

Initial Research Development

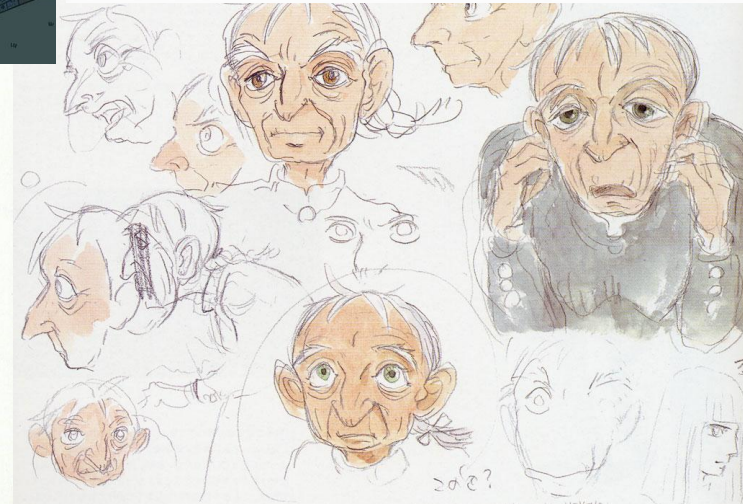
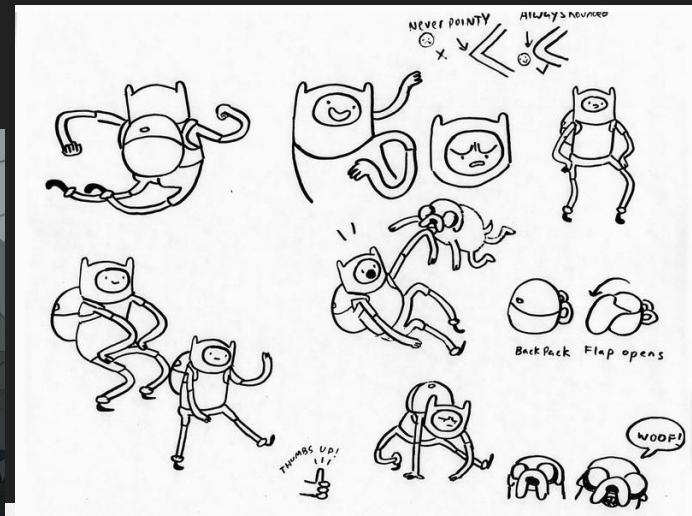
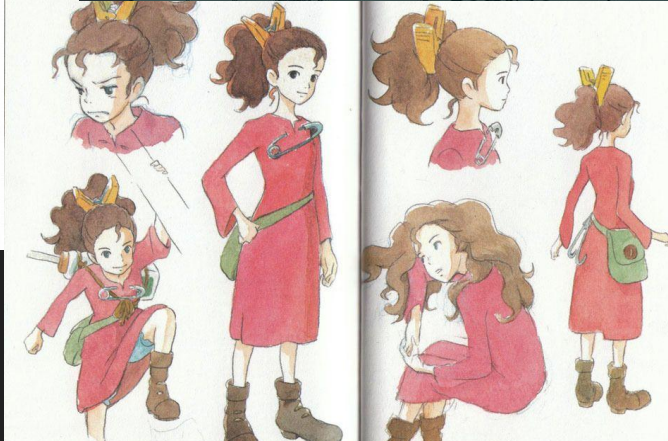
Jess Tindall-Foskett

Aspirational: Dead by Daylight - Official Ghost Face Reveal Trailer, Night in the Woods, Blizzard's Overwatch animated shorts, Dont Starve.

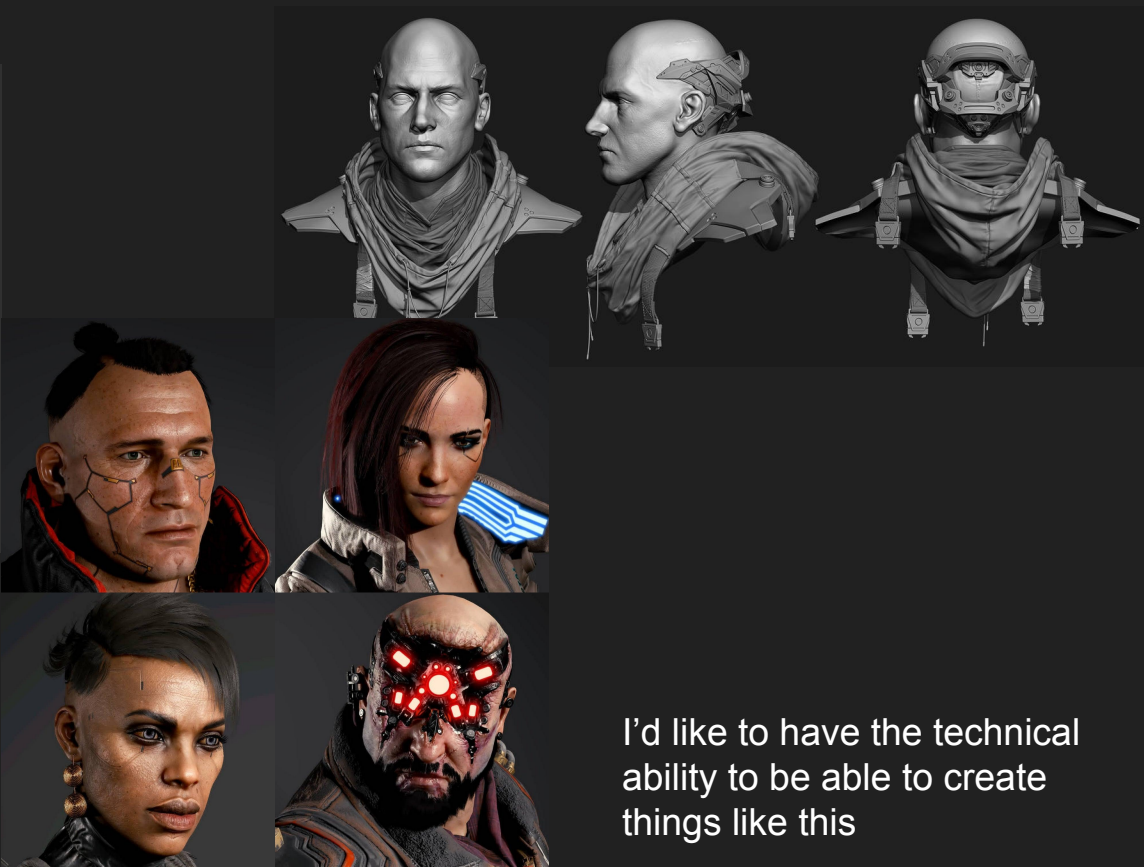


Motivational: Studio Ghibli Concept Art/Adventure time

Fantastical elements, often strong characters, creative and immersed in nature, surreal



Technical benchmark: Concept art/Zbrush models by Blizzard, CD Projekt Red



I'd like to have the technical ability to be able to create things like this

Subject ideas

- Mental health - the impact it has on daily life that often goes unseen
- Mixed ethnicity - how its affected my experiences
- Fantasy
- Surrealism - things seeming uncanny/unearthly
- Sleep paralysis

Audience

- Online
- Film festivals
- Teenagers and up

Format

- 2d/3d
- Games
- Animated short
- Concept art
- Screen-based
- Stop motion