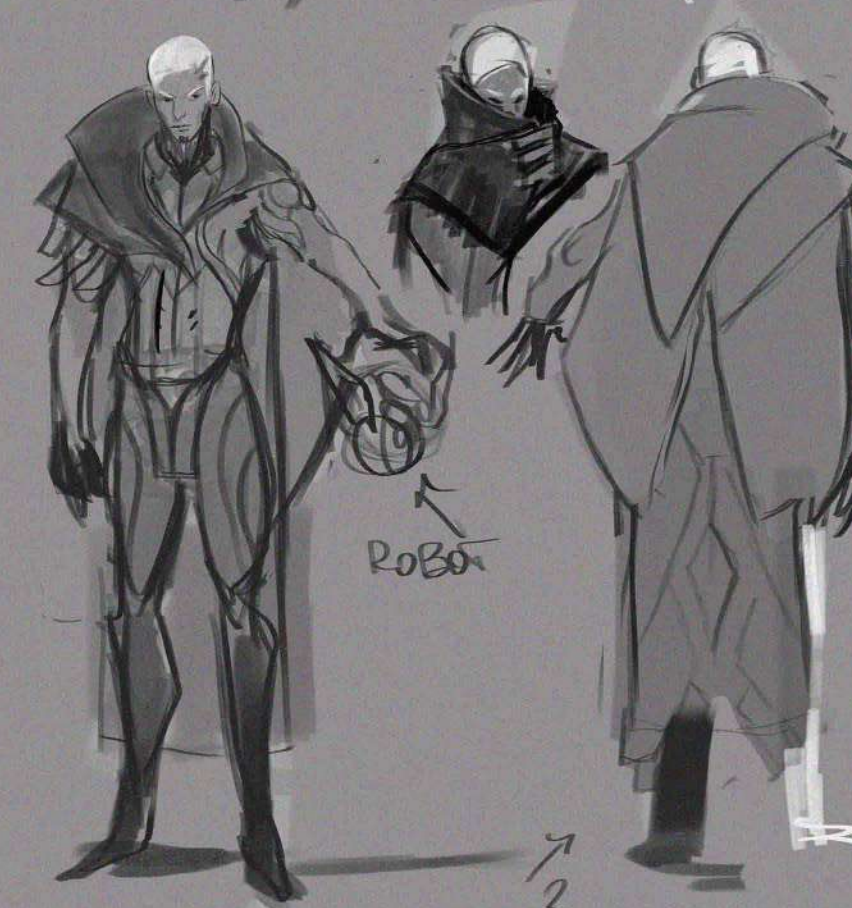
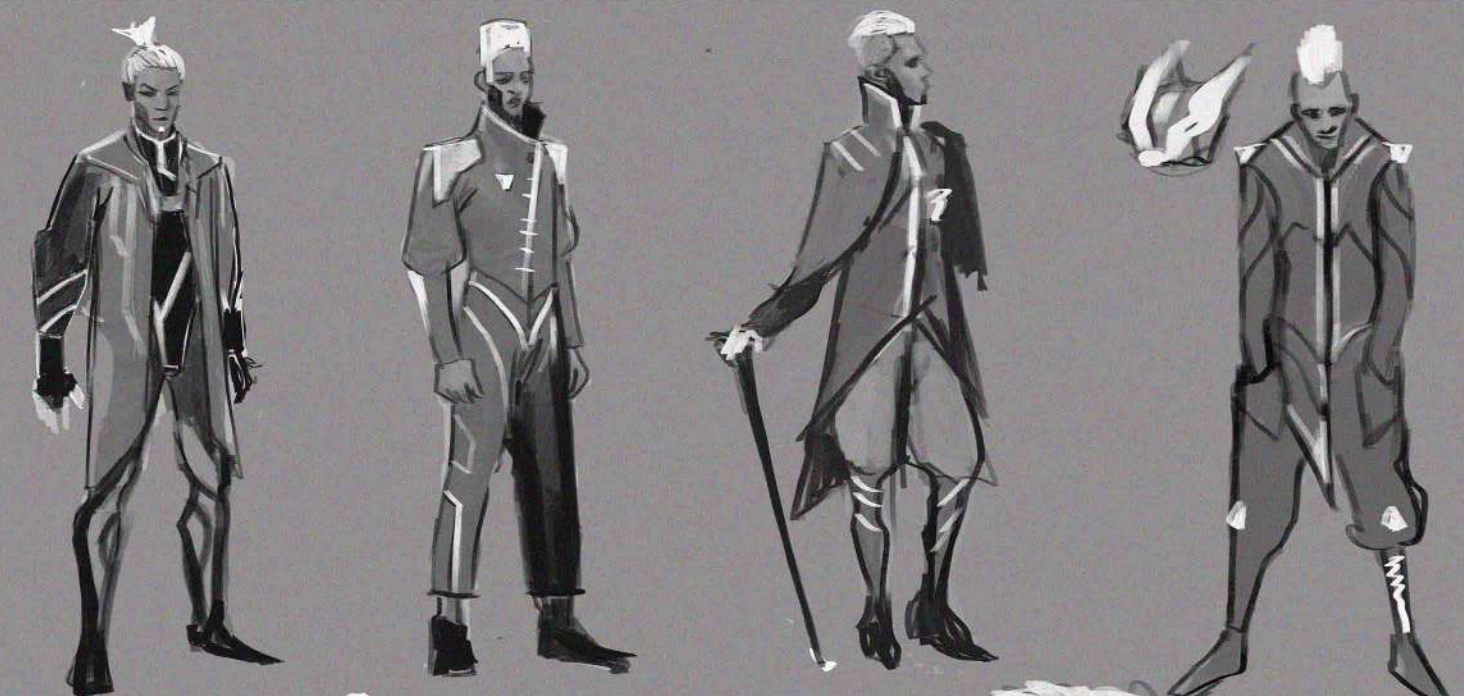
Glasses



Mask



ROBOT
like
pet??

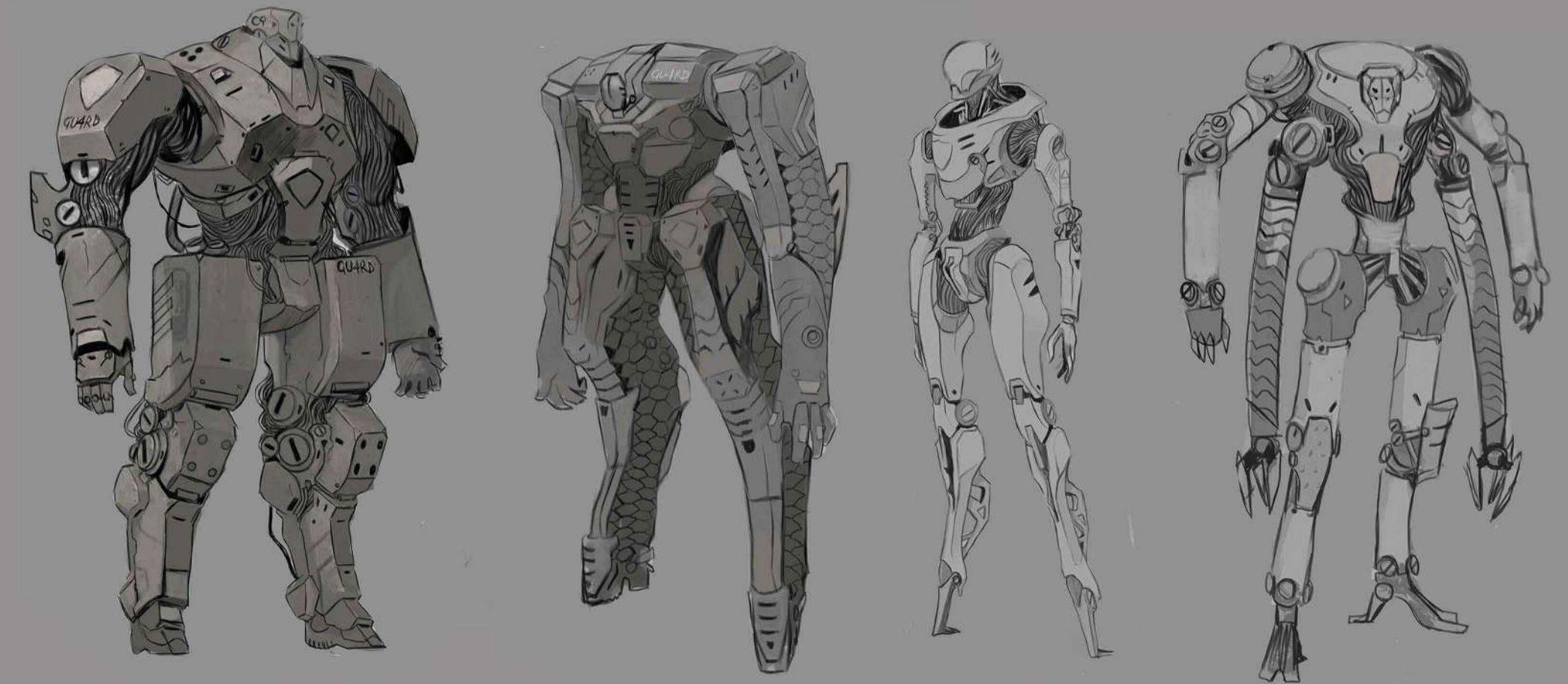
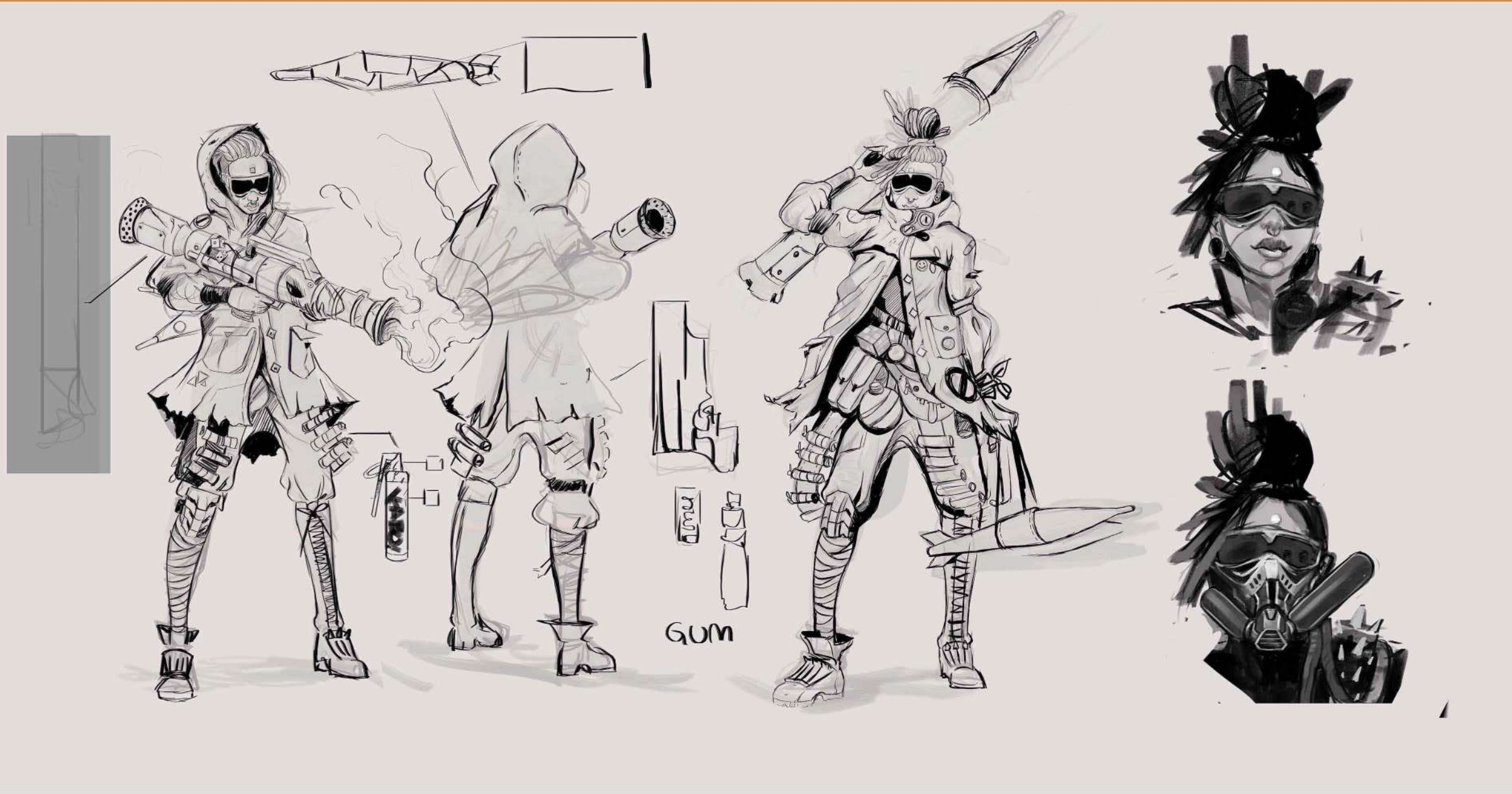


ROBOT

7/2

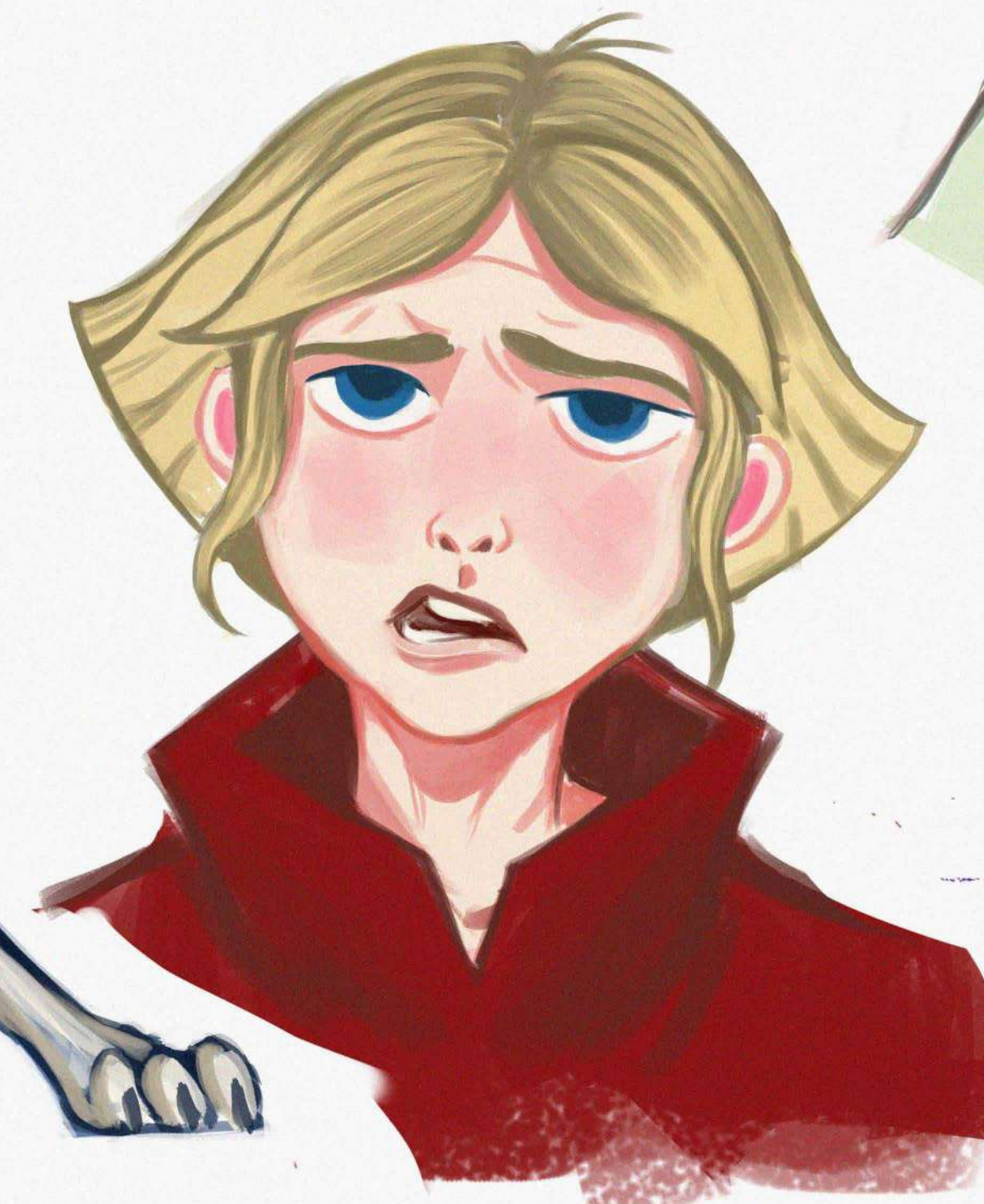
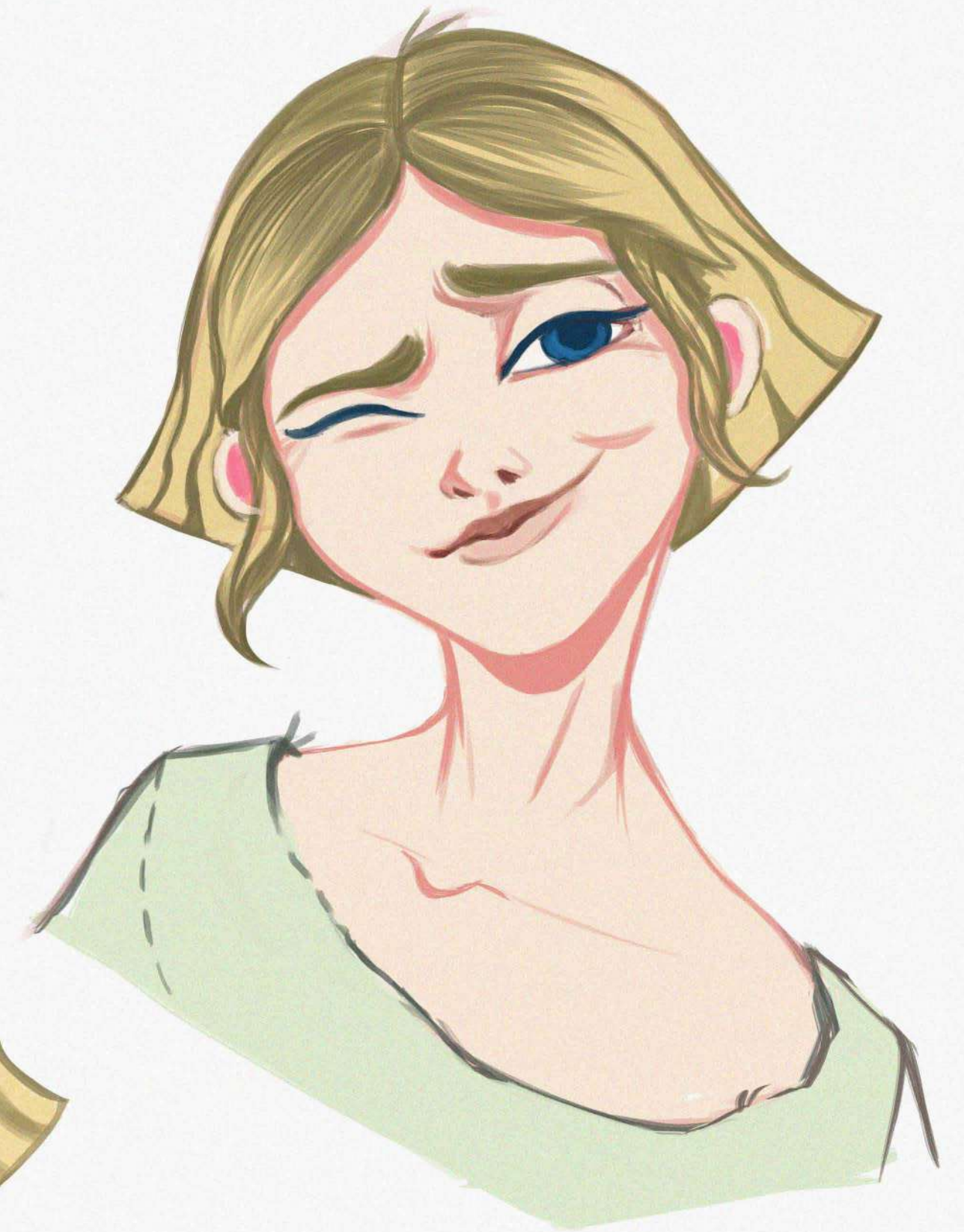
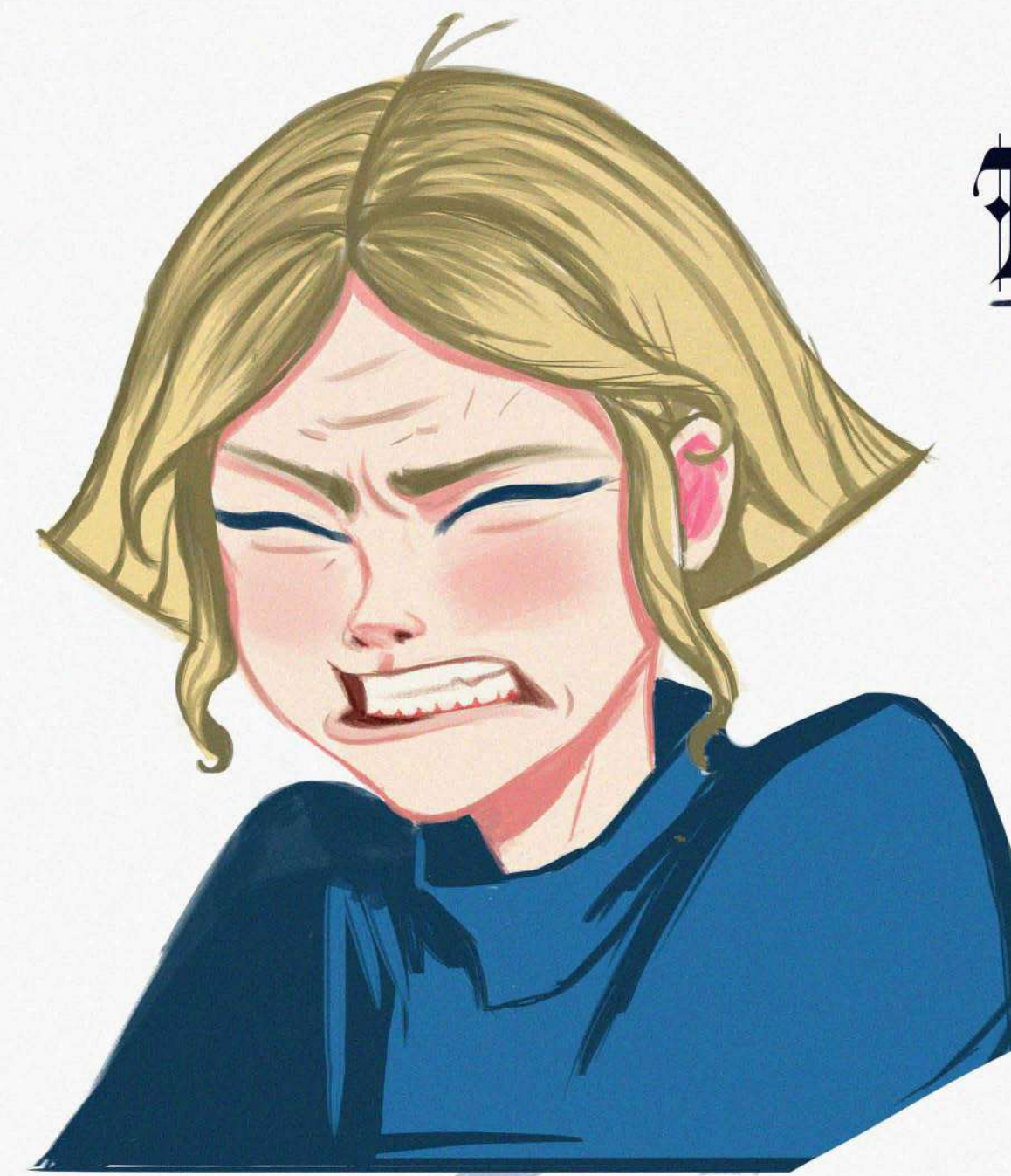
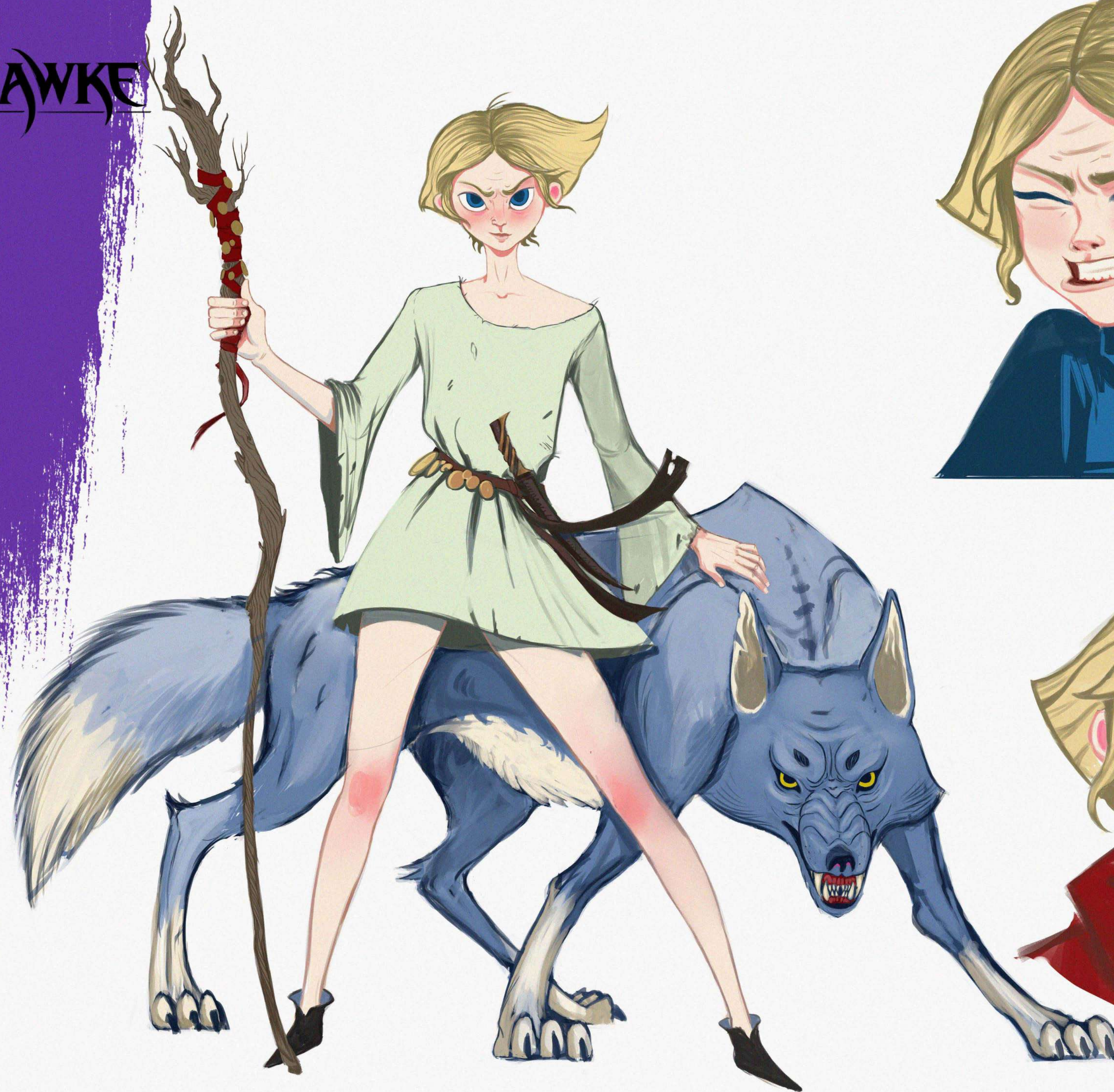


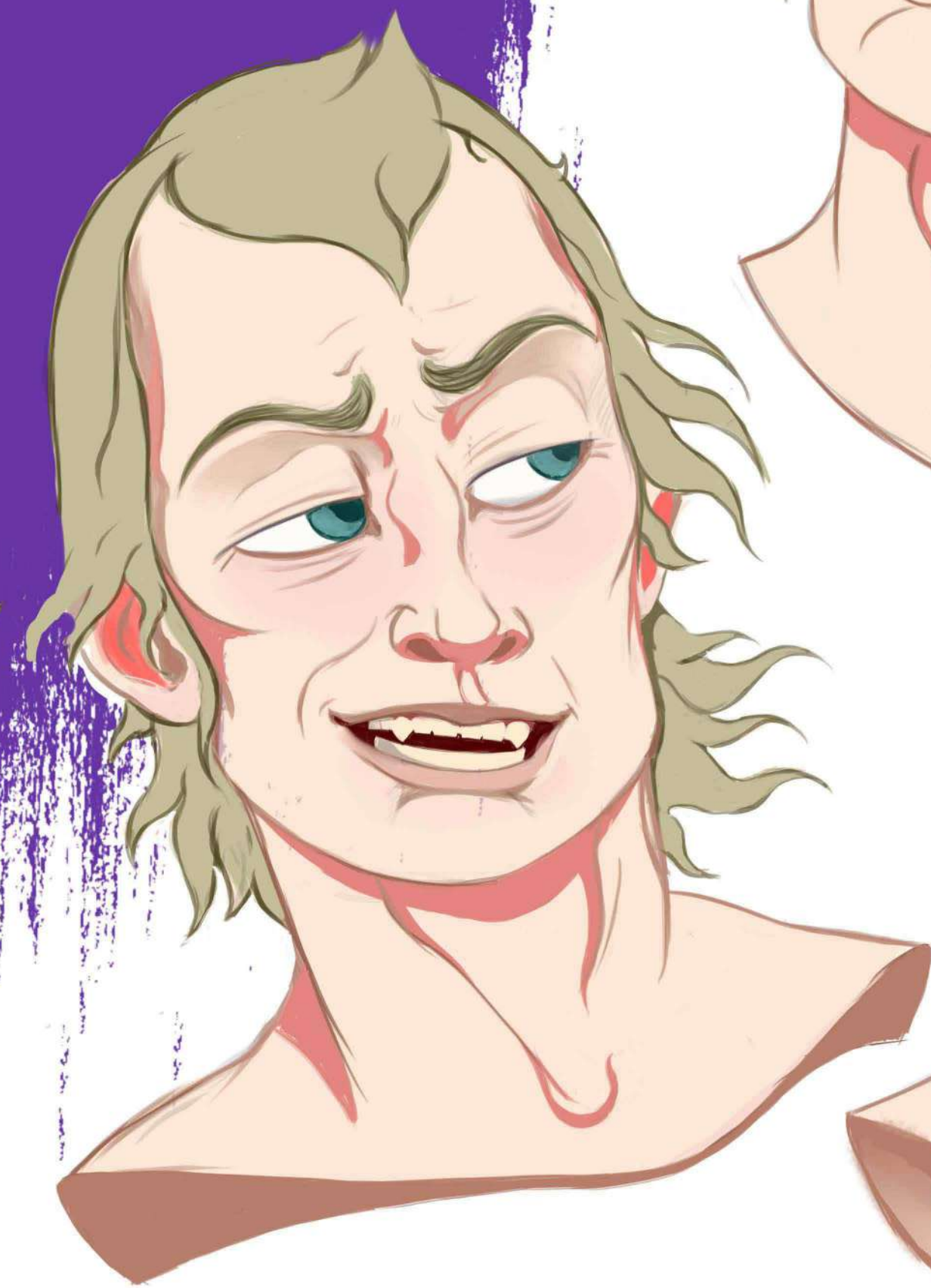
Early sketches/ideas





Isabeau D'Enjou





Etienne Savarre

FABLES

a F***ed Up Journey

In the Reign of North a king is desperately looking for a suitor that can marry his eldest daughter.

An invitation to tender is published throughout the kingdom, along with an "advertising" campaign that sponsors the exceptional qualities of the princess, described as sweet and beautiful.

"The one who will manage to reach the castle first, defeating all the opponents who will compete for the title, will not only be able to marry the princess, but will also obtain the position of prince in one of the remote properties of the royal family, with a significant prize in money."

But why is the king so concerned about getting his daughter married?

Here lies the twist of the story: indeed, Lenore is a princess, but sui generis. She has an immense passion for martial arts, is very strong, she drinks, she smokes, she organizes parties and leaves the castle in pitiful conditions. the king can't stand her anymore and hopes that in getting her married he can finally send her away from the castle.

Why does Lenore accepts so quietly the situation? Her rebellious and rowdy nature would tell us otherwise! But she also has a secret goal. She knows very well that whoever arrives at the castle will undoubtedly be the strongest of the fighters, and her desire is to be able to beat him and become her the strongest warrior in the Realm. And prove to her father that she can very well reign alone!



Sandman

Boredom had always been the only thing that Sandman couldn't control .
He had complete control over his kingdom; he could control nightmares and dreams. He could, if he wanted to, know every intimate desire and fear of all inhabitants of all realms of the cosmos and control them. However, he was powerless in the face of boredom.

He found something even better: in fact, it seemed that King Ulrich was starting a tournament of perilous trials in exchange for the hand of his daughter, the most stubborn, rebellious and powerful princess of earthly kingdoms, Leonore.

<Perfect! > Said the Lord of dreams, <I know the princess very well. Like any other mortal, know how to conquer her, defeating her! >



standard attack



combo



charged attack



enemies smashed



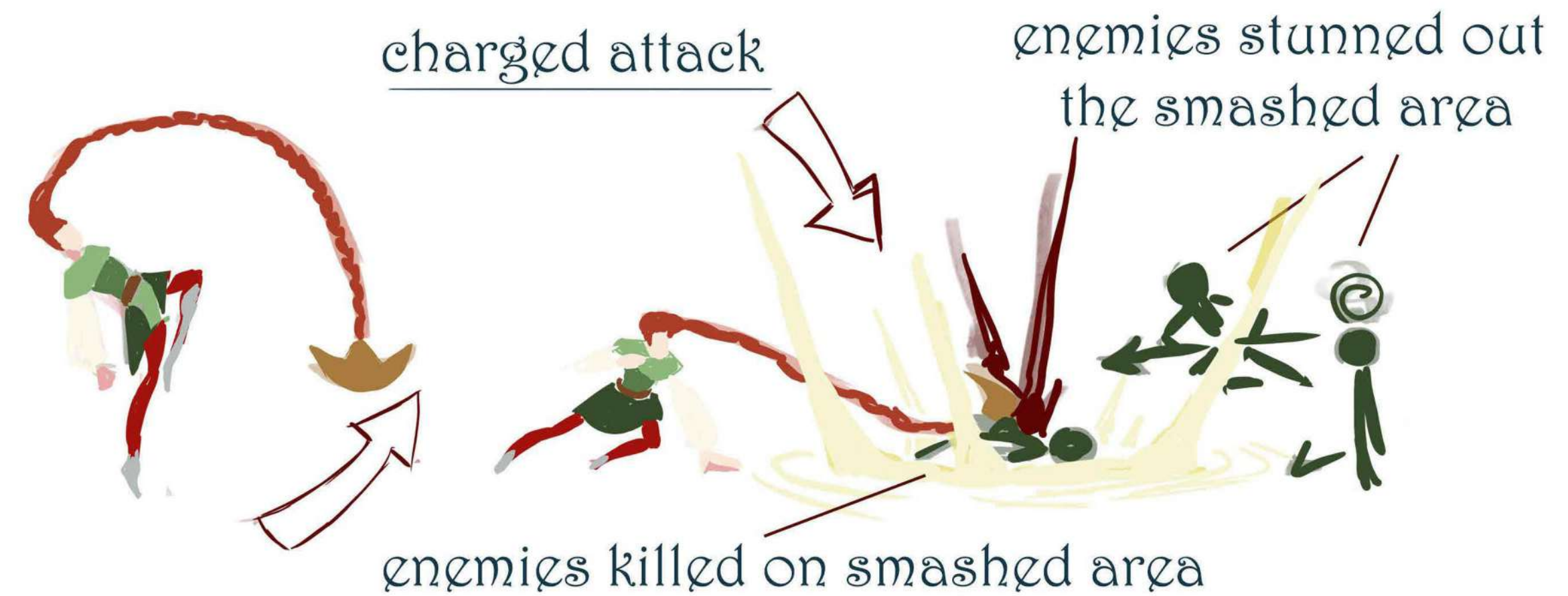
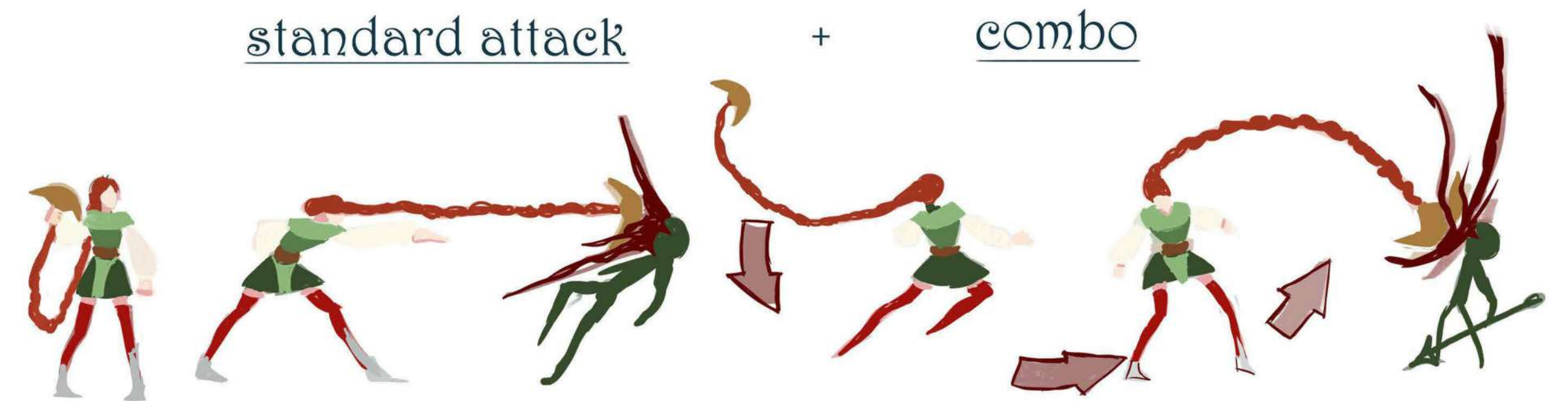
enemies sleeping
for 2.sec



Rapunzel

Rapunzel had always been restless. Looking back at her past she wondered how was it possible that she had ever thought that a life at the palace as consort of a dumbass such as Eric, the Prince, could had ever been a life suitable for her.

This happened almost always, at the end of a long and tiring day, after a plentiful drink in the tavern, or when she rested his butt on some bed scored during a mighty adventure. Exactly, because long ago she abandoned the castle and the pathetic prince to devote herself to her great passion : fights!



Sandman's Flasks



Dreamdust
Flask



Corrupted
Blood
Flask



Rage Sands Flask



Damned
Souls
Flask

Rapunzel Weapons



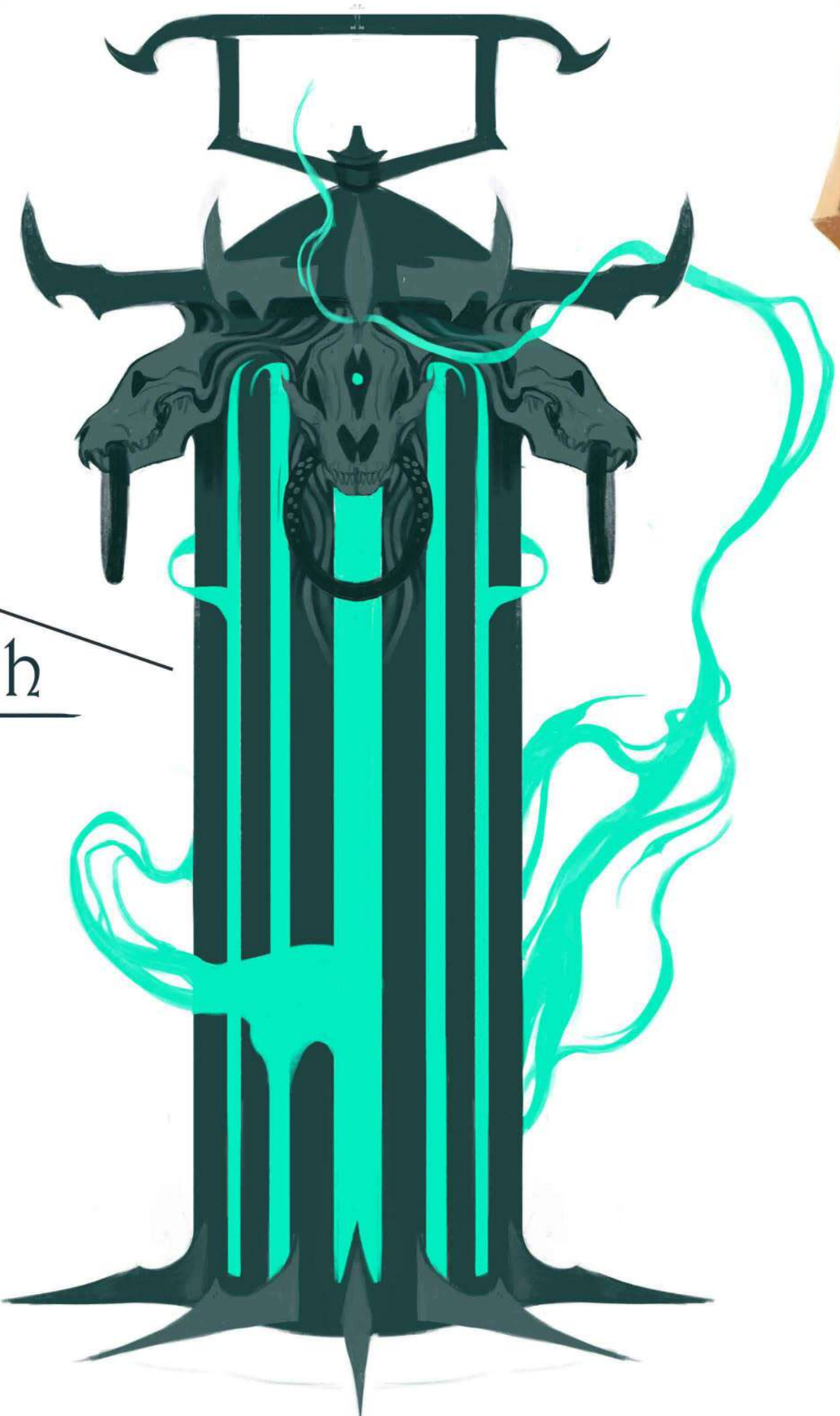
Braid Blade



Urgoth's Hungry Shield

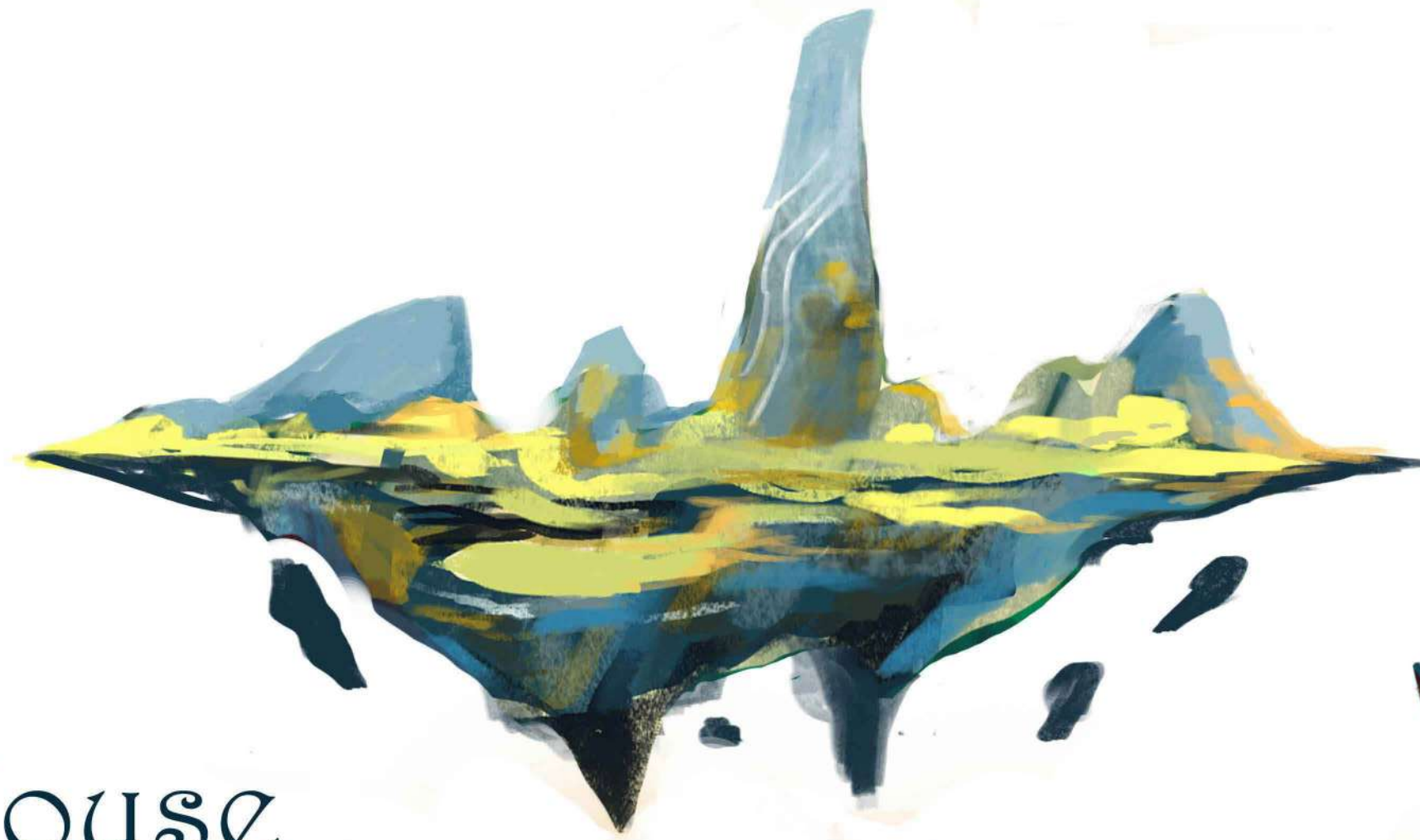


Leech
Sword

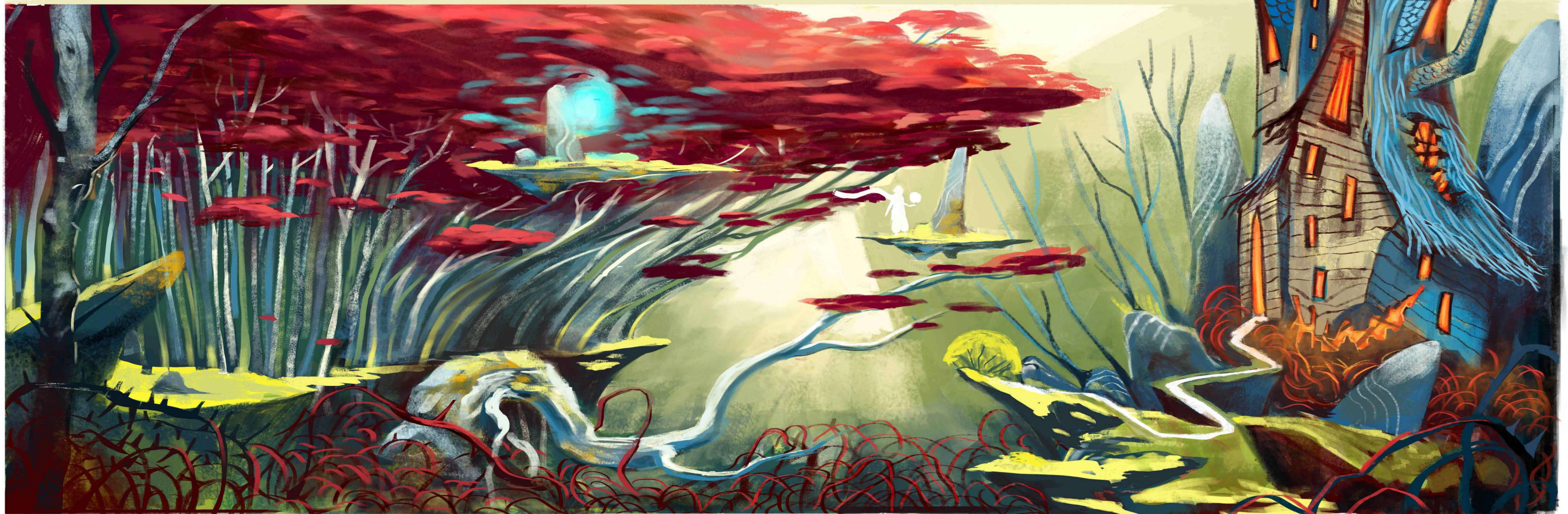


Icabod's
Flames of Death

the forest

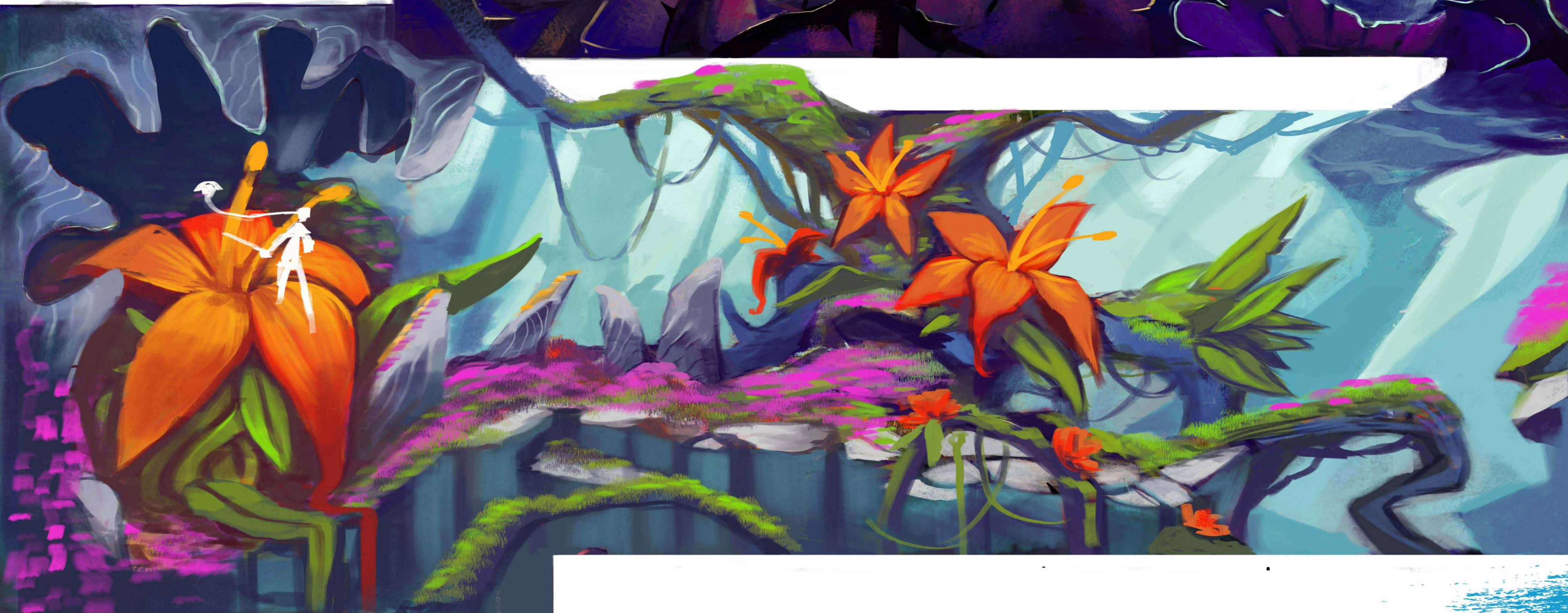
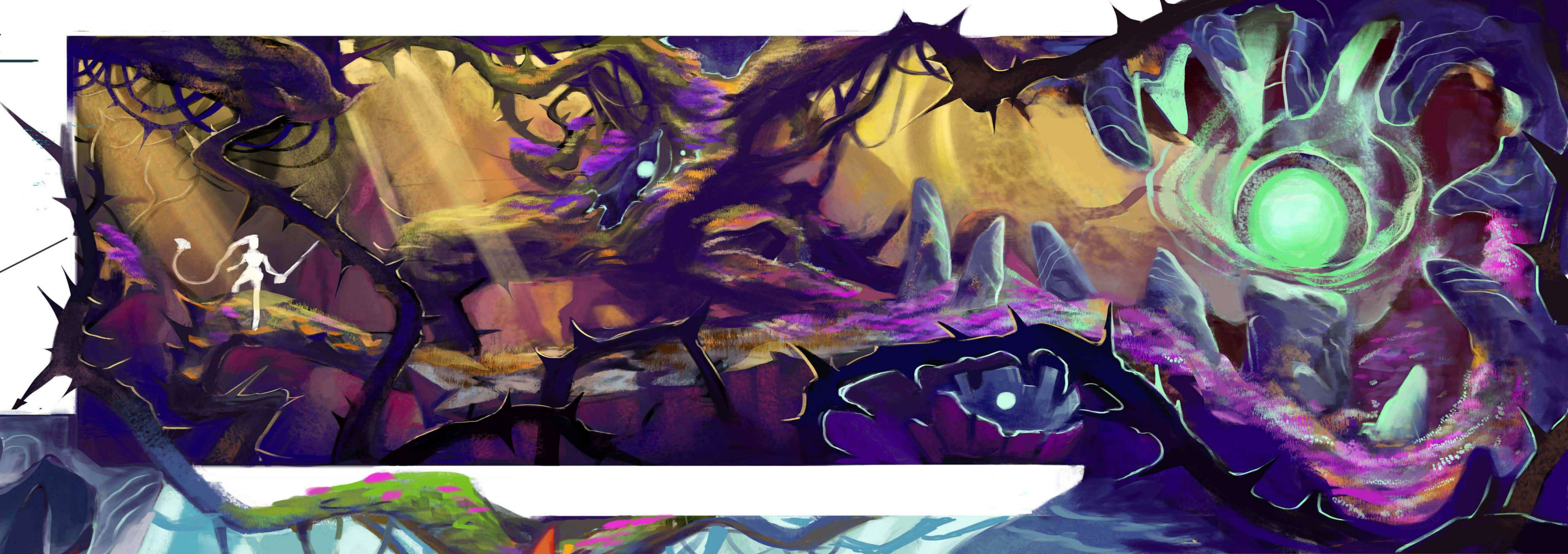


Babayaga House

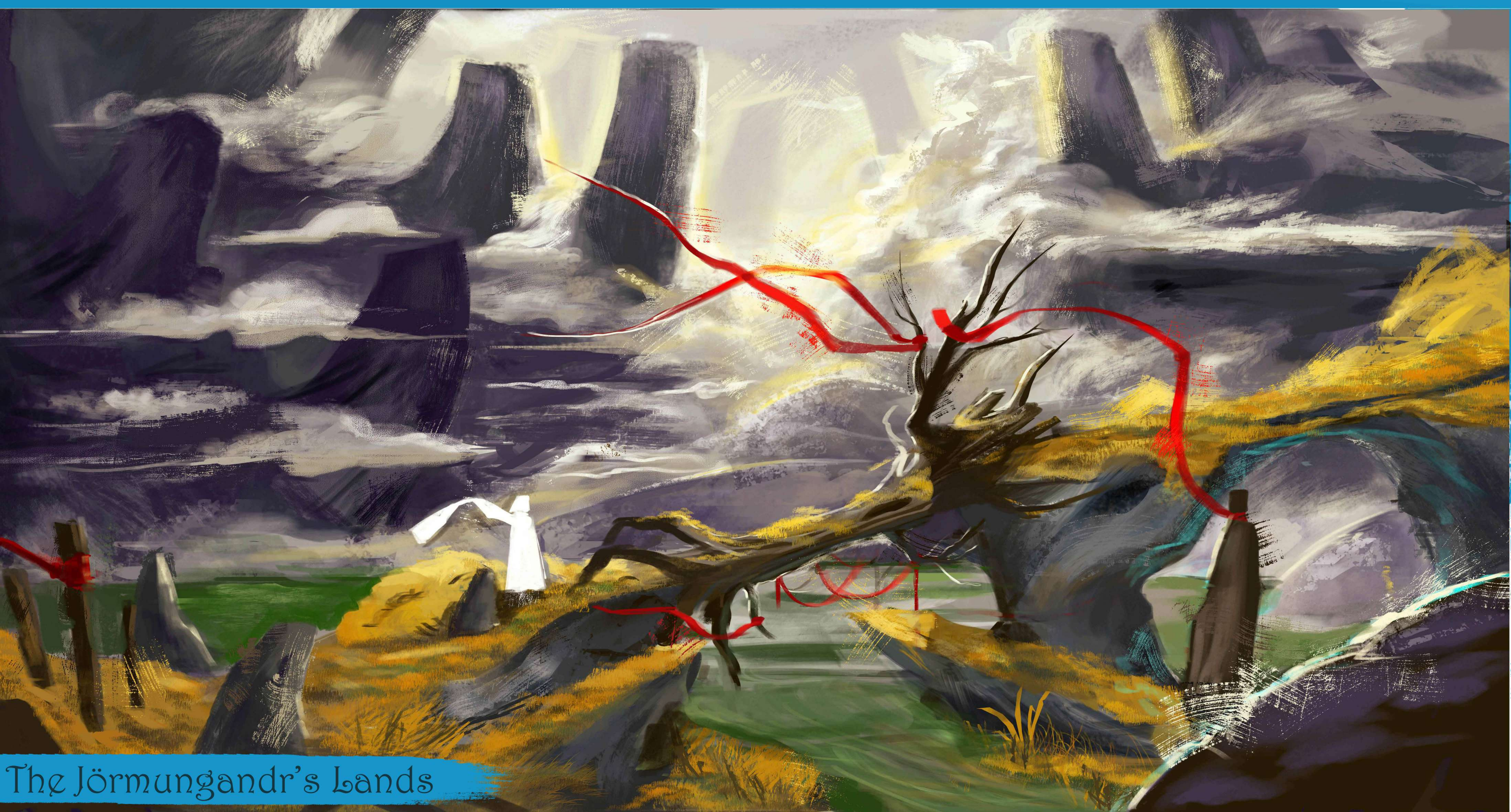


Under the forest

Infected Life's
Shrine

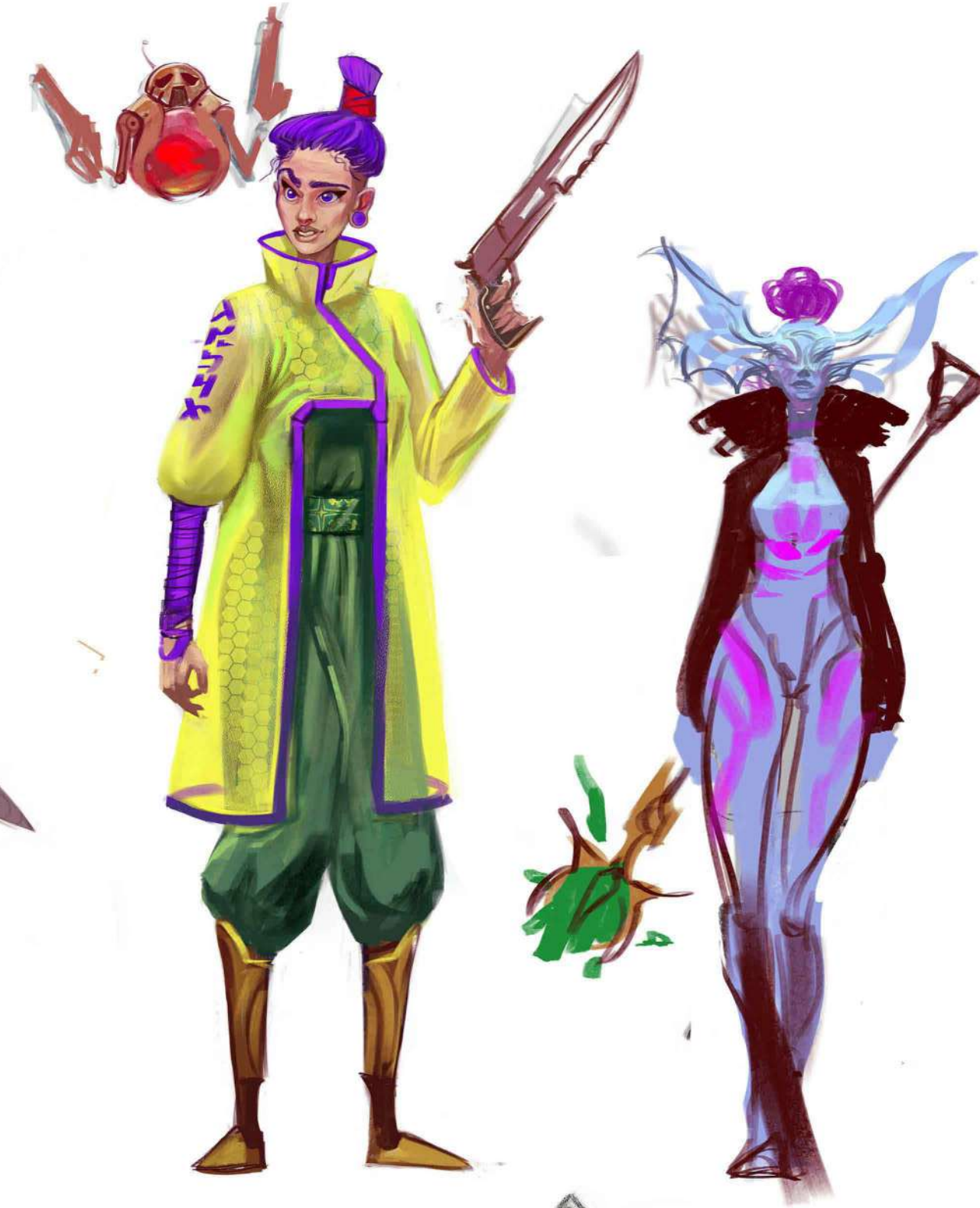
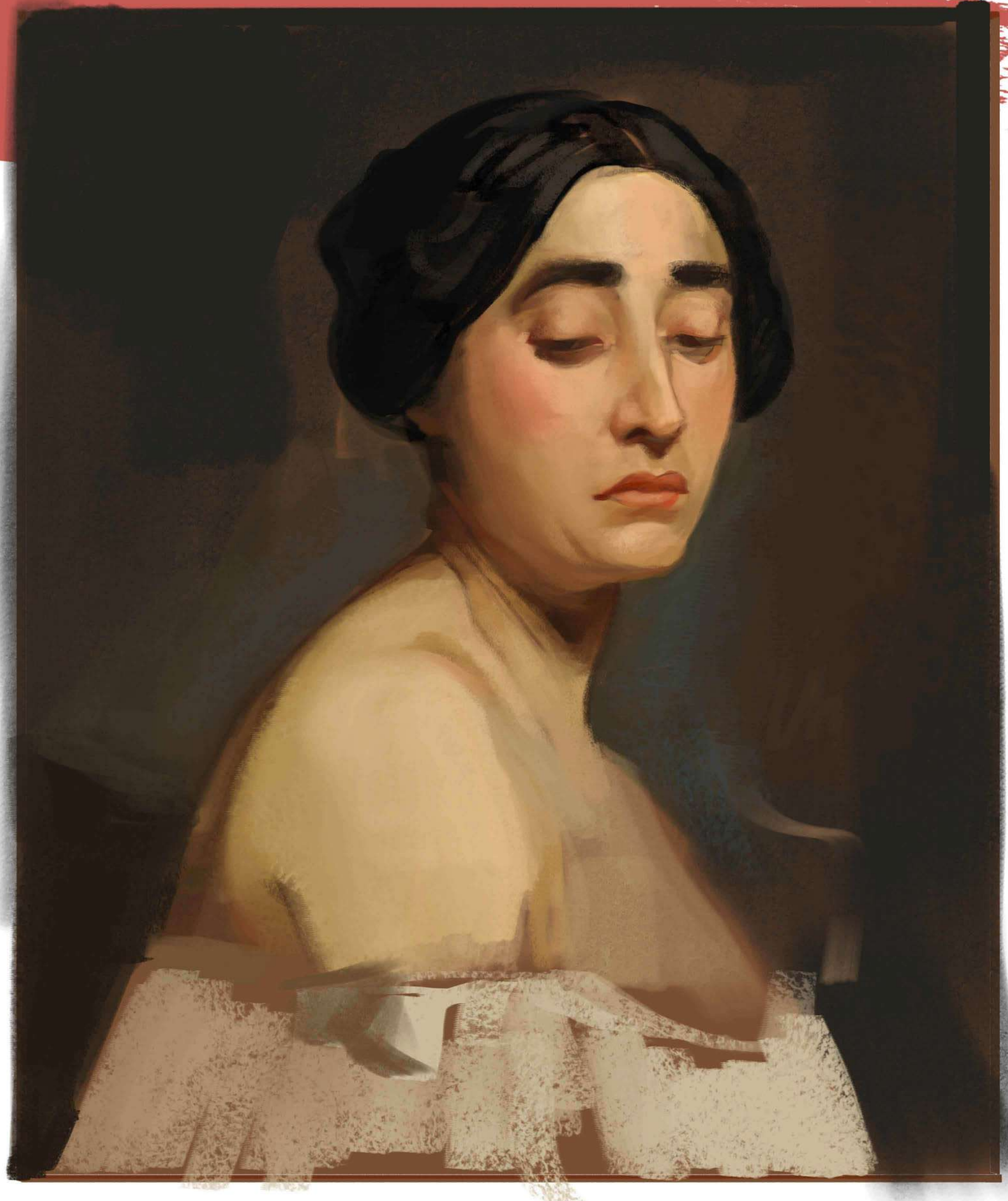


Restored Life's
Shrine

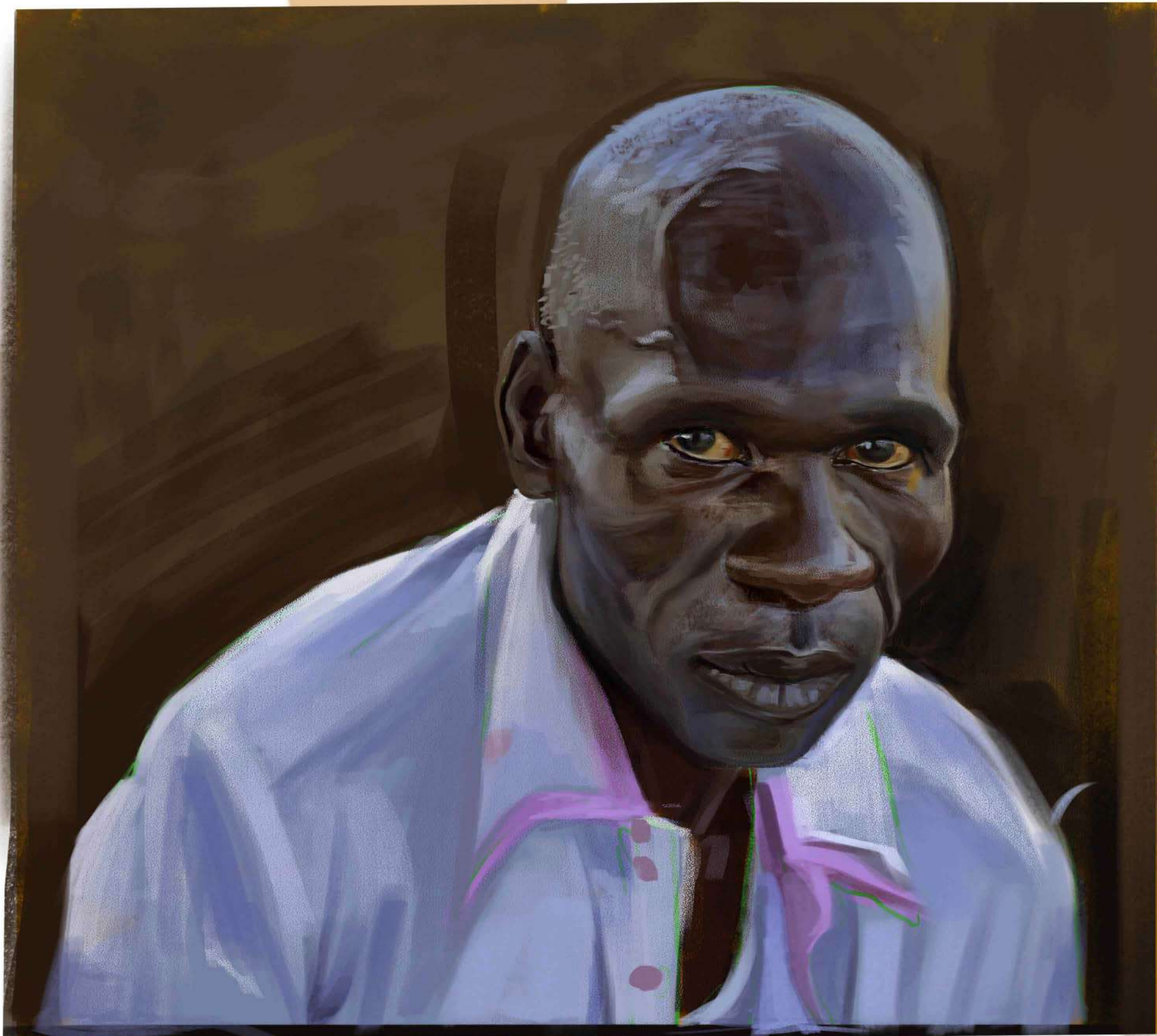
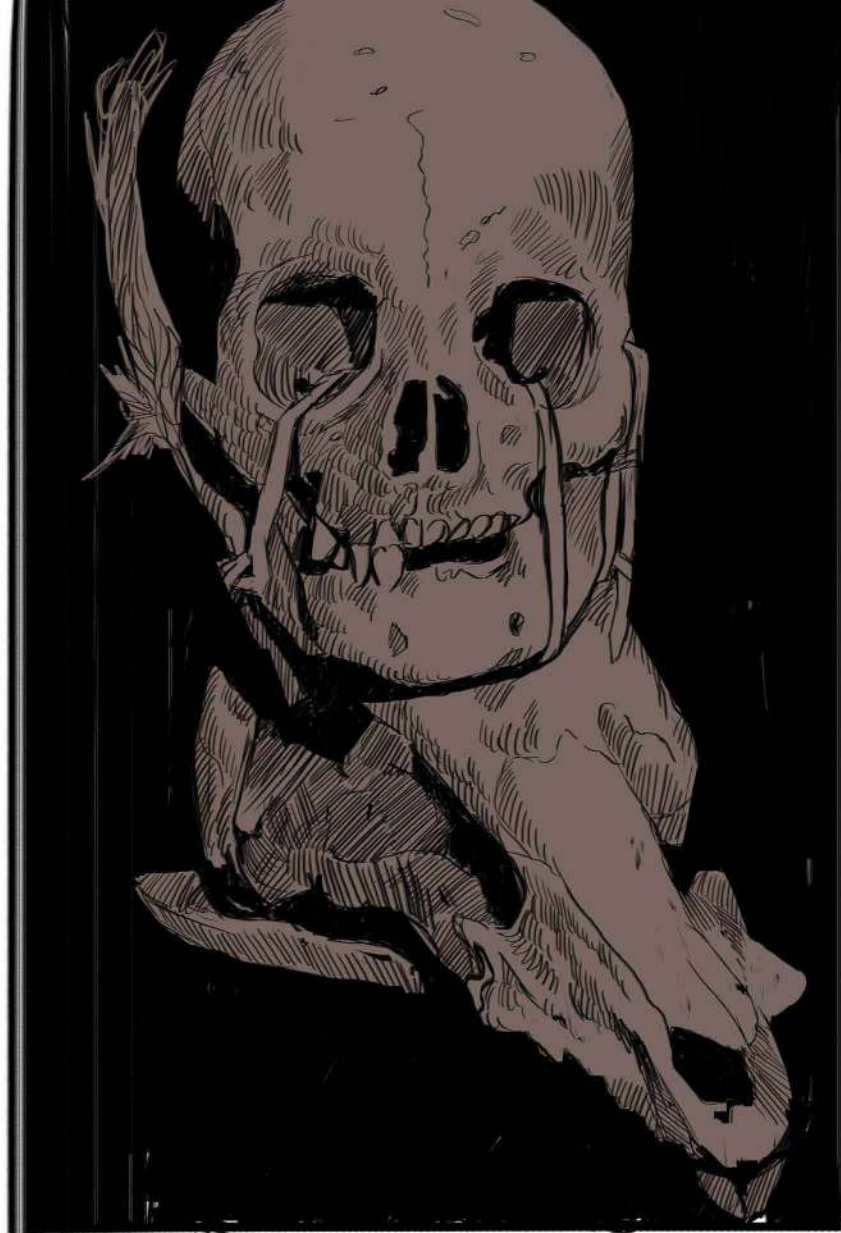
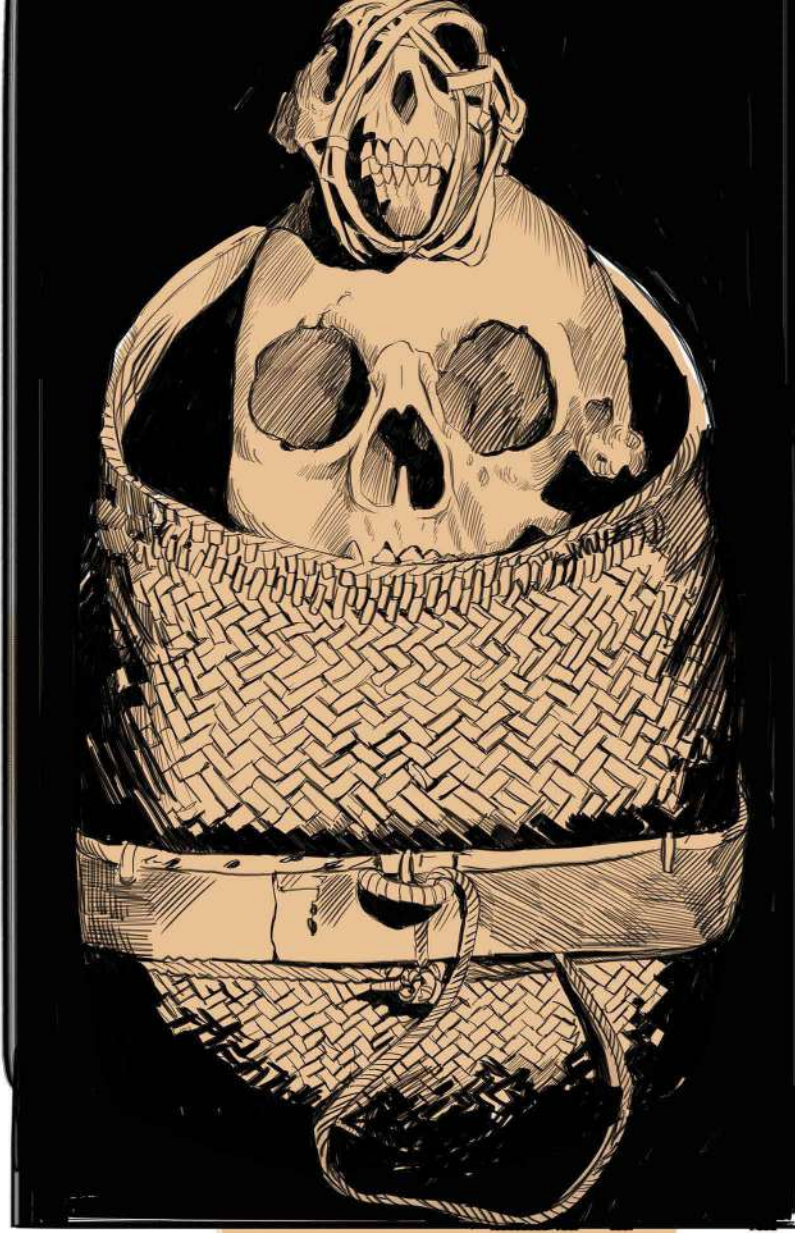


The Jörmungandr's Lands

Studies/Sketches



Studies/Sketches



Thanks FOR watching!

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