

DESIGN ART BOOK

設定集

THE SHADOW ABYSS

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MAJOR ENVIRONMENT DESIGNER
ENVIRONMENT+CHARACTER DESIGNER
MONSTER DESIGNER



Hello.

The story revolves around a young individual who has experienced psychological illness and trauma. Through hypnotherapy, he enters his subconscious world and discovers himself trapped at the bottom of an abyss-like tower. He attempts to catch up with and board an elevator that leads to an exit, enabling him to leave this space. During his journey to escape the tower, he revisits the traumas he has endured within his family and society, ultimately confronting his own darkness and shadow personality.

In the end, he realizes that only by accepting everything he has been unwilling to embrace in his life, including all aspects of himself, can he break free from this confinement.



Main Corridor
Black Staircase
White Staircase
THE Bedroom
Assembly line
The Altar
CHARACTER
MONSTER

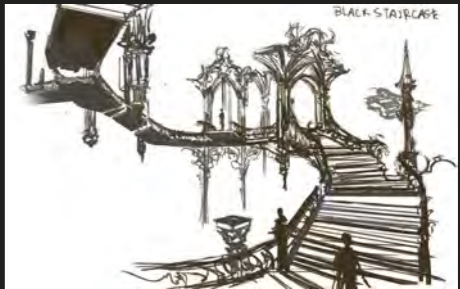


Main Corridor

The tower has a spiral staircase shaped like a double helix. In the centre of the staircase, a cage-like elevator ascends towards the tower's only exit, a dome skylight. The goal is to escape the tower and reach the outside through the dome skylight, and so we begin ascending the staircase accompanied by our shadow personality.

As we ascend, both we and our shadow personality move independently yet in perfect symmetry on the white and black staircases. When we reach the top of the tower, where the two staircases meet, the only way to leave the building is through the elevator. It is there that we confront our transformed shadow personality, now a monstrous entity, in a fierce battle.

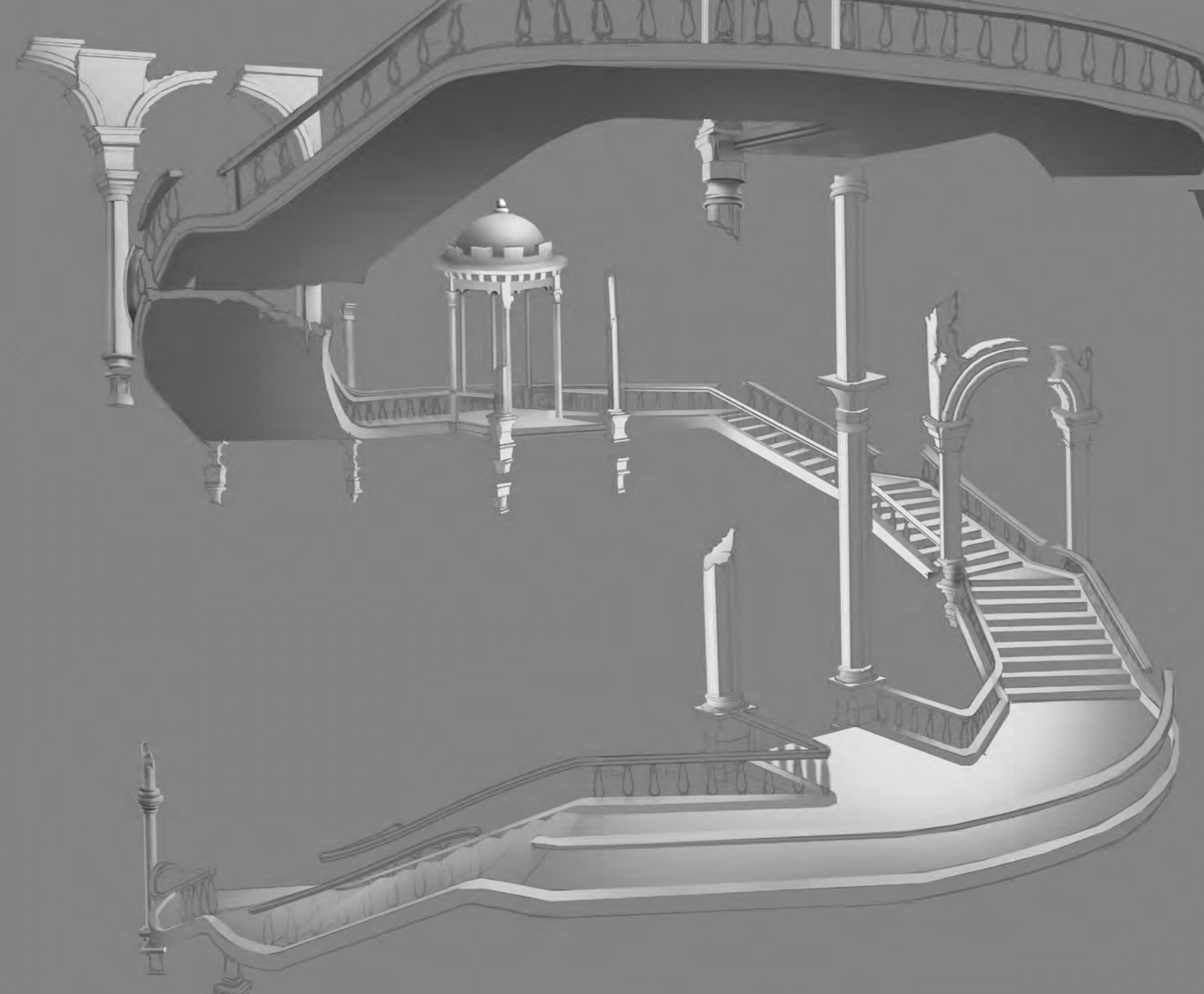




BIOPUNK+GOTHIC
Photoshop



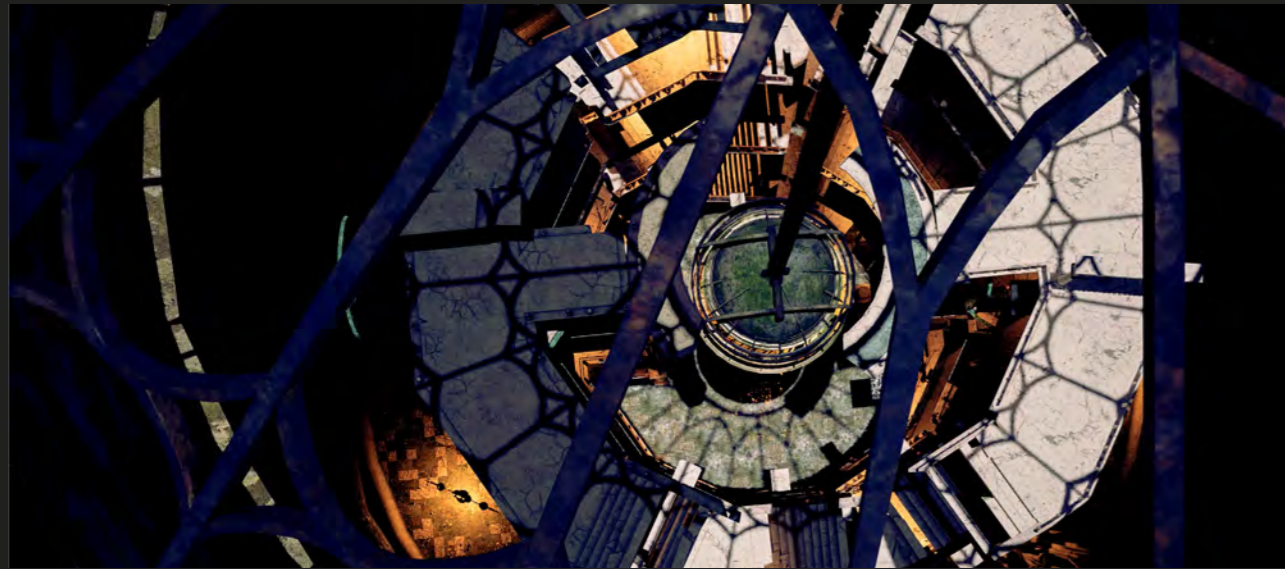
The Black Staircase



White Staircase

The double helix staircase serves as a metaphor for a DNA chain, suggesting that our destiny and early life experiences are heavily influenced by fate, or in another word, programmed.

The white part symbolizes brightness and the positive aspects of life that we cherish, while the black part represents the aspects we strive to discard and forget.



AI CONCEPT
by XINSHU SHEN

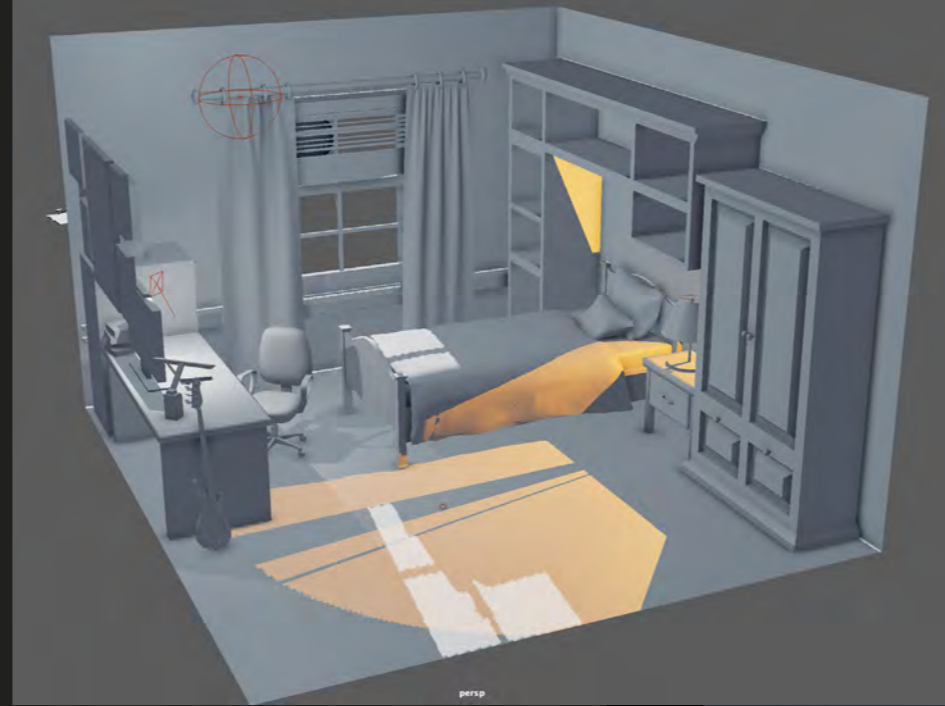
AI CONCEPT
by XINSHU SHEN



Outcome

RENDERED VIEW IN FILM
by ZHENGXIN SHEN

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PHOTOBASHING IN PHOTOSHOP, MODELLING IN MAYA

by DIAN JIN



The Bedroom



The 3 procedure in this space

designed by Dian Jin with the support of AI

The entire space resembles a sacred realm governed by "gods," symbolizing society and social norms, but it appears more like an assembly line. Here, everyone is subjected to three distinct procedures.

The image on the left portrays a process wherein molds are used to sculpt individuals' bodies into a standardized and often labeled as "perfect" body shape. The containers positioned at the sides hold samples representing the prevailing beauty standards.

The second procedure involves a series of scanning frames that analyze individuals, passing judgment and categorizing them accordingly. The third procedure features a large "soul-cleanser" contraption with multiple arms, which selectively absorbs and separates parts of people's souls deemed unnecessary by the system, dissociating them from their rightful owners.

THE ASSEMBLY LINE

Soul Shaper

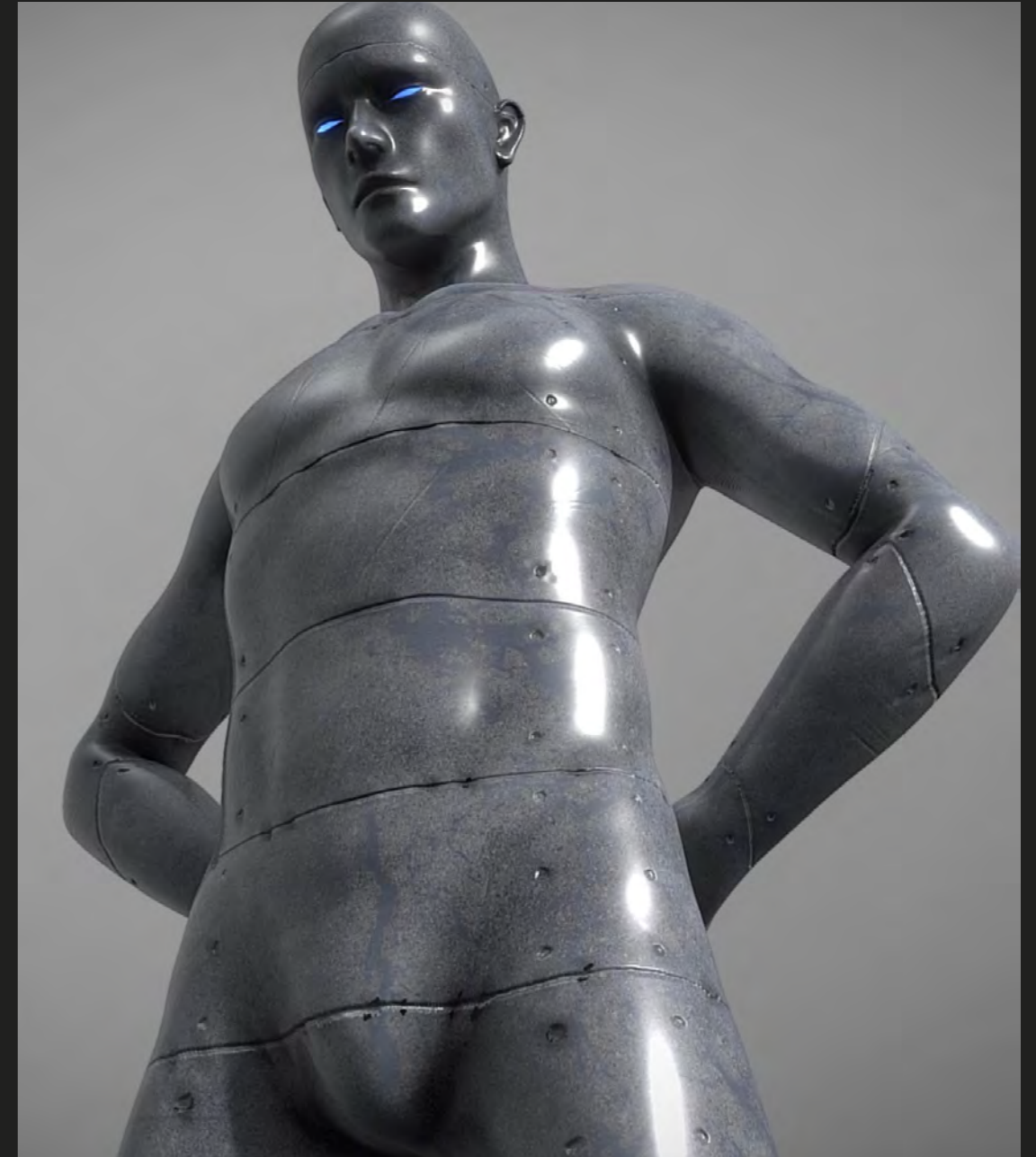
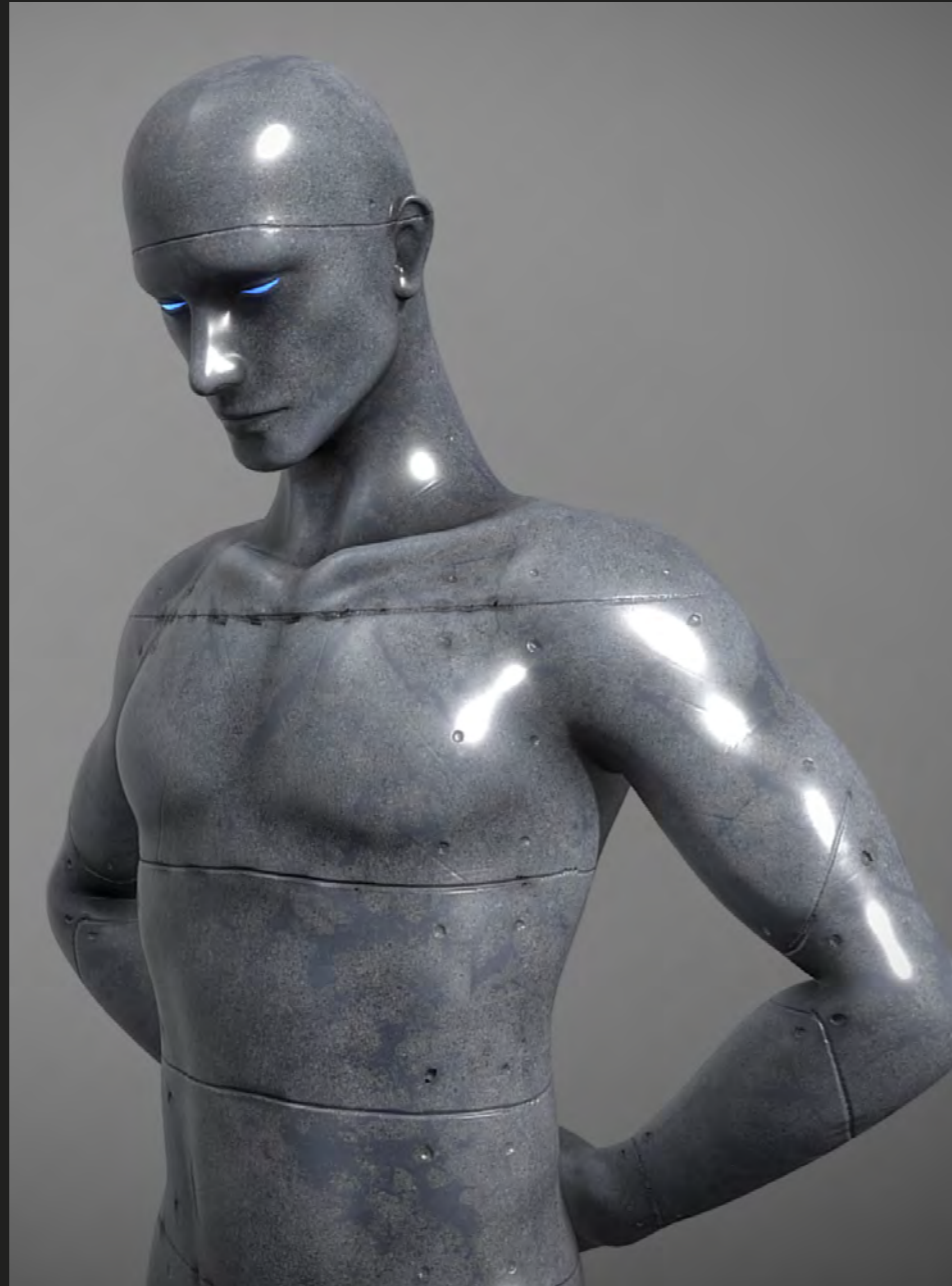
Designed and Modeled by DIAN JIN
Zbrush, Substance Painter



Male Gazer

This statue metaphorically represents the gazes of others we receive in society, it can also be the male gaze towards women.

Designed and Modeled by DIAN JIN
Zbrush, Substance Painter

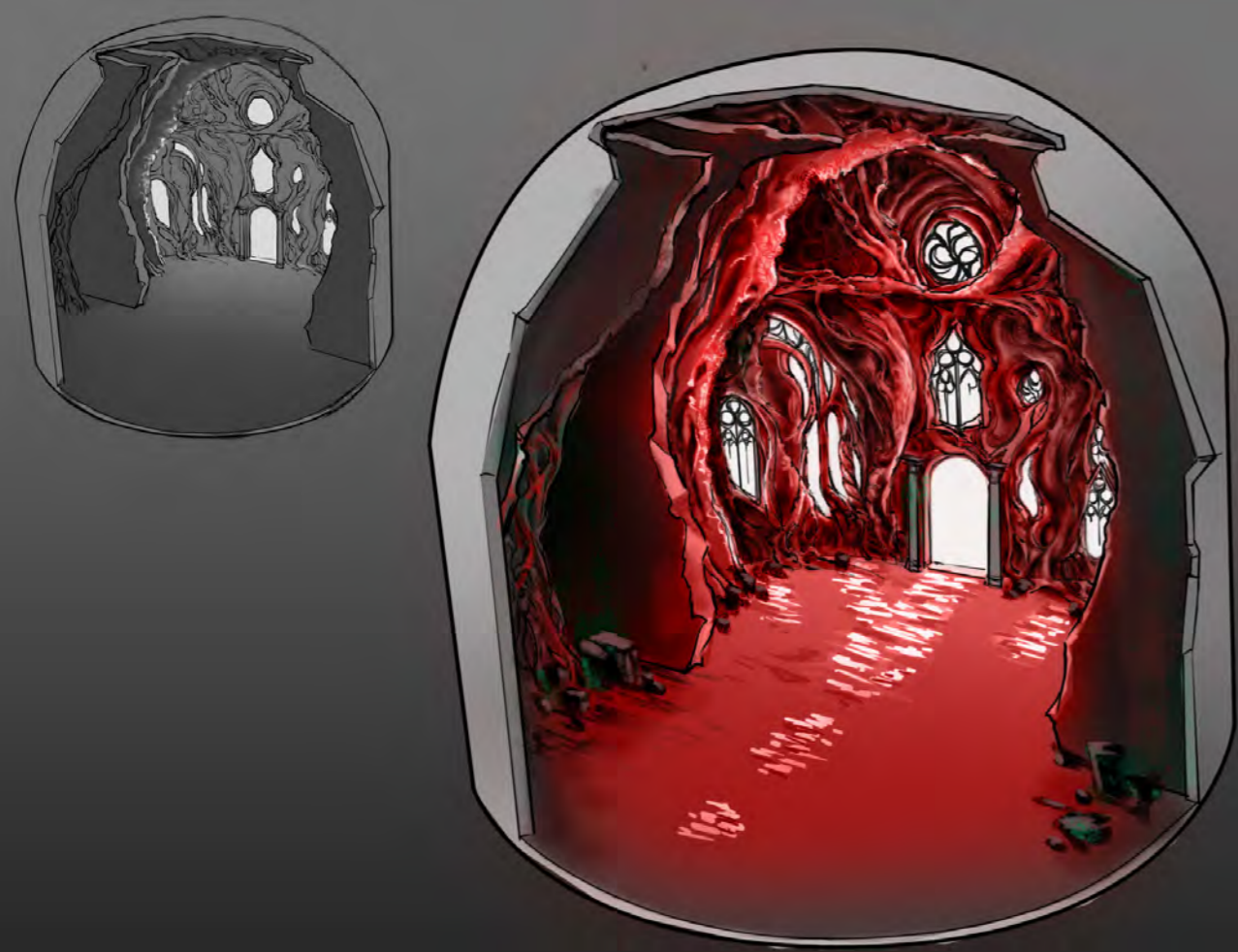


Rendered Images





Rendered Image



The Altar

CONCEPT AND INTERIOR
photoshop

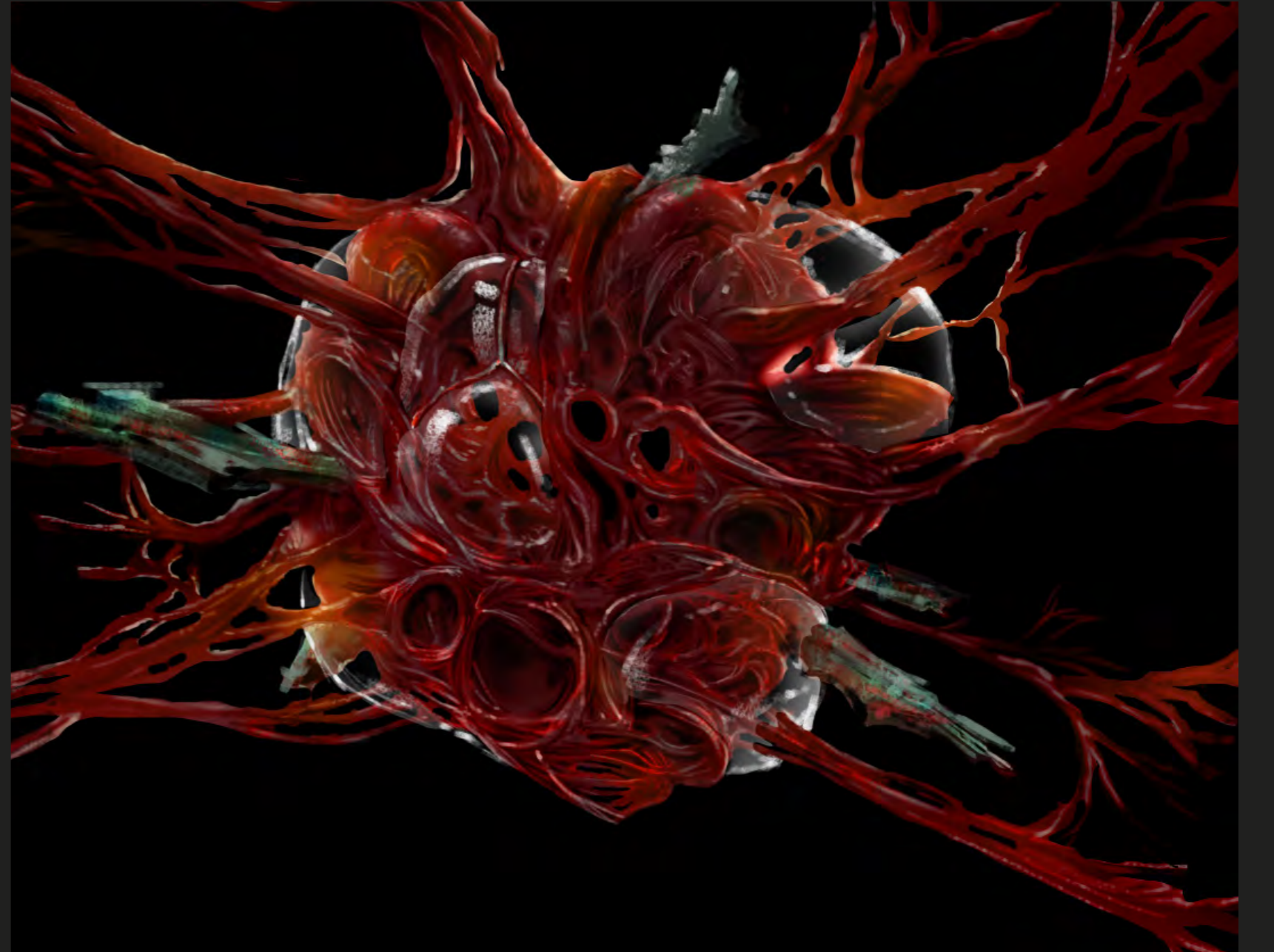
In this chamber, the audience immerse themselves in a psychological realm that portrays the profound anguish following the accumulation of trauma and stress in their lives. They confront their inner demon the monsterised shadow self and witness the parts of themselves they have forsaken.



The development
Photoshop



Heart





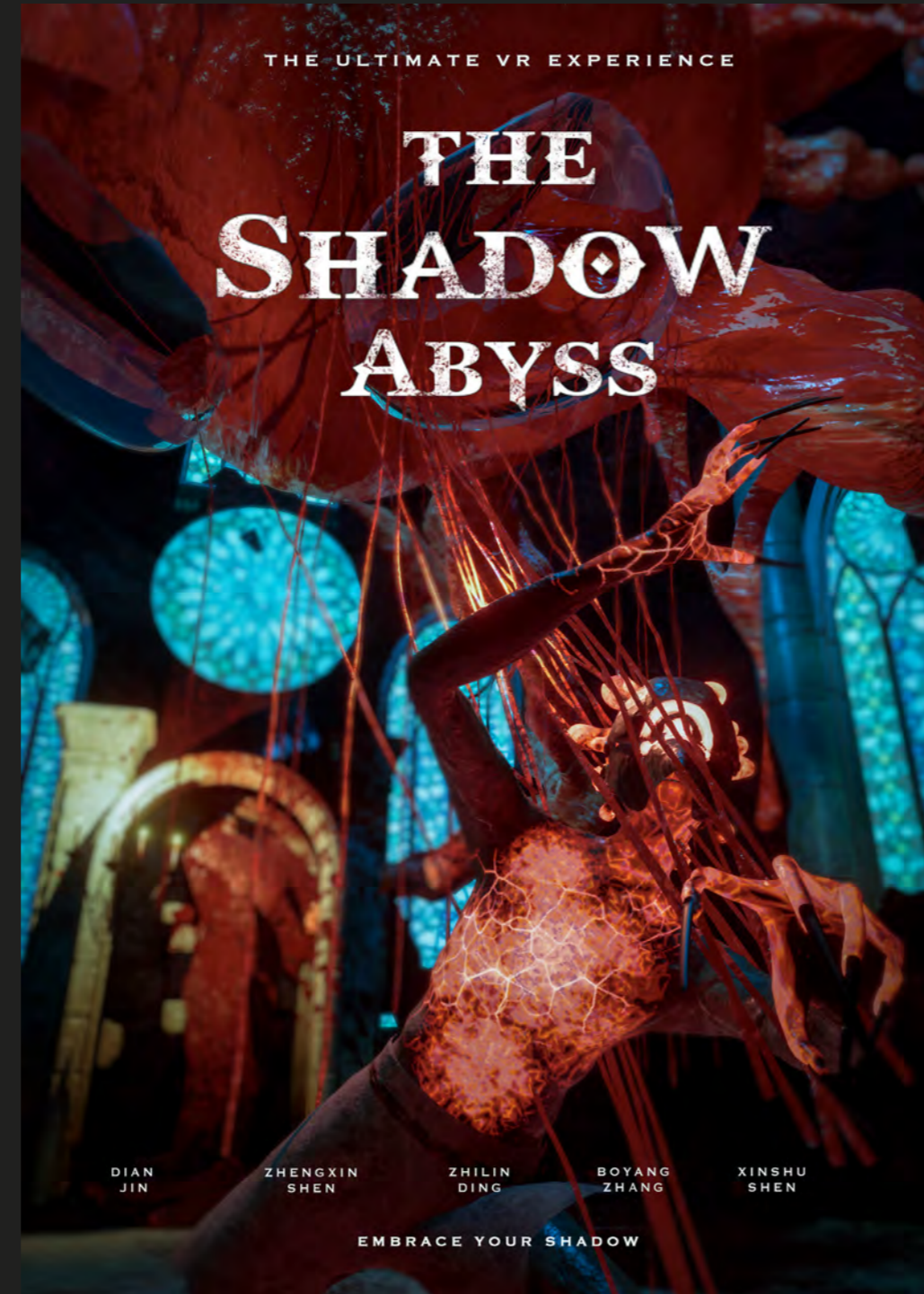
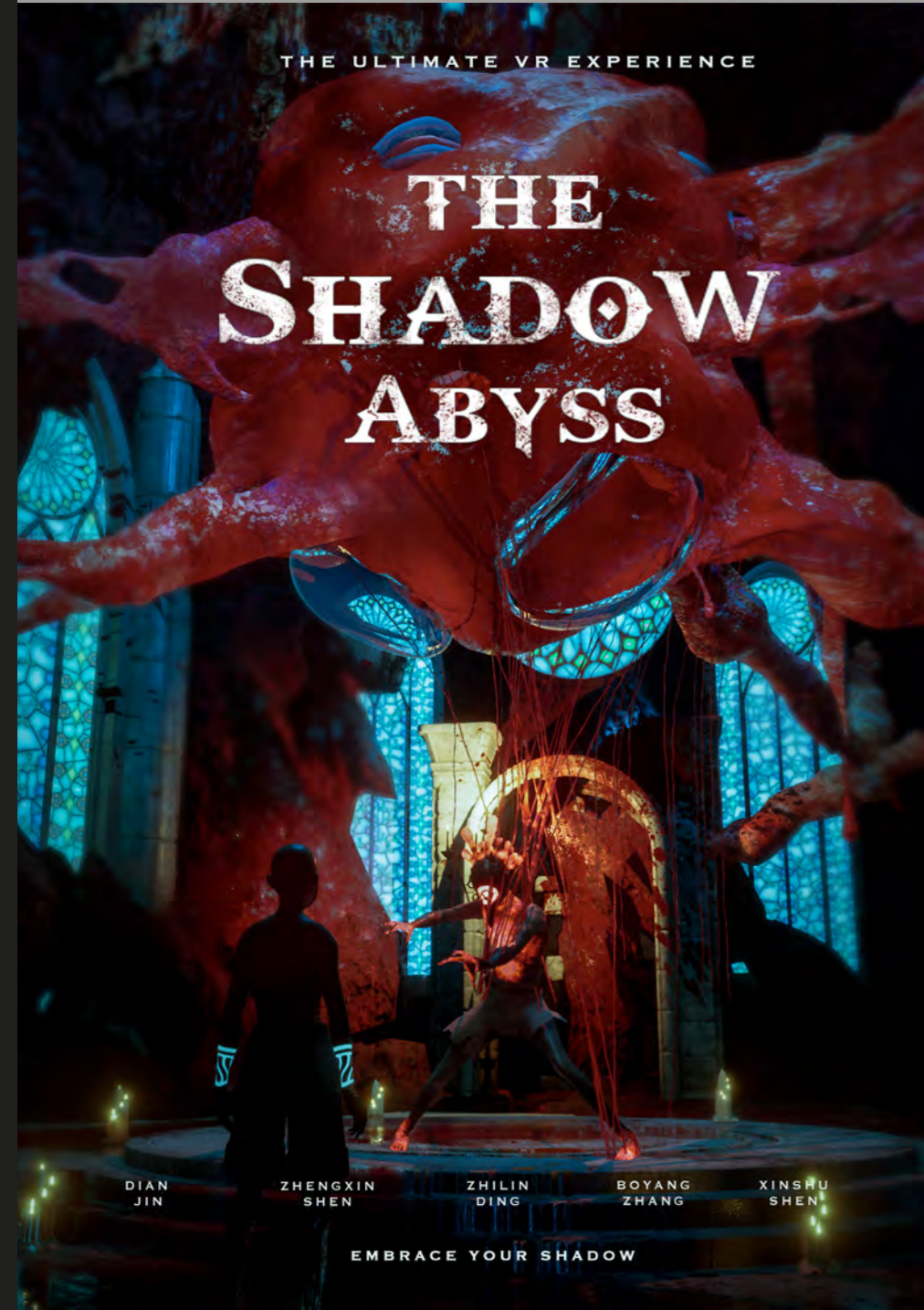
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A VIEW IN UNREAL ENGINE 5
Rendered by ZHENGXIN SHEN



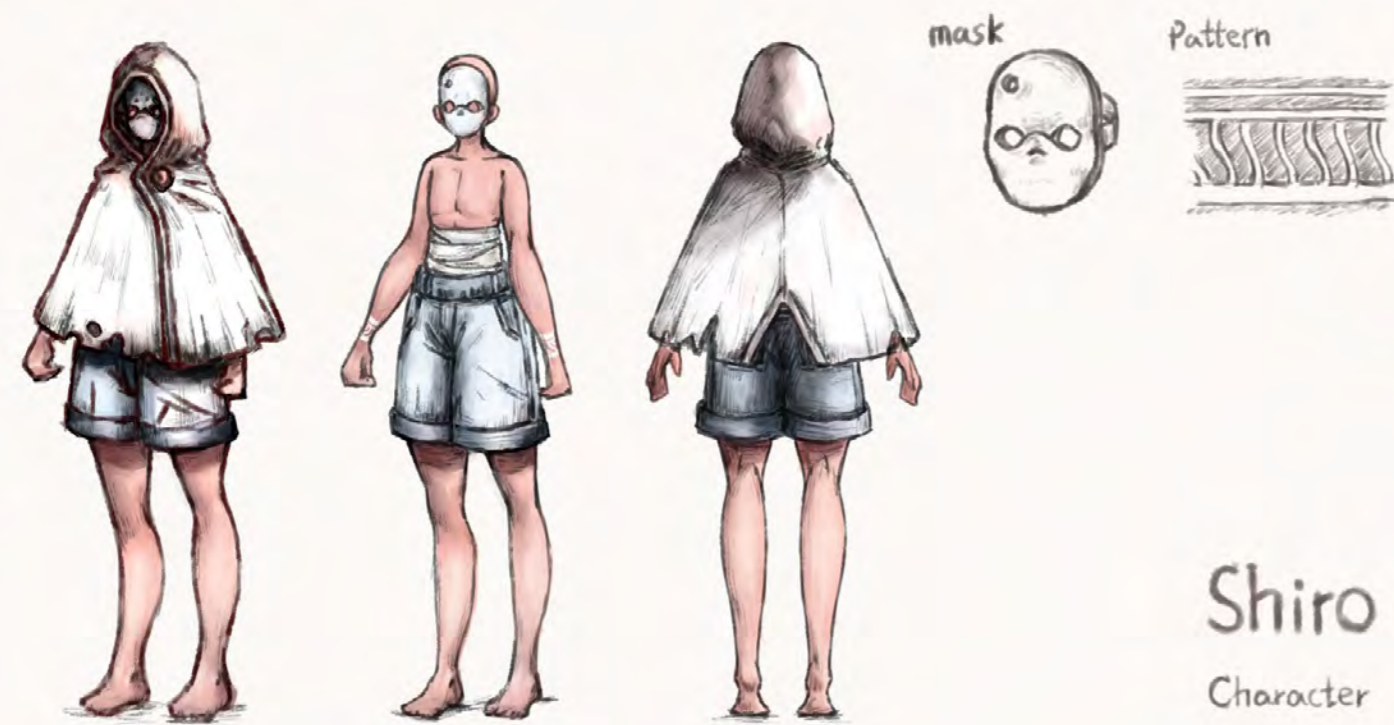
The Altar



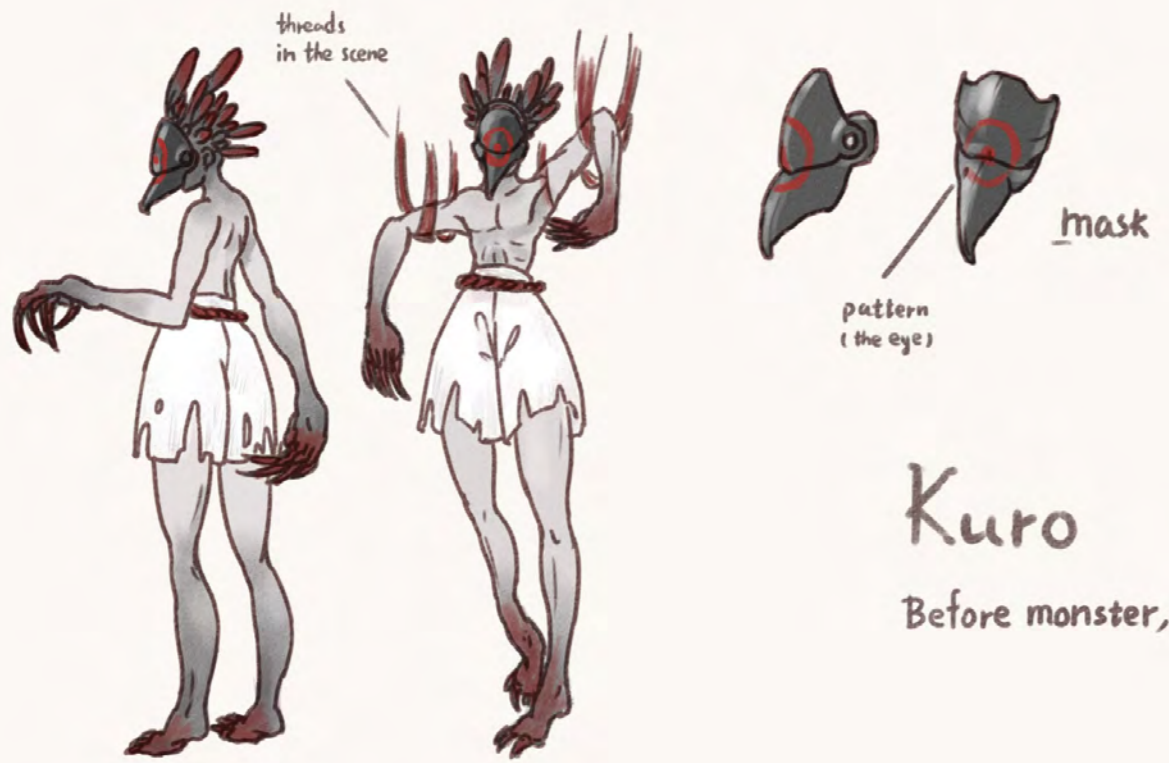


A VIEW IN UNREAL ENGINE 5
Rendered by ZHENGXIN SHEN





Shiro
Character



Kuro
Before monster, room 3

In the story, there are only two characters: White (Shiro) who will be the shell that the audience going to live in .And Black (Kuro) who embodies their shadow personality. Black absorbs all the trauma and pain, gradually undergoing a transformation.

The 3 images in the middle are:
Black 3rd level traumatized look
Black normal version
White / Audience

Designed and modeled by Xinshu Shen

CHARACTER

Monster

Designed and modeled by BOYANG ZHANG

This represents the ultimate version of Black, having endured all the traumatic events and ultimately transforming into a formidable beast.



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Thanks