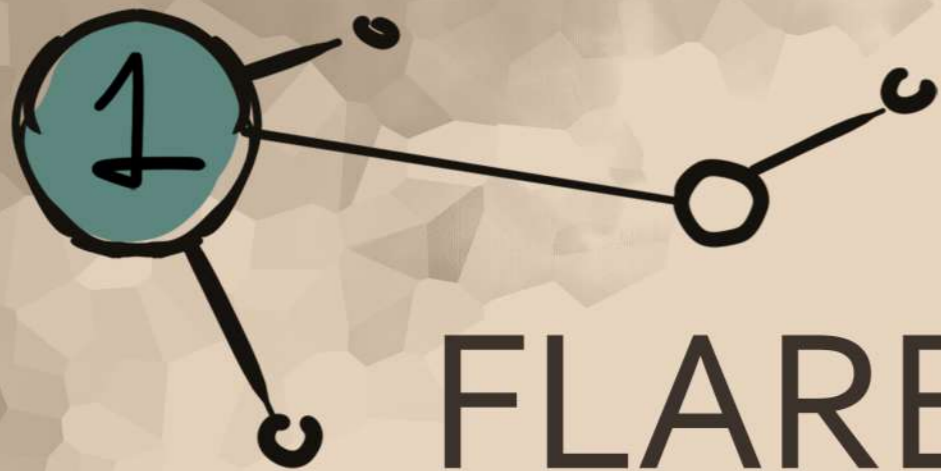
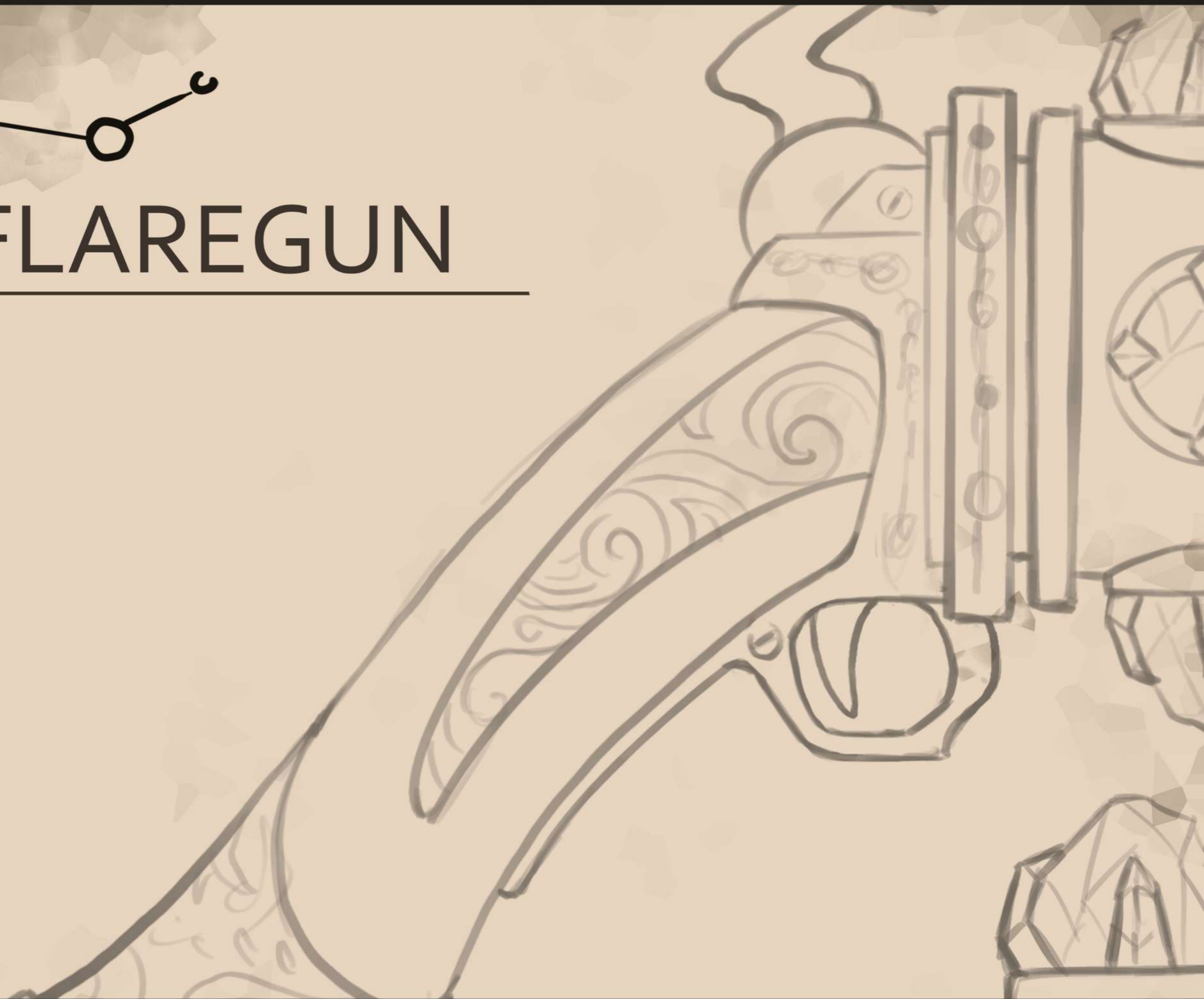


THE DESIGN OF

DeLuxe



FLAREGUN



1 FLAREGUN DESIGN

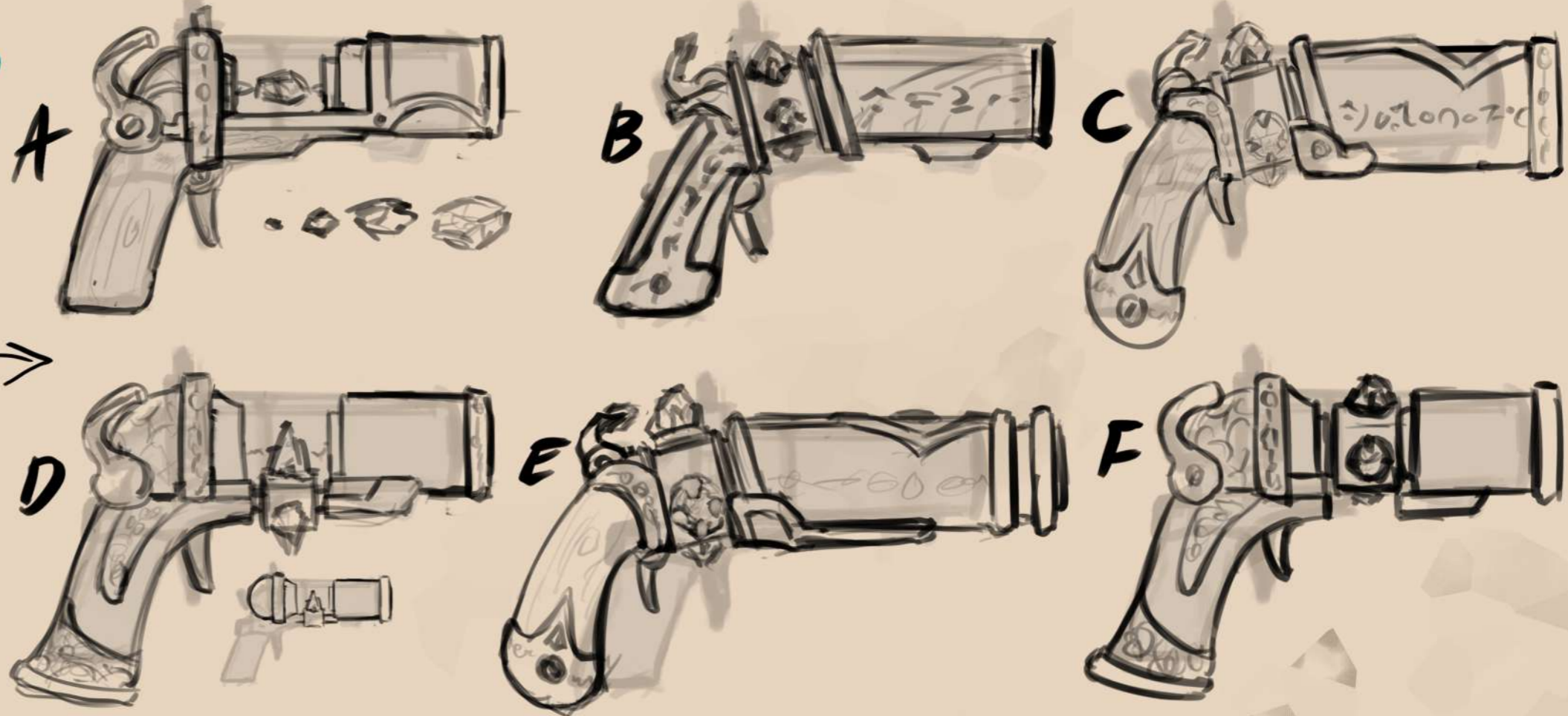
"As an adventurer who frequently ventures into dark places you know how valuable light is and therefore has a contraption that shoots out light emitting flares. By coincidence this turns out to be the perfect weapon when the enemy in this dungeon is darkness itself."

The Flare is the players primary way of generating temporary safe zones in the darkness. It can also be used to evade as well as a tool to disrupt/destroy them.



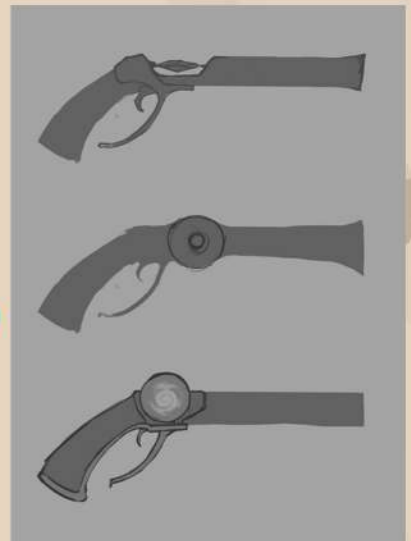
1 FLAREGUN - VISUAL DESIGN

Having settled on a general silhouette for the flaregun, we explored in more in detail, still trying to push around the proportions a bit.

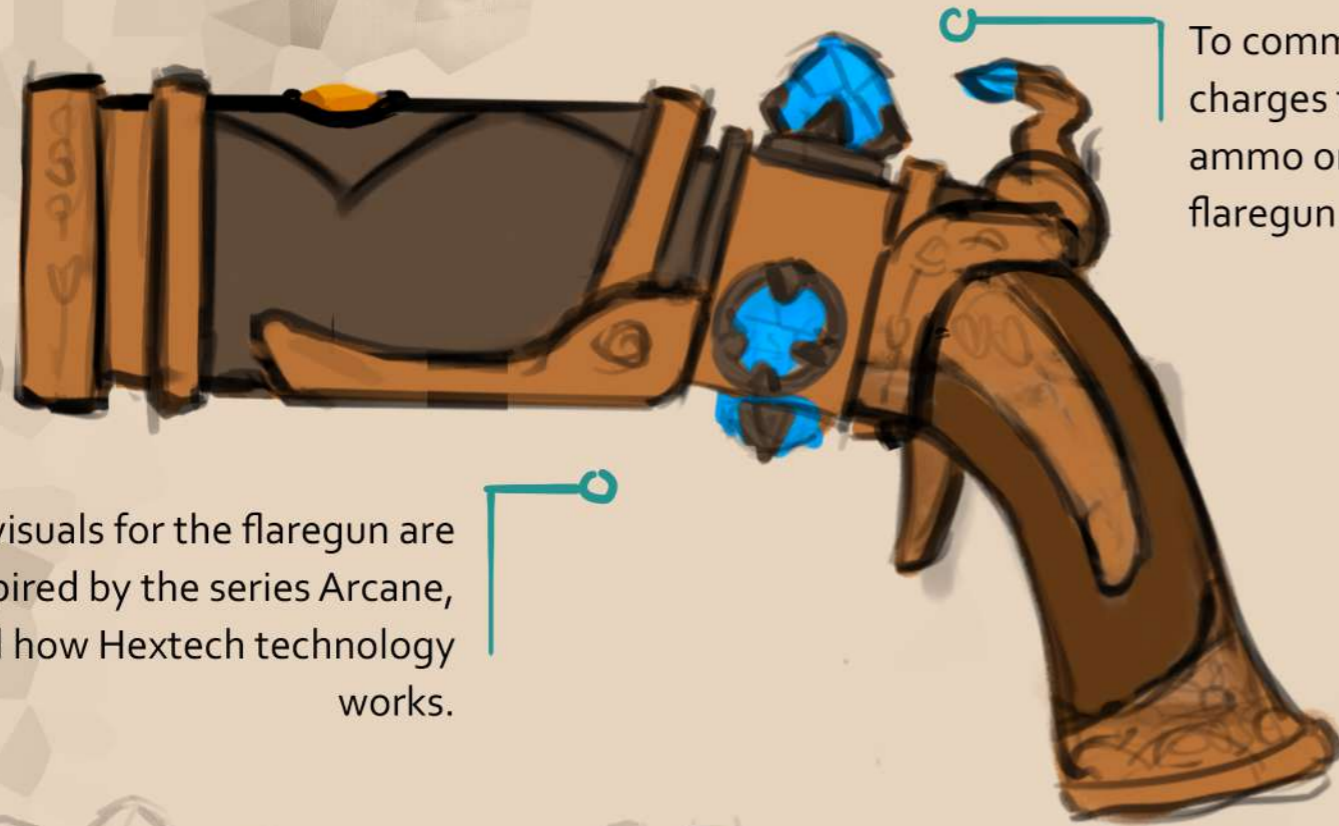


One of the first iterations of the flaregun, feeling out the silhouette and barrel to handle ratio

One of the primary concerns when designing the flaregun, was how to communicate it's non-weaponness. We therefore went away from weapon gun references, and instead designed it around real flaregun silhouettes, with their stunted barrel.

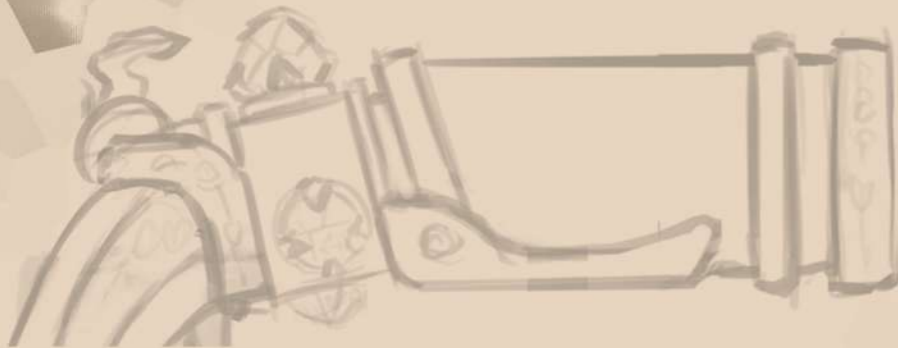


1 FLAREGUN - VISUAL DESIGN



To communicate ammunition charges to the player, we put the ammo on the outside of the flaregun.

The visuals for the flaregun are inspired by the series Arcane, and how Hextech technology works.



At this point the direction was feeling good, but the proportions of the flaregun still felt off. The tilted ammo cylinder made the design difficult to balance.



Thinking of the functionality of the flaregun as we designed it, to enhance believability.

1 FLAREGUN - VISUAL DESIGN



To reflect the duality of the flaregun being able to shoot both crystal and fire light, we chose a colourscheme of reds and blues that represent each of those light sources.



At this point the flaregun proportions have been adjusted again to feel more balanced, but the level of detail still need a few tweaks.

Iterations of the first pattern, to see if the design should be pushed more



Final flaregun design

