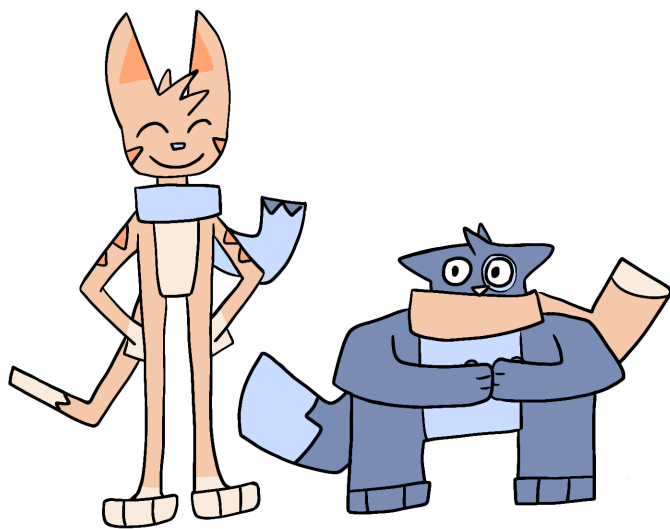


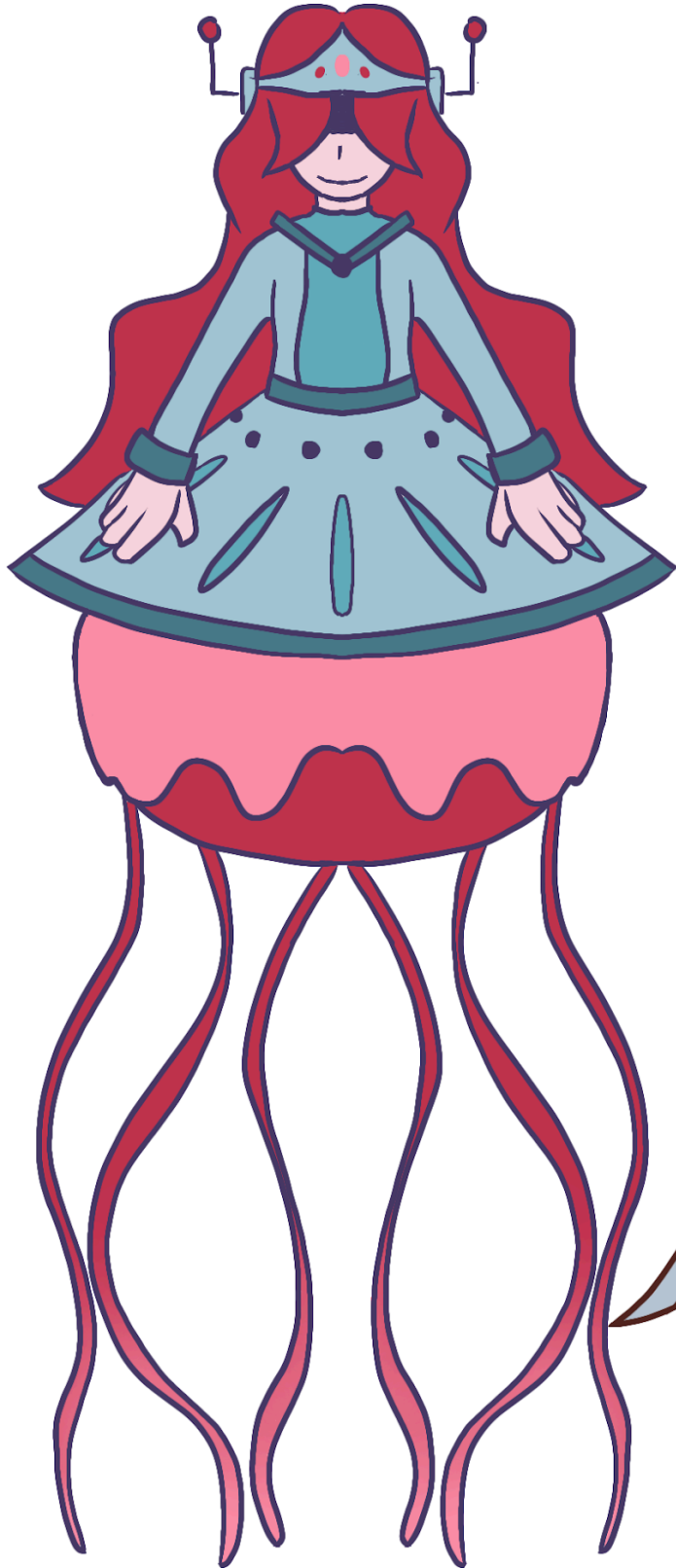
Bella Rastrelli- Character Design  
Introduction to Game Art  
2025

The concept for this game is that there is a futuristic theme park populated by holograms of the company's characters. They are made out of nanites and light projection, allowing them to be mostly solid. They live in peace in the theme park until a competing corporation guy gives everyone but the two clumsy minion characters a virus, and the two brothers have to go fix everyone by punching them.



Some movement and action concepts of my player characters (older illustration below for reference) The dragon is an idea for another boss character that I might develop further for later.





- Small town
- Crystal ruins
- Sky pirates
- Dragon mountain
- Atlantis?
- Dinosaurs city



Two boss characters.

A Scifi jellyfish princess who lives in the retro-futuristic underwater dome area of the theme park. Her dress is inspired by moon jellies. Her attacks are based around her tentacles, and she floats too high for you to hit until after her attack pattern.

A robot pirate lady who lives in the steampunk airship area of the park. I like when robots have things that look like human parts but ultimately serve a different purpose, like her wire hair that she can use to shoot electricity, or that part of her head's plating looks like a nose.

Finn boss



The final boss of this game would be a corrupted version of the theme park's main mascot, Finn, who is a legally distinct Marketable Mouse-type character but a dog. And he doesn't have weird giant shoes. Also, the main human bad guy who gave all of the hologram characters the virus is inside the little control pod on his chest. I wanted the main signifiers of the virus to be a motherboard type pattern, and the general idea I had for the shape in combination with the pattern made me think of that Ben 10 character who I ended up popping in the corner for reference. I still need to work out what accent colors I want to use on Finn and also how I want to indicate the hologram glitching out and dissolving.