

Thank you all for attending my presentation, and I'm very glad to see all of you.

My name is Yitong Li, I also go by Evelyn, and I am an international student majoring in illustration from Guangdong China,

Guangdong is in the south of China, close to Hong Kong, and its weather is very similar to Florida, always very hot, and it doesn't snow in winter.

I came to the US in 2019 and spent two and a half years at high school in Salem. My host family takes great care of me, I had great times there. After graduating from there, I decided to stay in the US and came to PNCA

There's nothing special about why I became an international student; it's because I had the opportunity and my family supported me, I also believe that studying abroad will allow me to better understand the world and explore new knowledge.

and yes I learned a lot and got a lot of experience in this process, and also met many people that are important to me, so I believe it was the right choice.

Any way

I'd like to share some of the things I usually draw.

And some style I'm good at.

I liked drawing when I was a kid. I always liked to draw cartoon characters from TV or books, I enjoy games and animation, so this is the area I mainly want to develop in.

Before I introduce my project, I want to apologize. I'll be reading from my script most of the time. because when I design stuff, I usually think in Chinese, so preparing this script is mainly to help me translate my ideas into English better rather than being nervous.

### **now let's talk about my thesis**

I want to talk about what context and what style I want to use first. My goal is to create warm and fantastical pieces that evoke a cozy, I hope to mix the style of Japanese anime with Western cartoon, by using flat colors, simple shapes, and fluid linework to achieve a clear and visually soothing look. They don't rely heavily on intricate details, but include just enough elements to leave an impression.

It features simplified forms, strong silhouettes. I want to use flat coloring with minimal highlights and shadows, focusing on clear shapes and harmonious color relationships.

### **What I want to do**

My thesis titled Daydream **Tavern**, is a worldbuilding project that focuses on **character design** and **interior design**. This worldbuilding concept is suited for industries such as **game development**. But I do not focus on game development or story writing; I Focus only on design and visual arts part.

The setting revolves around a **mysterious tavern** that serves different kinds of guests depending on the time of day: during the day, it welcomes human travelers and offers familiar dishes such as steak, noodles, and fries; however, at night visitors are all monsters, Tavern going to presenting monsters with food that looks a bit creepy. It's a small world I built to express my love for Character design, and food illustration

Here is my character design

### **Character designs - Tavern owner (Day)**

The first character I want to introduce is the maid

She is the owner of the Tavern, and also the only waitress here. She always wears a maid's outfit, and greets customers with a soft smile. But she seems to have some secrets...

she always seems to have her eyes closed, no one knows the color of her eyes.

I added this detail because I wanted to give her a sense of mystery. In character design, the eyes are especially important, Because eyes show a character's emotions and personality a lot. Therefore, when people can't get information from her eyes, they will feel that there's something unreadable or enigmatic about her.

Here is character turnaround ,Keywords for this character is gentleness, reliability, and mystery.

I designed a bonnet for her. The bonnet is a type of hat that was popular in Europe, it has a very wide brim and delicate decorations. It was especially fashionable during the 18th and 19th centuries, during that period women pursued an image of "grace" and "modesty."

Therefore it was very popular on middle- and upper-class women.

This is an early sketch, I was deciding on his hairstyle and poses.

Here is my color expression and final line explanation, To achieve some design balance, I deleted and modified some things. Such as her wing-like thing on the back of her dress , and her clothes

### **Character designs - Tavern owner (Day)**

When I designing this tavern, I wanted it to have two different appearances—one for day and one for night—because it serves different kinds of beings during those times. Therefore, the tavern's owner should also have two different forms.

This is the maid character's nighttime form. Her design is inspired by a spider. The idea came to me when I was thinking: how could one person possibly handle so many works—cooking, serving customers, and cleaning—since the tavern only has one staff member? So I based her design on a spider, giving her six arms that allow her to do many things at once.

Her color palette is also based on the inverted colors of her daytime form, with some adjustments. The four red designs on her clothes are inspired by a spider's eyes, and the style of her dress is meant to resemble a spider web.

### **character designs - pirate girl**

The second character I want to introduce is Pirate Girl, She is one of the Tavern's guest This character is a young pirate—full of energy, and sometimes she is a little troublemaker, But she always gets everyone's love. I used bright and vivid colors for her palette

Here is her character turnaround

Her key words are: young, energetic, and confident.

Here is my color expression and final art

I removed the decorations on her boots because they drew too much attention to the lower part of the design, which wasn't what I wanted. I also changed the direction of her head to make her look a bit more "playful"

### **character designs - hunter**

The third character I want to introduce is the hunter

This character is a hunter from a cold region, he is also a guest, his clothing is thick and trimmed with animal fur. This design was a new challenge for me, since I usually draw young people with medium or slender bodys, and I had never tried designing a strong, middle-aged man before. I'm quite satisfied with the result. His personality is mature and serious, but because his face always looks angry and intimidating, people often get the impression that he's difficult to talk. But people don't know he's actually a gentle person—he just spends most of his time hunting in the wilderness and doesn't have a chance to interact with others.

His color palette is very simple. According to his background, as a hunter who needs to survive in the wild and remain hidden, he Focuses on practicality in clothing rather than beauty.

The design on the right is an earlier version I created, its style doesn't quite match the direction I'm pursuing now, the old one uses more curved lines and has more details than the current style.so I redrew them, My current style uses more straight lines and blocky, simplified shading.

### **character designs - noble**

This is the third guest in the tavern. This character comes from a noble background. His personality is a bit arrogant and his way of speaking can be kind of annoying, but I didn't want to portray him as a villain. so I chose softer outlines and avoided overly sharp shapes in his silhouette.

Here is my character TURNAROUND

He often carries a light rapier, because I imagine a character like him doesn't do much physical work and he isn't very strong, so he would likely choose to carry a light, elegant weapon. I used colors like magenta and peacock blue, some bright colors can draw people's eyes, because he as a noble, I wanted him to enjoy being the center of attention.

Some of my Design Process

I'm glad I try something new with his hair; I would have chosen black hair originally, I think currently hair show his personality better

I think I've finished introducing all the human characters, so next I will introduce the monster characters.

### **Monster – pitcher plants**

This character is inspired by the pitcher plant. Her hair is made of many vine-like tendrils that form two large, powerful hands, so she rarely uses her own hands. Because of that, her real arms are actually very thin and small.

In the early stages of design, I tried a lot of different body types. I wanted this character to embody the image of a confident and effortless predator. To express that, I added sharp spikes to her body and gave her a confident smile.

### **Monster – whale sheep**

The second monster character I designed is the "whale sheep."

For this character, I combined two completely unrelated creatures—just like its name, I mixed elements of a sheep and a whale, and a sea-monster. His head is shaped like a lamb, but it has whale-like skin. You can also see barnacles on its body, which shows that it is a creature that has lived in the water

Again this some of my color expression and sketch,

The character introductions are finished, and next I'd like to share some food illustrations, This idea came from what food these guests would order when they came to the tavern. I also just enjoy the process of illustrating food, is relaxing and satisfying.

### **seafood pasta Anchor hash brown**

The first one is pirate girl's Oder, she decided to order seafood pasta and an Anchor Hash Brown. Personally, I really like the design of the Anchor Hash Brow, I think kids usually enjoy

foods with fun shapes, like dinosaur nuggets. Some kids care more about whether the food looks cute than the taste.

### **Sunlight wilmington**

The noble character ordered the Sunset Wellington and fruit wine. Before designing this dish, I thought about what a very wealthy person would eat. The first things that came to my mind were red wine and steak, so I designed the dish based on that idea and added a fancy wine glass to the illustration.

### **Ironpot wild venison stew**

The hunter ordered the Ironpot Wild Venison Stew. In my mind, hunters always need a lot of strength, so the food they eat should give them a lot of energy and nutrition. Big chunks of meat and a stew sound like the perfect choice for him, along with a small dessert, a raspberry pie.

**These are all the food illustrations I have now, for next panel I want to share some of the interior design of the tavern**

### **Interior of the tavern (Day)**

The interior design of Daydream Tavern takes inspiration from 18th and 19th-century European architecture. so i referenced a lot of old taverns, and kitchen back that time.

The difference between these two images is that one has the wall in place, while the other removes the wall so the interior of the kitchen can be seen. The building features an old-fireplace, stone-brick walls, old posters, a wooden bar counter and some chairs, and every decoration is chosen to make the environment feel more lived-in — such as all kinds of bottles, wooden barrels.

In terms of color, I chose mainly browns and various warm tones. Because warmth is an important element I want people to feel.

### **Interior of the tavern (Night)**

As I mentioned earlier, the guests who visit the tavern at night are all monsters, and the tavern owner also changes appearance. Based on this background setting, so I created a nighttime color palette for the tavern.

the overall colors become much darker, and even the candlelight shifts to blue or green. In the future, I would like to design a completely different set of furniture specifically for the monster's furniture that looks stranger and more interesting

**This is what the tavern looks like under daytime lighting and nighttime lighting.**

### **early designs**

In my early designs, I drew the wall tiles and the floor first, but I arranged them too big while the interior objects were too large, which made the whole room look tiny. so I have to shrink them a lot in order to have the perfect size I want

This is another color version of the night tavern that I designed, the colors were too similar to one of my characters. If I placed that character in this environment, they would “blend into” the background. People going to have hard time to see it , So I needed to change that color

This is what they end up looking like:

I have also posted these illustrations on the wall so people can take a look later too

In the end of the whole project, I created an illustration of my characters, showing what they look like when they are inside the tavern

For this project, there are still many things I want to explore. I think it has a lot of potential directions, for example, I could even create some fantasy recipes using imaginative ingredients. I would be happy to continue developing this theme in the future.

It's really nice to share my work with all of you. That's the end of my presentation, and I hope you enjoyed it. You're welcome to ask questions or share your thoughts.