

# The Loramyr

Creature by Nicholas Dys

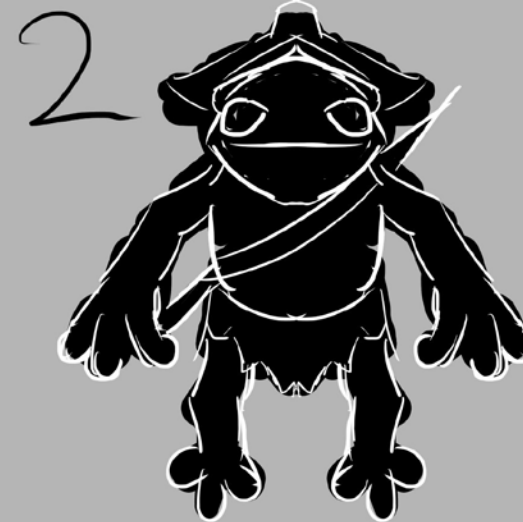
# Story

- The Loramyr are a forest dwelling tribe of bipedal amphibian creatures that keep to themselves. They benefit off the bounty of nature and what the forest gives them, and in turn, they respect the forest and keep away any outsiders that plan on harming the forest. They do well to keep hidden in the depths of the forest by their village blending into the foliage and fauna of the forest.

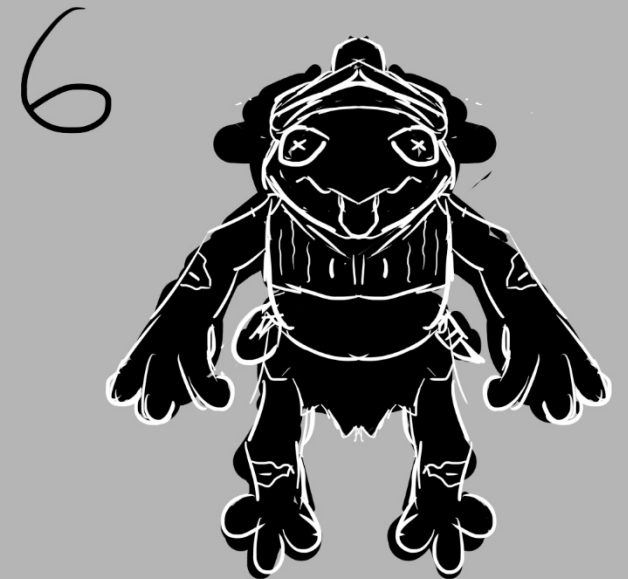
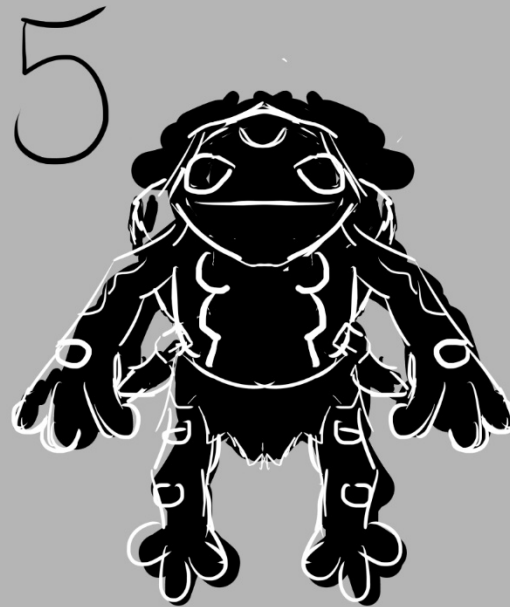
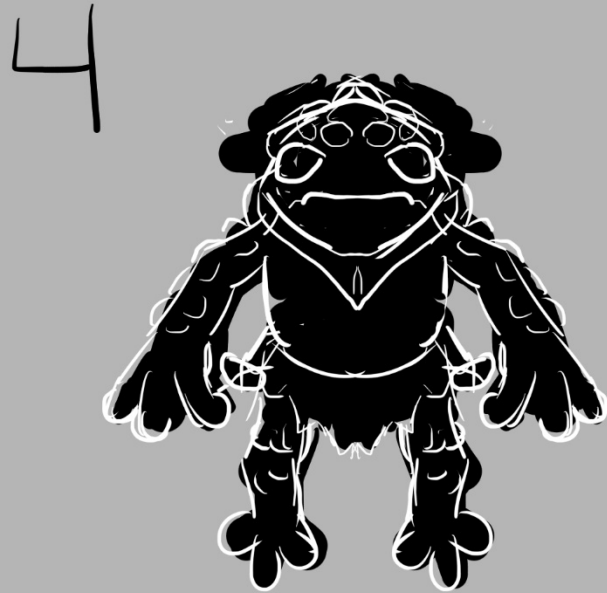
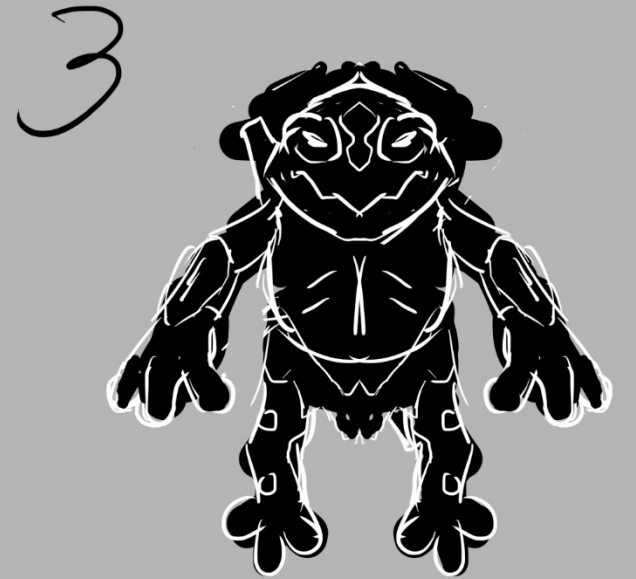
# Silhouettes



# Detailed Silhouettes

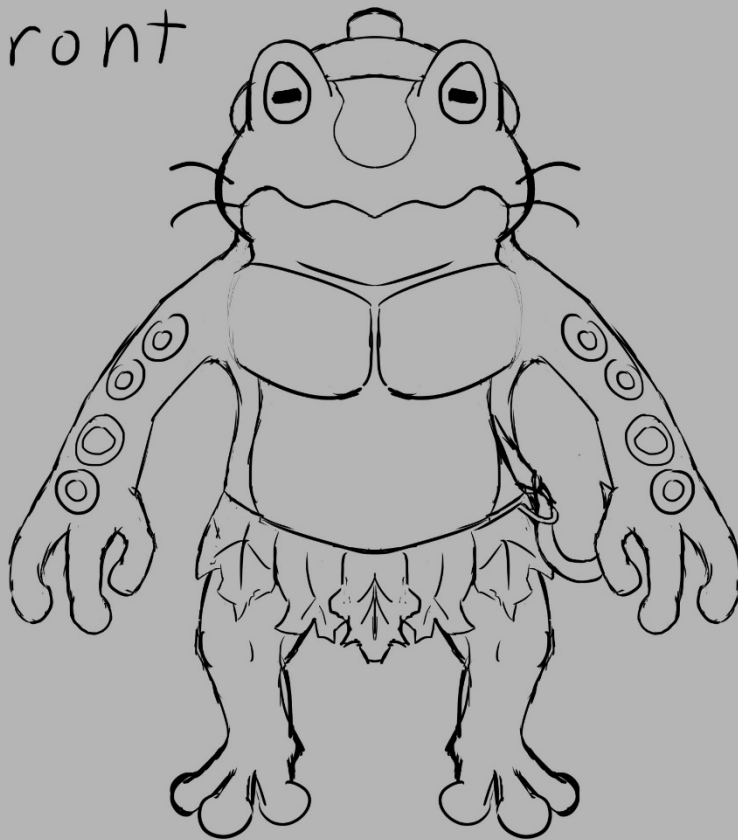


# Refined Silhouettes



# Concept

Front



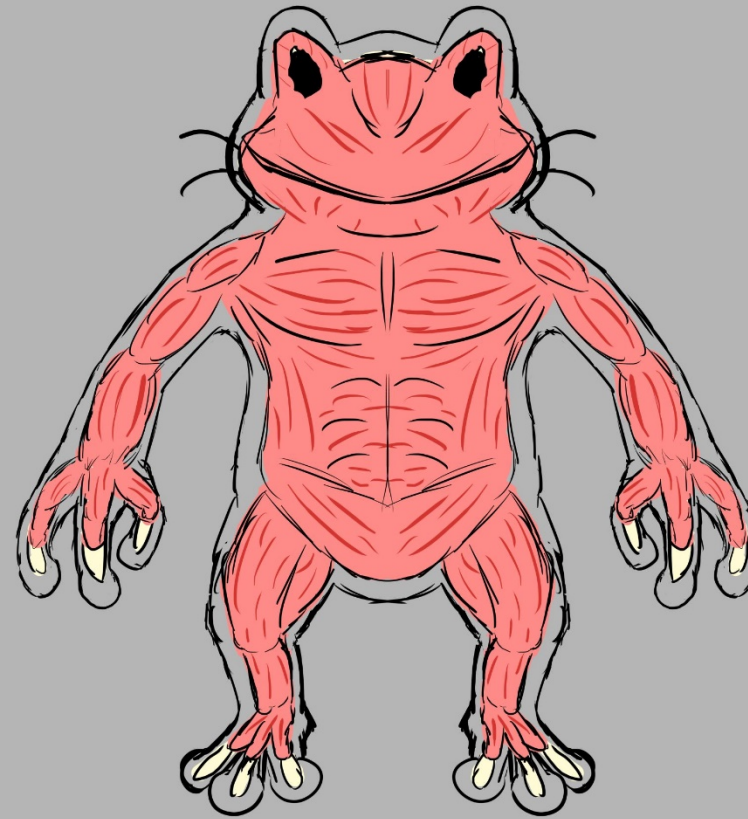
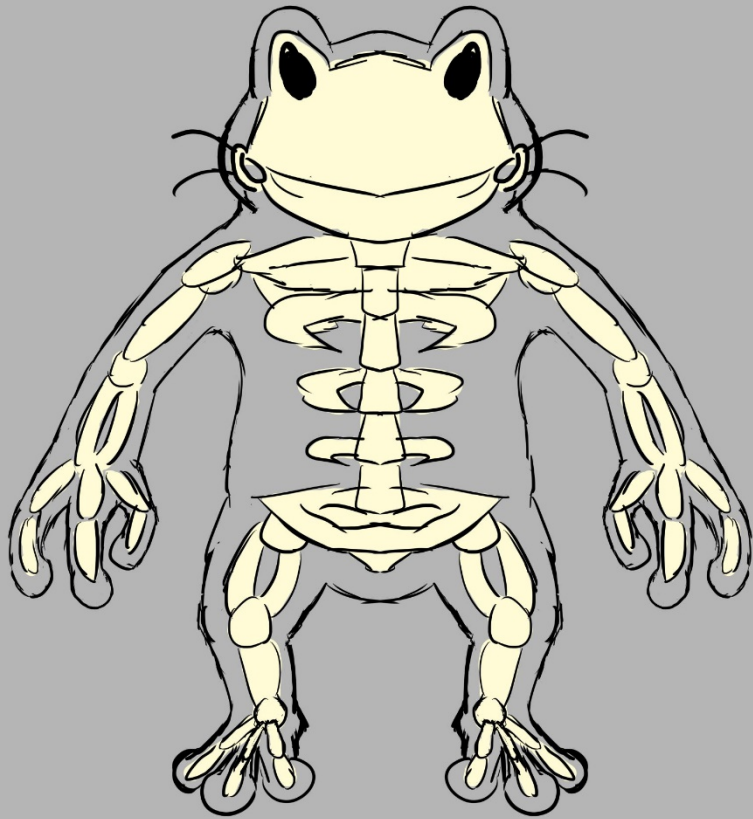
Back



Side



# Skeletal and Muscular Systems



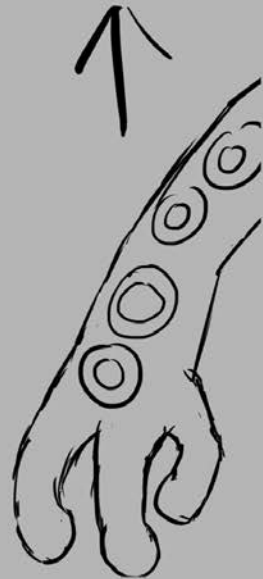


# Form and Function

The Loramyr have mucus coating their skin, which keeps their skin from cracking and drying out. It also allows them to squeeze through tight spaces.



Markings on any Loramyr's body indicate that they carry a small amount of venom in their blood, which can be lethal to predators in large quantities.

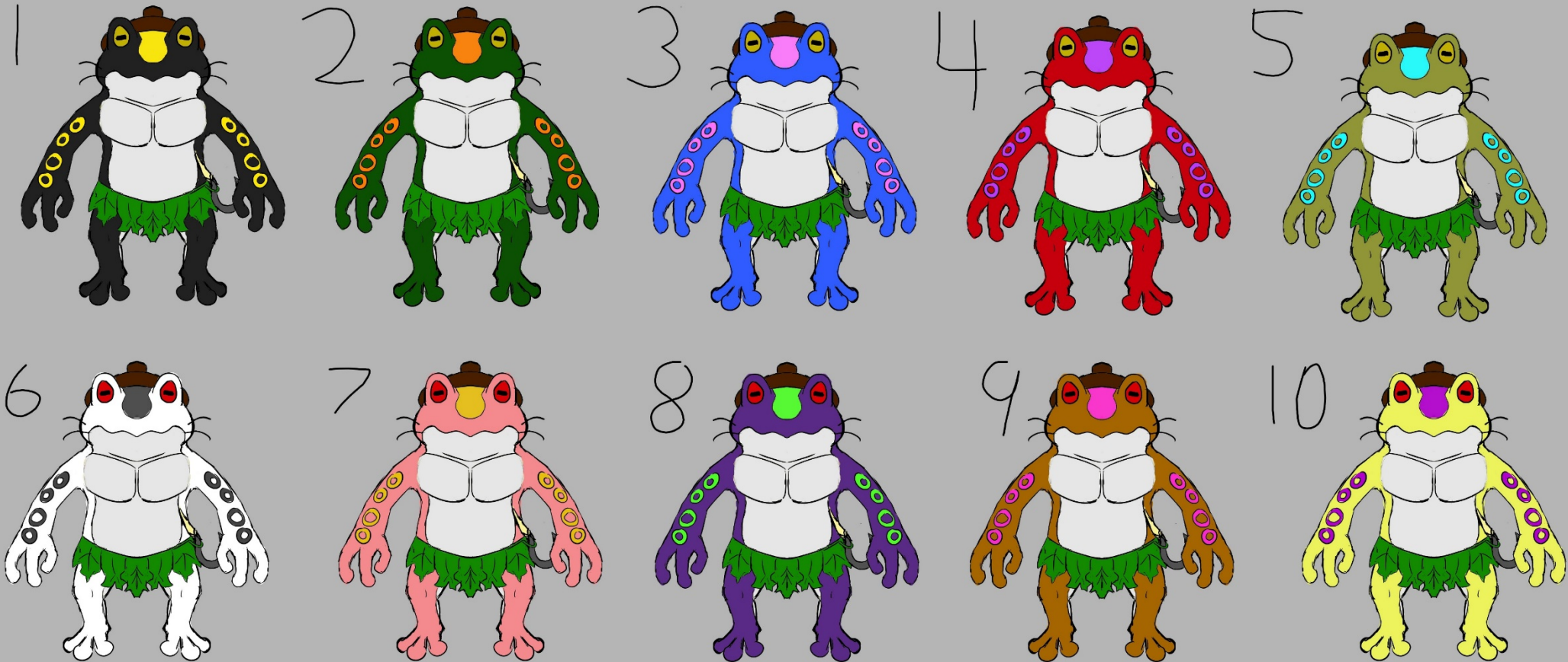


The Loramyr have large thighs to allow them to jump great heights



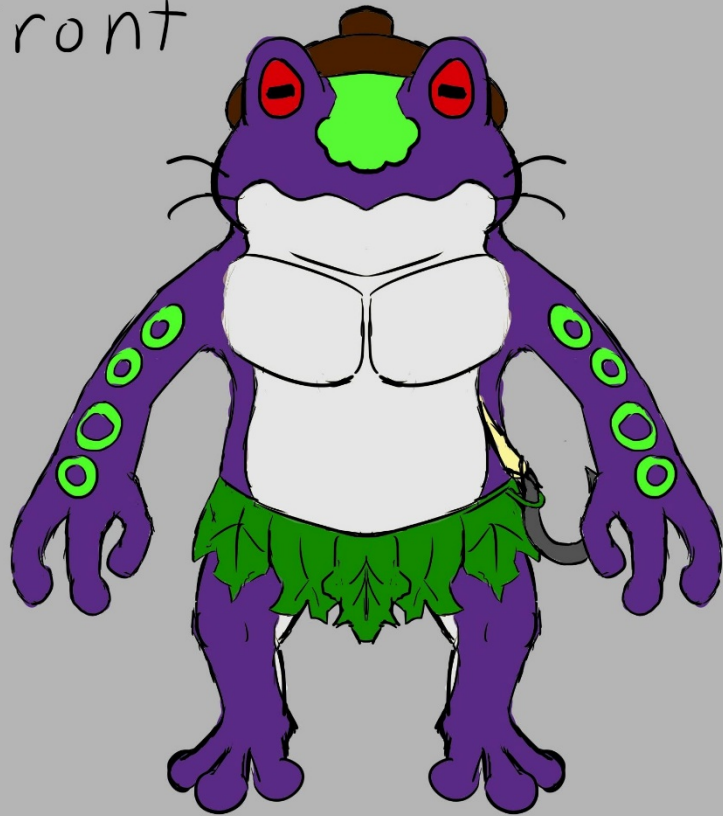


# Color Iterations



# Revised Color Concept

Front



Back



Side



$\frac{3}{4}$  Angle



Character By Nicholas  
Dys

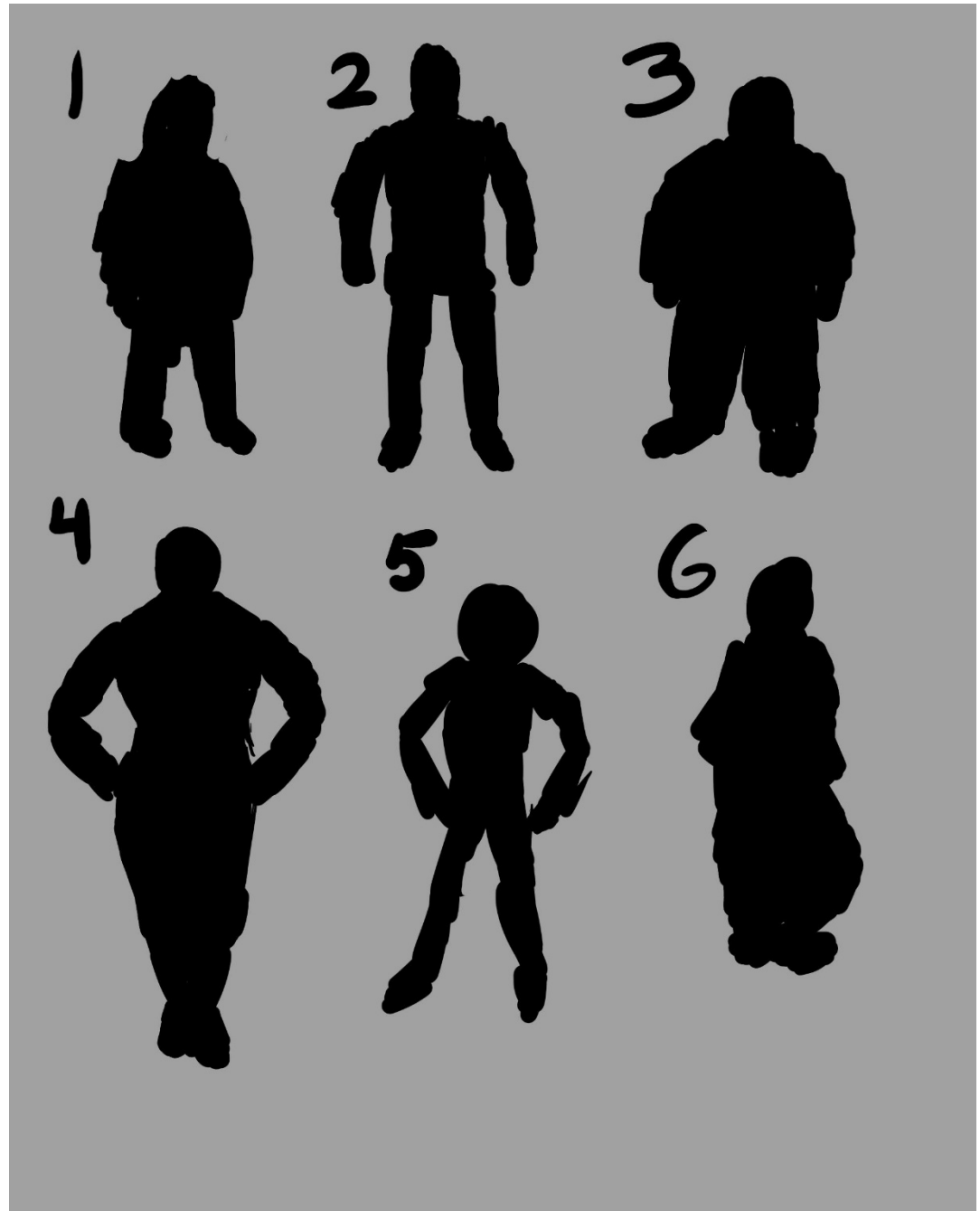
Lyra Hrastvel

# Story

- Lyra Hrastvel is one of the two leading Knight Commanders of King Astaroth's Royal Militia in Tyranis. Ever since she was a kid, she had wanted to be the hero that she always hear of in her bedtime stories. As she got older, Lyra trained herself in sword fighting to the point where she was taken into the Royal Militia as a knight in training. As she excelled in her training, Gnell the Knight Commander offered her audience with the King Astaroth, who bestowed the title of Knight Commander upon Lyra.

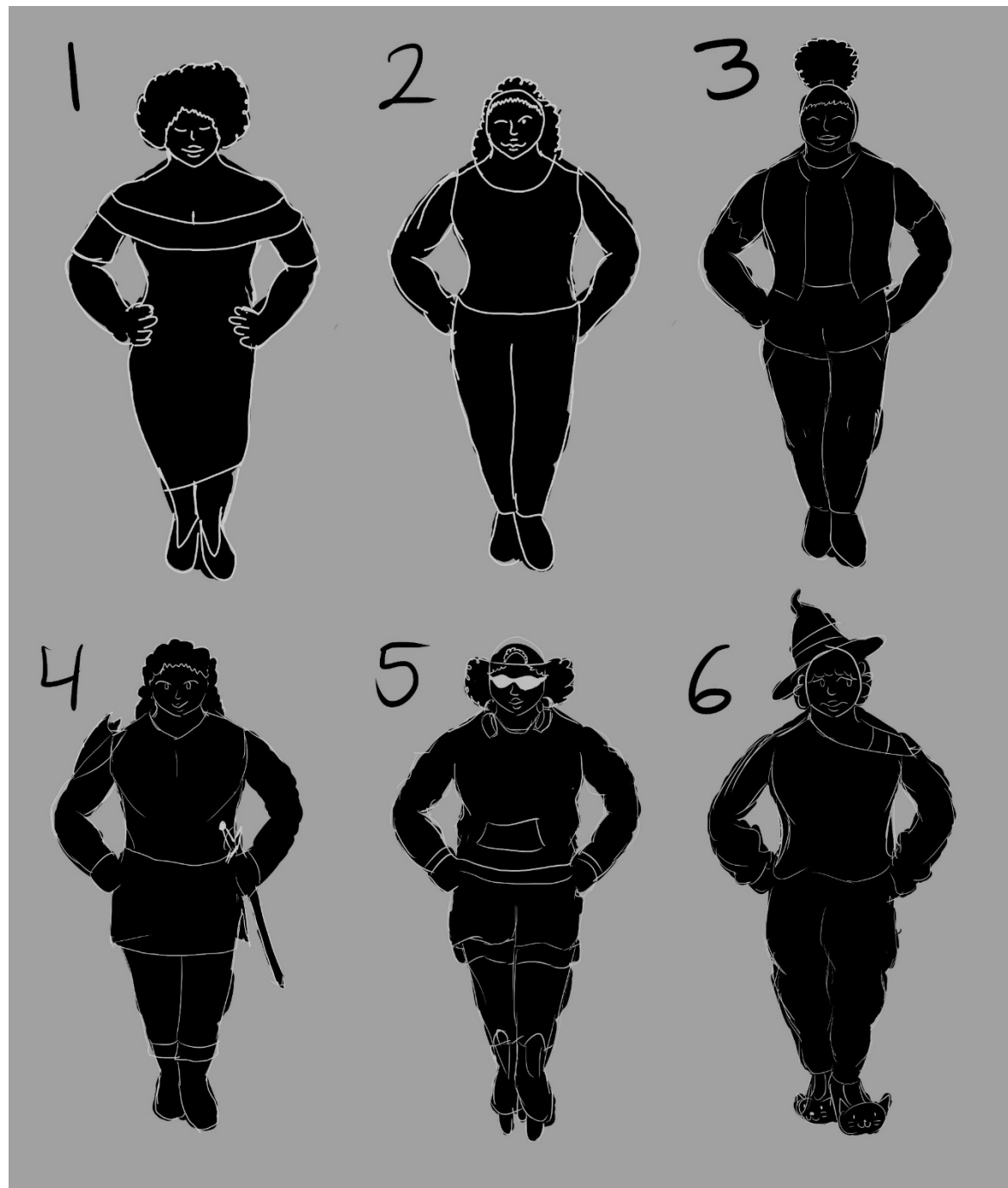
# Silhouettes

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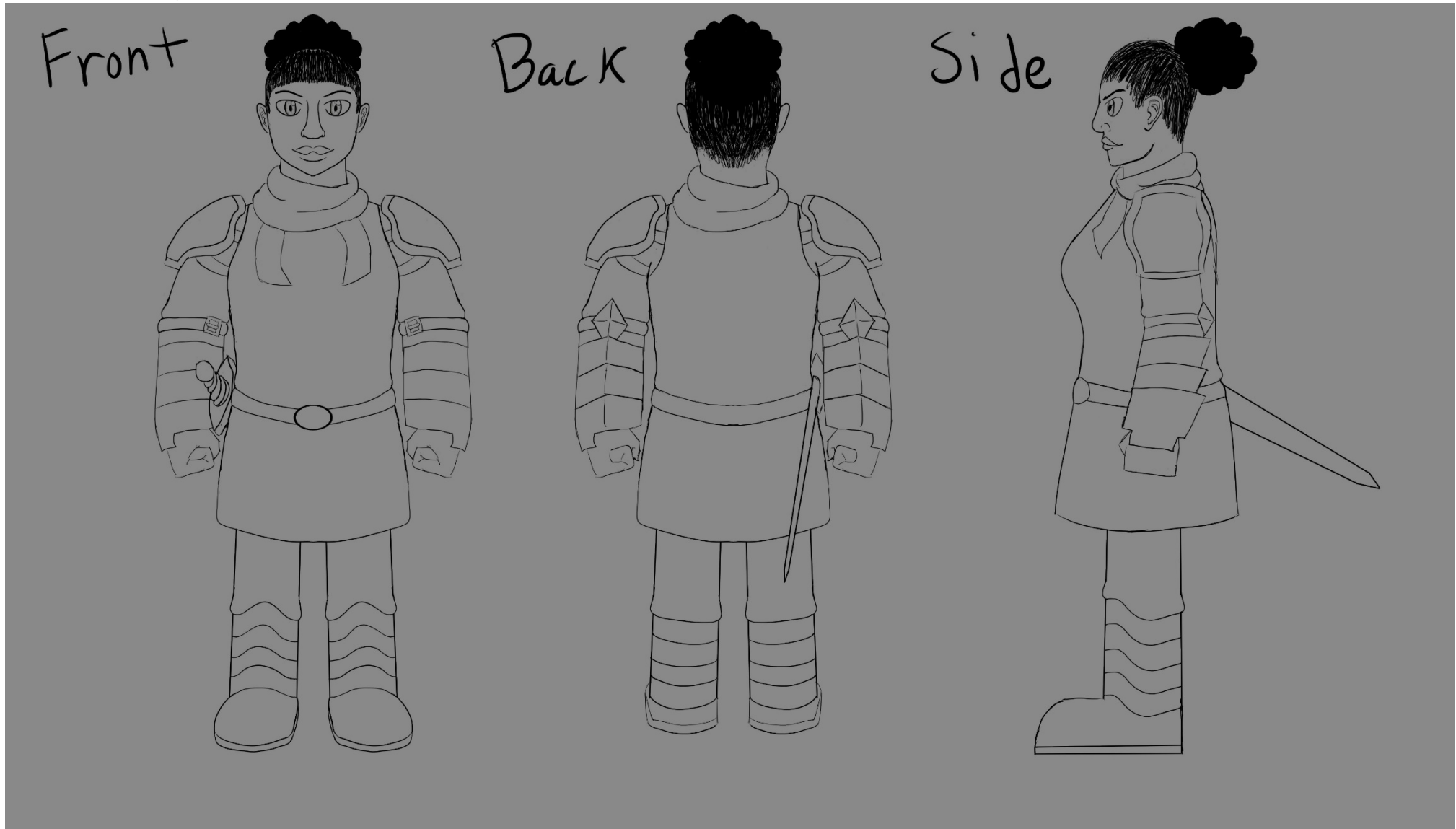
# Detailed Silhouettes

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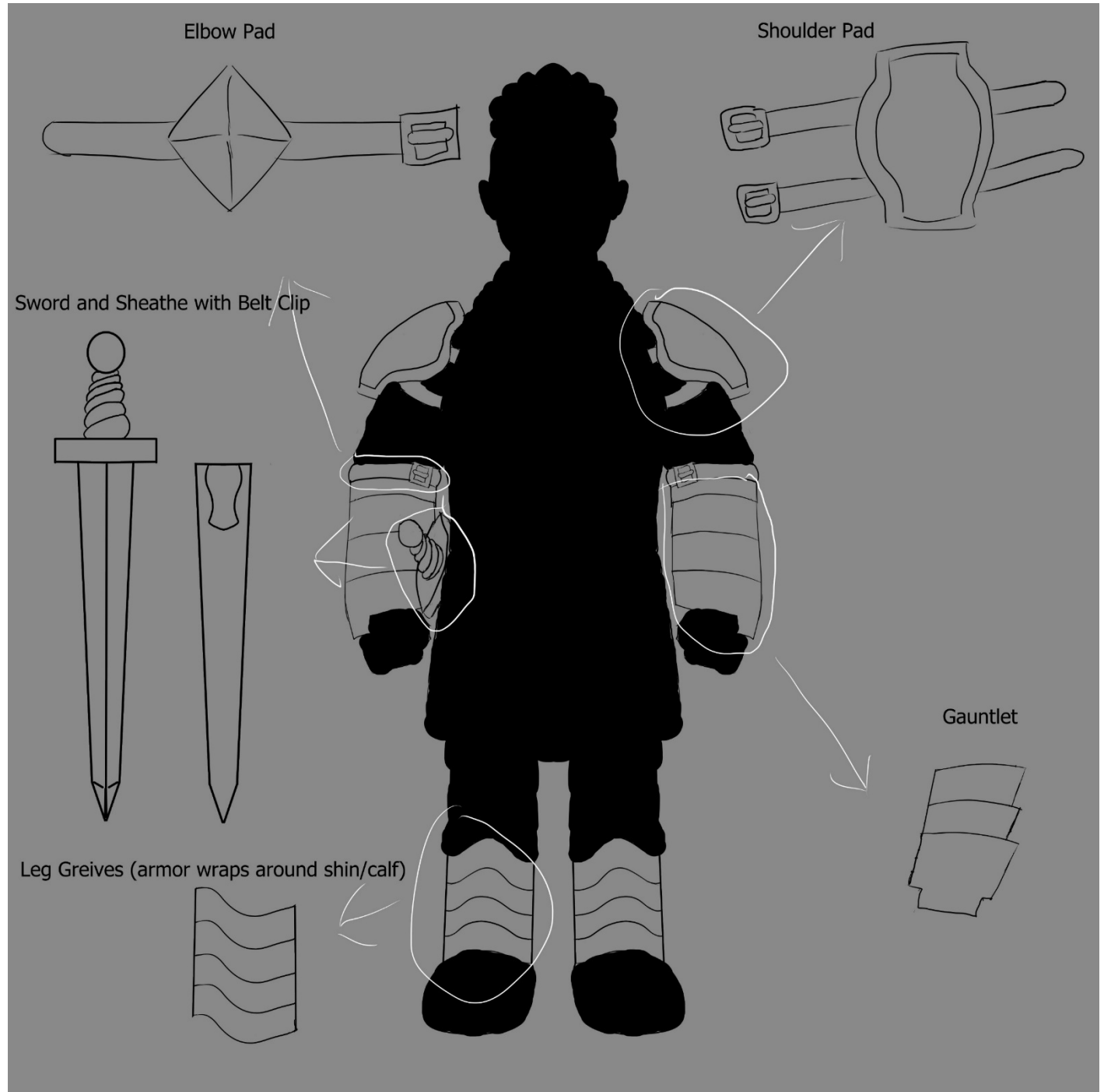


# Concept



# Form & Function

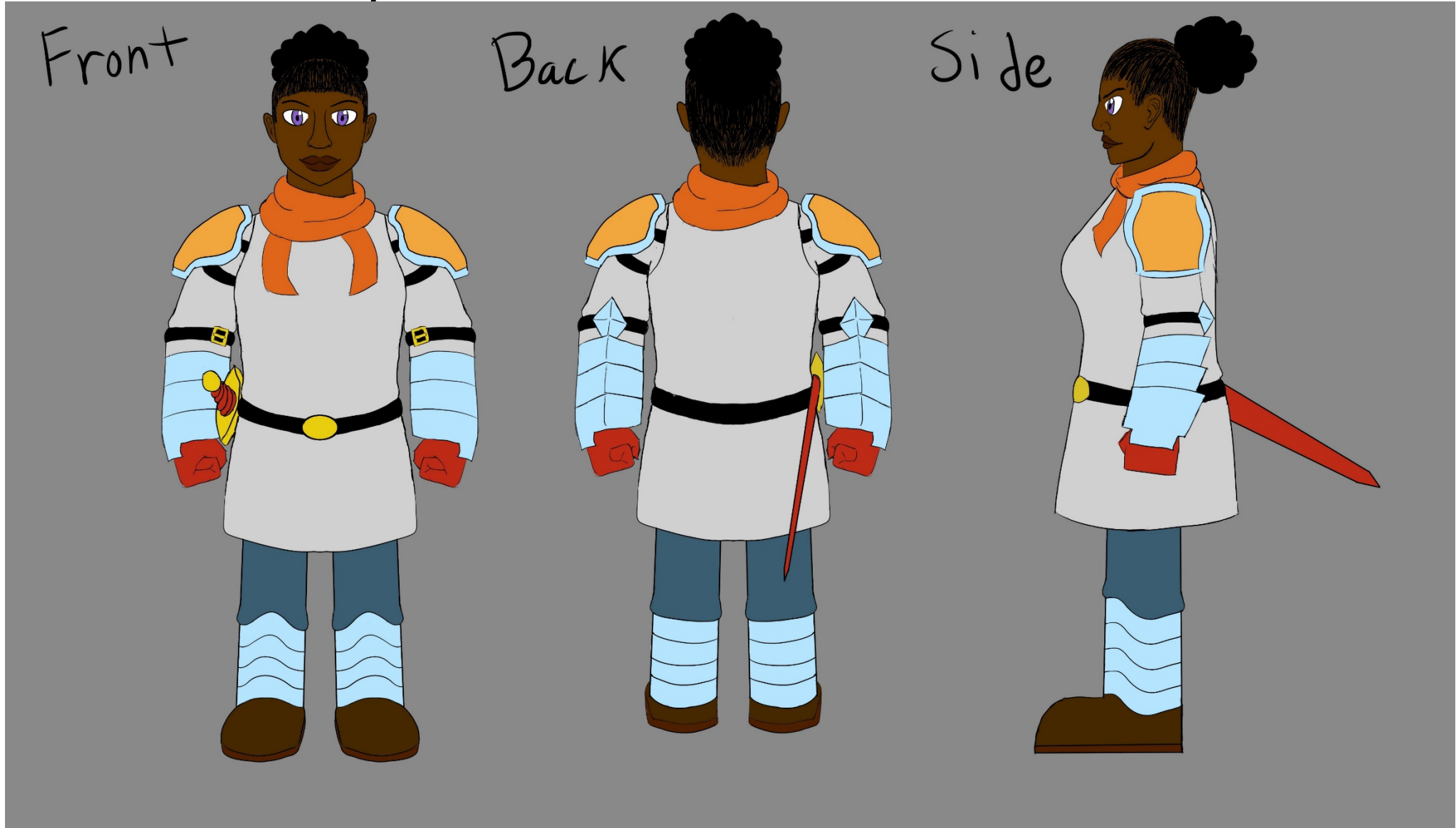
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# Color Iterations



# Color Concept



Final  $\frac{3}{4}$  Angle

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# Sky Drifters

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Creature By Nicholas Dys

# Story

Sky Drifters are creatures that glide/float through the skies and lives in higher altitude areas and mountains. Its wool is airy enough for the wind to go through and keep it afloat. As it lives up in mountains and higher areas, they are rarely seen by other people unless they are somehow in the mountain area or the sky. For this reason, it is considered a sign of good luck if one sees a Sky Drifter.

Sky Drifters are omnivores and feed on the plants that grow high up in the mountains, as well as small rodents and birds.



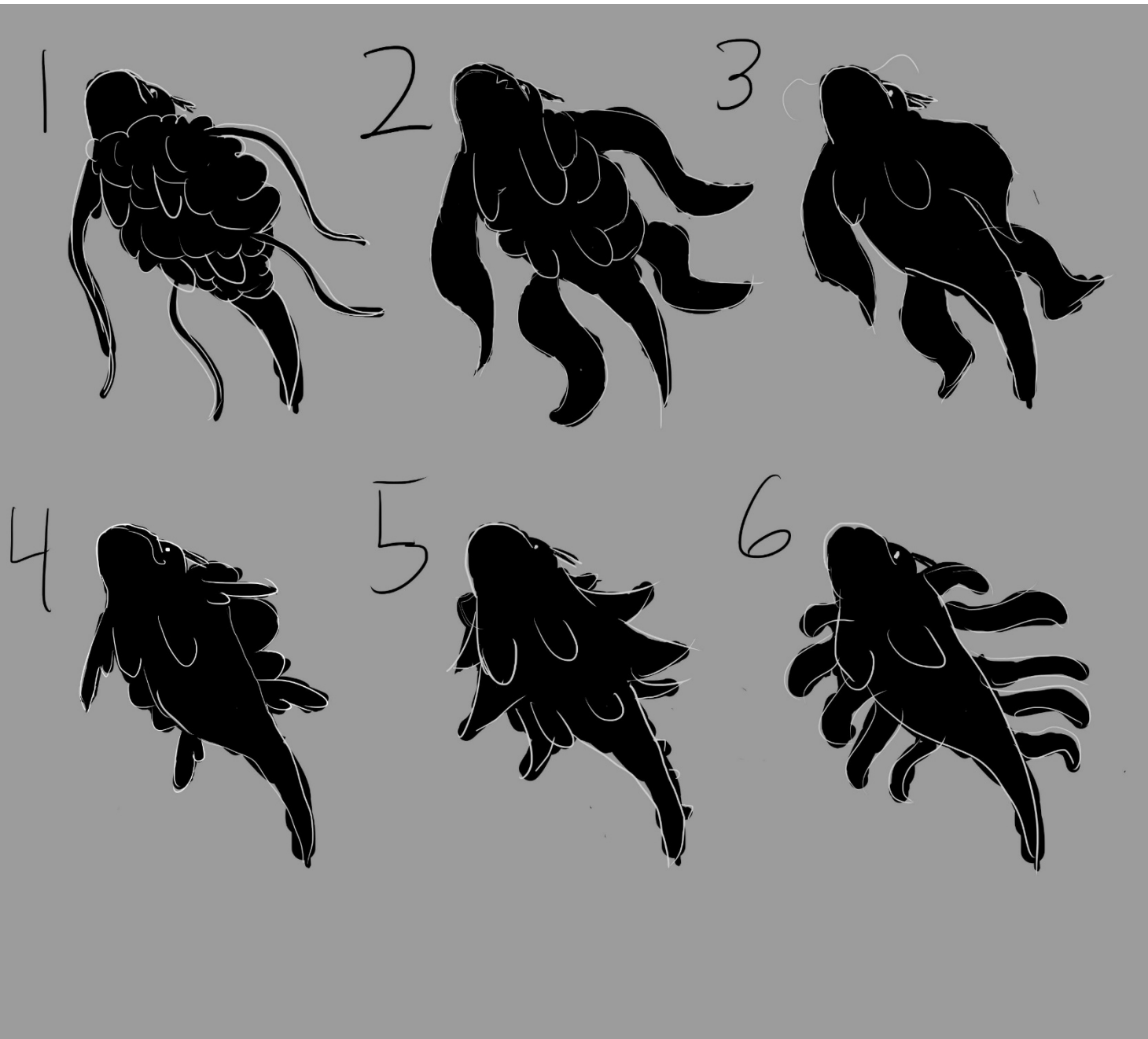
# Silhouettes

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# Detailed Silhouettes

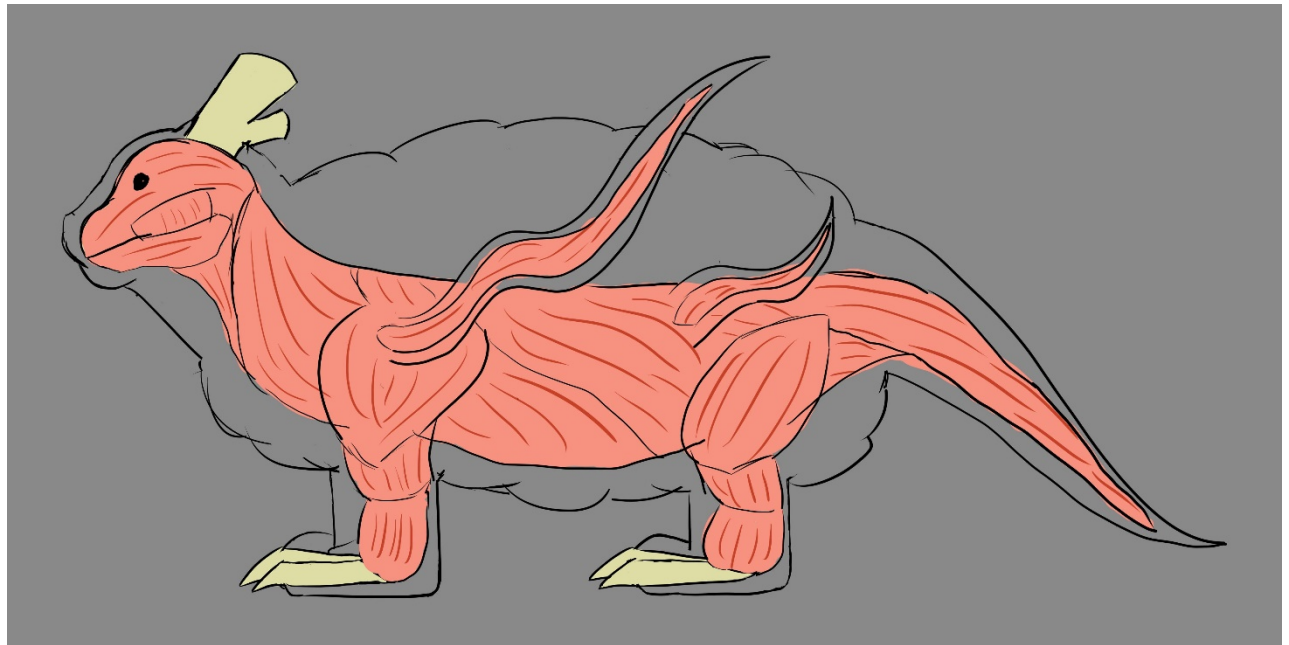
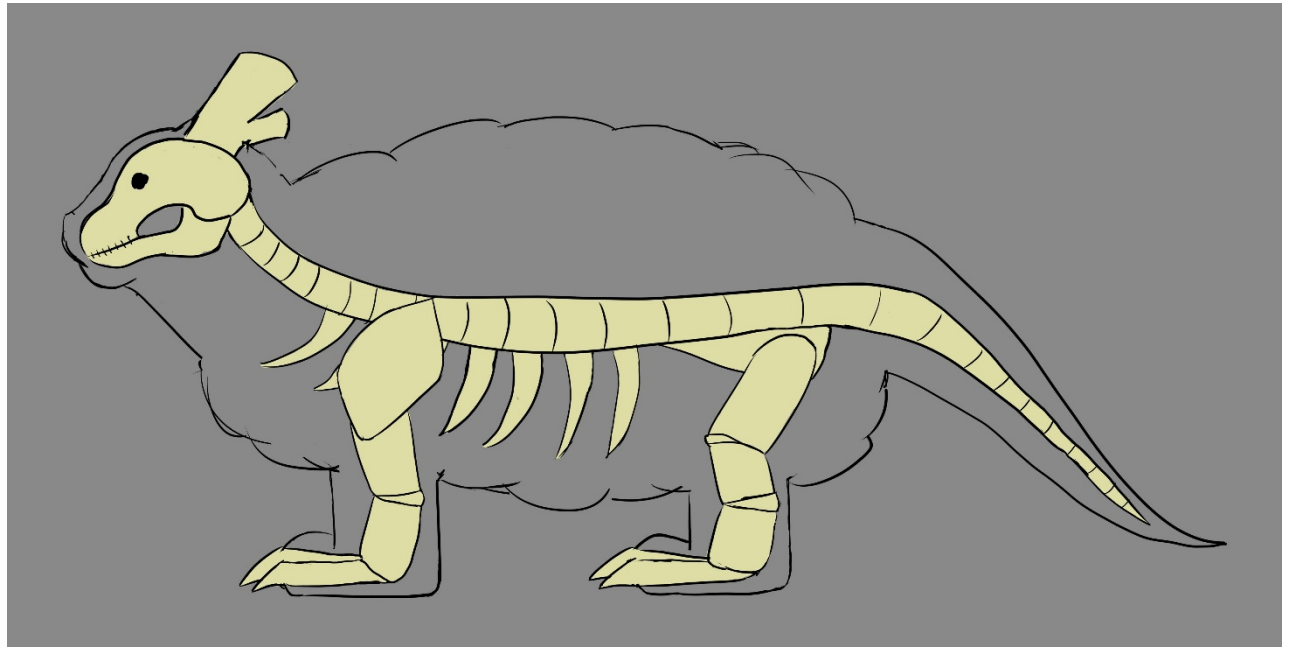
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# Concept



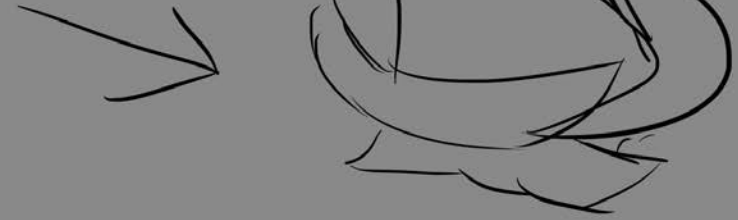
# Skeletal and Muscular



# Form & Function

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Since the Sky Drifter has a tendency to get blown away, the tentacles on the sides of its body can grab onto things to keep it from flying away.



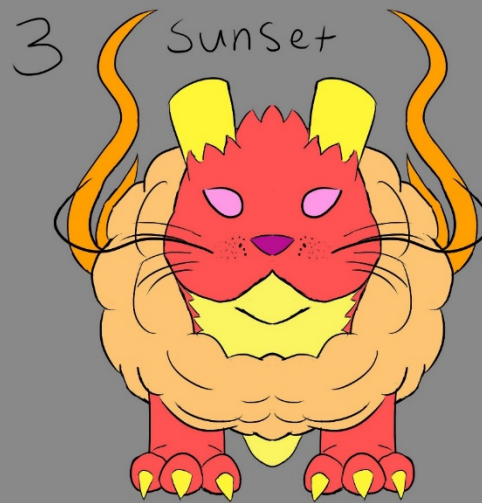
As wind is blown on the Sky Drifter, the wind passes through pocket-like sections of wool that maintain the pressure of the wind as excess wind passes through, creating a parachute like effect that causes the Sky Drifter to be taken away with the wind.



Since the Sky drifter is at high altitudes in dry areas, it's eyes have a coating on them that acts like a moisture windshield. It keeps the Sky Drifter's eyes from getting too dry so it can see, especially while in the air.



# Color Iterations



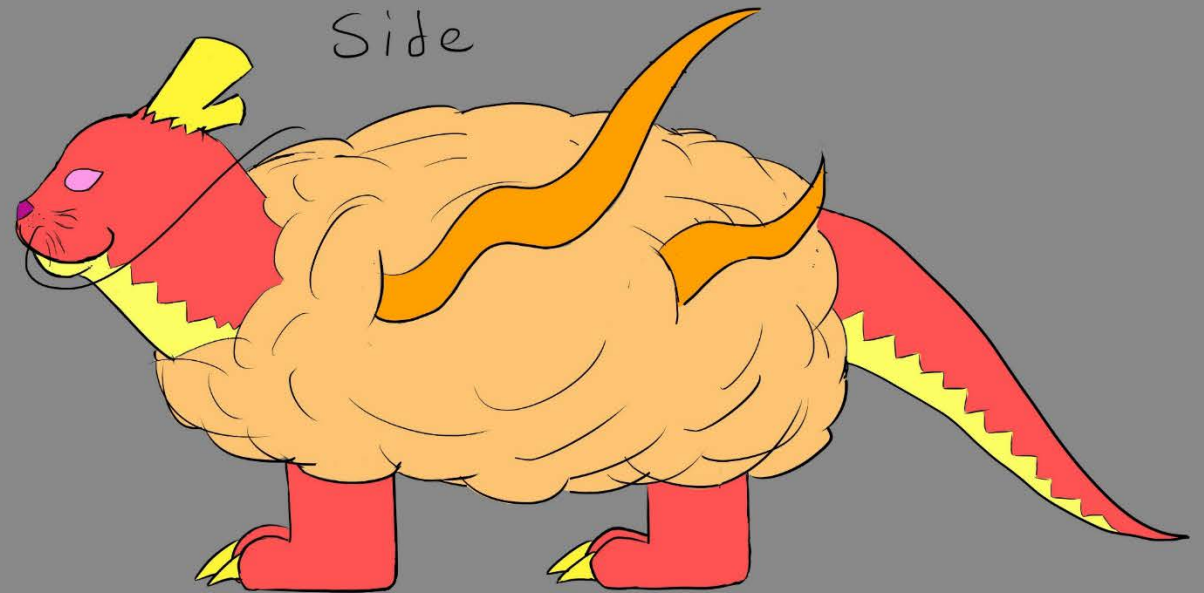


# Color Concept (Pastel)





# Color Concept (Sunset)



Final  $\frac{3}{4}$   
Angle (Pastel)

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Final  $\frac{3}{4}$   
Angle  
(Sunset)

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