

# BAKED \* MAGIC



The Artbook +



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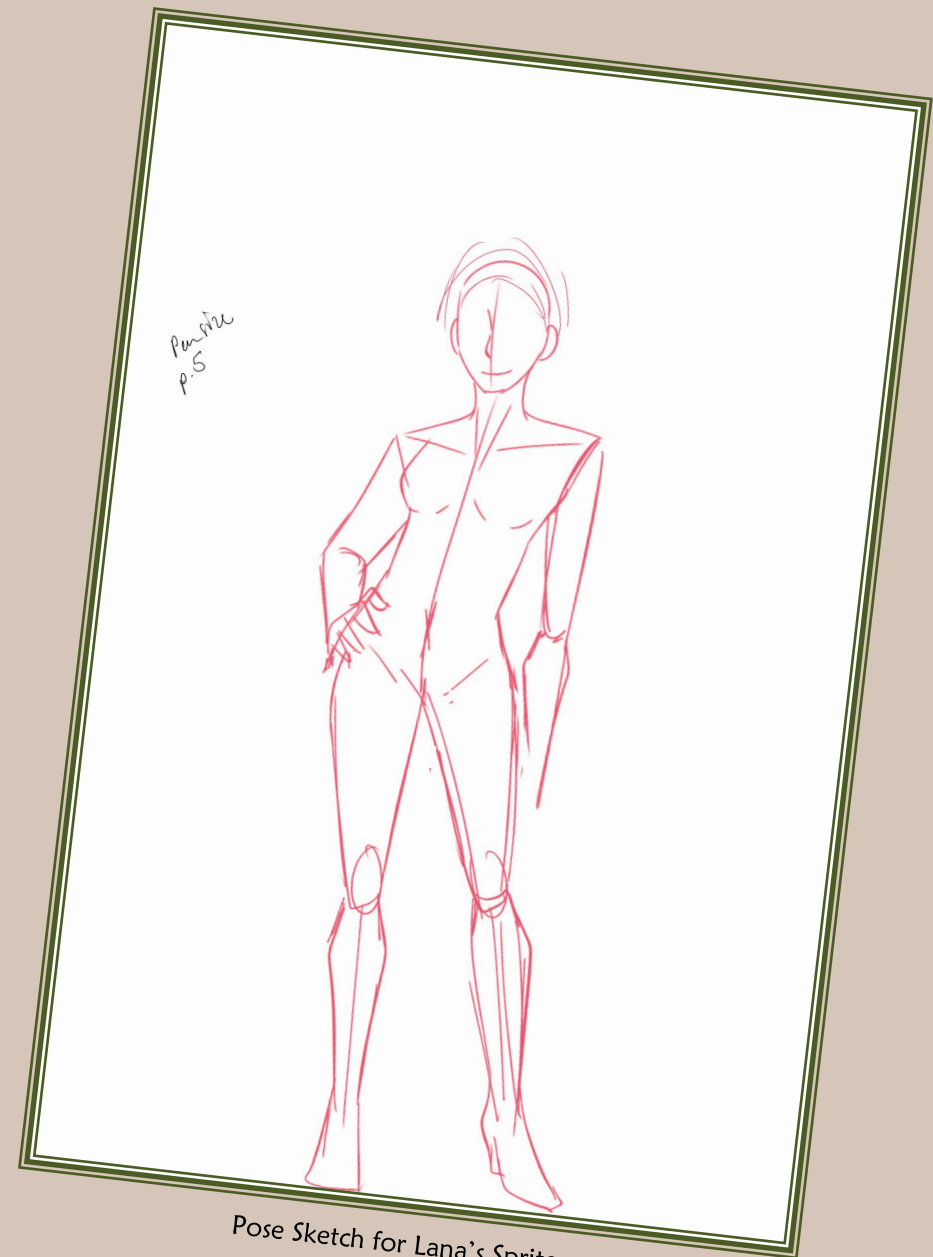
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## Characters

I had a lot of fun creating the characters for BAKED:MAGIC!

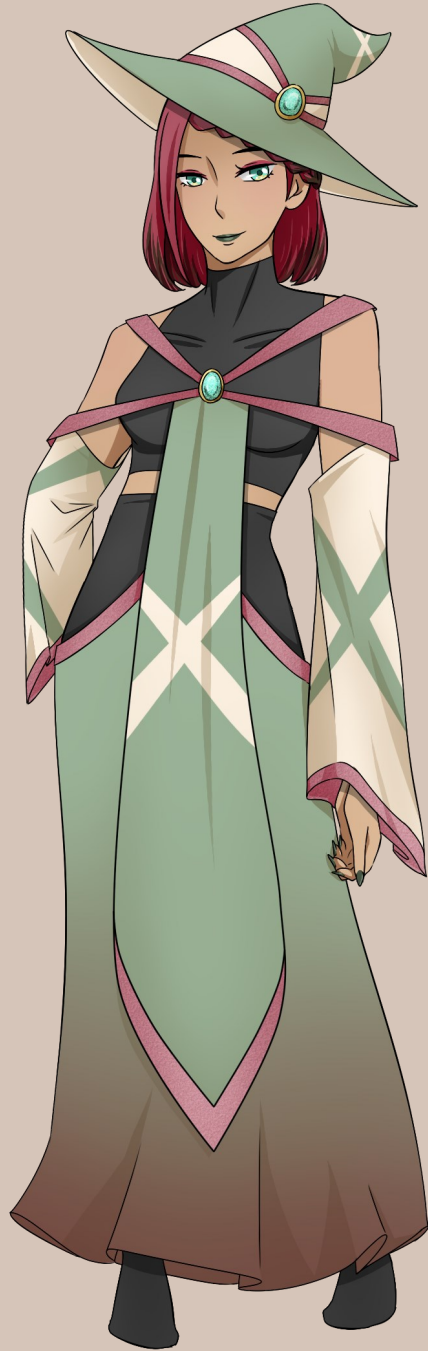
I created Lana's sprite back in August before I even started thinking about Yuri Jam. She was the fifth in a series of fantasy themed art assets that I had created, along with Luka and the potion icons used in the game. After I decided I would make a game based around witches for Yuri Jam, it became obvious to me that I had to use Lana and Luka in it somehow.

For most of my art I use Paint tool SAI to draw the characters and objects. I then save the files in .psd format and use GIMP to add final touches and create a transparent background. I have been using these two programs for many years now, and I would highly recommend them to anyone that wants to get into digital drawing.

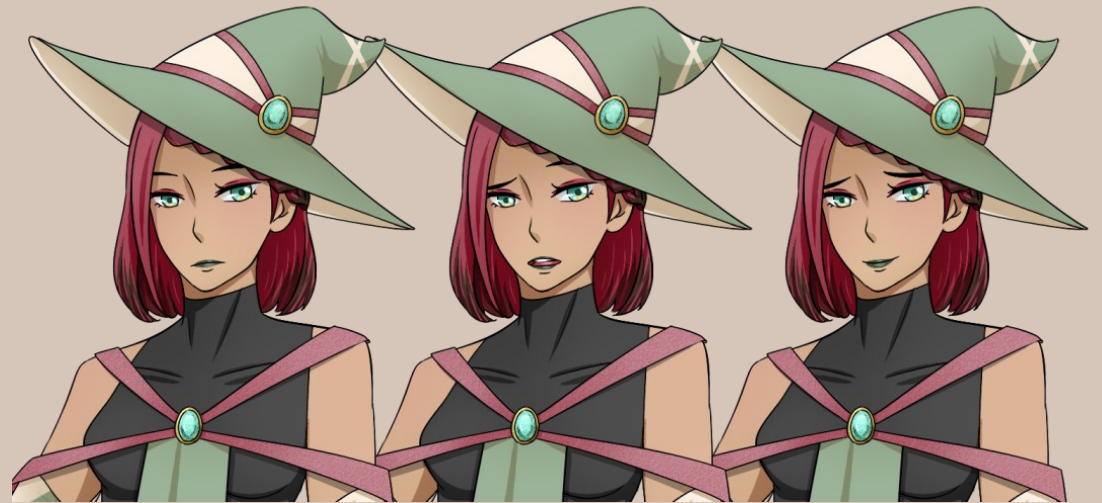


Pose Sketch for Lana's Sprite

# Lana Oleyyn



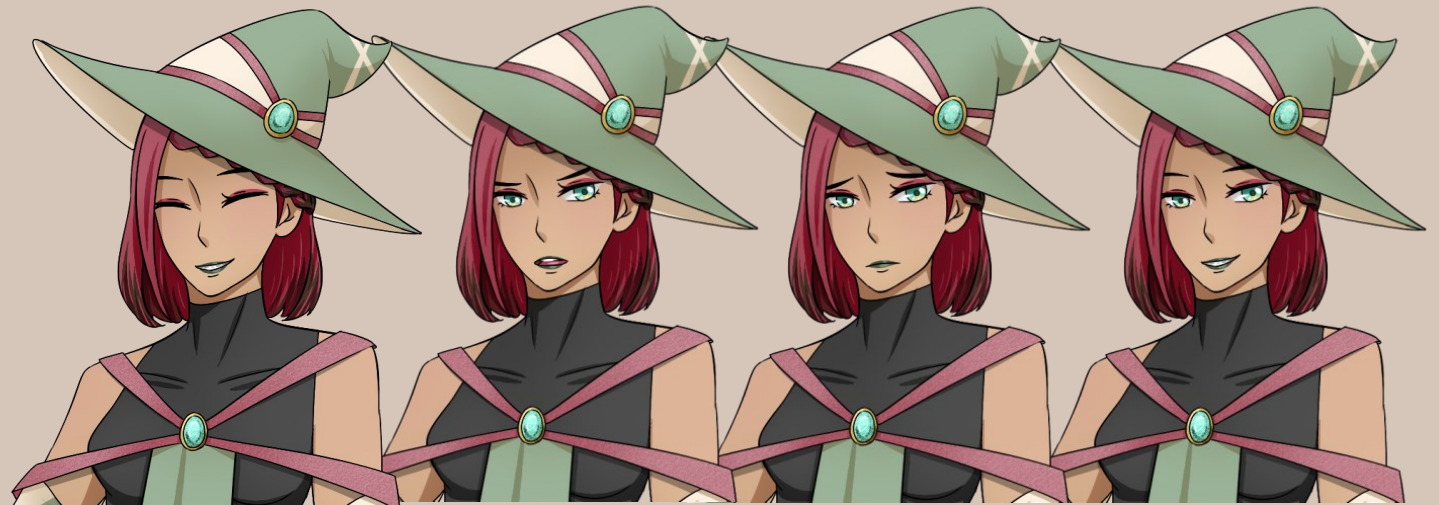
**Title:** Respected Witch/Baker  
**Race:** Human/Witch  
**Age:** Late 20's  
**Gender:** Female  
**Sexuality:** Demisexual Lesbian



Neutral

Suspicion

Relieved

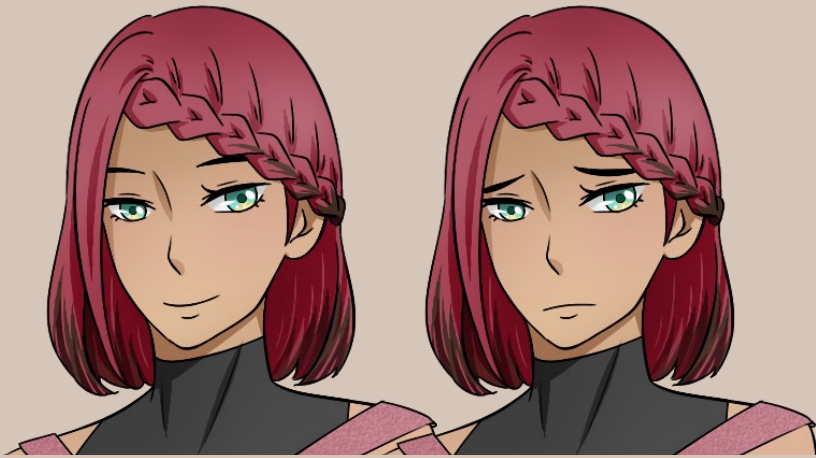


Very Happy

Angry

Sad

Happy



<< Examples of Lana without makeup.

What do you think? Do you prefer her with or without makeup?

I don't often draw characters that wear cosmetics so I found Lana to be a unique and fun experience.

<< There were going to be scenes in the game when Lana was not wearing her witch hat (the morning scenes). But due to the extra amount of work and coding that would have been required, I decided to just leave her with her hat on at all times.

She ties the front of her hair into a wrap-around braid on her left side, but lets the right side fall. This is to help keep her hair out of her eyes while she is working.



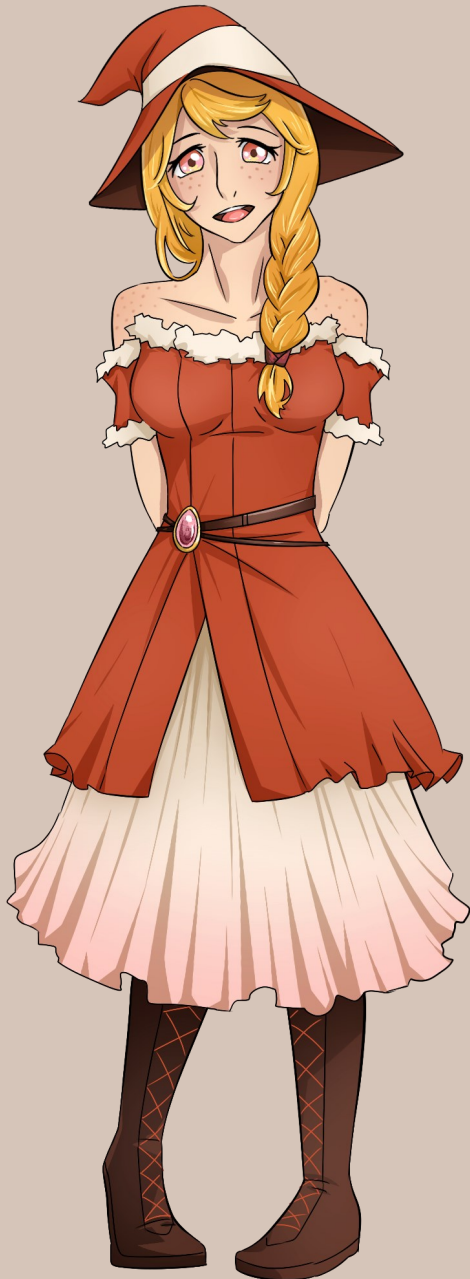
>> The original script involved Lana and Elliot returning home to change before going to the ball. I looked at several dresses for inspiration, but the one thing I was adamant on was that her formal attire needed to be a black halter dress.

I didn't decide to add the slit until I saw a dress with that style and I thought about how gorgeous it looked on the model. I think I made Lana's slit a bit too high however.

\*unfinished design.



# Elliot Ardia



**Title:** Witchling/ Apprentice Baker  
**Race:** Human/Witch  
**Age:** 22  
**Gender:** Female  
**Sexuality:** Lesbian



Happy



Neutral



Sad



Smirk



Surprised



Pout



<< If you take a close look at the bottom half of Elliot's sprite, you will see that a fair amount of detail went into it. Especially when looking at the folds in her dress and the laces on her boots.

<< During my colouring phases, my first step is putting down the base colours. With the sprite at the front, you'll see how I just use flat colours to begin with.

When I start adding the shading and highlights, I will also begin adding smaller details. Take Elliot's freckles for example, they were one of the last things I added during colouring.

>> Elliot's formal attire ended up having an Arabian/Genie theme. The gold lace trimming reminds me of the main character's outfit from the 60's show 'I Dream of Jeannie'.

I did not intend for this to happen. My goal was for her to have another off-the-shoulders dress, and somehow the more I worked on it the more it looked like a peasant's tunic. I added some lace and all of a sudden she looked like a genie.

In the end, I'm glad I did not use her formal attire in the game.

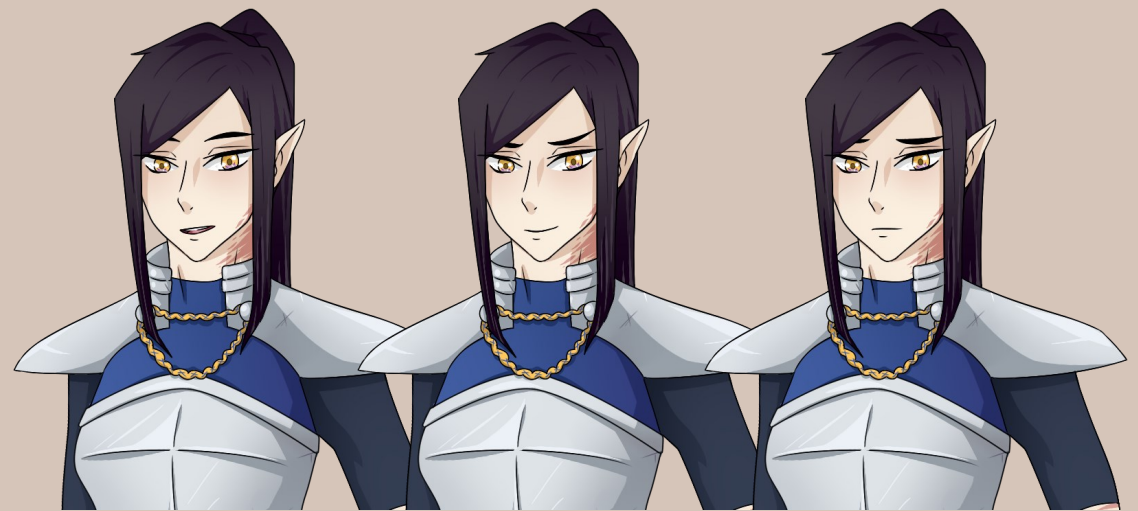
\*unfinished design.



# Jayne Do



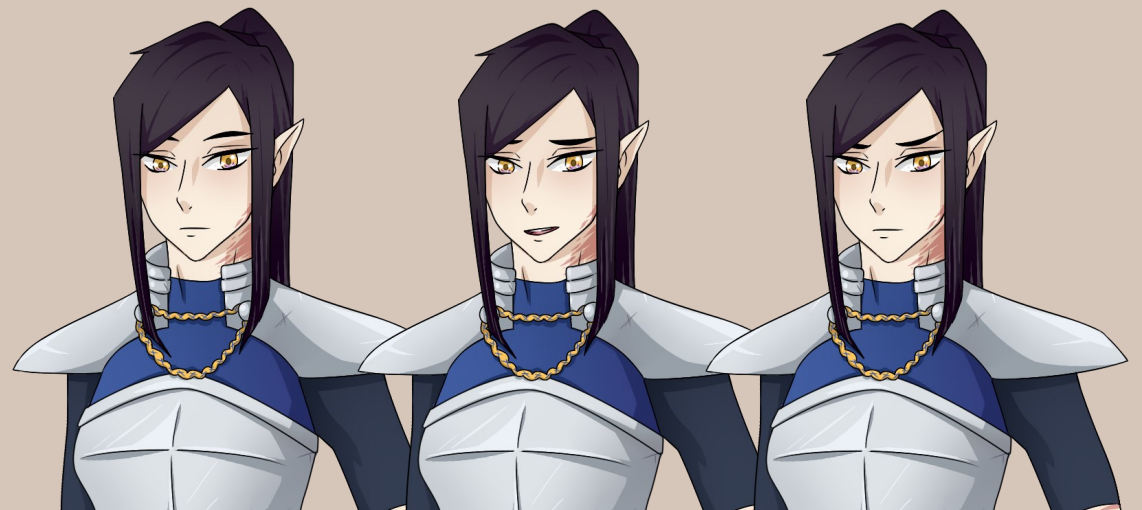
**Title:** Royal Knight  
**Race:** Elf  
**Age:** 27  
**Gender:** Female  
**Sexuality:** Only interested in Princess Madalena



Happy

Smirk

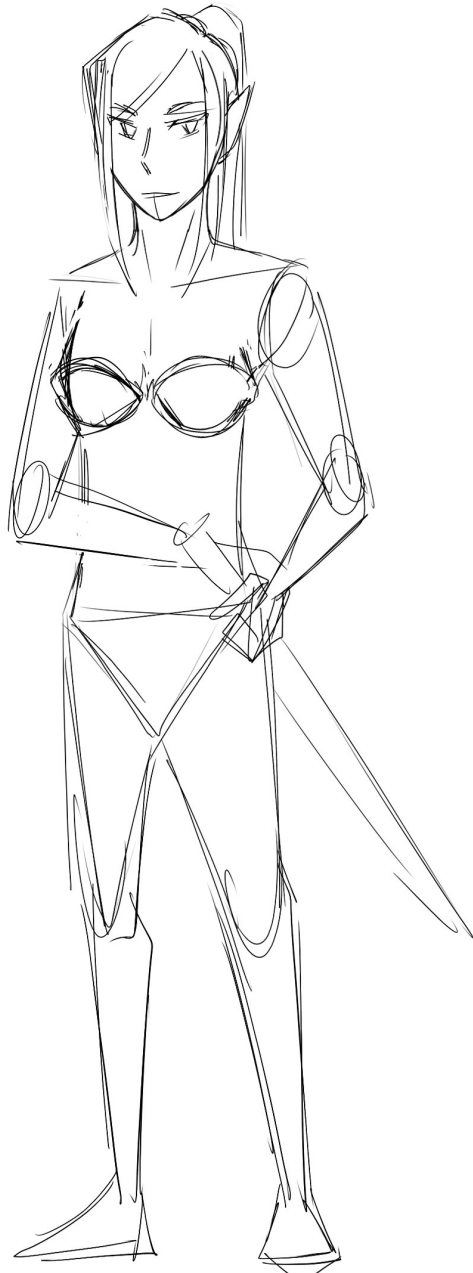
Worried



Neutral

Surprised

Annoyed

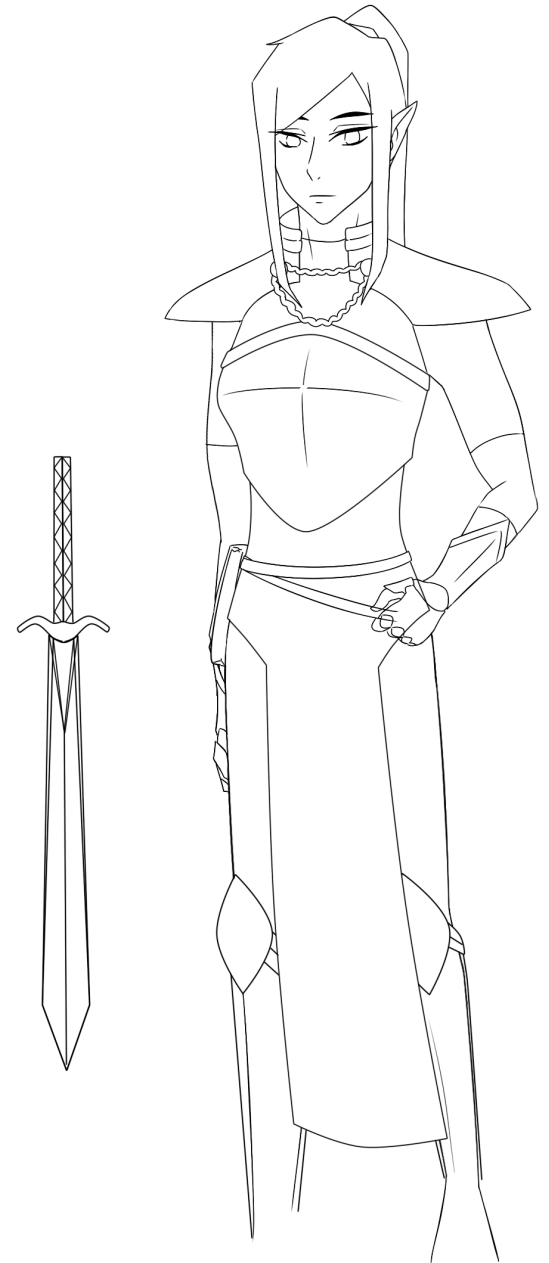


<< Jayne's pose sketch.

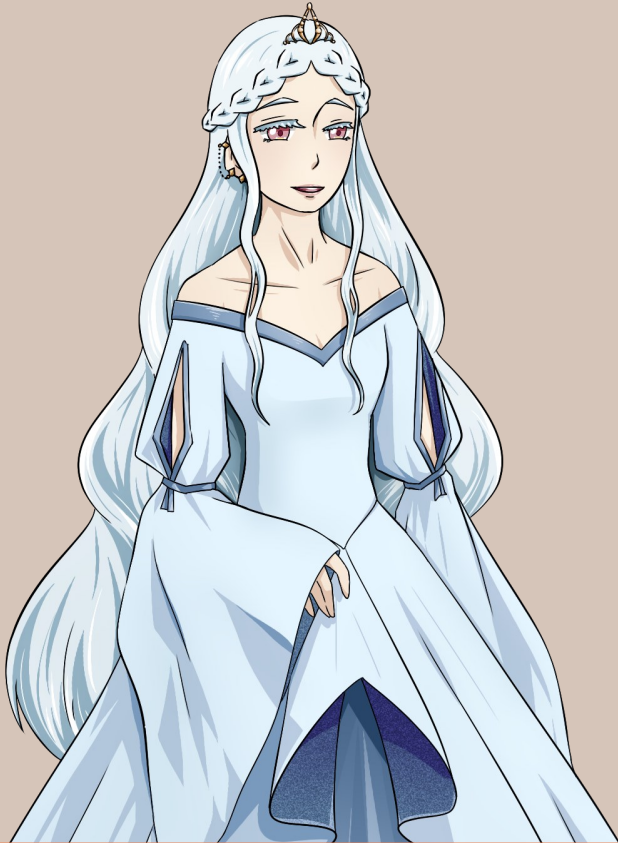
I originally had her standing in a different pose where she was holding on to her sword. '*Always prepared for anything*' was the idea I had in mind for her.

>> In the end, I drew her right hand by her side since it was easier for me to draw. Yes, I admit, I opted for the easy way out. I never even finished drawing her feet/shoes.

It doesn't show up in the game either, but I had her sword design created and ready for use. It was going to be a double-edged sword with a leather-wrapped handle. >>



## The Royals and Nobles



*Madalena*

**Title:** Princess  
**Race:** Human (/ Witch)  
**Age:** 23  
**Gender:** Female  
**Sexuality:** Undisclosed

**Fun Facts:**

- She was originally named 'Clair'
- She is a witch with the rare power of clairvoyance
- Her powers are kept secret from the public

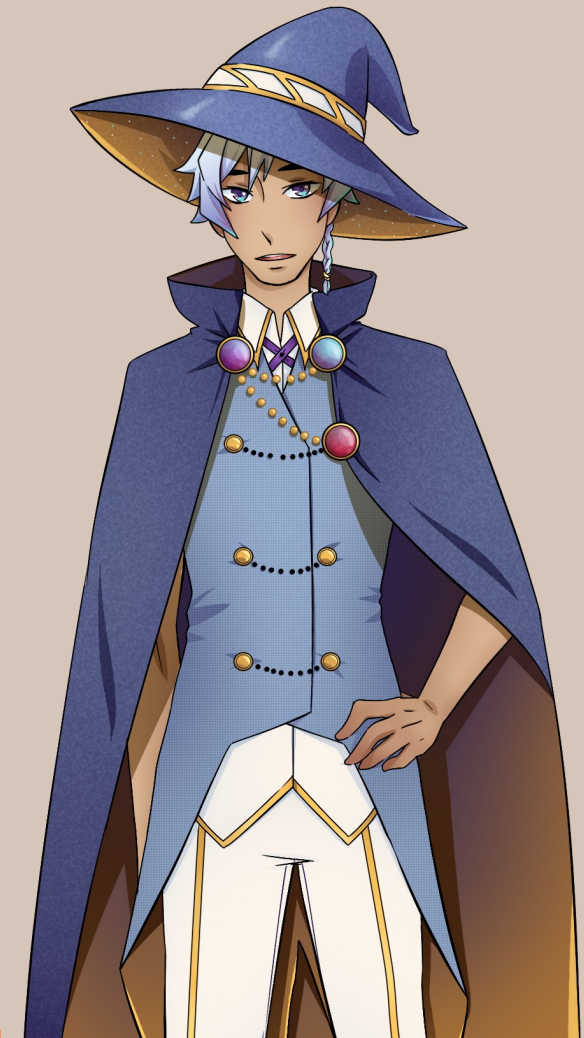


*King Karl*

**Title:** King  
**Race:** Human  
**Age:** 52  
**Gender:** Male  
**Sexuality:** Straight

**Fun Facts:**

- He is a master swordsman
- Aside from Madalena, he also has a son who is already married



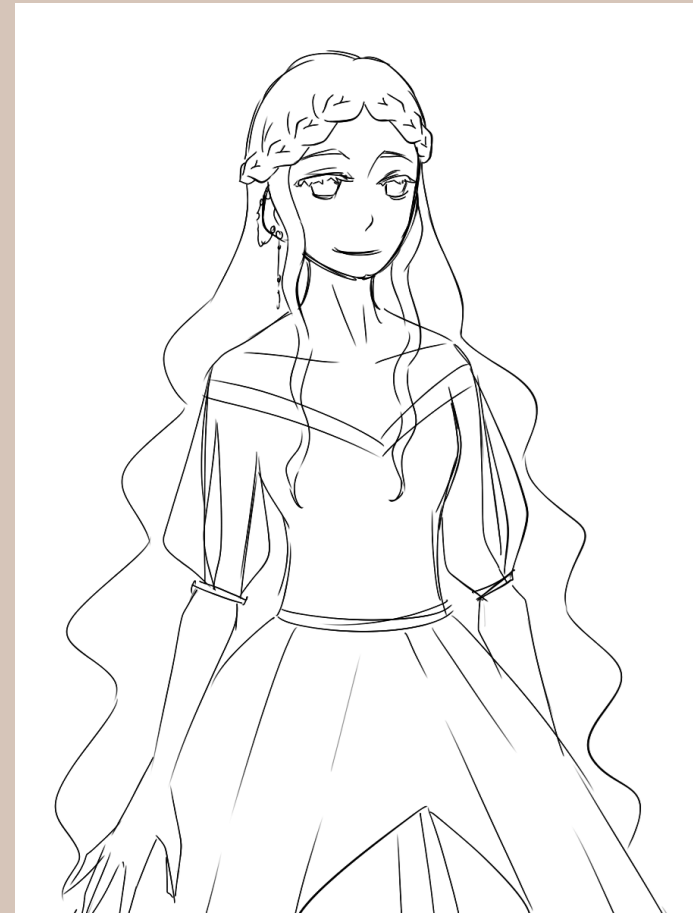
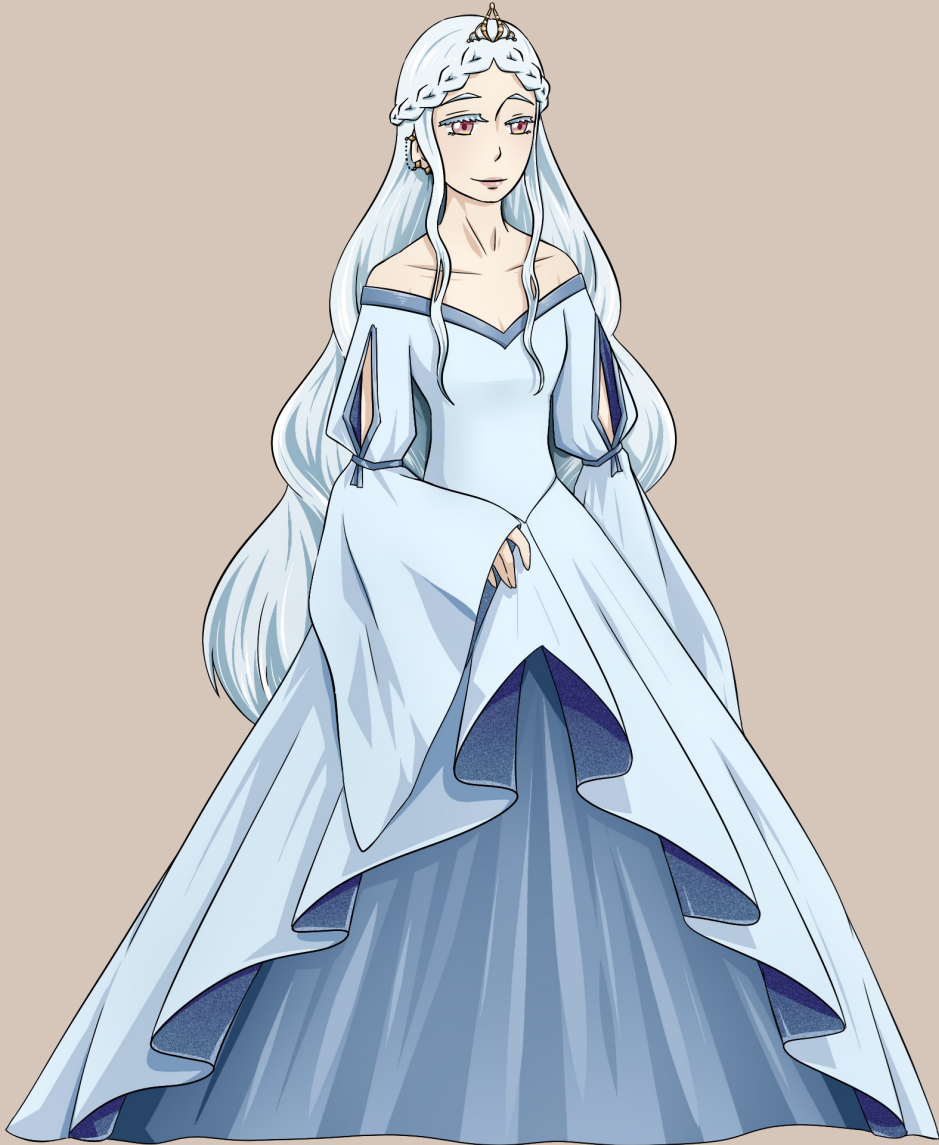
*Luka De Castro*

**Title:** Nobleman/ King's Chosen Fighter  
**Race:** Human/ Witch  
**Age:** 27  
**Gender:** Male  
**Sexuality:** Pansexual

**Fun Facts:**

- Luka would rather be a lover than a fighter
- He drinks a lot
- He is an only child

Princess Madalena's full sprite. She is wearing small heels underneath her dress. I pictured them to be similar to Cinderella's glass slippers. V V



^^ Her initial character sketch.

She had short puffy sleeves that ended at her elbows and her hands were by her sides. The waviness of her hair was also different.

I had no questions about her colour scheme, I wanted her to have icy white hair with wine red eyes.



I don't often draw older characters, especially older men.

I couldn't decide on a design for the king so I came up with several and let my KS backers vote on what combination they liked best. ♡♡

^^ Alternative colour scheme. The king could have worn white clothing instead of black.

*Hair 1*



*Outfit 1*

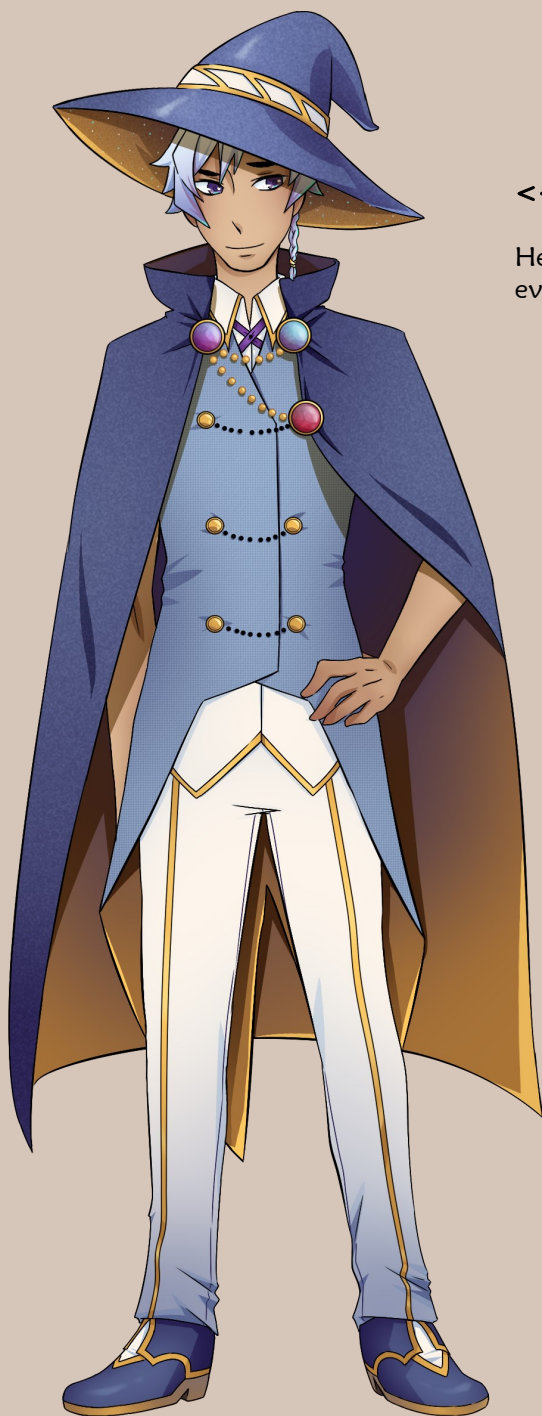
*Hair 2*



*Outfit 2*

*Hair 3*





<< Luka's full sprite.

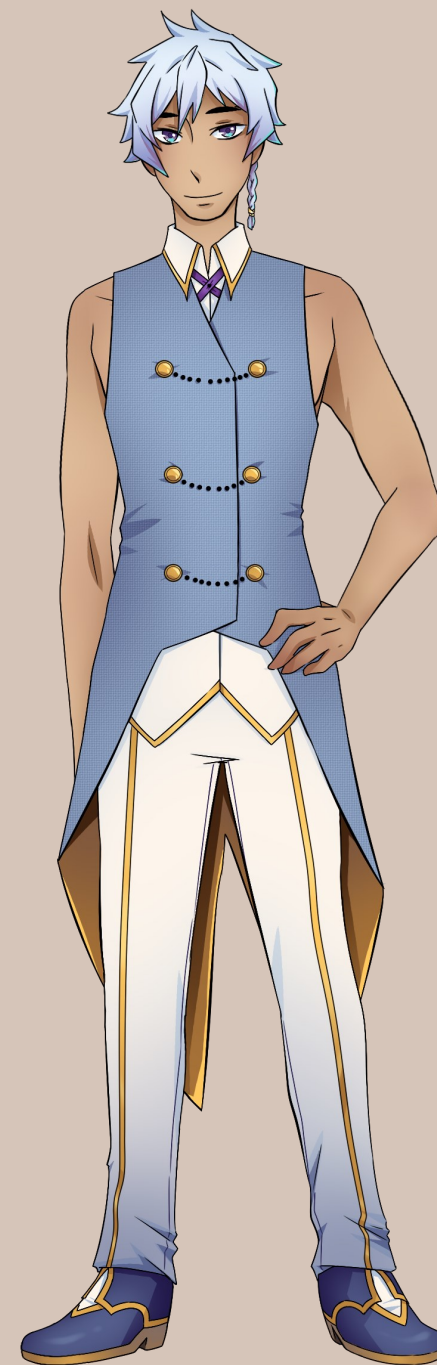
He wears blue shoes that have a small heel to make himself taller, even though he is already one of the tallest characters in the game.

Luka without his witch hat and cape. >>

His hair actually reaches to the bottom of his neck when it's not braided. There's a slight violet tinge at the tips and a teal highlight as well.

He wears a sleeveless waistcoat. I actually don't like this design. I want to add sleeves to his character at some point in the future, or perhaps design him an entirely new outfit.

I'll be fleshing out more on Luka's character in the spin-off sequel, 'DRUNK:MAGIC'.



# Backgrounds

I don't normally draw backgrounds.

I find them very difficult to draw and require a great understanding of perspective, depth, and light sourcing. All of which I have little confidence in my own abilities. I avoided them like the plague. However...

To make a great visual novel I needed backgrounds that match the style of my sprites. I searched for an artist to recruit for the project but could not find someone that could mimic my style. Thus the inevitable occurred... I had to learn how to create backgrounds (the horror!)

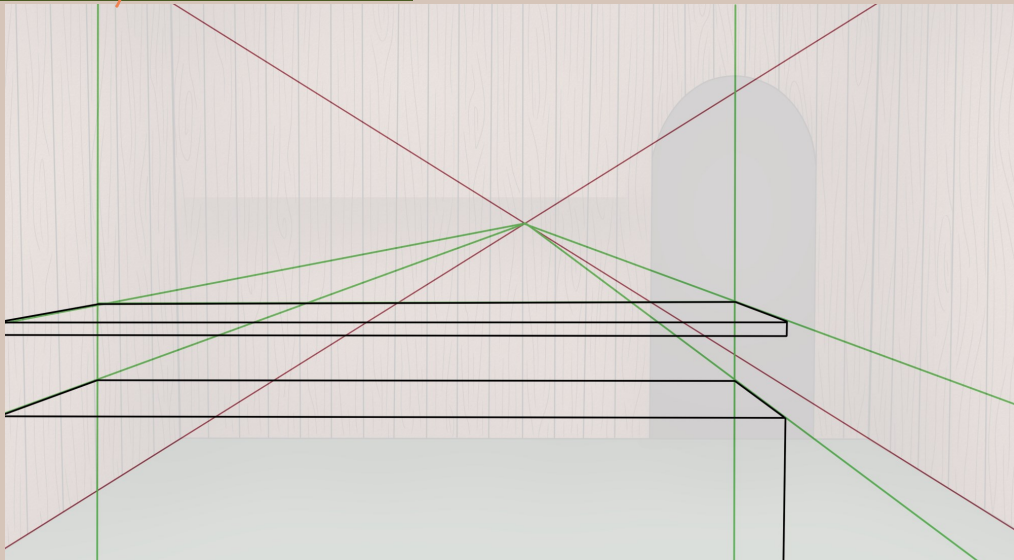
Fortunately, we live in an era where anything and everything could be learnt *online*. I took to Youtube and watched several videos on how to create backgrounds. I learnt how to use two-point and single-point perspectives, and how to colour while considering the source of light. Hours of independent self-study and here are the results, the backgrounds used for BAKED:MAGIC...



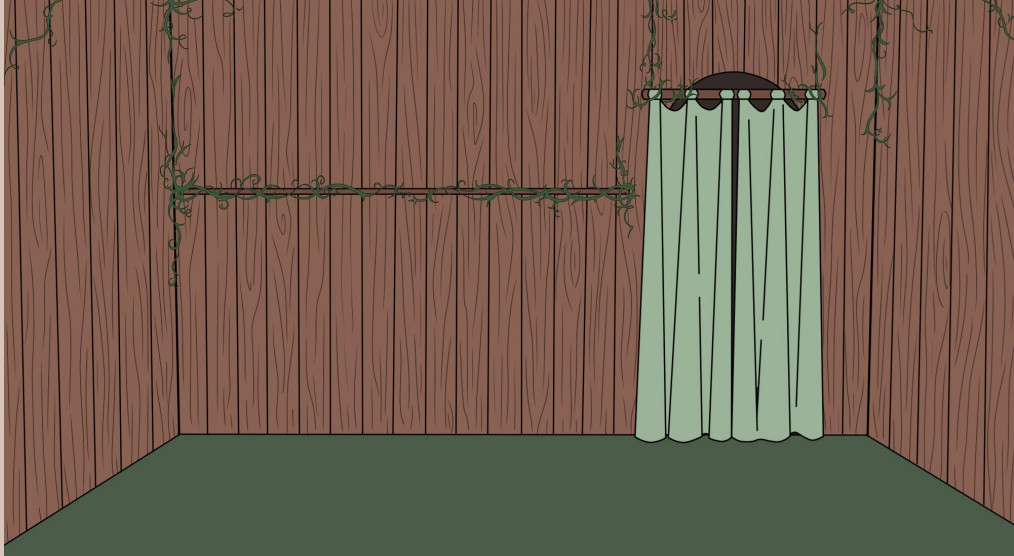
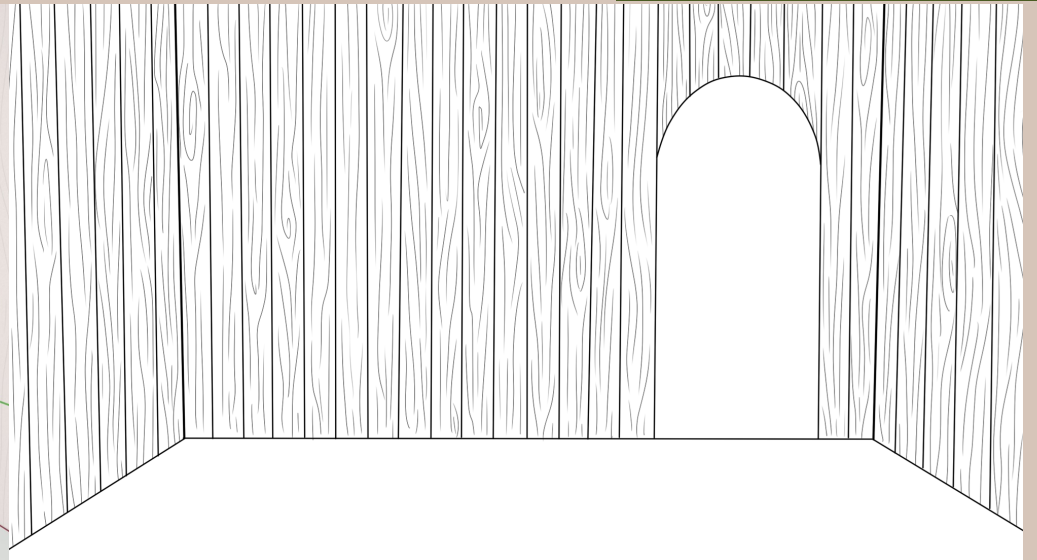
# The Bakery—Front



*Perspective*



*Line Art*



*Base Colours*

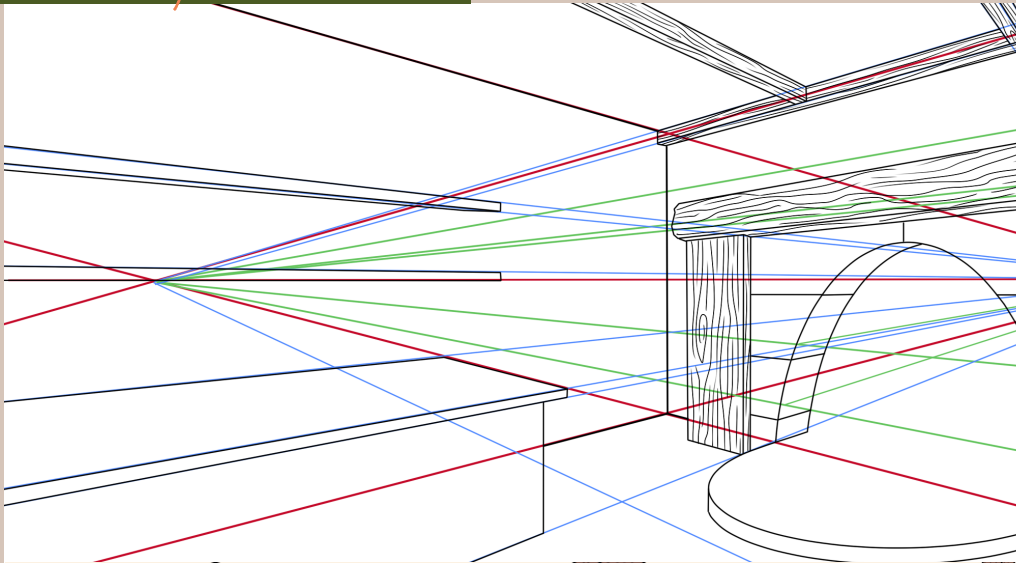


*Details*

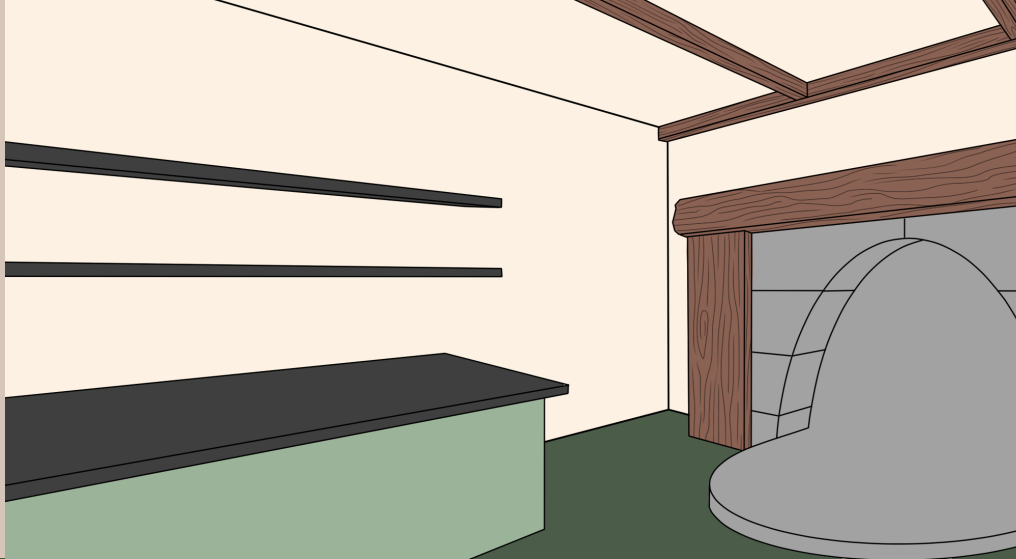
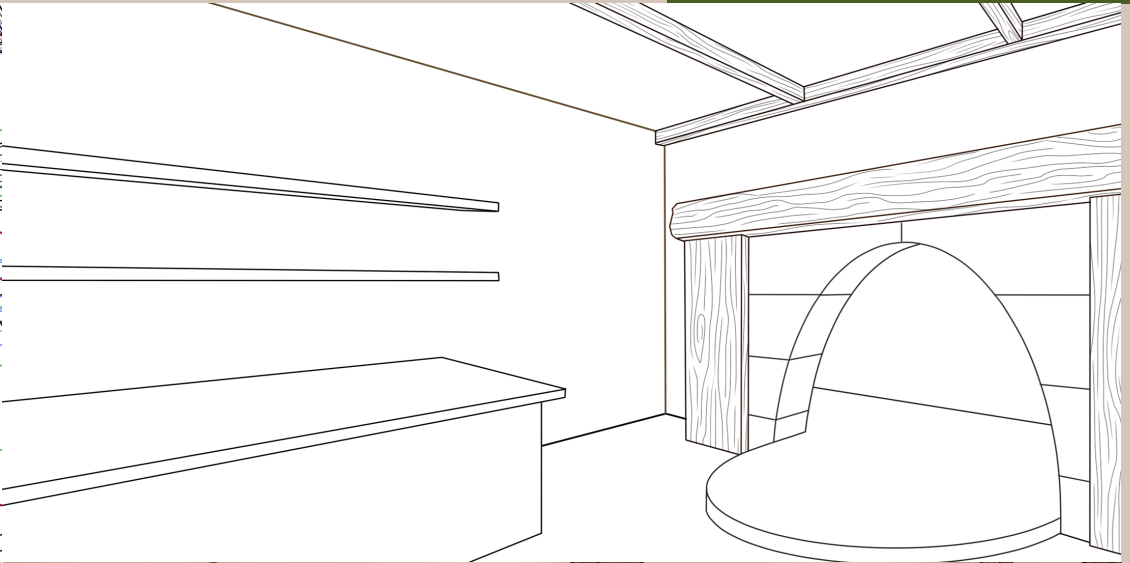
# The Bakery—Back



Perspective



Line Art

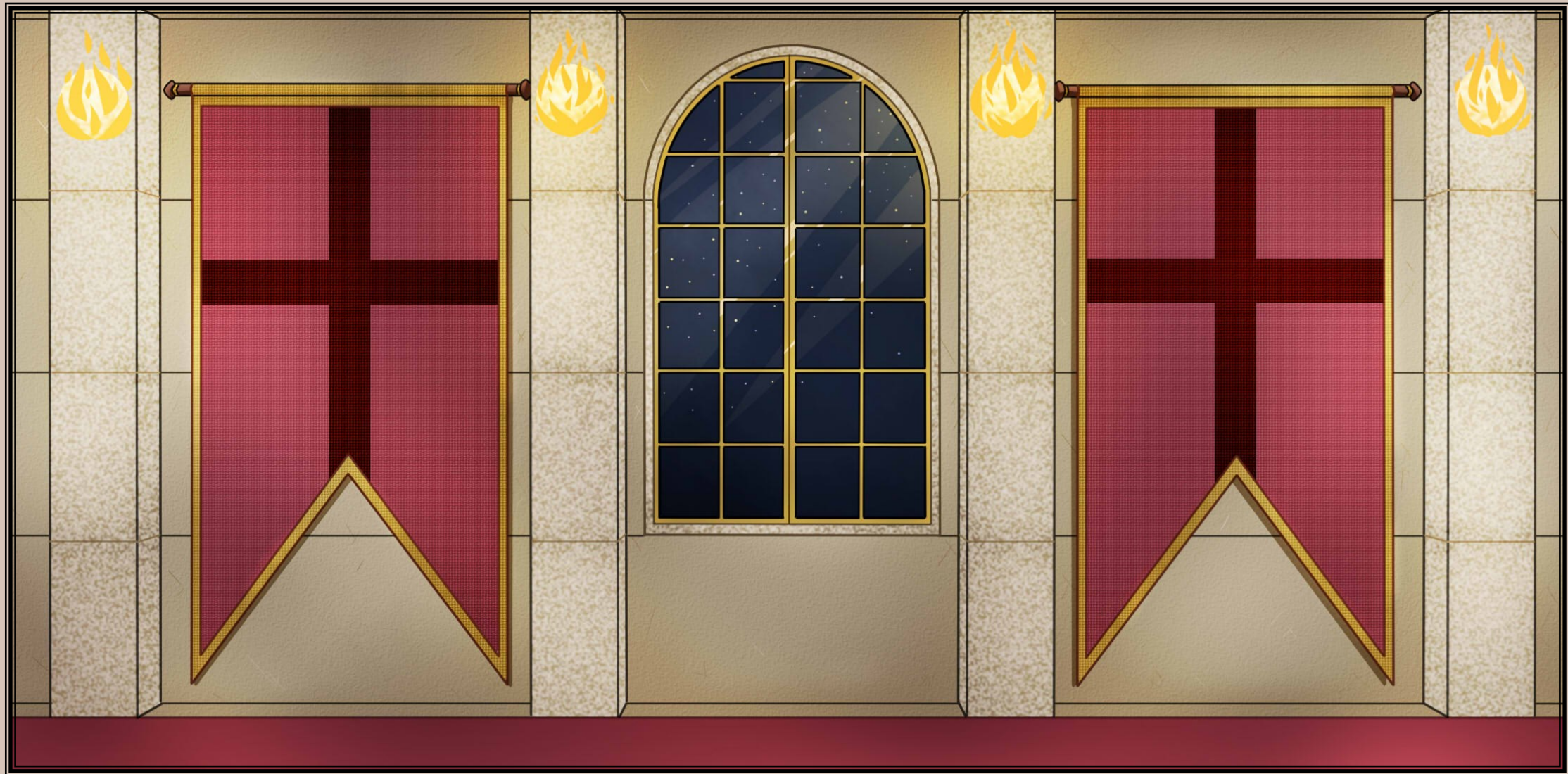


Base Colours

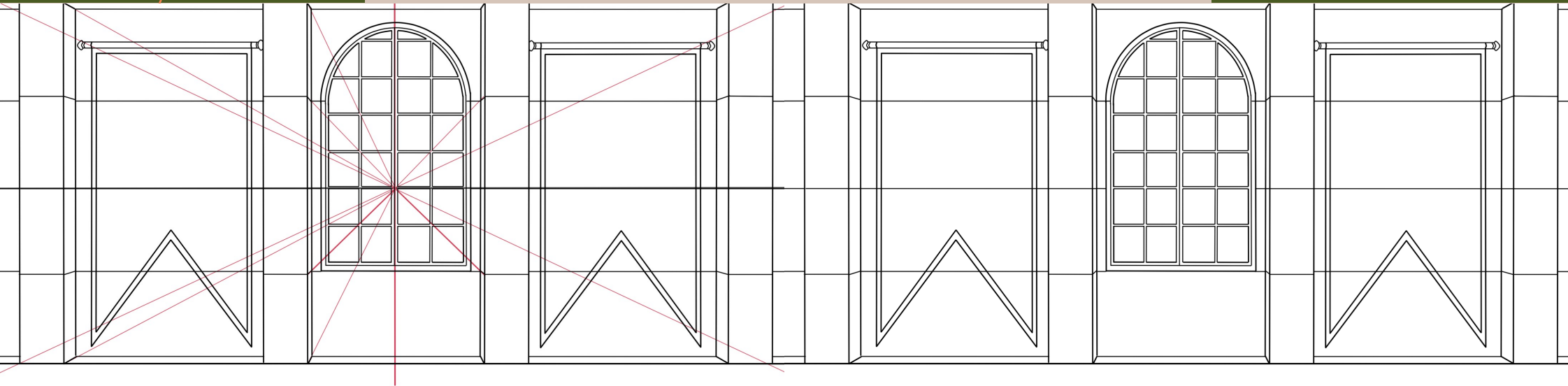


Details

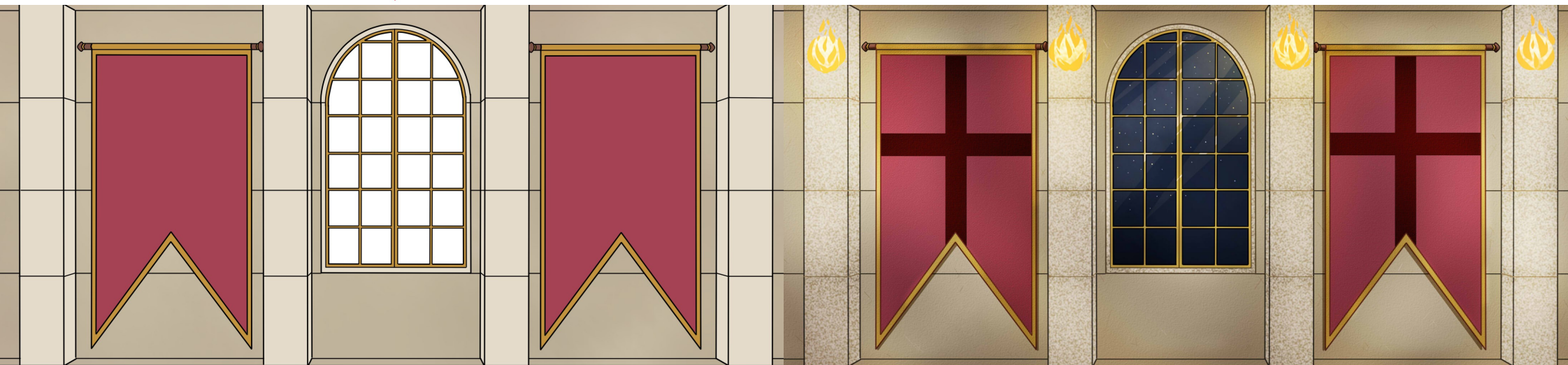
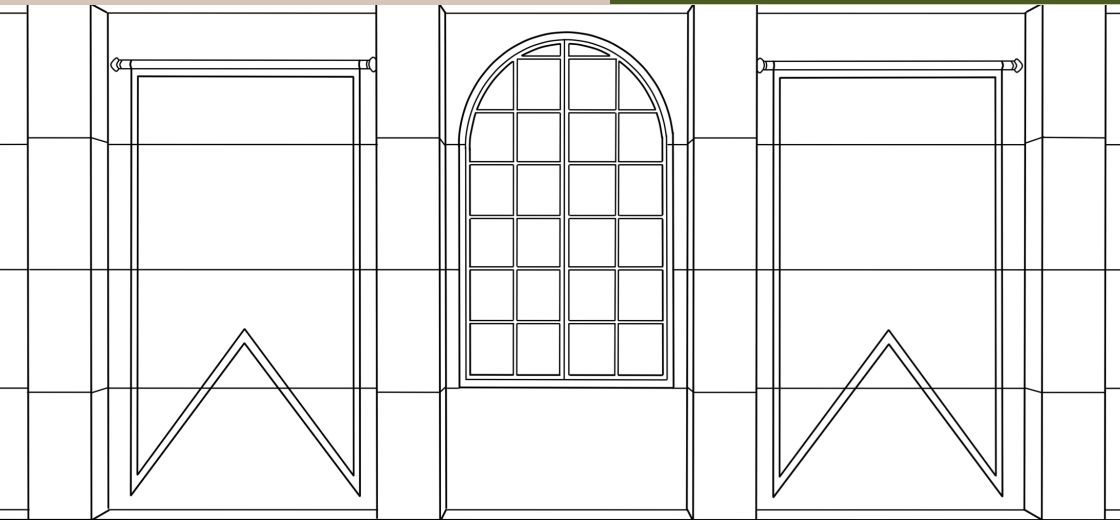
# The Castle



Perspective

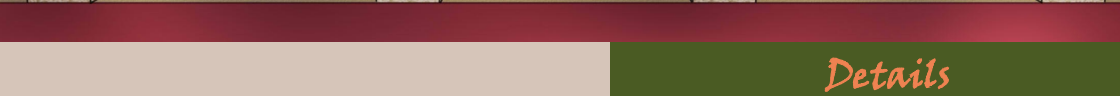


Line Art

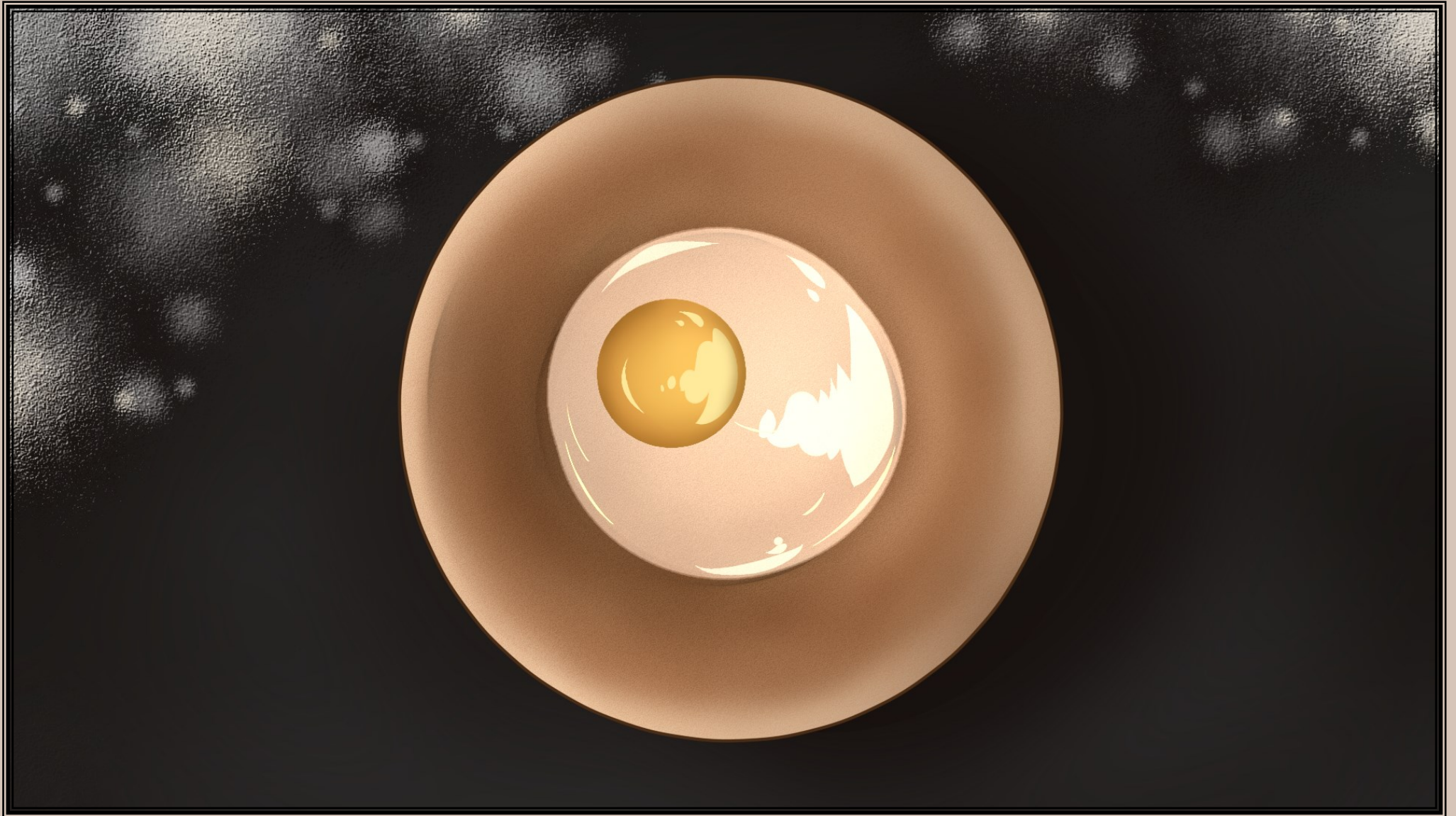


Base Colours

Details



*The Bakery—Mixing Bowl*



## CG Event Scenes

Who *doesn't* love a good event scene?

I originally had several scenes that I wanted to create CG art for (such as at the beginning of the game when Elliot was holding the tray of apple-cinnamon muffins). However, while I was finishing up the script I found that there were too many scenes and not enough time to draw them all. Thus, only two event scenes were created.

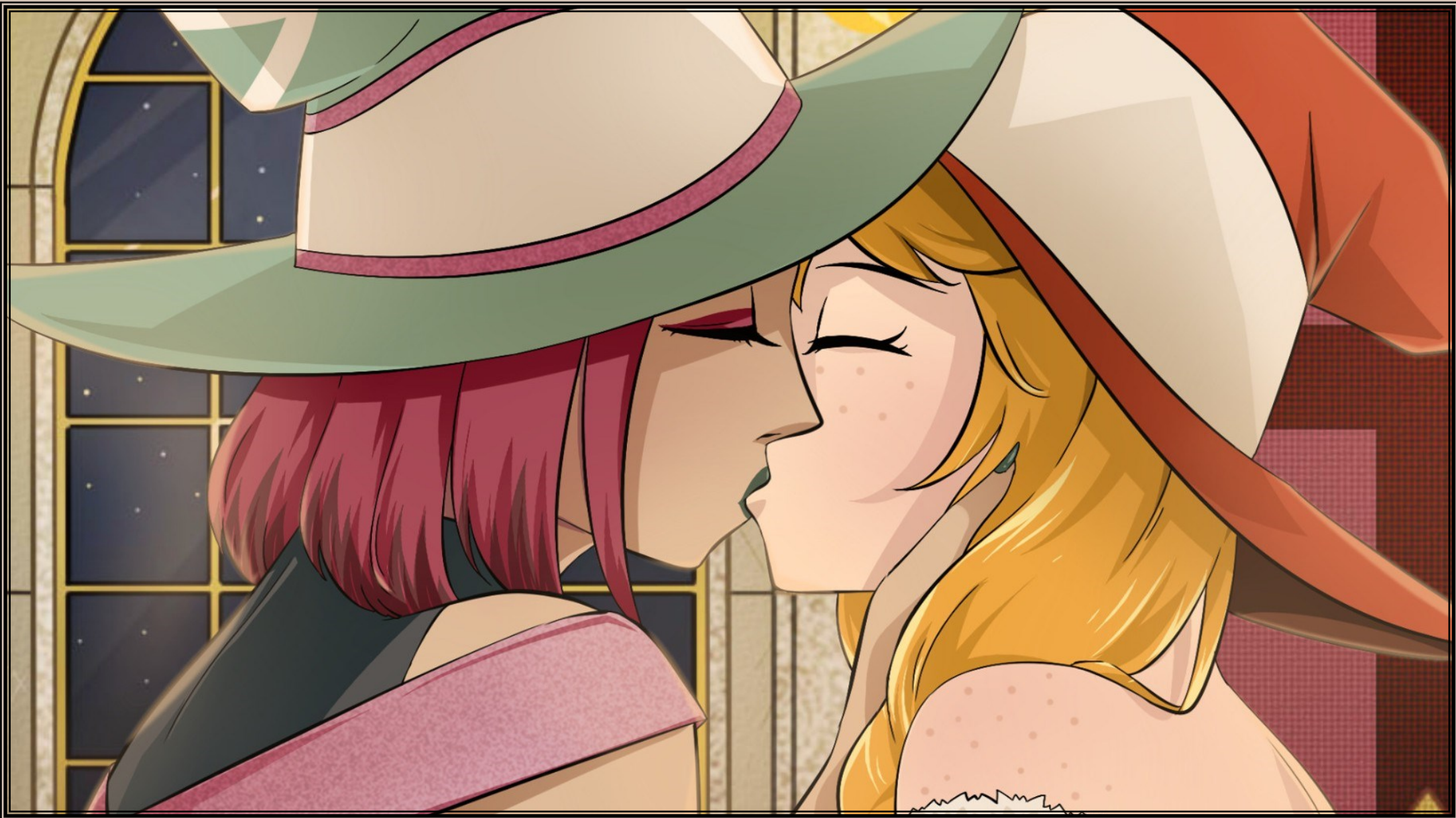
I chose the two most pivotal points in the game: the kisses! I wanted both images to be close up shots of the couples while they were kissing, there weren't even any other scenes that I thought '*I really must draw this*'. I looked at references online to get an idea of the right angle and lighting to use. There were a few times where I would redraw the sketches and the poses, but in the end I'm happy with the way they turned out.

What do you think?

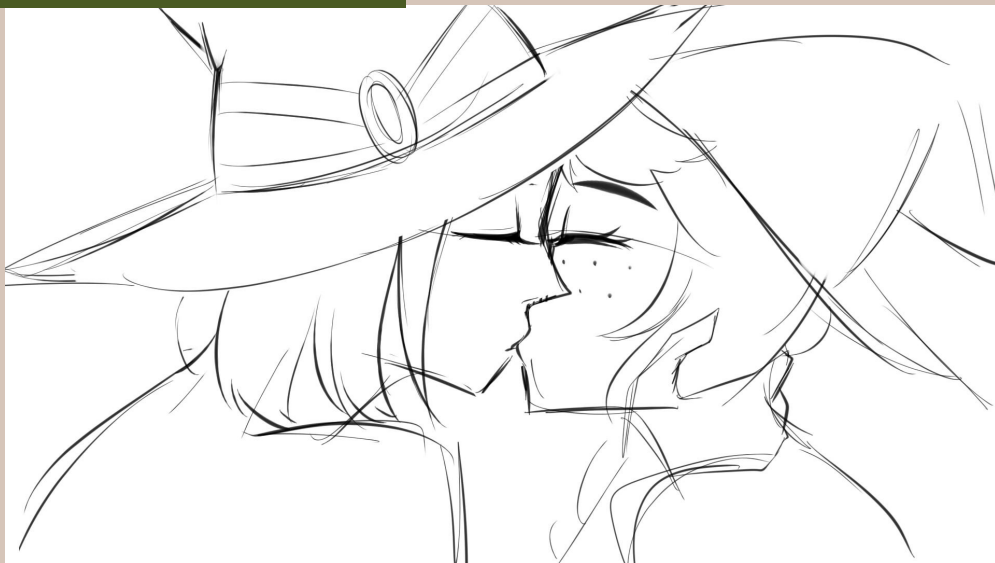


The original sketch for one of the CG scenes; very messy.

*Lana and Elliot*



Sketch



Line Art

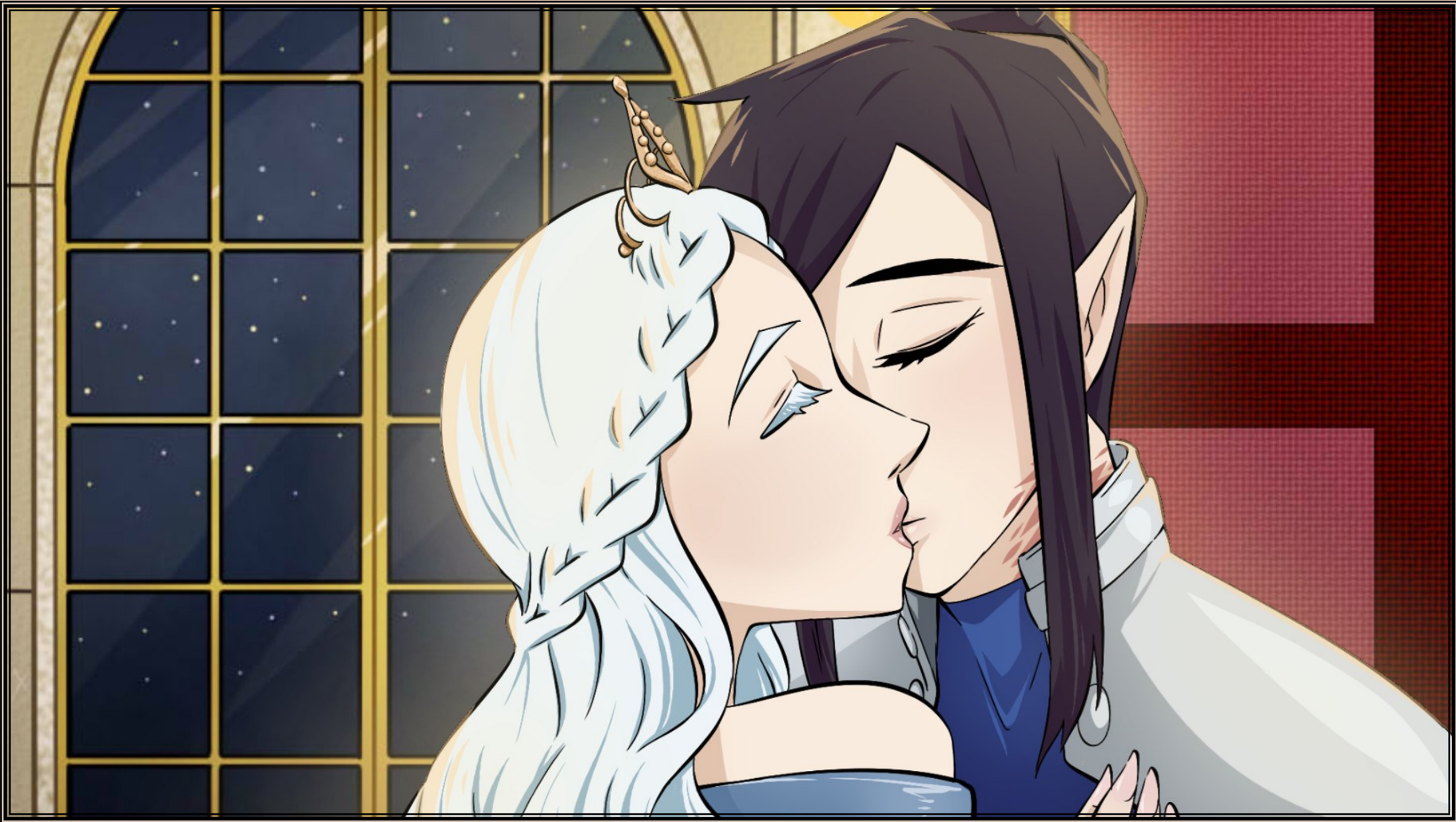


Base Colours



Details

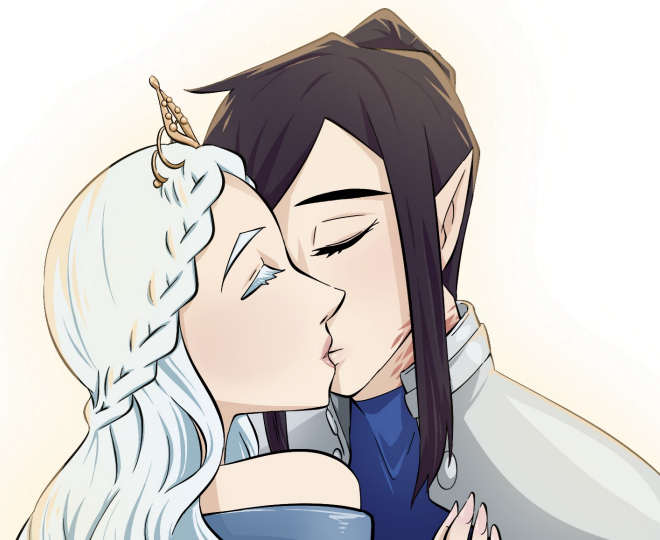
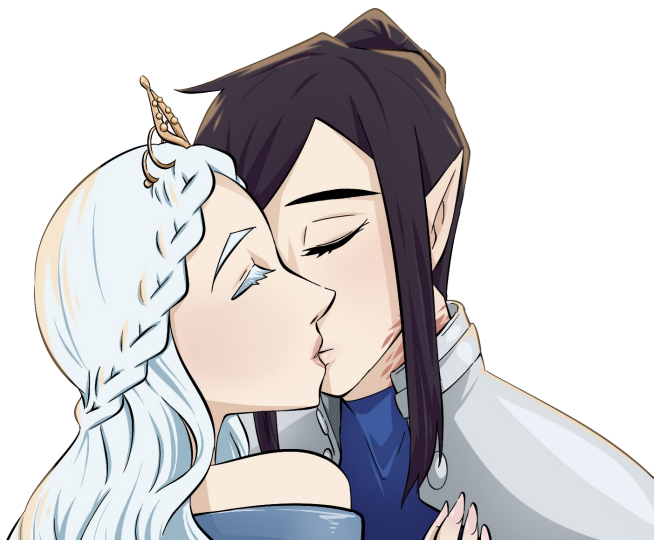
*The Princess and Jayne*



Sketch



Line Art



Details

Glow Effect

## Chibis

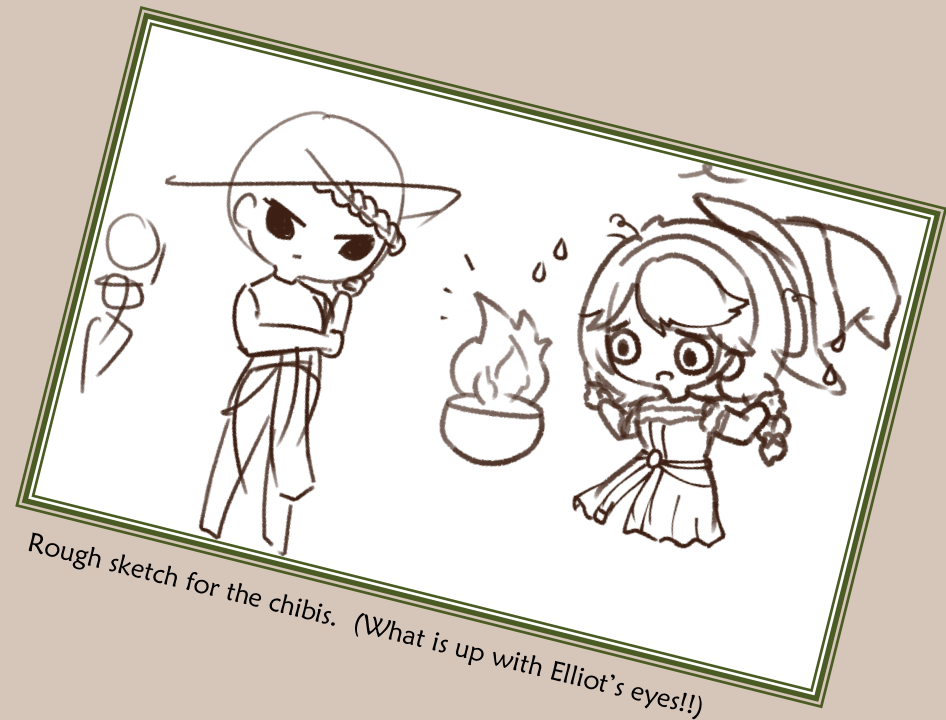
Those cute little mini versions of Lana and Elliot that you see after successfully baking muffins (or fail to bake).

I hired the amazing *thiskidthatkid* to create the chibi art used in BAKED:MAGIC. I've seen her work before in the artist alley at conventions and I just love her style, so when I needed to find another artist I knew exactly who I wanted.

On the next page I'll be sharing with you a little Q&A session that I had with her. I hope it gives you an insight to the artist behind these adorable chibis.



A work in progress of the lineart.



Rough sketch for the chibis. (What is up with Elliot's eyes!!)

### Why did you decide to join the BAKED:MAGIC team?

I wanted to be a part of a project that is inclusive to the LGBTQ community. I also enjoy anime and video games myself, so visual novels are like a perfect blend of my favourite hobbies.

### What programs and tools did you use to create the chibi art?

The program I used is called: Clip Paint Studio  
The drawing tablet that I used is called: XP-Pen Artist Pro 22"

### Did you enjoy making the chibi art?

Because the art style needed was cute chibis, I definitely had lots of fun turning the characters into miniature versions of themselves.  
I wanted to include a little bit of myself in the game so I put my little sprite character in the "fail" artwork (as seen below).

### Anything else that you might like to add?

I really hope you enjoy this game! Thank you for the support, and hopefully we will be able to make more games in the future.



## Main Menu Art

The first thing you see while playing the game will be the last thing you read about in this art book: the Main Menu!

There were a couple of different options for the main menu, but I am glad I went with the current design. I wanted to create something that would match with the soft, light-hearted music that Shoko made. And so far I have received lots of positive feedback about the art.



Original design used for the demo.



Alternative design with Lana mixing the batter.

# BAKED \* MAGIC



START  
LOAD  
OPTIONS  
ABOUT  
GALLERY  
HELP  
QUIT



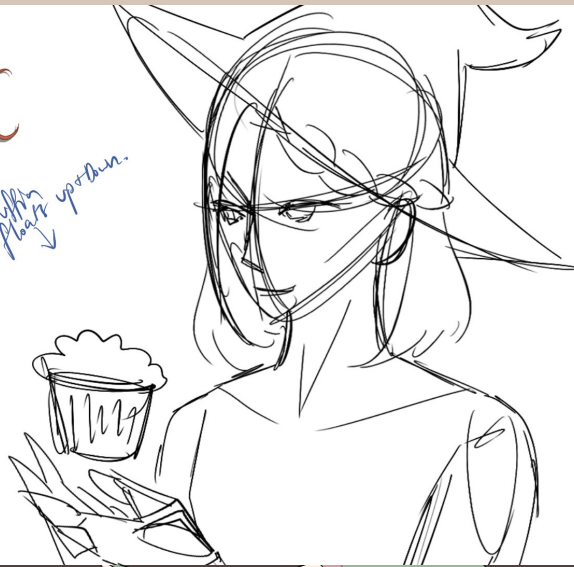
Sketch

BAKED:MAGIC



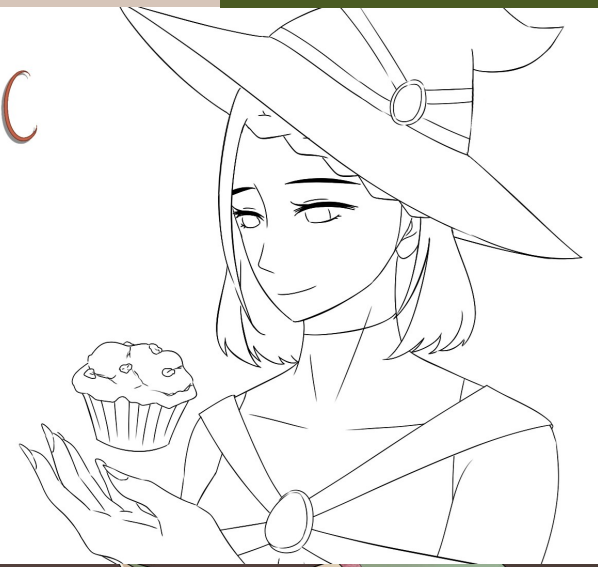
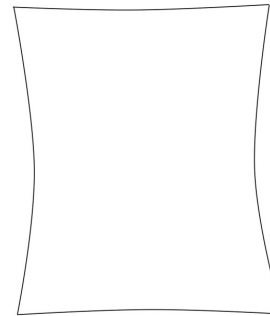
START  
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ABOUT  
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Make  
plate up/down

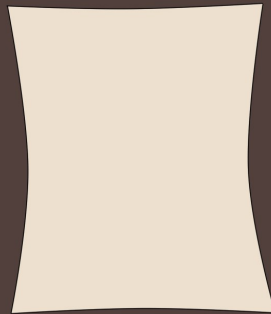


Line Art

BAKED:MAGIC



BAKED:MAGIC



BAKED:MAGIC



START  
LOAD  
OPTIONS  
ABOUT  
GALLERY  
HELP  
QUIT



Base Colours

Details



<< Making the animated sparkles.

Luckily the sparkling effect above the muffin was easy and simple to make, it only required three variations to get it to look how I wanted.

I set up six points for the sparkles that would always be seen. These were the ones that would change in size from small—medium—large.

I then added extra tiny dots to each layer to make the sparkles seem more random and less stationary. >>



# Acknowledgements

We have finally reached the end!

Before you go, I want to take the time to thank all the people that made this game happen and contributed in one way or another. May it be through supportive words, constructive criticism and tips, promotions on social media, or through backing us on Kickstarter. This page is for you.

I want to thank the team that worked on BAKED:MAGIC with me. I'm still new to acting as project leader so I'm grateful to them for putting up with me and taking on their jobs with such enthusiasm and dedication. Thanks thiskidthatkid, Jeff Penny, Shoko, and Nerupuff.

Next, I want to thank the amazing people over on the Lemmasoft forums and the Ren'Py and GDAU discord servers for their continued support, feedback, and helpful tips on how to improve my work. The feedback from some of the members on these platforms has definitely helped to improve the quality of the game.

A special shout out to my personal friends and family that encourage me to work on these games that I am passionate about. Here's to Daniel, Nancy, David, Naomi, Ryan, Ben, Jess, Rach, and Lisa.

And last but not least, a huge thank you to the people that supported BAKED:MAGIC on Kickstarter. Your pledges not only helped the game to come to fruition, but it also helped several indie game developers buy their next meal (or two). Thank you so much!

Until next time, beautiful people,

**Red Chan**

