

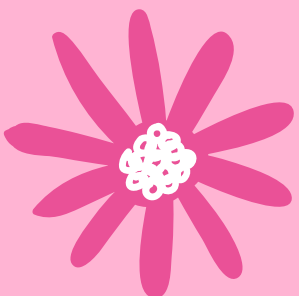
DIGITAL

girl

WORLD

alishba rahim

FA24



hyperfeminine

**expression deserves to hold
autonomy**

I will do so by:

Merging **RETRO HORROR GAME**
aesthetic with **HYPER-FEMININITY**
in order to **reclaim women's
sense of autonomy** in animation
by recontextualizing traditional
feminine traits.

thesis statement



I have created a teaser/ trial episode. The original plan was to have 13 (10 second) Tik-Tok videos. The content will center around a mythic, antagonistic, hyperfeminine young girl, named Naami that manipulates the viewer throughout the story, leading to the viewer's demise.



*NAAMI
FINAL
DESIGN*

The viewer is transported through a bizarre, liminal space version of PNCA, with only an unassuming Naami as an ally. The viewer must solve a puzzle from each floor of PNCA, starting from the 6th floor, where they spawned, to progress down to the lobby, where the exit is. The genre is a psychological horror with visual novel elements, animated as a point-and-click adventure game.

NAAMI



Facial Expressions

In my advanced Illustration class:

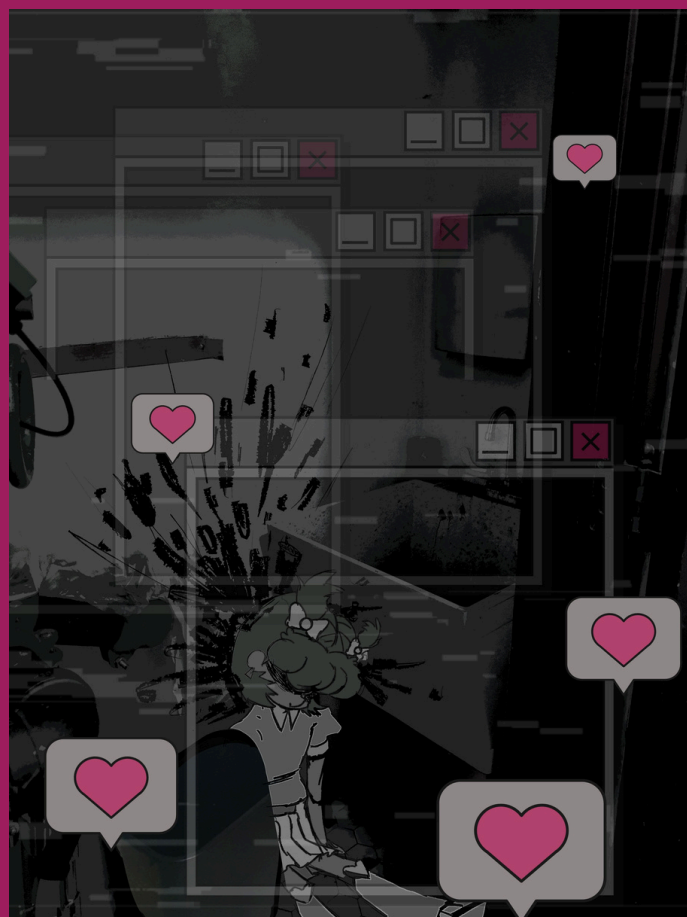
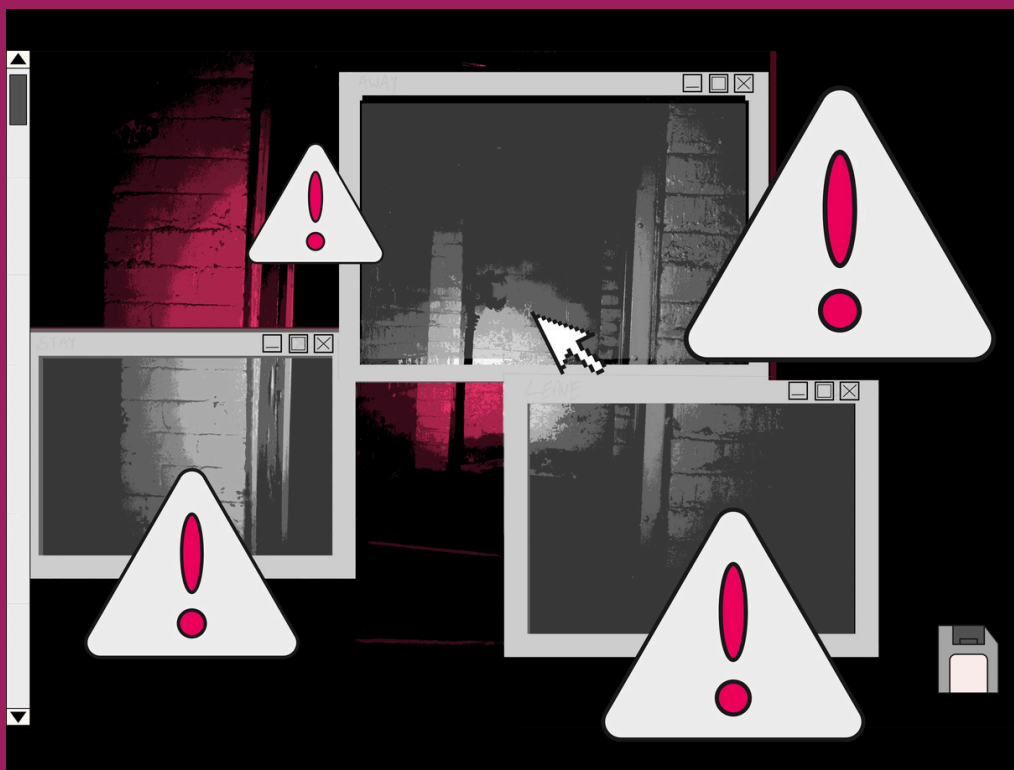


I have created this illustration of how I want Naami to live within the retro horror background.

The final illustration of my thesis test assignment, focusing of how I plan to incorporate the vapourwave aesthetic into **Digital Girl World**



Work in Progress and Beta Design:



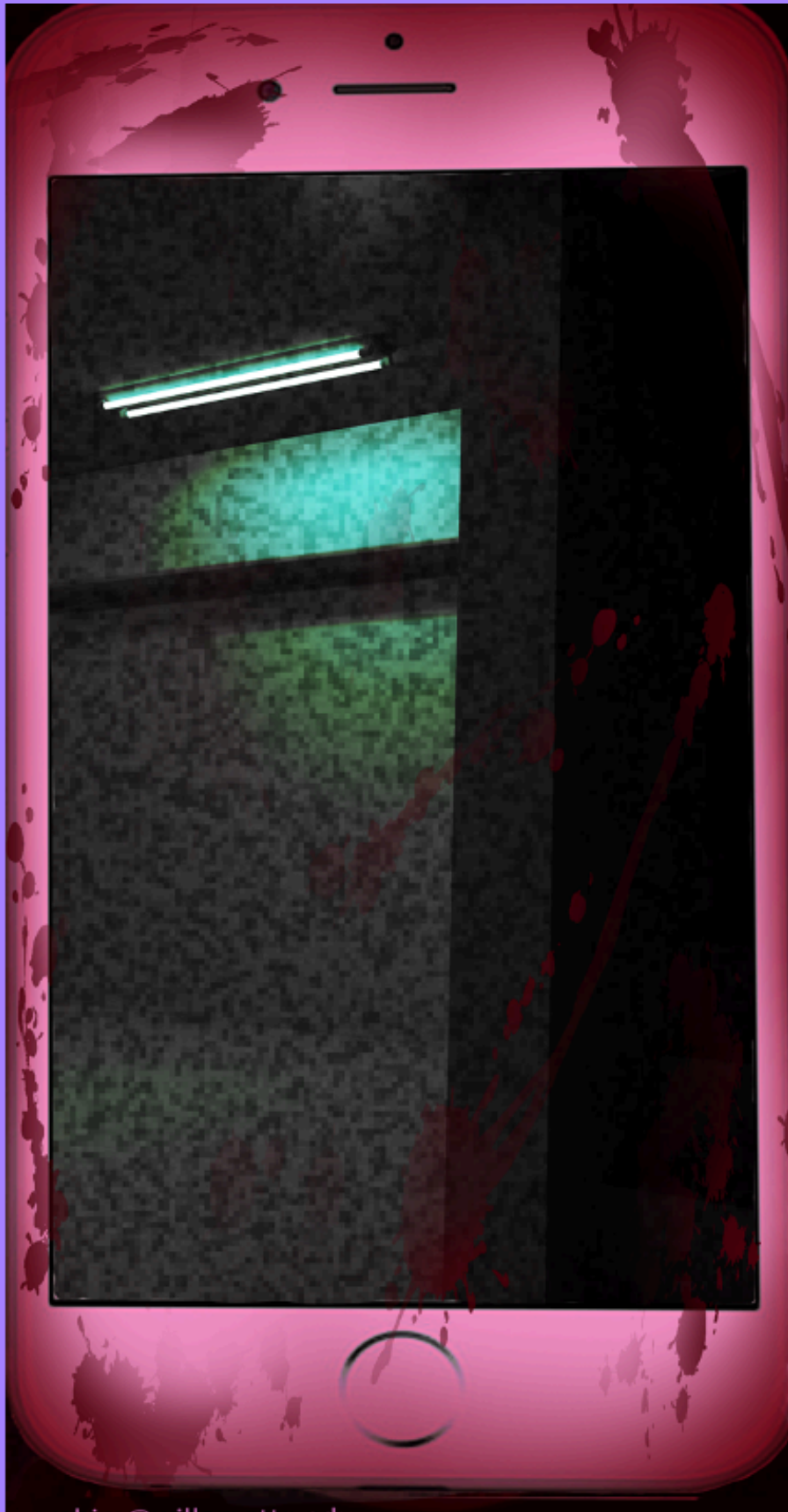
Vapourwave roughs

*The 'IT' Girl
Character: Nina*



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@alieebarts
Alishba Rahim

Beta Naami



Beta Background

Design Process of Final Naomi

DESIGN VARIATION



GAME: AUTO-ANTAGNAMI
 CHARACTER: NAAMI
 CLASS: ANIMATING FOR GAMES
 avanim@willamette.edu



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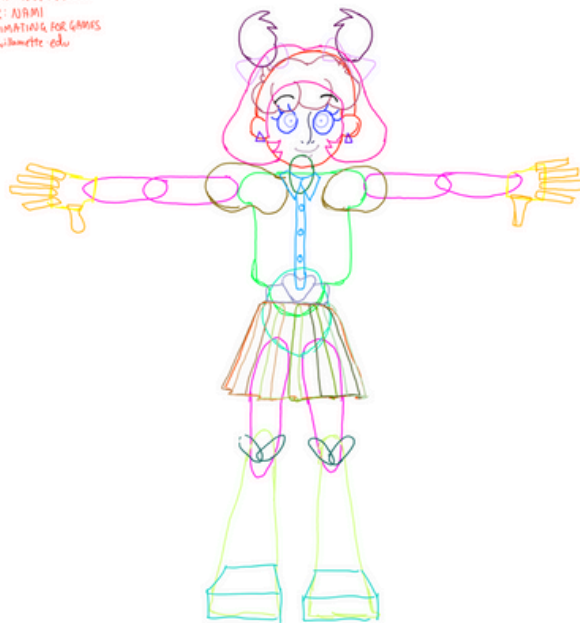


Rigging sketch

GAME: AUTO-ANTAGNAMI
 CHARACTER: NAAMI
 CLASS: ANIMATING FOR GAMES
 avanim@willamette.edu



GAME: AUTO-ANTAGNAMI
 CHARACTER: NAAMI
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- LIMBS
- HEAD
- HANDS
- FINGERS
- EYES
- PUPILS
- TORSO
- NECK
- HIPS
- FEET
- SHOES
- SHOULDERS

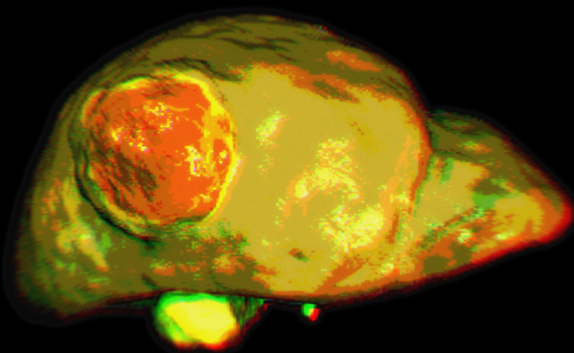
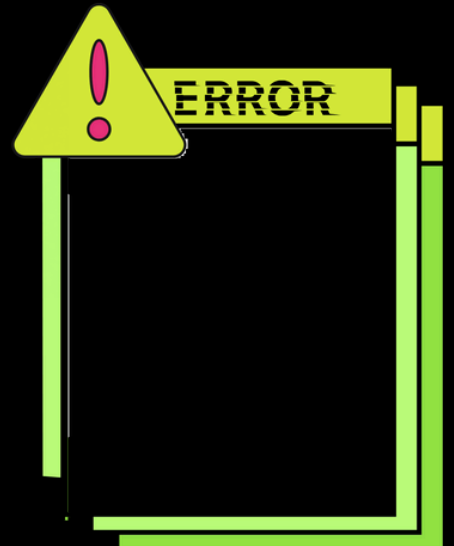
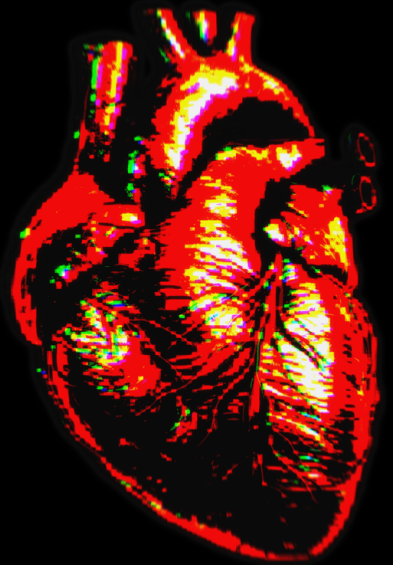
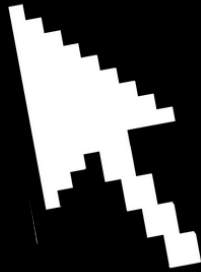
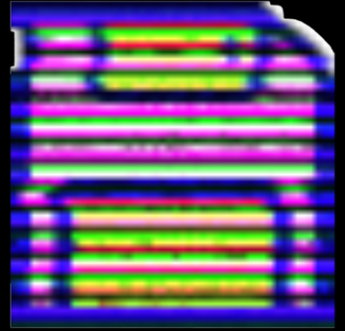
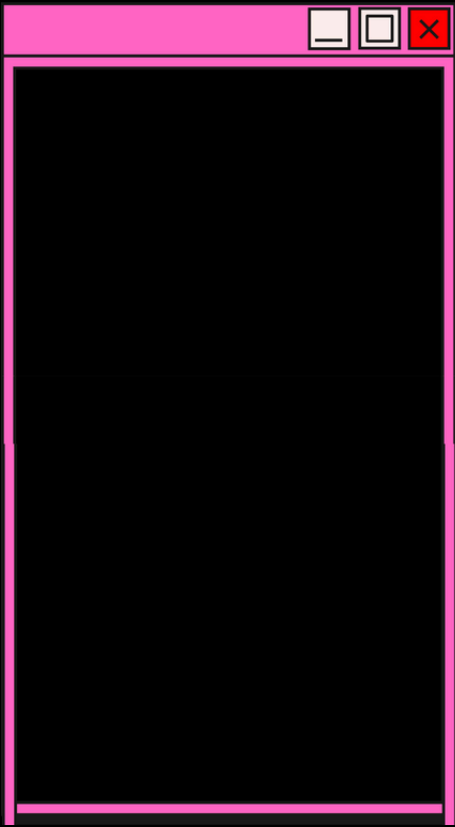
- HAIR: BACK HAIR
 : BANGS
 : POYTAILS
 : BOWS

- SKIRT: BACK SHAPE
 : PLEAT 1
 : PLEAT 2
 : PLEAT 3
 : PLEAT 4
 : PLEAT 5
 : PLEAT 6

- SHOES: HEART DETAIL
 : SOLES

- MISC DETAILS: HEART
 : BELT
 : COLLAR
 : BUTTONS
 : EARS
 : NOSE
 : MOUTH
 : EYEBROWS

All Art Assets in Film



All Mouth Shape Art for Lip Sync



Shadow People Concept



Episode "1" Storyboard sketches



Episode "1" Storyboard sketches



Episode "2" Storyboard Naami Shot Sketches



Episode "2" Storyboard Naami Shot Sketches



Episode "2" Storyboard

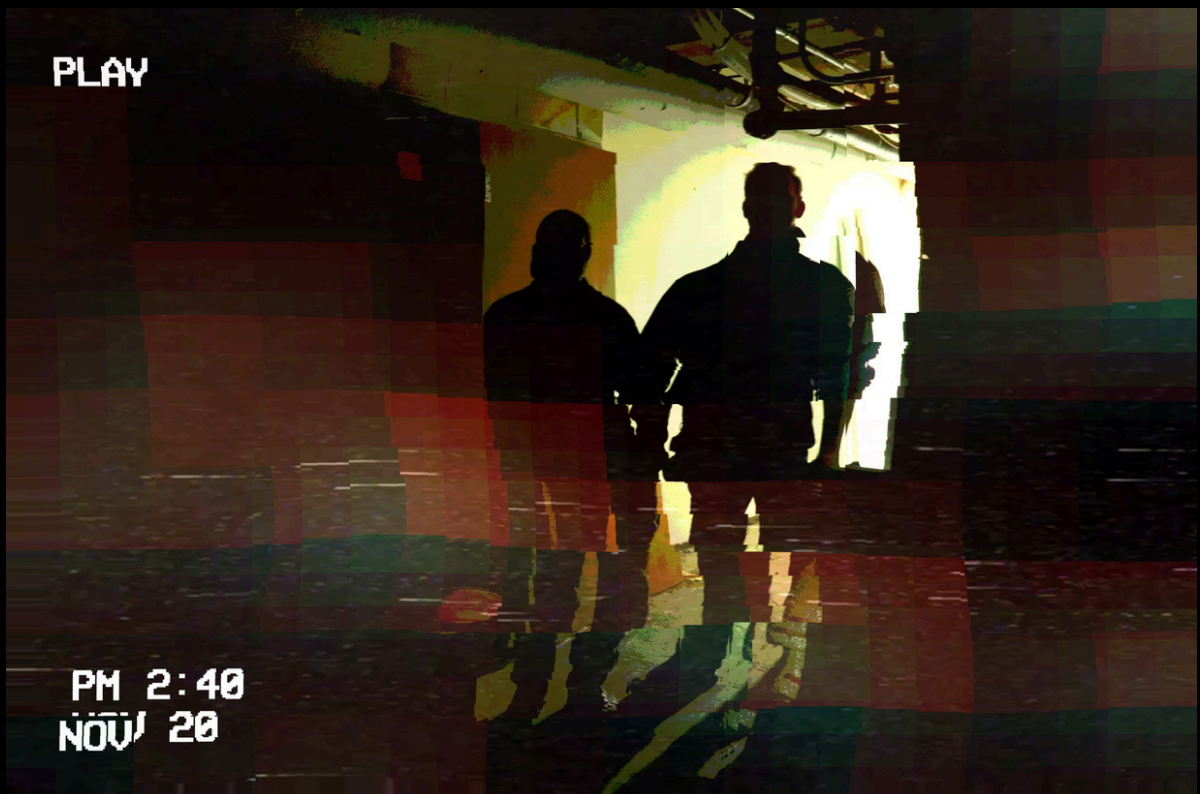
Naami Shot Sketches



Retro Horror/Posterized Edited Photographs of PNCA



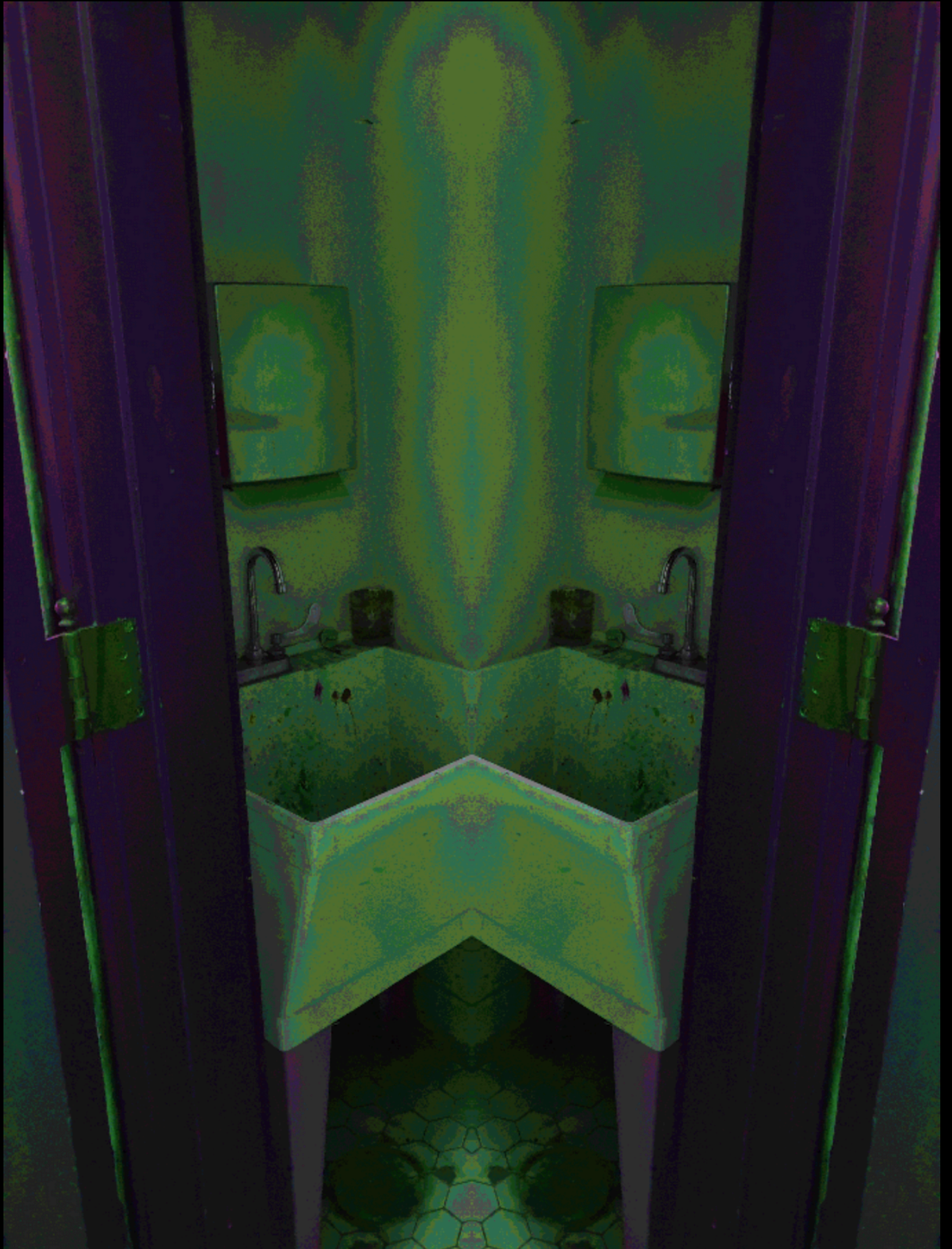
Retro Horror/Posterized Edited Photographs of PNCA



Retro Horror/Posterized Edited Photographs of PNCA



Retro Horror/Posterized Edited Photographs of PNCA



**Psoterised Backgrounds used in film
"Episode 1"**



Before

Psoterised Backgrounds used in film "Episode 1"



After

**Psoterised Backgrounds used in film
"Episode 2"**



Before

**Psoterised Backgrounds used in film
"Episode 2"**



After

Rough Illustration of portraying nami as an 'other' figure

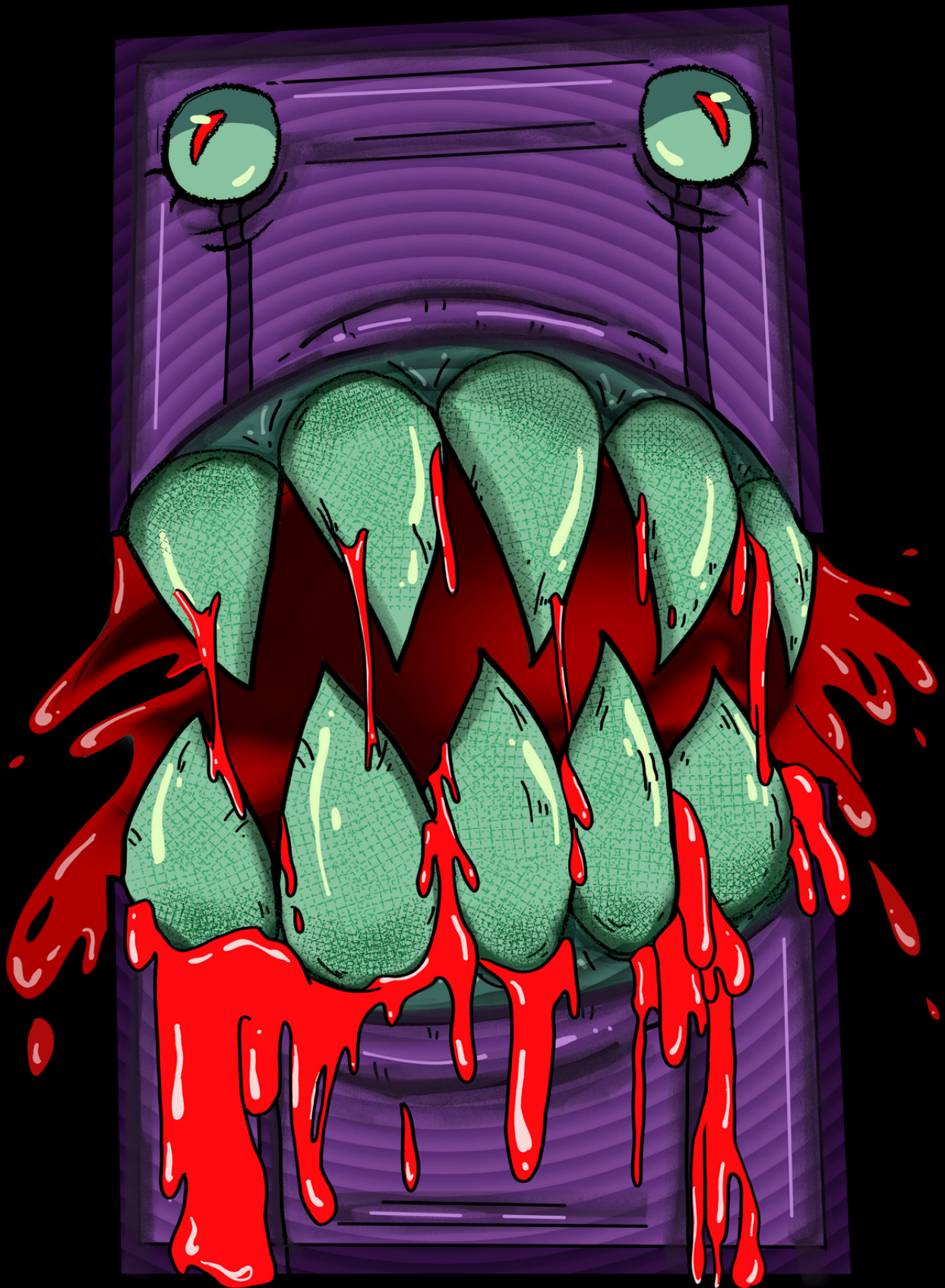


I am not going forward with this character design as it is too ghoulish. However the bedroom design is a good inspiration for Naami's room

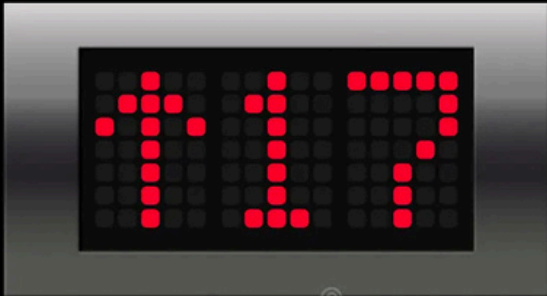
Monster Door Sketch



Monster Door Final



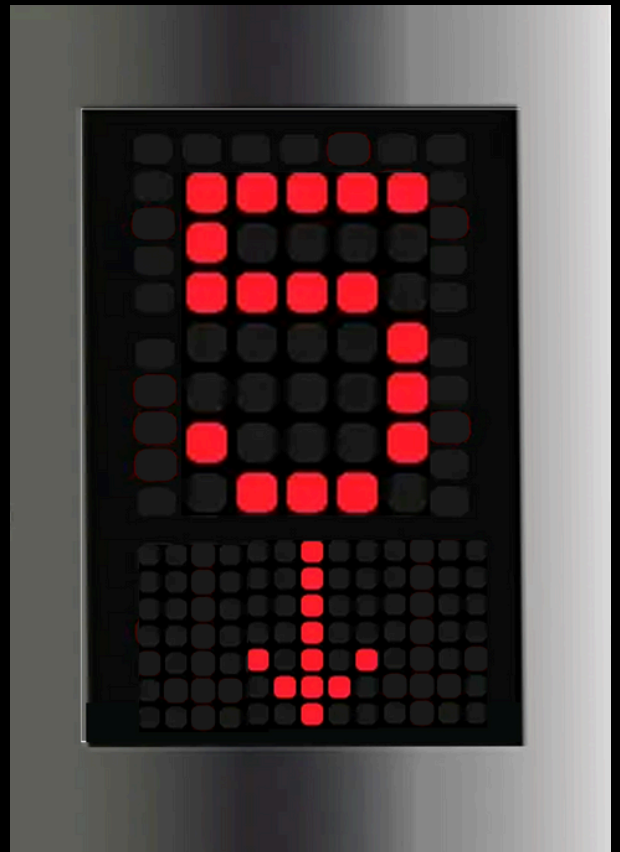
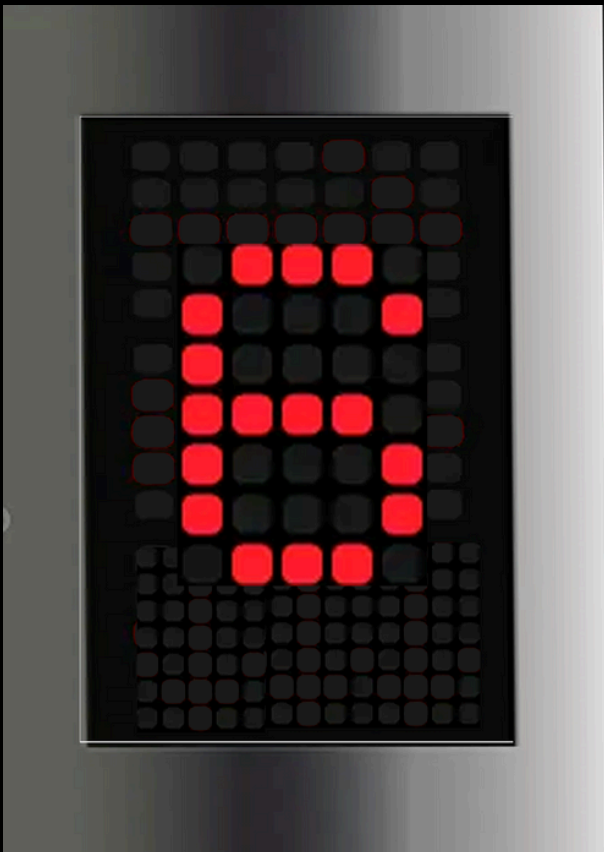
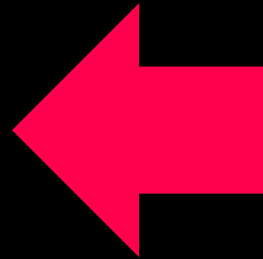
Elevator Transition



dreamstime.



Animation sequence
refernced from this
image



Nami's beta bedroom design



Poster #1 for promoting my thesis around PNCA and Arthouse



Poster #2 for promoting my thesis around PNCA and Arthouse



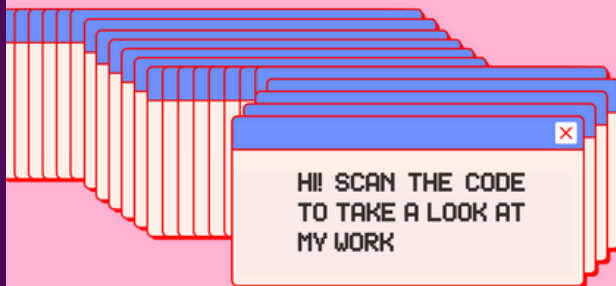
The final poster made for my Thesis Defense



Promotional Postcard for Thesis



Alishba Rahim
@alieceebarts
alishbarahimart.com



Thank you!

To:

Four horizontal lines for an address.



(An 'ending' illustration of naami for
my slide deck)

Thank You!

