

Artist Vision Statement

As Hep Cat deals with the dark theme of mortality, we decided that the art would work to lighten its tone. Our vision was to create a cute fun and light-hearted game, inspired from fantastical cartoons such as Steven Universe and Adventure Time, which also dealt with absurdism and heavy topics, and were designed in a simple and rounded style. We wanted Hep Cat to be reflective of its period and refreshing for players, hence the sprinkles of memes throughout the game. Our goal was to make a game in which people felt warm and happy, even when faced with death. By having two artists on board, we were able to enrich the world of the narrative while maintaining a cohesive style between our two approaches, pixel and story art. Hep Cat is a creative union and exploration of life, death, pixel and story art, and retains its cohesion through colour, form, and level design.