

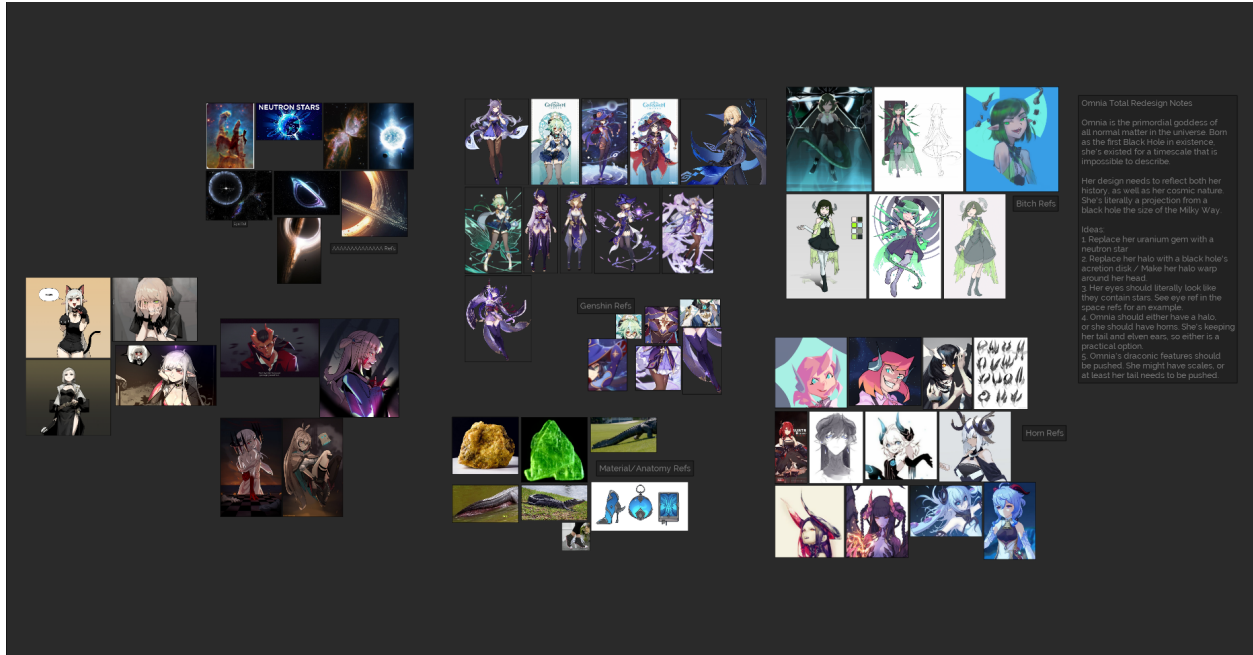
## Genshin Study Explanation

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While I acknowledge that this isn't necessary, I wanted to create an explanation of how I built this design for Omnia. I didn't utilize a proper design process for this, rather simply freestyling it after creating a reference sheet. The goal of this project was to rebuild my OC from the ground up while studying the way Genshin Impact's characters are designed. Mihoyo uses a very consistent methodology for their designs, which makes mimicking them very easy.



Final image



Full reference sheet in Pureref

I used a lot of references, as well as writing a short description of exactly what I want to try and create by the end of the project. During these projects I'll happily put art from artists I simply admire or even my own art to either help me keep sight on the style I most enjoy creating, or further inspire me as I go.

Likewise, I include many pieces of material that might not be used at all, like many of the space images or even designs I never bothered touching. There's nothing wrong with having refs you'll never utilize.

## Analysis



For the sake of explanation, I'll dissect one of my favorite designs from Genshin; Mona.

Mona's design is great in a lot of ways because it effectively communicates a lot about her character and gameplay while still using appealing design principles. Primarily, Genshin *abuses* the big/medium/small rules, almost to an obnoxious degree, and then traces almost everything with some kind of trim material. Nearly every part of a design can be subdivided into a big shape that contains at least one medium shape and many small shapes.

One of my favorite examples within this design is her gloves. They're simply a sleeve subdivided into two parts, with a unique opening, trim lining them, and then smaller star-shaped details peppering the sleeves.

Looking closely, you can find that they use this in most areas, but they still provide areas of rest in her cloak and her right leg, where they don't use too many small shapes. This allows the design to not feel too-busy, while still being able to have an absurd amount of detail.

They do betray this occasionally where it otherwise would detract from the design. For instance, in Mona's hat she has what's effectively a completely arbitrary pattern that runs the inside of the hat. While the observant might notice that it's the same pattern that she has along her midriff, the important point is that these both focus more detail around areas that the artist wants the viewer to focus on.

## Application

Something about how I used the above

## Building the Color Palette

Genshin Impact uses a consistent set of colors for each element. While certain characters will use them in different ratios or they'll use slightly different hues of them, there's a sense of unity within each element.

Unfortunately, Omnia is not a Genshin Impact character, and I can't realistically design a character who is supposed to be a sentient supermassive black hole who utilizes magical radiation as her primary form of damage as a simple element user. Because of this, I had to figure out her own color palette from scratch while trying to follow the Genshin philosophy.

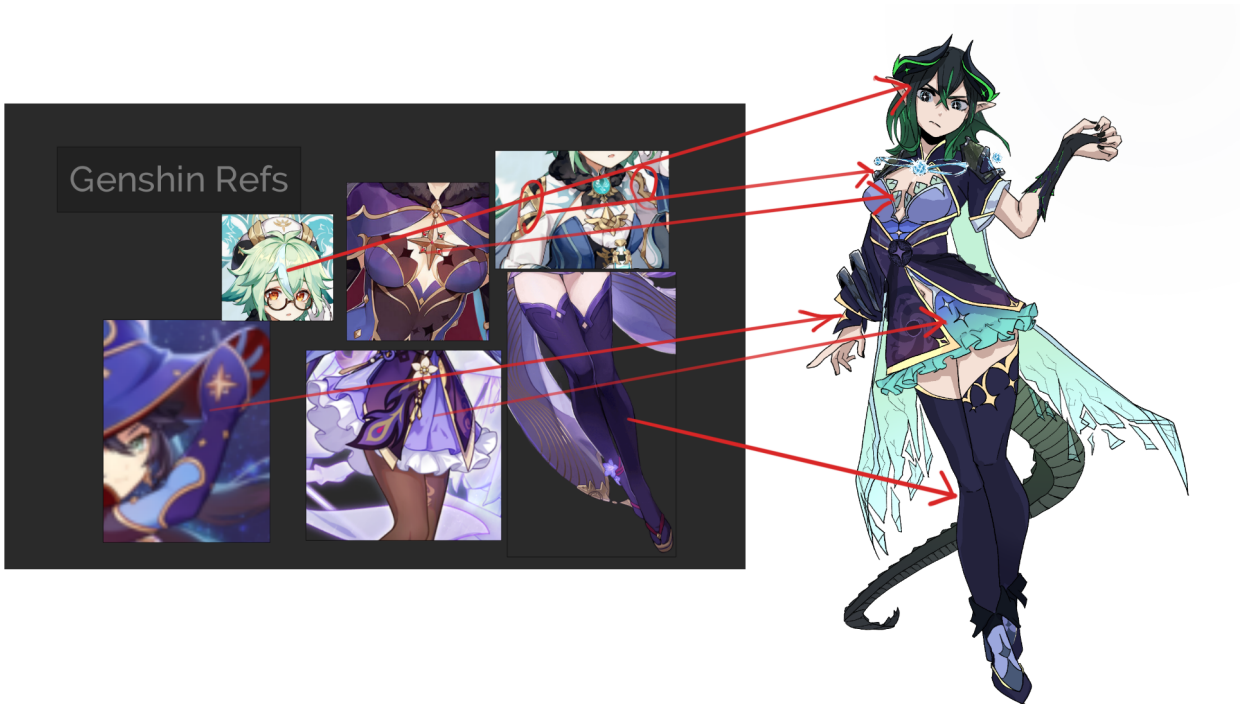


I miss Tumblr - enkidorado, 2016

As I was simply freestyling this design, I had to go in with a shotgun approach and try many different things at once. Initially I wanted to maintain the mostly green color scheme I'd used on her previous design, but I instead opted to completely uproot that and focus on Omnia's cosmic origins to influence the design.

I used dark purple as her primary color, green as the secondary, and blue as the tertiary, then manipulated hues and brightness as I progressed in order to find the right balances. I gave the outfit a bright gold trim as it contrasted well with the previous colors, and then minimal blacks and whites where I couldn't think of better colors to use, such as her left sleeve's inside trim or her shoes.

The color scheme was greatly expanded from what she had previously, and it resulted in something much more expressive for what Omnia actually is.



#### Plagiarism

Because I was trying to do this quickly, I wanted to take multiple elements that I enjoy from Genshin's characters and inject them directly into Omnia's redesign. This meant outright stealing some design elements and poses, but trying to skew them in ways that won't take too much time. A good example is the skirt, which was heavily inspired by Keqing's skirt, but I chose to make it asymmetrical and alter the dress underneath. Her blouse was inspired by Mona's but I was still able to alter the design enough that it looks unique on its own.