



SUMMATIVE 2 MILESTONE 2

Kara Burt - AD100 DCF2402-OL1



TITAN FEEDBACK

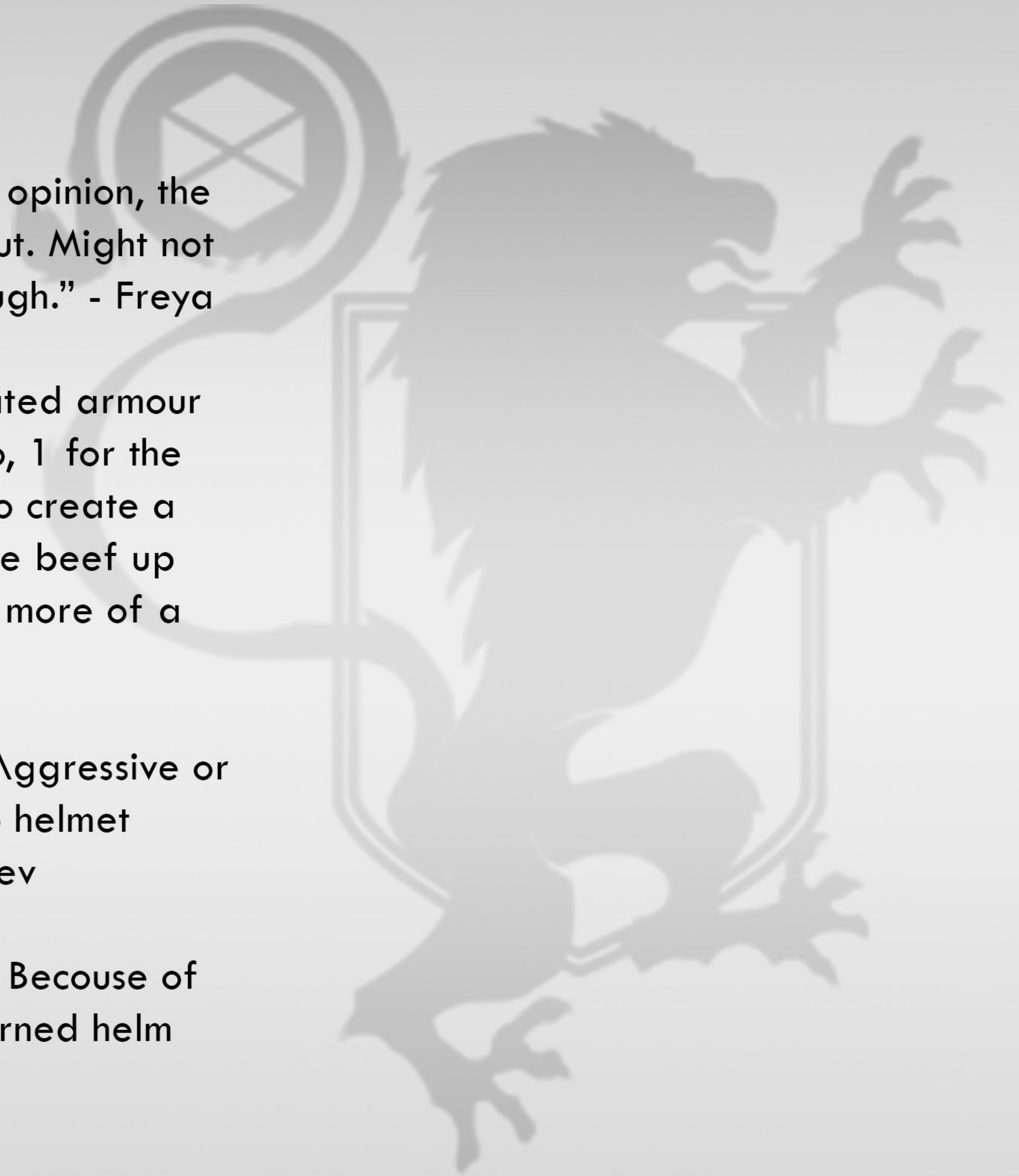
TITAN FEEDBACK

“Titan Izzy 2 has so much character in my opinion, the shoulder plates really make them stand out. Might not be the easiest to make with keyposes though.” - Freya

“If you're creating an entire bunch of related armour sets for each class, then might I suggest no, 1 for the titan utilising the connection of the horns to create a sort of theme. I also think you could maybe beef up the titan a bit more to show how they are more of a tank character.” - Gabriel

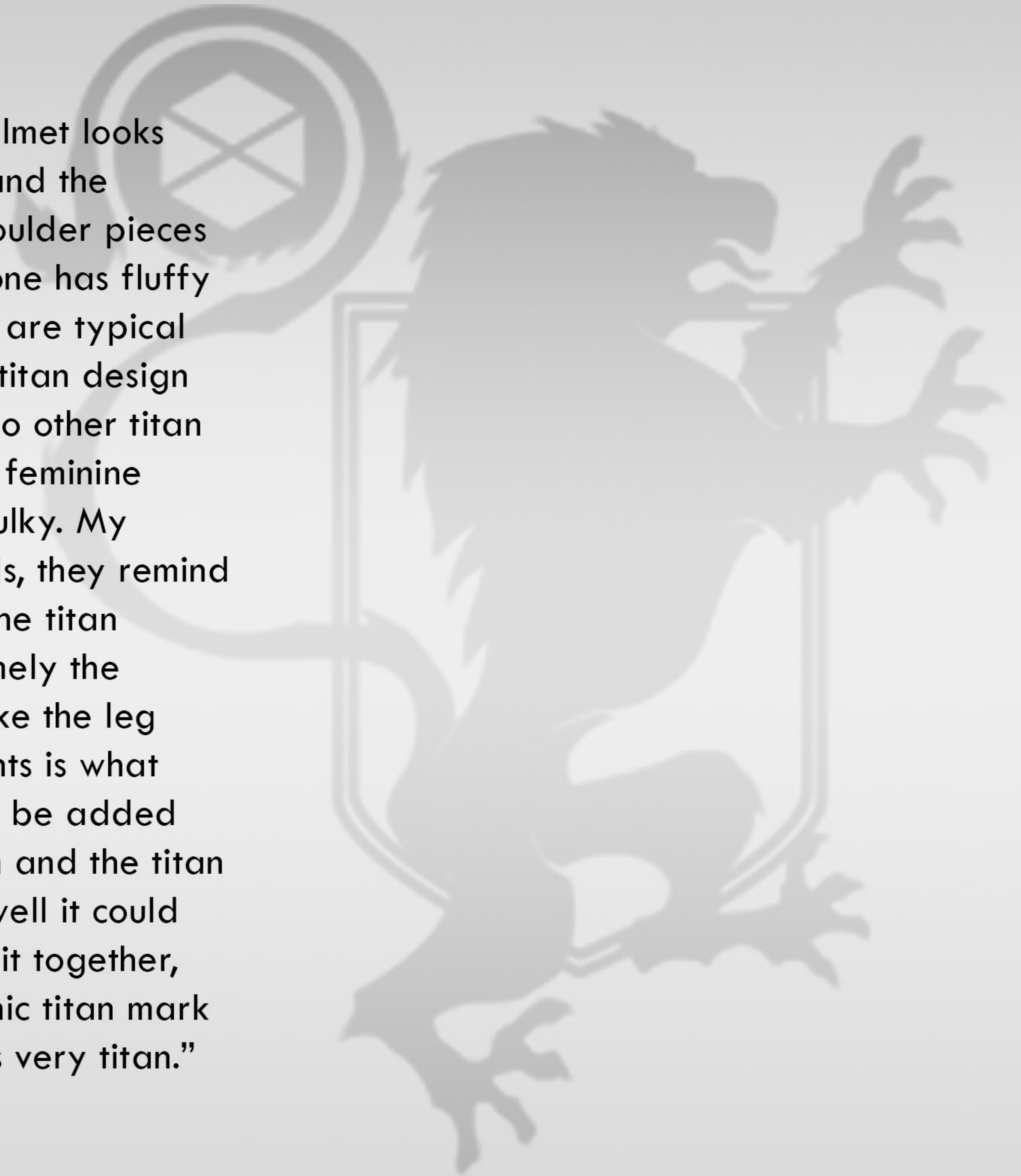
“For Titan Izzy: Depending on if playing Aggressive or more Defensive, 1 or 2. Since 3 having no helmet ornaments just kinda doesn't sit right.” - Dev

“With the number 1 titan Izz is top choice Because of the mismatched shoulder pads and the horned helm Nom Nom design in general” - James



TITAN FEEDBACK

“I love all of the titan helmets, but the 3rd helmet looks more warlock-y than astronaut-y. The horns and the "knight" are a classic titan look. All of the shoulder pieces are very titan, one has a big shoulder slab, one has fluffy bits on their shoulder, and one has spikes. all are typical titan attire, and really fits within preexisting titan design elements. The chest pieces are fairly similar to other titan designs, and I understand you're going for a feminine frame, but I think they could be a bit more bulky. My favourite chest piece is the 3rd with its details, they remind me of a military officer - which is great for the titan warlord vibes. The accessories on 1 & 2 (namely the grenades and ice pick) are good as well. I like the leg armour on all versions, the plating on the pants is what makes it I think. More plating / armour could be added overall, but the design still reads as titan. Oh and the titan marks are great! The fluffy one on 1 works well it could use some more fluffy bits in the design to tie it together, the strip down the middle on 2 is also an iconic titan mark design, and the colloquial "butt cape" on 3 is very titan.”
- George, pt I of feedback



TITAN FEEDBACK

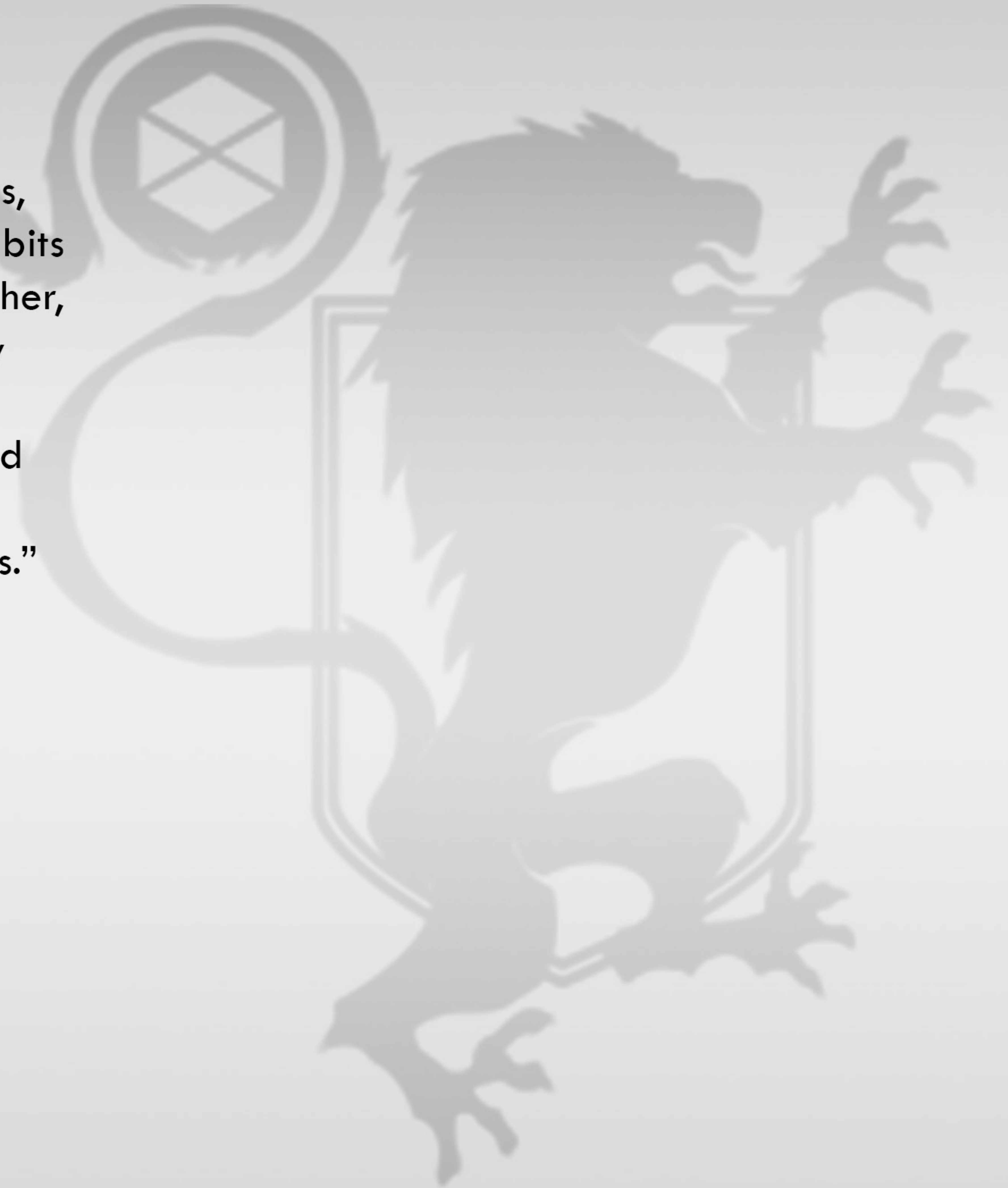
As a titan myself, I love all of these designs, but I think my favourite one is 2. The fluffy bits throughout the design bring the outfit together, while still having a distinct pose and blocky titan silhouette. A critique about the design however is the chest piece, I can't quite read what's going on there, but I think you could easily resolve that with another design pass.”

- George, pt II of feedback

For Titan Izzy: number 2! - Roi

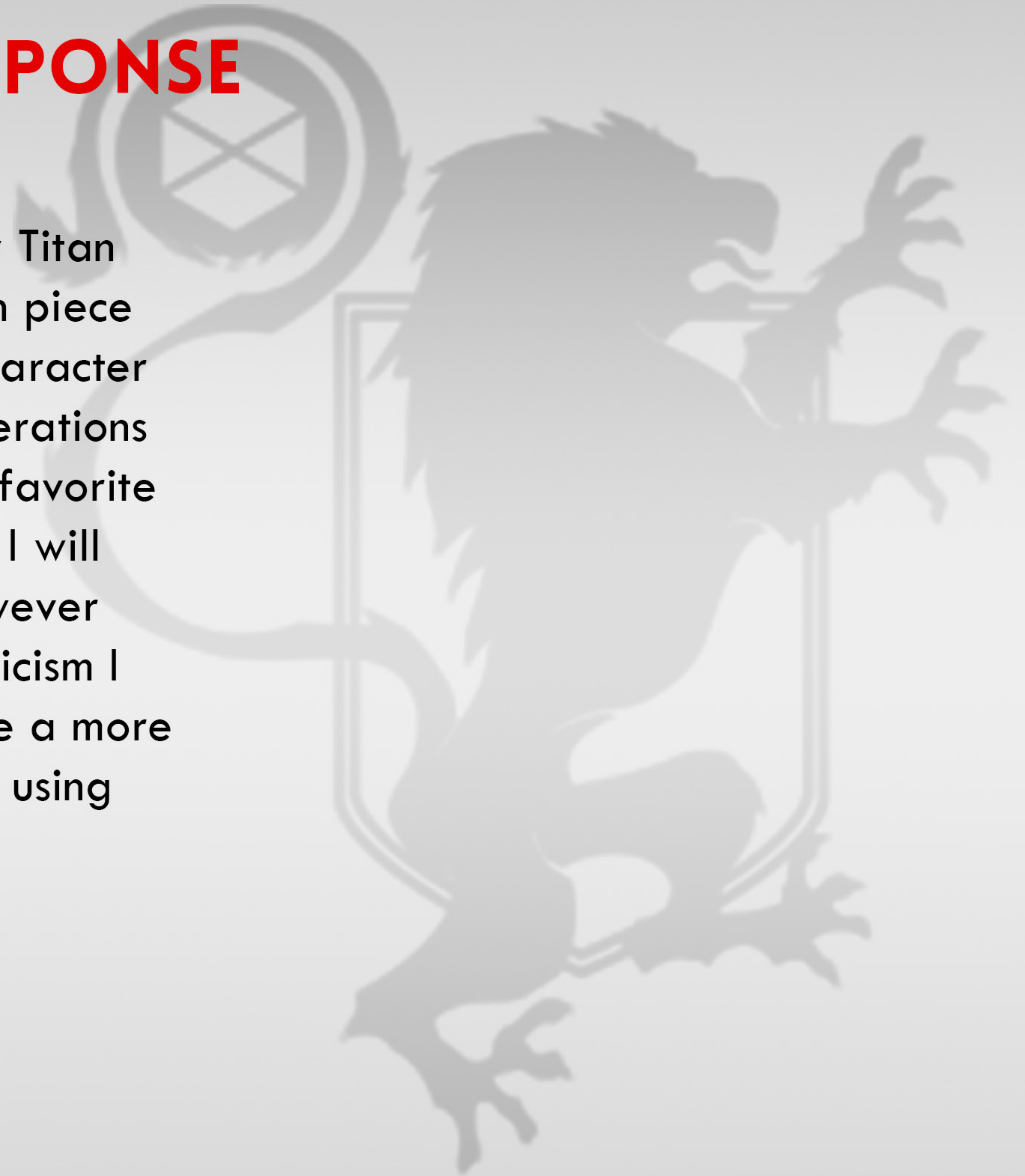
“Titan: 3”

- Glenn, before refusing to elaborate and leaving.



TITAN FEEDBACK RESPONSE

I received a lot of feedback on my Titan iterations, including a long in-depth piece from my partner whom my Titan character is actually based off of. Overall iterations 1 & 2 were very popular, and the favorite of my reference subject. As a result I will move forwards with iteration 2 however taking into account some of the criticism I will be making adjustments to make a more coherent design for a Titan such as using the chest piece from iteration 3.



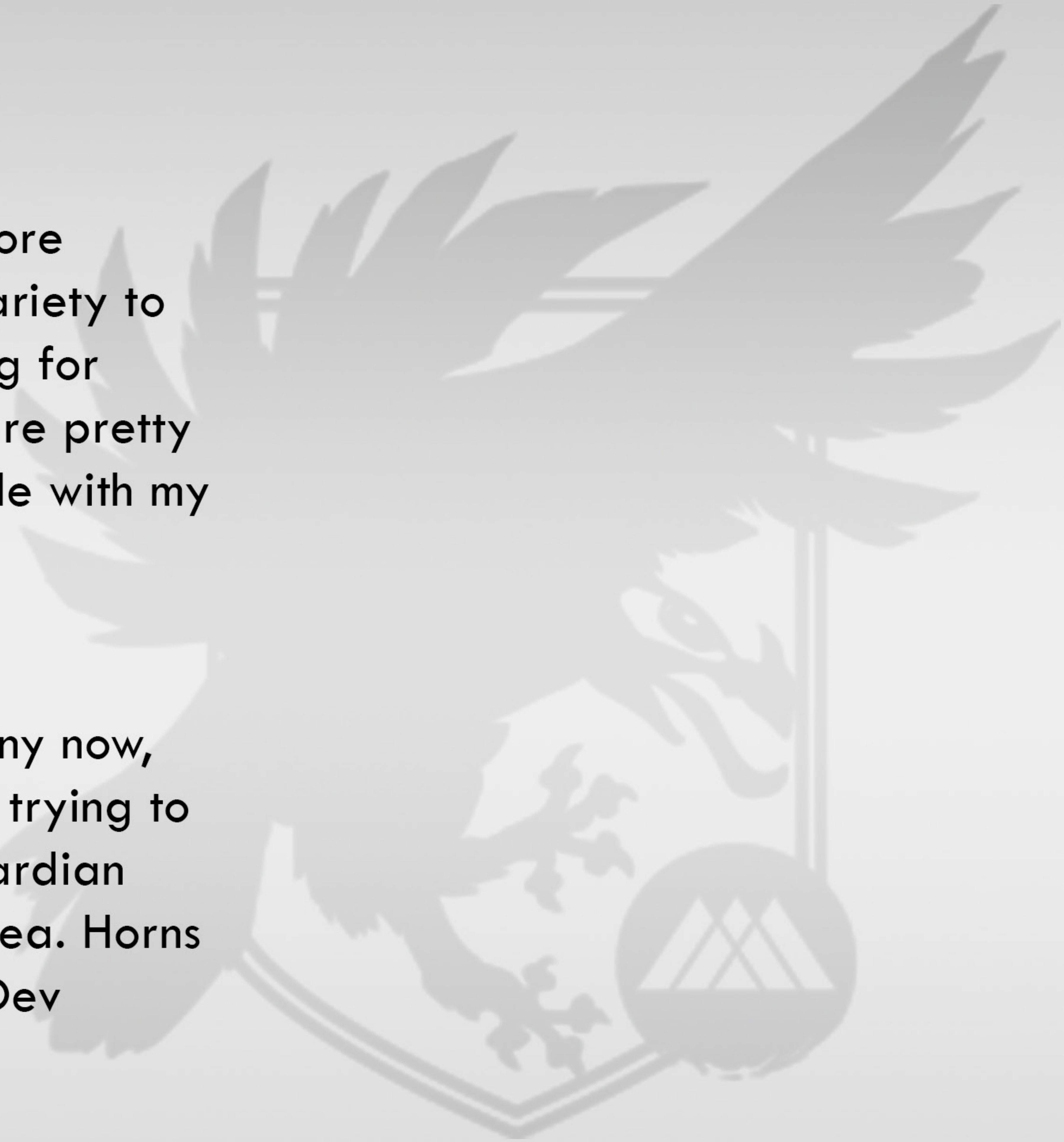
The image features a light purple background with a faint, stylized illustration of a warlock's head and shoulders. The warlock has long, dark, spiky hair and is wearing a dark, textured robe. The text "WARLOCK FEEDBACK" is centered in a bold, yellow, sans-serif font. The overall aesthetic is clean and professional, with a focus on the character's identity.

WARLOCK FEEDBACK

WARLOCK FEEDBACK

“For the warlock I think no. 2 has a more unique horn design and adds more variety to the overall horn theme (if you're going for that), other than that all the designs are pretty good; I just think no 1 is the most suitable with my other suggestions.” - Gabriel

Yep, noticed... kinda reinstalling Destiny now, and no. 1 for my Warlock since I was trying to have a more adventurous type of guardian and the rope on the belt adds that idea. Horns also go well with all three of them - Dev



WARLOCK FEEDBACK

“I love the 2nd warlock willow Because of the bandolier/pouches and the glass visor on the helm and the spikies” -James

“Warlock Willow: Number 3! looks badass (Theyre all good)” - Roi

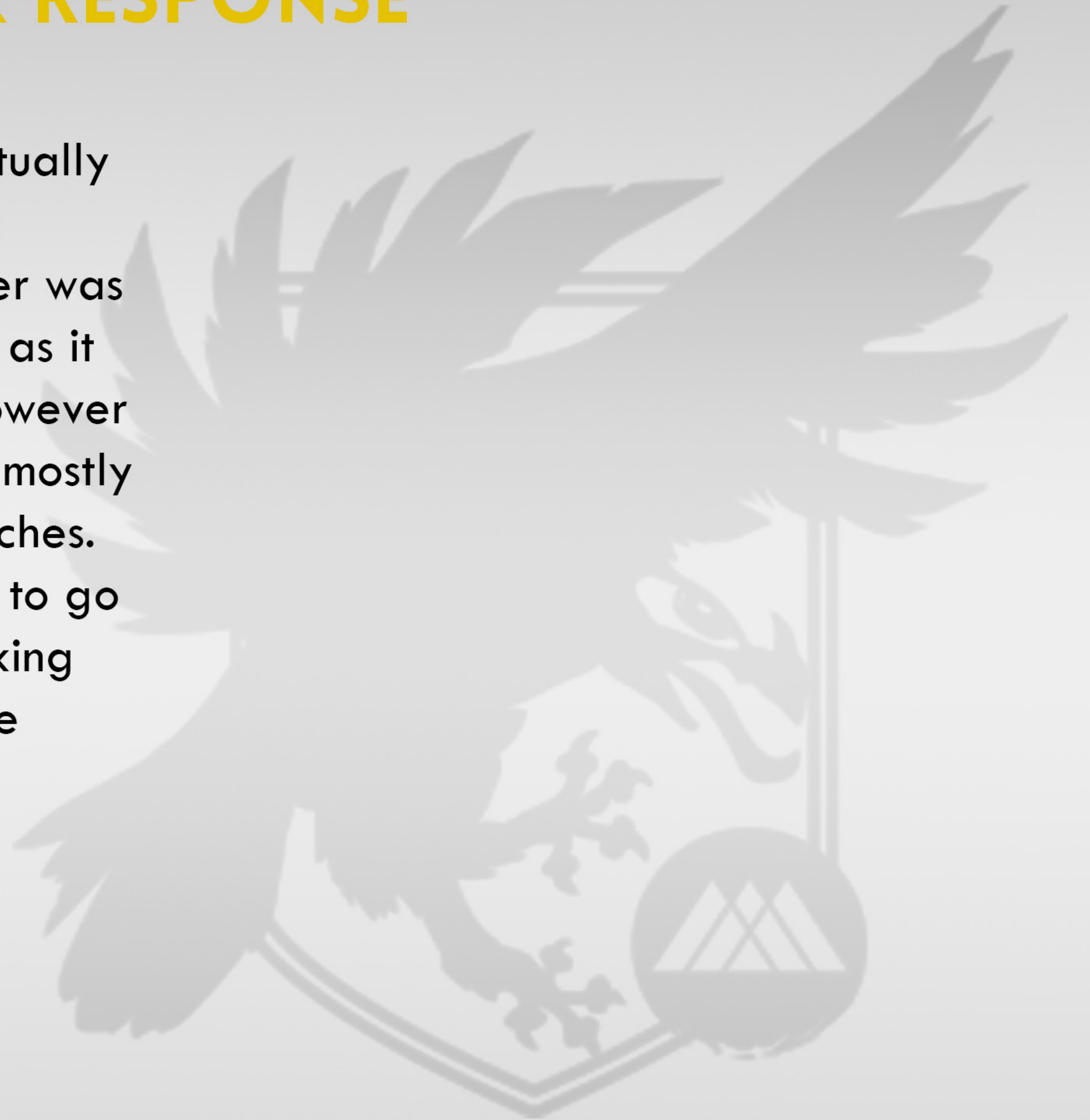
“Warlock: 2”

- Glenn, Once again before refusing to elaborate and leaving.



WARLOCK FEEDBACK RESPONSE

For my Warlock iterations I was actually able to get feedback from my own fire-team warlock that the character was based on, they favored iteration 1 as it was a more adventurous design, however iteration 2 was also quite popular, mostly for its horn design and various pouches. From this feedback I have decided to go forwards with iteration 1 while making some adjustments to incorporate the favored features of iteration 2.





HUNTER FEEDBACK

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“It's been a while since I played Destiny 2, but I really like number 3 [The Hunter Astaris]. It looks like they come from a snow mountain and their claws look sick too.” - Roi

“No. 3 is good option for the hunter and has a good combination of 1 and 2 to make it more unique, also the build for 3 is leaner; lending more to the light and agile idea of hunters.”
- Gabriel



HUNTER FEEDBACK

“And also for the Hunter outfits, Hood is too iconic so see without... so 1 or 3“- Devan

“The 1st hunter stars is my favourite Couse Nom the shoulder pads looks great and I like the winter gear theme and the cloakles hood mmm” - James

“Hunter: 1”
- Glenn before refusing to elaborate and leaving.



HUNTER FEEDBACK RESPONSE

For my Hunter I have decided to go forward with iteration three as not only has it received the most positive feedback but it is also a nice combination of the previous two iterations. I will likely make some adjustments to things such as the shoulder pads and hood in my final version as those were favored in the first iteration.



The background features a light purple and blue color palette. At the bottom, there is a silhouette of a city skyline with various buildings. Overlaid on this are several heraldic crests: a lion rampant on the left, a griffin in the center, and a shield with a snake on the right. There are also circular symbols, one with an 'X' and another with a triangle. The word 'DATASHEETS' is centered in a white, outlined, sans-serif font.

DATASHEETS

TITANI - IZZY

Crayon-Eater

Name: Isebella "Izzy"

Species: Exo

Height: 195 cm

Weight: 150 kg

Blood Type: N/Λ

Light Type: Λrc/Void

Favoured Weapons:
Handcannons, Punching



WARLOCK - WILLOW

Name: Willow

Species: Awoken

Height: 185 cm

Weight: 80 kg

Bloodtype: AB+

Light Type: Void/Solar

Favoured Weapons:
Sniper, Pulse Rifle



HUNTER - ASTARIS

Name: Astaris

Species: Awoken

Height: 180 cm

Weight: 75 kg

Bloodtype: O+

Light Type: Arc/Solar

Favoured Weapons:
Bow, Submachine Gun





KEYPOSES

TITAN KEYPOSES



WARLOCK KEYPOSES



HUNTER KEYPOSES





STORY

BEGINNINGS I

In a small cave in the ruins of humanity, Astaris sat across from their fellow fledglings. The fire crackling with brilliant solar hues between them. They had all been out of the grave for barely a week, resurrected by their ghosts into a vastly different world from the one they'd died in.

The Titan--Izzy was her name--was one an Exo, a race of self-aware machines that'd been designed for war by humanity during the Golden Age. Now Izzy was newborn Guardian with a talent for strength and a fondness for crayons.

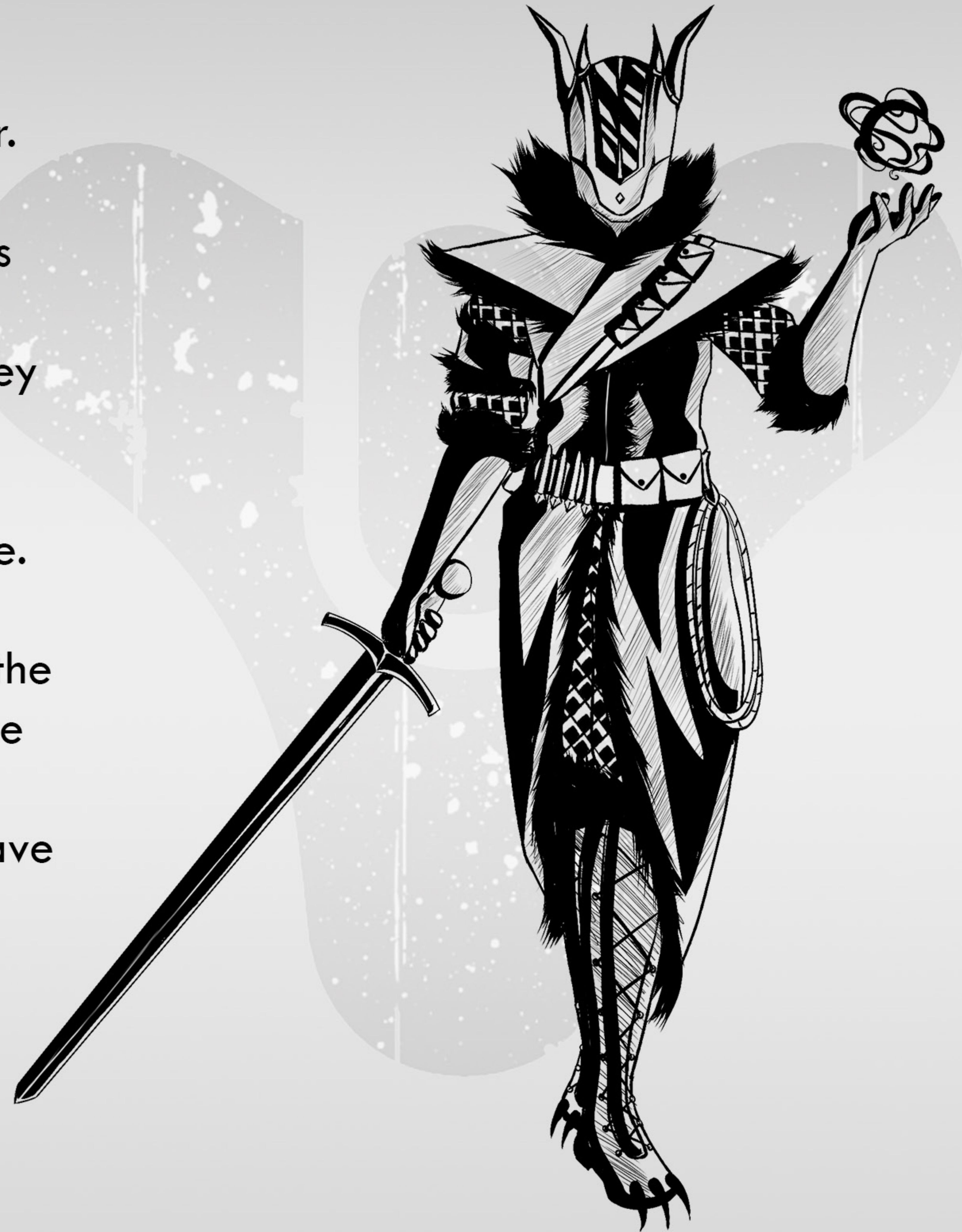
Then there was the Warlock, Willow. Smart as a whip, with the wit to back it. They'd only been revived a mere 3 days ago and were already on their way to becoming a master of their Light.



BEGINNINGS II

And then finally there was Astaris, the Hunter. It's said that Hunters don't follow any rules, choosing to live like rouges with no limitations and Astaris was no exception to this. It had been 2 days since their reincarnation and they had already proven themselves to be divergent of sorts, finding loopholes and backwards tactics to work to their advantage.

The group sat around the fire, enveloped in the ambient sounds of the world around them, the sputtering fire, the distant wildlife and the snow-carrying wind. Tomorrow they would have to go back out into the wild world, but that would be tomorrow, tonight the new friends would wait out from the cold, for the night is dark and full of terrors.



CITYSCAPES I

The city ruins pierced the sky, derelict skeletons of one of humanity's great cities infested with fallen maggots scavenging the remains. It had been a week since the group had left that small cave, a week since they decided to stick together in this wild world.

Wandering further and further into the city The Guardians came across more and more remains of bygone lives, some skeletons were found in their cars, some on the streets, some were even still perched in cafes with a rotting cup still clutched in their hands. The occasional chitter of passing Fallen had the group on edge, a constant caution in the steps.

The fireteam wasn't sure what they were after, a friendly face? A place to call home? Or maybe just something fun to set their minds at ease from the chaos of the world.



CITYSCAPES II

After wandering aimlessly through decrepit streets the group came across a gymnasium, eager to explore Astaris ran in with Izzy and Willow following behind still proceeding with caution.

The gym was surprisingly in tact, weights piled in the corner, a punching bag standing tall ready for punches and a large mat situated in the centre for grappling. Immediately Izzy ran over to the weights, excitedly piling them on to the bar ready to test her strength, meanwhile Astaris was playing with a stray mop, spinning it around like a glaive. Willow watched the two with amusement, the Fallen chittering had faded off into the distant ruins by now, the coast was clear for the foreseeable future. Willow drew their Dawnblade, piercing the floor creating a temporary campfire. For now the fireteam would find fun.



HOME I

Weeks dragged on, the fireteam had left the gym life behind to once again set out in search of a home, a purpose. Rumours of a "Last City" had them heading North, towards the sea and away from the cold, snow covered mountains. The weeks were full of corpses and looters. The group had encountered countless raiders, human, hive and fallen alike. Through the constant strife the trio had come to learn a lot about each other, such as how Izzy is fond of punching things, and eating crayons. In fact one time she punched a fallen so hard the corpse went flying over 100 meters.



HOME II

Astaris had also been discovered to be fond of punching, along with puncturing, with arrows to be precise. Extremely precise. Astaris had ADHD and was often found to be clumsy or hyperactive, that is, until you put a bow in their hand, it was like a whole new person as Astaris became one with the arrow. When the arrow was loosed, the target would be dead before they could even know what happened.

Willow however didn't kill with fist or arrow, Willow would set their enemies aflame and use their dying breaths feed their own life. Sometimes you could even see them with their arm outstretched, seemingly beckoning the poor soul that'd dare to attack first.



HOME III

The fireteam had become quite comfortable with each other by now, deciding to dub themselves the "Celestial Cobras".

After 4 weeks the fireteam had even found a new member, a Hunter using the name Tolojami. The days went on as the Cobras told stories by swordfire and skipped around the ruins of humanity, all in search of a place to call home. On their sixth week it seems they had finally found it, in the distance was the lively formations of a new city, The Last City.

Astaris stretched out their arms and legs. "Race you there!" They cried before sprinting off with Izzy and Willow scrambling to catch up. Together they had found a home.





IMOCKUPS



XBOX ONE

D E S T I N Y

THE DARK AGES



D E S T I N Y

THE DARK AGES

