

Distortion Nation

ARTBOOK!



TALKED
VIRUS
2020

This is a artbook for Distortion Nation.
Besides the art you also have comments
about the art! Neat!

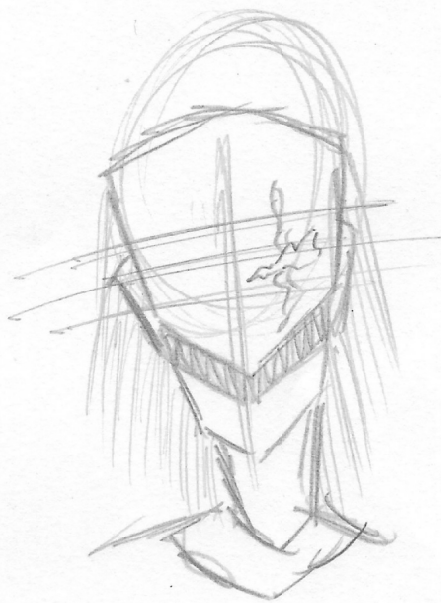


CHARACTERS



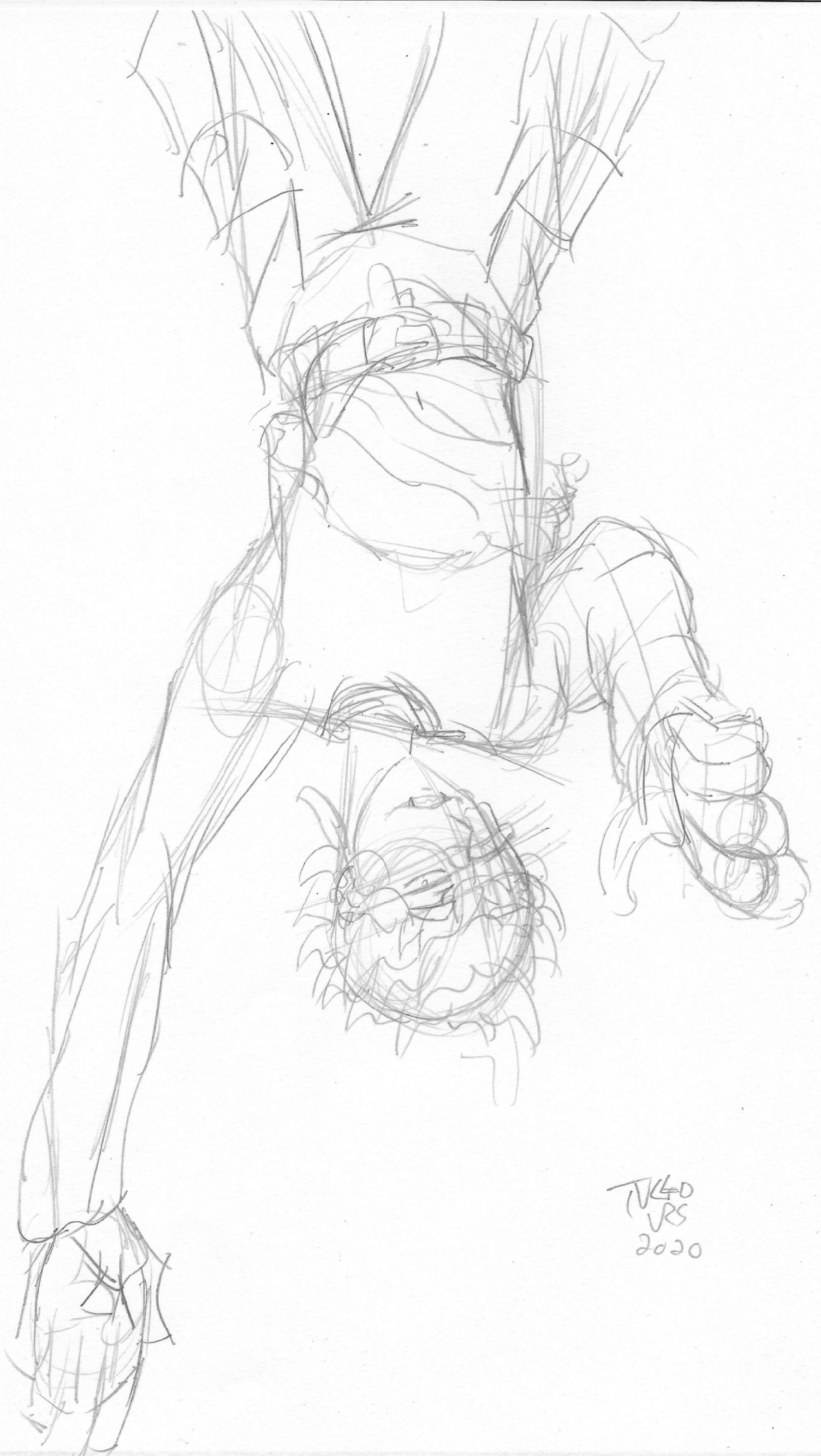
REVERIE
ON JUST ICE.





Hooray! Thanks for buying the Distortion Nation Artbook! Let's start!

This is the first sketch I made of Reverie, and I gotta say that I mostly got her design right at the first try. She's very much "Normal girl, that's normal." Then you have her vampire form. What mostly changed is that I wanted to give her more of a "I'm a loser at life." Vibe. But over all? I'm proud with the result. A good first sketch.



TVC40
VRS
2020

This one was more of a study of Reverie. I was testing to see how her normal attitude would be.

Also I wanted to make a Vampire the Masquerade reference. I decided to stick with my “make her into a loser” idea.

Also if you want to play Reverie in VtM, make a somewhat quiet, but VERY gay Brujah.



Another sketch, and that's when I really got what I wanted, make Reverie feel like a loser. Also, I got a really good grasp on her personality, a somewhat quiet, very unsatisfied with life person. That's Reverie.



Originally there would be a couple of CGs where you would see Reverie's vampire form, but I didn't have the energy to make them. A lot was going on and I just couldn't really. Sorry for that. Still, we have the sketches and some of that passed to the final design of Reverie.

This first sketch was a good first try, but it left me unsatisfied, I wanted something more "Trash Vampire."



Which is kinda what we got here? Still. I wasn't satisfied, I gotta admit, this was the hardest part of Reverie's design. I still don't know how to do what I want with it. Oh, well.



Here's Reverie as she first appears in the game proper! And she's hurt to boot! A nice start really. I don't know what to say about this really. She's here, she's hurt. You can see that one of her arms seen some action cause of the sleeves being ripped off.

However you can see that her arms(and her legs) aren't normal looking! That's a effect of vampirism, her arms and legs go through a metamorphosis, they become more combat ready. Her eyes changed colour, and she has fangs now.

Do people notice those things? Yes. It's hard to hide these things, life is a bit worse after becoming a vampire.



Reverie facts.

Age: 25

Birthday: November 13.

Height: 1,81 cm.

Weight: Normal for an adult.

Blood type: B negative.

Relatives: Father, Mother.

Job: Unemployed.

Likes: Her girlfriends, having a nice and quiet day, taking naps.

Dislikes: Having bad luck, rude people, her parents.

Favourite food: Ramen, the spicier the better.

Forte in sports: Spear throwing.

Reverie is a down on her luck person. She's constantly being involved in hard situations, often gets in trouble then hurt. She learned to accept that the hard way, but she's not happy with her life. Most of the days she just wants to either end it all or have her revenge on some poor sap.

Currently she's studying business on some shitty college and she has resigned herself to hate her future career. If she ever has one.

All in all, Reverie is someone that already quit having a dream and living a happy fulfilling life. To her, anything good that happens is just something that'll bring more unhappiness. She isn't wrong.



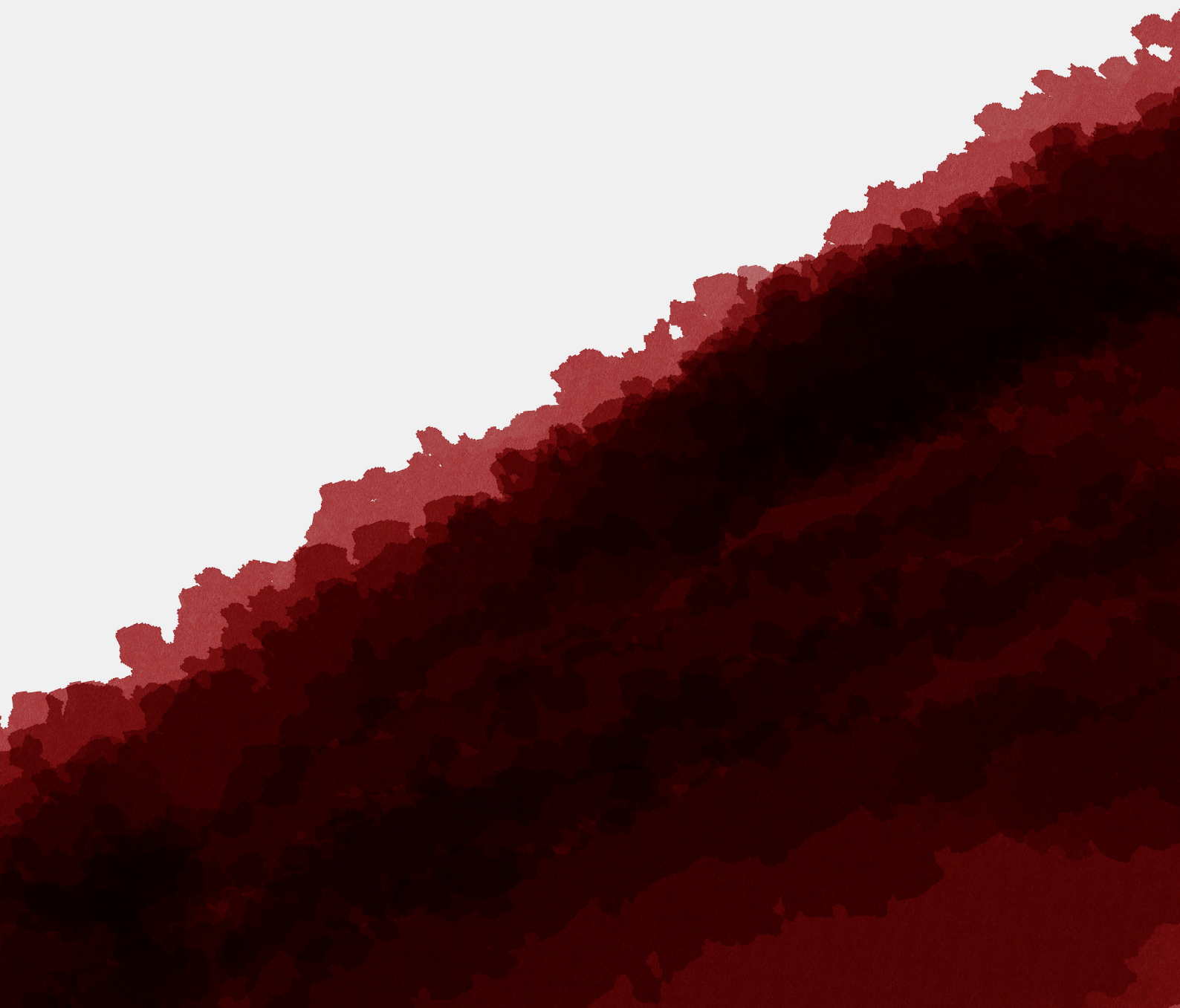
Reverie facts.

- She's REALLY unlucky and constantly gets hurt in violent ways.
- Has a hard time reading long sentences and books in general.
- Her favourite comic is Dorohedoro by Q Hayashida.
- She can sleep quite easily and anywhere.
- Knows how to cook quite well, her specialty is the Rev Thunder Burger.

Now if we talk about Reverie when she's doing vampire stuff that's quite a different deal all together. While she does dislike drinking blood, she does enjoy fighting quite a lot, more than some people would think she would. And it's not out of some sort of love for fighting, or a sense of accomplishment, it's just enjoying to hurt other as much as she been hurt. To her, fighting is the way she can have revenge on the world really. If she hurts someone, then her being hurt before made sense.

It's absolute bullshit from her part, but she believes on it wholeheartedly. Not that she says this stuff to anyone.

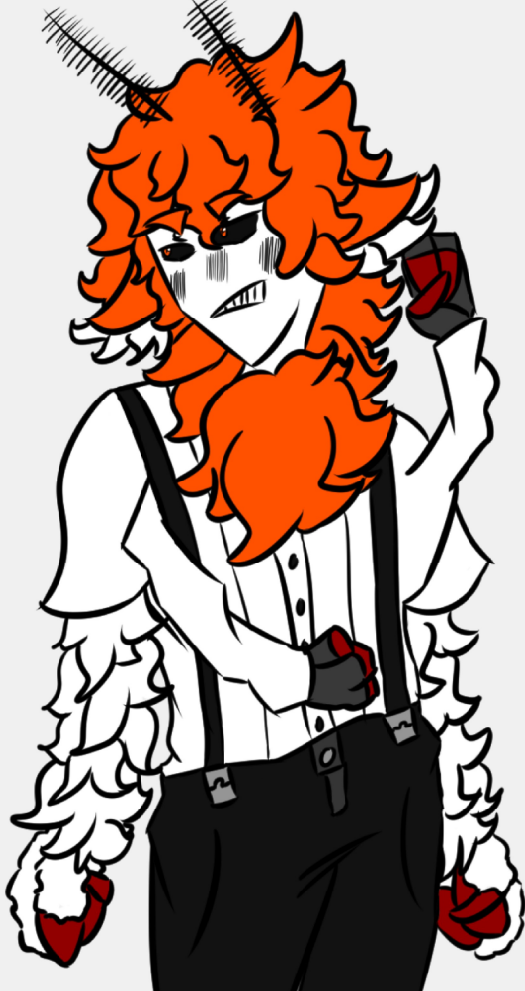
WENKE
SHIBS REALLY FANCY.





I got Wenke's design right at the first sketch. What I was aiming for was "classy and fluffy" and to me I got that right at the first try. I'm happy for that.

Also I decided to give shorts to her is simply because, you can also see that her legs are also fluffy.



Wenke facts.

Age: 26

Birthday: March 13

Height: 1,60 cm.

Weight: Moth weight.

Blood type: Moth.

Relatives: No relatives.

Job: That's actually a good question! I don't know!

Likes: Order, plushies, her girlfriends.

Dislikes: Nightmares.

Favourite food: SPICY INSTANT NOODLES.

Forte in sports: Golf.

Wenke's past is somewhat of a mystery really. She doesn't really talk about it. What Reverie and Suaçquete know about it is that: She's not from Rio de Janeiro, but she is from Brazil, probably from the south. She doesn't have a family. And she got rich, somehow. Also, she met the same weird person that Reverie met in the prologue and before Reverie met them.

All in all, she became a necromancer at age six. Something in her life made her interesting enough for the weird person to come talk to them and that's that. She later went to Rio, then years later she started being hunted by the church, this was probably 2 or 3 years before meeting Reverie. Then one night she felt the presence of a vampire (Reverie) she went on to talk to her and they became friends.

Wenke makes a vast use of zombies and skeletons, but neither Reverie nor Suaçquete knows why and for what. Also, her feet can also function as hands, she doesn't use them besides walking though.



Wenke facts.

- Learned to make plushies and makes them when nervous.
- Loves historical dramas.
- Her favourite movies are Anna Karenina and Marie Antoinette.
- Cooks very well. Her specialty is Spicy Chicken Fettucine Alfredo.
- Knows how to fix cars really well, despite not knowing how to drive.

Wenke is a nice person, but when you are in a relationship with a trans person (or in her case two.) and you are cis there's going to be some things that you just won't understand, but to Wenke this is not a major issue. She handles that very well, sure, she doesn't know what to say or do sometimes, but she's there to help, and sometimes, that's enough.

Something that I wanted to focus a lot on her design was that Wenke is fluffy, it's nice to hug her, and it's warm in a comfortable way. And she has a fluffy personality, which is good, people like her for it, but also bad. Wenke has this tendency to think that people will stop liking her if she is honest about her feelings. You can be all smiles 24/7, and sometimes you have to have a good cry. This is something that she has a hard time with even with her girlfriends. She's getting there though.

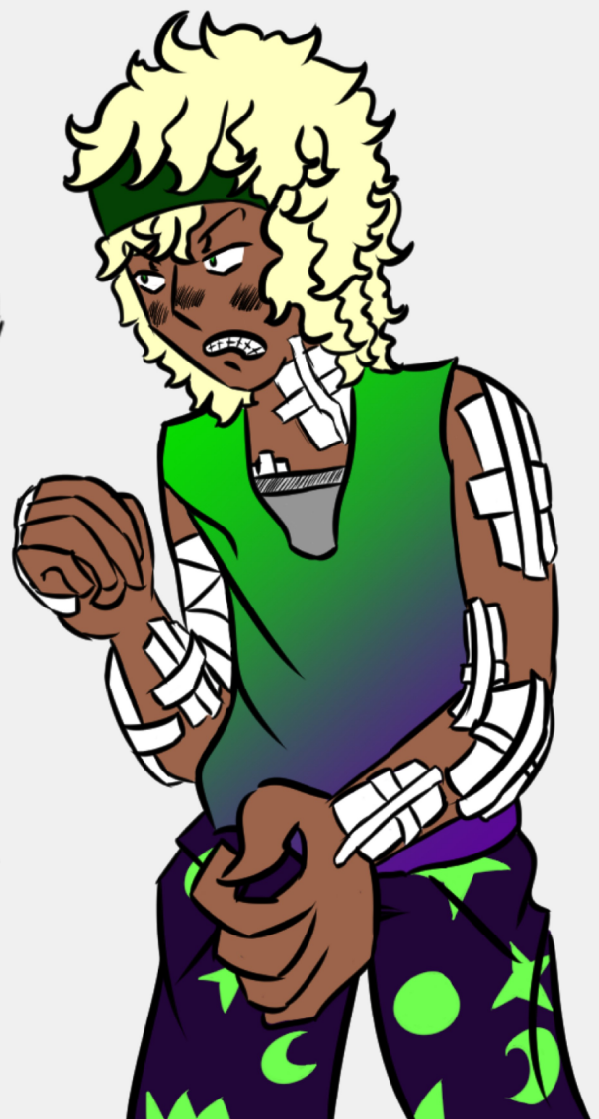
SWA QUETE
CAN YOU SPELL HER
NAME?





I'll be honest with you. It was kinda though to get Suaçquete right, and if I were to put all of the sketches, I have of her it would take a long time, so here we have the first one that I liked! And you can see that not a lot has changed, her hair changed a bit and she got more of belly, but that's it.

Designing Suaçquete was though. Also, her name is one of the names for Marsh Deer here. Originally she would be a deer but I didn't really like that idea while sketching so it got scraped, the name remained though.



Suaçete Facts.

Age: 25

Birthday: June 13.

Height: 1,74 cm.

Weight: A tiny above average.

Blood type: B positive.

Relatives: Was thrown out from home, so none.

Job: IT technician, she also does many odd jobs.

Likes: Crocodiles, swimming, the ocean, her girlfriends.

Dislikes: Her health issues.

Favourite food: Hamburgers, especially if Reverie makes them.

Forte in sports: "Nah." Is really good at surfing though.

Suaçete is out of the three, the most down to earth one. And the one that's the most perceptive, she has Reverie and Wenke figured out pretty well and she knows how to handle them both very well. She loves them both to death, but sometimes they need help figuring out stuff.

When it comes to Reverie, Suaçete is very patient with her when it comes to... well, handling herself, if that makes sense. Reverie is really helpful, she's very easy to talk to, two things that Suaçete loves. However Reverie is also very quick to think that the worse will happen, and while she doesn't quit, ever, she's quick to sabotage her own happiness. Suaçete will have none of that. She'll make sure that Reverie loves herself, or at least realizes she's loved! They'll throw down if needed and Suaçete is quick to show her what's what. Not that she'll be rude or mean, but she knows that with Reverie, you need to be real.



Suaçquete Facts.

- Out of the three of them she's the gayest one. And the one most open about it.
- She's a good listener, but she'll speak her mind if you say something stupid.
- Her favourite game is Etrian Odyssey 3: The Drowned City.
- When she goes surfing she uses a surf board made out of bones.
- Doesn't know how to cook very well.

Now when it comes to Wenke, Suaçquete (and Reverie) make sure to deal with the moth girl's nightmares the best way possible. Yes, there isn't much that they can do about those, but once she wakes up? There's a ton they can do. She just woke up? Hold her until she calms down. She wants to go back to sleep? Make some warm milk with honey for her, hold her, caress her. She wants to stay awake, then find something to do! Suaçquete is full of ideas.

And about herself? Well... Let's just say that Suaçquete knows it's best to call for help... But she's not the best when it comes to treat her own mental illness. She's trying though.

OTHER CHARACTERS.
ONE OF THEM IS NOT
A GOOD PERSON.





This is the best sketch I have of the strange person. What I wanted to was to give them a serene vibe. This character is kinda of an amalgamation of a ton of characters that I like. Alucard from Hellsing, Sensei from Land of the Lustrous, just to say a couple. They just appear right at the start but their impact is important.



It's just a nice lady. Nothing more, nothing less. Yes, she assumed that Reverie was a sex worker because... Well, in Brazil a ton of trans people are sex workers, but she was concerned for her, she did treat her well, she just assumed something. And if Reverie was honest to her, she would have believed her. But not only was Reverie not in the mindset to explain stuff, she also has this tendency to think that every old cis person just won't get it, and that's not how it goes. Some do, some older people really do, which is the case of this old lady.

She's just an old lady, trying to help, she's everybody's grandma.



What can I say? One of them is a douche, and the other is pretty alright! That's it.



Kinda of a dick, not gonna lie. You that shit guy, that goes to medical school just cause his parents are rich? That guy that votes for Bolsonaro? That guy that complains all the time where there's a gay character on something? He's that guy. And that's that.

He does look like the doctor that saw me when I got hurt, so I'm satisfied. That guy was a douche.



This woman, is a lesbian.

She's almost 60, she is married to a teacher and it's on an open relationship with other 3 women. Two of those have been in jail.

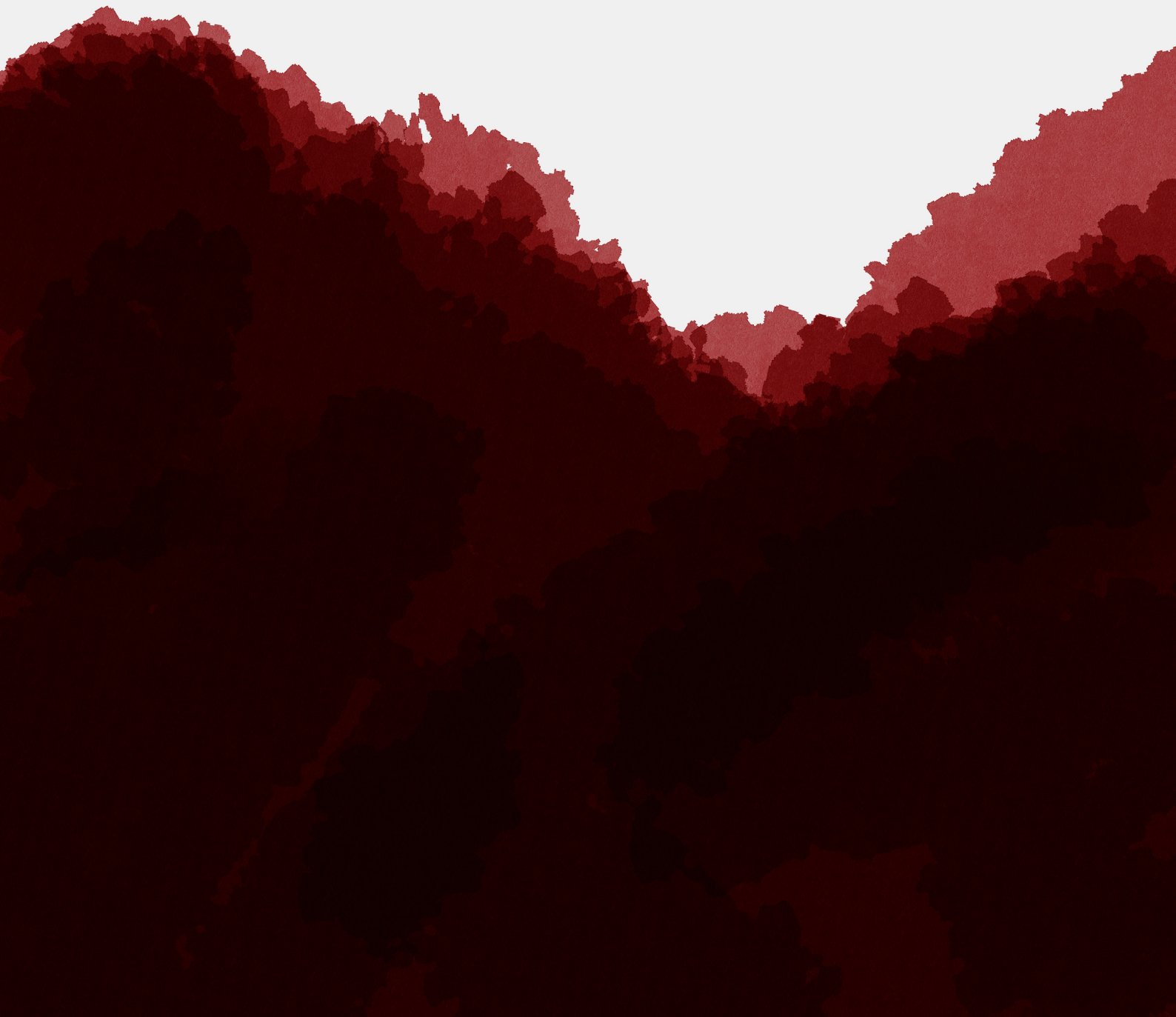
She's the gay aunt.

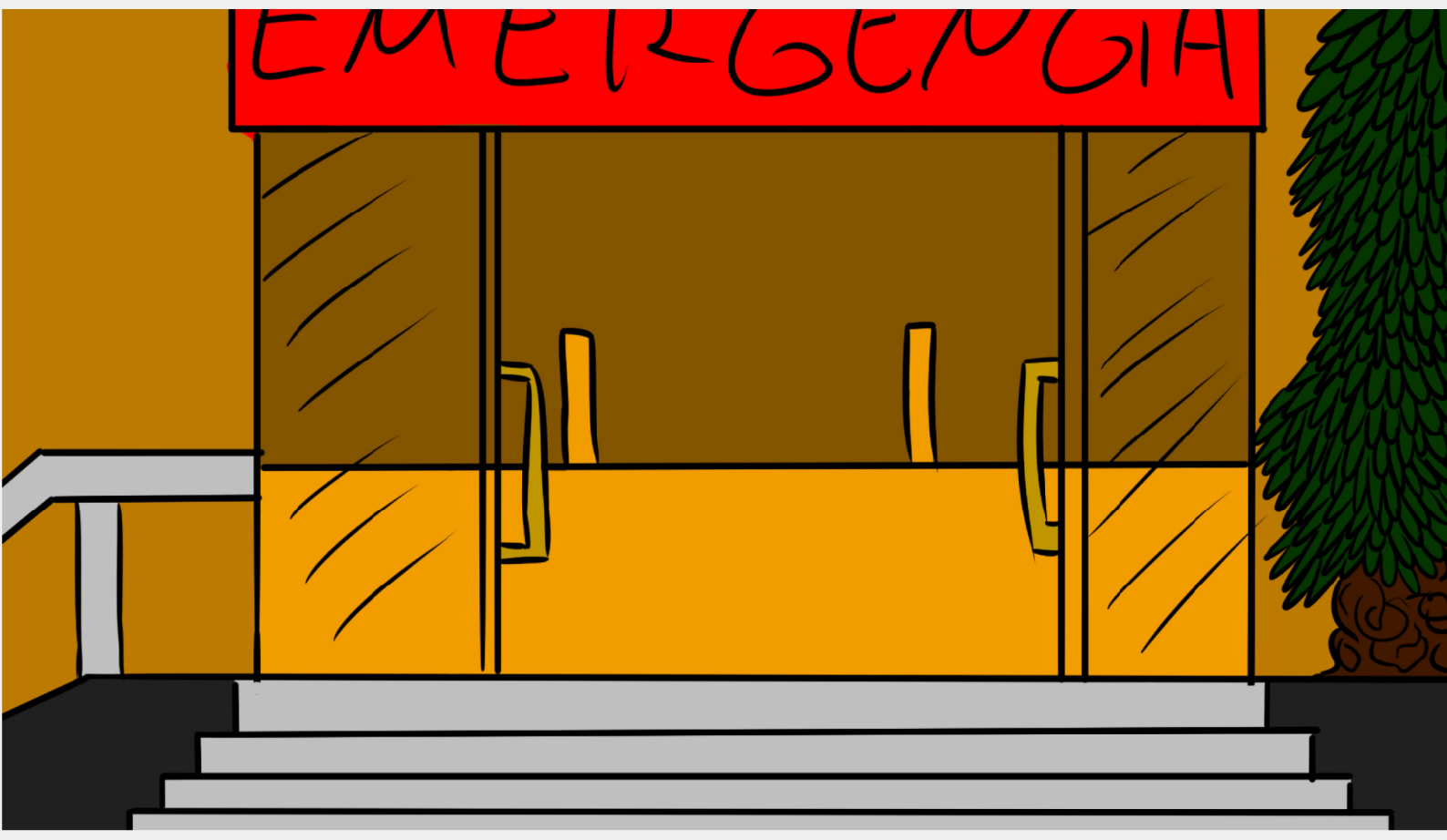
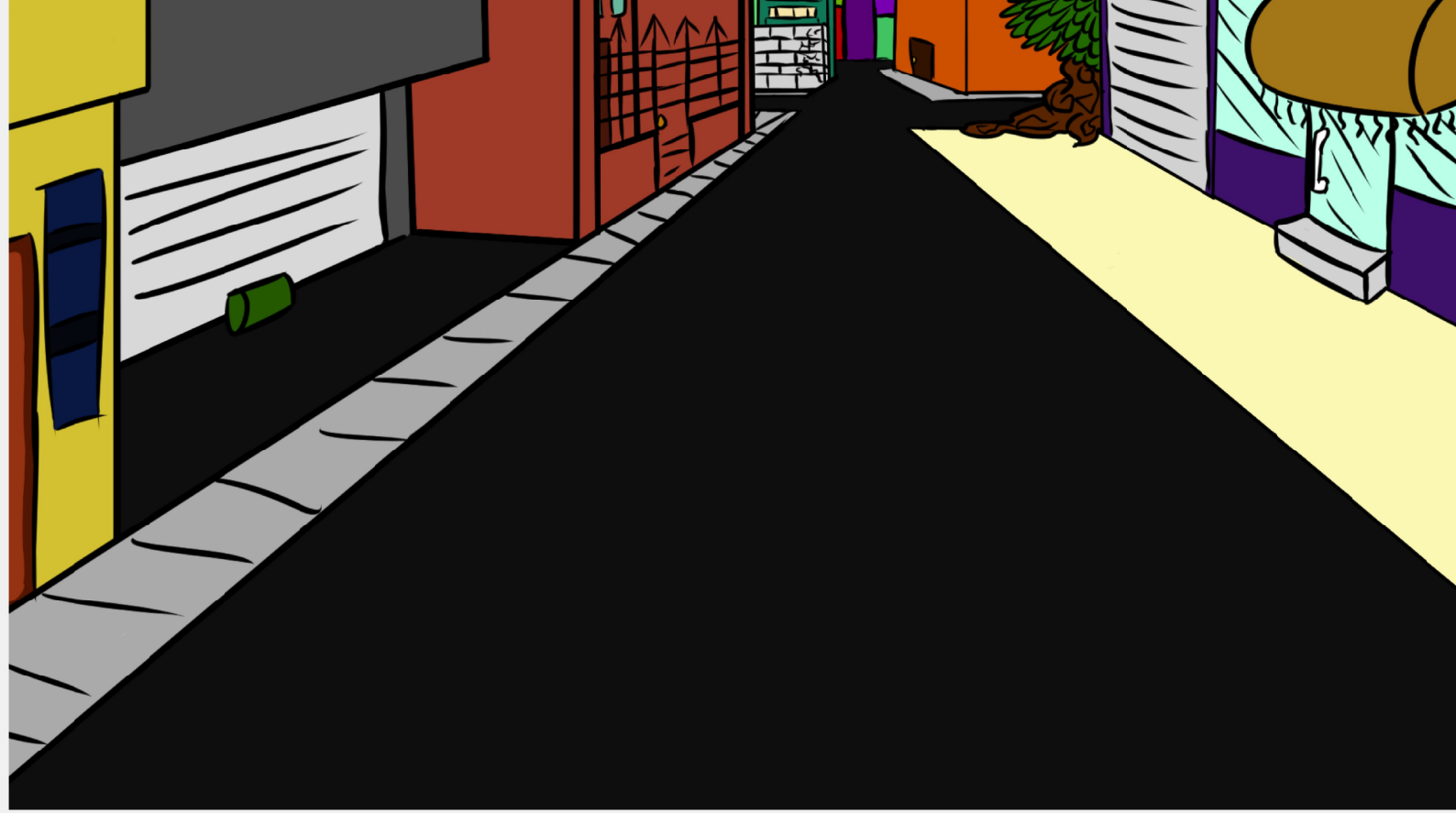
She drives an old van to work, while listening to Roquesete and The Grateful Dead.

Anyway, she's a very caring and nice doctor and when she's not on the expensive clinic she's working for free helping those that need.

Why? Well, she's a doctor, she's there to help people dammit! She's Wenke's friend and they usually go drink together. Also, she's high when Reverie goes to see her. She does a lot of weed.

BACKGROUNDS.

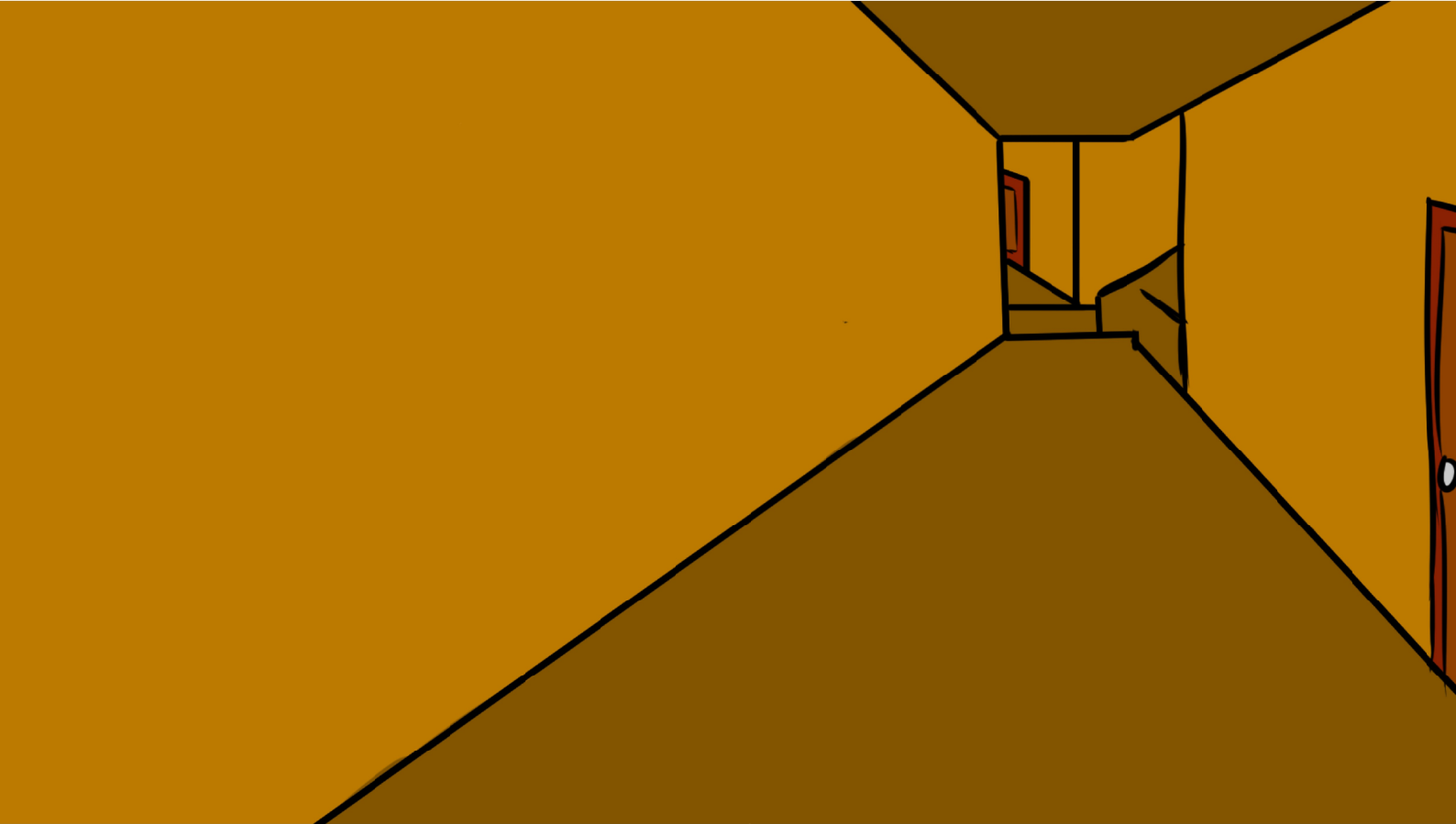




I based the street background on one here near my place, the real thing is less colorful though.

The emergency entrance I based on the emergency entrance of the Hospital Miguel Couto.

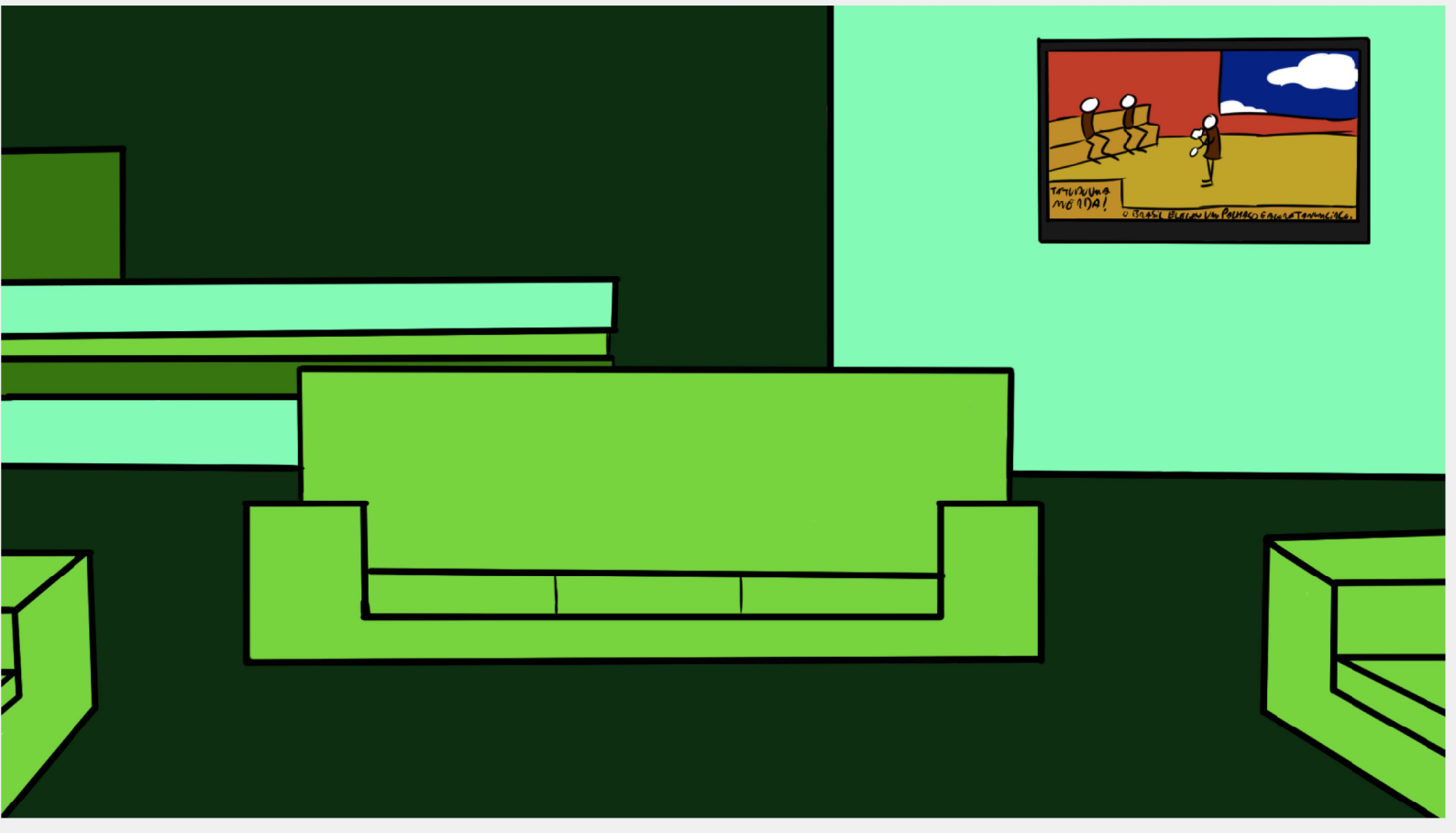
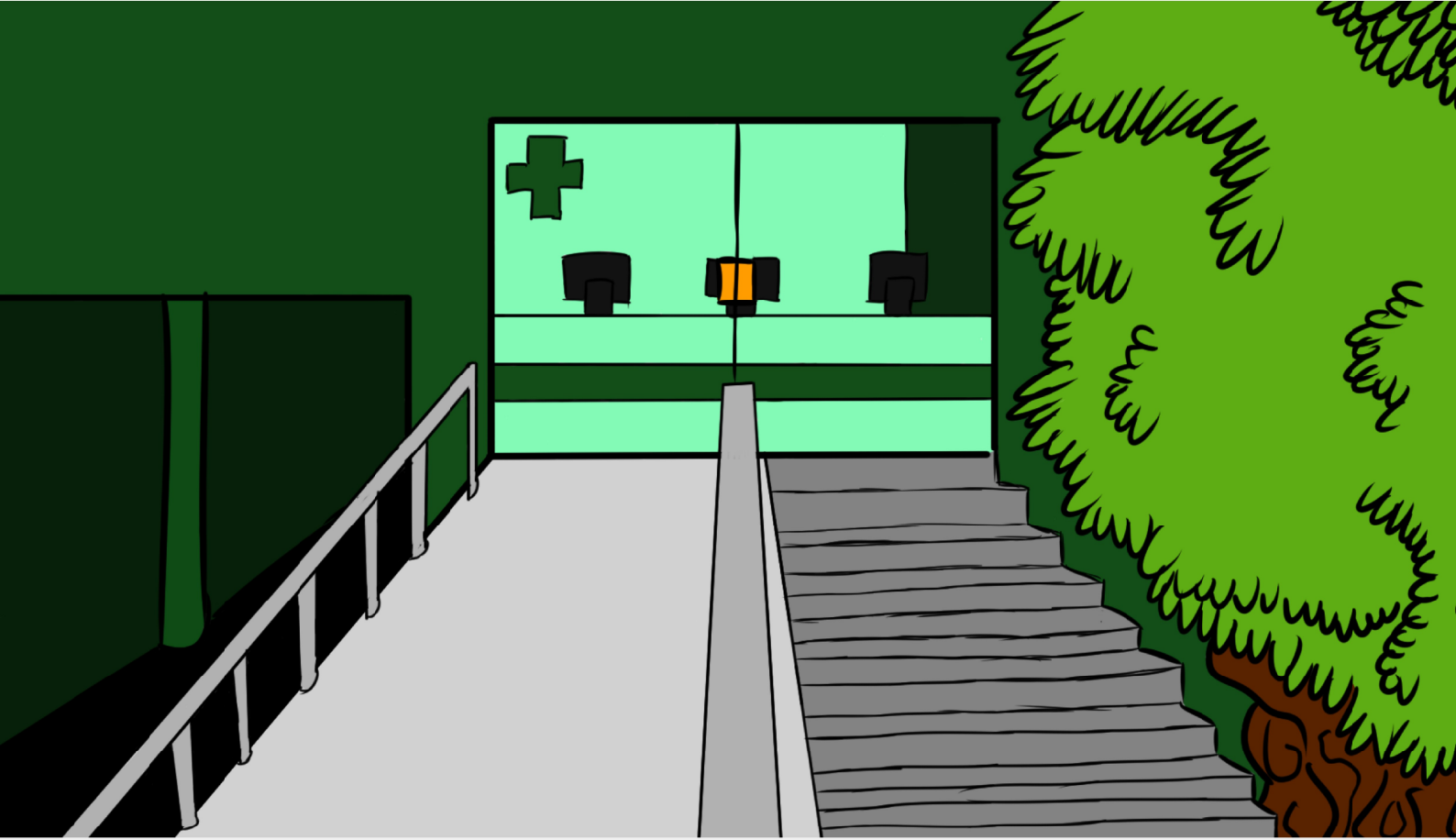
Man... I hate that place.



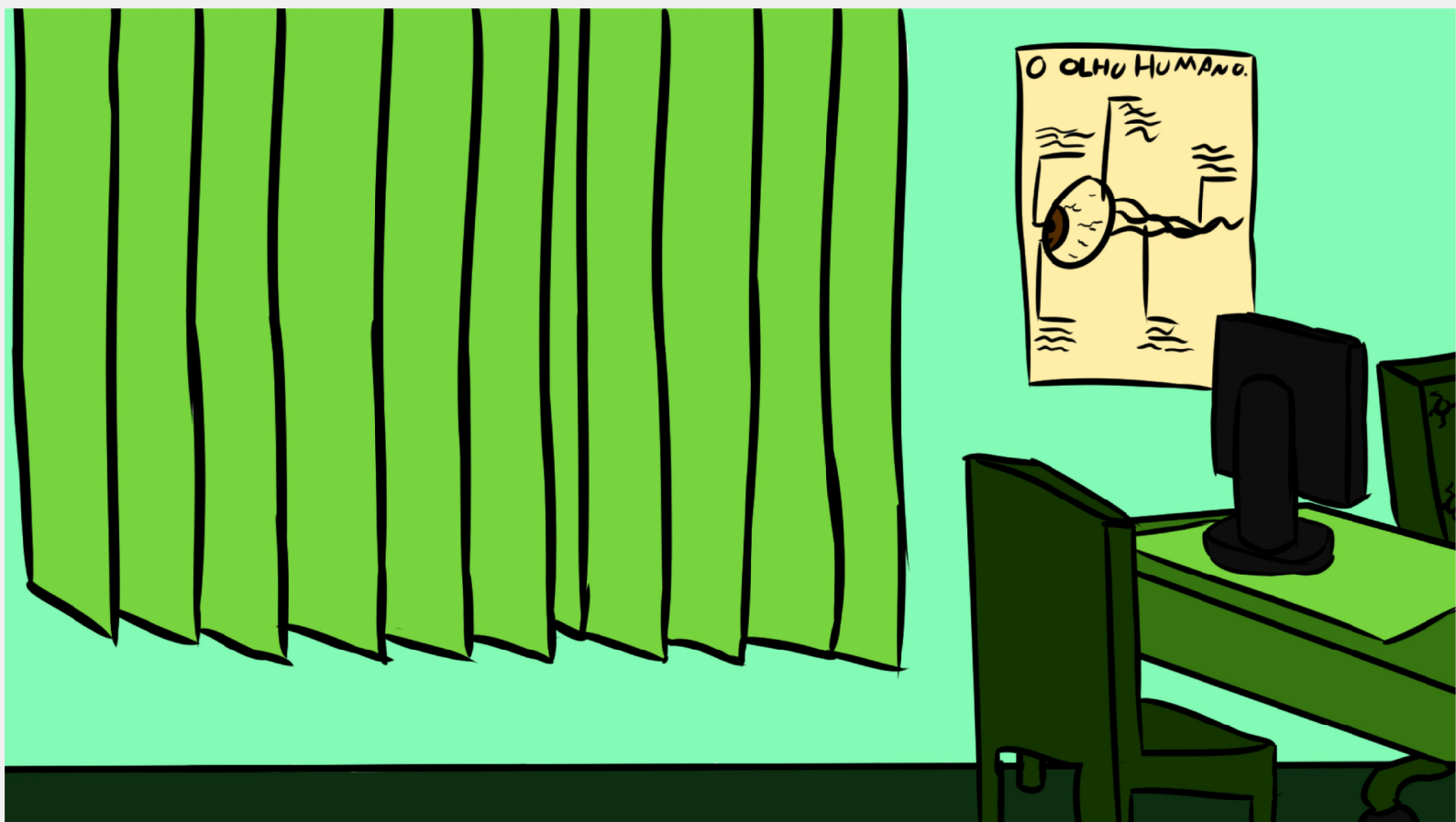
Those two were based on the entrance and one of the hallways of a government clinic near my place. Except those are blander with white walls and black floors.



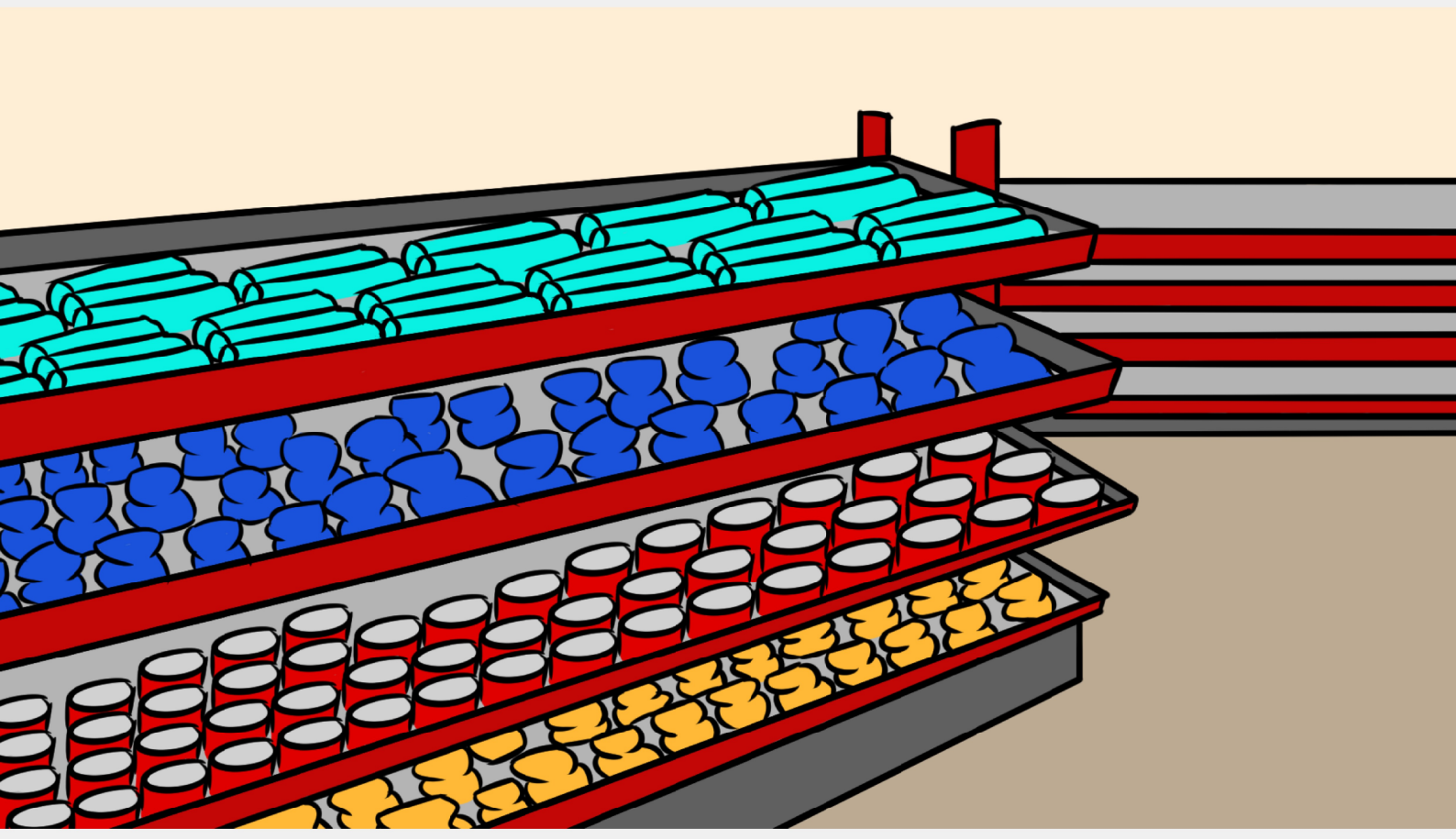
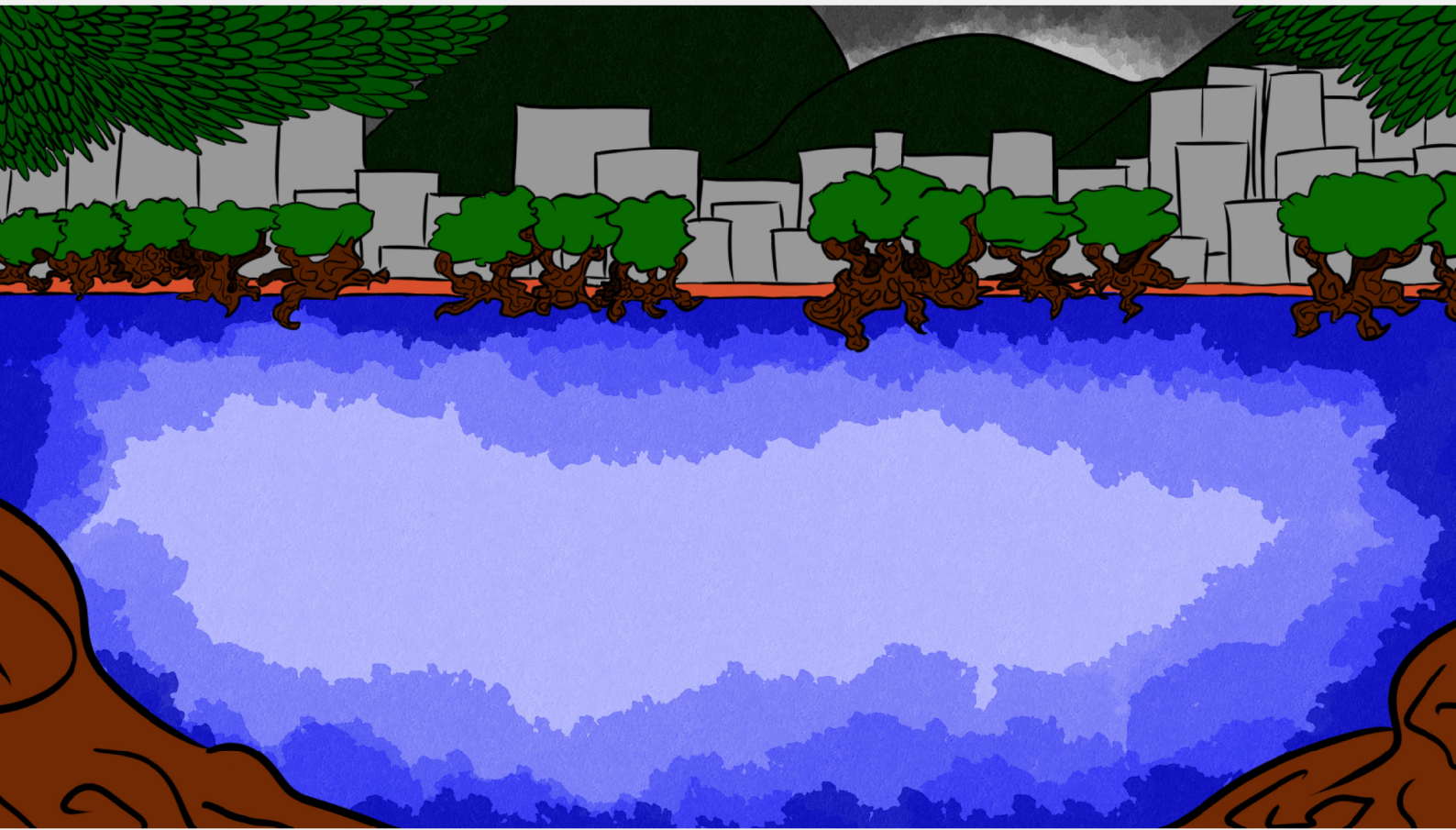
I didn't put a ton of thought into this background. Just wanted to make a "normal doctor's office." Type of thing. It's there, it's functional, so you know, it's there.



With the fancy clinic I wanted to make sure that it felt different from the hospital, that's why I used green as motif, and that it felt fancy, with nice looking couches, a nice looking tv, a pretty tree on the outside.

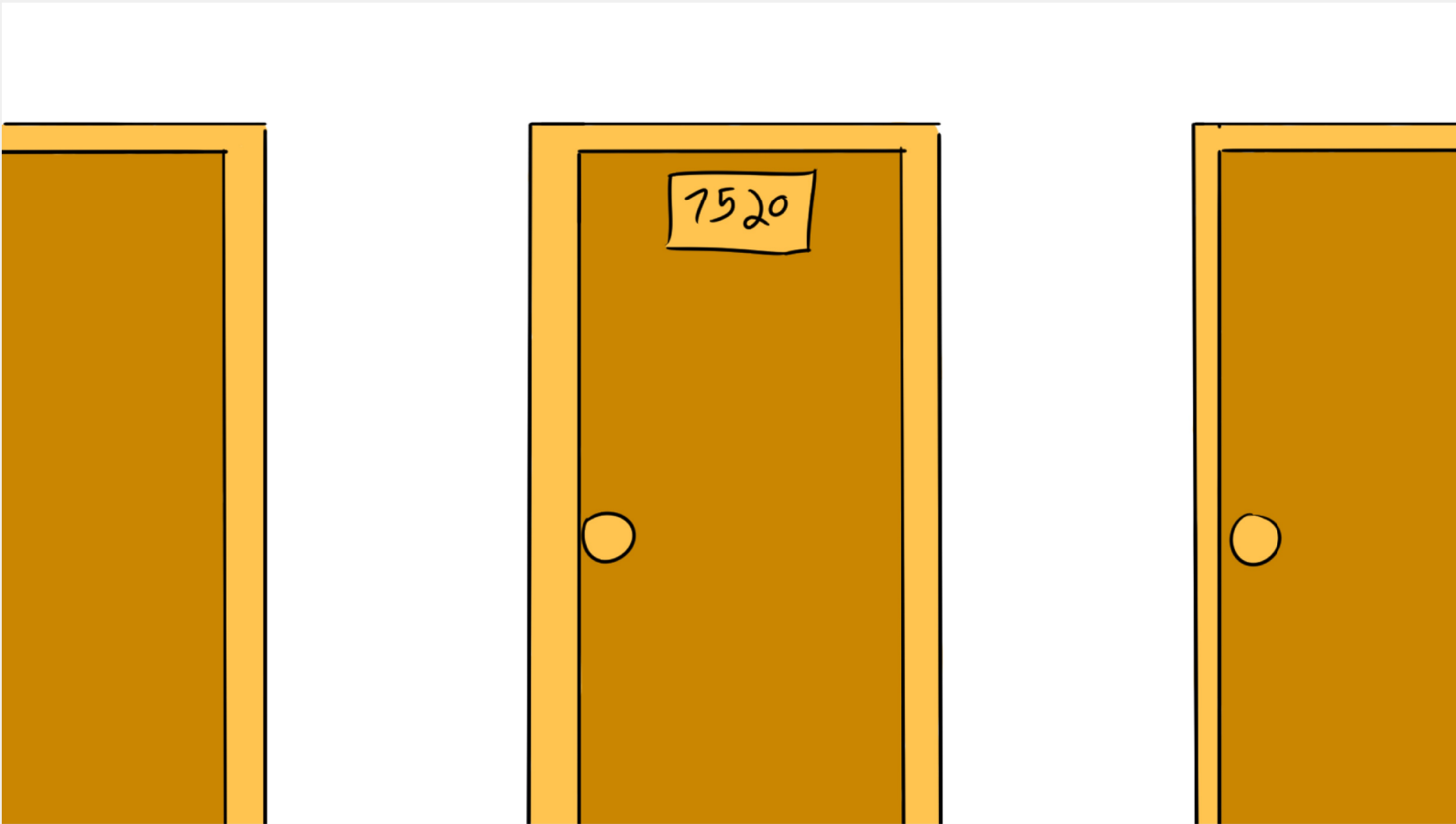


The fancy doctor's office is simpler, less full of stuff, more simple overall. I don't know, but I feel that it makes for a more "friendly" or a "less aggressive" environment.



The lake Rodrigo de Freitas is on the south zone of Rio and it's a rich neighbourhood, so I thought it would be funny that there would be a cheap place to buy stuff there, so here's why there's the scene with the supermarket.

Originally I would use a photo of the lake and then just put some filters over it, but honestly, I don't care about the lake enough to try to portrait it nicely.



Just a set of doors really. I wanted to make sure that Suaçnete's place looks worse than Wenke's.



Suaçnete's place is simple, small and kinda messy, but that's on its owner.

Still. You can't call it disorganized. If Suaçnete is anything, it's organized. Yes, she leaves a mess of food wrappers, dirty clothes on a pile in the living room but you can't look at it and say. "I can't find squat in here!"

The apartment has only one room, a kitchenet and a bathroom. Also, the broken wall? That was from when she was trying to learn mandarin

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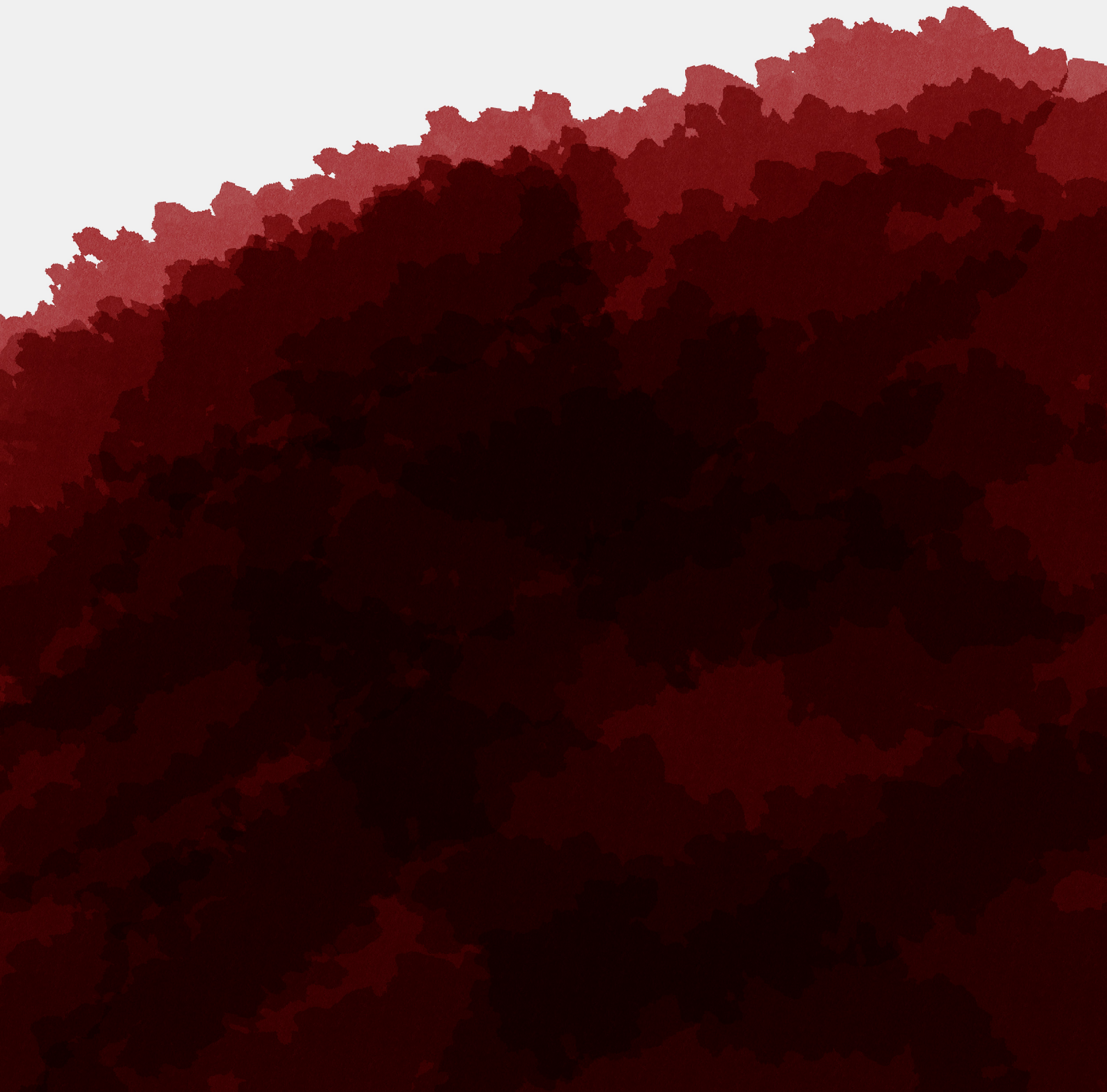


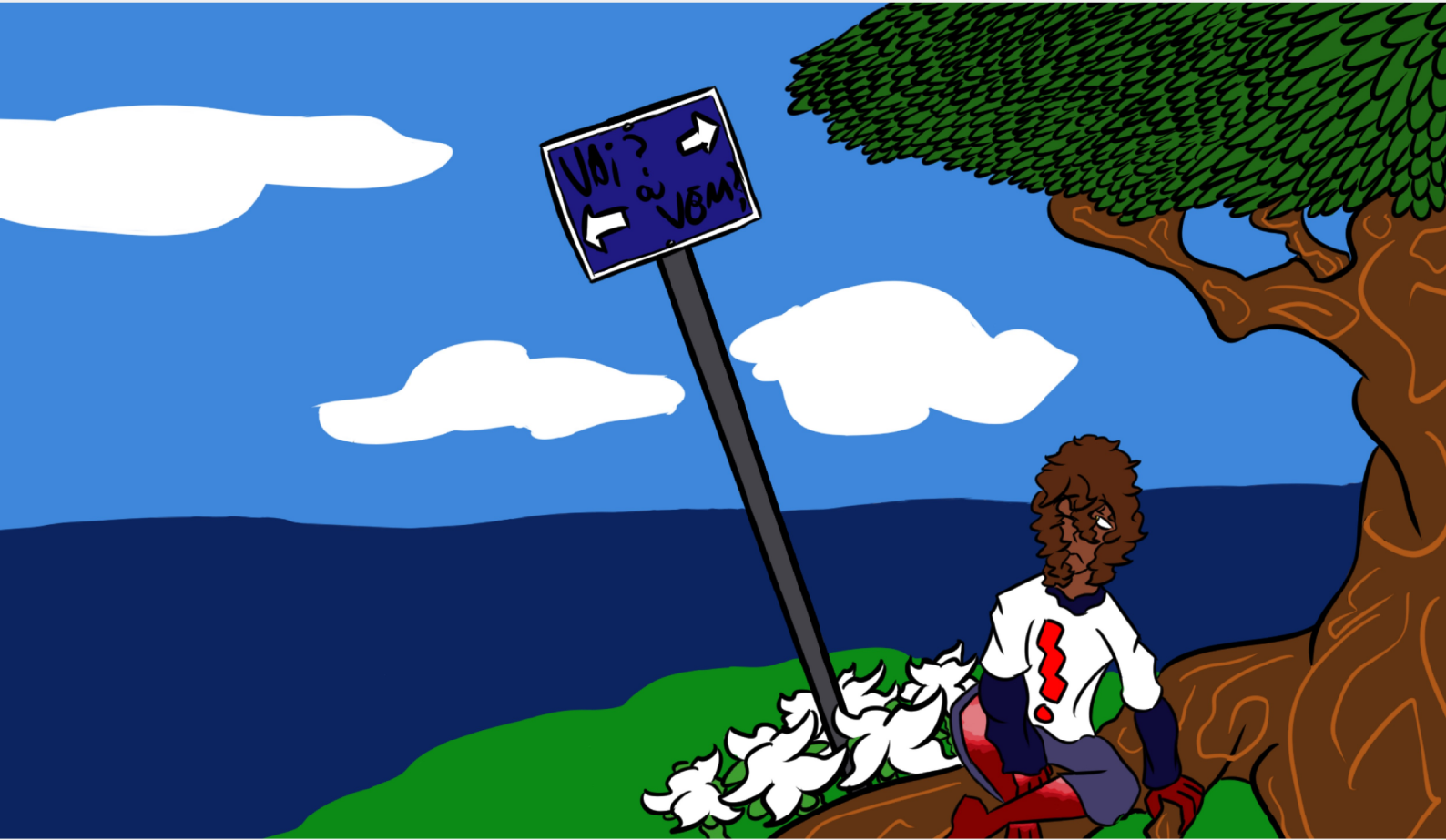
Now Wenke's place is the opposite of Suaçnete's. It's big, it's not messy, and it has a very weird organization method, that works better for moths than for humans. Also all the plushies there? Wenke made those, they have names, back stories and there's a complex chart of relationships. Both Suaçnete and Reverie like to help Wenke with the backstories and relationships. Some are friends, some are lovers, some are mortal enemies. They love it.

The apartment has on the first floor, a living room, a bathroom, a kitchen, a balcony and a bedroom that has been converted to a music room, there's a piano there.

The second floor has four bedrooms, and a small terrace.

CGS.

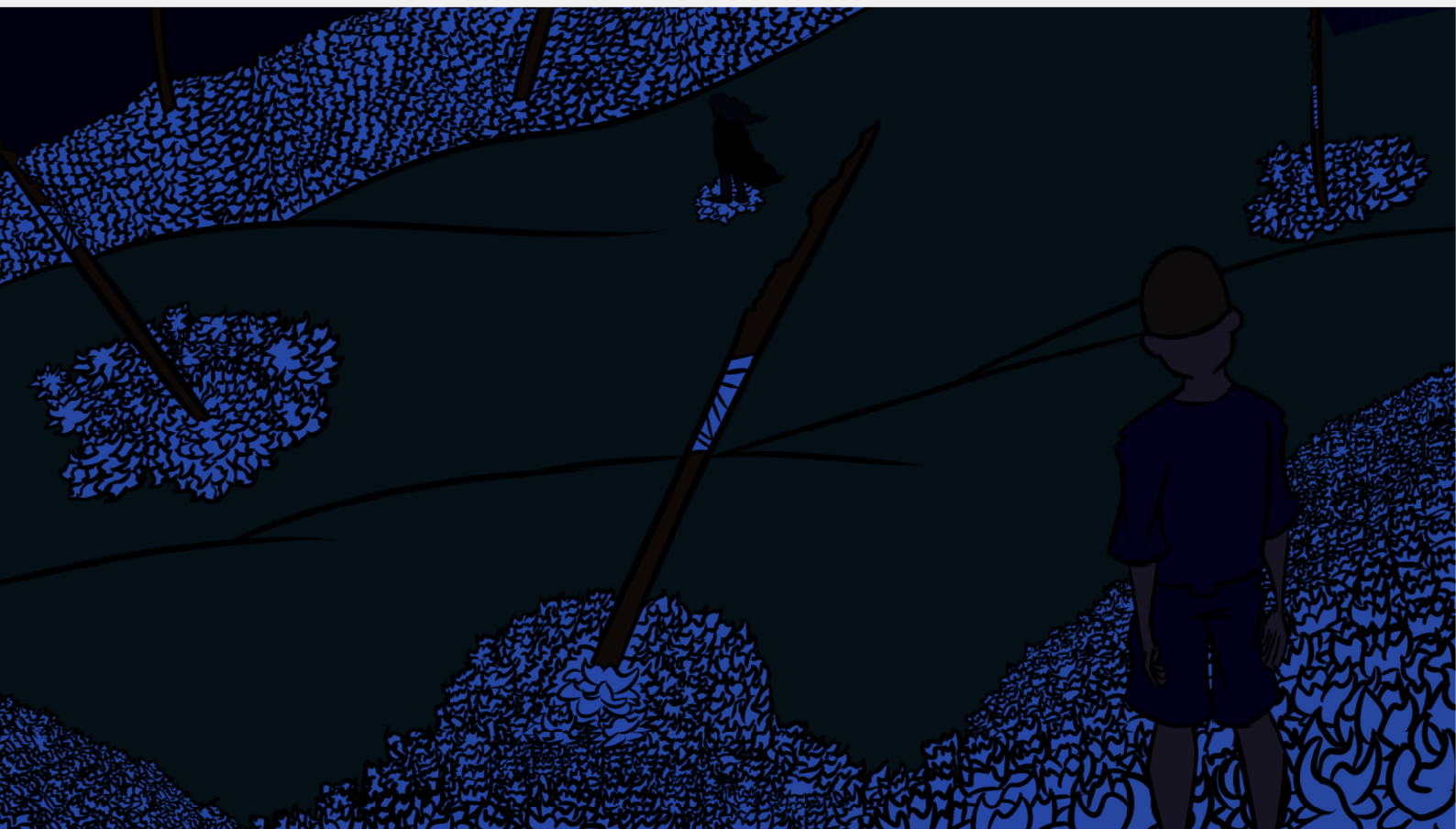




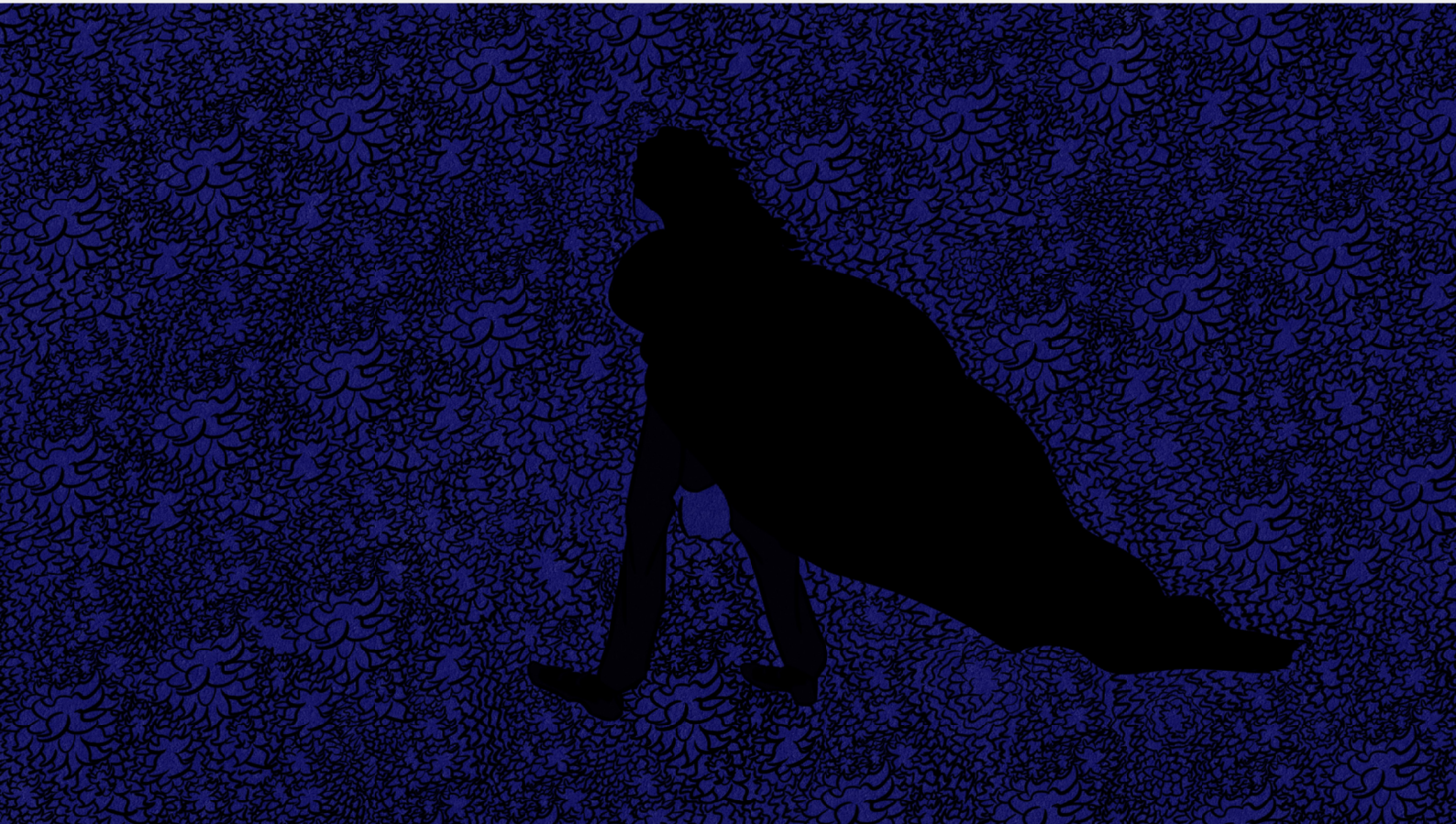
This was... kinda of an afterthought. I just forgot to make one, so when I did, I decided that something serene would be a good idea. This has nothing to do with the story, but I like that it's Reverie in a nice-looking place.



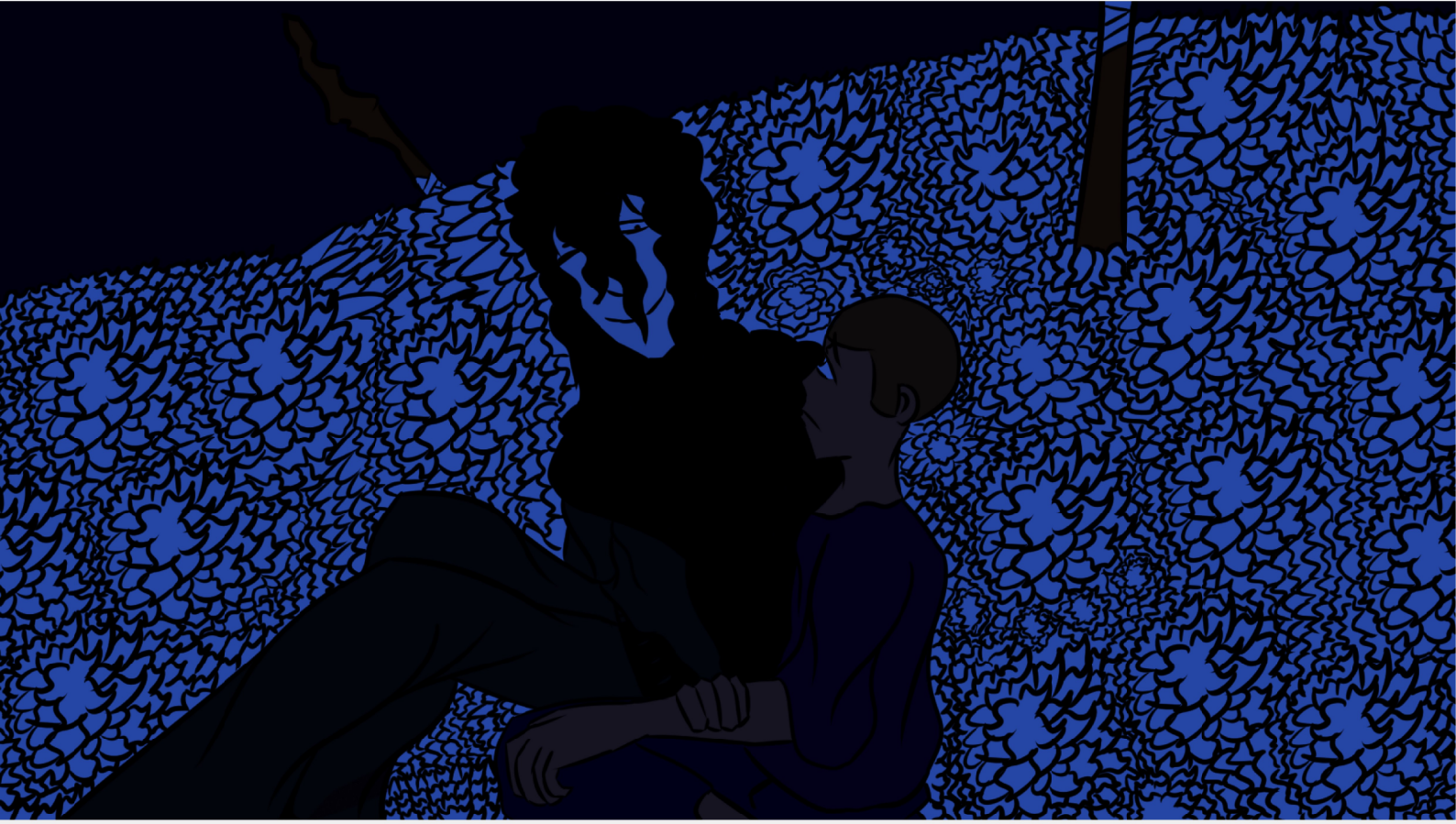
The first thing you see when in game is this. R everie, fourteen years old, going through the woods. And I hope it feels as mysterious to you as it feels to me when I look at it.



Reverie in the white flower field. After meeting the strange person, she was never able to find it again, but something in her says that, she will one day. Probably.



This was pretty quick to make, not gonna lie. But I like it. I like that the strange person is there.



This was pretty quick to make, not gonna lie. But I like it. I like the scene a lot. Just an old queer person giving advice to a young queer person, that's what it is.

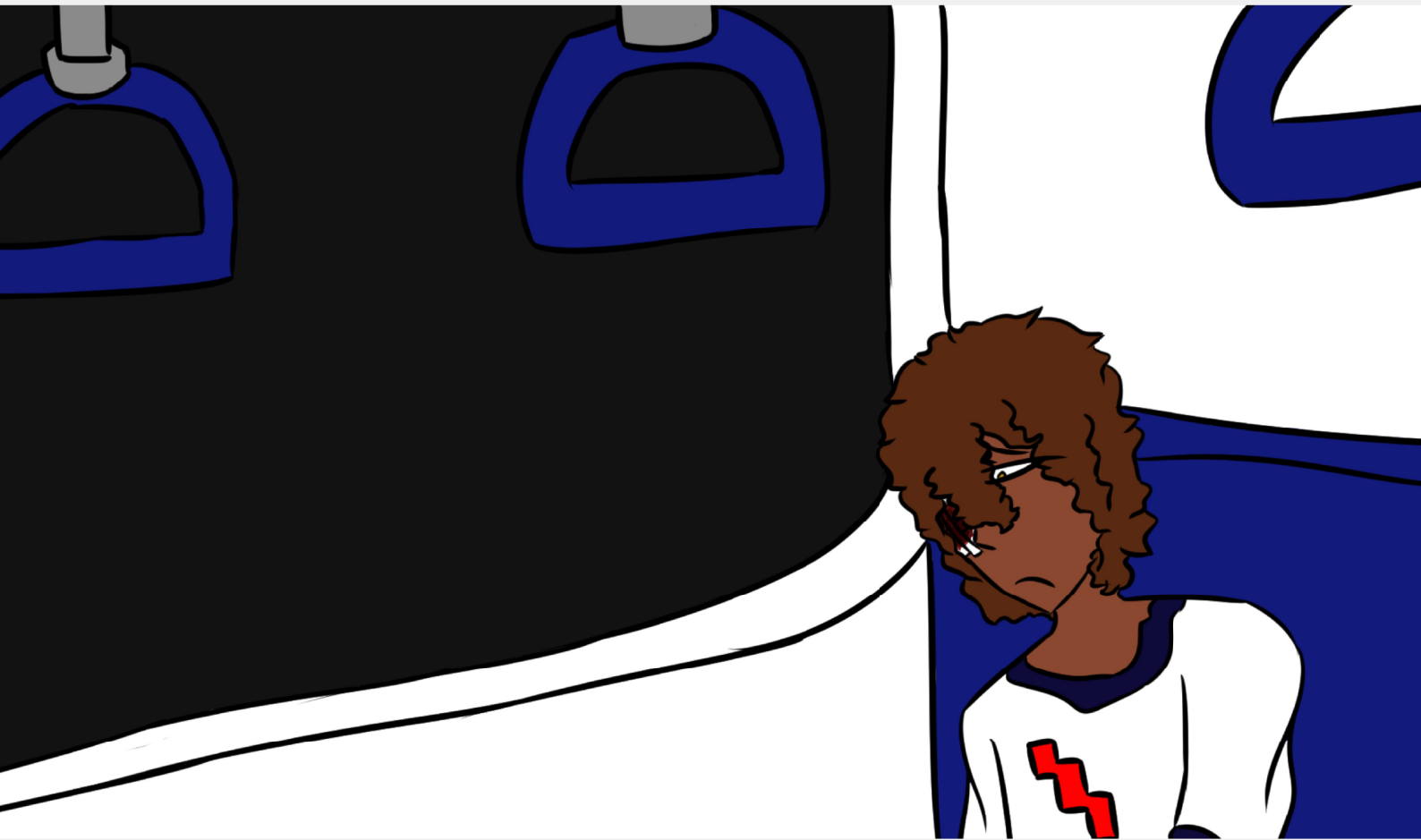
And the strange person, despite being weird and kinda confusing, is a nice one. They are just ... cryptic.

Still, ultimately, they are a good person. They believe in humans and will always give a chance to those that want to be happy.



The last part of the prologue was just Reverie waking up. And if you notice something is going on her neck.

By the age of fourteen she hadn't realized she was trans, but she would very soon. And because of the strange person she would start her transformation into a vampire. It would take about... three months until it was complete. Essentially she's the same as before, but she's stronger and faster than a human and drinking human blood (animal blood does not work) will enhance her powers. The more blood she drinks the stronger she'll become. It's like an experience bar in a rpg, but instead of XP it's liters of blood.



Just Reverie in a subway. Nothing special really.



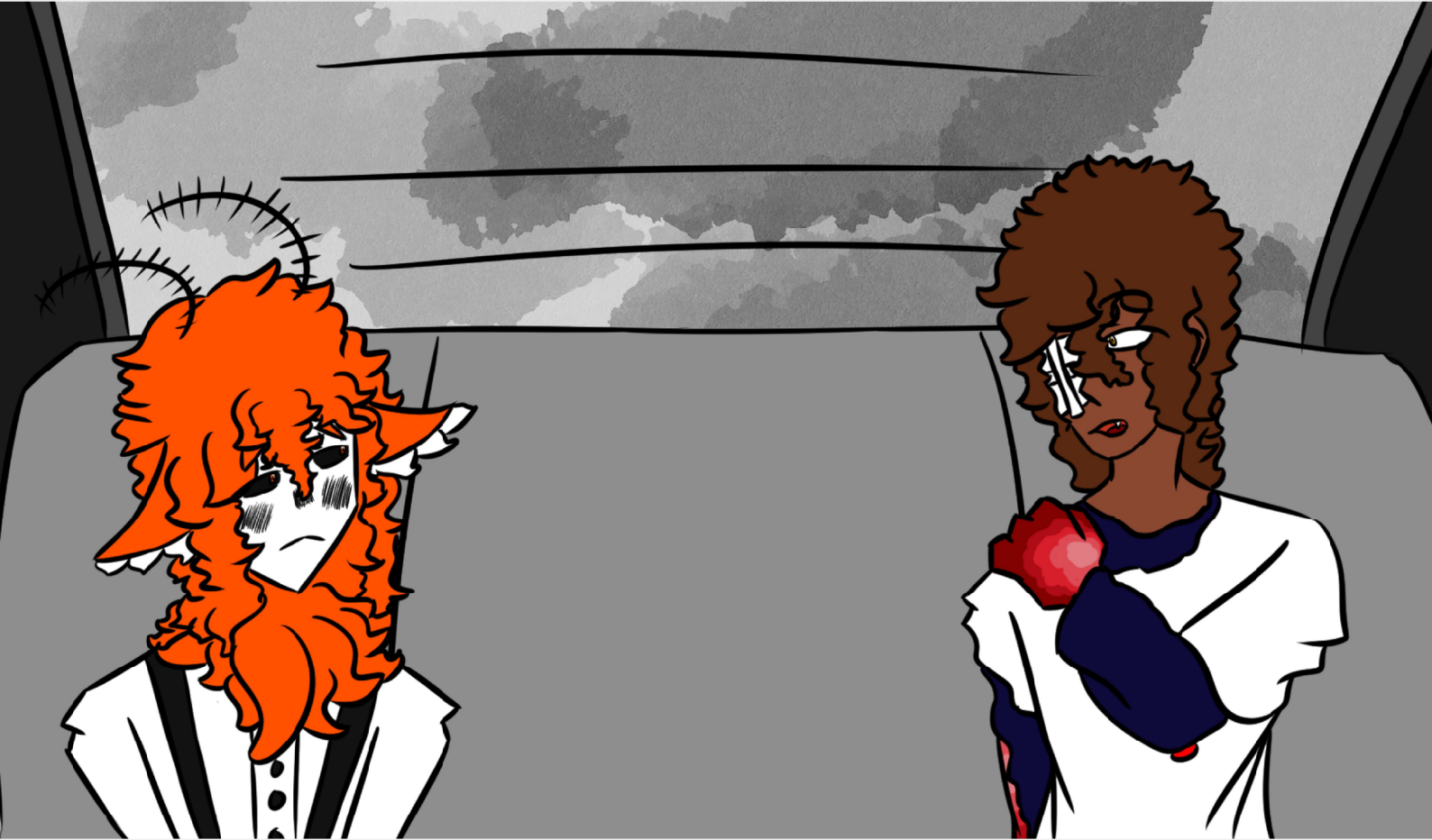
I wanted something that would just say “That’s Suaçuete”. You spend a good time with Wenke, even if you don’t talk to her much on some routes, BUT, not as much with Suaçuete.

So I wanted something that would leave an impression, so here’s this! Tcharam!

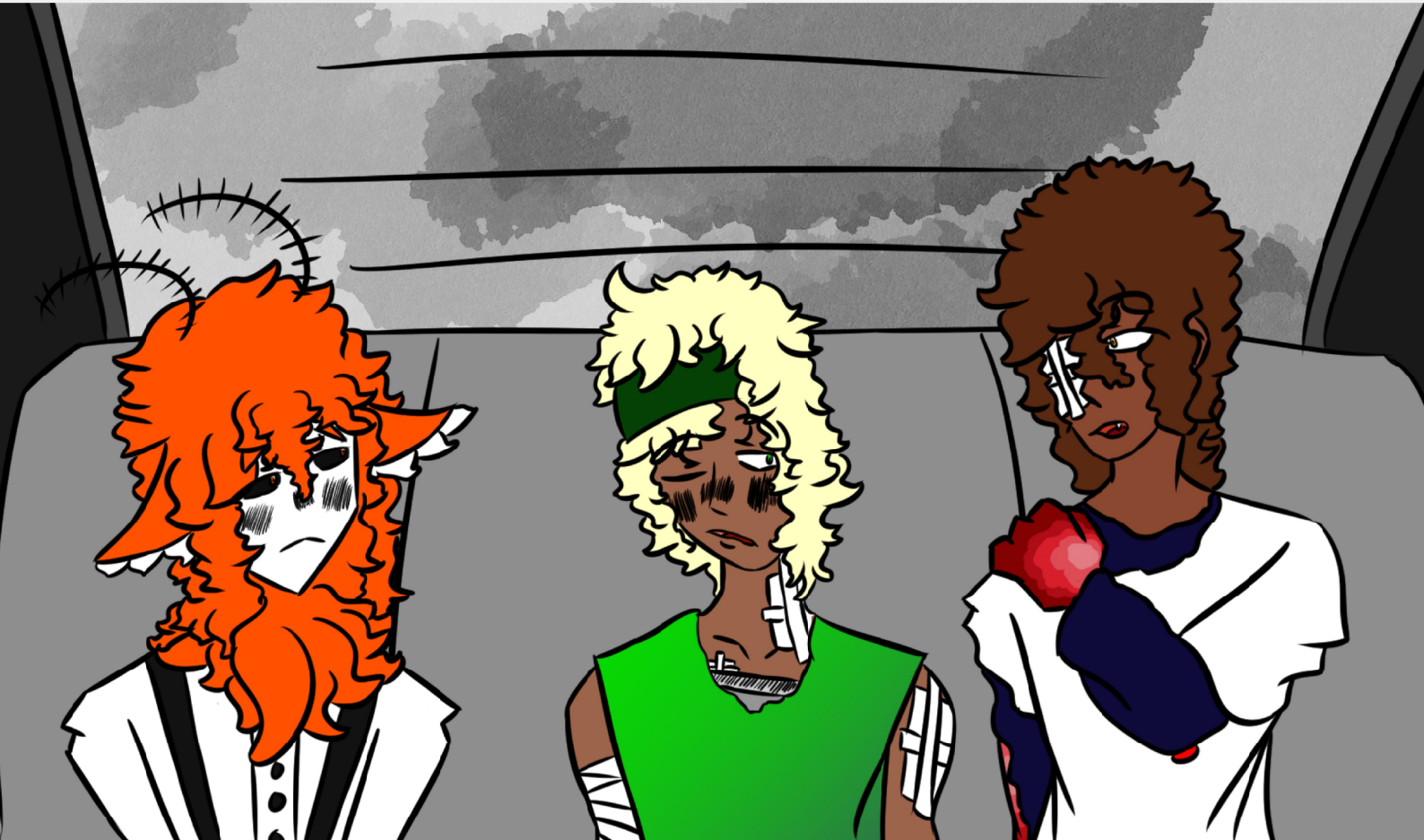
I wanted to make this bloodier, but I decided not to.



This one is simple. It's Reverie helping Suaçnete walk. They couldn't go by bus, so walking it is. I just wanted to make this into something rather cute.

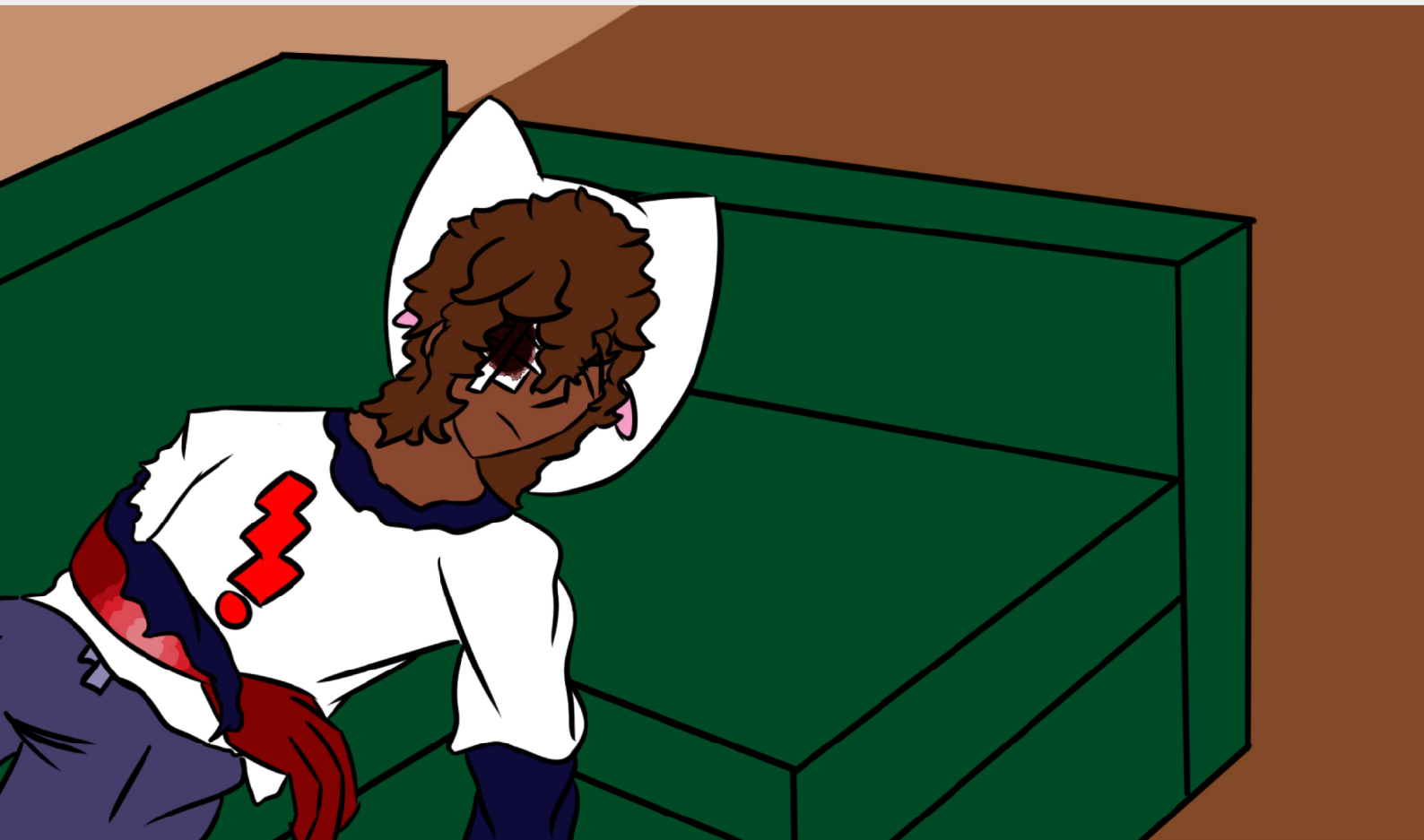


This is another one that I wanted to make into something rather cute, but Reverie is with Wenke this time, so of course they are on a car. Wenke is fancy after all.



Same as the previous one, but Suaçete is here.

This is the first CG you might see where the whole triad is together. I did mess up with proportions here, so I'm sorry for that.



Ah... This one is so charming. This was one of the first scenes I wrote for the game and I just wanted to write Reverie resting and being safe after everything she went through. And it was a delight. Reverie does like Wenke's couch, it's comfortable and the living room is cool, she finds it really easy to rest there. Wenke is kinda disappointed that Reverie prefers the couch over sleeping in bed with her.



This is the version with Wenke, and pretty much what I wanted is to show Wenke caressing Reverie. Wenke is a very kind person, she cares a lot and scenes like that aren't uncommon in their lives. I wanted to pass a feeling that this happened before.



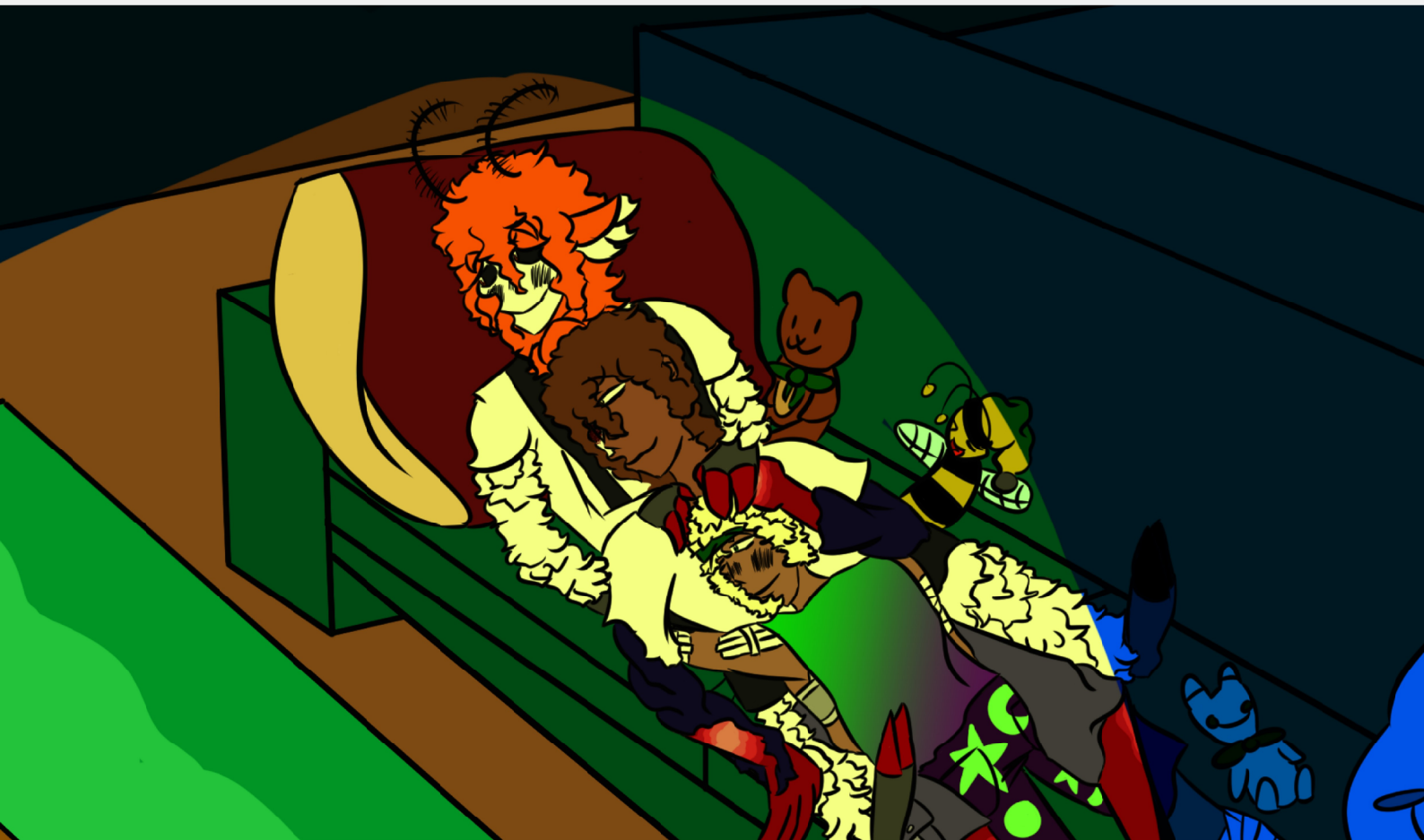
For this ending CG I wanted a “everyday life” feel to it. Forget the bad things that happen, just enjoy the warm and normality of everyday life. Making dinner with your partners, hanging out with them. Feeling safe and sound in a place that you love very much.

I think that after this ending Wenke would just be able to convince Reverie to spend more than two weeks at her place. And with Suaçete needing help to deal with the electricity bill stuff at her place maybe Reverie would be able to stay with her for a month. But she always comes back to her place for a reason or another, so she never is really safe for that long.



Something that the game leaves clear is that Wenke does have serious problems of her own, and while Suaçquete and Reverie are open about theirs (Well, reluctantly open in the case of Reverie.) Wenke is still, in a way, learning to open up. Yes, she admits that she has nightmares but she doesn't tell why she has them. Yes, her work is being hell, and a constant source of stress and awful on her mental health recently (give or take six months.). But she finds it hard to open up, for multiple reasons. And one of them is that she just finds her problems minor in comparison to Reverie's and Suaçquete's, when in reality they aren't.

Suaçquete kinda of figured out what the cause might be, but she won't do anything until she knows that Wenke is ready.



CUDDLING WITH A MOTH GIRL AND A NECROMAN
CER GIRL! Hell yeah!

Anyway, that's also a CG that I wanted to give a "everyday life" feeling to it and from what you see in the game you know that having movie nights is something that the trio does frequently. And that despite a difference in movie choices they all watch it because, hey, even a bad movie is good when with those you love. Also sometimes they don't really watch the movie... they end up doing, somethings else and causing a mess. If you get what I mean.

Sex, they end up having sex. They are all adult women that are in love, and they all enjoy having sex with each other. Now with that out of the way! Here's the important info, their movie tastes!

Wenke: Historical fiction/dramas. Think of Anna Karenina and Marie Antoinete.

Suaçquete: REALLY trashy comedy. Think of the Scary Movie series.

Reverie: Martial Arts movies. Think of Ong Bak and The Raid.



Going to the beach, at night, in Rio de Janeiro, is literally asking to be mugged, probably killed as well. But when you are a triad of a vampire and two necromancers then you are almost definitely safe. So when making this CG, I wanted to give more a “What a weird and comfortable night!” Like, it’s all to make sure that they relax after what can only be said as a shitty day for the three of them and you know what? The beach at night is pretty, they probably had a good time.

And I hope you had a good time reading this artbook.

