

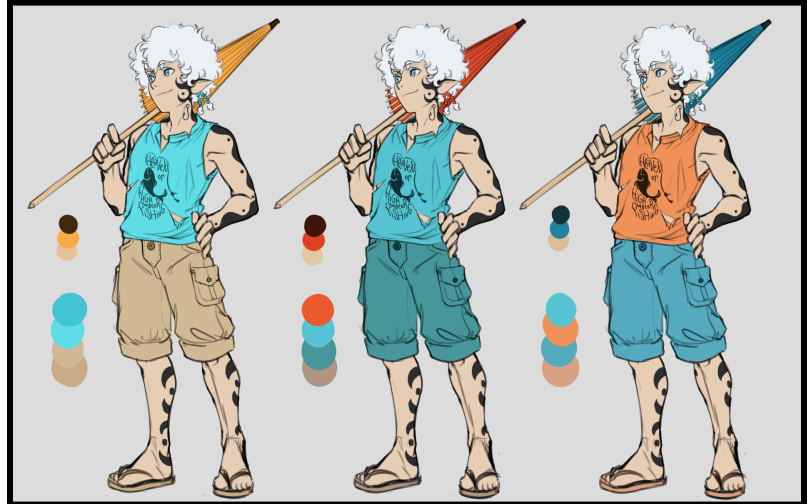
**This project is still in works under
Beyond Studios
the following is proof of work
okayed by the company officials
for me to release**

Project Skysail is an original property I have had the pleasure of getting to create the world for, for Beyond studios. As of Right now the project is in the midst of being created so I will only show key nondescript assets from the project to show proof of concept with the permissions of the studio's officials.

I am the head creative director for this project, leading to my responsibilities of designing the character concepts for the protagonist, writing the main dialogue for the scripts, as well as writing the overall story for the project.

To get started I'd like to share my creative process on making the main character for this story.

In looking for design concepts I had taken large inspiration from a large amount of seafaring countries and myths and legends to bring the main character to life. This resulted in a half human half merman for the sake of what was originally exclusively a story about fishing.



Art by Koi Horka, art is copyright of Beyond Studios

Looking for a plausible unique design aspect for the cast of this game I based their physical attributes on different weather phenomena. The main character of this project is representative of cloudy days. Clearly shown in his color palette here via his cloud white hair and sky blue eyes.

The choice to make him half merfolk stemmed from my own personal love of and history of researching myths and legends.



Art by Koi Horka, art is copyright of Beyond Studios

Yet I didn't want to base him on regular mermaid myths or stories like the little mermaid. One of the key aspects of project Skysail was being able to share in cultures. With aspects of its fictional world being a result of our own plausibly being hybridized. The backbone of this story is the fact that all cultures have something to share that we can appreciate. So I wanted to look for something unique.



(Above) Photo I took of a wood carved pew in the church based on the alleged sighting of the mermaid centuries ago!

(Below) Beaches where the end of the Legend took place.

My desire for a unique mermaid myth had led me to chasing down the legend of Zennor, England and Matthew Trehwella. A tale of a man who sang so beautifully that it had made a mermaid fall in love with him. Leading to his eventual disappearance. It was on the foundation of this myth where I had created the protagonist's main inspiration, creating him as a product of that love.

This exploration of the countryside of Cornish England made my inspiration for the project skyrocket. To travel to another country for the sake of a story was exciting enough, but to do it for the sake of research? This would become a habit that I most certainly would continue.



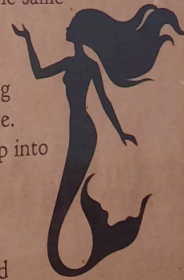
THE MERMAID LEGEND



here was a boy who lived in this village whose name was Matthew Trehwella. He was the son of the churchwarden and came to this Church every Sunday to sing in the choir. He had the most beautiful voice and each Sunday many people would come to hear him sing.

Then one day a Mermaid, sitting on the rocks below Zennor in Pendour Cove, heard his voice drifting down from the Church above. She was mesmerised by the sound and every Sunday she would come to the same rock in the Cove to listen to him sing.

She was very beautiful and loved to sing herself. Her voice was hauntingly serene. Then one day she decided to venture up into the village and into the church.



he fell in love with the boy and he with her. She enticed him to come away with her and they were last seen swimming out to sea, down at Pendour Cove. They were never seen again.

It is thought that the Mermaid Chair, created about 400 years ago, was carved in memory of the Choir Boy, Matthew Trehwella.

Image of the mermaid legend from Zennor, England for research purposes.

BIOGRAPHY:

[REDACTED] was born as an anomaly into the world as the first person ever born as half merfolk, half human.

His mother was merfolk and she was exiled from her people for falling in love with a human, this being [REDACTED] father. She was formerly a priestess of the sky trying to make sure that whatever deities were up there would be appeased, like quite a few other merfolk this was her day to day life. Though she never ridiculed humans as she never saw why they'd be placed for the blame of the world they live in now. Making all the other merfolk see her as ignorant to the world's truth.

His father was human and an ambassador for merfolk, someone that would give them news from the human islands as the merfolk refused to affiliate with most humans after the [REDACTED]. Claiming that the humans are to blame for why everything is [REDACTED]. Leaving him as one of very few that could interact with the people. Until he had fallen in love with one of their kind and committed a taboo relationship to the tribe.

Growing up from this point [REDACTED] was raised entirely in human villages from place to place as [REDACTED]'s father would try and get new jobs around the two major islands. Finally landing in the main harbor town and setting shop. His father made a small house upwards on the [REDACTED] in a more forested mountain area. He would catch fish in the river near the house and eventually teach [REDACTED] all about fishing.

[REDACTED] took these lessons to heart, from his father he learned the craft of a fisherman, as well as documenting like a political and business official, keeping written down logs and numbers for him and his dad's tiny business. Later resulting in him maintaining a habit of writing journal logs to mark every day that passed by.

He learned his merfolk language and culture from his mother. Wanting him to know all about his culture she did her best to show the significance and respect he had to pay to anything with water. As he had gifts that would be given from it. The mystery of her people always enticing him and her tales of the fantastical world beneath [REDACTED]. The one her people knew long long before everything lived in the skies. When she deemed him ready, she performed an old tribe ritual of growing up and put their ancestral tattoos over his body.

Conceptualizing this world is only part of the work. As my original job for Beyond when I worked for our project My Hero Academia: Beyond was as a script writer. Thus I've written two separate scripts for this project.

1. A main story script written as a regular screen play full of dialogue and banter.

[REDACTED] (Pronounced [REDACTED])
Hooooooy [REDACTED]!

[REDACTED] turns to the side looking towards the voice he hears.
Camera pans to the noise as we aren't going full cutscene and taking full control from the players.

A middle height, near sixties old man is waving down the player.
The elderly man is near what looks to be an old woodworking shop with an assortment of different carvings (If we wished we could fit some easter eggs on the wooden trinkets).

[REDACTED]
(friendly)

Ah, hoy there to yourself Mr. [REDACTED]! Did you need something?

[REDACTED]
Aye lad, I've got this large shipment of lumber 'ere

Knocks on the box with a stick he clearly uses for assistance in walking.

and I can't quite get it into my shop to start carving it. Too much fer my ol bones at the moment. Care to help out? I'll make sure it's worth yer time.

As a half merman this is a very easy task for [REDACTED] his strength would easily allow it. However we'll leave the decision of this up to the players. They will be minorly rewarded or they'll speed through the market as again in [REDACTED]'s current circumstance he is running the clock. This is the first of many choices he'll have in this game and I want most of the "either/or" answers to decently matter in some way shape or form. As well as a small tutorial of the [REDACTED]

[REDACTED] choices: [Absolutely!, Pg 5-7] [Sorry, Running late!, Pgs 7-

7-

1. Absolutely!

2. A game dialogue script for unique options for the character to go through the formatting of which I learned to do based on my prior experience as a voice actor for video games.

| | |
|-------------------------|--|
| | █████'s responses: |
| | |
| █████'s Desk | [Reminiscent of a fond time] Dad told me that the best way to immerse yourself in your studies is "to make sure to have a proper and comfortable work place to sit for hours", after all my late night research I can't agree more. |
| Photo of █████'s Family | [Amused] Mom looks so stiff in this, guess she never got used to having to wait hours for Human painting techniques. |
| Door leading Upstairs | [Getting to the task at hand] I don't believe I've left anything of importance up there. Besides can't get lost rumaging through stuff anyway, got to get to the docks as soon as possible. |
| Closet | [Self assuring] Dad said to wear something nice to any job interview, I don't think this is over dressing. *█████ looks down and inspects himself** |
| Dresser | [Dismissive] I can't see any knick knacks in here being useful right now. |
| Bookshelf | [More nostalgia] So many tales of merfolk in here. Though from what mom says most of it isn't very accurate. Luckily, I do have a bunch of books on █████ life to balance all that fiction! |
| Bed | [Dismissive] Can't go to sleep right now, have important things to do. |
| Front Door | [Remembering] I should probably grab my journal and the summons letter before I head out. |

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