

Forensic entomologist

Dark fantasy. Lovecraft, noir.

This document covers how I thought about designing a character for illustration in a dark fantasy digital card game.

Elenor Oaks is a forensic entomologist. She studies insects discovered on bodies. She is called onto a case in a small town: people have been going missing, and strange markings draw her deeper in. Her father was a detective. She learned to question evidence from him.

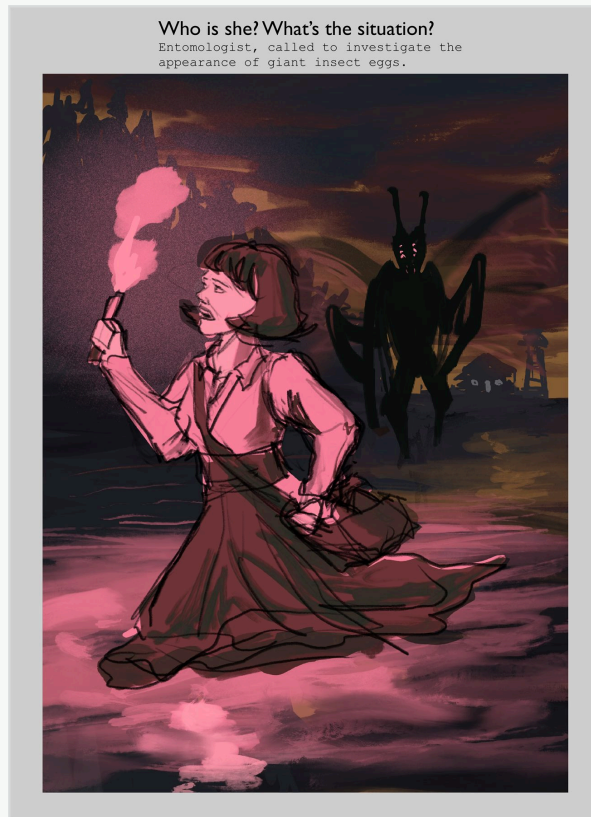
Her look comes from a 1930s field scientist: wool suit, plate camera, versatile satchel, a character who uses observation and deduction as her power.

The final illustration is a moment that holds both the terror in front of her and her answer to it.

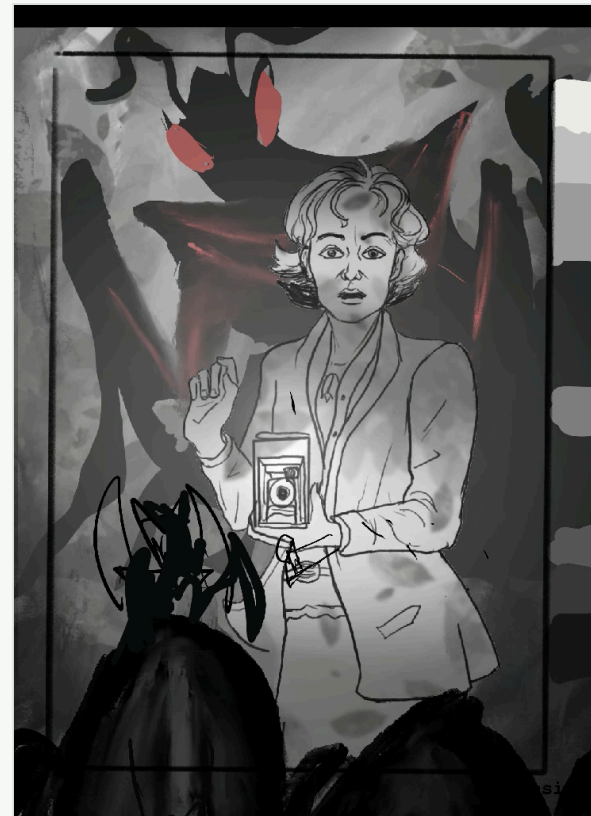


Initial *sketches*.

An early sketch hinted at a giant insect creature, so I asked: who would know what to do about it? She studies insects, so what would pull her into a string of disappearances? From there her backstory opened up. Her father was a detective. She learned the work from him, he vanished, and she has been solving things ever since.



LAGOON • FIRST COMPOSITION PASS



BLACK & WHITE COMPOSITION

Costume and *silhouette*.

These early sketches were focused on the pose, costume and expression. I referenced 1920s women's fashion and adventure scientists for her clothing, while I found her to be a balance between Edith Crawley and Dana Scully in her character.



A • CHARACTER DESIGNS • POSE, SILHOUETTE, GEAR



B • COLOUR PALETTE • OUTFIT

Props and equipment *design.*



Here I have only begun to explore what props might come out of dark fantasy entomology. The Firefly Flash especially is one I am excited to explore further.

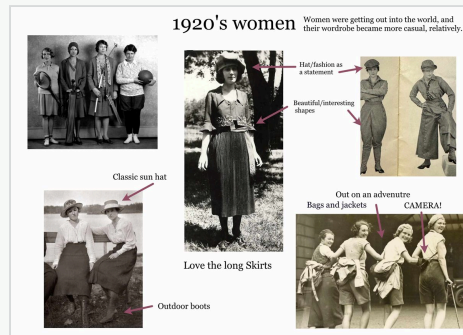
Card art *mock-ups*.



Mock-ups for a digital card game that features characters, items and events. With a gothic nouveau trim.

Period, genre, *and palette.*

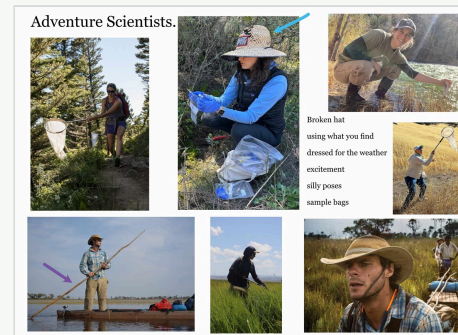
I recently finished Downton Abbey, so the 1920s and 30s were on my mind. I love how women's fashion was evolving then, set against the limits of how functional early technology had to look. The references of Edith and Scully were critical to finding how the character should look and feel.



1920S WOMEN



ENTOMOLOGIST



ADVENTURE SCIENTISTS



ORCHID MANTIS



EDITH CRAWLEY



DANA SCULLY



INSECT COLOUR REFERENCE