

CONCEPT ART DESIGN FOR A GAME TITLED SATRIO PININGIT

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Abstract

The Jayabaya prophecy is one of the historical relics in Indonesia. Is a book that contains prophecies about the island of Java written in 1743 where the predictions in this book are quite confusing because they have predictions that can be said to be accurate with events in the future of this country of Indonesia. The design of this concept art aims to produce a concept picture of the game that is inspired by the contents of this Jayabaya Prophecy. Concept art book as a media presentation for the audience to provide the initial process of game development from the concept of characters, environments and assets to be used. With this concept art book, the author hopes that readers can get to know the characters in this game better and can also provide knowledge about one historical relic, especially in Indonesia.

Keywords : concept art book, characters, game, Jayabaya prophecy, historical relic

I. INTRODUCTION

Jangka Jayabaya or what is known as Jayabaya's Prophecy is a prophecy in the Javanese tradition that can be found in the Book of Asrar (Musarar) that is compiled by Sunan Giri Prapen and trusted written by Prabu Jayabhaya and preserved from generation to generation poet [1]. From Jangka Jayabaya, it was mentioned that there will be a Queen of Justice or in Javanese known as Satrio Piningit. Satrio Piningit is a saviour who will hold power and live it with fair and is moral, spiritual, and also super natural powers that is capable to took his followers out of catastrophe. Based on several of Jayabaya's famous prophecies, writer is interested in creating a concept art for development into the realm of video games where the plot of this game will focus on the content of Jayabaya's Prophecy that will be packaged in a post-apocalyptic setting with a souls-like genre. It's not just because of the controversial prophecy but the cultural value it has and also historical value that makes the author choose the Jangka Jayabaya as the inspiration in hope to become a video game that is not just in-

teresting but provides knowledge that there is a historical relics named Jangka Jayabaya.

Souls-like is a genre game that was formed from the fame of Dark Souls's franchise, where this game has a characteristic, namely the high level of difficulty and has a checkpoint system in the form of a bonfire system, where the respawn places exists at certain points in games so players don't need to repeat the progress from the beginning [2]. Besides that, the souls-like genre also has similarities between their games, such as stamina and weight, where the two components have mutually exclusive effects (the heavier the faster the stamina depletion). The concept art that has been created will be assembled into a concept art book that can be used as media for initial promotion of this video game later or as a basis for the art book alone.

This concept artbook will contain visualization of character designs, environment, assets and props in this video game. Choice of genre, namely Souls-like, is inspired by a game entitled Nioh which tells the story of the first samurai from the West is a true story that used as inspiration for

this game concept art. And from the game titled Nioh, the author intends to create a souls-like game concept inspired by one of the objects and historical relics, namely Jangka Jayabaya.

II. RESEARCH METHOD

In this research the author used qualitative methods in the form of literature study and interviews because the sources of Jangka Jayabaya can be obtained by books and the data related to the process of making concept art creation process is obtained through interviews with sources who are experienced in this field.

III. RESULT AND DISCUSSION

A. Concept Art Analysis

Concept art is a form of illustration that aims to represent design, mood, and ideas commonly used in video games, comics, films, and animation [3]. Concept art consists of many aspects. In a video game, the aspects we will look at include character design, environment design, and props design.

B. Satrio Piningit

Satrio Piningit atau Queen of Justice is a "Queen" or "King" who will hold power and live it with fair. In its development the just queen is not as simple as "King" or "Queen" but also has supernatural powers, good morals and spiritually good [4]. And in the book is also written that Satrio Piningit could come from outside Java, even though he did not come from Java he still had the knowledge about Java [5]. He has 10 main virtues namely Paricaga (self-sacrifice), Ajava (sincere heart), Dana (charitable), Tapa (modest), Susila (moral), Madava (friendly), Akodha (benevolent), Khanti (patience), Avirodhana (pacifist), and Avihimsa (generous) [5].

C. Character Design

Character design in fine arts is a visualization of character aesthetics, personality, behavior, and overall visual appearance. Character designers create characters as objects for telling stories. This means that every aspect of a character is chosen for a reason, including its shape, color palette, and details [7].

1. Main character (Astra Shift)

In this concept art the author use the three devas mentioned in the book as the characters of Satrio Piningit, namely Surya (god of sun), Indra (god of skies and war) and Krishna (the god of protector). These devas will act as power ups called astra shift that can be use by the player to help them progress through the game. When in astra shift mode player will gain unique weapons and power ups based on the devas they chose.



Figure 1 Astra shift concept design



Figure 2 Astra Shift Final Design (male)

2. Antagonists

And for the antagonists the author adapted Ravana or known as Dasamuka and Indrajit as

the two main bosses. Ravana have ten faces and twenty hands that symbolizes arrogance and greeds. Indrajit is the name for conqueror of devaj Indra [8], his real name is Meganada which means thunderous sound. The visualization of these two antagonists can be seen in Figure 3 and Figure 4.



Figure 3 Ravana and Indrajit



Figure 4 Ravana and Indrajit Final Design



Figure 5 Gendruwo, hanja sirah, laweyan, banaspati and wewedon

3. Mobs and mini boss

For the mobs, the author uses ancient Javanese ghosts called dhemit that were found on the re-

liefs of Sukung temple that consist of banaspati (fireball), laweyan (headless ghost with an open chest), hanja sirah (flying bloodsucking head), wewedon (white cloth ghost), and gendruwo (hairy, clawed beast) as the mini-boss that can be seen in Figure 5.

D. Environment Design

This design focuses on creating things that will later be used in films or games. This design is helpful for development and explains the story's description, storyline, and game from the concept itself [9].



Figure 6 Environment design

In this concept art, the author uses the island of Java as the background scene of this game. The journey will start from Mount Lawu, where the Satrio Piningit lives. It will continue to the border where the island of Java splits into two before fi-

nally arriving on the last stage of the game, the throne of Ravana, which can be seen in Figure 6.

E. Props and asset design

Props are objects that players can interact with, such as chests, equipable items (weapons, clothes, cosmetics, armor), doors, and other objects. Meanwhile, assets are everything in the game, starting from characters, sounds, objects, environments, and others [10].

1. Consumable items

For the consumable items, the author uses some items that are well-known among the people of Indonesia, such as keris, sacred jar, and herb flasks. As for the other items, there are vajra, Vishnu’s statue, peacock feather, Sudarshanacakra, Surya’s conch, and torn bible that contain experience points for levelling up. All these items can be seen in Figure 7.

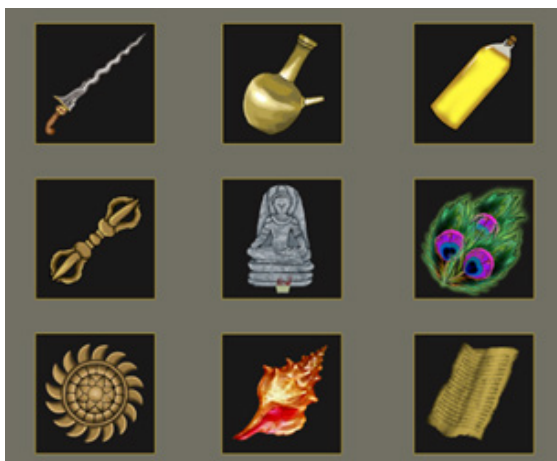


Figure 7 In-game consumable items

2. Starting weapon and armor

The type of weapon used in this concept will be divided into 3 types, consisting of dual-handed, dual-wield, and sword with a shield. And for the armor there are bracers, chest plates and headdress, which can be seen in Figure 8.

3. Astras the divine weapons

In this concept art the weapon of the devaj are called astras. There are 5 astras in this concept, consists the astras of Krishna, Indra, Surya, Indrajit (bow of nagapasha), and Ravana (sword of candrahasa) which can be seen in Figure 9.



Figure 8 Starting weapon and armor set



Figure 9 Divine weapons

3. Checkpoint

In the game, there is a place for saving progress, namely checkpoints. In this concept art, checkpoint uses the form of a statue of the deva Vishnu, where the deva Vishnu is the deva who is able to revive the dead. The form of the checkpoint is the statue of Vishnu can be seen in Figure 10.



Figure 10 Deva Vishnu's statue

F. Media

The output for this concept art design is a hard-covered concept art book with a perfect binding. The cover design can be seen in Figure 11, and for a preview of the contents can be seen in Figure 12.



Figure 11 Cover of the art book



Figure 12 Astra shift content preview

IV. CONCLUSION

Based on the objectives and the results obtained in this study, it can be concluded as follows:

1. The concept art design process for a game called Satrio Piningit consists of stages of character design, environment design, and props and asset design.
2. The main goal of this concept art design is to introduce the figure of Satrio Piningit through media in video games.
3. The result of this design, namely Satrio Piningit's concept art book, will be the basis or reference for game developers, especially local developers who want to explore games with the souls-like genre and themes of kingdoms and historical heritage in ancient Indonesia.

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