

Alice in Wonderland



Alice, an adventurous but rule-bound girl, was wandering in the family garden when she suddenly finds a strange mushroom. She picked up the mushroom out of curiosity, but was affected by its pollen that she lost consciousness. When she woke up, she found herself in what appears to be an underground world made up of mushrooms. It was new to her, and she wished she could escape. On the upper floors of the underworld, she meets the cat, who is exploring the world, and takes her to hatter's house. Two kind creatures prepare costumes for her underground adventures and tell her that in order to get out, she must find the Red Queen, the ruler of the underworld. After leaving the Hatter's house, Alice went deep underground in search of the Red Queen. During this time, she was caught watching soldiers picking mushrooms and was taken to the Red Queen's castle. However, due to a coincidence, the Red Queen takes a keen interest in the civilization of the normal world to which she belongs, making her leave notes about studying the plants on Earth, and sending her back to Upper World.

The Red Queen

INTRODUCTION

The Red Queen is a creature made of mycelium, her upper body is mycelium that parasitizes pill-bug-like creatures through her waist for walking. As an underground creature, she was curious about human civilization above the ground, so she dressed in mushroom and other materials to imitate the costume of a medieval queen.

Back view

The Red Queen walks by parasitizing pill bug-like creatures through her waist.

PROP DESIGN



The Red Queen's truncheon is a Venus flytrap-like plant that feeds the Red Queen by grabbing organisms and converting them into nutrient solution. The Red Queen absorbs nutrient solution by using a cup, although she does not have a mouthlike organ, the internal structure of her face is similar to a sponge, which can absorb the liquid directly.



REFERENCES



The references are mainly selected from some portraits of medieval queens and nobles or some costume with exaggerated structure that I think can be combined with the material of the underground world.

SILHOUETTE



In the original vision, the main design point of the character was to make the classic medieval dress more special and experiment with the material of the shell. In the later vision, I tried to change the pannier directly into a bug to fit the concept of mycelium's parasitism.

LINE WORK



COLOR DESIGN



The Red Queen



7th Soldiers

INTRODUCTION

These soldiers are grown from the ground from mycelium, and through the mycelium and the Red Queen to create links and receive instructions. They have no consciousness of their own. They can hunt enemies, gather food, build castles and guard the Red Queen. There are many such soldiers in the underworld and new ones are growing all the time.

REFERENCES



SILHOUETTE



LINE WORK

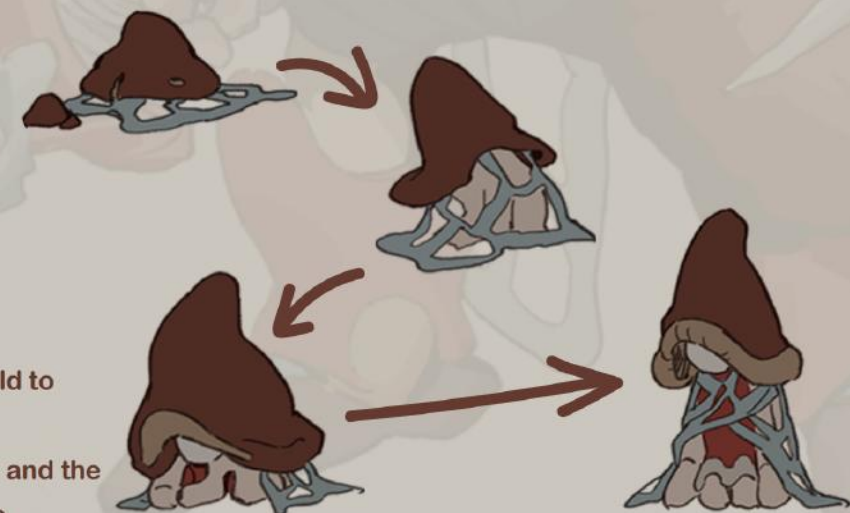


Soldiers have different sizes, different functions. They cannot communicate with each other, but obey the Red Queen's orders. They are sent to catch Alice, who is collecting fungus samples. Attack with a variety of weapons made from mushrooms. They're mostly harvesting mycelium to make food when there's no enemy.

Back view



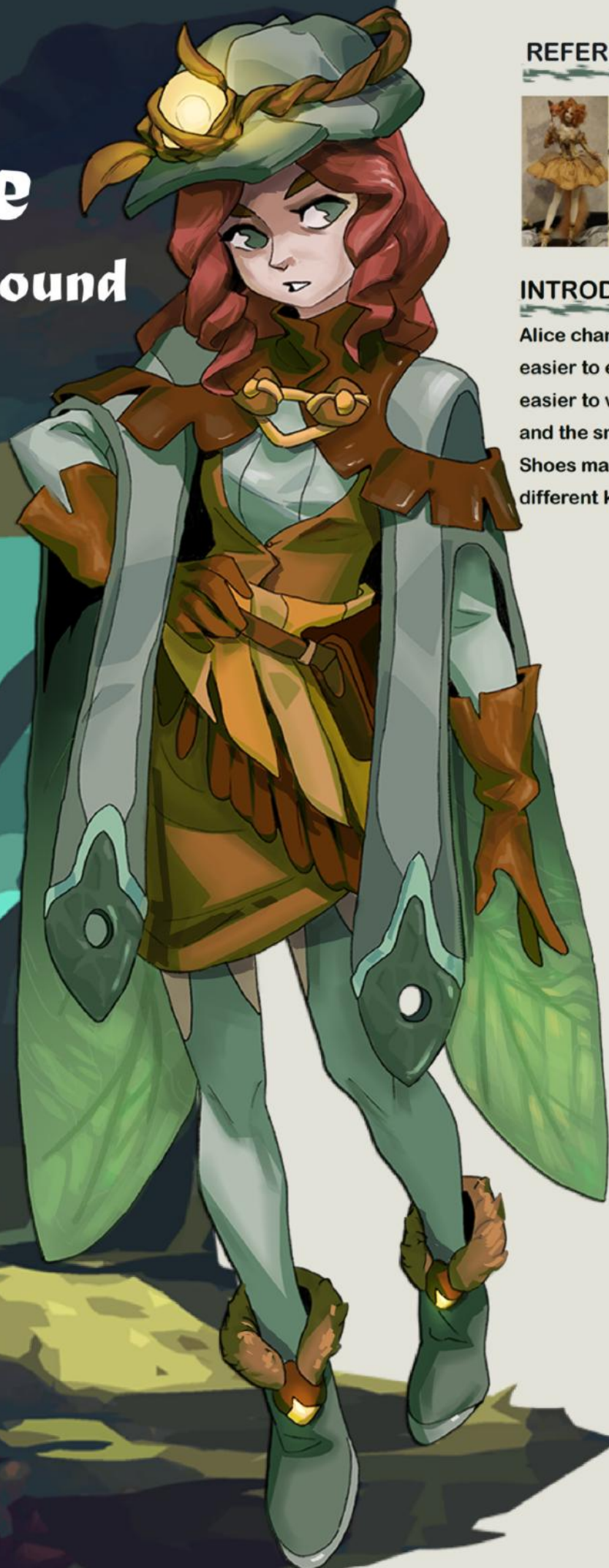
PROCEE OF CHANGE



The Red Queen can use the mycelium that pervades the underworld to control the fungi and become her own soldiers. The mushrooms connected by the blue mycelium will grow into conscious soldiers, and the blue mycelium will become part of their clothing when they mature.

Alice

-underground



REFERENCES



INTRODUCTION

Alice changes her costume in the underworld to make it easier to walk in and a hat that could hold glowing flowers, and the small bag from the upper world was also kept. Shoes made of mushrooms also help Alice to walk better on different kinds of ground.



Back view

SILHOUETTE



LINE WORK

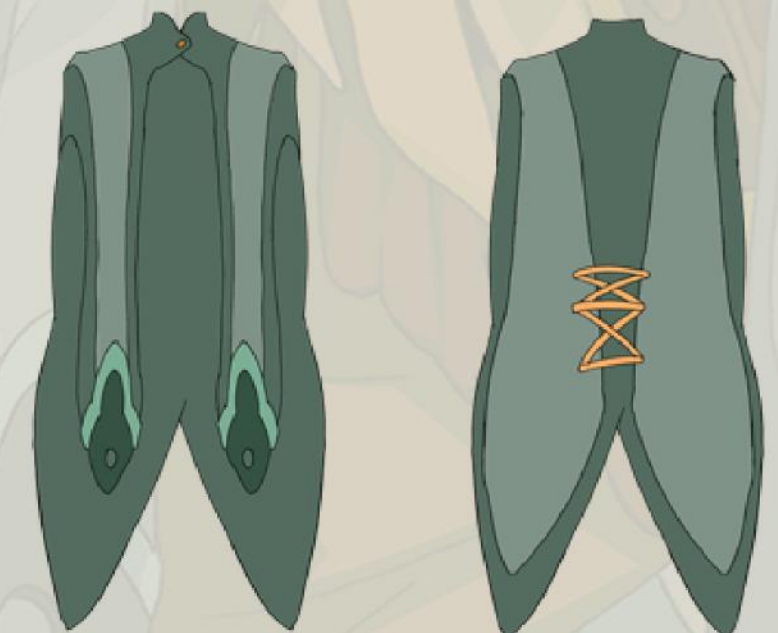


EXPRESSIONS



CLOTHES

Alice was glad to be able to break free from the constraints of the upper world and put on these convenient clothes. She can explore the underworld more freely. These functional garments also increase the efficiency of underground exploration.





Alice

-aboveground

REFERENCES



INTRODUCTION

Alice from upper ground is a knowledgeable, rule-bound, but curious girl. She wanted to go out and have fun exploring, but she was limited by the rules. One day while walking in the garden she met a very special flower that was shining. After getting close to the flowers and studying them, she feels drowsy under the influence of pollen and wakes up to find herself in a wonderful underground world.



Back view

SILHOUETTE



LINE WORK



EXPRESSIONS



GLOWING FLOWERS

The glowing flower is the plant that connects the underground and the above world. It is found and picked by Alice. The glowing flower gradually becomes a vine when it matures, and with it comes a glowing fruit, which Alice makes in the form of a garland to carry around with her.





Cat

-underground

REFERENCES



INTRODUCTION

The Cat is a mysterious, cat-like creature made of smoke that provides Alice with much help when she first arrives in the underground world. He leads Alice to his and hatter's house and introduces her to the composition of the underground world.

Cat is an elegant gentleman who likes to collect all kinds of ornaments from the earth world and bring them back to hatter's home. He can travel around in the form of fungus smoke, which is how he found Alice at the first time.

The cat likes the culture of human society, so he likes to collect ornaments that humans have dropped into the underworld and asks hatter to make them into furniture or decorations. Because of his frequent travels, he was almost the person who knew the underworld best, and gave Alice a lot of guidance.

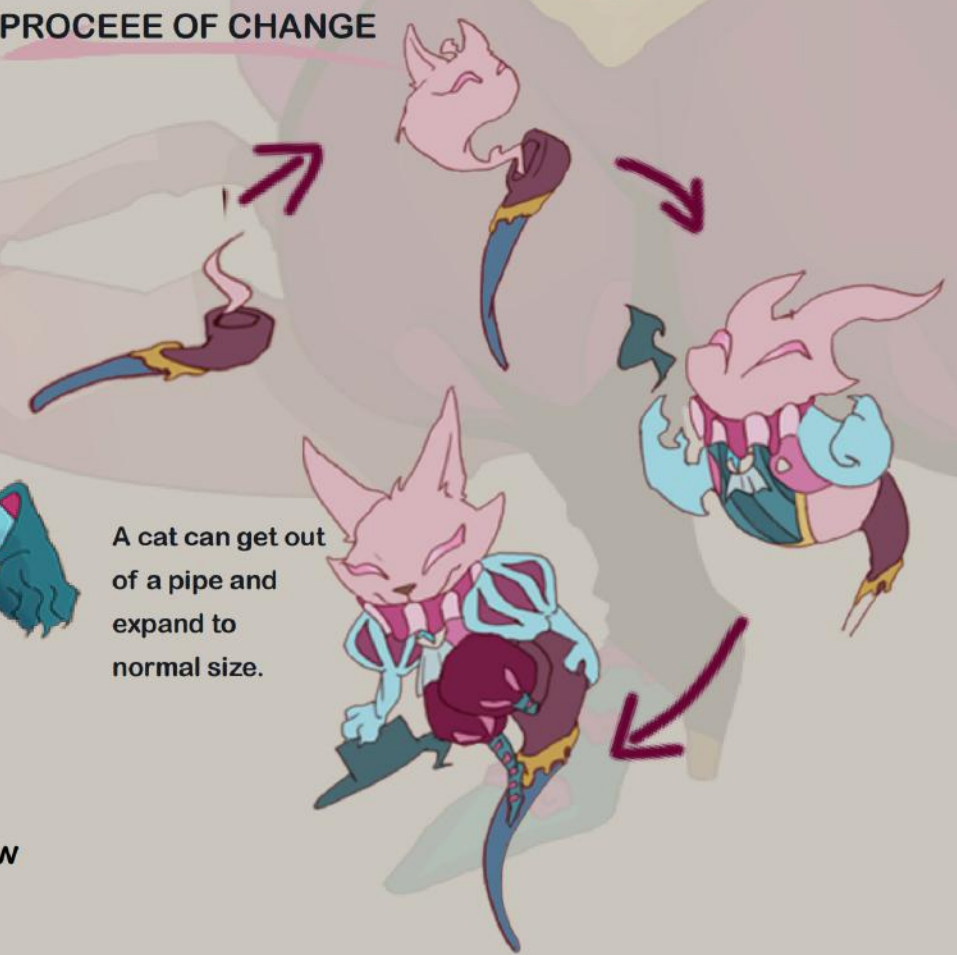
SILHOUETTE



LINE WORK



PROCEE OF CHANGE



A cat can get out of a pipe and expand to normal size.

Back view



Hatter

-underground

INTRODUCTION

Hatter lives in his mushroom hut and uses materials from Cat's outside phone to make many different hats and decorations. His huge scissors and huge tape measure on the back would help him make any hat he wanted. He is very interested in socializing with others so he helps Alice a lot, making costumes for her to explore.

REFERENCES



SILHOUETTE

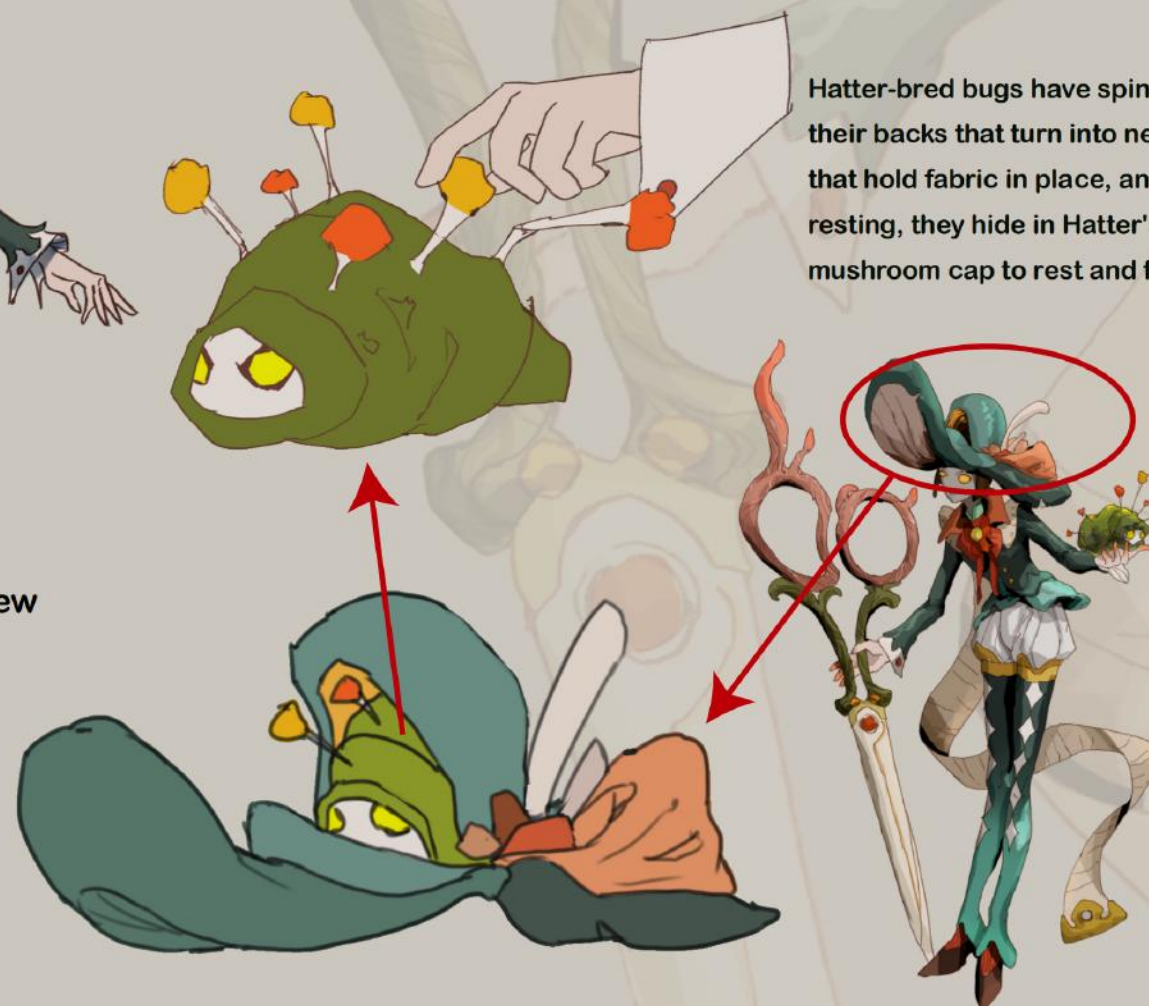


LINE WORK



PROP DESIGN

Back view



Hatter-bred bugs have spines on their backs that turn into needles that hold fabric in place, and when resting, they hide in Hatter's mushroom cap to rest and feed.

Lining design



Hatter's House

-outside

REFERENCES



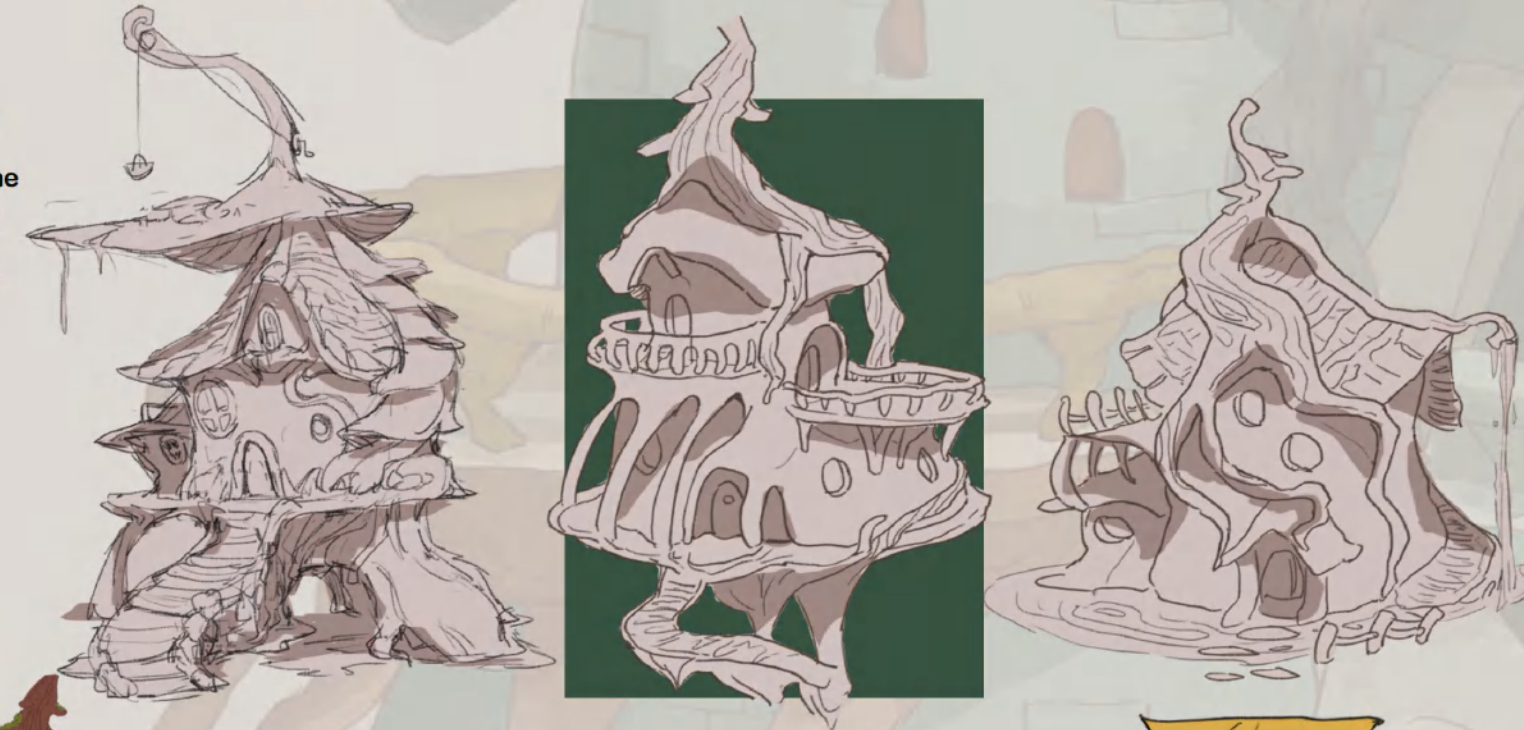
INTRODUCTION

Hatter's house, from the outside, is a building made of mushrooms and wood. The house is built on a cliff but it is supported by huge mushrooms at the bottom and the roots of tangled trees in the roof make it very stable. The house is in the middle of the underground world, which makes it easy for Cat to travel through the world and carry items back to the house.

SILHOUETTE



LINE WORK



COLOR DESIGN



Top View



The house is surrounded by various steps connected by huge mushroom platforms, through which Alice can access many parts of the underground world.



TEA TABLE

Hatter's house -inside

The house is been divided into four parts with living rom, workshop and tea table.

Hatter piled hats all over the house, which is made with fabric and sewing machines from the workshop.

The lights in the rooms were made of glowing mushroom that grown from mushroom platform.



LIVING ROOM



The cupboard on second floor can provide place for hatter to make dessert on the afternoon tea party.

WORKSHOP



Cat and hatter always have the afternoon tea party on the second floor's table. The cup and plates were mostly found by cat when he was exploring around, the snack and dessert were made of microbes from the cliffs.



Red Queen -castle

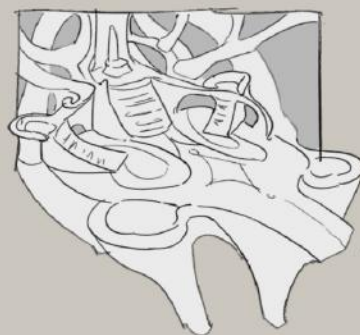
INTRODUCTION

The Red Queen's castle, where Alice meets the Red Queen as a criminal and talks to her. The entire castle is carved out of a mushroom tree with a blue interior, which references the architectural styles of many upper-ground civilizations.

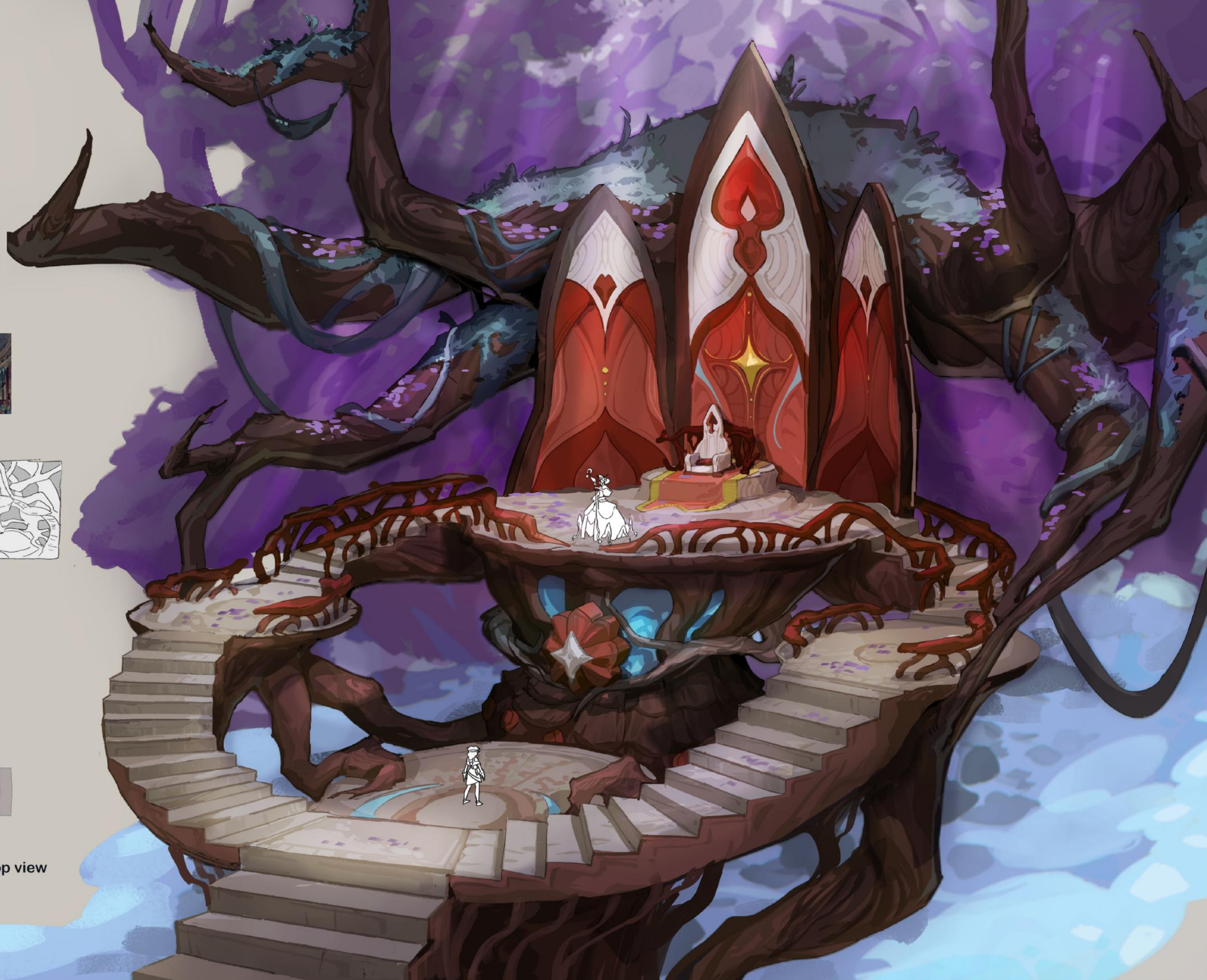
REFERENCES



SILHOUETTE



Top view



Red Queen

-castle



Chair

A seat made of mycelium. The Red Queen doesn't often sit on it but in order to learn the habits of human society she has made a seat with a poker pattern on it. There are many traces of mycelium growth on the chair that are coincidentally part of the pattern.

Window

The Red Queen had her soldiers carve part of the tree to look like a flower window and paint it and carve all the Windows in a poker pattern. This window is the most representative of the Red Queen's desire for human culture in the entire Red Queen castle.





ANTI-BIOLOGICAL MODIFICATION TEAM

Some extraterrestrial beings have already appeared on Earth. There are two types of people in the world. A group of people want to increase their productivity by domesticating these alien creatures, or become bounty hunters. The protagonists of the story, Squid,Electric

Bull Driver and Gunslinger, from different standpoints, want to rebel against the company's inhumane treatment of alien creatures

SQUID

-THE COMPANY

INTRODUCTION

Squid were one of the first examples of biological fusion to be studied by the company. She communicates with the jellyfish-like squid-like creature through goggles, allowing her to control four of the monster's tentacles to fight.

REFERENCES



SILHOUETTE



LINE WORK

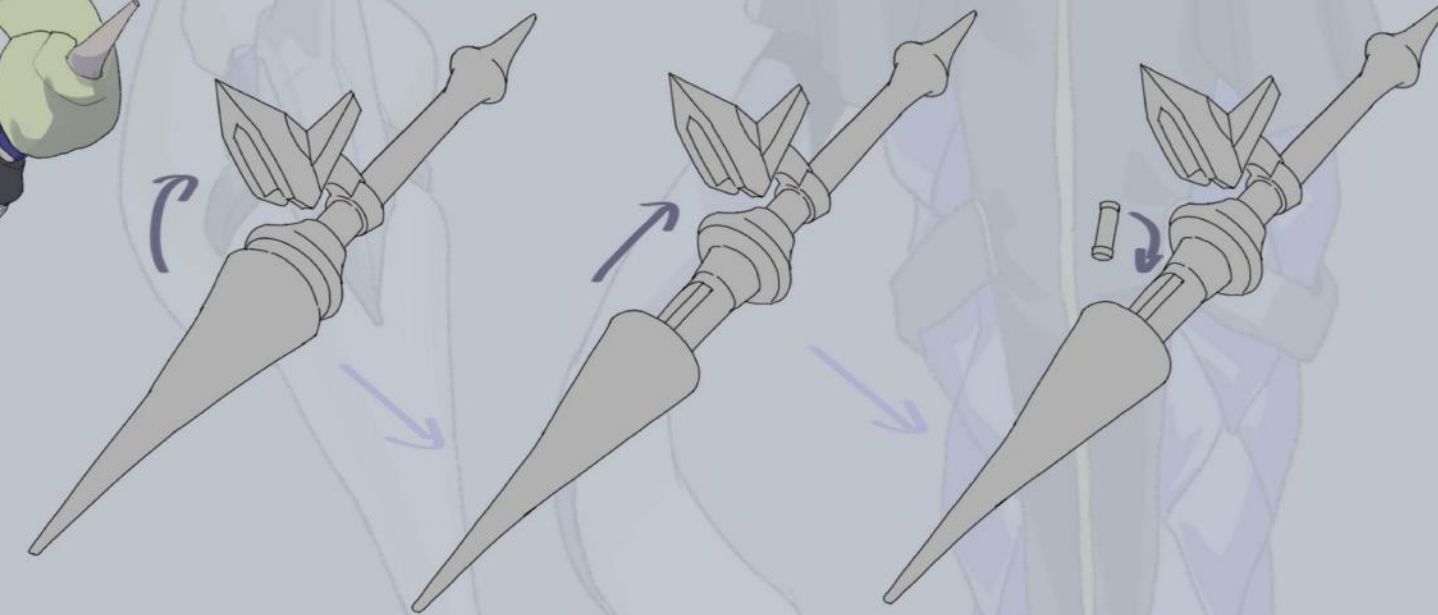


BACK VIEW



WEAPON DESIGN

Squid's weapon evolved from a lightning rod, and the shell of the weapon is insulated material to prevent unnecessary damage. Her weapon is a syringe with a replaceable core. It can inject drugs that have medical effects on others or electrically conductive liquids that accelerate the speed of electricity. The ability to either heal or attack helps the Jellyfish have the ability to fight a squad alone.



FEATHER- -DRAGON

Feather-Dragon and Operator are the most classic cooperative hunting modes. There is no physical connection between them. Feather-Dragon and the owner of her use gun can cooperate to achieve the purpose of long-range attack and locating targets.



REFERENCES



BACK VIEW



SILHOUETTE



LINE WORK



ACTION DESIGN

Even without the dragon, her owner is a powerful gun user. She was a professional hunter before she met the dragon. After the alien creatures appeared on Earth, he became a hired hunter who dealt with these animals. However, dragons can help her locate targets remotely, attack enemies that are not visible in her field of vision, or achieve greater mobility.

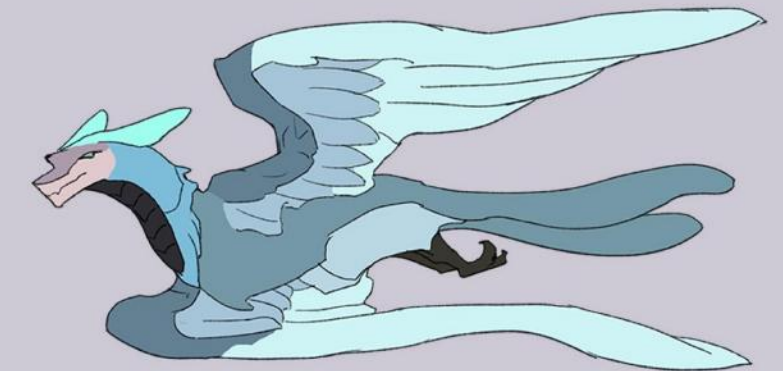
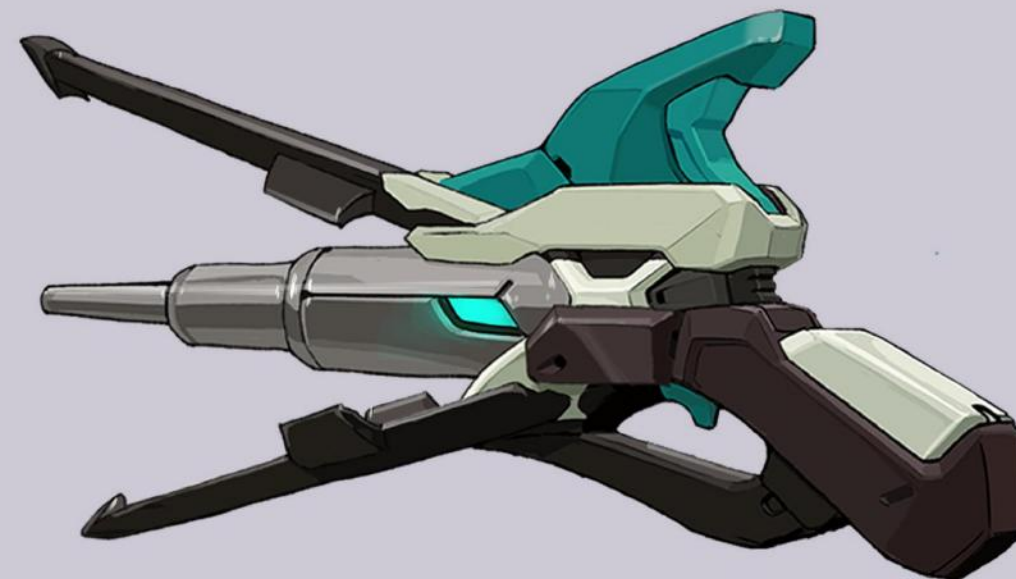
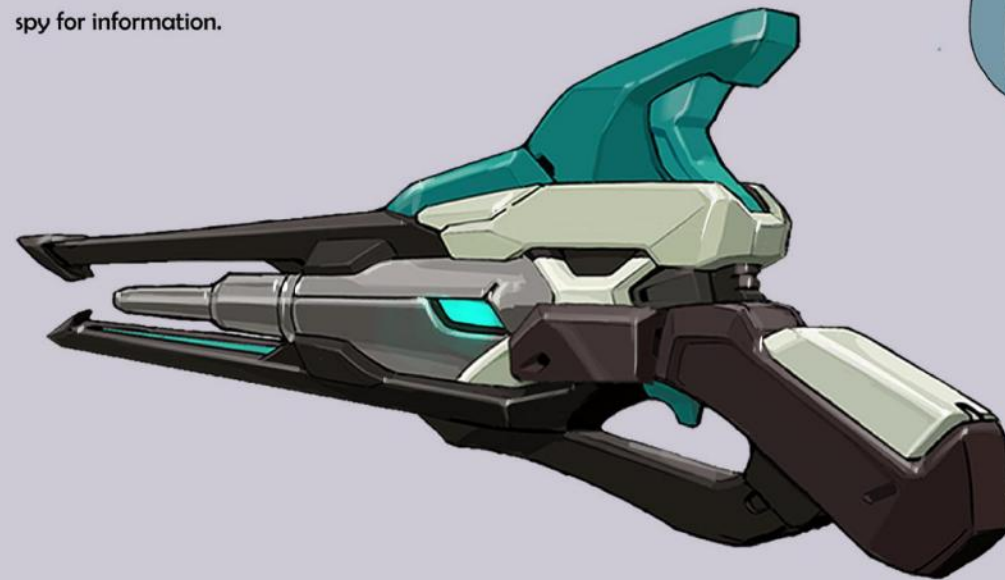




FEATHER-DRAGON

WEAPON DESIGN

The combination of the gunner's gun and the dragon is the main part of their fight. The dragon will fly into the interior of the enemy and send a special signal to the gunner, allowing her to locate and be vigilant. As a result, the gunner's attack ability has been greatly improved. The dragon's high mobility can also help hunters steal items or spy for information.



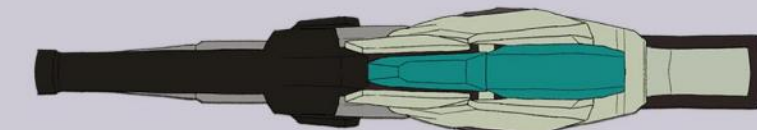
DRAGON DESIGN

Not only can the dragon send positioning signals to the gunner with special signals, but its sharp claws and teeth can also bite enemies. This increases the mobility of the battle and the active melee ability of the Gunner as a ranged attacker.

GUN DESIGN

The Gunner's gun can be converted between two forms: when the two devices are closed, it acts as a normal pistol.

And when the device is opened, the range increases dramatically after the barrel is extended, but it decrease in the speed of attack. When the dragon pinpoints the enemy's location, the Gunslinger can use the gun to switch modes to attack enemies at a distance..



ELECTRIC BULL

The electric bull is a vehicle modified from alien creatures. Through bone and nerve modification, the operator can control the movement of the cow through cable connection. Its head can stretch out and attack with lasers and claws.

REFERENCES



SILHOUETTE



LINE WORK



HEAD DESIGN

The driver of electric bull has become relatively mad because he has been studying electronic devices all the time. He can connect the nervous system of electric bull through glasses to achieve the purpose of directly controlling its behavior.



DETAIL DESIGN

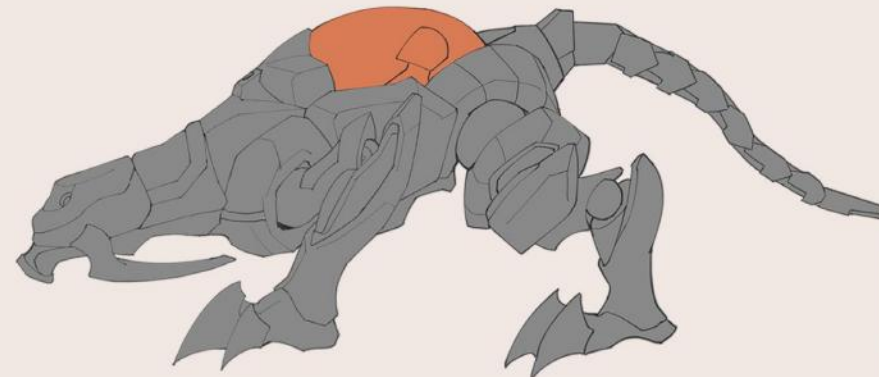
The driver of electric bull can act independently outside the driving time. His clothing was designed in a relatively lightweight style to adapt to the cabin environment. The clothing is mainly composed of tight-fitting clothes and various mechanical interfaces.



SILHOUETTE

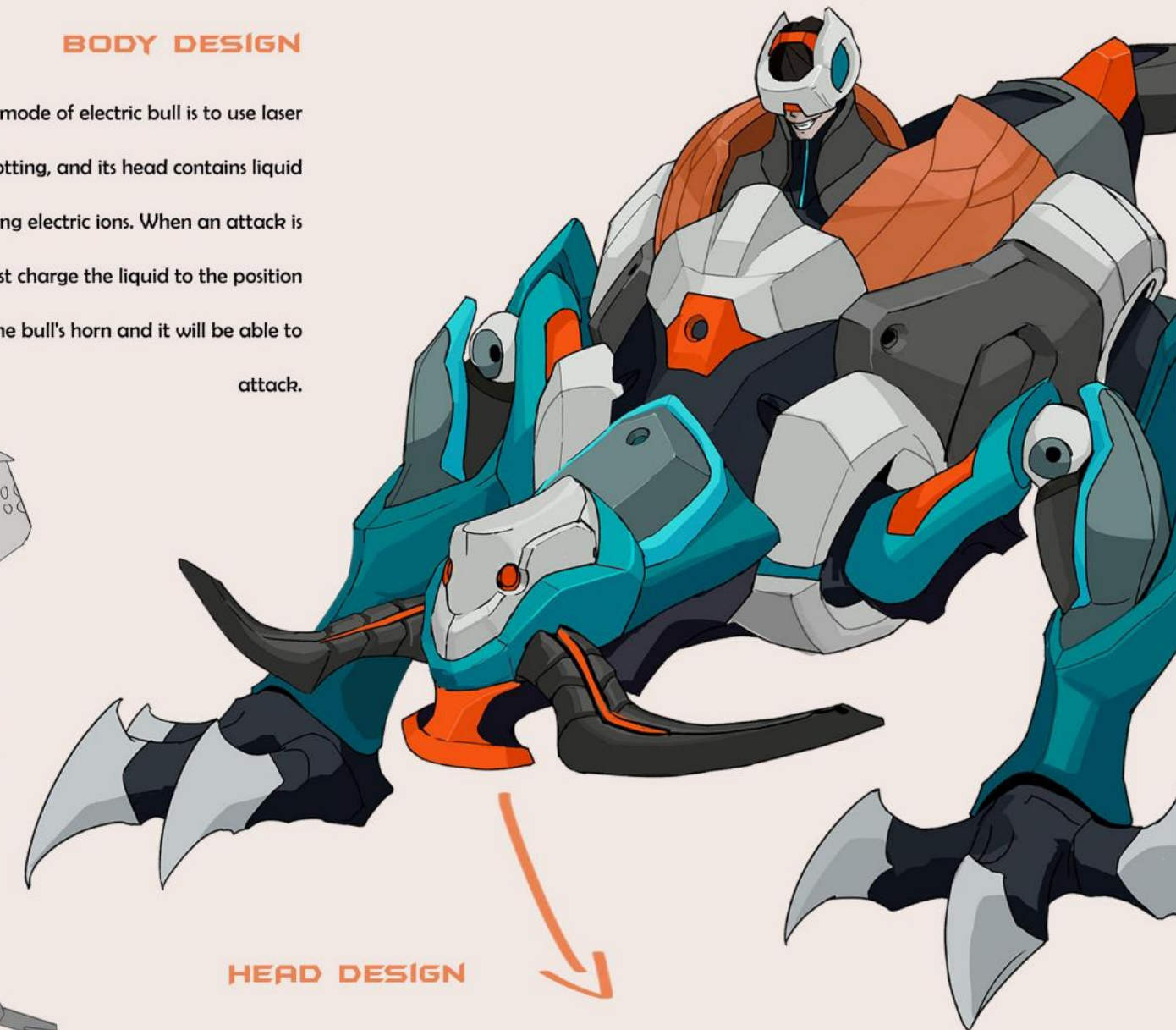


ACTION DESIGN



BODY DESIGN

The attack mode of electric bull is to use laser rays for shooting, and its head contains liquid containing electric ions. When an attack is needed, just charge the liquid to the position of the bull's horn and it will be able to attack.



HEAD DESIGN



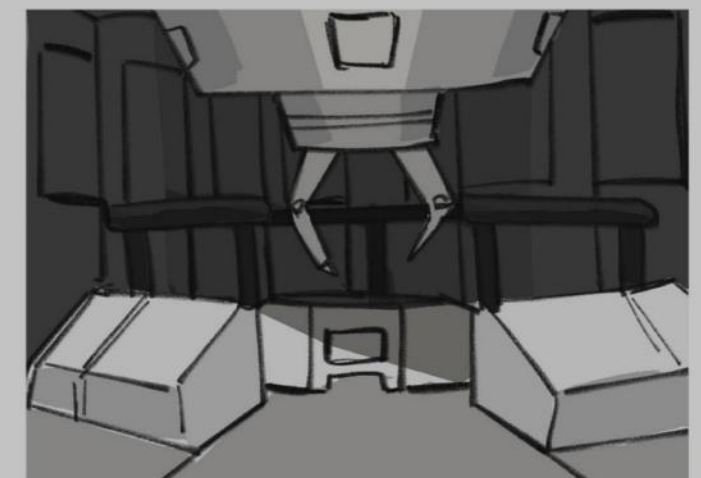
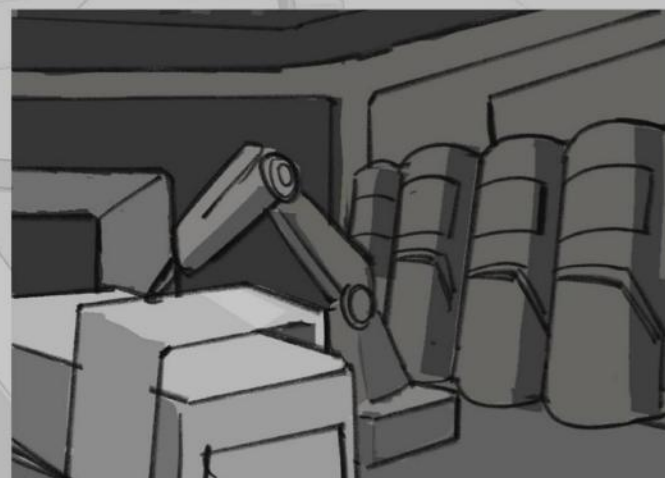
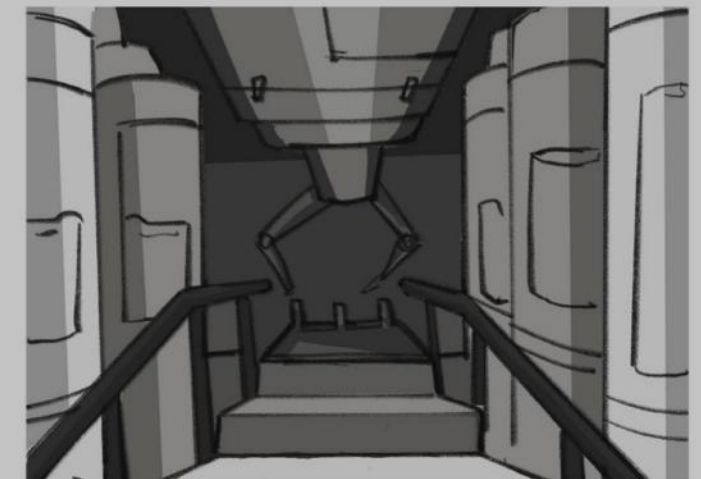
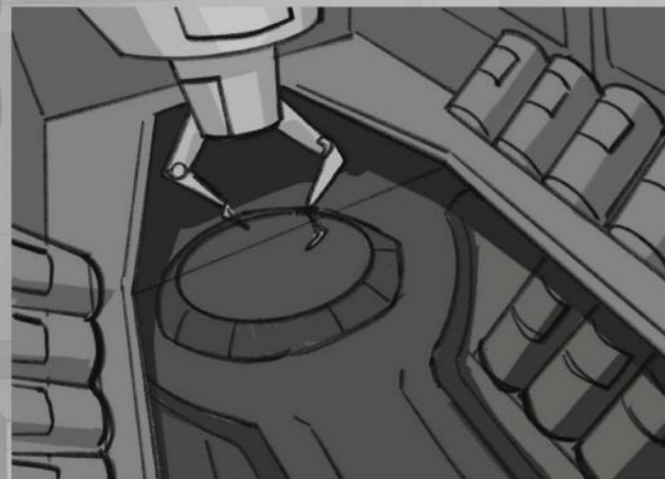
COMPANY'S LAB

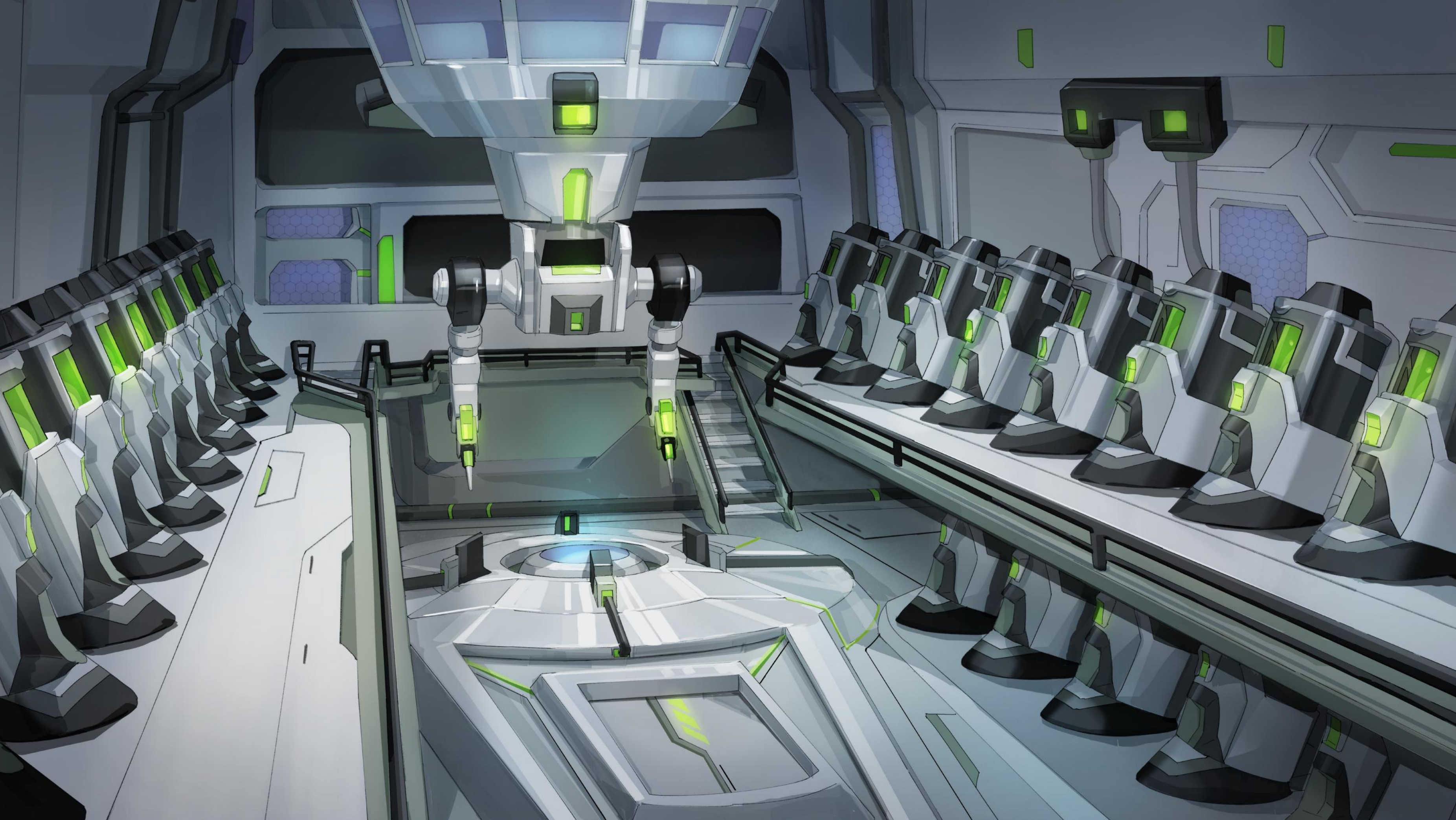
The laboratory in the company used to transform the captured alien creatures. Equipped with a dedicated operating table and biological cabin. The entire laboratory is equipped with a circulation system for sedatives. The head parasites of squid were modified from this laboratory.

REFERENCE



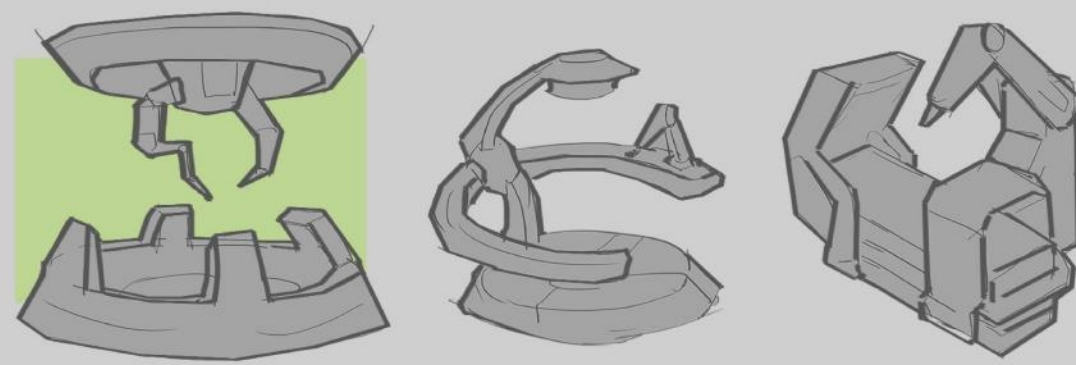
SKETCHES







SILHOUETTE



SURGICAL ROBOTIC ARM

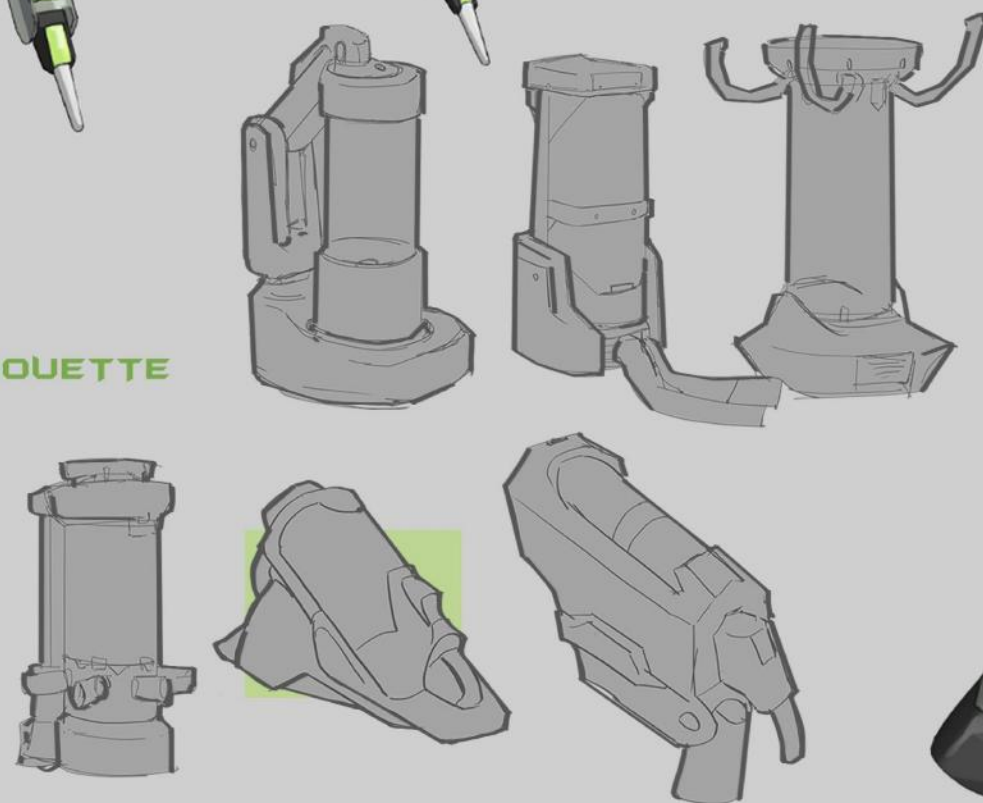
Surgical robotic arms that can be remotely controlled, with two robotic arms connected to chemical liquids, can meet the needs of modifying animals. It is also equipped with a platform connected to magnetic substances that can be used to control animals and ensure they can be fixed.

BIOLOGICAL MODIFICATION CABIN

The cabin in which the internal environment of organisms can be monitored and guaranteed after they have been modified.

There are the same chemical substances as those in the mechanical arm inside to ensure that the transformation is completed thoroughly.

SILHOUETTE



THE LAB - DETAIL DESIGN



