GRAPHIC PHILOSOPHY

The Creative Process of Undergraduate Final Year Projects

Azahar Harun and
Mohd Zaki Mohd Fadil

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01

PUBLICATION COMMUNITY

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Designing a Concept-Based Folklore Video Game

introduction

Folktales may include supernatural or miraculous elements such as ghosts, monsters, or divine intervention, but they are commonly accepted as only partially true. Malay folklore was also passed down through a variety of tools and methods, not all of which were used for oral transmission. However, these folktales have also been featured in films such as Upin Ipin Siamang Tunggal, Magika, Hikayat Merong Maha- wangsa, and many more in today's modern world.
When leisure time is no longer spent reading books. Not all of the stories withstood.

The majority of today's youth are gamers who are infatuated with their games They may even claim that it is one of their leisure pursuits or a way for them to loosen up. This leads to most avid players focusing on even the slightest aspects, recalling and appreciating them, which may heighten their excitement and encourage them to study more about Malay folklore ifit were incorporated into games. As a result, it will be an ideal platform for information injection. They will also be interested in this type of game. This would undoubtedly aid in presenting the story to young

viewers as well as those unfamiliar with Malay culture.

Furthermore, this research can contribute to the preservation of Malaysia's nearly forgotten Malay folklore. Because entertainment is one of the tools for teaching, video games will be an effective solution to this problem. It will be the best method for capturing users' attention and making it easier to understand.

Figure 1 : author's personal collection (Poster)

Edutainment is the use of modern forms of entertainment in traditional lectures, lessons, seminars, workshops, and master classes. This term refers to television shows, desktop, computer, and video games; movies; music; websites; and multimedia software, as well as modern training and communication methods. illustrating that life in the modern era would be unimaginable notwithstanding these resources. What's more, classes and other activities use technology. Edutainment can be done in a cafe, park, office, or gallery where you can learn about any educational subject in a relaxed setting. (Anikina & Yakimenko,2015)

character design

Due to the lack of study sources available, creating a folklore video game like Pak si Molong to promote forgotten folklore could be difficult. I have had a discussion regarding this issue with my lecturer, who is also my advisor. Mr. Rafuzan Jaafar commented, "Creating a list of all the traits for each character will be one of the easiest character development strategies."

Along with the story, it will support character development. Even if none of this past is applied in the previous studies of the folklore, taking it into consider- ation will offer the characters a deeper level of development and could even solve certain narratives and character developments.Nothing will interfere witha video game's ability to tell a
compelling tale. Instead of being irrational, let it be excitement.

Figure 2 : author's personal collection
(Antagonist character)

The protagonist and the antagonist are often the two main roles of major characters in every story. The hero is the story's protagonist, and their major goal is to achieve whatever it is that they are striving for, whetherit be overcoming personal challenges, discovering the truth, or defeating the antagonist. Its characteristic can be flat or round, as it can be created both statically and dynamically (Figure 3) Unlike static antagonists, who are always wicked (Figure 2), dynamic antagonists sometimes even have grey characters. When not all of the antagonist's characteristics need to be pure evil.

They can be either dynamic or static, as long as he or she is a worthy rival to the protagonist and causes strong conflict.(kylie, 2016)

Figure 3 : author's personal collection
(Protagonist character)

step by step character design process

- Find out who your target audience is.
- Create a concept.
- List out your protagonist and antagonist characteristic.
- Brainstorm the details.
- Conduct research.
- Collect visual references.
- Do a lot of sketches for each character design.
- Ask for an expert opinion before going further.
- Do some amendments.
- Use the ideal tools for the project.,such as Photoshop, Krita, etc.
- Try to explore different types of brushes.
- Choose a contrasting colour palette for the protagonist and antagonist.
- Receive feedback before going further.
- Add the finishing details.

(Levanier, 2021)

background setting design

Every setting in which the characters
belong, require background. When creating your own world for fiction or fantasy
literature, you must take into account in every aspect ofit, including its geography, chemistry, physics, biology, society, and culture. Every choice you make must be
considered critically, since there will be
Others will do so by connecting the games one after the other.

However, real life requires much more attention to detail than fictional realms do. If you are using real locations, you must portray them as realistically as you can. Even if only the local residents are aware, the filmmaker is an expert at misrepresenting the geogra- phy of urban areas.. By depicting cities as they actuallyare, you will give your plot and audince greater authenticit credibility. It is crucial that your audience and your surroundings have some sort of alignment, sobe sure to use materials that are
appropriate for your buildings, outfits, and weaponry. (Patmore, 2006)

Figure 4 : author's personal collection(Setting layout design)

Figure 5 : author's personal collection(Setting layout design)

step by step background design process

- Make a research on the setting.
- Make a list of what would be in the setting.
- Brainstorm the details.
- Collect actual images of the setting
- Getter all the data in a sketch
- Set the composition in a layout
- Use the ideal tools for the project. such as Photoshop, Krita, etc.
- Choose a colour that contrasts with the character's
- Use a monochromatic colour to create depth (foreground, midground, background, and light layer).
- Receive feedback before going further.
- Add the finishing details.

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“Every great design begins with an even *better* story”

- Lorinda Mamo

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