

Sophie Concept #1 Sophie 第一个设计理念

For data collecting purposes, I wanted to put together two very different “Sophie” designs. This one is to supply the players with the African Diversity they requested from our FTUE testings.

处于数据收集的目的，我要创建四个“sophie”人物设计。两个非裔美国人(黑人)人物，和两个白人人物设计。

The goal of this first design document is to supply enough images to create 2 slightly different versions of African American Sophie.

本文件的目的是提供足够照片为非美国人“sophie”做两个不同的谁急角色。

This design document should create one Sophie that is more traditionally feminine, and one that is a little more ‘sporty’.

一个”sophie”谁急应该更具传统女性气质，别的应该更具运动感。

Both designs should use the same face, body, and skin tones, but can choose a different hairstyle and outfit to create the 2 different characters.

两个“sophie”都应该使用相同的面部，肤色和身体。但是，应该是衣服和头发发型。

Skin tone: We want this Sophie to have a much darker skin tone that Antonio and Indian Lydia. You can see below what i mean.

下面有一个肤色图标。以帮助她的皮肤应该有多黑。



PORCELAIN
Cool Undertone



IVORY
Neutral Undertone



WARM IVORY
Neutral Undertone



SAND
Neutral Undertone



BEIGE
Warm Undertone



WARM BEIGE
Warm Undertone



NATURAL
Warm Undertone



HONEY
Cool Undertone



GOLDEN
Warm Undertone



ALMOND
Cool Undertone

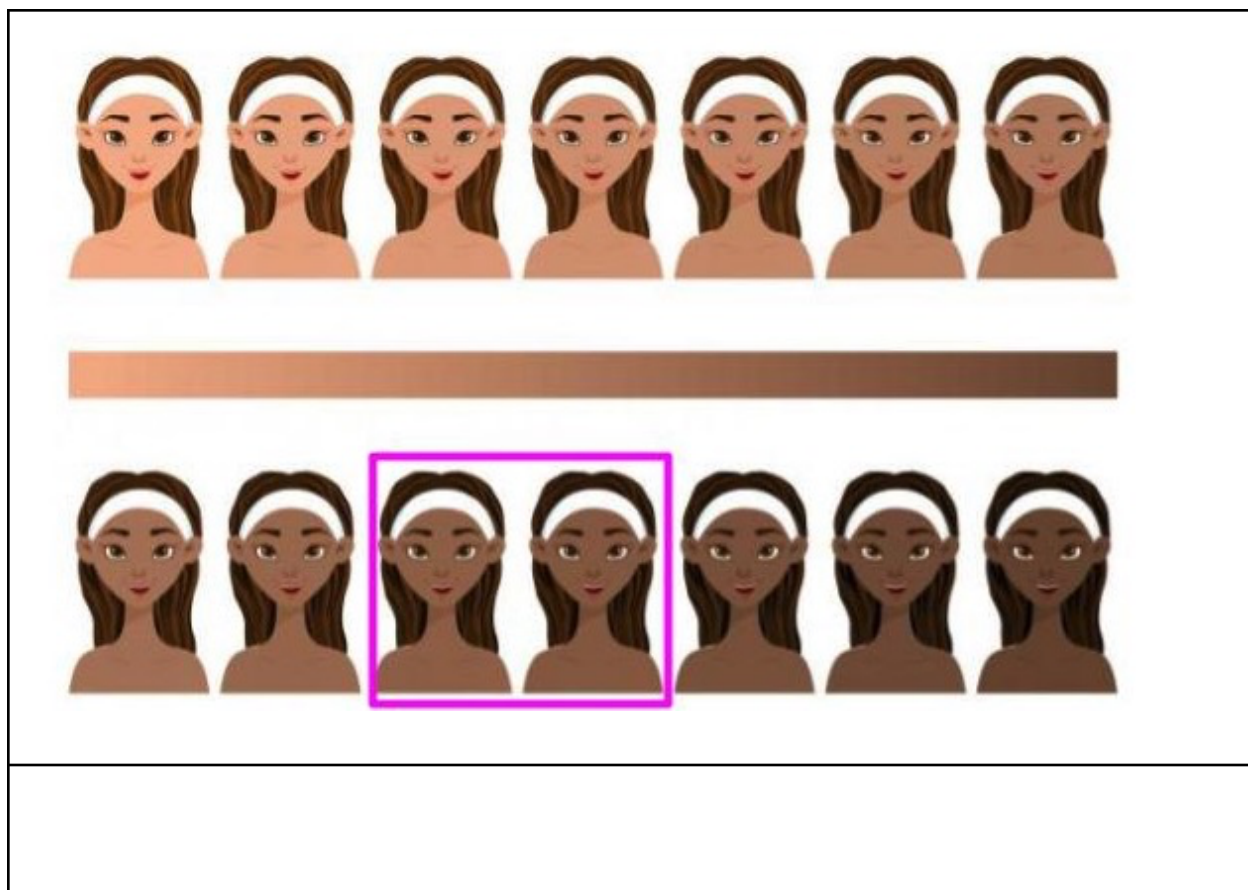


CHESTNUT
Warm Undertone



ESPRESSO
Cool Undertone

-  Pierre
-  Sophie
-  Lydia
-  Mia/Lea
-  Irene
-  Antonio



Face:

For the face, I chose the celebrity “Lovie Simone Oppong” She is an up and coming actress and is a perfect reference. Below are photos of her face, the hair can be considered, however I have included different hairstyles later in the document.

我选择 “Lovie Simone Oppong” 作为脸部模特，因为他是年轻和有名演员。只看脸，不看头发。





Hair:

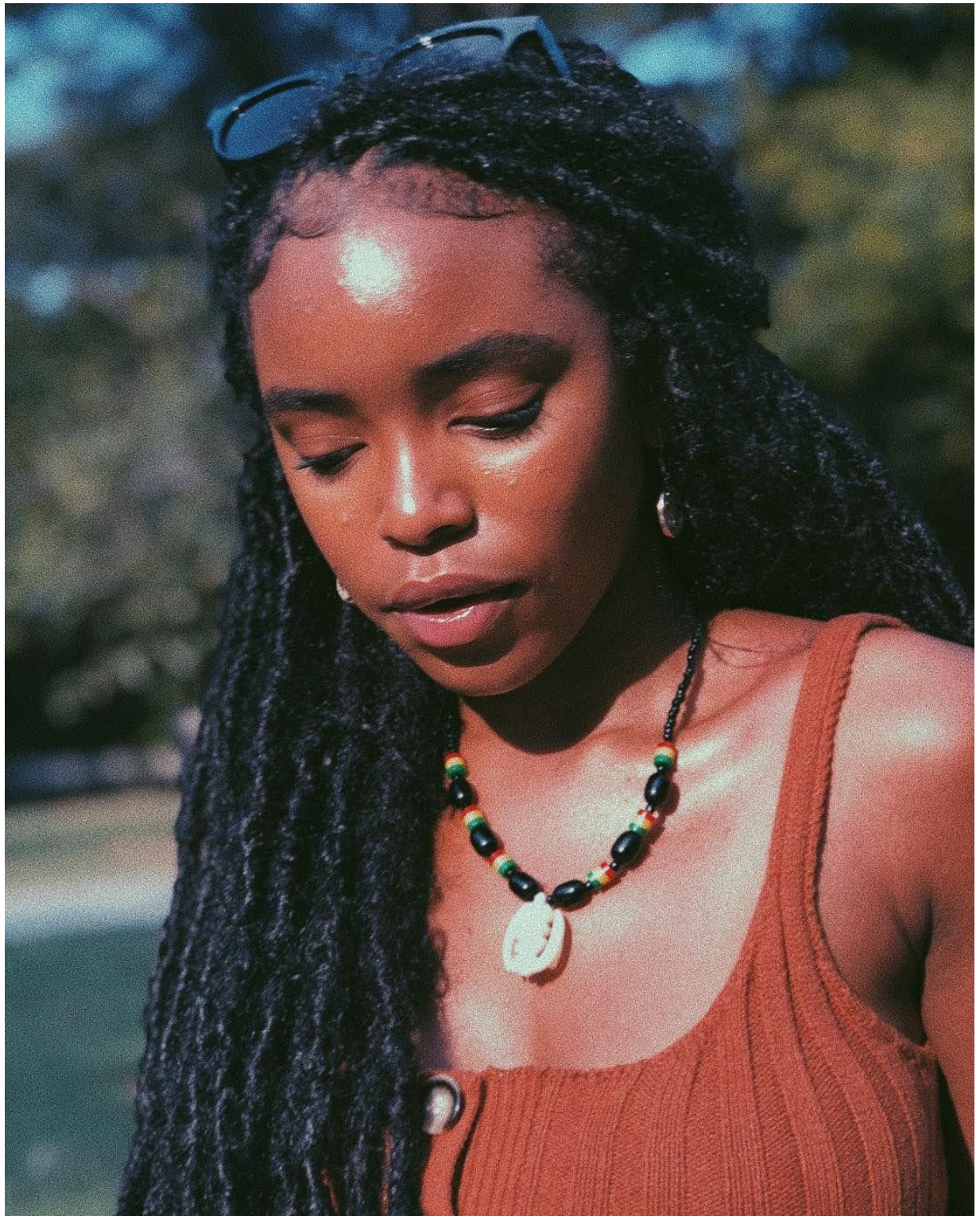
For her hair, because she is black, her hair will either be curly or in a “dreadlock” or “Box Braids” Style. For the more traditionally feminine look, we can choose between any of the three hairstyles, but for the sporty look, i suggest only choosing between the “dreadlocks” Or the “box braids” hairstyles.

我有三 种不同的发型。第一个是卷发，第二个是“大辫子”，第三个是“咖啡色辫子”。这三个都可以用于“女性化”设计，但是只有“大辫子”和 “咖啡色辫子”设计运动。



(These looks below for sporty only. However they are also very feminine so they can be considered for the feminine style Sophie as well) 下面只有运动设计







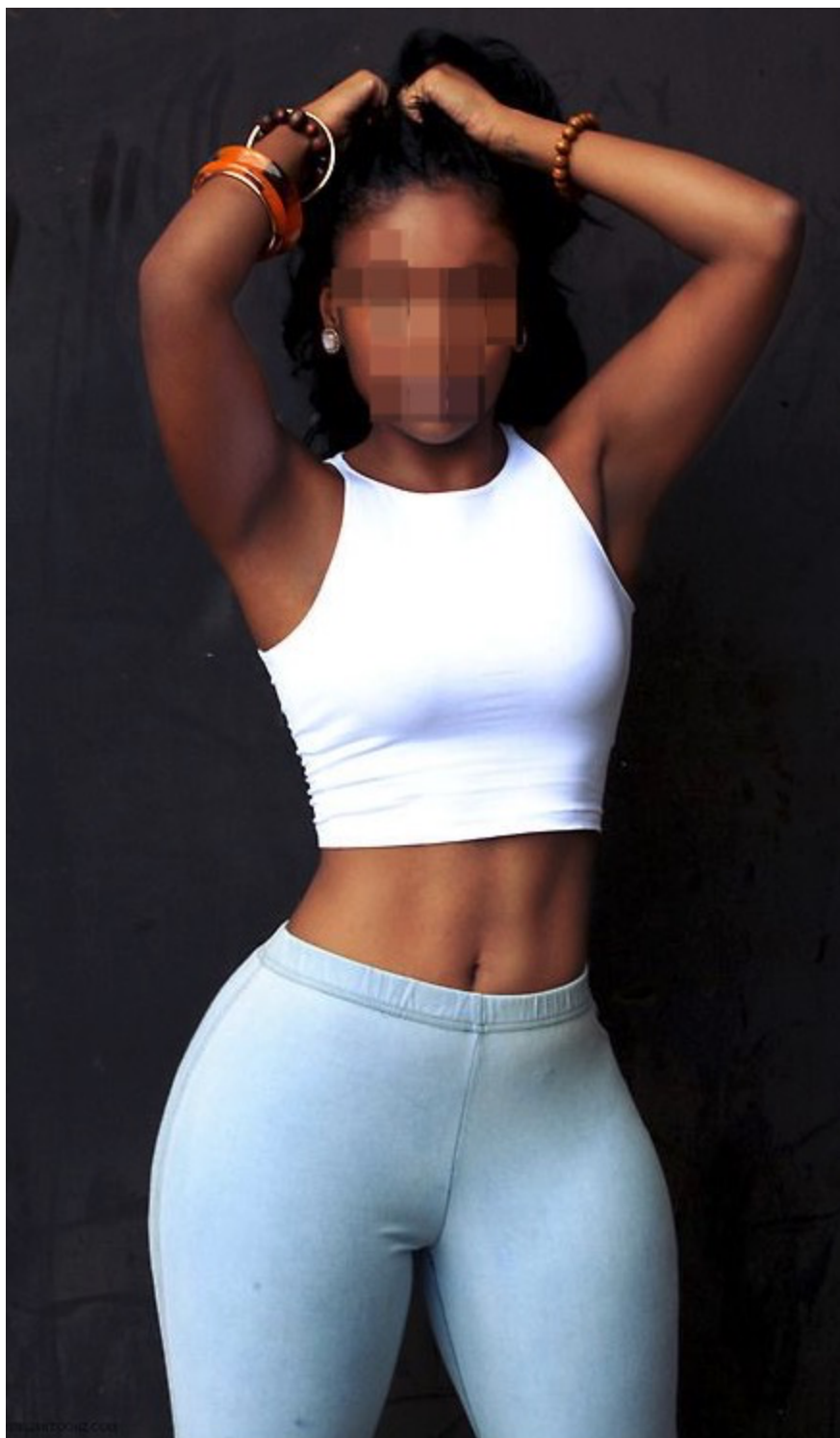


Makeup: To keep Sophie's makeup different from Lea's Mia's or Lydias, I suggest a fuschia lipstick. 只是一个明亮的紫红色唇膏。



Body: We should keep This sophie very athletic and strong looking, with a curvy waist and strong legs. Players want to see characters who are NOT super skinny and we should keep in mind that Sophie probably does exercise and sports.

我们想要强壮的身体和强壮的双腿。我们不希望她瘦，我们也不希望她太性感。



Outfits:

The first Selection of outfits are the more traditionally feminine ones. Please note that these patterns are specially selected because they are either african patterns, or are patterns inspired by africa to appeal to our player base. Also, please keep in mind that if we like a dress design from one, and the print from another, we can put two design concepts together to make one successful outfit.

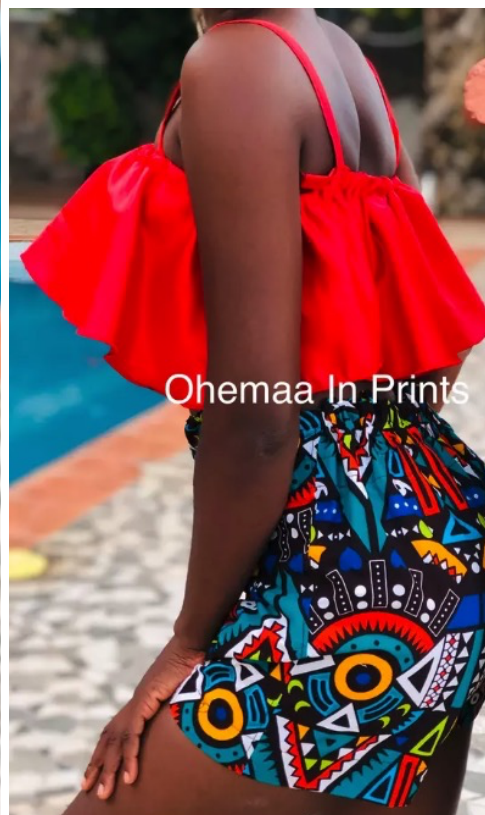
第一套服装是女性服装。我选择的非洲图案服装来吸引我们的玩具。我们可以将颜色和图案混合搭配到不同的衣服上。

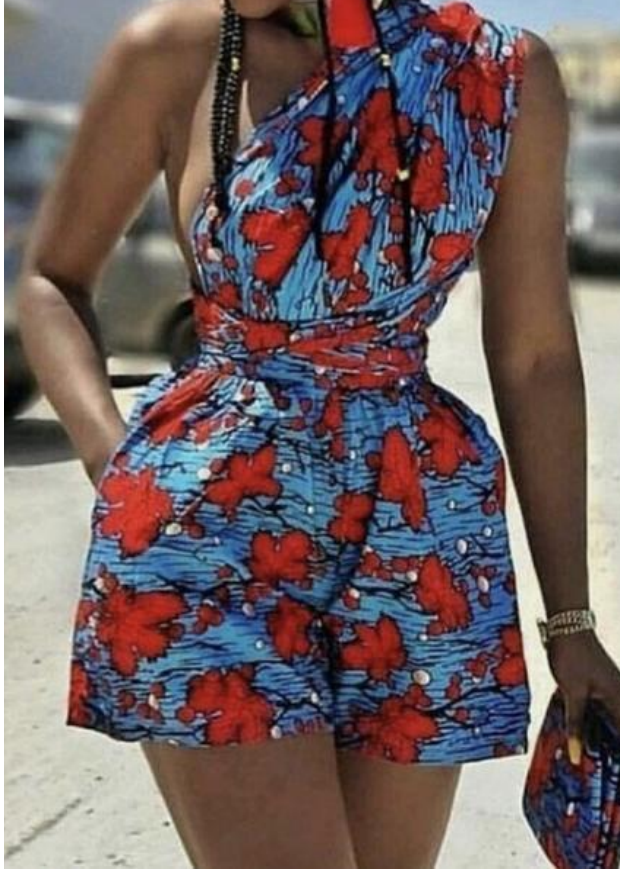




Second option: More Sporty:

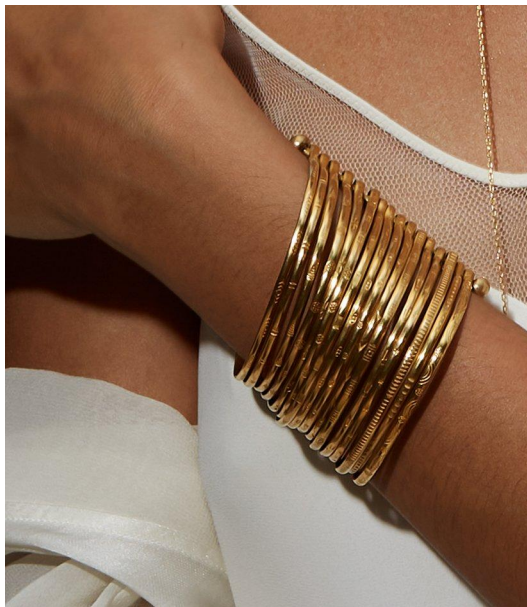
The below looks are equally inspired by african patterns, but are less traditionally feminine. However, they are all very much something a current twenty year old would wear on the beach or on an island. I think we can also discuss color combinations and patterns as well down below. 这些衣服更运动的服装。







Jewelry: For African American Sophie, i wanted to keep her jewelry girly and gold. I chose some heart shaped gold earrings, a gold nose ring (players wanted to see different piercings) and gold bracelet. 我想要她的珠宝少女和金色。我选择了心形耳环、鼻环，因为玩家喜欢异国情调的珠宝，还有非洲手镯。



Shoes:

for the shoes, I chose an open toed sandal that is a neutral brown. I think either style would fit sophie well, it would just depend on the outfit we choose for each one.

我选择了带跟的棕色凉鞋。



