

# Abigail Labiche Portfolio

@PlanetMarzh





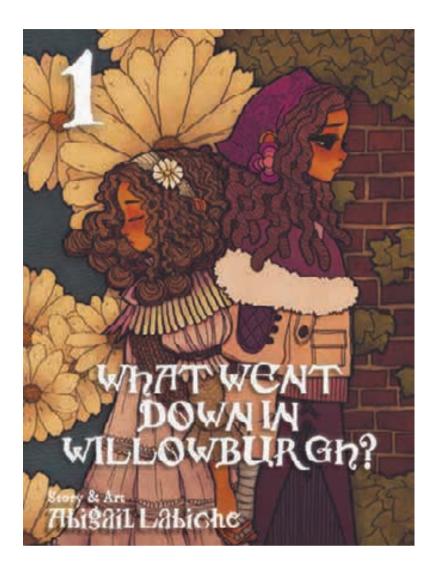


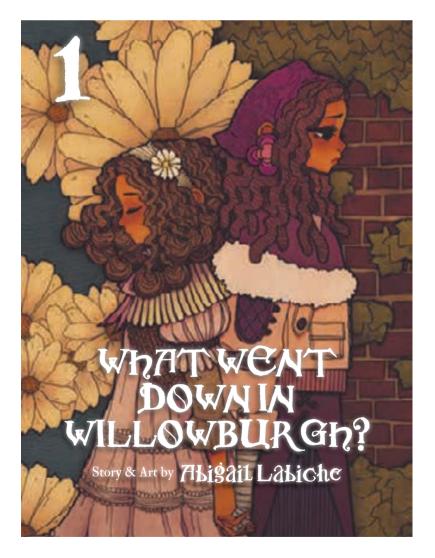


## Drinks (2023)



## WHAT WENT DOWN IN WILLOWBURGH?





Short fantasy graphic novel. Features themes of drama and mystery and aimed at young adults.





#### What Went Down in Willowburgh Final Cover Variations



100 - 100 - 100 - 100 - 100

The following afternoon...





#### Volume 2 Preview:



Chapter 2: The Willow's Rose











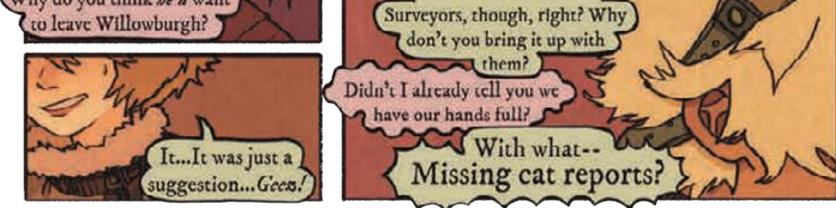






#### What Went Down in Willowburgh Final Pages





#### FIRST PAGES





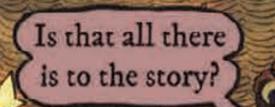
#### Pages 7 & 10



### Werboro Lake

... Some time later.

The largest lake in Willowburgh where the stars lay to rest at dawn. As Timekeeper, it is Bethesda's responsibility to send them back into the sky at night.



Sile

Of course not! Do you seriously think I'd end it there?!







#### PAGES 10, 12-15



on the way home:



#### Spot illustrations for the Prologue and Chapter 1



### Environmental sketches for WHAT WENT DOWN IN WILLOWBURGH?







## Bakery (2023)

## Character concept designs

#### Character Designs Generated in response to Carl Jung's 12 Character archetypes.



The Jester



The Creator

The Hero

The Explorer



The Lover

The Magician

The Sage

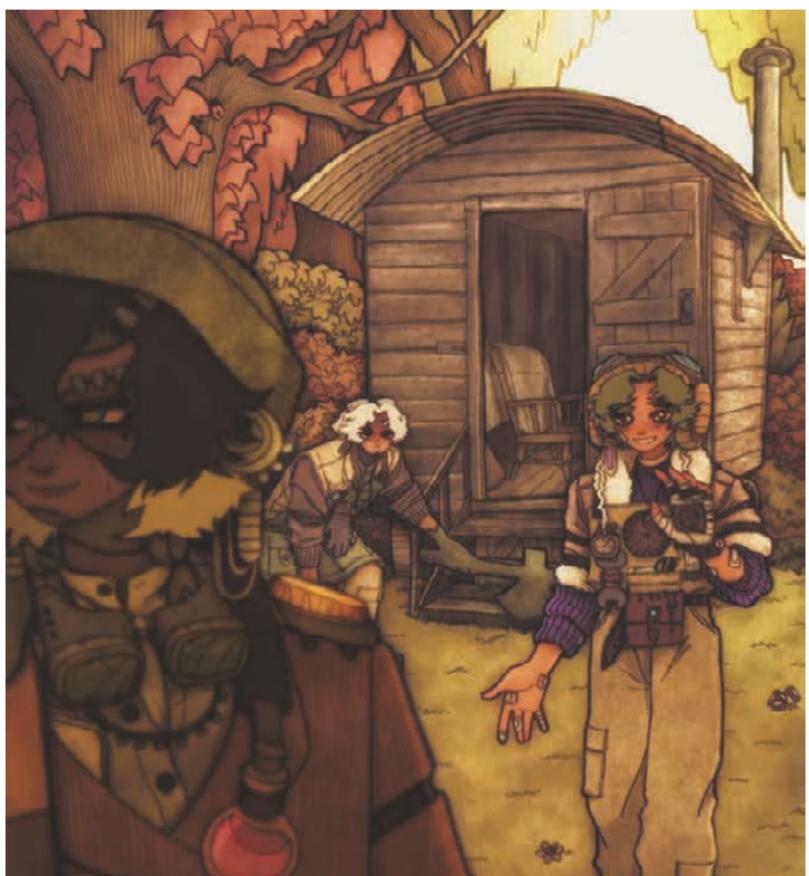






#### The Caregiver

#### The Everyman





## **Mistake** (2023)



The Innocent

THE RULER



#### The Outlaw



## PORTRAITS

(2023) Concept designs for potential merchandise









#### Self Promotional Sticker Pack for

## What Went Down in Willow burgh?

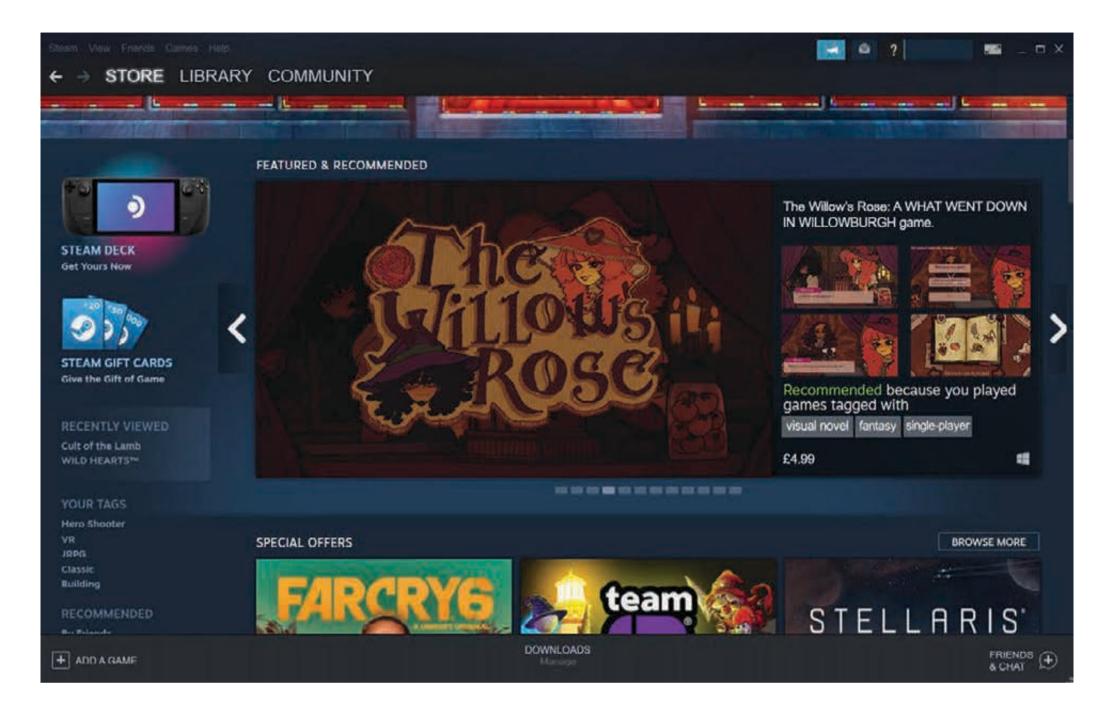
## The Willow's Rose: Conceptual game 'spinoff'



Logo Concept



#### Emotive character sprites for Persephone Mumbles.



#### Online webstore concept for The Willow's Rose.





### GAME BOX CONCEPTS FOR A POTENTIAL VIDEO GAME ADAPTATION OF WHAT WENT DOWN IN WILLOWBURGH?

## The Willow's Rose: Conceptual game screencaps

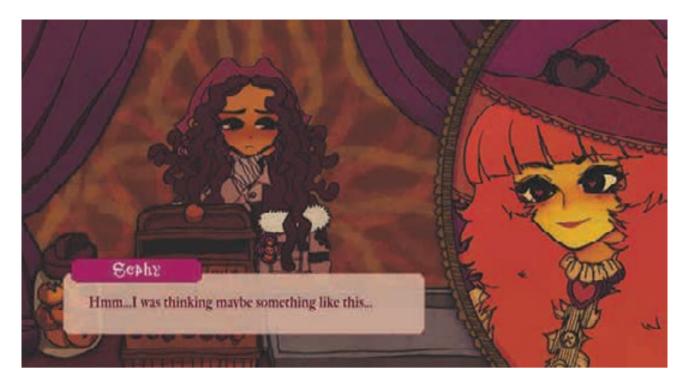


 $P_{\text{ROLOGUE}} \text{ cutscene concept}$ 



#### VISUAL NOVEL-STYLE MULTIPLE CHOICE DIALOGUE OPTIONS.

#### Different responses to Dialogue Options







#### Point & click gameplay concept