

# WELCOME TO PIP'S GIANT TREE

*A digital art booklet for Featherbound by Carrie Wang*



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**ARTWORK** *by:*

**Carrie Wang**

*2D Artist*

**Jaime Lopez**

*3D Artist*

**ADDITIONAL ARTWORK** *by:*

**Eliza Batongmalaki**

*Environment Artist*

**Danica Padlan**

*Level Designer*





## HIGH CONCEPT

FOLLOW THE JOURNEY OF PIP, A YOUNG FLEDGLING, WHO VENTURES TO THE TOP OF A COLOSSAL TREE IN SEARCH OF A PLACE TO CALL HOME. SOLVE PUZZLES TO HELP LOST EGGS FIND THEIR WAY BACK TO THEIR NESTS WHILE UNCOVERING ANSWERS TO A TROUBLED PAST.

# CHARACTER ART PIP

PIP is a cute blue budgie, who ventures to the top of a colossal tree in search of a place to call home. He loves solving puzzles to help lost eggs find their way back to their nests while uncovering answers to a troubled past.

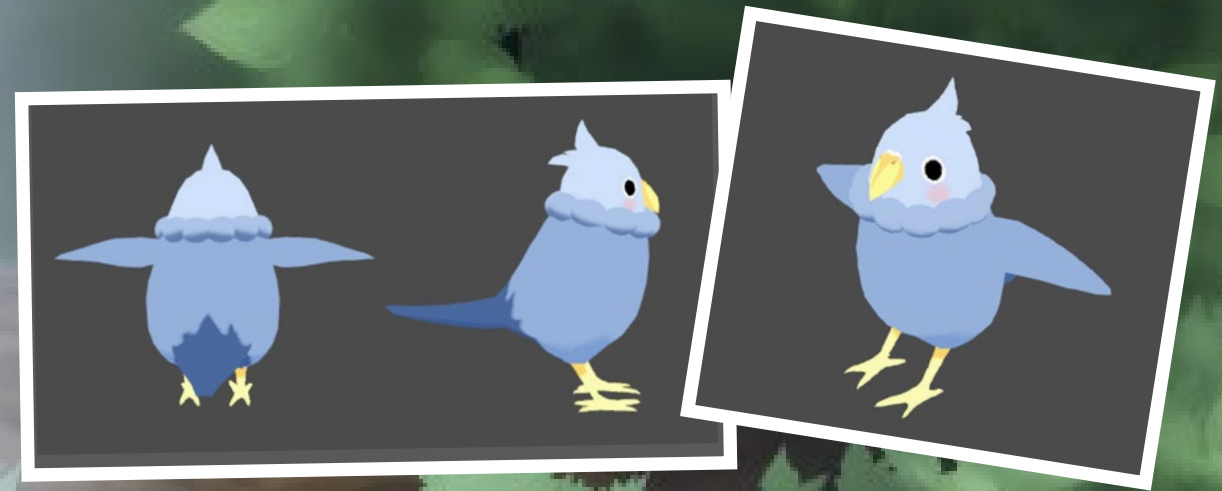
## ORIGINAL CONCEPT ART

by Carrie Wang



## REVISED CONCEPT ART

by Carrie Wang



## IN-GAME PIP 3D MODEL

by Jaime Lopez





IN-GAME NPC MODEL

by Jaime Lopez

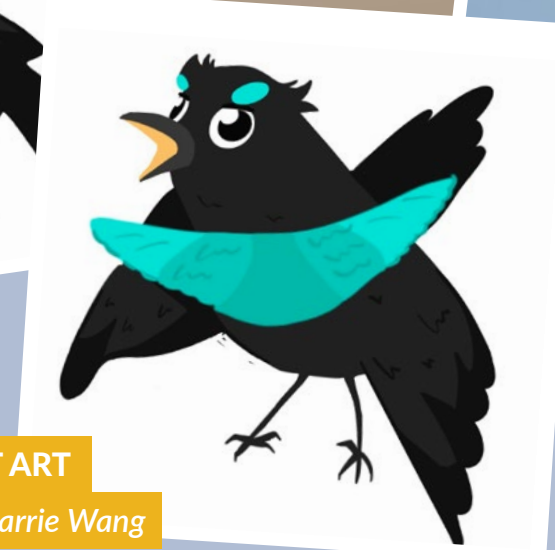
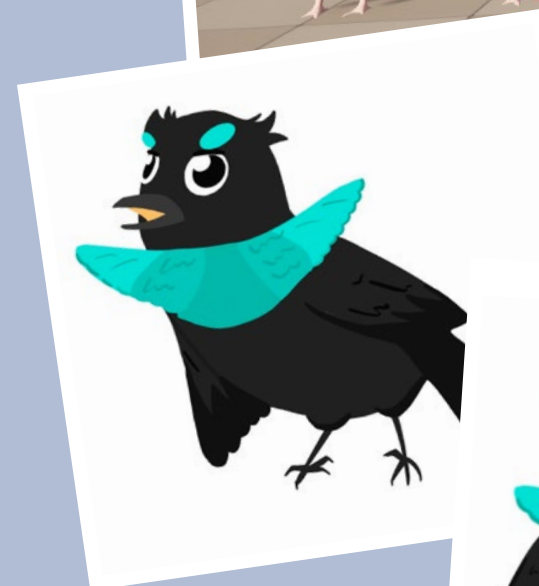
# NPC ART

Besides the main character, Featherbound features other bird species with an idle animation. NPC play a vital role at reminding Pip to return the correct egg into the specific nest.



VARIETY OF NPCs

by Jaime Lopez



BGOI CONCEPT ART

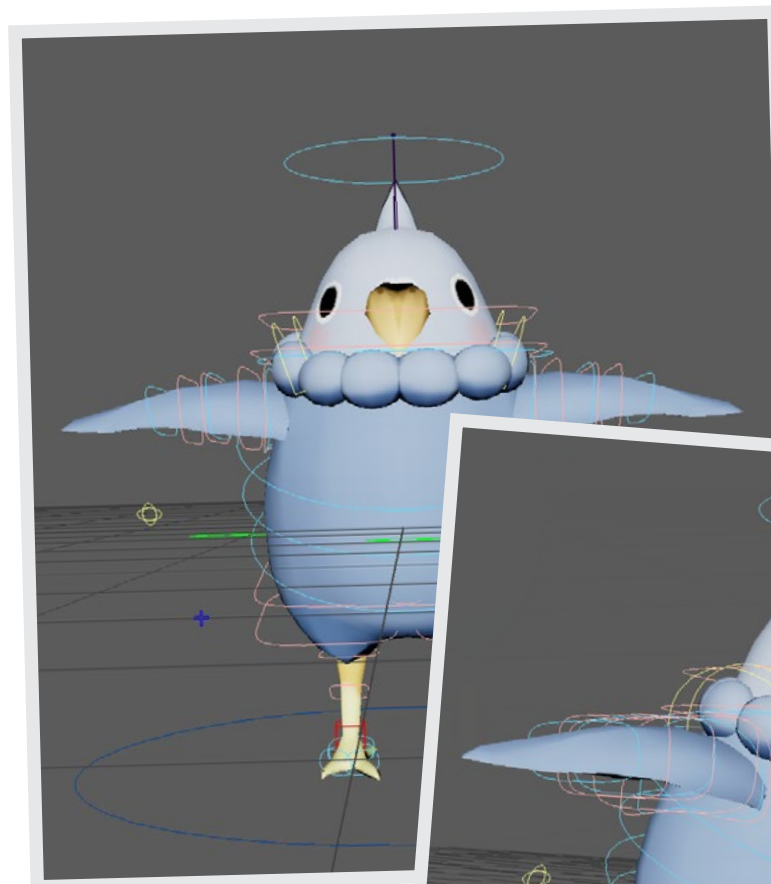
by Carrie Wang





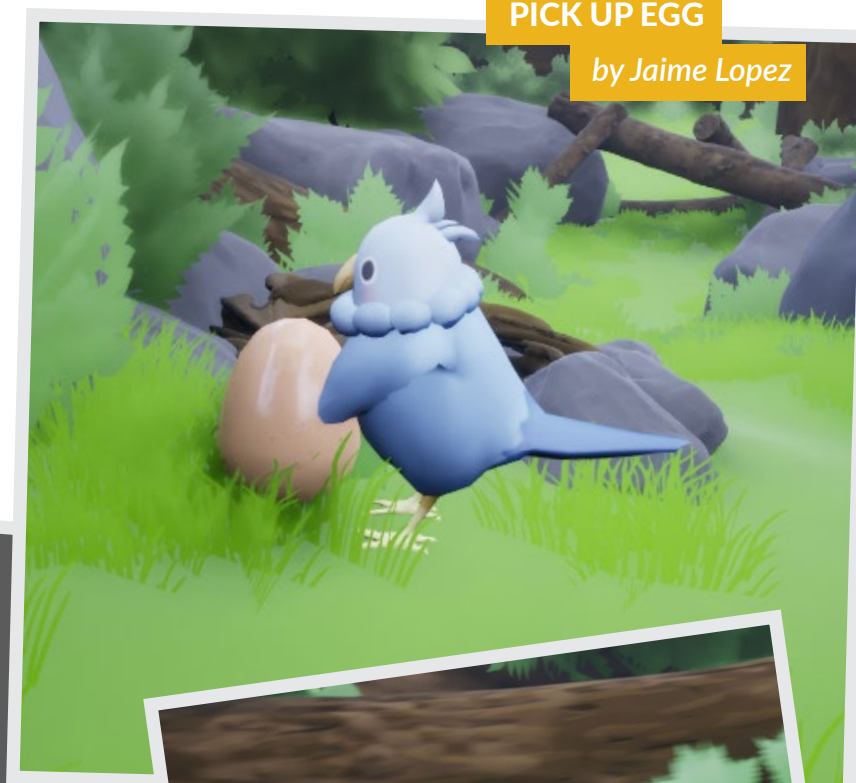
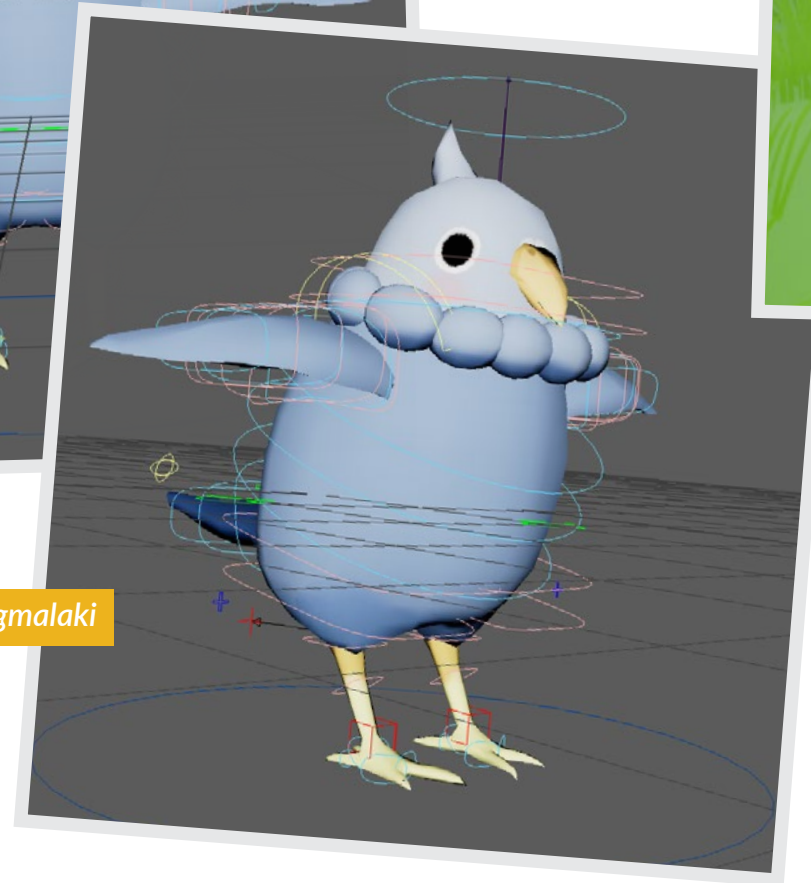
# RIGGING AND ANIMATION

by Eliza Batongmalaki and Jaime Lopez



PIP RIGGING

by Eliza Batongmalaki



PICK UP EGG

by Jaime Lopez



SPRINT

by Jaime Lopez



JUMP

by Jaime Lopez



PUSHING

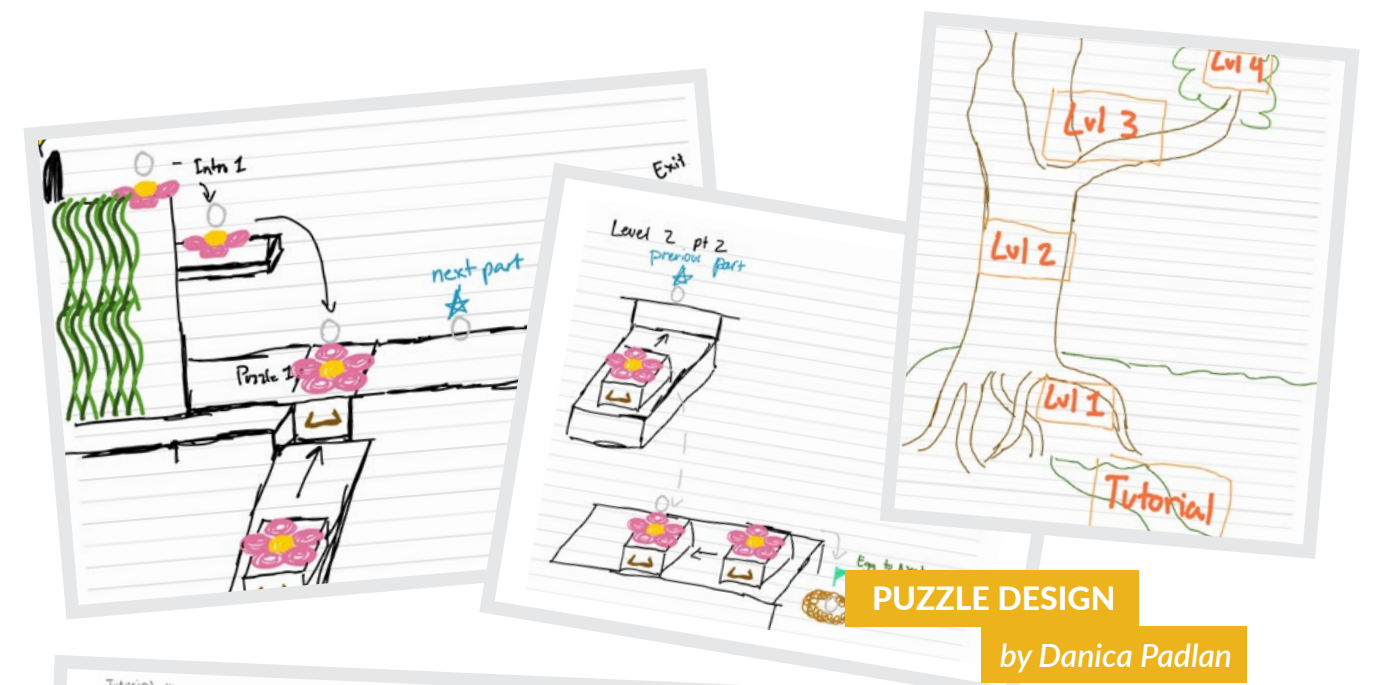
by Jaime Lopez



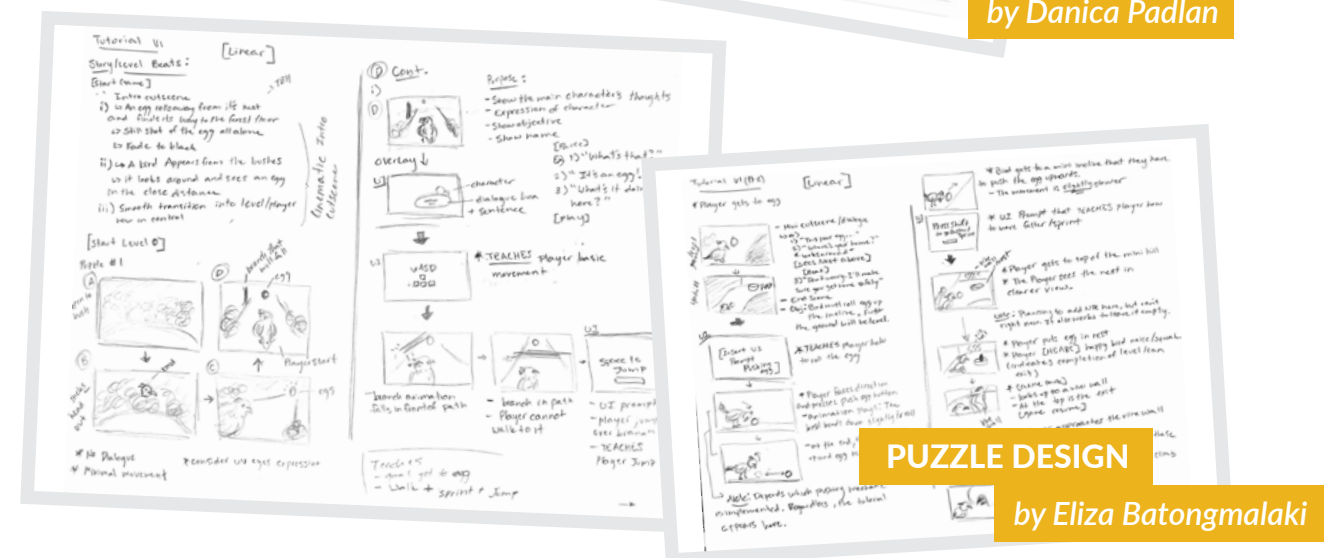
# THE TREE

The world was placed on a giant tree in blossom with Cozy, Chill, Enjoyable While the main environment aims for a bright, colorful, and open space, there are certain dark corners with limited visibility to encourage players to explore. The main game map would be taken inside the tree, where plants and animals have their self-sufficient civilizations.

THE MID OF THE TREE  
by Eliza Batongmalaki



PUZZLE DESIGN  
by Danica Padlan



PUZZLE DESIGN  
by Eliza Batongmalaki





ENTRANCE OF THE GIANT TREE

by Eliza Batongmalaki and Carrie Wang



# INTERACTIVE AND ENVIRONMENT PROPS

by Carrie Wang and Eliza Batongmalaki

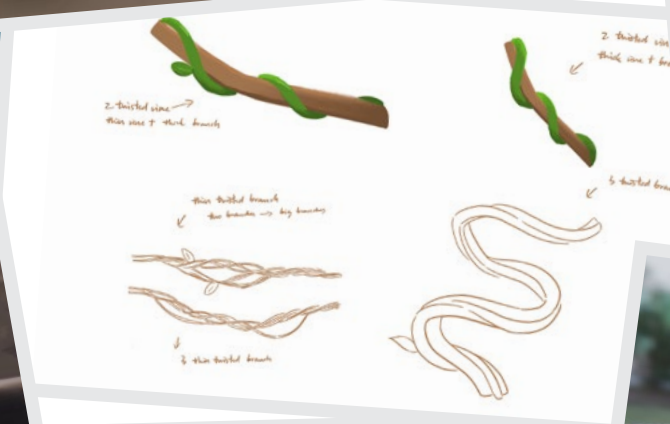
FLOWERPILLOW

by Carrie Wang



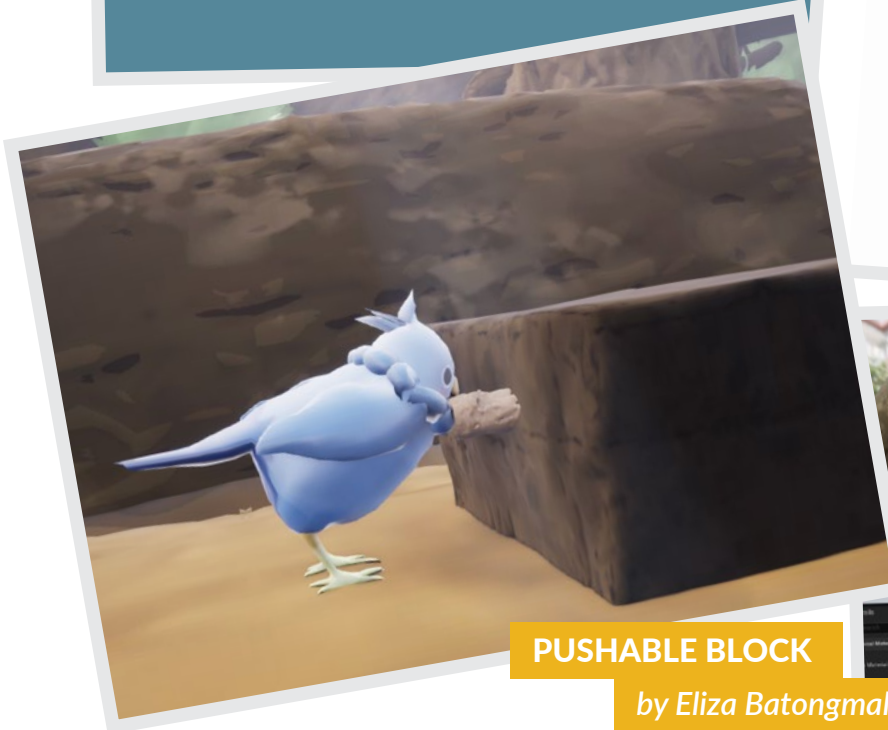
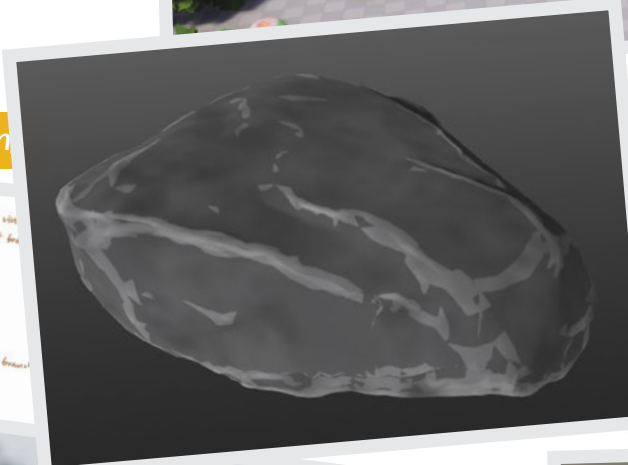
CLIMBABLE VINE

by Carrie Wang



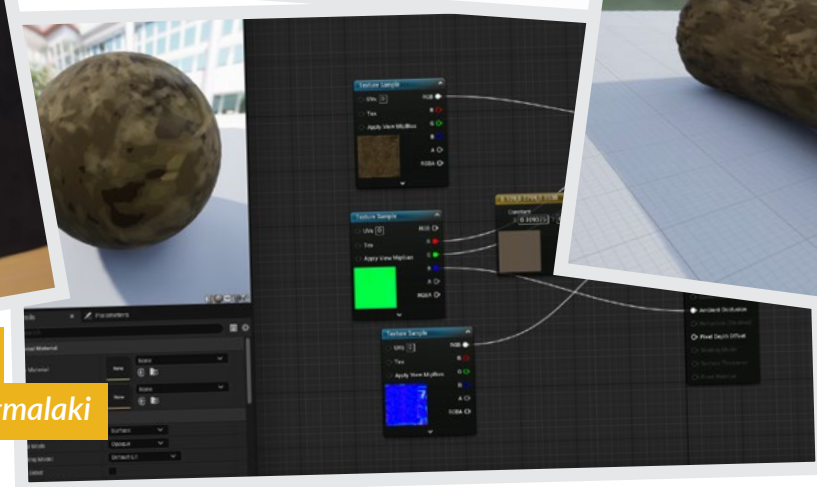
ENVIRONMENT ASSET

by Eliza Batongmalaki



PUSHABLE BLOCK

by Eliza Batongmalaki



ASSET RE-TEXTURE

by Eliza Batongmalaki

# USER INTERFACE

Typography plays essential role to display the playfulness of Featherbound. The game uses customized font for title art and resource all in-game font from Adobe Font.

## CANVAS INLINE

by Adobe Font

featherbound

36pt. Canvas Inline Reg

featherbound

36pt. Canvas Inline Heavy

## GRANDSTANDER

by Adobe Font

featherbound

24pt. Grandstander Light

featherbound

24pt. Grandstander Medium

**featherbound**

28pt. Grandstander Bold

**featherbound**

30pt. Grandstander Black

## COLOR PALETTE

by Carrie Wang

The color palette of the UI system is mainly composed of black, yellow, and blue with different hues.

#ffffff

#ffe669

#6699cc

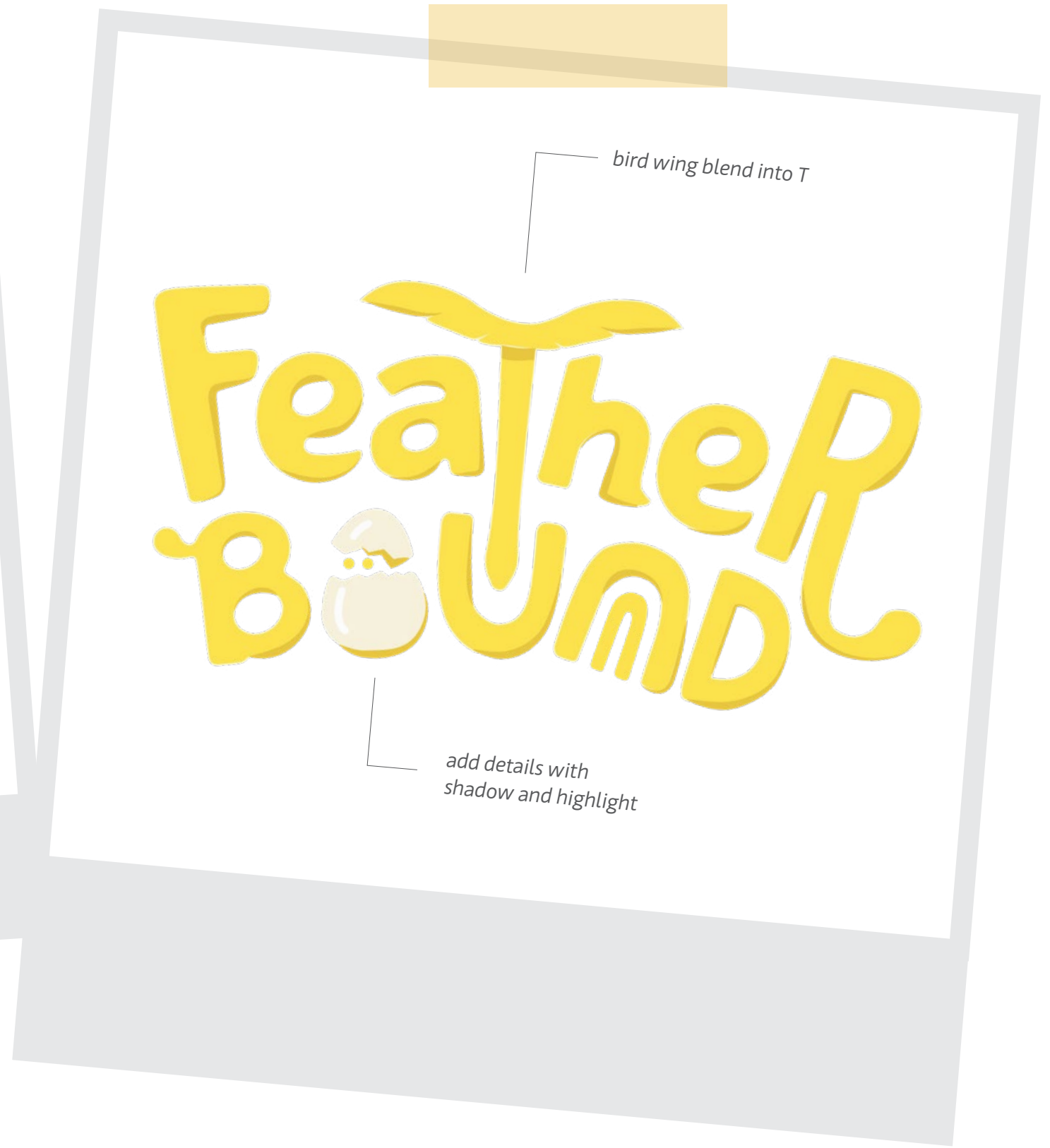
#384b63

## BUTTON

by Carrie Wang







**TITLE ART**

*by Carrie Wang*

# USER INTERFACE

by Carrie Wang



IN GAME HUD

by Carrie Wang



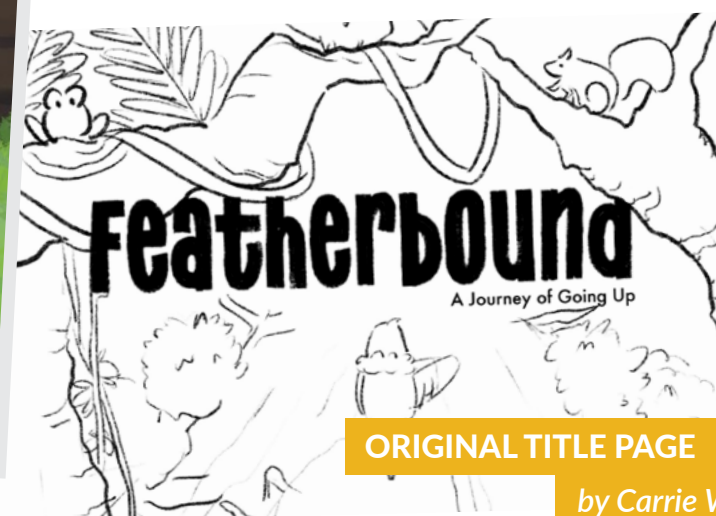
PAUSE MENU

by Carrie Wang



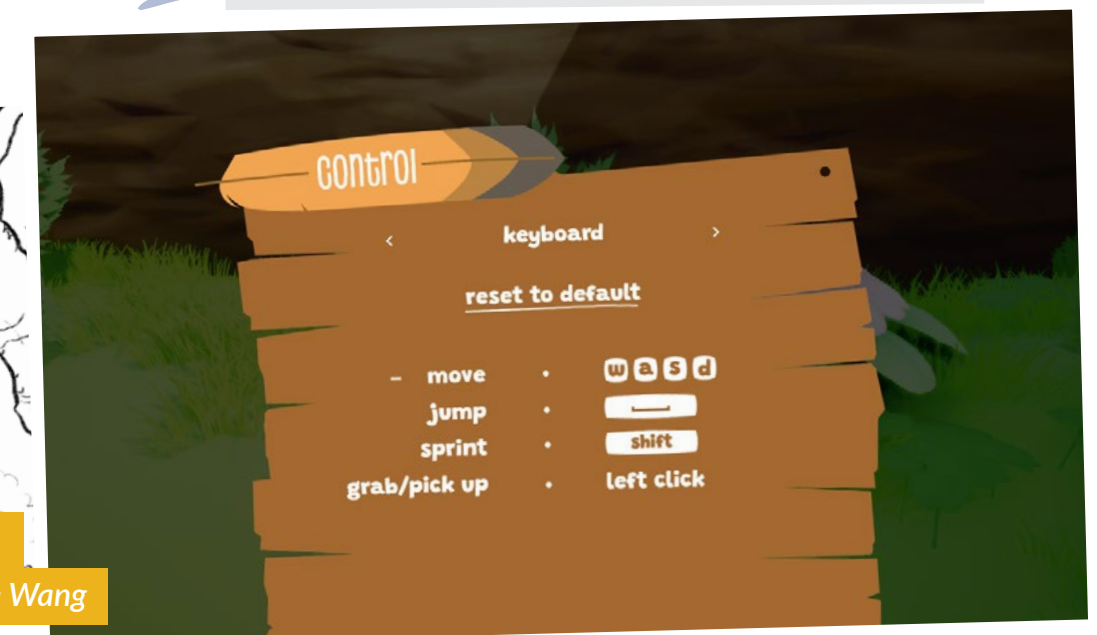
GAME TIPS

by Carrie Wang



ORIGINAL TITLE PAGE

by Carrie Wang






Resume

Restart

Control

Options

Exit



**leave your bird alone?**  
your progress has been saved

YES                      NO

# Feather BOUND

*All characters, their distinctive likenesses, and all related elements  
are the property of [Featherbound] and [Aspen Game]*