

~~MONOPOLY~~

Development Deck

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AMPAD™

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TOC!

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~~MEFX~~

# MOYROID MEOW

WHEN MOYROIDS CONQUER EARTH THROUGH CAPITALISM INSTEAD OF FORCE, ABBY BACKSTAR IGNORES THEIR REBRANDED WORLD FOR 4 YEARS UNTIL THEY STEAL HER CAT. HER VIOLENT RESCUE MISSION ACCIDENTALLY SPARKS A REVOLUTION SHE NEVER INTENDED TO CAUSE AND DOESN'T FIND OUT UNTIL THE END.

## THE TWIST

THE ALIEN COMMANDER CH'KLIK GENUINELY BELIEVES HER OPPRESSION "UNLOCKS HUMAN POTENTIAL." WHEN CONFRONTING CH'KLIK, SHE EXPOSES THEIR DARK MIRROR:

"YOU KILLED THIRTY SEVEN FOR A CAT, ABBY. I KILLED THIRTY SEVEN THOUSAND AND TOOK OVER TO BUILD A BETTER WORLD. OH ABBY YOU'RE JUST LIKE ME"

# Moyroid Meow - Characters

ROUGH EXPRESSIONS



AMAZEMENT



CONCERN



SHOCK



SUSPICION

## Key Silhouette Choices

Specific  
shaped afro

Blocky

Limbs

27 Now - Old enough  
to know things  
young enough to still learn,  
Was 23  
when everything  
changed

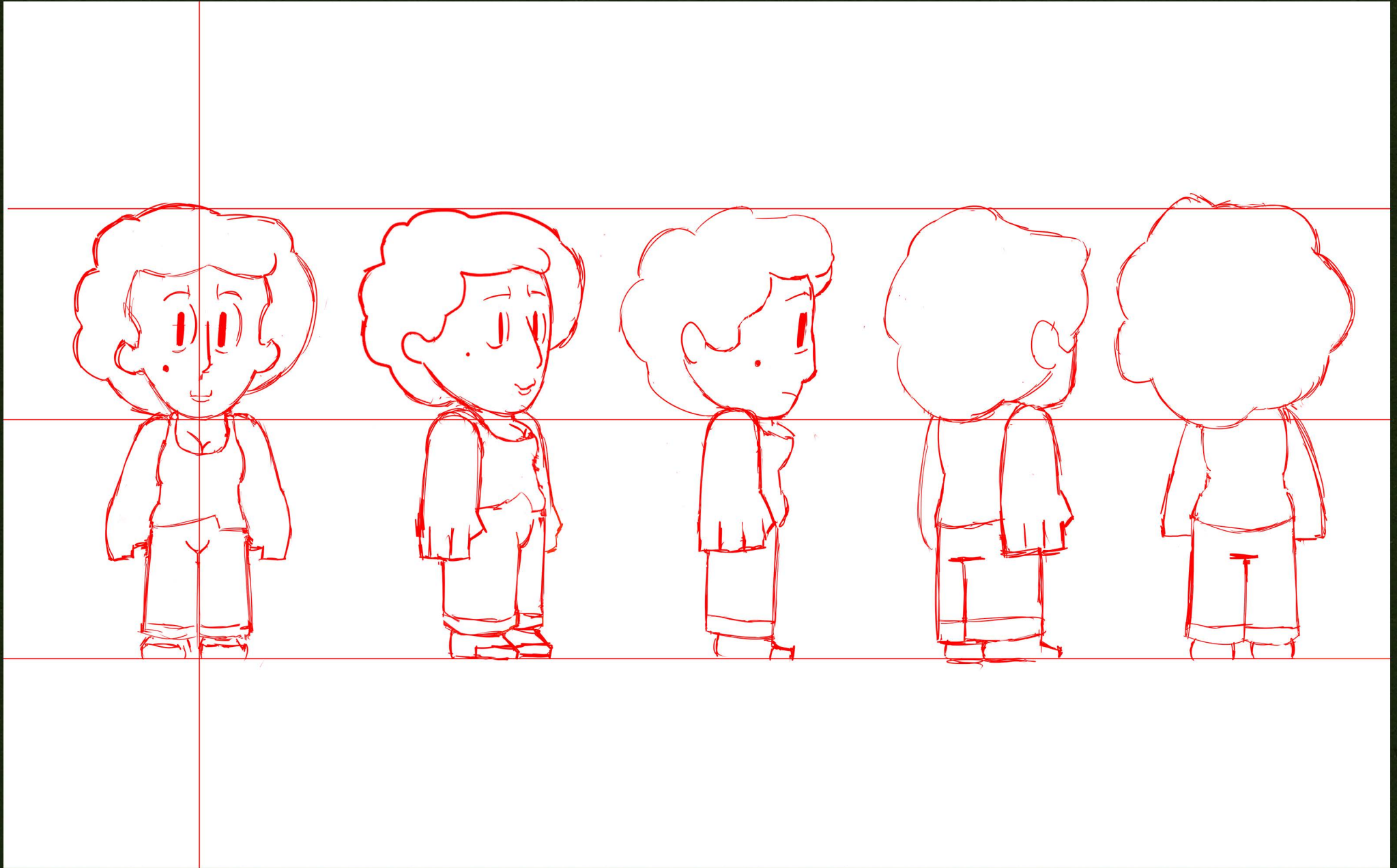
Real gun Found  
early But no bullets  
exist in the world to  
use, used as bat.



I WANTED TO DESIGN ABBY IN THE CONTEXT OF HER WORLD. HER CORE IS HER HUMANITY—THE STRUGGLE TO CARE AND THE QUIET SADNESS OF BEING ALONE WITH ONLY A CAT. SHE'S GROUNDED AND SIMPLE, BUT STILL STANDS OUT. HER GROWTH SHOWS GRADUALLY THROUGH HER CLOTHING AND MINDSET, REFLECTING HER INCREASING RESOURCEFULNESS.

# Abby BackStar

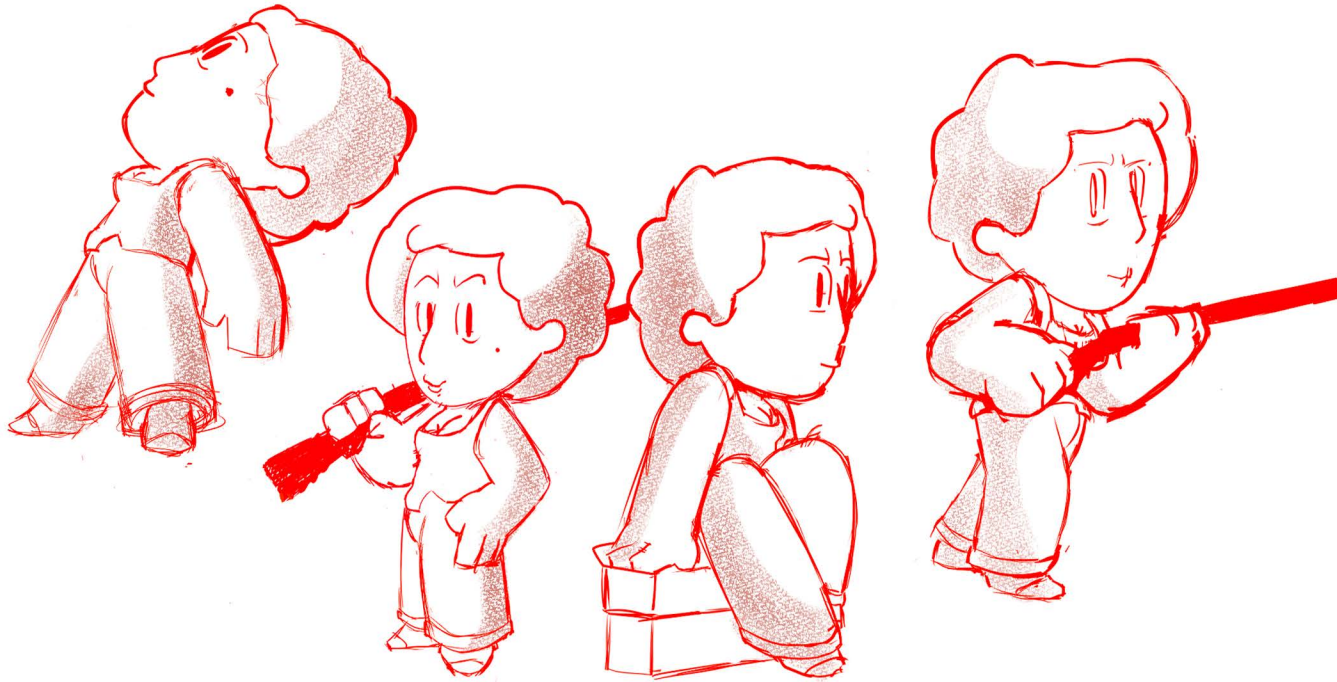
# Moyroid Meow - Characters



turnaround close-up

# Moyroid Meow - Characters

## Dynamic Poses - Abby Backstar



Hold a ammo-less gun like this for comfort.

FOR MOVEMENT I WANTED TO EXPLORE HOW ABBY MOVES AT THE START OF HER ARC. SHE NEEDS A HINT OF CONFIDENCE TO DO WHAT SHE'S DOING FOR HER CAT, BUT HER MOVEMENTS SHOULD STILL CARRY CLEAR WORRY. I STRUGGLED TO CAPTURE THAT FEELING, SO I REDID THE POSES; THE FIRST ATTEMPT DIDN'T FEEL AS DYNAMIC AS USUAL.



OLD POSES

# Moyroid Meow - Characters

Her hair starts to droop during the middle of her progression, and by the end, she cuts it both to make fighting easier and to prevent it from bothering her like before

Phase 1



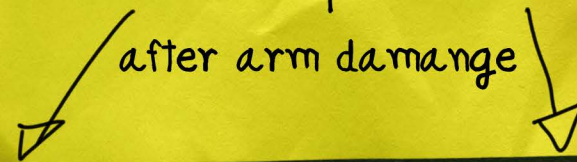
Phase 2



Phase 3



Jacket for protection  
after arm damage



SO ABBY NEEDED TO CHANGE—SHE CAN'T BE STATIC. WHEN I DEVELOPED ABBY'S PROGRESSION, I WANTED HER TO START GROUNDED AND UNASSUMING. MIDWAY, SHE'S SHAKEN AFTER KILLING SENTIENT ALIENS—BASICALLY HER NEIGHBORS AFTER FOUR YEARS. BY THE END, SHE'S FULLY ADAPTED: RESOURCEFUL, BUT DEEPLY TRAUMATIZED.

Pants opening  
damage only in the  
front

# Moyroid Meow - Characters

The 'shape style' was something I'd already been exploring—I just started mixing in more techniques

Originally, the green outlines on the fingers weren't there, but over time I realized readability was becoming an issue—so I added them.

FOR FINALIZING ABBY AND HER WORLD'S LOOK, I ORIGINALLY WANTED TO LEARN PAINTING—BUT NATURALLY FELL INTO MY OWN APPROACH: BOLD, ROUGH STROKES AND A SHAPE-DRIVEN STYLE. THE YELLOW-TINGED GREEN WAS INTENTIONAL, BUT THE STYLE WASN'T. IT DEVELOPED ON ITS OWN AND ENDED UP FEELING DISTINCT AND RIGHT FOR THE WORLD.

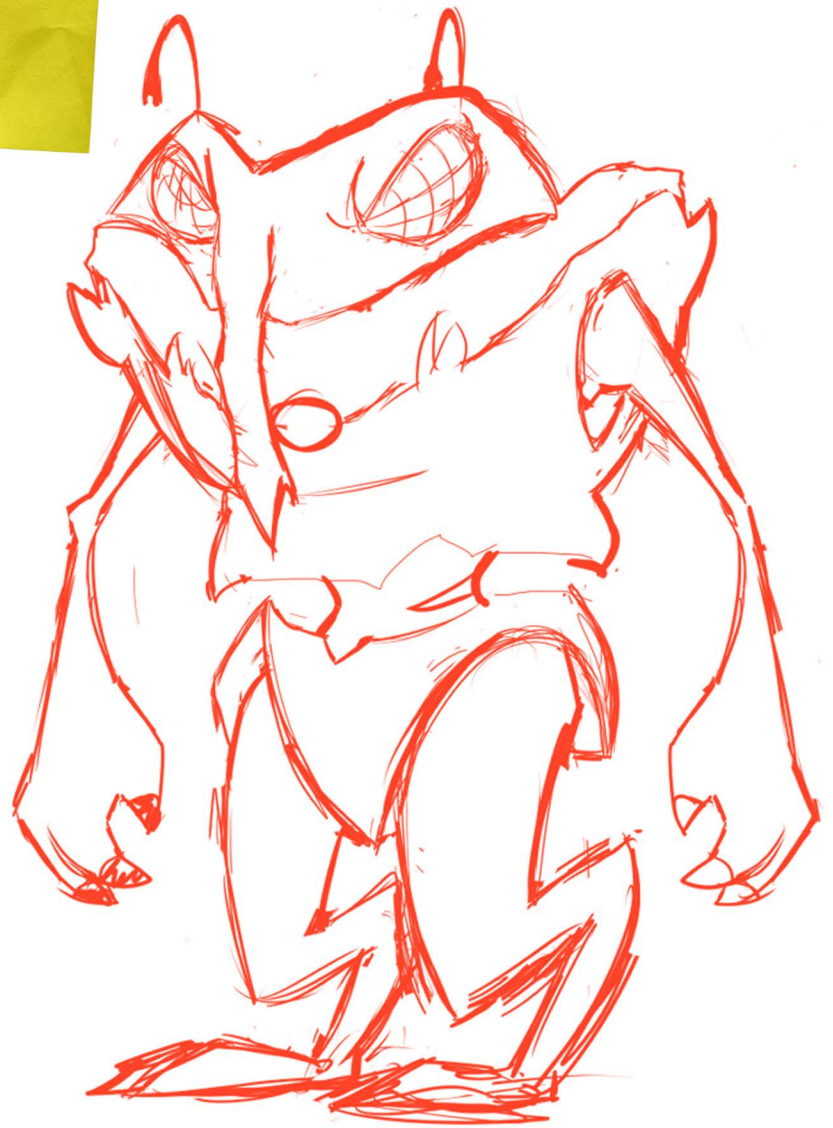


# Moyroid Meow - Characters

Ant + Mosquito + beetle =

They'll never take on roles  
like "gas station  
attendant"—they're meant  
for bigger, more influential  
Jobs.

FOR ALIENS I DESIGNED THE ALIENS TO BE INSECTOID—BUGS ALREADY UNSETTLE MOST PEOPLE, BUT THEIR CONTROLLED, NATURE MAKES THEM EVEN EERIER. THIS IS THE MAIN TYPE—THE 'EVERYMAN' ALIEN SEEN MOST OFTEN. THEIR LOOK CHANGES BASED ON ROLE, WHETHER THEY'RE A CHEF, IN MARKETING, OR CHASING A PERSONAL DREAM.

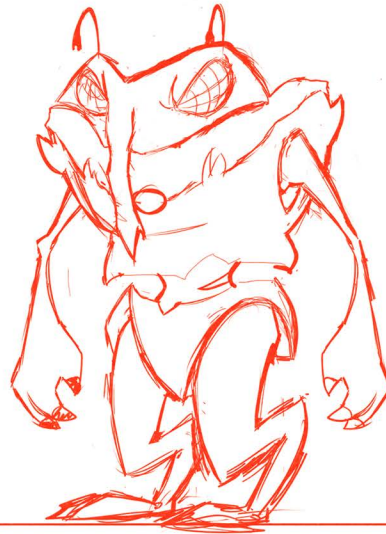


# Moyroid Meow - Characters

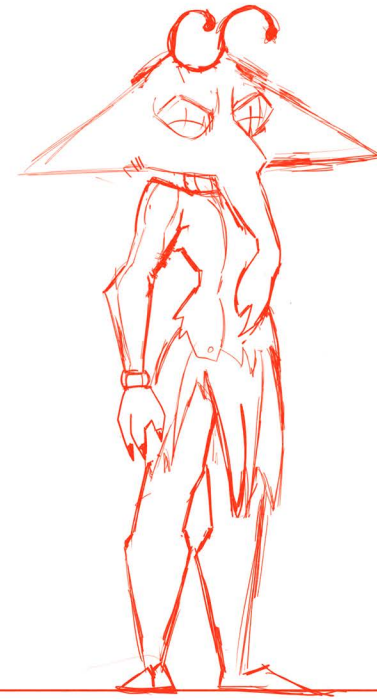
Level 1



Level 2



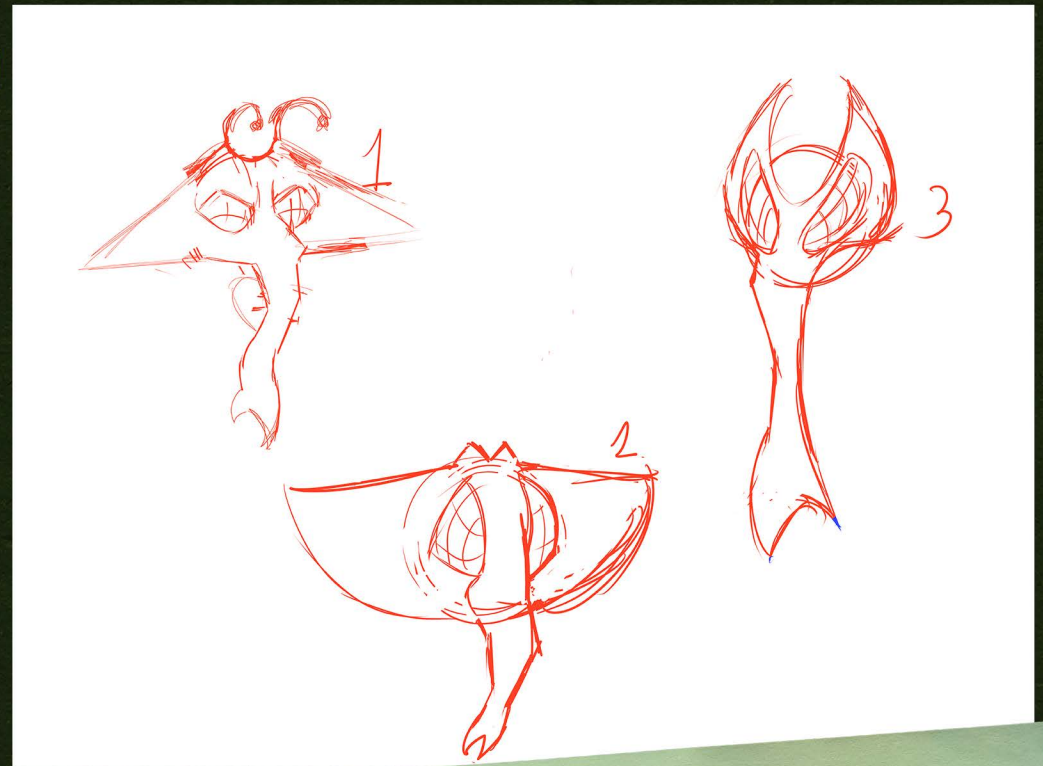
Level 3



THIS IS THEIR CAST SYSTEM THIS IS HOW THE  
CASTE SYSTEM WORKS IN THIS CULTURE: LEVEL  
1 HANDLES GAS STATION-TYPE JOBS, LEVEL 2  
DOES WHAT I DESCRIBED EARLIER, AND LEVEL 3  
IS RESERVED FOR A SINGLE PERSON—THE  
LEADER.

# Moyroid Meow - Characters

I picked the trapezoid one, as it gives the same goal I'm asking for; it both makes her look evil because of the triangle shape and makes sense in the lore of her species.



WHEN DESIGNING THE LEADER, I WANTED A THEME OF A BIGGER FACE AND MORE CONTROL BASED ON THE CAST, SO NATURALLY WHEN DESIGNING, I HAD TO MAKE THAT A CONSTANT PART OF THE LEADER'S DESIGN.

I mainly went for wider than longer, as that's the pattern the other aliens followed, keeping it consistent.

# Moyroid Meow - Characters

Her wide, trapezoid-shaped face has points she can stretch like a beetle's. It shows her control growing and works as a fighting move and symbol.

She can manipulate her limbs also, shown in her legs, symbolizing her shift from a bug form to a more human-like one.

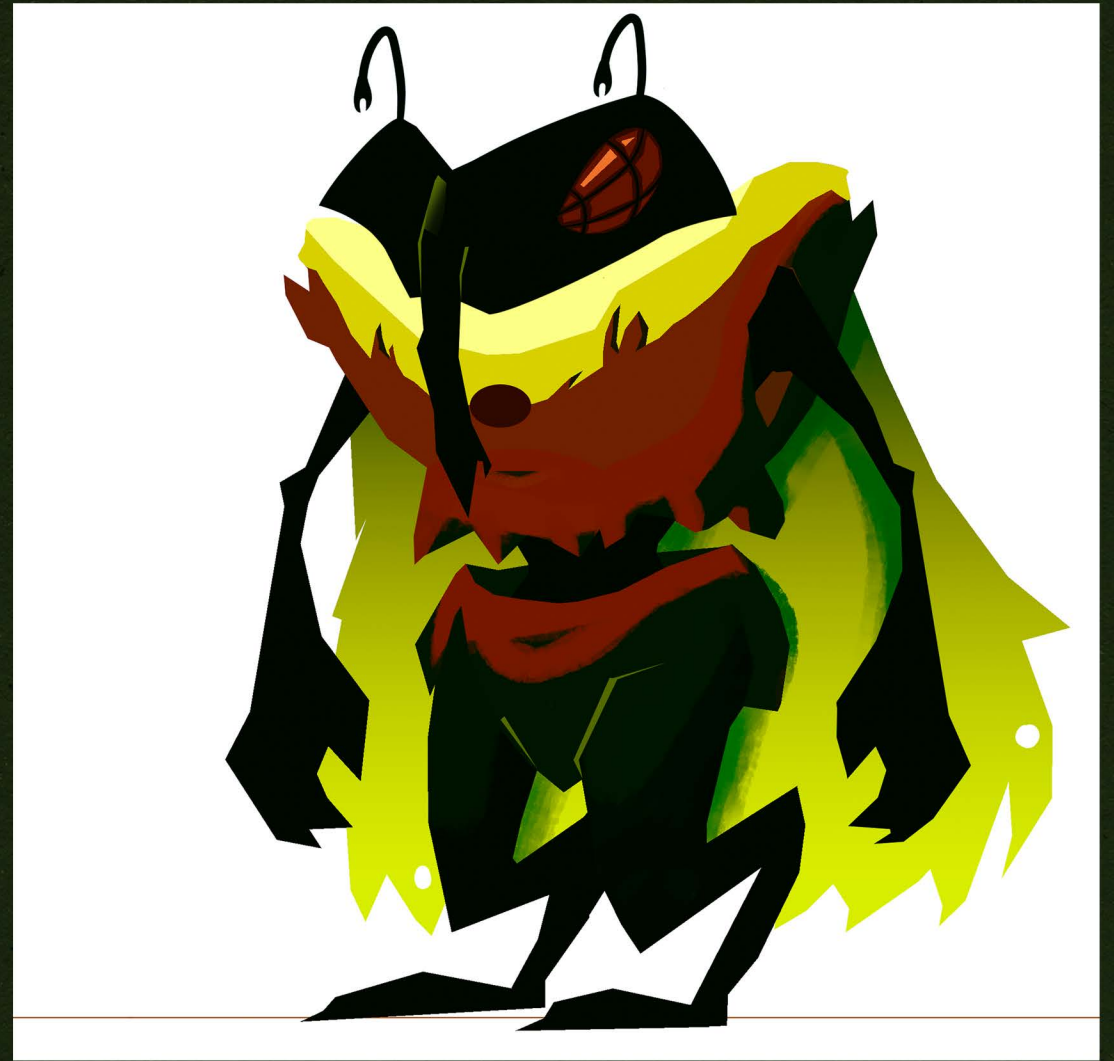
FOR THE LEADER'S BODY AND CLOTHES, I WANTED IT TO REFLECT THE EMPIRE SHE HAS GROWN. SHE WEARS A SWEATER, AND HER SKIRT IS MORE TORN—MEANT TO SHOW THAT SHE EXISTS BETWEEN TWO WORLDS AND HAS ADAPTED TO BOTH. HER ABILITIES REFLECT HER STATUS AT THE TOP OF THE CAST. THE MOST OBVIOUS INDICATOR IS HER WIDE FACE.



# Moyroid Meow - Characters

This one was interesting because I had to replicate the Abby style I developed partway through working on it. It took a bit, especially since I was also trying to implement red in a way that still fit her color-coded world. But in the end, I figured out how to really lock in the style.

FOR THE FINAL, I STUCK TO THE SAME PLAN I DID FOR ABBY, BUT WANTED TO TRY RED AS AN ACCENT COLOR—SOMETHING THAT RARELY SHOWS UP. IT TOOK A WHILE TO GET THE COLOR BALANCE RIGHT SO IT FIT THE WORLD WITHOUT LEANING INTO ORANGE. I ALSO THOUGHT IT WORKS AS A SORT OF "BRANDING" COLOR, INDICATING WHAT THEY IMPART INTO A WORLD THAT'S MAINLY GREEN AND YELLOW.



I finalized the everyman since it's the creature you will see more than the leader.

# Moyroid Meow - Characters

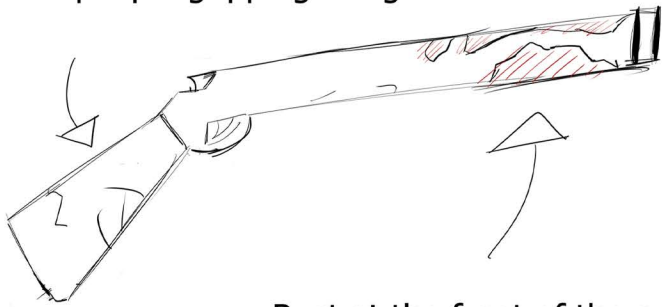


Scale Reference

# Phase-2

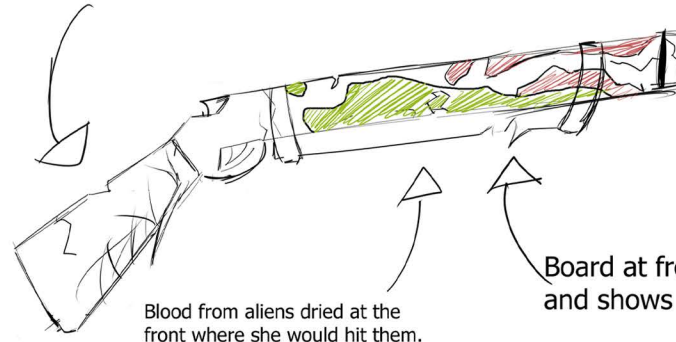
# Phase-1

some wear from people gripping the gun alot



Rust at the front of the gun caused by heat from shooting.

Messy and worn at the spot where she grips after a lot of use.



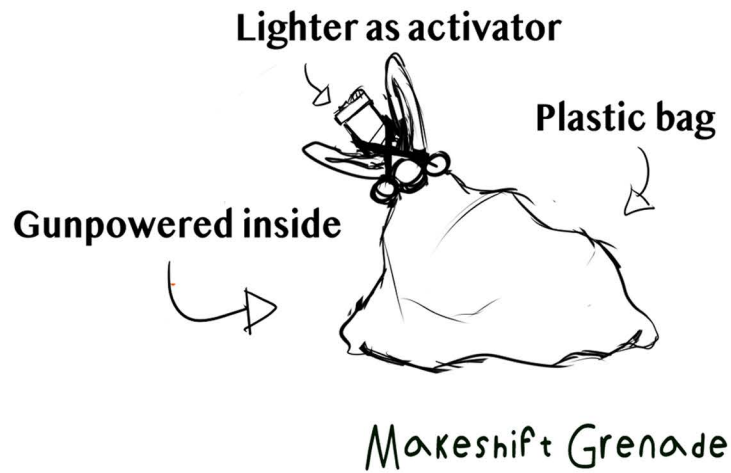
Blood from aliens dried at the front where she would hit them.

Board at front for reinforcement and shows her resourcefulness early.

I WANTED TO MAKE THE FRONT OF ABBY'S GUN'S BARREL SHOWS EARLY RUST FROM HEAT AND RESIDUE CAUSED BY FREQUENT USE FROM THE PREVIOUS OWNER. FURTHER ALONG, THE WEAR BECOMES MORE OBVIOUS WITH SCRATCHES AND CHIPPED WOOD. ABBY'S RESOURCEFULNESS SHOWS IN SIMPLE REPAIRS, LIKE A BASIC BOARD REINFORCEMENT AROUND THE BARREL TO STRENGTHEN THE IMPACT.

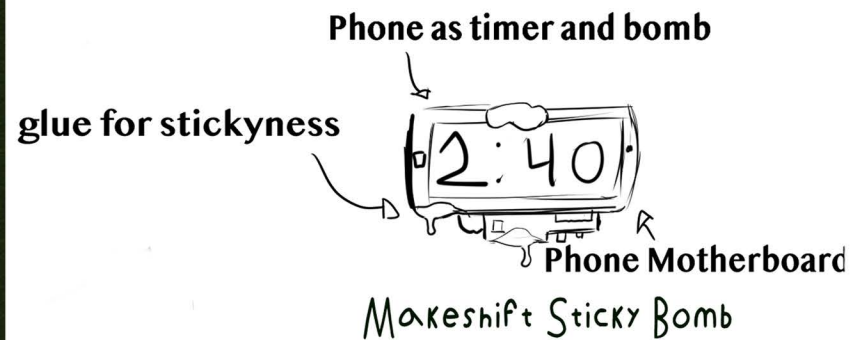
In the story, this helps show and reinforce her arc and her resourceful nature—the prop becomes an extension of Abby herself, evolving alongside her character as she adapts and survives.

# Moyroid Meow - Props



The props were made early on, planned before many other concepts, but I knew they'd fit well and work in the world I was building for me to fit later.

FOR THESE DESIGNS, I MADE THEM MORE COMPLEX. FOR ABBY'S MIDDLE OR FINAL PHASE, I FOCUSED ON CREATING PROPS THAT HIGHLIGHT HER INCREASED RESOURCEFULNESS AND THE SURVIVAL SKILLS SHE'S DEVELOPED THROUGHOUT HER JOURNEY TO FIND HER CAT.



# Moyroid Meow - Props

OLD  
LORE

Old logo for their alien  
empire—might reuse it later to  
show how things changed over four  
years

THIS IS AN OLDER CONCEPT OR IDEA PROP I  
CAME UP WITH—IT'S NOT PART OF MY CURRENT  
VISION ANYMORE, OF COURSE, BUT I THOUGHT IT  
COULD BE REUSED AS BUILT-IN WORLDBUILDING.  
IT COULD SHOW UP AS OLD POSTERS IN HIDDEN  
OR RESTRICTED AREAS, SUGGESTING THEY MIGHT  
HAVE BEEN MORE AGGRESSIVE IN THE PAST TO  
GAIN THE POWER THEY NOW HOLD WITH  
CAPITALISM.



# Moyroid Meow - Brand

V1



V2



While making V2 (or right after), I realized it could work for a brand collab—same sound when said out loud, and the logo's close enough to pass

I HAD THIS IDEA WHERE THE MOYROIDS TOOK OVER BRANDS BY FORCE, TRYING TO KEEP THEM MOSTLY THE SAME BUT SLIGHTLY OFF. THIS WAS THEIR FIRST ATTEMPT AT A PEPSI VARIANT—BUT THEY CLEARLY DIDN'T KNOW HOW TO NAIL THAT "SAME BUT NOT' QUALITY."

THIS IS THE VERSION THAT STUCK—PHONETICALLY IDENTICAL AND VISUALLY CLOSE ENOUGH TO MAKE YOU THINK IT'S WHAT YOU REMEMBER... BUT IT'S JUST OFF. (AND I WON'T GET SUED)



Yeah, I figured the  
Moyroids would get lazy  
with the diet version

I ACCIDENTALLY INVERTED MY ORIGINAL  
LOGO AND REALIZED IT WORKED WELL  
AS A DIET VERSION. COMPANIES USUALLY  
DON'T CHANGE LOGOS FOR DIET  
PRODUCTS, BUT THIS SMALL TWEAK  
KEPT MY THEME WHILE MAKING SENSE  
AND JUST HAVING SOMETHING  
DIFFERENT, THE BLACK FITS PERFECTLY.

V1

**MOWTIN**  
JUST LIKE  
THE ORIGINAL! **DEU**

V2

**MOWTIN**  
**DEU** JUST LIKE  
THE ORIGINAL!

AS YOU CAN SEE HERE, THIS IS THE OTHER SODA BRAND VARIANT THEY WERE HAVING ISSUES WITH. THEY GOT IT VERY CLOSE, BUT IT WAS STILL MISSING SOMETHING — IT FELL INTO THE UNCANNY VALLEY OF BRANDING FOR HUMANS.

THIS WAS THE FINAL VERSION. AS YOU CAN SEE, THEY KEPT MOSTLY THE SAME IDEA AND PLAN, BUT RE-ATTEMPTED SOME STRATEGIES THAT WERE MISSING IN THE ORIGINAL.

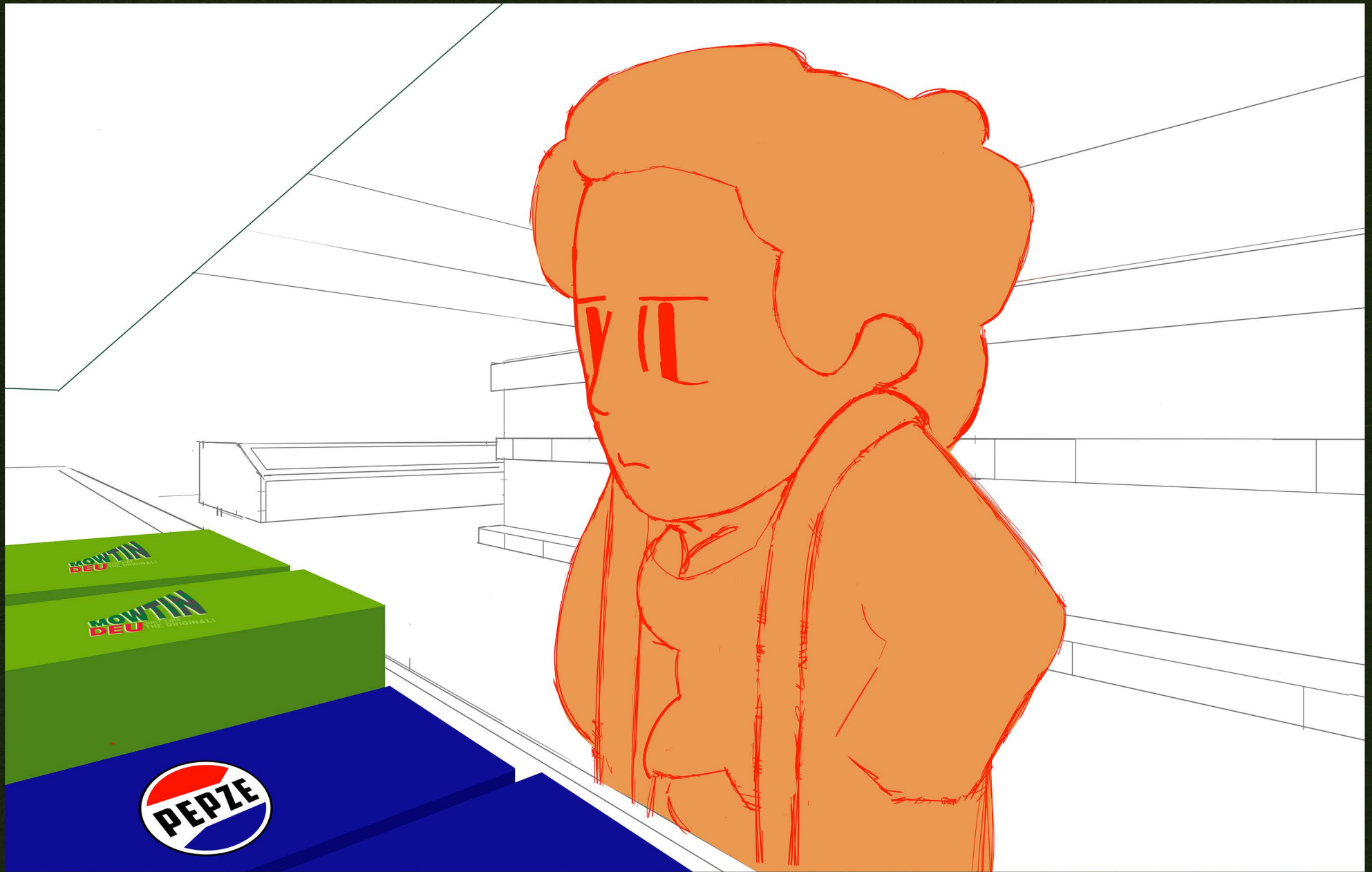
# MarekkKlen

I ALSO MADE BRANDING USED BY THE MOYROID OCCUPATION—'MAREKKLEN' WAS ONE OF THEM. I WANTED IT TO FEEL LIKE A REAL BRAND, BUT WITH A NAME THAT DOESN'T QUITE FOLLOW HOW HUMANS NAME THINGS. YOU WOULDN'T THINK TWICE AT FIRST- THEY SELL CHIPS.

The capital K in Klen was intentional—to create a subtle 'something's off' feeling on closer look. If you didn't notice it was the only capital letter until I pointed it out, then the idea worked,

The yellow and red is also weird and intentional cause its a corp sounding name but they do sell chips at the same time.

# Moyroid Meow - Brand



Brands in store

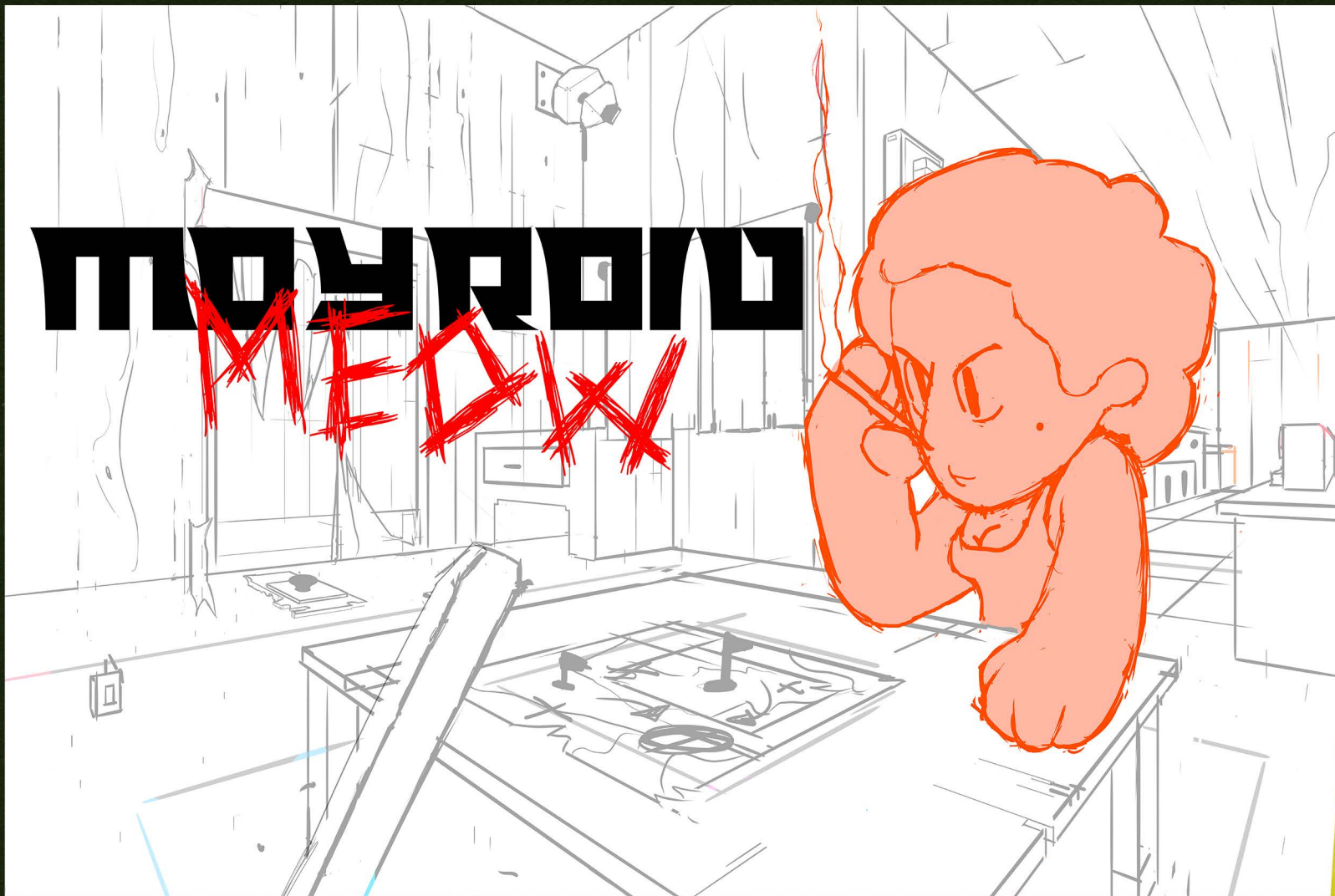
# Moyroid Meow - Backgrounds



I wasn't sure about making her smoke—it didn't feel like her at first. But then I thought it could work if she only started after her cat went missing, or if she only smokes during really stressful moments.

THIS BACKGROUND IS A TITLE CARD CONCEPT—ABBY IN HER BROKEN-IN APARTMENT, PLANNING HER NEXT MOVE. IT'S SET SLIGHTLY AFTER THE BEGINNING OF HER STORY AFTER SHE FOUND THE GUN.

# Moyroid Meow - Backgrounds



THIS WAS WHEN I WAS BUILDING THE MOYROID MEOW LOGO—DONE ALONGSIDE THE BACKGROUND. YOU CAN SEE SOME REFINEMENTS AND TYPE CHANGES FROM VERSION 1

The font for 'Moyroid' was changed in the final logo if you remember because the original looked too sci-fi and didn't fit the gritty, worn-down vibe the aliens represent.

I liked how Abby fit in this space. It was the first time I felt that, and it showed I'm good at placing things in environments with even a title in mind.

# Moyroid Meow - Backgrounds



THIS WAS THE FINAL BACKGROUND WHERE I COMMITTED TO THE ENVIRONMENT AND COLOR-CODING. THE "SPOTTY" SHADING MATCHED THE LAYOUT PERFECTLY. ORIGINALLY FOR A TITLE CARD, BUT I LOVED THE ROOM'S COMPOSITION TOO MUCH. SINCE SOME DETAILS GOT LOST, I KEPT THE RAW SKETCHES TO PRESERVE EVERYTHING FOR FUTURE USE.

I had a lot of issues with the table—I'm not sure why, but I tried many variations before something felt right

Short thing I realized while making this portfolio that the title looks better with a black outline.

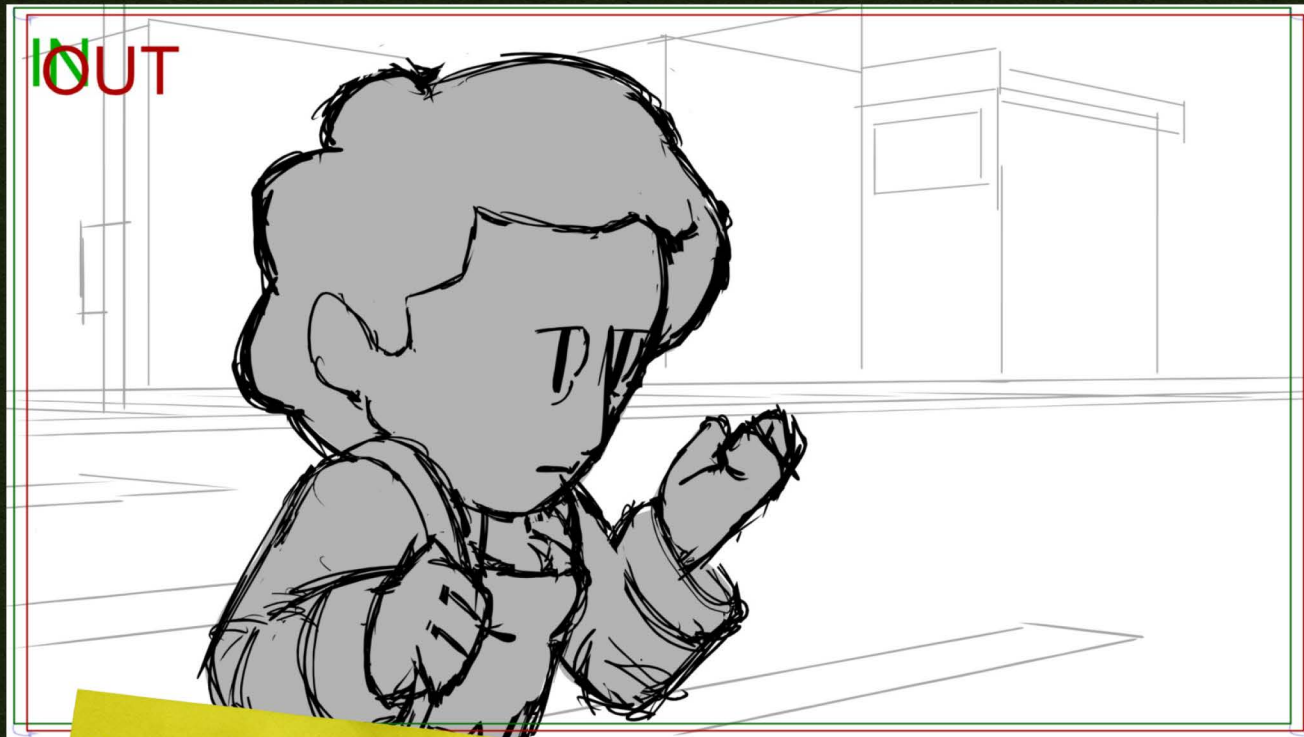
TIMELAPSE VIDEO! :  
CLICK ME! IF YOU DARE

# Moyroid Meow - Backgrounds



Close Up of Background

# Moyroid Meow - Storyboards

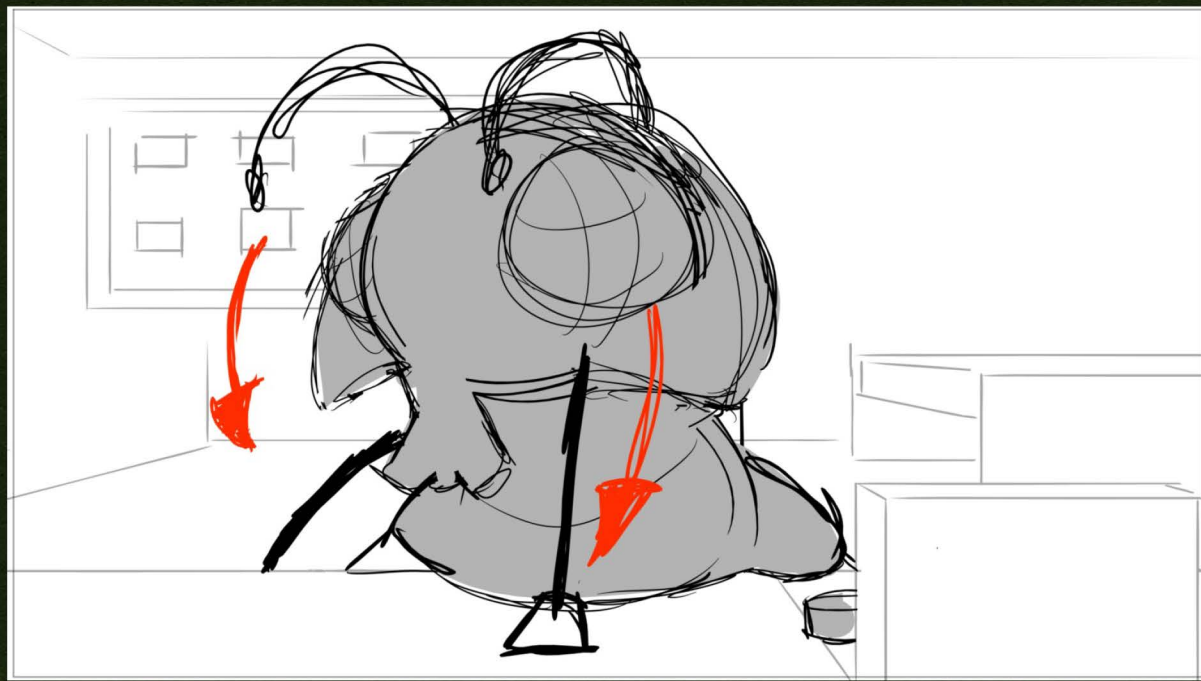
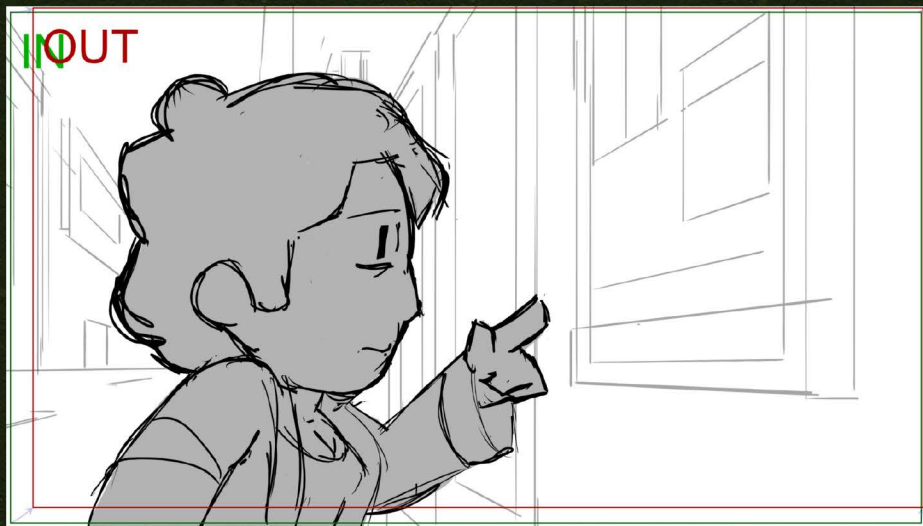


One of the first things I noticed early on is I always start with the character — to see where they are. For me, a sequence like this needs the character first to really understand where the story is going. That's the main reason a storyboard exists.

If you're wondering why I started on the sidewalk — it just felt right. Beginning mid-walk puts you straight into motion and introduces the protagonist right away, though I did add an establishing shot just before this moment.

THIS STARTED AS A TEASER — ABBY STOPPING AT A STORE BEFORE HEADING HOME, WHERE HER CAT WOULD'VE BEEN STOLEN. I CUT THE CAT PART FOR TIME, NOT BECAUSE IT DIDN'T WORK — I WOULD'VE KEPT IT SINCE IT HELPED THE GOAL OF INTRODUCING THE WORLD AND STORY. WHAT BEGAN AS A SOLO TEASER IDEA BECAME MY SENIOR PROJECT, WHICH GAVE ME FEEDBACK AND LET ME FINALIZE IT FOR THE PORTFOLIO.

# Moyroid Meow - Storyboards



WHEN I FIRST SET UP THE CORE SCENES —  
ABBY WALKING UP TO THE FLYER AND LATER  
THE FLY CASHIER DOING HIS WORK — I  
WANTED TO KEEP A VERY MUNDANE FEELING.  
THERE WAS A SENSE OF BUILDUP I COULD  
FEEL, BUT I WASN'T SURE WHERE TO PLACE IT  
YET. I HAD A SENSE IT WAS TIED TO THE FLY,  
LIKE THAT'S WHERE IT MIGHT BE COMING  
FROM.

The alien cashier was first  
designed with only two stick-like  
hands, and I explored in depth  
how he would move. Later, in the  
storyboard, I changed him to  
match a different pace and tone,  
which meant removing most of  
those details. I go into that more  
in the animatic section.

# Moyroid Meow - Storyboards

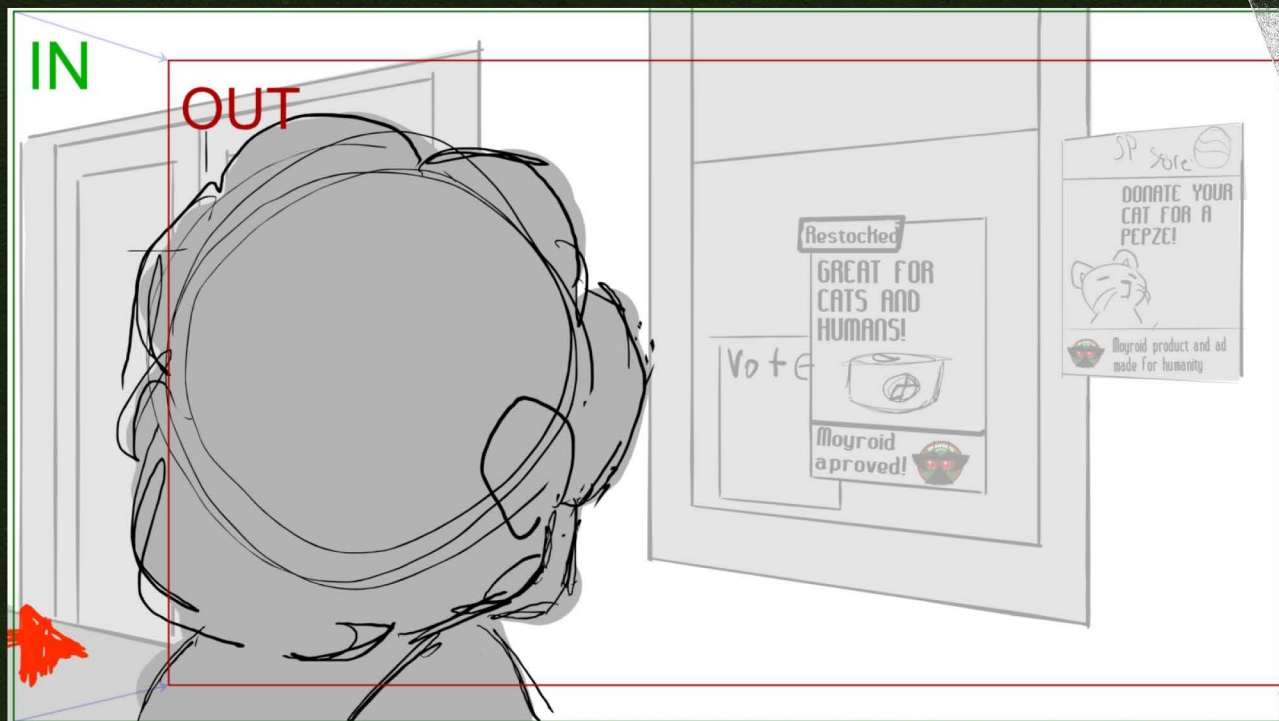


Funny thing is:  
it's just chips, but even that says they  
own everything.

THIS IS ONE OF THE ITEMS ABBY BUYS FOR  
HERSELF. I WANTED THIS SHOT TO SHOW HOW  
FAR THEY'VE TAKEN OVER — WITH ONLY ONE  
BAG LEFT, IT IMPLIES PEOPLE BUY THEIR  
BRANDS SO CONSISTENTLY THAT THE SHELVES  
ARE NEARLY EMPTY.



# Moyroid Meow - Animatic

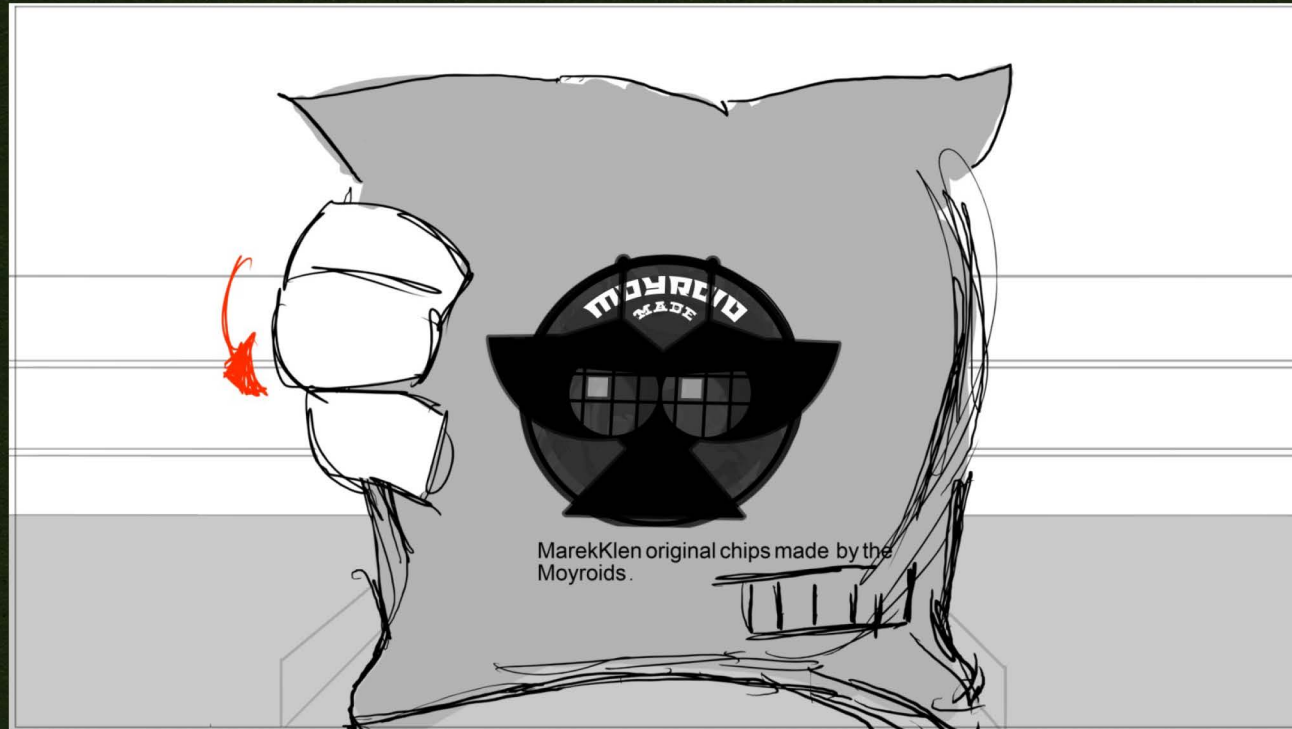


If you notice, I added a slow zoom to build tension and clarify what she's looking at — without needing an extra panel. Plus it lets me add more branding to visualize the world.

The flyer that says 'donate your cat for Pepze' was a fun way to slip in foreshadowing for the actual story, even inside a teaser.

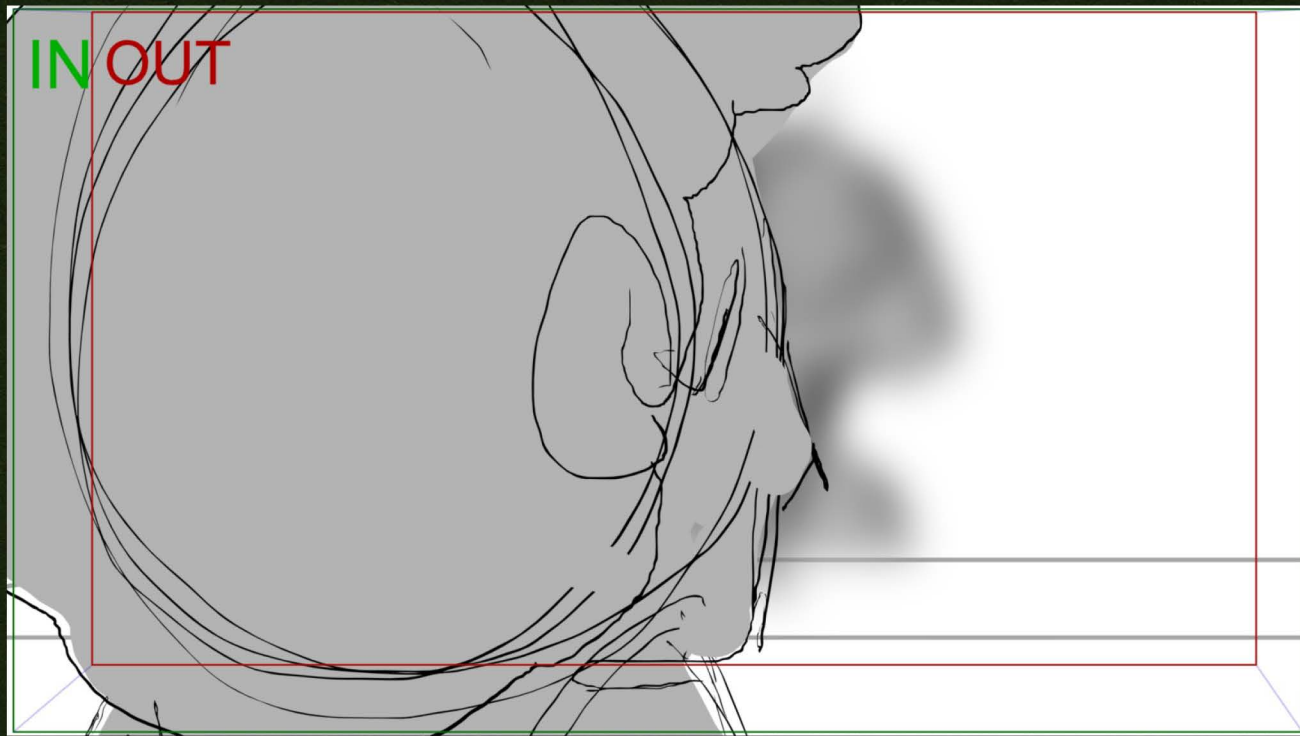
THIS WAS THE POINTING AT A FLYER SCENE YOU SAW EARLIER — A TEACHER SUGGESTED COMBINING IT WITH AN OVER-THE-SHOULDER SHOT, AND I REALLY LIKED THAT IDEA. IT MAKES THE MOMENT MORE DYNAMIC AND ALSO CUTS DOWN ON WORK LATER IN PRODUCTION.

# Moyroid Meow - Animatic



THIS IS THE BAG OF CHIPS I MENTIONED EARLIER — IT'S CLEANER AND CLEARER WHILE KEEPING THE THEME OF DESIRE FOR THE CHIPS. ONE CRITIQUE OF MYSELF IS THAT I SHOULD ADD MORE OBVIOUS BRANDING AND PROPAGANDA, LIKE I DID IN THE STORYBOARD VERSION

# Moyroid Meow - Animatic



I reused the fly scenes for this reveal, so nothing was lost.

HERE'S WHAT CHANGED WITH THE FLY: I SHIFTED THE POINT TO SHOW A KIND OF COGNITIVE DISSONANCE — BUILDING A SLICE-OF-LIFE FEELING WITH UNEASY UNDERTONES, THEN USING A SLOW BLUR REVEAL THAT THE ONE HANDLING ABBY'S ITEMS ISN'T HUMAN MAKING IT MORE A HORROR THAT ENDS UP BEING LACK LUSTER FROM ABBY'S APATHETIC REACTIONS.

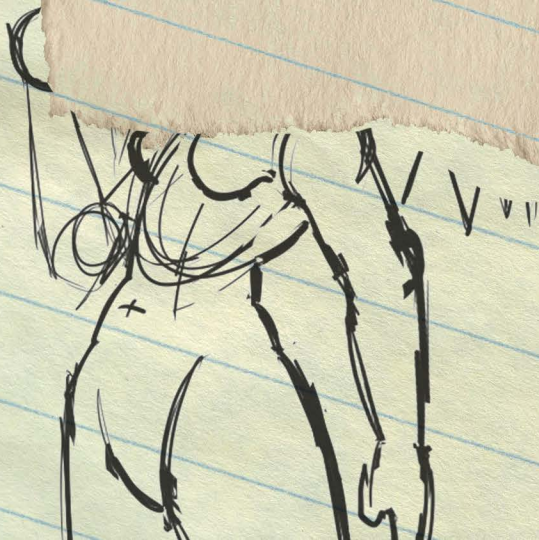
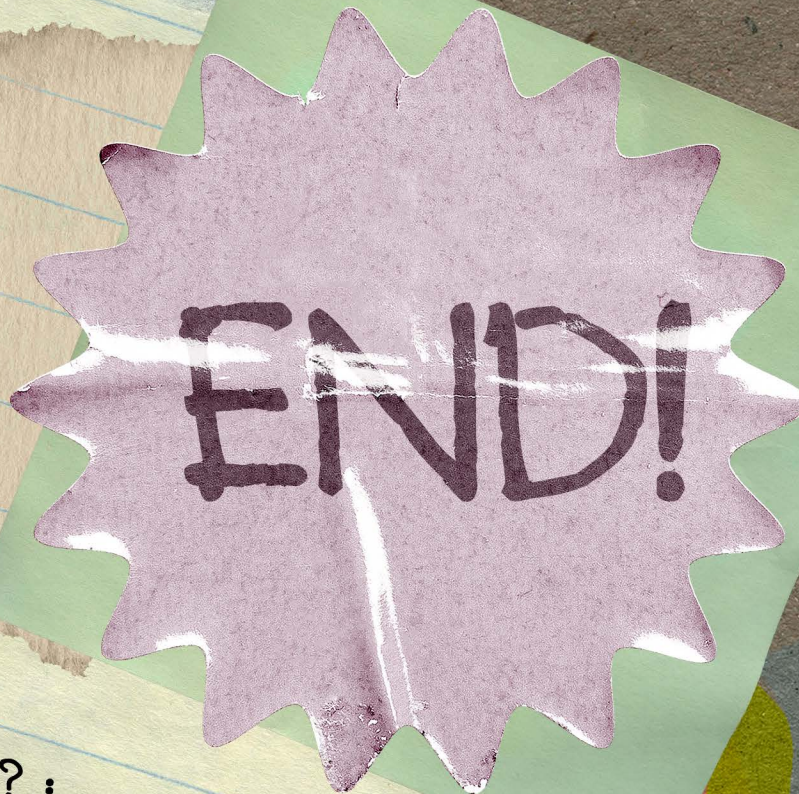
LINK TO ANIMATIC :  
**CLICK ME!**



# MOYROID MEOW

MOYROID MEOW THEME

THE



BACK TO START? :

[CLICK HERE!](#)