Concept Artist Practice (Gratis)

Here are some possible subjects for practice for those folks who want to be concept artists. The idea is that you take what I've written and draw one or more possible conceptions of the character (or of the ships, in the third case). If the game is ever issued in some way, you might end up participating.

A "prince" (potential heir) of a relatively poor medieval realm; his father the ruler has just died mysteriously. He and his brother accuse each other of responsibility for the deed, and are about to fight (using their personal troops) for their father's inheritance. Is he a good guy or a bad guy? We don't know. In the end it will be a case of, as the hero says in "Army of Darkness", "good, bad, I'm the guy with the gun". (No guns in this time, of course--they'll use swords and horses and such.) During the war, he will normally be mounted. (This for a game called "The Princes".)

A Viking "sea king". His father may have been a sea king (commander of big raids) before him, and his sons may be after. With his longships and his companions he raids England and France and Ireland and Spain, snatching booty, looting monasteries, taking slaves to sell to the Muslims, to build up enough wealth and fame to try to become king back home in Norway or Denmark. But occasionally he reverts to a peaceful trader (as with the Muslims). (This for a game called "Viking Gold".)

The last is really pretty far out. For a combination outer-space fantasy(!) game--one such existing game was called "Spelljammer"--the fantasy ships carry their own gravity and air and rigging (not much in the way of sails, but some of them have oars) with them, and protect their passengers (different physics). They move by a combination of magic and the efforts of their crews to manipulate rigging and oars. They fire catapults and ballistae, not lasers or rayguns or rockets. Arrows, too, are shot between ships, and there's lots of boarding as in the old pirate swashbuckler movies (and Pirates of the Caribbean, for that matter). Some of them even ram the opposition, while others have special grapples to help boarding. The ship types themselves resemble animals in some way, for example a "squid ship", a "fish ship", a "wasp ship", a "shark", a "hummingbird", a "wolf", a "spider" ship, and so on. A ship might look something like a shark, but have some rigging and weapons and decks for the crew and such. So that's what needs to be drawn, one or more ships of this type (not necessarily any that I've named, they are only examples). I could send or show you what's done in Spelljammer, but it might be more interesting to see what you come up with on your own. (This for a game played in conjunction with D&D called "Etherships".)

Yes, these games exist in non-electronic form. Though I'm interested in doing an electronic version of Etherships, and that doesn't exist (yet).

Dr. P