

VANESSA DRAFZ GAMES MAJOR PROJECT

My inspiration for my final major project were the original fairy tales of the brothers Grimm and how they have changed throughout the course of time. I chose the fairy tale of Hansel & Gretel as it is internationally known and explored how the witch in the fairy tale would look like true to the 1812 book version versus an interpretation of Disney's rather modern adaption of "Babes In The Woods" (1972). With this, I did not only want to underline the potential of the stories of Grimm, but also showcase a realistic and dark approach, as well as a stylized and commercial one. The character designs are both created by me.



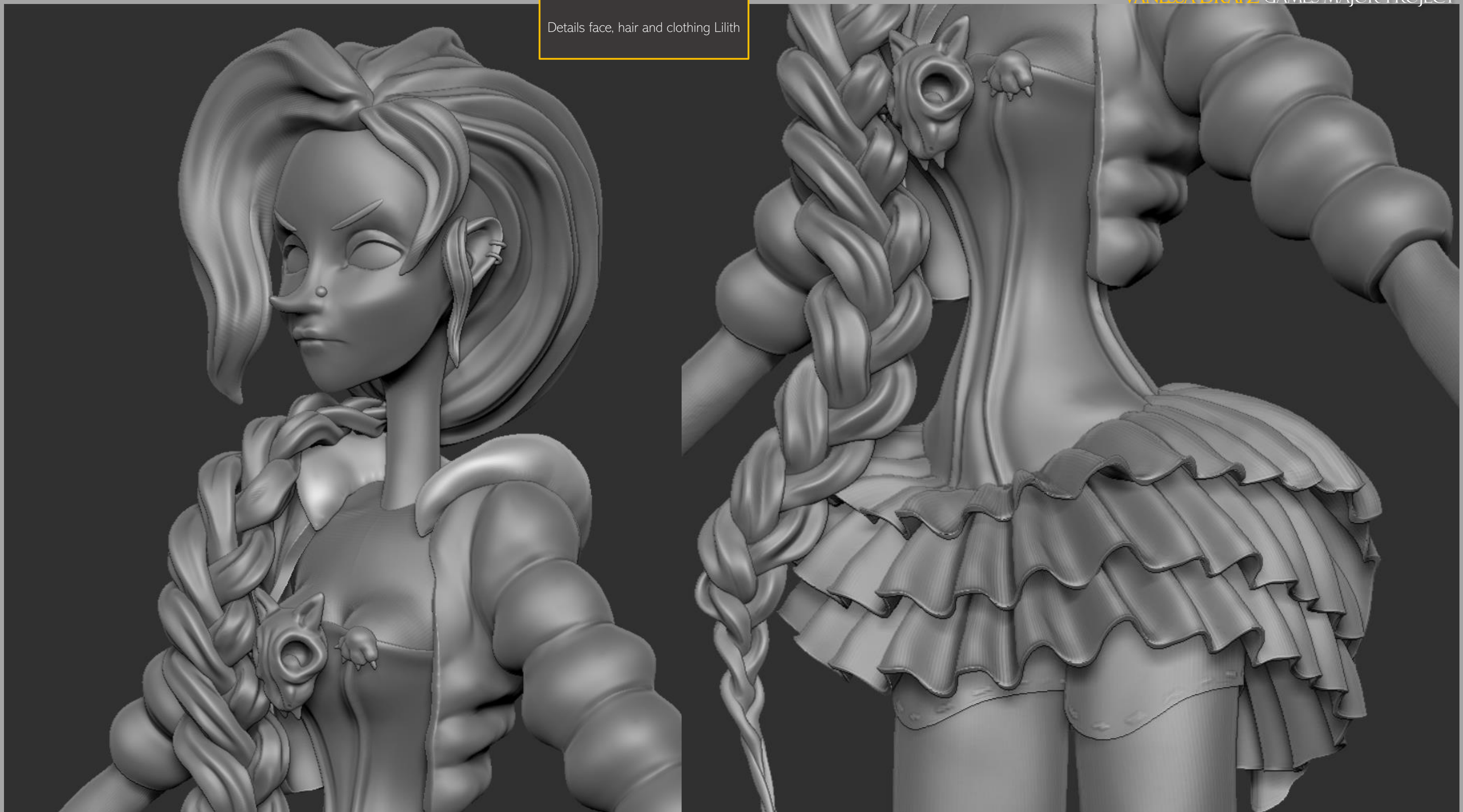


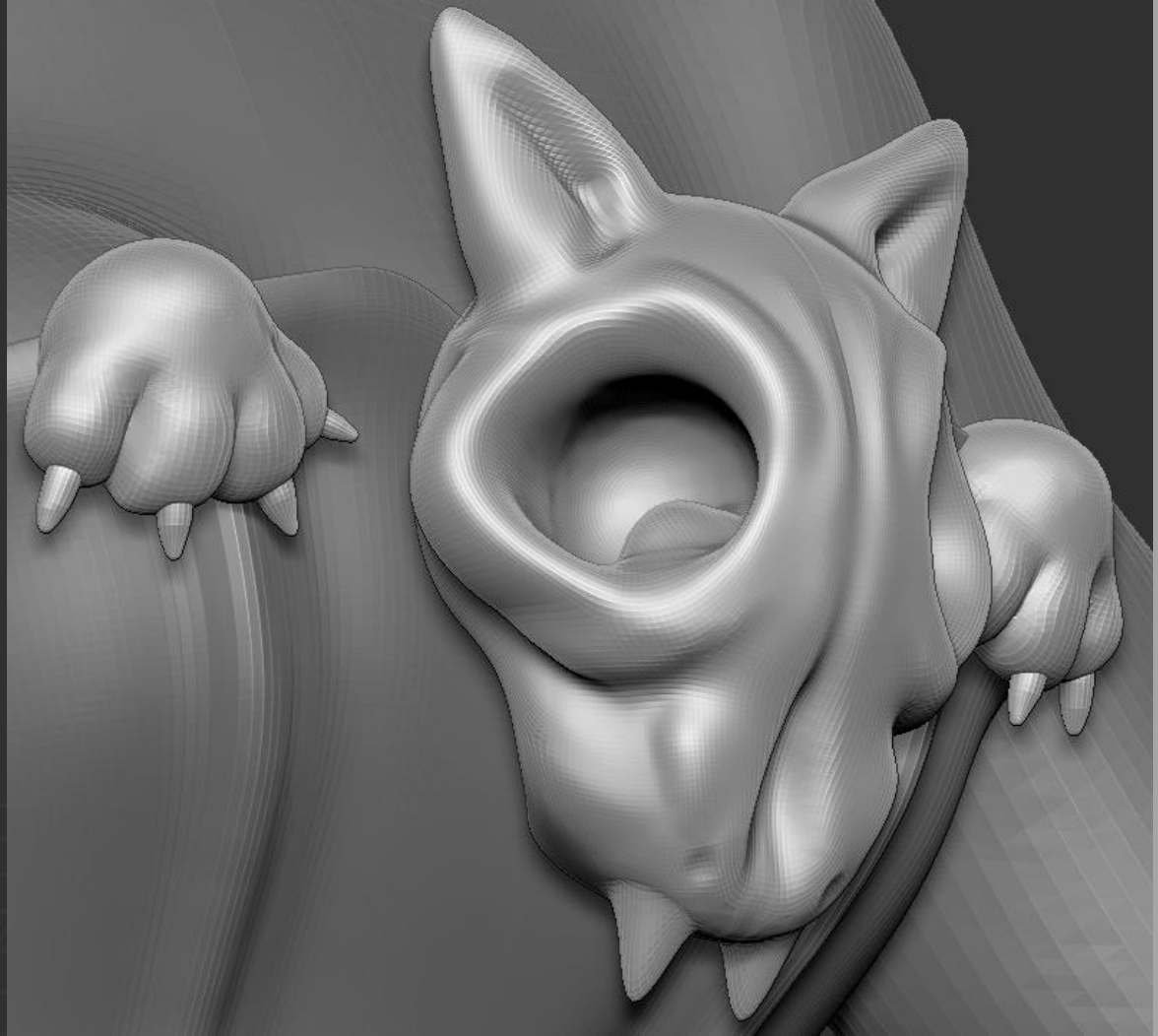
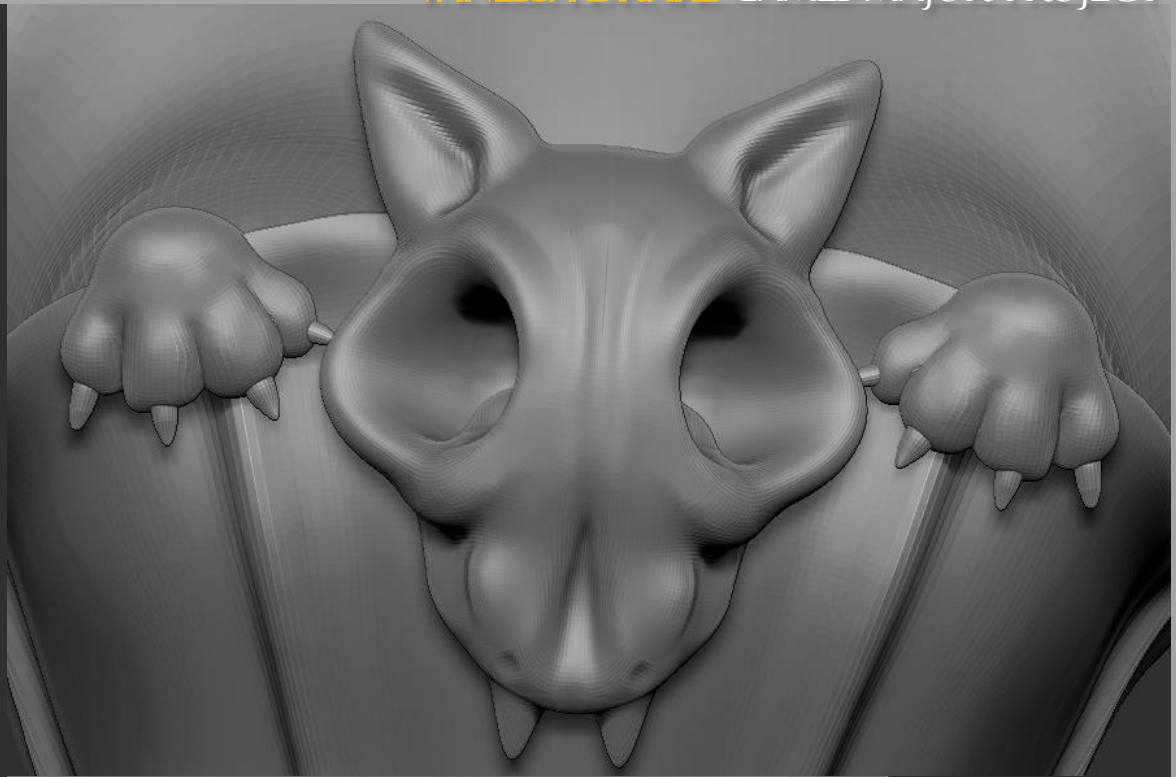
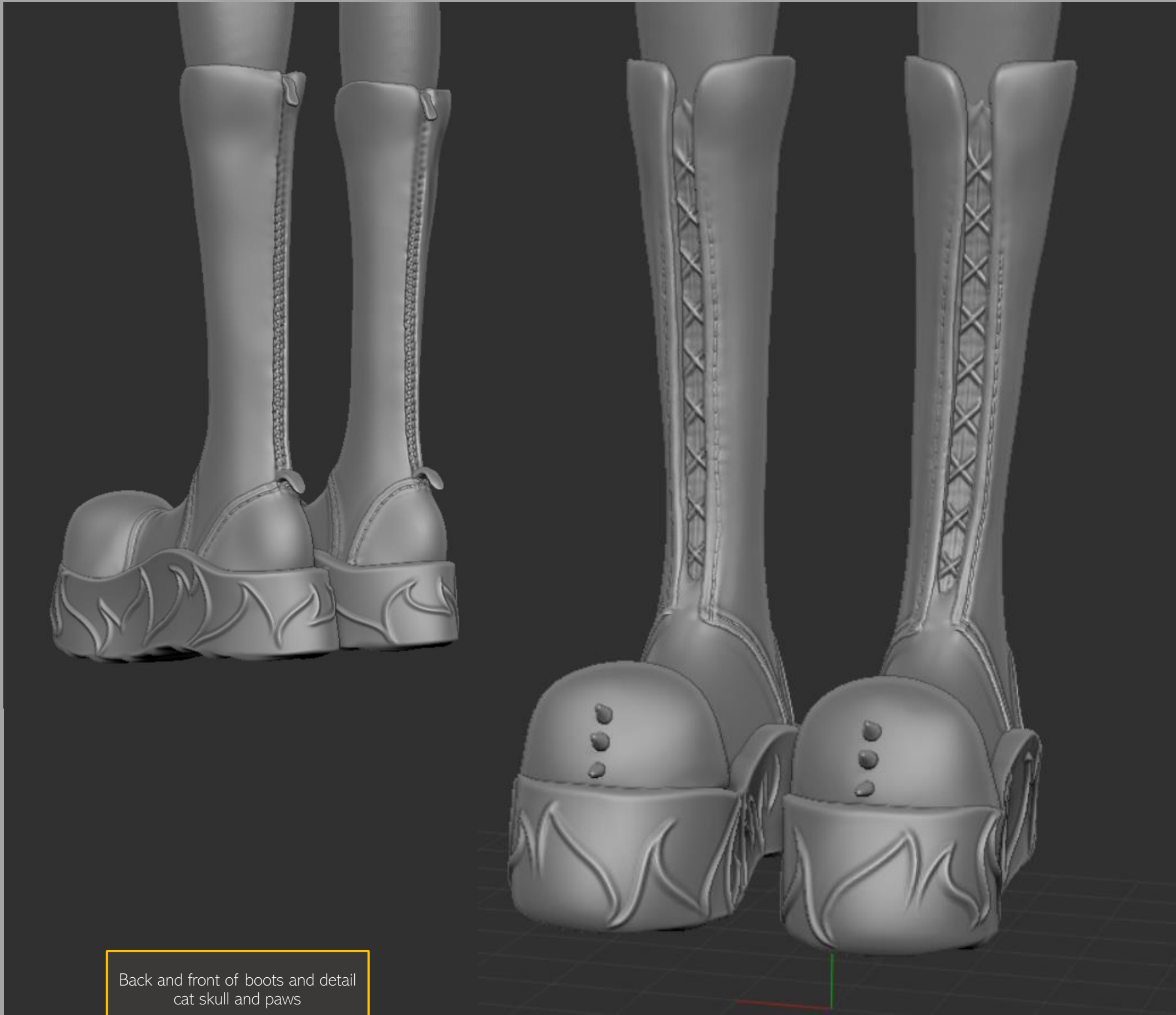
Side, front and back view
of stylised character Lilith

Closer look upon sculpt Lilith,
different angles



Details face, hair and clothing Lilith





Back and front of boots and detail
cat skull and paws



Front, angled and back view
of realistic character Edda



Details side and front Edda's face



Edda with and without different clothes disguising her body

Thanks for watching!

Detailed view of clothes,
hands and assets Edda

