

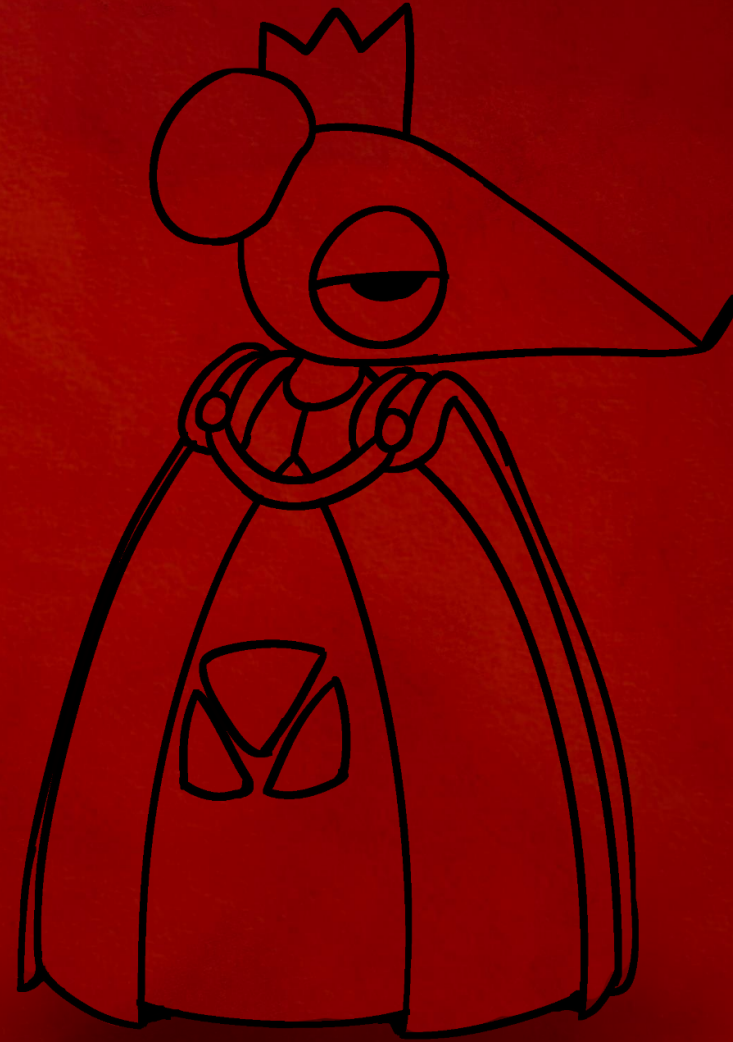


RODENT

DESIGN DECK

TABLE OF CONTENTS

- Page 3 – Synopsis
- Page 4 – Meet the people
- Page 5 – Meet the King
- Page 6 – Meet the Eye god
- Page 7 – Initial Concept
- Page 8 – Concept Art
- Page 9 – Environment Art
- Page 10 – Animation Process



RODENT



SYNOPSIS

A story of the downfall of a king due to his unending greed. Rodent tells the tale of a village of Rats; this village had been dealing for a drought for many years, causing crops to fail and in turn lead to the inhabitants to begin to starve.

This village was ruled over by a king, a king fuelled by greed and a large stockpile of food. Many of the rats staged protests the king and demanding food, however the king refused.

This caught the attention of an unknown entity only known as the Eye God, the eye god makes a deal with the King that if he gives up a sacrifice, they will offer him food in return.

As the king is about to give up some of his people and demand a sacrifice for food, one of the villagers pulls out a knife and does to the King, exactly what the eye God asked of him.

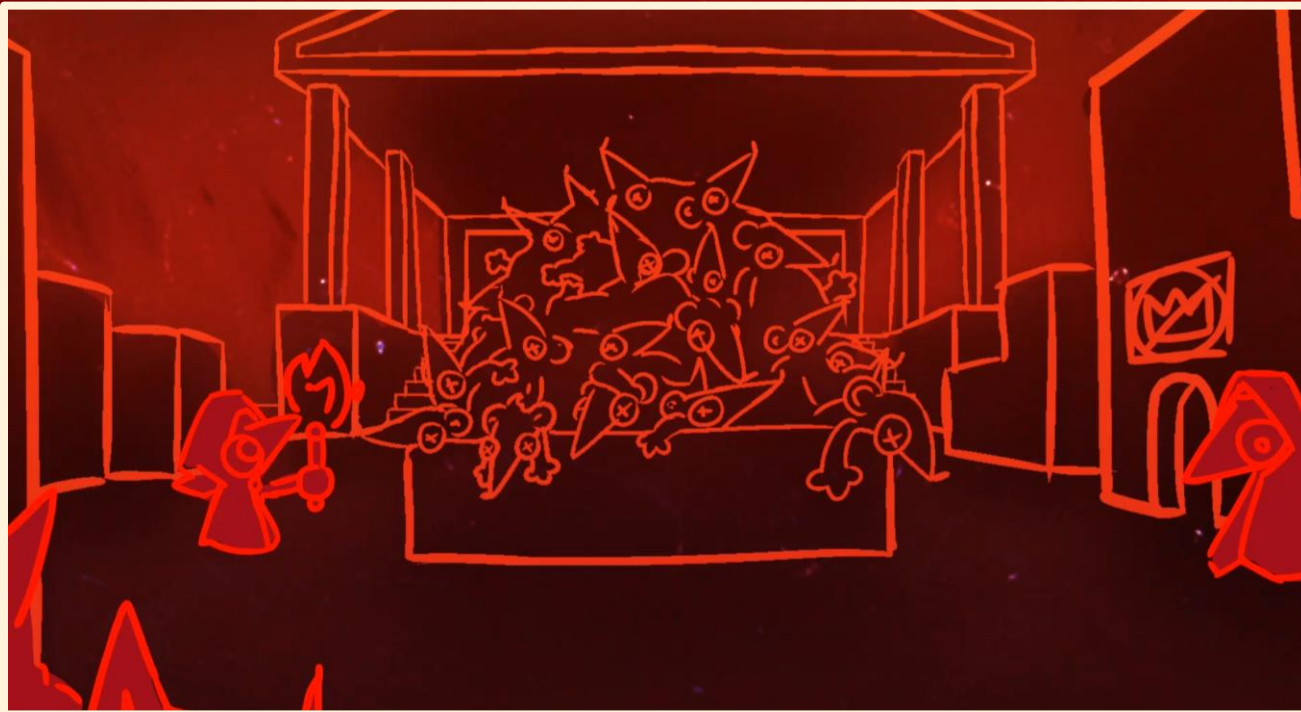


MEET THE PEOPLE

The Rat People are a tight knit community that want nothing more than to prosper and live their lives happily day by day.

These ideas however aren't shared by their king however who refuses to provide aid to any of them during their time of crisis.

Normally a peaceful people, the rats revolt against their king and are ultimately his demise for not giving what was owed to them.





MEET THE KING

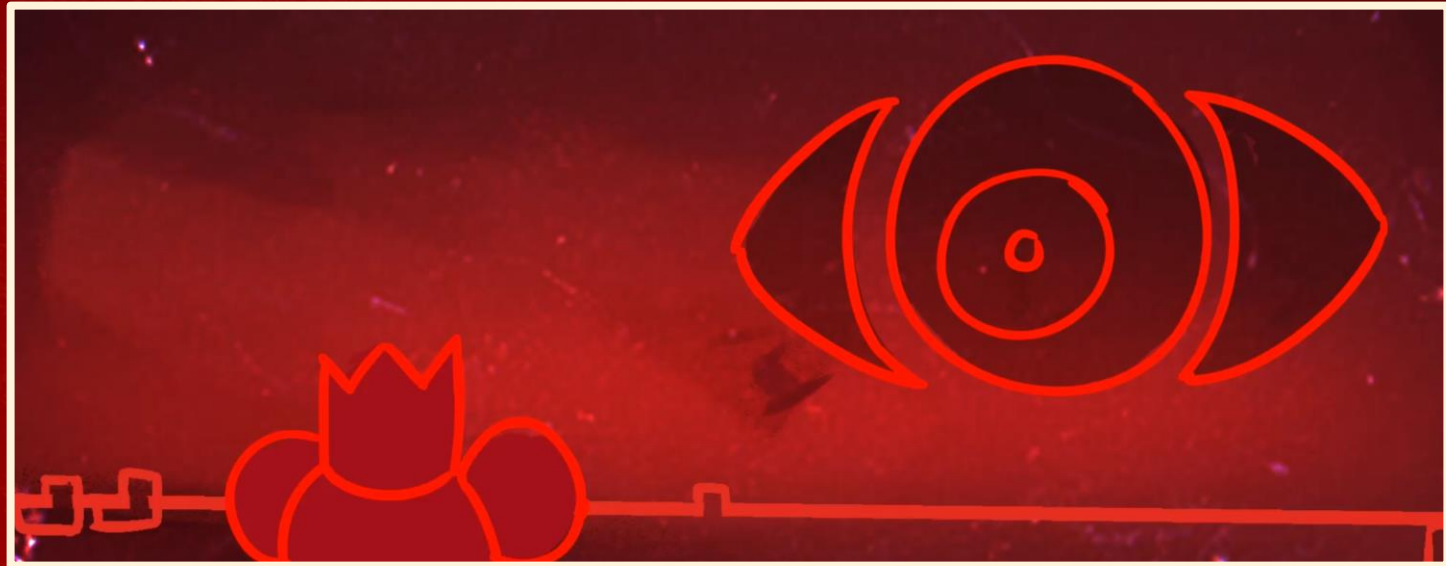
The King is the main antagonist of our Story. Unphased by the issues of his people he takes to hording a large food supply for himself and him alone.

Without saying he is a greedy and molevilant creature that worries only for him and himself, this fact only further being extrabated when instead of sharing his supply, he takes to the call of a god who wants his people as sacrifices in exchange for food.

MEET THE EYE GOD

The Eye God in this story is an omnipresent being who watches over the village.

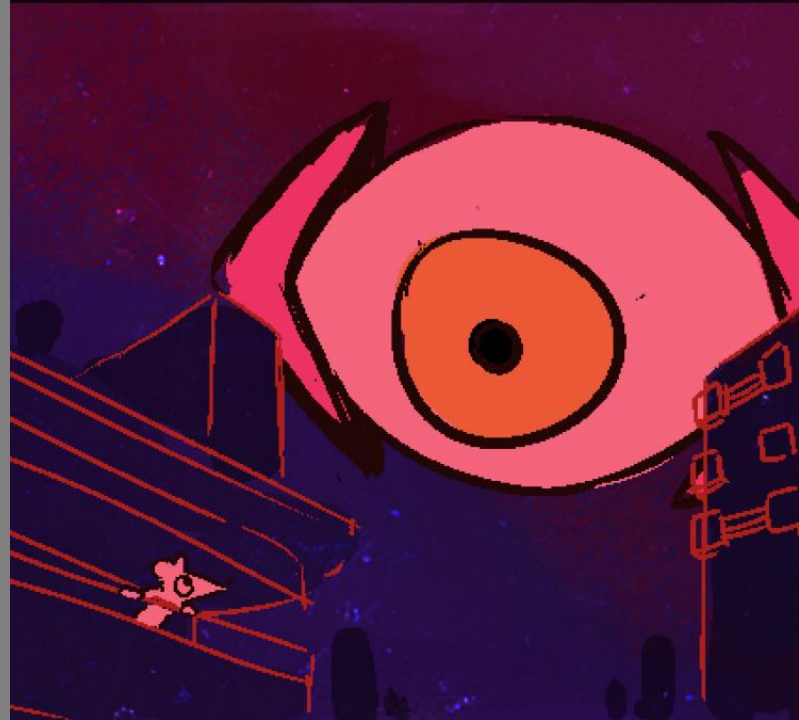
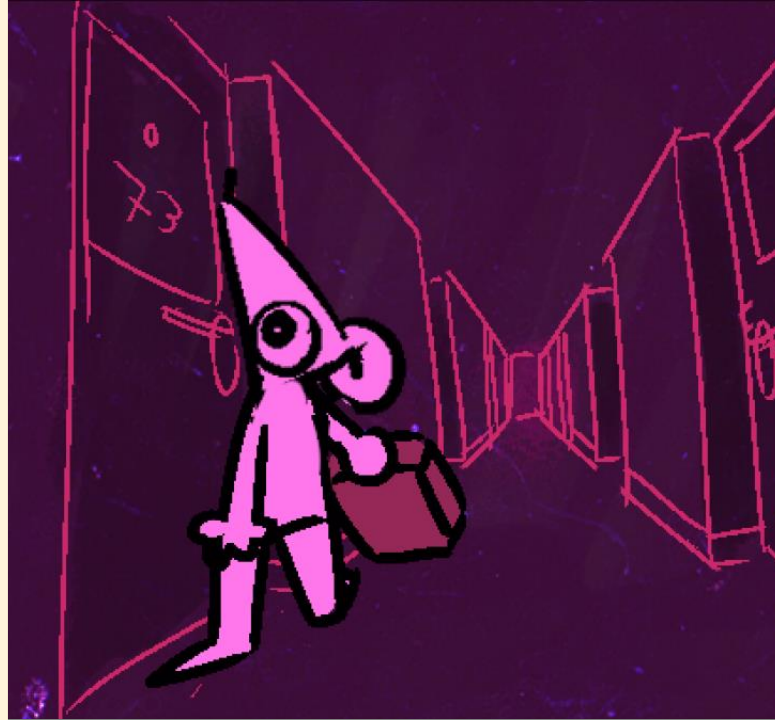
They are the ones who provides the ultimatum to the king, showing a rat needed to be scarified in exchanged for food, however the reasoning for all of this is unknown.



INITIAL CONCEPT

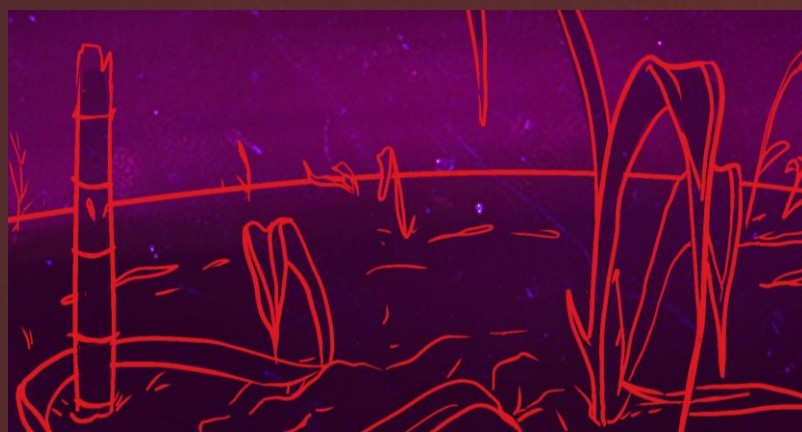
When first making a story for I wanted create a world of rat people in which over-population led to a lack of food, which caught the attention of an unknown being who would offer food in exchange for sacrifices.

However, in the end there would be a bait-n-switch where there was never any kind of unknown being, it was just the rat's perception of two scientists who were conducting experiments on them, seeing what they would do if provided with food in exchange for a life.





CONCEPT ART



ENVIRONMENT ART

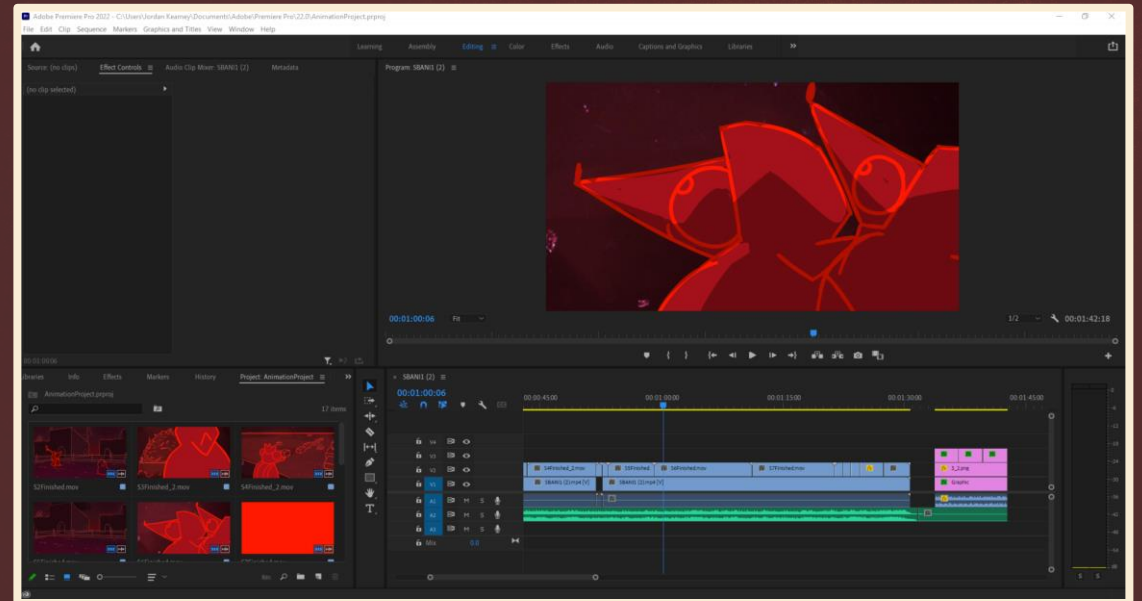
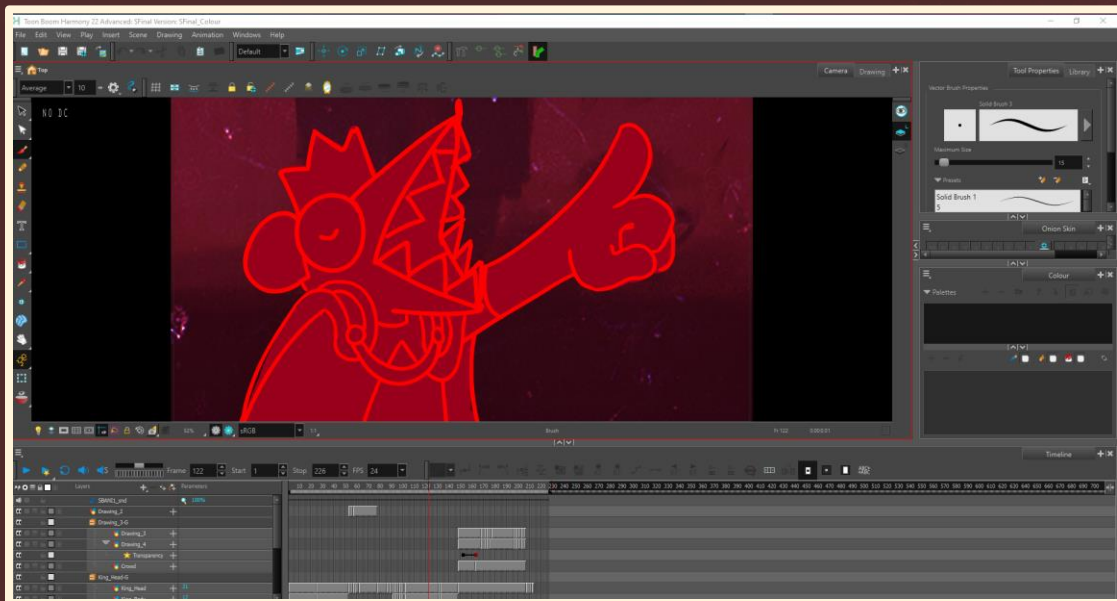


ANIMATION PROCESS

For the animation process I used ToonBoom Harmony for the animation, both because it had features I liked and I because I wanted to learn it further.

For the editing I just used Adobe Premiere pro to compile the scenes together and add in the music.

Everything else was drawn in Clip Studio Paint.



THANK YOU FOR READING

FEEL FREE TO CHECK OUT MORE OF MY WORK

Carrd: <https://jeekay.carrd.co>

Vimeo: <https://vimeo.com/user204960421>

Art Station: <https://www.artstation.com/jeakay>